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SEGA PRO

ECTS SPECIAL REPORT INSIDE!

JUNE '94
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ISSUE 33
DM 14.00

KICKING!

Bruce Lee batters the opposition in Dragon

MICRO MACHINES 2 COMPO!

Design your own level and get it in the game!

REVIEWED:

Pete Sampras Tennis, Wing Commander, Jungle Book, World Cup '94, RBI Baseball '94, Star Trek: TNG, Battletoads MS, and GP Rider GG

EXCLUSIVE! BETTER THAN ALADDIN?

David Perry's stunning new release – inside!

12 PAGES OF TIPS, INCLUDING:

Sonic Spinball and Shinobi II GG

LATEST SATURN PIX!

Sega's new machine – photographed!

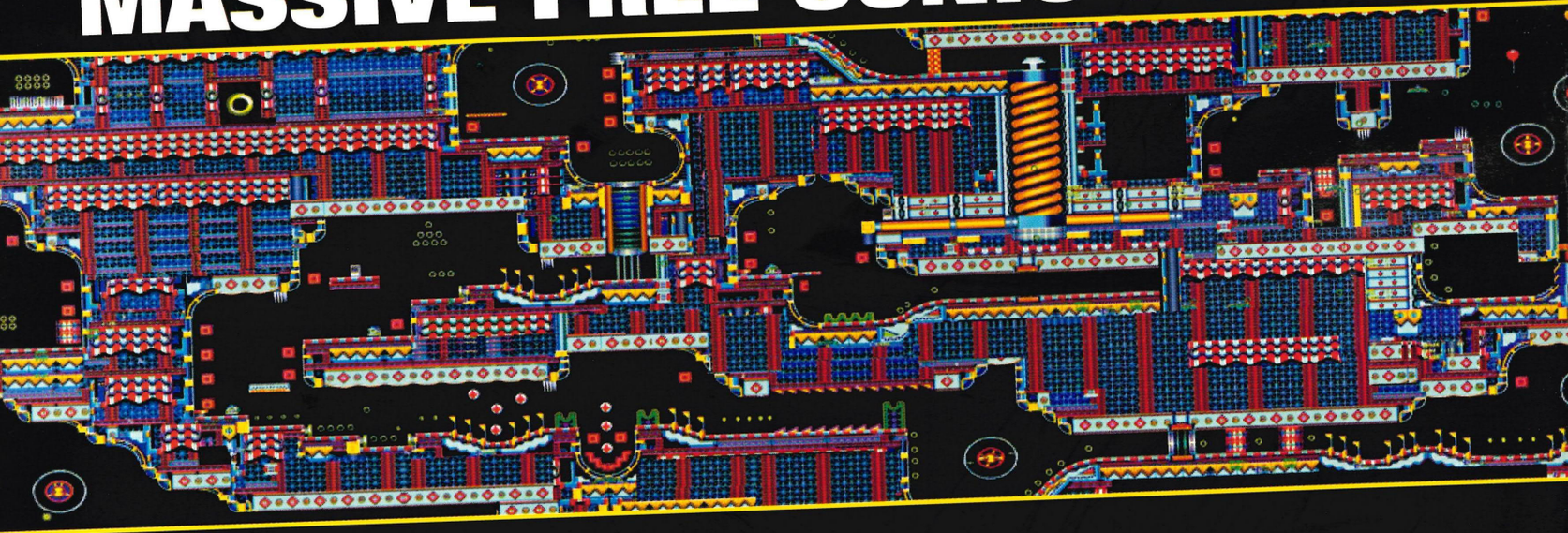
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DINGBATS MESSAGE



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Video Games Centre ✆ (0202) 527 314

Cover: Earthworm Jim © 1994 Shiny Entertainment. All rights reserved. Thanks for the exclusive!

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6 .....THE FRONT LINE
The Front Line reports especially from this summer's European Computer Trade Show and brings you all the dirt, tears and happiness!

16 .....JAPANESE NEWS
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18.....EARTHWORM JIM
It's yet another SegaPro Exclusive as we fight off our competitors (sorry, Neil) and bring you the first look at Dave '*Aladdin*' Perry's fantastic new game.

22.....VIRTUA RACING
It's here and it's amazing, but is the price justified? We take a look behind the scenes and ask people whether they'll be buying the game.

24.....DRAGON
Bruce Lee is back (from the dead) so we preview his new beat-'em-up for the Mega Drive, Master System and Game Gear. Check it out.

28 .....PSYGNOSIS
We preview what could be one of the finest ever platform puzzlers, *Flink* from Psygnosis, and take a squint at the ir new shoot-'em-up, *Hardcore*!

33.....REVIEWS
We scrutinise *World Cup '94, Jungle Book, Battletoads MS, Star Trek TNG, Wing Commander, Pete Sampras* and *GP Rider GG* ! (Plus a few more).

38.....WIN!
Our best-ever compo as you get the chance to design a level of *Micro Machines 2* and get it put in the game! Turn to page 38 NOW!

50 .....FREE! POSTER
Shiny Entertainment's storming new character, Earthworm Jim, poses exclusively for our readers in this month's poster.

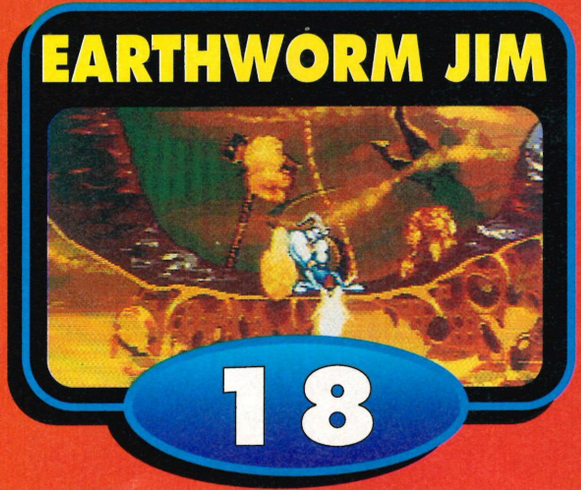
66 .....PRO TIPS
We kick off with a vast 12 pages of tips for you, including solutions to *Sonic Spinball* and all the latest small tips, cheats and Action Replay codes.

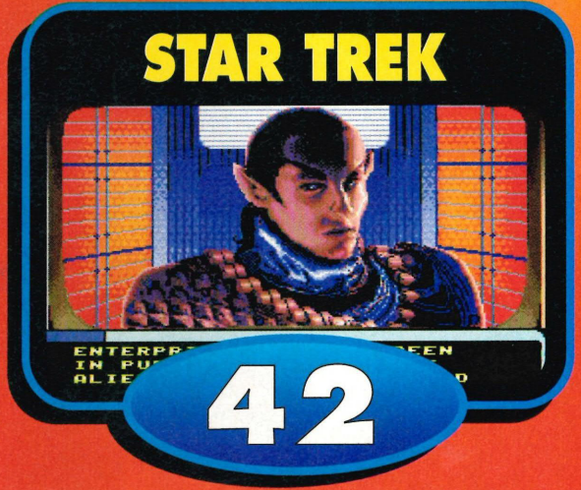
77 .....CLASSIFIEDS
Got something to swap, sell, blag or maybe you're just after a penpal or eight? Well, this is the place to come to.

78 .....PRO HELP
Got a games problem? Well for goodness' sake, quit worrying about it and write to our man with the plan, Nick Roberts!

82.....PROFILE
It's back and better than ever! Yes, the Profile, the best guide to all those old games and exactly what they're worth. Watch for more additions soon...

92 .....PROTEST
We give up. Nick is a nervous wreck with all the grief he gets from people these days. So write in and finish him off, please!





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DRAGON

Bruce Lee might have passed away, but his fighting spirit lives on in Virgin's new blockbusting beat-'em-up!

COMPO

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FRONT

TRADING PLACES

It was a month of tears, happiness and free-flowing booze (or rather, because of the free-flowing booze) as this spring's ECTS kicked off in Islington, in London. Although one might have expected everyone to be a bit gloomy with the recent drop in games sales and magazine closures (at the Europress Group), in fact, everything was remarkably up-beat. There was a strong feeling that games prices have peaked and will have to decline soon, Sega had information about the new Mega 32 and Saturn consoles (more on this in the Front Line) and there are some excellent games in the pipeline for this year. So let's hope things really can only get better!

Nick SP



Nick recently celebrated his birthday although he wouldn't tell anyone what age he was (we figured he should be embalmed soon). He's enjoyed this month, wining and dining the PR giants of the Sega world (at least that's what his expenses said).



Nick Roberts is the new boy on the SegaPro team and as yet no one has dared to ask him when he reaches a ripe old age. Still, from his various editing credits we figure he must be close to prehistoric (Separated at birth from Jeff Goldblum or what?).



Pete's birthday is months away, as he keeps reminding us. His real age is unimportant as he acts 'going-on 30' in every department. The fact that he doesn't have three-point-two kids and a mortgage is a constant revelation *(or does he? – Pete)*.



Mark is the real youngster on the team (heh, heh, he'll hate us saying that!). Still, his refreshing attitude keeps us all just under middle-age *(speak for yourself – Nick)*. Okay, so we all pick on him, I mean, what are you going to do about it anyway?



We at SegaPro would never ask a lady her age (Claire wouldn't tell us anyway). Needless to say we've seen her name attached to several magazines that stretch, ooh, years back *(not that far! – Claire)*. We have the mags to prove it – for a price...

★★★ ECTS SPECIAL ★★★

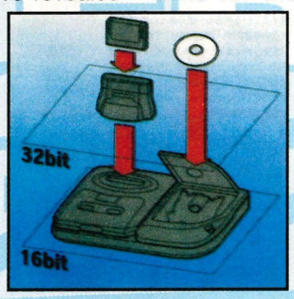
16 BIT GAME GEAR & 32 BIT MEGA DRIVE IN PIPELINE



The nightmare that is the future state of the Mega Drive, Saturn and Game Gear markets woke up and smiled this month as Sega finally nailed down all the rumours and unveiled their future plans for the console systems.

To begin with, Sega will be revamping their best-selling Game Gear machine and replacing it with a 16 bit system – a hand-held Mega Drive if you like – along the lines of the Atari Lynx, in the near future.

More excitingly, they've revealed the specifications for the 'replacement' for the Mega Drive – the Mega Drive 32 (previously called the Mars). This will be a cart-based machine which will 'plug in' to your Mega Drive, bringing it up to a full 32-bit Saturn-like specification. Sega tell us that it will run games like *Virtua Racing, Daytona Racing* and *Virtua Fighters* – all with arcade quality. It'll be available this summer for £150.



This is a mock-up of how the MD-32 might plug into your system.

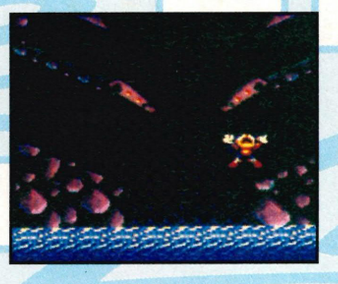
As for the Saturn, this is to become a high-end multimedia machine, priced at around £350, running off CDs. Its specifications will be similar to those outlined a couple of months ago in our Saturn feature. Watch out for it early in 1995.

SEGA

This ECTS had Sega in quiet mood with only a couple of titles on show, including the ever-present *Virtua Racing* and a potentially huge platformer for the Mega Drive by the programming team Treasure. We aren't allowed to tell you what it is, but if we told you that it began with the word 'Dynamite' and was featured in last month's Japanese news, would you be able to figure it out? Much of the rest of Sega's presentation concerned the Saturn and Mega Drive 32, dealt with elsewhere within this utterly fantastic news section!



We can't tell you what this game is called. Sorry!



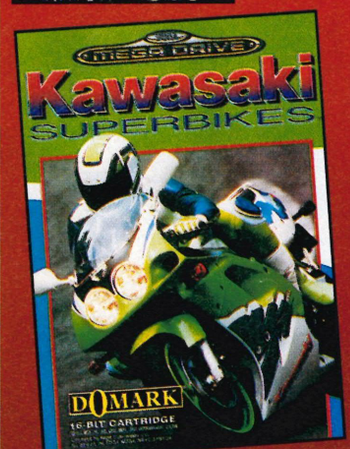
Sonic is back for the Game Gear! This time it's speed (or something).

DOMARK

Again, a subdued show for Domark, who are revving up with *Kawasaki Superbikes* and *Marko's Magic Football* for the Mega Drive and Game Gear, and *AV8B Harrier Assault* for the Mega-CD. They're putting everything they can into *Marko* – read the review this issue and make your own mind up.



Will Marko create Magic for Domark?



Wooosh! The super-bikes look like leaving the rest for dust.

Tips

THE MAX

A new feature each month where we look at the history of the games scene...



The latest 3D blaster affair, *Wing Commander* suffers the usual problem; zero gameplay.

If you're a 3D shoot-'em-up fan, there's only one place to look to discover where they all came from – *Star Raiders* on the Atari VCS console.

When released in 1980, it wowed the gamesplaying audience who'd only had access to crummy conversions of *Pac Man* or games like *Pong* (hit a little ball against another player's bat).

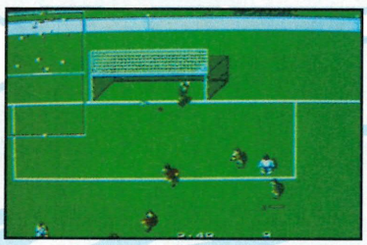
The scene really took off over here when Quicksilver released *4-D Timegate* on the Spectrum. Reviewers at the time were stunned by the the parallax starfield rushing towards you, alien ships and the special effects involved with going through the Timegates to get to another part of the game. One guy salivated, "hook your Spectrum to the biggest set of speakers you've got and turn the volume up to ten". Well, it wasn't that good as the playability was a bit weak – similar to Mega-CD games like *Wing Commander*.

The scene progressed from there to *Elite*, *Captain Blood*, *Carrier Command* and of course *Silpheed*, although for the most part, the playability was always a bit poor in these games. However, as a method of showing off your machine to your mates, 3D shoot-'em-ups have yet to be beaten!

Next month: Scrolling Shoot-'em-ups

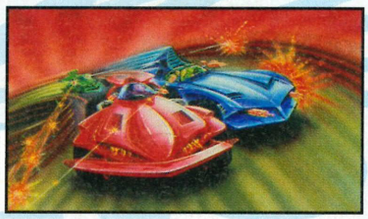
VIRGIN

Virgin had a pretty good 1993 with games like *Aladdin* and they're looking for an equally good 1994. Probably the biggest news is the upcoming release of *Spot Goes To Hollywood* and *Cool Spot 3* – expected for April 1995 (well, nobody can say we aren't first with the news!). The chilly months also bring us *Demolition Man* (Mega Drive and Mega-CD), *Dragon* (Mega Drive, Mega-CD, Game Gear), *Goal!*, *Jimmy White's Snooker* (Mega Drive), *Cannon Fodder* (Mega Drive, Mega-CD), *Links* (Mega-CD), *Lion King* (Mega Drive, Master System, Game Gear) and *Caesar's Palace* (Game Gear). Looking good!





Dino Dini's *Goal!* comes to a console near you in the very near future.



Battle it out in Virgin's hot new releases for later '94/'95.

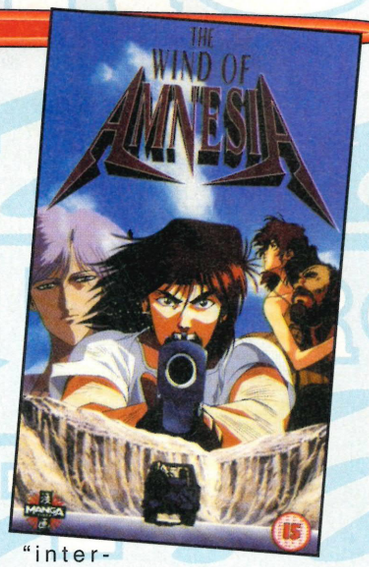
FORGETFUL FORTUNE

Our mates at Manga don't let up on the freebies this month as they send up the latest instalments in the increasingly monoton... sorry, incredibly popular series of Japanese films.

First up is the second part of the Guyver series – "the Ultimate Battle Machine" (but not so ultimate it couldn't kill everyone in a single episode). Check it out this May for £5.99 for 30 mins worth of terrific anime entertainment.

Next in our sights is the Wind of Amnesia. This sounds a lot more promising, and tells the story of the which blew erasing all knowledge, speech and powers of reason from mankind. But... one lad survived the wind and the film follows his struggle to re-educate the human race while he finds out what the wind was and why it blew. 90 mins of this costs £12.99 –

More manga fare is Dangaion, a tale of four girls who – when they are linked together – become "the Ultimate Weapon". If this amazing story of "inter-stellar mechas, androids and transformers" sounds like your thing, be prepared to lay out £12.99 for 90 mins.





Finally, along comes Rumik World: Mermaid Forest. A poor lad, Yuta, becomes cursed with immortality after eating the flesh of a mermaid. This charming man spends the next few centuries finding another mermaid he can settle down with (no surprise nobody went near him for so long). This is an 18 cert and will cost you £8.99 for 50 minutes.

EXPOSED!

Number 5: European Computer Trade Show (ECTS).
Appearance: Twice a year.
Occupation: Allows people to get together, lie to each other a lot and make loads of money.
Why? Well, everyone has loads to drink as well.
So what does it involve? The idea is that software companies show their next six months' games to shops and magazines.
Is it important? Extremely. All the hotshots go there and deals are done with people from all over the world.
(Yawn). Doesn't anything more interesting happen than that? Well, Sega unveiled the new MD upgrade to a select few (ie SEGAPRO), Psygnosis talked about *Lemmings 2* and *Second Samurai* while Virgin wheeled out *Cannon Fodder* and Accolade, *Bubsy II*.
What else? Erm, Jesus Jones were around the Codemasters stand, Harry Enfield at Domark while Ian Wright and Stuart Pearce hit Nintendo.
Literally? Sadly, no.
So, basically a load of alcoholics get-together for three days and call it work? You win.
Not to be confused with: CES, ABC, real life
Most Likely to Say: "Give me all your money."
Least Likely to Say: "The drinks are on me."

BRIBE OF THE MONTH

Well. You'd have expected loads of bribes this month with the ECTS and all that, but sadly, it was not to be! Still, we managed a couple of items...

PSYGNOSIS



It was a pleasant little party courtesy of Psygnosis that began the downward spiral of debauchery at the ECTS. Psygnosis appear to have turned the corner of late with some excellent upcoming releases (see news) and to celebrate, they laid on free buffet food and booze for the guests. Unfortunately, this was all too much for Nick, who embarrassingly asked for a doggy bag just so he could avoid having to do any grocery shopping when he got home. Next month: Nick boobytraps Claire's chair with some well-ripened sandwiches.

ACCOLADE

There's nothing better than badges. You can load your coat with them, attach them to your school bag, pull the pin into a vertical position and stick them on your best mate's chair – you know the kind of thing. So what else could Mark do when he got these neat metallic affairs than... booby-trap Pete's chair! Pete was much too smart to fall for this old gag and was one step ahead, using the other badge to pin a large 'kick me' note to Mark's back. Next month – the SEGAPRO team attack each other with nuclear weapons (dial (999 please!).



NEWSFLASH

Putty Squad, being developed by System 3, will be up for release on the Mega Drive in September. If you've seen *Super Putty* on the Amiga, you'll know what to expect from this shape changing blob. More info later this year.

CHARTS COMPILED BY GALLUP

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10	Sonic The Hedgehog 2	Sega	£29.99

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3	NBA Jam	Arena	£34.99
4	Sonic Chaos	Sega	£29.99
5	Sonic The Hedgehog 2	Sega	£27.99
6	Desert Strike	Acclaim	£29.99
7	PGA Tour Golf	Sega	£29.99
8	Mortal Kombat	Arena	£34.99
9	Jungle Book	Virgin	£29.99
10	Zool	Gremlin	£29.99

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1	Night Trap	Sega	£49.99
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4	Lethal Enforcers	Konami	£54.99
5	Time Gal	Sega	£39.99
6	NHLPA Hockey 1994	EA	£44.99
7	Batman Returns	Sega	£44.99
8	Sherlock Holmes	Sega	£44.99
9	Thunderhawk	Core	£44.99
10	Sonic CD	Sega	£44.99



What will the offspring of this new love affair be? Have to wait and see...

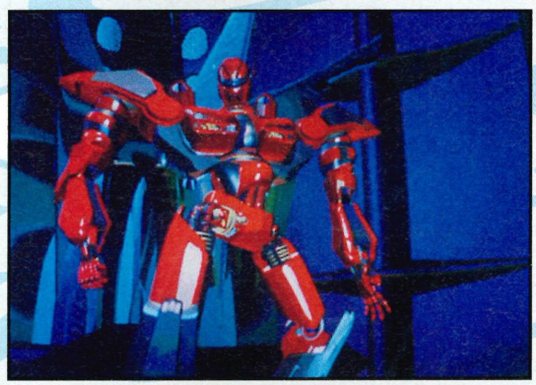
CLASH OF THE TITANS

Sega have just made a far-reaching deal with Acclaim to provide Acclaim with access to Sega's new Titan technology. Titan is the general name for the stuff inside Sega's advanced arcade coin-ops, Mega Drive 32s, and Saturn systems. Acclaim will be able to develop software for all the machines covered by Titan, with the first title being based on a soon-to-be released major motion picture (True Lies with Arnie, perhaps? Have to wait and see).

Sega told us: "We are pleased to enlarge our successful relationship with Acclaim. Both companies have industry leading technologies which, when combined, should have a tremendous impact on our industry."

TIME WARNER INTERACTIVE

Who are these guys? we hear you ask. Well, that answer is easy – it's Tengen under a different name. Time Warner, the company who owns Tengen, has just merged Atari Games and Tengen together into one giant company which will have unlimited access to Warner's huge music, film and book catalogue.



Robotic antics of the beat-'em-up kind. It's your turn to take on Tengen's overseer.

First on the news front is their tie-up with Mirage to publish *Rise of the Robots* on the Mega Drive later this year. Mirage are understandably deliriously happy about this and are looking for an autumn release.



Tengen also had the spectacular *Lawnmower Man* for the Mega Drive, much improved over the already good SNES version – we'll be bringing you exclusive coverage on this next month. Also interesting are their plans for the Game Gear – *Road Rash 2* and *PGA Tour Golf 2* will be hitting the streets in November.



Snogging in *Lawnmower Man*. Looks like a face-hugger to me

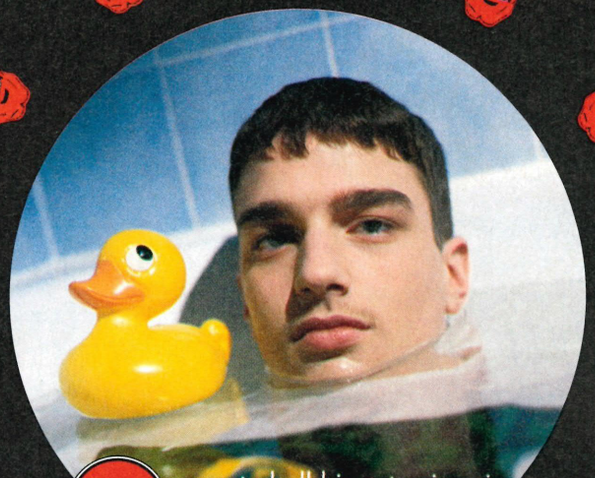
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GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL



Sue 14

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



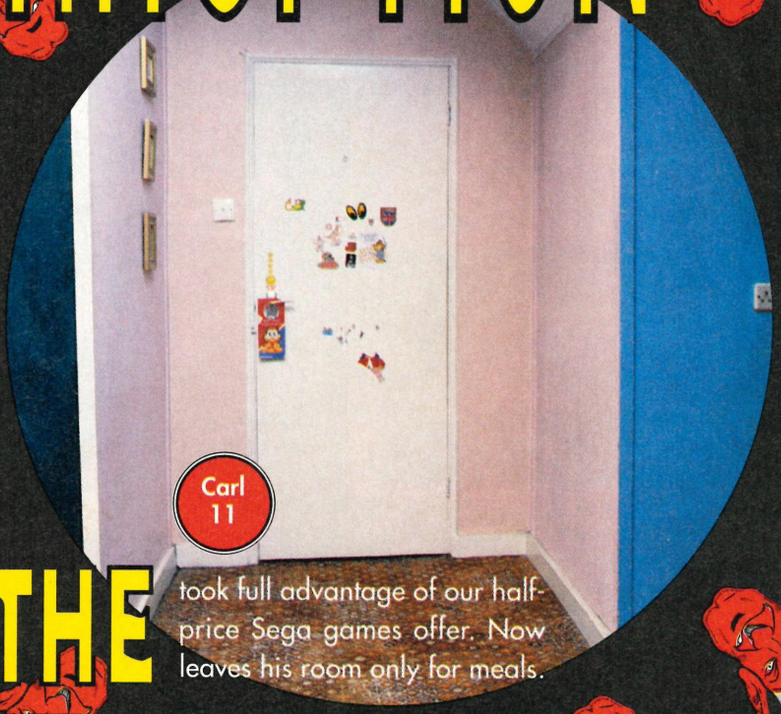
Steve 17

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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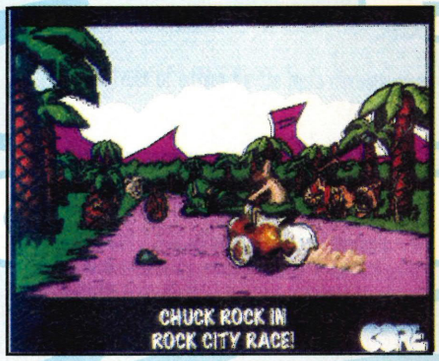
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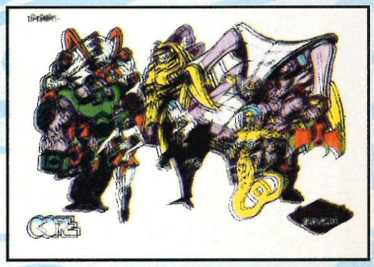
CORE OF THE MATTER

Core Design looked towards the ECTS with renewed optimism for their push onto the CD, with running versions of *Soulstar* and *Battlecorps*. However, the interesting news concerns *Chuck Rally*, which has been given a total revamp. So all the previews you might have read in other magazines were so early as to be utterly useless. New tracks and courses have been added and the aim is to race Brick Jaggar's nasties, punching and kicking them without mercy. Kind of *Mario Kart* meets *Road Rash*.

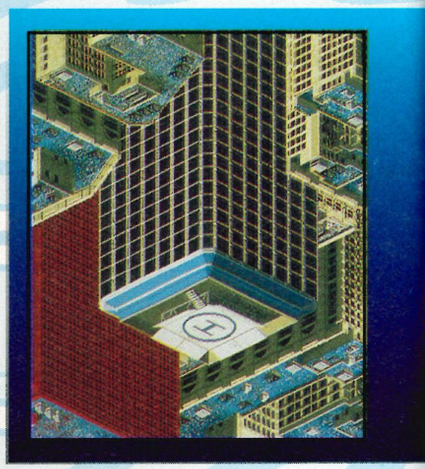
Skeleton Krew is a new one, initially slated for an Amiga release but now coming to the Mega Drive. It is an isometric 3D shoot-'em-up with loads of characters to play as, plenty of levels and a release date pencilled in for August.

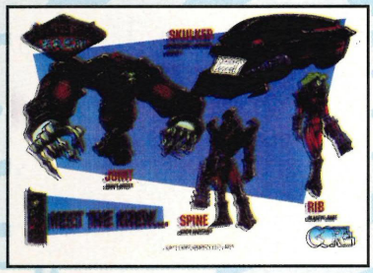






Skeletons in the closet? Soon find out...





PRO DATES

JUNE

MEGA DRIVE
PETE SAMPRAS TENNIS (Codemasters)
MARKO'S MAGIC FOOTBALL (Domark)
KICK OFF 3 (Imagineer)
FUN AND GAMES (Sony)
BODY COUNT (Sega)
BRETT HULL HOCKEY (Accolade)
COMBAT CARS (Accolade)
HARDBALL '94 (Accolade)
PELÉ (Accolade)
CAPTAIN DYNAMO (Codemasters)

GAME GEAR
SONIC SPINBALL (Sega)
CAPTAIN DYNAMO (Codemasters)

MASTER SYSTEM
ECCO (Sega)

MEGA-CD
MORTAL KOMBAT (Acclaim)
SOULSTAR (Core)
HEART OF THE ALIEN (Virgin)

JULY

MEGA DRIVE
HULK (US Gold)
JUNGLE BOOK (Virgin)
ROCK AND ROLL RACING (Virgin)
GLOBAL GOLF (Codemasters)
HARDCORE (Psygnosis)
MARKO'S MAGIC FOOTBALL (Domark)
WORLD CUP SOCCER (US Gold)

GAME GEAR
HULK (US Gold)
DROP ZONE (Codemasters)
WORLD CUP SOCCER (US Gold)
MARKO'S MAGIC FOOTBALL (Domark)

MASTER SYSTEM
BATTLEMANIACS (Sega)
GLOBAL GOLF (Codemasters)
HULK (US Gold)

MEGA-CD
FLASHBACK (Sony)
BATTLECORPS (Core)
AV8B HARRIER (Domark)
LINKS (Virgin)
WORLD CUP SOCCER (US Gold)
SENSI SOCCER (Psygnosis)
MEGA RACE (Mindscape)



WIN!

10 SONIC 3 PLAYERS' GUIDES

As everyone knows at the moment, *Sonic 3* is out and wowing everyone who plays it. With six huge zones, new features and amazing graphics and sound, it's the best *Sonic* yet.

But a few of you may not be quite as good at *Sonic* as you'd like to think. Some might be struggling a bit with the game, looking bad in front of your mates and despairing of ever having any credibility at school ever again. But there's no reason to worry any longer because your ever-handy SEGAPRO is here to help you out.

We have ten Official Sega Mega Drive *Sonic 3* Play Guides to give away to ten lucky people. The Guide contains 4,000 screenshots and full colour maps to give you a comprehensive guide to the blue hedgehog's latest adventures. And if you're unlucky enough not to win – fear not, because The Official Sega Mega Drive *Sonic 3* Play Guide (Titan Books, £7.99) is available now from all good book stores.

10 SONIC 3 PLAYERS' GUIDES

All you have to do to win is answer this ridiculously easy question:
A hedgehog's favourite food is:

1) Rarely available. ☐
2) Lobster thermidor garnished in a mild black pepper and garlic sauce served with a glass of chilled '77 Cabernet Sauvignon. ☐
3) Worms. ☐

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Just fill in coupon below and send it to: It's a hog's life compo, SEGAPRO, Paragon Publishing, Durham House, Old Christchurch Road, Bournemouth BH1 1NF. Good luck!

NEWSFLASH

Aladdin was voted the Best Videogame of 1993 at the annual ECTS Awards this year. *Mortal Kombat* was voted the Italians' fave game while Virgin took the Best Software Publisher award.

SEGA CUTS MASTER SYSTEM AND GAME GEAR PRICES

In an attempt to boost sales of their flagging 8-bit Systems, Sega are cutting prices of their Master System packs slightly to £44.99 (*Alex Kidd*) and £49.99 (*Sonic*). Sega are hoping to sell some 100-150,000 units in the UK this year.

As far as the Game Gear is concerned, Sega are introducing prices of £69.99 (GG-only) and £89.99 (GG+*Aladdin*). At the present time, there have been some 215,000 Game Gears sold in the UK, but obviously Sega are hoping to add a few more zeros to that figure.

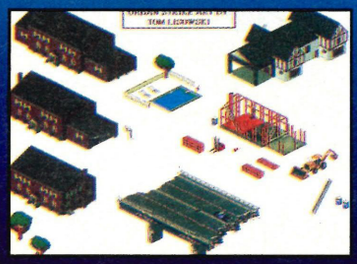


To help boost their flagging systems, Sega are cutting 8-bit prices.

SEQUEL TO JUNGLE STRIKE ON ITS WAY

We know everyone has been dying to hear this news, but at last we can reveal that EA ARE releasing a sequel to *Jungle Strike*! Called *Urban Strike*. It takes place in a city (it's true!) and will include all the gameplay that made the two previous *Strike* games so wildly popular.

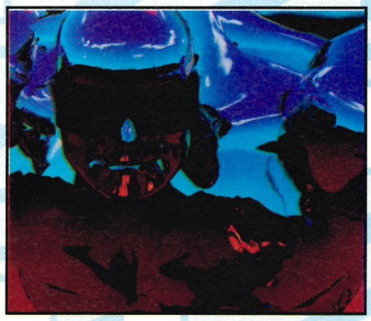
Don't expect this release to appear until around about this Christmas – we'll keep you posted as we get more info!



At last! The sequel is on its way. *Urban Strike* will touch down at a shop near you in a few months.

ACCOLADE

A quick visit to the Accolade stand confirmed our worst fears – that they've got some excellent software in the pipeline which we're going to have to fork out for. First up is the intriguing *Combat Cars* (Mega Drive) which is being lined up for release next month. Of course, you already know about *Speed Racer* (previewed in the last issue), but things really get interesting in the last third of this year, with Accolade's *Rise of the Robots*-beater, *The New Breed* (its Mega Drive title).







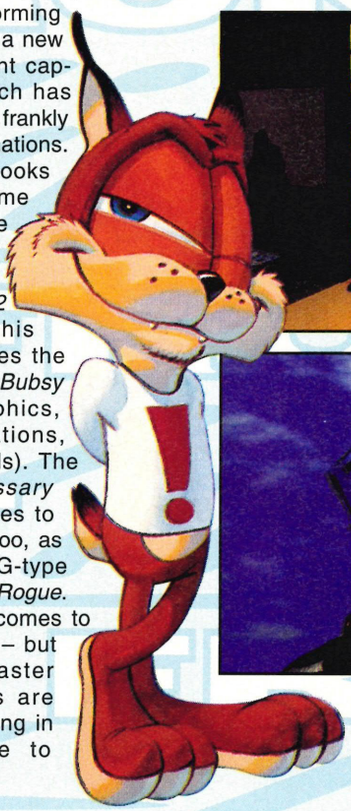


This is touted as a 'superhero beat-'em-up' much in the vein of *Eternal Champions* but with great focus on the gameplay and some of the best graphics we've seen. Each 'hero' and 'villain' has been carefully rendered on a Silicon Graphics Workstation and the quality has successfully been transferred across to the Mega Drive.

Better than that, they've filmed real actors performing the moves using a new optical movement capture device which has resulted in some frankly astonishing animations. *Mortal Kombat* looks like an 8-bit game next to this. More on *The New Breed* soon.

Brett Hull 2 appears later this year too, as does the eagerly-awaited *Bubsy II* (better graphics, more animations, moves and levels). The PC hit *Unnecessary Roughness* comes to the Mega Drive too, as does a new RPG-type affair, *Fire Team Rogue*.

Bubsy II also comes to the Game Gear – but yet again, Master System owners are being left shivering in the cold. Time to upgrade, folks!



The New Breed shows off some astounding 3D graphics.

ARCADE NEWS

This is the place to catch all the latest news from the arcades. This month we look at the hot new shoot-'em-up from Namco and Capcom's revolutionary new hardware system:

NEBULASRAY

NAMCO

Okay, your first impressions of *NebulasRay* will be that 'It's just another shoot-'em-up'. Well that's true, but Namco have used the technology they developed for classics like *Ridge Racer* to make this a vertically scrolling blast with a difference. Foreground, background and object sprites have been perfectly layered to give an amazing feeling of 3D. The volume and depth achieved is like no blasting game I've seen before.

There's the usual shoot-'em-up storyline — aliens called the Master Force are invading your air space and they must be destroyed with a mega-blasting ship. The essential power-ups are all pretty standard too with icons to increase speed, soup-up your weapons, give four-way fire and smart bombs for total obliteration.

It's the intense visual impact and cool music that blares out from the machine that will attract gamesters to *NebulasRay*. The PCB of the game has just been released in Japan so you can expect to see it popping up in all the best arcades very soon.





The CPS II is a new piece of arcade kit that produces graphics better than any seen before, a fast response CPU for high speed control and a QSound 3D audio system for realistic sound FX and great music. The first release to use this new system was *Super Street Fighter II — The New Challengers* and Capcom are about to launch *Dungeons & Dragons Tower of Doom* and *Eco Fighters*.

The first is the arcade version of the famous role-playing board games. Up to four people can play simultaneously with new players starting at any time during the game. Monsters and magic make good use of the advanced graphics and the QSound gives the whole game a feeling of realism.



Eco Fighters is a horizontally scrolling shoot-'em-up. The Milky Way is being taken over by huge corporations greedy for development no matter what the ecological cost. A scientist from one of the endangered planet has created two fighting-machines to stop these polluting baddies.



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NEWS SCOOP

CYBERDREAMS



This guy's imagination gives us the willies.

Fans of HR Giger (the weird and wonderful Zurich-based artist most famous for his work on the Alien films) pay attention! He's lending his art to the Mega-CD conversion of *Dark Seed*, a creepy graphic adventure set in an alien haunted house type-place. Cyberdreams are looking for a release sometime later this year.

Their other potential Mega-CD winner is *CyberRace*, with graphics engineered by Sid Meade who has created designs for scores of films and TV programmes like Blade Runner and Star Trek: TNG. It's a racing game set in the future where you have to battle against all manner of scaly nasties on the most dangerous race track in the galaxy. Watch out for it later this year.

NEWSFLASH

Mega Race, the CD-based racing game from Mindscape, is gearing up for a summer release (gearing – geddit?). Ahem. Anyway, look out for a preview within the next couple of issues!



Aarnie Aardvark goes for a jaunt around toyland in a Codies adventure.



Excellent Dizzy sees the eggster return in his latest platfrom incarnation to a console near you.

NEWSFLASH

Konami are working on a sequel to *Rocket Knight Adventures*. Called *Sparkster*, it'll be hitting the Mega Drive in the run up to Christmas.

SEGA'S PRO JUMPS SHIP

Nick Alexander, former head of Sega UK and the man who built the company up from the days when it was Virgin Mastertronic, has moved jobs to become head of Pearson New Entertainment Europe.

Who is Pearson? we hear you ask. Well, they publish papers like the Financial Times, TV companies like Thames, and used to be big names in the oil business. However, they've recently decided to move into software and multimedia in a big way, having just bought The Software Toolworks (Mindscape to you and me) for the staggering and rather over-priced sum of $462million.

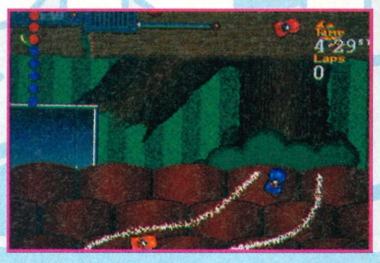
We wish Nick the same great success at Pearson as he enjoyed at Sega!

CODEMASTERS

The Codies were at the ECTS in force, with the two Darling Brothers in tow too, as well as assorted pop stars and the like. Mike Edwards from Jesus Jones put in an appearance to help publicise *Pete Sampras Tennis* (reviewed within this issue) and show off the J•Cart four way play device which the Codies are so proud of.

Their other headline releases include *Global Golf* (Mega Drive, Master System, Game Gear), *Sink or Swim* (Mega Drive, Game Gear), the *Excellent Dizzy* collection (Mega Drive, Master System, Game Gear) and perhaps biggest of all, *Micro Machines 2* (Mega Drive and Game Gear – sorry, no Master System this time!).

The Game Gear and Master System sees Archer Maclean's classic shoot-'em-up *Drop Zone* in July, and don't forget to keep an eye out for smaller titles like *Aarnie* and *Capt Dynamo*, coming soon.





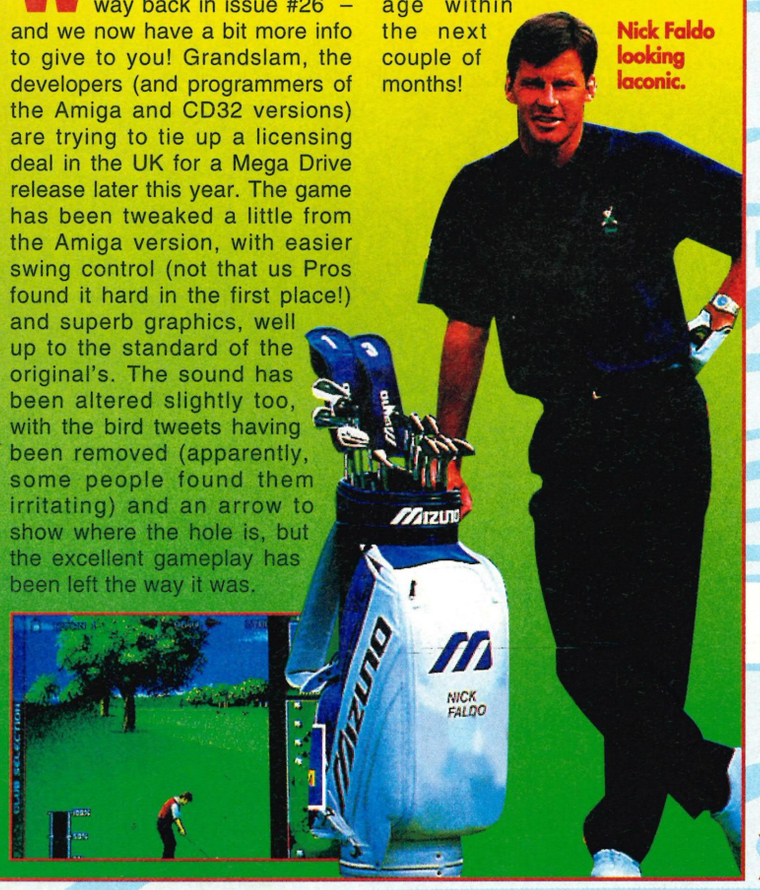


Micro Machines 2 looks like a real stunner. What's more we've got a great *MM 2* compo this month!

PAR FOR THE COURSE

We first brought you news about *Nick Faldo's Golf* way back in issue #26 – and we now have a bit more info to give to you! Grandslam, the developers (and programmers of the Amiga and CD32 versions) are trying to tie up a licensing deal in the UK for a Mega Drive release later this year. The game has been tweaked a little from the Amiga version, with easier swing control (not that us Pros found it hard in the first place!) and superb graphics, well up to the standard of the original's. The sound has been altered slightly too, with the bird tweets having been removed (apparently, some people found them irritating) and an arrow to show where the hole is, but the excellent gameplay has been left the way it was.

More on this another time – but look out for exclusive coverage within the next couple of months!



Nick Faldo looking laconic.

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GAMESWORLD GETS A MAG

If you're one of the 250,000 regular viewers of Sky TV's GamesWorld, you'll undoubtedly be gagging to know that there's a new magazine being launched just for you! Cunningly called GamesWorld – The Magazine, it features Dave 'Bandana' Perry at the helm with ex-Sky groovesters Nick Walkland and Adrian Price steering Dave into the path of sanity. Even our own Jason Johnson has jumped ship and will be doing the business for them as well.

Featuring the latest games previews and reviews, tips and cheats for all types of games machine, this huge 132 page issue will be available by May 26, 1994, from Paragon Publishing (amazingly, the same people who are behind the stunning SEGAPRO!). See you there.



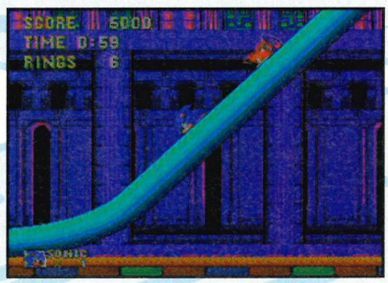
SEGA CAUSE CHAOS

There's nothing like knocking out a nifty sequel when the going gets tough and Sega is following its well-trodden path of releasing another *Sonic* onto the world! This time, it's *Sonic Chaos 2* for the Master System and Game Gear where Sonic gets to add another power to his rapidly-expanding armoury – the Strike Attack. *(Whassat? Flicking lit matches at Dr Robotnik? – Confused Ed).* Apparently, there are new stages (including a 3D special stage), time trials and a new character, Jet the Sniper. Groovy. More info on this October release in future issues.

AN EXPENSIVE SOLUTION?

The other one is £7.99... ...while this is £1.99. Hmmm, now which one shall I choose?

With the release of *Sonic 3* shaking up the software charts, a couple of tips books have been released onto the market providing you with full maps and tips to this A1 Sonic game. The first, revealed right here in the news last month, is priced at £7.99 and is available from Titan Books (see compo elsewhere within Front Line), while the second, Sega Solutions, is priced at a mere £1.99 and comes with a huge double-sided poster. Both books offer the same maps and the same tips, so you have to decide – which turns out to be the best value for money? Our dosh will definitely be riding on Sega Solutions...





BIG STICK

It's big and bold – the new joystick from Inter Euro Traders.

Joystick fans beware, because there's an enormous new piece of equipment available just for you, from Inter Euro Traders. Called the Intelligent Universal Controller, it's been designed to give you that authentic tabletop arcade machine feel, it measures an impressive 27.5 cm by 19 cm with a large joystick and big arcade-style buttons. It's been designed to work with a SNES as well as a Mega Drive (it autodetects which machine it's been plugged into) and features all the usual stuff, like a speed controller and a full six buttons, at a price of only £38.99. You can reach them on (081) 521 2707 (Trade enquiries welcome).



NEWSFLASH

Rumour has it that Sega are working on 30 new games for the Mega Drive 32. The intention is to have a set of high quality titles already on the shelves when the new MD32 unit hits the streets. Sega say, "if you're aware of our current crop of arcade releases, you're probably quite aware of what the Mega-32 releases might be."



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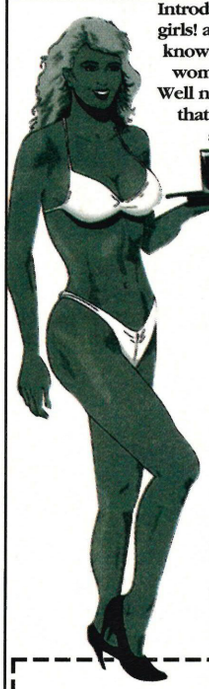
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HEAVENLY SYMPHONY



Sega CD owners could well feel their prayers for a decent racing simulation have been answered now that *Heavenly Symphony* has been released in Japan. Fuji TV have linked up with Sega to produce this hot chequered flag title with a theme very much orientated around the official F1 championship.



So, it looks like Domark's *F1* is in danger of being blown away. Everything about *Heavenly Symphony* is bigger! For starters there are seven items that can be selected on the car set up screen, and as one of the pit reporters for F1 helped develop this, the activities in the pit lane play a big part in a player's driving season.

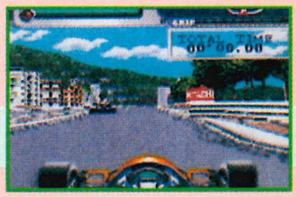
On top of this, there are three modes in the game – Grand Prix, Free Run and 1993 mode . In "1993 Mode", players can take part in 16 famous race episodes of the 1993 Grand Prix season! A player acts as the main character in a particular episode. For example, in Monaco last year, Prost is forced to make a 10-second pit stop penalty. He then stalls his engine but recovers to 4th place. From here you take over. As Prost, you are given the challenge of beating Patrese over 12 laps to win the race. Using your skill to repeat famous moments is a great idea. This 'character role' option is sure to go down a treat with any avid F1 fan!



For the driving and team selection, you start off on the "Sega Park" test circuit. Designed by Fuji TV F1 pit reporter, Mr Kawai, this circuit is designed to test the ability of middle high-speed drivers. You've got to go through the test course to receive a list of teams willing to offer you a contract. It's all very official with a team meetings, the 1st and 2nd days before the final race, and all the technicalities associated with F1 from tyre changes and weather reports to team moral and extensive practice sessions.

Heavenly Symphony is set to be a classic racing title with some breathtaking graphics. Look out for a review soon in SEGAPRO.







MASKED RIDER ZO









Look out for a new title on the Mega-CD called *Masked Rider ZO*. It's the thirteenth movie film product of the *Masked Rider* series, and Toei, the developers, are calling this an action game with real film screens.

You play the role of the Masked Rider who gets caught up in a long-winded battle with Doras, his arch enemy. As the game is played there are various fighting scenes that play along the lines of *SFII* and *Mortal Kombat*. Inbetween the fighing, a set of arrows guide the player through the game, and there's also a command screen where you decide how the story will unfold. Set for release in May, this could be a title well worth waiting for.

PRO DATES

MEGA DRIVE / MEGA CD

MAY
ROBOCOP VERSUS TERMINATOR
OUTRUNNERS
SONIC 3
MASKED RIDER ZO

JUNE
THE LEGEND OF THE HUNGRY WOLF
FIFA SOCCER
POWERMONGER
PANORAMA COTTON
NOSTALGIA II
LAGUNA SENTY
SPARK

JULY
NBA PRO BASKETBALL
THE DREAM ADVENTURE

SATURN DEVELOPMENT



Japan has already had a superb response from Software developers regarding the launch of the Saturn. On 20 March, a demo video was shown on Japanese TV. The video played a series of underwater sequences with dolphins, and the reaction was one of 'amazement' by many connected with the software industry. Some called the video a Saturn version of *Ecco the Dolphin* with excellent visual and voice processing abilities and superb communication functions.

This promotional campaign has undoubtedly been quite a success – there are already about 150 companies who've said they would put complementary third-party products into the Saturn market, and six of the biggest players in the industry have already contracted to join in the Saturn endeavour. Here are a list of leading software companies and their attitudes towards development for the Saturn system:





CAPCOM

■ Capcom say there is merit, both technical and business-wise, for joining in the Saturn market. They have yet to decide on any titles and feel that even if the specifications are good for the Saturn, it will take time to use them. They want to wait and see real results; once they've managed to produce games that fully use the features of the hardware.

KONAMI

■ Konami say they've joined the Saturn fray because they are a total amusement enterprise. With the Saturn, game possibilities are far greater and as this is the beginning of a new era for Sega, they expect them to put a lot of emphasis on good PR.

NAMCO

■ Namco value Sega's ability in world-wide development, plus their other achievements. They don't yet know if their software will distinguish between the 16-bit machine and the Saturn, but they did say they were expecting a strong market in America.

BANDAI

■ Bandai were attracted by the hardware architecture, software and sales opportunities the Saturn has to offer. They plan to release two titles to start with, but what happens after that depends on how the market develops. They briefly said they were a little worried about the balance between the price of hardware and the characteristics of the game, but this is something we've all given thought to ever since the Console era took over from the 8-bit home computer.

SUNSOFT

■ Sunsoft are developing simply to match the needs of their users. They are adjusting their development to the environment and say they have mixed feelings of both expectation and anxiety as to how far the Saturn will penetrate the mainstream market.

JAP CHARTS

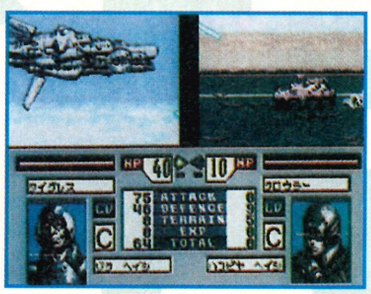
MEGA DRIVE | GAME GEAR | MEGA CD

1	NE	GENUINE TRANSFORMATION OF THE GODESS	(M-CD)
2	12	PUYO PUYO	(GG)
3	1	FANTASY STAR	(MD)
4	2	PUYO PUYO	(MD)
5	13	YU YU HAKUSHO GAIDEN	(MD)
6	NE	MICROCOSM	(M-CD)
7	3	J LEAGUE PRO STRIKER (COMPLETE VERSION)	(MD)
8	9	THE ALCHEMIST'S STORY	(GG)
9	4	THE STORY OF THE DREAMING MAN	(M-CD)
10	NE	WINTER OLYMPICS	(GG)

AND FINALLY... HYBRID FRONT

Sega of Japan are set to release a new battle simulation titled *Hybrid Front*. It's hoped this will be a vast improvement over the rather poor *Romance of the Three Kingdoms* which was recently made available over here through various import outlets.

Hybrid Front is set on Twenty-Sixth Century earth, and uses the theme of advanced war strategies (assuming there still is a world by then!) War enthusiasts should find this quite interesting as it's based on the predictions of experts as to what war will be like in six centuries time. You play the part of a member of the Shalira team – a bunch of heroes who have the job of carrying goods through space. As the game unfolds you are attacked by strange bandits, and as things start to get really intense, a big plot develops behind these incidents! The release date is still to be announced so watch this space for any further news.





NIP BITS

● In the Japanese town of Osaka, a huge theme park called Sega Galbo is opening soon, and it will be completely undercover! Situated in the South Asia Pacific Trade Centre, this will be the first of 50 undercover theme parks Sega are planning to develop throughout Japan.
The word 'Galbo' is a new addition to the Japanese lingo. It means 'Gala box" and will include big ride type attractions such as Bar Chart Shooting and the well known AS-1 Virtual Formula.

● *Daytona Racing* is already proving to be a huge success over in Japan. Sega are holding the 'Daytona USA First' trial campaign competition for the best lap at Sega Amusement Centres from 16 April until 15 May. This will involve some 400 shops all over Japan!
When this driving gem arrives on the Saturn with all its glorious real time texture mapping and 30,000/ sec polygon speeds, there will be no need for an arcade venue – the Saturn will fit the bill perfectly for any *Daytona* arcade challenge!

● A new Fax Club has just been started up by Sega of Japan. Users can get their information by simply sending a fax to one of the 30 information boxes set up. Information will cover software for the MD, M-CD and GG, plus event info and advice on various hardware parts developed and produced. The fax number is 03-5959-7790 if you wish to send a fax yourself.

● On 6 October 1990, the Game Gear came onto the market in Japan. It was the first handy game machine with a colour LCD. Today the machine is as popular as ever, and unlike its 8-bit MS cousin, the Game Gear is proving that 8-bit technology is still going very strong with increasing sales both in Japan and elsewhere around the world. In response to its continuing success, Sega has brought down the price and also tried to fulfil the software requirements of its owners. They expect great things this summer, and that means GG owners can expect the bandwagon of new releases to continue for at least another six months.

● With the J-League becoming ever stronger in Japan, the software house, Capcom, have signed a sponsorship deal with the J League new boys, Seleso Osaka. Their strip is Cherry Pink, and the Capcom logo features on the front of their shirts.

Psst! Want to hear about Dave 'Aladdin' Perry's new game? Doesn't everyone... Luckily for you Jason Johnson went over to the US of A to blag us this amazing scoop.



EARTHWORM JIM

Welcome, to this top secret and totally exclusive report on Shiny Entertainment's first ever game, Earthworm Jim. Before we continue, I must warn you that what you are about to read must be kept completely confidential. Any breach of this agreement could result in world-wide unrest as thousands of software developers, programmers and designers will kill to discover what they've been aiming for all their lives – the secret formula for making the perfect game. Whether you think the rest of the world should be told I leave entirely in your capable hands.

As you will understand, having begun to reveal my recently acquired wisdom, I am now at the mercy of Earthworm Jim. He may sentence me to a slow, miserable death, or decide to be merciful.

Earthworm Jim storms into the SEGAPRO office and shouts:

"How dare you tell everyone about my new game!" "I think you must..." he pauses "be spared."

And so I am free to tell all. This is the incredible story of the making of the best platform game of all time. You have been warned, this is Shiny Entertainment's *Earthworm Jim*...

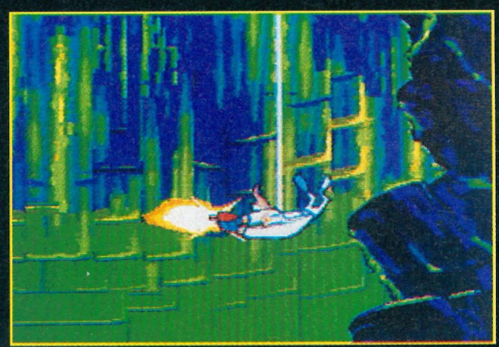
THE STORY SO FAR

Just three months down the line and already Shiny Entertainment's first ever game is looking absolutely fantastic. Remember Disney's *Aladdin*? Well, almost everyone who worked on that project are involved in *EJ*. Background artists Steve Crow and Nick Bruty, both originally from England have settled in sun drenched Laguna Beach and are now producing some of the most impressive work of their already illustrious careers.

Level one is Chuck's Junkyard where not everything is as it may first seem. Tyres come alive and attack Jim at every chance whilst a gruesome mutt (Fifi) nips at his



To start with it seems a day much like any other. A crow chases a worm through a field. Today, the worm survives and escapes back into a hole. The crow, however, eats grass.



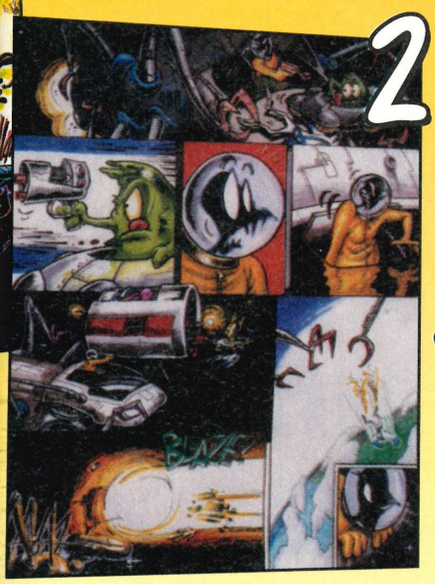
EJ goes straight into action giving those bad guys (sorry, hideous and deformed creatures) something to think about.

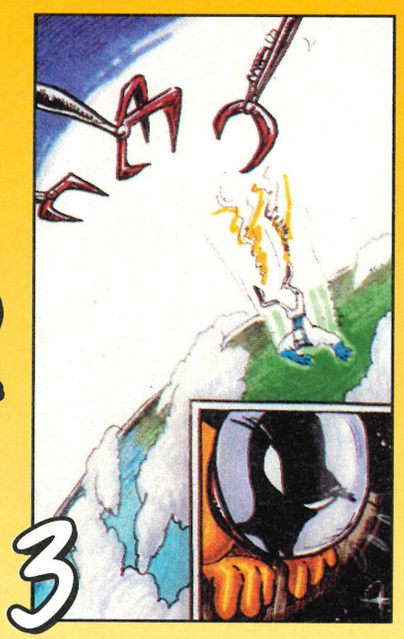


Prof Monkey for a Head is a slippery customer to get squarely in Jim's sights. Be prepared for some super-tough enemies.

CREATION

Meanwhile, in space, a renegade ship runs off with a stolen suit, pursued by the infamous bounty hunter Psy-Crow. Psy-Crow pulls out a gun. The alien pulls out a bigger gun. This worries Psy-Crow for a moment, but then he reveals a gi-normous gun. No sooner has Psy-Crow released the safety catch than he blasts the alien to pieces.



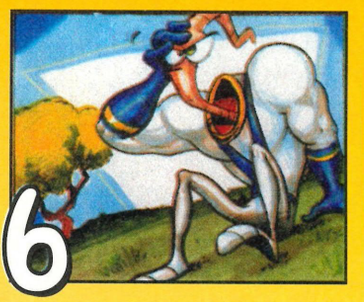


This, in hindsight, wasn't a good idea. The alien may be dead, but the all-important suit floats Earth-ward. Psy-Crow, still recovering from the shock of the blast, pursues the suit to where it has landed in an apparently deserted field.

Back on Earth the worm wonders whether it's safe to come out of the hole. A fleeting glimpse each way and... WHAMMY! The suit lands in the field, right on top of him.









Ignorant of all this, the worm rests – momentarily – in the neck of the suit. Interacting with the worm's unusual flesh. A chemical reaction inside the suit's lining causes it and everyday earthworm to become one. The worm, suddenly realising that he's in control of the suit, sits up; and we witness the birth of... Earthworm Jim.

Jim fumbles with the suit (using his new-found limbs) and reaches down, pulling out a plasma blaster. 'Click', the blaster is armed. In the meantime, the crow investigates the rather large hole where the suit landed. "KABOOM!" The gun releases an almighty blast and the crow is left considerably battered, but alive.

Earthworm Jim leans against a tree to recoup his senses and, not realising his new-found strength sends it crashing to the ground... splattering the crow. Having destroyed his nemesis (finally) Earthworm Jim figures he has it easy from now on.



Jim show off a bit of muscle power in his newly acquired suit (arms, legs etc).



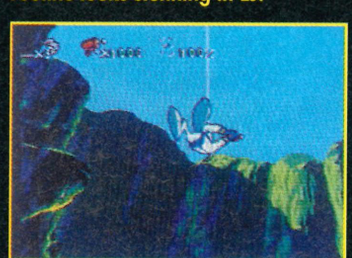
ankles. In the background sunlight strobes through the clouds (this just has to be seen to be believed) and trash is dropped from a massive conveyor belt to create further obstacles in the foreground.

Earthworm Jim the sprite is a monstrous feat of animation who's just too funny for words. Sometimes he'll swing from a chain (using his head), at others he'll grab his head and use it as a whip. He's outrageously strange! The first time you see him in action you'll be utterly enthralled by this wondrous and totally original creation.

So often Mega Drive games disappoint in the sound department. At the time of writing this article there was little music to listen to, but what there was perfect. I found myself humming away various ditties hours later and at the time



The old 'climbing along a chain' routine looks stunning in *EJ*.



With this much style *EJ* can't fail.



Earthworm Jim hears a voice as he spies over the top of a tree. He sees Psy-Crow, reporting to his queen that he has evidence that her suit is nearby.

Without a moment's hesitation Jim disappears into the city, where he is to begin the adventure of a lifetime.



FEATURE

SEGA PRO MEGA DRIVE

At the time of writing this article none of the team working on the project were available for interviews. So, undeterred by this sudden leave of absence (they all ran off to the beach as soon as the words 'interviews anyone?' left my mouth) I questioned the characters who, it just so happened, were wandering around the Shiny offices.



TALKING WORMS

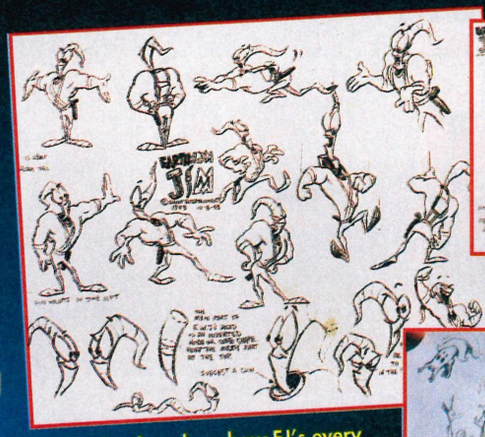
First of all I asked Jim why he is so cool and what he eats for breakfast? Jim replied:

"Crow Benedict followed by a fresh crow salad topped with lashings of crow sauce. And isn't it obvious why I'm so cool, dimwit?"

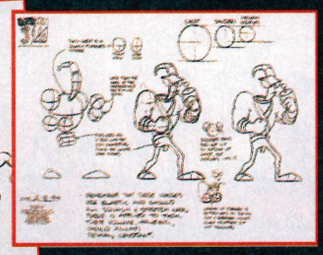
I apologised profusely to EJ and continued my questioning. What is the secret of your success?

"Good looks, envious lifestyle and a magnetic personality."

With this the rest of the crowd burst into laughter and the interview was regrettably terminated. So, here's a quick low-down on the guys, gals and things you will undoubtedly wonder at in *Earthworm Jim*.



These sketches show how EJ's every animated step has been thought -out.



This is how a sprite is built-up from geometric shapes.



The perfected EJ sprite put through his paces. He's brilliantly animated.



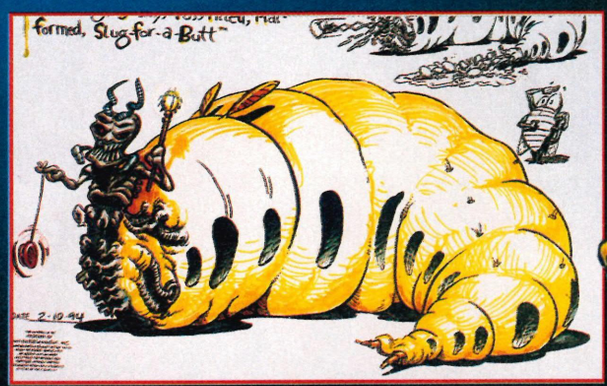
The Princess is the love-interest in Shiny's tale. I mean, earthworms have feelings too!





Faster than a speeding juggernaut the queen bears down on the brave (but not stupid) EJ.

An original sketch of the queen relaxing in her burrow awaiting news of the missing suit.



SO WHO'S WHO?

The nasties in *Earthworm Jim* want one thing; the suit. Their motivations vary, their attack methods are sometimes sickening, but their objective always remains the same. Here's a brief guide to some of the characters who may (or may not) feature in the finished game.

PSY-CROW

EJ's arch enemy with special weaponry.



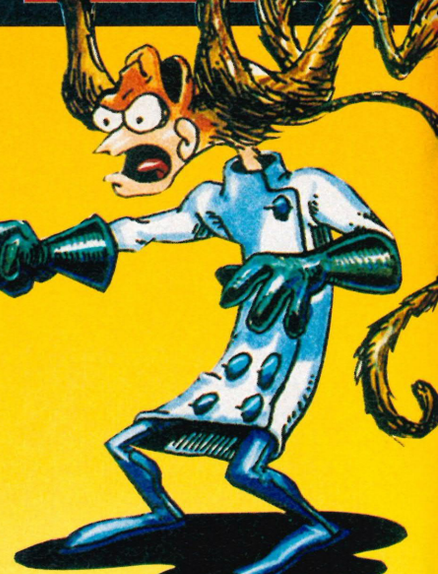
CHUCK AND FIFI

Chuck is the owner of the junkyard and Fifi is his dog.



PROFESSOR MONKEY FOR A HEAD

Madder than your average mad scientist.



everything was intense, atmospheric and well suited to each of the levels.

BELIEVE THE HYPE

It is difficult to ascertain how huge the finished levels in *Earthworm Jim* will be. One thing is certain – the depth of gameplay and challenge will be a big improvement on *Disney's Aladdin*. At a rough estimate you can expect around 20 stages, each filled with fascinating puzzles and nasties. Unlike so many platform games every sprite has been carefully drawn, animated and brought to life, each with their own story and reason for wanting to sap EJ of all his energy and steal the suit.

I have no doubt that after reading this article you will be itching to play *Earthworm Jim*... and so you should! This is looks like being the best platform game of all time and it's already attracting absolutely massive press interest in the USA. Expect to see a lot more publicity for this new toon and remember, you saw him first in SEGAPRO. SP



Jim uses his head to give baddies a bashing!



More fireworks agianst one of the many stunning backgrounds. Every level has a totally unique look to it.





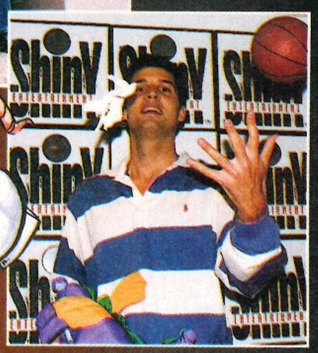


You'll need to give this heap of robo-junk a taste of your blaster. Only EJ and his suit can do this!



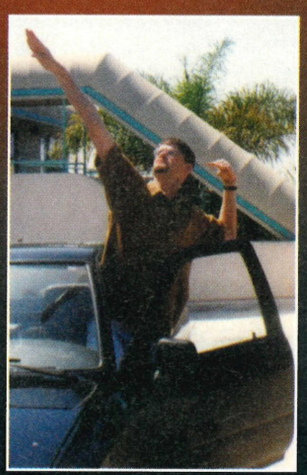
Earthworm Jim is currently heading for an August deadline, aiming to be on-shelf October 1994. Special thanks go out to everyone at Shiny Entertainment.

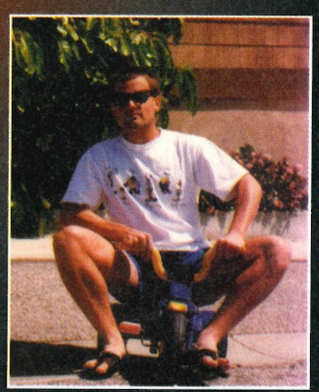
THE DREAM TEAM



David Perry, President, without whom this article wouldn't have been possible – because Jim would never have been born!

Earthworm Jim the character was created by Doug TenNapel, Shiny Entertainment.





SEGAPRO's exclusive cover was drawn by Mike Dietz, Shiny Entertainment.



PETER PUPPY

The cutest transforming pet puppy ever!

MAJOR MUCUS

A snot-filled repulsive alien of the totally digusting variety.



BOB AND #4

Bob is the goldfish and #4 is his fourth assistant.

EVIL THE CAT

A cat this bad can have only one name... Evil.



DOC DUODENUM

Like, tottaly acidic man.



For the MD these are astounding graphics: They were never going to match up to the more powerful arcade machine.



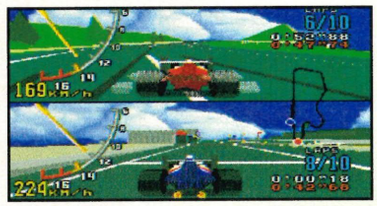
The Pr VIRT

It's big. It's pretty. It's selling out on import. Virtua Racing, the first of Sega's super-games, has finally arrived. But – Pete Wilton asks – is it really worth the money?



The hype surrounding *VR* has been extraordinary even by the standards of the videogames industry. It seems like every month the 'next big thing' comes along (whether it's a new game or a new format) and the last couple of months *Virtua Racing* has been IT. So what should we believe? That arcade games can really be played on your Mega Drive or Mega-CD, or that the future is (as usual) a bit further away and a bit more expensive than we've been led to expect.

At present the Mega Drive and Mega-CD are simply not able to engineer the kind of graphics that you see in your average arcade. The chips needed to create these graphics are very specialised and so very expensive (especially as they have to be brought from Japan). Anyway, even the SVP chip can't bring MD games up to arcade standard by itself. Does this mean that we'll never see arcade quality games on a Sega console? Not in the least, the much-publicised Saturn should be able to produce graphics very similar to those seen on modern arcade machines.



The main grumble about *VR* is that on the split-screen two-player only you and your opponent race on the track.

MOVING UP FAST

But the Mega Drive and Mega-CD aren't dead yet, as games like *Ground Zero, Texas, Tomcat Alley* and *Rise of the Dragon* on Mega-CD; *Aladdin* and now *Virtua Racing* on Mega Drive are proving. These two familiar formats are capable of handling much more than the regular shoot-'em-up fare that's all we've been getting for the past couple of years. So where have these wonderful games been all this time? Either swanning around on PC or taking wads of your cash in the arcades is the short answer. That's not to say that Software houses have been turning out games that are intrinsically bad, just that many titles could've been much better considering the potential of the machines involved.

'No fair!' Software companies cry, pointing with some justification to *VR*'s super-expensive super-cart and the smart bag of tricks con-

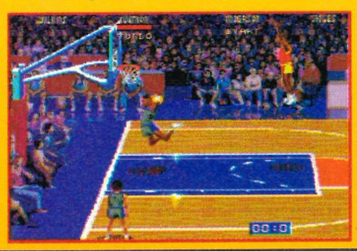
PRICE ISN'T EVERYTHING...

Just to remind you that you don't have to pay £70 to get a decent game we looked at the top-class Mega Drive games that won't incinerate your wallet:

NBA Jam £49.99

■ Another incredibly addictive title that you won't be able to put-down. The spectacular moves and dunks are always entertaining.

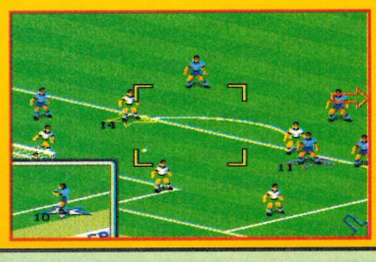
91%



FIFA International Soccer £49.99

■ If you haven't already got a copy of this snap it up for a mere £50. Full of atmosphere, flair and a good balance of luck and judgement this will really earn its money's worth as you'll want to play again and again. On 4-Way Play it's just irresistible.

94%



Mean Bean Machine £39.99

■ The best puzzler ever to show its face on the MD this will have you screaming and tearing your hair out. A fiendish mix of quick-thinking and lightning reactions this is addictive right from the start. But it's the two-player competition that'll pump up your blood-pressure.

89%



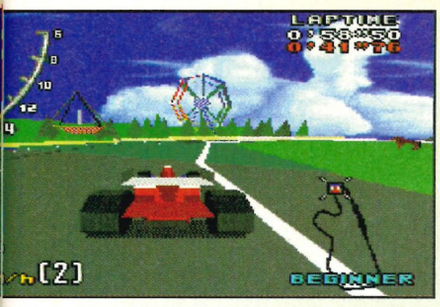
Okay, so there are some games that might be worth that bit extra. After all, what's ten or twenty quid between friends?

Sonic 3 £59.99*

■ The biggest and best *Sonic* game ever has some wonderful graphics even if the gameplay is all too familiar. *The price was soon discounted to around £45.00 in many major stores but will the same thing happen with *VR*?

87%





ice of UA

tained within. As hinted above , the reason they haven't tried the super-cart tactic themselves has a lot to do with manufacturing costs and the price producers think you, the consumer, are willing to pay. This may yet prove to have been somewhat of a miscalculation as *VR*'s £70 price tag doesn't seem to have put off large numbers of people who are snapping up import copies as fast as they get put back on the shelves.

OUT OF CONTROL

The difficult situation most people find themselves in is; spend £45 on a game that doesn't use your machine's hardware to the full, or £70 on a title that does, but requires expensive chips. To many *VR* fans the extra will seem a small price to pay. The rest of us may be disappointed by what's by far the best racer on the MD, but a game that still isn't quite the gameplaying break-through everyone has been waiting for.

While a sit-in *Virtua* car might have been a bit difficult to squeeze into the cart the fact that on the split-screen two-player your two cars are the only ones allowed on the track seriously deflates the fun. Even two other CPU cars would have been a vast improvement or, ideally, a Mega Drive to Mega Drive link-up allowing up to four players to compete simultaneously – making it an unrivalled 'super-game'.



The console press itself has to take some of the blame for pumping expectations of how good *VR* was going to be sky-high. As videogame enthusiasts we all wanted it to herald a new age of console gaming, a wonderland of great graphics and even better gameplay all produced at a knock-down price. Instead it looks like (yet again) we'll only get the next generation of games when we buy into the next generation of games machines...



This is more like it! It's this incredible multi-player option that makes the arcade version so much fun to play.

END OF THE ROAD?

Feeling depressed? Well, don't toss your Mega Drive out of the window just yet. It seems that Sega themselves have seen this potentially nasty chasm opening up between the existing formats and the super-machines to come. Better than this they may have something that can bridge the gap – an upgrade to the Mega Drive that at a one-off price of around £150 would allow you to play Saturn quality *Virtua* games.

However, the big question of what these games will cost still remains. It could mean that the chips that make the *VR* cart so expensive would only have to be paid for once (in the price of the add-on) making the game cart itself quite a bit cheaper.

While everyone would like amazing games for nothing, back on planet reality we justifiably expect good value for money from videogames publishers. Taking that into account *Virtua Racing* would have to be at least one and a half times as good as your average Sega title. So far, opinion is divided over whether this is the case. Still, even if most industry commentators think that at £70 the price is too high *VR* fans could prove everyone wrong if they just keep on buying. SP

HOT OFF THE SHELF

On the whole the reaction from shops and importers has been a very positive one. Already, import versions are selling well – Martin from Video Games Centre told us:

"People don't seem to mind about the price."

As Chris from Game pointed out;

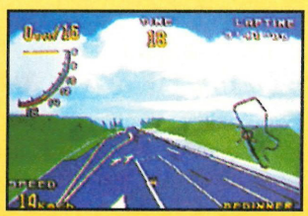
"Streetfighter II was only selling at a slightly higher price when that first came out."

but would he buy it at £70?

"I already have! I love it, it'll be huge!"

Everyone agreed that it was technically the best release ever to appear on the Mega Drive and that a game that playable was well worth the money. There's always a chance too that one of the larger chains might buy in bulk from Sega and be able to sell it at a discount (as with *Sonic 3*).

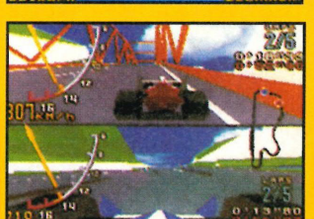
RIGHT ON TRACK



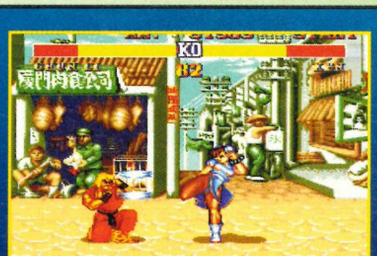








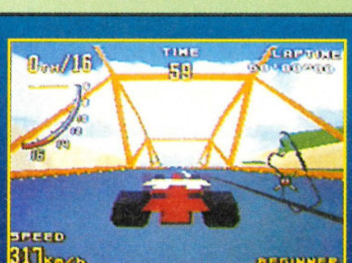
No-one is doubting the real achievement of getting even a cut-down *VR* onto the MD.



StreetFighter II: SCE £59.99

■ The original arcade classic that spawned a million clones. When first released it weighed in at a pretty hefty £60. Still, with gameplay this good and addictive no one seemed to care what they had to pay (or who they had to beat to a bloody pulp) to get their hands on a copy.

95%

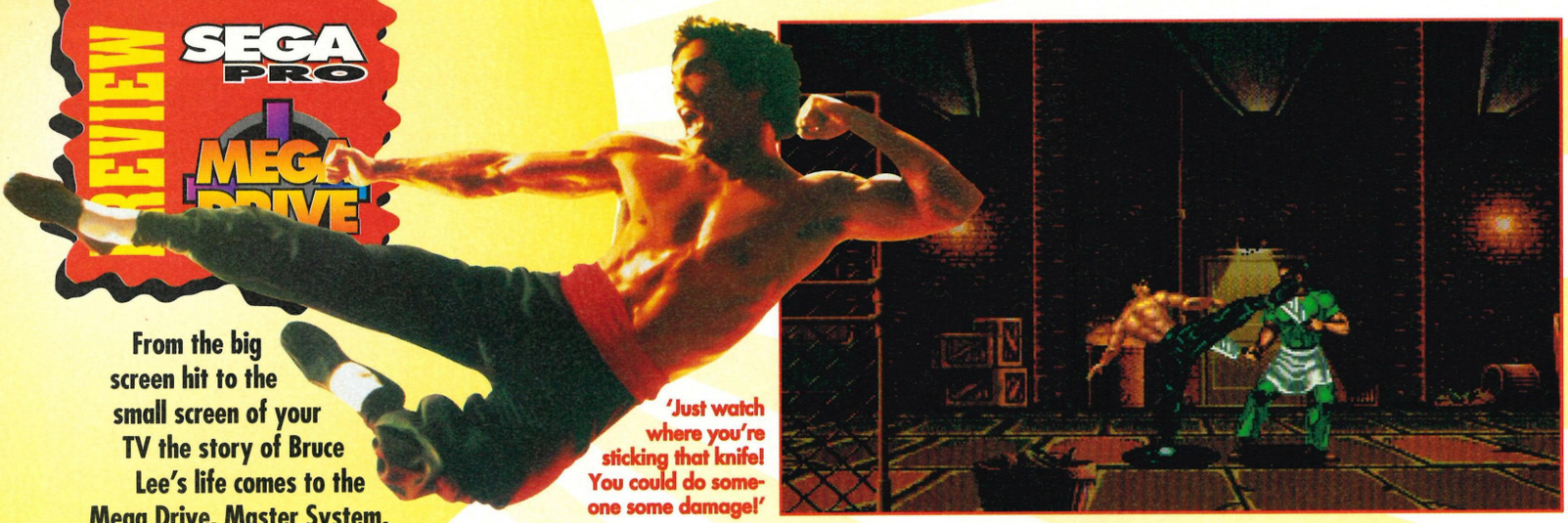


Virtua Racing £70.00

■ For just 1000 more new pence you will soon be able to grab the best racing game on the market. Not quite everyone's favourite arcade game but still a release that'll blow your tyres off. Of course you could always wait for the 32bit version to emerge...

89%

...BUT IT HELPS



From the big screen hit to the small screen of your TV the story of Bruce Lee's life comes to the Mega Drive, Master System, and Game Gear in September with a spanking new martial arts game from Virgin. The film follows the life of Lee from his early years in Hong Kong, through his meteoric rise to fame and movie stardom in America. An evil spirit known as The Phantom has haunted Lee's ancestors for decades so the king of Kung-Fu takes on the task of sorting the cad out once and for all and putting an end to his curse. Mark Hill and Nick Roberts smash 'n' grabbed a sneaky preview.

'Just watch where you're sticking that knife! You could do someone some damage!'

DRAG

This new beat-'em-up has been packed with fighting options and has been created for up to three players to play at once, like so many new games these days. Being compatible with both the Sega and EA multi-tap systems you can play a one-player game against computer controlled opponents, two-player versus each other, two-player versus the computer or even gang up on the evil Kung-Fu experts with a three-player game with all players on the same side!

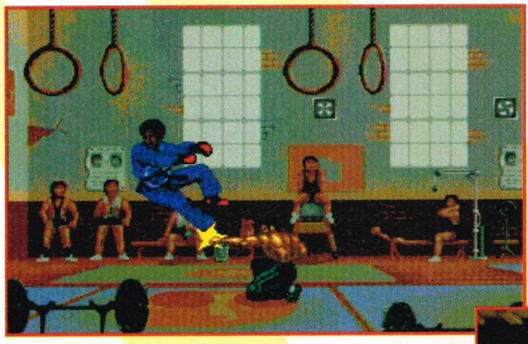
There are 30 opponents in all including many that were seen in the movie. Chefs brandishing nasty meat cleavers, American sailors with big fists and chains and a leather-clad Stick Woman will provide some tough battles for Lee, but he has a few tricks up his sleeve!

Using a standard joypad over 40 attack and multiple combination moves are available to help Bruce through the 10 action packed levels and secret bonus battles. Luckily for all new-comers to the world of martial arts there's also a training level so players can learn the ins and outs of Lee's way of fighting, Jeet Kune Do, before they venture into the big league.

We can't wait to get our hands on the finished *Dragon* here at SegaPro, we like nothing better than a good punch-up now and then. The preview game is looking mighty impressive so limber up and prepare for battle!



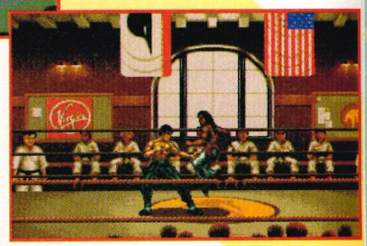
This ghostly bloke doesn't look too impressed with Bruce's style.



No need to train in this gym, just get stuck straight into the Kung-Fu fighting.

The game takes you through many different locations. Here is one of the gyms Bruce must fight his way through.





Bruce has something stuck in his throat that this gentleman is kindly removing – his lungs.

KUNG-FU FIGHTERS

Most of the baddies in *Dragon* have come straight from the movie but the bods at Virgin have come up with a few more surprises to add a little spice to the game. See which ones you think you could beat as some of the guys and gals are a lot tougher than they look. While Chef could chop your early games a bit short The Phantom looks like being your real long-term opponent.



INDIAN
In the arena:
A very nimble fighter. Bruce will have to keep on his toes to defeat him.



CHEF
In the kitchens:
Armed with a huge meat cleaver it's best not to get too close to him!



FINGERS
On a film set:
This young 'un has razor sharp fingers that will slice through Bruce like butter!

Under the Ice House Bruce must dodge the huge sacks or be belted in the face.



'Arrgh! I think our feet must be stuck together with some kind of chewing gum!'





Never ever attempt a flying kick after eating a prawn Vindaloo.



What? Two Bruce Lees on the screen at once?! Either I'm seeing double or this game has a multi-player option!

On

They never tell you in school that break-dancing is an excellent form of self-defence. There's a good reason for this...

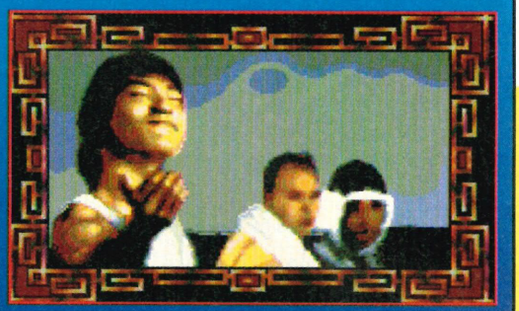


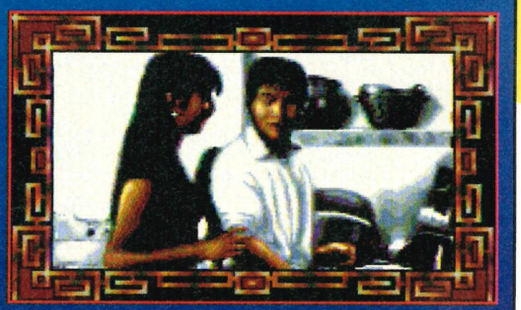


Poor Bruce Lee, he doesn't have a stick that big, only his super-fast fists.

MOVIE MANIA!

To kick off each new stage of the game you are treated to digitised pictures from the block-busting movie. They're not animated but the storyline that goes with them is printed on screen. Not quite Full Motion Video, but a nice touch.



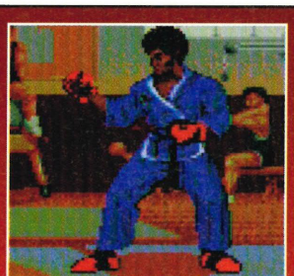




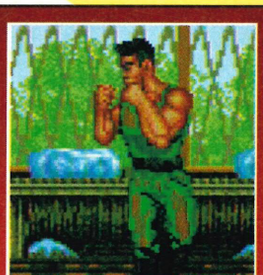




WARRIOR
In the graveyard:
With a massive sword he can do serious damage given half a chance.



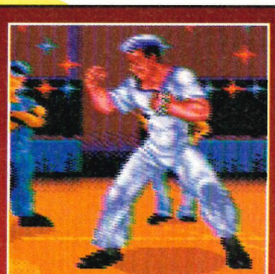
BOXER
In the gym:
This boxer has no weapons except for his fists. Bruce will soon sort him out.



SOLDIER
In the ice house:
Bare knuckle fist fighting is nothing to the king of Kung-Fu.



STICK WOMAN
Chinese film set:
She's got a huge pole so keep your distance and use plenty of long kicks.

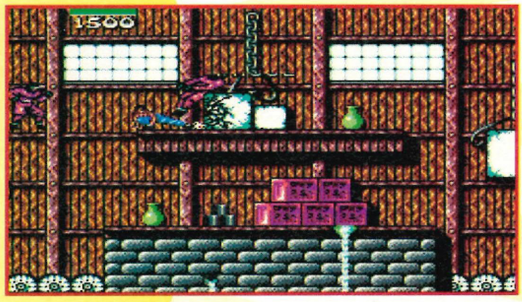


AMERICAN SAILOR
In the guard house:
He's armed with nasty chains that can do lots of painful damage.

PREVIEW

SEGA PRO

MASTER SYSTEM



Holy tornado! Bruce is rather good at these spinning kicks that send enemies flying off the screen.

Behind you! a Sumo-wrestler creeps up on Bruce.



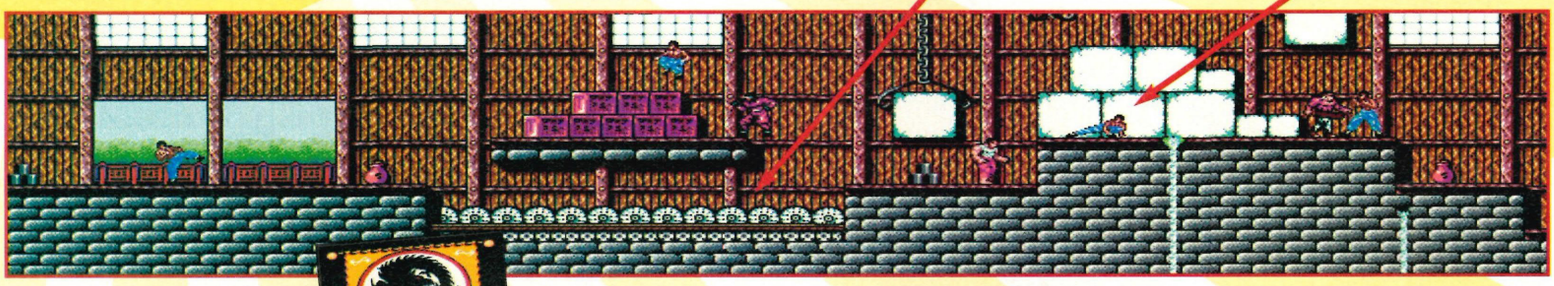
DRAGON



COMPE

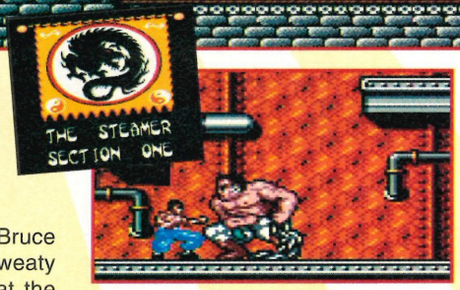
These rather nasty cutters are to be avoided at all costs. They'll cut you to ribbons if you fall.

Bruce tries a low-level flying kick to take that wrestler's head off. Or is he doing press-ups?

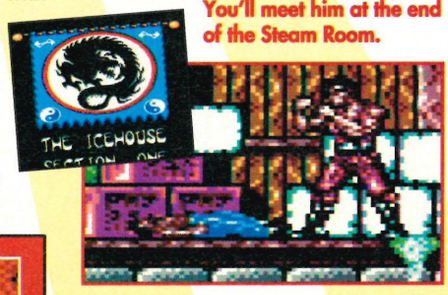


STEAM TO ICE

The first level sees ol' Bruce fighting it out in the sweaty Steam Room. The boss at the end of this level is a big sailor with a lethal chain. The next level changes from warmth and humidity to the coldness of the Ice House. There are ice-blocks that can be kicked at the bad guys, and a few icy hideouts where the enemies break-out and surprise you.

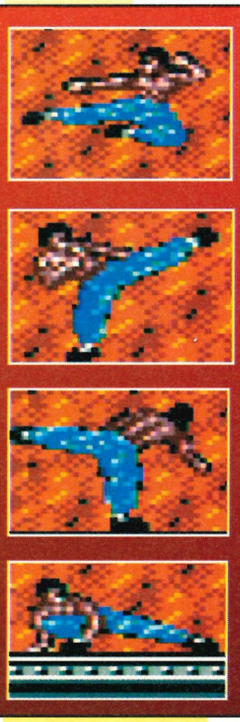


This is the Sailor with a lethal chain. You'll meet him at the end of the Steam Room.



The boss at the end of the Ice House towers above Bruce. He'll throw ice-blocks as he fights as well!

MARTIAL ART



The combination of different moves Bruce Lee can perform will be one of keys points behind the playability of this. Below you can see four of his kicks that can be combined to produce some pretty lethal attacking movements. The animation is looking smooth and neat too – for the 8-bit machine this aspect of *Dragon* is likely to impress more than anything else.

HEART OF THE DRAGON

There are various objects that can be collected throughout the levels. Items like bells, burning fires, spinning globes and lanterns can be collected when Bruce kicks into them. The same goes for the power-up hearts – they can only be used once they're kicked.



ALL IN

Play *Dragon* on the MS and GG and you'll find Bruce Lee has a few attack and multiple combinations at his disposal! With this in mind, your objective is to battle against over 30 different opponents, performing the moves in the best style suited to you.

The game is typically a side-on view platformer with a multi-directional screen scroll and ten

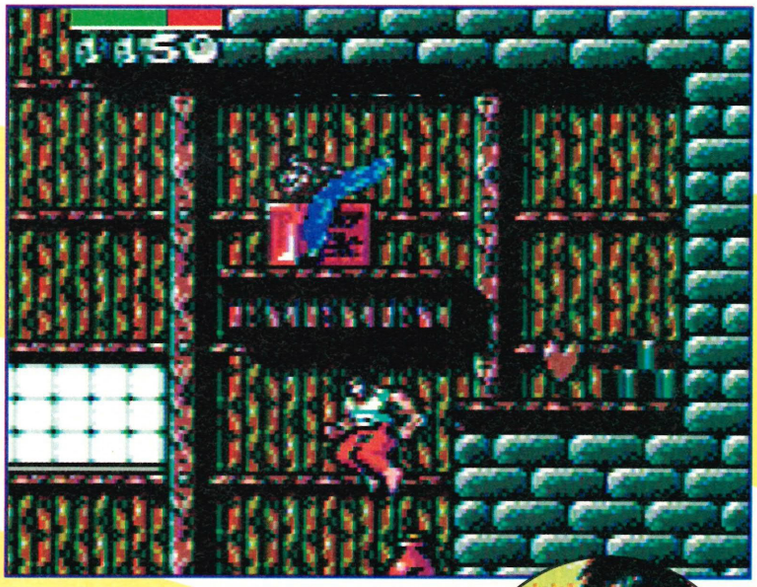
THE BEATING TEAM

Dragon can be played alone, or with a friend. The two-player mode puts both players on the screen at the same time and by helping one another, getting through the game is made a lot easier. This will no doubt be a very important feature as with it the challenge will be considerably enhanced!



THE KICKING LINK

Dragon uses the Gear-Link to step up the challenge even further. With two Bruce Lee sprites on the screen at once, players will be able to play this like *Streets of Rage* with the best score indicating who has been kicking the most ass about the screen.

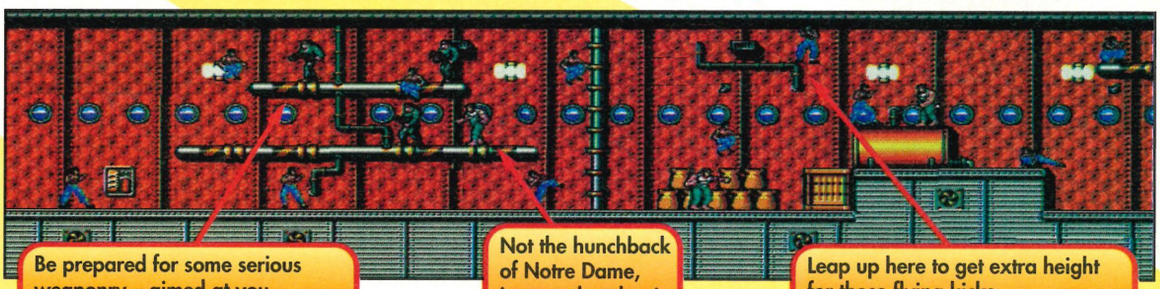


Better stop posing and grab that heart on the lower platform – you'll need it!



Ouch! another saw-mill that looks a bit too 'active' for comfort.

A dose of Kung-Fu never hurt anyone... Except this guy!



Be prepared for some serious weaponry – aimed at you.

Not the hunchback of Notre Dame, just another thug!

Leap up here to get extra height for those flying kicks.

TITION

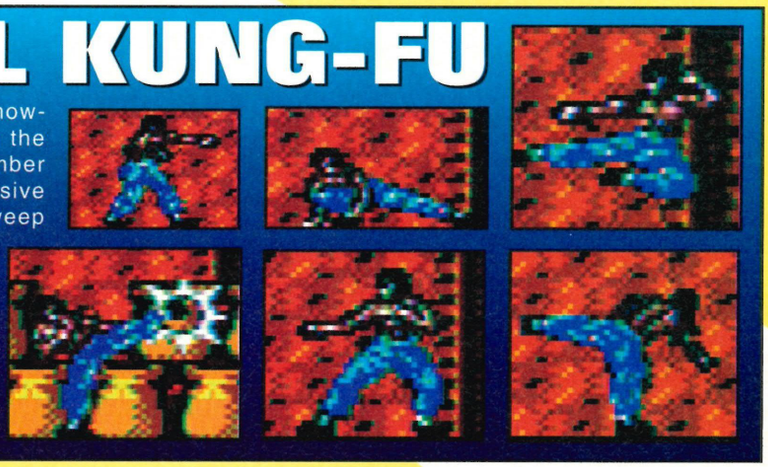
There have been a number of titles that look similar to Dragon. Streets of Rage is similar in the fact that two players move from left to right kicking and punching anything that moves and kicking objects to reveal various items. Terminator 2 is also similar in the sense that the platform concept looks the same, and sprites perform flying kicks. Neither title uses the new attack combination Dragon boasts though.

A GAME

different scenarios, each split into three parts. There are power-ups scattered about to replenish that good old energy bar, there are blocks and cans of one sort or another to sweep a pack of sprites off their feet, and Mr Lee can also perform a freakish high jump when a platform is just that wee bit too high to reach normally.

CRYSTAL KUNG-FU

Here is a strip of moves showing Bruce Lee in action on the GG. He can perform a number of kicks, namely the impressive roundhouse, plus a lethal sweep and the hard-hitting flying kick. His high kicks are best used for kicking objects that'll steam-roller a group of foes packed together, but they'll still do the business when it comes down to a good boot in the opponent's chin as well!



VIRGIN
£TBA
OUT: SEPT



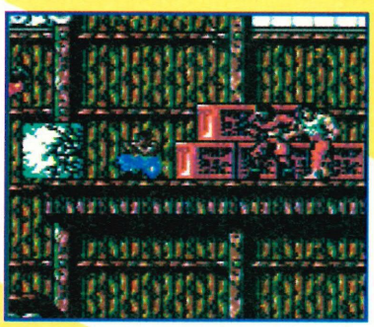
COMPLETION

1ST IMPRESSIONS

Dragon looks promising across all three formats. While the MD's pure punch 'n' kick has over 2000 frames of animation to recommend it, the Master System and Game Gear versions don't look that far behind. In all the versions it looks like the two player will make sure it faces up to the fierce competition. As *Mortal Kombat* proved, showbiz and martial arts are an unbeatable combination.



Looks like a bit of a *Dragon* punch eh readers? (groan).



It'll take more than these two guys ganging up on him to put Bruce off his fighting form.



A couple of ninja-ish people fly in to see if this Kung-Fu geezer is as good as they say he is.

Fl

and the mystery of t

At last, we can trumpet the news – Psygnosis are back, and better than ever. It's been a slightly ropy time for them recently, with the disappointing *Microcosm* and uninspiring titles like *Puggsy* and *Wiz 'n' Liz* but never a company to look backwards, they've hired the people behind *Lionheart* and *Pinball Dreams* to produce a couple of titles that will deserve a place in anybody's games collection. So it's time to peel back the title screens and delve into what could be two very interesting titles that should surface later this year. Nick dishes the dirt...



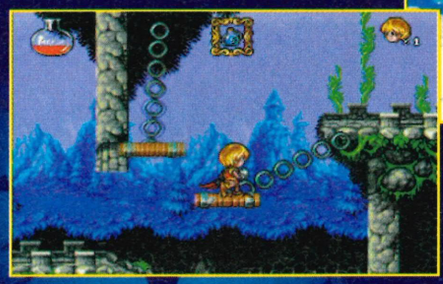
Flink (a working title) is a platform puzzler set in a magical land of sorcerers' apprentices, ghostly clouds, trolls and a variety of enemies. And with the current popularity of Pratchett-like fantasy humour, there's a generous sprinkling of sight-gags and all sorts of funny moments to keep the action from numbing the senses.

Watch out for the baddies! You can kill them with a leap onto their heads.



(Left:) The spell cloud allows you to mix handy potions – or make silly errors!







This map is covered by a cloud which rolls back to reveal more of the game as you progress through it.



There are plenty of rotating bridges and so on to test you.

Be careful of the bridge! Walking across it just dislodges the planks, so the solution is obviously not to walk!

SPARKLING SPRITES

There's no doubt about it – *Flink*, as befits any self-respecting fairytale, has had some marvellous graphical attention lavished upon it. Everything, from the superb animation of the main sprite, to the colourful backgrounds and parallax scrolling, demonstrates this as a game with the Psygnosis stamp of quality on it. It really is flawless.

MAGICAL MYSTERY TOUR

The magic potion can be collected from killed enemies. You need a full bottle to make spells.

Pick these treasure chests up and throw them at the bad guys for easy kills.



Your first task is to take care of these snakes! A bounce on the head suffices.

Most of the game is two dimensional with movement back, front, up and down. This level is one of the simpler ones and shows some of the snake nasties. You can kill them by jumping on their heads or by throwing treasure chests at them. When the baddies die, they release a magic spell. Collect enough of these and you get the chance to cast a few spells of your own!

COMPARISON

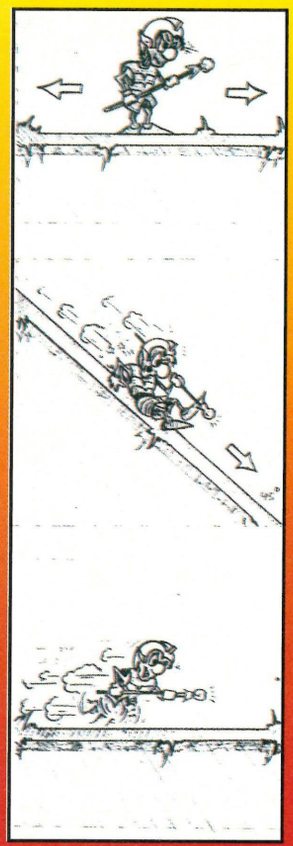
What immediately springs to mind are colourful games like *World of Illusion*, or Psygnosis's own *Puggsy*. Unlike *Puggsy*, *Flink* has more of an objective and the puzzles are neater and make more sense within the context of the game. The spell book is right out of *Wiz 'n' Liz* but again, they actually have a use within the game rather than acting as a bit of slightly pointless padding. Everything about *Flink* shows this to be a well thought-out title with tight and logical gameplay.



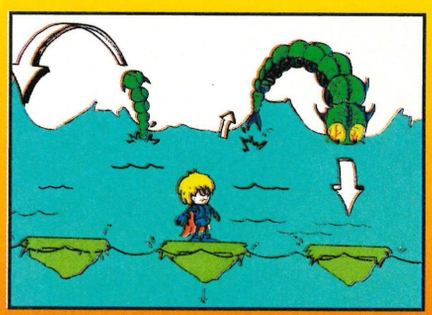
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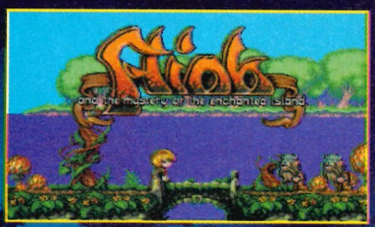
The pre-production sketch below shows a snake's movement.



Even at this early stage a lot of attention was being paid to the graphics.



SKETCHES



The title screen gives way to a neat rolling demo of some levels.



Whee! A quick slide down the slope is a bit of fun.



The rising water level is not a disaster – you can swim a little.



A thrown chest does the job against these hairy guys. (Hairy chest?)

This pops up and breathes fireballs at you, so be very, very careful if you don't want to die!

ALL IN A GAME

Flink contains a total of 55 short levels, amazingly squeezed into an 8Mbit cart. Psygnosis tell us that keeping the price under control is an important objective, and that's something that's always worth a round of applause.

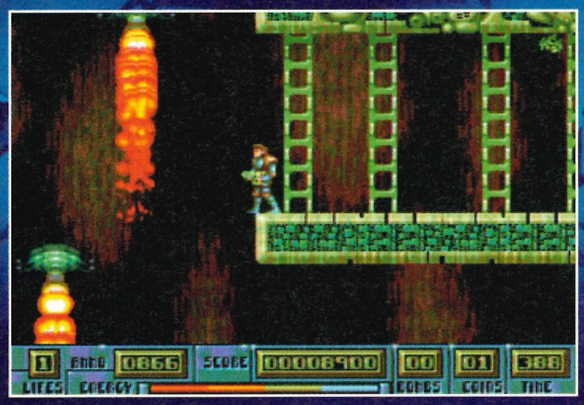
The idea of the game is to get through each level, via the help of a game map, more of which gets unveiled as you progress further into the game. Getting through the levels requires you to jump on baddies' heads *Mario*-style, solve small puzzlers (which get harder further on), climb ropes, splash about in rising water and cast spells to enter hidden levels and generally help you in your quest.



PREVIEW

SEGA PRO

MEGA DRIVE



The revolving coins above your head are definitely worth collecting for a few extra points.

It's a hard life existing on alien planets. Everything might be hunky-dory until one day a fleet of aliens drop out of the sky and ravage everything in sight, before clearing off without so much as a thankyou note. And of course, this game confronts you with that familiar scenario.

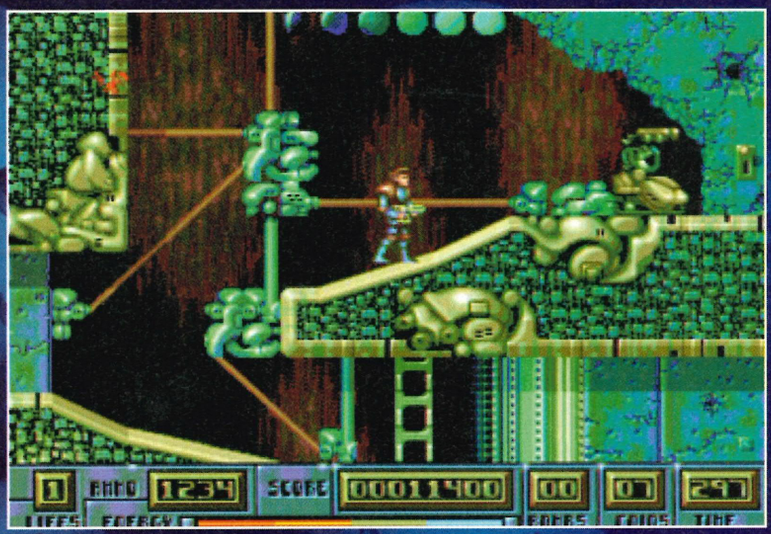
Luckily though, there's a hero at large. Dropping onto the planet's surface, he surveys the terrain and sets off to rescue the remaining starving natives. But he'll need all his luck and reflexes to survive the booby-trapped labyrinth that awaits him. The future of human civilisation is in your hands!



The start of the first level has you warming up nice and easily with a quick fight against these walkers.



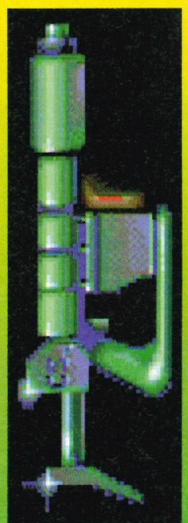
It's time to go underground. Watch out for these mobile artillery units – they fire a very mean missile straight at you. Highly unpleasant.



HARD



YOU GOT THE POWER...



Power-ups are available, from new and more powerful guns, to extra ammunition and a shield. Some of these can be picked-up while you have to shoot the ceiling away to reveal others. Also, remember to collect the rotating coins for extra points and bonuses – most important!





These little blue floaters are the main source of irritation. They are relentless!



DIGITAL illusions Computer Entertainment

The Amiga-now turned Mega Drive specialists, Digital Illusions!

BEHIND

Frederik Liliegren is the Joint Managing Director of Swedish company Digital Illusions. Initially famous for the Amiga *Pinball* series, they've recently branched out into Mega Drive games. I asked him recently what the difference is between programming a game like *Hardcore* for the Mega

ALL IN A GAME

Hardcore is still in its early stages at the moment. Developed by the team behind *Pinball Dreams* and *Fantasies*, Digital Illusions, *Hardcore* places you in different environments with a choice of weaponry, power-ups and all the usual stuff. There are little aliens to blast away, walkers, tanks, level bosses, and there's a slight puzzle element which requires you to clear out certain areas before entering others and pick-up door-opening cards that allow access to further levels.

Your gun can be moved to any fire at any angle, allowing you to fire behind you, above you and to either side – meaning that any aliens stupid enough to get in the way are going to be saying goodnight much faster than they'd like!

LOOK OUT FOR...

Don't forget to keep and eye out for the new Digital Illusions game, *Benefactor*, expected after the summer! More news when we hear it...



The story behind the game! You find all this handy info out when you've successfully completed a few levels.

HARDCORE

PSYGNOSIS
£TBA
OUT: AUTUMN



COMPLETION

1ST IMPRESSIONS

After what seems like a long time in the wilderness, Psygnosis have finally wandered back to Mega Drive civilisation. At last, they've put their flirtation with good graphics but poor playability behind them and have come up with a couple of titles that should really do some business. Of the two, *Flink* looks to be the stronger due to the greater depth afforded by the puzzle element. Sega are certainly pleased with what they've seen so far, so here's looking forward to getting these two numbers in soon.



Shoot at the ceiling in certain places to give you extra power-ups like shields and lives.



The level two bosses hover about, swooping down on you occasionally, but luckily they're not too difficult to deal with. Just fire away!



THE SCENES

Drive as opposed to the Amiga. He told me: "The main thing is the facility for hardware sprites on the Mega Drive. It allows you to move objects around the screen much faster than on the Amiga, where everything has to be done in software." He finds this a good thing, because it reduces the amount of work the programmer has to do, but the downside is that it does take a lot of the fun out of programming. Welcome to the wonderful world of consoles, Frederik!

NOTE: We apologise for the quality of some screenshots. This was due to technical problems beyond our control.



got one of these?

then get this

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battlecorps

play the first huge stage of Core Design's stunning shoot-'em-up!

mega power 11

on sale may 19

SEGA PRO REVIEWS GUARANTEE

WE WILL PROVIDE:

1. The clearest and most detailed reviews ANYWHERE!
2. A completely honest opinion. We WILL say what we think.
3. A clear buying recommendation. You'll KNOW how to spend your money!

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.

REVIEW SEGA PRO MEGA DRIVE

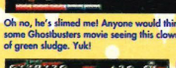
MARKO'S MAGIC FOOTBALL

Colonel Brown is someone with an ambition to make other people's lives a misery. He's created the Sterling Toy Tower, found himself a scientist and is now ready to play the evil, power-mad genius-type by putting his bio-chemical skills to work on innocent animals.

His scientific know-how has created a substance with horrid genetic qualities that he calls 'Mutant Sludge' – kept hidden away in test tubes. The innocent Marko knows nothing about this weird place. He kicked his footy over the Colonel's wall and now has to retrieve it. He thinks the worst that can happen is some spoil-sport bursting his ball, but this ain't no ordinary neighbour...



Oh no, he's slimed me! Anyone would think this is some Ghostbusters movie seeing this clown spit a jet of green sludge. Yuk!

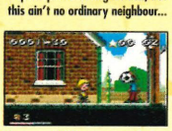


Hey, you with the oranges, I can do an act too you know. Watch me wobble on this bail.



Looking back, there's never been a platform game featuring a football as a weapon. Footballs usually appear in football games! What Domark have done is created a character called Marko. He's much like a comic character – cute face, short blonde hair and stripped footy shirt, etc. But this is where normal footballing rules take a dive. There's no goal, hallowed green turf or half-time oranges – just 14 levels of surreal platform fun!

The idea is original – Marko has unlimited football at his feet and he can kick them at the bad guys to his heart's content. The type of shot he can play varies. He can chip it, thump it along the ground, head it and even do a rather impressive overhead kick.



These guys will always eat your football if they're given half a chance. It beats having a smack in the face – they just swallow it instead!



This is a situation where Marko must use the football as a step for reaching the higher platform. It's just as well the footballs are unlimited.

Full marks for such an idea, using the football means the player is presented with a number of options. Not only can the football be used as a weapon, it can also provide Marko with a means of reaching higher places. He can flick the ball up onto his head, then jump to get the thing bouncing – and as it bounces he'll be able to use it as a step for that extra bit of height.

Protip
USE THE FOOTBALL TO REACH NEW PLACES AND TAKE SHORT-CUTS! BY FLICKING THE BALL UP ONTO YOUR KNEE, AND THEN ON YOUR HEAD, YOU CAN GET THE BALL BOUNCING VERTICALLY. THEN YOU CAN JUMP ON IT.

Controlling Marko is a little tricky to begin with but once you've got the knack of directing the ball at your enemies, things get easier. Marko won't respond as quickly as you'd like but then his little turns take time because he moves so well on screen – he's got to juggle his football most of the time remember!

The graphics are very impressive, with superb detail on each and every sprite you'll meet (particularly the tourists who act as restart taking snap-shots of you), plus a variety of bright and colourful backgrounds (the circus level is very neat!). The game looks like *Toejam and Earl* – everything is so busy on the screen (screens are crammed with sprites of all shapes and sizes) and as you can be so flexible with the footy, the playability of this is very high! It's great to see a platformer with situations that require logic to overcome. You can't just power your way through this – the football is always there for a reason!

You may think, well, this could just be the greatest platformer ever! Footy fans may agree but I would still say many of the ideas are too ancient. The 14 levels take you through forests, sewers, buildings, streets etc. but all the power-ups are that bit too familiar. You have invincibility, speed trainers, heart replenishes, etc. – why not have different power-ups in later levels to give players more incentive to progress? There are one hundred starts to grab for an extra life but even this will only remind you of *Sonic* and *Bubsy*.

The football idea stands out above everything – and this breathes new life into what would otherwise be a basic platformer. Practice your ball skills in Marko's backyard, then kick a ball around the street. It kept me trigger happy with a footy for ages. You know there's nothing more satisfying than kicking your leather sphere at some baddie's head – it's magic!

Mark "On Me Head!" Hill SP



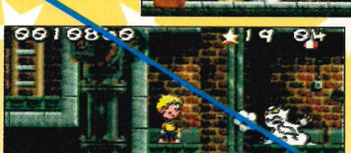


In the pipes you'll find a fair few prehistoric monsters. Give 'em hell with the footy – just smack it down those pipes.

This guy ain't so easy to get rid of. He's some kind of guardian who takes a fair few of the old flash-hits before dying.



Three-on-one, that ain't fair. Looks like the footy could do with a good kick – get it bouncing and kill three birds with one stone.



At the end of each level there's a weird machine that looks like this. On some levels you'll need to bash all the sludge cans, on others... you don't.



This place sure is spooky. These ghosts have a nasty habit of appearing from thin air – but then they're only lost souls.

The impressive kick – a flying overhead! This is the way to pose when it comes to bashing sludge cans.



Look out Marko....he's behind you! This is no time for heading skills, a tank is about to run you over.



I told that bloke his head would be shoved through the roof if he was cheeky, and I wasn't fibbing. Hey, where did this machine gun come from anyway?



DOMARK £44.99 OUT: NOW



CART SIZE: 16Mbit
PLAYERS: 1
STAGES: 14
SKILL LEVELS: 1
FEATURES: ..... password
CONTACT: ..... Domark (081) 7802222

PROview

NICK ■■■■□
Very well animated platformer, but a little slow put next to Sonic.

PETE ■■■■□
Superbly animated soccer platform game that'll keep you practising.

NICK R ■■■■□
Fun, with some nice sections but not as original as it first appears.

PROscore

GRAPHICS 90%
▲ Superb graphics on all levels – much of this looks like a comic, the FX are terrific.
▼ The screens are crammed with sprites of all shapes and sizes. The detail is superb!

SOUND 88%
▲ There's a reasonable selection of tunes that play during each of the levels.
▲ Plenty of sharp, lively sound FX to enhance the magical theme.

GAMEPLAY 82%
▲ Very playable – there's quite a skill attached to manipulating the football.
▼ Levels still stick with that platform tradition so there are a lot of old ideas.

CHALLENGE 87%
▲ Learning how to defeat your enemies provides hours of surreal footy fun.
▼ Putting the football aspect aside, there's little else to really challenge you!

82%

One of the best platformers this year! The idea of using a footy in a platformer gives this title wit, magic and playability.

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: An invaluable hint for those tricky playing situations.

PROSCORE: Provides you with a clear buying recommendation.

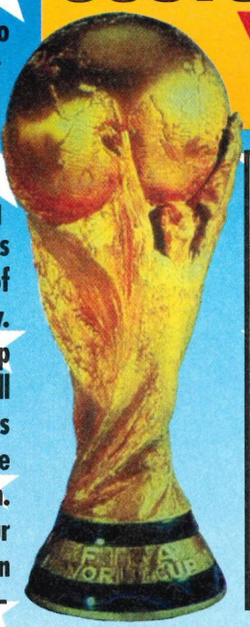
REVIEW

SEGA PRO

MEGA DRIVE

WorldCup USA94

On 17 June, 1994, we all go football crazy as the greatest show on earth, the World Cup, kicks off once again. For over 60 years the tournament has symbolised sporting excellence, and winning this prestigious trophy is the goal of every soccer-playing country. Now US Gold have snapped up the rights to put the football carnival onto console, just as they did in 1990 when the Italians were the host nation. *World Cup USA'94* is a four week show that's taken directly from the official tournament. Could this be as big as *FIFA* or *Sensible Soccer*? As we all know, in the World Cup almost anything is possible...



CUSTOMISE YOUR CUP!



The customised World Cup allows you to have any country in the finals.

Wow! There aren't half a lot of options to choose from. But here is a complete run-down on the bits you can tweak to your heart's content:



Play in the official World Cup with all the 24 nations going this year.



This icon brings up the main options menu with all the match settings.



The game's Duration; how long you want each match to run.



This icon brings up the options for anice, friendly match.



You can turn the dreaded back-pass rule on or off as you please.



This icon will rocket you onto the next set of fantastic options.



Practice dribbling, shooting, corners, free-kicks etc.



A match can be played at one of three speeds.



You can turn the off-side rule on or off using this icon. Handy if you're Italy.

So what does *World Cup USA'94* have that other soccer games don't? Well, what the programming team have done is pick out the good bits from every other footy game and put them into this USA carnival-extravaganza. They claim that this is the most comprehensive soccer simulation ever, with a unique control system that gives players much more flexible ball-control

The opening screens capture the culture and spirit of the World Cup very well. There are loads of options (see box-out) – explained by the official mascot appearing on each icon. The illustrations are really



The ball is played out of defence as the Italians push forward for that all-important first goal.



The midfielder then knocks it forward to one of the strikers heading towards goal. This move looks promising.



It's one-on-one with the keeper. Will the young Italian strike from here or try to dribble it round the keeper?





WHEN BRAZIL WON THE WORLD CUP FOR THE THIRD TIME, THEY WERE ALLOWED TO KEEP IT.


Decide the size and shape of the radar that shows the players' movements.


Listen to all the tunes and sound FX through this sound test.


Go to the formation editor screens by selecting this icon.


Keep up with the fashion and design your own soccer strip!


You can turn the auto replay function on here for those sporting moments.


Decide whether a player can trap the ball under his feet or not.


Decide whether your keeper is CPU or human controlled.


The team control option. What system will you team play?


Select the width of the screen display here. There are two settings.


Dribble control; for choosing how much the ball will stick to your feet.


Pick the players who will go in your squad by selecting this icon.


Decide what sort of weather you'll have for the day of your match.

neat, and make the presentation screens really first class!

For starters I went in for the official World Cup tournament. Of course, there's no England side, so Italy took my fancy. I wanted the ball to stick to my feet, gave my players an ability to trap the ball and turn for shooting and passing, and made sure that all the rules (including back-passes and off-sides) were on. As I flicked through the options screens, picking players, changing formations – what a choice! – and designing strips, my main concern was just to get on with the game. So when the calendar popped up with the first list of group games, I was eager to see if the passion of the tournament would be carried across.

A match is not exactly jaw-dropping stuff, but it's an improvement over the 1990 version as the sprites look and play a lot better, and the pitch is nice and big – like the turf in *Sensible Soccer*. The players move very well, the ball scales effectively as it rises and dips and animation isn't too bad either. I could build-up passing movements very well, then split the defence convincingly and fire a real peach straight into the top-left corner. Splendid!

By the end of my three matches I was impressed with the options to tune the movement of individual players in different areas of the pitch, but disappointed with the old-fashioned *Kick Off* style goal scoring and fouling. Scoring is decided more on sprite position than ball skill, and matches are often broken up too much by the constant injuries and bookings. It's a little unconvincing, and these are the only real gripes I have with the game.

World Cup USA'94 looks and plays much like *Sensible Soccer*. It's not quite as playable, but as an official World Cup package, this focuses on more aspects of football than any other game. The overhead pitch may be an old concept, but this is smooth, fast and playable, with enough material here to keep you interested for this year's World Cup summer at least.

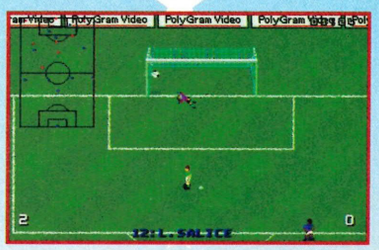
Mark "Zico" Hill SP

PROTIP

RUNNING TOWARDS GOAL IN A DIAGONAL DIRECTION, AND THEN SHOOTING, IS THE EASIEST WAY TO SCORE. THE SAME CAN BE SAID FOR MANY FOOTY TITLES USING AN OVERHEAD PITCH VIEW.



When you take a penalty, the view changes. Stop the moving arrow to determine where you wish to kick it.


What a corker! That ball flew straight into the top-left corner. But where were all the defenders?



Choose team formations and change the movements of different players in certain areas of the pitch.





The keeper earns his pay by tipping the well struck shot over the bar. Italy still have a corner though.

The corner is about to be taken. The white dots are used to determine the strength, height and direction of the kick.



Pause to bring up options for replays, passwords etc.

As with most footy simulations, you can view all the players skill ratings and then select the best team.

US GOLD
£39.99
OUT: NOW

US GOLD
presents
WorldCupUSA94™
All Programming, Graphics and Music by

CART SIZE:.....8Mbit
PLAYERS:.....4
STAGES:.....n/a
SKILL LEVELS:.....n/a
FEATURES:.....password
CONTACT:.....US Gold
(021) 6253388

PROview

NICK ■■■■□
Lots of options makes this interesting but not a must-buy.

PETE ■■□□□
Technically good this has none of the flair of *FIFA* and *Sensi*.

NICK R ■■■□□
There are some much better footy titles around so choose something else.

PROscore

GRAPHICS 84%
▲ The ball zips and scales across the turf very well and sprites are very smooth.
▲ Very impressive presentation screens and neat icon illustrations.

SOUND 72%
▲ There are a few cheerful and lively tunes to put you in the World Cup mood.
▼ Sampled crowd noises and sound FX are very tame compared with *FIFA's*

GAMEPLAY 82%
▲ A very flexible control system allowing players to create their own styles.
▼ Scoring is decided more on sprite positioning than acurate ball-control.

CHALLENGE 85%
▲ The all-important four-player mode can be used with a Sega or EA multi-tap.
▼ Learning how to make best use of all the options is a challenge in itself.

83%

A very complete package. Not the best footy game available, but it's alive and kicking with plenty of action and strategy.

REVIEW

SEGA PRO

MEGA DRIVE

KING OF THE SWINGERS!

Like *Aladdin* it's *Jungle Book*'s animation that really sets it apart from the herd. Here we see Mowgli going for a bit of a swing:



The Jungle Book

The man club Mowgli wants to return to the Man village on the outskirts of the jungle, but first he must battle his way through the jungle with just a blow-pipe and some boomerang bananas! Floating downstream on Baloo's belly sounds like fun, but an encounter with a mad witch doctor makes forgetting about your worries and your strife very difficult! Rudyard Kipling's Jungle Book is one of the all-time fantasy classics and as a Disney project you'd expect the videogame to display some of the artistry of the cartoon. You'll find that characters like Baloo, Bagheera and King Louie all feature in this, so, it should be one big jungle party!



Mowgli finds the bananas a very useful weapon. Hurl 'em at the animals, then get 'em back. They behave like boomerangs which is rather smart.



On level eight, Mowgli has to deal with these exploding blocks. He gets about one second before they pop, so quick jumping is essential!

The opening screens to *Jungle Book* are presented in a style very much like *Aladdin*. When the Sega logo flashes up, there's a snake sticking his head onto the screen, and from here the Jungle drums start up, the 'Bear Necessities' music starts to play, and the whole Jungle comes alive with shrieks and squeals from the various animals. The happy foot-tapping music and whistling that accompanies all of this just adds that special touch.

The first level – Jungle by day – sees Mowgli beginning his quest. The graphics immediately strike you, with lush green trees and undergrowth, swinging vines and loads of different animals. The animation is breathtaking. Mowgli is one of the liveliest sprites I've ever had the pleasure to control. He swings on the vines so smoothly, throwing his little body through the jungle like Tarzan.

When Mowgli runs, he moves like a marathon runner and when he climbs his acrobatic style is a joy to watch as well as play. The same has to be said for the animals he meets too! The monkeys are the cheekiest you've ever seen, taking the mick with a gorilla style under-arm action, and then hurling bananas at you like a salvo of machine gun-fire in a war game! Mowgli returns the same medicine by finding bunches of special bananas that act as boomerangs. If you hit a monkey out of his tree, he'll still need more hits on the ground to finish him off! It's not all predictable like other platformers!

The one thing I found special about this are the routes Mowgli can take. The jungle is a complex eco-system, and that's carried across here. Mowgli can hide in the branches, he'll lose his footing if he's not careful.



Leave our jungle hero standing still and he'll start performing a few tricks. A bit of a circus act really!

The start of this level sees Mowgli pondering over his first move. He knows he has to find ten gems before moving on.

If Mowgli falls now, he's going to break this poor animal's back. He can ride on elephants and turtles.

PROtip

MAKE SURE YOU EXPLORE EVERY INCH OF THE JUNGLE! THERE ARE A FEW THINGS HIDDEN IN THE DENSE WOODLANDS, PLUS SOME HIDDEN AREAS TOO. THIS IS NOT THE KIND OF GAME YOU JUST WANT TO SAIL THROUGH.

The screens are crammed with lively animals (bears, tigers, alligators, snakes, turtles, elephants etc.) they appear throughout all ten levels! And, as you play, you'll see all these animals running-about like crazy, either clowning around or shrieking and hurling something at you.

Mowgli's objectives are of the basic platform sort. There are hearts to collect for restoring energy and ten gems have to be collected before he can find Bagheera to finish each level, (there are also various fruits to pick-up for extra points). The restart 'posts' emphasise the wit and charm of Jungle Book. The 'posts' are actually elephants, and when you pass them, they'll use their trunk to stick a flag in the ground. Brilliant!

The gorgeous scenery and remarkable cartoony animations make this one of the best film-based titles I've ever had the pleasure to play. With the innovative feature of a Dual Contour map as well, characters can interact with both the foreground and background so the size of the playfield is effectively doubled!

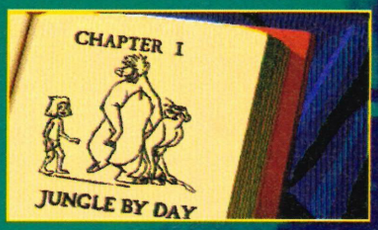
Many of the levels may look the same, with repetitive usage of the same sprites, but with hidden areas, bonus stages and three skill levels, although it's quite easy to finish, the Disney quality has to be seen on the MD to be believed. This is a necessity in my book!

Mark "Mowgli" Hill SP

THE ORIGINAL TARZAN STORY WAS WRITTEN BY EDGAR RICE-BURROUGHS



See the elephant waving his trunk, well, he's a restart post! He'll stick the red flag into the ground when you pass him.



The book illustrations at the start of each level are very nicely done. There are ten chapters to see.



Here Mowgli takes a break from all that tiring leaping around and decides to juggle a few bananas





Find Bagheera at the end of each level. You need to collect ten or so gems first though. Use the compass to guide you.

There's nothing quite like a flip in the air, just to show-off to all the other animals.

Using the see-saw is a splendid way of reaching the highest branches in the jungle.

You'd think Mowgli is chasing his supper looking at his weight. He's a bit on the thin side here!



Now this is an old idea, but effective here all the same. You'll fly high using the see-saw.





Snakes act as trampolines. They can give Mowgli a little extra height just where he needs it most.



When you die, two rather helpful animals carry you off the screen on a stretcher. Another witty life-loss sequence like we saw in *Aladdin*.



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PLAYERS: 1
STAGES: 10
SKILL LEVELS: 3
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PROview

NICK ■■■■□
Jungle fun that will really enchant you. Just a shame it isn't quite hard enough.

PETE ■■■■□
Aladdin goes native. If you want a truly beautiful platformer – this is it.

NICK R ■■■■□
Wanna be the King of the Jungle? You'll believe you are with animation this good.

PROSCORE

GRAPHICS 96%
▲ The jungle comes alive with a variety of breathtaking animation sequences.
▲ The backgrounds are superb. This looks so much like the film!

SOUND 90%
▲ The music is in a class of its own. It fits in with the gameplay perfectly.
▲ The jungle sound FX, particularly the animal sounds, are sharp and realistic.

GAMEPLAY 87%
▲ This is fun to watch as well as play. It simply oozes wit and charm.
▼ Just a minor flaw – a few of the levels look and play the same. But that's it.

CHALLENGE 79%
▲ There's a real incentive to find all the bonus games and hidden areas.
▼ Like *Aladdin*, this is fairly easy. There's not enough to do on each level.

88%

One of the best film-based releases ever. Following in the footsteps of *Aladdin*, this is yet another quality title that shouldn't be missed.

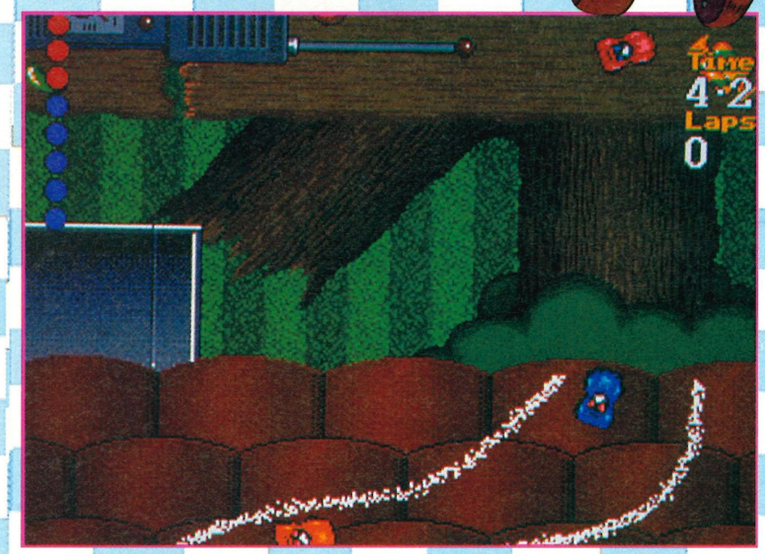
COMPO SEGA PRO WIN

DESIGN A TRACK

Codemasters

of MICRO MACHINES 2! AND HAVE IT INCLUDED IN THE GAME!





Coming soon from Codemasters is the sequel to one of the most addictive racing games of all time. *Micro Machines 2* is looking like a right scorcher with added features, new tracks and up to four players battling it out together using the excellent J•Cart system first seen in *Pete Sampras Tennis*.

Basically you can take the original *Micro Machines* and double everything to create the sequel. There will be double the number of miniature tracks to race around, double the number of vehicles to master and double the number of players on screen at once.

We'll be bringing you a closer look at this racing extravaganza next issue with an in-depth work in progress, but for this month we've got a belter of a competition. Take a look at the screenshots around this page to give you some inspiration then use your pens, pencils and paints to create a unique SEGAPRO track that will actually be included in the finished game! There will also be ten runners-up who will recieve *Micro Machines* car sets and posters.

With this sequel the programmers have aimed for much more involvement in the action. For example, when you race around a pool table there is actually a game of pool going on and while battling on the dinner table you'll drive over a rotating corn on the cob!

You can base your track anywhere around the house (remember this is a game of miniaturised racing) and include any household items as jumps, barriers, track markers and scenery. All we ask is that you include a copy of SEGAPRO placed somewhere around the track – you could use it as a bridge between two tables!



Here are some of the features already in the game to give you a few ideas...

- **A spinning paint roller**
- **Knots in wood that drop out**
- **Sugar cubes to dodge**
- **Dried peas to mark out the track**
- **Jelly to bounce off**
- **Rotating corn on the cob**
- **Wind to blow you off-course**
- **Rain to make the cars skid**

Send your entries to:

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BH1 1NF



Entries must arrive before 21 June 1994.

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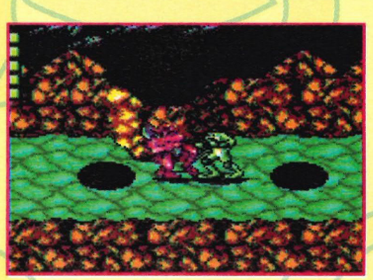
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BATTLE

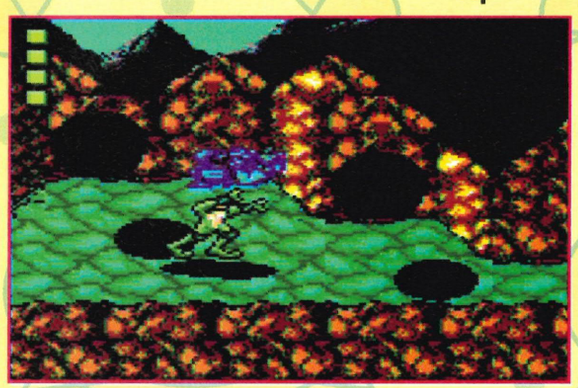


The stilt walkers have legs that double as battering sticks when you've killed them.



The Battletoads are a bit similar to the Teenage Mutant Ninja Turtles – only without the shells!

What's big, green and smelly and sticks to the inside of your nose? I don't want any disgusting answers either! It's the Battletoads, the stars of the latest handheld extravaganza from good old uncle Sega (OK, so I made up the bit about the nose!). These warty creatures are butch superheroes who like nothing better than duffing up a few nasties, then using their legs as weapons! They eat flies and have no sense of personal hygiene. Yes it's a strange game but all will become clear — I promise!



When you've duffed up the enemies you can pick them up and throw them!

Battletoads are a bit like Teenage Mutant Ninja Turtles but without the shells and with added warts and boils. They've been a huge hit in their cartoon show form in and are now ready to take over the Game Gear in a tough two-fited battle with their arch enemies.

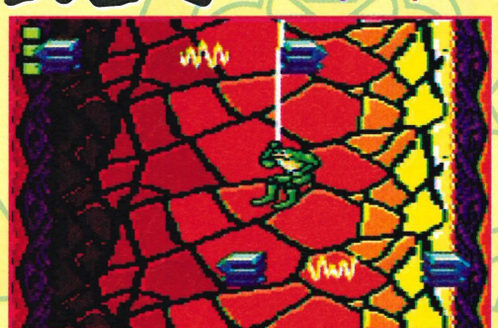
Their quest takes them through a variety of game styles starting with a spot of beat-'em-up action of the kind we've seen umpteen times before, but it's still loads of fun. A few nasties are released at a time and they each need a set number of punches or kicks before they give up the fight and collapse.

Bad guys come in all shapes and sizes from boxing kangaroo type creatures to giant stilt walkers that, when destroyed, have legs that can double as sticks for cracking others on the head. Destroy this wave of monsters and you move to a 'dodge the fire' game where you must keep out of the way of a laser beam being fired from an enemy contraption. If they miss you the laser turns into a bomb which can then be picked up and thrown back. Three hits and they're down!

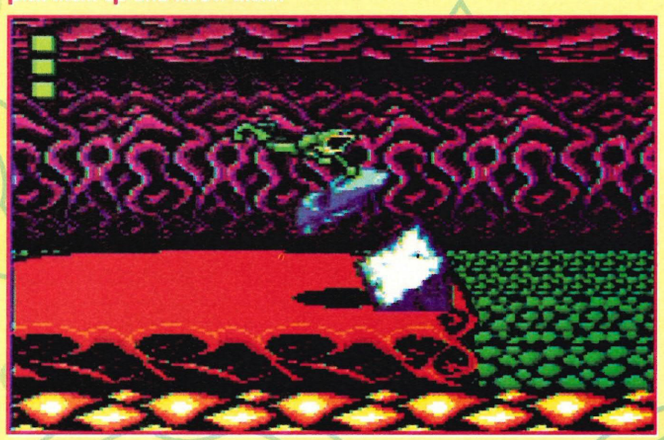
It's then back into the beat-'em-up for a couple of bouts before Mr Toad (I wonder if he lives in Toad Hall?!) gets to have a mad ride on the back of a zippy space bike. These things are really tough to control when there are no obstacles in the way but for added challenge (yeah, as if this game needs it!) there are gaps in the ground to jump over, rocks to avoid or jump and ramps that have to be hit at precisely the right moment to make it over a huge ravine. Everything moves at a rapid pace too — even the hardest games-players will find this

PROtip

LEARN EACH OF THE CHARACTERS' ATTACK PATTERNS AND BE PREPARED FOR WHAT THEY ARE ABOUT TO DO. THIS WAY YOU AVOID LOOSING PRECIOUS ENERGY ON THE SIMPLE STAGES AND SAVE IT FOR WHEN THINGS GET TOUGH.



You've got to dodge the electricity zappers or take the shocking consequences.

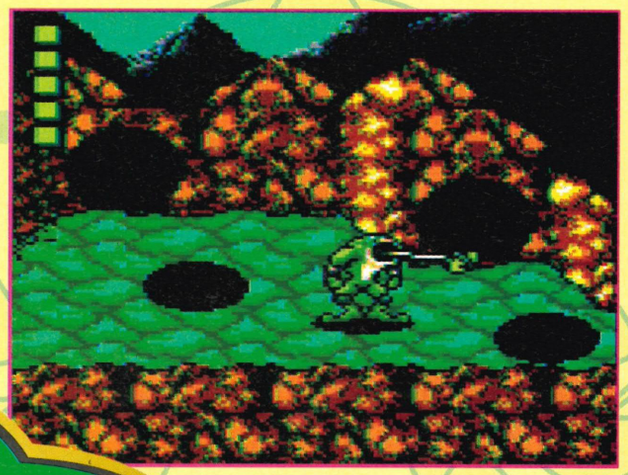


'Help! How do you stop this crazy thing?' It all gets like that boat bit in Thunderball. Of course, it's never a very good idea to go jet-skiing if you haven't got any water.



CANE TOADS CAN EXUDE A POISON THAT PROVES FATAL TO CATS AND DOGS AND INFLICTS SEVERE PAIN ON HUMANS.





TOADS

Gulp! Energy bars can be increased by scoffing down these buzzing insects. Do you want flies with that? (sorry).





Yipes, Triffids! These Venus Fly Trap plants are a doddle to kill with feet that size.



'See this fist? It's going to rearrange your kangaroo-like face in a minute!'



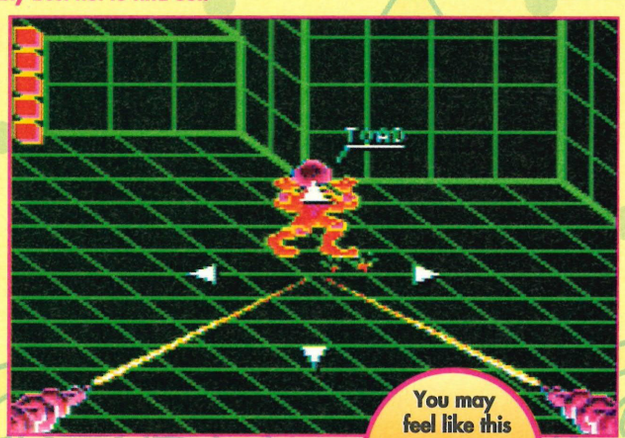
Say X-Ray! I always wondered what a toad's skeleton looked like! But in this game it's probably best not to find out.

section of the game a tough cookie to crack.

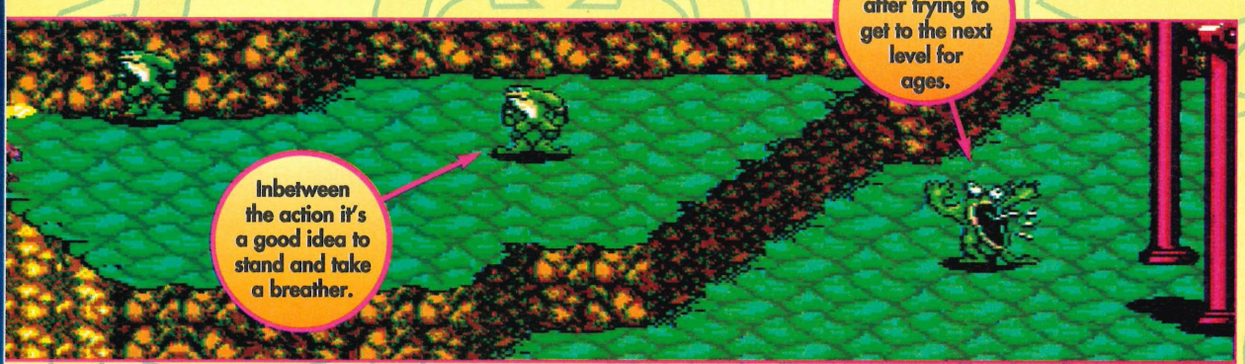
Unfortunately, it's the difficulty level of *Battletoads* that will put most players off. The game looks good, sounds good but is an utter nightmare to play. There are only three continues, three lives and a five bar energy display that sneaks down every time the enemies manage to make a hit (which is pretty regularly). Even with double these amounts the game would be a mega challenge!

It's a pity really because having such a tough stage early on in the game spoils any playability that might have been there. If you're a big fan of the Battletoads you might persevere with this game and enjoy the wacky characters but if you're just after a fun romp on your Game Gear, better look elsewhere.

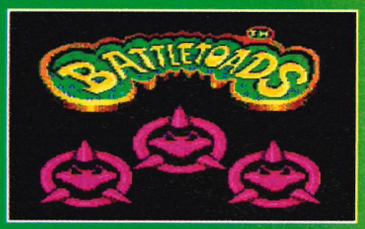
Nick "Greeny" Roberts SP



This funny looking vector graphics style game looks out of place but it sure breaks up the monotony of all those beat-'em-up sections.



SEGA
£24.99
OUT: NOW



CART SIZE:.....2Mbit
PLAYERS:.....1
STAGES:.....6
SKILL LEVELS:.....1
FEATURES:.....Continues
CONTACT:.....Sega
(071) 3733000

PROview

NICK ■■■■■
Fun. But only a fairly average beat-'em-up I'm afraid.

PETE ■■■■■
I enjoyed this for a while but it just ends up being too frustrating.

MARK ■■■■■
The different game styles in this makes it an above-average release.

PROscore

GRAPHICS 79%
▲ All the characters are nicely drawn and coloured and everything is zippy.
▼ An intro sequence or some kind of presentation would have been nice.

SOUND 80%
▲ Snazzy tunes that play throughout the game and lots of zapping sound FX.
▼ No options to alter the music and sound FX mix.

GAMEPLAY 62%
▲ Simple jump and punch controls that are easy to master.
▼ A really tough level early on in the game will thwart players' enthusiasm.

CHALLENGE 73%
▲ If you can persevere with the tough bits you'll keep going for a while.
▼ You need lots of patience to play the same levels over and over again.

73%

Visually pleasing with lots of colourful characters – but it's got a difficulty level that won't suit the action gamesplayers it's aimed at.

REVIEW SEGA PRO MEGA DRIVE



This is where you get to do a dodgy Scottish accent. Assign resources to your on-board systems. Remember to keep an eye on shields and weapons!

In the Transporter room and I'm ready with my Away Team. Set to180° and leave for ten minutes...

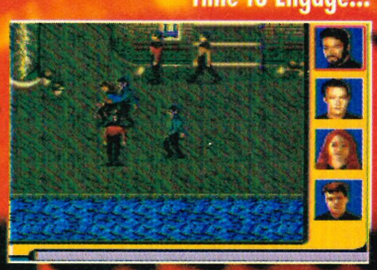
STAR TREK

ECHOES FROM THE PAST

THE NEXT GENERATION

Nobody can tell SegaPro about boldly going where nobody has gone before... Well, OK then, if anyone's going to give us a lecture about it, it might as well be the illustrious crew of the Starship Enterprise. The perennial TV series has had its brief flirtations with the video game format before, with the classic *Star Trek* back on the Commodore Pet in the (very) early Eighties. But since the success of the movies, TNG and Deep Space Nine, Star Trek has inhabited a different orbit from its Sixties predecessor. Hence the Enterprise's latest excursions back into the games scene. Picard, Worf, Data, Riker and the crew are back, battling with the Borg and having some problems with their phasers at the most inconvenient of times.

Time to Engage...



Select your team member, phaser or tricorder and analyse away or pick up any new items.

If this game is a realistic simulation of the pressures of being a Starship Captain, then I can understand why Picard is such a stiff. Rarely can traipsing through the Galactic undergrowth have been such a bore.

The basic idea is to travel around the galaxy, sorting out a variety of missions and saving the day. You will spend most of your time on the Bridge dealing with the main ship sections – CONN (setting the ship's course), COMMUNICATIONS (talking to the natives), ENGINEERING (weapons, shields and engine maintenance and control), COMPUTERS (the ship's libraries), TRANSPORTER (beaming down), and READY ROOM (advice from Picard). Essentially, it's your job to use the information from these sections to play the game.

Apart from these adventure-ish elements, there's a slight shoot-'em-up bit too, either ship-to-ship or hand-to-hand when you beam down. But neither provides enough depth to make it interesting over the long term.

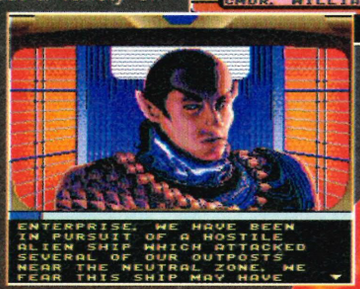
Perversely, I found the ship's libraries the most engrossing. All you could ever want to know about the history of Star Trek is contained here and it's fascinating to see how information within the data banks ties in with the old sixties' TV series, the films, the TNG episodes and so on. (ie you find out that NCC-1701A was the Enterprise Kirk got at the end of the Star Trek 4: The Voyage Home).

It's just a pity the rest of the game is so flat. Flying about in a pseudo-adventure, landing on planets, picking stuff up and occasionally having to tax the brain with the odd puzzle just isn't enough. How many more lost opportunities are we going to see from the import scene? Thank God for the official stuff that we get over here. It shows how good our software industry really is.

Nick "Red Security Guard" Merritt SP







Select your Away Team for Transportation before you beam down. Make sure a couple have 'I am expendable' written on their jumpers.

PROTIP

MAKE SURE YOU SET YOUR SHIELD AND WEAPONS STRENGTHS BEFORE YOU EMBARK ON A DANGEROUS JOURNEY, JUST IN CASE YOU GET AMBUSHED BY ROMULANS ON THE WAY (YOU CAN PUT MONEY ON IT).

THE BRIDGE



Choose your destination on the CONN or have a chat with any passing Bird of Prey.

Disappear off to the transporter room and you can be beamed to a more interesting part of the studio lot.

Mr Whorf is ready to give lots of valuable tactical advice like "Launch photon torpedoes!"

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OUT: MAY

STAR TREK THE NEXT GENERATION

CART SIZE:.....8Mbit
PLAYERS:.....1
STAGES:.....n/a
SKILL LEVELS:.....1
FEATURES:.....none
CONTACT:.....Video Games Centre (0202) 527314

PROview

NICK R ■■□□□
On the whole a bit of a galactic bore. The action bits are pathetic.

PETE ■□□□□
You'd have to be an institutionalized Trekkie to enjoy this garbage.

MARK ■■□□□
No real action or strategy to keep your interest for very long.

PROscore

GRAPHICS 60%
▲The Bridge is faithful to the TV series – even the monitor screen design is OK.
▼Really naff intro. The beat-'em-up bits are laughable. Sad planets.

SOUND 40%
▼A terrible twee single channel organ rendition of the TNG theme tune.
▼Spot FX that sound like someone squeezing a zit. Ugh.

GAMEPLAY 56%
▲I do like the ship's libraries. Quite educational as well.
▼But what is within the game just isn't done to enough depth.

CHALLENGE 60%
▼I doubt if this will have you turning in your bed at night.
▲Well, there's a whole galaxy to explore and loads of your fave characters.

52%

I love Star Trek. But the intelligence of the series hasn't crossed onto the smaller screen. Wait for the next Next Generation.

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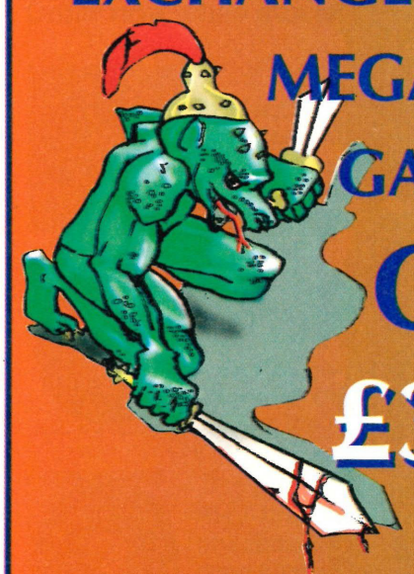
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REVIEW

SEGA PRO

MEGA CD



At the start all the warriors look great in their red jumpsuits.



DARK WIZARD

For helpful hints on how to play the game and who to avoid it's good to talk to all the people you come across in cities.

Cheshire is in trouble! It may be a peaceful county in merry England today but many moons ago it was ruled by the forces of darkness under the command of the evil Dark Wizard. A small band of warriors were chosen to keep the county out of this dodgy geezer's clutches and in this Mega-CD game you get to take control of one of the fabulous four. *Dark Wizard* is a tale of bravery, special jewels, forbidden spells and terrible demons. Being a strategy adventure the powers and abilities each character has depends on what you do with them. Will good defeat evil and bring the sunshine back to Cheshire? It's down to you.





"A pint of your finest real ale my good man, and leave the bits of twig and rats tails in it!"

The storyline that accompanies the intro sequence of *Dark Wizard* could belong to any type of game from a beat-'em-up to a platform adventure. But don't get too excited if you're a fan of either of these because this is a strategy combat offering from Sega in the USA.

You can select four main characters to control and can re-name them to suit yourself. Their powers depend on how well you perform throughout the game. Kill an enemy, find treasure, use a spell or stray into dangerous territory and your skill and experience points are effected. These points are then taken into account when you come up against a particularly nasty foe.

The main play area is made up of hexagons showing different terrain, cities, roads and lakes. You can decide to make your character move to another hexagon, look at maps, attack or enter a city. Inside a city the view changes to static displays of different locations and the locals pop up to ask you questions and offer you their wares. By chatting to everyone you come across you can learn about the kingdom, people to avoid and purchase items to replenish energy and add to the inventory.

Dark Wizard isn't a game that you can have a quick bash at then play it again another time, although it does include a save option. You really need to sit down, read the manual thoroughly and engross yourself in the happenings of Cheshire. The visuals vary from the very simple in the hexagon map sections, as with all strategy games, to rather smart in intros and animations to introduce each character. Coupled with a dodgy American accent telling the storylines and pounding music these animations really set the scene well.

You've really got to be a fan of strategy adventures to enjoy *Dark Wizard*. If you think it's your mug of ale give it a whirl.

Nick "The Beast" Roberts SP

PROtip

AS WITH ALL STRATEGY GAMES LISTEN CAREFULLY TO WHAT EVERYONE HAS TO SAY. THEY WILL TELL YOU OF SPECIAL ITEMS TO COLLECT, PEOPLE TO AVOID AND MAY EVEN GIVE USEFUL HINTS ON WAYS TO DEFEAT EVIL.

WARRIORS OF THE WASTELAND

At the start of the game you can choose which warrior you'd like to take control of the group. See which one you prefer:



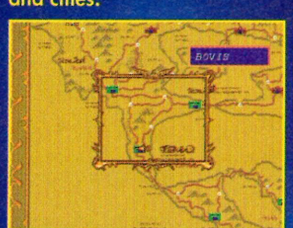
Robin
■ 22 years old
The most skilled horsewoman in the holy army.



Krystal
■ 23 years old
She wants to kill Velonese to avenge the death of her sister.



Armer
■ 18 years old
The Prince of Cheshire (?!) and heir to the throne.



As you move around this map of the world highlights towns and cities.



Ooo... he's just earned three experience points off a bit of a scrap with a winged creature — what a bargain!



SEGA
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OUT: NOW



CD ACCESS:.....slow
PLAYERS:.....1
STAGES:.....n/a
SKILL LEVELS:.....2
FEATURES:.....save
CONTACT:.....Video Games Centre (0202) 527314

PROview

NICK
I like a good bit of strategy but this isn't quite what I had in mind. Not bad.

PETE
The best bit of this is the idea of Cheshire as a 'Mystical Kingdom.' Get outta here!

MARK
Your usual strategy/RPG adventure. Nothing really outstanding.

PROSCORE

GRAPHICS 70%
▲ Nice animations for each character with Japanese style illustrations.
▼ The strategy board displays are simple but some would call this an advantage!

SOUND 79%
▲ Atmospheric music to set the scene and accompany all the action sequences.
▼ The American guy reading the story has terrible difficulty pronouncing 'Cheshire'!

GAMEPLAY 70%
▲ All the characters can be customised and you can watch them improve.
▼ Everything is very slow. Combat is pretty disappointing.

CHALLENGE 74%
▲ To free Cheshire from the forces of darkness is going to take some time.
▼ You've got to have patience and time or you'll simply become frustrated.

73%

Good intro animations kick-off an involving strategy game that'll take even the toughest adventurer many hours to complete.

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REVIEW SEGA PRO MEGA DRIVE

Colonel Brown is someone with an ambition to make other people's lives a misery. He's created the Sterling Toy Tower, found himself a scientist and is now ready to play the evil, power-mad genius-type by putting his bio-chemical skills to work on innocent animals.

His scientific know-how has created a substance with horrid genetic qualities that he calls 'Mutant Sludge' – kept hidden away in test tubes. The innocent Marko knows nothing about this weird place. He kicked his footy over the Colonel's wall and now has to retrieve it. He thinks the worst that can happen is some spoil-sport bursting his ball, but this ain't no ordinary neighbour...



Oh no, he's slimed me! Anyone would think this is some Ghostbusters movie seeing this clown spit a jet of green sludge. Yuk!



In the pipes you'll find a fair few pre-historic monsters. Give 'em hell with the footy – just smack it down those pipes.



Hey, you with the oranges, I can do an act too you know. Watch me wobble on this bail.



Looking back, there's never been a platform game featuring a football as a weapon. Footballs usually appear in football games! What Domark have done is created a character called Marko. He's much like a comic character – cute face, short blonde hair and stripped footy shirt, etc. But this is where normal footballing rules take a dive. There's no goal, hallowed green turf or half-time oranges – just 14 levels of surreal platform fun!

The idea is original – Marko has unlimited footballs at his feet and he can kick them at the bad guys to his heart's content. The type of shot he can play varies. He can chip it, thump it along the ground, head it and even do a rather impressive overhead kick.

Full marks for such an idea, using the football means the player is presented with a number of options. Not only can the football be used as a weapon, it can also provide Marko with a means of reaching higher places. He can flick the ball up onto his head, then jump to get the thing bouncing – and as it bounces he'll be able to use it as a step for that extra bit of height.



These guys will always eat your football if they're given half a chance. It beats having a smack in the face – they just swallow it instead!



This is a situation where Marko must use the football as a step for reaching the higher platform. It's just as well the footballs are unlimited.

PROtip

USE THE FOOTBALL TO REACH NEW PLACES AND TAKE SHORT-CUTS! BY FLICKING THE BALL UP ONTO YOUR KNEE, AND THEN ON YOUR HEAD, YOU CAN GET THE BALL BOUNCING VERTICALLY. THEN YOU CAN JUMP ON IT.

Controlling Marko is a little tricky to begin with but once you've got the knack of directing the ball at your enemies, things get easier. Marko won't respond as quickly as you'd like but then his little turns take time because he moves so well on screen – he's got to juggle his football most of the time remember!

The graphics are very impressive, with superb detail on each and every sprite you'll meet (particularly the tourists who act as restart taking snap-shots of you), plus a variety of bright and colourful backgrounds (the circus level is very neat!). The game looks like *Toejam and Earl* – everything is so lively on the screen (screens are crammed with sprites of all shapes and sizes) and as you can be so flexible with the footy, the playability of this is very high! It's great to see a platformer with situations that require logic to overcome. You can't just power your way through this – the football is always there for a reason!

You may think, well, this could just be the greatest platformer ever! Footy fans may agree but I would still say many of the ideas are too ancient. The 14 levels take you through forests, sewers, buildings, streets etc. but all the power-ups are that bit too familiar. You have invincibility, speed trainers, heart replenishes, etc. – why not have different power-ups in later levels to give players more incentive to progress? There are one hundred starts to grab for an extra life but even this will only remind you of *Sonic* and *Bubsy*.

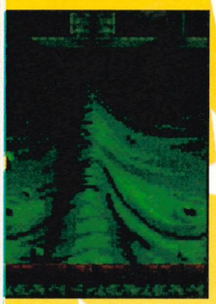
The football idea stands out above everything – and this breathes new life into what would otherwise be a basic platformer. Practice your ball skills in Marko's backyard, then kick a ball around the street. It kept me trigger happy with a footy for ages. You know there's nothing more satisfying than kicking your leather sphere at some baddie's head. – it's magic!

Mark "On Me Head!" Hill SP

MA MAGIC



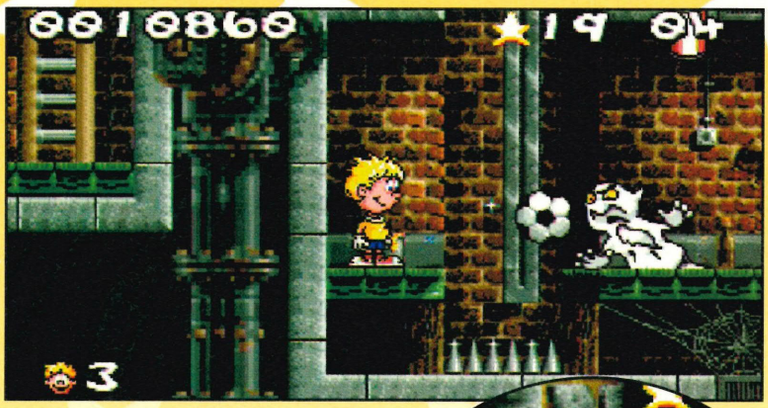
MODERN PROFESSIONAL SOCCER BEGAN IN THE UK IN 1885.



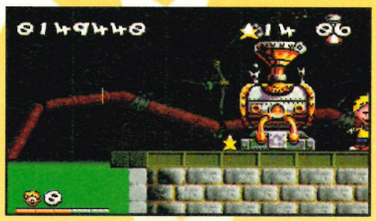
This guy ain't so easy to get rid of. He's some kind of guardian who takes a fair few of the old flash-hits before dying.



Three-on-one, that ain't fair. Looks like the footy could do with a good kick – get it bouncing and kill three birds with one stone.



This place sure is spooky. These ghosts have a nasty habit of appearing from thin air – but then they're only lost souls.



At the end of each level there's a weird machine that looks like this. On some levels you'll need to bash all the sludge cans, on others... you don't.



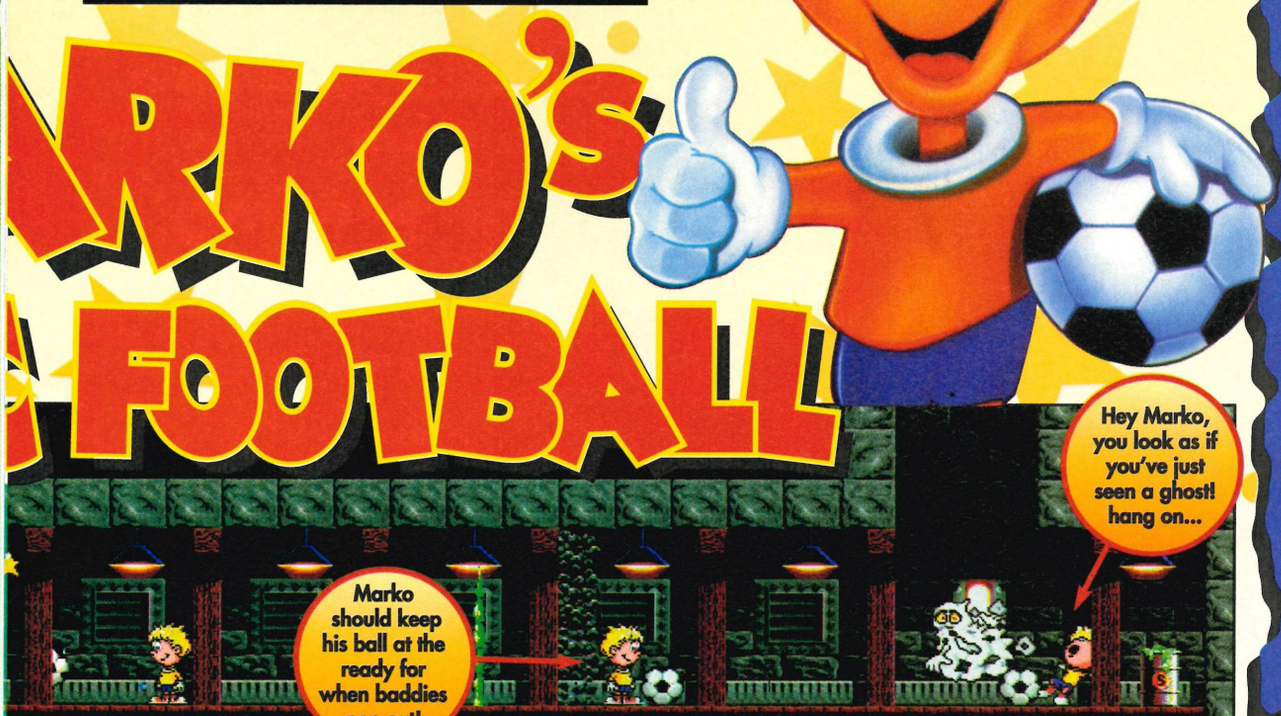


The impressive kick – a flying overhead! This is the way to pose when it comes to bashing sludge cans.

Look out Marko... he's behind you! This is no time for heading skills, a tank is about to run you over.

I told that bloke his head would be shoved through the roof if he was cheeky, and I wasn't fibbing. Hey, where did this machine gun come from anyway?





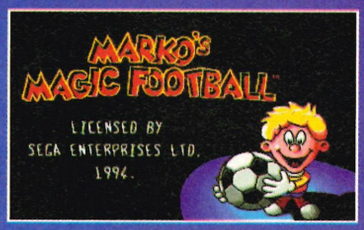
MARKO'S FOOTBALL

Hey Marko, you look as if you've just seen a ghost! hang on...

Marko should keep his ball at the ready for when baddies pop out!



DOMARK
£44.99
OUT: NOW



CART SIZE: 16Mbit
PLAYERS:.....1
STAGES: 14
SKILL LEVELS: 1
FEATURES: .....password
CONTACT: .....Domark
(081) 7802222

PROview

NICK
Very well animated platformer, but a little slow put next to *Sonic*.

PETE
Superbly animated soccer platform game that'll keep you practising.

NICK R
Fun, with some nice sections but not as original as it first appears.

PROscore

GRAPHICS 90%
▲ Superb graphics on all levels – much of this looks like a comic, the FX are terrific.
▼ The screens are crammed with sprites of all shapes and sizes. The detail is superb!

SOUND 88%
▲ There's a reasonable selection of tunes that play during each of the levels.
▲ Plenty of sharp, lively sound FX to enhance the magical theme.

GAMEPLAY 82%
▲ Very playable – there's quite a skill attached to manipulating the football.
▼ Levels still stick with that platform tradition so there are a lot of old ideas.

CHALLENGE 87%
▲ Learning how to defeat your enemies provides hours of surreal footy fun.
▼ Putting the football aspect aside, there's little else to really challenge you!

82%

One of the best platformers this year! The idea of using a footy in a platformer gives this title wit, magic and playability.

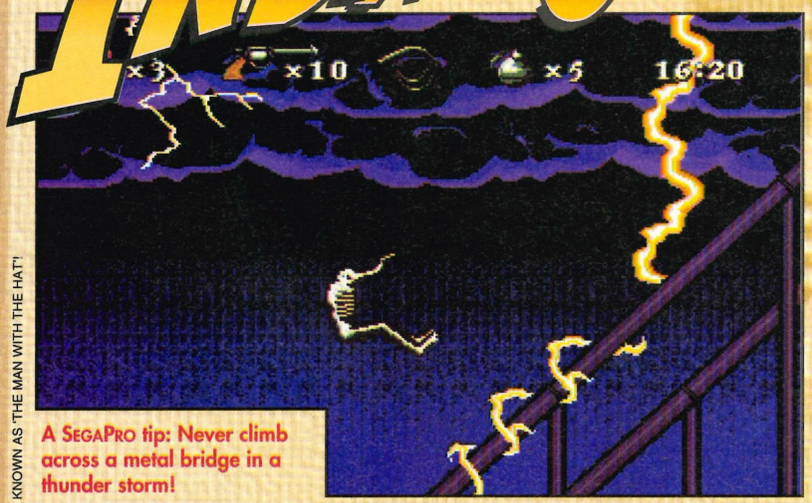
REVIEW

SEGA PRO

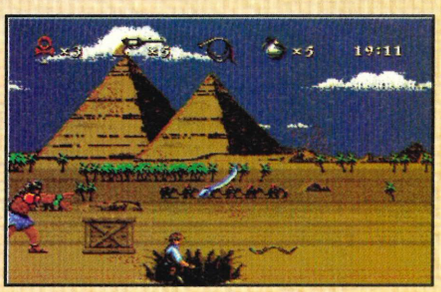
MEGA DRIVE

INSTRUMENTS of CHAOS

...STARRING YOUNG INDIANA JONES



A SEGAPRO tip: Never climb across a metal bridge in a thunder storm!



I'm sure this isn't what they meant when they said, 'Find the holy grail Indi'!



The teletype printouts before each level set the scene and give Indi his instructions.



Following in the footsteps of his famous dad, the young Indiana Jones now has his own adventures with a hat and a bull whip. In *Instruments of Chaos* the plucky lad gets to travel around the world visiting many countries. He must scale London's Tower Bridge and bomb the gear mechanism, go elephant hopping in India and dodge the scorpions in the hot deserts of Egypt. This is no holiday though, he has a mission to achieve inbetween sight-seeing trips. The Germans are building themselves a doomsday machine and young Indi decides he must save the world. Well he would, wouldn't he?

These spies are stupid people. Wearing a hat and coat like that what else could they be?



Ha, har! You think your puny swords can harm me? Have a taste of my whip!

Psst...Indy...

Listen closely – we don't have much time.

Recently, our French agents intercepted several short-wave radio transmissions originating in Germany.



You can freely select four of these levels at the start but you have to complete them all to play the fifth.



It's platform action all the way with this new USA import. Vicious sword wielding maniacs, killer rats and mad axemen are out to stop our hero — but have no fear because Indi is armed with a pistol, bombs and his dad's world famous bull whip. All ammunition is limited but crates littered about each level can be whipped to give extra bullets, bombs, lives and first aid.

Play one game of *Instruments of Chaos* and you can spot the influences immediately. The programmers have tried their best to imitate the highly successful *Disney's Aladdin* — but have failed miserably in the process. All the graphics look fine as static screen shots but you have to see them animated in all their glory to appreciate just how glitched and badly executed they are. Backgrounds are simple and uninteresting: Indi jerks and body-pops his way around the game and I even caught him running up the side of a bridge without moving his legs at one stage!

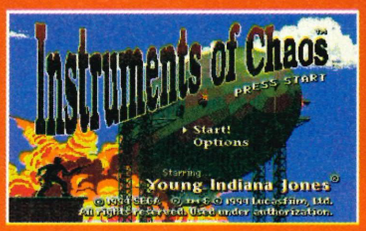
PROTIP

MOVE SLOWLY AND TAKE OUT EACH ENEMY ONE AT A TIME. IF YOU CHARGE THROUGH THE LEVEL YOU'LL DIE WITHIN SECONDS. USE BULLETS AND BOMBS SPARINGLY AS THEY WON'T LAST FOREVER.

Of course I persevered with the game to bring you an in-depth review, although you would have thrown down the joypad after a few seconds if you were playing it in a shop. I played all the stages around the world and just became more and more frustrated when I couldn't perform the most simple of moves due to the badly designed levels. My verdict was that you should keep your money in your pocket and not blow £44.99 on this rubbish!

Nick "Unimpressed" Roberts SP

SEGA
£44.99
OUT: NOW



CART SIZE: 8Mbit
PLAYERS: 1
STAGES: 5
SKILL LEVELS: 3
FEATURES: ..adjust lives
CONTACT: .....Video Games Centre (0202) 527314

PROview

PETE ■□□□□
Gosh, this is one of the worst arcade adventures I've ever played. Truly dire.

NICK ■■□□□
Worse than having your gonads painted blue and being dangled out of a window.

MARK ■■□□□
What a load of old rubbish. Someone put this out of its misery.

PROscore

GRAPHICS 40%
▲ They look lovely in static screen shots with nicely detailed sprites but...
▼ ...play it and the glitched animation and bad programming will disgust you!

SOUND 56%
▲ Nice music that changes to suit the country you're playing in.
▼ The sound FX could have been improved... but you can turn them off.

GAMEPLAY 35%
▲ Ther's the option of altering the number of lives and difficulty.
▼ Bugs and badly designed levels don't encourage you to play for long.

CHALLENGE 54%
▲ You won't complete this in a hurry... but that's because you won't want to!
▼ For hardened players the nine lives and an easy option makes this simple.

39%

This looks and plays like a poor man's *Aladdin*. The animation is awful and the levels badly designed. Far too chaotic.

YOUNG INDIANA JONES'S DAD, INDI SNR, IS KNOWN AS 'THE MAN WITH THE HAT'.

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SEGA PRO

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SEGA XS Issue 7 on sale 12 MAY

REVIEW

SEGA PRO GAME GEAR





Eleventh place! You want a rank of five or more by the end of this race to stand a chance of winning the championship.



Enter the qualifying stage first to determine your place on the grid, then race 3 laps around a circuit.



It's a nice sunset, but the different backgrounds seem to be the only things that distinguish one track from another.

There are 16 places on the grid and you'll need to go well in qualifying to nab that sixteenth spot.

GP RIDER

Power up the straights, lean into the corners and let those other racers to choke on your exhaust fumes – this is Grand Prix racing on the world's fastest, most powerful motor cycles! Enter a tournament, or go for the World Tour. Skid on the grid to grip the the tarmac, then make first spot and become top dog! We've seen *GP Rider* on the MS, and what a flop it turned out to be. The best hand-held racer we've seen is *Road Rash* and the best GP racer? Probably *Super Monaco GP II*. So, if handheld owners are feeling starved of a decent racer *GP Rider* just might be the perfect tonic.

From the outside, *GP Rider* looks much like any other motorcycle racer. You get to race on the world's top tracks and participate in one of four different competitions. There's an arcade mode, a tournament, the Grand Prix, and even a World Tour. You have a choice of three bikes (different in their acceleration and grip etc.), you can play one of four skill levels on the World Circuit and, as far as controls go, it's simple – press button 1 to speed up, and button 2 to brake.

What I like to see in any racer is a track that rolls under your bike or car sprite smoothly. Speed is also important if you want to get any feeling of racing at all. *GP Rider* is strong in both these areas but the movement of the bike sprite on cornering is a little untidy. You almost have to stop to avoid sliding off the track – and this means you can get left way behind! Often you will be rammed by other bikers from behind as well and this just makes things even more frustrating!



Stage 2, America, and a one-on-one battle with another racer on the bend. The world tour can be played on one of four skill levels.

PROTIP

YOU MUST SLOW DOWN ON THE SHARP BENDS, OTHERWISE YOU'LL HIT A TREE OR BILLBOARD. TRY TO KEEP TO THE INSIDE OF EACH BEND TO GIVE YOURSELF PLENTY OF TRACK TO SLIDE ACROSS. AVOID THE KERB!

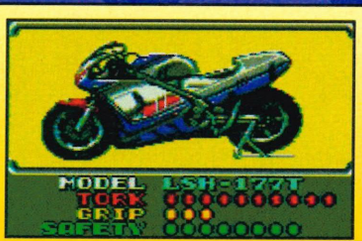
It does require a fair bit of skill to win a race, the other motorbikes push you hard and (as there is no indicator to show where you are on the track) it's just a case of taking each bend smoothly as you weave through the traffic.

I wanted to see more track features like tunnels, obstacles and grandstands to give this more of an atmosphere. As it is, this is really a standard racer very similar to all the others I've seen. If the tracks were given more individual character then this could have been a lot better.

Mark "Hang-On" Hill SP

RIDE THE DREAM...

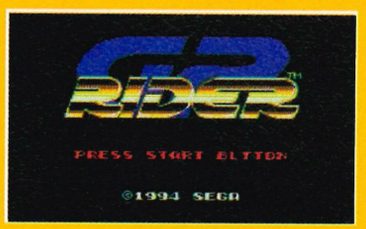
Choose one of three bikes. One is good for long straights while another is better at cornering – it all depends how you want to race.







SEGA
£24.99
OUT: NOW



CART SIZE:.....4Mbit
PLAYERS:.....2
STAGES:.....n/a
SKILL LEVELS:.....1
FEATURES:.....gear link
CONTACT:.....Sega
(071) 3733000

PROview

NICK ■■■□□

GG racing that lacks that punch of excitement. Wait for *Road Rash*.

PETE ■■■□□

I much preferred the tracks, options and stylish presentation of *F1*.

NICK R ■■■□□

Lots of tracks and bikes but everything's been seen before.

PROscore

GRAPHICS 80%

▲ Apart from the really sharp bends, the tracks scroll quickly and smoothly.
▼ Not enough track details – where are the grandstands, pits and tunnels?

SOUND 79%

▲ The engine noises sound real enough. The tone adjusts with your speed very well.
▼ Skidding is represented by this dreadful squeal – particularly on a sharp bend.

GAMEPLAY 76%

▲ The best thing about this racer is its speed – the scrolling track is very fast!
▼ Not enough variety from one track to another, just different patterns of bends!

CHALLENGE 74%

▲ The two-player gear-link option is vital if you're going to stick this.
▼ Little incentive to continually play this as one race is much the same as another.

76%

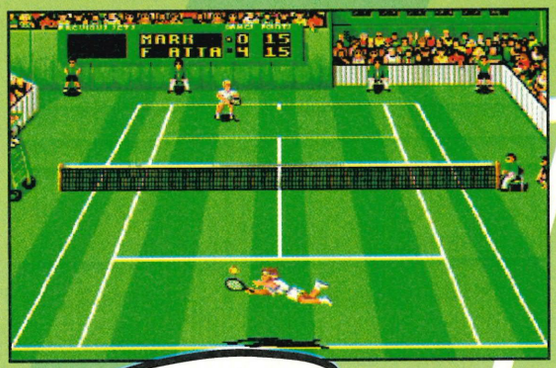
An average handheld racer. Although the ride is smooth and fast it'll lose its grip on you with so little difference between tracks.

THE FIRST MOTORIZED CYCLE WAS DEVELOPED BY GOTTLIEB DAIMLER IN 1885.

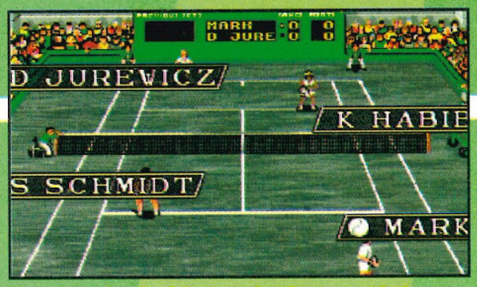
REVIEW

SEGA PRO

MEGA DRIVE



Diving isn't only this spectacular to look at, it's effective too! There's nothing like a dive during a rally with a power drive down the line.



The start of a doubles match. Playing with three CPU opponents is good fun, but the excitement is unmatched when your mates plug into the J•Cart!

Pete Sampras Tennis

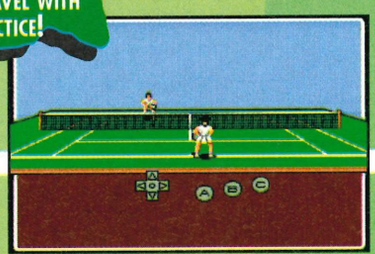
The world's number one tennis star, Pete Sampras, now has his own console tennis game. The Codies have got the licence together, cut two holes in their cartridge for four-way play, and are now ready to launch their revolutionary new product. It's got all the top-spin lob and volley you'd see in any tennis game. There are also 30 tennis stars in dresses and shorts to play with or beat. Pete Sampras is the first player to take three grand slam titles in a row since 1969 – is this as grand as that or does it just deserve the slam? It's the first tennis title this year as we start the new ball and barley water season.

For *Pete Sampras Tennis*, Codemasters have used common sense – and this should prove to be a good marketing move. The *Pete Sampras* cart will be the first to incorporate J•pad technology, allowing you to plug two extra joy-pad ports straight into the cart so you've got a tidy four-way play unit. Why fork out cash for a bulky black tap now!

Pete Sampras Tennis is likely to set the standards for other tennis games to follow. You only have to play on a grass or in an exhibition match for a few sets to realise that this is one of the smoothest and smartest tennis simulations ever. What Codies have managed to produce is an ultra-sensitive control system. Button A will lob the ball, button B plays all the main shots and button C causes your player to dive. Simple? Well it seems so at first, but wait until you start experimenting with the D-Pad. The strength of a shot can vary depending on the angle you move the D-Pad and the length of time a direction or button is pressed. If you are on the baseline and take a swing at the ball, pushing the D-Pad at a diagonal, then holding button B can produce a stunning drive into your opponent's half. The ball can also be manipulated in mid-air (sort of aftertouch). What I admire most of all is the way you can learn from your mistakes. It's easy to hook shots into the crowd but with some practice you'll also be able to perform some stunning cross-court shots and teasing lobs. These realistic controls aren't so difficult that you'll quickly get the urge to break a few strings!

PROtip
EXPERIMENT WITH THE CONTROLS. THE TYPE OF SHOT IS DETERMINED BY THE TIME A BUTTON IS HELD AND THE D-PAD'S DIRECTION. IT'S SURPRISING HOW FAST AND ACCURATE THE BALL WILL TRAVEL WITH PRACTICE!

As far as the content of this goes, there are no new tennis features. You have your three types of court (grass, clay and hard), the World Tour tournament, a ranking system and 30 different players. All the presentations screens are similar to other tennis

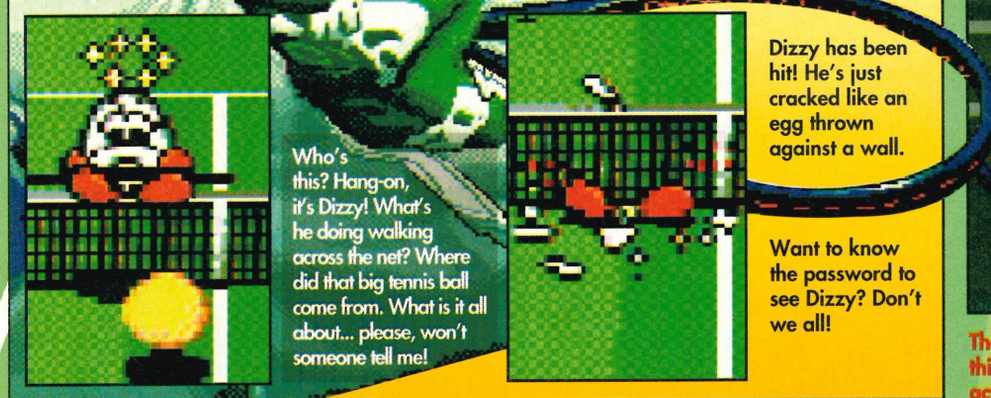


The tutorial will explain how to play shots using the D-Pad with buttons A, B and C. It's quite helpful but you'll learn best by experimenting.



Oh dear! it seems one of the ladies is having trouble judging this high bounce. It's a bit late trying to dive for this ball!

DIZZY GETS SMASHED!





These are the special 'Huge Tour' fixtures. You won't find this tournament on the options screen – not unless you activate the cheat to find it!

PETE SAMPRAS IS RANKED THE # 1 TENNIS PLAYER IN THE WORLD.



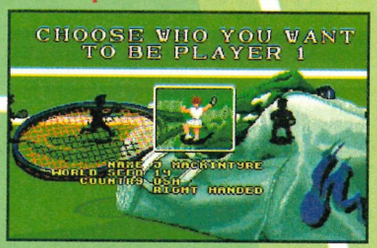
Match statistics are available for one reason – to humiliate the opposing player with a bragging session on serves, aces and points won.

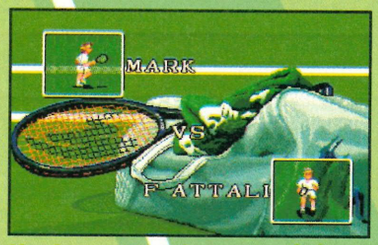
PLUG IT IN, PLUG IT IN...

Why have a tap when Codemasters simply cut holes in their cart? The J-Cart is a first for Sega gaming, and it's effective too. The price also stays at forty quid, so if ever there was a tennis game that's worth the dosh – this is it.

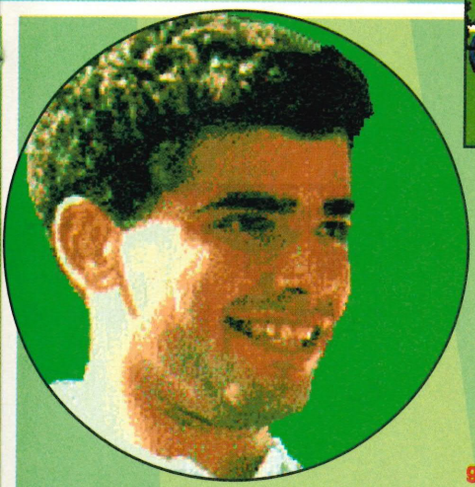


When starting out don't play the top seeds. Still, it would be nice to beat Pete Sampras with the #14 seed.

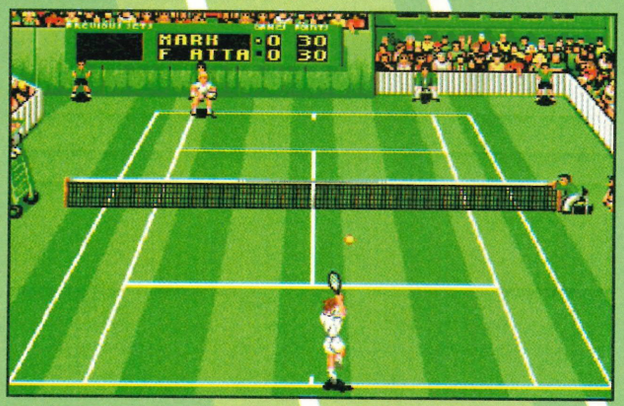




Here's a pretty static screen with the green tennis towel, the white tennis bag, and of course; a tennis racket.



On grass, prepare to face some fast serves! Everything has that Wimbledon feel, soft lawn stripes, ball boys in green jackets, no advert boards – nice!

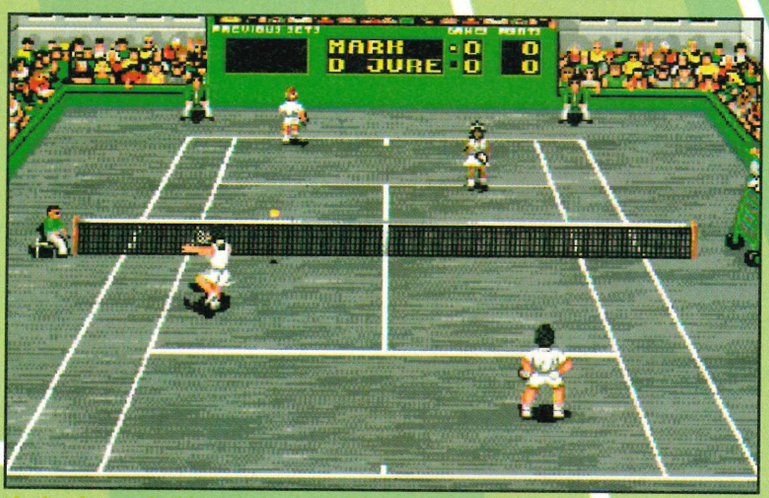


games, and the court itself is fairly ordinary with a few ball-boy sprites, an energetic crowd and smooth court-side graphics.

The atmosphere is captured very well. I was impressed with some of the crowd noises – when a match reaches its climax the crowd will get excited, voices call out so the umpire has to bellow 'Quiet please', as if we were at Wimbledon. Smart! The umpire's score calling is clear enough - even if it does sound like he's on an overdose of painkillers!

A game of *Pete Sampras Tennis* is smooth, fast and extremely addictive. A four player doubles game is just superb – there are barely any flaws in the technical programming behind this. For forty quid you get a sports simulation without too many frills, just accurate and realistic gameplay with a J•Cart thrown in for free. The strawberry-soaked atmosphere is as ripe and juicy as I've ever experienced and I can assure you that this release is topped with a cream that no other tennis game is likely to match.

Mark "Seedy" Hill SP



The hard court doubles game gets under way with one of the ladies giving a very good return of serve close to the net.



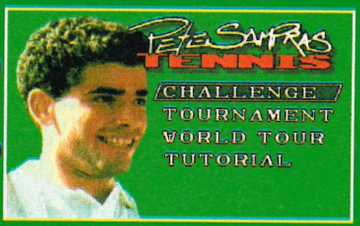
On clay the bounce of the ball is much slower but higher. You'll need to learn to adjust technique and shot-selection for each surface.



The World Tour is all here so you can improve your rank, see all the countries around the globe and get to play all the stars on all three types of court.



CODEMASTERS
£39.99
OUT: JUNE



CART SIZE: 16Mbit
PLAYERS: 4
STAGES: ..... n/a
SKILL LEVELS: 1
FEATURES: ..... J-cart
CONTACT: ..... Code masters (0926) 814132

PROview

NICK
Really great tennis action. After a while you'll feel you're in control of each shot.

PETE
No-frills but plenty of great gameplay. You'll think you're on Centre-Court.

NICK R
The only tennis game you will ever need for your MD. Absolutely brilliant.

PROscore

GRAPHICS 85%
▲ Smooth and realistic action – get a rally going and the ball rockets about.
▲ Sprites work well on court – they're detailed, lively and easy to move around.

SOUND 88%
▲ Speech is clear – the crowd call out and the umpire even asks for quiet.
▲ During the rally, the players' tired cries as they hit each shot sounds very realistic.

GAMEPLAY 87%
▲ The J•Cart makes this so playable in four-player – you won't put it down!
▲ The control system is intelligent, easy to get to grips with and wicked on court!

CHALLENGE 90%
▲ There are so many challenges – play friends, beat 30 tennis stars etc.
▼ Adapting your style and learning the different shots is a challenge in itself.

90%

Everything is smooth, tidy and realistic. Forget *Amazing Tennis*, *Davis Cup Tour* or *Agassi*, this is the best tennis game ever.

REVIEW

SEGA PRO

MEGA CD

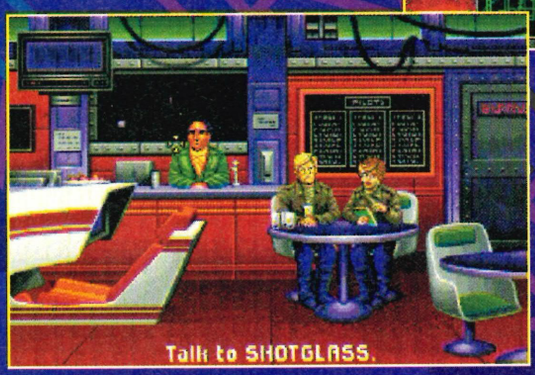
WING COMMANDER

Doctor Who had the Daleks, Luke Skywalker had Darth Vader so who does *Wing Commander* have? Would you believe… a race of cat-like aliens! But these evil space pirates aren't going to be content with sipping a saucer of milk or playing with a ball of wool. They've equipped themselves with the latest space technology and are ready to rumble! *Wing Commander* on Mega-CD takes the basic game from the Super Nintendo and adds a whole host of special features to enhance gameplay and improve the space battle. Digitised speech, multiple camera angles on the action and some 40 missions should keep any action-freak happy — or will it?





The girl in the lounge is not just a pretty face, she's got some info on the enemy too.

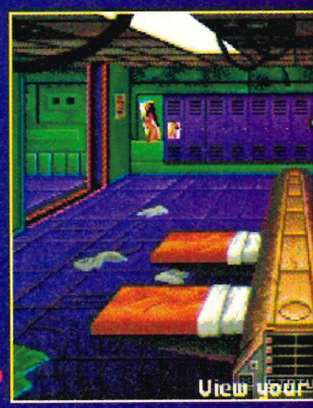


Four enemy fighters can be selected for mutilation in the training simulator.

There's no time to sit around here sipping iced-tea. There are plenty of alien cats to kill!



'Don't stand so close to me!' Just how big can a pixel get before it explodes?



PROtip

TALK TO ALL THE PILOTS AND OTHER CHARACTERS BEFORE YOU ATTEMPT A MISSION. THEY'LL HAVE SNIPPETS OF INFORMATION THAT WILL HELP YOU. TRY OUT THE FLIGHT SIMULATOR BEFORE YOU FLY INTO BATTLE FOR REAL.

For years man had been allowed to joyride through space fixing satellites and creating space stations with no-one to stop him, but this tranquillity couldn't last forever. There had to be something else out there other than space rocks — and there was. In the 27th century a race of cat-like aliens calling themselves the Kilrathi Empire declare war on earth and attempt to conquer the Terran Confederation.

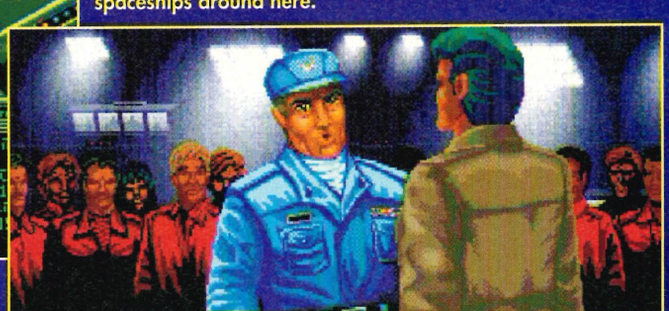
Only the best pilots from the space academy are brave enough to take on these aliens and you as the wing commander, accompanied by your faithful wingmen, have been chosen for the mission. You launch from the Confederation's mother ship, the TCS Tiger's Claw, not knowing what to expect out in deep space.

The game kicks off in the Tiger's Claw lounge. By moving a pointer certain characters and objects can be selected. Talking to someone moves the game to a one-on-one screen where the character will chat away. They're well worth listening to as they have already battled with the Kilrathi and know some of their dirty tricks and tactics. A simulator machine sits in the corner of the lounge and selecting it will initiate a training flight. Different kinds of enemy craft can be selected then battled against to improve your accuracy and flying skills for the real thing.

Move from the lounge into the barracks and there are still more options. The game can be saved or a previous one loaded, medals awarded can be viewed or the next mission started. Before the mission commences Colonel Halcyon will give a briefing with instructions, mis-

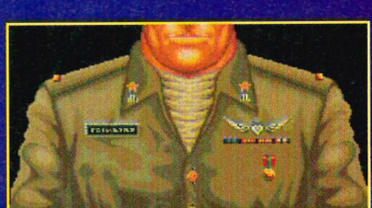


Quick! Shoot at that mass of pixels, I think it's supposed to be an alien spaceship.



You'd better take notice of what this guy says. They don't like people smashing up spaceships around here.

Complete a mission successfully and you'll be awarded with a medal. The challenge is to get them all across your chest.





CATS ARE IN FACT EXTREMELY SHORT-SIGHTED ALTHOUGH THEY'RE GOOD AT SPOTTING MOVEMENT.

VIEW TO A KILL





Listen carefully to the mission briefings for strategies and assignments. All the information is then down-loaded into the ship's computer.

Someone should clean up these barracks. The clothes all over the floor aren't going to impress the Colonel.



Back in the flight simulator these seem so much easier — but then this is only just a game.

sion objectives, navigation route and assignments for each wingman. All these details are loaded into the navigation computer on board the ship so you don't have to remember everything he says. Luckily all these intro sequences and briefings can be skipped with one press of the joypad.

Once in the cockpit of the first ship, the Hornet, it's straight into the action. All the gauges and dials can be a bit off-putting at first but they are fully explained in the manual and become clearer as you play. Many viewpoints are available from the main cockpit to an outside view of your ship and its surroundings and even an on-board camera attached to missiles!



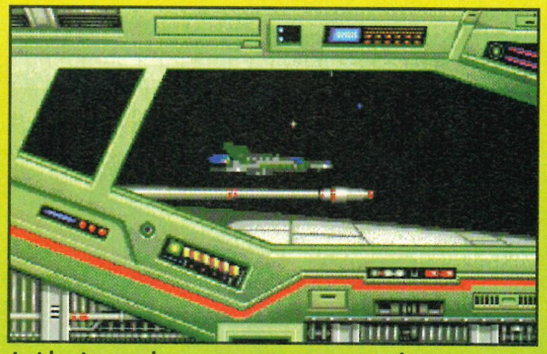
It's time to wave the mother ship good-bye and journey out into deepest space.

All the presentation and animation sequences of *Wing Commander* are top notch with excellently drawn characters and superb speech and sound FX. Unfortunately, the in-game scaling on spaceships, meteorites and anything else that may be flying about leaves much to be desired. The problem is that each object has been designed quite small and when you move closer it's simply enlarged giving huge pixelated images. This gives the game a rather untidy feeling.

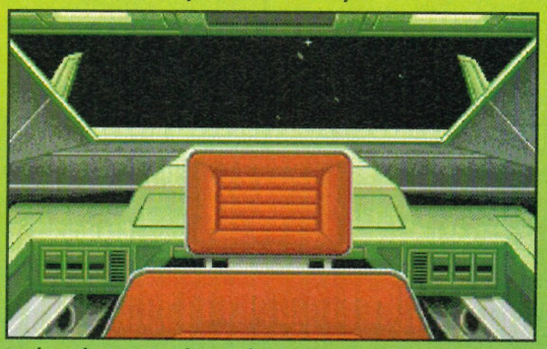
With that one moan out of the way I have to say *Wing Commander* is still an enjoyable space adventure. When you complete a mission you get a good sense of achievement helped by an animated sequence of a medal award ceremony. The ability to save your game and progress through four ships and 40 missions will keep space junkies playing until the sun sets on Jupiter!

Nick "Space Crazy" Roberts SP

There are various camera angles you can view *Wing Commander* from and you can swap from one to another while you play. Here are just a few of them...



A side view so that you can wave to your chums.



Look to the rear and see who's coming up behind.



This is your ship! Play from a satellite view if you like!



Enemy fighters at 10 o'clock – so you've got time for a cup of tea before you blast them.





Back home in the barracks, the flight simulator is a safer way to engage the enemy in battle.

EA
£49.99
OUT: NOW



CD ACCESS: .....medium
PLAYERS: 1
STAGES: 40
SKILL LEVELS: 1
FEATURES: .....none
CONTACT: .....Video Games Centre (0202) 527314

PROview

NICK
A good blast-'em-up with diverting options and conversational screens.

PETE
I enjoy this space-wandering stuff. The battle sequences look a bit dull though.

MARK
A lot to keep you busy but no really outstanding features that'll grab you.

PROSCORE

GRAPHICS 78%
▲ Nice between game bits. Multiple viewpoints are a welcome addition.
▼ In-game graphics leave much to be desired. Up-close they get very pixelated.

SOUND 79%
▲ Atmospheric Star Wars-ish music and digitised speech from every character.
▼ While sound FX and music are blaring you can't hear your wingman's messages.

GAMEPLAY 79%
▲ Chatting to other pilots and testing yourself on the flight sim really is great.
▼ It's very easy to become disorientated when zooming around space.

CHALLENGE 82%
▲ With 40 missions and four ships this is one you won't complete in a hurry.
▼ It all becomes quite monotonous after a while so your attention may wander.

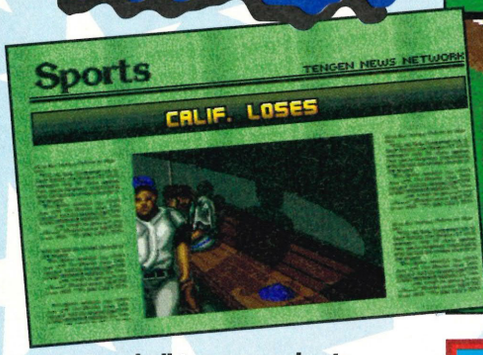
79%

A challenging space adventure with impressive animation and sound – let down slightly by awful graphic scaling on space ships and objects.

REVIEW

SEGA PRO

MEGA DRIVE







Pickles? It's a game where you can practice fielding and running, and it also makes a game of baseball more action-packed (!)

Throw the ball in the right place and the batter can be knocked for six! See the little romp going on in the top-right corner afterwards.

RBI 94 BASEBALL

Baseball is a sport that's never really taken off here in the UK. We may play the odd game of rounders, or maybe a spot of soft-ball in the park, but that's as far as it goes. On console, baseball sims are more likely to appeal to the true fans of the sport – across the Atlantic where the *RBI*s are extremely popular. So, *RBI '94*, the best yet according to Tengen, has arrived. In Baseball terms, it has all the hard-hitting business; all the American teams, a dream-team option and other challenges spinning off from the World Series. Let's see if this scores the ultimate home-run!

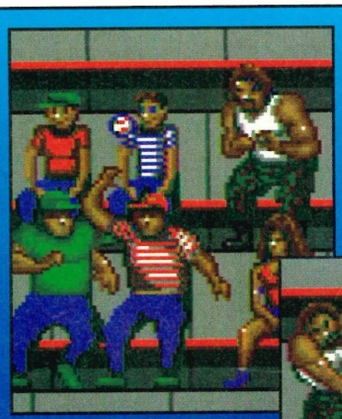
It's interesting to see how real baseball actually plays and compare this to other sports simulated on console. Football sims seem to have got it all right with neat passing and spectacular moves but what about baseball?

Well, have you seen many cricket games on the MD? Nope – and there's a good reason why not; the pace and pattern of play are difficult to convert into something interesting. Baseball is much the same. It's bat 'n' ball fun for a while and, more exciting than cricket, there are four bases and a lot more running about but even so the gameplay looks a little short-lived. Baseball isn't as playable as a footy or ice-hockey match with fewer incidents and too predictable patterns of play.

RBI'94 is an improvement over the '93 version with improved graphics and matches that run much faster. The crowd break out in a fight if a team scores a home run (baseball hooligans!) and other nice touches include a Mexican wave after great ball play and the pitcher spitting as he steps up to throw the ball. Even the batter is alert, looking as if he means business, with a realistic swing as he makes the strike. It's the overall pitch view that casts our minds back to the likes of old *2020 Baseball* and

PROtip
WHEN PITCHING, PRESS A, THEN SPIN THE BALL WITH THE D-PAD SO THAT THE BALL CURVES INTO THE BATTER. ON EASY AND MEDIUM YOU CAN THROW THREE GOOD BALLS AND GET THE BATTER OUT WHEN HE MISSES ALL THREE.

HOOLIGANS!



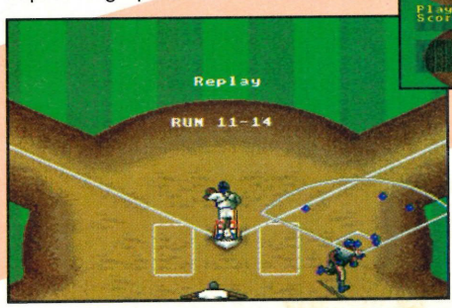
A home run has just been scored and it's too much for the opposing supporters to cope with – hence the unsightly crowd trouble!

See what I mean. These guys are really making a fight of it.

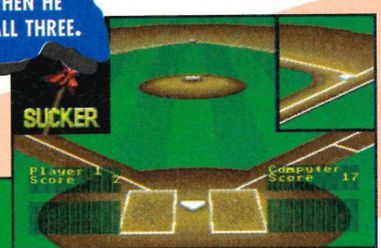


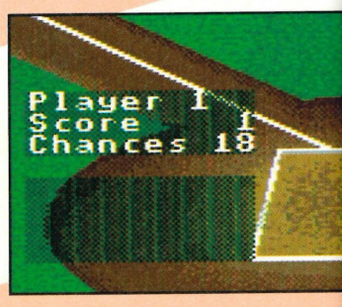


Oh look, there seems to be a knock-out now! They'll be throwing plastic chairs at one another next!



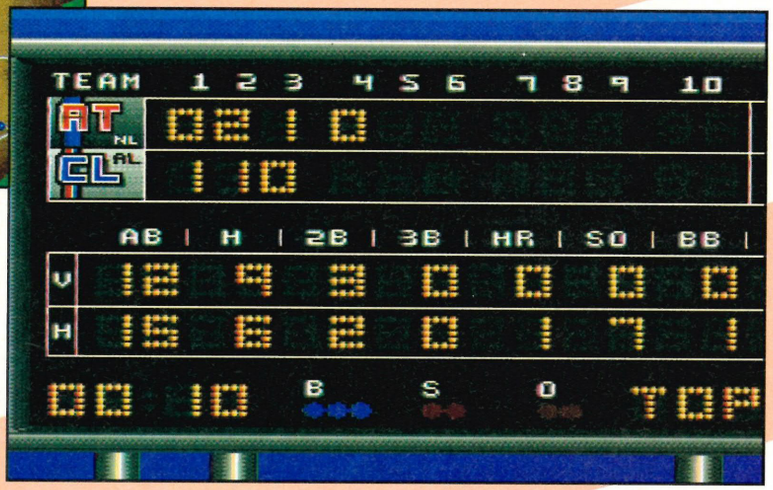
A run is scored. Hurrah, that took some doing. You either have to run around this circle or smash it for a home run.





250,000 COPIES OF THE *RBI* SERIES HAVE BEEN SOLD EACH YEAR IN THE USA FOR THE LAST 5 YEARS.

HITTING A HOMER!



The scoreboard looks much like any other with its digits and things. These show you how you're doing with stats of all the hits and plays.

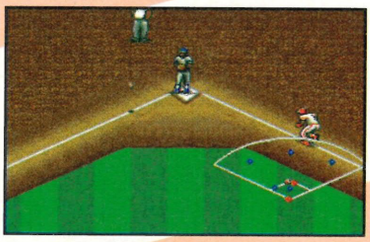
Tony La Russa – as baseball games all look and play the same.

During a match, when you take a swing at the ball it travels in one of only a few patterns. Slice it high and the fielder is in for an easy catch. – as soon as it's hit, you know you're out! If you hit the ball out to the right at 90° then it's a foul. Hit it 45° to the left or right along the ground and it's likely you'll hit the stands and have time to make a few runs. If the ball makes a crisp, clean contact, then it's a home run – only precision timing with the bat decides which path the ball takes.

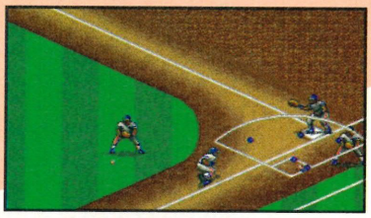
On the easy and medium skill levels, pitching is simple if you hold the D-Pad left or right to spin the ball. I found that by spinning the ball in a certain direction I could force the batter to miss all three strikes – and that means they're out. Easy! The fielding is a bit more exciting if you are diving head-first to stop a big strike, but catching the ball is far too easy – you'll be using manual mode just to make things more difficult.

This has all the usual baseball jargon – leagues, cups, practice modes, replays, subs, etc. There's also a pickles game and a home-run derby. But all the baseball titles have this, and it doesn't do much to improve the overall playability. Unless you're a fan of the sport, you may find this lacks the action you're after – there's not enough variation in a match to keep you hitting the home runs for long.

Mark "Yer Out!" Hill SP

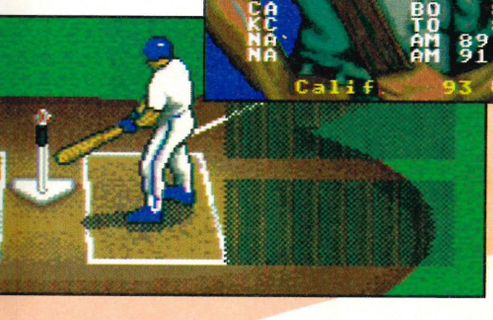


It looks as if this big-hitter will be out at second base. Quick thinking is essential here.





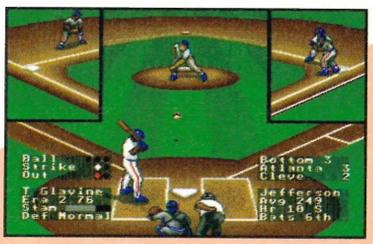
Pick your teams, and all that business. The best thing is to look at their records and decide who's good and who ain't.



Step up to the plate and take stock of your position. Is it time for that one big hit right out of the park? Could be.



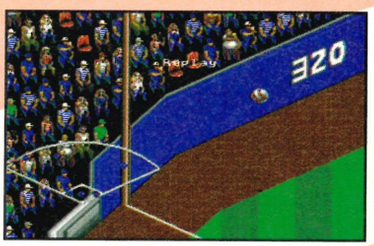
The pitcher gets ready to throw that ball down the batter's throat. The batter raises his arm, ready and alert to hit out.



The batter still keeps the same stance as the ball comes thundering towards him. You can't tell, but this is a real spinner!



Whack! Believe me, you can hear the crack of the bat hitting the ball. Surely this is flying for quite a distance!



Home run! The ball flies over the fence and into the crowd. Somebody could get a sore head here.



The scoreboard confirms the home run as the crowd go wild and perform the Mexican wave to celebrate.

TENGEN
£39.95
OUT: NOW



CD ACCESS: 16Mbit
PLAYERS:.....2
STAGES: .....n/a
SKILL LEVELS: 3
FEATURES: .....password
CONTACT: .....Tengen
(0604) 790785

PROview

NICK
A good sim but just lacking that bit of excitement to get you leaping about.

NICK R
Why bother playing baseball on your MD? Get pitching on a real diamond!

PETE
Of its kind I liked this. The lack of new challenges is worrying though.

PROscore

GRAPHICS 86%
▲ Enhanced graphics – gobbing pitchers and acrobatic fielders – look great!
▼ Compared to *World Series Baseball*, the views here are not so impressive.

SOUND 84%
▲ The crack of the bat as it smashes the baseball sounds very real.
▲ The different organ tunes give the matches more of a carnival feel.

GAMEPLAY 76%
▲ Everything you'd find in the world of American Baseball is carried across here.
▼ Unless you really enjoy the sport you may get bored with this fairly quickly.

CHALLENGE 81%
▲ There are all the official RBI teams to beat, plus and variety of options.
▼ Baseball has limited scope for action – you may find this too repetitive.

80%

The best *RBI* still isn't the best baseball sim. It's got realistic animation and sound but plays much like any other baseball title.

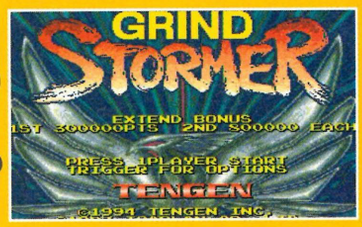
REVIEW

SEGA PRO

MEGA DRIVE

GRIND STORMER

TENGEN
£44.99
OUT: NOW



CART SIZE:.....8Mbit
PLAYERS:.....1
STAGES:.....6
SKILL LEVELS:.....3
FEATURES:.....continues
CONTACT:.....Video Games Centre (0202) 527314

Even today, they continue to grace us with their presence. What are we talking about? We are talking shoot-'em-up gaming in its most primitive form. This import of *Grind Stormer*, a classic in the arcades, puts you in a powerful spacecraft against wave after wave of alien fire. There are power-ups, mother-ships, icons... you know, the usual stuff. Your sole aim is to blast just about everything in sight – it's like John Virgo telling a big-break player to pot as many balls as you can. The concept's simple, but can such a design still prove to be popular today? Prepare yourself for six levels of fast and ferocious galactic mayhem.

This import from the States takes me way back to the days when shoot-'em-ups were appearing thick and fast on the software market. Just blast what you see and avoid the millions and trillions of little bullets being sprayed across the screen – simple and mindless!

Looking on the back of the box, Tengen quote – "it's a mind-blowing adrenaline rush of totally addicting fun". Are they kidding? It's a shoot-'em-up as pure as the spring water from a limestone rock, but the concept is as old as a ZX81. You pilot a spaceship over six vertically scrolling stages, and your main concern is avoiding everything that looks like a bullet. There are a few icons to collect for slowing the action down or gathering special firepower, but shoot-'em-ups were created for this kind of thing. So what's new in Blastville?

Graphics are pretty smart, with multi-layer scrolling that gives the terrain below a very high-tech space look. The screen is bursting with non-stop action and the colours produced from special weapons and enemy firepower make the whole ride a really explosive experience.

I'm not getting too carried away though because there are only six stages, and they all play the same. Only the skill level increases – guardians get tougher and bullets are sprayed in patterns that get more complex by the minute.

There's an alternative game where the power-ups can be collected in order of ability – but that's it. There's not enough here to keep you entertained for long. A quick blast and you're left dreaming of the days when Spectrum shoot-'em-ups were priced at £1.99.

Mark "Grinder" Hill SP



The pink displays on the right of your screen indicate the number of special weapons you have left. There's one left here, and you need it!



The backgrounds used in *Grind Stormer* are impressive to say the least. The multi-layer scrolling works effectively.

PROTIP
WHEN A LINE OF ENEMY SHIPS ATTACK FROM RIGHT TO LEFT, SWEEP RIGHT TO LEFT ALONG THE BOTTOM OF THE SCREEN AND SPRAY A WALL OF FIRE. THIS WILL LET YOU SEE ENEMY BULLETS MUCH MORE EASILY.



A guardian comes into view, ready to turn your ship into proton dust. Hopefully you've saved a few special weapons just for this guy.



Using your special weapon will clear the screen of enemies. The guardian ships can stand a few blasts, but everyone else won't



There's a power-up for slowing the game down, there's one that'll give you a special weapon, and the others enhance your firing abilities.



Explosive play or what! The screen is often washed in colour with loads of power-ups, plenty of fire-power and trillions of little bullets!

PROview

NICK ■■□□□
I usually like this sort of game but this just isn't large enough.

PETE ■■□□□
Yawn. It's one of those old arcade blasters again. Very unoriginal.

NICK R ■■□□□
More of the same shooting action. All looks a bit familiar.

PROscore

GRAPHICS 80%
▲ Explosive action all the way. The constant firepower make this a blast
▼ There are no alternative displays, just six vertically scrolling stages.

SOUND 79%
▲ A good variety of hi-tech space sound FX to put you in the fighting mood.
▼ The music could be better – it seems a little unsuitable for shoot-'em-up action.

GAMEPLAY 55%
▲ This will keep most avid blast-fans trigger-happy for a while.
▼ Not enough to justify the price – it's an old concept and there are few stages.

CHALLENGE 76%
▲ The increasingly complex attack patterns make this tough!
▼ Only six stages and one route, there are no other challenges in the game.

57%

These kind of games have had their day. This is pretty to look at and hard to complete, but the price is way too high for what it is.

GRIND STORMER WAS A CLASSIC ARCADE SHOOT-'EM-UP IN ITS DAY.

every once in a lifetime something comes along that shakes the world.

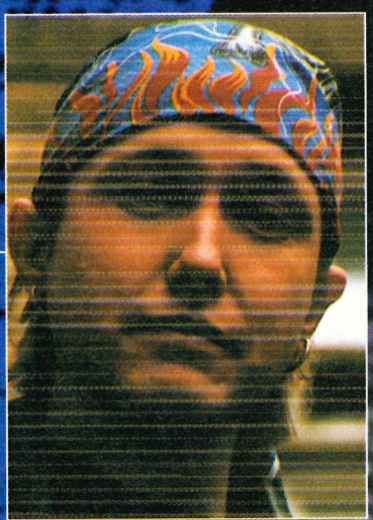
SOMETHING BIG

SOMETHING EXCITING

SOMETHING...



UNSTOP



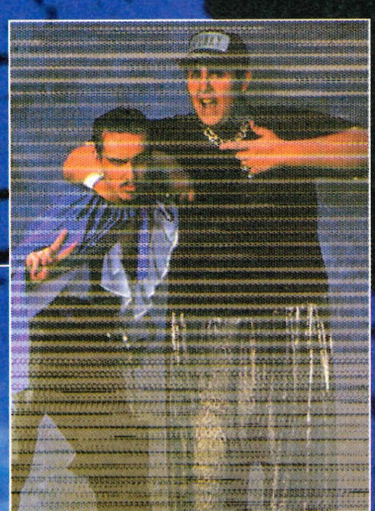
DAVE PERRY

'the Unstoppable Games Animal' formerly of Sega Pro, editor of Mega Power, and co-presenter on Channel 4's GamesMaster and Sky TV's Games World.



NICK WALKLAND

formerly of Games X, editor of Control magazine and senior researcher on two series of Sky TV's Games World.



BIG BOY BARRY AND THE VIOLET BLADE

two of the country's hottest cult figures and the top Videators from the hit TV show.

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THE WORL



JASON JOHNSON

formerly of Super Pro, games editor for Sega Pro magazine and author of Protips Unlimited.

PAPER!

newer titles in our comprehensive Games Watch sections. There will be news from the industry itself, Japan and America, and of course information about the latest developments from the TV programme.

"Let's get it on!"

From handhelds to arcade machines, **Games World: The Magazine** is the ultimate games bible and on May 26th we will be putting the World in your hands for the first time so if you want to keep up with the rest, put your trust in the best – order your copy now!

"Big is best!"

GAMERS



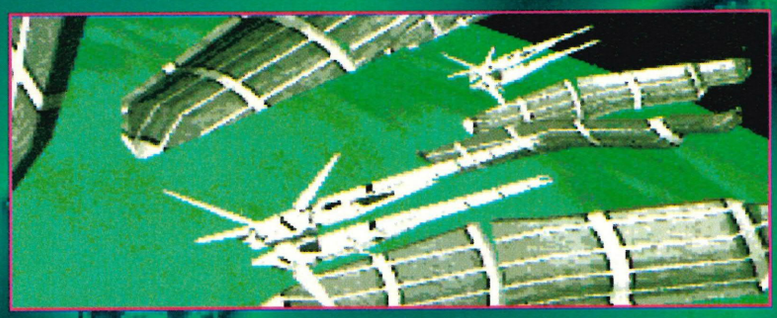
ADRIAN PRICE
formerly of GamesMaster magazine and researcher on GamesMaster TV show.

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IT'S OFFICIAL!
OUT MAY 26TH.

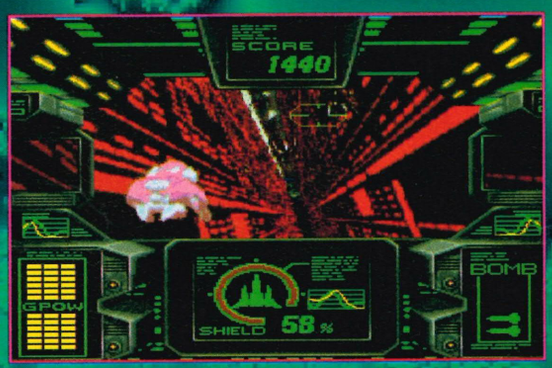
REVIEW

SEGA PRO MEGA CD

AX-101



In the hard and dangerous life of the professional space pilot, challenges are never small. Multi-tentacled octopi squirm their slimy paths over the space-lanes while hideous creatures lurk behind passing planetoids, watching, waiting for their chance to pounce on an unsuspecting traveller and suck their brains out. Well, I don't know about you but these animals can s*d right off. Nobody's sucking my brains out – ever. Hence the fact that I'm strapped to the meanest, most-metallic looking star-fighter money could buy, with my thumb on the trigger and my gunsights firmly fixed to the tail-pipe of one of these galactic invaders. They'd better watch out, 'cos I'm in a mean mood...



Some between-level FMV sequences sure look nice but add absolutely zippo to the gameplay.

It's neon tunnel time as I zip down this trench moving my crosshairs about shooting bad guys. It's just all too easy!

AX101 is the latest in a long line of 3D shoot-'em-up Mega-CD products, and unfortunately, it's about as good as them too.

Like *Silpheed*, like a zillion other lazily-programmed games before, this has you flying around very pretty backgrounds shooting on-coming ships. You can't fault the graphical approach, with the usual Japanese cyberpunk – "Japerpunk" – styling (lots of neon about and space ship engines flaring oh so romantically into the distance etc.) – but (and here's the big one) just like *Silpheed* you can't interact with the backgrounds.

In fact, throughout the game, all you will ever be asked to do is move your cursor about the tiny screen and shoot aliens! You don't control your ship's direction, course or anything. Essentially, the gameplay is completely unchanged from early Eighties blasters like *TimeGate* and *Star Raiders* or the arcade *Star Wars*. And after nearly 12 years of high tech development, you would certainly expect a damn sight more than this from a game.

There are other faults too. Every now and again, the on-screen action pauses for a milli-second while the CD accesses a new bit of information and when this happens every ten seconds or so, after a few minutes of gameplay you're ready to shove the Mega-CD unit down a dog's throat. And worse, the gameplay is interrupted for no apparent reason by cute FMV sequences. But really unforgiveable is the way the aliens themselves move about in a pre-programmed fashion – it's the same game after game!

I'm sorry, but although this is mildly diverting for about five minutes, it should never have been released onto the market. It's atrocious and a grim testament to what happens to gameplay when you let a bunch of programmers near a Silicon Graphics workstation for too long.

Nick "Make My Day" Merritt SP

PROtip
KEEP YOUR FINGER TOGGLING THE FIRE BUTTON. THERE'S NOTHING CUNNING I CAN TELL YOU ABOUT THIS SORT OF TITLE. THE GAME IS THAT VACUOUS. DO YOURSELF A FAVOUR, PLEASE PUT IT BACK ON THE SHELF!



It's a promising start as your fleet zips into orbit for a dogfight.



Nice graphics, but shame about the gameplay. Move your crosshairs but don't expect to move your ship.



The end-of-level guardian for stage one. He moves left and right, right and left firing these polygons at you.



THE TRENCH SCENE IN STAR WARS INFLUENCED MANY 3D SHOOT-'EM-UP DESIGNERS

SEGA
£47.99
OUT: NOW



CD ACCESS:.....slow
PLAYERS:.....1
STAGES:.....n/a
SKILL LEVELS:.....3
FEATURES:.....continues
CONTACT:.....Dream Machines (0429) 869459

PROview

NICK R ■■□□□
Good to watch but depressing to play as there's so little control.

PETE ■□□□□
More drivel for your CD. Make sure you buy something else.

MARK ■■□□□
The most pointless CD title I've ever had the misfortune to play.

PROscore

GRAPHICS 85%
▲ Very nice graphics and aliens, done on a Silicon Graphics machine.
▼ The FMV sequences get in the way and add nothing to the game. Small play area.

SOUND 50%
▼ No live soundtrack. No music. No atmosphere. Repetitive laser sounds.
▼ Very poor range of samples. The explosion is a repeated sample.

GAMEPLAY 5%
▼ I'm sick of these types of cursor-based shoot-'em-ups. Appalling.
▼ The worst 3D shoot-'em-up I've seen. Absolutely no content whatsoever.

CHALLENGE 10%
▼ Aliens fly towards you. It's not too hard if you're a veteran of this kind of thing.
▼ Boring end-of-level challenges. Far too easy, even on HARD.

10%

Undoubtedly, this is the worst CD shoot'em-up I have ever seen. Lazy and unimaginative, the programmers should be shot.

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PRO TIPS



It's been quite a struggle this month to find new tips for MS and GG titles. That's not surprising though, it seems to be very quiet at the moment in this area – we've not had many new 8-bit titles to review! If you've got any new tips on either the MS or GG then please send them in. We have free carts up for grabs so those with original tips have the best chance of winning!

MARK'S THE MAN

Send your tips to Mark Hill at the usual address:

PROTIPS,
SEGAPRO,
Paragon Publishing Ltd,
Durham House,
124 Old Christchurch Rd,
Bournemouth BH1 1NF

TIPS WANTED

If you've seen a game you've found some useful tips or cheats for, send them in. We're always on the look out for new tips to fill these pages and you could even win a cart selected by that month's sponsors.

OVER THE PHONE

Give Mark a call on (0202) 299900 if you've got a tip you'd like to give over the phone. If it's original and worthy of a space on these sacred pages then you could still be in line for a free cart!

REMEMBER!

If you do send in tips or cheats please give as much information as possible; stating clearly the format on which they are to be used and at exactly what stage your cheats will need to be activated. Cheers!

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★ HIGHLY ★ ACCLAIM-ED ★ ★ ★

Acclaim have been kind enough to give us the *NBA Jam* cheats list and sponsor this month's tips section. They'll be giving out free NBA basketballs and T-Shirts as prizes.

Acclaim

MiG 29

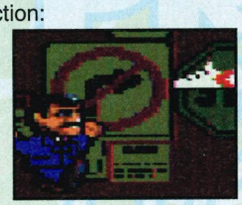
PASSWORDS

Enter the password **RTJBHBRJFOTUUE** for a run through the final mission. Alternatively you can enter **WEXBJOISGIITES** to gain access to the Iron Hand and White Pegasus missions as well as others. Enter this at the bottom of the mission select screen.

THE ADDAMS FAMILY

PASSWORDS AND GUIDE

Last month we printed *Addams Family* passwords. This month we have an even better selection:

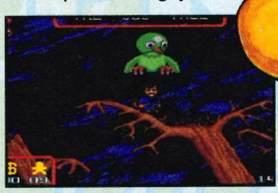


&1Z1D.....3 Hearts.
?1H1T.....4 Hearts.
L1Y9Y.....5 Hearts.
B1S1#.....5 Hearts and Pugsley.
LZK98.....5 Hearts and Wednesday.
L&#9F.....5 Hearts and Granny.
L9KRZ.....5 Hearts and Fester.
LG#9P.....5 Hearts, Wednesday and Fester.
L?SR4.....5 Hearts, Granny and Fester.
B9SR7.....5 Hearts, Pugsley and Fester.
BDY2J.....5 Hearts, Pugsley, Granny and Wednesday.
BGY1F.....5 Hearts, Fester, Wednesday and Pugsley.
B?Z9B.....5 Hearts, Granny, Pugsley and Fester.
LLJ9#.....5 Hearts, Wednesday, Granny and Fester.
BLH1S.....5 Hearts, Fester, Granny, Wednesday and Pugsley.

■ In the Lower Gallery, go to the bear with nothing coming out of his mouth, walk in and find a golf ball, a life and some hearts.

■ In the Big Books go to the top of a book called 'Drop In' and press DOWN. You'll find a bonus room with hearts, money and an extra life.

■ In the Conservatory, go underneath the ledge with the entrance door and press UP. A door will open taking you to the end of the conservatory.



■ In the Games Room, if you can stand on a door, by pressing UP you'll be able to find more doors leading to various bonus rooms and a short cut to Pugsley.

Mike Kitt, Hull



GODS

PASSWORD

Here is a password that will give you plenty of lives. Simply entering MESIENTOTANFE-LIZ on the password screen should make things a lot easier.

CASTLEVANIA



Acclaim

CART WINNER

PASSWORDS

Here we can show every password for both characters in *Castlevania*. Well done to **Lee Carroll** of **Burnley** for sending them in. He'll be rewarded with a free cart!



PASSWORDS ON EASY

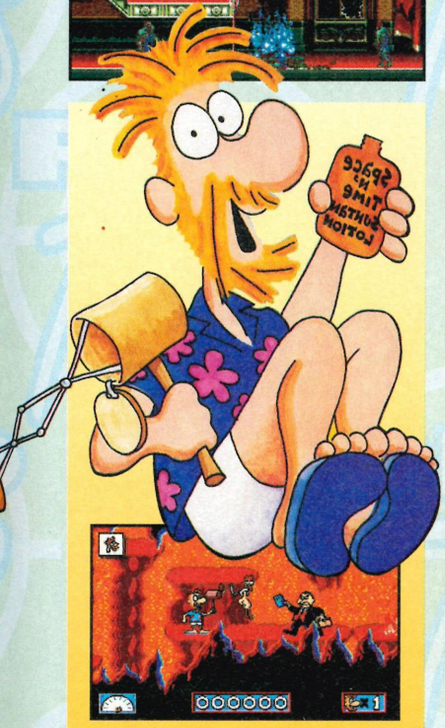
JOHN	ERIC	
		LEVEL 2 ATLANTIS
		LEVEL 3 THE TOWER OF PISA
		LEVEL 4 THE METAL WORKS
		LEVEL 5 THE PALACE OF VERSAILLES
		LEVEL 6 PROCELPINA

PASSWORDS ON EXPERT

JOHN	ERIC	
		LEVEL2 ATLANTIS
		LEVEL 3 THE TOWER OF PISA
		LEVEL 4 THE METAL WORKS
		LEVEL 5 THE PALACE OF VERSAILLES
		LEVEL 6 PROCELPINA

PASSWORDS ON NORMAL

JOHN	ERIC	
		LEVEL2 ATLANTIS
		LEVEL 3 THE TOWER OF PISA
		LEVEL 4 THE METAL WORKS
		LEVEL 5 THE PALACE OF VERSAILLES
		LEVEL 6 PROCELPINA



NORMY

LEVEL SELECT

Here's a great cheat you can activate to see any level of EA's *Normy*. First switch on your MD and wait for the *Normy* title screen. Then plug a joypad into port 2. Now reset the game and when the High Score Production flashes onto the screen, hold down buttons A, B and C on joypad 2. Keep them held down as the main menu comes up. Now select 'Options' and you will find a new level test. Scroll through and select any level you wish.

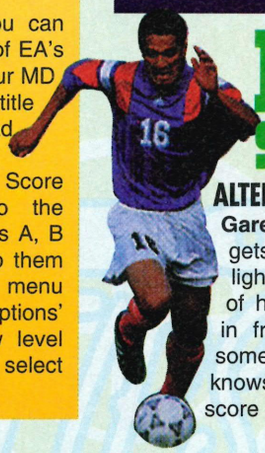
SONIC 3



LEVEL SELECT

We've had hundreds of letters and telephone calls requesting a level select for *Sonic 3*, and now at last we can help! When the Sega Logo disappears, enter UP, UP, DOWN, DOWN, UP, UP, UP, UP before the options screen comes up. Do this **very very** quickly and you will bring up that all-important level select screen.

FIFA SOCCER



ALTERNATIVE EASY GOAL

Gareth Jones of **Oxford** gets put in the sad spotlight this month because of his *FIFA* tip. Standing in front of the goalie is something that everyone knows about. Yep, you can score like this, but it is only those poor people who can't score decent goals that revert to this disgraceful method. Here is the cheat in his own words:

"Stand just in front of the keeper and press button A when he kicks the ball. Your forward player should head the ball into the net. Make sure you stand up to 45° either side of the keeper when heading the ball."

SAD TIPS BIN

NBA JAM

VARIOUS TIPS

Last month we printed cheats for changing the player's identities. This month we have the complete *NBA Jam* cheats list which includes some new personalities as well!

IDENTITY CHANGES

Go to the initials screen and input these initials. Press START and either A, B or C as stated. Make sure the third initial is only highlighted and not selected.

NAME	INITIALS	INPUT
PFUNK	DIS	START, C
WARREN MOON	UW	START, A
JAMIE RIVETT	RJR	START, B
SAL DIVITTA	SAL	START, C
ERIC SAMULSKI	AIR	START, A
SCRUFF	ROD	START, B
KABUKI	QB	START, A
CHOW CHOW	CAR	START, C
WEASEL	SAX	START, C

POWER-UP CHEATS

The following cheats must be inputted on the 'tonight's match-up' screen.

STRONGER DEFENCE

■ Tap any button 5 times.

UNLIMITED FIRE!

■ Tap any button 7 times, then hold UP, B and C

INTERCEPT MODE

■ Tap any button 15 times or more and rotate the D-Pad as you do so.

DUNKS

■ Tap any button 13 times and rotate the D-Pad as you do so.

TURBO!

■ Tap any button 6 times or more and then hold C, B and A

SUPER-JUICE MODE

■ Tap any button 13 times and then hold C and B

SHOT DISPLAY

■ Tap any button once and then hold DOWN, B and A



PRO TIPS PRO TIPS





SKITCHIN

PASSWORDS

Hey man, do yer wanna cheat at *Skitchin*? Are the other Skitchers just too hot for you to handle? Just for the pussies we have an exclusive set of passwords on EA's radical title.

First go to the warning screen and enter BADASS. Do this by inputting the following on your control pad: B, A, DOWN, A, START and START. Once this is done successfully you should hear a smash sound. Now you will be able to enter the following passwords to skitch on:

Money .....Gives the players $2000.
Thrash .....Gives the players the best three weapons – Bat, Whip, Stun Rod.
Speed .....Gives the players three nitros.
Armor .....Gives the players all five grade 5 (the best) equipment.
Totem .....Takes the players to Vancouver.
Broncos .....Takes the players to Denver.
Beach .....Takes the players to San Diego.
Airport .....Takes the players to Seattle.
Hills .....Takes the players to San Francisco.
Stars .....Takes the players to Los Angeles.
Capital .....Takes the players to Washington.
Jays .....Takes the players to Toronto.
Cars .....Takes the players to Detroit.
Pizza .....Takes the players to Chicago.
Palms .....Takes the players to Miami.
Liberty .....Takes the players to New York.

When most of these passwords are entered correctly you'll hear the programmer shriek "YEAH". The MONEY password does a cash register sound that goes "Ching-Ching". Make sure you have the sound selection turned on to hear these!

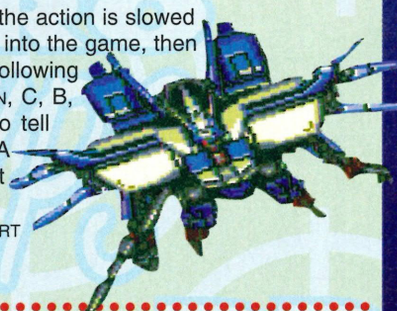
The passwords can also be combined. You can enter MONEY, THRASH, LIBERTY and ARMOR to become the toughest guy or gal on the road!



RANGER-X

SLOW-MOTION CHEAT

This fast and furious shoot-'em-up can be made easier if the action is slowed down. With this cheat you can do just that. First, go into the game, then press start to pause the action. Now input the following with the D-Pad: UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT and LEFT. When the music starts to tell you the cheat has worked, press button A and use the D-Pad and fire buttons to start playing again. You should see everything move much slower than before. Press START again to restore everything back to normal.



STREET FIGHTER II

BALROG SUPER-HIT

Here's a neat little cheat that allows Balrog to inflict some serious damage on his opponent. First select Balrog as your fighter, then play in the Hyper mode. During a bout, hold down all three kick or punch buttons for 40 seconds. When you let go, Balrog will pull off a devastating punch that takes 50% of his opponent's energy away! It's best to take the timer off for this as 40 seconds is a long time to wait!

Michael Bland, Herts

ROAD RASH II

WILD THING PASSWORD

Here is a password that gives you the best bike straight from the start. To ride the Wild Thing simply enter 009N 1V00. Now you're really born to be wild!

Pro Action Replay

Designed and Manufactured by DATEL ELECTRONICS

COOL SPOT
FFF5E00007
Invincibility.

ETERNAL CHAMPIONS
FFACAB0034
Infinite inner magic.

FIFA INTERNATIONAL SOCCER
FFC370000
Infinite time.
FFFC4700XX
Changes the number of goals for player 1 (00-FF).
FFFC4800XX
Changes the number of goals for player 2 (00-FF).
FFEC3D0000
Always win the coin toss.

LOTUS 2
FF2BC70063
Stops the timer on 99 for player 1.
FF2CDD0063
Stops the timer on 99 for player 2.
FF2BB4001A
Maximum speed for player 1.
FF2CCA001A
Maximum speed for player 2.

MICRO MACHINES
FFC00600XX
Replace XX with 01-99 to alter a part of the track.
FFFFCD0000
Changes the sprites.

NHLPA HOCKEY
FFC695000
Computer goals don't count.

ROBOCOP VS TERMINATOR
FF009C0005
Infinite lives.
FFF08C0040
Infinite health (disable at the end of the level).

SONIC 3
FFFE24000F
Stops the clock.
0001F05500
Lets you play the UK version on US machines.

TURTLES TOURNAMENT FIGHTERS
FFA215000X
Replace X with 00-0A to select a round.
FF00310080
Infinite energy for player 1.
FF00710080
Infinite energy for player 2.
FF86F10004
Infinite continues.
FFFE130000
Unlimited rounds.
ZOMBIES
FFFAD70002
Infinite lives for player 1.
FFFADD0096
Infinite bullets.



THE OTTIFANTS

PASSWORDS

Basement	JYSF
Construction Site	AOHT
Office	PIHE
Jungle	NRCF

PGA TOUR GOLF II



PUTTING FARCE

This cheat allows a player to direct a CPU player's putting stroke during a Skins tournament! First select the Skins Tournament, then enter your name plus up to three other Mega Drive players. When you start the round try this cheat on the first hole. When a CPU player is about to putt, press START to bring up the options. Now select the 'green' option. Here you'll be able to move the cross-hair off course and influence the direction of the CPU's stroke. Do this for every hole and win loads of money!

Mr Wiltshirt, Essex



GAME GENIE CODES

SONIC 3

AA6T AAXC

Level select and level designer.

For the level select, enter the code and press START. When Sonic waves his finger, press START and you'll be presented with a level select. Choose your level and press A and START to begin.

You'll know when the level designer has worked because the numbers on your score should turn into lots of smaller ones. Access the designer through the level select explained above.

Kevin Gaines, Consett

MORTAL KOMBAT

4WXA-AC32

Character Change:

Enter this code and select Sub Zero as your character. Then start a bout and freeze your opponent. Then attack with a power slide (D, back, Z+C). You will not slide, instead you should change into another character. Occasionally you will even turn into Goro – but the game will crash after a few seconds if you do.

BWXA-ACEE

Instant Fatality:

Enter this code and again select Sub Zero. Use the power slide to provide an instant fatality.

AXDA-AA5L

Turbo Mode:

Enter this code to play a Turbo Edition of *Mortal Kombat*.

M Kelly, Isle of Man

SONIC 3



EXTRA LIVES

On the Launch Base zone, act 1, go forward to the alarm and do a super spin dash but don't let go. After about 40 seconds you will receive an extra life. Continue to super-spin until time runs out. Then start again and go back to the alarm. You should be able to collect loads and loads of lives.

Gordon Hannam, Warminster

ETERNAL CHAMPIONS

FINISHING MOVES

The finishing moves are pretty difficult to pull off but worth the effort all the same. The finishing move is activated when your opponent only needs one more hit to be defeated. Remember however, that this can only be achieved on the last round of a fight. Use punch, kick or throw. These will only work on each fighter's home screen.

BLADE

■ Position yourself at the third window to the left of the fan, then send your opponent towards it. When your opponent lands to the right of the fan then he or she should bounce into it.

JETTA

■ Position yourself at the pillar on the left in the gap between the walls, then send your opponent right to land at the other pillar. The ground will open and your opponent will be sucked in!

LARCEN

■ Position yourself at the poster on the left hand side of the theatre, then you can send your opponent right to land on the other side of the booth. Your opponent will be shot from a passing car.

MIDKNIGHT

■ Place yourself on the right hand side of the dirt track with your foot just touching it and send your opponent left to the hut door. A helicopter will now fly past to finish them off.

RAX

■ Position yourself to the left of the statue and send your opponent right towards the spotlight. He or she should land in the middle and then go up in a cloud of smoke.

SHADOW

■ Position yourself on the left of the neon sign and send your opponent right to land past the second letter. Now your opponent will be fried.

SLASH

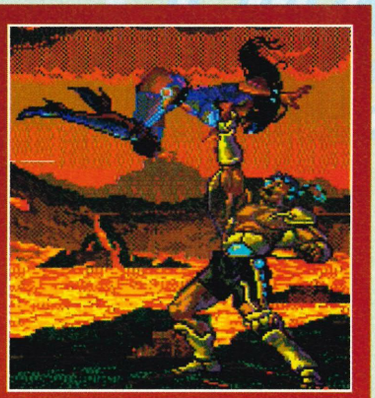
■ Position yourself to the right of the volcano and punch your opponent to send them flying left off the screen. It's Jurassic!

TRIDENT

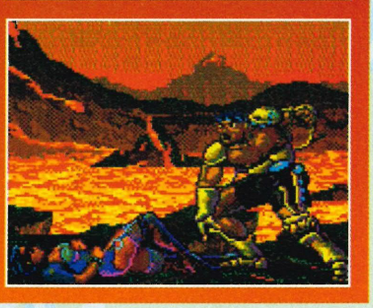
■ Position yourself to the right of the city and send your opponent left to land parallel to the rock. They'll be tied up!

XAVIER

■ Position yourself at the corner of the barn and send your opponent left to land on the other side of the fire. Now watch he or she burn to death.







SONIC SPINBALL The Hedgehog

TIPS GUIDE

Poor old Sonic gets more than just a knock in *Sonic Spinball*. He is subjected to the mayhem of flashing lights, mechanical clucks, horrid lava pits, weird machines and confusing passages through all four levels. Sonic seems to have sent you all pinball crazy judging by the many letters we've had requesting help on this title. So Mark Hill busts his way through to bring you a complete selection of hints and tips on the best way to finish this ball-bearing breaker.

Just a few words of advice before we start: Flashing lights point in the direction you should go (well, sort of anyway). Every 20,000,000 points you'll get an extra Sonic. Remember, you can slow Sonic's roll or curve him slightly in the air using the D-Pad. Chaos Emeralds don't have to be collected in order. On stages 1 and 2, the left and right sides are mirror images.

★ ★ ★ STAGE 1: THE TOXIC CAVES ★ ★ ★

This level is rather easy. Really you should have no problems since the lower set of flippers has a safety block underneath. Just jump quickly and you should miss the vicious monster and get back to spinning on those flippers!

A good way of directing Sonic on the flippers is to hold him still and then practice flipping when Sonic rolls down the edges. You can adjust the angle by learning how to time the flip. There are three Emeralds to collect on this level.



First, you will need to hit the two targets each side of the Emerald on the first table. This will then drain away the slime and allow you to get to the Emerald.



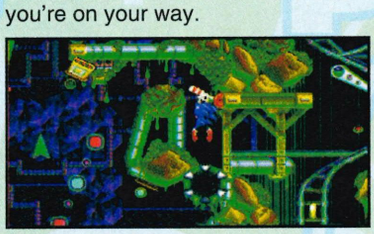
That's the slime drained, now flip Sonic up the grey tube to one of the upper tables.



Drop between the set of flippers on one of the upper tables and Sonic will land in a bucket. Paddle towards the Emerald positioned in the container and travel right down to collect it.



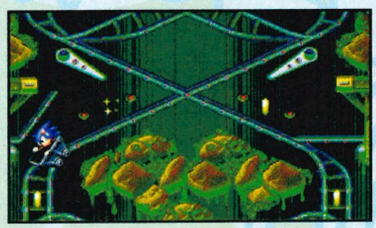
The first Emerald is collected. Now you're on your way.



Next you will need to switch the levers on the upper left and upper right pinball tables to allow Sonic to ride around in the cart. This is on the left side. But don't forget to do the same for the right as these tables are mirror images.



Once the lever is switched, flip Sonic through the gate guarded by two worm heads. You'll need to kill these three times and bring up the number three so the gate opens. Once through, flip Sonic up into the grey tube and then drop through the set of flippers on the highest pinball table to drop into the cart.



On the cart ride you should reach both Emeralds (so long as you stay in the cart) if both levers to the left and right have been switched.



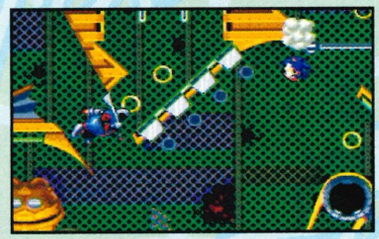
The second Emerald is found. Now go back up and take the cart ride the opposite way to your previous route for the third Emerald.



Now that you have all three Emeralds, go back up to the highest pinball table as if you were going back to the cart room. The boss room will be open and Sonic should be flipped between Scorpius's head and tail. When his tail is hit enough times it'll come off. Now finish him off by hitting him on the head and you'll complete the level.

★ ★ ★ STAGE 2

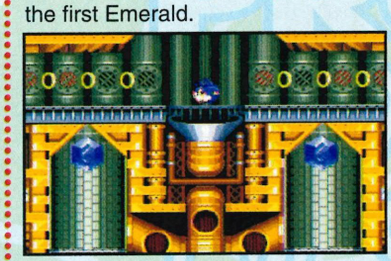
Now things become that little bit more tricky. Here there's no platform below the two base flippers, so if you fall, you're dead! The level is made up of two lower pinball tables, two boiler rooms, three tubes in a group with the three Emeralds you will need to find a boss room – and two middle tables to the left and right.



First you'll find a gate above the first set of flippers you come to. Hit the gate three times to open it. Use either the gun or the flippers to shoot Sonic towards this gate.



Once through the gate you'll arrive in the lower boiler room. Find the one entrance in the ceiling and jump on a cluck to get Sonic spinning up that tube. Now the pressure of the tube will launch Sonic up towards the first Emerald.



Yep, there it is. The first Emerald is found. Up here you will also see the other two Emeralds either side of their own tubes. You can only get these once the buttons on the pinball tables either side have been hit three times.



From the point where you found the first Emerald go either left or right on that level, then super-spin to go up the side tubes into a higher boiler room. Then go left or right out of the

LAVA POWERHOUSE ★★★

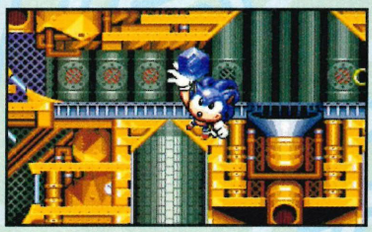
boiler room by using the steam-shooters to launch Sonic at high-speed up the sloping sides. Press A and B to activate the steam. You'll arrive on a middle table.



Now flip Sonic around the curved tubes and onto the button. Hit the button three times to open the gate going through to a connecting tube.



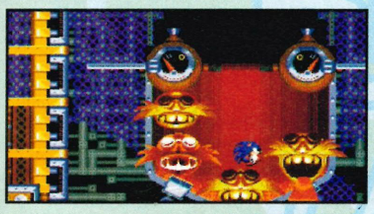
Once the little gate is opened, go through to the tube and immediately tap buttons A and B to activate the steam-shooters (otherwise Sonic will fall back down onto the lower pinball table!). Direct Sonic as you thrust him up the tube to a platform. He'll get the second Emerald.



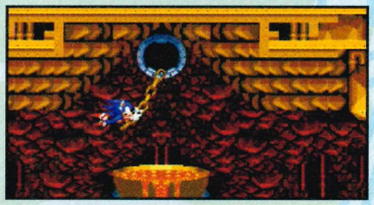
The second Emerald is found. For the third Emerald do the same on the opposite middle table with the button. Like the first stage, the whole level is a mirror image.



Now find your way back to the higher boiler room. You'll notice two exits in the ceiling, use either one. Again you'll need to use the clucks to gain entry.



Now you're in the boss room (the highest pinball table), destroy all the faces in the container. Each face needs to be hit 8-10 times. Once this is done the level is finished.



Just a little tip. If you fall between the two flippers in the boss room, don't fret. At the very bottom Sonic will land on a chain above the lava-pit. Quickly move the D-Pad LEFT and RIGHT to swing the chain and let Sonic jump to safety. He'll start back on the bottom table – but at least a life is saved!



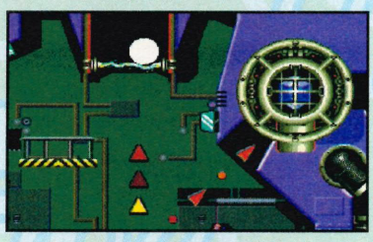
GET INFINITE LIVES!

If you are one of those poor people who think that a measley four lives and Mark's expert advice isn't enough to get you through Sonic's pinball nightmare – and you feel like cheating – then enter this action replay code to give yourself infinite lives:

FF579E0003

★★★★ STAGE 3: THE MACHINE ★★★★

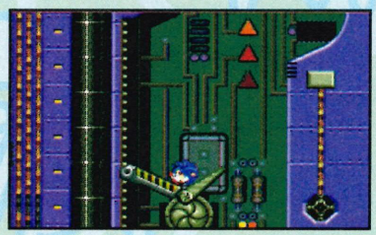
This time Sonic has five Emeralds to collect although, surprisingly, they are not that difficult to find. You main concern will be the machine wheels that'll crunch Sonic if he falls between the two base flippers. A good tip for this level is to make use of the yellow moving platform that runs across the lower tables.



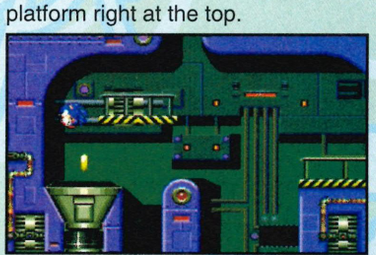
There are two Emeralds inside the turning chambers on either side of the lower room. Flip Sonic into the electrical chambers three times on each. this will stop the chambers with the Emeralds rotating.



Now flip Sonic into the chamber on the right to get the first Emerald. You'll find this Emerald in the left chamber later on.



Once the first Emerald is found, the chamber will rotate and release Sonic into a new area further right. Let the tubes launch Sonic onto a 'flipper catch'. Hold Sonic still on this flipper and it'll start to rise upwards on a runner. When the flipper rises to the top, flip Sonic up past all the passages on the left and find a platform right at the top.



Now get onto the moving platform just above and drop down the tube on the right when the platform moves to the right.



You'll fall down here and find before your very eyes that elusive second Emerald. Dead easy!



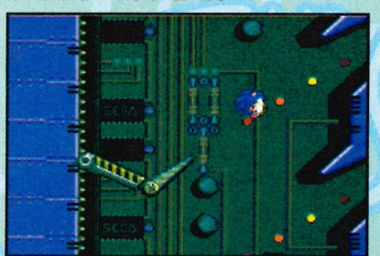
Further on, past the second Emerald you found, there's the cell chamber. You may wish to open all the cells and free all the animals for points, but the important thing is to unlock the centre cell. The third Emerald will then drop out.



Drop straight down from the centre cell to pick up your third Emerald!



Now move left across the base of the cell room and drop down the left tube. You'll now find that second Emerald in its chamber.

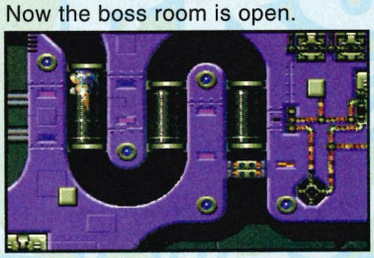


Like the right chamber with the first Emerald, this left chamber will rotate and push Sonic left into a new area. Again there's a 'flipper catch' you must ride. Rise upwards and stop just below the fourth passage to the right. Now

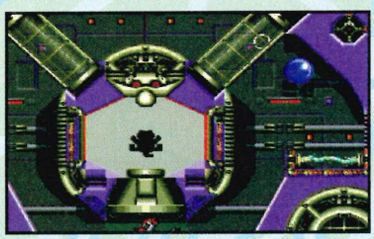
flip Sonic up this passage as shown here.



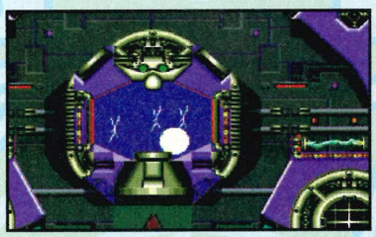
And here it is, the final Emerald. Now the boss room is open.



Once you've collected the final Emerald you'll fall back down onto the lower table. Get yourself back up that flipper catch! Once at the top, flip Sonic up onto a platform. Now work you way across the top, through a twisty passage. When your reach the Krondor, drop down a chute and you'll be launched up into the Veg-O-Machine room.



Once in the room you must first break the two grey influx tubes. Hit them ten times to destroy them. Only then you can enter the innards of the machine.



To destroy the machine, flip Sonic into this Veg-O-Machine, then use the D-Pad to keep him in there! With any luck Sonic will bounce wildly around inside causing enough cracks in the glass to destroy the machine. If he falls out, just keep flipping him back in. When the machine explodes, the level is complete.

★ ★ ★ ★ STAGE 4: SHOWDOWN ★ ★ ★ ★

The final level is by far the most frustrating. There are five Emeralds to find and although you can spot them easily enough, there are switches 'n' levers to activate before you can find them. The level has three main pinball tables. there's one in the centre and two either side. The boss ship is right up in space above the mechanical mayhem below.



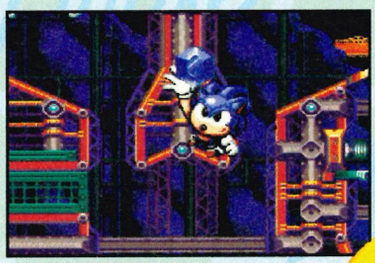
First get the Emerald up the passage on the centre table. You'll need to open the ramp to get to it by hitting the triggers either side.



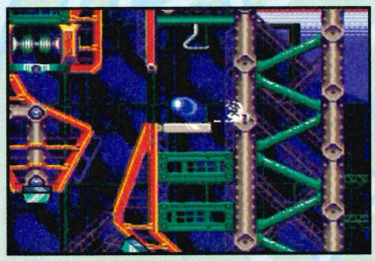
When the ramp is open simply flip Sonic straight up the vertical passage and collect it.



Now flip Sonic up the left passage where the flashing arrows point and drop down onto the new pinball table to the left. Here you'll find triggers that need to be bashed to allow Sonic access to the second Emerald. When the triggers are down, follow the flashing arrows to the second Emerald.



Once you've found the second Emerald work your way back right to the pinball table right of the centre one.



On this right-hand table flip Sonic up the right passage with flashing lights. You'll find a small hook above a small metal platform. Jump onto the hook and bring the platform down to the lower level. Now super-spin over the vertical drop and up to the third Emerald.



The third Emerald is found.



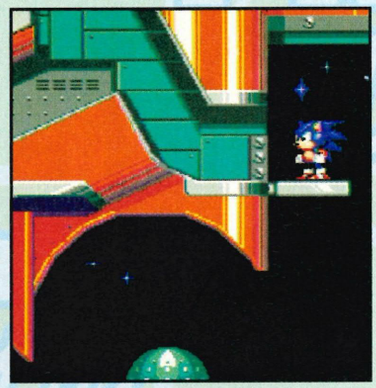
The two remaining crystals can be found to the far right and far left of the whole playing area. Go to the far right by flipping Sonic upwards to the higher sets of flippers above the main pinball tables. Now, move to the far right from the space ship above. You'll drop down and find another hook that'll bring out a new flipper when pulled down. Get the angle just right and you can flip Sonic at a diagonal in a NW direction to a curl tube.



Inside the curl tube you'll find the fourth Emerald.



Do the same to the far left since this is almost amirror match. Flip Sonic from the extended flipper into the curl tube in a NE direction and find the fifth Emerald.



Now go back to the centre pinball table and go up the vertical passage where the first Emerald was found. Find the set of flippers above this and flip Sonic up towards the big ship. Find the hook and pull it down to release a door. Now enter the ship.

To defeat Robotnik, hit the top dome above him. If the arms on the sides of the ship or the giant socks come out, hit the trigger underneath Robotnik until the arms and socks go away. Continue to hit the dome until it is destroyed. Now you have completed the game! SP

PRO TIPS PRO TIPS

ECCO THE DOLPHIN



CHEAT MENU

Begin the game and pause it when Ecco is facing you. Then press RIGHT, B, C, B, C, DOWN, C and UP. A menu will appear to give you infinite air, infinite energy and a level select. (This can be used on the MD version as well).

ROAD AVENGER

LEVEL SELECT

On the title screen, simultaneously hold A, B and C on controllers one and two, then press PAUSE while spinning. Go to the 'players' and press A six times. Then exit Options Mode and start the game. The stage select screen will appear. Press LEFT or RIGHT to choose you stage, then press START.

CHEATS/TIPS/HELP/CHEATS/TIPS

BUST THEM GAMES OPEN WITH THE CONSOLE HELPLINE

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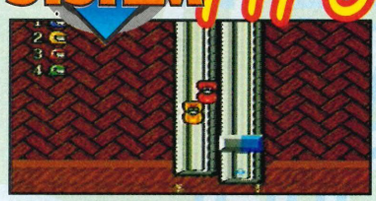
COBRA COMMAND

LEVEL SELECT

From the title screen of this chopper game, try pressing UP, LEFT, RIGHT, RIGHT, UP and START. You will then be presented with a level select screen. So select away!



MASTER SYSTEM TIPS



DOUBLE DRAGON

INFINITE LIVES

When you reach level 4, go to the middle of the screen and do 30 kicks by pressing buttons 1 and 2 together. You will now be awarded infinite lives. In two-player mode this cheat will still work.

BATMAN RETURNS

LEVEL SELECT

Go to the options screen and highlight the 'driving only' section. Now hold the D-Pad LEFT and press B. Repeat this all the way through to seven on the options screen. When you reach the bottom option, go back up the list repeating the procedure. You should here a jingle to confirm the cheat has worked. Now change the options to how you want them and start the game. Press START and then C to select the level you want.



MICRO MACHINES

Enter these on the intro screen:

TRACK SELECT
UP, 2, DOWN, 2, 2, LEFT, 2, 2, 2

HARDER RACE
UP, DOWN, LEFT, RIGHT, LEFT, 2, UP

ROCK MODE
UP, DOWN, LEFT, RIGHT, LEFT, 2, UP, UP, 2, UP

Activate these as you play:

GO FASTER
Win the qualifying race, but cross the finish line in reverse!

BETTER GRIP
When on a puddle of milk, press UP with buttons 1 and 2.

OTHER CARS GO SLOWER
Fall off the very first breakfast table by reversing straight off the top right-hand corner.

CARS SLIDE
Go to the middle of the first breakfast table, stop on a blob of syrup and press buttons 1 and 2.

EXPLOSIVE CONTACTS
Go to the top left corner of the first breakfast table and press buttons 1 and 2.

BUMPER CARS
On the first desk level, drive left to the pencil when the race begins.

INFINITE LIVES
Fall off the first breakfast table at the bottom right corner.

WIN EVERY RACE!
Right at the beginning of the first breakfast table circuit, complete a lap by going the wrong way round the course.

MICRO MACHINES

SECRET GAME

To play Jon the programmer's tennis game, press and hold START, then turn the Game Gear on. As this is a two-player game you'll need two Game Gears to play.

Andrew Holt, Nottingham



NBA JAM





IDENTITY CHANGE

Go to the screen where you enter your initials and then enter the following letters to play as the new characters. Ensure the third initial is highlighted but not selected.

Mark Turmell	MJT	1, 2, UP, START
Eric Samulski	AIR	1, 2, UP
Weasel	SAX	1, LEFT
Warren Moon	UW	1, START, UP
Al Gore	NET	1, 2, DOWN
Bill Clinton	ARK	1, 2, UP
Kabuki	QB	1, DOWN
Scruff	ROD	1, UP
Chow Chow	CAR	1, 2, LEFT
Jamie Rivett	RJR	1, UP
Sal Divitta	SAL	1, LEFT

POWER-UPS

The GG version includes all the cheats you know for the MD version. The following power-ups are all activated on the 'Tonight's Match-up' screen.

Defence:	5 taps
Intercept:	Rotate D-Pad whilst tapping any button 15 times or more.
%	2 taps and
Display:	down and fire 2.
Turbo:	15 taps or more and left.
Dunks:	Rotate D-Pad whilst tapping any button 13 times.
Fire:	8 taps and up and fire 2

DIAL-A-TIP

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GAMEGEAR/GAMEBOY CHEATS'N'TIPS	0891 445772
HANDHELD HOTLINE	0891 445771

ALL CHEATLINES ARE UPDATED EVERY WEEK!

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MORTAL KOMBAT	0891 445987
CHAOS ENGINE/SOLDIERS OF FORTUNE	0891 445936
JUNGLE STRIKE/DESERT STRIKE	0891 445957
CHUCK ROCK 2	0891 445942
STREETFIGHTER 2: (INC. TURBO ED.)	0891 445940
SHADOW OF THE BEAST 1,2&3	0891 445943

INDEX LINE

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IF YOU'RE STUCK IN A GAME,WHY NOT TELL ME YOUR PROBLEM AND SEE IF I CAN HELP YOU?? FOR A PERSONAL ANSWER-

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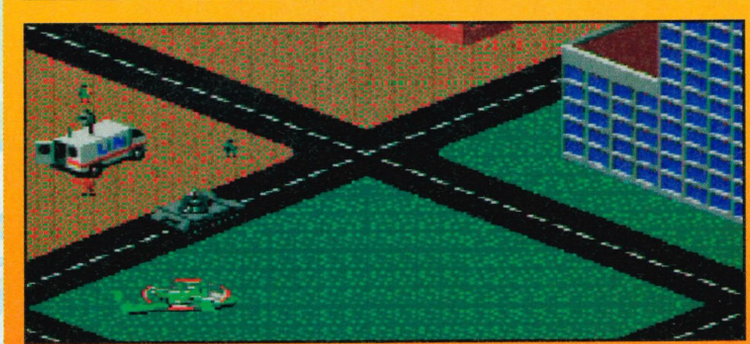
For full competition rules send s.a.e. Calls cost 39p a min at 'cheap rate' and 49p a min at all other times. Please get permission if you dont pay the bill. Max. call charge £3.68. Send S.A.E. for competition rules.

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PASSWORDS

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CAMPAIGN 3	GCQIBPE
CAMPAIGN 4	CMTMDOH





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00C5E434	Infinite Hydras.

LAND OF ILLUSION

00C09F03	Infinite lives.
00C09902	Infinite energy.

STREETS OF RAGE II

00C98617	Infinite energy.

TAZMANIA

00C00205	Infinite lives.
00C3097F	Infinite spin.

Mark Irvine, Essex

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MORE LEVELS
MORE POWER
MORE LIVES

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0782 745992
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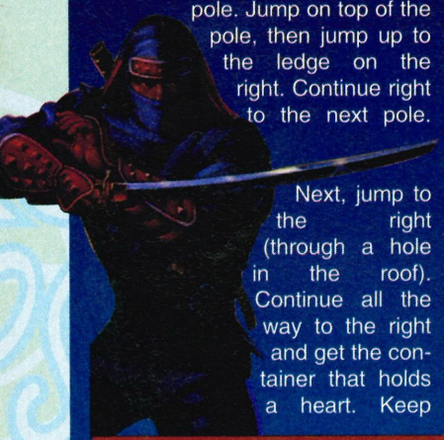
PRO TIPS PRO TIPS

GUIDE PART ONE

SHINOBI II

CASTLE – PINK

Go right and jump over the rolling balls. When you get to the door, push up to enter the building. Once inside, start heading left. Jump and hit the guy hanging from the ceiling. Jump also to avoid the boomerang he throws at you. Then continue left and jump onto the small blocks. Head for the upper right door. At the door, just to the right, find a container with a heart. Then go through the door, head right and jump up to the second ledge. Walk left until you reach a brown pole. Jump on top of the pole, then jump up to the ledge on the right. Continue right to the next pole.



Next, jump to the right (through a hole in the roof). Continue all the way to the right and get the container that holds a heart. Keep heading right and drop off the roof ledge to land on an item container. This holds the transport marker you need. After this, walk left through the door to find the boss.

BOSS: GIANT WORM

Wait for it to appear from the ceiling or floor, then stand next to it and swing at its head. Next, turn around (without taking many steps) and it will pop out next to you. After you hit it and it goes past you, head for either corner and duck down to avoid the fireball it shoots out. Repeat until defeated.

BUILDING – YELLOW

Head right and go up on the girder that's moving up and down. At the top, jump to the right to find a Ninjitsu. Then jump across to the left. The item container holds a bomb! Continue left and jump onto the small girder. From there, jump to the upper right. Now jump onto a small girder on the left side of the screen. Then jump to the upper right. Go right to find two containers. One has a bomb and one has a heart. Next, head back left and jump onto the small girder. Then jump to the ledge on the right side. Wait for the girder on a chain to move close to you, then jump on and let it take you left to another girder moving up and down. Jump onto this second moving girder and then jump right and continue walking right. You will pass two item containers – one contains a bomb, the other, a Ninjitsu. Keep heading right and jump on the small girder. Then, jump on the ledge to the left with another item container on it. From here, jump onto the girder moving upwards. Once at the top, jump on the girder moving left and right. Continue left to find a door. Stand in front of it and push up to go through.

You will appear one level below where you were. Head left and jump to the upper right. Continue right on the small girder. Jump on the girder and jump to the upper left to find an item container with a heart in it. Head back to the right and pass the door to find two more item containers. One holds a transport marker, the other holds an extra life. Head back to the left and find the door leading to the boss.

BOSS: EXO-SKELETON SPIDER

Use Pink. Wait for it to stop moving and it will attack. Stand back as it attacks. If it drops a firebomb, jump over the fire wall towards the boss as you shoot the bombs. If it attacks using green bombs, stand back and avoid it. This will take some time, but it's the safest way.

FACTORY – GREEN

Go right, watching out for the Poison Gas. Jump up onto the conveyer belt on the far right side of the screen. Then, jump onto a ledge on the left side. Walk left to the first conveyer belt you pass. Go left once you are on the conveyer belt. Once again, jump up and to the right. Continue right through the door. In this room, the lights will go out! Go right and you will see the outline of a door. Go past the door toward the upper right to find a hidden item container. There are two doors right above you (you can't get in them). Go back to the door you passed. Go right and up through the pipes toward the door in the upper right. Enter the door and go all the way to the right and pick up a heart from the item container. Jump up onto the conveyer belt directly above you. Now jump towards the left and jump up one more ledge above you. Go up a total of three ledges from the floor. Then go right and you will pass an item container holding a transport marker. Continue right to find the boss's door.

BOSS: GIANT ROBOT

Use Yellow. Jump and shoot the top piece only while avoiding (jumping or ducking) the different segments of the robots as they fly by. When he comes together, he will shoot a laser beam at you. Avoid getting hit by jumping over it.



■ The second and concluding part of this text solution will be printed in next month's issue of SEGA PRO.

PASSWORDS

20141	Pink gotten.
60868	Pink and Yellow gotten.
20EEE	Pink, Yellow and Green gotten.
30EFE	All four Ninjas saved.
983FB	All four Ninjas and the Pink Crystal.
59E15	All four Ninjas and the Pink and Yellow Crystals.
BDB52	All four Ninjas and the Pink, Yellow and Blue Crystals.
5FE75	All four Ninjas and all four Crystals.

LEMMINGS

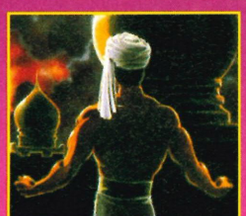
PASSWORDS

Many of you have written in asking for the codes to *Lemmings* so here they are:

	TRICKY	TAXING	MAYHEM
1	RCEOJTHO	ECWMZGTM	GGFOTQBC
2	YQSDGSNU	ZSFKUJSF	FLWNCXPG
3	JTHPGFTW	LXPGFLYR	FECWMYRD
4	RDHPGFEC	CFKUJ+J+	HOEBVKUI
5	WMZSEJTG	GMYRCFKU	QBCEJSEI
6	MZTHPGGF	JTHPEFCX	RBHPGGFE
7	DZSEIRCE	PFOZSFLX	CXOEBVKU
8	IQSCFKVL	DECWMZ+G	IQABDHPF
9	WMYROGMY	NBUJSFLW	OYRCEIRO
10	ROGMZSFK	MZSFLWMY	NCXOEBUJ
11	VLXOO2TH	RLFKUJSE	THOECXPF
12	PFECXPFE	IRCEJSEJ	OYRCEIRO
13	BUJTHOEC	SEJTHOEC	GNBUJJHO
14	XOECWNBU	WMYQBOGM	OZSFLXPF
15	JSFKVKUT	YQAAAAAB	OZTHOBZS



PRINCE OF PERSIA



PASSWORDS

LEVEL 2	EIKGDP
LEVEL 3	ILLKGE
LEVEL 4	LMJMIK
LEVEL 5	HGFIDN
LEVEL 6	IFGIDO
LEVEL 7	MIMLGC
LEVEL 8	KELIDU
LEVEL 9	NFOKFF
LEVEL 10	LCJHCP
LEVEL 11	OEMJEB
LEVEL 12	PEJKEA
LEVEL 13	PDHJDV
LEVEL 14	QDGJDV

Daniel Edwards, Southampton

CLASSIFIEDS

For Sale... Penpals... Wanted... Help... Swap... Clubs...

FOR SALE

Excellent condition; games for sale. Game Gear; *Outrun* (£10), *Woody Pop* (£10), *Donald Duck* (£15). Mega Drive; *Quackshot* (£20), *F1* only £35. Also —

Wanted, *Jungle Strike* for £25. Phone Richard on (0440) 704538.

For Sale Master System *Double Dragon* (£10), *The Ninja* (£7) or will swap both for *Taz-Mania, Bubble Bobble, James Pond II, Bart vs Space Mutants, Alien 3,* a Sonic game or others. Phone Sam on (0252) 875947.

For Sale Mega Drive and 13 games including *FIFA*. Sell all for £400 ONO or separately (prices negotiable) all boxed. Must be collected. Phone Andrew on (0943) 602304.

Game Gear games at £15 and Game Boy games at £10 for sale. Lots of big names. Call Laura after 5pm at weekends on (0222) 619890.

For Sale Mega Drive game – *Streets of Rage 2* boxed with instructions Originally £28 but will sell for £28. Phone Chris on (0266) 652729. PS In perfect condition!

For Sale American Game Gear (all games compatible), 5 games including *Chuck Rock, Donald Duck* as well as Gear link, Master Gear Converter and rechargeable batteries. £215 new, will sell for £130. Call Daniel on (0634) 2411461.

Mega Drive games: *Alisa Dragoon, Batman, Terminator* for sale or swap. Computer mags for sale; SegaPro, Sega Power, GamesMaster etc. Phone (0754) 766320 after 6pm.

For Sale *Predator* for Mega Drive, boxed and good condition £20. Phone (0475) 632481 Saturday 10-12 am. Ask for Scott.

Lethal Enforcers Mega-CD game for sale with gun and manual. Unwanted Xmas present, comes boxed – £40. Call Vora on (071) 6225689. No offers.

For Sale Game Gear games. Will consider swap for *Sonic*. Phone (0648) 28195 on any day except Sunday. Ask for Jason.

For Sale Game .Gear with adapter and *World Class Leaderboard Golf*. Will sell for £100. Also on sale TV tuner and games. If interested phone Alan on (0286) 674671.

Game Gear games for sale. *Taz-Mania* (£20), *Lucky Dime Caper* (£20) and *Sonic* (£15). Interested? If so call James on (0257) 271389.

Mega Drive for sale with 10 games including *Ecco, Desert Strike*, etc. Any serious offer considered, so get on the phone and ring (0407) 810025 anytime.

For Sale Master System II with 8 games including S*onic, Mickey Mouse, Smash Hits*. In very good condition, £90 ONO. Phone (0706) 876670.

Game Gear & 18 games & accessories. Only two weeks old. Worth over £500, will sell for a bargain £260. Wow! If interested please contact Danny at 56 Empire Rd, Sheffield S7.

For Sale Mega Drive games; *Madden '92* (£20), *Jungle Strike* (£25), *Sonic 1&2* (£50). *Lethal Enforcers CD* (£45). 25 Sega mags £25. SG Propad (£8), Dragon Turbo II (£8). Phone (0252) 621421.

Master System II with two control pads, one joystick, 19 games including *Sonic 1&2, Mortal Kombat, Alien 3 and Xenon 2*. £130 or nearest offer. Phone (0355) 730922.

For Sale Game Gear games. *Super Space Invaders, Road Runner* also Game Gear action Replay, £10 each. Phone (0452) 421033.

For Sale Mega Drive with 2 control pads and 4 games; *Sonic 1&2* and *Streets of Rage 1&2*. Phone (0749) 3422909. Also MS converter – £19.99.

Mega Drive games for sale. *California Games, Batman, Alisa Dragoon, Road Rash* – £12.50 each or buy two for £20.00. Call Chris on (0246) 866497.

For Sale Mega Drive including *FIFA, NBA Jam*, two joypads and carry case. All for only £130 or nearest offer. Phone (0737) 361752.

For Sale Mega Drive games; *Sonic 2* (£12), *Turtles* (£15), *Flashback* (£20) ONO or will swap for *SOR II*. Phone (081) 6651865.

Cheap games; *Speedball II* MS (£12), *Super Kick-Off* MD (£20), *Super Smash TV* MD (£15). Contact Paul on (0353) 721880. Must be Cambridge Area.

For Sale on Game Gear; *Castle of Illusion* (£12), *Chakan* (£12), *Columns* (£5) or all these for £28. All boxed and in excellent condition. Phone on (0274) 581758.

Game Gear. Nine games carry case and adapter £180. Phone (0522) 689406 (weekends only).

For Sale *Sonic, Terminator 2, Dick Tracy, Test Drive 2, Space Harrier II, World Cup Italia '90* – £10 each. Phone (0375) 360751.

For Sale Game Gear carts, £5 each. *Donald Duck, Aerial Assault, Columns, Ninja Gaiden, Kick Off, Ayrton Senna GPII, Sonic*. Plus Wide Gear and car adapter, £5 for each. Call Dave now on (081) 5172845.

SUPERBLAG!

While we don't normally advertise other formats it was nice to see someone coming to their senses. Still, we wonder who'd buy it anyway?

Game Boy, unbeatably cheap with 9 games including *F1 race, Mario* etc. Plus holdall, Lightboy, four-player adapter. Unwanted birthday gift. £100, Lancashire area only. Phone Simon after 5pm on (0772) 651356.

WANTED

Wanted Mega Drive II with two controllers and one game (preferably *Sonic* or *FIFA*. Phone Ben on (081) 5054858.

Chess Master for the Mega Drive, must have instructions. Write to 18 Sinclair Avenue, Banbury, Oxon OX16 7DW or Phone (0295) 263654.

Wanted Mega Drive with one game and one controller. I can pay £45 to £50. Please someone answer. Call Sunday to Wednesday after 4pm. If out please can you leave your name and number.

Wanted any good Game Gear games. Will consider swap for *Sonic*. Please contact Jason on (0648) 28195 anytime apart from Sunday.

SWAPS

Swap *Quackshot* for *Super Wrestlemania*. Contact Eoin: Derryvilla, Glengosle, Thurles, Co Tipperary, Ireland. Phone (052) 56130 weekends only. Other swaps considered.

Swap *Alex Kidd, Shinobi* on MS for *Sensible Soccer, Mortal Kombat* or any other good Master System game. Phone (0706) 53099 and ask for Michael. Has to be in Manchester area.

Swap *Mortal Kombat* or *FIFA, SOR, Wonderboy V, EA Hockey, New Zealand Story* (MS) for *Dragon's Fury* or *MicroMachines* (one for one, other deals considered) Phone (0375) 842611.

Swap *StreetFighter II* (MD) for *Landstalker, Mega-Lo-Mania for Lemmings, General Chaos* for *F15 Strike Eagle II* or *Rocket Knight* for *Jungle Strike*. Phone (0923) 264912 between 3 and 9pm.

I will swap *Alien 3, Golden Axe 2, Robinson's Basketball* or *Dragon's Fury* for your *Phantasy Star 3, Muhammed Ali Boxing, Haunting* or *Shining in the Darkness*. Phone (0642) 724217 and ask for Carl.

Swap Domark *F1* ("The best racer to appear on the Mega Drive" SegaPro) for *FIFA* or *StreetFighter II: SCE*. Phone Matt on (0925) 822976.

Swap *Road Rash II* or *Bulls vs Lakers* (MD) for *NHLPA Hockey*. Contact Martin between 6pm and 7pm on (031) 6696770.

Swap 14 games & or sell on MD or swap for Snes. Games include *Mortal Kombat, Flashback, Another World, Terminator, Castle of Illusion, World of Illusion*. Phone (0562) 824529.

Swap *Sonic Chaos* for *Jungle Book* or *Taz-Mania* for *Formula 1 Racing* on MS. Phone (0236) 212609 Falmouth area only. Must be in good condition.

PENPALS

12 year old male seeks 12-14 year-old wild, sexy female penpal. Write to James Morrison, Ridgefield House, Oakley Road Dovercraft Essex with photo.

Join the newest Penpal club. We also do a hire service on M D/GG. SAE to 41, Vine Square, Eastbourne, East Sussex BN22 7QD.

12 year old lad wants pen-pal of 13-15 years old M/F with Mega Drive. Must love games, please write to Mark Simpson, 16 Fishermans Avenue, Bournemouth, Dorset BH6 35Q.

CLUBS

Want cheats? if you do send a postcard or letter with £1 per cheat to Ridgeway House, Tarn Rigg Head, Oultan, Cumbria and I will send any cheat you want.

SEGA PRO FREE! READERS' ADS

For Sale...Penpals...Wanted...Help...Swap...Clubs...

Fill in the box IN BLOCK CAPITALS with one word per square, cut the coupon out and send it to: FREE READERS' ADS, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

These ProHelp letters pages just don't know whether they're coming or going do they? One month Jason hands them over to someone else, then he has to take them back and now new boy Nick Roberts is here to answer all your queries. Nick is well qualified though as he's written tips columns for all kinds of magazines and is the author of the SuperNES Power Tips Book, but the less said about the SNES the better!

If you are stuck on a game then why note drop Nick a line at: ProHelp, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

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LAND OF ILLUSION
MORTAL KOMBAT

Q I am totally stuck on *Sonic 3*. On Carnival Night, Act 2. I can get so far in the level, then I come across a platform which goes up and down when Sonic jumps on it. I just can't get it to go down far enough! I have tried just about everything and my time keeps running out. Please help me before this cart ends up in several pieces in the dustbin.

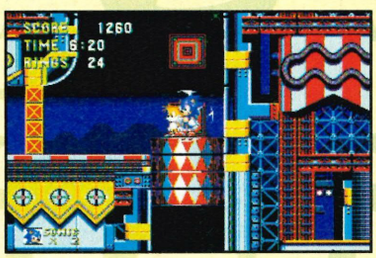
Ben Rigby, Leigh

Q We are completely stuck on *Sonic 3* Carnival Zone Act 2. Quite soon after switching the lights back on, we reached a closed-off section with only a barrel to bounce on. There's a roof on it and we've found no secret passages in the walls. We can't get the barrel to bounce low enough to get underneath it. Please could you help us, we really need a tip to help us reach the next level.

Racheal & John Saunders, Ealing, London

A Everyone seems to be having a spot of bother with this section of *Sonic 3* just lately. These are just two of the many letters I have recieved – and it's quite a simple element of the game too!

The barrel these gamesplayers are stuck on is a piece of cake to operate. All they have to do is take a good run-up, then bounce straight onto the barrel and make it bob up and down on the screen. You do this by pressing UP when the barrel is moving up and then pressing DOWN when it is moving down – so that it starts to move a little bit further in the direction that you want to travel in each time.



If they keep this up for the right amount of time they can then easily leap-off at the correct location and collect the large number of power-ups that are about to help you past this section's nasties.



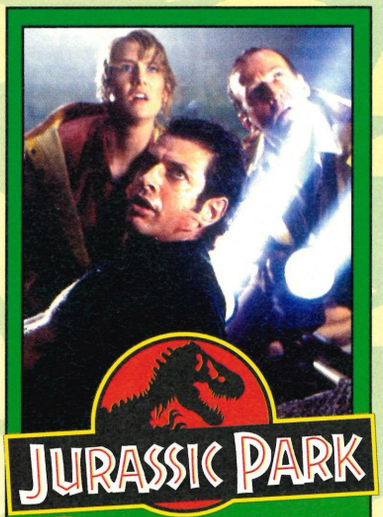
Q I have had *Fantastic Dizzy* on the GG for four months and I am really close to finishing it. I desperately need to know what to do with the pickaxe and how to open the bridge to get the key in the graveyard. Please, please help!

Debbie Stokoe, Cleveland

A Oh my old favourite *Dizzy*. I must have reviewed and tipped every single version of this game on every format – and I still love the little chicken plop! So you don't know what to do with the pickaxe then eh? Well fret no more because I'm here to save the day. The pickaxe is actually used under water. Before you try out this tip don't forget that eggs can't breath or swim under water so it's best to collect the aqualung and flippers before you take a dip. Go into the water from the desert and walk right. You will eventually find a ship wreck with a crab and fish moving around it. Next to the wreck is a boulder buried in the ground and no obvious way of getting any further. This is where you use the pickaxe. It will loosen the boulder and destroy it letting a bubble escape from the hole. Dizzy can now stand on the bubble and be lifted to the higher platform and away onto the island. Easy when you know how eh?

Opening the bridge in the graveyard is done in a similar way. First of all you've got to pick up the gravedigger's spade then use it to dig on the bridge. This will then make a hole that will allow you through...





Q Please can you help me with *Jurassic Park* on the Mega Drive. On the power station for Grant I cannot kill or get past the T-rex to get onto the next level.

Leon Smith, Birmingham

A If you're a cheat then you can easily get past this level and start the next with the help of a few well placed codes. For the easy version of the game the code for the river is 4VVUP8DE, on medium it's 4VVUP8EF and on hard you'll find it's 4VVUP8FG. I hope you enjoy the rest of the game. If you don't want to cheat then I'm afraid you're stuck!

Q I read your Prohelp section in SegaPro magazine and I wondered if you could give me any helpful cheats for *Sonic*, *Sonic 2*, *Tazmania* and *Asterix* on my Master System.

If you could give me the cheats or even just one for *Sonic 2* I would be very thankful.

Mark Kelleher, Brighouse

A You don't want much now do you Mark? Well I'll try my best anyway... Here's a level select for *Sonic 2*. Plug the control pad into port two and press UP, diagonally LEFT and buttons 1 and 2. Switch the machine on and wait until Sonic has run across the screen. Plug the controller into port one then press button 2 twice. The level select screen will appear before your very eyes!

I couldn't find anything for *Tazmania* but here's an infinite lives cheat for *Asterix* as well... When you arrive at a pot, hit it and several special items will fly out for you to collect. Pick up the extra life and leave the screen immediately, but walk back onto the screen and another life will appear. Repeat this process until you have enough lives to finish the game.



Q On *Mortal Kombat* for the Mega Drive I cannot do any fatality moves. Please would you give me Sub Zero's? One more question. How do you get to fight the Lizard Man? I know you have to be fighting in the pit but that's all I know. Please could you answer my questions.
Mark Thomas, Kent

A It's nice when you have one letter that's asking for help on a game and another in the same pile that is giving it! That's exactly what has happened here with *Mortal Kombat* and Mark Thomas. Mohammed Jelly (that's his nickname by the way) wrote in to help Peter Johnstone from a few issues back and helped out Mark as well. Here's his letter in full:

Dear SEGAPRO

I was looking through Issue #29 when I read that poor Mr Johnstone was having trouble with *Mortal Kombat* on the Mega Drive. It was pity that motivated me to write this letter (actually it was the big 'WIN A T-SHIRT' sign that motivated me!). Now to get back to the problem. To execute Sub-Zero's fatality move follow these instructions: move the D pad in a 'HA-DU-K-EN' motion and press High Punch to activate the 'Spinal Tap'. The 'HA-DU-K-EN' move is to start at the down position and then rotate the D-pad round to the right position.

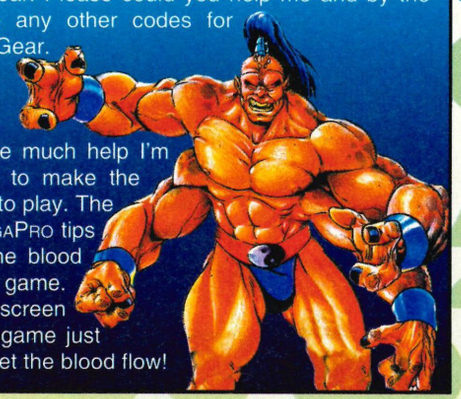
Well, that's all there is to it. Now that Peter has stopped pulling his hair out (I think!) can you please stop me from pulling mine. You see I really, really, really, really want that T-shirt. Oooh! Just thinking about it sends chills up my spine, and... hang on a minute, what's Sub-Zero doing round here?! Hey wait! What the?! No! Not that, please not... 'KERRRACK!!!' Grrr! Come back here with my spinal-chord! Don't worry, I'll get it back. Oww! Eeech! The pain! The agony!
Mohammed Jelly, Dubai

PS. You can't use my missing spinal chord or my bad hand writing as an excuse for not sending the T-shirt!





Q Can you help me? I can't get past Goro on *Mortal Kombat* on the Sega Game Gear. Please could you help me and by the way could I have any other codes for *Mortal Kombat* for the Game Gear.
Richard Simms, Northallerton

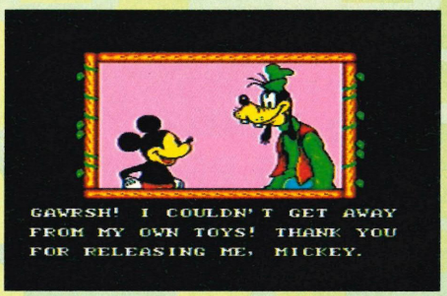


A This isn't going to be much help I'm afraid but it's going to make the game a lot more fun to play. The only code we have in the SEGAPRO tips vault is one to turn on all the blood and gore in the handheld game. When the ethical code screen comes up at the start of the game just press 2, 1, 2, DOWN, UP. Now let the blood flow!

Q I haven't got a clue what to do with the nasty piece of work at the end of the Sand Castle in *Land of Illusion* on the Game Gear. Can you please tell me how to kill it? Oh, and another thing. When I am in the Desert stage how do I get into the pyramid? Thanks a lot.
Stacey Miller, Lancashire

A The usual way to kill the big end of level meanies on *Land of Illusion* is to pick up any blocks that may be lying around and throw them at the big boss at just the right time. If you time it correct the monster should flash when you hit them. Hit them enough times (it's usually about 10) and they will give up the fight and let you through to the next level.

Getting into the pyramid on the desert stage is an easy thing to do, but not if you are still the large Mickey. First you'll have to have collected the magic spell that shrinks Mickey down to half the size. Now go over the top of the pyramid to the far right hand side. Jump over the blocks in the way without moving up onto the platform above and pick up the block on the second platform up to reveal a small hole in the side of the pyramid. As the small Mickey you should now be able to enter through this hole and get inside the pyramid.





Q I am totally baffled on the opening level of Flashback on the Mega Drive. I have found a 'wounded man' who asks me to go and fetch his teleporter. I have looked everywhere but have found no trace of it. What do I do and do you have a few passwords to help me through the game?
Gwynbryn Hughes, Mid Wales

A These level codes for the game should come in handy for you Gwynbryn (I'm glad I'm typing your name because I probably wouldn't be able to pronounce it)!

EASY		NORMAL		EXPERT	
1	PIXEL	1	FALCON	1	CLIO
2	BETSY	2	DATA	2	ACRTC
3	PANCHO	3	MILORD	3	BLOB
4	STUDIO	4	QUICKY	4	STUN
5	TOHO	5	BIJOU	5	MIMOLO
6a	AKANE	6a	BUBBLE	6a	HECTOR
6b	INCBIN	6b	CLIP	6b	KALIMA

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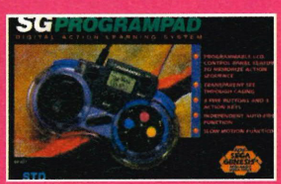
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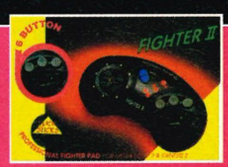
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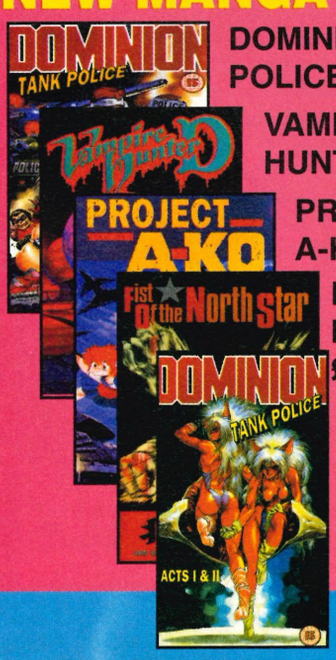


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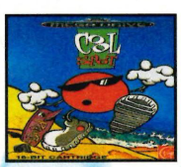
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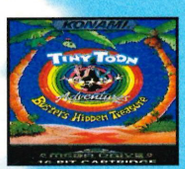
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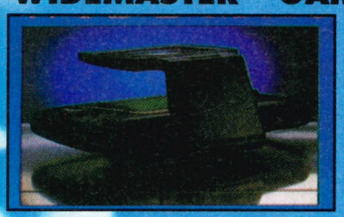

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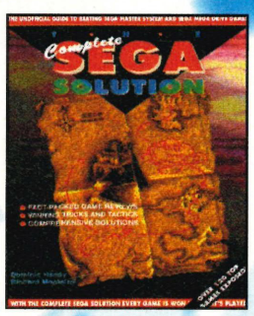
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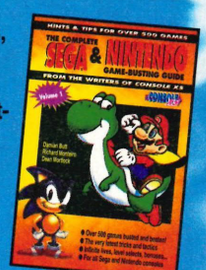
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PRO FILE



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

688 ATTACK SUB
SEGA
● Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 68%

ADDAMS FAMILY
ACCLAIM
● With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay for all platform lovers. Only the standard jump 'n' collect concept pulls this down from the likes of Mario. 84%

AERO THE ACROBAT
SUNSOFT
● Get in on the circus act in this platformer. A lot of ideas from other games but you'll still enjoy shooting from a cannon and jumping through the odd flaming hoop. 84%

AEROBIZ
IMPORT
● An air business simulation with some great strategic features. It's a unique offering with mediocre graphics that function very well. Certainly worth a look. 82%

AFTER BURNER II
SEGA
● Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 62%

AIR DIVER
IMPORT
● Similar to After Burner II in both looks and playability. It has more challenging play with a wider variety of opponents and some tough guardians. 73%

ALESTE (MUSHA)
IMPORT
● This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 77%

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

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

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

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

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

AMERICAN GLADIATORS
IMPORT
● First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 67%

ANDRE AGASSI TENNIS
TECMAGIK
● Each computerised competitor was digitised from real life action. Sprites are well drawn but they move much too quickly. 59%

ANOTHER WORLD
VIRGIN
● Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 91%

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

ARCH RIVALS
FLYING EDGE
● Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 65%

ARCUS ODYSSEY
IMPORT
● RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 84%

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

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

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

ART OF FIGHTING
IMPORT
● A classic Neo Geo beat-'em-up transformed into a very average MD game. Only for NG fans and those seriously into nostalgia. 67%

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

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

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

AWESOME POSSUM
IMPORT
● An ecological platformer it may be but awesome it aint. This is a truly dire game. Recycle the cart – you could use it as an ice hockey puck or something. 25%

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

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

BAD OMEN
IMPORT
● This *Break-Out* clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts (and walls) to crack. 71%

BARKLEY, SHUT UP AND JAM
ACCOLADE
● Playable basketball sim that's unfortunately weak on challenge. Only worth a look if you've got three bored mates and a four-way tap. 77%

BALL JACKS
SEGA
● A strange game if ever there was one. Stealing spheres from your opponent's robot starts as fun at first, but soon becomes a futuristic bore and very, very tiresome. 28%

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

BART'S NIGHTMARE
ACCLAIM
● Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 75%

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

BATMAN
SEGA
● This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 78%

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

BATMAN: REVENGE OF THE JOKER
IMPORT
● Better than other Sega versions which isn't saying much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. 82%

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

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

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

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

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

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

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

BLADES OF VENGEANCE
ELECTRONIC ARTS
● You've hacked and slayed the legions of darkness before (yawn) but EA give you another chance with this platformer. The scenario is tired but the two-player saves it from complete undeath. 64%

BLASTER MASTER 2
IMPORT
● A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's just so easy. 62%

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

BOB
ELECTRONIC ARTS
● A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 59%

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

BOXING LEGENDS OF THE RING
ELECTROBRAIN
● A well put-together fisticuffs package with big sprites and plenty of guts. Just lacks that killer instinct and flashy style. 78%

BUCK RODGERS
ELECTRONIC ARTS
● Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big task to perform. 82%

BUBBA 'N' STIX
CORE DESIGN
● Play delivery man Bubba in this puzzling platformer. The very intelligent gameplay and undeniably top-notch presentation will have you exploring level after level. 84%

BUBSY
ACCOLADE
● Guide Bubsy around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over lastability. 81%

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

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

BULLS v BLAZERS
ELECTRONIC ARTS
● A very realistic basketball sim – fast and superbly simulated. The wide variety of shots, dunks and slams gives you a great choice of options making the game an extremely playable affair. 89%

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

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

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

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

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

CAPTAIN PLANET
SEGA
● Join the Planeteers in an all too typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 39%

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

CASTLEVANIA
KONAMI
● Travel to Transylvania to stake out the Count in this very pretty platformer. Choose to be whip-lashing Johnny Morris (!) or spear-poking Eric through countless spiralling levels. 84%

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

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

CHAMPIONSHIP PRO-AM
IMPORT
● This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 67%

CHAMPIONSHIP BOWLING
IMPORT
● An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 69%

CHAMPIONS WORLD CLASS SOCCER
ACCLAIM
● Ryan Giggs's endorsement doesn't improve an average footy game. Lacks the precision of *Sensi* and the passion of *FIFA*. You'll score a lot though. 80%

CHESTER CHEETAH
IMPORT
● A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at *Rocket Knight Adventures* for a decent alternative. 35%

CHIKI CHIKI BOYS
SEGA
● This is Mega Twins and it's far too cute and easy. Younger players may find a challenge hidden within, but this platformer offers very little. 44%

CHUCK ROCK
VIRGIN
● Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 79%

CHUCK ROCK 2
CORE DESIGN
● A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 71%

CLUE
IMPORT
● Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 76%

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

COLLEGE FOOTBALL
ELECTRONIC ARTS
● A half way experiment between *Madden'93* and *'94* that allows you to play college teams against the all-time greats with more strategies and an updated presentation. 91%

COLUMNS
SEGA
● Such simple puzzle games as this never seem value for money, but when you'll play them for ages like this it all becomes clear. 82%

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

COSMIC SPACEHEAD
CODEMASTERS
● Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. 83%

CRACKDOWN
SEGA
● Wander around *Gauntlet*-style levels, shooting everything that moves. The graphics are detailed and the gameplay addictive. 77%

CRASH DUMMIES
ACCLAIM
● Old platform styles revisited in this smash-'em-up. Entertaining and varied gameplay coupled with some good animation makes for fun. The only question is whether it's a bit too easy. 81%

CRUE BALL
ELECTRONIC ARTS
● Fast and furious pinball simulator. Tries to better the classy *Dragon's Fury*, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 69%

CYBERBALL
SEGA
● Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

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

DANGEROUS SEED
IMPORT
● Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 80%

DARK CASTLE
ELECTRONIC ARTS
● The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 50%

DARWIN 4081
IMPORT
● Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics and gripping action. 81%

DASHIN' DESPERADOES
IMPORT
● A two player 'collect the items' format where you race each other across a split-screen. Awkward controls and pretty dull tasks make this more than a bit of a bore. 59%

DAVE ROBINSON'S SUPREME COURT
SEGA
● The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 84%

DAVIS CUP TENNIS
TENGEN
Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 83%

DEADLY MOVES
IMPORT
● Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%

DECAP ATTACK
SEGA
● Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 75%

DESERT STRIKE
ELECTRONIC ARTS
● A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 90%

DEVILISH
IMPORT
Remember *Break-Out*? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-down fun. 85%

DICK TRACY
SEGA
● Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

DINOLAND
IMPORT
● *Devil Crash* on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DINOSAURS FOR HIRE
SEGA
● Basically your average shoot-'em-up with good animation and an excellent difficulty level. Despite the score long-term lastability could be a problem. 83%

DISNEY'S ALADDIN
SEGA
● This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. 94%

DOUBLE CLUTCH
SEGA
● Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 78%

DJ BOY
IMPORT
● While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates (?) – it is simple and too easy. 59%

DOUBLE DRAGON
BALLISTIC
● A real treat for big fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

DOUBLE DRAGON II
IMPORT
● Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29%

DOUBLE DRAGON 3
FLYING EDGE
● Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless street fighting. 35%

DRACULA
PSYGNOSIS
● Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. 65%

DRAGON'S FURY
DOMARK
● Official release of *Devilish*. Stunningly addictive pinball game that has superb graphics and sound with tons of brilliant bonus rooms. 81%

DRAGON'S REVENGE
TENGEN
● The sequel to *Dragon's Fury* is just as addictive and furious as its predecessor. Just a shame it's only got the one pinball table. 87%

DUNE 2
VIRGIN
● A cracking strategy release that has you building a spice complex on Arrakis and trying to wipe out rival clans. 90%

DUNGEONS AND DRAGONS
IMPORT
● *Dungeons and Dragons* will certainly test your RPG skills to the limit. Superb graphics and unlimited adventuring challenge make this a Mega Drive must. 84%

DYNAMITE DUKE
SEGA
● The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS
IMPORT
● The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

EA HOCKEY
ELECTRONIC ARTS
● Was, in its day, one of the most accurate sport conversions ever. However,the improved *NHLPA Hockey* puts it down a few points. 85%

ECCO
SEGA
● Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics enhance a refreshingly original game. 93%

ELEMENTAL MASTER
IMPORT
● This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%

EUROPEAN CLUB SOCCER
VIRGIN
● If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 82%

ETERNAL CHAMPIONS
SEGA
● A strong contender for the *SFII* 'best beat-'em-up' title. Very neat sprites, special moves and features make this a really exciting bash! 94%

EVANDER HOLYFIELD'S BOXING
SEGA
● Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 84%

EXILE
IMPORT
● A strange mixture of RPG, platform and puzzle, makes Exile an intriguing game to play. Admirable and well worth seeing. 78%

EX-MUTANTS
SEGA
● Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

F1
DOMARK
● Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 86%

F-1 CIRCUS
IMPORT
● Addictive and playable, *F-1 Circus* was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's great fun. 82%

F-1 GRAND PRIX
IMPORT
● Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 87%

F-15 STRIKE EAGLE II
MICROPROSE
● This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 88%

F117 - NIGHT STORM
ELECTRONIC ARTS
● Pilot the stealth bomber through numerous special missions. More strategy then seat-of-the-pants flying as you use the latest laser-guided weaponry. For hardened flight-sim fans. 83%

F-22 INTERCEPTOR
ELECTRONIC ARTS
● Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 72%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS
● One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA
SEGA
● Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

FANTASTIC DIZZY
CODEMASTERS
● Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and constructive puzzles. 90%

FATAL FURY
SEGA
● A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

FATAL LABYRINTH
SEGA
● *Fatal Labyrinth* is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

FATAL REWIND
ELECTRONIC ARTS
● Originally titled *The Killing Game Show*, this makes excellent use of the the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 86%

FATMAN
IMPORT
● This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

FIDO DIDO
KANEKO
● A very inventive platformer with lots of puzzles to solve and bonus mini-games to play for extra points. This could keep you jumping about for hours. 83%

FIFA INTERNATIONAL SOCCER
ELECTRONIC ARTS
● SEGAPRO Game of the Year 1993 and probably the best footy sim available. End-to-end action with 4-way play and the ingenious 'run faster' button. Exciting and addictive. 94%

FIGHTING MASTERS
IMPORT
● Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

FINAL BLOW
IMPORT
● As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

FIRE SHARK
SEGA
● Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

FLASHBACK
US GOLD
● If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. 94%

FLICKY
SEGA
● The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

THE FLINTSTONES
SEGA
● Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%

FORGOTTEN WORLDS
SEGA
● Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

G-LOC
SEGA
● More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%

GADGET TWINS
IMAGITEC
● Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 89%

GAIARES
IMPORT
● Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happy despite its lack of originality. 81%

GAIN GROUND
SEGA
● A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 87%

GALAXY FORCE II
SEGA
● Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%

GAUNTLET IV
TENGEN
● With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 83%

GENERAL CHAOS
ELECTRONIC ARTS
● The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft shade of humour that makes this an original piece of software for the collection. 91%

GEORGE FOREMAN'S KO BOXING
ACCLAIM
● A poor attempt that should have been put to sleep the moment the programmers finished. 54%

GHOSTBUSTERS
SEGA
● All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA
● A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

GLOBAL GLADIATORS
VIRGIN
● Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 89%

GODS
ACCOLADE
● A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzler, but there is little variety in the game format. 81%

GOLDEN AXE
SEGA
● In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

GOLDEN AXE II
SEGA
● Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

GOLDEN AXE III
IMPORT
● The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 62%

GRANADA X
SEGA
● Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 77%

GRANDSLAM TENNIS
SEGA
● Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

GREENDOG
SEGA
● Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

GREY LANCER
IMPORT
● Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 83%

GUNSHIP
US GOLD
● A below-average helicopter adventure that never gets off skimming the ground. Various arcade missions that lack depth and challenge. 49%

GUNSTAR HEROES
SEGA
● The original ideas and unique gameplay add to the fun and excitement of this two player shoot-'em-up that boasts effective and colourful backdrops. 87%

GYNOUG
SEGA
● At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 76%

HARDBALL
IMPORT
● A distinctly average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the *RBI* series. 32%

HARDBALL III
ACCOLADE
● Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 80%

HARD DRIVIN'
TENGEN
● Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 83%

HAUNTING
ELECTRONIC ARTS
● Vito and Flo have made sure their brother has a hasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 75%

HEAVY UNIT
IMPORT
● This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 68%

HELLFIRE
IMPORT
● Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

HERZOG ZWEI
SEGA
● You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

HIGH SEAS HAVOC
IMPORT
● A dull *Sonic* clone that you'll soon tire of. Some of the backgrounds and sprites might cheer you up but the challenge and gameplay is very depressing. 68%

HIT THE ICE
IMPORT
● This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, destroying any incentive to progress in the tournament. 32%

HOOK
SONY
● If you play this you'll probably wish Peter Pan would grow-up. A very ordinary platform adventure with awkward controls and little variety. Small, slow sprites don't help the make-believe. 64%

HOME ALONE
SEGA
● Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

HUMANS
IMPORT
● Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 80%

HYPERDUNK
KONAMI
● Although lacking flair this is a very solid eight-player basketball release. Non-stop action combined with a fair dose of strategy and challenge will keep you dunking. 83%

IMMORTAL (THE)
ELECTRONIC ARTS
● The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

INDIANA JONES: LAST CRUSADE
US GOLD
● A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 72%

INSPECTOR X
IMPORT
● This is a truly superb shoot-'em-up and one of the very few import games to excel. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenaline pumping. Almost necessary kit. 90%

INTERNATIONAL RUGBY
DOMARK
● This rugger sim is the first of its kind and hopefully the last. It lacks any stadium atmosphere and scoring a try is so straight forward and easy. Any strategic capabilities go out the window here. 39%

ISHIDO: THE WAY OF THE STONES
IMPORT
● Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

J LEAGUE PRO STRIKER
IMPORT
● Soccer is becoming big in Japan and this game coincided with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. It's faster on Jap machines! 90%

JAMES BOND - THE DUEL
DOMARK
● James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES POND
ELECTRONIC ARTS
● This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

JAMES POND II
ELECTRONIC ARTS
● Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's really great fun to play. A brilliant sequel. 90%

JAMES POND 3
ELECTRONIC ARTS
● The aquatic agent returns in a new 100 level game. Excellent speed and graphics go to make a top notch pick-'em-up adventure. Not quite as good as *JP II* though.. 83%

JAMMIT
VIRGIN
● A different view on basketball as you jump in close-up to jam it in. Not enough moves and a one-player that's incredibly easy spoils a reasonable title. 80%

JEWEL MASTER
SEGA
● Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

JOE MONTANA FOOTBALL
SEGA
● One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

JOE MONTANA II
SEGA
● This Sportstalk game from Sega includes some real-life running commentary. Very innovative, but it's far from making it a big hit. The side-on view is just nothing like as good as the *John Maddens*. 75%

JOE MONTANA III
SEGA
● A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden '93*. Nice try, all the same. 84%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS
● Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy to score touchdowns. 84%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS
● The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 92%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS
● Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden '92*, but if you haven't got one, buy this. 92%

JORDAN VS BIRD
ELECTRONIC ARTS
● Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent set of full game options. 78%

JUNCTION
IMPORT
● Junction adds a new flame to the fire by mixing a *Pipe Mania* type game with a slide puzzle, resulting in a very challenging game. 81%

PRO FILE

JUNGLE STRIKE
ELECTRONIC ARTS
● Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from *Desert Strike*. 96%

JURASSIC PARK
IMPORT
● The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 85%

KABUKI SOLDIER
IMPORT
● Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

KA-GE-KI
IMPORT
● Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

KEIO FLYING SQUADRON
IMPORT
● An import shoot-'em-up featuring loads of guardians and a variety of pick-ups. Graphics are large and detailed, it's only the repetitive gameplay pulling this one down. 49%

KICK BOXING
IMPORT
● A beat-'em-up of the tournament variety. Some nice training options and tough opposition compensate to some extent for a weak two-player mode. 80%

KID CHAMELEON
SEGA
● The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 78%

KING COLOSSUS
SEGA
● Japanese adventure game with a long introductory sequence. Nine stages of very pretty, but uneventful, adventuring. You'll have to learn the lingo first! 43%

KING'S BOUNTY
IMPORT
● A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

KING SALMON
IMPORT
● Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. 68%

KING OF THE MONSTERS
SEGA
● *King of the Monsters* isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 57%

KLAX
DOMARK
● This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE
● A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LANDSTALKER
SEGA
● An interactive adventure where you'll talk as much as you'll hack. Atmospheric and challenging as you set out to find the king's lost treasure. 85%

LAKERS VS CELTICS
ELECTRONIC ARTS
● This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE
SEGA
● This is a disappointing beat-'em-up because the graphics are – on the whole – great, but are let down by the painfully slow, repetitive gameplay. 58%

THE LEGEND OF GALAHAD
ELECTRONIC ARTS
● Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

LEMMINGS
SEGA
● The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

LETHAL ENFORCERS
KONAMI
● A light-gun game of stunning simplicity as you blast the bad guys away. Mindless – but not gutless – this is probably the ultimate stress-reducing experience. 88%

LHX ATTACK CHOPPER
ELECTRONIC ARTS
● Far from original helicopter sim set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to war junkies. 70%

LOST VIKINGS
VIRGIN
● A puzzling platformer in which you control three characters (up to two at once). It just fails to be all -round brilliant as the control method is unsatisfactory. 87%

LOTUS II: THE ULTIMATE CHALLENGE
ELECTRONIC ARTS
● A racing game where the main difficulty is under-responsive controls. Still, bombing through desert, wind and rain is really quite fun. Super fast Turbo Zones are good too. 72%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS
● Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

M1 ABRAMS BATTLE TANK
SEGA
● If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

MAGICAL MR TALUROOT
IMPORT
● A platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%

MARBLE MADNESS
ELECTRONIC ARTS
● If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

MARIO LEMIEUX HOCKEY
SEGA
● Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and *NHLPA Hockey* runs all over it. 73%

MARVEL LAND
IMPORT
● A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill. 73%

MASTER OF MONSTERS
IMPORT
● A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

MASTER OF WEAPON
IMPORT
● This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

MACDONALD'S TREASURELAND ADVENTURE
A colourful and innovative scroller that sees you piloting Ronald to the treasure (not the till). Fun and frolics in his own fantasy world. 84%

MADDEN '94
ELECTRONIC ART
● The series continues with this stormer of a simulation! More detailed sprites, a better view of the action and just as much strategy and gameplay improve on all previous attempts. This takes American Football all the way into the end zone! 91%

MAZIN WARS
SEGA
A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. 81%

MEAN BEAN MACHINE
SEGA
● Originally reviewed as Jap import *Puyo Puyo* Sega gave this puzzle game a Robotnik flavour but didn't touch its addictive qualities. Simply the best puzzler yet! 89%

MEGA LO MANIA
VIRGIN
● Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL
IMPORT
● *Tetris*, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an incredibly addictive game. 83%

MEGA TRAX
IMPORT
● This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

MEGA TURRICAN
IMPORT
● A classic shoot-'em-up that still has most of the right stuff to make a good game. Looks tired but still good for a blast. 78%

MERCS
SEGA
● Identical to the arcade, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

MICRO MACHINES
CODEMASTERS
● The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

MIDNIGHT MADNESS
IMPORT
● Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

MIG-29 FIGHTER PILOT
DOMARK
● A challenging and exciting flight sim that takes you through five tough missions in the Middle East. Some great polygon graphics and relentless cockpit dramas! 82%

MIGHT & MAGIC
ELECTRONIC ARTS
● Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. 82%

MIKE DITKA FOOTBALL
BALLISTIC
● The graphics are poor, but the game is addictive. *Mike Ditka* doesn't have the charisma of *John Madden*, but his comments make more sense. 78%

MONOPOLY
IMPORT
● A good representation of the board with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 44%

MONSTER LAIR
SEGA
● Controlling a sword-wielding young lass may get you rather excited, but the whole adventure of hacking through the greenery soon gets very tedious. 40%

MOONWALKER
SEGA
● A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 78%

MORTAL KOMBAT
ACCLAIM
● A one-on-one beat-'em-up that's almost a perfect conversion of the arcade original. The life-like graphics and superb animation make this one of the best fights ever! 93%

MS PACMAN
IMPORT
● Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. 28%

MUHAMMAD ALI'S BOXING
VIRGIN
● There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 81%

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS
● A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden* too deep, then try this for more fun. 70%

MUTANT LEAGUE HOCKEY
ELECTRONIC ARTS
● An attempt to pump up the comedy as players explode, get chainsaw-ed or vanish down holes in the ice. Funny or sick, it's up to you – but the gameplay is still shallow overall. 78%

MYSTIC DEFENDER
SEGA
● A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 65%

NEW ZEALAND STORY
IMPORT
● This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 85%

NBA ALL STAR CHALLENGE
IMPORT
● The lack of a full-game tournament option lets it down, but there's still lots of challenge in competing against against the CPU or a second human player. 68%

NBA JAM
ACCLAIM
● The most addictive basketball title yet. Pick it up and you'll be hooked for hours on end. Although full of sparkling moves and set-pieces it's sheer playability that makes it a winner. 91%

NBA SHOWDOWN
ELECTRONIC ARTS
● At the more strategic end of the basketball spectrum this suffers from a slight lack of polish. Plenty of options and a tough league will make this appeal to hardened basketball fans. 80%

NHLPA HOCKEY '93
ELECTRONIC ARTS
● The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

NHL HOCKEY '94
ELECTRONIC ARTS
● In contrast to *NHLPA '93*, this has 72 different types of organ music with a great atmosphere and fast, furious gameplay. However, due to the complete lack of scoring ability, this rates lower than *NHLPA '93*. 74%

NIGEL MANSELL'S WORLD CHAMPIONSHIP
IMPORT
● Our Nige stars in an only average racing game. The lack of a two-player mode really stalls this on the starting grid. 62%

NORMY
ELECTRONIC ARTS
● A disappointingly normal platformer with only a few wacky sprites and bizarre situations to save the day. 75%

OLYMPIC GOLD
US GOLD
● The MD is short of this kind of sporting compilation, but Olympic Gold more than manages to fill the gap that has been created. Best played with a crowd of players. 81%

ONSLAUGHT
IMPORT
● An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 81%

THE OTTIFANTS
SEGA
● Cute graphics as Baby Bruno tries to find his dad and ends up in his own daydream. Slick throughout and good platform entertainment. 83%

OUTLANDER
IMPORT
● An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! 62%

OUT RUN
SEGA
● This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 75%

OUTRUN 2019
SEGA
● This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 63%

PAC-MANIA
DOMARK
● *3-D Pac-Man* is a rather pleasant outing. The graphics are excellent, making the whole thing a joy to play. 78%

PAPERBOY
DOMARK
● A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks a two-player versus mode. 60%

PAPERBOY 2
DOMARK
● Another fine conversion, but still no two player versus mode. If you are a fan of the original, then this is more of the same, with little else added.63%

PEBBLE BEACH GOLFLINKS
IMPORT
● Just because this begins with the same letter as *PGA* doesn't mean it's a patch on it. Bad controls and only one course (!) will have you running to the clubhouse. 50%

PELE
ACCOLADE
● Inferior soccer sim from the Accolade stable. Bad controls and poor graphics will frustrate and annoy most players. Leave it on the bench. 73%

PGA TOUR GOLF
ELECTRONIC ARTS
● Slightly better than *Arnold Palmer* due to its much greater realism (you will even get the occasional bird tweeting in the trees) and improved graphics. 88%

PGA TOUR GOLF II
ELECTRONIC ARTS
● A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes other than a few more courses. 90%

PGA EUROPEAN TOUR GOLF
ELECTRONIC ARTS
● Still the same *PGA* formula but the European players and courses lend this a much more interesting flavour. Better, but perhaps not worth it if you already own a *PGA* title. 88%

PHANTASY SOLDIER 3
IMPORT
● As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 86%

PHANTASY STAR II
SEGA
● First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 70%

PHANTASY STAR III
SEGA
● Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 78%

PHELIOS
SEGA
● Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

PIGSKIN FOOTBRAWL
IMPORT
● Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

PIRATES
MICROPROSE
● Sub-standard adventure yarn that lacks depth and lastability. There's just not enough hear to hold your attention. 72%

PIT-FIGHTER
DOMARK
● Improved digitised graphics, gut wrenching sound and the lasting appeal of battering your opponents to death. How could this fail to be a winner? 87%

POPULOUS
ELECTRONIC ARTS
● One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

POWER ATHLETE
IMPORT
● A tame beat-'em-up that lacks a variety of moves and aggression. It can be challenging with two players, but that's about it. 56%

POWERBALL
IMPORT
● The graphics are very simple in what is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

POWER CHALLENGE
ACCOLADE
● Reverse angle replays, well drawn fairways and a realistic sense of depth and control are the main features of this average golf sim. 72%

POWERMONGER
ELECTRONIC ARTS
● A massive land-conquering mission has to be undertaken. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%

PREDATOR 2
FLYING EDGE
● Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 80%

PRINCE OF PERSIA
DOMARK
● It took ages to get to the MD but this has to be one of the toughest platform games ever! Only those with limitless patience and precision joystick handling need apply. 83%

PRO MOVES SOCCER
IMPORT
● Completely lacking subtlety and finesse this American version of football is almost unplayable. You'll wish it's all over immediately. 42%

PRO QUARTERBACK
IMPORT
● A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

QUACKSHOT
SEGA
● You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 93%

QUAD CHALLENGE
IMPORT
● Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very, very un-playable. 16%

RAIDEN TRAD
IMPORT
● More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 37%

RACE DRIVIN'
TENGEN
● This sequel to the arcade driving simulation offers new circuits including a built-in circuit design programme. The content has improved but the ideas remain the same. 80%

RAINBOW ISLANDS
IMPORT
● With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

RANGER-X
SEGA
● Sega seem to have pushed the machine to its limits with 128 colours on-screen simultaneously! Although the difficulty seems to be set high, it will keep you coming back for more and more! 92%

RAMBO III
SEGA
● Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

RASTAN SAGA 2
IMPORT
● Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

RBI 3 BASEBALL
IMPORT
● The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything special. 72%

RBI 4 BASEBALL
IMPORT
● Tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is too bland. 78%

THE REN AND STIMPY SHOW
SEGA
● Manic platformer in the spirit of these two gruesome creations. Wonderful graphics will let you believe you're playing a cartoon. The wackiness doesn't wear off! 85%

THE REVENGE OF SHINOBI
SEGA
● Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

RINGS OF POWER
ELECTRONIC ARTS
● Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS
ELECTRONIC ARTS
● Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

ROAD BLASTERS
IMPORT
● Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ROAD RASH
ELECTRONIC ARTS
● You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 85%

ROAD RASH II
ELECTRONIC ARTS
● Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive. The two-player mode should keep everyone happy. 92%

ROBOCOP 3
ACCLAIM
● Third instalment of the lethal law-enforcer. Unfortunately he's armed with flickery sprites and a boring old format. Better left at the cinema. 54%

ROBOCOP VS TERMINATOR
VIRGIN
● A heavyweight encounter of the box-office kind. Typical scrolling shoot-'em-up without much break from repetitive gameplay. Don't expect originality. 77%

ROLLING THUNDER 2
SEGA
● Be prepared for encounters with hoods brandishing sub-machine guns, panthers and 18-wheel juggernauts. 88%

RUNARK
IMPORT
● Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD
IMPORT
● An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. 64%

SD VALIS
IMPORT
● This is a very sad little Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

SENSIBLE SOCCER
● A fun soccer game that goes for the arcade approach rather than real simulation and strategy. You could moan about the small sprites but the user-friendly controls are likely to disarm most critics. 84%

SHADOW DANCER
SEGA
● The addition of a dog to do your dirty work and help you out of those awkward situations adds a welcome element to an attractive (if unoriginal) beat-'em-up. 83%

SHADOW OF THE BEAST
ELECTRONIC ARTS
● Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%

SHADOW OF THE BEAST II
ELECTRONIC ARTS
● The long awaited follow up to the original beastly adventure. Teasing puzzles combine with atmospheric music and mystical graphics but all in an ancient style. 78%

SHINOBI III
SEGA
● Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. 80%

SHINING IN THE DARKNESS
SEGA
● Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 88%

SHINING FORCE
SEGA
● The best RPG game to be released on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combet scenes. 93%

SHOVE IT
IMPORT
● As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

SIDE POCKET
SEGA
● Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SKITCHIN
ELECTRONIC ARTS
● An action packed race game along the lines of *Road Rash* only on skateboard. Fast moving and frantic only the lack of invention on later levels lets this down. 84%

SLAPFIGHT MD
IMPORT
● A typical old-fashioned vertical scrolling shoot-'em-up with imaginative sprites and backgrounds plus loads of options. It may be a little too easy to finish. 71%

SLIME WORLD
IMPORT
● Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

SNAKE, RATTLE AND ROLL
SEGA
● A blast from the past really in the way you have to gobble up objects as a snake whilst avoiding the footmen. It may be dated, but the action is fairly addictive. 78%

SNOW BROS
IMPORT
● Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still hugely addictive and brilliant fun! 79%

SOCKET
IMPORT
● *Sonic* clone that still manages to be challenging, fun and even a bit original. Packed with super-fast action. 84%

SOL-FEACE
IMPORT
● A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

SONIC THE HEDGEHOG
SEGA
● Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed. Has to be experienced. 90%

SONIC THE HEDGEHOG 2
SEGA
● The best game of 1992. Few faults in this brilliant release. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SONIC THE HEDGEHOG 3
SEGA
● Die-hard fans will love it but everyone else may feel the *Sonic* style is getting rather tired. Still, it's full of excellent graphics and animation even if it'll only last a day or two. 87%

SONIC SPINBALL
● Sonic goes pinball crazy zapping through warps and crashing through gates. Some nice unexpected touches although only four levels might damage its lastability. 79%

SPACE HARRIER II
SEGA
● The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

SPACE INVADERS '90
IMPORT
● Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II
VIRGIN
● Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also pretty wicked. Play against a friend or the CPU, but play it! 92%

SPIDER-MAN
SEGA
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%

SPIDER-MAN AND THE X-MEN
FLYING EDGE
● A fun platform adventure with a lot of variety in the gameplay and visuals. The style may be a little dated, but this should still appeal to Marvel hero fans. 80%

SPLATTERHOUSE 2
NAMCO
● Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 86%

SPORTS TALK BASEBALL
SEGA
● A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 80%

STAR CRUISER
IMPORT
● Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

STARFLIGHT
ELECTRONIC ARTS
● Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 80%

STEEL EMPIRE
ACCLAIM
● A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 50%

STEEL TALONS
DOMARK
● The Mega Drive hasn't been utilised to its full potential and fails to impress as much as the old arcade game. Chopper combat at a much lower level. 54%

STORMLORD
IMPORT
● A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 73%

STREET FIGHTER II
SEGA
● The first ever 24Mbit cart is used to maximum effect to produce a superb conversion of an all-time classic arcade game. When first out the graphics were astoundingly superior and gameplay is still super-fast. 95%

STREET SMART
SEGA
● This beat-'em-ups gameplay is limited due to the too small array of martial arts moves at your disposal. It's also very easy to complete the game on your first go. 67%

STREETS OF RAGE
SEGA
● This was widely accepted as the most gruesome beat-'em-up when it was first released, but it penultimately lacks real challenge. Moves are wide-ranging and the sound FX and tunes quite awesome, but it could all be over on your very first go. 83%

STREETS OF RAGE II
SEGA
● A good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 87%

STREETS OF RAGE III
SEGA
● Some claim it's a real improvement on what's gone before, others reckon it's just a re-hash. Fans will love it while we'll complain the gameplay's too similar. Take your pick. 82%

STRIDER
SEGA
● All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

STRIDER II
US GOLD
● This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no passwords, so it's going to be a fair while before you finish it. 76%

SUB TERRANIA
SEGA
● Time to dust off those *Thrust*-ers and go spinning around in an underground shoot-'em-up. Great fun with lots of power-ups, obstacles and slimey nasties. 88%

SUMMER CHALLENGE
ACCOLADE
● Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 52%

SUMO
IMPORT
● Although all in all this isn't a well-rounded game you might still find this Japanese wrestling art strangely fascinating. 59%

SUNSET RIDERS
KONAMI
● Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 85%

SUPER AIRWOLF
IMPORT
● Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 53%

SUPER BASEBALL 2020
ELECTRONIC ARTS
● Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being over-priced. 82%

SUPER BATTLESHIP
IMPORT
An attempt to put a spin on this ancient game of hit and miss. Tries to bring a bit of battling to the sailing about. Goes down with all hands. 36%

SUPER BATTLETANK
IMPORT
● This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE
SEGA
● Small sprites with extras including power-ups and big guardians. Corking good fun for quite a few hours, but after that your eyes may become weary. 67%

SUPER HANG-ON
SEGA
● Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

SUPER HIGH IMPACT
IMPORT
● A choice of 18 teams should give American football fans some interest. Good animation, but a lack of challenge due to the omission of a league. 73%

SUPER HQ
IMPORT
● It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

SUPER HYDLIDE
SEGA
● Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few locations. 49%

SUPER KICK OFF
US GOLD
● May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 77%

SUPER LEAGUE BASEBALL
SEGA
● Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled.One of the decent attempts at the sport. 82%

SUPERMAN
VIRGIN
● Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 80%

SUPER MILITARY
IMPORT
● This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

SUPER MONACO GP
SEGA
● Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

SUPER MONACO GRAND PRIX II
SEGA
● An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

SUPER OFF ROAD
BALLISTIC
● A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL
SEGA
● The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

SUPER SMASH TV
ACCLAIM
● Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%

SUPER THUNDER BLADE
SEGA
● A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%

SUPER VOLLEYBALL
IMPORT
● Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you have to play the sport to enjoy it. 84%

SUPER WRESTLEMANIA
FLYING EDGE
● Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 80%

SWORD OF SODAN
ELECTRONIC ARTS
● Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

TAILSPIN
SEGA
● A completely boring platform game with the nice addition of a shoot-'em-up section. Though this still doesn't improve the situation enough to make it fun. 61%

TASK FORCE HARRIER EX
IMPORT
● The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 45%

TATSUJIN
IMPORT
● Average verically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. 46%

TAZ MANIA
SEGA
● Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

TEAM USA BASKETBALL
ELECTRONIC ARTS
● Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound FX. 70%

TECHNOCOP
IMPORT
● An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
● There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 51%

TECMO WORLD CUP SOCCER
IMPORT
● The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 51%

TECHNOCLASH
ELECTRONIC ARTS
● This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 84%

TEENAGE MUTANT NINJA TURTLES
KONAMI
● A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 83%

TEL TEL BASEBALL
IMPORT
● Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

THE TERMINATOR
VIRGIN
● This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME
ARENA
● A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

TEST DRIVE 2: THE DUEL
BALLISTIC
● This will test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THE GREAT WALDO SEARCH
IMPORT
● An awful fantasy adventure with simple sprites, barely any music, jerky movements and incredibly easy levels. Don't waste £40. 19%

THUNDER FORCE II
SEGA
● Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

THUNDER FORCE III
SEGA
● Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

THUNDER FORCE IV
SEGA
● The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

THUNDERFOX
IMPORT
● It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

THUNDER PRO WRESTLING
IMPORT
● The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

TIGER HELI
IMPORT
● Previously exciting helicopter game. Unfortunately, this is seriously dated and can no longer be recommended to young or old. 26%

TINY TOON ADVENTURES
KONAMI
● A wonderful adventure that borrows a lot of elements from the Warner Bros cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 90%

TOEJAM & EARL
SEGA
● Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 88%

TOKI
SEGA
● Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

TOM AND JERRY: FRANTIC ANTICS
IMPORT
● Good animation could have saved this from complete obscurity but sadly it looks almost as dull as it plays (that's almost an achievement in itself). 58%

TONY LA RUSSA BASEBALL
ELECTRONIC ARTS
● Very stats heavy sim that you'll have to really be into baseball to enjoy. Lots of tables, some animated snippets of play and more tables. The pitches are uninteresting and the gameplay slow. 64%

TOXIC CRUSADERS
IMPORT
● Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TOYS
IMPORT
● Yes, it's all about childhood objects, but it's not that much fun. Graphics are dull throughout each level and the animation is very poor. Avoid at all costs. 25%

TMHT: TOURNAMENT FIGHTERS
● The turtles return to face their own clones for a beat-'em-up in Dimension X. Furious *StreetfFighter*-ish fun with a lighter style and some superb animation. Cowabunga! 89%

TRAMPOLINE TERROR
IMPORT
● Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TROUBLE SHOOTER
IMPORT
● *Forgotten Worlds* updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

TRUXTON
SEGA
● Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

TURBO OUT RUN
SEGA
● The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

TURRICAN
BALLISTIC
● A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 81%

TWIN COBRA
SEGA
● Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%

TWIN HAWK
SEGA
● Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%

TWINKLE TALE
IMPORT
● A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%

TWO CRUDE DUDES
SEGA
● The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 88%

TWO TRIBES
VIRGIN
● A physiological battle where the aim is to diminish the opposition's population. A well constructed strategic game with simple, yet creative, backgrounds and hundreds of stages. 88%

ULTIMATE SOCCER
SEGA
● Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. 70%

VIRTUAL PINBALL
ELECTRONIC ARTS
● More construction than pinball thrills. The preset tables are dull as dishwater but it is possible to make some more exciting ones. Be warned, needs patience beyond the call of duty. 74%

VIRTUA RACING
SEGA
● A solid conversion of probably the best racing coin-op in the world. A few niggles (price and no link for multi-player) but essential nevertheless. 89%

ULTIMATE TIGER
IMPORT
● Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great fun. 80%

PRO FILE

UNDEADLINE
IMPORT
● You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter drastically. Mega power-ups and tough zombie level guardians keep everything alive and kicking. 85%

UNIVERSAL SOLDIER
ACCOLADE
● *Turrican II* has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 86%

VALIS
IMPORT
● The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

VALIS III
IMPORT
● Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a really monotonous arcade-style adventure. 78%

VARIS SD
IMPORT
● This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

VERYTEX
IMPORT
● This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 80%

WANI WANI WORLD
IMPORT
● The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%

WARDNER SPECIAL
IMPORT
● The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

WARPSPEED
ACCOLADE
● As an intergalactic space pilot, you must single-handedly prevent aliens from invading the Earth. A brilliant idea, although gameplay is totally unrealistic and the graphics are very dated. 36%

WARSONG
IMPORT
● You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%

WHEEL OF FORTUNE
IMPORT
● If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 43%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS
● An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it does get boring for the more experienced adventurer. Kids won't be fooled. 59%

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS
● You must, yet again, get on the trail of Carmen Sandiego and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing, but it's still very lacking in entertainment. 70%

WHIP RUSH
SEGA
● The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too, but there have since been better games released. 65%

WIMBLEDON
SEGA
● Get into a competitive spirit with a four-player Tap and a worthwhile tennis package. An average tennis sim with the Tap giving it the edge over many other tennis releases. 80%

WINTER CHALLENGE
BALLISTIC
● Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 78%

WIZ 'N' LIZ
● Fantasy typecast game, with addition of mixing spells and rescuing rabbits. The sub-games aren't up to much but you'll enjoy the two-player for a bit. 79%

WONDER BOY III
SEGA
● The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only and single players should try elsewhere. 79%

WONDER BOY IV
SEGA
● More fun than the original, or any other for that matter, but it's still too tedious to be an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. 82%

WONDER BOY V
SEGA
● The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've p

WORLD CLASS LEADERBOARD
US GOLD
● Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 77%

WORLD CUP ITALIA 90
SEGA
● This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for trying at least. 76%

WORLD OF ILLUSION
SEGA
● The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 89%

WORLD SERIES BASEBALL
IMPORT
● A very enjoyable bit of batting and fielding. Easy to get into and especially fun on two-player mode. Only problem is it's way too easy. 80%

WRESTLE WAR
SEGA
● Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

WWF ROYAL RUMBLE
ACCLAIM
● Disapointing fight sim. Not enough characterisation and moves that are rather unsatisfying. Still, if you like the wrestlers you'll enjoy them flexing their sprites. 70%

XENON II
VIRGIN
● Only thewoefully poor collision detection and occasional incident of screen slowdown prevent this from being essential. 80%

X-MEN
SEGA
● A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

Y's 3: WANDERERS FROM Y'S
IMPORT
● An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

ZANY GOLF
ELECTRONIC ARTS
● Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. 66%

ZOOL
EA
● This Amiga classic has been converted to console and continues to express a bizarre world with hundreds of hidden bonuses and a lot of interactive fun! 84%

ZOOM
SEGA
● Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. 48%

ZOMBIES
KONAMI
● The arcade adventure that'll frighten the living dead out of you! Addictive gameplay and a huge playing area make this one for your collection.91%



AFTER BURNER III
CRS
● This all-action arcade flight sim isn't very good. Poor graphics and a ridiculous, increasing difficulty level make this nothing more than an average game. Nice music though. 45%

BATMAN RETURNS
SEGA
● Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. 86%

BILL WALSH COLLEGE FOOTBALL
ELECTRONIC ARTS
● A pretty straight conversion from cart makes this a very playable American Football game. The CD only adds a bit of FMV coaching. 88%

BLACK HOLE ASSAULT
SEGA
● Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to keep up interest. 45%

CHUCK ROCK
SONY
● Not much different from the Mega Drive version. Similar graphics but nicer intro sequence and better sound. Still playable but doesn't use the machine's capabilities. 72%

CHUCK ROCK II: SON OF CHUCK
IMPORT
● The same old platform style is relieved by some polished graphics and difficult levels. The best thing about this release though is the terrific cartoon intro. 80%

CLIFFHANGER
SONY
● Only half a game really, by a long way the better half being the snow-boarding section that's pretty impressive. The beat-'em-up bits are just plain sad. 77%

DEVASTATOR
IMPORT
● This shoot-'em-up has the fast and addictive action that's typical of the CD's capabilities. Opening movie sequences are great, but the graphics during the game are rather disappointing. 73%

DOUBLE SWITCH
IMPORT
● Very *Night-Trap*-ish FMV game that adds a few twists of its own. The challenge and constant switching around gets tedious after a while. 74%

DRACULA
SONY
● The blood-sucking Count gets resurrected this time to star in a formulaic scrolling beat-'em-up. No change of style or gameplay will bore you to undeath. 76%

DRACULA UNLEASHED
IMPORT
● This time you have to foil the Count in an FMV adventure. Collect clues, solve the mystery and marvel at the terrible cockney accents. Bloody good fun. 78%

DUNE CD
VIRGIN
● A great CD release featuring a space-age interactive adventure on a desert planet. It's a futuristic quest with plenty of strategy and some novel and well constructed sci-fi ideas. 91%

EARNEST EVANS
WOLFTEAM
● One of the first releases for the Mega-CD. Spectacular graphics and a good storyline. Numerous soundtracks and constantly challenging stages make this platformer a real pleasure to play. 56%

FINAL FIGHT CD
SEGA
● Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 91%

FUNKY HORROR BAND
SEGA
● Far from impressive Japanese RPG. This is mainly due to the text being in the above mentioned language. Unfortunately, the graphics and sound which are great, end up being totally wasted. 23%

GROUND ZERO, TEXAS
SONY
● One of the most absorbing and original FMV games to date. The usual camera switching is combined with vicious *Lethal Enforcers* style shoot-'em-up and some passable (very Fifties) character acting. 89%

HEAVY NOVA
MICRONET
● A fantastic introduction, as with the majority of Mega-CD games but not much else to offer. Two fighting robots in a one-on-one battle with absolutely terrible gameplay. Hardly original and just about bearable. 34%

HOOK
SONY
● Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay. 50%

JAGUAR XJ220
SEGA
● Thie first Mega-CD racer isn't too bad, but apart from the course designer and nice music, there's little in it that couldn't have been done on a cart. 72%

JURASSIC PARK
IMPORT
● Another step on the FMV ladder with all-round rendered graphics QSound and tons of puzzles to solve. Guaranteed to give you goose-bumps as the dinos advance! 87%

KRIS KROSS MAKE MY VIDEO
SONY
● A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable. 56%

LUNAR: THE SILVER STAR
IMPORT
● A brilliant RPG that will transport you to a fantastic anime world. Loads of townspeople to talk to, very slick presentation and a good plot – its only imperfections are the weak combat sequences. 93%

MAD DOG McCREE
IMPORT
● A fun FMV trip through the Wild West. Shoot the bad guys, miss the good guys and don't get bushwacked. Graphics aren't quite arcade quality. 83%

MARKY MARK: MAKE MY VIDEO
SEGA
● Despite the superb motion video while you edit Marky's video, gameplay is dull. Even if you're a fan of insipid pop music, this won't offer much! 49%

MONKEY ISLAND
LUCAS ARTS
● The old point 'n' click Amiga adventure game gets onto CD and loses playability on the way. Disk access is excrutiatingly slow. Yawn. 61%

MYSTERY MANSION
SEGA
● A rendered adventure along *Jurassic Park* lines. The problem is that it's confined to a small area and solving the mystery won't keep you busy for long. 57%

NFL'S GREATEST: SAN FRANCISCO VS DALLAS
IMPORT
● A real FMV turkey. Supposedly you've got the chance to re-live some classic NFL confrontations, instead you just flick through grainy repetitive sequences. 33%

NHL HOCKEY
ELECTRONIC ARTS
● Another more-or-less unchanged arrival from cart with FMV trimmings. Essentially a good ice hockey sim but the power of the CD seems to have been wasted. 82%

NIGHT STRIKER
IMPORT
● A very easy shoot-'em-up where the graphics are too pixilated and the challenge is far too easy. The scaling works well, but CD gamers will be disappointed with this drivel. 36%

NIGHT TRAP
SEGA
● One of the first CD games to use full motion video, although highlighting the usual display limitations of the Mega-CD. It's a big game and there's lots of challenging gameplay to get to grips with. 60%

POWERMONGER
ELECTRONIC ARTS
● A huge strategy sim that it'll take ages to complete. The downside is just how repetitive the gameplay is. 79%

PRINCE OF PERSIA
SEGA
● Totally engrossing, but possibly too challenging. The well-known platform adventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

PRIZEFIGHTER
ELECTRONIC ARTS
● Excellent two-fisted action that cleverly uses black and white FMV to give that authentic Raging Bull feel while saving loads of memory (with a small screen). Bags of atmosphere and some brutal opponents. 81%

RACING ACES
IMPORT
● Biplane racing sounds fun but incredibly slow screen re-draw means you only find out you've flown into a hill 30 seconds later. Bail out. 31%

REVENGE OF THE NINJA
IMPORT
● Good-looking but far too easy *Dragon's Lair* clone with the same 'wait and move' controls – this time with a too helpful arrow to point the way. 32%

ROAD AVENGER
SEGA
● Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 60%

ROBO ALESTE
COMPILE
● Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. 60%

SEWER SHARK
SEGA
● Grainy graphics provide the feel of a futuristic adventure. Atmosphere and story are great but gameplay is too shallow. 62%

SHERLOCK HOLMES
SEGA
● A welcome change to an action-packed market. Only three cases to solve but user-friendly interface and complex clues prolong life. 78%

SHADOW OF THE BEAST II
PSYGNOSIS
● Merely a deluxe version of a very familiar platform game. Definitely hasn't aged too well. Better off in the vault of videogames history. 59%

SHERLOCK HOLMES II
SEGA
● Three more cases await Holmes in a sequel that boasts impressive film sequences (totalling an extra one hours worth). Shame the challenge is limited. 79%

SILPHEED
IMPORT
● Behind the spectacular and deceptive polygon shapes, this is really a straight forward, old fashioned shoot-'em-up. The effects are worth seeing but the gameplay is just too dated. 69%

SOL FEACE
SEGA
● The original blast-'em on the Mega-CD. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 44%

SONIC CD
SEGA
● A brilliant new adventure featuring the hedgehog in a time-travelling adventure. Great ideas, plenty of chaotic action, incredible speed and totally absorbing audio effects. 90%

SPIDEY VS KINGPIN
SEGA
● Big in quantity (lots of levels) but sadly lacking in quality. Nothing the MD couldn't do much, much better. Doesn't use any of the Mega-CD's real capabilities. 37%

STELLAR-FIRE
SIERRA
● A truly awful title that crawls along a boring landscape and occassionally meets some blocky alien attackers. Ugly. 19%

SUPER LEAGUE CD
SEGA
● What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%

SWITCH
IMPORT
● Perhaps the most bizarre Japanese game we've ever seen! This has no gameplay in the traditional sense and getting through each level relies on luck! Although this sounds very strange, the graphics and wacky sense of humour are brilliant! 67%

TIME GAL
WOLFTEAM
● Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! 80%

THUNDER STORM FX
WOLFTEAM
● Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84%

THUNDERHAWK
CORE
● An explosive and action-packed warfare release that uses the scaling techniques to enhance the perception of war through the eyes of a chopper pilot. Starts off as great fun, then becomes a little repetitive and easy. 79%

THE ADVENTURES OF WILLY BEAMISH
SIERRA
● Willy must avoid a barrage of do-gooders in his quest to compete in the Nintari championships. Solutions to his problems are often far too easy, and there is a long wait between interactions. 55%

WOLFCHILD
SEGA
● A suitable attempt at a CD platform, where as the Wolfchild you mutate between man and wolf. Nothing special. 70%

WONDER DOG
SEGA
● Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound effects, there is nothing that justifies its appearance on CD. 82%

WWF: RAGE IN THE CAGE
ACCLAIM
● Perhaps surprisingly, wrestling transfers rather well onto CD with some good intros and enjoyably silly holds and moves. Very entertaining. 81%



ADDAMS FAMILY
ACCLAIM
● A puzzle platformer every bit as good as the MS version. The crystal screen doesn't detract from the kooky-spooky atmosphere and general adventuring. 77%

AERIAL ASSAULT
SEGA
● Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42%

ANDRE AGASSI TENNIS
TECMAGIK
● A poor tennis release with major flaws in the opponent's skill-level difference and sprite display. Without a gear-link as well, this just does not deliver the goods on the small screen. 48%

ALADDIN
SEGA
● Lack of challenge really leaves this in the doldrums. Pretty, but not enough to do or see. 60%

ALIEN 3
ARENA
● All action platform game with superb graphics and atmospheric tunes. *Alien3* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME
SIMS CO
● The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%

ARIEL: THE LITTLE MERMAID
SEGA
● Ariel may look the business but that's just about as far as it goes. A waste of a Disney licence and not much fun unless you are a complete beginner. 71%

ASTERIX
SEGA
● Yet another standard platformer that will have you yawning. Some nice bits but overall too little thought has gone into this. 55%

AX-BATTLER
SEGA
● One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

BART VS THE SPACE MUTANTS
FLYING EDGE
● Move out Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the handheld to its limits with superb graphics, great sound and devilishly good gameplay. 92%

BATMAN RETURNS
SEGA
● Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

BATTER UP
SEGA
● The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

THE BERLIN WALL
KANEKO
● Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

BUSTER BALL
RIVERHILL
● *Speedball* is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION
SEGA
● Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 93%

CHAKAN: THE FOREVER MAN
SEGA
● Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

CHASE HQ
TAITO
● Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

THE CHESSMASTER
SEGA
● Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

CHUCK ROCK
SEGA
● Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

CHUCK ROCK 2
● Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as on the MS though. 78%

CJ ELEPHANT
CODEMASTERS
● You won't pick this up again in a hurry. It'll shock you with its samey structure and slap you about the face with its far too easy-ness. Yuk. 44%

COLUMNS
SEGA
● Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%

COSMIC SPACEHEAD
CODEMASTERS
● A superb portable interactive adventure that's as appealing and attractive as the *Dizzy* saga of releases. It's very colourful and the variety in gameplay is solid and addictive. 85%

CRASH DUMMIES
ACCLAIM
● All that's here is a small compendium of very short and addictive stages that may interest the veryinexperienced but at this price, we really doubt it! 49%

CRYSTAL WARRIORS
SEGA
● Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times but very impressive overall. 79%

DESERT SPEEDTRAP
SEGA
● Looks better on the small screen but this platformer still suffers from too few levels. The animation will make you forget its failings for a short time. 76%

DEVILISH
SEGA
● Far from original but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoy reminiscing over Break-out (!) 37%

DEFENDERS OF OASIS
SEGA
● A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 88%

DINO BASHER
CODEMASTERS
● This platformer looks prehistoric even with extra-speed, power-ups, spells etc. Not enough quality or quantity. 10%

DOUBLE DRAGON
VIRGIN
● A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also much too slow and frustrating to bare for any length of time. 45%

DRAGON CRYSTAL
SEGA
● A very big game for such a small machine and well worth the attention of RPG buffs. Lots of pick-ups and plenty of people to talk to. 80%

EVANDER HOLYFIELD BOXING
SEGA
● Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%

ECCO
SEGA
● The aquatic softy swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 92%

FACTORY PANIC
SEGA
● Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, making this one tough and enjoyable game. 86%

FANTASY ZONE
SEGA
● Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

FANTASTIC DIZZY
CODEMASTERS
● Even on the small screen *Dizzy* makes for a great portable adventure. The interactive cartoons are great fun to puzzle out and the sprites are graced with character and sparkle. 92%

FIRE & ICE
VIRGIN
● Graphically pretty, gameplay dull. Same old story of another platformer that gets annoying and tedious. 66%

FROGGER
SEGA
● *Frogger*'s attraction is to see your friend get run over on his first couple of goes. After you are become familiar with the timing, it becomes very repetitive and simplistic. 75%

F1
DOMARK
● Brilliant racing sim with Grand Prix tracks, pit-stops and complete car set-up with wings, torque/power and tyre type. Tough opposition given by computerised versions of the top Grand Prix drivers. "It's all quite remarkable Murray..." 81%

G-LOC
SEGA
● *G-LOC* moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GALAGA '91
NAMCOT
● A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GEORGE FOREMAN'S BOXING
ARENA
● This sad boxing sim (also known as *Heavyweight Champ*) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%

GG ALESTE
COMPILE
● *Halley Wars* pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole Aleste experience one you will never forget. 92%

GLOBAL GLADIATORS
VIRGIN
● The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

GRIFFIN
IMPORT
● A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. 86%

HALLEY WARS
SEGA
● The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP
SEGA
● This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%

HOME ALONE
SEGA
● Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 42%

HOOK
SONY
● A very average platform game that's way past its sell-by date. Initially watchable enough, you'll soon be frustrated and bored. 68%

THE HUMANS
GAMETEK
● This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. 75%

INDIANA JONES 3
SEGA
● Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%

JAMES BOND
● James in small sprite form fails to make much of an impression in this only average platformer. Won't leave you very shaken or stirred. 70%

JAMES POND II
US GOLD
● This is a terrific handheld adventure for anyone. Agent Robocod must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 90%

JOE MONTANA FOOTBALL
SEGA
● Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA
● Overly difficult puzzle game in which you have to re-arrange the pieces of a jigsaw.It's fun for a while but it ultimately drives you insane. 72%

KLAX
DOMARK
● Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

KRUSTY'S FUN HOUSE
ACCLAIM
● A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 77%

LAND OF ILLUSION
SEGA
● It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 94%

LEMMINGS
SEGA
● Take control of the *Lemmings* and save their skins with various constructive activities. Extraordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA
● Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

MARBLE MADNESS
DOMARK
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically absolutley superb. 79%

MEAN BEAN MACHINE
SEGA
Excellent puzzle action with great characters, strategies and mind-bending action. Full of beans, best against a mate. 89%

MONSTER WORLD II
SEGA
● A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

MORTAL KOMBAT
ACCLAIM
● The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 91%

NBA JAM
ACCLAIM
● Great dunks and moves really work well on the GG. A basketballer so addictive it should have a health-warning. From downtown... 88%

NINJA GAIDEN
SEGA
● Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD
US GOLD
● Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

OUT RUN
SEGA
● The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

OUT RUN EUROPA
SEGA
● The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

THE OTTIFANTS
SEGA
● Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and detract from the appeal.63%

PAC-MAN
SEGA
● What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY
DOMARK
● Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO
SEGA
● This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 79%

PGA TOUR GOLF
TENGEN
● This is one for a long journey as this portable game of golf will provide golfing fans with a worthwhile and well constructed interpretation of the *PGA* event. 85%

POP BREAKER
IMPORT
● Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%

POPILS
DOMARK
● Puzzle fans everywhere should own a copy of Popils. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

PRINCE OF PERSIA
DOMARK
● One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PREDATOR 2
ACCLAIM
● Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%

PSYCHIC WORLD
SEGA
● Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%

PUTT AND PUTTER
SEGA
● When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

RASTAN SAGA
SEGA
● Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%

REN & STIMPY
SEGA
● Funny animation doesn't a great game make – this proves it. Under the surface there are no new ideas. 68%

RC GRAND PRIX
IMPORT
● Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well in this game. This has all the right elements, but doesn't manage to keep you glued to the controls. 59%

ROBOCOP 3
● No originality in this game that attempts to rehash a tired old format. Even taking into account the limitations of the smaller screen, this is very poor stuff. 55%

SHINOBI
SEGA
● Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SHINOBI II
SEGA
● Totally addictive gameplay with different routes to explore taking you everywhere. Rescue your fellow ninja and find those Elemental Crystals to let you enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SLIDER
SEGA
● Also known as *Skweek*, it has colourful graphics that are a tad on the small side. All the addictiveness of *Klax* with 30 password levels. 82%

SOLITAIRE POKER
SEGA
● Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

SONIC THE HEDGEHOG
SEGA
● Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

SONIC THE HEDGEHOG 2
SEGA
● As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves *Sonic* can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

SPACE HARRIER
SEGA
● The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. Better take-off and land somewhere else. 71%

SPIDER-MAN
FLYING EDGE
● Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics but also some enthralling gameplay over five massive stages. 92%

SPIDER-MAN 2
ACCLAIM
● A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

STAR WARS
US GOLD
● With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A hit with any fan of the movie. 90%

STREETS OF RAGE
SEGA
● Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%

STREETS OF RAGE II
SEGA
● A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. 88%

SUPERMAN
VIRGIN
● Good old Superman has finally made his way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 77%

SUPER GOLF
SIGMA
● Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

SUPER KICK OFF
SEGA
● The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

SUPER MONACO GP
SEGA
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

SUPER OFF ROAD RACER
VIRGIN
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

SUPER SMASH TV
FLYING EDGE
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

TALESPIN
SEGA
Disney games are reknowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%

TAZ-MANIA
SEGA
● A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%

TENGEN'S WORLD CUP SOCCER
DOMARK
● Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. 85%

THE TERMINATOR
VIRGIN
● One of the finest platform blasters ever to arrive. Absolutley superb sprite animation and some totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

TERMINATOR II
ARENA
● A mediocre release that tends to fall into the same category as many other film-based releases with the standard platform action and only a reasonable attempt to adapt the movie plot. 71%

T2: JUDGEMENT DAY
● Twice as flickery, just as dull and tedious this must be one of the worst releases for the GG ever. There's no excuse for lack of effort. This game should be terminated. 20%

TOM AND JERRY
SEGA
● A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. 80%

ULTIMATE SOCCER
SEGA
● A playable soccer sim that has all the stats and option but fails to match the appeal of *World Cup Soccer*. Controls are fiddly and sprites are a little shoddy. 78%

VAMPIRE MASTER OF DARKNESS
SEGA
● Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 85%

VIKING CHILD (THE)
GAMETEK
● Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

WWF: STEEL CAGE CHALLENGE
ACCLAIM
● The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet but obviously it won't appeal to everyone. 84%

WIMBLEDON
SEGA
● Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WINTER OLYMPICS
US GOLD
The same lack of variety in events stalks this release making the snowy ride an awkward and annoying one at times. 78%

WOLFCHILD
VIRGIN
● Like the MS version, this is really a basic platformer that lacks ideas and gets pulled down with dull and lifeless gameplay. Not one for the collection unfortunately. 59%

WONDER BOY
SEGA
● This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

WONDER BOY: DRAGON'S TRAP
SEGA
● Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right but unoriginal. 75%

PRO FILE

WOODY POP
SEGA
● *Break-Out* games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%

WORLD CLASS LEADERBOARD
SEGA
● Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

ZOOL
GREMLIN
● Colourful and smooth this still loses out with too much repetition and too little content to be truly entertaining. 75%



ACE OF ACES
SEGA
● MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics but in-game graphics are pretty dreadful. 55%

ACTION FIGHTER
SEGA
● Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content. 51%

THE ADDAMS FAMILY
● Enjoyable platform adventure where some things are perhaps too hard to find. Quite a challenge for puzzle-freaks, not for action types. 75%

AGASSI TENNIS
TECMAGIK
● The king of bleached hair and hairy stomachs takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

AERIAL ASSAULT
SEGA
● Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

AFTER BURNER
SEGA
● Speed and frenetic action of the simple arcade variety here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

ALADDIN
SEGA
● What's great on MD gets re-worked into mediocrity on the MS. A different game with much less platform fun to offer. 58%

ALEX KIDD IN HI-TECH WORLD
SEGA
● Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

ALEX KIDD IN MIRACLE WORLD
SEGA
● This is undoubtedly his most successful attempt. It was designed in competition to Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD
SEGA
● Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player though. 85%

ALEX KIDD AND THE LOST STARS
SEGA
● Usually Alex Kidd provides you with a testing challenge that will last for months on end. Not in this! Finding the lost stars won't take you long.79%

ALIEN 3
ACCLAIM
● As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

ALIEN STORM
SEGA
● Massive "save the human race" game, with cool visuals, but a bit eas. A sort of *Golden Axe* in the 21st century. Recommended. 87%

ALIEN SYNDROME
SEGA
● If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy alien-infested ships. 85%

ALTERED BEAST
SEGA
● Bad conversion of popular coin-op. A beat-'em-up that's severely flawed by flickery sprites and scrolling. 50%

AMERICAN BASEBALL
SEGA
● Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bit of bat and pitch play. 83%

AMERICAN PRO FOOTBALL
SEGA
● This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

ARCH RIVALS
FLYING EDGE
● Basketball with an attitude as rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player. 83%

ARCADE SMASH HITS
VIRGIN
● *Centipede, Break-Out* and *Missile Command* all in one cart. All the games are basic but addictiveness and playability shines through. 82%

ASSAULT CITY
SEGA
● A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX
SEGA
● Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics are like a comic book, and the incidental music is more than just that.94%

ASTRO WARRIOR
SEGA
● Usual shoot-'em-up stuff. Pick up the power-ups, learn formations and Bob's your uncle. 67%

AZTEC ADVENTURE
SEGA
● Could have been a fun arcade adventure if you didn't return to the start every time you die. If the graphics weren't good, it would be insufferable. Good graphics rescue it. 70%

BACK TO THE FUTURE III
FLYING EDGE
● Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC
SEGA
● If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

BART VS THE SPACE MUTANTS
FLYING EDGE
● The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

BASKETBALL NIGHTMARE
SEGA
● An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

BATMAN RETURNS
SEGA
● Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

BATTLE OUT RUN
SEGA
● You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

BLADE EAGLE 3-D
SEGA
● Addition of 3-D graphics pulls this shoot-'em-up above the level of the usual. Little challenge on the early levels but punishes on the last. 77%

BOMBER RAID
SEGA
● Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes boring. 33%

BONANZA BROS
SEGA
● Great graphics and extra bonus stages. Really a two-player game it's also brilliant in one player as you try to loot all ten stages. 90%

BUBBLE BOBBLE
SEGA
● Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

BUGGY RUN
SEGA
● An enjoyable run over some sandy courses. As usual, these kind of races are more of a laugh (and a challenge) on two-player. 79%

CALIFORNIA GAMES
SEGA
● Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CALIFORNIA GAMES II
SEGA
● Hanging ten may be fine in California but it's not very interesting on the Master System. Every event looks dated and gameplay is simple. 58%

CAPTAIN SILVER
SEGA
● Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

CASINO GAMES
SEGA
● This will help solve your addiction to one arm bandits in five minutes. After playing all of the games, you'll be sick of the sight of them. 44%

CASTLE OF ILLUSION
SEGA
● Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

CHAMPIONS OF EUROPE
TECMAGIK *34.99*
● Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

CHASE HQ
SEGA
● What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

CRASH DUMMIES
ACCLAIM
● A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 52%

CHOPLIFTER
SEGA
● Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

CHUCK ROCK
VIRGIN
● A hilarious Neanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

CHUCK ROCK 2
CORE
● Chuck's son brings some stone-age humour to the MS. Excellent platform action from start to finish. If you liked the original... 83%

CLOUD MASTER
SEGA
● You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA
● Possibly the best Sega machine implementation of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%

COSMIC SPACEHEAD
CODEMASTERS
● A brilliant interactive cartoon with a solid plot and plenty of simple, yet addictive, puzzles to work out. You'll also find many different styles of arcade action here. 93%

CYBER SHINOBI
SEGA
● The *Shinobi* series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

CYBORG HUNTER
SEGA
● While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

DANAN: THE JUNGLE FIGHTER
SEGA
● Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE
SEGA
● A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

DEEP DUCK TROUBLE
SEGA
● Fun — if a more than a little samey — sequel to the playable *Donald Duck*. The only real quibble with this well constructed platformer is that there isn't enough of it! 86%

DESERT SPEEDTRAP
IMPORT
● A neatly-presented platformer that, unfortunately, isn't as good as it looks. Too few levels will mean the fun won't last. 74%

DESERT STRIKE
DOMARK
● The classic wargame is brilliantly recreated on the MS. Everything from the MD version has been included. A real achievement and top of any MS owners list. 93%

DINOBASHER
CODEMASTERS
● Despite some decent graphics and sprites the constant repetition of levels and enemies will see boredom set in far too early. 57%

DOUBLE DRAGON
SEGA
● This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

DOUBLE HAWK
SEGA
● Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

DRAGON CRYSTAL
SEGA
● This seems lost and vacant in the abyss of a TV screen. Even so, there's probably enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE
SEGA
● If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

DYNAMITE DUX
SEGA
● A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

ENDURO RACER
SEGA
● Nothing like the arcade as you view your bike from above and race over an obstacle course. A serious lack of a two-player mode. 68%

ESWAT
SEGA
● A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch. Enjoyable and challenging. 71%

F1
DOMARK
● A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. A basic race sim. 61%

F-16 FIGHTER
SEGA
● Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASTIC DIZZY
CODEMASTERS
● The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. Great! 92%

FANTASY ZONE
SEGA
● For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! 91%

FANTASY ZONE 2
SEGA
● More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

FANTASY ZONE 3
SEGA
● The shoot-'em-up game has been changed to a *Pac-Man* format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS
● Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES
GRANDSLAM
● The quality of programming is evident, except everything is very simple to execute and soon bores you. 70%

GAIN GROUND
SEGA
● You and a friend have to choose from a band of warriors and attack a number of strongholds. Good teamplay and very addictive. 82%

GALAXY FORCE
SEGA
● This coin-op game is excellent fun. Some hideous enemy sprites but it only makes you more determined to blow them to bits. 86%

GANGSTER TOWN
SEGA
● Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun but like most gun games, becomes boring. 65%

GAUNTLET
SEGA
● Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING
ACCLAIM
● Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. Gameplay is okay, but nothing new. 69%

GHOSTBUSTERS
SEGA
● Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%

GHOST HOUSE
SEGA
● Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA
● A medieval romp through the undergrowth and onto gigantic guardians. May not have all the special FX, but plays like a dream. Buy it. 90%

GLOBAL DEFENSE
SEGA
● A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%

GLOBAL GLADIATORS
VIRGIN
● It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

G-LOC
SEGA
● A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%

GOLDEN AXE
SEGA
● A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85%

GOLDEN AXE WARRIOR
SEGA
● Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

GOLFAMANIA
SEGA
● For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82%

GOLVELLIUS
SEGA
● The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

GP RIDER
SEGA
● The riding stakes may be high, but the flickery sprites and poor graphics let *GP Rider* down. There's little variety between races and an annoying control method. 58%

GREAT BASEBALL
SEGA
● Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable.75%

GREAT BASKETBALL
SEGA
● Die-hard fans will be more at home here. The two-player mode makes the game a real challenge, but the CPU opponents are easy. 78%

GREAT FOOTBALL
SEGA
● There is no reason to buy this game with the likes of *Joe Montana* already out. This is a crinkly attempt twithout any atmosphere. 60%

GREAT GOLF
SEGA
● There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%

GREAT ICE HOCKEY
SEGA
● Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

GREAT VOLLEYBALL
SEGA
● The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

HANG-ON
SEGA
● How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant but excellent value for those on a budget. 78%

HEAVYWEIGHT CHAMP
SEGA
● Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69%

HEROES OF THE LANCE
US GOLD
● This is very slow and monotonous. Plenty of characters to play with but even with the combat scenes boring, there's not much hope. 68%

HOME ALONE
SEGA
● Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Home Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 63%

IMPOSSIBLE MISSION
US GOLD
● An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90%

INDIANA JONES 3
US GOLD
● Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%

JAMES BOND
DOMARK
● Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%

JAMES POND II
US GOLD
● This platform adventure is very much like a shortened *Super Mario World* with each level carrying a colourful toy theme that's achieved by outstanding graphics. 92%

JOE MONTANA FOOTBALL
SEGA
● If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 78%

JUNGLE FIGHTER
SEGA
● Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58%

KENSEIDEN
SEGA
● While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

KLAX
TENGEN
● Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73%

KRUSTY'S FUN HOUSE
ACCLAIM
● Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps maned by The Simpson family. 84%

KUNG FU KID
SEGA
● You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

LASER GHOST
SEGA
● One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%

LAND OF ILLUSION
SEGA
● A brilliant sequel to *Castle of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 92%

LEMMINGS
SEGA
● Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. 89%

LINE OF FIRE
SEGA
● Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but thoroughly enjoyable entertainment. 82%

LORD OF THE SWORD
SEGA
● This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%

THE LUCKY DIME CAPER
SEGA
● Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94%

MARBLE MADNESS
VIRGIN
● Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88%

MASTER OF DARKNESS
SEGA
● As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platformer that should keep fans happy for a while. 80%

MAZE HUNTER 3-D
SEGA
● Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72%

MEAN BEAN MACHINE
SEGA
● The king of puzzlers transfers to the MS with bags of style. It's the frantic gameplay that'll keep you bean-ing against your mates (and the CPU characters) for days! 90%

MERCS
SEGA
● This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73%

MICRO MACHINES
CODEMASTERS
● A really great racing title that proves addictive from day one. Superb graphics and difficult tracks will keep you hooked. 90%

MIRACLE WARRIORS
SEGA
● This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82%

MISSILE DEFENCE 3-D
SEGA
● This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

MONOPOLY
SEGA
● Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. What's the point? 79%

MORTAL KOMBAT
ACCLAIM
● A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 93%

MS PACMAN
TENGEN
● Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but dated. 72%

MY HERO
SEGA
● This game looks dreadful. It's a really simple beat-'em-up and not very taxing. 64%

NEW ZEALAND STORY
TECMAGIK
● It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness anyone could wish for, but it's very hard. 88%

THE NINJA
SEGA
● For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics though. 75%

NINJA GAIDEN
SEGA
● One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. 90%

OLYMPIC GOLD
US GOLD
● Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%

OPERATION WOLF
TAITO
● The old Phaser gun should have come into its own but the light detection is poor. Neat backdrops, but flickery scrolling is annoying. 73%

OUT RUN
SEGA
● There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available. 73%

OUT RUN 3-D
SEGA
● Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%

OUT RUN EUROPA
US GOLD
● This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. 90%

PAC-MANIA
TECMAGIK
● An excellent interpretation, but 35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%

PAPERBOY
TENGEN
● Emulates the coin-op but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills. 81%

PARLOUR GAMES
SEGA
● Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

PENGUIN LAND
SEGA
● The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun. 77%

PGA TOUR GOLF
TENGEN
● A superb golfing tournament for the MS. Plenty of effort has gone into the structure with fine graphics and realistic stats. 90%

PHANTASY STAR
SEGA
● It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up. You'll be coming back to this. 94%

PIT-FIGHTER
DOMARK
● A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%

POPULOUS
TECMAGIK
● A game that you'll either love or hate. This is very accurate to the original, but about ten times as big. 88%

POSEIDON WARS 3-D
SEGA
● Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Simple and not worth bothering with. 34%

POWER STRIKE
SEGA
● An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 82%

POWER STRIKE II
SEGA
● A great shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour action and detailed sprites. 89%

PRO WRESTLING
SEGA
● All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56%

PREDATOR 2
ARENA
● Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%

PRINCE OF PERSIA
DOMARK
● Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%

PSYCHIC WORLD
SEGA
● Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy bombs. 48%

PSYCHO FOX
SEGA
● This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. 88%

PUTT 'N PUTTER GOLF
SEGA
● A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%

RAINBOW ISLANDS
SEGA
● A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but much too easy. 79%

RAMBO III
SEGA
● Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction doesn't last. 77%

RAMPAGE
SEGA
● Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Fun. 85%

RAMPART
TENGEN
● A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%

RASTAN SAGA
SEGA
● Hack 'n' slash romp through many varying landscapes, but this is one of the best games of its type. Longer lasting fun. 88%

RC GRAND PRIX
SEGA
● Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega have ads everywhere? 59%

RENEGADE
SEGA
● After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47%

RESCUE MISSION
SEGA
● Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90%

ROAD RASH
US GOLD
● Classic stuff. Ride rough-shod over your opponents in the original race 'n' beat. An array of bikes and courses. Get rashed! 90%

ROBOCOP 3
SEGA
● Yet another film release without much originality. Very basic gameplay makes this a title to forget about. Sad. 52%

R-TYPE
SEGA
● This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. 94%

RUNNING BATTLE
SEGA
● Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

SAFARI HUNT
SEGA
● Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise. 63%

SAGAIA
SEGA
● What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. Far too easy. 43%

SPECIAL CRIMINAL INVESTIGATION
SEGA
● This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy. 54%

SCRAMBLE SPIRITS
SEGA
● Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. 44%

SECRET COMMAND
SEGA
● This is very close to the Capcom *Commando* coin-op; it's even based in a jungle with huts and everything. Essential carnage. 85%

SEGA CHESS
SEGA
● Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%

SENSIBLE SOCCER
SONY
● A very playable game of footy. Presentation is kept simple but effective and you still have all the different styles and formations. 88%

SHADOW DANCER
SEGA
● Suffers from flickery graphics and bad response rate, but there are pleasing effects and a lightning quick dog. 69%

SHADOW OF THE BEAST
TECMAGIK
● Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent music and some improved gameplay make it hot! 90%

SHANGHAI
SEGA
● One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85%

SHINOBI
SEGA
● There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels withthat should be a doddle. 79%

SHOOTING GALLERY
SEGA
● This is highly over-priced. Only four simple rounds of shooting various targets. 70%

SHOOTING GAMES
SEGA
● Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72%

SLAP SHOT
SEGA
● Like its MD counterpart, *EA Hockey*, Slap Shot is easy to get into and has all the added extras like brawling and dodgy umpiring. 76%

SONIC CHAOS
SEGA
● Play as Sonic or Tails in the hedge's latest MS incarnation. Great graphics but gameplay hasn't changed and it's all just too easy! 69%

SONIC THE HEDGEHOG
SEGA
● Totally excellent conversion proving that the MS can retain some originality.This mini-arcade adventure is fast and instantly compelling. 92%

SONIC THE HEDGEHOG 2
SEGA
● A fantastic version of the most famous game in the world, but it's bugged.Don't be too disappointed when Tails doesn't appear. Great! 95%

SPACE GUN
SEGA
● If you're a dab hand with the Phaser, this title should bring a smile to your face. 56%

SPACE HARRIER
SEGA
● There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. 84%

SPEEDBALL 2
VIRGIN
● Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%

SPELLCASTER
SEGA
● One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. You'll go underground, through space and time and even to the land of the dead. 90%

SPIDER MAN
SEGA
● Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%

SPORTS PAD FOOTBALL
SEGA
● Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

SPY VS SPY
SEGA
● The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%

STAR WARS
US GOLD
● This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 89%

STRIDER
SEGA
● The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79%

STRIDER II
US GOLD
● Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%

STREETS OF RAGE
SEGA
● This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89%

SUBMARINE ATTACK
SEGA
● You take charge of a submarine and progress through the seaworld, while shooting anything that moves. A poor water-bound *R-Type*. 68%

SUMMER GAMES
SEGA
● This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. 40%

SUPER OFF ROAD
VIRGIN
● Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper. Sprites are a little shoddy, but the speed compensates for this. 84%

SUPER KICK OFF
US GOLD
● All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. 80%

SUPERMAN
VIRGIN
● A platformer that suits our superhero down to the ground. Each level contains well drawn backgrounds and impressive sprite animation. 78%

SUPER MONACO GP
SEGA
● A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%

SUPER MONACO GP II
SEGA
● A useless motor racing simulation. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPER REAL BASKETBALL
SEGA
● Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%

SUPER SMASH TV
ACCLAIM
● A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's much too hard. 65%

SUPER SPACE INVADERS
DOMARK
● Original waves and a sensational simultaneous two-player option sets this miles above any clone. 82%

SUPER TENNIS
SEGA
● This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA
SEGA
● The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%

TECMO WORLD CUP '93
SEGA
● Very different from the arcade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. 69%

TEDDY BOY
SEGA
● Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%

TENNIS ACE
SEGA
● Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. 83%

THE TERMINATOR
SEGA
● Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself and won't be completed in a hurry. 90%

THUNDER BLADE
SEGA
● There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65%

TOM AND JERRY
SEGA
● You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%

TRIVIAL PURSUIT
DOMARK
● This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

T2: JUDGEMENT DAY
● You wonder why they bothered to send him back in time to fight flickery sprites with only a pathetic punch and a pop-gun. Gives new meaning to 'tedious'. 35%

ULTIMA IV
SEGA
● If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast and challenging 92%

ULTIMATE SOCCER
SEGA
● Plenty of options and challenging competitions make this a well put together footy sim that has good graphics and addictive gameplay. 84%

VIGILANTE
SEGA
● This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment. 77%

WWF: STEEL CAGE
ACCLAIM
● Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79%

WANTED
SEGA
● Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78%

WIMBLEDON
SEGA
● Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 90%

WINTER OLYMPICS
US GOLD
● The game that spawned awful TV ads. All the bob and ski events could do with a re-vamp as they're much too similar. A bit frozen. 77%

WOLFCHILD
VIRGIN
● A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average and a little dull. 72%

WONDER BOY
SEGA
● This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%

WONDER BOY IN MONSTERLAND
SEGA
● The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it. 89%

WONDER BOY IN MONSTER-WORLD
SEGA
● An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%

WONDER BOY III: DRAGON'S TRAP
SEGA
● If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

WORLD CLASS LEADER BOARD
US GOLD
● A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

WORLD CUP ITALIA 90
SEGA
● It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than anything close to the real thing. 77%

WORLD GAMES
SEGA
● This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65%

WORLD GRAND PRIX
SEGA
● This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%

WORLD SOCCER
SEGA
● A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%

WORLD TOURNAMENT GOLF
SEGA
● Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master. 75%

XENON II
VIRGIN
● You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some very dodgy collisions here. 85%

Y'S: THE VANISHED OMENS
SEGA
● An excellent RPG, but doesn't have the playability of *Ultima*, *Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 84%

ZAXXON 3-D
SEGA
● Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. 42%

ZOOL
GREMLIN
● Easy access platform action that's let down by too little originality and a sorry amount of challenge. No surprises. 78%

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PROTEST

CONTACT

We get an Everest of mail every day so much so that a large part of our time is spent sorting it into the correct bundles.

Send all submissions to the proper department (see below) at:

SegaPro,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth
BH1 1NF.

PROTEST

The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, some poor guy needing help with their console and probably just about anyone who needs advice on console specific problems.

You can ask what games will be available or how to get in contact with a company but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SegaPro T-shirt but only witty, cheeky or lively submissions are even considered – you can't win a T-shirt by asking for some advice!

PROART

Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want your work 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 much bigger and better than ever! So 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.

Issue 33... issue 33... You know, it's incredibly hard to come up with a jaunty tune based around those words. But maybe that's because I'm rubbish at writing music. Perhaps I should get a job writing games music then. Anyway, it's another Protest and this month, the usual bunch of suspects have a gripe. So read on for the best letters from the best readers!

Send your letters to:
Nick Merritt,
Protest,
SegaPro
Paragon Publishing,
124 Old Christchurch Road,
Bournemouth,
BH1 1NF.

(SegaPro reserves the right to clip letters sent in by our readers).

BIN THERE

Here are a few more games to put in the dustbin:
Bomb and Cherry – *Tom and Jerry*
Sherlock's Home – *Sherlock Holmes*
Jumbled Book – *Jungle Book*
Sonic is Poo – *Sonic 2*
Dessert Trike – *Desert Strike*
Mortal Dimbat – *Mortal Kombat*
Also, I'm complaining about the cover on each issue. 'Pro is NOT Britain's Best Sega Mag. No way. It is the Universe's Best Sega Mag! So ner.
Keep up the excellent work!
Matt Cardoza, Bath

I did say that last month would be the last time for the software failures, but these were worth putting in. Anyway, thanks for the kind comments regarding the mag. We would have said something about being the best Sega mag in the Universe but that could have been viewed as an act of war on the aggressive alien planet of Septuron six. I think such a ploy to increase our sales would have been considered bad taste by the survivors of the ensuing nuclear holocaust.

RORY ROARS

Hi Nicholas mate,
WHERE IS MY T-SHIRT?
Firstly, I'd like to thank you for giving me and many other readers a free 'Underpants Hangar'. Yellow really goes with my purple and light blue y-fronts, so thanks again.

I'd also like to thank everyone for pointlessly pointing out how sexist your Pro-Girl poster was. I must say that I was appalled to see 'so much' nakedness glaring at me, so folks, get a life – this is the 90s.

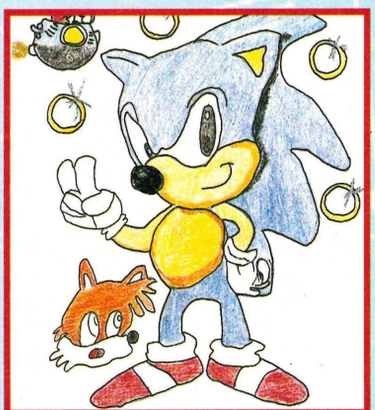
Anyway, a few questions need to be answered:

1) Is it true that *Cannon Fodder* is being released on the Mega Drive later this year?

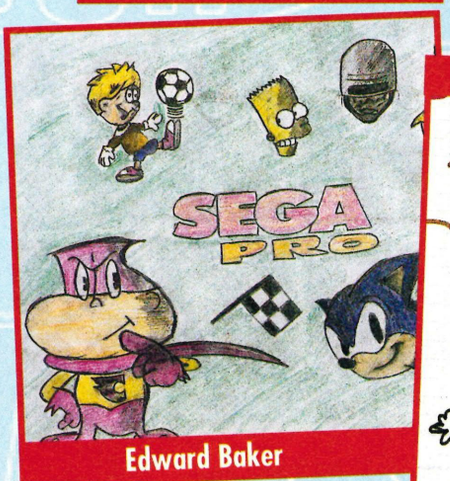
2) Is *Prince of Persia* worth buying if I've already got *Flashback* and *Another World*?

3) Is *World Cup Soccer* going to be a top footy game or just a naff *Super Kick Off* type thing?

PS. What's all this about Mark getting a thrill when the phone rings – I've tried this and I didn't feel any thrill at all. What kind of perv is he anyway?
Rory McNulty, Huddersfield



Adam Hill



Edward Baker



James Hare

ON ITS WAY! (PROMISE! Things have been a bit ropey in the compo dept of late – our apologies).

Oh by the way, my name is spelled without an 'H' – I am most upset about this terrible and hurtful mistake (might as well get my own back on all the people who moan about ours).

Erm, the 'Y-front hangar' wasn't my idea, but I'm glad that you liked it anyway. You've got to try something a little different to the usual tips books (hence the usual tips book on the issue after.)

Oh, and AT LAST! Someone liked the Pro Girl poster! Phew! I was getting tired of being nasty to all those rude people who lumped me in the same class as Jack the Ripper.

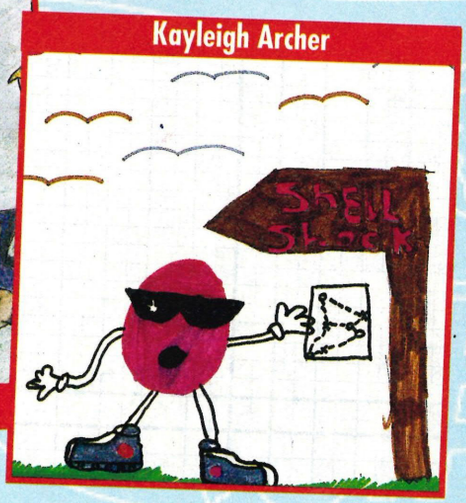
Anyway:

1) Yes.

2) Don't go near it if you already have FB and AW.

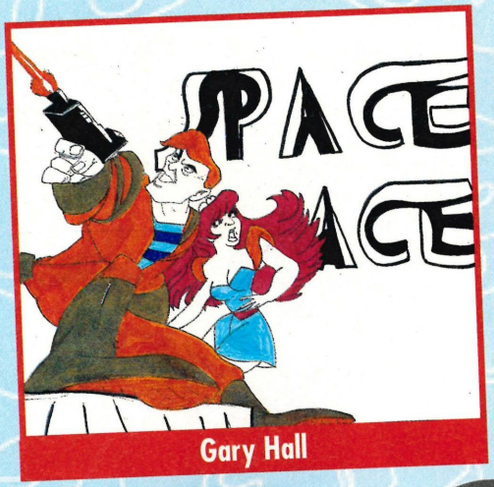
3) Actually, World Cup is looking pretty good. Maybe not quite FIFA standard, but in the top four or so.

PS. He only gets a thrill when the static from the phone interacts with his leather underpants. You' need a dry sunny day for this to work properly. You know how it is.



Kayleigh Archer

HALL'S MENTAL LIP AT US



Gary Hall

Unfortunately, I'm writing to you to complain. In your Easter issue, I spotted the preview of *Kick Off 3*, the first piece of writing which told you about the new features and improvements to the game. But it suddenly came to an abrupt end with, "Every International side has a different"... erm, what? Where was the rest of the text? Had someone stolen the next page? Or was it maybe just a silly mistake? But please don't think I'm being picky – I just thought I would point it out, because it was such a shame to ruin such a brilliant preview.

Gary Hall, London

Fair enough, it was our mistake. Actually, you weren't missing too much – here's how that paragraph should have ended:

"Every International side has a different style of play that puts the management part of soccer well and truly into perspective!"

Sorry about that – hope it didn't spoil you enjoyment of the preview too much. And I'm glad that you like the previews – we are really pleased with them (on the whole!)



David Skelton

MEDIA MORONS?

T-SHIRT WINNER

What has really annoyed me lately is all the ignorant rubbish about computer games in the media – what ignorant, out of touch, inexperienced journalists does the media employ, eh? *(What, you mean the ones working for rival mags? – Mischevious Nick).* Since reading all the reports about – stating pure rubbish about computer games, I've completely lost faith in the media.

For example, and I quote, "Police and psychologists believe we are spawning a nation of monsters through the fantasy world created by videogames." Hmm, I've been playing *Street Fighter II* this morning... hang on, I've got a compelling urge to try a scissor kick on someone, yeah I think I'll fly feet first into a defenceless passer-by.

I suppose what it all boils down to is the fact that most newspaper editors will print complete lies if it means that they are getting a handful more readers – and money in the pocket.

Paul Knight, Cornwall

I think you're quite right up to a point (certainly about hysterical media coverage) but I must admit to having some reservations about violent computer games myself. There is, I feel, a difference between stuff like Tom and Jerry cartoons for instance which uses violence through the time-honoured way of visual jokes (ever seen the Keystone Cops?) and games where the aim is to maim your opponent interactively. In the case of videogames, the sprite becomes an extension of your own fists and feet. About the only good thing that can be said for it is that this genre is that it pushes the violence one step further away from doing it physically yourself.

There's the other argument as well, which says that exposure to make-believe violence de-sensitises you to the real thing and makes you more tolerant of it. This is much more worrying as it could lead to more violent conduct.

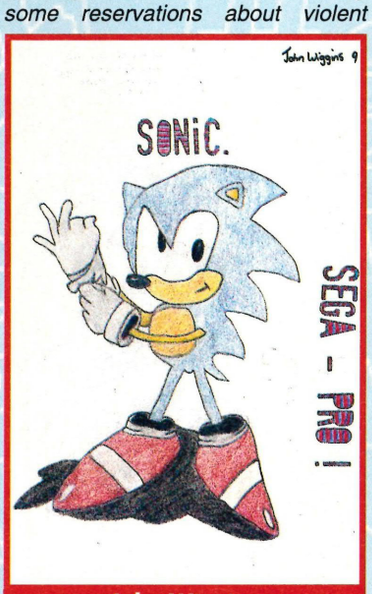
There was also the well-publicised case recently where a group of psychologists got together and said they'd been 'naive' to think that exposure to violent TV and video programmes didn't have any effects on the viewer. After all, if stories, religious parables, TV adverts, the news debates and so on can have an effect on your feelings, why shouldn't a new medium like videogames?

I won't be surprised to see a gathering of psychologists come forward within the next few years to say that they too, had been naive about games violence. And finally, doesn't enjoying violence make you feel at all ashamed? Isn't violence in any form wrong?

Keep sending those letters in!



Anthony Stevens



John Wiggins

PROQUOTES

"In response to the March dingbats message; YES YES YES!"
K Russell, London

✧●❄❄ ❙❑◆ ●❄✻❄❄ ❉✻❒✎
★❑❒✻ ◗✻ ✻❄■ ❄❑ ❉▼
❄✻❄❄■✎

(Bet you lot all wish you could read dingbats now, eh?)

"We have enclosed some questions... can you answer them?"
Matthew, Ben and Michael
You forgot to enclose the questions, lads!

"My friend snogs the Pro Girl poster every time he comes around."
Thomas O'Malley, Cosham
God, just what makes him pass out then?!

"Sit down and listen to me."
S Douglas, Portadown
I am sitting already and how can I listen when you're writing?!



Answering your questions is one of the most important jobs at SegaPro as we really do care about our readers' points of view. Depending on how much they pay us.

In this section we aim to help anyone with a problem. If the family Mega Drive just isn't working properly, your Game Gear is constantly posing problems or you're after that elusive import game, this is the section to write to. Send your problem posers to:

Problems and Procures,
SegaPro
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth,
BH1 1NF.

A A Crompton from Bolton kicks off this month's Problems with the following letter: "Why in *Eternal Champions* for the Mega Drive do the computer opponents always have the ability to use their special moves, even when their inner strength is depleted. Even when you successfully use Midknight's 40 second inner strength drain the computer opponent can do the special moves. I'm sure it's not meant to be like that, or have I got a dodgy cartridge?"

Well, I asked Mark, our resident beat-'em-up specialist, and he said that you are right, the special moves don't disappear, but they do get a lot weaker in their effects. So it seems there isn't a bug in the game after all – you'll just have to practice harder!

Matthew Smith (no address given) writes in wanting to know if there is a Super Sonic design level for *Sonic Chaos* on the Master System, and if there is, how do you get to it.

Erm, well this is the first I've heard of this. There is an unfinished level for *Sonic* on the Mega Drive – do you mean that?

Now, a letter from **Tony Spratt** from Essex: "It's basically about the advice given to Stuart Moore about his *Flashback* problem. I notice that you gave some general advice about the level without actually answering his specific question. In light of that, I thought I'd better fill the gap myself so listen up Stuart, here goes...

First, when you reach the terminal area, you will notice that there are several terminals

LETTERS SEGA PRO PRO TEST

NOT FIRST?

Why is it that sometimes other magazines get certain games before you do? Recently, it seems like you've been missing a lot of stuff that other people have been doing an issue before you. Please explain!
Peter Johnston, Warminster

Well, it works like this: Because the magazines go on sale at different times, our deadlines are different to those of other mags. So when a software company send the mags a game, we might miss getting it into the 'earliest' issue by a couple of days. This means we have to put it in a month later. However, it's not all doom and gloom, because often we get games earlier than other mags. For example, in the last few months, we were first with Dragon's Lair, Space Ace, Mad Dog McCree, Battletoads, Ren and Stimpy, Asterix, Battlemaniacs, Kick Off 3, Jimmy White's Snooker, Pebble Beach Golf Links, the Saturn, Ryan Giggs's Champions, Sonic Drift, RBI Baseball, Hurricanes, Mean Bean Machine, Aero the Acrobat, Another World CD, Mortal Kombat CD, Shadow of the Beast 2 CD, the first look at Psygnosis's and Argonaut's Saturn games, a world exclusive talk to Dave 'Aladdin' Perry, Jammit and Virtual Bart – and none of that includes the stuff this issue! Hope that reassures you.

Sadly, some less scrupulous magazines like claiming that they've got games exclusively – unfortunately for them, half of the ones they enjoy shouting about were covered by us first!



Mark Slatter

MAG BAGGED

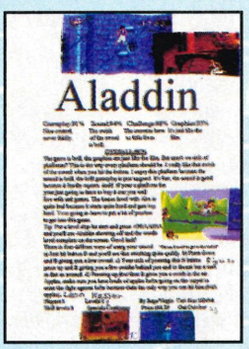
Here are the first few pages of our mag (hoping we'll win your competition). I've also got a question: I've got a six button joypad. I was unable to use buttons X, Y and Z. So I looked in the booklet (that came with the pad) and it said to hold the MODE button down before the game and let it go when the Sega screen came up. I did as it said but I was still unable to use buttons X, Y and Z. So how do you get buttons X, Y, Z working on the games that I've got (*Aladdin, Jungle Strike, Sonic 2 and FIFA*)?
Leon Kessler, London



Kenneth Hare









Thanks for the very good magazine. This is looking good for the prize at the moment – we'll give the compo another month and call it quits. Winners will be announced in the next issue.

As for your question – well, sorry but you can only use a six button pad with six button games. Six button games include Eternal Champs, Street Fighter II: SCE, Mortal Kombat, Mega Turrican – not any of the games you listed, I'm afraid.

Leon Kessler

CHICKS AWAY

Hiya lads! The main reason I'm writing is to congratulate you on your great year planner (Er – it's April, mate – Nick.). Now I've checked on the Eurovision Song Contest and I reckon that the woman on the poster is Frances Ruffelle. Is it or isn't it, because I bet my mate a tenner that it was. God, isn't she a red-hot babe?

Anyway – onward! Questions:

1) What do you think of *Herzog Zwei* coz I love it!

2) How good is *General Chaos*?

Bye bye, gotta go. Keep up the good work!
Neil Lewis, Wolverhampton

PS. Sorry about the handwriting but it's usually bl**dy good!

Better get resigned to handing over that tenner for good, I'm afraid. It definitely isn't Frances Ruffelle. Erm, I would love to agree with you about her steaming qualities but I don't want to get arrested by the Thought Police. But be assured that we didn't choose her pix because we thought she wouldn't be put up on walls.

The answers:

1) Check the new-look Profile.

2) 91% good.

PS. Me too.

PRO FILE

in a line. Simply make sure that the terminal card is selected by pressing 'START' (don't worry, the clock stops while the game is paused). Then go to each terminal in turn and press 'B' to use the card. Don't worry if nothing happens at first – it will.

After the card is accepted, all you have to do is get your papers and then breeze swiftly through the Death Tower. Honest, that's all there is to it – really!"

Thanks for that Tony – a SEGAPRO T-Shirt is on its way!

Now, a letter from **Nathan Rodgers** from Tutbury (wherever that is): He writes: "After reading your Procures column where K Andrews wrote in about *Sonic 2*, I had this problem once when I was playing two players on Emerald Hill, Zone 2. We reached the end of the Zone and the finishing post was not there! We reset the game and afterwards it was fine.

I do not have any cheat cartridges but I have used the level select cheat on the game. If you need more info on this, please call (0283) 814557."

Thanks for that Nathan!

And finally a letter from **Peter Johnston** of Warminster. He writes in wanting to know why we marked *Sonic 3* down in our review in issue 30 as he thinks, "it's the greatest game ever".

Well, sorry to disagree with you Peter but as I explained in the review, the pricing situation is now such that we cannot ignore the price a game retails at in our opinion of how good the game is. The thing is, when we rate games, we are essentially saying how good or bad certain elements are and whether you should spend the money on it. So price is already an important part of the picture when we rate games. All we did was make this fact more explicit.

The fact is that in the space of a year and a half, the average price of a Mega Drive game has gone up about £10. Usually, in mass-market terms the more successful a product is, the lower its unit costs are and the less the manufacturer has to charge to the customer. If, say, *Sonic 3* had retailed at £250, do you really think any magazine would have given it 90 or 95%? Not a chance.

See you all in the next issue!

FROM NEXT MONTH...

ProScores is back in the space usually given to the second Procures column! We want your high scores! To get your high scores in, send in a photo of yourself and the score on the monitor or TV, telling us what the game is and how long it took you to get there. We'll soon see if you lot are as good as you say!

WINNERS SEGA PRO WIN

Oh shucks, we've got even more compos to catch up on than we first thought – hence a whole extra page devoted to informing those lucky readers that their prizes are on the way. Honest! At this rate we'll be licking stamps solidly 'til next Christmas!

COMP WINNERS

Compo winners continued:

CORE DESIGN

ISSUE # 25
Chuck Rock 2 compo
CHUCK ROCK 2 T-SHIRT WINNERS
• David Warwick, 12 Hawthorne Drive, Holme Upon Spalding Moor, York YO4 4HY.
• Simon Duarte, The Lodge, Morton Hall, Morton on the Hill, Norwich, Norfolk, NR9 5SS.
• Andrew Palmer, 4 Chapman Close, Malpas, Newport, Gwent NP9 6PH.
• Karen Minshall, 17 St Leonard's Place, Dawley, Telford, Shropshire TF4 2DY.
• R D Hammond, 25 Greenmead Park, Sunnyfield Lane, Up Hatherley, Cheltenham GL51 6JD.
• Gareth Griffiths, 4 High Street, Llandrillo, Corwen, Clwyd.
• Graeme Williamson, 33 Main Road, Gateside By Beith, Ayrshire, Scotland
• Chris Barber, 21 Danygraig Ave, Porthcawl, Mid Glamorgan, CF36 5AA.
• Paul Mills, 30 Barton Road, Dover, Kent.
• Gary Bailey, 14 Towbridge Rd, Reddish, Stockport, Cheshire SK5 6TS.

CHUCK ROCK 2 WINNERS (MASTER SYSTEM)

• Anon, 11 Ramsay Rd, Kingsworthy, Winchester, Hants.
• Robbie Meecham, 106 Ladysmith Rd, Grimsby, South Humbs.
• Shelly Monaghan, 15 Fairhazel Drive, Exwick, Exeter, Devon EX4 2DE.
• Arthur Saddington, 18 Ellerby Green, Middlesborough.
• Richard Dowey, 11 Ferndale Crescent, Cowley, Uxbridge.

CHUCK ROCK 2 WINNERS (MEGA CD)

• Carl Switzer, 5 Hebden Ave, Salford, GM6 8BY.
• Stephen Landall, 188 St Albans Rd, Sandridge, St Albans, Herts AL4 9LP.
• Andy Stephens, 19 Manor Ave South, Kidderminster, Worcs DY11 6DE.
• David King, 82 Bentinck Court, Nottingham NG2 4PE
• Nigel Nash, 35 Handsacre, Rugeley, Staffs WS15 4DQ.

CHUCK ROCK 2 WINNERS (MEGA DRIVE)

• Andrew Sutherns, 32 Carisbrook Ave, Mansfield, Nottingham.
• Ryan Pettitt, 94 Hudson Rd, Eastwood, Leigh-on-sea, Essex SS9 5NX.
• Roger Wadsworth, 5 Trowbridge Close, Oakwood, Derby DE21 2NE.
• Peter Osborne, 5 Welford Court, Long Stratton, Norwich NR15 2XL.
• Rebecca Bliss, 28 Hythe Rd, Sittingbourne, Kent ME10 2LS.

CHUCK ROCK 2 WINNER (GAME GEAR)

• R Baker, 109 Coleshill Rd, Marston Green, Birmingham B37 7HT.
• David Cornmell, 28 Dryden Street, Bootle, Liverpool.
• Adam Betts, 1st St George's Walk, Benfleet, Exxex SS7 4PG.
• G Stubbles, 66 Hacton Lane, Hornchurch, Essex RM12 6PB.
• P Hinchcliffe, 203 Fitzwilliam Rd, Rotherham, South Yorkshire S65 1NB.

JOYSTICK JIGGLING

Issue # 28
POWER PLAY VIDEO WINNERS
• Simon Briercliffe, Baybridge House Farm, Owslebury, Winchester SO21 2UW.
• Abid Rashid, 42 Monica Road, Small Heath, Birmingham B10 9TG.
• A Allen, 316 Wellington St, Grimsby DW32 7JR.
• Liam Meakes, 1 Coldharbour Rd, Waddon, Croydon, Surrey.
• Martin Metcalfe, 10 Southdown Rd, Sussex BN42 4FT.
• Chris Cheetham, 58 Northside, Tupton, Chesterfield, Derbyshire S42 6BW.
• M Hackett, 51Elizabeth St, Nelson, Lancs BB9 7YA.
• Janice Cormack, 75 Christie Crescent, Stonehaven AB3 2HP.
• Bradley Burton, 96 Frinstead Rd, Erith, Kent DA8 3JY.
• Paul Hanson, 48 Derby Drive, Consett, Co. Durham DH8 8DU.
• P Glasson, 6 St Ives Rd, Blackburn, Lancs BB1 2BX.
• Matthew Booty, The Mead, Norwich Rd, Blackheath, NR13 6PB.
• Michael Clark, 48 College Rd, Hebburn, Tyne & Wear NE31 2LZ.
• Ben Jarenisz, Bradbury Cottage, Fyfield, Near Andover SP11 8EL.
• Elaine Robinson, 1 Monkbridge Grove, Meanwood, Leeds LS6 4HP.

PELÉ APPEAL - ACCOLADE

Issue # 28
1ST PRIZE: COPY OF GAME, MINI -FOOTBALL, SWEATSHIRT:
• Matt Valler, 86 Grove Park Rd, Mottingham, London SE9 4QB.

5 RUNNERS-UP: MINI FOOT-BALLS + SWEATSHIRTS
• Aaron Spiller, 5 village Close, Whitley Wood, Reading RG2 8PE.
• Wayne Speakman, 27 Upland Drive, Ashton-in-Makerfield.
• Mark Smith, 14 Elborough Ave, Yatton BS19 4DT.
• David Rowland, 31 Brewhouse Walk, Globe Pond Rd, Rotherhithe, London SE16 1LD.
• Neil Owens, 50 Croxteth Drive, Rainford, Merseyside.

WINTER OLYMPICS COMPO – USG

Issue # 28
IST PRIZE – SEGA MEGA DRIVE WINNER AND MD VERSION OF WINTER OLYMPICS
• Stuart McCrone, 22 Grange park, St Arvans, Near Chepstow, Gwent, South Wales.

WINTER OLYMPICS WINNERS (MEGA DRIVE)

• Tarrant Seares, 23 Southside, Shipton Moyne, Tetbury, Glos GL8 8PP.
• Gavin Duke, 7 Scatterdells Park, Chipperfield, Herts WD4 9ET.
• John Liddle, 18 Thornfield Place, Sherburn Towers Estate, Tyne and Wear NE39 2PL.

WINTER OLYMPICS WINNERS (MASTER SYSTEM)

• Andrew Lyall, 22 Curzon Estate, Tattershall, Lincs LN4 4LD.
• Lee Weatherall, 26 Linden Way, Shepperton, Middlesex TW17 8BW.
• Jonathan Wilde, The Retreat, Church Lane, Coldratham, Pulborough, West Sussex RH20 1LW.

WINTER OLYMPICS WINNERS (GAME GEAR)

• Philip Hyde, 134 Glandon Drive, Cheadle Hulme, Cheadle, Cheshire SK8 7HD.
• A Gwee, 42 Mount Grove, Edgware, Middlesex HA8 9SX.
• Daniel Cox, 36 First Avenue, Oldfield Park, Bath, Avon BA2 3NW.

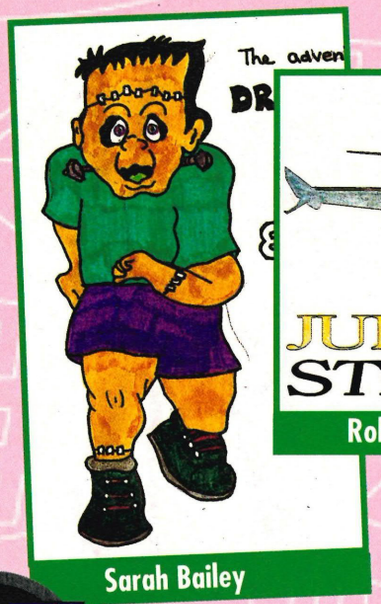
BANK RAID COMPO

TSB MEGA DRIVE WINNER
Issue # 28
• Jonathan Reid, 230 Sylvan Rd, Upper Norwood, London SE19 2SB.

VARIOUS OTHER WINNERS:

Help! Our computer which stores names and addresses of the people who won Protest T-Shirts or carts crashed recently, so we know your names, but not where you live! If you are listed below, please write to us with your address, format and what cart you would like and we'll be in touch:
• Katie Pitt, Leeds (issue # 27).
• Rory McNulty, Huddersfield (Issue # 28).
• Tim Clare, Daryl Barrett-Cross, Avon (Issue # 29 – FINAL FIGHT).
• Danny Laker, Cambridge (Issue # 30).
(If we've left anybody else out, please get in touch!)

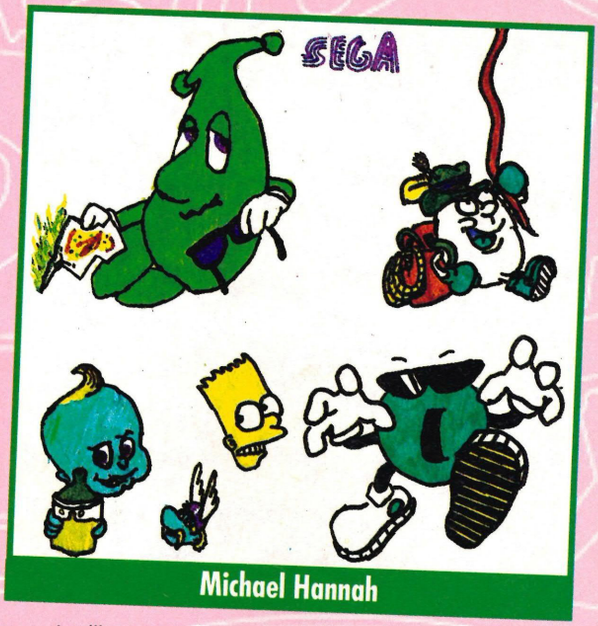
LETTERS SEGA PRO PRO TEST



Sarah Bailey



Robert Targett



Michael Hannah

MEGA MOUSE

I am having some trouble with my Mega Drive. Lately, it has been squeaking and making all sorts of weird noises. I tried cleaning it, unplugging it and I even bought the repair man in, but nothing worked. Last week I was sitting reading an issue of *SegaPro* when my Mega Drive started squeaking again. By now I was really at my wits' end so I put my copy of SegaPro down on top of it to try to dim out the sound a bit. Surprisingly, it stopped squeaking altogether.

From then, all I had to do was lay the *FIFA International Soccer* review on my Mega Drive. However, last week my brother ripped up the review in a crazy mood *(sounds like Pete – Ed)*.

I was thinking about buying *FIFA* which would surely shut it up but all my pocket money has gone away for my holidays. Please! Please! Could you be so kind as to give me this fab game to shut my Mega Drive up and let me sleep at night?

T-SHIRT WINNER

Paul Crosby, West Yorkshire

Thought about trying a mouse trap? Or unplugging the Mega Drive before you go to sleep at night? Or lubricating it with Castrol GTX? Or torturing it so that you get some more interesting sounds out of it?

I'm sorry, but we couldn't possibly give you a copy of FIFA – SegaPro as a muffler indeed! Why, we'll soon have tramps sleeping under copies of the mag, people using it as fly swats – all sorts of undesirable things. Sorry, but try on a SegaPro T-Shirt for size instead – maybe that'll do the trick!

SATURN YOUR LAP

I'm a Portuguese guy who likes your magazine very much. I also like others, but yours is something special *(shucks – Ed)*. I think that Portuguese mags are a total disgrace – CORRECTION – is a total disgrace (there is only one). I would like you to please answer these simple questions:

1) Any chance you guys could send me a copy of that magazine about. I don't care how much is will cost me, I just want to have it!

2) In your opinion, is the Saturn thing going to be a huge hit or will it end by being a disappointment like the Mega-CD was?

3) Finally, I want you guys to explain why *Eternal Champions* was considered inferior when compared to *Street Fighter II: SCE*. What does this game contain that *EC* doesn't?

Forgive me if my English writing is not perfect, but I wrote this letter all by myself and nobody else saw it. Best regards,

Bruno Emanuel Batista Ferreira Da Silva, Portugal

(PS. Long name huh?)

Thanks for the letter, er, Bruno? (Sorry, don't know which name I should use. Ah well).

Erm, to answer your questions:

(1) I'm afraid I don't know what mag you mean. Can anyone help?

(2) I've been a fervent critic of the Mega-CD since it was released, feeling that it was overpriced and underpowered. But if the Saturn can live up to the promise of its technical specifications, I believe it has a very bright future indeed. Why, I might even buy one myself. Much still depends on the price and software developed for it as to whether it becomes a big hit or not, so we'll still have to wait and see.

(3) Easy. Because SFII: SCE is the greatest beat-'em-up ever. The range of moves, the slickness of animation and the speed blow EC into a lesser dimension.

By the way your English is excellent – I hardly had to correct a thing. You write better than most of the (English) people who send in letters.



Matthew Court

LOW QUALITY CORNER

19 SHAFTESBURY ROAD, COVENTRY, CV5 6FL

Monday 4 April 1994

Nick Merritt
ProTest
SEGAPRO
Paragon Publishing
124 Old Christchurch Road
BOURNEMOUTH
BH1 1NF

Dear Nick Merritt

We have noticed in Protest in issue 31 a "Low Quality Corner" showing a perfectly decent picture of M.Bison by Raymond Chapman. What the hell do you mean by "Low Quality"!!! You worked his butt off, and you say it's "Low Quality"!!! You obviously couldn't do any better! How would you like it? You had better stop putting this in, or you will hear from us again!

Yours UNfaithfully

Andrew Johnson

Tom Field

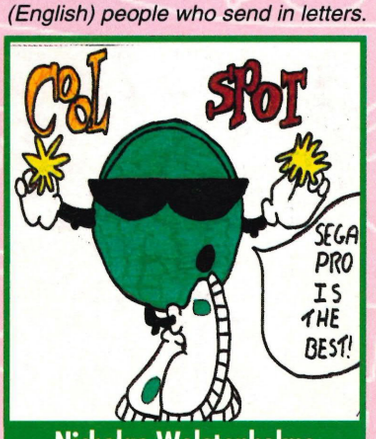
P.S. In Prohelp you also insulted another reader, Mr Old of Brighton, by saying he was a totally useless games player, and should take up an older person's hobby, like chess or golf. He can play what he likes!!

P.P.S. You're not making many readers by doing that either. I'd say you're losing them instead.

REPLY:

Hey, you gotta take the rough with the smooth. If it's OK to win a prize for the best one, it's OK to be be handed the wooden spoon for the worst. Goes with the territory. Besides, we only decide to humiliate really bad ones, like really scrappy ones done on biro on filepaper. Anyway, Low Quality winners will win SegaPro T-Shirts from the next issue.

By the way, I could do a lot better as I trained as an artist for five years. I suspect the reason you're so angry is that YOU couldn't do any better. So stuff you!



Nicholas Wolstenholme

Grab those issues you might have missed!

SEGA PRO BACK ISSUES



ISSUE 12 £2.50
This month's superb issue comes with a free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of the heroic Superman plus many more...



ISSUE13 £2.50
Superb issue bundled with a free fact-packed buyer's guide to Sega games and add-ons. Exclusive reviews of Gods (MD) , Shining Force (MD), Predator 2 (MD), Super high Impact (MD), Super Smash TV (MS), The Terminator (GG) and many, many more. Also a fabulous round-up of the best beat-'em-ups around on all formats.



ISSUE 15 £2.00
Fantastic Christmas special featuring an essential 16-page pull-out Sonic 2 guide, a massive Sonic 2 poster and a superb Action replay code book. Reviews include Crüe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD), Pit-Fighter (MS), Batman Returns (GG), Taz-Mania (GG) and more!



ISSUE 16 £3.00
Bundled with this exclusive-packed issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...



ISSUE 17 £2.50
You'll find an exclusive look at Global Gladiators in this issue together with fully-detailed incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many, many more.



ISSUE 18 £2.00
Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD), Tecmo World Cup '93 (MS)...



ISSUE 19 £2.75
Read the exclusive review of Cool Spot on the Mega Drive inside. Plus Night Trap (CD), Captain America (MD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Spider-Man 2 (GG), The Humans (GG) and plenty more!



ISSUE 20 £3.00
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Be amazed at the eight-page poster pull-out on the most awaited game of the year, Street Fighter II. And then read essential, fact-packed reviews of Marky Mark: Make my Video (CD), Willy Beamish (CD), Andre Agassi Tennis (MD), Captain Planet (MD), Muhammed Ali (MD), Tecmo World Soccer (MD), Home Alone (MS), Master of Darkness (GG)...



ISSUE 22 £2.75
Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS) and many more!



ISSUE 23 £3.00
Amazing new-look SegaPro which comes with an essential Street Fighter II T-shirt transfer (three designs to collect; only one with each issue)! 116-pages of pure adrenalin, 27 full reviews, 4 pin-up SF II posters. Reviews include Devastator (CD), Ecco (CD), Make my Video: INXS (CD), Night Striker (CD), General Chaos (MD)...



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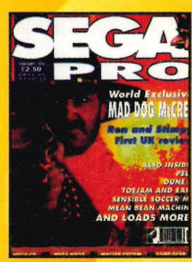
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ISSUE 26 £2.75
Packed 116-page issue featuring 27 top reviews. Included in the line-up are Sensible Soccer, Sonic Spinball, John Madden '94, Chuck Rock 2, Zombies Ate My Neighbours,Landstalker, James Pond 3, Desert Strike (MS), Terminator 2 (MS) and loads more stuff that's just too good to mention...



ISSUE 27 £3.25
Packed 116-page issue featuring 21 top reviews. This month we took a squint at the perennial Dragon's Lair, Aero the Acrobat, Lethal Enforcers, Microcosm and the brilliant FIFA International Soccer. But better than that, we announced the best game of the year and provided our biggest-ever free book! Phew.



ISSUE 28 £2.75
There's no stopping SegaPro when it gets in its stride. So we just had to beat everyone to the world's first look at Mad Dog McCree, Ren and Stimpy, as well as in-depth looks at Dune II: Battle for Arrakis, Mean Bean Machine, Sensi Soccer for the Master System and, oh... you'll just have to buy it to find out!



ISSUE 29 £2.75
The big news from Sega this month was the release of Virtua Racing and Sonic 3, two games previewed in-depth to check the hype from the tripe. Also, we gave away free stickers of Tengen's Dragon's Revenge pinball game and checked out Eternal Champions, Micro Machines (MS) and NHL Hockey (CD).



ISSUE 30 £2.75
A new look this month and yet another freebie – this time a cable winder for your joypad. But the main story was the first in-depth look at the Saturn, an exclusive first look at Another World II on CD and an exclusive squint at the mighty Mortal Kombat on the Mega CD! With games like these it's no wonder we're the best!



ISSUE 31 £2.75
There's no messing around this month as we bring you our best-ever tips guide, ProTips Unlimited, compiled by top tipster Jason Johnson himself. We also have the world exclusive look at Space Ace, as well as in-depth glances at RBI '94 and Jimmy White's Snooker.



ISSUE 32 £2.50
More exclusives than you can shake a stick at, with the first in-depth looks at The Hulk and Virtual Bart, exclusive reviews of Shadow of the Beast 2 CD, Jammit and Ryan Giggs's Champions, and to round it off, an exclusive look at Argonaut's and Psygnosis's new Saturn games! Phew!

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THE DAY THE MUSIC DIED...

...It was replaced by a loud vrooming noise!

Just what the heck are we talking about? You'll have to wait until next month to find out, in yet another massive SegaPro Exclusive!

And we'll also have the latest on *Sonic Drift*, *Battlecorps*, *Soulstar* (ahem), *Urban Strike*, *Chuck Rally*, *Bubsy II*, *Itchy and Scratchy* and the amazing *Micro Machines 2*!

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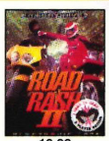
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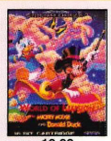
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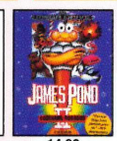


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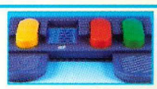
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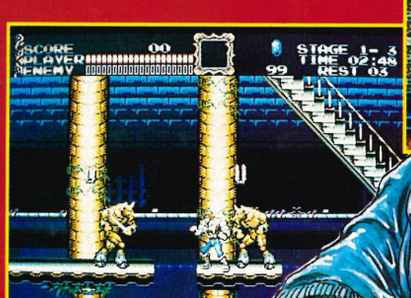
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