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SEGA PRO

NOVEMBER '94 • ISSUE 38
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THE LION KING ROARS!

Check out our in-depth guide to the latest Disney blockbuster conversion!

WILD THING!

Wolverine bursts onto the Mega Drive, we bring you the first look at Acclaim's new superhero

EXCLUSIVE!

First review of NBA Jam for the Mega-CD!

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WWF Raw
Lethal Enforcers II: Gunfighters
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MEGA-CD MEGA DRIVE MASTER SYSTEM GAME GEAR SATURN

SEGAPRO NOVEMBER 1994 • THE LION KING • NOVASTORM • PITFALL • WOLVERINE • NBA LIVE '95 • WWF RAW • ISSUE 38

Got what it takes?

'Cos it's not going to be easy...

Unless, of course, you're used to dealing with a disaster-struck ocean liner, like the **S.S. Lucifer**, that's **sinking fast**, crammed full of hundreds of **panicking passengers** all of which need rescuing. Not to mention hazards like crushers, acid vats, explosions, collapsing floors, jammed doors, conveyor belts, blazing fires and hundreds of tons of **gushing water** - all of which spells doom for the dim passengers. Unbelievably frantic gameplay in **the year's most gripping challenge game** - it's all aboard the **S.S. Lucifer**!

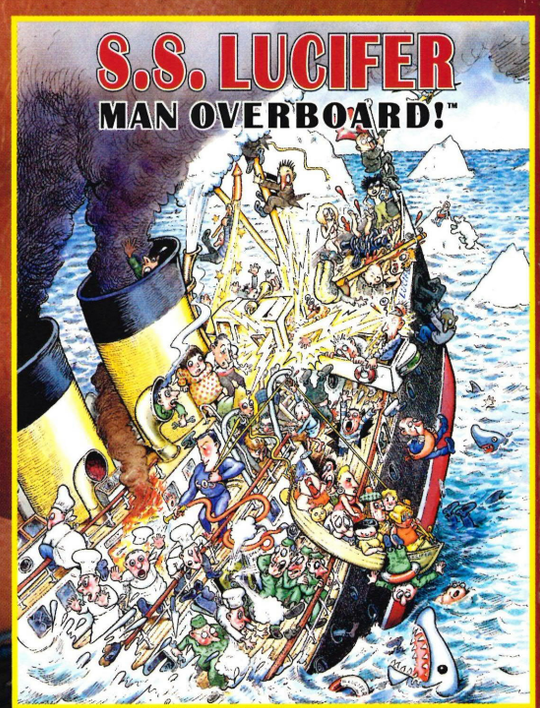
"Could be one of the most addictive games you've played for a long time"
Sega Pro magazine


Mega Drive


Mega Drive


Game Gear


Game Gear



Codemasters

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SEGA MEGA DRIVE
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INSIDE



MEGA DRIVE

WILD THING

...He'll Make Your Heart BLEED!

Wolverine, Acclaim's new comic book hero, claws his way onto the Mega Drive inside. Check out all the red-hot action and excitement in our EXCLUSIVE preview on page 34!













SEGA PRO

NOVEMBER '94

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

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

EDITOR
Chris Marke

DEPUTY EDITOR
Phil King

DESIGNER
Claire Kendrick

GAMES EDITOR
Jason Johnson

STAFF WRITER
Mark Hill

CONTRIBUTORS
Mark Pilkington
Adrian Price

ADVERTISING SALES
Ian Kenyon *(Ad Manager)*
Diana Monteiro *(Senior Ad Sales)*
Alan Walton *(Ad Sales)*

ADVERTISING PRODUCTION
Alex Tilbury
Christa Fairchild

BUREAU MANAGER
Alan Russell

SCANNING
Suzanne Ryan
Ted Dearberg

PUBLISHER
Pat Kelly

PUBLISHING DIRECTOR
Richard Monteiro

PRODUCTION MANAGER
Di Tavener

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

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CON

6 .....FRONT LINE/JAP NEWS
SEGAPRO News Network brings you all the latest hard facts and hot gossip from the ever-changing world of Sega.

12 .....FANTASY FOOTBALL UPDATE
Find out how your chosen players are performing in our exclusive *FIFA Soccer '95* Fantasy League. Have you scored?

14 .....COMPETITION
Tell us what Sylvester and Tweety are saying in our caption competition and you could win lots of goodies.

16 .....THE LION KING
Disney's latest blockbuster movie is coming to the Mega Drive. We reveal how it was done in this special feature.

20 .....ECCO: THE TIDES OF TIME
Sega's environmentally friendly dolphin returns for a second adventure. We take a sneak look under the water.

24 .....NIGEL MANSELL'S INDY CAR
Britain's foremost driving hero is revving up for a race on the Mega Drive. Catch up with our EXCLUSIVE preview.

28 .....LETHAL ENFORCERS II
Konami's gun-slinging sequel is a Wild West shoot-out. We get a posse together to capture this 'wanted' preview.

34 .....WOLVERINE
The Marvel Comics superhero is about to make his MD debut. We clawed into Acclaim for an EXCLUSIVE preview.

38 .....RED ZONE
Fly into the danger zone with Time Warner's new flight sim. We reveal the top-secret blueprints.

42 .....NOVASTORM
After *Microcosm* comes a new improved Mega-CD blaster from Psygnosis. Check out our EXCLUSIVE preview.

46 .....SONIC & KNUCKLES
The bluest spikiest hero is back in another platform romp, this time with Knuckles. Read the SEGAPRO review.

48 .....NBA JAM CD
Acclaim's best-selling basketball game hits the Mega-CD. SEGAPRO was first on the ball with an EXCLUSIVE review.

58 .....SOULSTAR
Core Design's graphically stunning Mega-CD shoot-'em-up is finally finished. We give you the full lowdown.

68 .....BUBSY II
The cool bobcat is back in a new platform adventure from Accolade. Our review is the cat's whiskers.

72 .....EARTHWORM JIM
The brand-new game from *Aladdin* creator Dave Perry. We worm our way in to bring you a full review.

74 .....READER'S ADS
Fancy buying a used Mega Drive? Want to sell some carts? Then our classifieds section is the place to look.

79 .....PROTIPS/PROHELP
You want tips? You got 'em! Get bruising with our guide to *Ballz*, plus tips and cheats for the latest releases.

94 .....PROTEST
Our regular letters section, including answers to your questions and the best readers' art on display.

CONTENTS



MORE GAMES THAN ANY OTHER MAG!

MEGA DRIVE

ACME ALL-STARS 60
BUBBLE AND SQUEAK 52
BUBSY II 68
DOUBLE DRAGON V 70
DYNAMITE HEADDY 56
EARTHWORM JIM 72
ECCO: THE TIDES OF TIME 20
GENERATIONS LOST 76
LETHAL ENFORCERS II 28
THE LION KING 16
NBA LIVE '95 40
NIGEL MANSELL'S INDY CAR 24
PIRATES OF DARK WATER 50
PITFALL: THE MAYAN ADVENTURE 30
RED ZONE 38
SONIC & KNUCKLES 46
SPARKSTER 64
SS LUCIFER 62
WOLVERINE 34
WORLD HEROES 71
WWF: RAW 26
ZERO TOLERANCE 54

GAME GEAR

PETE SAMPRAS TENNIS 51
SS LUCIFER 62

MEGA-CD

NBA JAM 48
NOVASTORM 42
SOULSTAR 58

Turn to page 30 to enter the ancient Mayan temple and discover the long-lost secrets of Activision's new PITFALL game for the Mega Drive and Mega-CD.

NEWS

FRONTLINE

FRONTLINE

SegaPro Today... turning facts into news. Dial up Datel's new phone tips gadget on page 7. Check out the Gallup charts on 8. And see Acclaim's movie licences True Lies and The Mask on page 9.

WELCOME TO SEGAPRO — OUT WITH THE OLD, IN WITH THE NEW!

After Nick's departure last month, this issue it's another sad goodbye to a long-time member of the SegaPro team. Yes, Jason Johnson obviously enjoyed his recent European holiday so much, he's decided to go and live in Holland! We wish him all the best for the future, whatever it may bring.

This means that we have a new writer on the team. Mark Pilkington has been working on our sister magazine SEGA XS for some time now, so you can be sure he's an expert gamesplayer who knows Sega games inside out. You'll see some of his reviews and comments scattered around this issue, but his full impact won't be felt till the next issue!

This month sees the start of our EA Fantasy Football competition, with reports on the first set of matches. You guys are obviously in the mood for a bit of footie action, judging by the growing mountain of entries we've received! Add to this a host of exciting and exclusive features, previews and reviews for yet another unmissable issue of Britain's number one Sega magazine. Until next time, stay tuned!

Chris Marke, Editor

SMOKIN'!

One of the biggest and funniest blockbuster movies of the summer is blasting onto the Mega Drive. *The Mask* was a smash hit for new superstar Jim Carey and THQ are hoping some of the magic will rub off onto their latest film tie-in.



The game will take place over seven exciting levels of action, featuring animation of the exciting technology in the film. Like the film, the game will feature timid bank clerk Stanley Ipkiss, who puts on an ancient mask and becomes a wise-cracking, indestructible superhero who moves at warp speed.

The Mask will contain dozens of weapons and unexpected special moves as you battle to overcome the unsavoury characters of Edge City, including master criminal Dorian Tyrel.

It's hoped the game will be ready before Christmas, although an early 1995 release may be more realistic. Whatever happens, expect the wild and crazy characters at SegaPro to give this wacky game the once-over in the very near future!

THQ also had a number of new games on display at the ECTS, all programmed by top-quality developers such as Probe in the UK and Sculptured Software in the USA.

The company has just completed its second multi-product deal with Electronic Arts, adding *EA Sports PGA European Tour* and *Michael Jordan: Chaos In The Windy City* to their list of Game Gear titles. Everyone who wants games in the palm of their hands is in for a treat over the next few months! THQ also announced that *Urban Strike* and *Jungle Strike* will be available for the Game Gear, with all the carts scheduled for an early 1995 release.

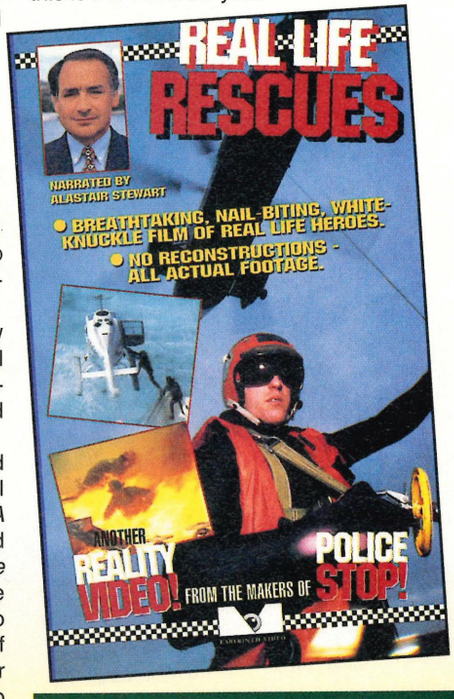
One other acquisition for THQ is the exciting Japanese cult animated film *Akira*, which will have massive appeal for fans of *animé*. This game is expected to be launched at the beginning of 1995 across all Sega formats. Stay tuned for more information.

THE REAL THING



Labyrinth Video, the makers of the phenomenally successful *Police Stop!* series have just released what they hope will be a new blockbuster with their latest product, entitled *Real Life Rescues*. The new programme is available for £10.99 and attempts to emulate the compelling excitement of the *Police Stop!* videos.

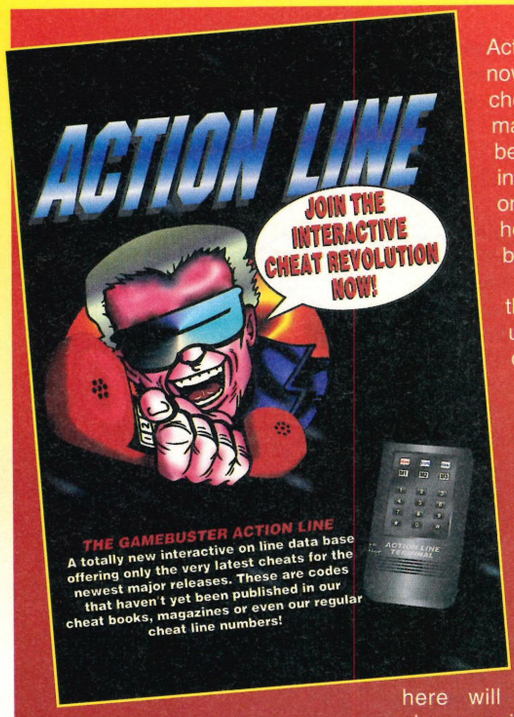
This type of voyeurism is big business at the moment, although Labyrinth claim the video does not dwell on injury or death, and this video will live up to all your excited expectations. The rescues include the recovery of a man, woman and child from a stricken yacht off the Australian coast; a suicidal man teetering on a high ledge; and a man showing superhuman strength as he single-handedly lifts a crashed helicopter to release his trapped friend. All these incidents and more are captured on video for your pleasure, with narration by Alastair Stewart. If you loved the original *Police Stop!*, this is the video for you!



FOOTIE FRENZY

The constant stream of football simulations for the Mega Drive is still showing no sign of letting up. At the recent ECTS, Domark entered the fray with the announcement of a new title expected to be called *Total Football*.

The game will boast all the usual attributes of a soccer sim, including matches in all weather conditions, atmospheric crowd noises and controllable celebra-



DIAL A CHEAT

Datel Electronics, kings of the Action Replay cheat codes, have devised the next stage in their cheats revolution, with the announcement of their new Action Line Interactive Cheat System.

The system is made up of a network of powerful PCs, all linked together. These provide an automatic cheat database connected to a special Gamebuster telephone number. Using this, Action Replay owners can now obtain the latest cheats for the newest major releases even before they are published in Datel's cheat books or on their regular cheat hotline telephone numbers.

Action Line provides the latest cheats, allows users to record their own cheats onto the system to share with other users and offers the latest news on what's new on the console scene. There are also plenty of chances to enter competitions and order merchandise.

The special Key Pad Access Terminal pictured here will be supplied free of charge with all Action Replay orders for the Mega Drive, while existing Action Replay owners can buy the magic black box for £9.99, which includes a free access terminal.

The calls cost 39p a minute during cheap rate and 49p at all other times. We have used one of the key pads and found the access to the line to be quick and easy. However, it obviously takes time to copy down your codes, so the costs could be prohibitive and remember, SEGAPRO always provides the most up-to-the-minute codes you'll ever need!

GAME SEARCH

Mail order specialists, Gamesville, are now offering customers a new game tracking service. The aim of this service is to save customers the time, money and frustration of ringing around for the game they want but just can't find.

The idea is customers only have to make one telephone call, and then leave the searching to Gamesville. They take your name and number, and call you when they eventually get hold of the desired game. Gamesville have a wide range of contacts in the UK and America, as well as a huge range of stock. This means they can generally guarantee to get you a rare title.

There will be no extra charge for this service, and no payment for the game is required in advance. To find out more about this offer, telephone the mail order department on 0293 541 953.

tion routines. The animation also promises to be something special, with over 2,500 player animation frames. Add to this over 50 player movement controls and an isometric perspective for what looks like it could be a very playable game indeed.



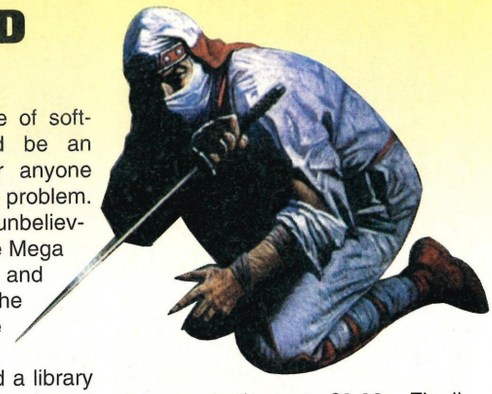
Domark believe it will be the most realistic and enjoyable football game yet seen when it hits the streets in the new year. We'll have to wait to see whether this is more than the usual PR hype, but expect more news soon.

PACK ATTACK

With Christmas looming ever closer on the horizon Sega have come up with a couple of bargain bundle offers to try and flog a few more Mega Drives. The hope is these hardware packs will revive the interest of consumers waiting for the much heralded 'next generation' of machines.

Sega's first bundle will feature the smash-hit car racing simulation *Virtua Racing* and will retail at £129. Their second pack includes the exciting new *Lion King* title and is expected to retail at a similarly competitive price. All that remains to be seen is whether people will believe it worthwhile to buy a 16-bit machine, or will instead plump for one of the new machines. We will wait with bated breath!

CHEAP AND CHEERFUL



Sega's budget range of software titles should be an ideal purchase for anyone suffering from a cash flow problem. The games start from an unbelievable £9.99, catering for the Mega Drive, Master System and Game Gear. Called the Classic Range, Sega are hoping to offer their customers the chance to build a library of classic software at a fraction of the original price.

Mega Drive owners can access a host of top titles, including *Joe Montana III*, *Mickey And Donald* and *Shinobi III* for as little as £19.99. Meanwhile the Master System owner shouldn't feel left out, You guys can get your mitts on releases such as *Donald Duck*, *Senna Super Monaco GP* and *Wimbledon*, with prices starting at £9.99. Finally, Game Gear fanatics have the chance to purchase games like *Streets Of Rage*, *Wimbledon* and *Crystal Warriors*.

With complaints about astronomical prices for carts understandably on the increase, the Classic Range is the perfect place to buy your favourite games. Whether you like shoot-'em-ups, sports simulations or platform puzzlers, it's worth checking out the titles on offer.



SURF'S UP!

Sega are attempting to prove their fingers on the pulse of "cutting edge sporting action" by sponsoring 22-year-old Nik Baker, who's one of Britain's "sexiest sports stars"... allegedly! Nik is the number one surfer in the UK and his most recent triumphs have put him at an official PBA world ranking of number two.



Sega see Nik as the sportsman most likely to complement the speed of their flagship character, Sonic the Hedgehog, and that sleekest of marine animals, Ecco the Dolphin. Hmm, Nik must be one strange-looking geezer!

Nik himself is naturally delighted to be sponsored by Sega, commenting: "Having a huge sponsor like Sega is fantastic, not only because it helps me to do the World Tour, but also because of their cool image — and of course they give me loads of games for my Mega Drive!" Maybe we should keep our eyes peeled for a surfing simulation on the Mega Drive!

CHARTS COMPILED BY GALLUP

ELSPA – European Leisure Software Publishers Association

...MEGA DRIVE...

1	Mortal Kombat II	Acclaim	£49.99
2	FIFA International Soccer	EA	£44.99
3	Super Street Fighter II	Sega	£59.99
4	Jungle Book	Virgin	£44.99
5	Sonic Spinball	Sega	£44.99
6	PGA European Tour	EA	£39.99
7	Sonic The Hedgehog	Sega	£39.99
8	Sonic The Hedgehog 2	Sega	£39.99
9	Sonic The Hedgehog 3	Sega	£59.99
10	RoboCop Vs Terminator	Virgin	£49.99
11	Mortal Kombat	Acclaim	£49.99
12	Pete Sampras Tennis	Codemasters	£44.99
13	Aladdin	Sega	£44.99
14	Lemmings	Sega	£44.99
15	Virtua Racing	Sega	£69.99
16	Gunship	US Gold	£44.99
17	Mickey & Donald	Sega	£39.99
18	Street Fighter II: SCE	Sega	£59.99
19	F1	Domark	£44.99
20	Streets Of Rage 3	Sega	£59.99

...MASTER SYSTEM...

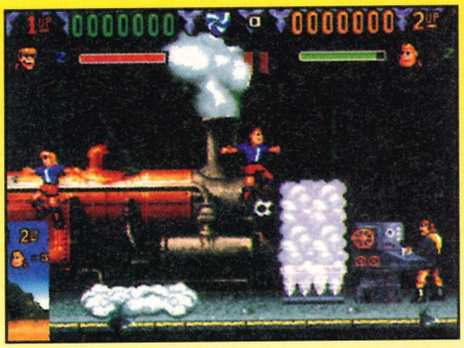
1	Desert Speed Trap	Sega	£29.99
2	RoboCop Vs Terminator	Virgin	£32.99
3	Sonic The Hedgehog 2	Sega	£29.99
4	Jungle Book	Virgin	£32.99
5	Aladdin	Sega	£29.99
6	Sonic Chaos	Sega	£29.99
7	Sonic The Hedgehog	Sega	£29.99
8	Cool Spot	Virgin	£32.99
9	Micro Machines	Codemasters	£29.99
10	Mickey Mouse 2	Sega	£29.99

...GAME GEAR...

1	Mortal Kombat 2	Acclaim	£34.99
2	Sonic The Hedgehog 2	Sega	£27.99
3	Mickey Mouse	Sega	£29.99
4	Sonic Chaos	Sega	£29.99
5	Sonic The Hedgehog	Sega	£27.99
6	Jungle Book	Virgin	£32.99
7	Sonic Spinball	Sega	£27.99
8	Star Wars	US Gold	£29.99
9	Micro Machines	Codemasters	£29.99
10	Aladdin	Sega	£29.99

...MEGA-CD...

1	FIFA International Soccer	EA	£49.99
2	Tomcat Alley	Sega	£49.99
3	Ecco	Sega	£44.99
4	Battlecorps	Core Design	£44.99
5	Batman Returns	Sega	£44.99
6	Sonic CD	Sega	£44.99
7	Ground Zero Texas	Sony	£49.99
8	Prince of Persia	Sega	£44.99
9	Road Avenger	Sega	£44.99
10	Lethal Enforcers	Konami	£44.99

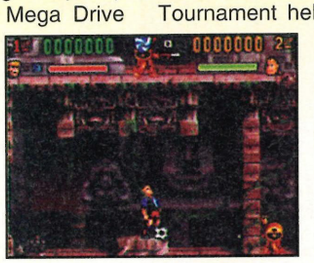


GOING FOR GOLD

As always US Gold had an impressive stand at the ECTS, showing off plenty of new games for the Mega Drive and Mega-CD. Among the most interesting on display were *Hurricanes* for the Mega Drive and *World Cup Golf* on the Mega-CD.

Hurricanes is based on the animated television series, combining the popularity of soccer with the heroic adventures of the TV characters. The game will have loads of characters for the player to choose from in a series of battles over a host of different levels. Each character will be from the show and the game looks like being a success on its release, which is scheduled for November.

World Cup Golf boasts some of the most stunning graphics you'll ever see on the Mega Drive, with a beautiful scrolling landscape as you move around the course. The game offers the player the chance to play in international competition, with national teams gathering to compete for the world trophy. The backdrop for the game is the 1994 World Cup Golf Tournament held at Dorado Beach, Puerto Rico and the action is set on this course.





The controls and the screen selections during the gameplay are designed to allow both novices and golfing experts to enjoy the game in equal measures. This looks like being a winner. However, reserve judgement until we've given you the full lowdown on all the action in the next issue.

THREE TO SEE

Manga are due to release three more animated films. *The Guyver - Data 7: The Battle Begins*, *Devilman: The Demon Bird* and *Cyber City: Oedo 808, File 1: Virtual Death* all have three things in common – they're due for an October release, they're part of a series and they've got very long titles!

The Guyver is Manga's premier comic series, having consistently topped the charts, and now it's back for an incredible seventh instalment. In *The Battle Begins* the Guyver is up against Chronos's leading scientist, Dr Balcus, who's out to destroy our hero using Sho's father and Mizuki as the focus of his attack. The video runs for 25 minutes and costs £5.99.

Devilman: The Demon Bird continues the fight against demons unleashed on mankind after centuries trapped in glacial ice. Only two men have the ability to stop them, the cool-headed Kyo and the fearless Akira who, as Devilman, possess the body and strength of a demon but the heart and soul of a human. However, even Akira's talents will be stretched to breaking point when he meets Siren, the seemingly invincible Demon Bird! Retailing at £11.99 *The Demon Bird* runs for approximately 55 minutes.

Finally, *Cyber City* kicks off a new series called The Cyberpunk Collection. It's the story of a nightmare future where high-tech criminals turned cops are forced to combat crime by explosive collars permanently attached to their necks. In *Virtual Death*, the mass-murderer Sen Goku is selected by Dekachu, Chief of Cyber Police, to rescue some 50,000 people trapped inside a cyber city skyscraper. The film contains a twist concerning a long-dead man and runs for 40 minutes, costing £9.99.







ACCLAIM'S MOVIE MATINEE!

Acclaim will be premiering a couple of movie blockbusters in the very near future with the launch of both *True Lies* and *Stargate* for the Mega Drive. They believe these games will offer a "unique blend of Hollywood excitement and challenging gameplay". However, with our negative experience of movie tie-ins, we'll reserve judgement until the review copies come in!

True Lies follows the plot of the film, with international terrorist Abu Aziz and his dreaded Crimson Jihad attempting to detonate stolen nuclear warheads. Only one man can stop them, and that's Special Agent Harry Tasker, played in the movie by big, bad Arnie Schwarzenegger.

In the game you will control



WHO THE ELS ERNIE?

Most of you will be wondering what the hell the headline above means, unless of course you're a golf fanatic. The Ernie Els in question is a 24-year-old South African, who also happens to be the 1994 winner of the US Open Championship!

His elevation to the ranks of golfing mega stars has seen Codemasters sign an endorsement with him for their new Game Gear golf simulation, called simply *Ernie Els Golf*. The game is part of the winter line-up Codemasters had on display at the ECTS, which also included *Micro Machines 2 – Turbo Tournament*, *Psycho Pinball* and *SS Lucifer – Man Overboard* (reviewed this issue).







Anyway back to Ernie Els! His game will include plenty of exciting



Tasker in 12 action-packed missions, including high-speed car chases, downhill skiing, daring helicopter rescues and Harrier jet flights, as you try to eradicate the terrorist threat.

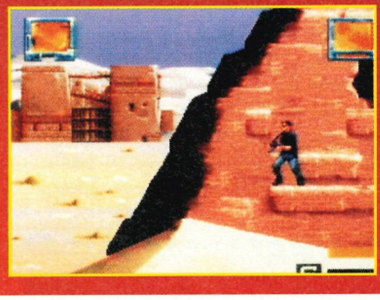
True Lies is the first game to be published under Acclaim's long-term agreement with James Cameron's Lightstorm Entertainment. You may know Cameron best for his other film with Arnold Schwarzenneger, *Terminator 2*, and with this deal Acclaim believe they have tied themselves up with one of Hollywood's hottest properties.

In contrast *Stargate*, expected to be available for the beginning of '95, is an intergalactic adventure romp. The game itself will be available for the Mega Drive and Game Gear, while the movie is due to be premiered in November, starring Kurt Russell and James Spader. It has a film production budget of $70 million, the largest sets since *The Ten Commandments* and is supported by a $25 marketing budget!

Stargate will apparently take gamers on an intergalactic journey as Colonel Jack O'Neil, the commanding officer of a mission to investigate the Stargate found during an archaeological dig in Egypt. Having unlocked the secrets of the Stargate, O'Neill is transported to a place resembling ancient Egypt. Along the way gamers must solve the mystery of the pyramid, defeat the evil Pharoah King Ra and make their way back to Earth.

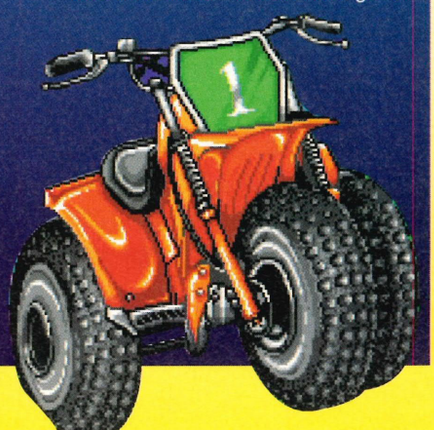
Digitised character animations and backgrounds are intended to match the elaborate sets of the movie. Additionally, bonus subgames, woven throughout the adventure allow players to experience numerous games within the main scenario.

Watch out for more on both these titles next issue.





options, including the chance to play as Els; loads of courses, from Australia, America, Japan and the UK; and variable weather conditions. Codemasters also claim the game is a step forward graphically for the Game Gear System. It has a 64Kbit graphics chip, for all you techies out there, which basically means the cartridge offers advanced 3-D rendered courses with detailed shading, a view of 250 yards, while the player's movement is digitised from real golfers. Once again, expect more information as and when we get it.



MANGA INITIATIVE

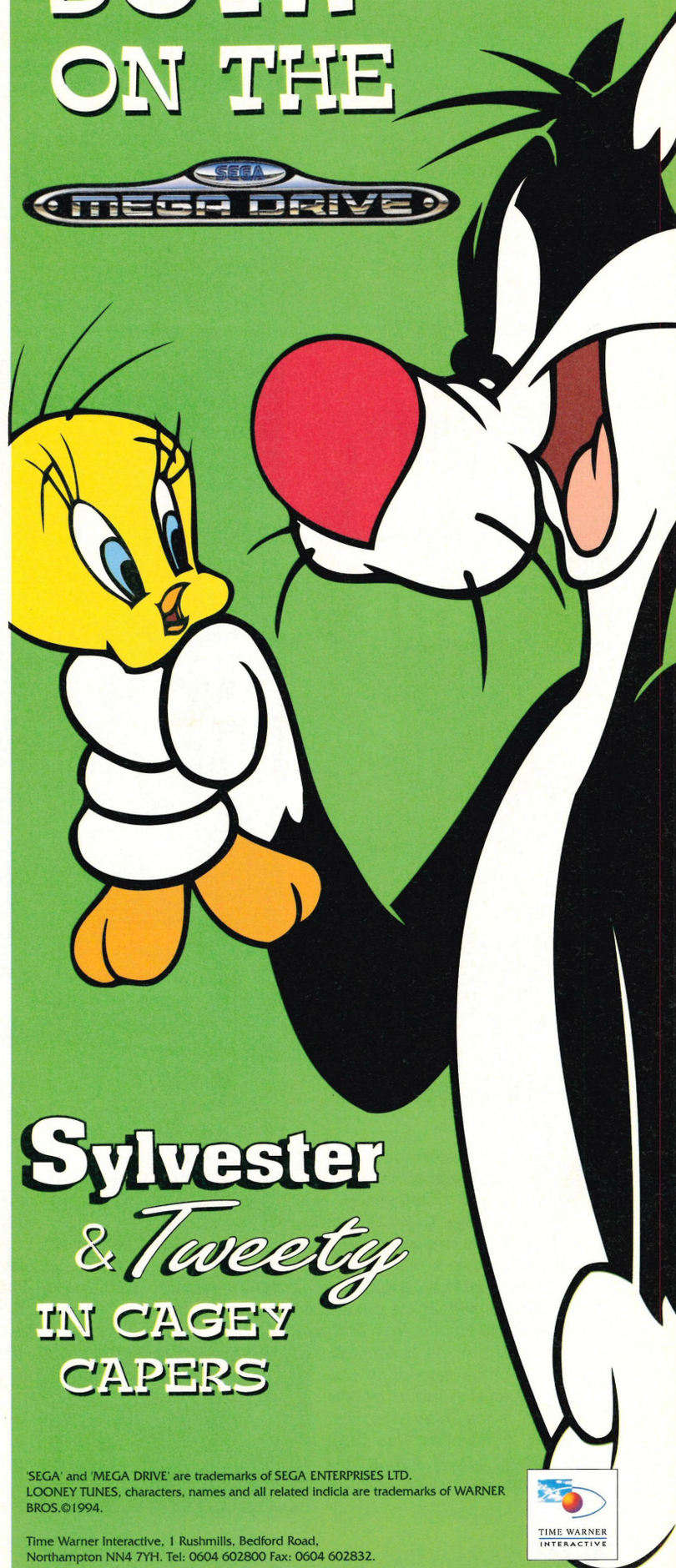
Kodansha, the Japanese publishing giant, celebrates its tenth year with the announcement of a major animated feature film in partnership with Bandai Visual Co and Manga Entertainment. The new film will be called *The Ghost In The Shell* and is expected to be converted into video and computer games by the second half of 1995.

The Ghost In The Shell is set in the future when, following a succession of world wars, the Japanese-led Asian block dominates the world. Order is enforced by a ruthless elite security force, the SHELL. In their battles against the terrorist groups, most of SHELL have been given cybernetic implants, leaving them only vaguely human. The UK release of the film is scheduled for the beginning of next year.

Kodansha's best known feature film is Otomo Katsuhiro's Akira, a cult classic, which Manga distributed in this country. The film was a smash hit selling over 90,000 copies in Britain alone, as well as many more across Europe. With their franchise licensees in Scandinavia, the Benelux countries, France, Spain, Italy, Iceland, Australia and New Zealand, Manga hope their new initiative, The Ghost In The Shell, will reach similar heady heights.

CATCH US BOTH ON THE

SEGA MEGA DRIVE



Sylvester & Tweety IN CAGEY CAPERS

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TIME WARNER INTERACTIVE

NEWS



JAPAN NEWS



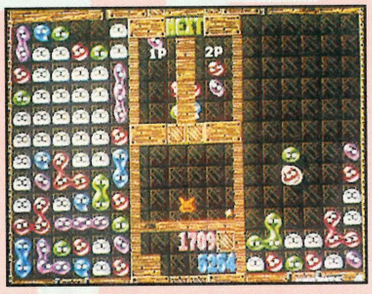
. . . ARCADE CHARTS

1	2	VIRTUA FIGHTER
2	–	VAMPIRE
3	5	SUPER STREET FIGHTER
4	–	WING WAR
5	3	DAYTONA USA

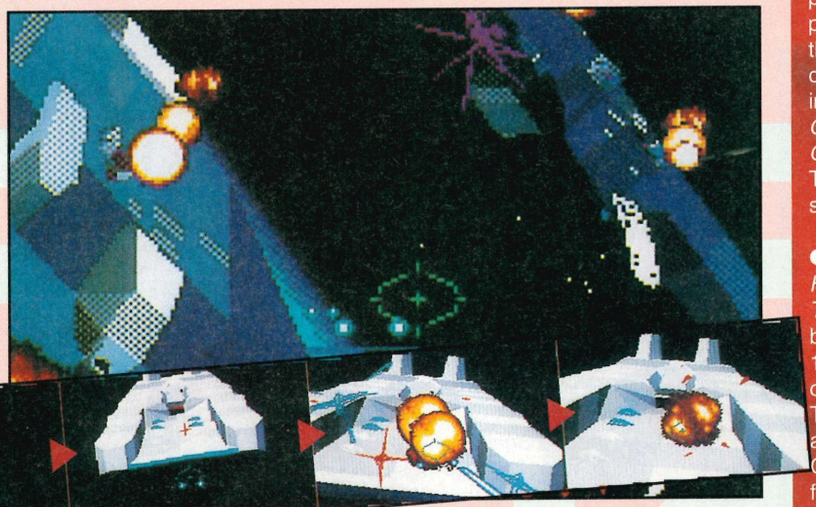
PUYO PUYO 2



Remember the original? Both in Japan and over here (where it was released as *Mean Bean Machine*) this simplistic *Tetris* clone proved to be a very popular puzzler. *Puyo Puyo* was a game so addictive, apparently many of the Japanese claimed to have had dreams about the coloured beans!



Although this sequel is a long way from completion, we do know that of the many improvements, there will be an increase in the number of enemy characters – 32 in fact! The full title will be *Puyo Puyo 2 (2)* – the extra 'two' has a double meaning. In Japanese this means 'expert'. It looks like this will be a title well worth looking out for. Watch this space for further news!

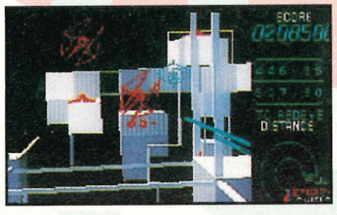


STAR BLADE CD



Due for release in October, *Star Blade* is Namco's latest CD shoot-'em-up. Not unlike Star Wars, this 3-D shooter will allow players to control a spacecraft using a mouse. Namco have promised the smooth polygon graphics will ensure this is a faithful translation of the arcade version.

The game unfolds from the point of view of the cockpit pilot in the spacecraft. The aim of the game is to give anything looking like an enemy a touch of the laser treatment. Similar to *Silpheed*, you have an energy gauge that slowly diminishes each time you are hit.



The player uses the fighting machine called Giosord and destroys the enemy completely by attacking the enemy planet known as Red-Eye. Special mission will only be carried out once the enemy defences have been destroyed – including both their fleets and their colonies.

The action takes place in space against the fleets and colonies (where you fly between crossed pillars), through the enemy planet Red-Eye against the imperial force. Then through a fortress, a valley, and finally a skirmish above the city. Look out for a review of this promising CD title soon – it could well be worth waiting for!

NIP BITS

● An exciting new product is about to be launched in Japan. It's Infocom's latest technological masterpiece – the "Picture in Picture" device. The unit is an AV selector with tuner, and it allows users to enjoy two programmes on TV at the same time – even if you have a TV with no function to divide the screen into smaller screens!
There are four input terminals, and these will enable you to combine TV programmes and console games – including the MD and Saturn! This will work with a remote control at the touch of a button.

● Playdia – a CD-ROM player from Bandai (developing for the Saturn) will go on sale from September 23. It's not a games machine as such, but more of a home entertainment player which allows users to enjoy films as well. The price, at 24800 Yen, is cheap, and the machine very simple to operate. Titles can be played back on full screen (unlike the Mega-CD's small FMV windows!). Software available will include *Dragonball Z*, *SD Gandom*, *Hello Kitty* and *Beautiful Girl Fighters "Sailor Moon"*. These will be on sale around the same time.

● Following on from the films *Hungary Wolf* and *Ryako (Dragon Tiger)*, *Samurai Spirits* is being broadcast on Fuji TV from Sunday 18th September. Following the console title, this will tell the story of The God Anislaisa who has been at odds with the evil Anprouja. This God joins with Haoumaru as they fight against Amakusa Shiro Tokisada – a fighter brought back to Earth by Anprouja.



. . . CHARTS

1	NE	SHINING FORCE CD
2	NE	J LEAGUE PRO STRIKER 2
3	1	SUPER STREET FIGHTER II
4	NE	J LEAGUE PRO STRIKER II [GG]
5	NE	BEAUTIFUL GIRL FIGHTERS "SAILOR MOON"
6	6	THE ALCHEMIST'S STORY II
7	8	THE WAR RECORD OF RHODES [CD]
8	–	PUYO PUYO
9	3	SONIC 3
10	NE	NAZO PUYO – ALULU-NO-LU

KICK OFF 3

EUROPEAN *Challenge*

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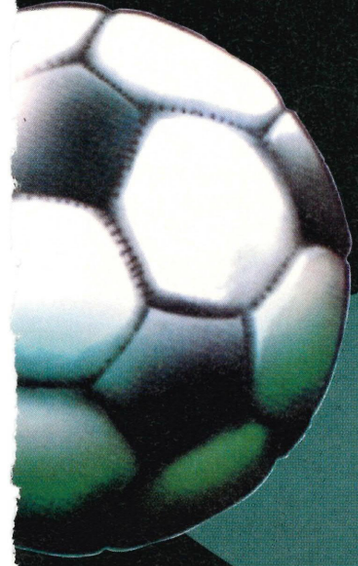
Come and have a go if you think you're hard enough!

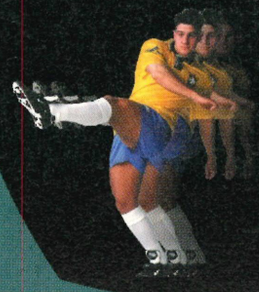


MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

KICK IN'





ANCO

VIC TOKAI

Published by Vic Tokai Europe Ltd. Tokai House. 9 Duncan Close. Moulton Park. Northampton NN3 6WL Tel: 0604 671415 Fax: 0604 670864

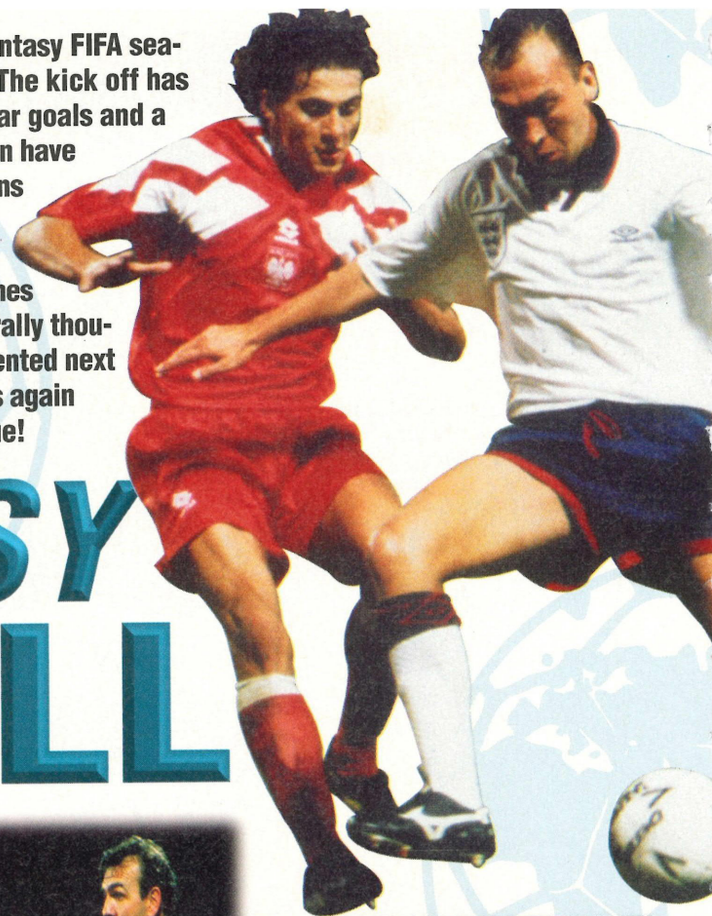
Screen Shots are illustrative of gameplay and may vary from format to format

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Welcome to the first update of our big Fantasy FIFA season, in association with Electronic Arts. The kick off has seen some excellent matches, spectacular goals and a few upsets. The entries for the competition have been coming in thick and fast, which means our database of your teams is growing by the second. Check out all the news from the league below, as well as the team names of some of your entries. As we've had literally thousands of entries, the first official manager of the month award will be presented next month, along with the statistics for the top ten teams in the league. Join us again next month for yet more exhilarating action from the ultimate fantasy league!



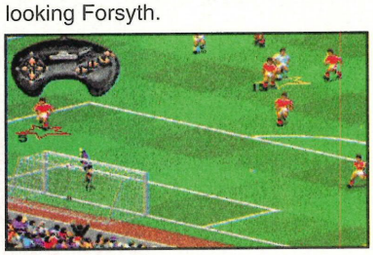
FIFA *FANTASY* FOOTBALL

FORSYTH RAPS LACKLUSTRE MANCHESTER

BLACKBURN 1

The first match saw Neil Armstrong's tough Blackburn side take on the might of Manchester Utd, played by Richard Forsyth.

As always in curtain-raisers the action was tight and cagey, although Manchester forced the early pace with a string of stunning long-range efforts. This culminated in a disallowed goal in the third minute. However, their tactics went against the fine tradition of the club, with the long ball being their main source of attack. Criticism of their play brought the response, "Tactics are for wussies!" from the lips of a manic-looking Forsyth.



As the game progressed Blackburn's more measured approach began to pay dividends and in the sixth minute they struck what proved to be the winning goal with a searing effort from man of the match, number 15 B Arnold (a name you'll be hoping to have on your teamsheets!).

The second half was a dogged affair with few clear-cut chances for

MANCHESTER U 0

either team. The only highlight being the stream of curses from Forsyth at his team's lack of penetration. What passing football there was came exclusively from Blackburn. At the final whistle the score remained 1–0 to Blackburn. There were no bookings or sendings off.









FOUR BOOKED IN FOULING FRENZY

CHELSEA 0

After the clean play in the first two games, this was the match that took the League into the gutter! Four players were booked, while three others were stretchered off, in a game constantly marred by disgraceful scenes.

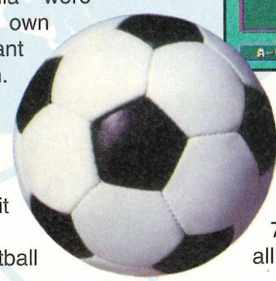
In the midst of the brutality Phil King's Aston Villa scored three scorching goals through 15 A Hicker and two in the final minutes for 16 D Nathan. However, for much of the match the Villa were pinned in their own half by a rampant Chelsea team. At half-time Chris Marke was heard to comment, "What does it take to score?"

Sadly the football

ASTON VILLA 3

will not be what this game's remembered for. With two players from each side booked, people's fantasy teams are going to suffer docked points as a result. It was a game many felt would boil over into violence, as both King and Marke were





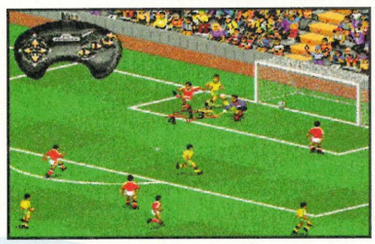
prepared to win at all costs. This time King took the spoils. Final score 3–0. Number 7 S Raines and 9 S Ritcher for Chelsea and 13 P Daniels and 7 I Johnson for Aston Villa were all booked.

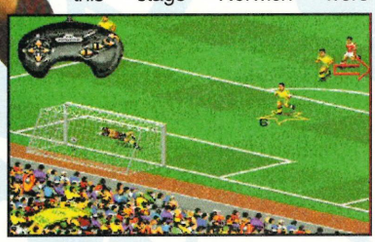
NIGHTINGALE SINGING THE BLUES

NORWICH 4 — ARSENAL 4

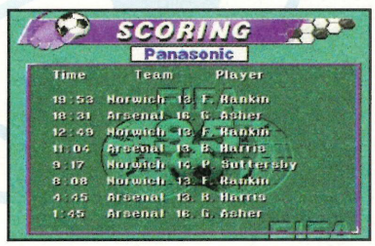
Throughout this frenetic match the victory looked to be Arsenal's, with Colin Nightingale helping his side maintain a lead into the last few seconds. However, a stunning goal from hat-trick hero number 13, F Rankin, for Norwich left him ruing a hatful of missed chances.

Things started brightly with 16 G Asher putting Arsenal one up in the first minute. Then in the fifth minute 'Whispering' Bob Harris, the Gunners superstar forward, made it 2–0. At this stage Norwich were nowhere and the cry of "Stick it up 'em!" became the Nightingale's anthem.









However, a scrappy goal by 13 F Rankin made it 2–1, and then 14 P Suttersby pulled Norwich level with a magical volley from fully 30 yards. The half-time whistle left us gasping for breath, but the second half offered no respite. Harris scored again for Arsenal, followed by another for Rankin. Then Asher struck to make it 4–3 to Arsenal, but in the final seconds tragedy struck and Pilkington stole a share of the spoils. Once again there were no bookings.

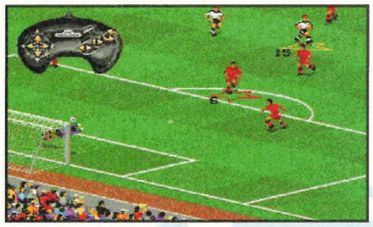




SUPERSTRIKE LIFTS NEWCASTLE

NEWCASTLE 8 — LIVERPOOL 0

An early wonder goal by number 15 B Harrison sent Newcastle on to an emphatic victory in this one-sided affair. This was the impetus the Toon Army needed to dominate the game from start to finish. Newcomer Chris Hunt-Newham, replacing the injured Jason Johnson at Liverpool, was simply overwhelmed by wave after wave of Magpie attacks.



As the goals flowed, so too did the tears, although in fairness the newcomer was a novice at the game, with little chance of overcoming the wily old pro Mark Hill. Especially with the rampant Harrison notching further goals to score a stunning hat-trick.

A further five goals were scored by the Newcastle forwards, with J Hoton and J Wooster, who cracked in four spanking shots, getting the goals. M Fowler (ironic name) was sent off for Newcastle, while N Naoukam, also of Newcastle, was booked. A strong win for Newcastle and they look to be the favourites at this stage.



THE ENTRIES

To give you a taste for our exciting new league, here are the names of five of the teams you've entered, picked at random from our bulging postbag. There are no prizes as yet, but wait until next month when the league is really going to explode into action!

Hugh Gardiner, aged 23, from Norfolk has called his team Arsenal (very original Hugh!) and unsurprisingly has chosen the Arsenal defence. He'll be losing early points there after Colin conceded four goals!

Gavin Bradshaw, aged 22, from Cheshire has called his team GBFC and has included the ace Manchester forward D Roper, rating 99, in his line-up.

Darren Humby, aged 25, from Gillingham has called his team The Gills. He's got the booked Chelsea player S Raines in his line-up – that's a point deducted already Darren!

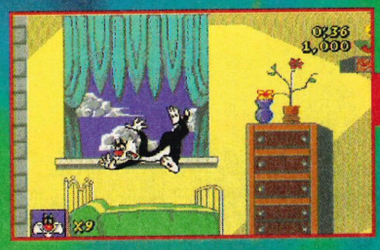
Jimmy Moody, aged 16, from Leeds is calling his team Moody's Magicians. He's got Blackburn's defence, who kept a clean sheet. Nice one Jimmy!

John Taylor, aged 16, from Rochdale has a team with the interesting name, Inter Dale FC. He's picked Arsenal goalscorer, B Harris. That's points in the bag mate!

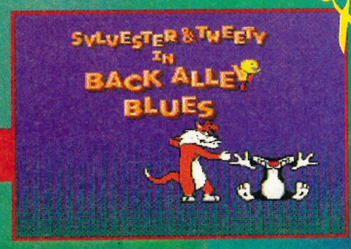
Obviously this is just a very small sample of all the entries we've had. Don't worry if your name's not here: when the statistics are being compiled everyone will get a fair crack of the whip. So keep reading SEGAPRO every month and watch the league take shape. Next month we'll be printing the first league table and the list of the first ten winners of the awesome prizes on offer from Electronic Arts. Stay tuned!

COMPO

TIME WARNER INTERACTIVE







SYLVESTER & TWEETY

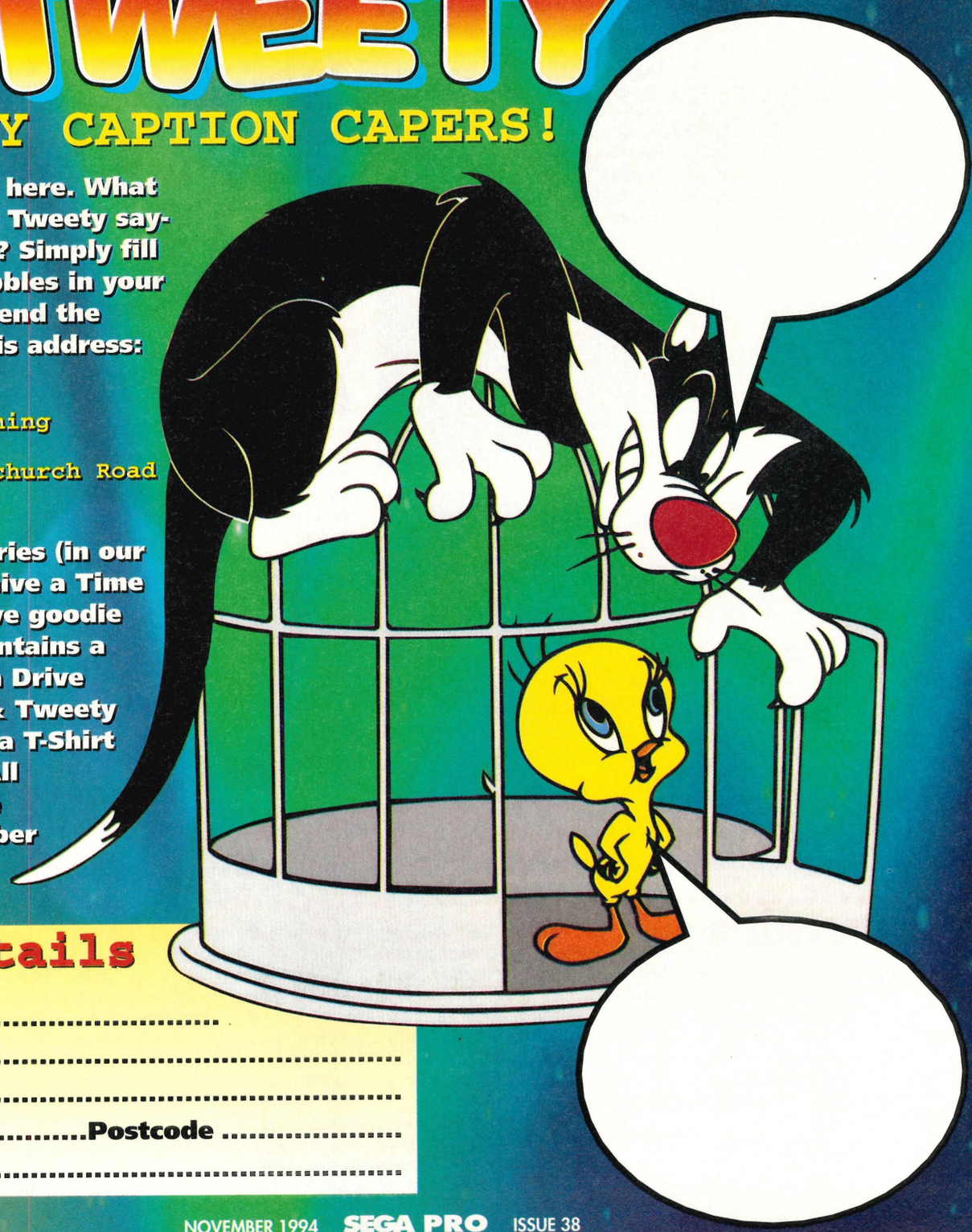
IN CAGEY CAPTION CAPERS!

TIME WARNER INTERACTIVE

Study the picture here. What are Sylvester and Tweety saying to each other? Simply fill in the speech bubbles in your own words and send the whole page to this address:

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124 Old Christchurch Road
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BH1 1NF

The five best entries (in our opinion) will receive a Time Warner Interactive goodie bag. Each bag contains a copy of the Mega Drive game Sylvester & Tweety In Cagey Capers, a T-Shirt and a key-ring. All entries should be received by October 15. The editor's decision is final.



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REVIEW

MEGA DRIVE

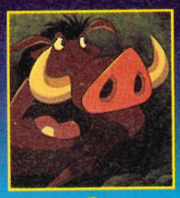
Here are just some of the colourful characters in The Lion King...



Mufasa & Sarabi



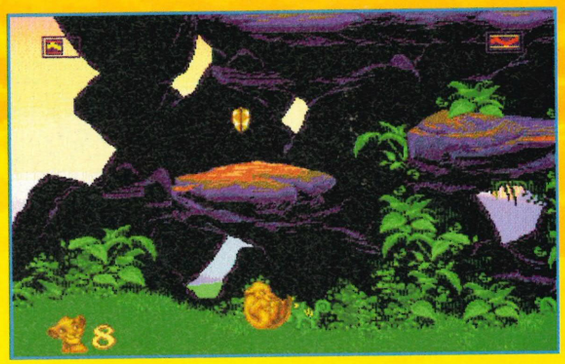
Nala



Pumbaa

Set in the Jungle of Africa, The Lion King is the tale of the coming of age of a lion cub called Simba. As the game unfolds, his sprite even gets older – designed to follow Disney's blockbuster movie as closely as possible. Mark Hill had his tissues at the ready – this one just had to be checked out.





As a cute little lion cub, Simba rolls to attack a lickin' lizard on the first level.

DISNEY'S THE LION KING





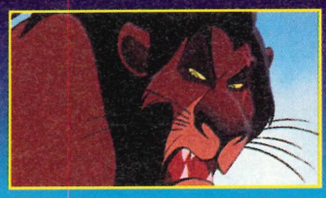
Simba hangs onto a platform to avoid the spikes of the porcupines below.

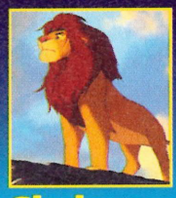
First there was *Aladdin*, and then there was the *Jungle Book*. Graphics and sound stole the show: cute and heart-warming animation, emotional tunes whistling through the lush backgrounds, and a Disney quality that made these film-based titles a credit to the hard work put in by Disney and Virgin.

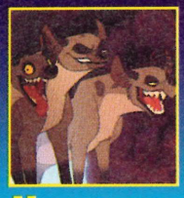
Now we are about to experience and interact with the emotional tale of *The Lion King*. Through the jungle of Africa, Simba the lion cub gets older as the levels roll on. It's a story everyone can relate to – a story where a cute little lion learns to outgrow his carefree royal lifestyle and accept the responsibility, danger and challenge of his role in the great circle of life.

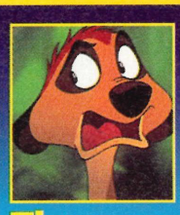
The Lion King video game combines the emotional excitement of Disney's newest full-length animated feature film with original gameplay to offer a whole new experience. Steve McBeth, executive vice president of Disney Consumer Products says, "Never before have game players been able to participate so fully in the emotional experience of the film". He went on to explain how players will be able to enter the world of the movie – brought to life with unparalleled animation, non-stop action and dramatic confrontations with other animals. SP


Rafiki


Scar


Simba


Hyenas


Timon


Young Simba

ALL IN A GAME

The Lion King will be divided into two sections. The first part portrays the life of young Simba, the cub, whilst the second part tells of story of Simba, the lion prince, who must reclaim the Pride Lands and his birthright. Players learn basic gameplay skills as a cub but gain wisdom, abilities and power as Simba ages and becomes an adult lion.

This is a scrolling platform game with 10 levels of play and two bonus rounds. Levels will follow the sequence and art direction of the film. Backdrop silhouettes within the levels allow characters to interact with them so the size of the game is effectively doubled. The music, adapted from the film, will capture the story's mood and emotion in tone with the exotic settings.


The jungle is a dangerous world for a young cub. Here Simba is chased by a big boulder.


Simba clings onto a platform and levers himself up.


Giraffes' heads can be used as platforms to jump off, but if they tilt you'll tumble down their necks!

UNIQUE PERSONALITY

The technical side to *The Lion King* is quite exceptional. It should create an environment in which gamesplayers really feel they 'become' Simba the lion cub.

The Lion King will be the first video game based entirely on the adventures of four-legged creatures with personalities who stay in character throughout the game. Routine punches and hits, common in many platformers, are a thing of the past. Players must develop new skills with each level of the game.

Because Simba is a lion, he acts like a lion. He runs, rolls, jumps and roars (to stun other animals!). He also swipes at his foe, and can even flip them like a real predator! But only certain opponents will be subjected to the swiping and flipping: the hyenas and Scar – Simba's natural enemies! With other characters Simba will behave in a friendly albeit lion-like manner.







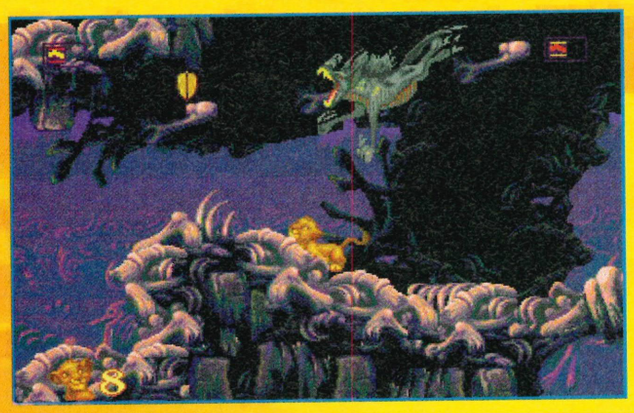


FEATURE

MEGA DRIVE



As the game goes on, Simba develops into a fully grown lion.



A snarling hyena leaps towards the young Simba. It's a jungle out there...

BONUS GAMES

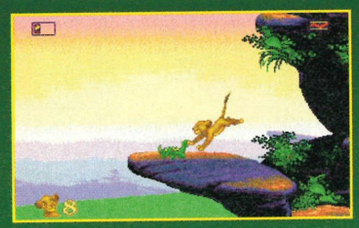
There will be four bonus games, three of which put the lion on a hunt for bugs. Various bonuses will be available including a handful of extra lives. There will be a time limit on each of these screens, and as in Aladdin, a special icon must be collected on the previous level to access the bonus games.







COMING OF AGE



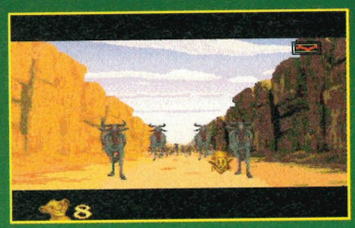
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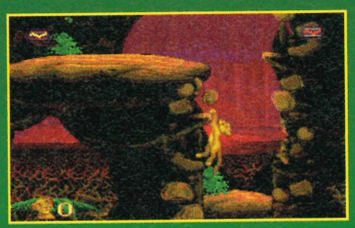
JUST CAN'T WAIT



ELEPHANT GRAVEYARD



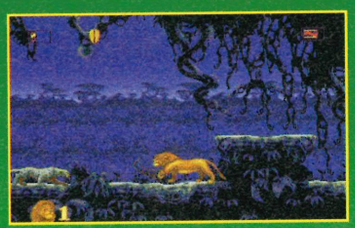
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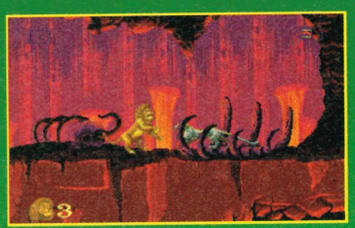
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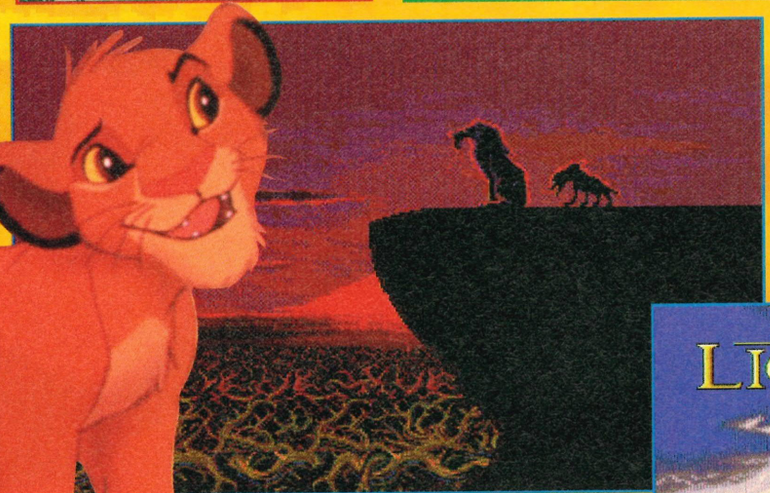


HYENA'S LAIR



RETURN TO PRIDE ROCK

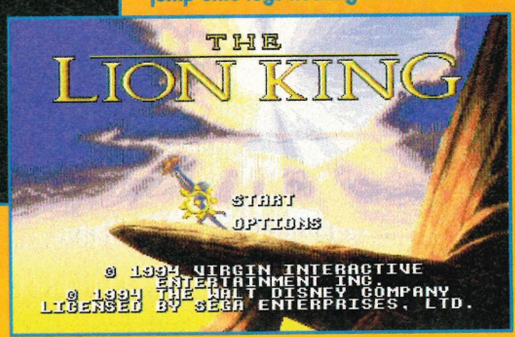




Like the movie, the game features a rich colour palette for the African habitat and glorious sunsets.



Not being able to swim, Simba must jump onto logs floating in the water.





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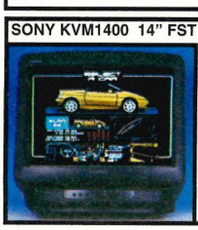
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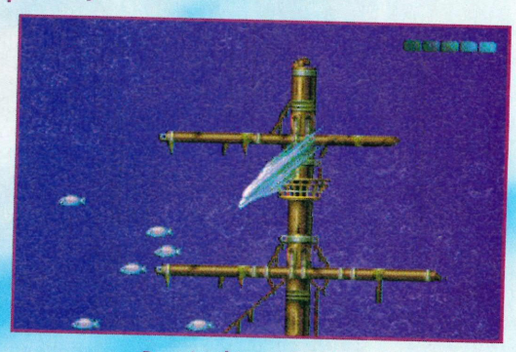
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PREVIEW

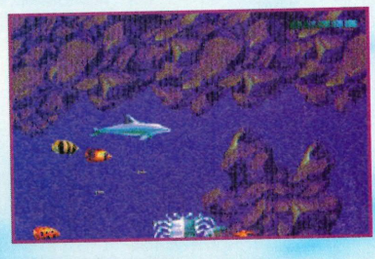
MEGA DRIVE



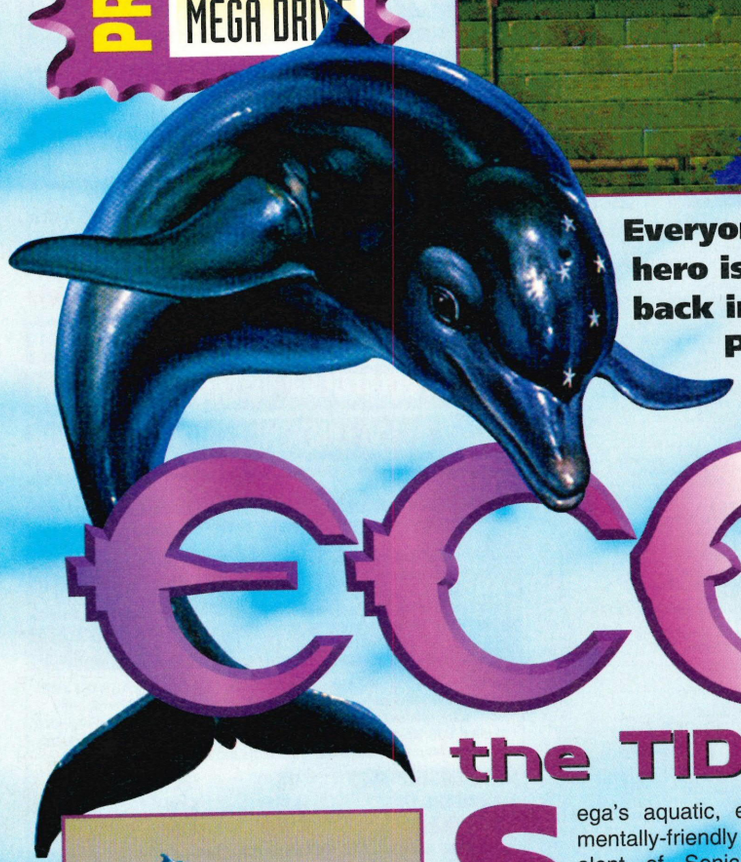
Ecco explores a shipwreck on the ocean floor, accompanied by a rescued killer whale baby.



By using his special charge move, Ecco can ram small fish and eat them to bump up his energy.







Everyone's favourite underwater hero is about to make a comeback in an all-new adventure. Phil King goes swimming with dolphins...

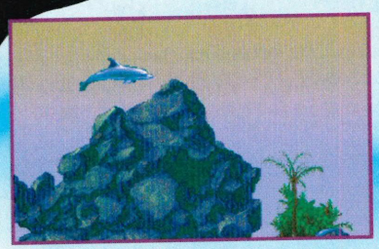
ecco the TIDES of TIME

Sega's aquatic, environmentally-friendly equivalent of Sonic, Ecco The Dolphin first swam onto the Mega Drive in 1993. It was a critically acclaimed debut that involved lots of underwater exploration and fiendish puzzle solving. All the marine life, including Ecco's pod, had been swept away by a strange storm. This turned out to be a weird alien Vortex. In the first game, Ecco bravely battled against the odds to rescue his pod and destroy the Vortex. However, when the plucky little dolphin returned to Earth with his pals, he unwittingly brought a passenger along with him: the queen of the Vortex hive!

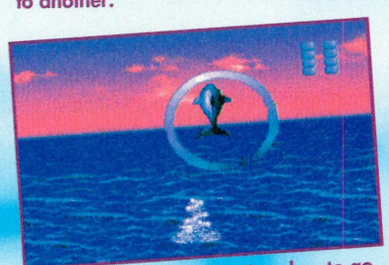
Now the Vortex has destroyed the magical Asterite and taken two globes back to the future. So once again, it's up to Ecco to save the day – along with his new companion Trellia. As before, Ecco swims around underwater caverns, searching for clues to solve the many puzzles. Magical songs must be collected to beat certain enemies or open gateways. He can also use his sonar to talk to friends, move items and bring up a map of the surrounding area.

Contact with nasties such as sharks, jellyfish and octopuses reduces Ecco's energy – topped up by eating small fish. However, Ecco can use his special charge move to stun enemies. He starts off with the magical ability to swim freely underwater, but when the Asterite is destroyed his air supply becomes limited – so he has to periodically return to the surface to fill his lungs.

New features in this second adventure include the 3-D sections where Ecco swims into the screen. Stranger still, by ramming certain creatures he can morph into them – charge into a seagull and Ecco flies! It all sounds a bit fishy to me. SP



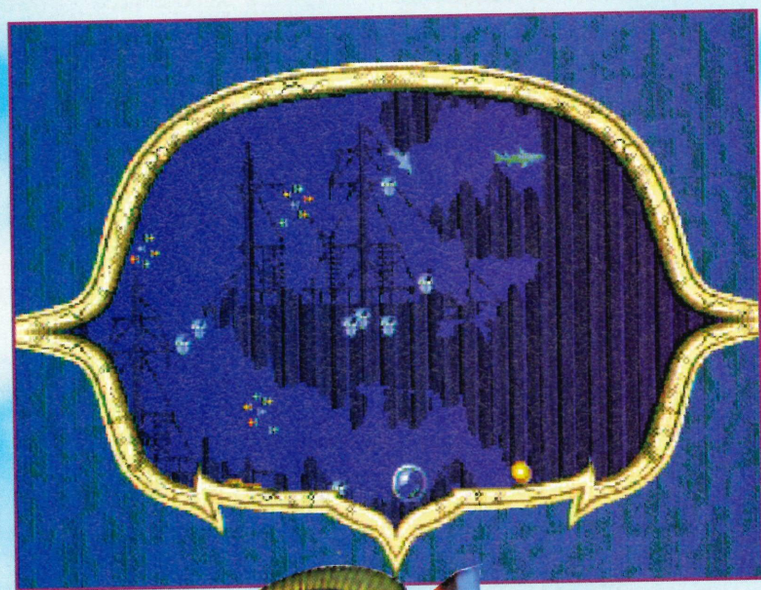
Leaping out of the water, Ecco can even jump over rocks to get from one lagoon to another.



In the new 3-D sections, Ecco has to go through the hoops, including ones above the water's surface.

One of Ecco's friends leads him to this strange crystal. But what do you have to do with it?: that's the puzzle.







(Above) The sonar map shows the surrounding area. (Right) Ecco gets advice from a pal.



Yuk, what a horrible looking octopus creature. Unlike other enemies, one touch from this and Ecco instantly loses a life.

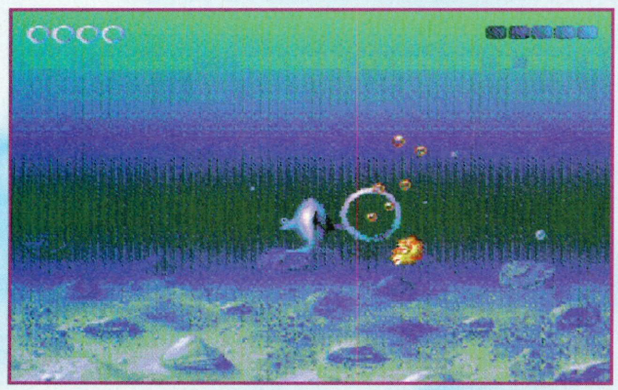


Ecco nudges a rock along the sea-bed to solve a puzzle.



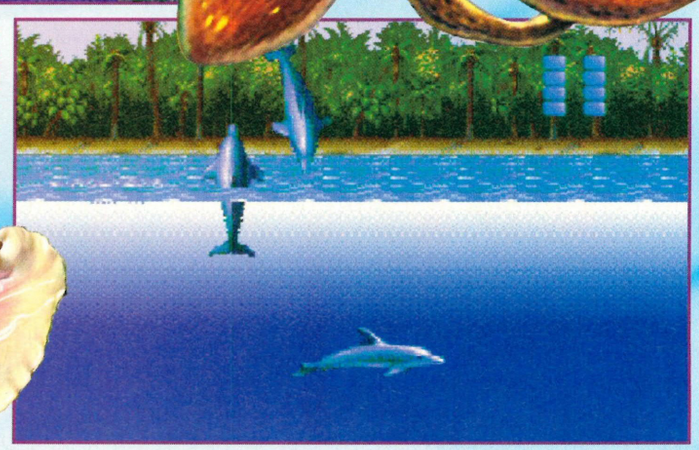
This warp transports you to one of the new 3-D sections (as seen below).





(Above) Watch out for sharks. Either avoid them or use your sonar or charge move to kill them.





(Above) Ecco times his sonar waves to oscillate this crystal left and right to dislodge it from its invisible springs.



ALL IN A GAME

There are no less than 25 huge scrolling levels in this 16Mbit cart, each packed with puzzles to solve. These typically involve nudging rocks and crystals to the right place to open up blocked-off areas. Text clues are given to help you decide what to do next, but it's still quite taxing on the grey matter. Complete a level and you're given a much-needed password, so you don't have to endlessly repeat early sections.

There are also five 3-D scenes where Ecco swims into the screen. Avoiding nasties, he must swim through the approaching hoops under the water. Some of the hoops are above the surface, though: Ecco has to jump up at the right time to pass through these.



SEGA
£TBA
OUT: NOV



COMPLETION

1st IMPRESSIONS

At first sight *Tides Of Time* all looks very similar to the first adventure. Many of the original enemies and items make a reappearance and are seemingly unchanged. The parallax backdrops too are very similar, although often attractive with large shipwrecks on the bottom of the sea bed. As before, the sound does a lot to create a good aquatic atmosphere, with appropriate tunes and watery FX.

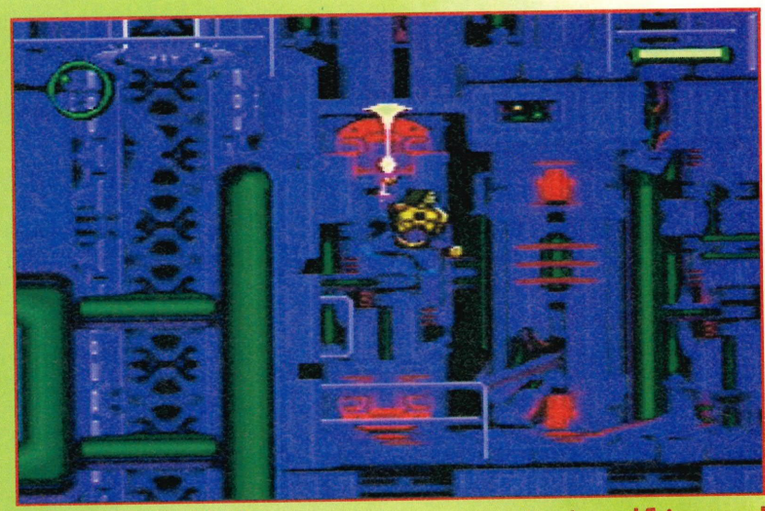
The gameplay is also very familiar, involving lots of pushing items around - okay, I suppose there's only so much you can do with a dolphin! Things get more interesting on later levels as Ecco swims through underwater tubes and meets up with his 'woman', Trellia. The only real innovation is the inclusion of 3-D sections, but these aren't particularly exciting - just swimming through hoops.

Those expecting something new could well be disappointed, but fans of the original game should still enjoy this long-awaited Ecco adventure.

PREVIEW

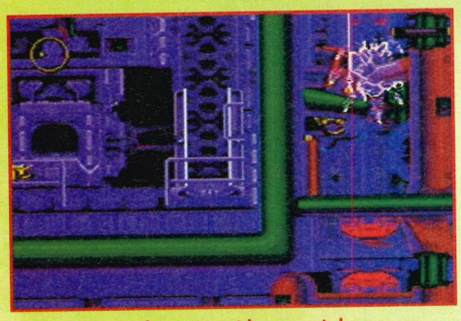
MEGA DRIVE

Enduring days without sleep was no hardship for Jason Johnson as he battled the lost generation in an attempt to save another world.



Adaptable and flexible, the rope with a special name is extremely cool.

Jumping and flying around the screen, Monobe makes a spectacle of himself.



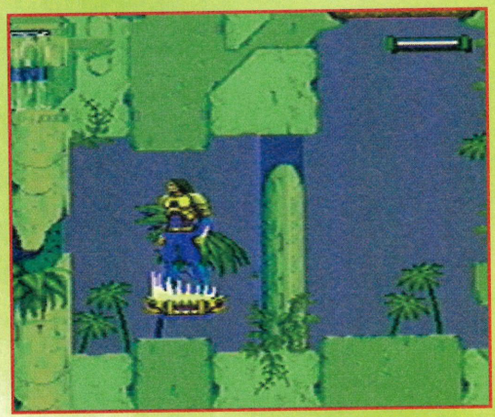
Again we see the rope with a special name in action. It's so cool.

Time Warner Interactive's second preview offering this month is *Generations Lost*. An action adventure reminiscent of *Flashback*, it pits you, as Monobe, against unknown forces fighting to gain control of your land. Strange goings-on – electrical currents, floods, mutated creatures, gravitational weirdness – make up an unusual proposition.

The background to the game is one of tragedy. Your homeland has been subjected to unnerving occurrences. People floating in the air for no apparent reason, mutant creatures (no, not turtles) attacking passers-by... that sort of thing. To return order you must destroy the source of these happenings, but between now and then puzzles and danger lurk on every screen. SP

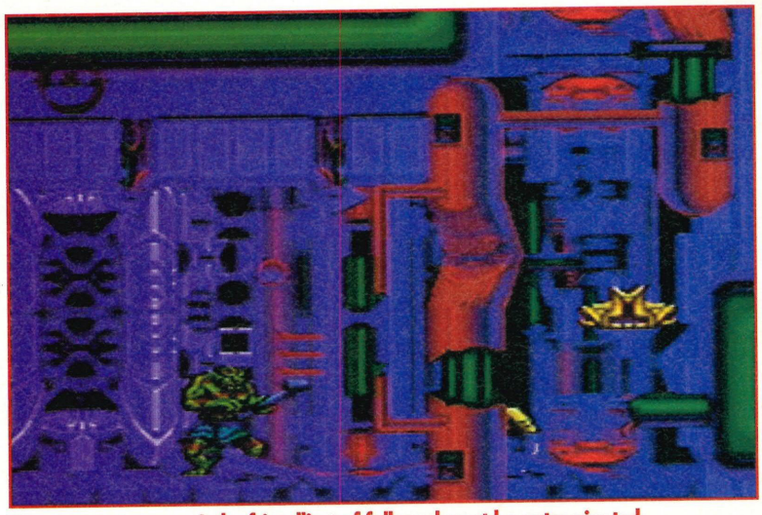


Valuable restart points give added security before putting yourself in spiky territory.



Energise, Scotty, and make it quick! Monobe catches a few extra proteins.





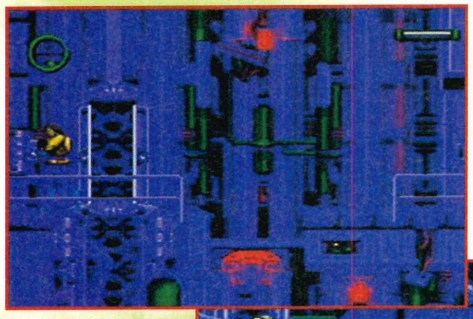
Green monsters aren't the friendliest of folk and must be exterminated.

ALL IN A GAME

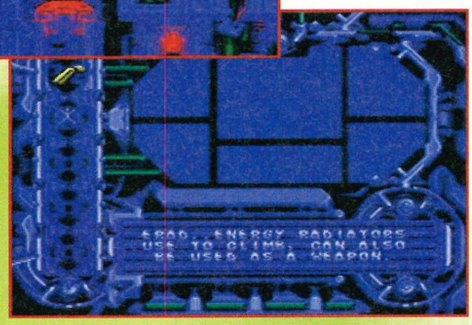
Amid all the glorious scenarios and secret chambers, many switches and hidden levels lie in wait. The difficulty comes in trying to find them. Spikes and ugly nasties make every step dangerous, and unless you master operation of the special weapon, your life span is seriously at risk. Not only is agility tested, but the old grey matter receives a hammering with puzzle after puzzle to be solved. Sitting back and expecting everything to fall into place is far from wise – you have to search every nook and cranny to find those useful items.

One of the most attractive attributes of *Generations Lost*, apart from the lush graphics, is a feeling of intense desperation that sweeps over you. Monobe's task is far from simple, and this is reflected in the gameplay as you spend countless hours in each area seeking out, in hindsight, simple solutions. This is one mighty platform adventure that warrants its 16Mbit cart. Full review ASAP.

GENERATI

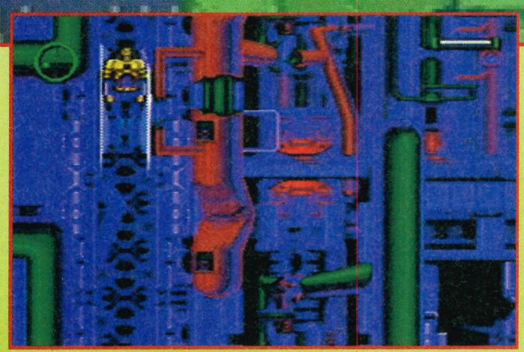


We don't know what this switch box does, but you can be sure it's helpful.



Inventories are vital to keep a grip on your provisions and status.





Lifts go up, down and sometimes plummet to the ground, killing everyone inside.

THUMBS UP

Monobe certainly knows how to impress the girls with his mysterious electric rope, swinging from one platform to the next. How does he do it?



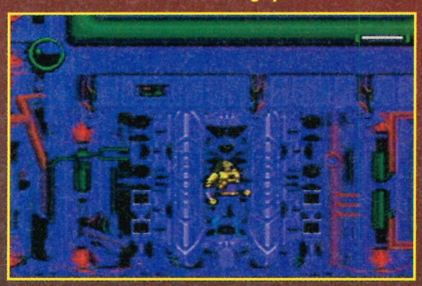
An impressive piece of yogic flying – apparently it reduces crime in Merseyside!



Hanging tough. Monobe uses his special rope to latch onto the scenery.



Monobe takes a mighty leap through the air. Is there no end to this guy's talents?

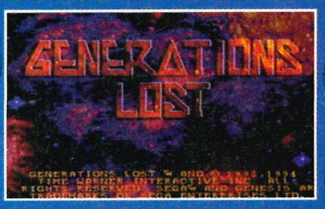


Taking a moment's rest, Monobe looks up to check the ceiling for creepy crawlies.



TIME WARNER INTERACTIVE

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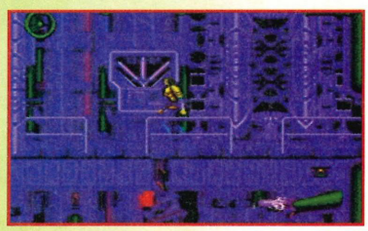


COMPLETION

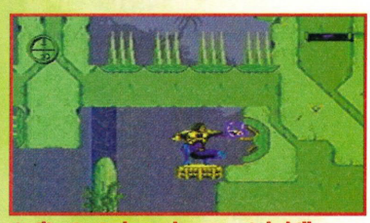
1st IMPRESSIONS

Playing time was somewhat limited, but what we did manage to see was super-cool. The presentation is very similar to *Flashback*, but not so much that it detracts from the game's originality. Atmosphere is everywhere and often overwhelms you with powerful music and apprehensive challenges.

Even after a brief spell on *Generations Lost* I was begging for more. "Please don't take it back, Andrea," I was pleading, but no, she wouldn't give in. And there you have it: the latest platform adventure that promises more than a double glazing salesman.



Heh heh, heh heh, that guy's a real stiffie. Yeah, I'll bet he used too much starch.



Agility isn't the only essential skill to master; sussing out puzzles is a teaser.

ONS LOST

PREVIEW

MEGA DRIVE

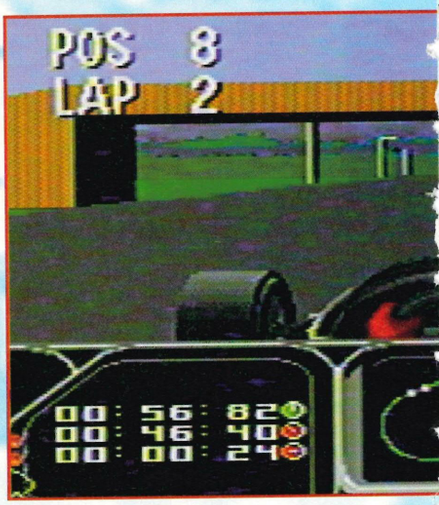




NIGEL MANSELL'S INDYCAR RACING



He's already back in F1 now – but his glorious triumph over the pond in America will never be forgotten. Mark Hill puts himself in the driving seat of Acclaim's new racer that pays a tribute to Nigel Mansell's IndyCar success.

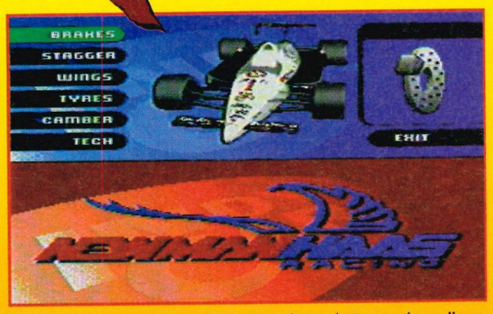


EXCLUSIVE

This is only Acclaim's second racer to date on the MD. Their first title, *Ferrari Grand Prix Challenge*, failed to make an impact on the software scene – probably because it was a poor game! Now they will be hoping for better things as Christmas looms with another racer also challenging for pole position on the grid – Domark's *F1* sequel.

As well as a clutter of podium sequences, retired car screens, driver injuries and earnings, all the tactical features and racing attributes true to the IndyCar series will feature in *Mansell's IndyCar Racing*, in an attempt to make it the most complete racing package ever produced. SP

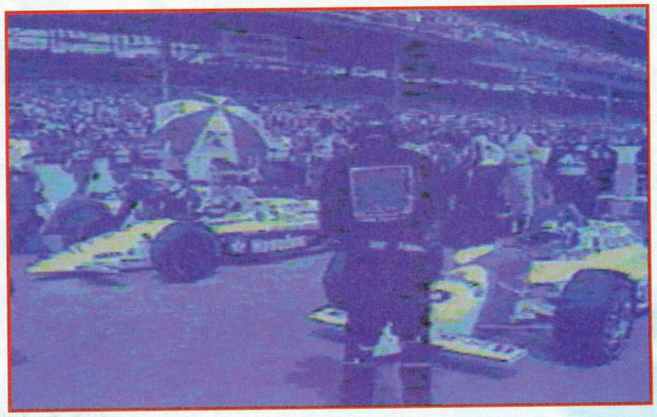
BEFORE RACING



The list of car parts on the car-set menus will be huge. This comprehensive set of selection menus will enable players to play a very tactical race. Parts available for altering include wings (front and rear), tyres (medium, hard or soft), camber of wheels (suspension), turbo charger and stagger (where players can set the size of each tyre relative to the others – this is needed on the oval tracks).

Other screens include a diagram of each circuit and the location – either in the USA or Australia. Lexington and Surfer's Paradise are just two of the circuits shown here.

Players can also choose between Arcade and Simulation modes. The main difference is that Arcade does not include car set-up or Yellow Flag Rules. Pits are still included but feature automatic refuelling and tyre changes. Simulation will suit the serious racers best!



One of the static screens appearing before each race. It's almost time to start your engines.

ALL IN A GAME

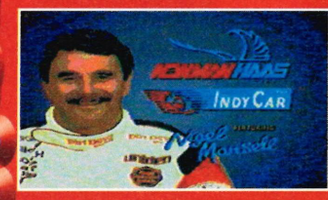
The game will feature tunnels, walls and cliffs. It will simulate hills by moving the background up and down. Small bits of debris also fly off the cars when they collide (something Domark's *F1* lacked). Wheels on one side of the cars also rise to emphasise the oval banks – something that's become a trademark of the IndyCar scene.

On top of this Acclaim have thrown in all the usual racing options: an animated pit-stop sequence, various racing modes and a comprehensive series of car set-up menus for a really tactical race.



It's pedal to the metal as you come up to overtake a racing rival. They take some getting past.

ACCLAIM
£TBA
OUT: NOV



COMPLETION

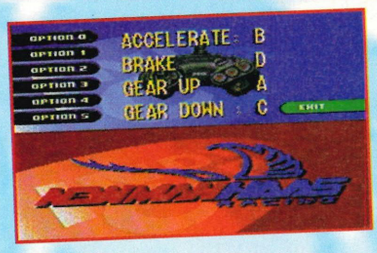
1st IMPRESSIONS

Hmm, not bad at all. The actual racing looks very much like *F1* with a fair amount of trackside detail, a smooth and very fast scrolling track, and a realistic sense of banking on those lethal ovals! With the added bonus of split-screen giving different ending sequences for both players, plus an interactive animated pit-sequence and comprehensive car set-up menus, *Mansell's IndyCar Racing* is looking very promising.



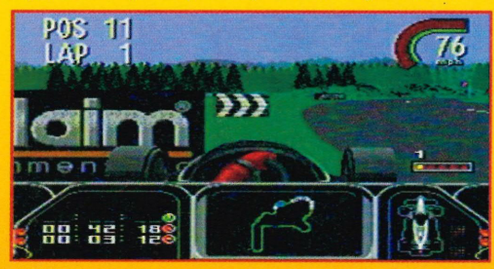


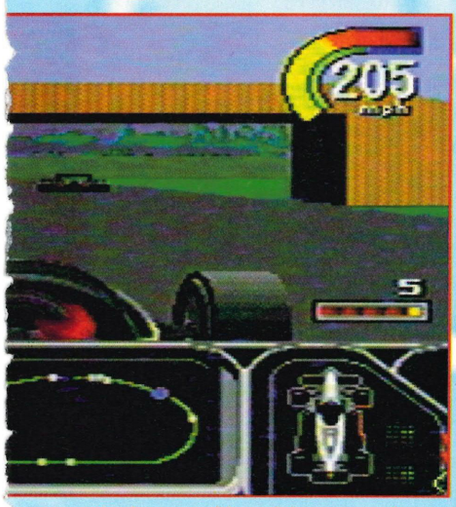
Surfer's Paradise in Australia is the only track outside of North America. It's not an oval but a normal bendy race circuit.



PITTING YOUR WITS

True to real F1 you must look after you car – particularly the wheels. After many laps of bumper-to-bumper action, when tyres clash and bodywork is dented, the pits become a very important part of the game. A quick pit-stop ensures you'll have a fair advantage over other competitors. Providing you play in simulation mode, the pit-stop gives players control over the sprite mechanics who change tyres and refuel the car.





It's the second lap of the race and you're already up into eighth place. Let's hope you don't have to stop for a yellow flag.





Banking around one of the oval tracks, make sure you don't get too close to the wall or it'll be curtains.



Go on, put your foot down, Nige. This isn't the annual London to Brighton rally, you know!

BURNING THE RUBBER

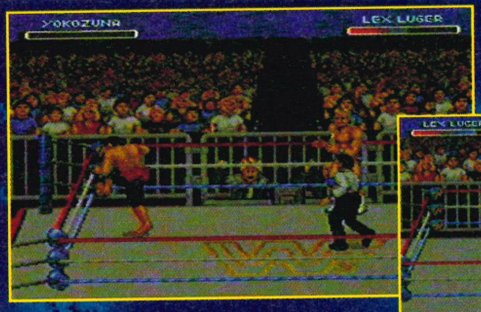
The tracks vary to some degree, ovals being the faster and more dangerous ones! Trackside features include grandstands, bridges and high walls surrounding the ovals. In a tight race around the wicked curved banks, hitting the wall can prove very costly. But the realism of accidents such as these will be represented by the bits of debris that fly off the car. This and other little touches to show the traction these cars have on the road, whatever the conditions, should make the IndyCar racing atmosphere as true to the real thing as possible. Remember, IndyCar racing is quite different to F1, so when Nigel Mansell won both the F1 World Championship and the IndyCar, it was a truly amazing feat.



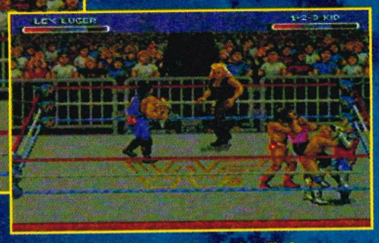
The need for speed is great in this game. 213mph and we're just cruising! As our Nigel knows, you need nerves of steel for this IndyCar racing lark.

PREVIEW

MEGA DRIVE



You can climb any of the four turnbuckles to dive onto your opponent.

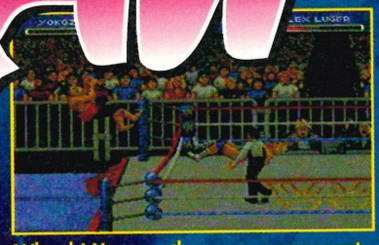


It's a right old rumble with all the wrestlers in the ring.

ACCLAIM
£TBA
OUT: NOV

COMPLETION

WWF RAW



Whoah! You can throw your opponent right out of the ring.

It's a right old rumble, and this time it's Raw! Mark Hill visits Acclaim for a peek at their third WWF title with all its new wrestlers and an array of special moves.

Apparently 'Raw' is the name of an immensely successful 'anything can happen' Monday Night wrestling TV programme appearing on the US network. So Acclaim, already cashing in with two previous WWF titles, are now set to make the most of a 'no-rules' rumble by releasing the RAW version in November.

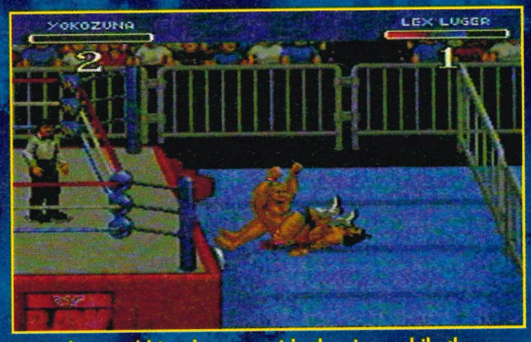
At 24 Megs, *WWF RAW* is given ample opportunity to improve on the award-winning gameplay of its predecessors. For starters, there's new talent, in the shape of new wrestlers. Secondly, new moves have been incorporated – including DDTs, Headlocks, Overhead Tosses, Crucifixes, Rag Dolls, Belly to Belly Suplexes and Leg Hooks.

Each of the wrestlers has been given four attributes: Speed, Strength, Stamina and Weight. These affect the way wrestlers feel and act, from how much damage he (or she!) can inflict when landing on someone, to his or her ability to avoid moves or slams, and recovery time from injuries.

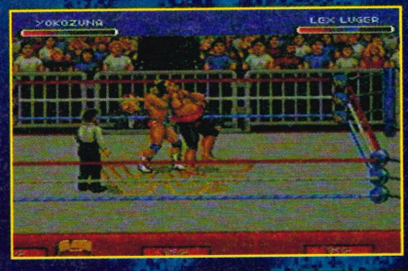
Acclaim have added to the tag-team mode featured in the previous two WWF titles – *Super Wrestlemania* and *Royal Rumble*. There will be several cooperative tag-team moves which employ both members of a team. That's not all either – not only are there additional special moves, the wrestlers will be equipped with new super-human 'Mega Moves'! Such moves include Super Flip Elbow-Drops, Blur-speed Clotheslines, Whips Out of the Ring, and Earthquake Mat-Splashes which will all be executed with secret key presses.

More interaction with the ring and objects around it is yet another step forward from *Royal Rumble*. Players can now climb all four turnbuckles, ram opponent's heads into the ring bell and pick up chairs to either jab or smash!

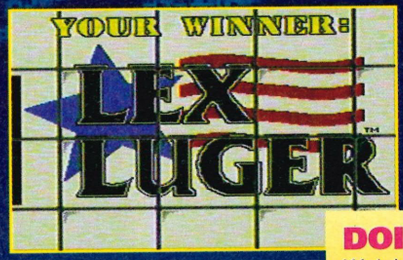
SP



He's slammed him down outside the ring, while the referee looks on helplessly.



Choke your adversary with a gruesome throat grip. It's okay, they're only play-acting!



Lex Luger has won another bout – and it wasn't fixed either!

1st IMPRESSIONS

Although featuring similar grappling gameplay to its predecessors, *WWF RAW* is poised to become the best wrestling title to date because of all the extra features included. The tag-team mode, in particular, is a lot of fun. Our first impressions were certainly positive and when this is released in November I'm confident all WWF fans will agree. Don't miss the review in next month's SegaPro!

LUNA VACHON



From: The Other Side of Darkness.
Birthday: Unknown.
Known for: Being Bam Bam Bam Bigelow's main squeeze.
Favourite quote: "Listen up, ladies. Keep your eyes off my man, Bam Bam. Bigelow!"
Future Ambition: "To raise hell!"

OWEN HART



Weight: 227 lbs.
From: Calgary, Alberta, Canada.
Birthday: May 7.
Trademark finisher: Splash from the top turnbuckle.
Known for: Being Brett Hart's younger brother.
Favourite quote: "Owen Hart is soaring to the top like a rocket."
Future ambition: "To take on the best and beat the best."

NEW WRESTLERS

1-2-3 KID



Weight: 210 lbs.
From: Minneapolis, MN.
Birthday: July 13.
Trademark finisher: Moonsault.
Known for: Upsetting some of the best athletes in the federation.
Favourite quote: "I'm really excited for doing so well for myself."
Future ambition: "To let everyone know that you can achieve the impossible if you put your head to it."

DIESAL



From: Las Vegas, NV.
Birthday: July 9.
Known for: Being the Sexy Boy Shawn Mich bodyguard.
Favourite quote: "Get outta Mr Michaels' face.
Future ambition: "To make sure that nobody touches Shawn Michaels".

DOINK



Weight: 243 lbs
From: Unknown.
Birthday: Unknown.
Trademark finisher: Vertical splash from the top turnbuckle.
Known for: Being an evil clown
Favourite quote: "Life's a joke."
Future ambition: "To play little tricks on little kids and then make them cry like stinking, no-good brats!"

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PREVIEW

MEGA DRIVE

LETHAL ENFORCERS II GUNFIGHTERS

Drawing his Colt 45 from its holster, poncho-wearing Phil King (aka 'The Clee Hill Kid') rides into the Wild West for a rootin'-tootin' shoot-'em-up.



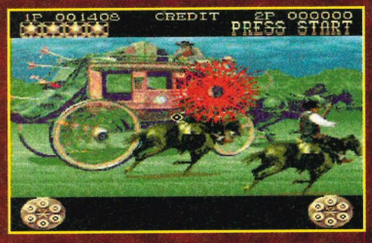
This bloke chucks barrels of gunpowder at you, then has a chuckle to himself!

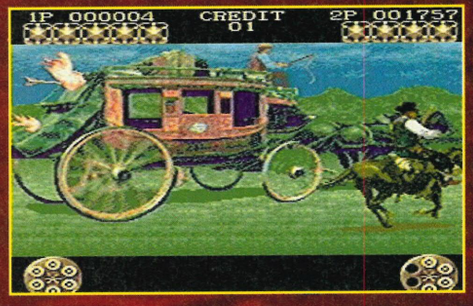


Shoot the cannonballs before they hit you, and blast the geezer repeatedly.



Shoot these bad guys and they fall out of their windows. Heh heh.





Released last Christmas, the original *Lethal Enforcers* put you, and an optional friend, in the role of two cops cleaning up the city streets with ruthless efficiency. No-one ever bothered to shout "throw down your weapon!" – it was blam, blam, thank you ma'am, as you blasted away at the gun-toting villains in each bloody scene.

Although the shoot-'em-up action is intrinsically similar in *Gunfighters*, the scenario couldn't be further removed. The sequel takes you back to the lawless days of the Wild West. It's 1873 and a small town is under siege from a nasty bunch of outlaws determined to rob and murder its citizens. Pity the poor sheriff... oh yes, that's you – with an optional friend as your deputy in a simultaneous two-player game.

In this conversion of the popular arcade blaster, you get the choice of using either a Justifier light gun (available separately – see box) or a joypad to aim at the baddies which pop up to surprise you. As in the original, it's a case of 'shoot them before they shoot you', requiring quick reactions and a good aim. But be careful not to hit innocent citizens (or your own deputies) – shooting them loses you energy and if too many are killed you'll have to redo the level. To help your split-second decision whether to fire, they scream out things like "don't shoot!", while the baddies yell "you ainna gonna get me, sheriff!" Mind you, some sneaky villains put their hands up, only to pull a gun on you!

Unlike the previous game, you have to aim your shots accurately to the head or chest – otherwise you need several hits to kill them. This

Shoot these Mexicans before they chuck knives at you. Then eat their tortilla chips. Scrummy!



ANNIE GET YOUR GUN!

The first *Lethal Enforcers* came packaged with a Justifier light gun, with extra ones (for a second player) also available. Obviously, as people who bought that game already have a gun, *Gunfighters* comes without one, enabling the price to be brought down to £44.99 (or £39.99 for the Mega-CD version). Instead you can either play *Gunfighters* with a joypad, aiming an on-screen gun-sight, or buy the guns separately. Priced £17.99 each, these blue or pink plastic weapons will also be compatible with Konami's forthcoming adventure *Snatcher*.



It's a good ol' saloon shoot-out. Take out all three before they fire back.



results in the baddies groaning in agony and falling out of windows etc, in classic movie style. You can also shoot bits of the scenery for fun, shattering lights and knocking pictures off the wall. You'd better be quick on the draw though, kid, otherwise you'll end up on Boot Hill. SP

Shooting a bar full of bottles in the bonus game. Can you shatter them all in the time limit?



Bad shootin', sheriff. Hitting innocent victims costs you precious energy.





You've collected an extra barrel of fire-power, but accidentally shot one of the bank clerks.

Power-ups are hidden in the scenery. Hit the bank sign to reveal one.

ALL IN A GAME

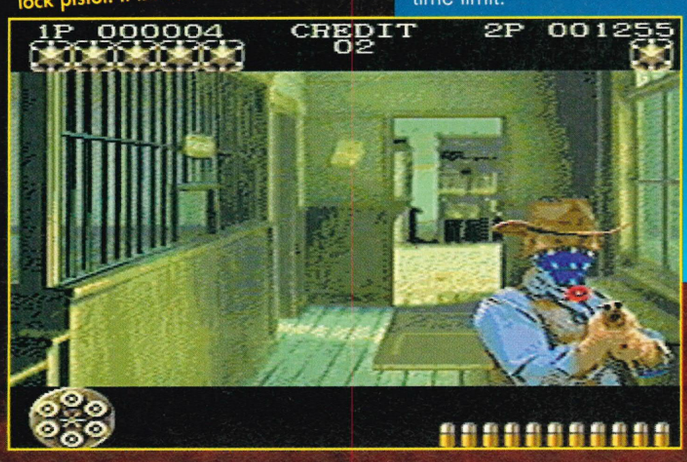
The Wild West action is set across six levels, each comprising several scenes. Things start off with a bank robbery as various masked villains, including gun-toting women, suddenly appear to blast you. Firing back, you have to be careful not to hit innocent bystanders, and make sure to reload your gun in time. Occasionally you'll see an power-up icon: shoot it to temporarily obtain a better weapon, such as a double-barrelled shotgun, flintlock pistol, powerful cannon or rapid-fire Gatling gun.

After several shoot-out scenes, the level culminates with a 'boss' firing cannons at you from the back of a wagon. Finish him off and your shooting stats are revealed, including number of kills, innocent victims and accuracy percentage. Do well enough and your ranking goes up, and you get to play a bonus stage where bottles must be shot within a time limit.



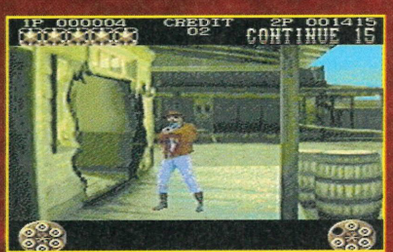
Player one's picked up a powerful flintlock pistol. It'll last until he gets shot.

Later levels include a scrolling stagecoach hold-up with villains and arrow-firing Indians on horseback. There's also a classic saloon showdown featuring knife-throwing Mexicans and pistol-packing mamas. Whichever of four skill levels you choose, you'll need sharp shooting to get through the game, so several continues are provided (communal in two-player mode).



This is a stick-up! No time to talk: just shoot and ask questions later.

The stagecoach is being ambushed by bandits and arrow-firing Indians.



The bank wall's been blown away and the robbers have escaped onto the street.



Two players means twice the fire-power. A good tip is to each cover one side of the screen.





KONAMI
£44.99
OUT: NOV



COMPLETION

1st IMPRESSIONS

This shoot-'em-up really captures the gun-slinging spirit of the Wild West with a lot of movie cliché humour. It's great fun to see those mean-looking baddies falling through windows and off roofs, as well as shooting lights and bottles on tables for the sheer hell of it. The plentiful character speech adds to the atmosphere, as does an excellent spaghetti-western-style soundtrack. As with the original, the shooting action is frantic stuff, especially with two players, but thanks to the scenario the emphasis is more on light-hearted fun than bloody violence. And although it's designed for the Justifier gun, this is perfectly playable with a joypad.

PREVIEW

MEGA DRIVE

PITFALL

THE MAYAN ADVENTURE

For Activision's latest platform adventure it's a case of jumping back in time. Phil King remembers his misspent youth...

Everything seems to come round again. Just look at fashion: there have been revivals of virtually every decade going. Most recently we've been transported back to the Seventies mode with the re-emergence of platform shoes, flared trousers and hot pants (oh yes!). Plus, of course, Seventies-style music such as The Brand New Heavies, Lenny Kravitz and Gary Glitter (he's still there!).

Well, now SegaPro can exclusively reveal that the long-awaited Eighties revival is underway. This time it's not fashion or music leading the way, but the video games scene! Yes, the software industry is currently in retro mode with several old games and heroes making a comeback. There's a new Donkey Kong game on the SNES, old coin-ops such as Tempest and Battlezone on the Atari Jaguar, and now Pitfall on the Mega Drive and Mega-CD.

It also marks a bit of a comeback for Activision, who've been pretty quiet in the last few years. They were one of the big companies of the first video-games boom in the early Eighties, releasing classic titles such as River Raid, Choplifter and Pitfall for the Atari 2600 console. Of course, by today's standards the games were crude, particularly in the graphics department – blocky or what? But the gamers of the time didn't know any better: we were totally addicted!

For nostalgia's sake it's great to see the revival of the classic platform game Pitfall. Subtitled The Mayan Adventure, the 'remixed' Nineties version looks like a completely different game, thanks to smoothly animated large sprites on sumptuous parallax backdrops. However, the basic idea of jumping over jungle hazards and swinging from ropes is still here, albeit with a lot more variety and complexity.

From what we've seen, the Eighties revival is already in the swing. Who knows, we'll probably soon be seeing the likes of Gary Numan and Ultravox on Top Of The Pops again! SP

HOLLYWOOD HARRY

To ensure the new Pitfall looks a whole lot better than the original, Activision have used top Hollywood artists for graphics and sound. The animation is by Kroyer Films, best known for the award-winning film FernGully. President Bill Kroyer also worked on such breakthrough animation productions as Tron and Animalympics. He's designed the Pitfall game characters, along with Brian McEntee – the art director on Disney's Beauty And The Beast.

To complement these highly polished visuals, the soundtrack has been created by Oscar-winning Soundelux Media Labs, responsible for sound FX on top movies such as Cliffhanger, In The Line Of Fire and Home Alone.



WEAPONS

Boom-erang



Sling stones



Smart Bombs



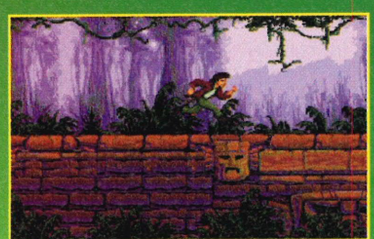
Harry hangs onto a vine in front of a huge waterfall.



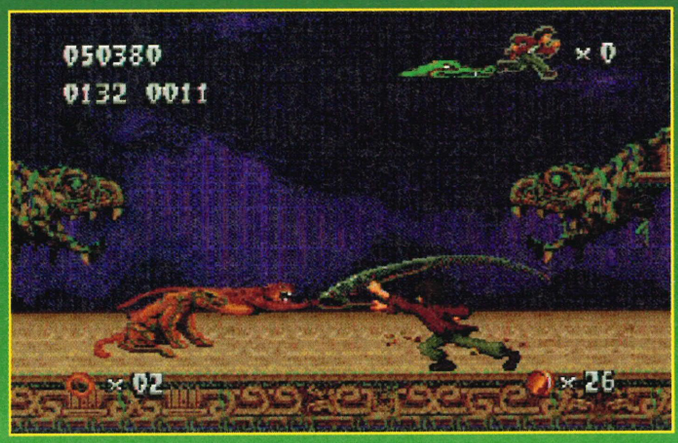
Grab these rubbery plants to bungee down and spring back way into the air.



Before Harry's dad can see the gold statue, he's kidnapped by Mayan spirits.



The intro sequence finishes with Harry running over ancient Mayan buildings.



Cracking the whip against some jaguars.





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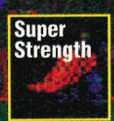


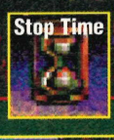


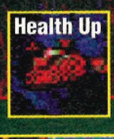




POWER-UPS











Use these crocodiles heads as stepping stones. Better be snappy, though!



Flaming hell. Harry leaps out of the frying pan into the fire in this game.



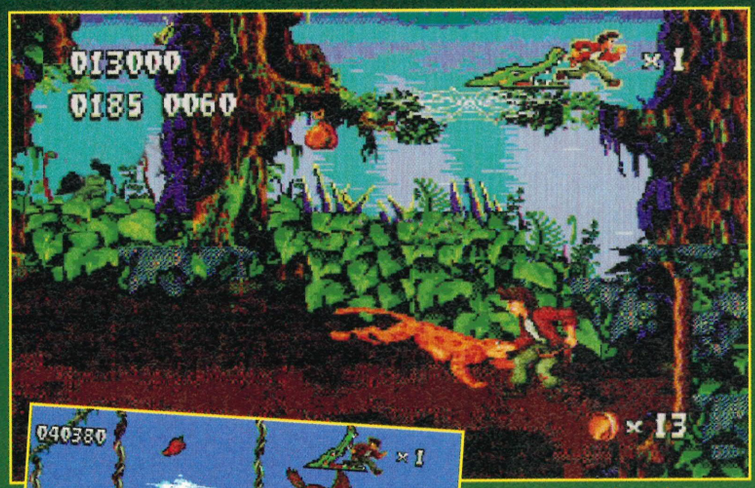
You're given three continues so you can restart on the same level.



Harry's off his trolley – he's pushing it into position so he can jump up from it.



In true Indiana Jones style, Harry is chased by a rolling boulder.



Yow! Harry's about the get bitten by a jaguar that's very realistically animated as it leaps at him.



Chased by a high-flying eagle. The item just to Harry's right is a health power-up.

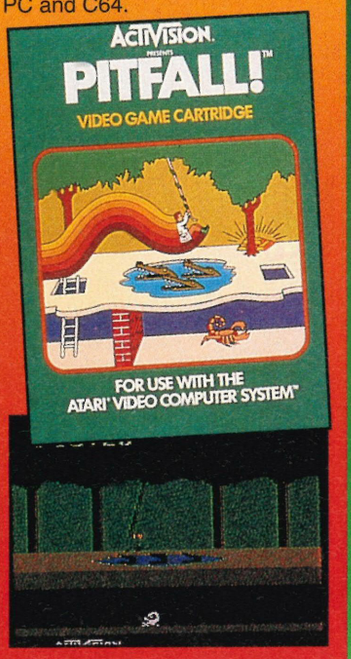


You see the path plotted to the next level. There are several routes through the game.



PREVIOUS PITFALLS

Released in 1982 on the Atari 2600 console, the original Pitfall was a tiny 8K program – less memory than is needed to make the new Harry Jr run across the screen! Nevertheless its addictive platform action proved extremely popular and it sold close to 7 million units on various formats over its lifetime, including some 'updated' versions for the NES, PC and C64.



PREVIEW

MEGA DRIVE

ACTIVISION
£49.99
OUT: NOV



COMPLETION

1st IMPRESSIONS

As you'd expect from top Hollywood artists, Harry's animation is very polished with a huge variety of movements as he runs, jumps, climbs and swings around. In fact, it's very reminiscent of the excellent Jungle Book, although the characters aren't as cute and cuddly. It's all a far cry from the simple stick-man graphics of the original Pitfall, and the gameplay's thankfully a lot more varied too with plenty of enemies, power-ups and weapons. Even so, it retains the simple platform elements that made its predecessor so much fun in the first place.



Harry uses this mining trolley as a skateboard to ride down the rickety track. This is a great way to zip to the other side of the level.



Sliding down this rope is great fun – until you bash into a tree!



Things get tricky inside a Mayan temple with plenty of nasty surprises. These slabs keep tipping up, so you have to time your jumps precisely.

ALL IN THE GAME

Pitfall: The Mayan Adventure stars Harry Jr, the 18-year-old son of the original hero. This Indiana Jones-style hero is on a mission to rescue his dad, who's been kidnapped by a Mayan Warrior Spirit. This involves running, jumping and swinging through the jungle, haunted Mayan temples and rat-infested mines.

There are ten nonlinear interconnected levels to explore – with several possible routes to reach the end. On the way, Harry encounters over 25 different baddies, ranging from vicious jaguars and crocodiles to skeletons and fire-breathing statues. Enemies can be despatched with a few cracks of Harry's whip – or better still, with a smart bomb, boomerang or sling stone.

The main action involves jumping around platforms and over hazards such as quicksand. Harry also gets to bounce on cobwebs, ride mine trolleys and bungee jump using rubbery plants. As in Virgin's The Jungle Book, the backdrop has different layers, so sometimes you have to go round to reach platforms behind. Occasionally you'll see a special warp which transports Harry to another level or one of the bonus sub-games. These include a 'Simon'-style game where you have to pull levers in the right order, and an exact replica of the original Pitfall game!

The Mega-CD version will feature an extra level, plus the usual improved CD sound and presentation.





Time your jumps to swing from vine to vine – just like Tarzan.

Harry uses his bullwhip to hit those pesky bats in the mines. He can also chuck boomerangs and sling stones.





Harry comes up against a rampaging warthog – time to slice some bacon.



One of the bonus sections is like the old 'Simon' game, where Harry must pull the levers in the right order.





PAINT THE TOWN RED!

Yep, once again SEGA XS has broken the backs of a clutch of the latest releases. For proof of our latest raid on the world of Sega gaming check out the EXCLUSIVE solutions in Issue #11; including Maximum Carnage (MD), Rebel Assault (CD), Ballz (MD), Zero Tolerance (MD), The Simpsons (MS & GG) and much, much more!

SEGA XS ON SALE OCTOBER 13!

THE VILLAINS...

ALBERT

Albert is a deadly android replica originally created to destroy Wolverine. An associate of LCD and Lurker, Albert has an incredible ability to use available materials to repair, improve and perfect his robotic body.





BLOODSCREAM

If you're not on top when this guy is around, you'll be screaming blood because Bloodscream feeds off the psychic energy of others. As a vampire, his long arms terminate in sharp talons and his teeth are razor sharp. Fast and agile, this bloodthirsty agent is extremely dangerous.

CYBER

This guy is covered, head to toe, in the same tough Adamantium metal-coating Wolverine has. Make no mistake, he is extremely dangerous to Wolverine. Just you try injuring him.



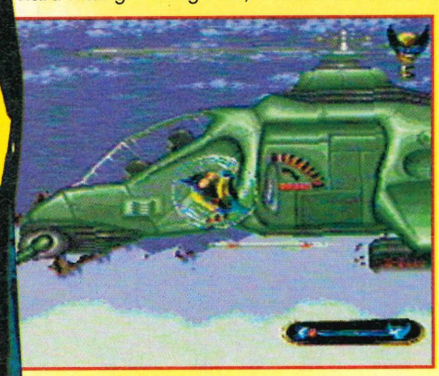
WOLV

Going up to Acclaim to check out a Marvel hero, Mark Hill dances with Wolverine, or rather reveals his secret ID – a skeleton laced with a tough metal known as Adamantium...

If you check your periodic table (yep, the one on the wall in science class), I doubt if you'd find Adamantium. This is the substance that changes Logan (his real name) into the mighty Wolverine – a tough Canadian armed forces Captain who puts Terminators on the scrap heap.

Acclaim's spanking new platformer is a multi-scrolling shoot/beat-'em-up with a lot of hard-hitting kung fu, kick-boxing and skirmishing thrown in for a really explosive Marvel thriller. Acclaim tell me Wolverine first appeared on the comic scene back in issue 180 of The Incredible Hulk. Someone clearly saw a console title in the wings and subsequently decided another Marvel character (following on from the *Incredible Hulk*, *Spider-Man* and *The X-Men*) would be a good move to make.

Wolverine is a mutant with the power to regenerate damaged or destroyed areas of his cellular structure at a rate far greater than that of an ordinary human. He is virtually immune to poisons and most drugs – including alcohol (which is really a downfall in our eyes, or at least mine anyhow!).



Man against machine or machine against machine? Wolverine faces the chop here!

The most relevant attribute to the game that Wolverine possesses, though, is his mastery of many forms of unarmed combat. He may have a tough armour, he may posses some of the most powerful weapons, but as a last resort, armed combat becomes essential. In the big platform levels Wolverine has more tricks up his sleeve than Paul Daniels. He can dangle from platforms, climb vertical walls, roll at vicious pace along the ground to escape from tight situations, perform a variety of kicks and punch like Bruno in a World Heavyweight contest.



Wolverine warms up for a cosmic experience in this space level littered with weird creatures.

Acclaim leave Wolverine in your hands – so you've got the job of making best use of his resources. The levels differ to some extent, first starting in a metallic Terminator-type jungle of lifts, ladders and generators, then going on to scenes such as snow and space with all manner of strange enemies and guardians.

It may seem an old concept, but a great deal of attention has gone into the graphics and sound – plus the animation for Wolverine so his personality reflects on his comic adventures. Power-up icons litter the levels, giving Wolverine supplies of powerful weapons, various invincibility powers and energy replenishers. Expect to see many bonus rooms too – programmers thrive on slipping secret locations into their platform games! SP



FITZROY

Fitzroy never beats around the bush – he possesses the mutant ability to drain the life force out of others. On top of this, he uses the force to open portals through time. As a villain on the move, he won't hesitate in destroying your soul and using the remains to continue his evil plight.





LADY DEATHSTRIKE

Not a female you'd wish to meet in a dark alley. As a psychologically unstable cyborg who excels in the Samurai battle method known as Kenjutsu, her bones are laced with Adamantium. In place of her fingers she also has foot-long Adamantium claws – a catty bitch if ever there was one!

LCD

This android makes an IRA bomb look like a fire-cracker. Her explosives and electronic devices are specially designed to destroy any kind of enemy – and anyone underestimating this lady's abilities is likely to end up with burns way beyond the third degree!





LURKER

True to his name, this tough villain lurks big time. He's a hunter – experienced enough to track down the toughest of targets. Destroying Wolverine has been an ambition of his for a very long time. Better watch your tracks, the Lurker knows his stuff!

ERINE

SABRETOOTH

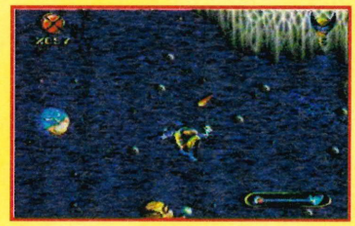
With abilities to enhance his senses and heal wounds very quickly, this villain's powers are not unlike Wolverine's. With a killer instinct that's second to none, a confrontation with Wolverine is sure to be interesting – and that's putting it mildly.



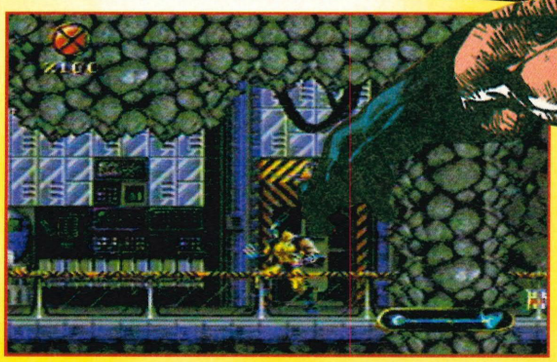
WOLVERINE: THE COMIC

Did you know that last year was the 30th anniversary of the X-Men Marvel comics? It's printed on the front of issue 67 of Wolverine – the comic shown here. Priced £1.20, you can pick these up from any good comic shop in your area.





Wolverine somersaults his way through the barrage of meteorites falling on the landscape.



The doors act as restart points – as the levels are so big it's just as well they are there.



SHINOBI SHAW

Shaw can make all parts of his body intangible – and that means nobody can injure him. He must be biggest threat to Wolverine, becoming invincible yet still being able to punch and pass through walls and floors. Be aware of the Shinobi – he'll end your adventure; even if nobody else will!

ALL IN A GAME

Six huge levels possibly make this one of the biggest platformers to date. Wolverine's comic personality has certainly been carried across – he is able to perform many moves, some still to be worked on. Acclaim have said they will be adding more moves, some hidden, just to make the playability all the more appetising.

With attention going into sprite detail and animation, the skirmishes between Wolverine and his arch rivals, the Villains, will be as true to the comic as they can get. It sets things up for a huge battle that gives players a tactical role rather than just mindlessly blasting until the cows come home.

Wolverine warms up with his tough-guy stance on an unknown planet.



PREVIEW

MEGA DRIVE

ACCLAIM
£TBA
OUT: NOV

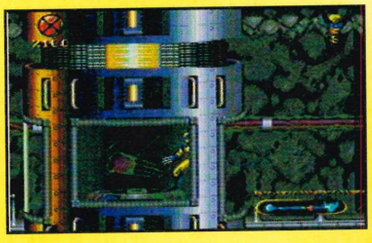
WOLVERINE

COMPLETION

BONUS BONANZA

Like many platformers, the edge of a scrolling level is not always the end! Acclaim revealed to us that when there's that little bit of extra space left on a level, programmers love to fill them in with bonus rooms. In the case of Wolverine, players will be able to find these and collect numerous power-ups to enhance the combat abilities of the leading sprite at an early stage in the game.





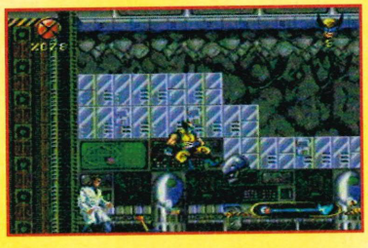
One of Wolverine's tasks: to smash various generators throughout the level.





The best way of avoiding this electrical chamber is to roll through it at speed like this.

Is it a rabid dog? I don't think so. Get off my leg you cosmic mutt, go find a lamppost.



These probes will stick like glue unless they are dealt a series of high jump-kicks.

1st IMPRESSIONS

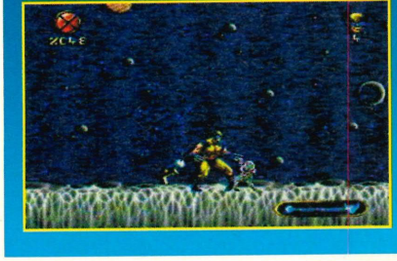
Wolverine looks like it'll have the guts and explosive gameplay true to the comics. Many tough characters make this a platformer with a great deal of promise. Sprites are looking very polished, the levels are simply huge! We can also look forward to the new moves yet to be included – plus many hidden rooms, some of which have yet to be included. Wolverine will be clawing his way onto a video screen near you next month, so catch the full review very soon!

FIRST FOUR LEVELS







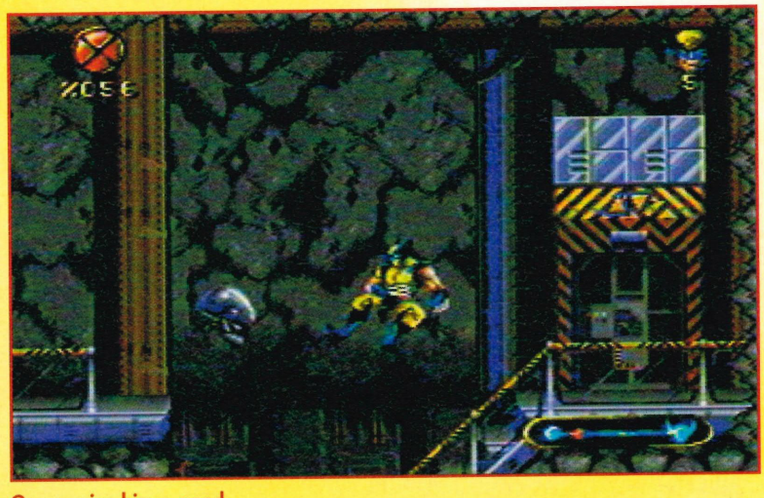


Starting in a kind of mechanical factory, the scenario is not unlike the Terminator scene. There are plenty of metal platforms, ladders, tubes full of green sludge and generators. Doors split the level and also represent restart points.

Level two switches to a polar region where a huge chopper flies down and challenges Wolverine in a titanic battle.

The skirmishing continues through level three in a series of underground passages. These rise and dip to some degree, and in places become very steep – too steep to jump walk or jump up. It's here that Wolverine can use his claws to climb the sheer rock faces – although it does leave him exposed to enemy attack.

The fourth level is a weird and wacky space scenario. Here the enemies attack in very unpredictable patterns. Some even cling to Wolverine's legs like rabid dogs, biting until you can shake them off!



Go on, give him a good kickin'. If only my bovver boots were made of Adamantium!



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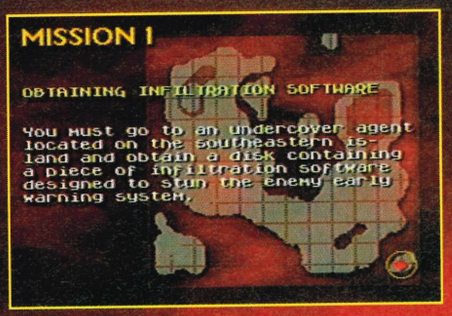
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SEGA P 11

PREVIEW

MEGA DRIVE



As with all good helicopter action games, a mission briefing takes priority.



Kaboom! You are dead. Repeat. You are dead. Eat toasty, scumbag.

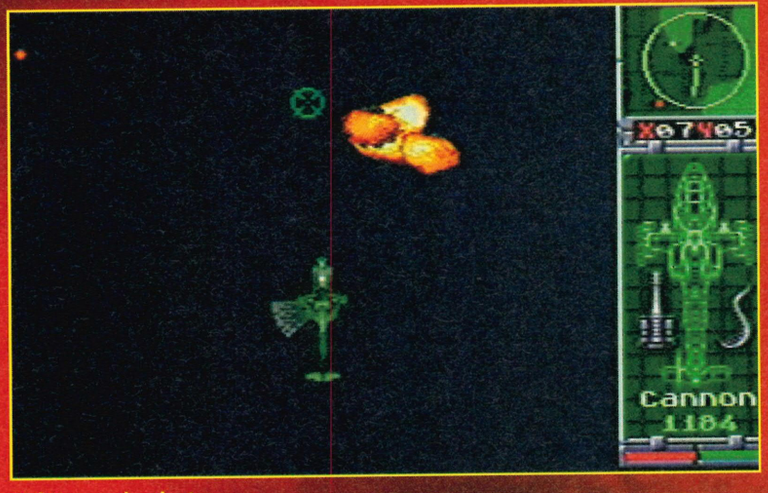
RED ZONE

Dismissal from the marine corps for being too tough means Jason Johnson usually eats video games for breakfast, but Red Zone isn't his average bowl of micro-corn-flakes.

Dealing with a radical communist party in possession of nuclear warheads is one thing, but actually attempting to infiltrate their base and destroy it is a totally different keg of home brew. Time Warner Interactive get tough and prepare to launch *Red Zone* into the yuletide festivities.

You are in control of a crack commando team trained in martial arts, heavy weapons operations and vehicle reconnaissance. Securing the area and dissolving a terrorist threat will save the world from certain doom. Using an Apache helicopter over two levels and one of three commandos through ten on-foot scenes, you aim to destroy an underground nuclear station.

Time Warner Interactive's newest action extravaganza is just one of five blockbuster titles planned this November. That means Chrimbo is destined to be a mega-blast and the New Year will be spent suffering endless nights trying to crack dangerous liaisons, or something like that anyway. SP



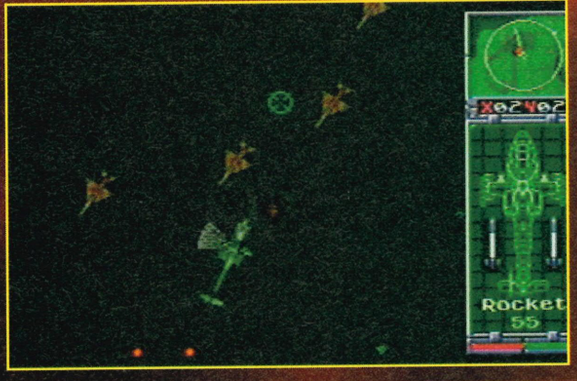
Lighting up the sky in a flurry of explosions, the boy does good.



Press START to access a map showing vital status information.



Busy skies need clearing up, so tote those guns, rookie.



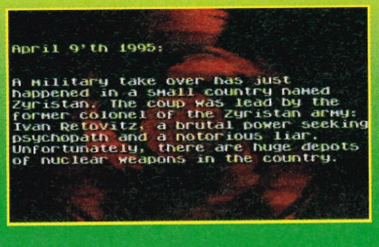
Jet aeroplanes scurry across the skies. Shoot them down for added enjoyment.

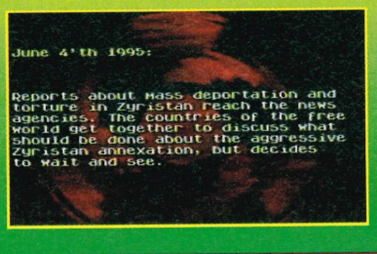


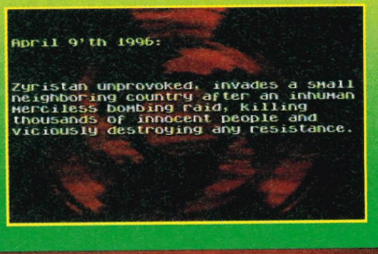
More information can be found by accessing the second details screen.

FMV MAGIC:

A clip from the fine Full Motion Video incorporated into the intro sequence of Red Zone.













MISSION BRIEFING

Instead of the usual interpretation of a game story line, you can read it first-hand via a sequence of introductory screens. Ain't that something?



In helicopter mode a target sight gives you no reason to mess up.

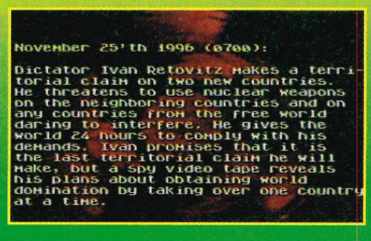


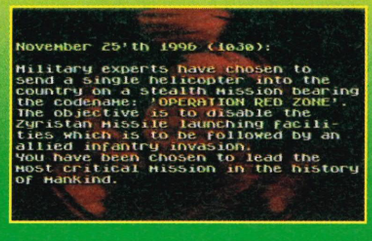
I love the smell of freshly cooked flesh in the morning. Grub's up, lads.

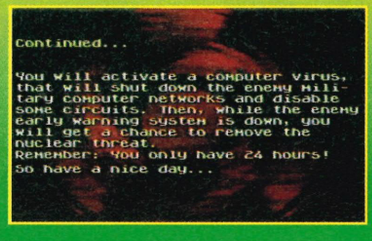




Meet the gang. Rambo, wet your pants; these are true-grit hard-nuts.







ALL IN A GAME

Red Zone comprises 12 levels of adventuring shoot-em-up action. To start with, you embark on two helicopter scenes, blasting through untold enemies and completing missions as instructed. Landing at a predesignated area will bring up a screen where you must select one of three commandos, each individually skilled and just aching to smell blood.

What makes *Red Zone* so different is its top-down view and rotating landscapes; you only have to look at the screenshots to see the difference. Take-off leaves you gasping in disbelief as the chopper practically zooms out of the screen and takes off in your living room (what were you doing this weekend? – Ed).

Recover your eyesight and shoot down barrages of airborne enemies in a quest to reach the predetermined destination. Once safely back on ground, decide which nutter is going in to seal the area and destroy the nucleus. Good teamwork and careful seek-and-destroy skills are essential, but luck needs to be on your side.



TIME WARNER INTERACTIVE

£44.99 **OUT: NOV**



COMPLETION

1st IMPRESSIONS

***Red Zone* is no ordinary game, and that's a fact. It doesn't look, play or feel like anything we've seen in the last few months and will surprise almost everyone that claps their eyes on it. One minute you're soaring high in a 3-D rotating environment, the next everything goes haywire and after a swift descent it's all-out underground assault. Hardcore, matey.**

Full Motion Video is cleverly thrown into a lengthy intro sequence and the storyboard clearly outlines anything and everything you need to know. *Red Zone* is one of those games you need to keep playing to the bitter end.

PREVIEW

MEGA DRIVE

NBA LIVE 95

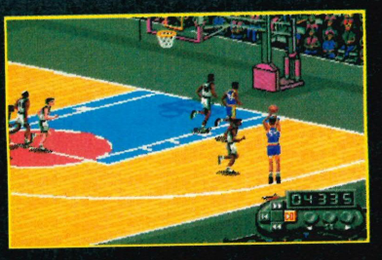
Chris Marke injured himself once dunkin' a doughnut! Undeterred, he's still game to tackle the big boys in NBA Live '95 from EA Sports.

Over the past few years coverage of the NBA has rocketed on British television, producing an ever-growing army of fanatical followers. Consequently, with personalities such as Michael Jordan, Charles Barkley and Shaq becoming household names, it's hardly surprising the Mega Drive market has been saturated with all manner of basketball simulation; some serious, others not.

The most successful of these, such as *NBA Jam*, concentrated on pure, unadulterated arcade action, with the complicated rules of the game always secondary to the gameplay. However, EA Sports believe a good sports simulation doesn't have to sacrifice the principles of the real thing to improve the playability of a cart — witness the excellent *John Madden* series, *EA Sports Tennis* and *NHL Hockey*.

NBA Live '95 looks like it'll be following this tradition, offering all the rules, stats and high-octane energy of the NBA on a 16 meg cart. The game contains exciting animation of the players as they jump, block and slam, while the music and sound effects add to the realistic atmosphere. *NBA* also uses the 45-degree angle perspective on the action associated with many of EA Sports premier titles.

This is a full five-a-side game, which can be played using EA's 4 Way Play adaptor. With fully updated teams, players and rosters this looks like being yet another EA Sports sim slammin' its way to the top! SP



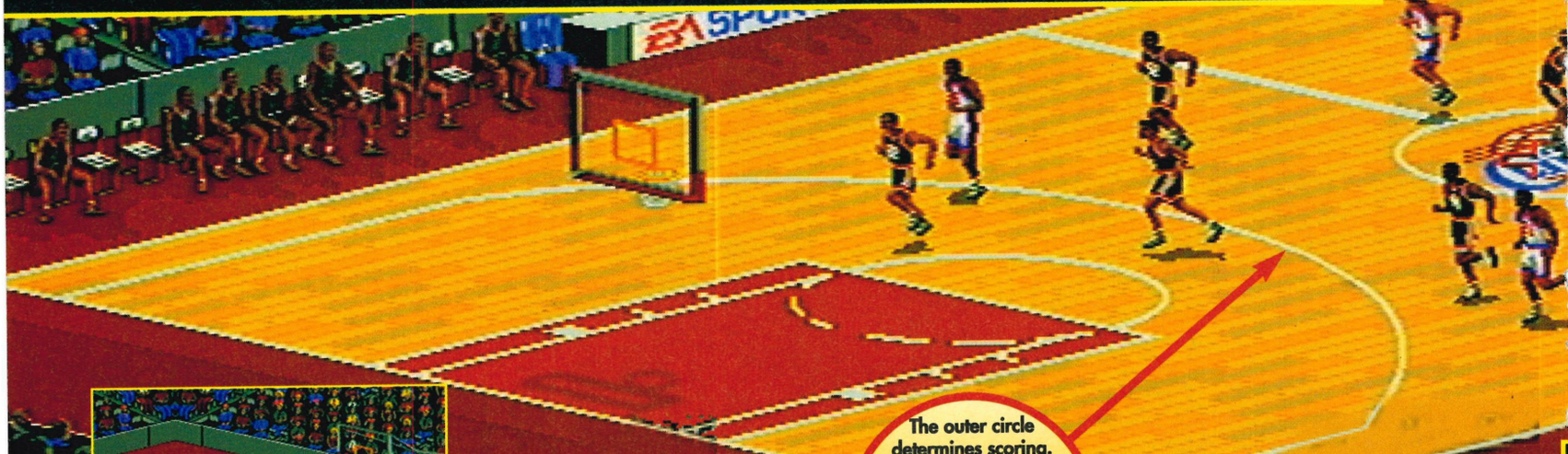
Going for a three-pointer. Watch your moves again on the instant replay.



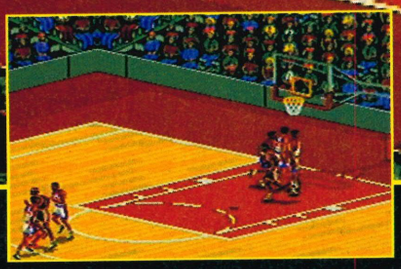
Profiles of all the players are given. This tall guy plays Center for New York.



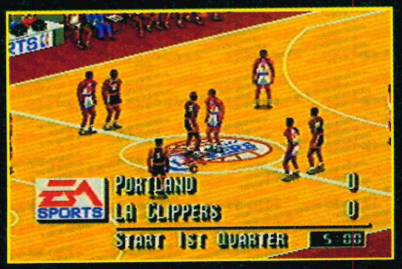
As in the real sport, it's no good just running straight for the basket. You need to pass the ball around a bit.



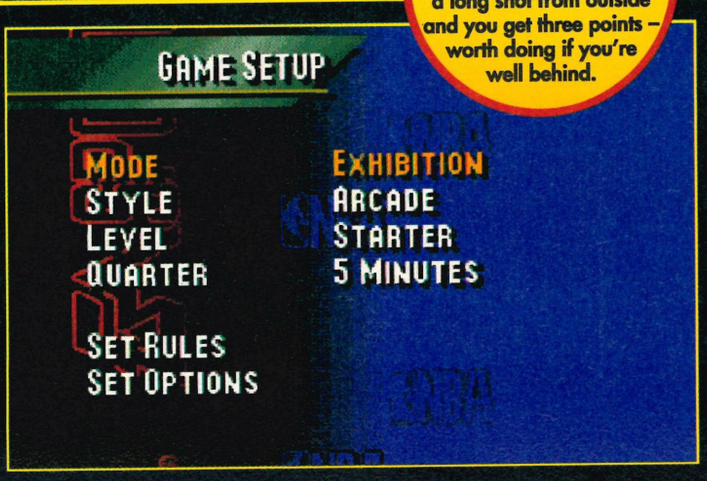
The outer circle determines scoring. Score a basket from inside and you earn a couple of points. Throw in a long shot from outside and you get three points – worth doing if you're well behind.



Lots of pushing and shoving around the basket – I thought this was a no-contact sport.



The two teams gather round the centre circle for the tip-off at the start of the game.





He's on fire... Whoops, that's another game – this is more of a serious simulation.

There's a whole basketful of options to fiddle with to get exactly the game you want.







MOVIN' AND GROOVIN'!

Two of the most important aspects of any sports sim are how quickly the players respond to your joypad commands and the quality of the player animation on display. *NBA Live '95* looks to have come up trumps on both counts. Whether you're on defence or going for a slam dunk, the player response to your instructions is instant; while the movement of the players on the court is well animated and smooth.

Computer players respond quickly to grab rebounds, so you need to be quick to beat them.

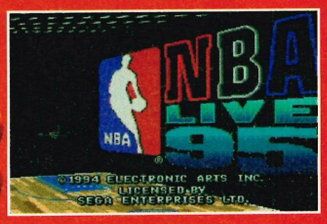


You can set various rules for the game of your choice. The defensive foul and charging rules even have a meter to set their emphasis precisely.



The team selection screen gives you league rankings for various game aspects. New York have the best defence.

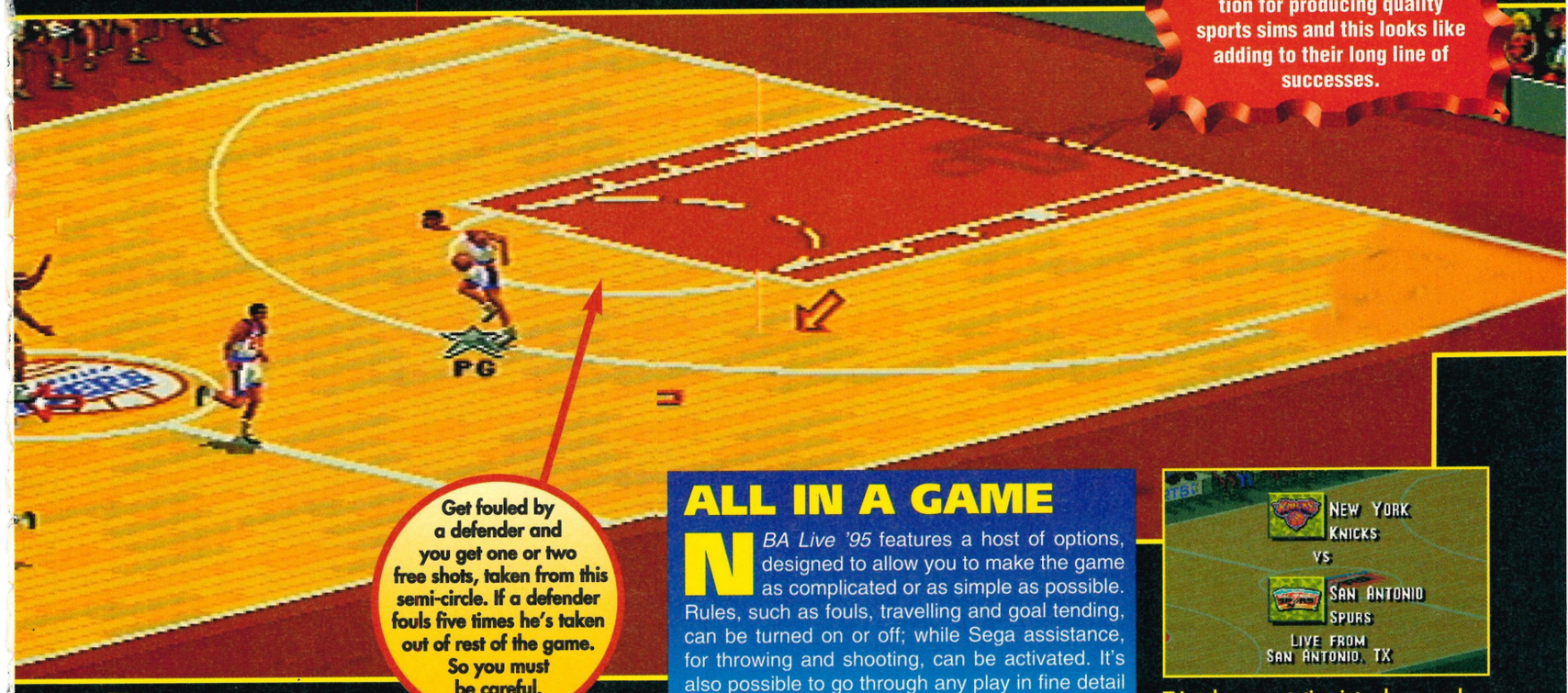
EA
£TBA
OUT: NOW



COMPLETION

1st IMPRESSIONS

Although it has a completely different style and emphasis, *NBA Live '95* looks like it could be as big a hit as the utterly addictive *NBA Jam*! The in-game action is fast and furious, while the additional realism, huge array of options and extra statistics add to the game's polished feel. EA Sports have a deserved reputation for producing quality sports sims and this looks like adding to their long line of successes.



Get fouled by a defender and you get one or two free shots, taken from this semi-circle. If a defender fouls five times he's taken out of rest of the game. So you must be careful.

ALL IN A GAME

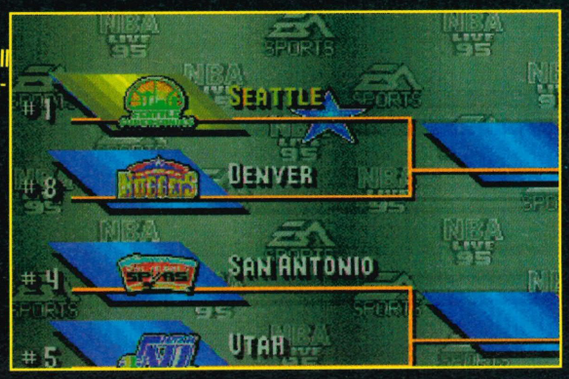
NBA Live '95 features a host of options, designed to allow you to make the game as complicated or as simple as possible. Rules, such as fouls, travelling and goal tending, can be turned on or off; while Sega assistance, for throwing and shooting, can be activated. It's also possible to go through any play in fine detail using the action replay. This allows you to pause plays, speed them up or watch them in slow motion. Add to this TV-style presentation, complete player ratings and loads of locations for what could be the most in-depth basketball simulation ever.

TV-style presentation introduces each game. Can the Knicks nick a victory in San Antonio?

The play-off tree tells you who's playing who. Can your team make it through to the finals?



On the attack again. Basketball is a fast and furious sport with nonstop scoring.



PREVIEW

MEGA-CD

EXCLUSIVE

NOVASTORM

Can this FMV blast-'em-up succeed where others have failed? Phil King braves the storm...

Psygnosis's new 3-D shoot-'em-up looks set to blast away all memories of its disappointing predecessor *Microcosm*. At first sight it looks very similar as your spaceship flies into the screen, hurtling past dazzling FMV scenery. But all is not as it seems.

The *Novastorm* scenario is standard science-fiction stuff. A nasty computer virus called SCARAB has made all the machines go haywire, including electrical appliances! This is no mere hacker's joke, though: using high-tech weaponry, SCARAB has gained control of the three planets in the Bodor system. As the pilot of a prototype Scavenger spacefighter, you are given the mission of breaching SCARAB'S defences on each of the planets, before heading for SCARAB's huge space cruiser and finding a way inside to destroy the virus once and for all.

It's a completely different story from *Microcosm*'s bodily exploration – and so is the blasting gameplay. Okay, so you control the ship around the screen much in the same way as the microsubmersible in *Microcosm*, having no choice of route – the CD-accessed backdrops are all predetermined. But the action is a whole lot more frantic as hordes of fast-moving enemy ships pour onto the screen for you to blast with your array of weapons.



The start of the second level sees you flying over a desert planet. Watch out for SAM launchers hidden in the dunes.



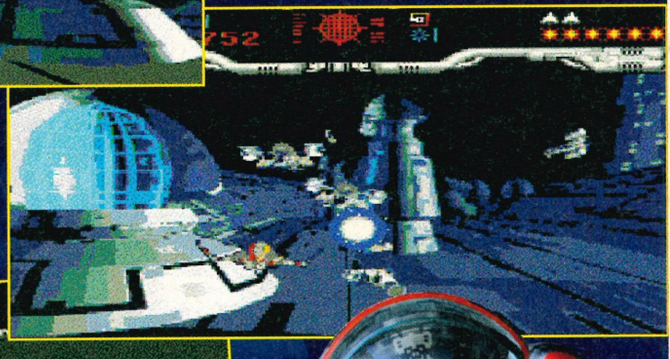
The third planet is an unwelcoming icy world with lots of jagged scenery to smash into.



A ravine in the icy world and things get really tricky as you have to fly between the icy ledges which jut out.



Things hot up as you zoom over the surface of SCARAB's huge space cruiser. The view quickly changes and spins to throw you all over the place. Very disorienting.





The first level takes place on a volcanic planet. Blast those enemy ships.



As well as avoiding enemy fire, you have to take care not to scrape the scenery.

ALL IN A GAME

Novastorm has four multi-stage levels in all: the fiery volcanic planet Callinhor, the desert world of Kallum Kroll, the ice planet Quiggin, and the final attack on SCARAB's massive space cruiser. All of these contain four lengthy sections so, along with the approach to the last level through a perilous asteroid field, there's a total of 17 stages. Each is preceded by an FMV mission briefing with sampled speech, and culminates in a classic one-on-one battle against a big boss or defence installation (see box).

As mentioned, it's possible to collide with the scenery, rapidly reducing your shield energy – as does contact with enemy bullets. Energy can be replenished by collecting one of the 16 possible power-ups: you get a choice of three power-up pods upon destroying certain enemies. Collectable weapons include gun upgrades, drone ships that rotate around you, and extra smart bombs. You're also equipped with a standard rapid-fire cannon and a charge-up gun (hold down the button to build up its power).

Despite all this weaponry, things aren't exactly easy. Unlike *Microcosm* there are no level pass-codes or even continues – you simply get a supply of up to seven lives. Psygnosis were determined to make this a tough challenge, and things get even trickier on later levels as you have to fly under or over bridges, walkways and rocky ledges.

There's a lengthy FMV intro, plus several sequences between levels.







PSYGNOSIS
£TBA
OUT: NOV

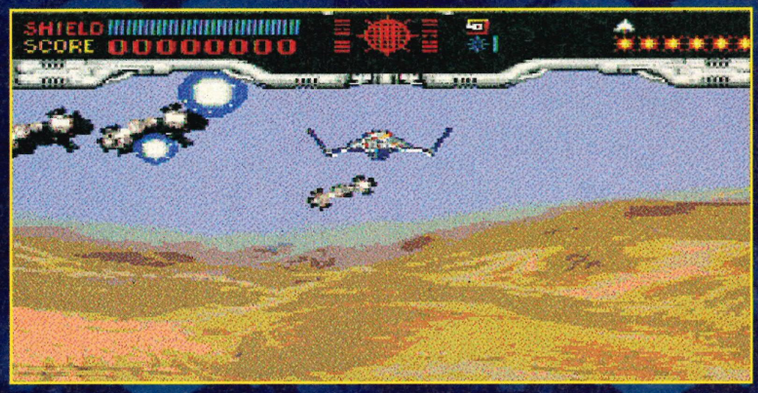


COMPLETION

There's no doubt about it: from what we've seen already, it's obvious that *Novastorm* is a big improvement over the much-criticised *Microcosm*. Not only are the backdrops far more colourful (often psychedelic), with smooth rendered graphics, but the blasting action is also a lot more playable.

The limitations of the FMV shoot-'em-up genre are still apparent in that you can't control your route – but then you can't do this in most ordinary 2-D blast-'em-ups. And the way you can crash into the scenery is a major boon to the gameplay – particularly on later levels where you have to weave around obstacles and fly through the tiniest gaps. This game should go down a storm with shoot-'em-up fans: it seems it's everything *Microcosm* should have been.

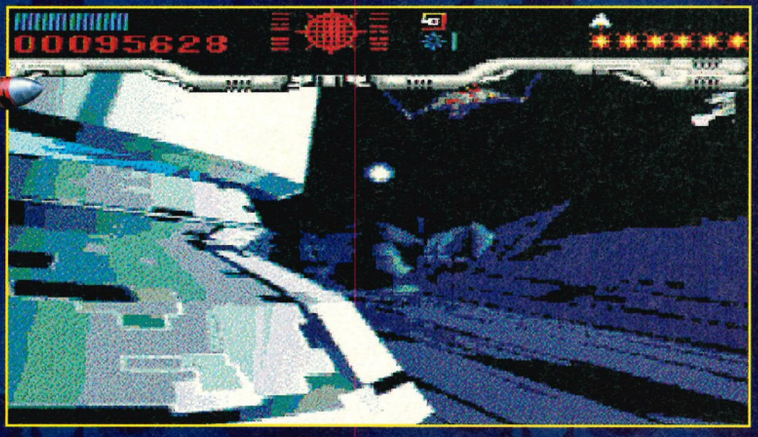
It's fast and furious stuff, especially as you have to watch where you're flying. You see, thanks to the additional depth data in the backdrops, you can now crash into the scenery – an easy mistake to make as you try to avoid sprays of enemy bullets. You also get very disoriented as the screen spins and hurls you around like a mad rollercoaster ride. Psygnosis say they have learned from the experience of *Microcosm* and have created a much more playable shoot-'em-up with enough thrills to match the graphical frills. SP



Another desert scene sees your ship under constant attack from the SCARAB fighters which zoom onto the screen. Some reveal power-ups when shot.



Your shield (top-left) is running low, so you'd better be careful. Use your smart bombs wisely and hope for an energy-restoring power-up to appear.



You're getting nearer to SCARAB itself as you fly over its mothership. You eventually enter a tunnel that leads to the reactor heart of this huge craft.

BIG BOSSES

Each of the game's 17 stages ends with a shoot-out against a giant monster or enemy base. The latter include a city complex built into a cliff, a solar power station, and a missile ship.

By far the more spectacular, though, are the huge creatures that appear – usually at the end of a whole level. There's a terrifying lava snake which morphs out of a fiery backdrop, a metallic spider that fires eggs which hatch into ships, gigantic robots trudging through the ice, and a 'brain' of a wrecked city that transforms into a war machine. Finally there's the confrontation with SCARAB itself, in the form of a gargantuan robot that swats at your ship with its fists. It really is amazing.









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MEET THE TEAM!



Chris Marke

"Why do many software houses attempt to feed us a constant diet of bland, formulaic platformers? I know one reason, namely the profits they can make. After all a lot of people seem prepared to pay huge wads of cash for these games. Personally, I'd like to see a backlash. How about a character who tours software houses forcing developers to jump around on platforms for hours on end?"

Fave game: FIFA Soccer '95



Phil King

"There have been many beat-'em-ups recently, but a lot of them take much the same format. I'd like to see something a bit different, so how's about *Dog Fighter*? It would have various breeds scrapping (like a chihuahua against a pit bull!), not in a bloodthirsty way but very jokey with the combatants restoring energy by peeing against lampposts and chasing postmen etc."

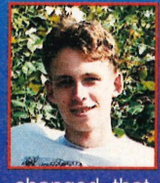
Fave game: FIFA Soccer '95



Jason Johnson

"I'd love to be able to design my own video game. It would be called *Rave Man* and you'd have to drive your 4x4 over rough country trying to find the next rave, following the clues. Then you'd have to use your joypad dexterity to dance all night and try to cop off with someone. Then... erm, perhaps we'd better not go into that."

Fave game: MK II



Mark Hill

"It amazes me how games today are priced around the £40 mark when it was only a few years ago CBM64 and Spectrum titles were priced at £1.99. Have things changed that much? When we have passed the eight-direction and six-button stage – when controls interact with body movments and senses – we will enter a new genre."

Fave game: FIFA Soccer '95

REVIEWS INTRO

INDEX

MD **ACME ALL-STARS** The Tiny Toons go sports crazy in five events.....60

MD **BUBBLE & SQUEAK** Control a dynamic duo in this innovative platformer.....52

MD **BUBSY 2** Accolade's cool bobcat makes a welcome return 68

MD **DOUBLE DRAGON V** Is this the longest-running series since Crossroads?.....70

MD **DYNAMITE HEADDY** Head-swapping fun in Sega's colourful new game 56

MD **EARTHWORM JIM** The worm has turned in this Dave Perry platformer 72

CD **NBA JAM CD** The brilliant basketball sim hits the Mega-CD 48

GG **PETE SAMPRAS TENNIS** Served up in the palm of your hand 51

MD **PIRATES OF DARK WATER** Can this hack-and-slash affair really hack it?.....50

MD **SONIC & KNUCKLES** Double the fun in Sega's latest platform romp? 46

CD **SOULSTAR** Core Design's latest 3-D blast-'em-up is a stunner 58

MD **SPARKSTER** The Rocket Knight jets back in for another adventure.....64

MD **SS LUCIFER** Can you save the dim passengers from drowning? 62

GG **SS LUCIFER** Codemasters' save-'em-up is also on the handheld 66

MD **WORLD HEROES** Another coin-op beat-'em-up hits the Mega Drive.....71

MD **ZERO TOLERANCE** Blast aliens in this tense Doom-style game 54

REVIEW

MEGA DRIVE

SONIC & KNUCKLES



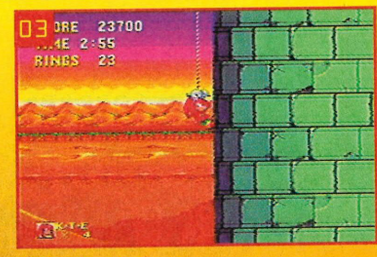
Sonic the Hedgehog is just about the fastest character to be found on any computer system. With his shiny red shoes and his assortment of power-ups, Sonic certainly proves more than a match for Dr Robotnik. However, Sonic's just about had his day as a top personality and the new guy Knuckles wants a share of the limelight. Knuckles the Echidna is now demanding equal billing with Sonic after a terrific performance in Sonic 3. Pick up a joypad and take control of either Sonic or Knuckles in a fight to the death against Dr R, and the fiendish Metal Sonic.



1. Mushroom Hill Zone
This is the first level that introduces you to some of the game's new features. There are a few new monsters that need taking care of, and contraptions that you'll have to use to get to the end of the level.



2. Flying Fortress Zone
At the end of the first level, this huge flying fortress will come over and pick you up. You must fight your way through this and get to the end. By that time you'll have reached Sandopolis Zone.

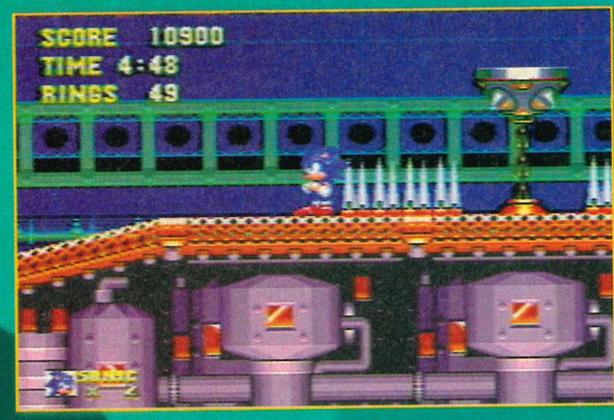


3. Sandopolis Zone
This is an Egyptian type of level that requires you to get across the sand and through the pyramids. Inside these there are lights that need turning on to keep the ghosties away.

SIX LEVELS

Here are each of the levels that Sonic or Knuckles has to negotiate in order to get to the end of the game and confront the evil Metal Sonic.

Sonic may be spiky but, as ever, he hurts him bum landing on spikes. So avoid 'em.







(Right) It's Dr Robotnik again. Will he ever be defeated?



(Below) Knuckles takes on a spiky metal ball. Grab those rings.



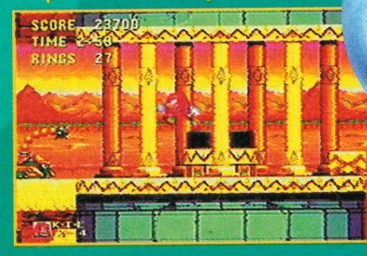
(Below) There's more rings on the way, deep inside the flying fortress.



(Below) The reformed echidna legs it at high speed in the hidden palace.



Knuckles runs towards a stinging scorpion in the Sandopolis Zone.







4. Lava Reef Zone
Things start hotting up in here so your timing really needs to be spot on. The traps become more frequent and the rings are not as abundant as on previous levels.



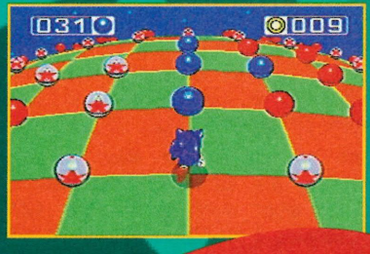
5. Hidden Palace Zone
Tagged onto the end of the Lava Reef Zone, the Hidden Palace is just that. Taking the appearance of a frosty palace, this is more or less the chilly opposite of the previous zone.



6. Sky Sanctuary
The final battle between you and Metal Sonic. Care is needed as Metal Sonic is one tough hombre, and you'll need all the expertise of escaping and attacking before you can beat him.



(Right) Knuckles is a hard-looking chap who can smash things with his spiked fists. (Below) The bonus section's much like the one in *Sonic 3*.



All three of Sonic's previous platform adventures have been very successful. Nearly everybody that owned a Mega Drive has played the first game as it was bundled with the machine. The second introduced us to Miles Prowser, better known as Tails, and the third gave us Knuckles. The fourth game on the Mega Drive had better be good if it's going to please the fans.

The criticism of the earlier games was that they were too easy, being completed by the end of the day, or that most of the levels were taken up by huge rolling expanses where you had nothing to do except sit back and admire the scenery. However, I'm glad to say that both of these previous 'faults' have been cleared up to make a better game.

The start of the game lets you choose between the familiar and well-loved Sonic, or the fresher less-known Knuckles. As each has very different abilities, this effectively offers two games in one. On choosing Sonic you'll be thrown straight into the game and be forced to get on with it. Choose Knuckles and you'll get a short intro that shows Knuckles getting attacked by Dr Robotnik. Strange, I hear you cry, as Knuckles was a close supporter of Dr R in the third game. But Knuckles now knows that he was wrong and helps Sonic in his fight against evil.

Each character has a unique way through each level. There are some ways that require the use of Knuckles's spiked fists, and others that need Sonic's speed to get him through to the other side. Neither character can go the way of the other: Sonic cannot go along Knuckles's route and vice versa.

There are six levels that need to be traversed before you come face to face with the end-of-game guardian, Metal Sonic. The first, Mushroom Hill Zone, is an introductory beginner's level that has a few tricks and traps that will test your previous Sonic skills. Later levels are situated in a flying fortress, an Egyptian-inspired level, and underground palace.

As with previous Sonic titles, Sonic & Knuckles is a bright and visually impressive game that is not only delightful to look at, but with brilliantly composed sound too. Some of the levels just pump out the bass and if you've got the speakers too loud, you might just break them. The graphics have also been upgraded so that Knuckles has been 'streamlined' since his previous appearance, and Sonic now has a bit more animation on him.

PROtip
WHEN YOU'RE STUCK IN A TIGHT SPOT, CROUCH DOWN AND PRESS B TO DO A SUPER SPIN ATTACK. THIS WILL GET YOU OUT OF THE WAY IN A HURRY AND HOPEFULLY LET YOU LIVE TO FIGHT ON.

The biggest innovation is the cart's unique feature of backwards compatibility that allows you to play your old Sonic games, just by plugging them into the top of the cart, enabling you to play as Sonic or Knuckles in them and access secret areas.

Basically when you buy Sonic & Knuckles, you'll be getting a great stand-alone game and also a way of using your old carts. If I were you I'd go out and buy this game as soon as possible.

Ade "Supersonic" Price SP

SEGA
£TBA
OUT: OCT



CART SIZE: 16Mbit
PLAYERS: 1
STAGES: 6
SKILL LEVELS: 1
FEATURES: .....backwardly compatible
CONTACT: .....Sega (071) 33733000

PROview

CHRIS ■■■■□
Possibly the best Sonic game yet, the choice of characters is good.

PHIL ■■■■□
A very playable game, but the backwards compatibility's just a gimmick.

MARK H ■■■■□
Another polished platformer to keep Sonic fans happy for a good while.

PROscore

GRAPHICS 92%
▲ Bright, colourful, and excellently drawn. The animation is superb
▲ The backdrops are some of the best ever seen on the Mega Drive.

SOUND 91%
▲ Terrific. Loud awesome sounds really fit the game well..
▲ The music comprises a variety of pumping tunes to please the ear.

GAMEPLAY 90%
▲ This is about as playable as platform action ever gets. Fans will love it.
▼ It's not all that different to previous Sonic outings. Nothing really new.

CHALLENGE 90%
▲ You get to play this game through twice – once with each character.
▲ Breathe new life into your old Sonic games by plugging them in!

90%

Double the fun with two characters, plus the novelty of replaying your old carts. Once again, Sonic shows how it's done.

REVIEW

MEGA-CD

EXCLUSIVE

NBA JAM

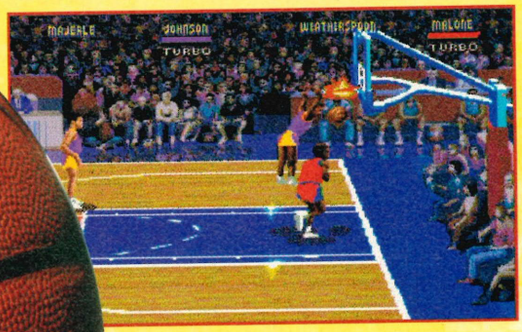
Watch mean dudes jammin' in the FMV intro sequence...



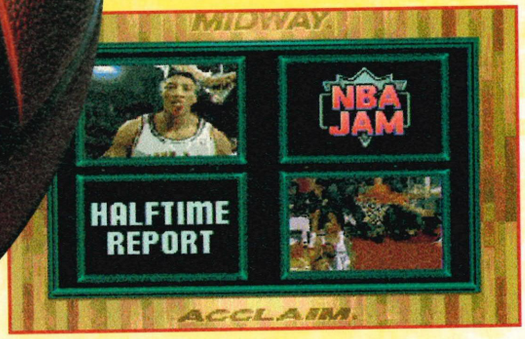


Monster slam! It's time for another session of the most exciting basketball game around. Earlier this year, the cartridge conversion of the Midway coin-op soared above its rivals to slam-dunk a huge score with game fans. Exciting two-on-two action with up to four players, plus the razzmatazz of sampled speech and spectacular dunking animations, made *NBA Jam* easily the best of several basketball sims released around the same time.

Now, from downtown, Mega-CD owners get their own special version of this legendary game, adding an FMV intro and CD-quality music and speech. But is it really a 'fire bucket' or, like many cart-to-CD conversions, a bit of an 'ugly shot'? Time to jam...



He's on fire! After scoring three in a row with no reply, the purple player gains unlimited turbo speed.



The half-time report has been jazzed up with some new music and video clips in the TV screens. A pity you have to wait while it loads from the CD, though.

I'm not sure quite how to take *NBA Jam* on Mega-CD. In one respect, it's one of the most playable games ever to see the light of day, particular in multi-player mode. On the other hand, it's also a very disappointing conversion that differs so little from the cartridge that you wonder why they bothered at all.

Let's take a look at the CD extras – which shouldn't take long. Things start fairly well with a Full Motion Video intro, showing mean-looking dudes on the streets muttering "Jam", then a change of scene and pace to some real NBA action. It's okay, but a shame that the wide-screen window is so small – when we know from intros on recent EA products (such as *NHL* and *FIFA CD*), that the Mega-CD can achieve decent full-screen FMV.

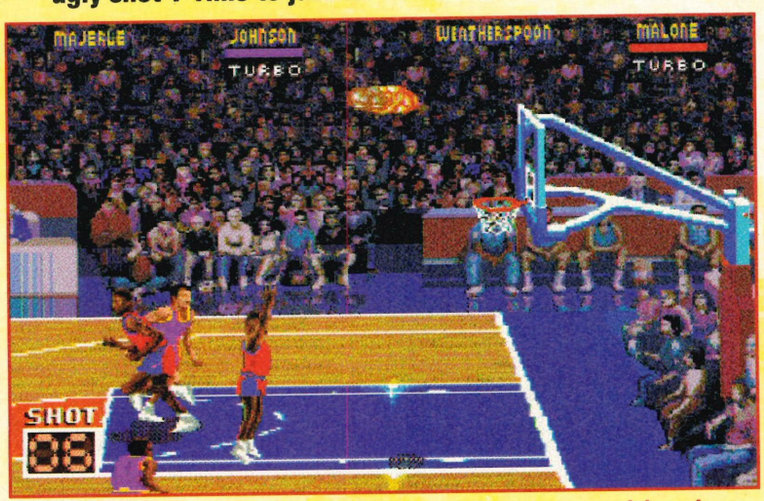
A new mellower CD tune accompanies the title screen and the same range of options featured in the cart. Play against or with a mate or, for the ultimate competitive game, plug in a Sega Tap for up to four players. Alternatively, compete in the solo challenge where you take on all the other NBA teams in sequence, automatically saving your position along the way – why couldn't we have had a proper championship?

An impressive "Welcome to NBA Jam!" speech sample (now with echo) introduces the team selection screen. Choose your side from the 27 on offer and, after another snippet of speech for the 'versus' screen, it's out onto the court... Well, after waiting for the CD accessing it is. This delay crops up again at the end of each quarter, just to give you a coaching tip. At half-time, a souped-up game report is loaded up, complete with tiny FMV screens and the usual detailed stats. Another annoying wait follows before the action restarts – an option to turn these screens off would have been very welcome.

PROTIP

DRIBBLE TOWARDS THE BASKET, AS IF GOING FOR A DUNK. HOPEFULLY BOTH DEFENDERS SHOULD TRY AND CLOSE HIM DOWN. QUICKLY PASS IT BACK TO YOUR UNMARKED TEAM-MATE FOR A WIDE-OPEN THREE-POINT SHOT.

You see, I just couldn't wait to get on with the game, as the action is as addictive as ever – they should put a government health warning on this thing! It's end-to-end stuff with all the thrills of performing a range of spectacular slam-dunks; some of which are unique to certain players. With only two guys on each team and no fouls, it's not as complicated to play as more serious basketball sims such as EA's *NBA Showdown*, and is instantly playable as a result.



A fire-bucket! When you're on fire it's much easier to score, even with long three-point shots. It's just in time as there's only six seconds left on the shot clock.

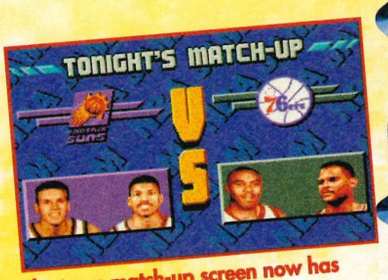


The two grey defenders do a good job of blocking the attacker as he gets close in.





With 0.7 seconds left in the quarter, the green attacker leaps up for a big dunk. But will he beat the buzzer?



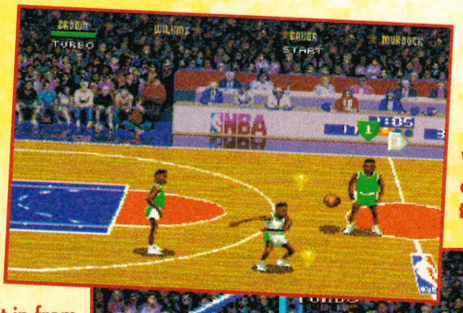
The team match-up screen now has sampled speech.

It's great fun to knock opponents flying, steal the ball and helicopter high into the air to deliver a massive dunk. Score three times in a row and your man's 'on fire', giving him unlimited turbo speed and super-accurate shooting. As in the cart, the animations for the dunks are excellent, and sometimes accompanied by some clearer (although still sparse) CD speech, such as "monster slam", "wide open" and "he's heating up".

However, brilliant as it is, the gameplay is identical to the cartridge. The only differences here are the improved sound and FMV bits – and the downer of CD accessing. Obviously, if you've already got the cart, there's absolutely no point buying this version – better to wait for the special Tournament Edition, due on MD and MD32 next year. Otherwise this is one of the most playable games ever created and definitely not to be missed.

Phil "Basket Case" King SP



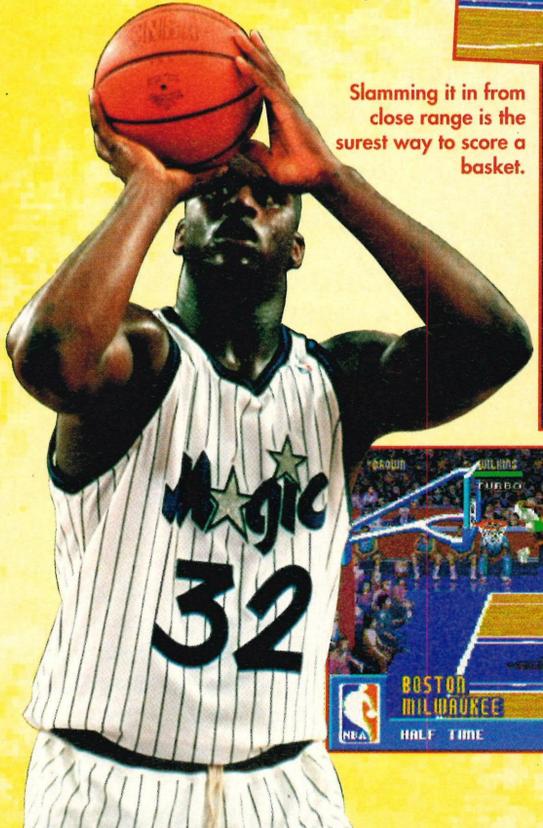


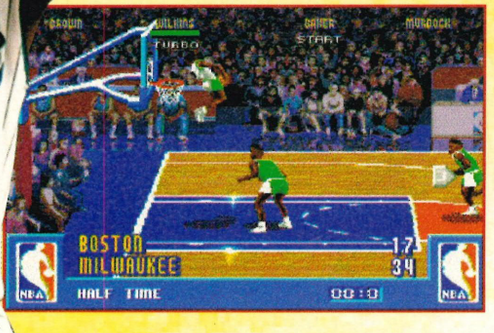
There's no ref in this game, so you can foul at will. Pushing over an opponent is a good way to steal the ball.

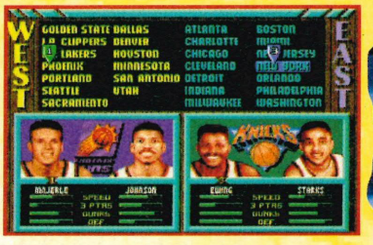
Whoah! The white-shirted player performs a neat reverse pass to his off-screen team-mate.



Slamming it in from close range is the surest way to score a basket.







Choose your teams from the 27 authentic NBA sides on offer. The New York Knicks have the best defence.

ACCLAIM
£49.99
OUT: OCT

NBA JAM

CD ACCESS: .....medium
PLAYERS: 4
STAGES: .....n/a
SKILL LEVELS: 5
FEATURES: .....save game
CONTACT:.....Acclaim
(071) 3445000

PROview

MARK P ■■■■■
A brilliant game, but if you have the cart there's no point getting this.

CHRIS ■■■■■
A slightly disappointing conversion. Still great fun to play, though.

MARK H ■■■■■
One of my favourite games, but they could have made more improvements.

PROSCORE

GRAPHICS 92%
▲ A whole range of spectacular dunks that are very impressive to watch.
▼ The only graphical enhancement is the addition of a mediocre FMV intro.

SOUND 80%
▲ A nicer, smoother CD title tune and in-game music to jam along to.
▼ Although clearer, the fairly sparse in-game speech lacks variety.

GAMEPLAY 93%
▲ Instantly addictive gameplay that keeps you coming back for more.
▼ No changes whatsoever from the cart ridge version – it's identical.

CHALLENGE 87%
▲ Two- or four-player games are very competitive and a lot of fun.
▼ Solo mode's a bit easy. A full championship would've been welcome.

86%

With so few enhancements there seems little point to this conversion, but it's still one of the most playable games around.

REVIEW

MEGA DRIVE

The PIRATES of DARK WATER

SUNSOFT
£44.99
OUT: NOW



CART SIZE: 8Mbit
PLAYERS: 2
STAGES: 8
SKILL LEVELS: 4
FEATURES: .....password
CONTACT: .....Sunsoft
(071) 3742766

Welcome to Mer, home of the perilous Dark Water. It's an evil force that floats about the sea, dragging anything that has the misfortune to touch it to its doom. The only hope of the inhabitants of Mer lies with the treasures of Rule. Only these will have an effect on the Dark Water, and you have been assigned to find them.

As a warrior in a slash-'em-up reminiscent of *Blades Of Vengeance*, you have the choice of being either Ren, Tula or Ioz. The game is a spin-off from the GMTV cartoon on Saturday mornings, created by the Hanna-Barbera company. According to Marubeni, the game's producers, this is the toughest action/adventure title you're likely to encounter. Time for a slash...

If you'll pardon the expression, I'd like to slash over this. Gameplay is utterly predictable and unoriginal. When you've hacked in *Golden Axe*, *Strider* and *Blades Of Vengeance*, this is one hack too many.

As a platformer, the time has come to nail this comment to the wall: games invested with platforms, spikes, overlapping dim-witted sprites and end-of-level baddies have had their day. It's so easy to see how a lazy programmer puts more effort into tarting up the presentation and instruction booklets than the game itself.

This cartridge must have a thousand moths hiding in the circuit boards. Designed rigidly to a standard platform template, its sprites look like they were rehashed using an art package, and the backgrounds painted over an old canvas. Computer technology today makes a platformer as easy to program as downhill skiing with letters on a Sinclair ZX81.

You have the choice of three characters – and it does allow a little tactical change. Two players can battle it out together as well (let's face it, this would be dull without a little company). Nevertheless incentives to play this through are minimal.



Choose your hero from the three on offer. Tula's a blue-haired babe with a total lack of colour coordination!

You might use your Action Replay cart just to play this through once and admire a few pretty scenes, but gameplay is boring, to put it plainly.

Full marks for trying to sell this at £44.99, but I'd rather play *Last Ninja* on my CBM64, or *Impossible Mission* – or even *Jet Set Willy* (no kidding). Think of the cheap prices in those days – don't be a sucker, save your dosh!

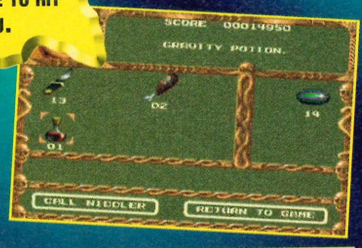
Mark "Hacker" Hill SP

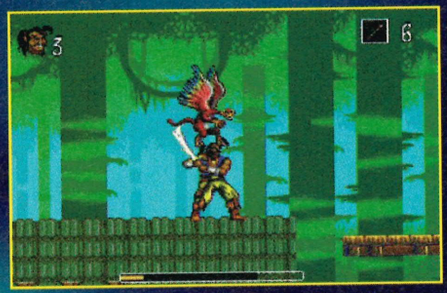
protip

DON'T BUY THE GAME! BUT IF YOU DO, JUST KEEP SLASHING AWAY REPEATEDLY AT THE ENEMIES – EVEN IF THEY BLOCK YOUR FIRST BLOW, YOU'LL KILL THEM BEFORE THEY HAVE A CHANCE TO HIT YOU.

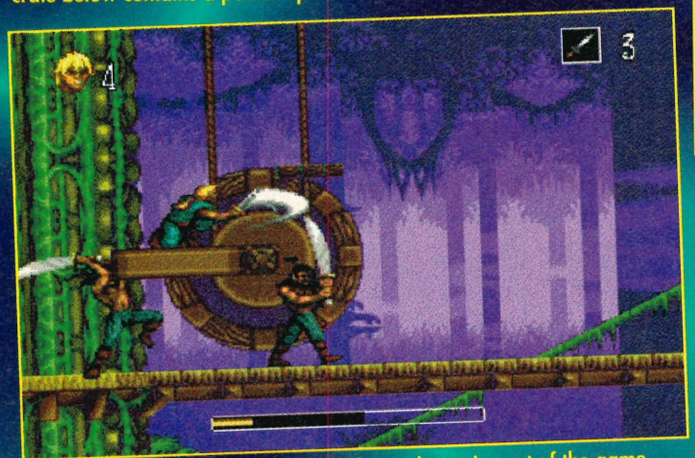


Ren (I thought he was a chihuahua!) climbs up a ladder. The crate below contains a power-up.





The winged monkey Niddler can be called in to rescue you from a tricky situation.



Repeatedly slashing away at pirates forms the main part of the game. Here Ren can jump on the pulley platforms to be lifted up into the air.



Proview

JASON ■□□□□
I'd rather sail the seven seas than play this game. Hmm...

PHIL ■■□□□
Talk about old hat – this is more like a mouldy pork pie.

CHRIS ■■□□□
Extremely thick baddies lead to mindless, laborious slashing.

Proscore

GRAPHICS 49%
▲ Pretty presentation screens and a variety of nice-looking backdrops.
▼ Level designs as old as the ancient Greeks – clearly a platform template.

SOUND 71%
▲ Emotional background music with a fair amount of variation too.
▼ You soon become irritated by the constant groans of killed enemies.

GAMEPLAY 37%
▼ Very seen-that-and-done-this-been-there-and tried-that. Dull.
▼ Stiff sprites, little skilful gameplay, tiresome screens of text.

CHALLENGE 61%
▲ At least you are able to battle it out with another player.
▼ On your own you'll be cursing the old-fashioned, repetitive gameplay.

42%

I've stabbed this in the back because it's a high price to pay for a platformer that clearly took little time to produce. £44.99 is ridiculous.

REVIEW

GAME GEAR

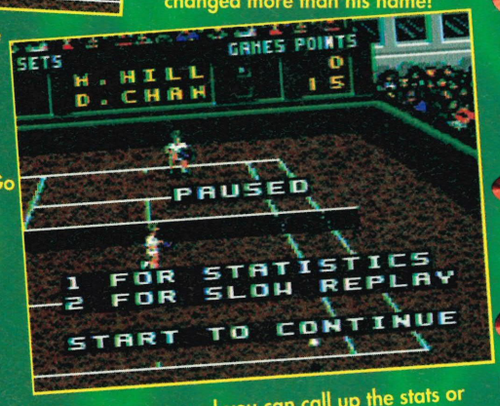




Well I never knew Mark was into that sort of thing. It seems he's changed more than his name!



At deuce it's a critical rally in this doubles match. Go on, dive for it!



Pause the game and you can call up the stats or view a great shot on the slow-motion replay.

First there was the MD version of *Pete Sampras* – the best tennis simulation the MD had ever seen. Sportsmasters, fast making a name for themselves with their excellent sports sims, now give handheld owners the chance to serve and volley with the world's best tennis professional . The thick tasty cream the Codies hope will appetise tennis fans here comes in the shape of a two-player option on one Game Gear, with the usual Gear-Link option too. Anyone for tennis?

It's just as well Codemasters sent us two copies of *Pete Sampras Tennis*, because we have a Gear-Link in the office collecting dust. Linking up, then switching on the two Game Gears simultaneously for a friendly war on the court, both myself and Chris were not disappointed.

Graphics are incredibly smooth – reminiscent of the MD version in every respect. The scoreboard is clear and big with large white numerals, the crowd are given a spot of animation, and the court itself comes in three glorious colours: representing grass, clay and asphalt.

Controlling the sprites is as smooth as the hallowed lawns of the All England Tennis Club. Shots can be executed with great skill using the D-pad. Holding a direction, timing the button pushing and then seeing a shot fly past your opponent with vicious speed and accuracy gave me great satisfaction. You find luck plays its part at first, but there's a good incentive to build on your game and play with a style that'll tactically beat the opposition.

PROTIP

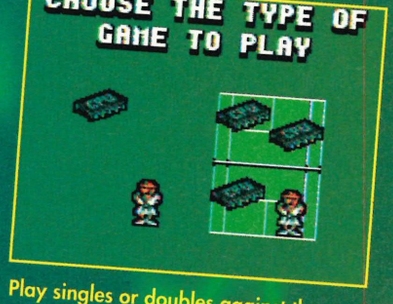
TO PUT A REALLY ACUTE ANGLE ON A SHOT DURING A RALLY, HOLD THE D-PAD IN THE DESIRED DIRECTION LONG BEFORE YOU PRESS THE BUTTON TO HIT THE BALL. GET USED TO THE TIMING AND THIS BECOMES EASY.

The Codies have not neglected variety either. To keep you plugging away there are two two-player modes. On one Game Gear, the players position themselves automatically – you just play the shots using the D-Pad or buttons. Not as skilful as the Gear-Link mode, but at least it's there! The other options are true to the MD version: a tournament, World Tour, 30 players, tutorial, action replays and match stats.

The essential little touches like the bleeper when a serve hits the white line, and the ball rolling over the top of the net to upset the pattern of play, sum this up for me. *Pete Sampras Tennis* is a portable masterpiece that smashes all its rivals off centre court. Taste the cream, lap up the action – it's all here.

Mark "Seeded One" Hill SP

PETE SAMPRAS TENNIS



Play singles or doubles against the computer or a friend (even on one GG).



More doubles action in this scintillating game. There are lots of male and female players to choose from.

CODEMASTERS
£29.99
OUT: NOW



CART SIZE: 4Mbit
PLAYERS: 2
STAGES: .....n/a
SKILL LEVELS: 1
FEATURES:.....2 players on 1 GG
CONTACT: .....Codemasters (0926) 814132

PROview

JASON ■■■■□
As playable as the MD version, with a great range of shots available.

PHIL ■■■■■
Totally addictive. One of those games you'll be playing everywhere.

CHRIS ■■■■□
A truly top-notch conversion. The two-player modes are excellent.

PROscore

GRAPHICS 88%
▲ Taken from the MD version, the handheld graphics really shine.
▲ The ball flies over that net with a vicious realism. You have full control.

SOUND 83%
▲ A lively crowd and a few neat sound FX during rallies.
▼ There's a few rough FX when a ball is struck, but nothing unpleasant.

GAMEPLAY 93%
▲ As a portable tennis game, this has it all. Skill, excitement and challenge.
▲ Matches are just like real tennis. An incredible 8-bit effort.

CHALLENGE 90%
▲ Two players on one GG, plus a Gear-Link option. What a choice.
▲ The challenge of perfecting your style and not relying on luck is huge!

91%

The Codies come up trumps yet again, equalling their previous MD Sampras success. A portable tennis package not to be missed.

REVIEW

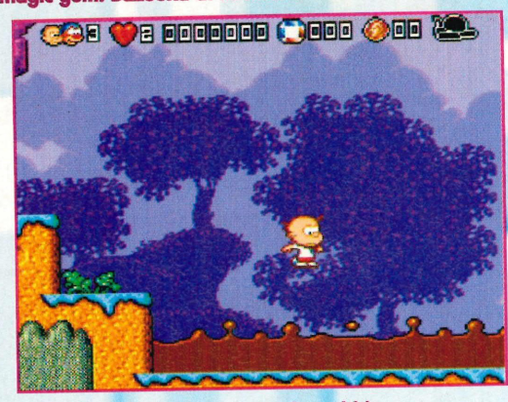
MEGA DRIVE

BUBBLE AND SQU

Potential heroes of the universe may find the story line behind *Bubble And Squeak* particularly interesting. Squeak just happened to drop in, through a nearby black hole, and made a simple request: "Do you want to be the hero of the universe?" "Of course", replied his pal Bubble And so off they go, on planet Grool, to clean up the city. It's as simple as that! Tasty! A video game named after a delectable dish made from week-old potato and mouldy cabbage? What on earth do we have here? Fear not, you will be pleasantly surprised. Expect to visit alcoves such as Stardust Caverns, Neverglades, Diamond Foundry, Sandcastle Desert and Neon City. Confused? You will be.



Insert coin for a luvly jubly ball of magic gum. Bazooka at its finest.



Charlie's chocolate factory in the wibbly wobbly world of squeaking bubbles.

Also soon to be released on the Amiga 1200 and CD32 (A500 to follow), *Bubble And Squeak* is a joint production brought to you by Marubeni UK. It was written by London-based Audiogenic Software and published for the Mega Drive by the Japanese Sunsoft label. Considering the lack of true classic puzzle games on the Mega Drive, in comparison to Amiga, it's good to see a virtually simultaneous release.

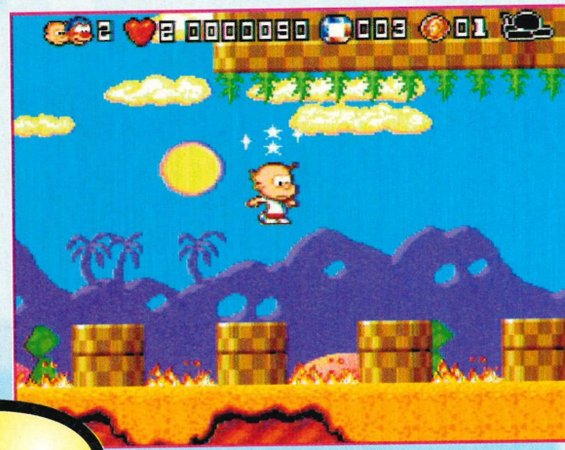
A typical first play is sure to follow something along these lines. As Bubble, the small guy, you romp around various platforms collecting gems, to be traded in for points, cakes (to add an extra bit of life), and other icons. Before long, the idea of collecting gems becomes a little uneventful and, after spotting Squeak, you'll learn that leading the dumb-ass buddy of yours to the node cone is the key to completing a level.

Having cleared phase one, a shoot-'em-up begins. The bulbous craft floats aimlessly while you're pounding away on the fire button to clear a path through the floating debris and killer octopuses. If you're lucky the final guardian, somewhat reminiscent of Sylvester the cat, will be destroyed – and then it's onto the next level.

Of course, this is the first couple of levels and nothing sounds too enticing, but wait until the Diamond Foundry looms ahead and, yikes, what now? Kicking your buddy around the platforms via ramps and... oh, did I forget?: the only way out of a level is to reach the exit WITH Squeak, and he's not the most agile of characters. Bubble cannot leap and bound, but he is capable of turning into a leaping and bounding nutcase after a ball of bubble gum. But, to pay for the gum you need money, and to

PROTIP

SPEND A WHILE SEARCHING AN AREA BEFORE TEAMING UP. YOU MAY JUST FIND ONE OR TWO UNEXPECTED BONUSES. A PLATE OF BUBBLE AND SQUEAK, PERHAPS?



Taking a bruising for no reason is one thing, but blatant masochism?!





Dead heads do no good and litter the landscape. You're out of there, bozo.



Hit the switch to release a stream of fire. This, in turn, will pull the plug.



A friend in need is a friend indeed. Bubble and Squeak are the best of pals.



collect the money you need to kill nasties and so on.

Categorising the gameplay in *Bubble And Squeak* isn't so easy. One moment it may be like a *Lemmings* teaser, the next a platformer revolving around *Ren And Stimpy* beginnings, the next a blast-'em-up. Unpredictability is the most emphatic ingredient in Marubeni's newest Mega Drive cart, and it works very well. Surprises pop up on every level, from the early bubble-gum machine to kicking your buddy halfway across the level.

Cheerful ditties and imaginative graphics, very similar to *James Pond 3*, make *Bubble And Squeak* instantly appealing. Both Bubble and Squeak are extremely cute and their antics go to make them even more adorable. Teamwork at its finest.

After many hours just one conclusion came to mind: unmissable. Complex puzzles are preceded by lesser challenges and the learning curve is ideal for new and experienced puzzle fiends alike. Top-notch programming + addictive gameplay = a dead-cert success, and *Bubble and Squeak* is just that.

Jason "Gut Rot" Johnson SP

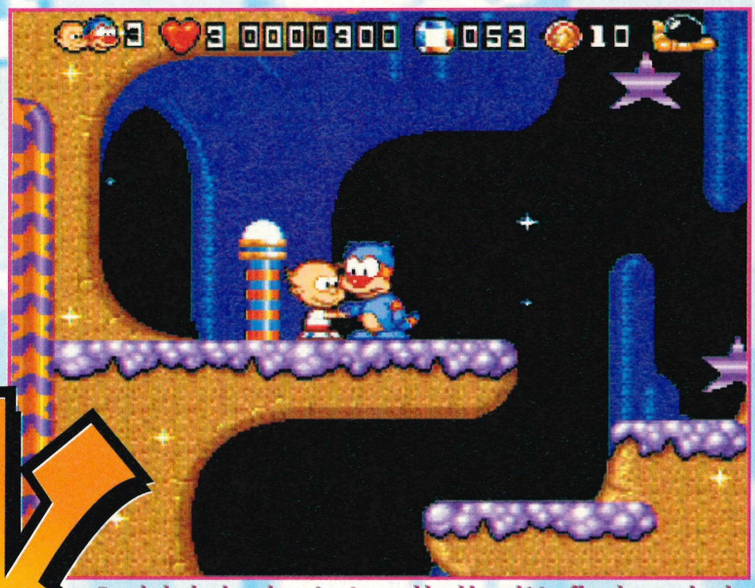


Level one. Collect the gems, kill the nasties and escape into level two.

Goodies galore; and we all know what points make... prizes!



Accessing higher platforms is often a problem, but nothing a good kick up the backside can't cure.



Reach the barber-shop sign in good health and it's off to the next level.



Lifts and switches help move your old buddy to higher places.



Neon City is the final area to complete – and by heck it's a tough one, laddie.

SUNSOFT
£34.99
OUT: JAN



CART SIZE: 4Mbit
PLAYERS: 1
STAGES: 30
SKILL LEVELS: 3
FEATURES: .....password
CONTACT: .....Marubeni
(071) 8268816

PROview

MARK ■■■■■
Very puzzling at times: you need lateral thinking as well as joypad dexterity.

CHRIS ■■■■■
Great characters. The idea of leading your buddy to the exit is original.

PHIL ■■■■■
The graphics are very *James Pond*, but the gameplay's much better.

PROSCORE

GRAPHICS 85%
▲ Cutesy graphics reminiscent of the wibbly wobbly style used in *Pond 3*.
▲ Extremely well-constructed platform areas on a par with the best.

SOUND 77%
▲ Idyllic puzzle-solving music that rambles on, hypnotising your senses.
▼ The theme tune may turn you into a raving loony and Natural Law devotee.

GAMEPLAY 90%
▲ The duo are a joy to watch and so hopelessly clumsy at times.
▼ Sometimes you get so completely lost and confused it's unreal.

CHALLENGE 90%
▲ Reaching the end is a mammoth task that could take months.
▼ Sussing out the mentality of the puzzle designers doesn't take long.

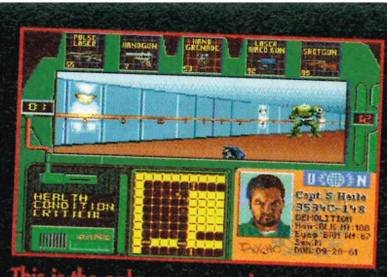
88%

It's just too cool for words and a darn sight more playable than the majority of platform-oriented puzzle games. Squeaky clean.

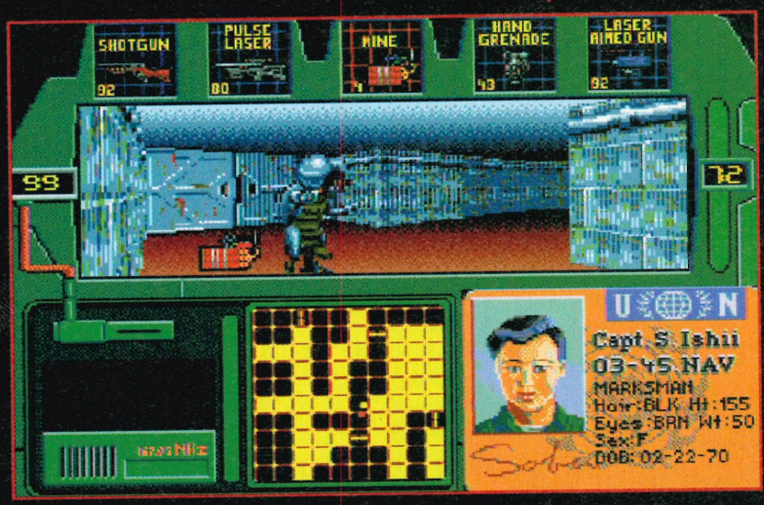
REVIEW

MEGA DRIVE

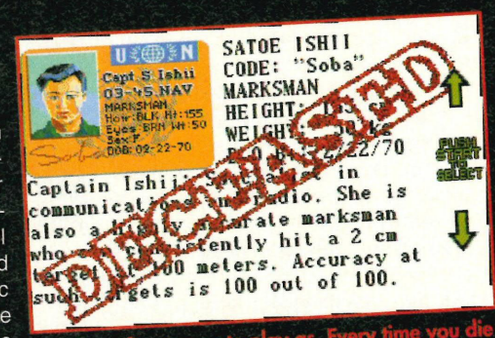
ZERO TOLERANCE



This is the only enemy on the entire level, but he's a tough cookie to crumble. Think tactically!



Quick, get out the old booby trap, then keep back. Frying a bug has never been so satisfying.



You have five troops to play as. Every time you die though, one is declared deceased.

The outpost is under attack from the terrorist faction. As a special forces operative, you have been assigned to tackle the maze-like corridors and defeat each and every enemy. It's a gloomy old place is this outpost. The walls are animated, the horrid creatures are reminiscent of Alien and the corridors seem to stretch forever. Every corner must be approached with caution – you need eyes in the back of your head! Accolade's new *Doom*-style shoot-'em-up, *Zero Tolerance*, is of a genre previously unexploited on the Mega Drive. It uses a 3-D first-person perspective and high-quality texture-mapped backdrops to give you a unique atmosphere. Can you tolerate the dangers of the outpost? Are you ready for the bloody onslaught?

I was ready, ready and waiting for the enemy troops roaming around Docking Bay One. Right suckers, come and get me. Okay, I'm trying to play the commando role, but look, I'm the guy playing the Mega Drive here. You guys are targets – and easy ones at that too. With just a handgun I'll stick my head around the corner to draw your attention. You'll then come running past the Docking Bay doors as I hide in the inlet. As you all come at once like sheep, you're an easy flock to target. Bang, bang, bang and it's curtains for you guys.

This, I found, was the best strategy to use. *Zero Tolerance* is made up of many floors (38 in total). The corridors twist and turn like an endless series of hospital passages and the rooms come in all kinds of shapes and sizes. When you enter a large room, assume the place is littered with bad guys. Let them find you so you can shoot 'em when they pass your corner. It never fails! Smaller rooms are not so predictable, but often you'll find some careless but kind trooper has left a medic pack or weapon on the floor. The medic packs restore 20% of your energy; the weapons can either be handguns, flame throwers, shotguns, rocket launchers, grenades, laser-pistols or booby traps. Oh, and there are items such as bullet-proof vests for added protection, and bio-scanners for pinpointing enemies long before you find yourself on top of one.

PROtip

ON ENTERING A BIG ROOM, QUICKLY DUCK BACK BEHIND A WALL. WITH ANY LUCK THE BADDIES WILL COME RUNNING PAST THE CORNER GIVING YOU TIME TO PUMP LEAD BEFORE THEY TURN AND SHOOT BACK.

Wow! This is one that'll make you grit the teeth and cause cramp to creep into your wrist. Although many sprites are repetitively used, the targeting and destroying is a lot of fun. A wide choice of weaponry allows players to tactically clear each level with great skill and determination. With the added bonus of a very smooth and realistic first-person 3-D perspective, the action and atmosphere go together like a baby and its bottle. Even the gentle pattering of your footsteps and the cool swish of opening and closing doors helps to perfect the overall feeling of 'I'm in a strange place and I'm dying to see what surprises the next floor holds for me'. It really does!

Levels differ to some degree. The Docking Bays, Bridges and Engine Rooms are populated by soldiers and bug-like creatures that crawl the walls and ceilings. Later (particularly in the high-rise buildings) you'll meet all kinds of weird



On some levels you'll need to use the stairs to climb levels. The first-person perspective is effective.



Lost your way? This map should help you navigate the maze-like floors.

RO RANCE



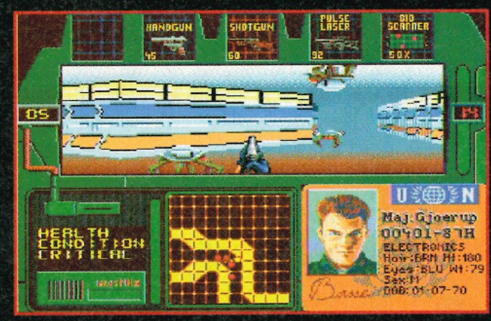
Big mothers such as these require the hand-grenade treatment. The explosive sequence is good.

and not-so-wonderful creatures. One floor features just one guardian. An easy job securing this? No way, it's damn hard. If you're not equipped for the job, just watch your energy diminish.

There are a few minor flaws. Firstly you can't side-step, only rotate. This is a little irritating when you expose yourself too early in a room and find yourself plagued with creatures. Secondly, when an enemy is close up, the sprite is very blocky and blurry, when it could have been detailed and foreboding.

Zero Tolerance requires a little patience, but with a password to write down for each level and a two-player cable link-up to avoid split-screen bother, I'd recommend this. The perspective is unique, there's plenty of skirmishing fun to be had. And with over 38 levels of mazey 3-D fun with a wide choice of weaponry and secret locations, the tactical excitement of a challenging two-player battle is a must.

Mark "Troubleshooter" Hill SP



Many of the creatures will trick you with their climbing skills. Some are very quick – sharp shooting is required here.

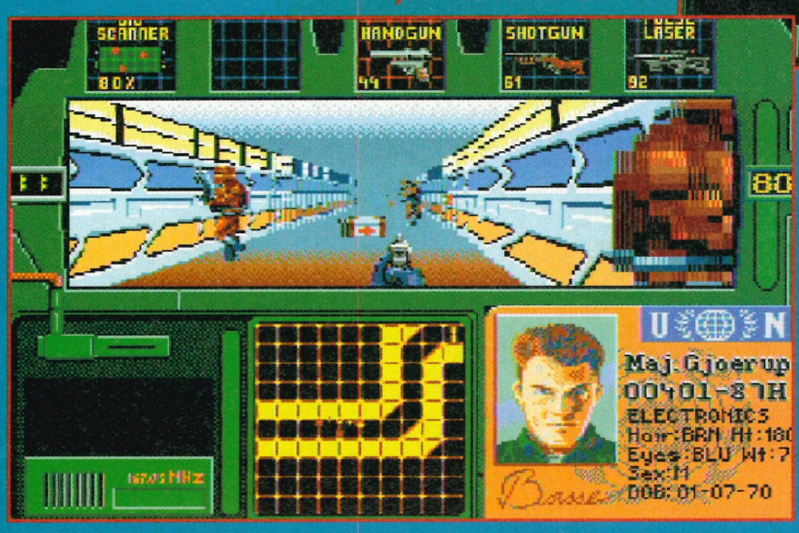


See more clearly – put the infrared goggles on! Now you can target in the mist for a big advantage.

The first few levels are littered with enemy soldiers. In two-player mode don't mistake your team-mate for one!



The sight ahead is like an oasis in a desert: the medic pack. You'll need to kill for it though!





The screen goes red, it's curtains for you. It seems the bugs have won – better luck next time.

ACCOLADE
£TBA
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 2
STAGES: 38
SKILL LEVELS: 1
FEATURES:.....MD to MD cable link-up (two monitors)
CONTACT:.....Accolade (081) 8770880

Proview

JASON ■■■■■
The two-player link-up is a great new idea, and it works really well here.

PHIL ■■■■■
It's about time these 3-D shoot-'em-ups hit the MD, and this is a good one.

CHRIS ■■■■■
Tense? Nervous? You will be after playing this creepy blast-'em-up!

Proscore

GRAPHICS 86%
▲ The first-person perspective scrolls smoothly for a unique MD atmosphere.
▼ Not a major whine, but many of the levels offer samey sprites.

SOUND 80%
▲ A good set of combat noises to put you in the commando mood.
▼ Both sound and music is OK, but expect nothing particularly special.

GAMEPLAY 83%
▲ Great skirmishing fun with many weapons and a huge complex to explore.
▼ Can get long-winded with repetitive sprites and level designs.

CHALLENGE 88%
▲ Get that cable-link plugged in for a very challenging two-player game.
▲ Over 38 levels with plenty of secret locations, teasers and enemies.

84%

A very skilful and absorbing 3-D adventure with surprises in store around every corner. With a cable-link this is a must!

REVIEW

MEGA DRIVE



Headdy tries out his heads. He won't need the shield here, but he'll need to set that red bell rolling on the left.



DYNAMITE HEADDY

What a head-case Headdy is! This is the incredible head-swapping man, here to freak you out with his weird antics. Headdy is not really real – he's just a wooden doll. But without a head of some shape or form screwed on he'd be useless. Besides, Headdy needs a change of head if he's ever going to defeat the evil King Dark Doll. *Dynamite Headdy* is a platformer featuring Japanese-inspired graphics and off-the-wall backgrounds – with a lot of hidden extras thrown in. Bizarre it may sound, but this guy is serious! Swapping your head now and then ensures your variety of special powers and moves are complete – and they'll need to be, looking at the content of each level.

In the practice room it's easy getting rid of the soldiers with a 'Big Gob' head. Open and suck in like a vacuum cleaner!



The big toy doll is a wonderful guardian! Hit various parts of his body when they're indicated by a flying bird with an arrow.

After playing the *Pulseman* import only a few weeks ago I was not at all surprised to see *Dynamite Headdy* designed in a similar fashion – particularly as this originated in Japan anyway. But, unlike the electrifyingly unique *Pulseman*, *Dynamite Headdy* has been given an official UK release. As a platform game, perhaps there's something special about this.

Dynamite Headdy has a personality that's unique by anyone's standards. He swaps his heads to give him power-ups such as invincibility, wall-climbing skills (spiked head!), magic stars, super-gobble (everything living on the screen gets eaten), long-distance head-butts and super-speed.

PROTIP

DURING THE 'BOOK STALL' SECTION, ENSURE YOU KEEP HITTING THE CAT GIVING YOU THE RIDE. HE'LL FLASH WHEN HIT. IT'S SO EASY TO IGNORE HIM AND PLAY ASTEROIDS WITH EVERYTHING ELSE AROUND YOU.

The route ahead is not as predictable as many platformers. Starting off with an escape from enemy planes and weird robots where the screen continually scrolls amid the explosive graphical effects, the second part settles down as Headdy enters three 'practice' rooms. The first lets you try out all the heads, the second teaches you to climb, while the third is target practice – and how easy it is too. At least there's a point to this little break in the game: you can earn secret bonuses!

Headdy can become very small to explore the narrow platform bits littered with bonuses, he can also put on a spiked head for clawing his way up walls. Heads are always collected from a little icon that appears on the screen now and then – particularly when a guardian is in the vicinity.

The fun is there at first: swapping heads and finding out what they do is great when put into practice. It also gives players a little more to think about in what is generally a run-of-the-mill multiway-scrolling platformer. The biggest incentive of all, however, the one that keeps you away from the off-button, is the desire to see this through.

The little animations between incidents (like a guardian entering or something big blowing to pieces) are worth seeing, and the graphical effects are entertaining as Headdy swaps his heads. Screens are often packed with explosive flashes, and the directional scrolling is not always that predictable.

Tactically this offers little sympathy: the challenge is rock hard, With only three continues, and extra ones being a very difficult thing to earn, it



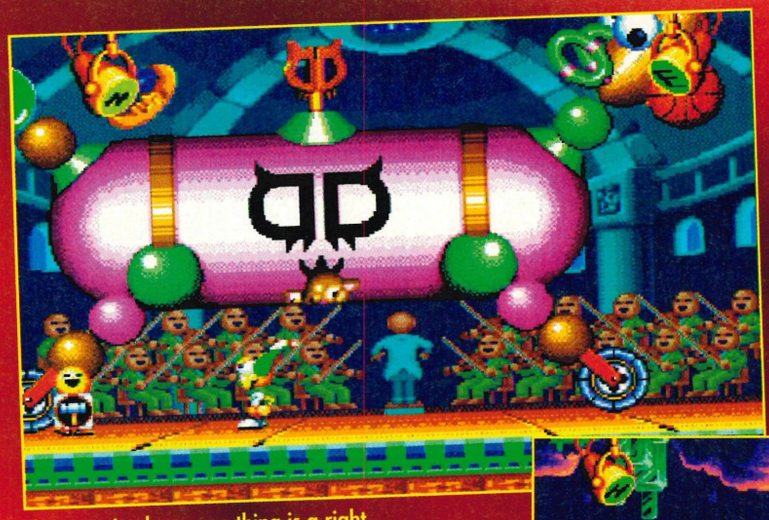
The book-stall battle is a battle and a half. When the cat curls his tail, give him the best headache possible!



One of the bonus games is basketball and what better way to dunk than to let your head fly up to make things easy?

Prepare to meet many strange people like yourself. This act will have you clinging to the ropes.





This oversized sausage thing is a right pain in the ass. Hit his tail with plenty of long-range head-butts!



In this practice room you are taught how to shoot. Not exactly stimulating but a good reaction tester all the same.



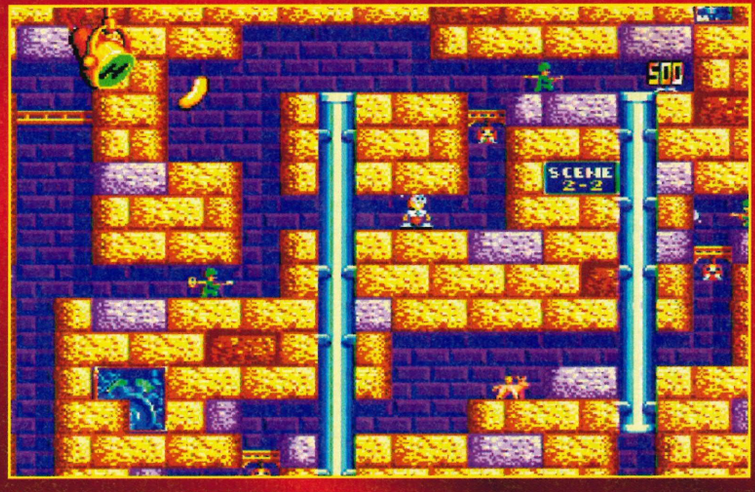
How about this for innovation? The platform starts as a flat line but soon rotates for a really unique and confusing effect!

will keep you on a knife edge much of the time. The guardians are perhaps the most challenging – look out for the big wooden doll. 'Target, target!' cries a little flying creature as he pokes each part of the doll's body in turn to indicate which bit of the anatomy you must knock off next!

Dynamite Headdy is one of those games that'll frustrate at first, but soon become addictive. The inclusion of hidden bonuses rooms will keep you plugging away for extra lives and features in the hope of progressing that little bit further each time you play.

Graphically you can't fault the effects, and the sounds suit Headdy's character down to the ground. Just one word of warning though: use your head before you buy this. The character's original, but the platform mechanics bear signs of age, so you may find there's not enough here to justify forking out five tenners.

Mark "Thinking a-head" Hill SP



OPEN YOUR MIND!



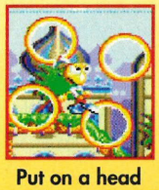
Ever felt like your head is about to explode? This will give you more than a hangover!



Screw this head on for the star treatment. The stars scatter over enemies to produce a genocide effect.



The spiked head put you in a wall-climbing mood. Dig in deep and claw up those narrow gaps.



Put on a head like this to receive a rather useful shield. It won't last long though.



When Headdy is transparent he is invincible.



Shrink to get through all the narrow areas.



Put on a big green head to swallow up enemies. Big mouth!



Headdy can even have a snooze to restore his energy levels. Sleepy head!

This little section can only be explored when Headdy shrinks. Oh look, it's a Lemming on the loose!





Practise your jumping and hanging skills on this upward-scrolling clinging course.



SEGA
£49.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES: 6
SKILL LEVELS: 4
FEATURES: .....none
CONTACT:.....Sega
(071) 3733000

PROview

JASON ■■■□□
A great main character, but underneath it's just standard platform fare.

PHIL ■■■□□
Playable enough platform action with some novel twists.

CHRIS ■■■■□
Colourful graphics and a highly original hero make this enjoyable.

PROscore

GRAPHICS 86%
▲ Weird and wacky backgrounds and some effective animation sequences.
▲ A clever Headdy sprite that transforms into many different things.

SOUND 84%
▲ Fast-paced explosive music and sounds that suit Headdy to a tee.
▼ A few speech samples – there could have been more. Heads should talk!

GAMEPLAY 82%
▲ A variety of original head-busting strategies and bizarre routes.
▼ Still a basic platformer when you take Headdy and his heads away.

CHALLENGE 83%
▲ A few bonus rooms, many tough guardians, and some unique obstacles.
▼ What a shame two players can't play this. It would work well here.

83%

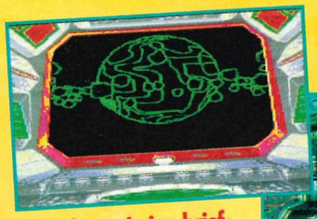
An appealing platformer with attractive scenes and off-the-wall ideas. Still a bit 'been there and seen that' in places though.

REVIEW

MEGA-CD



This planet is surrounded by a field of spinning asteroids, plus more enemy ships.



A spoken mission briefing tells you what to do on each level.

This generator must be destroyed before you can activate the warps in the huge Myrkoid Warpship.



SOULSTAR

Following the ground-breaking *Thunderhawk* and superlative *Battlecorps*, Core Design's latest Mega-CD blast-'em-up once again uses the machine's sprite scaling capabilities to create stunning 3-D graphics. This time the world-destroying Myrkoids have got their eyes on the peaceful Soulstar System. As Cryo-commando Bryk Hammelt, you've hunted the Myrkoids for centuries (how old is this geezer?) to avenge the destruction of your own world. Now you've finally caught up with them, you set out in your morphing Aggressor craft to destroy them once and for all. Talking about centuries, this game seems to have been in development for almost as long – due to Core's perfectionism as they've constantly striven to make it even better. But has it been worth the wait?

FILM STAR

A rendered 3-D intro sequence shows the Myrkoids invading the Soulstar system.

After the brilliant *Battlecorps*, I was expecting something a bit special of *Soulstar*. It even uses the same 3-D graphics engine for smoothly scaled sprites in 64 colours. The result is a graphically breathtaking game as beautifully detailed enemy ships zoom smoothly in and out of the screen at high speed.



The second stage has you flying over a planet packed with ground-based enemies.

As you launch into outer space for the very first stage, you'd be forgiven for thinking this is just a straight 3-D shoot-'em-up in the style of *Microcosm*. You have no control over your flight path or speed – instead you just move your spaceship around the screen to aim at the Myrkoid ships which pour in from the sides. The first three sections continue this theme as you fly over a planet's surface, avoiding the rocks and blasting ground-based gun turrets, then zoom back into space. So far so good: the blasting action is fun, if simple, with different enemies and plenty of energy and weapon power-ups to collect – you can switch between laser guns, plasma bolts, missiles, bombs etc. However, there is much more to this game…

PROtip

SAVE YOUR POWERFUL WEAPONS FOR THE TOUGHEST ENEMIES AND INSTALLATIONS. IN TWO-PLAYER MODE, WHEN NEAR TO DEATH, SWITCH ENERGY FROM THE WEAPONS TO THE SHIELDS TO HELP YOU SURVIVE.

This is first revealed when you enter the gigantic Warpship (which scales smoothly to fill the whole screen). Once inside, your spaceship morphs into a turbo-copter for the first of several 360° stages. Here you have full freedom to rotate your craft and move in any direction over the texture-mapped ground. The control system also adapts to the new vehicle, whose altitude and speed can be altered. Also, the Warpship is where you choose the skill level for the rest of the game. This is done by going through one of the three warps, each resulting in a different route through the game's total 29



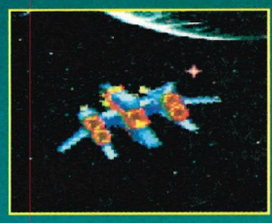
Some enemies leave behind capsules. Blast these to reveal a ring, then fly through it to collect a power-up.



THE VEHICLES

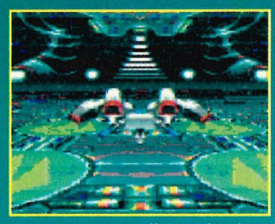
Your versatile Aggressor craft automatically morphs into one of three vehicle-types for the next stage of the game...

Sub-light Strike Craft



This classic spaceship is what you start out in as you fly through space towards the Soulstar system. Apart from one final 360° section, it's used for the game's 'linear' stages, where you have no control over your speed or flight path.

Turbo-Copter



The bladeless Turbo-Copter is predominantly used for 360° stages, where you have full freedom to explore the level. Unlike the Strike Craft, you can control its speed and can even move in reverse, as well as altering its height on the screen.

Combat Walker

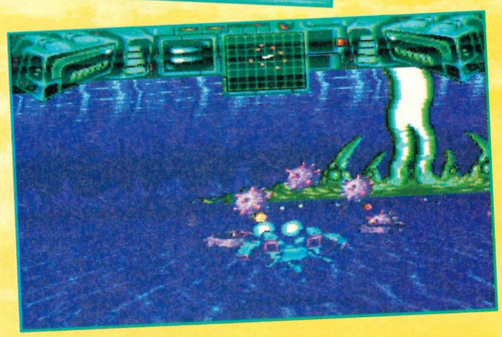


This replaces the original Tank and is a lot more impressive with its smooth walking animation. The Walker automatically swivels its head to aim its guns at nearby targets. It's a bit slow on the ground, but can jump up and even turbo through midair for short periods.





Two-player mode has the co-pilot aiming the special weapons with a targeting cursor.





(Above) The Turbo-Copter can even fly underwater. You must blast all these spiky spheres.

stages – of which you'll play around 18.

After some more blasting action in the spaceship, including flying through tunnels (although you can't hit the sides), the third vehicle makes its first appearance. Again used for 360° stages, the two-legged Walker strides around with excellent animation, swivelling its head-mounted guns automatically to fire at nearby enemies. In these 360° sections, there is a set mission (given in a spoken pre-level briefing), usually to destroy certain installations – with the aid of a radar scanner to find them.



The Combat Walker strides along, firing its head-mounted guns at enemies.

The Walker in action on one of the later levels. It can jump and turbo through the air.



About to fly through a warp. The countdown clock indicates the time you have left to do this.



Perhaps the nicest surprise of all is the inclusion of a clever two-player mode. This has one player piloting the ship as normal, while the second aims and activates special weapons. The co-pilot can also strategically allocate energy from the shields to the weapons, and vice versa. A nice touch.

Although there's nothing particularly innovative about most of the shoot-'em-up action in *Soulstar*, the sheer variety in the game means you always have a strong incentive to see just what the next section's like. The 3-D graphics really are top-notch – even better than *Battlecorps* – and a special mention has to go to the dramatic orchestral soundtrack that provides an epic Star Wars-style atmosphere.

Core certainly know how to push the Mega-CD to its limits and, once again, they've produced the playability to match the impressive visuals. Easily one of the best Mega-CD games around, *Soulstar* is a must for all shoot-'em-up fans. A real star.

Phil "Soul Man" King SP



CORE DESIGN
£44.99
OUT: OCT



CD ACCESS:.....quick
PLAYERS: 2
STAGES: 29
SKILL LEVELS: 3
FEATURES: .....continues
CONTACT:.....Core Design
(0332) 297797

PROview

JASON ■■■■□
The gameplay isn't very novel, but the graphics and sound are top-notch.

MARK ■■■■■
An outstanding shoot-'em-up, rivalling *Battlecorps* as the top CD blast.

CHRIS ■■■■□
Very playable with gorgeous graphics and a fun two-player mode.

PROSCORE

GRAPHICS 94%
▲ Full use is made of the MCD's sprite scaling for smooth 3-D graphics.
▲ Plenty of graphical variety throughout, plus impressive 360° stages.

SOUND 96%
▲ A stunning orchestral soundtrack that's synchronised with the action.
▲ Plenty of good arcade FX, plus spoken mission briefings before levels.

GAMEPLAY 86%
▲ Playable stuff with neat 360° sections and clever two-player mode.
▼ The linear sections get a bit samey – some big baddies would've been nice.

CHALLENGE 91%
▲ The varied vehicles and stages keep you playing to see what's next.
▲ Three different routes through the game, each proving a challenge.

90%

The sheer variety in the game makes it a joy to play. Not to mention the stunning graphics and soundtrack. Excellent.

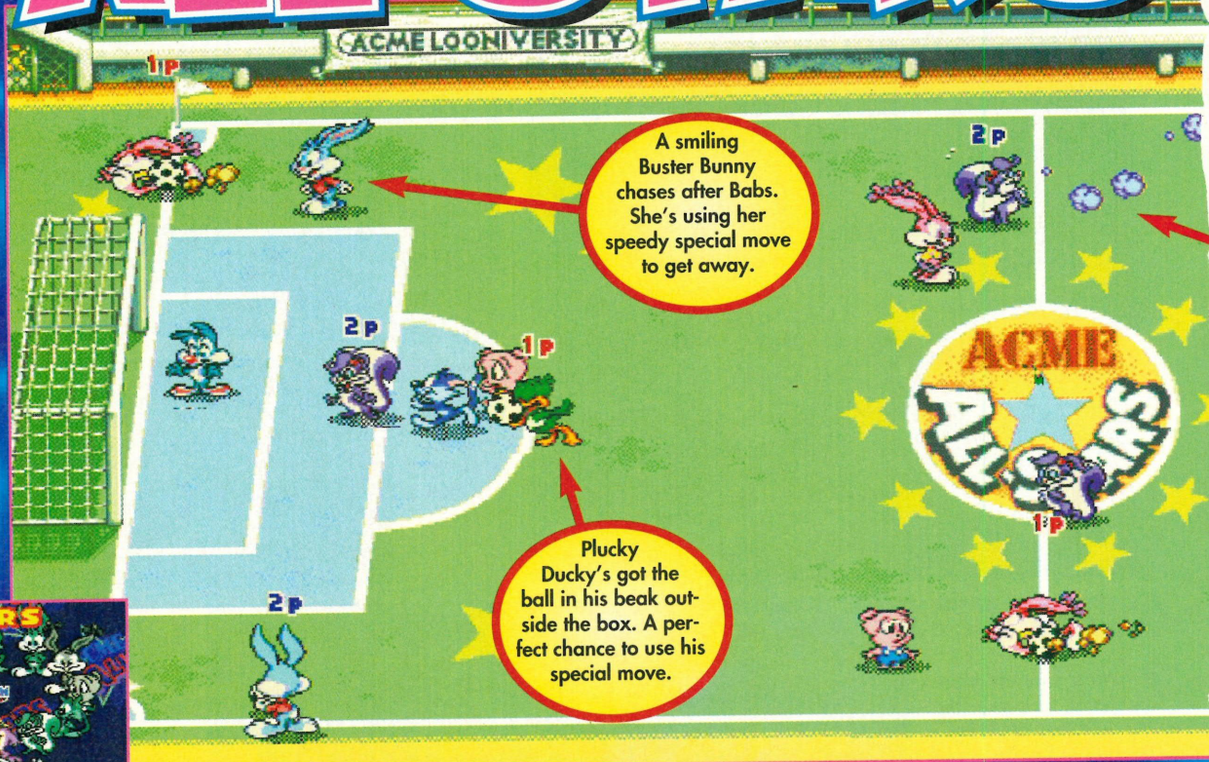
REVIEW



MEGA DRIVE

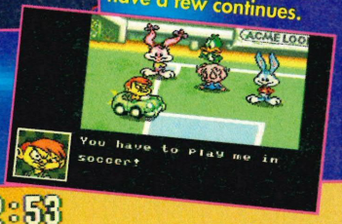
TINY TOON Adventures ACME ALL STARS

Time to bring on the Toons, folks – it's the Acme All-Stars. You'll never see a crazier sports team in your life. 16 of your favourite Toons team up for a five-event competition where the rules are bent like a buckled wheel, the entertainment is comical and the characters are a whole lotta fun! Konami, the arcade giants, have squeezed five games into one 8Mbit cart. The main events are the year's most popular sports: soccer and basketball. Bowling and bashing events have been thrown in too – as has an obstacle course to keep the Toons on their toes. Welcome the Acme All-Stars...





The 'Select Members' screen is presented incredibly well. Rotate the Toons to select your favourites.



In 'Story' mode you play all the events in turn. Win each to progress – you have a few continues.

The Dizzy Devil shows off his goalkeeping skills with an athletic tip over the old bar.



Tiny Toons easily melt the hearts of their many fans across the world. They're cute and witty with distinct personalities you can never forget! From Buster Bunny to Dizzy Devil, all 16 Toons are itching to be selected for the four-a-side soccer and basketball. Konami give you the choice – and with 46 special moves (the rule-bending bits!), almost 800 frames of animation and a plethora of sub-games too, there seems to be a fair bit here to keep players amused for a good old while.

After a quick bash at each event I realised there was an uncanny addiction to this – a thirst for more. And what better a way to quench this than with a comical game of soccer on the downtown pitch (one of five settings to choose from). With pipes bent into goals, a few trashy obstacles and eight wacky characters eager to get the ball through the goal in any way they can, the scene is set for a classic cartoon alternative to the nation's favourite pastime!

PROtip

USE PLUCKY DUCKY'S SPECIAL 'BEAK' MOVE TO SCORE BASKETS AND GOALS. IN BASKETBALL A THREE-POINTER IS EASY USING THIS METHOD; AND FOR SOCCER IT WILL BEAT THE GOALIE NO PROBLEM.

All the charactes have their own special techniques and desperation shots (basketball and soccer only). See how Plucky Ducky floats with the ball in the air, then launches his beak at goal with the ball! Or how about Road Runner?: he can sprint towards the goalie and pass him no problem. I found Hamton the little pig a useful asset for poaching the odd basket or ten: he bounces with the ball and throws himself through the net – it's a classic! Watch Elmyra though: she's a passionate lass, kissing other players to hold up play and give possession to her team-mates!

The other three events – obstacle



Buster Bunny sprints up the pitch using his super-speedy special move. Thi guy's fast.



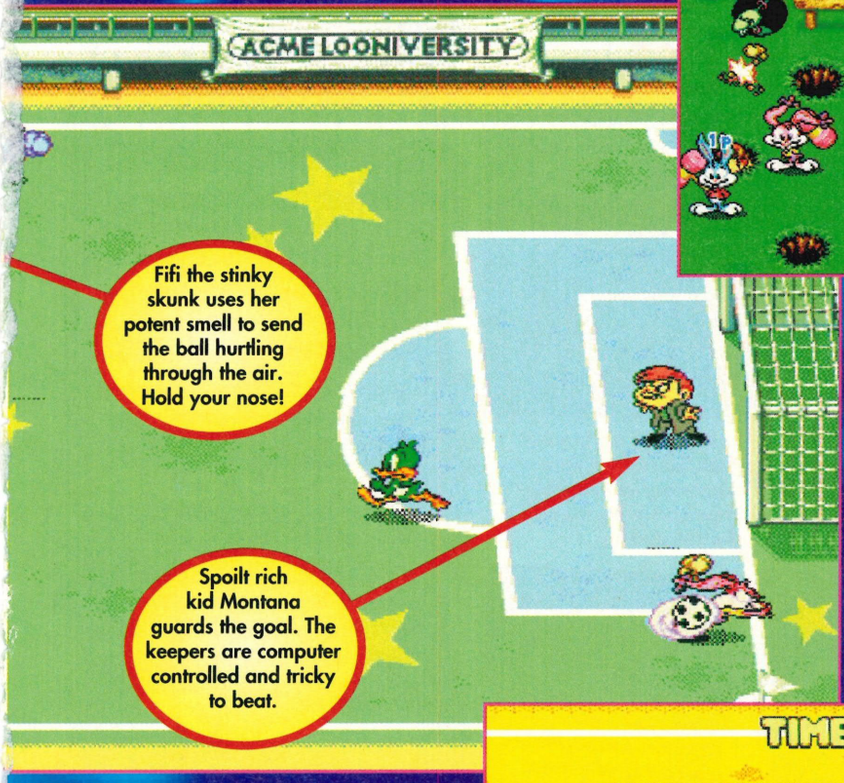
Comprehensive statistics follow after basketball and soccer. See which Toon is on top.



Here's a crazy old game of hit the bloke with the hat. Hit anyone else and you'll lose points.



The Ten-Pin Bowling event can be quite addictive. Go for five strikes in a row – it can be done!



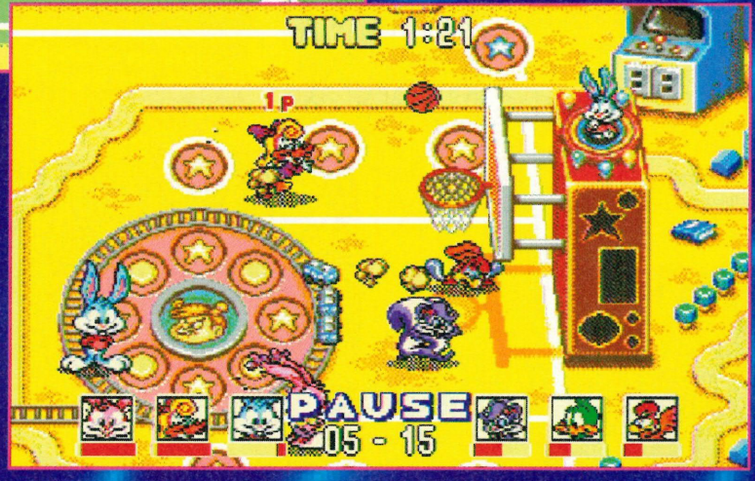
course, Montana bashing and bowling – all have their fun elements too. Opting to select the 'Story' option will take you through all five games in turn – providing you win each to progress. As I discovered too, the Toon challenge is by no means easy. The witty antics kept me dunking the baskets, scoring the goals and bowling strikes for ages!

The sprites are very well drawn and the animation is cleverly done. It's good to see a variety of backgrounds too – some of them are interactive. The team sports can be played in Monty's playroom where model trains and cars zoom around the pitch to interrupt play and keep you thinking about where to run or shoot from!

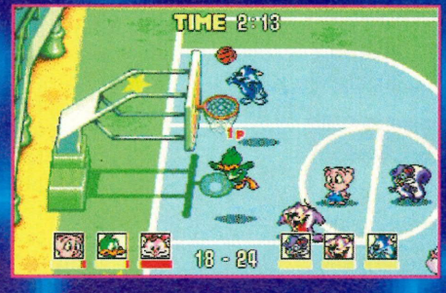
To pick out a problem with this cart almost seems cruel, but the controls are a little unresponsive at times, and many of the events are simplistic to play. You'll rely heavily on the special moves to keep interest here.

As a two- to four-player title, the fun is almost endless though. *Acme All-Stars* is destined to brighten your day with the antics that go on with Buster, Babs and co. It lacks that skilful element for some of the events, but as this is clearly aimed at a younger age group I'd bet my boiled duck that cartoon fans will love it! It's got variety, plenty of laughs and above all, the star quality of those irrepressibleTiny Toons.

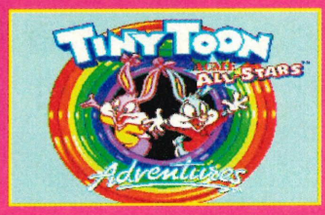
Mark "Tooned-in" Hill SP



Monty's playroom is a whole lot of fun. The railway and vehicles get under your feet a lot.



KONAMI
£39.99
OUT: NOW



CART SIZE: 8Mbit
PLAYERS: 4
STAGES: 6
SKILL LEVELS: 4
FEATURES: .....continues
CONTACT:.....Konami
(081) 7880200

PROview

JASON ■■■■■
A chuckle-inducing package, but the gameplay's a bit weak.

PHIL ■■■■■
The events aren't brilliant – a little too simple for my liking.

CHRIS ■■■■■
Not to be taken seriously, but good value with five games in one.

PROscore

GRAPHICS 85%
▲ Cute sprites with 46 special moves using almost 800 frames of animation.
▲ Good to see a variety of backdrops used. Monty's playroom is fun!

SOUND 80%
▲ Cheery music that blows the grey clouds away on a Monday morning.
▼ Lacking a little in decent sound FX – character speech would work well.

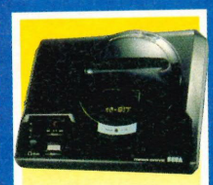
GAMEPLAY 79%
▲ Five events, 16 characters and 46 special moves keep you amused.
▼ The slightly unresponsive control system can become irritating.

CHALLENGE 86%
▲ Up to four players can play so you can share the laughs for a good while.
▲ The soccer matches are the best – and they're tough too.

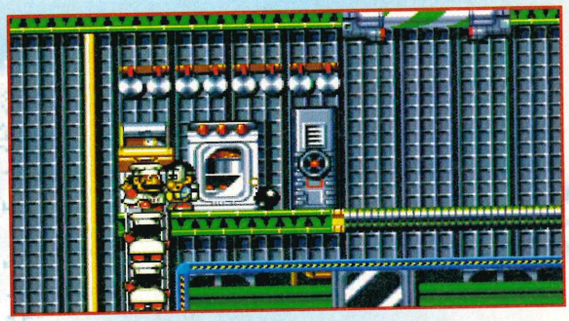
82%

Not a classic Toon title, but this has its own unique style that'll have you laughing until the cows come home. Five games in one.

REVIEW

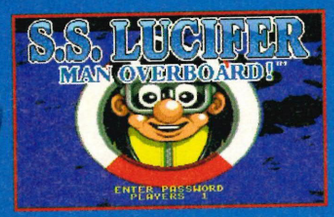


MEGA DRIVE



Bomb the doors to let the crew through. Make sure you stand clear; although bombs won't affect the passengers.

CODEMASTERS
£39.99
OUT: NOW



CART SIZE: 8Mbit
PLAYERS: 2
STAGES: 90
SKILL LEVELS: 4
FEATURES: .....password
CONTACT: .....Codemasters
(0926) 814132

S.S. LUCIFER

MAN OVERBOARD!

The SS Lucifer is a fine ship. There's just one problem with this huge passenger vessel though – it's been badly damaged by an iceberg in Greenland. The crew are getting that sinking feeling as they invade the engine room in an attempt to escape the numerous fires raging throughout the ship. Stepping into the shoes of Kevin, you are out on a daring rescue mission. As the torrents of scalding steam start to spread amid a shower of burst pipes, your main concern is to guide the people in each of the 90 rooms to safety. Hurry, 70.000 gallons of ice-cold sea water is pouring into the hull faster than the pumps can handle. Time for a Titanic battle!

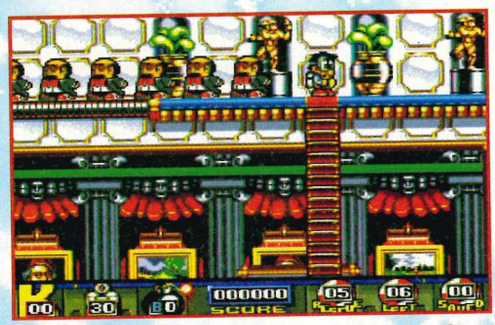
SS Lucifer is a quick-thinking platformer not unlike *Lemmings*. But the people you must guide to safety in each of the 90 rooms don't have skills – it's your job to flick various switches, blast open various doors and activate numerous jetpacks to help them out!

Typical of a Codemasters release, this is instantly addictive. Through trial and error you must react quickly by ensuring the path the passengers will take will be safe. There are two exits on each level: one for you to access the next level and the other for the passengers. Equipped with bombs and rescue dinghies, it's a case of blasting crates or cabin doors to clear a path and switching conveyor belts so crates will fall down platforms to fill a water gap or direct passengers. Pipes releasing deadly steam need to be sealed too. The need to think ahead the whole time, running around like a Chinese juggler, is what makes this so playable.

Graphics take me back to the Spectrum days, but this is not a problem. In fact *SS Lucifer* is a prime example of just how good those old 8-bit games used to be! The drama of rising water and puzzling platformer components keeps you plugging away for a fair old time.

With a password system included, you won't attack that off button until at least 30 levels are completed. Just a word of warning – these trial-and-error titles are hard to see through again once finished. You'll enjoy the 90 levels but find the 40 quid price tag a little steep with only one playing pattern per level.

Mark "Overboard" Hill SP



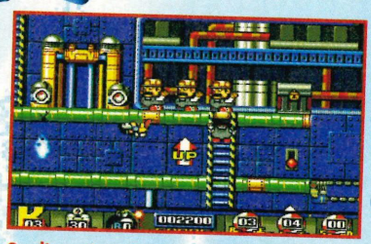
...the grand old Duke of York, he had ten thousand men, he marched them up top the top of the hull and he...

PROTIP

ON MANY LEVELS, ENSURE YOU TAKE A WALK ALONG THE ROUTE THE PASSENGERS WILL TAKE. THIS WILL GIVE YOU TIME TO MAKE ADJUSTMENTS SO EVERYONE HAS A SAFE TRIP TO THE EXIT!



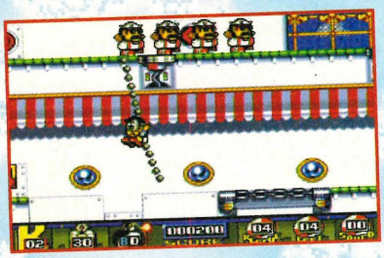
There are many switches – most are used to drive conveyor belts left or right. Pretty basic, huh?



Sealing pipes is another important job you must do. The steam will kill off the passengers.



You only have a few seconds to study the level map. It pinpoints starting places and exits for you and the passengers.



Not the smoothest, most realistic rope swing you'll ever see. It reminds me of *Hunchback* on the CBM64!

PROview

JASON ■■■■■
A good idea for a puzzle game, although it gets a bit samey.

PHIL ■■■■■
Based on the Amiga game *Sink Or Swim*, it's a fairly playable puzzler.

CHRIS ■■■■■
It plays better than it looks – which is just as well! Pricey though.

PROSCORE

GRAPHICS 59%
▲ Cleverly structured levels that'll have you hooked right from the start.
▼ Reminiscent of the Spectrum days. Sprites are stiff and blocky.

SOUND 78%
▲ A few excellent sound FX such as the bombs exploding.
▼ Not music for your ears: the tunes are reasonable but a bit shallow.

GAMEPLAY 70%
▲ Instantly addictive. The quick-thinking exercises keep you on your toes.
▼ After completing this there's little incentive to play it all over again!

CHALLENGE 68%
▲ 90 levels to complete in a game you can't leave alone to begin with.
▼ Early levels are too easy for experienced players – complete 30 in a day.

69%

An addictive platformer, but lacking variety. Completing this is great fun – but once you know all the solutions, that's it!

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REVIEW

MEGA DRIVE



Collect the red apple to replenish that dwindling life supply, and keep the dentist happy.



Strange one, this. Switching from a high to low viewpoint you must destroy the birdie.

SPARKS

The Legend of the Rocket Knights is back. The most able fighter in the world, Sparkster, must once again battle forces of evil. Now he must defeat the Wolf Army, lead by Master Lyoness, and stop them from conquering the world. Rescuing Princess Flora, who buttered up Sparky at a recent rendezvous, is equally imperative. Jetting back to visit us beings of 1994, Sparkster returns to welcoming arms. The difference this time around is the cute possum has developed an attitude. Maybe the stardom surrounding his resolute success in destroying the Pig Star station has gone to his head... who knows? One thing is certain, though: Sparkster is hungry for action.

Konami HQ is somewhere in the never-never regions of southern England. From their Middlesex-based offices they distribute finely tuned video games like *Tiny Toons* and *Rocket Knight Adventures*, developed from their Japanese stables. *Sparkster* is the follow-up to a hugely successful platform game (SEGAPRO #23, 89%) where the cute knight in traditional armour conquered evil.

Inventiveness goes a long way to secure a game's success, and Konami's adventure thrives on the stuff like MTV on music. Every level offers something completely different. For example, one moment you're tunnelling through underground caverns, the next a gigantic boxing machine is creeping up on you. Although standard platforming methods are in force, what differs is extremely presentable, and enjoyable, to play.

PROTIP

DITHERING ABOUT NEVER DID ANYONE ANY GOOD, AND STANDING STILL TOO LONG LEAVES SPARKSTER IN A WEAK POSITION, OPEN TO ATTACK FROM THE HARDIEST OF ALIENS. BE ALERT AND KEEP ON MOVIN'.



That classic problem of avoiding the lasers makes tough work for Sparkster.



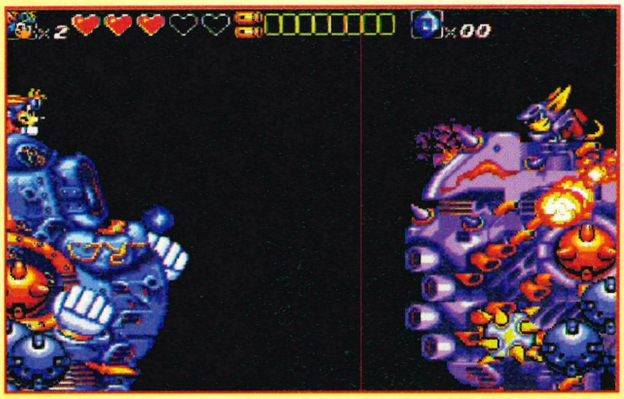
The second guardian you come across, and a real toughie at that. Tally ho!

Sparkster really looks the part with his blue, hell-raising getup and fiery sword – what a dude! Attitude pushes his strained mouth into an unruly smirk; and who can blame him? Cast amid a crowd of Gedol patrolmen, breaking heads becomes a national pastime in the war-torn lands of Elhom. Someone somewhere decided Sparkster was tough enough to counterattack the whole darn army!

Mastering Sparkster's playfulness is painlessly simple. Firing on all cylinders, his jet-pack automatically ignites in a flame of high-speed propulsion. A power bar located towards the top of the display alternates between flashes of red and white. Hit the rocket controls and Sparkster invariably launches himself towards soldiers, walls and any matter of defence. Falling earthward you can repeat the manoeuvre before touchdown and reach higher platforms. Alternatively, a spinning attack can take the pain out of repeated firing and dispose of guardians far quicker.

A maximum of five lives and four continues spread amongst three difficulty settings provide a varying amount of challenge. Finishing *Sparkster* on the Very Hard skill level is near-impossible with one life and zero continues. However, the





Yet more inventiveness as gigantic boxing mech warriors battle it out.





Can our heroic knight rescue Flora and save the world from evil beings?

Swiping the torch gives Sparkster superlative vision to see where to go.

TER



Red gems automatically trigger the fruit machine at the top-right of the display.

FOURSOME ACTION

Sparkster's animation may not be the smoothest we've seen in recent months, but his zest for life and fearsome attitude is unmatched.



easier choices shouldn't pose a problem. Easy is just too much of a walk in the high-pile carpet and should only be used for initial practice purposes.

Big bosses and unruly mid-level guardians regularly pop up at each of the 13 locations. This is where the little one's skilfulness come into action, and where you must keep a cool head. Often three or four attacks will prove useless, but five or six and the explosions let rip.

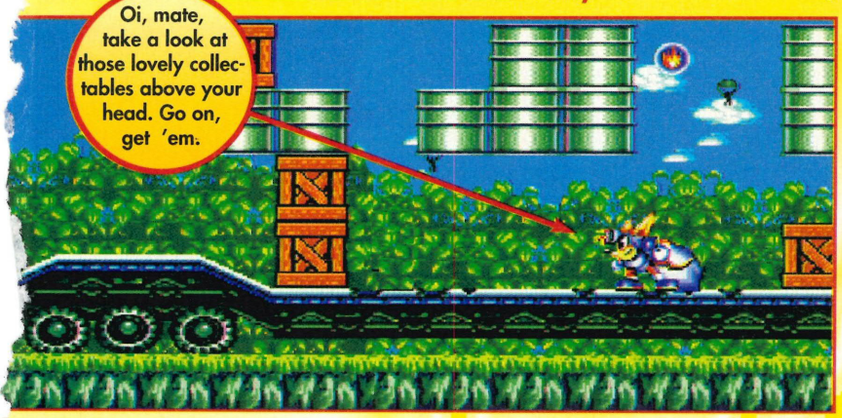
Meanwhile, scenic surroundings keep you entertained in their parallax glory. In fact, the graphics are so impressive it's difficult to know where to begin. Let's just say everything looks better than the original, but different enough to keep you entertained, as does the music.



Level one throws up a few nasty robots to be dealt with, swiftly.

Thundering along with dynamic sound FX, *Sparkster* rarely leaves you pondering the thought of turning on the stereo. Blasts of venomous but hero-like tunes ring a Japanese note easily on a par with those from Sega's acclaimed Treasure development team. Most amusingly, there's even a sample sounding very much like one from the age-old arcade blaster *Phoenix*.

Sparkster is a relaxing excursion into the outer realms of skulduggery where good battles with evil; and looks like winning all the way. Its infallible presentation combined with involving gameplay – and an enigmatic main sprite – makes it unmissable. If you enjoyed *Rocket Knight Adventures*, *Sparkster* will more than fulfil your wildest dreams. Fiercely addictive and a must-have platform game. SP





Escape the merciless train ride and embark on yet another sordid adventure.

KONAMI
£39.99
OUT: NOW



CART SIZE: 8Mbit
PLAYERS: 1
STAGES: 8
SKILL LEVELS: 3
FEATURES: .....password
CONTACT:.....Konami
(0895) 853000

PROview

PHIL ■■■■■
Inventive and very playable – a really top-notch platform game.

CHRIS ■■■■■
Sparkster's a great character and this is an excellent sequel for him.

MARK ■■■■■
This lively platformer startled my senses and soon got me hooked.

PROscore

GRAPHICS 90%
▲ Konami appear to have mastered the art of parallax scrolling. Brilliant.
▲ Equally impressive is the speed and fluidity Sparkster moves with.

SOUND 86%
▲ A powerful intro followed by endless spot FX and mid-game ditties.
▼ It takes a while to acquire a taste for this Japanese style of music.

GAMEPLAY 88%
▲ Clever design gives Sparkster more life than Mark when the phone rings.
▼ Sparkster often flies off-screen and leaves you guessing his whereabouts.

CHALLENGE 91%
▲ Without endless practice you'll never reach the final levels.
▼ Easy level is very easy, but I guess that's why it's called easy. Eh?

88%

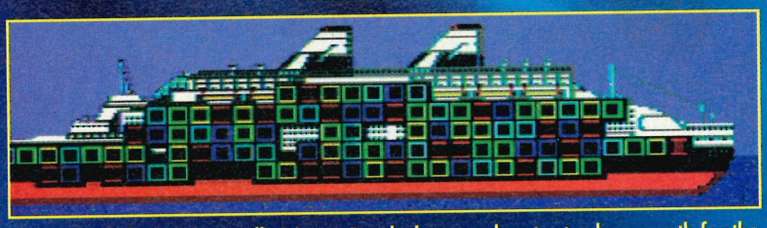
Thriving on originality and top-notch presentation, Konami have again played a perfect hand. The best platformer of the moment.

REVIEW

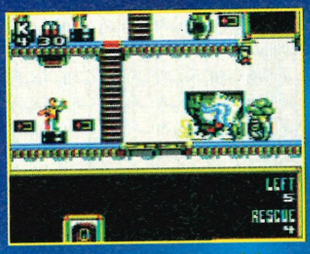
GAME GEAR

S.S. LUCIFER

MAN OVERBOARD!

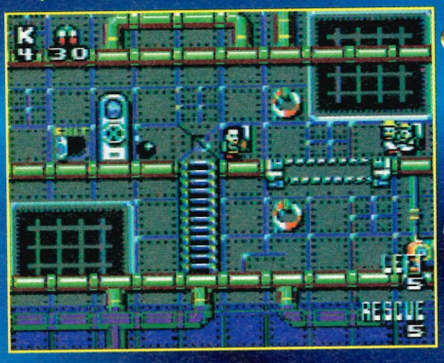


Here are all the rooms you'll visit on the ship. It's just as well there's a password system!

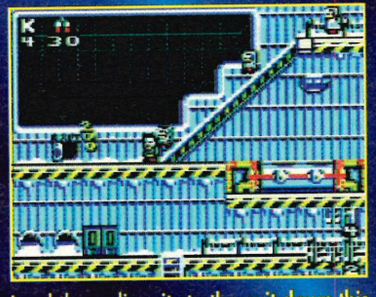


Electrocution is just part of the problem here. As water creeps in, it rises – so act fast.

Bomb doors and crates to clear a path for the passengers. Don't blow yourself up though!



The SS Lucifer is in deep trouble. After colliding with a huge iceberg in Greenland, a huge hole has ripped into her hull – and the water is gushing in. Pipes have burst, fires are raging, and 70,000 tons of ice-cold sea water are pouring into the vessel faster than the pumps can handle. On hearing the distress call on his small isolated island, Kevin springs into action and climbs aboard his Explorer Class Submersible equipped for a daring rescue mission. Help the passengers reach their escape hatch through 90 rooms with just a few bombs, a rescue dinghy and some jetpacks. It'll take some doing, though: the passengers are total dimwits!



Lead these dimwits to the exit down this slide. All the hard work has been done.

Step into the shoes of a young life-saver, Kevin, then face over 90 challenging platform levels that get more complex the further you go. *SS Lucifer* is a puzzling platformer with trial and error being the only way to complete this. The idea is simple: whether it's cooks, sailors or thick waiters, each and every room gives you a set number of passengers to rescue. As the escort, there are two exits to consider – first guide the passengers to their own escape hatch, then find yours to get to the next level.

Typical of the Codies this has an addictive quality as every level comprises constructive platform ideas. Dropping blocks to blow open doors and crates, then operating a crane to drop more blocks into the gap passengers must cross safely, is something that requires pinpointing the trouble spots, sussing out exactly where the dim passengers will walk and then clearing all dangers in the little time available so everything runs smoothly.

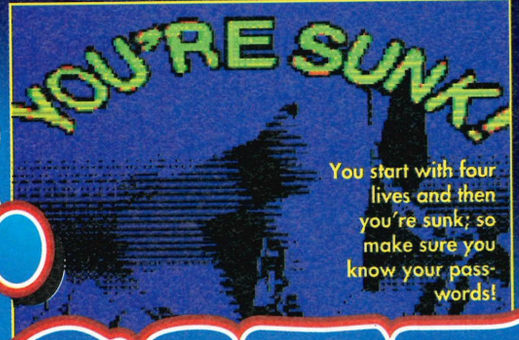
The graphics are tiny basic sprites reminiscent of the Spectrum era. But the playability is essentially clever, adapted to keep players engrossed in the puzzles – working conveyor belts, timing moving components to perfection and gaining much satisfaction as a result.

With over 90 levels, the challenge stretches out like the Pacific Ocean. The multitude of platform components arranged differently on every level keep you plugging away - and exciting new puzzles crop up, the further you go through the ship. Sounds are tinny and dire but this is a whole lot of fun nevertheless. A portable puzzler that should not be overlooked.

Mark "Life-saver" Hill SP

protip

ON MANY CONVEYOR BELTS YOU'LL NEED TO FLICK A SWITCH TWICE TO RUN IT IN THE DESIRED DIRECTION. IF IT MOVES THE WRONG WAY, IMMEDIATELY HIT THE SWITCH A SECOND TIME TO REVERSE IT.



You start with four lives and then you're sunk; so make sure you know your passwords!



Before each level you are given instructions on how many need rescuing. Often it's impossible to rescue all of them.

CODEMASTERS
£27.99
OUT: NOW



CART SIZE: 4Mbit
PLAYERS: 2
STAGES: 90
SKILL LEVELS: 1
FEATURES: .....password
CONTACT: .....Codemasters
(0926) 814132

PROview

JASON ■■■□□
A nice puzzle concept, but the levels do get repetitive after a while.

PHIL ■■■■□
More suited to the handheld than the MD, this is a decent puzzler.

CHRIS ■■■□□
With such titchy sprites, it's sometimes hard to see what's going on.

PROscore

GRAPHICS 72%
▲ Cleverly structured levels that'll have you hooked right from the start.
▼ Tiny sprites that may have you squinting now and then.

SOUND 51%
▲ Some good music accompanying the title screens,
▼ Few sounds worth listening to during play. A bit on the tinny side.

GAMEPLAY 71%
▲ Instantly addictive. The puzzles really keep you on your toes.
▼ After completing this there's little incentive to do it all over again.

CHALLENGE 76%
▲ 90 levels to complete in a game that's addictive right from the start.
▼ The early levels are perhaps far too easy for older players.

70%

An enjoyable and very playable portable puzzler that only falls flat when you've completed it. Well worth a look.

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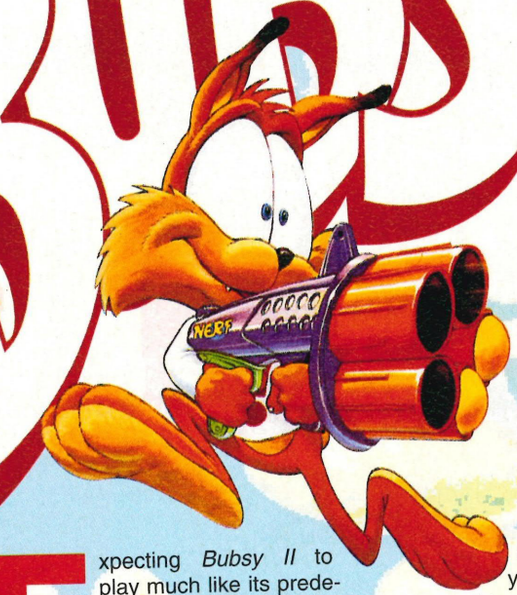
REVIEW



MEGA DRIVE

BUBSY II

Accolade are starting to get serious. After the double-whammy of *Zero Tolerance* and *Ballz*, *Bubsy II* looks set to show 'bigger' companies such as EA and Acclaim they aren't the only ones who can produce top hits. Believe me, Accolade want that Christmas number one spot as much as anyone – and with *Bubsy II*, they might just get it. Designed as a *Sonic*-beater, the original *Bubsy* was a pretty big hit back in the autumn of 1993, entertaining games fans with its colourful platform action, detailed backdrops and ever-so-cute bobcat hero. And now the cool cat is back in an even bigger adventure...





One of the power-ups Bubsy can collect is the Nerf Ballzooka. Uh, so here's a picture of it in action.

Expecting *Bubsy II* to play much like its predecessor, I approached this game with the mindset of being killed after 30 seconds and just racing through the same, seen-it-all-before levels collecting fur-balls all the time. How wrong I was.

Okay, the basic gameplay is the same as before, but instead of basically bringing out a rehash of the old game, Accolade have decided to actually listen to the people that matter: the consumers. Basically, the company took a long hard look at what was wrong with the original game. They came up with realistic and workable solutions, eg the instant death when you first got hit has been replaced by a much more user-friendly energy format. Another noteworthy change is in the variety of foes that our cuddly pal goes up against. The enemies in the first game consisted of aliens and little else – even the hardest gamer was pushed to drum up any enthusiasm after killing their 63rd alien in a row. That's all changed now, and you'll be glad to hear that everything from overweight pigs to killer goats has been included.

PROTIP

HE MAY BE A COOL CAT, BUT FALLING TOO FAR RAPIDLY DRAINS BUBSY'S ENERGY. SO REMEMBER TO USE YOUR GLIDE BUTTON WHEN YOU HAVE TO MAKE LONG FALLS; IT COULD JUST SAVE YOUR LIFE.

Drumming up the interest value even more is the handy option that enables you to select almost all of the levels in the game via the options screen. This ensures that you don't get bored of playing through the same levels again and again (unlike some platform games I could mention). *Bubsy II* has the kind of appeal that few games of its type have: not only can you pick up and play it instantly, but you'll find yourself coming back to it again and again.

The other major improvement over the original game is the three different bonus levels that can be accessed during and before play. These consist of an 'Operation Wolf meets Frogger' clone (strange, but true), a tricky Armadillo marble-collecting game (no really, I mean it!) and a deep sea diving game (in which you must avoid underwater whirlpools, of all things). As you've probably guessed, all of these games are great fun to play and they make a nice break from the platform action.

A trademark of the last game, the animation in *Bubsy II* is really top-notch stuff. Leave him alone and the guy taps his foot in his impatience until he eventually draws out a huge mallet from his pocket and smashes the glass in the screen! Brilliant stuff, and I haven't even mentioned the other aspects such as the cuteness of the enemy sprites, the large size of the levels (not quite *Sonic 3* size, but close to it), and the detailed backdrops. Not to mention the toughness of the bosses (tough? Michael Myers was easier to kill) and the sheer variety of it all – instead of jumping around and collecting marbles all the time, Bubsy can hop into a spaceship or aeroplane on some levels and play a sideways scrolling shoot-'em-up!

This game dribbles quality. Accolade have



Poor old Bubsy. Look at him, the poor chap's about to die! Never mind, there's a lot more lives from where that one came from.



Whoooh! Hold on there Bubsy, the last thing you want to do is lose your balance now.



Scattered throughout each level are holes built into the background. These are handy short cuts and bonus-game routes.



TWO-PLAYER MADNESS

If you have a mate who's a bit handy with the joypad, then why don't you invite him around for a cup of tea and a game of Bubsy II?



Single Player:

All by yourself, you must journey around the Amazatorium in search of your nephews. Loner.



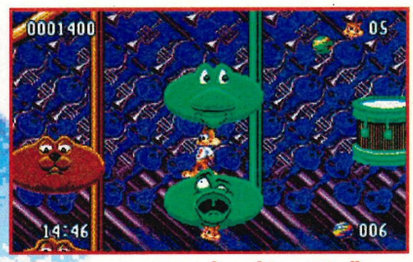
Two-Player Friendly:

Ahh, this is more like it! One of you controls Bubsy, whilst the other flies around and splats the baddies with his bananas. No, seriously, he does!

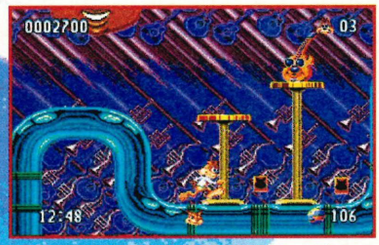


Two-Player Feisty:

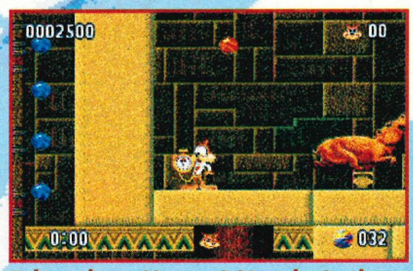
In this mode, one of you'll control Bubsy, while the other one will try to spoil your game by flying around and splatting you with his bananas. Each to their own , I suppose...



Bubsy pauses a second on this musically themed level. Cute graphics or what?



The smarmy cat runs for his life. Pick up those cat silhouettes to spend in the shop.



Bubsy takes a 'time out'. Now that's what I call a watch.



Cor blimey, guv'nor! On some levels, Bubsy can jump into a plane and go duck-hunting.



Bubsy can certainly run, can't he? To appreciate the sheer pace of this guy, rip out this picture and stick it on to the next car that goes by...



Ouch! That looks a bit painful, doesn't it?

really taken their time over this product and, unlike the first *Sonic*-clone that they produced, this time around they've included a bit more depth and variety to the proceedings. It's not perfect, but this is definitely a game to consider getting for an eight year-old...

Mark "Fat Cat" Pilkington SP

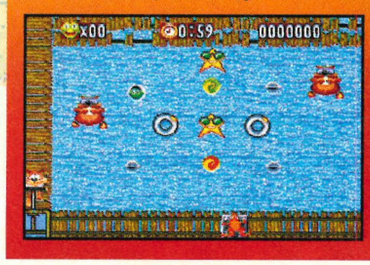


BONUS GAMES

To make a break from the constant platform action, why don't you have a go of one of the bonus games?

Frogapult:

Poor old Stunt Frog, eh? Controlling the strength of the blast, it's your job to aim him at the various collectables in the water. If he hits one, then it all means more points to you...



Armadillo Drop:

Controlling the blast of the fans, it's your job to blow Arnold the Armadillo around the inside of a truck's engine in pursuit of yet more marbles. Make sure he doesn't fall off onto the road, though!



Liquid Lunacy:

Controlling Bubsy this time around, it's your job to collect all of the marbles that you can find in the depths. Keep an eye out for the whirlpools that will bring about a premature end to your game.



ACCOLADE
£39.99
OUT: NOW



CART SIZE:.....24Mbit
PLAYERS: 2
STAGES: 30
SKILL LEVELS: 1
FEATURES: .....none
CONTACT:.....Accolade
(081) 7880200

PROview

PHIL ■■■■□
What a game and what a character. I wish was as cool as Bubsy!

CHRIS ■■■■□
A very polished platformer with a lot of humour and charm.

MARK H ■■■■□
If it's cutesy platform action you're after, you can't go wrong with this.

PROscore

GRAPHICS 91%
▲ Cute, colourful graphics abound. You can't fail to be impressed.
▲ The animation on every sprite (especially Bubsy) is simply stunning.

SOUND 79%
▲ Lots of cute music that even changes according to the action!
▲ The sampled speech is neat as well. Yes, your Mega Drive can talk!

GAMEPLAY 81%
▲ The platform action is well implemented and should appeal to all ages.
▼ After a while it can grate a bit, but the variety of levels just about saves it.

CHALLENGE 90%
▲ There are several different endings to see in the game: these drive you on.
▼ Aimed at the younger audience, so older players might feel a bit silly.

88%

Accolade have come up with a bit of a winner here. A platform game that proves the genre isn't dead just yet...

REVIEW

MEGA DRIVE

Double Dragon V

THE SHADOW FALLS

TRADEWEST
£49.99
OUT: NOW



CART SIZE: 8Mbit
PLAYERS: 2
STAGES: 12
SKILL LEVELS: 4
FEATURES: .....continues
CONTACT: .....Video Games Centre (0202) 527314

Double Dragon V **is described as 'an all-new tournament fighting game with secret moves and codes.' Continuing Billy Lee's quest to destroy the evil empire, he is matched against the likes of Blade, Countdown and Sekka. A tough act to follow. Will Billy boy be up to the challenge and ultimately destroy his tutor, Shadow Master?**

American-based Tradewest are probably most famous for *Battletoads* and their *Double Dragon* scrolling beat-'em-ups. A movie, based on the latest DD basher, is in the pipeline. But first the video game and, hopefully, a few inspired surprises and an improvement on previous nonevents. Fifth time lucky?



Billy Lee is the main combatant, taught by the Shadow Master and now seeking to become a Double Dragon.

Too long with your defences down and an electric shock may hit you.



A location map guides you to the fighters' scenarios to be conquered.



Plug in and crunchy-sounding lightning scorches the screen and a sinister figure glares at you. Press START and an options screen offers a choice of tournament, vs battle and quest modes. The tournament takes you through the main game in one-player mode, taking on 12 combatants, including a mirror match. So far so good.

Choose your fighter and toggle a 1–3 strength rating and enter one of 12 scenarios. A hard-sounding voice commences battle and then the blood stickily floods the screen. Animation of the fighters, though sluggish, is adequate. However, after just a few plays the downside rears its ugly head – the gameplay.

Double Dragon V is a standard beat-'em-up with the usual array of special moves, a few uninspiring characters and a completely substandard control method. Sluggish and far from *Street Fighter II* quality, even simple moves are a nightmare to pull off to any reasonable effect; and special combinations? Forget it! Granted, four to six special moves per fighter is more than ample; but when they are an option, rather than a necessity, the impact is somewhat lost.

Sorry to say this, readers: you'd be wasting your cash on this import title, and saving for the official *Super Street Fighter II* or *Mortal Kombat II* is the best option. Predictable gameplay and a few clunky sound effects, and average presentation, is a poor excuse for anybody's money.

Jason "Chimera" Johnson SP

PROtip

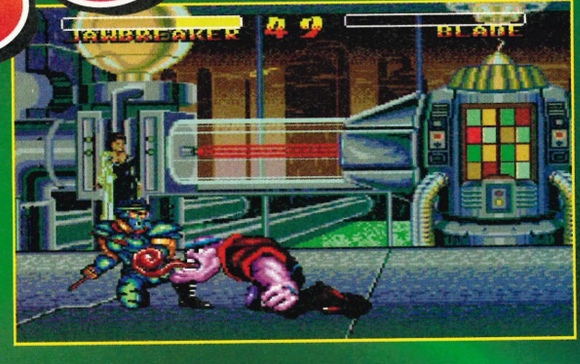
SPLITTING HEADS IS OFTEN A HIT-AND-MISS SHOW, BUT BY CAREFULLY TIMED ATTACKS AND REGULAR BLOCKING, OPPONENTS WILL TURN TO JELLY AND SPLAT ON THE FLOOR.



The only sure-fire way to clear a headache – a sword in the skull.



Enter one- or two-player combat; select the fighters at this screen.



Licking an opponent to death is an option. Not too ultra-bright, methinks.

PROview

MARK ■■■■■
A fair beat-'em-up, but a lack of sparkle and originality curtails the appeal.

CHRIS ■■■■■
Very ordinary. It doesn't stand a chance against the likes of *SSFII* and *MKII*.

PHIL ■■■■■
Better than previous *Double Dragon* games, but still only average.

PROscore

GRAPHICS 67%
▲ All 12 fighters look cool and the backdrops are bright and cheerful.
▼ Bog-standard intro screens and an annoying amount of midair slowdown.

SOUND 58%
▲ Sampled speech and the usual array of grunts and groans.
▼ Tinny-sounding and far from perfect, the FX and music are average.

GAMEPLAY 56%
▲ Features the choice of between four and six special moves per fighter.
▼ No hope of culminating combos with such easy basic-move victories.

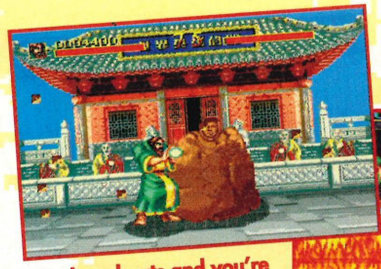
CHALLENGE 75%
▲ Winning on the toughest setting is a mammoth task.
▼ Nearly every match can be won by simple punch and kick attack methods.

63%

Mediocre beat-'em-up action with a few bursts of inventiveness. With heavy competition from *MK II* and *SSF II* it falls short.

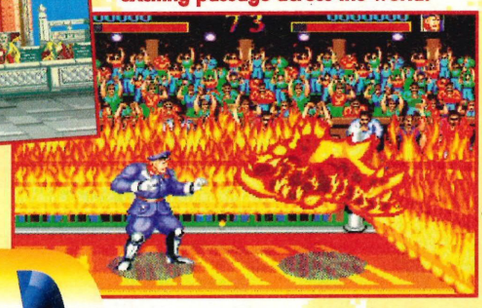
REVIEW

MEGA DRIVE



Win three bouts and you're challenged by the first of several drab bonus games.

Death Match is by far the most exciting passage across the world.



WORLD HEROES

Roughly translated, the interpretation of the story behind the game goes something like: you came at a good time, use a time machine to travel the world and visit all the hard nuts looking for a fight. Now, if that makes any kind of sense to you and sounds an interesting plot, I give up. To me that's utter drivel and far from enticing. Use a time machine to travel the world? In the same time? Let's hope the game offers more as SNK's popular arcade beat-'em-up comes to the Mega Drive, converted by Sega's Midwest Development Division. Question is, do we need another hero?

Let's get down to the fisticuff action we all know *World Heroes* is made of. An excellent SNK release, I was expecting at least good things from the Mega Drive conversion. How wrong I was. A severe lack of options (just three difficulty levels) is the beginning of much, much more disappointment.

The five biggest failings of *World Heroes* are as follows: far too easy to complete; just two main games to choose from; appalling presentation, especially the typeface; a lack of speech; and a hurried look and feel about the whole game. In addition to this you'd feel completely cheated and ripped off by spending 50 quid on what, originally, was a very playable beat-'em-up.

Having said that, it… No, hold it, I feel much better having said that and I stand by every word. Sega's claims that this so-called combat game is a 'fierce battle straight from the arcade hit' is a ridiculous exaggeration. It may resemble, and I use that word very loosely, the coin-op, but that's where the 'straight from' stops.

Hanzou, the main fighter, and crew are a bunch of sluggish, awkward and lifeless sprites. Framed, they look presentable enough, but in motion they're clumsy and inanimate. This is further reflected in the controls: a three-button pad works as well as a surfboard in a swamp and sends you furiously hunting for six-button power. *World Heroes* is not a complete waste of time, but encounter a human challenger and still fun doesn't come into it. Need I say more? I don't think so.

Jason "Sad And Skint" Johnson SP

PROtip

ATTACKING FROM THE AIR IS THE MOST EFFECTIVE WAY OF DIMINISHING AN OPPONENT'S ENERGY LEVEL. FINISH WITH A SPECIAL MOVE AND, IN THE DEATH MATCH, THEY'RE TOASTY.



The bland map used to show your flight path fills you with enthusiasm. Ha!





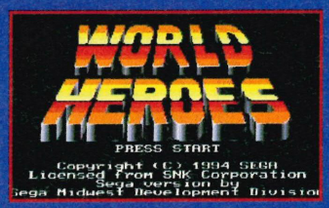
Launch yourself into a round of all punching action and you may just win.

Employ one of eight fighters in the all-new player select screen.



Discover the hidden stories behind the world heroes and their adversaries.

SEGA
£49.99
OUT: NOW



CART SIZE: 8Mbit
PLAYERS: 2
STAGES: 8
SKILL LEVELS: 3
FEATURES: .....continues
CONTACT: .....Video Games Centre (0202) 527496

PROview

CHRIS ■■■■■

A joke compared to top beat-'em-ups such as *Mortal Kombat II*.

MARK ■■■■■

Far to easy to complete, and even the two-player mode's naff.

PHIL ■■■■■

A sad conversion that's poor in every respect. Leave well alone.

PROscore

GRAPHICS 30%

▲ The colourful backdrops are often animated and the fighters look cool.

▼ Animation is the biggest quibble as fighters jerkily leap about the screen.

SOUND 28%

▲ Main background music is powerful and easily the best attribute.

▼ The lack of speech is extremely disappointing in a fighting game.

GAMEPLAY 27%

▲ The odd special move throws a few surprises and the death match is fun.

▼ Way too limited for its own good and combinations are very rare.

CHALLENGE 32%

▲ Trying to figure out the controls to any effect is fairly challenging.

▼ Nonexistent in the lower settings and even 'hard' is reasonably easy.

30%

A blatant cash-in using the big arcade name to attract gullible beat-'em-up fans. Even 30% may be seen as generous. Avoid at any cost.

REVIEW

MEGA DRIVE

EARTHWORM JIM

Do you remember *Aladdin*? It was quite a good game, wasn't it? What with its breath-taking animation and catchy tunes, it caused a bit of a barnstorm when it was released last Christmas. The programmer of that game, Dave Perry, was now in a position to do anything he wanted to do. In the eyes of the software houses, he was THE number one programmer in the biz. So, what did this man do now that he was regarded so highly? Well, he only went and set up his own company, called Shiny Entertainment, and produced arguably another Christmas number one! The nerve of some people, eh?



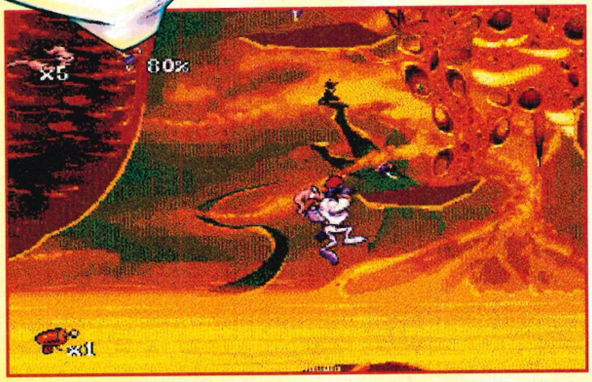












Jim only just manages to scurry up onto, er, a platform. What a hero...



Jimbo gets mean. My, what a big gun he's got...

Earthworm Jim is Shiny Entertainment's first ever release. To tell you the truth, almost everybody in the 'industry' (as we call it), has been keeping an eye on this one. After all of the time and money pumped into this game, the last thing that people want to see is a load of rubbish. The Mega Drive is going through a bit of a bad patch at the moment, what with Nintendo boasting to all and sundry about their 32-bit Donkey Kong game and the ever-present threat of the 'next generation' of super-consoles. *Earthworm Jim* could be just what's needed to restore some MD loyalty.

It all looks very promising when you start playing the game: the animation on old Jimbo is flawless whilst a perfectly sampled dog bark growls away from your first foe. To tell you the truth, I was impressed! Admittedly, at the end of the day, it's still a platform game but WHAT a platform game! Let me explain...

The majority of platform games in the market follow the same formula. A bit of jumping here, a tad collecting there and the compulsory smattering of power-ups and guardians will satisfy most producers. The sad truth is that it'll also satisfy the majority of punters out there as well. But this is where Jim differs from its competitors: there's just sooo much more in it! You can bungee-jump, hitch a ride on a hamster and go for a rocket ride in a vortex tunnel. The sheer variety of it all has you gasping for breath! (well, not quite, but you get a picture.)

Some of the best programmers in the world worked on this game – and it shows. The graphical quality is outstanding in every level, right from the detailed and animated backgrounds, up to the funny expressions on the characters' faces. Just watching the game is a joy: 'interactive cartoon' is a bit of a cliché, but this is truly one of the few games that can hold up to the claim. You can tell just by looking at the screenshots, but you'll be even more impressed when you actually see Jim leaping up into the air and the pained expression on his face when he's being bitten by a killer dog. This is Disney quality!

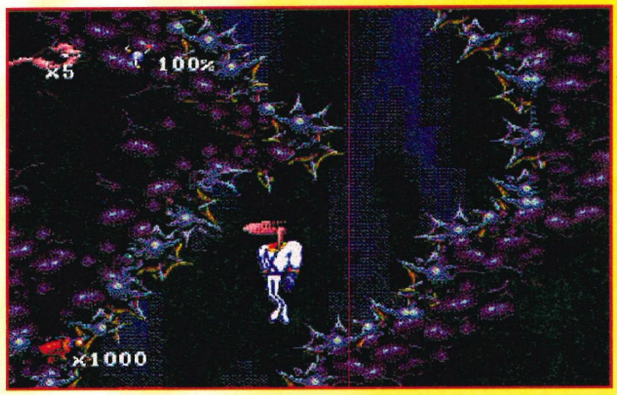
So what can Jim do, then? Well, the basic controls allow him to jump,

PROtip

SAVE AS MUCH AMMO AS YOU CAN, AND NEVER BE AFRAID TO EXPERIMENT WITH DIFFERENT TACTICS. JIM'S A VERSATILE HERO WHO CAN USE ALL SORTS OF TECHNIQUES TO BEAT THE BADDIES.

HOLD ON A SEC...

If you leave Earthworm Jim alone for a few seconds, he'll get up to all kinds of wild and crazy things...





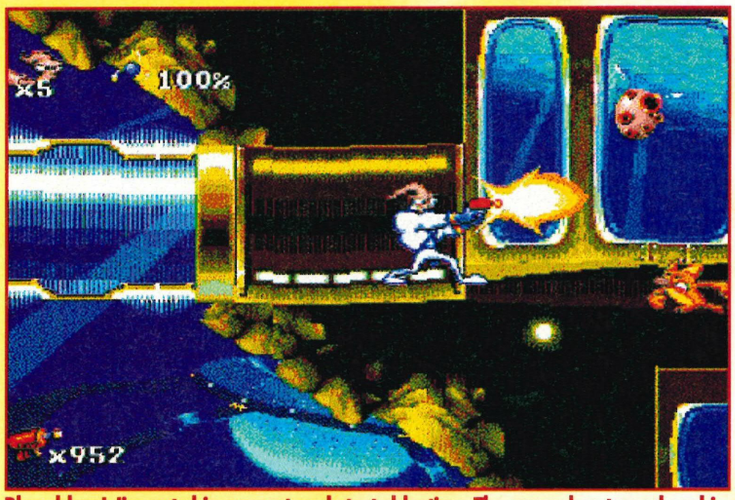
Jim certainly uses his head here (ho, ho).



"Jeez, it's hot in here, isn't it? I think I may've taken a wrong turning in my last dig..."



It's oddities such as this which make *Earthworm Jim* such a joy to play.



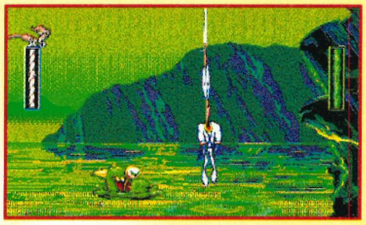
Blam blam! Jim gets his gun out and starts blasting. The worm has turned and is determined to wreak revenge on his enemies.

shoot and whip someone. Jim only has a 1,000 bullets in this gun (although you can collect refills), but they can sure come in handy whenever you need to kill a baddie. When Jimbo whips someone, he reaches his hand up to grab his head and then pulls his worm body out of his suit and uses it as a whip! If you hold down on the jump button whenever he starts to fall, his worm body will start to act like a helicopter blade, slowing down his descent. And whenever you encounter a chain bridging a gap, Jim can leap up onto it and use his head as a hook to hang on. The advantages of being a worm, eh?

The music too is brilliant stuff, ranging from classical Fantasia-style ditties right up to rootin'-tootin' cowboy tunes. Samples are scattered throughout this game like, erm, poppies in a poppy field. Everything Jim does and every foe he encounters is sure to have a wacky sound effect to go with it. Whenever he collects an object, he'll scream out its name or shout a loud "Yipp-ieee!". Reach a continue-point and you'll be treated to a very smooth and cool "Oh-yeah!" And that dog's growl is one of the creepiest things I've heard in a long while.



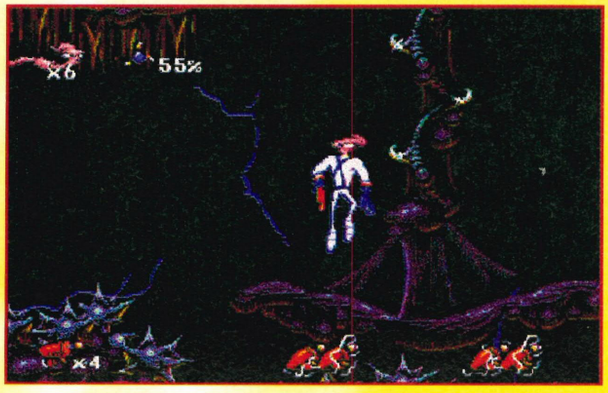
Ride the cosmic waves with Earthworm Jim as he races Psy-crow after each level.



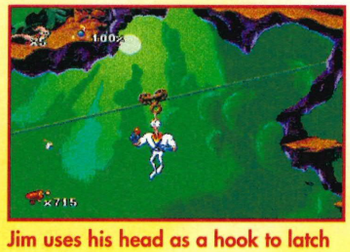
Jim can even bungee-jump using his own body as a rubber rope!

There is just so much more to this game than jumping on platforms that it would be a shame to class it as a platform game. This is a game that sticks two fingers up at Donkey Kong and pokes fun at the likes of the 3DO. A hell of a lot of time and care has been put into this, and if Shiny continue to produce games of this quality then world domination may be just around the corner. Oh dear, after having a sudden vision of Earthworm Jim cartoons, toys and fizzy drinks, maybe that isn't such a good idea...

Mark "Bigger Than A Worm!" Pilkington SP



Jim uses his head... as a rotor to lift into the air.



Jim uses his head as a hook to latch onto things.

VIRGIN
£44.99
OUT: OCT



CART SIZE:.....24Mbit
PLAYERS:.....1
STAGES:.....10
SKILL LEVELS:.....3
FEATURES:.....continues
CONTACT:.....Virgin
(081) 9602255

PROview

CHRIS ■■■■■
Jim is a brilliant character and this series looks set to run and run.

PHIL ■■■■■
It's a platform game, Jim, but not as we know it!

MARK H ■■■■■
Not that original, but it rivals Sonic in terms of playability.

PROscore

GRAPHICS 96%
▲ The animation of the characters (especially Jim) left me gobsmacked.
▲ The graphics as a whole are incredibly well thought out and drawn!

SOUND 91%
▲ The samples used throughout the game are arguably the best yet on MD.
▲ The tunes aren't quite as hot, but even so, they're still excellent.

GAMEPLAY 93%
▲ Earthworm Jim's a really smart character – he grows on you straight away.
▲ A platform game that offers much, much more than just jumping around.

CHALLENGE 95%
▲ Many puzzles. Each level requires a bit of intelligence to get through.
▲ This is a generally hard and challenging game, making a nice change.

93%

At last, a platform game that has playability coming out of its ears. Eat your heart out, Sonic, there's a new worm in town!

For Sale... Penpals... Wanted... Help... Swap... Clubs...

READER'S ADS

FOR SALE

As new! Mega Drive 2 with carrying case plus *Sonic 3* and *Sonic Spinball*. Real value for money at £95. Ring Samir on (0603) 618326.

For Sale Master System II with Action Replay and 8 games inc. *Fantastic Dizzy* and *World Cup'94*. 2 Normal control pads. Everything in good condition £130. Tel: (0708) 857543.

Mega Drive games in good condition. *Bart and Mutants* £20, *Super Off-Road* £15, *Sonic* £10, *Zero Wing* £15. *Mega Games II* only £20. All boxed with instructions, as new. Will consider linked prices for less. Tel (0602) 820134. Must sell now!

Game Gear for sale with 14 games including *Mortal Kombat* and *MicroMachines*. With mains adaptor and Master Gear adaptor. All boxed with instructions. £160 ono. Tel: (0923) 233573.

Mega-CD for sale with 13 games inc. *FIFA CD* and *Thunderhawk*. All boxed with instructions. Never used! Also Game Gear for sale with 14 games, TV Tuner, AC Adaptor and carry case. Everything boxed. Offers welcome. Tel: Andy, anytime, on (081) 5510100.

For Sale Mega Drive games. *Sonic Spinball* £25, *Indiana Jones* £15, *WWF Super Wrestlemania* £15. Wanted – Mega Drive games; *Ecco the Dolphin, Shinobi III, Lost Vikings* and *Robocop vs Terminator*. Tel: (0843) 594676.

For Sale Master System with 10 games. *Sonic 2, Aliens 3, Thunder Force, Castle of Illusion, Basketball, Knightmare, Hang-On, Teddy Boy, After Burner* and *Moonwalker*. All for £60. Tel Chris on (0602) 459370.

For Sale Sega Master System and games inc. *Sonic 1* and *Sonic 2*. All games are in perfect condition with manuals. Will throw in three control pads too. £450 the lot. Will sell for £230. Tel: (0722) 742191.

Mega Drive games – *WWF Royal Rumble* £25, *NBA Jam* £30 or both for £50. Blackpool area. Phone (0253) 863046 after 6.30pm.

Master System games for sale. Both boxed with instructions. Games include *Rocky* and *Sega Chess*, both £8 each. Ring on (0532) 571826. Ask for Michael.

Mega-CD *Road Avenger* and PC CD ROM for sale. Please call with offer. All offers considered. Tel (0942) 883841.

Mega Drive games for sale. *Alisia Dragoon, Castle of Illusion, Zero Wing, Toejam and Earl* – £10 each ono. All boxed with instructions and in good condition. Tel: Paul on (0703) 846483.

Mega Drive games for sale. *Streets of Rage* £15, *NHLPA Hockey'93* £15 or will swap both for *Toejam and Earl 2*. Call Gregory on (0933) 623049 at weekends or (0992) 501177 during the week.

Mega Drive and CD with 13 games. *FIFA, PGA2, MicroMachines, Sonic CD, Thunderhawk, Ground Zero Texas, Sensi CD* and *Monkey Island*. Pro CDX included. I will swap all of this for an Amiga A1200 with hard drive and games or sell for £390. Tel: (0461) 204759.

Game Gear games for sale. *Sonic Chaos* £15, *Lemmings* £12, *Tazmania* £10, *Sonic* (un-boxed) £7, *Paperboy* £10, *Prince of Persia* £12, *Tom and Jerry* £10 or the lot for £55. Tel: (081) 5998541 after 4pm and ask for Richard.

For Sale MS Games: *Xenon 2, Space Harrier* £5 each. *Chuck Rock, Super kick Off, Master of Darkness, Prince of Persia, Terminator* £10 each. Phone Ian on (0452) 412916 after 5pm.

Sega Master System plus 13 games including *Great Baseball, Heavy Weight Champ, Outrun* and *Tecmo World Cup*. Call Jamie on (0268) 514431.

For Sale Master System 2 with control pad, *Shinobi, Asterix, Sonic Chaos* and *MS Pacman*. Call Mohammed on (081) 9867645. Call Saturday after 4.00pm. For sale only in the London-Hackney area.

Game Gear for sale. 8 Good games, carry case, adaptor, battery pack, all boxed with instructions for £140. Tel Richard on (0440) 704538.

PENPALS

Hi! I'm looking for a male penpal aged 7–10 years of age. Must like music and Sega. I'm 8 years of age. Write to Chi-He Elder, Weeping Ash, Bradfield St Clare, Bury St Edmunds, Suffolk IP30 0ED.

14-year-old Male seeks sexy Female between 14–16 years of age. Must like playing games and have a good sense of humour where appropriate. Please send a recent photo. Write to Daniel, 29 Markham Road, Capel, Surrey RH5 5JT.

Hi, I'm looking for a female penpal aged between 14–17 years who has a Game Gear or has a general interest in Sega. Write to James, 114 Mill Road, Hailsham, East Sussex, BN27 2HX. Reply guaranteed.

WANTED

Wanted *Wiz 'n' Liz* and *Columns* for the Mega Drive. Tel: Ipswich (0473) 729488.

Wanted for Mega Drive *Mortal Kombat*. Complete set of fatality moves for all the fighters (check out SEGA XS Issue 3 for the lot! - Ed). First one to reply gets a Mega Drive cart: *Mega Games II*, absolutely free. Please reply to Leaky, no.7 Goshen Road, Scone, Perth PH2 6LT.

Wanted Old Mega Drive Classics – *Aeroblasters, Rainbow Islands, New Zealand Story, Tetris, Space Invaders 90*. All reasonably priced carts considered. Phone Tony on (0602) 279531.

SWAP

I will swap *James Bond 007, Crash Dummies, Cool Spot* and *Grand Slam Tennis* for *Combat Cars, FIFA, Jurassic Park* and *Alien 3*. All in good condition and boxed with instructions. Call (0238) 561461 and ask for Hugh.

I will swap my copy of *Eternal Champions* for *Shining in the Darkness*. My game is boxed with instructions – yours must be too (oo-er!). Please call Matt on (0689) 800786.

CLUBS HELP

Help! Cast your mind back to when you played *Golden Axe Warrior* (MS). I have all weapons and crystals, how do I get the Golden Axe and meet Death Adder? Please help, oohh pretty please with cream, cherries and a topping of chocolate sauce. Tel: Mark on (0243) 544478.

SEGA PRO FREE! READER'S ADS

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Grab those issues you might have missed!

SEGA PRO BACK ISSUES



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).



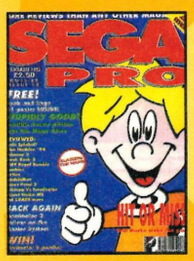
ISSUE 23 £3.00
Amazing new-look SegaPro which comes with an essential Street Fighter II T-shirt transfer (three designs to collect; only one with each issue)! 116-pages of pure adrenalin, 27 full reviews, 4 pin-up SF II posters. Reviews include Devastator (CD), Ecco (CD), Make my Video: INXS (CD), Night Striker (CD), General Chaos (MD)...



ISSUE 24 £32.75
Packed 116-page issue featuring 25 top reviews. Included in the line-up are Silpheed (CD), Bart's Nightmare (MD), Chuck Rock 2 (MD), Fantastic Dizzy (MD), Haunting (MD), Shinobi III (MD), F1 (MS), Wolfchild (MS), Andre Agassi Tennis (GG), Mortal Kombat (GG), James Pond II (GG), Star Wars (GG)...



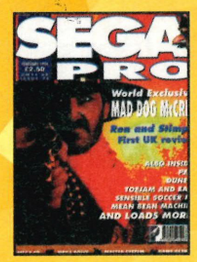
ISSUE 25 £2.75
Incredible world exclusive this month as we take the first look at Aero the Acrobat, Street Fighter II, Sonic CD, Dune CD, Zool, Gods and loads of more top news, previews, reviews, tips and the rest of the stuff that makes SegaPro the UK's top Sega magazine! Oh, and don't forget Aladdin...



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... 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).



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 Whirlwind Snooker.



ISSUE 32 £2.50
More exclusives than you can shake a very long 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! Sometimes even we wonder how we do it.



ISSUE 33 £2.50
An amazing world exclusive this month as we become the first magazine to take a look at David Perry's stunning ne w platform game, Earthworm Jim. Plus, we have the latest ECTS gossip, tons of stuff from Psygnosis and Virgin and the first reviews of Wing Commander CD and GP Rider GG. It's too good to be true...



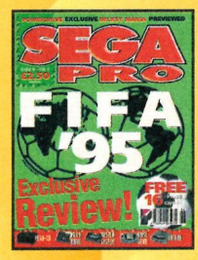
ISSUE 34 £2.50
Probably our best issue ever as we exclusively unveil Rock 'n' Roll Racing, Super Street Fighter II, Micro Machines 2, OutRunners, FIFA International Soccer CD and Sensi Soccer CD! Also this month – free stickers and a free Mortal Kombat comic! Some-times we amaze even ourselves...



ISSUE 35 £2.75
Let us tell you about some games this month... How about Mortal Kombat II, or the first review of Super Street Fighter II, or the first list of Mega Drive 32 releases and specs of the new machine itself. Or even the first info on Sonic and Knuckles. When it comes to the latest Sega info, we think you know what we're trying to say...



ISSUE 36 £2.75
What an action-packed issue. There's an exclusive first look at Spider-Man: Maximum Carnage, plus exclusive previews of Putty Squad (MD), Kawasaki Superbikes (MD & GG) and Lemmings 2 (MS & GG). Mortal Kombat II gets reviewed on MD and GG – decorate your T-shirt with our special MKII iron-on transfer!



ISSUE 37 £2.50
A truly outstanding issue. There's an amazing world exclusive 16-page supplement and review of FIFA Soccer '95, plus exclusive features on Powerdrive (MD) and Mickey Mania (MD). Add to that a massive review section, including NHL '95 (MD), Mega Race (CD) and Ballz (MD) and it's clear why we're number one!

SEGA PRO CD

Grab your copy of the all-new SegaPro CD, with a fully playable CD demo accompanying every issue, while stocks last!



ISSUE 1 £4.99
For a first issue we needed something special and boy did we get it! Check out the exclusive playable demo of JVC's fast-paced thriller, Rebel Assault, plus an eight-page supplement! Add to this a host of top exclusives, including FIFA Soccer '95 (MD), for an unforgettable experience!

SegaProCD WITH PLAYABLE DEMO!

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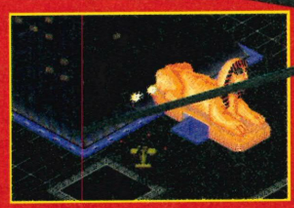


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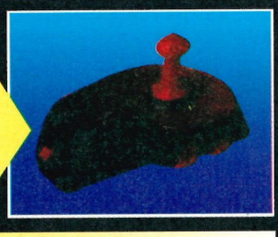


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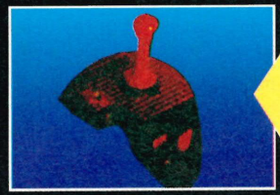


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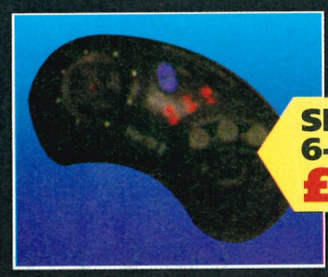


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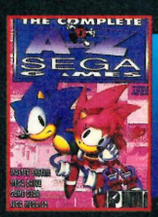


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DISC 1: THUNDERHAWK DEMO

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DISC 2: PSYGNOSIS DEMO

Enjoy three great Psygnosis games on the one disc. See a rolling demo of Microcosm. Chase wabbits galore in the playable demo of the hilarious Wiz 'n' Liz. And, finally, play the first level of the cartoon arcade adventure Puggsy.



DISC 3: SOULSTAR DEMO

Play the first three stages of Core Design's phenomenal space shoot-'em-up. You go from deep space, onto a planet surface and then back out to space. A graphical masterpiece with great action and superb sound effects.



DISC 4: BATTLECORPS DEMO

Play the whole huge first level of Core's stonking 3-D shoot-'em-up. Strap yourself into your Walker and stride through battlefield mayhem as you're attacked by robotic enemies from all sides. Enjoy the funky soundtrack as you blast them to bits in spectacular explosions.



DISC 5: SENSIBLE SOCCER DEMO

Score with our fully playable demo of Psygnosis's stunning soccer sim. Play one-minute matches against the computer or a friend, introduced by stunning rendered sequences and accompanied by over a hundred different crowd FX. You can use all the game's options, including all the leagues and cups!



DISC 6: FIFA INTERNATIONAL SOCCER DEMO

Replay the World Cup Final with this dazzling demo, which lets you play two-minute exhibition matches between Brazil and Italy. Take on the computer or a friend, passing the ball around, curling crosses into the box and scoring with spectacular overhead kicks and powerful diving headers. It's the business!



This month we have a superb guide to Accolade's new beat-'em-up, Ballz, plus an exclusive cheat for Battlecorps – the CD title worth buying! If you're looking for help on Star Wars: Rebel Assault, we have all the passwords for this too. So, happy game-busting and don't forget to keep sending in your own cheats!



PROTIPS

MARK'S THE MAN

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Think about it, you can send in any kind of tip, be it a guide, a set of maps, a programmer's cheat, a set of passwords or even some games-playing advice. There are plenty of prizes up for grabs from our sponsors each month, so show us your creative skills. Innovation is the key to success!

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This month Accolade will be dishing out prizes to our tips winners. They'll be giving away denim shirts and copies of *Ballz*.

Simply dial (0202) 299900 between 10.00am and 5.00pm to claim your free shirt. Alternatively just write to the above address and add the words 'Tips Claim' to ensure a speedy reply.



MEGA DRIVE

Beauty And The Beast: Roar of the Beast...81
Beauty And The Beast: Belle's Quest....81
Castlevania.....80
Combat Cars.....80
F-15 Strike Eagle.....80
Mega Turrican.....80
Outrunners.....80
Pete Sampras Tennis.....81
Shadowrun.....81
Sonic 3.....82
Streets Of Rage 3.....82
Techno Clash.....80
Virtua Racing.....81
Zero Tolerance.....82

MEGA CD

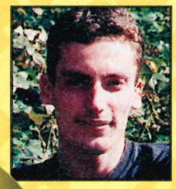
Battlecorps.....84
Spiderman Vs The Kingpin CD.....84
Star Wars: Rebel Assault.....84
The Secret Of Monkey Island.....84
The Terminator.....84

MASTER SYSTEM

Cosmic Spacehead.....85
Sonic Chaos.....85

GAME GEAR

Micro Machines.....85
Ren And Stimpey.....85
The Ottifants.....85



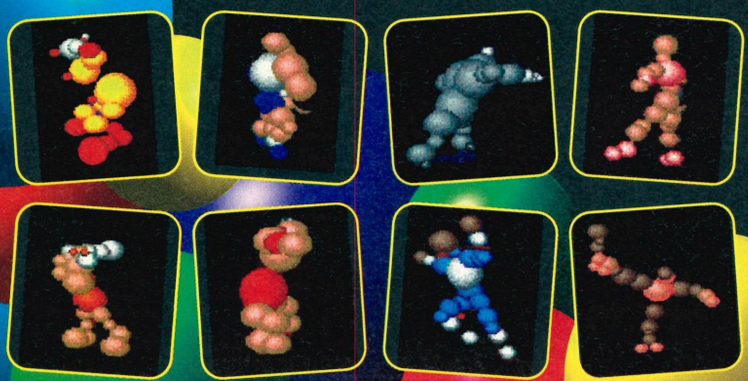
TIPS HELP

There's no point writing into Marje Proops with your gaming problems. Instead, why not try SEGAPRO's own agony uncle, Mr Jason Johnson? He's very understanding.....82

TIPS GUIDE

Ballz

No, this tips guide isn't a load of old b*@%s. It gives the full low-down on Accolade's crazy beat-'em-up, with all those secret moves revealed.....76



TIPS

MEGA DRIVE





F-15 STRIKE EAGLE II

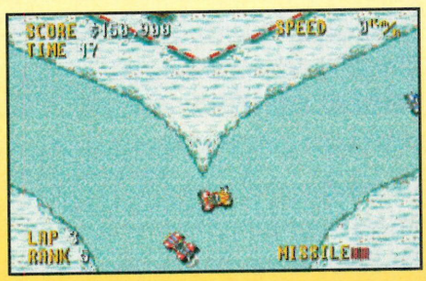
RE-SUPPLY OPTION

Go to the options screen and select 'See Credits'. During the credits press UP, LEFT, DOWN, RIGHT, UP, RIGHT, DOWN, LEFT and UP. If this has worked correctly, you should hear a fanfare sound. During the game you'll be able to go into the in-flight menu screen and select the re-supply option for weapons, fuel and decoys.

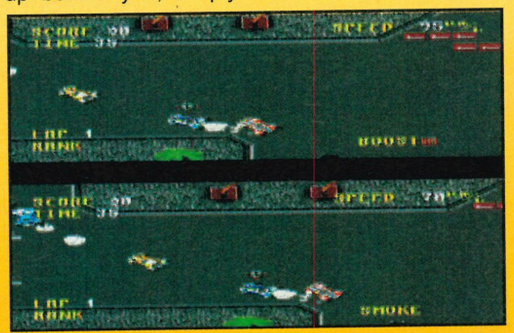
COMBAT CARS

BEST DRIVER

Select Andrew Alien as your driver because his guided missiles will give you a huge advantage over your fellow competitors. Every time somebody comes up behind you, simply launch a missile to hold them back and regain a good lead. Easy!







TECHNOCLASH

LEVEL	CODE
2	ZP80BFAR
3	FPKRBFA9
4	DAAW3FAX
5	TZSIUFAU
6	6ZSITA6
7	H9M9SFA0

OUTRUNNERS

PLAY AS THE VIRTUA FORMULA

Go to the title screen and press LEFT, RIGHT, LEFT, RIGHT, B, C, A with pad 1. If this cheat has activated, you will hear a noise. Press START and select 'Arcade Mode' with button C. To the left of the car you'll see the Virtua Formula.







MEGA TURRICAN

INVINCIBILITY

Start playing the game, then press START to pause. Now press A, A, A, B, B, B, A, A, A on the joypad. When you unpause the game by pressing START again you should be invincible.



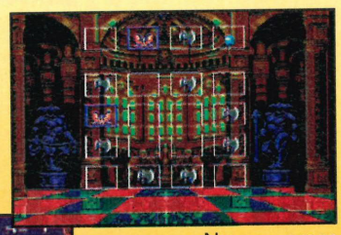
LEVEL SKIP

To skip stages in *Mega Turrican*, press START to pause the game during any stage. Then press RIGHT, LEFT, DOWN, RIGHT, B and START. You will be taken to the 'Stage Clear' screen. When the game resumes you will start on the next stage.

CASTLEVANIA

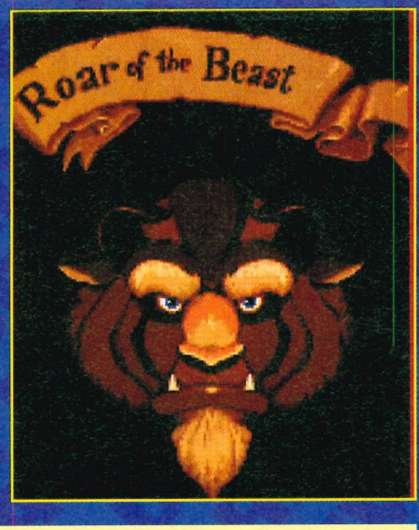
NINE LIVES AND EXPERT MODE

On the title screen go to the options and press START. Set the BGM on 05 and the SE on 073. Then exit the screen and wait for the title screen with the 'Press Start Button' message to appear. Now press START. When the second title screen appears, push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. Go back to the options screen and you can set your Game Level to Expert and your lives up to nine.





BEAUTY AND THE BEAST: ROAR OF THE BEAST



LEVEL SELECT

Go to the second title screen and press UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN, B, UP, B, B, A.

BEAUTY AND THE BEAST: BELLE'S QUEST



LEVEL SELECT

On the second title screen, bash in B, UP, B, B, A, UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN and START.

PETE SAMPRAS TENNIS



Enter the password 'PLAYPETE' to play Sampras in the final round of the World Tour.

SHADOWRUN

CHEAT SCREEN

Go to the title screen, wait for the 'Press Start' message to flash and then enter the following code: A, B, B, A, C, A, B. Now go into the game and press START to bring up the stats screen. From here you can access the 'pocket secretary' screen by pressing button A. Move the arrow down past the Save/Load game option to an invisible option below. From here you can choose any cheat you like.

Jason Monfiletto, Marydel

VIRTUA RACING

MIRROR COURSES

When the Sega logo flashes up, press and hold A, B and UP simultaneously, then press start (always holding these buttons down). The 'mirror' mode will then be activated so that you can start racing the reversed courses. A new 'sixth box' with words written backwards will appear on the main option screen.





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FFC8070005
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BEAUTY AND THE BEAST

FF28950004
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FF28A10004
Unlimited roars.
FF289700FF
Unlimited energy.

CHAOS ENGINE

FF004D0003
Infinite lives for player 1.
FF004F0003
Infinite lives for player 2.

DUNE II

0029284E75
Use with code below to allow you to play the UK version on all machines.
00284A6002

RISKY WOODS

FF11A5002B
Unlimited energy.

STREETS OF RAGE 3

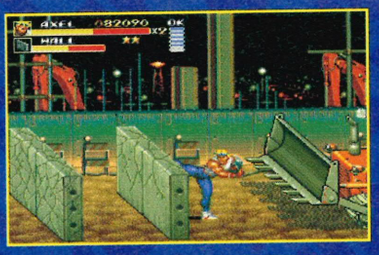
FFFB05000X
Level select (replace X with level number).
FFFB03000X
Act select (replace X with act number).
FF88E20049
Infinite time for level 6.
FF88500059
Infinite time for the final boss.

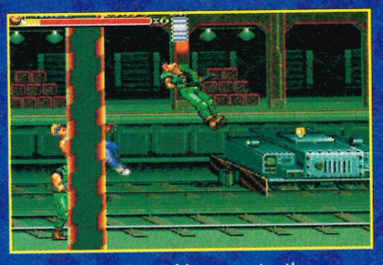
SUPER STREET FIGHTER II

003BE6602E
Use this code before using any other Action Replay Codes.
0001F05500
Allows you to play the Japanese version on US machines.
0001F04500
Allows you to play the Japanese version on UK machines.
FF80C10000
Special moves in midair for player 1.
FF858B000X
Fight the same opponent throughout the game (player 1). 0–F.
FF803D0090
Unlimited energy for player 1.
FF80C20001
Player 1 turns into flames when hit.
FF828A0002
Player 1 only needs to win one battle.
FF80750001
Extra Turbo Speed for player 1.
FF82850005
Stops the countdown timer on the death screen for player 1.
FF80B40000
Every special move has fireballs for player 1.
FF801B0000
Player 1's character speeded up.
FF80620012
No combos, every hit knocks player 1 down.
FF81890000
Removes dizzy stars for player 1.
FF803E0011
Weird special moves for player 1.
FF80400011
Low jumps and special moves for player 1.
FF83C10000
Special moves in midair for player 2.
FF828B000X
Fight the same opponent throughout the game (player 2). O–F.
FF833D0090
Unlimited energy for player 2.
FF83C20001
Player 2 turns into flames when hit.
FF858A0002
Player 2 only needs to win one battle.
FF83750001
Extra Turbo Speed for player 2.
FF85850005
Stops the countdown timer on the death screen for player 2.
FF83B40000
Every special move has fireballs for player 2.
FF831B0000
Player 2's character is speeded up.
FF83620012
No combos, every hit knocks player 2 down.
FF84890000
Removes dizzy stars for player 2.
FF833E0011
Weird special moves for player 2.
FF83400011
Low jumps and special moves for player 2.
FF97EB0000
Start fighting before you are told to fight.

TIPS

MEGA DRIVE





STREETS OF RAGE 3

NINE PLAYERS

Go to 'Options' on the selection menu and press start. Now go to the number of players and highlight this option. By using pad 2, press UP, A, B and C simultaneously. Then press right on pad 1. You can now set your players up to nine!

FIGHT WITH YOUR TWIN

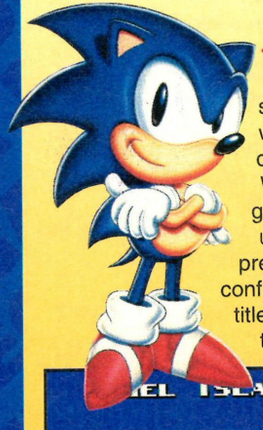
On the Title Screen press START. Move to '2 players' and press DOWN and C simultaneously. You'll hear a little sound if this has worked. On the 'Select Player' screen you can now put both player 1 and 2 on the same character and choose them.





SONIC 3

LEVEL SELECT



As one of the most popular titles this year it is perhaps not surprising that we've had many request for the level select. We've also had complaints that is won't work. It does though, honest! The thing is, it's damn hard to pull off.

When the Sega logo disappears and the screen goes back, press UP, UP, DOWN, DOWN, UP, UP ,UP, UP as fast as you can. Ensure the last 'up' is pressed before the title screen. A little chime will confirm this has worked so you can scroll down on the title screen to bring up the 'Sound Test' to get onto the Level Select screen.



CHEATS * TIPS * CHEATS * TIPS * CHEATS * TIPS

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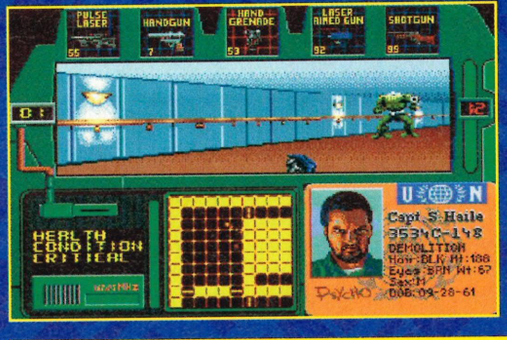
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ZERO TOLERANCE

PASSWORD



We will be printing the passwords to this cracking 3-D adventure next month, but as a little starter here is a password to get you onto floor 155:
H8x5v8xFE

THE VERY SAD TIP OF THE MONTH

SAD TIPS BIN

We've not had many sad tips recently, but this month we had a very sad tip sent in by **Dominic Roman** and **Richard Heesem** of Devon.

"We have found the secret Turbo Mode for *Super Street Fighter II* on the Mega Drive. When it says Game Start, press RIGHT and stars will appear. You have then found the Turbo mode!"

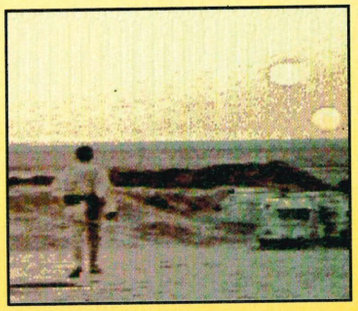


I'm sorry guys, but this really is a very sad tip. A word of advice – this is not a secret Turbo Mode. Sorry to publicise this at your expense but we just couldn't resist it!

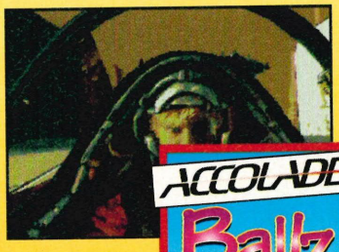

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★RADICAL REX ★ STAR WARS CHESS★
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TIPS

MEGA-CD







ACCOLADE

Ballz

PRIZE WINNER

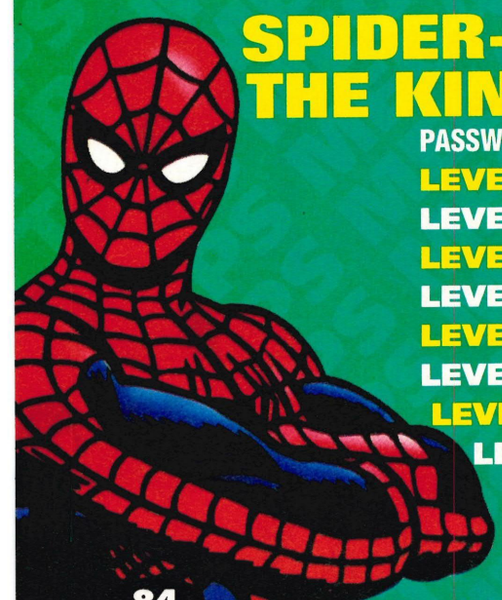
STAR WARS: REBEL ASSAULT

PASSWORDS

CHAPTER	EASY	NORMAL	HARD
ASTEROID FIELD TRAINING	BOSSK	BOTHAN	BORDOK
PLANET KOOLADOR	ENGRET	HERGLIC	SKYNX
STAR DESTROYER ATTACK	RALRRA	LEENI	DEFEL
TATOOINE ATTACK	FRIJA	THRAWN	JEDGAR
ASTEROID FIELD CHASE	LAFRA	LWYLL	MADINE
IMPERIAL WALKERS	DERLIN	MAZZIC	TARKIN
STORM TROOPER ATTACK	MOLTOK	JULPA	MOTHMA
PROTECT REBEL TRANSPORT	MORAG	MORRT	GLAYYD
YAVIN TRAINING	TANTISS	MUFTAK	OTTEGA
TIE ATTACK	OSWAFL	RASKAR	RISHII
DEATH STAR SURFACE	KLAATU	JHOFF	IZRINA
SURFACE CANNON	IRENEZ	ITHOR	KARRDE
POWER RELAYS DEATH STAR	LIANNA	UMWAK	VONZEL
TRENCH	PAKKA	ORLOK	OSSUS
FINAL VICTORY!	NORVAL	NKLLON	MALANI

David Fraternali, Versoix

SPIDER-MAN VS THE KINGPIN CD



PASSWORDS

LEVEL 2	ELECTRO
LEVEL 3	WALLABY
LEVEL 4	GALLON66
LEVEL 5	FALCON499
LEVEL 6	HELPINHAND
LEVEL 7	PUBLIC45
LEVEL 8	KIDNEY2
LEVEL 9	PENCIL6

THE TERMINATOR

SPECIAL OPTIONS MENU

First go to the Start Game Options Screen, then press right on pad and keep this direction pressed whilst pressing B, C, B, B. Now release the controller and the cursor will change from an arrow into a square. Press START to see a special menu. This will allow you to acquire three different guns, nine lives, and up to 98 bombs. When your options are selected, go to 'Run Game' and press START.

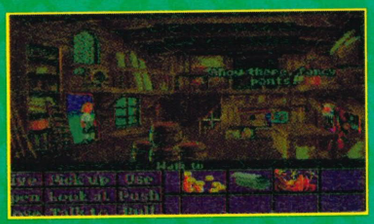


REVENGE OF THE NINJA

SEE ALL SCENES

On the options screen press RIGHT, LEFT, UP, DOWN, RIGHT, LEFT, UP. A Test Mode option will appear. This will let you view all of the normal, death and ending scenes in the game.

THE SECRET OF MONKEY ISLAND





PASSWORDS

These codes will work on the US version of this title, but they may not work for the UK version. They'll get you to the various points throughout the game.

3273	Thievery completed.
3373	Sword master beaten.
3773	Treasure hunting complete.
3777	Ship and crew.
6000	Part 2 The Voyage
2323	All ingredients collected.
9430	Part 3 Under the Monkey Island
7981	Dam destroyed and both pieces of rope.
1436	Boat.
1794	Object of religious significance.
8742	Monkey-head key.
4318	Navigator's head.
7371	Ghost Ship.
7377	Antiroot.
9898	Last Part.

Carl Jones, Penarth



BATTLECORPS

EXCLUSIVE CHEAT – LEVEL SELECT

It's exclusive to these sacred pages, and it's not a bad old tip too. First go to the 'Practice Mode' and press pause. Then enter B, A, B, A, RIGHT, A, C, UP and START. The screen will flash to indicate this little sequence has actually worked. If all has gone to plan, a little map should appear back on the character select screen. Use this map to select a level.



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THE OTTIFANTS

PASSWORDS

Basement	**JYSF**
Construction Site	**AOHT**
Office	**PIHE**
Jungle	**NRCF**



MICRO MACHINES

IT'S A SURE WINNER

Although we've told you of this cheat before, it's worth printing again – for two reasons. Firstly, James Duvall, the sender of this top gear cheat, wrote on his letter 'Dear Cool Protips Man Mark'. Now that's a good start, ain't it? The second reason is the fact that this is a *MicroMachines* cheat that does work and is simple to pull off. To qualify in first place, regardless of your finishing position, complete a lap on the breakfast bends by going around the opposite way. There, nice 'n' easy – but clever all the same.

James Duvall, Suffolk

REN AND STIMPY

PASSWORDS

Stinking Dry Desert	AURGHH
Stinking Wet Bayou	ZONNNK
The Perilous Mount Hoek	YYYOWW
The Great Frozen North	ZOWCHH

FIFA CD

COMPO WINNERS

Here are the winners of our FIFA CD competition. The answers: Brazil have won the World Cup 4 times, Craig Johnston designed the Predator Boot and England scored 4 goals in the 1966 World Cup final.

A free copy of FIFA CD goes to:

GERALD COY, MERSEYSIDE
CHRIS GILL, ESSEX
MICHAEL WYLES, TORQUAY
DAVID BROWN, TYNE AND WEAR
STEVEN DOUGLAS, PORTADOWN
RUSSELL OWEN, SHIPSTON-ON-STOUR

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SONIC CHAOS

00D50C95	Jumps higher.
00D298XX	Replace XX with desired level.
00D2981A	Special zone 2.
00D2970A	Special zone 3.
00D2970B	Special zone 4.
00D2970C	Special zone 5.
00D29701	Gigalopolis zone.
00D29702	Sleeping egg zone.
00D29703	Mecha green hill.
00D29704	Aqua planet.
00D29705	Electric egg zone.

COSMIC SPACEHEAD

Get to the space station simply by entering this password:

DGHFFFE6WWLJLRWFIDOL



TIPS GUIDE

Ballz

It's all a load of balls – and quite good too! Accolade's new beat-'em-up is the closest we've seen to Virtua Fighter, and it features many moves you'll not find in the instruction booklet. Mark Hill gets his bearings right with this ball-breaking player's guide to Ballz. Now you can access all those unique special moves...

Note: A and B means press A and B at the same time. A, B means press A, then B).

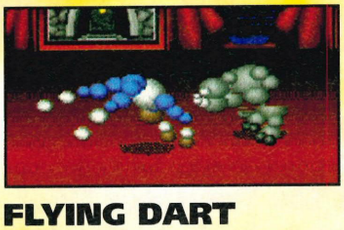
TURBO



GRAPPLE MOVE
A, A, A, A... (WHEN GRABBING OPPONENT)



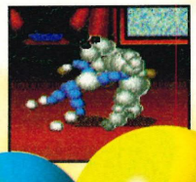
CHARGING FLIP KICK
TWD, TWD, TWD



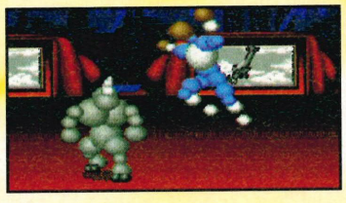
FLYING DART
C, DOWN, DOWN



HEAD POUND
UP, TWD, A



HOVERING
C, B AND C



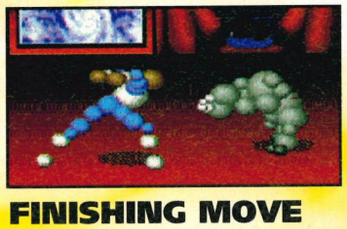
RISING KICK
DOWN, A AND B



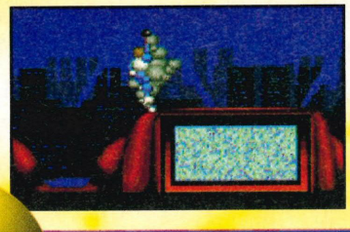
RUDE GESTURE
A AND B AND C



SUPER BLOW
TWD, TWD, A



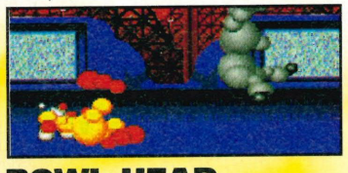
FINISHING MOVE
UP, UP (WHEN OPPONENT IS ALMOST DEAD)



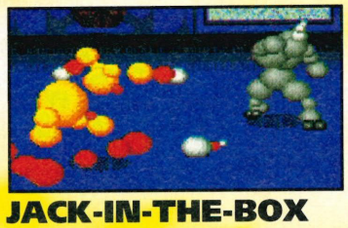
BOOMER



GRAPPLE MOVE
A, A, A, A... (WHEN GRABBING OPPONENT)



BOWL HEAD
AWAY, TWD, B



JACK-IN-THE-BOX HEAD
UP AND A



RIGHT HAND STAND KICK
RIGHT, RIGHT, B



RUDE GESTURE
A AND B AND C



SELF DESTRUCT
RIGHT, DOWN, LEFT, UP, A (ROTATION)



TELESCOPING ARMS
DOWN, AND A AND B



THROW HEAD
AWAY, TWD, A

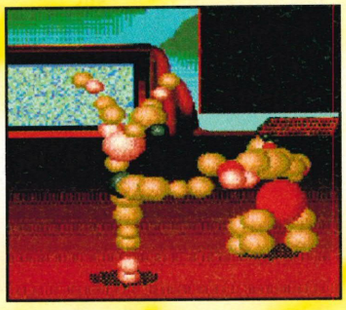


FINISHING MOVE
UP, UP (WHEN OPPONENT IS ALMOST DEAD)





BUMP AND GRIND
TWD, AWAY, TWD, AWAY



FAKE DIZZY
DOWN, DOWN, AWAY



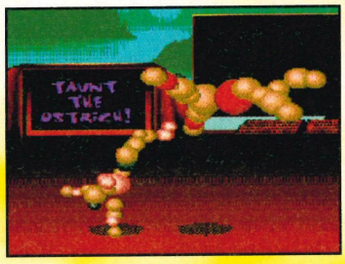
FLIP AND THROW
A AND B WHEN CLOSE



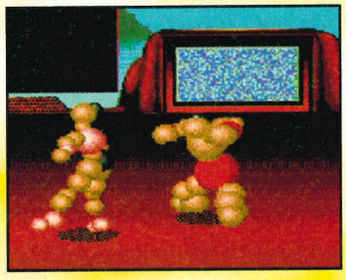
KNEE TO GROIN
DOWN, DOWN, TWD



REVERSE CART WHEEL HEAD SCISSORS
TWD, TWD, TWD



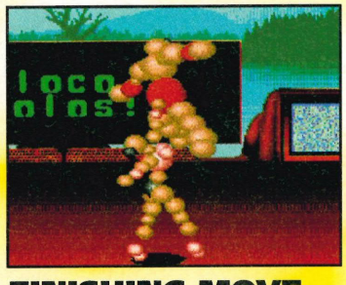
RUDE GESTURE
A AND B AND C



SPIN
AWAY, UP, TWD

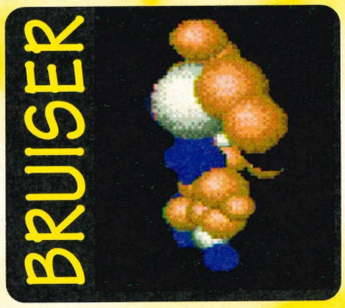


THROW (NUT GRAB)
B when close



FINISHING MOVE
UP, UP (WHEN OPPONENT IS ALMOST DEAD)

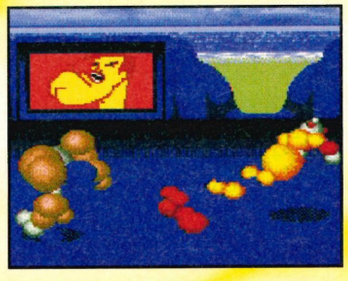




GRAPPLE MOVE
A, A, A, A (WHEN GRABBING OPPONENT)



BUCKLE HEAVE
AWAY, UP, A



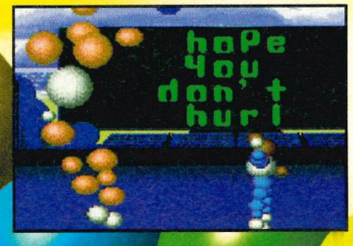
BUCKLE KICK
AWAY, TWD, B



CANNONBALL
C, DOWN AND A



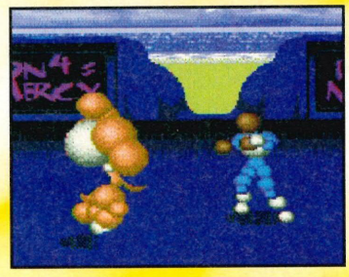
CYCLONE
RIGHT, DOWN, LEFT, UP, A (ROTATION)



CHANGE CHARACTER
DOWN, LEFT, A AND C



RUDE GESTURE
A AND B AND C



SLIDE TACKLE
DOWN, DOWN, B



THROW (SPINNING BODYSLAM)
B WHEN CLOSE



FINISHING MOVE
UP, UP (WHEN OPPONENT IS ALMOST DEAD)

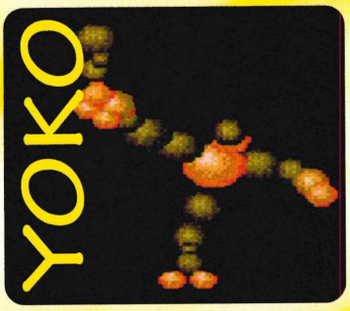


TIPS GUIDE

Ballz

Note: A and B means press A and B at the same time. A, B means press A, then B).

YOKO



GRAPPLE MOVE
A, A, A, A... (WHEN GRABBING OPPONENT)



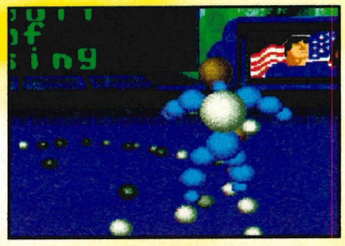
GAMERA SPIN ATTACK
TWD, UP, UP



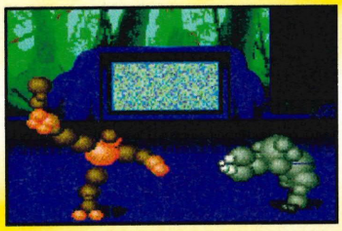
POLE SWING
RIGHT, RIGHT, UP



CHANGE CHARACTER
UP, RIGHT, A AND C



PULL OFF LEG AND SWING
DOWN, B



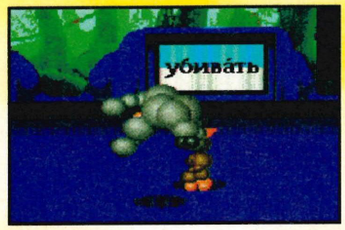
RIDE ON BACK AND BEAT HEAD
C THEN LAND ON OPPONENT



RUDE GESTURE
A AND B AND C



THROW (GORILLA SPIN)
B WHEN CLOSE



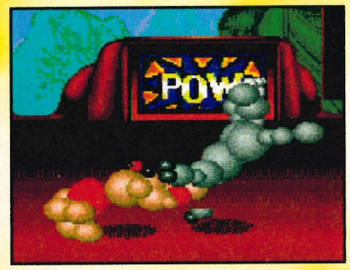
FINISHING MOVE
UP, UP (WHEN OPPONENT IS ALMOST DEAD)



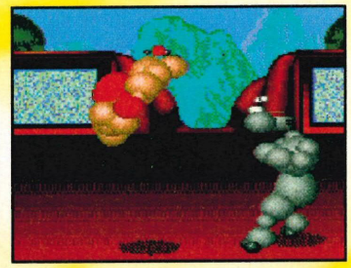
TSUNAMI



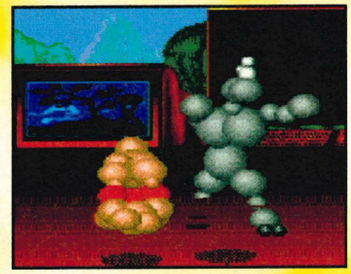
BELLY CHARGE
TWD, TWD, TWD



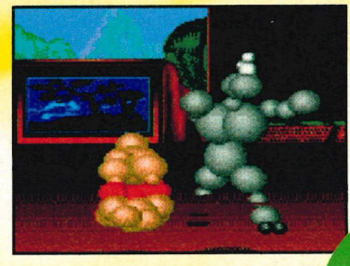
FLYING SOMERSAULT KICK
AWAY, AWAY, C



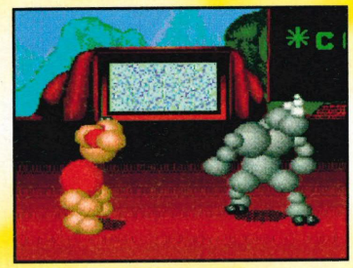
KARATE CHOP
UP, TWD, A



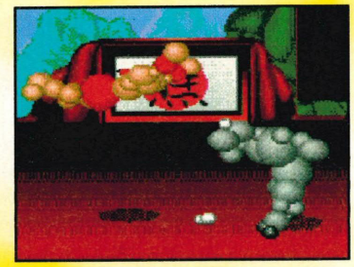
MEDITATE
UP, UP, C



RUDE GESTURE
A AND B AND C



SUMO SPLASH
C, A AND B



THROW (SWING TOSS)
B WHEN CLOSE



FINISHING MOVE
UP, UP (WHEN OPPONENT IS ALMOST DEAD)





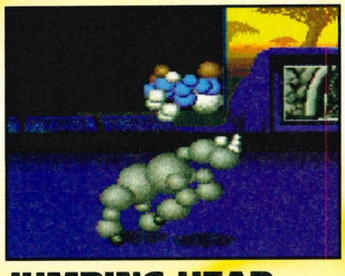
GRAPPLE MOVE

A, A, A, A... (WHEN GRABBING OPPONENT)



CHARGE ATTACK

TWD, TWD, TWD



JUMPING HEAD BUTT

LEFT, DOWN, A OR RIGHT, DOWN, A



CHANGE CHARACTER

DOWN, RIGHT, A AND C



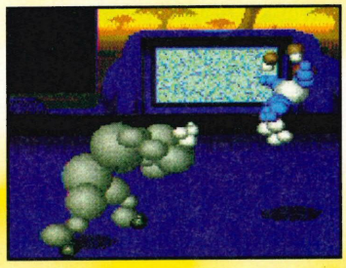
OVER THE TOP GROUND SLAM

UP, DOWN, A



RUDE GESTURE

A AND B AND C



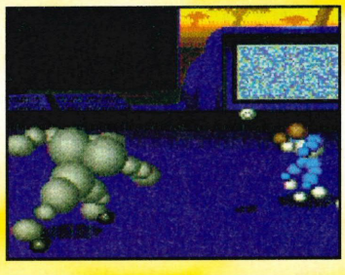
STOMP ON FOOT

UP, TWD, B



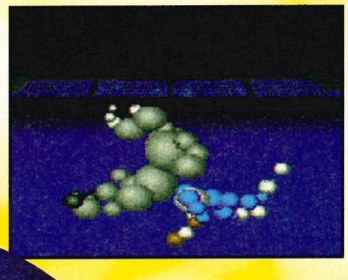
THROW HORN

AWAY, UP, A



FINISHING MOVE

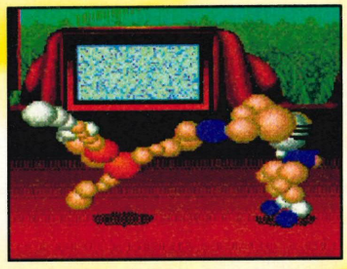
UP, UP (WHEN OPPONENT IS ALMOST DEAD)





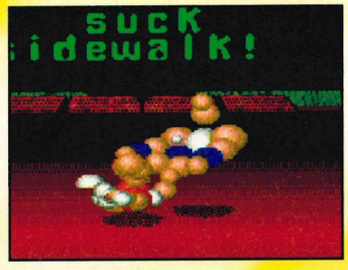
BONE SWEEP

DOWN, A AND B



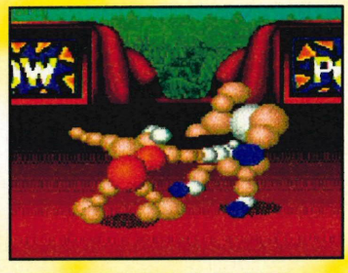
DUCK, DIVE AND ROLL

TWD, TWD, TWD



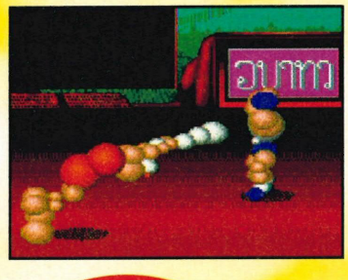
FENCING LUNGE

TWD, TWD, A



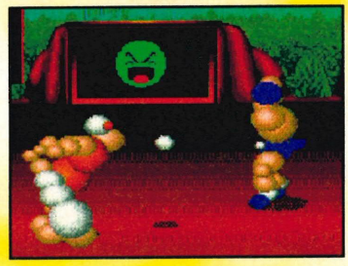
FLYING PHLEGM

AWAY, TWD, A



LOBBER LOOGIE

AWAY, UP, A



CHANGE CHARACTER

LEFT, LEFT, A AND C



NUT CRUSH WITH CLUB

DOWN, DOWN, A



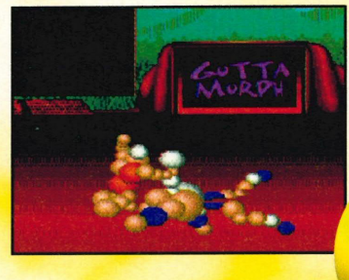
OVERHEAD CLUB

UP, A

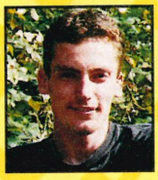


FINISHING MOVE

UP, UP (WHEN OPPONENT IS ALMOST DEAD)



TIPS PROHELP YOU NEED HELP?



We all send out a big THANK YOU to you, our readers, for the sack-fulls of mail received this month; quite unbelievable. Pleasantries over, back to business and on with the show. And please remember we cannot send personal replies, however much cash you try to bribe us with; but sweets and crisps, maybe!

Q *Blades of Vengeance*: smart game, infuriating gameplay!

Unfortunately it's the cheap, instant hits which spoil this otherwise superb game (are you on medication, laddie?-JJ). While I can put up with this, but only just, it's the sneaky wizard bloke at the end of level two that's getting my goat. I've yet to find a way of smashing the old geezer over the head without getting it back twice over (at least). You can only damage him just as he fires so it's impossible not to take any hits.

So, quite frankly I'm sick of it, not to mention embarrassed at admitting the fact I can't get off level 2 (and so you should be-JJ) from a total of eight! So what would make my year, never mind day, would be a handy level select or failing that any other hints, tips or, dare I say, cheats.

So go on, do me a favour, put me out of my misery and print a level select, ohh say, er, er, next issue, maybe. Cheers lads.

Dave, Sheffield.

A Way back in issue #31, SEGAPRO printed a special cheat. It gives you the power to jump to any level. To access this you must walk to the last door on level one and do a super jump at the left edge of the door. You'll suddenly transport to a hidden pixel. Now, jump right and continue jumping upwards three times where a hidden door will, how shall we say, become unhidden. Go through the door to access any level and collect various special items.

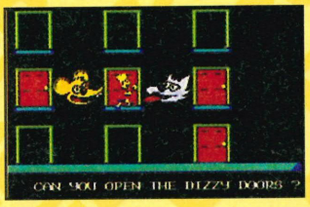


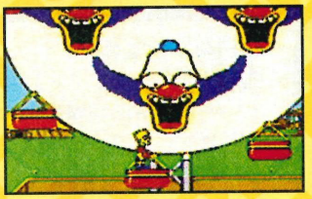


Q Me and my sister are stuck on the first level of *Bart VS the Space Mutants* for the Mega Drive. Please, please could you give us a level select for the game, or tell us how to break or spray-paint the windows in the Springfield Retirement home? Thanks!

Rebecca and **Claire Robinson**

A *Bart VS The Space Mutants* is a tricky puzzle game that has no cheats programmed in, but advice and playing hints can be heard by calling Acclaim's tips hot line on 071 225 1166, but remember the cost of a call is far more than usual. Alternatively, I do know of one hint to avoid the skateboard section. The secret is to buy a key from the right of the phone box and you warp outside the OAP's home. Apparently, a bomb could do wonders on the windows.





Q Please can you help me. I am completely foiled by the *Battletoads* cheat.

Anthony Rawlinson, Gloucester

A I presume you're referring to the tip printed in SEGAPRO issue #24 'level three warp'. If so, here it is again: butt the two pigs at the start of the level (simple so far) and run to the first platform to find a glowing warp (O.K.?). Walk into the warp and a screen offering a further warp appears. The problem may lie in the speed you are running to the platform, so go, go, go. Too slow and the glowing teleport will vanish.





Q I bet my mate you don't know any of the *Turtles Tournament Fighters* (MD) special moves – so do you? In other words, when we bought the game it didn't come with the instructions so can you please tell us the special movements for the characters? (Not the secret ones though)

Raphael and **Sisyphus Brent, Panaga, Brunei, Island of Borneo**

A You lose! Ha, only kidding. The special moves are as follows: oops, I seem to have forgotten, maybe next time you should buy the original cartridge or traipse back to the shop you purchased the above mentioned cart from and ask for a refund or replacement. See ya!







Q On *Ground Zero: Texas* for the Mega-CD, I am getting nowhere on it and I keep getting killed on level one and I know that you have sent out that other cheat for it about moving the cursor from left to right and then all you have to do is press the fire button, which is button A. There is one more thing (no kidding!-JJ) could you tell me if there is a level select for it? Many thanks.

Adrian Bostridge





A After calling Sony I was surprised to find there's very little help apart from a playing guide, so my advice to you is to call Karen on (0202) 299900 and order a back issue of SegaXS for a complete playing guide. Issue #9 should do the trick.





Q Please can you help me with level two on *Another World* for the Mega Drive. I've escaped from the cage, killed all the guards and escaped to the bottom of the elevator shaft, but now what? I don't know what to do. Please help. Also some level passwords wouldn't go amiss.

P D Lavers, Taunton



A Kill the guard in the bottom/left room and the communications to the main area will be cut-off. This is where you may be experiencing problems, and only a quick blast of laser fire will secure your success. Go up a level and continue LEFT, guns a-blazing, and destroy the security door. The guard below will hear nowt, so press DOWN when standing in the transport gap and escape by running left.

READER'S REPLY ★★★



In reply to **Marbui Merritt**'s question about *Street Fighter*, George Stannes from Lancashire wrote in and said: "you cannot buy it in the shops as a Mega Drive cart. You can, however, buy the original arcade machines or a Powergun and board." He continued to explain "the game consists of men in monk's outfits jumping around. It is very slow and boring and the only place I have ever seen it is in Norway."

George Stannes, Lancs





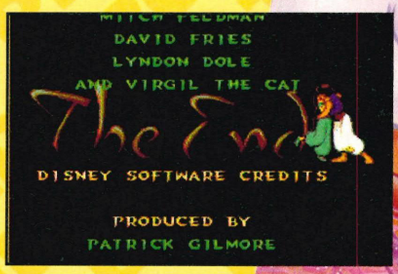
Q Help! In your September '94 issue on page 75 you show the *Aladdin* programmer's cheat screen. My family are driving me crackers trying to get into that screen without success. Can you please confirm that after selecting the options screen you press A once, then C four times, then B four times?

If that is correct, can you please offer any advice as to why they cannot get into the screen? Are they missing part of the instructions or should they be holding buttons down perhaps while pressing others? We can't wait to see David Perry, so please reply soon. Thanks in advance.

Mrs Wyatt, Trowbridge.

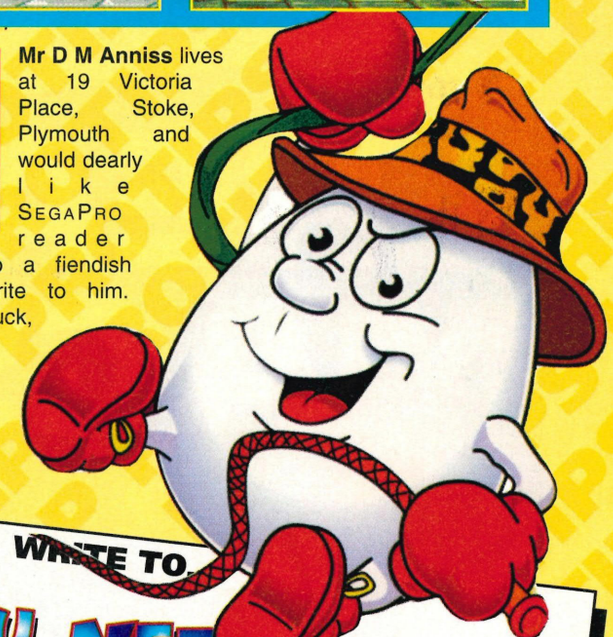


A After a heated discussion with Mark where we both ended up falling out of the fifth floor window shouting obscenities at each other, only to land in the overloaded skip, be carted off to hospital and given eight stitches each, we came to an agreement that it does work and yes, **Mrs Wyatt**, you are doing something wrong.



READER'S SERVICE ★★★

Mr D M Anniss lives at 19 Victoria Place, Stoke, Plymouth and would dearly like SEGAPRO reader **Miss Stoke**, also a fiendish *Dizzy* fan, to write to him. Hopelessly stuck, Mark is in deadbeat mode and believes she's his only hope. Ahh, bless him.



Q I have just got a game called *Batman Returns*. Have you got any cheats like a level select or infinite lives, etc.?

Sandy Munro, Argyll



A Absolutely nothing! Try calling Sega UK on 071 373 3000 and asking for consumer services. They should be able to talk you through the area causing problems. Alternatively, call Dr. M on SegaXS for a few playing hints. Sorry!

WRITE TO... YOU NEED HELP?

ProHelp,
SEGAPRO,
Paragon Publishing Ltd,
124 Old Christchurch Road,
BOURNEMOUTH,
Dorset BH1 1NF.

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LETTERS

SEGA PRO SEGA PRO SEGA PRO 31.8.94 PRO SEGA PRO

PROTEST!

CONTACT

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.)

PROTEST!

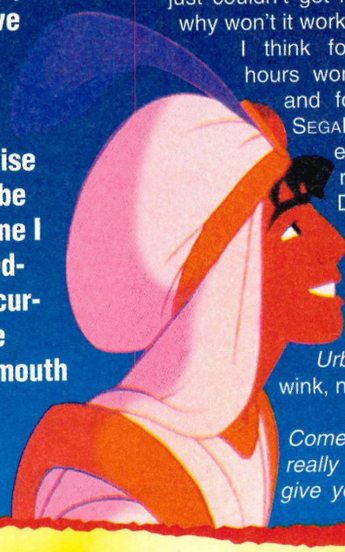
This is your section of the magazine. We give you the chance to air your views on any subject that fascinates you, foxes you or simply makes you furious. There are also loads of carts and T-shirts to be won — so get writing!

PROART

Too much artwork is missed because it has been addressed to ProTest. Send your art to ProArt instead. Sorry – but we cannot return your work.

PROTEST!

It's amazing the amount of letters I get pleading for a copy of a new game. Now that's all well and good, I've got nothing against a bit of begging, but the letter needs to be original, funny or inventive to receive a cart as a prize. Don't just grovel; write a constructive letter, otherwise the response will be the same as the one I give the failed medical experiments currently roaming the streets of Bournemouth begging for my hard-earned dosh – "No chance!"



CHEEKY CHEAT

I recently bought a copy of SegaPro Issue 36 and I was browsing through the tips section when I came across a cheat for *Aladdin* on the Mega Drive. I put *Aladdin* on and sat at my Mega Drive for six painful hours (stopping for dinner of course) and I just couldn't get it to work. Why oh why won't it work?

I think for my painstaking hours working at the cheat and for always reading SegaPro and nothing else I should receive a Mega Drive cart.

Thank you.

Jonathan Bell, Belfast

PS. I quite fancy *Pete Sampras* or *Urban Strike*. Wink, wink, nudge, nudge.

Come on Jon! Do you really think I'm going to give you a cart for wasting six hours (stopping for your din dins of course!) trying to get a cheat to work? That's the weakest blag I've heard in a long while, especially when you consider our tips expert, Mark Hill, got the cheat to work first time, when I asked him to test it. All I can say is consult the magazine to get it right and, in future, come up with something a little better than this feeble piece of begging!

PS. I quite fancy the girl who plays Nicole in the Renault Clio ads on TV. Wink, wink, nudge, nudge!

SOUNDS FAMILIAR

It's that time of year again when everyone gets *déjà vu*. What am I talking about? Sequels! *NHL '95, Mortal Kombat II, Super Street Fighter II, International Sensible Soccer, FIFA '95* and the king of all sequels *John Madden*. The list is endless. The main problem with these is the software companies charge £40–£60 for an old game with a few more options.

I admit some sequels are different and worth every penny, for example the *Strike* series from Electronic Arts, but, more often than not, they get the comment: "Not different enough from its predecessor to be called a new game."

I have a solution! Why don't the companies either make an add-on cartridge to update your game, or take back the old cartridge and update it for a small fee?

Thanks for listening.

Matt Perry, Northampton

PS. Good Luck in the new job, Chris.



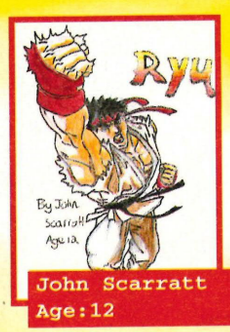
First of all Matt, thanks for the words of encouragement and for the well-written letter. As you rightly point out we've had a glut of sequels for the Mega Drive in recent months. However, in response to your proposed solutions I would have to say I can't see the software companies implementing them. An idea like sending carts back to be updated would be extremely hard to put into practice (think of all the copies of SSF II out there!) and would cost the companies involved more money than a

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!



Sally Aitken
Age:??



John Scarratt
Age:12



Mark Stone-Miller
Age:??



Justin Lai Ah-Why
Age:??



Chris Sand
Age:14

PROTIPS

Please be careful to address any hints, tips or players' guides to PROTIPS, to ensure that Mark tunrs his attention to it speedily. Also, please try to send in original tips and not ones that have appeared in other rival magazines!

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. You can be sure that whoever has drawn the short straw that month will help!

PROSCORES

Yep, they're back in the mag and better than ever. If you have a score you think whips all the other scores into submission, please fill in the usual form thing and send it in to us with photographic evidence. Who knows, there may be a prize in it!

small fee would cover.

Similarly money is the reason I can't see them buying your other idea. After all, in their eyes, it would be a waste of profits to lower the price for an add-on to an existing game. Indeed, when you consider how well the John Madden *series (for example) sells, it would be unthinkable, from the software houses' point of view, not to maximise their profits.*

Many sequels are worthy games in their own right. To your examples I would have to add FIFA '95, *which is a truly brilliant game. By improving the control mechanism, making the whole game smoother and refining the passing, EA Sports have created a football simulation that takes the genre a step further. For this reason I'd recommend it to owners of the original game.*

Finally, there is a huge market out there for sequels, as the sales have proved. So, if you've recently bought any of the games mentioned in Matt's letter, or you're a fan of games like the Madden *series, why not write in and tell us why you bought them and if they lived up to your expectations.*

WHAT'S HOT?

As you're the most kickin' magazine around I wondered if you could answer some of my questions? Here goes:

1. Which is the best racing game on the Mega Drive?
2. Should I buy *NBA Jam* or *Pete Sampras Tennis*?
3. What is the best beat-'em-up on the Mega Drive apart from *Mortal Kombat II*?
4. Is *FIFA II* or *Sensi II* coming out and if so when?
5. Will *Sonic And Knuckles* be any different to the other three?
6. What is the best budget game for the Mega Drive?
7. Who is your favourite character in *MK II* and *SFII*?

Thanks a lot and keep up the smart work.

Gaz Iacobucci, Ipswich

1. Micro Machines.
2. NBA Jam.
3. Super Street Fighter II.
4. FIFA '95, *as it will be known, was exclusively reviewed in the last issue and will be out in November. At the moment there is a game called* World Of Sensible Soccer *in the pipeline, coming out in the new year.*
5. The game will have loads of new levels in its own right, but should also be backwards compatible with all the old Sonic *favourites.*
6. All the budget games are old titles repackaged, so it's up to you to seek out old games you always wanted but never got your mitts on.
7. My favourite character is Eddie Honda because he reminds me of Phil!

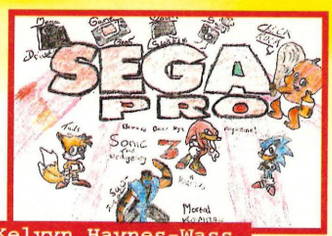
PROQUOTES • PROQUOTES

How about starting a SEGAPRO religion?
Daniel Beale, Cheshire
It has already started. To join us, cast aside your sinful material possessions and send them all to Chris!

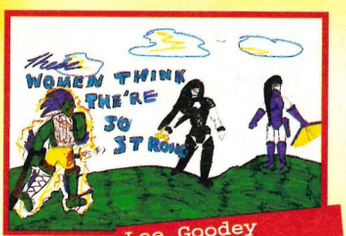
Are there plans for Sonic to get married soon?
Annie White, Blackpool
Oh yes! It's going to be a white wedding, very traditional, but Sonic doesn't want any fuss.

Why is your magazine so good? What is the secret of your success?
Bruno Emanuel B F Silva, Portugal
Anchovies.

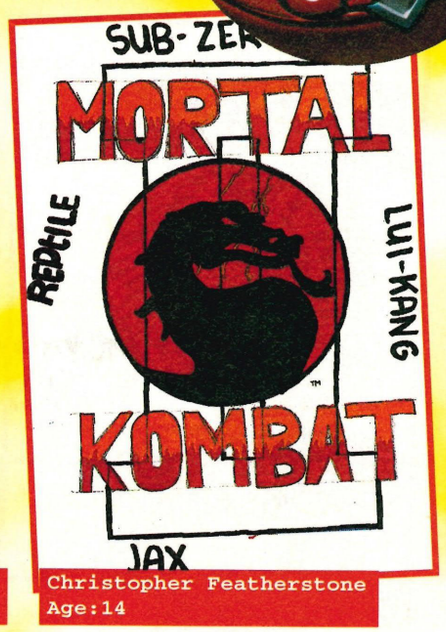




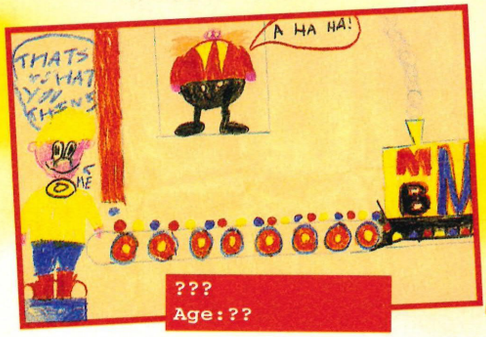
Kelvyn Haynes-Wass
Age:12



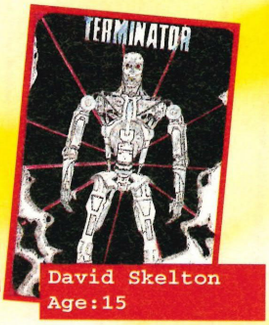
Lee Goodey
Age:??



Christopher Featherstone
Age:14



???
Age:??



David Skelton
Age:15

PROBLEMS AND PROCURES

Answering your questions is one of the most important jobs at SEGAPRO (Honest!) as we really do care about our readers' points of view.

In this section we aim to help those in need, respond to those in distress and be there for those whose gameplaying misery is deep! After all, we're genuine, caring people! If the family Mega Drive just isn't working properly, your Game Gear is constantly causing headaches or you're after an 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

Nathanael Page writes in answer to Adam Green's query about finding a machine which runs arcade circuit boards. He explains that such a machine does exist and there are in fact two basic types.

The first and the normal one for home set-ups is called a Supergun. Arcade circuit boards, JAMMA boards, plug directly into this, which then plugs into a SCART TV. The second, and more deluxe version, is basically an arcade cabinet itself. As arcades would not want to be continually buying the casing, monitor and joysticks for each game they obtain, new games are normally made to certain specifications and these can be plugged into a cabinet – which is effectively acting like a huge console.

To give anyone interested a chance to get hold of any of this equipment here's a list of stockists with an indication of the prices they charge. The more you pay for a cabinet, generally the better the condition, monitor and speakers contained within.

Superguns – Datel Electronics, £99.99 (New with four-button joystick); Hearts Leisure, £109.99 (New) or £129.99 with a six-button joystick; Raven Games, £159.99 (New).

Cabinets – Hearts Leisure have three systems on offer: £120 (second-hand, no joystick, monitor or Jamma system), £250 (second-hand and fully operational), £550 (New).

Both Hearts Leisure and Raven Games supply game

LETTERS

SEGA PRO 31.8.94 PROTEST!

boards, but always ensure the games are guaranteed, as older games can be a bit suspect. To contact any of these companies use the following numbers:
081 663 6810 Raven Games,
081 889 0811 Hearts Leisure,
0782 744 707 Datel.

Thanks for the information Nathanael and let's hope someone out there can afford to take advantage of it!

David Price from Rochdale wants to know if the story his friend told him about a new game from US Gold about a football team is true. If so, what is it called and when is it going to be coming out?

Firstly your pal's right, the game in question is called *Hurricanes* and is based around the characters in a football cartoon series. It's scheduled for an October release on the Mega Drive and Game Gear and will retail at £39.99 and £29.99 respectively. The game is based on a TV series, but there is also loads of other merchandise available for the characters, so be prepared for *Hurricanes* mania to sweep the nation, or something!

Tom Johnson from London has written in asking if we can help him get hold of a rule book for *Altered Beast* on the Mega Drive as the copy he bought didn't contain one!

Well Tom, you could try getting one from Sega (Tel: 071 373 3000), although they may want to know why the copy of the game you bought failed to have one, so make sure your story's a valid one! However, the instructions are fairly simple really – during the game, START pauses the action, button A is for punch, B is for kick and C makes you jump. The object of the game is to destroy any zombies, ghouls or ghosts you come across, while destroying two-headed wolves allows you to collect crystals they release on death. After collecting three crystals, change into the beast and prepare to face the end-of-level guardian. There are five levels in all to battle through.

FATS STRANGE!

I just don't get it with diets. I mean what's the point? All you do is starve yourself for a day, then eat twice as much as you usually do later. Weird!

Who is ashamed of being fat anyway? Better thick than thin, I always say. Why waste time on health food and stuff when you can just enjoy life and have full-fat food that doesn't taste of cardboard? Just about everyone gets fat sooner or later. Why try to fight it? Just remember these two phrases: "Hey, it don't matter if you're fat!" and "Better fat than never."

It always helps me. Oh yeah, I have one problem. Does anyone know how to get soggy chips out of a Mega Drive? If you do, tell me. I enclose a picture of handsome me!

Yours Fatfully
Fatty Nosh, Chubbyham

Well, uh, thanks for your thoughts Fatty. I'm not actually sure why you wrote to me, or who you really are, but yours was such an unusual letter I thought it worth printing. As for your argument, well who am I to disagree? After all, a much more well-known phrase than your two, rather dubious, offerings goes "Beauty is in the eye of the beholder." So if you think big is beautiful then the best of luck to you.





NOT SO SUPER

Just now I was flicking through the Profile pages in your magazine and noticed that *SSFII* was given 5% less than *SFII Special Championship Edition*. Is this because the *Championship Edition* was better in its time than *SSFII* is now? Also I reckon that it would be a good idea to give sequels more than one rating depending on whether you have the first game or not, for example *SSFII* could have been given 90% without *SCE* and 73% with *SCE*.

Your mag is the best, second to none, keep up the good work!
Will Fawcett, Newbury

Thanks for your ideas Will and I agree, it does make a difference if you have the original game or not. However, I think it would get a bit confusing and messy if we splashed loads of overall ratings around the page. Instead, what we try to do is include in the main text of a review the new innovations, or lack of them, in a sequel.

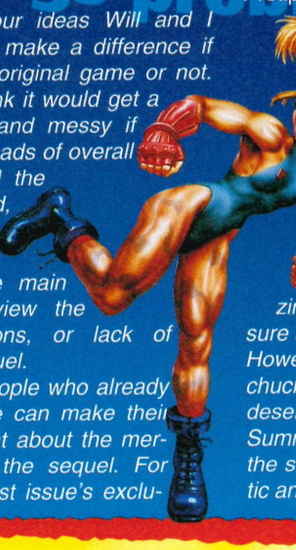
This way people who already own the game can make their own judgement about the merits of buying the sequel. For example, in last issue's exclusive review of Electronic Arts' FIFA '95, we explained why we felt people should buy this game, even if they had the original cart. Basically it had enough new options and improvements in animation, sound and gameplay to justify the expense.

By highlighting the pros and cons of a sequel our aim is to help you guys make a sensible decision about buying the game. After all, with prices as high as they are at present, it's more important than ever to make a wise choice!

SEGA PRO T-SHIRT WINNER

COOL FOR CATS

I'm just writing a short letter to tell you about my cat called Bob, or Robert for short! The thing is, this crazy feline is mad about SEGAPRO and loves nothing better than resting on my shoulder, checking the pages, while I read the magazine. He also refuses to settle down in his basket unless he's got his copy of Protips Unlimited, the tips guide by Jason Johnson, to snuggle up with. I think it's the strange colour of Jason's skin and beard he's attracted to. What do you think?
Brad Jackson, Norwich



Your cat has obviously got great taste in magazines Brad, although I'm not to sure about the love affair with Jason! However, for giving me the best chuckle of the day I think you too deserve a wonderful T-shirt from our Summer collection, as modelled on the subs page by Jason, the domestic animal's favourite!



Andrew Brunton
Age:13



James McWhirter
Age:8



JOhn Rae
Age:12



Ashley James Davies
Age:12

out now!

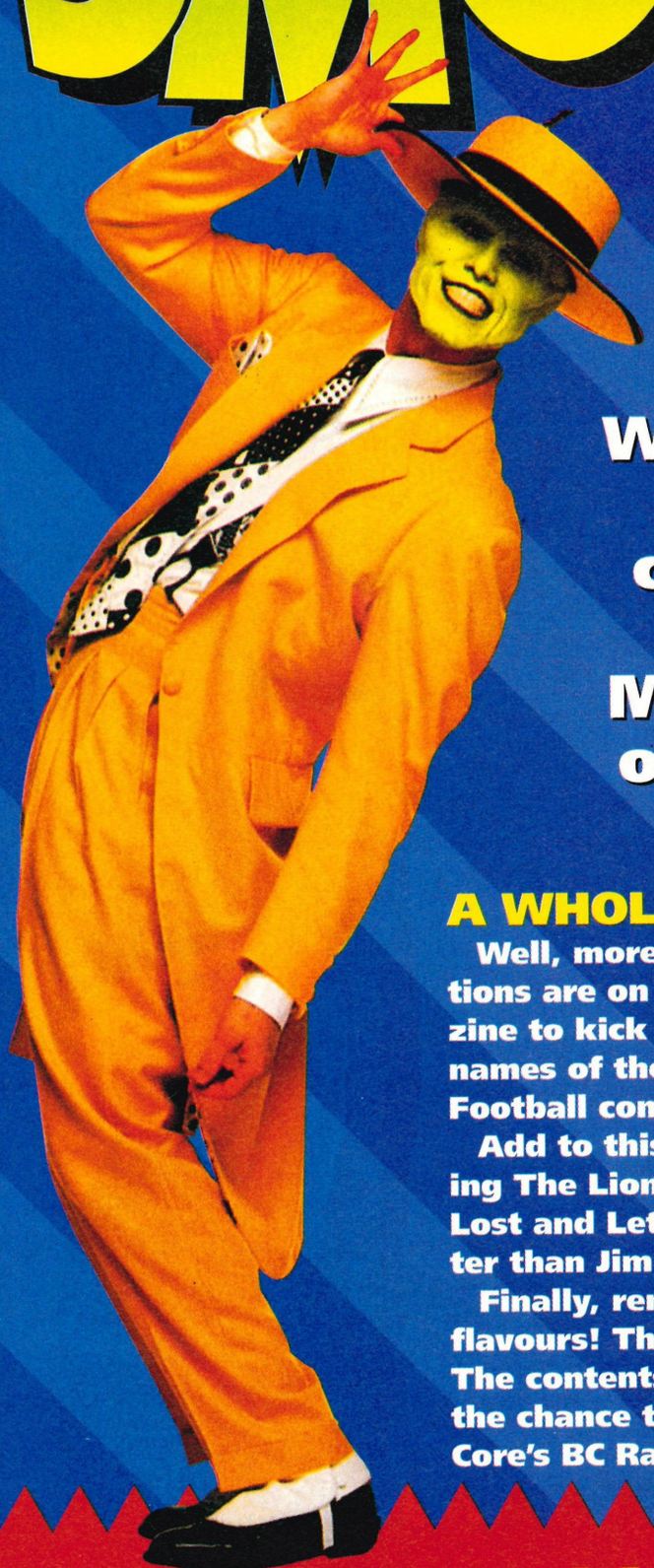


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GAMES WORLD

THE MAGAZINE

sMOKIN!



You've seen the movie, been amazed by the special effects, gasped at the exciting action. Well prepare for complete sensory overload, as we complete the jigsaw with an in-depth look at the Mega Drive interpretation of the blockbuster movie, The Mask!

A WHOLE NEW BALL GAME...

Well, more of the same actually. Yet more football simulations are on the way and rest assured we'll be the first magazine to kick them around the park! Plus we bring you the names of the first winners of our awesome EA Fantasy Football compo.

Add to this more reviews than any other magazine, including The Lion King, Pitfall, Novastorm, Red Zone, Generations Lost and Lethal Enforcers 2, and you can see why we're hotter than Jim Carrey's morphing mask!

Finally, remember SegaPro now comes in two great flavours! There's the normal mag or the all-new SegaPro CD. The contents of the mags are the same, but CD owners have the chance to get their hands on a fully playable demo of Core's BC Racers!

The next issue kicks off on 3 November!

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