VICTORY GOAL EXCLUSIVE COSMIC CARNAGE PREVIEWED

SEGA PRO

CHRISTMAS '94 • ISSUE 40
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Sonic's Dead!

Long live a new hero!

ALSO INSIDE:
Victory Goal
Power Rangers
Theme Park
Cosmic Carnage
Doom
Pagemaster
Another World 2

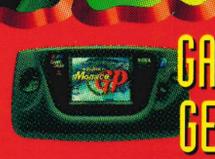
LOST YOUR BOTTLE?
If your Sonic And Knuckles sports bottle's missing see your newsagent!

Ristar


MEGA-CD


MEGA DRIVE & MEGA-32X


MASTER SYSTEM


GAME GEAR


SATURN

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100%

GAMESMASTER MAGAZINE GAMEPLAY RATING



"...the most playable game in the world!" Overall Score - 97%



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INSIDE SEGA PRO THIS ISSUE

Now we have two versions of your favourite magazine there really is no other choice for the owner of any Sega system!





This issue SegaPro CD is offering another brilliant Mega-CD demo, as well as the usual contents of SegaPro!

The demo in question is Sony's monster smash Mickey Mania, a top-notch platform game starring the legendary Mickey Mouse. Each of the multi-stage levels is set in one of Mickey's classic cartoons. In our demo you can play through the second half of the first level, Steamboat Willie. Marvel at the superb Disney animation as you bounce on the baddies' heads and throw marbles at them. You can also see some of the game's other levels in a rolling demo (just don't press any buttons on the title screen). To keep receiving disc demos of this high standard, place a regular order for SegaPro CD. You know it makes sense!

SEGA PRO

CHRISTMAS '94

PARAGON PUBLISHING LTD
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✆ (0202) 299900

PRINTED BY
Southernprint (Web Offset) Ltd

DISTRIBUTED BY
Seymour International Press Distributors
Windsor House, 1270 London Road, Norbury,
London SW16 4DH. (081) 6791899.

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SEGAPRO: ISSN 0964-2641
SEGAPROCD: ISSN 1354-859X

SPECIAL THANKS TO:
Dream Machines ✆ (0429) 869 459
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MORE REVIEWS THAN ANY OTHER MAG!

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FRONTLINE

Tonight on SegaPro Today... On page 6, will Sega's new Striker score? Road Rash appears in colour on 7. Metal Head's in on page 8. And on page 9, a Primal coin-op that aims to be all the Rage. Ho ho!

Merry Christmas to one and all from SegaPro!

This has been one heck of an issue to put together, not least because of the huge number of games we've received for review. SegaPro has always prided itself on having more reviews than any other magazine and this issue we've come up trumps once again. You'll need plenty of time on your hands to read all 22 reviews on offer, so sit back, read and enjoy!

Our big EXCLUSIVE this issue is *Ristar*, a cool platform game about a heroic shooting star. This is one cute character and the powers that be at Sega are hoping he's going to be another Mega Drive icon in the mould of dear old Sonic. Hmm, we'll have to wait and see, but for now see what you think by checking out our massive six-page preview.

Stay tuned
Chris Marke, Editor



BOARD GAMES

Domark, famed for their excellent *F1* racing simulation, and Williams Renault, the prolific Formula 1 champions, have joined forces to bring F1 racing to the parlour with the *Official Williams Renault Grand Prix Championship Board Game*. A name that just trips off the tongue, eh readers!

Based on running a Grand Prix team, the game is split into two halves and uses two boards. The first half, using the first board, is the sponsorship round where the player builds up his team of cars, engines, drivers and engineers. The second round, using another board, is for the Grand Prix.

Using the ingenious design of a six-piece jigsaw-style board, every circuit in the Grand Prix season can be built and played. By analysing and using a strategy and strength points rating system for each component in the team, the player takes part in a very realistic simulation of actual racing tactics.

The game is available directly from Domark or from all good retailers, including Future Zone and John Lewis. Priced at £19.99 it's designed to appeal to beginners and experts on the Formula 1 scene alike.

STRIKE IT LUCKY



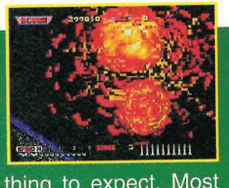
The famed SNES football simulation, *Striker*, is soon to be winging its way onto the Mega Drive courtesy of Sega. Anyone who's a fan of footie sims will be heartened by this news, especially as the game will be shooting into the shops early in the New Year. Nice one.

The programming is being done by Liverpool-based developers Rage Software, the team behind the original game and the recent rally simulation *Powerdrive*, from US Gold. Their reputation as a top programming team was secured by *Striker* on the SNES, and Sega are hoping it will have the same dramatic impact on the Mega Drive.

As with the original SNES game, there are a host of options including loads of competitions, three completely different perspectives on the action and a variety of speed settings for the players. It looks like being the sort of football sim that'll have you coming back for more. Watch out for a full preview next issue.

BACK TO THE FUTURE!





As they promised, Sega are ensuring the Mega Drive-32X gets plenty of strong support from them. At the moment there are over 40 games currently in production at Sega, with a further 40 or so, most notably *Mortal Kombat*, in the pipeline from third-party developers. However, not all the games are fresh releases or even relatively new!

If you check out the forthcoming Mega-32X games from Sega you may be surprised to find both *Afterburner* and *Space Harrier* among the titles. Now how's that for a blast from the past!

We've got some shots of the games here to show you the type of thing to expect. Most of you will know a fair bit about the old arcade classics *Afterburner* and *Space Harrier*, both of which have been massive success stories on every format they've graced.

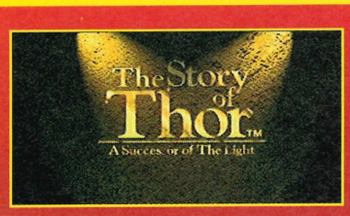
Sega feel the Mega-32X will add that little bit extra to the playability, providing stronger versions of the games that are almost identical to the original arcade classics. For example, when we had a blast on the 32X version of *Afterburner* it











THOR
THE MEGA DRIVE

The ancient God of Thunder Thor has risen from Norse legend and will be crashing onto the Mega Drive in the New Year. The cart, from Sega, will be called *The Story Of Thor* and will be an all-action roleplaying game.

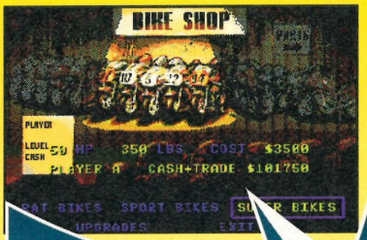
As you'd expect, you will take the role of Thor the Thunder God and, after dosing up on a few tins of baked beans for that extra loud clap of thunder, you must battle through a host of dark and dangerous lands in your bid to save the world. The usual fare really (that's the scenario, folks, not the baked beans!).

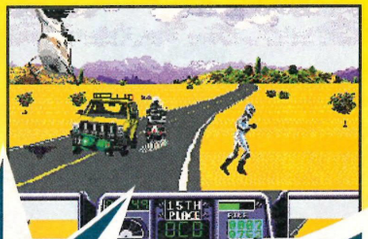
The game follows a similar vein to *Shining Force*, with an overhead perspective and plenty of spells and treasures to collect along the way. There's also the usual array of characters, both good and evil, to meet and use. So it looks like being a challenge to keep even the strongest gameplayer occupied.

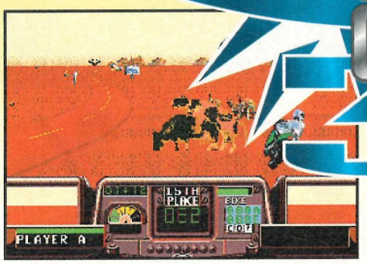




Sega expect to release *The Story Of Thor* around February '95. As always, we'll keep you updated as and when more news becomes available.





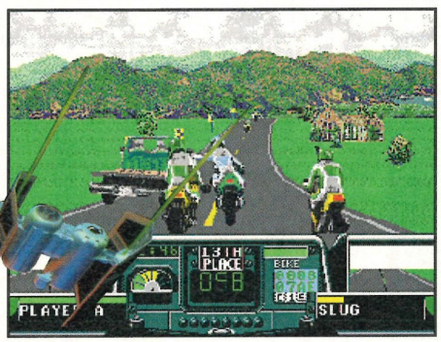




ROAD RASH 3

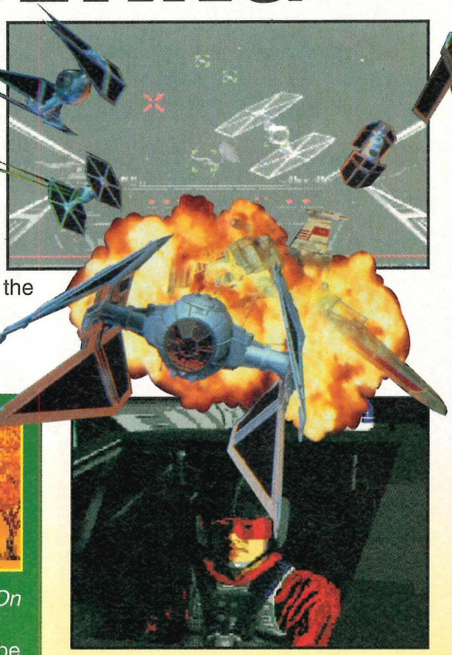
As you may have noticed last issue, our exclusive *Road Rash III* preview looked really good, apart from the fact that all the shots were black and white! This was due to a few unforgivable production errors and you can rest assured that the people responsible for the outrage have been rounded up, roasted over an open fire and fed to the guard dogs. Or something like that.

We'd like to apologise to all our readers for this botch-up and also take the chance to say sorry to Electronic Arts for the mishap. Anyway, to prove that *Road Rash III* really is a colour game, and a damned good one at that, here are some of the shots again. This time in glorious colour – fingers crossed!



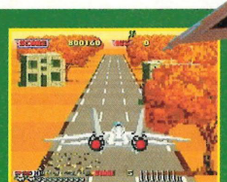
ASSAULTING THE CHARTS

The Mega-CD was recently given a massive boost when JVC's *Rebel Assault* stormed to the top of the all-formats CD charts, knocking *Doom 2* off its perch in the process. The success is part of a recent resurgence by the Mega-CD, with recent sales for the format increasing by 47 per cent.



Rebel Assault, the exciting space shoot-'em-up, was the first fully playable, cover mounted SegaPro CD game. Its success, since being launched on October 21, has been phenomenal. The game has claimed 72 per cent of all recent CD sales, which suggests our faith in the game when we made it our first Mega-CD demo has been fully justified. Copies are still available through our mail order department for anyone wishing to get hold of the *Rebel Assault* CD demo.

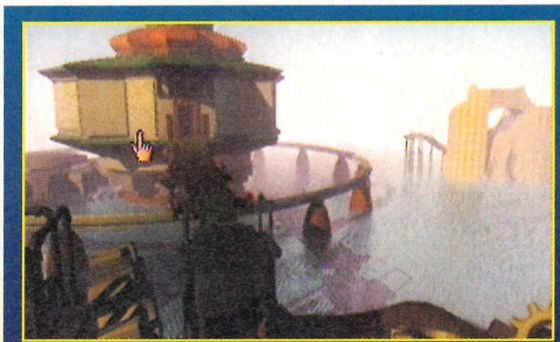
included the runway sequence from the arcade game during which the bike from *Super Hang On* roars by your plane.



Earth-shattering stuff? Maybe not, but it does indicate the attention to detail in the game. We'll be able to provide full reviews of them both next issue, so at the moment the jury's still out on the worth of digging them up for yet another new format release.





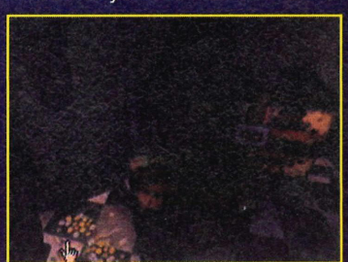


MARUBENI'S MYST

An all-action adventure game coming out next year from Marubeni is said to be destined to take the Mega-CD and the Saturn by storm. *Myst* is the name of the game and it looks to be destined for big things.

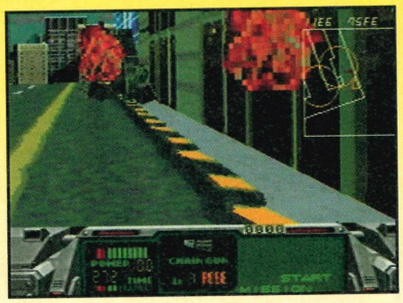
The game is a first-person perspective adventure, in which you must travel around the smooth-scrolling environment, searching for all manner of helpful information. There will be loads of objects and characters to seek out, some of which will help you in your quest.

These are all the details we've got at the moment, as Marubeni are keeping the scenario for *Myst* very close to their chests. Never fear though, when news on *Myst* starts rolling in from the sea we'll be the first to break it to you!



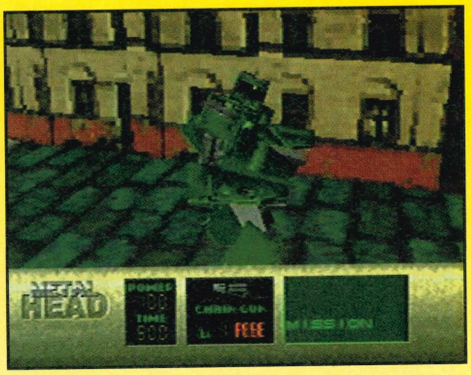
METAL MICKEY

Well actually the robotic star of the infamous TV sit-com has nothing to do with this news piece. Instead, it's about another big, metal robot that Sega hope will soon be taking the Mega Drive-32X by storm.



In *Metal Head* you take the role of a massive, high-tech robot as it battles through a host of levels, all packed with vicious enemies determined to wipe you off the face of the Earth. From what we saw of the game the graphics look to be big, bold and colourful, while the animation appeared to be incredibly smooth.

Hopefully *Metal Head* will be another feather in the 32X's cap, boasting near arcade-quality action, graphics and sound. All looks to be going swimmingly on these fronts at the moment, but look out for the full preview next issue for a clearer picture.



ELSPA CHARTS COMPILED BY GALLUP

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16	Dragon	Virgin	£44.99
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...MASTER SYSTEM...

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4	Sonic Chaos	Sega	£29.99
5	Desert Speed Trap	Sega	£29.99
6	Mickey Mouse 2	Sega	£29.99
7	Sonic The Hedgehog	Sega	£19.99
8	Cool Spot	Virgin	£32.99
9	RoboCop Vs Terminator	Virgin	£32.99
10	Tazmania	Sega	£29.99

...GAME GEAR...

1	Sonic The Hedgehog 2	Sega	£29.99
2	Sonic The Hedgehog	Sega	£19.99
3	Mickey Mouse 2	Sega	£29.99
4	Mortal Kombat II	Acclaim	£29.99
5	Aladdin	Sega	£29.99
6	Ecco	Sega	£29.99
7	The Jungle Book	Virgin	£32.99
8	Cool Spot	Virgin	£32.99
9	Sonic Chaos	Sega	£29.99
10	Shinobi 2	Sega	£29.99

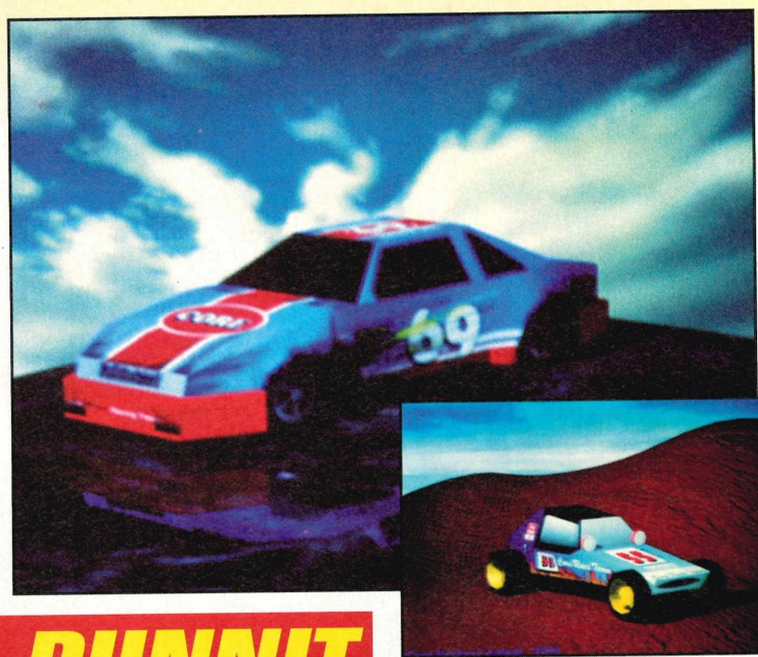
...MEGA-CD...

1	Rebel Assault	JVC	£49.99
2	Mickey Mania	Sony	£39.99
3	FIFA International Soccer	EA	£49.99
4	Sonic CD	Sega	£44.99
5	Sewer Shark	Sony	£39.99
6	Tomcat Alley	Sega	£49.99
7	Thunderhawk	Core	£44.99
8	Ecco	Sega	£44.99
9	Road Avenger	Sega	£44.99
10	Silpheed	Sega	£44.99

100% ADDICTIVE

If you're feeling the pinch or just fancy a bargain, Telstar's 100% range could be for you. In the shops at the moment, these game packs give you two games from a specific genre for the price of one. Great value if you're a fan of the game style on offer.

There are four titles for the Mega Drive each offering two hit games. These include *100% Adventure*, *100% Adventure 2*, *100% Combat* and *100% Sport*. All are priced at £34.99 and the games packages are being backed by a £250,000 national TV advertising campaign.



DAFFY'S DUNNIT

One of the world's all-time favourite cartoon characters is preparing to cause mayhem on the Mega-32X. That master of disaster, Daffy Duck, is to feature in his own 32X game, due to be released at the beginning of 1995.

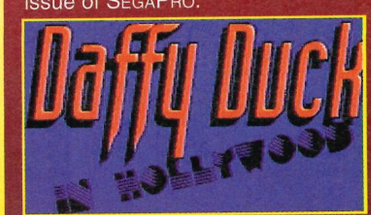
The game, called *Daffy Duck In Hollywood*, follows the madcap exploits of our hero as he attempts to overcome all manner of problems in Tinseltown. A host of other famous faces from the world of cartoon classics make appearances in the game, including that angry character Yosemite Sam.

The stunted one has been robbed, but the question is who dunnit? The clever money's on Daffy, but find out more when we bring you a full preview in the next issue of SEGAPRO.









CORE BLIMEY!

One of the strongest third-party supporters of the Mega Drive-32X looks to be Core Design, who have added another major game title to their ever-growing list of releases for the new add-on. Their latest 32X title is *Fractal Racer*, a driving simulation they feel will give *Daytona Racing* a real run for its money.

In addition to the Mega-CD classic *Thunderhawk*, plus *Soulstar*, *BC Racers* and the new games such as *Tee-Off*, the golf simulation, and *Swagman*, an RPG-type game based on a child's nightmare; the release of *Fractal Racer* highlights Core's commitment to the 32X. The game will include a host of options, loads of different racing tracks, including some off-road action, and racing that will apparently blow everything else off the track.

With *Virtua Racing* already out for the 32X, fans of driving simulations look like being well catered for by the new machine. Watch out for more news next issue.

PRIMAL SCREAM

An innovative new coin-op fighting game has been released by Time Warner interactive. *Primal Rage* is a bitter and bloody battle for survival between strange dinosaur-like creatures, which are fighting to the death for the right to rule the new 'Urth' (these dinos can't spell!).

If that all sounds a bit strange and twisted, fear not: the game is in fact an all-action beat-'em-up. It's also destined for a release on the Mega Drive, with the provisional date of September 1995 pencilled in – we can't wait!



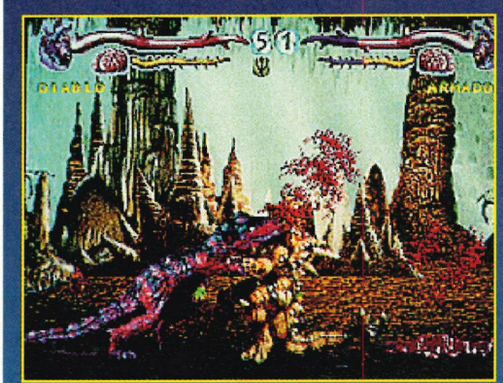












Each *Primal Rage* character boasts a diverse and unique range of fighting moves, special moves, masterful combo hits and graphical finishing sequences. All of this action has been brought to life using a new stop-motion animation technique that provides incredibly lifelike character moves. Complementing these state-of-the-art graphics, the game also incorporates a new Cage 'Total Immersion Audio' system which adds powerful stereo sound to the gameplay.

It's claimed that the scenario is different to other games, with an open-ended finish to the one-player game. After winning and being rewarded with a character story line, players enter a frantic second stage mode where round times are much shorter and hits cause more damage. Hmm, sounds like you just start again with a higher difficulty level to us!

Unlike other fighting games, *Primal Rage* uses a four-button control rather than the standard six-button, with power hits mapped onto both the top and bottom button pairs. Apparently, this allows the diversity of moves on offer from a six-button but with a control pad that fits comfortably into the hand. There is also an, as yet undisclosed, new way of executing special moves, which will allow for more fluid combination potential.

Time Warner feel the reaction to *Primal Rage* has been so strong it's destined to be next year's massive smash along the lines of Acclaim's blockbuster, *Mortal Kombat*. Players of all ages and abilities have been attracted to the game, they claim, due to; "the novel graphic treatment and unique characters, the depth of gameplay and the dynamic sound." Check out the arcade game to see if these claims are justified and watch out for more news on the Mega Drive version in future issues.

AXING TRADITION

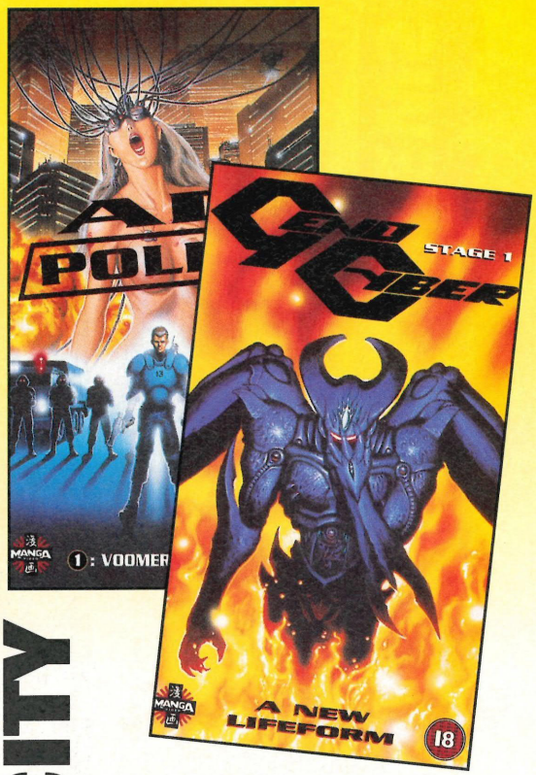
Another in the *Golden Axe* series is hitting the arcades from Sega. *Golden Axe: The Duel* is different from the previous hugely successful scrolling hack-'em-ups. This time Sega have broken from the tradition of the series by changing the game style dramatically.





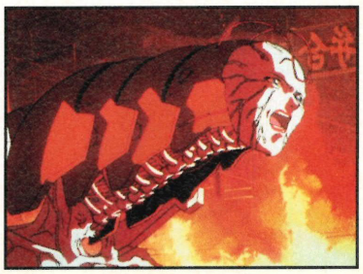
Golden Axe: The Duel is a one-on-one beat-'em-up, owing more to *Mortal Kombat* than its predecessors. The action takes place in a side-scrolling arena and the characters must battle to decide who is worthy of being crowned the champion of the game. To be honest we all liked *Golden Axe* just the way it was. Oh well, can't stand in the way of progress!

CYBERPUNK CITY



Two new video titles from the CyberPunk Collection will be storming the high street very soon. *Genocyber* and *AD Police* both look at the darker side of life and concentrate on that recurring problem of the breakdown of society as we know it.

Genocyber: A New Lifeform is set in 21st Century Hong Kong. It follows the story of the creation of the Genocyber: the ultimate human being with the power to destroy the universe (bit of a hard man, then!). Based on the original comic strip by Tony Takezaki, the *Genocyber*



three-part OVA release is packed with computer-generated animation, ultra-violence and cyber-suited psychic action.

In contrast *AD Police 1: Voomer Madness* is the first in a trilogy charting the uncontrollable corruption and destruction threatening life in Mega Tokyo. Voomers are artificially intelligent cyborgs who carry out the jobs nobody wants to do anymore. Unfortunately they decide to go a little mad and go on a killing spree of unparalleled destruction.

As the death toll mounts the police can't deal with the creatures and so the Advanced Police are brought in. The rest is a story of two AD police, Leon and Nena, and their battle to halt the Voomers.

If you fancy cheering up Christmas with these happy-go-lucky tales (or to be more exact, if you like a bit of blood-and-guts Manga!), *Genocyber* retails at £9.99 for 45 minutes, while *AD Police* runs for just 26 minutes although it only costs £6.99.

NEWS



JAPAN NEWS





METAL HEAD



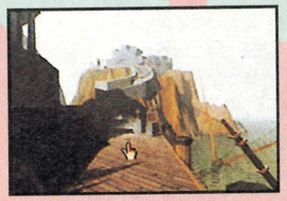


Sega's *Metal Head* is a 32X title that could be well worth waiting for next year. The detail in the graphics is expected to reach the same standards of the next-generation machines, namely the Saturn. By use of texture mapping, and as a result of keeping the number of polygons at 10,000 per second, the game runs at an impressive 20 frames per second. The overall result will bring everything onto the screen in a realistic perspective with no 'artificial movement' of the beautiful graphics.

Metal Head will feature a choice of views, and this will become standard for 3-D games. There will be four camera angles to choose from, and like *VR Deluxe* you can switch between these simply at the press of a button.

You'll walk the streets as a huge Transformer-type robot in a futuristic concrete city. The hero uses this 'Metal Head' machine to prevent brutal crime. To get an idea of how this will play you can see the towering skyscrapers from the screenshots with a number of superb angles available for viewing. You'll storm this town like RoboCop with tough armour and deadly weaponry! Watch this space for further news soon.







MYST

Previously it was not possible to enjoy *Myst* without investing in a PC with a high-speed processor and enormous memory. But now it's being converted onto the Saturn. *Myst* is an adventure game which unfolds on an island called 'Myst'. Unlike conventional games, with *Myst* you input commands by clicking on the new Saturn mouse.

The aim of the game is to save one of two people who are locked up in a book in a library. A red page or blue page is needed to rescue one of them. Whilst your quest is in progress (to find the pages) through the four different ages, you hear mysterious sounds and experience strange atmospheres thanks to 3-D screens of photorealistic quality.

Myst will be released in Japan on November 22nd. We can expect to see it on import over here in the UK by the start of the festive season. It will also be appearing on the Mega-CD.

ARCADE CHARTS

1	1	VIRTUA FIGHTER
2	2	THE KING OF FIGHTERS '94
3	—	VIRTUA COP
4	3	SUPER STREET FIGHTER II X
5	—	GOKETSUJI TRIBE 2



MEGA DRIVE CHARTS

1	1	LANGRISSER II (MD)
2	NE	YU YU HAKUSHA (MD)
3	NE	MORTAL KOMBAT II (MD)
4	NE	KONTULA — THE HARD CORE (MD)
5	NE	STAR WARS — REBEL ASSAULT (CD)
6	NE	CAPTAIN TSUBASA (CD)
7	—	SONIC THE HEDGEHOG 3 (MD)
8	3	PUYO PUYO (GG)
9	NE	YAIBA (GG)
10	8	THE ALCHEMIST'S STORY II (GG)

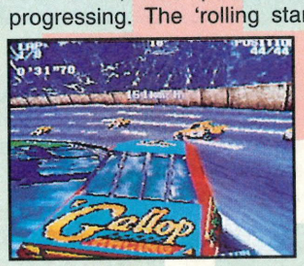
DAYTONA USA

We heard that Sega of Japan have been delayed in their production of *Daytona USA* for the Saturn. The reason is largely due to the final testing of *Virtua Fighter.*





However, development of the game has been steadily been progressing. The 'rolling start' is complete, together with the crash scenes. The camera angles can now freely be altered too. It is hoped this will be released in the early part of next year so keep a check right here for any further news as we get it.





NIP BITS

● In response to the launch of Sega's new super-machine, the Saturn, a Japanese radio station has set up a new show called 'Republic of Tropica, by Glechiki'. The programme was first transmitted on 15 October and its aim is to comprehensively cover Saturn topics and get the listeners more and more involved with the studio by means of games.
The presenters of the show are the popular comedians 'Mighty Chicken' – a Japanese name that literally means 'Great Chicken Powers'! Tune in for the very latest Saturn software on Saturday nights with a touch of light 'Chicken' humour thrown in! The launch of this radio programme highlights the love affair many Japanese have with their games consoles as the industry continues to grow at a rate far quicker than over here in Europe.

● Pitted against the Saturn and Sony Play Station, Panasonic have just launched their Real FZ-10 3D0 machine on the market. Lighter and more compact than the original FZ-1, the FZ-10 has a mouse, 6-button pad, karaoke mixer and video CD adaptor.

● The Sony Play Station will be released in Japan on December 3rd at a price of 39,800 yen (about £260). As we know, the machine will offer an amazing specification. We are told that software for the Play Station is being developed by more than 240 companies and before the end of the year there will be 23 titles on sale.

GET TO GRIPS WITH

POWER DRIVE



"A refreshing new approach to the genre... a great real driving game... we like it!"
NMS

"It's fast, furious and most of all, fun!"
SEGA PRO

"U.S. Gold looks to get into top gear with Power Drive"
MEAN MACHINE

"A unique blend of speed and strategy make this a rally game to beat all others. Definitely no stick-in-the-mud!"
PC ZONE

IBM PC

CD-ROM

AMIGA

S.NES

MEGA DRIVE

GAME GEAR

Rage Software

U.S. GOLD®

YOU'LL KNOW WHEN IT'S TIME...

U.S. GOLD®

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FIFA FANTASY FOOTBALL



We've now played four weeks of FIFA Fantasy Football and results so far suggest Phil 'The Kingster' King is clear favourite to take Aston Villa to success with his impressive 100% record still intact. Mark Hill brings you the full results roundup at this halfway stage of the season, with news on this month's winning manager too.

PLAYER SCORES

1 Goal	+3pts
Hat-trick*	+10pts
1 Goal conceded	-2pts
Yellow card	-1pts
Red card	-2pts

DEFENCES - GOALS CONCEDED

Team	GA	Wk3&4 Pts	TOTAL
ASTON VILLA	5	-10	-14
ARSENAL	6	-12	-28
BLACKBURN	5	-10	-12
CHELSEA	5	-10	-20
LIVERPOOL	4	-8	-40
MAN UTD	9	-18	-24
NEWCASTLE	2	-4	-14
NORWICH	14	-28	-40

WEEK 3 & 4 POINTS

The list below shows you the points scored in weeks 3 and 4 combined. Note that the TOTAL PTS is the overall number of points scored by that player in weeks 1 to 4. Just add these TOTAL PTS together for your players and defence to discover your current team total.

Player	Goals Scored	Card Pts	Wk3& 4 Pts	TOTAL PTS
ASTON VILLA				
7 I Johnson	1	No cards	+3	+2
13 P Daniels	0	No cards	0	-1
14 S Bradshaw	0	No cards	0	+3
15 A Hicks	11***	No cards	+36	+49
16 D Nathan	3	No cards	+9	+18
ARSENAL				
10 H Cleary	2	No cards	+6	+6
11 P Henry	0	-1 (1Y)	-1	-1
13 B Harris	1	-2 (1R)	+1	+7
16 G Asher	1	No cards	+3	+15
BLACKBURN				
7 T Rowan	0	-1 (1Y)	-1	-1
8 S Kearns	2	-1 (1Y)	+5	+8
10 B Lahey	0	-2 (1R)	-2	-2
11 R Saunders	0	-2 (1R)	-2	-2
12 M Coffee	0	-1 (1Y)	-1	-1
15 B Arnold	4	No cards	+12	+15
16 A Finch	0	-2 (1R)	-2	+1
CHELSEA				
7 S Raines	1	-1 (1R)	+1	+6
12 J Rose	1	-1 (1Y)	+2	+4
14 H Gabriel	4*	-1 (1Y)	+12	+25
15 E Coop	0	-1 (1Y)	-1	0
16 D Knox	3*	-1 (1Y)	+9	+9
LIVERPOOL				
8 S Eaton	1	No cards	+3	+3
14 T Dawkins	0	No cards	0	+3
15 A Latham	1	No cards	+3	+3
16 D Anstee	0	No cards	0	+3
MANCHESTER UTD				
7 D Francis	1	-1 (1Y)	+2	+2
10 E Pierce	0	-2 (1R)	-2	-2
13 D Roper	0	-2 (2Y)	-2	+4
NEWCASTLE				
8 S Parhik	0	-2 (2Y)	-2	-3
10 S Horton	0	No cards	0	+3
12 M Fowler	0	No cards	0	-3
14 J Wooster	1	-1 (1Y)	+2	+15
15 B Harrison	7**	No cards	+23	+36
NORWICH				
7 A Woodward	1	No cards	+3	+3
10 B Harlow	1	No cards	+3	+3
11 M Phipps	1	No cards	+3	+3
13 F Rankin	1	No cards	+3	+16
14 P Suttersby	0	No cards	0	+3

MANAGER OF THE MONTH

1	BEECH GROVERS	KEVIN O'CONNELL	+124
2	BLACKBURN	BEN STYRING	+119
3	JM ALL-STAR VII	MARK ASIEDU	+114
4	THE LATICS	PAUL HIGSON	+111
5	GRACE'S MAGIC ARMY	STEPHEN GRACE	+105
6	EA BARMY ARMY	DARREN BAKER	+105
7=	SPURS	JOHN TURNBULL	+105
7=	BLACK AND WHITE ARMY	ADAM BRIDGES	+105
9	SMELLS LIKE TEAM SPIRIT ALBION	BARRY PEARCE	+104
10	PREDATORS	ASAD BAJWA	+101
11	DM ALL-STARS '79	DOUGLAS MERCER	+96
12	AWOOGA!	ANTONY BULLIVANT	+93
13	TISSA'S BARMY ARMY	PAUL TEASDALE	+93
14	JUST LIKE TOTTENHAM	RICHARD STONE	+91
15	DAVID MELLOR FAN CLUB	SIMON FROGGITT	+87

With his top-scoring partnership of A Hicks and B Harrison, Co Galway's Kevin O'Connell has hit the top of the league again! So he'll be picking up his second Manager Of The Month trophy, another copy of FIFA '95, an EA goodie bag, and a Premier League team strip – please give us a ring, Kevin, and tell us which one you'd like.

Nine runners-up also receive an EA goodie bag. Note that if two teams have the same points, the tie-breaker situation is decided on the Rating Total out of 600: the team with the lowest number of Ratings points used (eg 597) wins. In cases where two coupons are exactly the same, both teams are placed equally in the table.

WEEK 3 RESULTS

NEWCASTLE 4 – 2 NORWICH

B Harrison (4)*

A Woodward
F Rankin

BOOKINGS:

S Parhik	Newcastle
J Wooster	Newcastle

ASTON VILLA 5 – 3 ARSENAL

A Hicks (3)*
I Johnson
D Nathan

H Cleary (2)
B Harris

BOOKINGS:

P Henry	Arsenal

CHELSEA 5 – 2 MANCHESTER UTD

H Gabriel (4)*
J Rose

M Webster (unlisted)
D Francis

BOOKINGS:

D Roper	Manchester Utd
J Rose	Chelsea
D Francis	Manchester Utd
H Gabriel	Chelsea
D Knox	Chelsea

SENDINGS OFF:

S Raines	Chelsea
E Pierce	Manchester Utd
H Parton	Manchester Utd (unlisted)

BLACKBURN 3 – 1 LIVERPOOL

B Arnold (2)
S Kearns

S Eaton (pen)

BOOKINGS:

T Rowan	Blackburn
F Reid	Blackburn (unlisted)

WEEK 4 RESULTS

CHELSEA 4 – 3 BLACKBURN

D Knox (3)*
S Raines

B Arnold (2)
S Kearns

BOOKINGS:

M Coffee	Blackburn
E Coop	Chelsea
S Kearns	Blackburn
G Daley	Blackburn

SENDINGS OFF:

R Saunders	Blackburn
A Finch	Blackburn
B Lahey	Blackburn

ASTON VILLA 10 – 2 NORWICH

A Hicks (8)**
D Nathan (2)

B Harlow
M Phipps

LIVERPOOL 1 – 1 ARSENAL

A Latham

G Asher

SENDINGS OFF:

B Harris	Arsenal

NEWCASTLE 4 – 0 MANCHESTER UTD

B Harrison (3)*
J Wooster

BOOKINGS:

S Parhik	Newcastle
D Roper	Manchester Utd

SENDINGS OFF:

S Randal	Newcastle (unlisted)



WEEK 4 LEAGUE TABLE

	P	W	D	L	F	A	Pts	GD
1 ASTON VILLA	4	4	0	0	23	7	12	+16
2 NEWCASTLE	4	3	0	1	18	7	9	+11
3 CHELSEA	4	3	0	1	17	10	9	+7
4 BLACKBURN	4	3	0	1	9	6	9	+3
5 MAN UTD	4	1	0	3	6	12	3	–6
6 ARSENAL	4	0	2	2	10	14	2	–4
7 NORWICH	4	0	1	3	9	20	1	–11
8 LIVERPOOL	4	0	1	3	4	20	1	–16

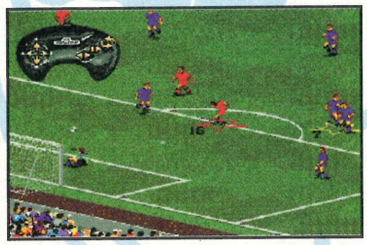
FIFA FANTASY FOOTBALL

MATCH HIGHLIGHTS



★★★ WEEK 3 ★★★





A GAME OF CARDS

MANCHESTER UTD 2 **CHELSEA 5**

This ill-tempered match produced a record five bookings and three sendings off. A shame as Chris Marke's Chelsea side played some delightful football at times, running rings round United's defence.

It took them only a minute and a half to open the scoring with a volley from H Gabriel. After many missed chances, J Rose knocked in a second. M Webster got one back for United who decided to get more physical. These dubious tactics didn't prevent H Gabriel scoring again with a powerful volley.



By the start of the second half, the tackles were really flying, resulting in yellow and red cards for each side. Even man of the match H Gabriel was booked, but made up by hitting two more goals. D Francis grabbed one back for United.

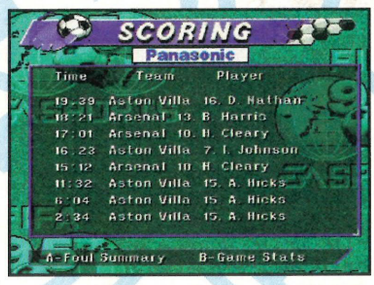
VILLA THRILLA

ASTON VILLA 5 **ARSENAL 3**

Phil King made it three wins out of three with another superb performance in the most exciting match so far. With Villa dominating early on, star man A Hicks had already completed his hat-trick by the start of the second half. Only an injury in the 12th minute prevented him from extending his tally.

It was midway through the second half that Colin Nightingale showed his fighting spirit. Arsenal got one back through H Cleary to make it 3–1, and although I Johnson gave Villa a fourth, this match was by no means over. In the space of a minute H Cleary and B Harris scored to make it 4–3. Incredibly Arsenal almost drew level, but a relieved Villa had the final say with D Nathan netting on the stroke of full-time.





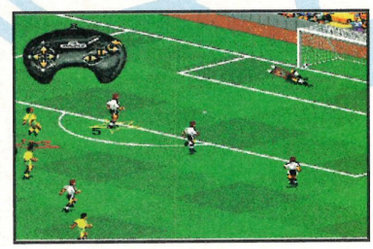
★★★ WEEK 4 ★★★

THE KING HITS TEN

ASTON VILLA 10 **NORWICH 2**

There's just no stopping Phil King and his Aston Villa side. Norwich were slaughtered as Villa tore through their defence at every available opportunity, firing salvo upon salvo of shots on goal.

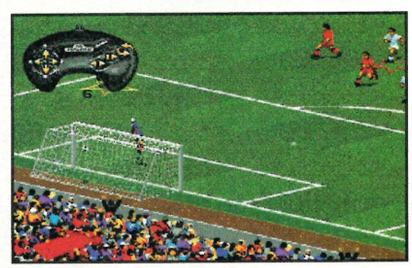
The real hero was A Hicks, who put himself in the record books with eight goals in one game. An incredible feat. Hicks had already grabbed a hat-trick in the first half, before adding five more in the second. His striking partner, D Nathan, also netted a couple to rub salt into the wounds of a deflated Norwich City. Villa ran the show from start to finish to leave Norwich mere spectators, watching their net bulge like a fat drunk's belly at the local disco.

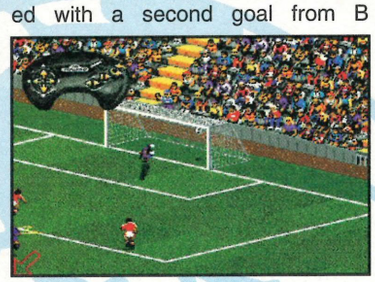


CHELSEA PUNISH 8-MAN BLACKBURN

CHELSEA 4 **BLACKBURN 3**

Chelsea finally ended Blackburn's impressive unbeaten run – but only after Rovers had three men sent off. B Arnold gave Blackburn the lead after just one minute. Then R Saunders was shown the red card as Chelsea equalised through S Raines. Ten-man Blackburn continued to battle and were rewarded with a second goal from B Arnold. But it all went sour again as A Finch got his marching orders to leave nine Rovers men on the field.





Chelsea still failed to take advantage and S Kearns made it 3-1 to Blackburn. But when B Lahey was sent off, Chelsea grabbed the opportunity to turn the match on its head. They swept forward, with D Knox grabbing a second-half hat-trick to win the game.

That's the best of Weeks three and four reported on. If you've won one of the prizes this issue, congratulations. Tune in once again next issue as the Fantasy League VidEprinter flickers to life to bring you more news from the greatest league in the world!





CYBERJOBE'S COMIN' AT YA!

So, if you think you've seen it all, then get ready for the Lawnmower Man™ on the Mega Drive and Mega CD.

HE'S GONNA MOW YOU AWAY.

THE LAWNMOWER MAN™

MEGA DRIVE
MEGA-CD

Time Warner Interactive, 1 Rushmills, Bedford Road, Northampton NN4 7YH. Tel: (01604) 602800. Fax: (01604) 602832.

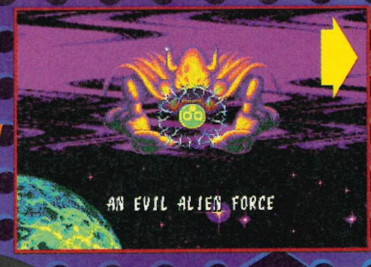
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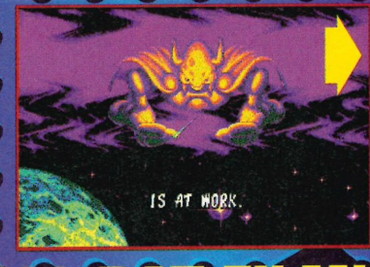
TIME WARNER
INTERACTIVE

PREVIEW

MEGA DRIVE







ROLL DAT FILM!

The impressive intro shows how Ristar comes to the rescue.

Mark Pilkington sneaked into Sega's London HQ, disguised as a pizza delivery boy, and came out with the lowdown on a game which could be their next Sonic! What a star...

Ristar

EXCLUSIVE!





As you can see, Ristar can grab onto the handles that are fixed on some of the platform-sides in order to climb up.

Sega are pitching their new platform hero Ristar as the successor to Sonic The Hedgehog. This means two things: 1) if things go to plan, the game will sell by the billion, and 2) the name Ristar will probably haunt the nightmares of every parent in many years to come from now. So what's all the fuss about then? Let's find out...

The plot behind *Ristar* concerns a rather evil alien force which, controlled by the tyrant Greedy, has corrupted the leaders of the planets and enslaved their population. Even the legendary hero who has saved them time and time before has fallen victim. A desperate plea is sent out to a dozing shooting star – the hero's son. He answers the distress call and leaps into action! Cue much platform-related fun and excitement.

The game takes place over six different planets, each populated by plenty of nasties for you to overcome. But perhaps one of the most interesting features about Ristar is the fact that you can turn him into a shooting star, via the magic launch-











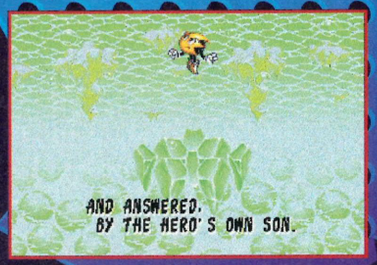


Ahhh, this is the life! Just watching the world go by, floating in the ocean...



(Below) On the second planet, Ristar will have to swim to move around underwater. Being a star, he doesn't need to breathe.





(Above) The mid-guardian on the second level takes the form of a wave, with the aim being to avoid the various objects which fall on top of you.

WE'RE TALKIN' ABOUT MONEY

The merchandising possibilities for Ristar are endless. To give us some idea of what to expect, let's take a look at some of the previous things which you could buy for two of the most famous console characters, Sonic The Hedgehog and Mario the, erm, plumber. Apart from the standard T-shirts, posters and books, some of the more interesting, ahem, items included Sonic ketchup and Mario money boxes. Rumour has it that you could even buy a Sonic & Knuckles plastic sports bottle! Where can you get those from, I wonder?...



er poles that you find dotted around each level. When he finds one, Ristar can grab onto it and start swinging around in a circle, gradually getting faster and faster until he becomes a sparkling blur. When he lets go of it, he will shoot off in whatever direction he was facing at a tremendous rate. It's possible to control where the little guy flies to when you're doing this – at least, after a bit of practice.

Another interesting feature about Ristar is the way that he kills the baddies. Unlike certain other console characters, he doesn't need to jump on their heads or spin into them. Oh no! You can forget all of that namby-pamby stuff here; Ristar deals with any trouble by extending his arms, grabbing onto the baddies and then head-butting them! What a guy, and, hey, what a game!

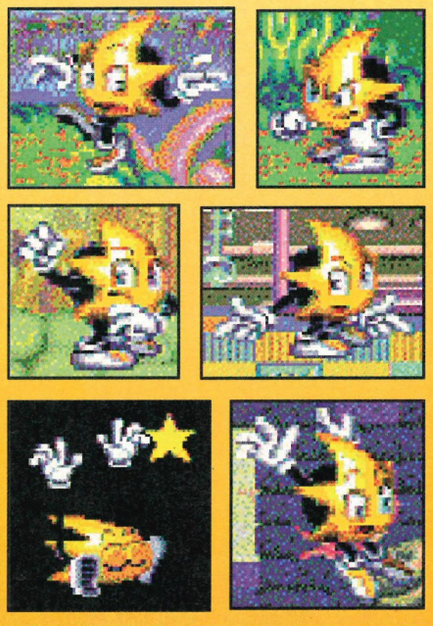
As games go, though, this is still a platformer. In fact, for a title that has been carved out to replace *Sonic*, it looks remarkably like its older cousin. Even so, it's still one darned fine game to play, and the future for Sega's latest creation looks as bright as a star! Read on... SP

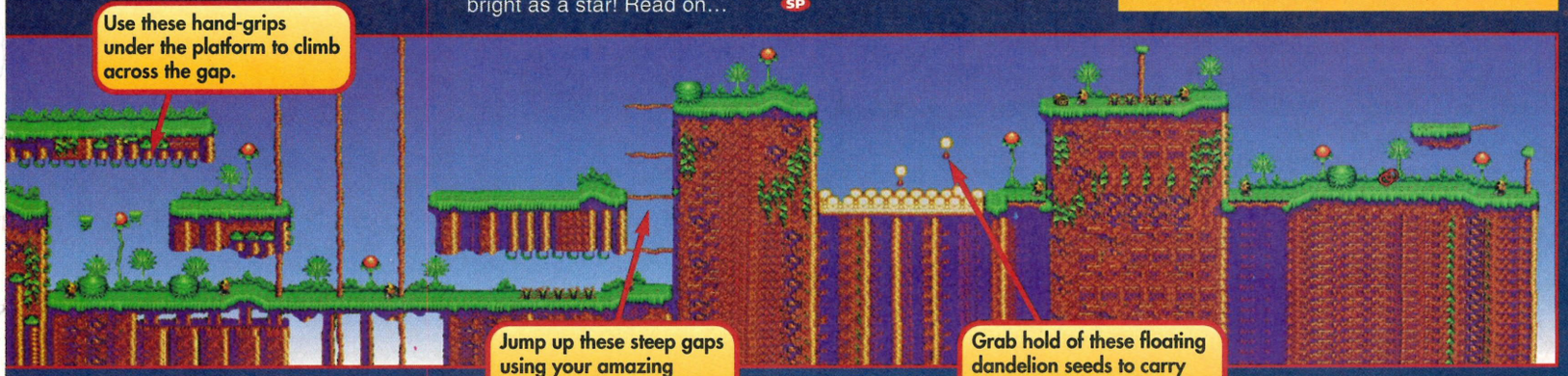


Ristar must rank as one of the most agile and fun characters that we've ever seen in a computer game.

I LIKE TO MOVE IT, MOVE IT!

Ristar is a bit of a mover, as stars go. Just check out some of his frames of animation...





PREVIEW

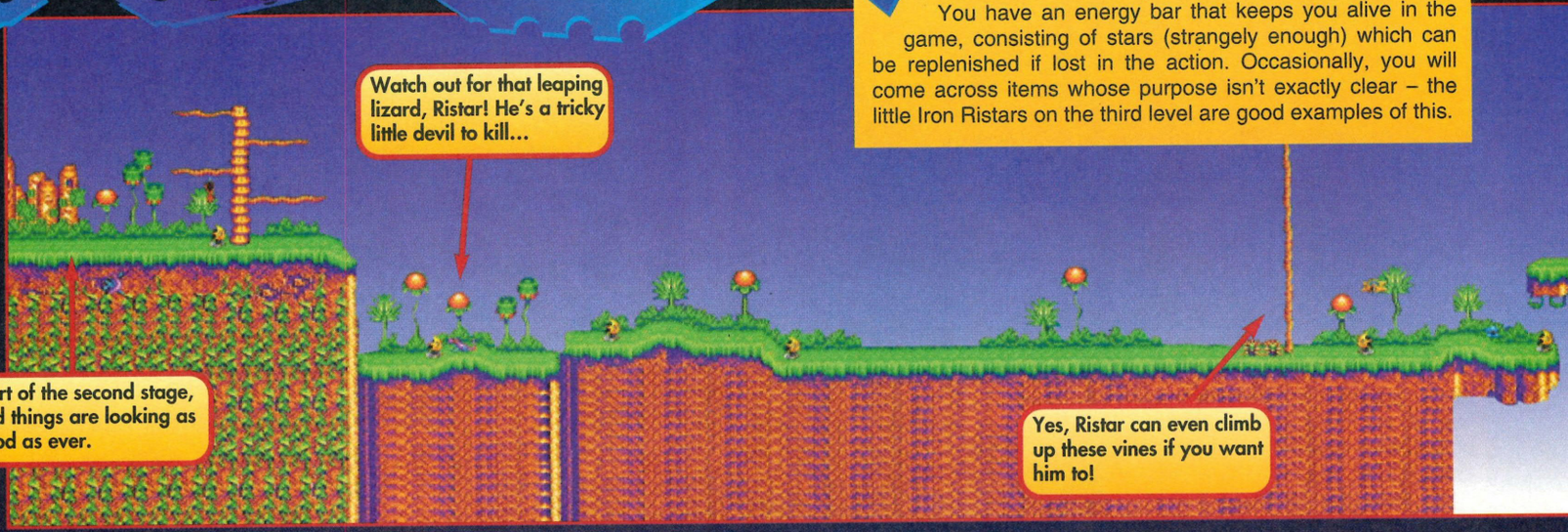
MEGA DRIVE

Ristar

ALL IN A GAME

Ristar is a character who has universal appeal. With his bright characters and cute looks, he's guaranteed to leave a smile on anyone's face. The actual game is a platformer, in much the same arcade mould as *Sonic*, really. There are plenty of problems, puzzles and baddies to confront on all 20-odd stages, with six main planets making up the core of the game. Each planet has different environments for you to battle across, including forests, water worlds, fire worlds and sound cities. Sadly, there's no two-player mode.

You have an energy bar that keeps you alive in the game, consisting of stars (strangely enough) which can be replenished if lost in the action. Occasionally, you will come across items whose purpose isn't exactly clear – the little Iron Ristars on the third level are good examples of this.



KNOW YOUR ENEMY

Out to get Ristar on each level are a motley crew of evil monsters and mutants. Whoah! Prepare to meet them...



Using the handles that are suspended below each platform, you'll have to make your way across gaps to avoid any harm coming to Ristar.







Head-butt this giant lobster-snail-fish monster into oblivion. But watch out for his spiky balls!



Get through this section in a fast time to earn a nice big bonus. Ristar isn't as fast as Sonic, but he's more agile.



POWER UP!

To help you along on your valiant quest, there are several items which you can pick up and use. Have a li'l look at these...



Extra Life: Speaks for itself, really. An extra life it is!



Gem: What do gems mean? Points!



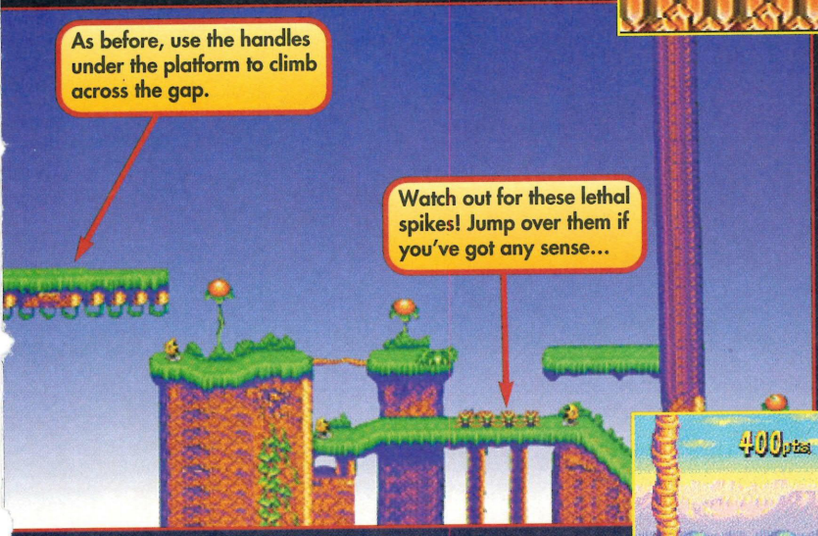
Iron Man: A little Iron Ristar that you use as a weight.



Energy Restore: Your whole energy bar is restored when you collect this.

As before, use the handles under the platform to climb across the gap.

Watch out for these lethal spikes! Jump over them if you've got any sense...





Wey-hey! We have entered the bonus game. It's very good fun to play too.



Ristar can grab hold of these poles to propel himself forwards.

These naughty krill ought to be killed. Get to it, mister star-man!

The backgrpunds on each level are as well-drawn as you'll find these days...

Its the giant lobster-snail-fish from hell. Go and kill 'im, I say!

Swim down here to avoid the current which threatens to blow you away.

Grab hold of these hand-grips to steady yourself from the current.

PREVIEW

MEGA DRIVE

Ristar









Jeez, would you look at that bunny's eyes? Gross!

Grabbing a baddie and then head-butting it is all part of being a star, y'know.

THE BIGGER THEY ARE...

The guardians that you find in *Ristar* are quite impressive creatures, which promise to prove as good a challenge as you could wish for. Let's meet some of the earlier ones that you'll come across...

Ohsat The Hammer headed Shark:



To defeat this nasty critter, you'll have to dislodge the corks to drown the fishy character. Whilst you're trying to do this, he attacks you with his fishy minions.



Along each level, you will inevitably come across a set of spikes. Touching them removes one of your star energy points (top right).

Mole In The Hole:



Just like that brilliant mole-bashing seaside game, you have to keep an eye on the order of that the blobs appear in the holes, and then try and copy this pattern when you bash them.





Snake Dragon:

The first boss that you'll come up against, this nasty creature appears from the holes in the vines as he attacks you.



Riho:

The bearded general in Greedy's army, Riho attacks you by trapping you in his whirlwind, before sending his mutant out after you. Yipes!

Adaham Fall,The Armadillo:



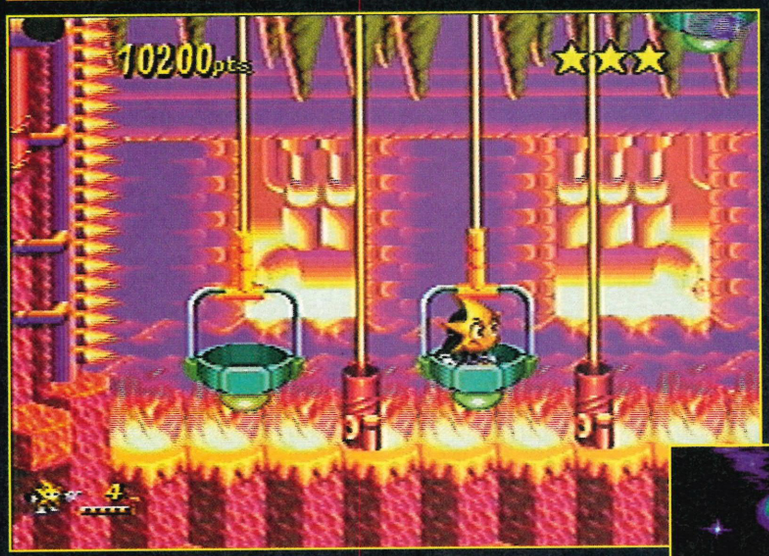
This nasty attacks you with his claws and fire, before burrowing down beneath you and then launching a surprise attack. He will then cause an earthquake before battling you in the air.



Hanging onto dandelions is all part of the fun.

SO ALIKE, AND YET SO DIFFERENT

So, just how close are the Sonic and Ristar games? Well, both main characters have huge, big eyes – giving them that vital cute appeal which is needed to sell video games nowadays. Spookily enough, the first acts of both games are visually almost identical. The Ristar version is called Planet Flora, whilst Sonic's is called the Greenhill Zone – as you can see by the screenshots, they are structured very similarly. The baddies in both games are also virtually the same – it's almost as if the Sonic baddies are armoured-up versions of Ristar's ones. It might just be a coincidence, but I'm not so sure...



On one of the later levels, things get a bit too hot for my liking. Avoid those flames.





On the second stage, the deeper you get into the forest, the darker it becomes...



Underwater on the second level and things are going swimmingly.



Fire will suddenly erupt from these pressure plates. Time your run past them.

A cage will fall down on top of you from the ceiling if you step on the plates.

Ah, a treasure chest, eh? Home to an iron Ristar weight, methinks...

This pesky vulture will swoop down on you and drop you into the flames!





Make sure that you don't slip on those nasty spikes. Grab the star for extra energy.

Ristar starts spinning to gain momentum.



After spinning round one of the levers, Ristar takes off into orbit!





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COMPLETION

1st IMPRESSIONS

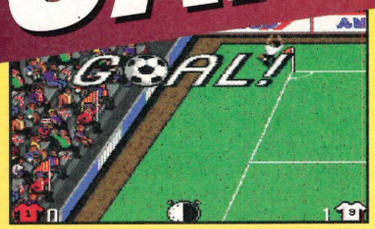
Just like *Sonic* did four years ago, *Ristar* looks set to sell-out fast when it hits the streets. Sega have kept this game pretty much under wraps up until now, and after playing it solidly for hours and hours on end, my hand literally nearly had to be chopped off when it was time to give it back. If you judged games purely by their visual looks, then you'd be forgiven for thinking that this WAS *Sonic The Hedgehog*. But when you actually sit back and start playing it, you'll discover that this is a much slower, strategic game. There is a big puzzle element in here, which should make it stand out from the hundreds of other platformers on the market.

COMPO

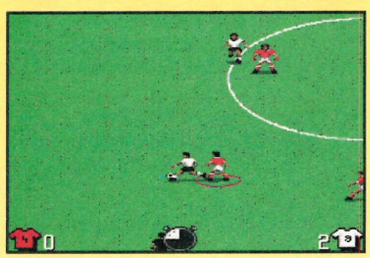
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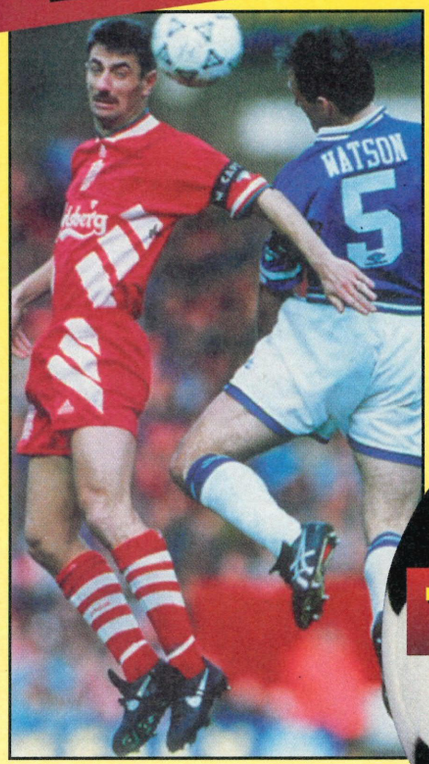
Here's your big chance to be the lucky winner of a host of Premier League merchandise in our Kick Off 3: European Challenge competition, in association with Vic Tokai.
So strap on your shin pads, lace up your boots and get your entries in as soon as possible.

CAN YOU KICK IT?

















Football simulations are all the rage on the Mega Drive at the moment and the latest off the conveyor belt is the much-hyped and long-awaited *Kick Off 3: European Challenge*.

SEGAPRO heralded the arrival of this new footie sim way back in Issue #31 – since than it's been a long time coming!

The are many reasons for this, not least that it was felt the game needed to be improved in order to compete with the plethora of other titles on the market. However, now the game's about to overhead kick itself onto the market and you'll get to make up your own opinions on its worth very soon.

To herald *Kick Off's* imminent release SEGAPRO has got together with those lovely people at Vic Tokai to give you all the chance to win loads of footie merchandise. We all know how much the coolest new gear costs these days, so the chance to win the Premier League strip of your choice, footie boots and a whole lot more is one you can't afford to miss.

To stand a chance of winning one of these great prizes, answer the simple question below on a postcard, add your name, address and preference of Premier League Football Kit and send to: Kicking Compo, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Make sure your entry arrives by 1/1/95. The editor's decision is final.

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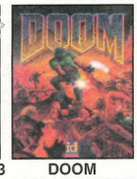
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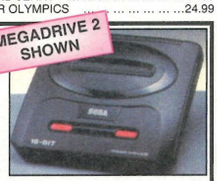
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FEATURE

SATURN

EXCLUSIVE!

Saturn Sizzlers!



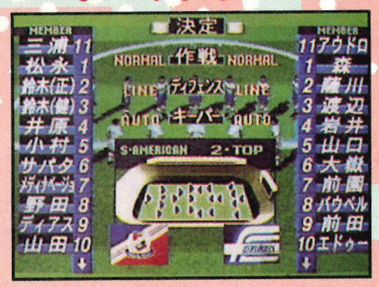
CLOCKWORK KNIGHT

This month we have an exclusive in-depth feature on three new Saturn titles, two of which will be available on import by the end of the year. Victory Goal, Panzer Dragon and Clockwork Knight – a real hat-trick from SEGAPRO! Mark Hill takes the UK's first detailed look at the future for potential Saturn consumers.

This November sees the launch of the Saturn in Japan – and it'll be kicking off in style with Victory Goal, a revolution in console football. Mark Hill takes the UK's first in-depth look.



Select your mode of play on this screen, including a two-player game.



Check your team line-up and choose your formation before the match.



Both players can choose from any of the Japanese J-League teams.

BEFORE KICK-OFF

There will be six different tournaments and we have news of three of them. There's the normal J League, a cup competition and an all-stars tournament where only the very best compete with an all-star line-up of players. Profiles of all the players will also be available, together with stunning photo-quality pictures too.



An exhibition match is just a friendly between any two J-League sides.

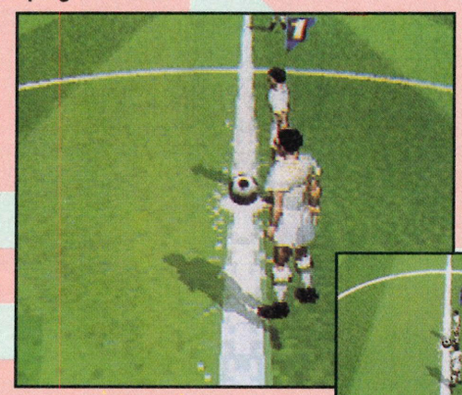
VICTORY GOAL

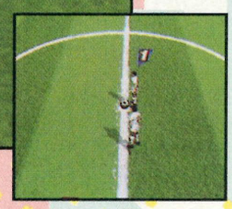
It's a pleasure to be able to bring you this exclusive preview of the new football title on the Saturn – particularly as importers across the country will be selling the Saturn machine by the beginning of December.

The Saturn will be able to produce 1,500 polygons per frame per second – and that's fast! Secondly it will be able to produce 16,777,216 colours – a mind-blowing figure! With Yamaha developing the sound side to the Saturn, and JVC supplying the CD technology, expectations on the quality of the software in Japan are far higher now than they were in the summer.

Around Christmas *Victory Goal* will be released in Japan. Based on the MD version of *J League Pro Striker*, *Victory Goal* follows the rules of the Japanese J League. So if the score in a match is level after 90 minutes, there will be up to 15 minutes each way in 'sudden death' extra time – the first to score wins the match.

Victory Goal has been developed to meet the initial release of the Saturn and as the latter is a 'next generation machine' the game will be full of revolutionary new systems. The most significant of these is the way you can change between several 3-D game views. The Japanese say this will be a football game 'which you have never dreamed of before'. SP





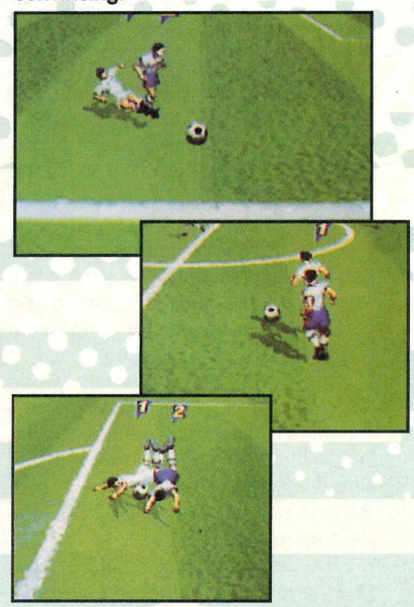
ALL IN A GAME

Expected on the Japanese streets when the Saturn is launched, *Victory Goal* is the next step forward in console football technology. The opening screens are sure to put your in the mood with almost real-life action sequences, and the presentation screens themselves could well be mistaken for a TV broadcast on Japanese TV (text screens are of course in Japanese!).

The inclusion of real-life J-League players and the multitude of camera angles (like Sky Sports covering Premiership football) makes for a unique and much-anticipated game of 90 minutes. *Victory Goal* should give football fans a new perspective on our national pastime – savouring the action using the most realistic technology to date. Prepare yourself for the imported versions this Christmas! We'll bring you more news soon.

ANIMATION

We know little about the actual controls at present, but from these screenshots you can get an idea of the animation quality. This sliding tackle looks very smart as the ball skids away for the throw-in and the penalty area skirmish looks equally convincing!



TELEPHOTO TECHNOLOGY

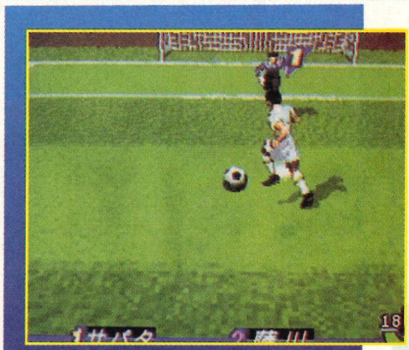
The computer graphics are incredibly realistic, and as your picture zooms in, the movements on screen become smoother and smoother as more detail is shown.

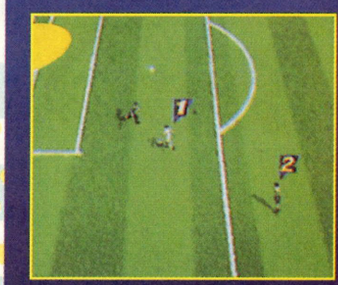
The telephoto function will enable players to determine the view of players in three degrees of size. The feature can also be switched on and off at any time without interfering with the flow of play.

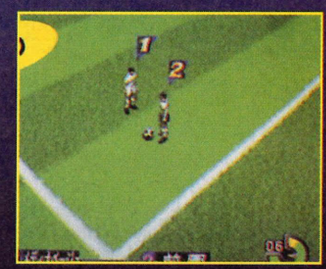
When using this option, seemingly getting closer to the players, the angle of view becomes narrower and the proportion of the game visible to you becomes smaller. For this reason it's probably more fun to use this function in two-player mode for a detailed account of any dirty tactics!

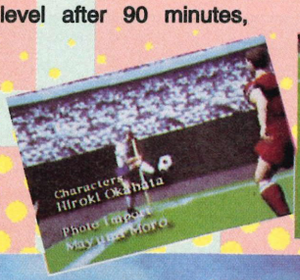
By using this telephoto function you should be able to enjoy playing the game more than ever.

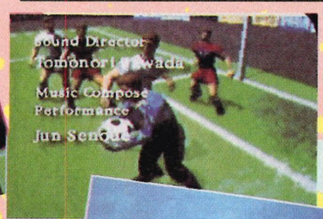


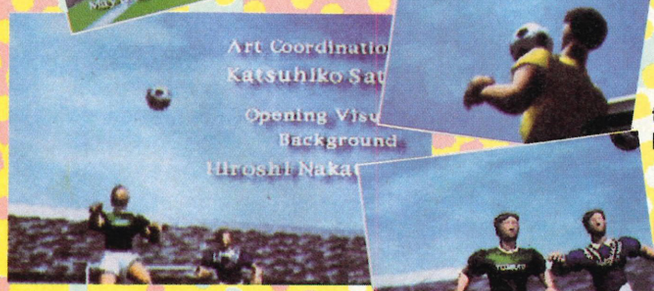












OPENING SEQUENCES

Expect to see some stunning presentation screens! Not only will the options screens be almost as realistic as a TV broadcast, but the opening animation sequences are expected to be jaw-dropping stuff. Take a look at these early screenshots of the opening titles. The quality of the graphics is quite remarkable.

VISUAL SWITCHING

The most remarkable feature of *Victory Goal* will be the Visual Switching System. Players will be able to view the game from three different levels vertically and three different angles horizontally. There is also a close-up and long-distance view.

To switch between the point of view on the horizontal axis you can choose between a side view, a direct view and a diagonal view (see screenshots). But this function is different from a variable lens function. First you freeze the screen and then choose the viewpoint you want. Each view will give you a different feel to the game, and you'll be able to switch them in accordance with incidents happening on the pitch!

FEATURE

SATURN

Panzer Dragon is a 3-D shoot-'em-up arriving on the Saturn next spring. Mark Hill jumps on the back of a real fire-breather and rides the fantasy...

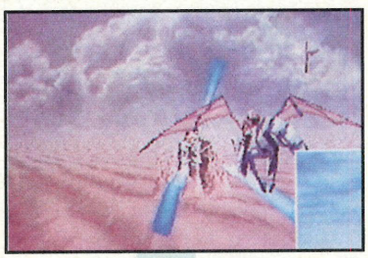
PANZER DRAGON™

Playing the role of a fighting warrior, the aim of *Panzer Dragon* is to learn how to ride a dragon and defeat the waves of enemy attacks in the skies around.

As a 3-D shoot-'em-up this is not unlike a flight simulator – except that this flying machine is alive as you are sitting between the wings of a huge fire-breathing dragon!

Due for release over in Japan next spring, this will feature some beautifully illustrated scenes together with the graceful movements of the dragon. Sega claim this will represent a new dimension in shoot-'em-up games.

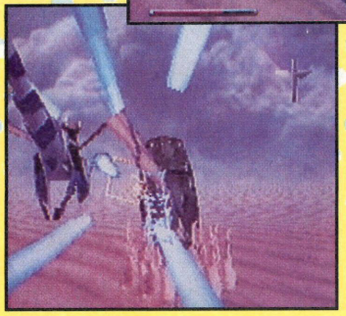
The story has you setting off to a load of old ruins where a super-culture can be found. Your quest is to solve the mystery of environmental change – a phenomenon suddenly happening all over this fantasy world. SP



There are many exciting titles Sega are working on for the Saturn, but *Panzer Dragon* is unarguably one of the most anticipated.







THE FIRST TWO STAGES

When we got our hands on this exclusive, only the first two stages of the game had been fully completed. This was enough to give us an understanding of the freshness of the game and the mood it imparts on the player. We were told that when *Panzer Dragon* is complete there will be seven, possibly eight, stages. Here we have details of the first two.



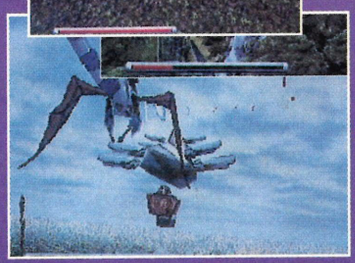


STAGE 1: DESERT AND CAVE

This stage starts with someone looking back at you – someone who is already on his mission. Firstly there is a battle in the air above the desert. The smaller enemies engage in battle whilst a gigantic boss appears from the sand to attack you from behind. To avoid the boss, you will need to find a cave in the rocky hillside and run in.

Once inside the cave, however, you are far from safe. Nasty creatures jump out from underneath the earth to spring surprise attacks. And when you finally get out of the cave, the boss will be around again to continue his own attacks. The only way of completing this stage is to defeat him.

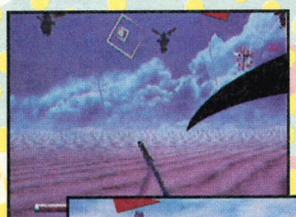




STAGE 2: AIR ARMADA IN THE WOOD

In the next stage there is a huge wood. Apart from the occasional tall tree there is an endless green carpet of vegetation. Enemies come in the shape of deadly spiky machines with very sharp points. They continuously attack from all angles.

If you look at the screenshots you'll see a gigantic flying object ahead. This slow-moving thing is the boss. It suddenly makes a vicious attack with the help of smaller enemies flying in the vicinity.

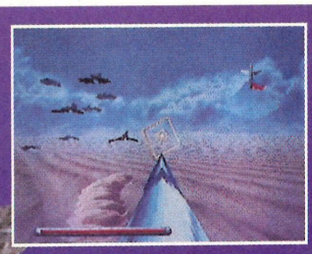




SIDE VIEWS

Viewing left or right, you are able to see the dragon's wings. If you look at the screenshost, from his vantage point on the dragon's back, the hero can see the castle to the right.

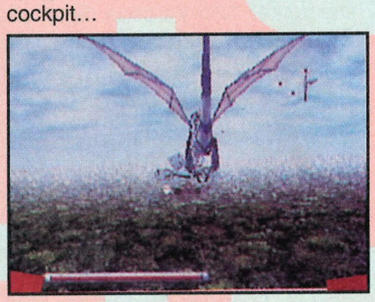
EYE OF THE DRAGON



As you ride the dragon, you fire at the enemy by moving a cursor across the screen. By holding down button A, a powerful laser attack is activated. This will prove useful against the likes of huge enemies such as the spiked machines found in the woods on level two.

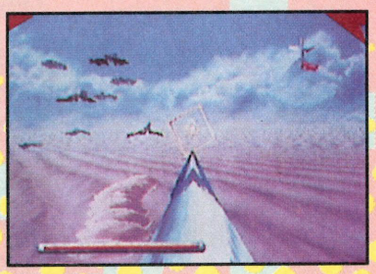
BETWEEN THE WINGS

As your view from the dragon is limited, all enemy positions will need to be located using a nifty radar function in the top-right corner of the screen. You can also switch views to face left or right and even behind as if you were flying an aircraft whilst sitting in the cockpit...



FRONT VIEW

This is the only point from which you can see the whole dragon.



BACK VIEW

With this view you can see the tail of the dragon. It's a strange feeling to be flying whilst looking backwards.

RADAR



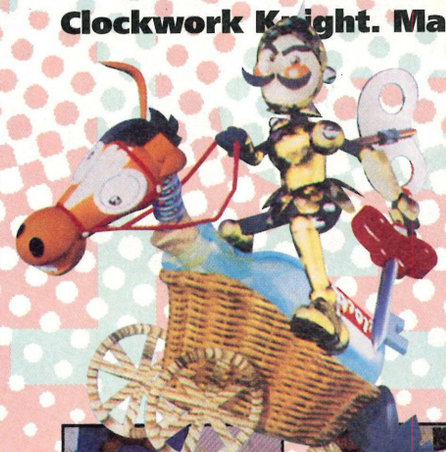
This is the radar. The red area is what you can currently see. The red dots represent the enemy.

★ ★ ★

Publisher .....Sega
Out.....Spring 1995
Price.....£TBA

CLOCKWORK KNIGHT

We finish this month's exclusive in-depth feature on future Saturn software with Clockwork Knight. Mark Hill turns the key...



In a strange country there lies a mansion house where only dolls and toys are living. During the night a decorative doll in a clock, going by the name of Chelsea (boo!), starts to sing. As she does so, the dolls begin to come to life.

Then things go wrong. The lovely doll is kidnapped (gasp, shock, horror!). In order to save her, a knight by the name of Tongara sets off on a quest. And so the game begins... SP







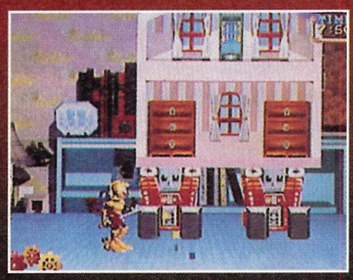


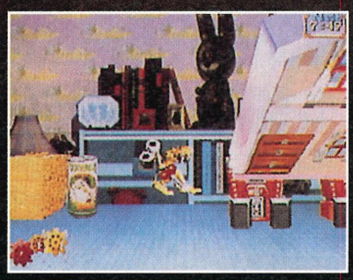
3-D MODELLING

The characters in *Clockwork Knight* have been made using sophisticated 3-D modelling techniques. From the big boss to the smallest enemy, they have all been created in gloriously smooth rendered 3-D. *Clockwork Knight* is therefore able to show comical and realistic character movements, as shown in the screenshots here.

TASTE OF THE ACTION

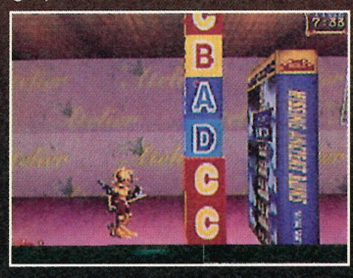
This stage is a children's room. Toyland is the centre of the action. Since the backdrop is made from polygons, parts of the scenery may change depending on the position of the characters. Here are two clever 3-D effects we can show you...

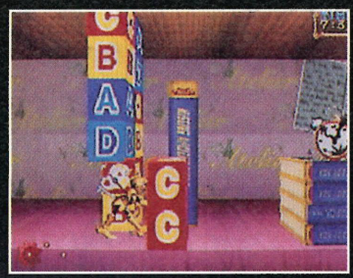




STACKING BLOCKS

Stacking wooden blocks is a puzzle element which again shows some of the clever effects achieved using the polygon graphics.





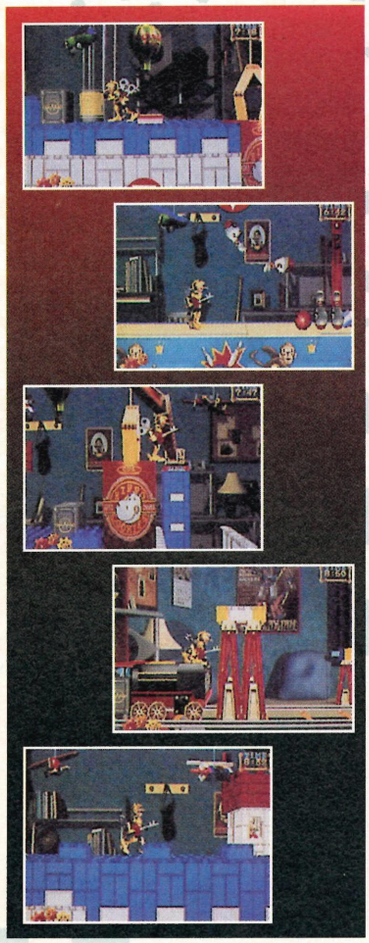
FALLING BACKDROP

This part of the stage has a great deal of finely detailed dimensional work. Look at the backdrop as it falls over you.

STORYBOARD SEQUENCES

BRAIN POWER

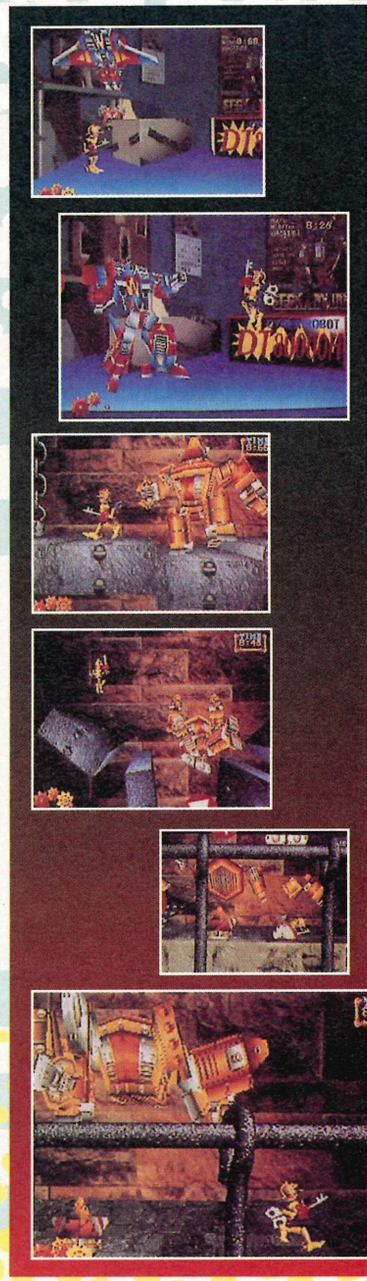
This game contains puzzle elements to really exercise your brain. For example, you often need to find a switch in a particular place or insert batteries to make a device work.



WHO'S THE BOSS?

Like most action games of this type there are boss characters. Again, as each boss is made up of polygons, his attacks are portrayed in a very realistic way.

Here is the boss character in the first stage. If you follow the sequence of screenshots, you'll see how he transforms from an aeroplane into a robot.



SCREEN SCENE

The backdrops in this game are not made up of ordinary computer graphics but polygons. Sega tell us it would have been difficult portraying the necessary depth to the backgrounds using traditional techniques. So they have created a brand-new feel for a platform game by using the 'easy to draw' polygon shapes. The viewpoints are constantly changing to give this game a unique action-packed atmosphere.



Publisher .....Sega
Out .....December
Price.....£TBA

COMPO

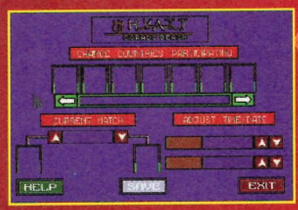
US GOLD

With the advent of the Golf World Cup Final, US Gold are releasing their fourth major sports licence, World Cup Golf, on the Mega-CD. To mark the occasion they've teamed up with SegaPro to offer our readers the chance to win loads of superb prizes.

World Cup Golf follows hot on the heels of US Gold's successful *World Cup USA* soccer. It's based on the most prestigious international golf team event in the world and allows up to four human players to participate in the game. There are also a vast array of tournaments to choose from, with no less than 15 different play modes, including medal and matchplay, the Texas Scramble and Stableford.







The real final actually takes place at the Hyatt Dorado Beach course in Puerto Rico. Within the game you can choose to play round this course, along with three others – Runaway Bay, Jamaica; Mission Hills, China; and Mission Hills, Thailand. Each of these courses has been painstakingly recreated using the latest Silicon Graphics hardware and a 3-D modelling package from Wavefront Software.



As the game is such a detailed one we felt it was only fitting to offer our readers a stonkingly huge package of prizes, all based around the Mega-CD game and the sport in general. The prizes up for grabs include your very own Mega-CD machine, plus copies of the *World Cup Golf* game itself.





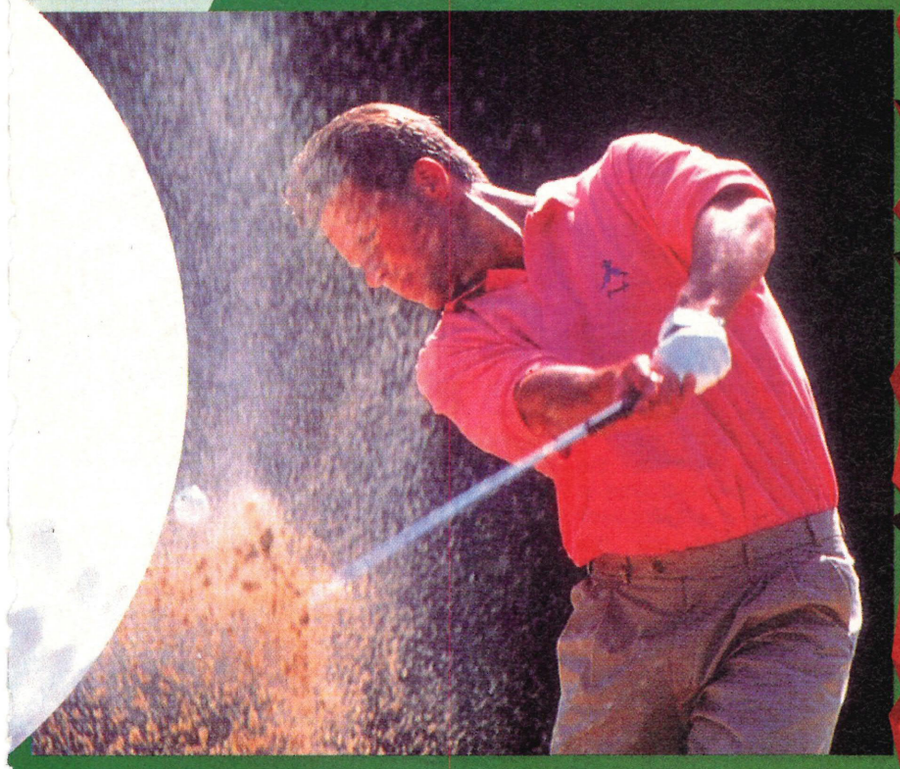
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THE PRIZES

The compo winner will receive these outstanding prizes:

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- A copy of the *World Cup Golf* game
- A *World Cup Golf* limited edition polo shirt
- A *World Cup Golf* baseball cap
- A *World Cup Golf* mug
- A *World Cup Golf* golfer's umbrella

Five runners-up will each receive: A copy of the World Cup Golf game

- A *World Cup Golf* polo shirt
- A *World Cup Golf* baseball cap
- A *World Cup Golf* mug

20 other prize winners will each receive:

- A *World Cup Golf* polo shirt
- A *World Cup Golf* cap

THE QUESTIONS

Read the information on the game above and answer these simple questions...

1. How many players can take part in any one game?

A) 3
B) 10
C) 4

2. What's the name of the course being used for the Golf World Cup Final?

A) Hyatt Dorado
B) St Andrews
C) Bournemouth Pier Crazy Golf Course

3) What is the name of the company responsible for the 3-D modelling package?

A) Pilky's Programmers
B) Wavefront Software
C) Hill's Hardware

These prizes are guaranteed to make you the envy of all your friends. To have a chance of getting your mitts on them simply answer the three questions we've set and send your entries on a postcard to the following address:

***World Cup Golf* Compo, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.**

The closing date for the competition is the December 30 and the editor's decision is final. So what are you waiting for? Get your entries off today and you could be winning a bundle of outstanding prizes, courtesy of those lovely people at US Gold.

PREVIEW

MEGA DRIVE

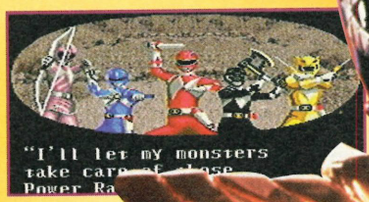
They're the latest sensation to sweep the nation and they're about to blast onto the Mega Drive. Meet the Mighty Morph'n Power Rangers, folks! Chris Marke, thinking he looked good in a shiny one-piece, was determined to find out more.

SEGA
£39.99
OUT: DEC









Cor, don't these guys look cool in their coloured stretchy suits?

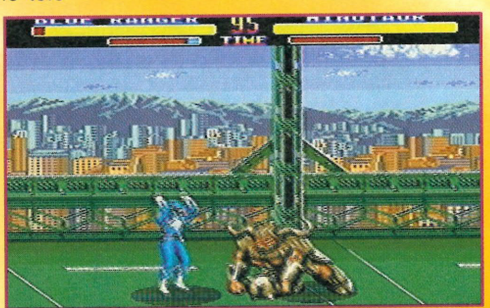
The Power Rangers spend most of their time leaping about on the television, looking like extras from a low-budget '70s science-fiction series. Yep, those gleaming costumes are a real fashion statement, guys! However, despite their ridiculous appearance, or perhaps because of it, the Power Rangers have become the biggest thing since those turtles in half-shells.

To complete their rise to superstardom these All-American teenagers have now been granted the ultimate accolade of their own Mega Drive game, courtesy of Sega. Despite the fact they look like ordinary boys and girls, the type your mum and dad would be proud of, these kids have the power to summon the might of the ancient dinosaurs – although these dinos are more machine than living tissue and they can all connect to create one massive dinosaur robot!

Thankfully the game doesn't get too embroiled in all this weirdness. Instead it concentrates on the Rangers' amazing special powers and their awesome martial arts skills. In fact it's more of a beat-'em-up than a reflection of the plots of the television programmes.

Power Rangers, the game, can be played in one- or two-player mode, and pits the player against a host of characters from the show. The players have the usual energy bar, which must be punched and kicked to zero for victory.

Each character also has a special moves energy bar, which gauges the power of your attacks. Basically the higher the energy level, the stronger the attack. It's all traditional beat-'em-up fare, but, with the added spice of those morphin' superheroes, this game looks destined for the top. SP



Blue Ranger takes on a horny Minotaur.

ALL IN A GAME

Power Rangers is undoubtedly aimed at the younger end of the Mega Drive market. It has a host of characters from the show to play as and, unless you're an avid viewer of the series, they may all seem a little strange. The cart itself is a full 16 Meg of beat-'em-up action, with plenty of stages to keep the player occupied. Add to this the usual two-player mode, for that extra competitive edge, and the game looks to have enough sparkle to appeal to its intended market.

COMPLETION

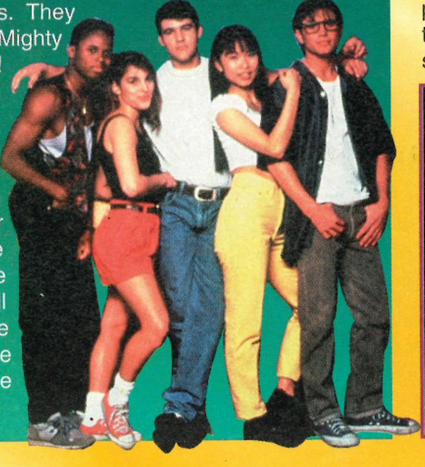
1st IMPRESSIONS

***Power Rangers* is destined to do well. It's the year's smash-hit children's TV programme, watched by over three million kids on GMTV and Sky, and the merchandise is already stacking up in the shops for Christmas. With this kind of promotional backup Sega look to be onto a winner with this Mega Drive beat-'em-up. True, there have been claims the game is too kids oriented, with little appeal to the older gamesplayer. However, it makes sense to direct the product at the people who love the show and I'm sure that includes a lot of you guys reading this preview. Basically, my advice to you is: if you're a massive fan of the *Power Rangers* and you're into beat-'em-ups, check this one out – you could do a lot worse!**

POWER TO THE PEOPLE!

The TV series is all about spreading a strong social message, and seems to be a mixture of shows such as *Beverly Hills 90210* and *Transformers*. As you can see, the kids in the series all look wholesome and pure, with cute grins and universal appeal.

Thankfully, for my stomach at least, the game keeps them hidden behind their Power Ranger outfits. They are also called by their official Mighty Morphin Power Ranger names! Hence you can play as Black Ranger, Pink Ranger, Red Ranger, Blue Ranger and... well I think you get the message. There are also a host of other characters to use, including Minotaur, Goldar and Madame Woe. Fans of the series will know all about these guys, although the rest of us will probably get a little lost. In the game their purpose is to increase the number of fighter options for the player.





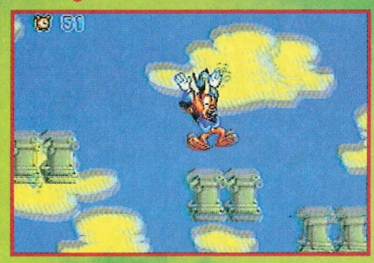
In battle mode you can control and Ranger or monster.

PREVIEW

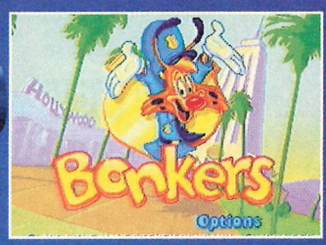
MEGA DRIVE



(Left) By selecting one of the four wanted posters you enter the relevant stage.



SEGA
£34.99
OUT: JAN



Bonkers

Going mad is an occupational hazard in this business, as my invisible friend Veronica will tell you. Chris Marke attempted to stave off insanity by playing a game called Bonkers.

Bonkers was originally intended to be a part of Sega's new Kid's Range. However, once it was playtested, Sega soon realised a title as addictive as this shouldn't be pigeonholed, even if it does involve playing a really strange series of games. It's crazy stuff.

There are four games in total and you can choose to play them in any order. They pit you against four villains, known as Harry the Handbag, Mr Big, The Rat and Ma Towtruck. You take the role of Bonkers the cat, made famous in the television cartoon series of the same name.

Basically, Bonkers is a member of the Police Force and it's his duty to hunt down the criminals, arresting them before they create havoc across the Toon Town. The more successful you are in each of the stages, the higher up the ranks you progress. Beginning as a humble trainee police cat, your aim is to reach the very top.

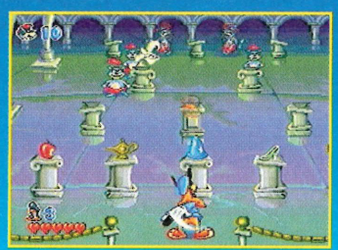
Within the four games there are a host of sub-levels, each of which gets progressively more difficult as you complete it. The quirk in *Bonkers* is that the main games look and play more like bonus stages, yet when you enter the actual bonus levels the action takes place over a series of platform stages. Very strange! To help you understand this funny little game a little more we'll bring you a full review in the near future. SP

HARRY THE HANDBAG

This fiendish thief is out to steal the Toon Treasures from the Toon museum. With the help of his loyal gang of dastardly racoons, Harry will attempt to creep up on the treasures and grab them from their pedestals. You must stop his gang with some well-aimed attacks before they reach their goal.

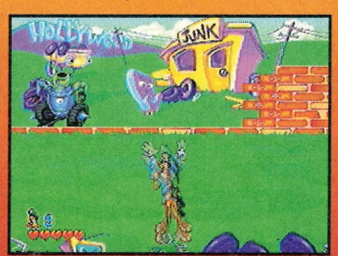




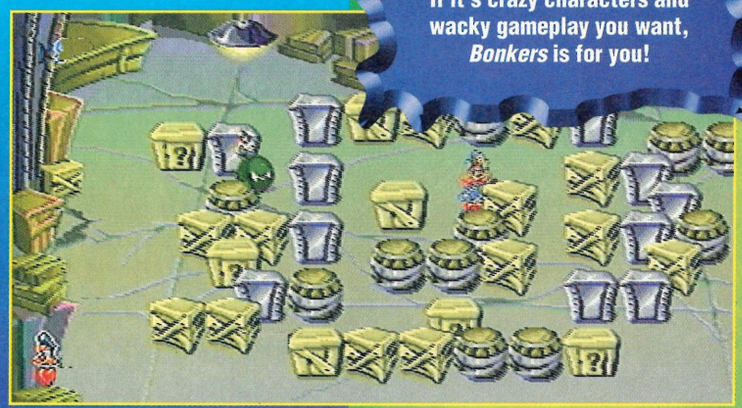


THE RAT

When you're patrolling the junkyard you have to expect to meet a few vicious rats. However, this evil character is more than even Bonkers bargained for! To stop his evil contraptions you must brick up the wall before they flatten poor old Bonkers with a few well-aimed tyres!







MR BIG

As this map of his maze shows, Mr Big is going to be one tough cookie to defeat. There's a bomb hidden somewhere on the level and unless you find out where, things are suddenly going to heat up! Move the boxes around to foil the gang.

MA TOWTRUCK

This old woman from Hell has taken over the freeways of Toon town and she's looking to strengthen her power over the law-abiding road users. Her gang are running amok and it's your unenviable job to stop them!



ALL IN A GAME

Bonkers is an 8 Meg bundle of fun, which you'll be hard pushed to stop playing once you get your mitts on it. Its simplicity of gameplay and fast-paced action, when combined with the smooth comical animation, make for an irresistible blend. Just like that Nescafé stuff.

There are only four sections, although each is packed with levels, and they play more like bonus stages than a proper game. However, at the end of the day, the superb gameplay is what *Bonkers* will use to claim the minds and souls of Mega Drive owners!

COMPLETION

1st IMPRESSIONS

This is one weird but ultimately addictive game. Although originally intended to be part of Sega's new Kid's Range of software, it's easy to see why this was deemed worthy of being released as a title in its own right. *Bonkers* lives up to its name and drives the player crazy, but you'll have plenty of fun along the rocky road to madness!

Everyone will love the simplicity of the gameplay in the four stages, all of which seem to have little to them but still have you crying out for more. If it's crazy characters and wacky gameplay you want, *Bonkers* is for you!

PREVIEW

MEGA DRIVE



The Theme Park bus arrives at the entrance. It's time for the punters to spend their money!

(Above) Keep the crowds happy and they'll make your park a success.

theme PARK

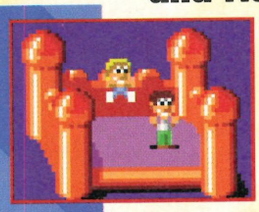
Welcome to a new, improved pleasure dome as Theme Park brings the thrills and spills of the funfair to your Mega Drive. Chris Marke was our man eating hot dogs and riding the Ferris wheel!

LET'S TAKE A RIDE

There are a massive 27 rides in total to choose from when creating your park, including the ghost train, big wheel, roller coaster, pirate ship, dolphin act, snake slide, clown ride and spinning octopus. All of these attractions have to be managed to perfection in order for your sim park to survive.

To help you decide on the type of rides you wish to include, each one has its own characteristics which indicate the type of customers it will attract to your Theme Park. If we look at some of the most popular rides, this idea becomes clearer.

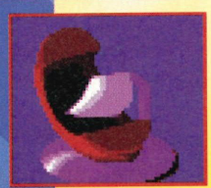
The Haunted House is always popular with the kids and to increase the spooky atmosphere you can place ghostly trees around the ride. The Octopus Spin is one of the cheapest rides to purchase but it's always heaps of fun for the punters. It also has the added, big-bucks bonus of being large enough to pack loads of punters in every time. Finally the Pirate Ship is a classic, but it's definitely not recommended for anyone who's just been scoffing at the Hot Dog stall. A real stomach-churner!













It must be every kid's dream, plus most adults' come to think of it, to own your own theme park and be able to create the kind of attractions you've always wanted to ride. Forget about DisneyWorld, that's way too boring! Instead, select your favourite rides, put up stalls selling your favourite foods and decide how much to charge people to use them. In fact anything's possible and Electronic Arts have brought the dream to the Mega Drive with the imminent release of *Theme Park* by Bullfrog Software (of *Populous* and *Syndicate* fame).

This is the ultimate simulation where everything must be created from scratch. You start with just a large plot of land and your goal is to turn it into a thriving attraction, capable of packing in the punters. The only problem in your way is money, but then isn't it always?!

To begin with you'll be fortunate if you can afford much more than a few bouncy castles. However, be patient, watch the money accumulate and you'll soon be able to move up into the bigger leagues.

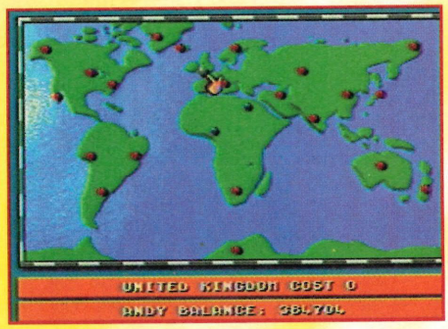
Once you start getting the bigger rides in, you can select their speed settings. For example, the speed of the pirate ship can be cranked up to supersonic levels, but unfortunately this will probably cause people to fly out of their seats. Not a recommended feature of your theme park if you want to turn over a hefty profit!

Theme Park looks to have it all. Every small detail, from the positioning of the toilets to the taste of the ice cream, is down to you. Bullfrog have successfully created a massive simulation, which looks like being one funfair they'll never close down.

The idea of the simulation is to find the rides to pack in the punters. You also have to position them in the right places. For example, it'd be no good placing the Pirate Ship right next to a fast food concession. Imagine the effect on the riders' dodgy stomachs of all those food smells wafting over! SP

A strategically placed lake not only enhances the beauty of your park, it also packs 'em in and that means money in the bank.





The world map shows you the different sites for the theme parks.



(Left) There are so many options to choose from in this simulation. It really is a game for people who fancy using a bit of the old grey matter in a Mega Drive game for a change.



(Right) All of these facts and figures keep you in touch with the progress of your park.

ALL IN A GAME

Theme Park is 16Mbits of tricky-to-manage, highly involved fun. The whole point of the game is to strike the right balance in every aspect of your park. It's no use building the rides too far apart because the punters are a lazy bunch and will soon get fed up with the walk. However, fail to include some greenery, or perhaps a lake or two, and people will be put off by the lack of added attractions, other than the rides.

Theme Park started life on the PC and was so involving and unique it looked as if a console version would only ever be a pipe dream. However, a team of top programmers has achieved the seemingly impossible and brought the game to the Mega Drive.

Inevitably, some of the original's attributes have been lost in the transition. For example, you can't save out any of your creations, although you can save the amount of money you make and the levels you reach to battery backup.

However, unique to the console version is the number of rides available. There are 27 on offer in total, four of which are user-definable (the roller coaster, monorail, car ride and water ride). The system of researching each ride before you buy it has also been simplified, so it's easier to build more ambitious attractions. Basically, the game is intended to be more user-friendly than ever before.



The water ride is always a popular attraction guaranteed to pull in the punters looking for some wet and wild fun!





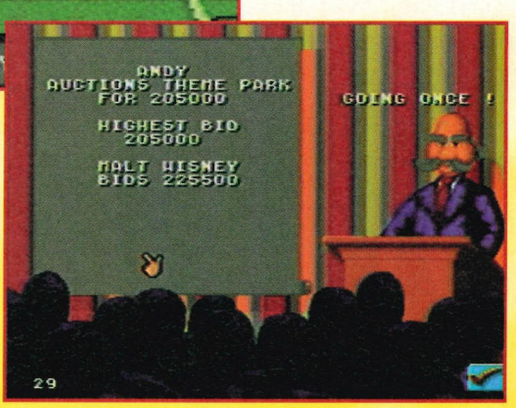
(Left) The simulation looks and plays really smoothly, allowing you to get into the action almost immediately.



(Above) The charts help you keep a track on how well your park is doing.

(Below) Check out this screen to gain information on a specific attraction.





(Above) At the auction you can flog a profitable park and move on to spend your cash elsewhere.

EA
£TBA
OUT: FEB

THEME PARK

COMPLETION

1st IMPRESSIONS

Roll up, roll up, ladies and gentleman, for the ride of a lifetime! This game has been a smash on every format it's graced and it's easy to see why. The simulation is detailed right down to the smallest points and, most importantly, it's great fun to play.

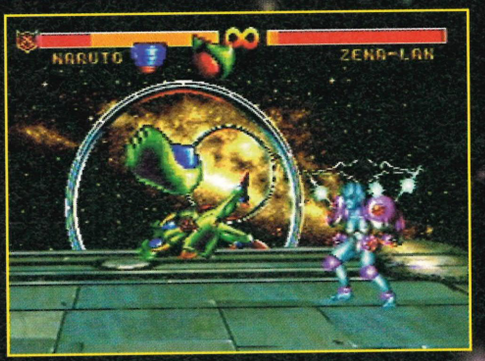
As with all simulations there are no real limits on what you can and can't do. It's all about using your imagination, combined with some canny business sense. If you create a really profitable park it's possible to hold an auction and flog it to the highest bidder. This way you're never stuck in one Theme Park so long the game starts to lose its appeal. Instead you can always move on, creating bigger and better attractions as you go. *Theme Park* looks like being a winner, watch out for a full review soon.

PREVIEW

MEGA-32X

COSMIC CARNAGE

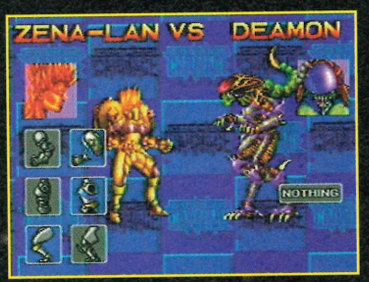
When you're fed up with Street Fighter, don't care about Mortal Kombat and need a new wave of beat-'em-ups, what's your next move going to be? Well the Mega-32X may just have the answer. Chris Marke found out there's nothing like a spot of Cosmic Carnage!



It was only a matter of time before the first Mega Drive 32X beat-'em-up was unveiled for an adoring public and inevitably it's Sega who are first off the mark. The name of the game is *Cosmic Carnage* and it looks to have everything a seasoned fighter needs, with the added excitement of a true 3-D perspective on the action.

The carnage in question takes place among a group of trained killers drawn from every corner of the known galaxy. They're all determined to beat the living daylights out of each other and they're not particularly bothered how they do it!

Among the characters there are certain fighters who can don different kinds of armour and weapons before entering the arena. The choice of these extra power-ups is made using a detailed options list, which appears after you select one of the fighters with the capability to use the additional weaponry.

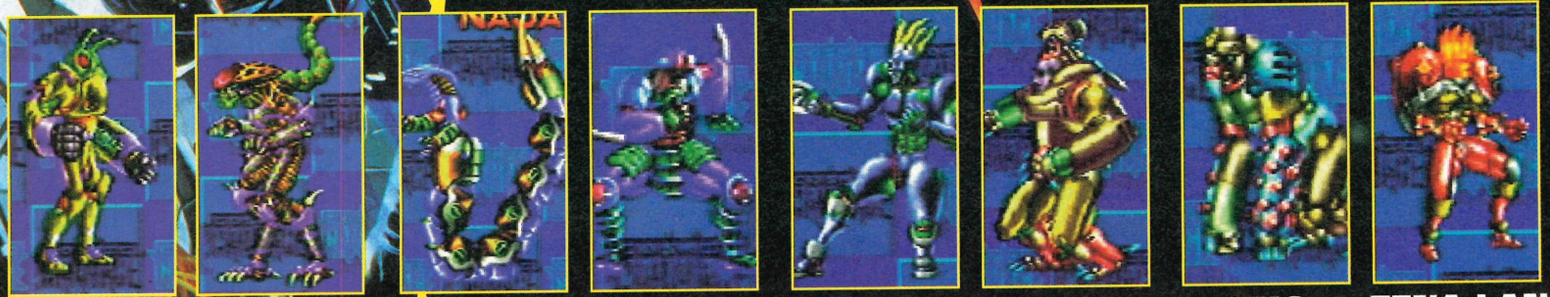


Once this selection process is completed it's straight into the action. This follows the traditional lines for one-on-one beat-'em-ups, and looks exactly like games such as *Super Street Fighter II*, *Mortal Kombat* or *Eternal Champions* to begin with. However, this initial impression is quickly altered once the fighting begins. You soon discover it's possible to move up and down the play area, as well as from side to side.

It's this perspective, the smoothness of the action and the weapons select which set this apart from the rest of the fighters on offer for the Mega Drive. The 32X has plenty of higher profile games coming out, including the biggest of all beat-'em-ups, *Mortal Kombat* from Acclaim. However, *Cosmic Carnage* has set the bandwagon rolling and this game looks to be one which will take some beating. SP

CARNAGE CHARACTERS

These are the characters you'll face in the brutal environment of the Cosmic Carnage arena. Nasty-looking bleeders, aren't they!



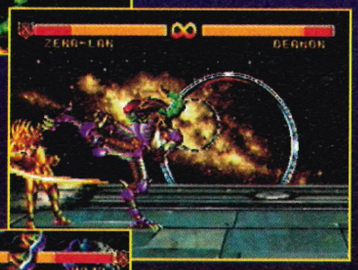
CYLIX DAEMON NAJA NARUTO TALMAC TYR YUG ZENA-LAN

SPECIAL MOVES

Each of the characters has the usual array of special moves. To show you the type of attacks possible, we've put together this exciting display of outrageous attacking moves.



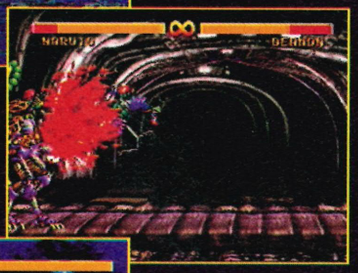
(Left) When Naruto and Daemon start fighting it's brutal. The Queensbery rules are definitely thrown right out of the window!



(Right) Take that slimeball! Those claws look mean and they'll soon make mincemeat of an unwary opponents face.



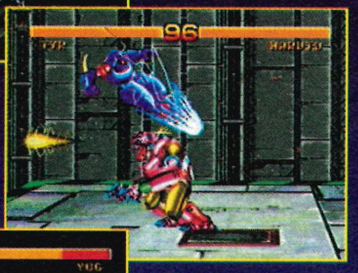
(Left) Naja explodes a special move in Cyclic's face, causing the poor insect to lose loads of vital energy.



(Right) If you thought *Mortal Kombat* had the patent on blood, think again. There are buckets of the stuff in this savage battle!



(Left) Wammo! A lightning bolt move from Talmac sends the defenceless opponent into shock.



(Right) Tyr and Naruto both get off special moves. The only problem is there aim's so bloody lousy!



(Left) My what big hands you have sir. Yeah, all the better to rip your entrails out!



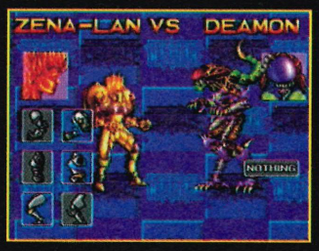
(Right) Zena-lan attempts a fist attack move on Cyclic. Now that sounds painful!





(Below) Oh dear! Poor old Cyclic has lost his head as the triumphant Naja revels in his glorious victory!





(Right) Before the fight, this screen allows you to choose the type of body armour you wish you're character to wear. However, not all the characters have this option.



You'll burn in hell if Tyr's flame attack comes off.

SEGA
£TBA
OUT: JAN



COMPLETION

1st IMPRESSIONS

Wham, bam, thank you mam! This is the type of bloodthirsty brawl that turns mild-mannered janitors into manic fighters; the sort of two-player action that turns lifelong friends into sworn enemies. In fact it could be the sort of brutal, no-holds-barred fighting action we've all been waiting for with baited breath since the launch of the Mega-32X! The fighting is fast and furious, with no time to pause for a breather. It's also incredibly addictive and there's a real sense of satisfaction to be had from watching your opponent's body armour flying off under a barrage of well-placed attacks.

Of course, as always the two-player mode is where the real action's at. As with most beat-'em-ups the blood doesn't really start pumping until you're in a life or death battle with one of your buddies. Beating your mates to a pulp always feels good, which is why *Cosmic Carnage* comes up trumps. It's a good bash and looks to be a game worth getting once you've splashed the cash for a Mega Drive 32X.

ALL IN A GAME

Cosmic Carnage is packed with outrageous characters and unusual special moves. In addition to this weird array of warriors, there are loads of colourfully designed levels in which to fight your battles.

Once you're into the game you'll notice that as you move your character away from the opponent the perspective changes as the characters get further away from each other. This creates a real sense of depth to the action, adding to the playability of the beat-'em-up action.

Finally, choosing the right weapons and body armour for your characters is a major factor in the outcome of a fight. Each suit of armour has different special skills and moves, use the right ones on the right character and you'll take him out before he knows what's hit him. However, fail to utilise your chosen equipment correctly and it'll soon be flying around the ring as your opponent literally beats it off your body!

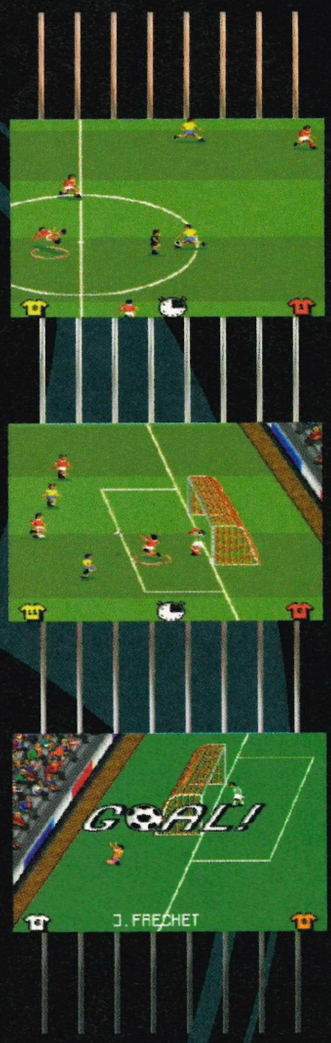
KICK OFF 3

EUROPEAN *Challenge*

CVG GOLD

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- 15 LEAGUE AND CUP COMPETITIONS
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Change the course of the match with tactical manoeuvres and team switches.

Multitude of team styles and tactics - no two sides play the same way.

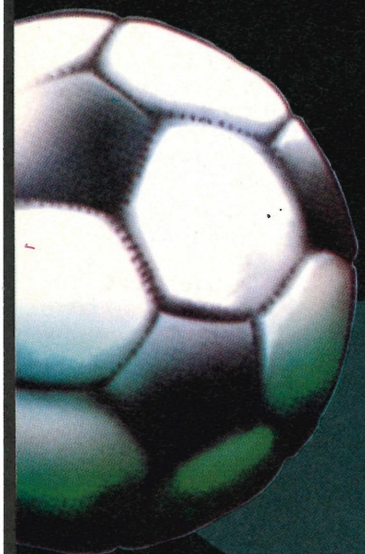
Practice and perfect overhead kicks, flick ups, diving headers and volleys for the crucial matches.

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KICK OFF 3 SHOWS THE RED CARD TO ALL OTHER SOCCER GAMES



MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

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ANCO

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REVIEWS



THE SegaPro YO:
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2 PROTIPBOX: An invaluable hint for those tricky situations. We reveal a top tip to help you progress through the game.

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MEET THE TEAM!



Chris Marke

"I get loads of stress from the rest of the Pros and plenty of heartache trying to get our exclusive games in before deadline, but being the editor does have some perks. After all, choosing someone to go to Sega to be first to check out the new Mega Drive-32X games or go on an expenses paid weekend rally car driving is easy. The other chaps couldn't handle the excitement anyway!"

Fave game: Doom



Phil King

"I'm the sort of person who gets wound up very easily, especially when it comes to making sure we get the cover discs on time. It's a very touch-and-go business, so if anyone else moans about the SegaPro or Mega Power demos not being quite what we promised, I think I'll scream. Arrrggghhhhh! On the other hand, it's all worthwhile when we receive letters saying how much people enjoyed the demos."

Fave game: Madden '95



Mark Hill

"In a job like this you can't help but get stressed from time to time. I went to France for two weeks this year to chill out a bit. In the office the best ways to reduce the stress factor are keeping a tidy desk, having a few postcards of Californian babes pinned up on the wall and, most importantly, trying to hide from Pilky behind my monitors!"

Fave game: FIFA Soccer '95



Mark Pilkington

"Stress, eh? Ha! What is stress, exactly? I'm one of these people who's always happy with life whatever problems it brings along – when you think about it, nothing's worth getting wound up about, whatever it is. Occasionally I do get a bit 'down' about things, but I perk up again soon afterwards! I live by only one motto: 'Drink my booze and be happy!'"

Fave game: Virtua Racing Deluxe

REVIEWS INTRO

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The famous 3-D shoot-'em-up brings buckets of gore to the 32X 40

CD **DUNGEON MASTER II**
Explore monster-filled dungeons and collect treasure in this 3-D RPG 63

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This disc incorporates both the sequel and the original *Another World* 68

MD **KICK OFF 3**
Can the third game in the series really kick it now Dino Dini's gone? 51

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Take on Cyberjobe in the strange world of Virtual Reality 48

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The enhanced CD version features more speech and faster action 66

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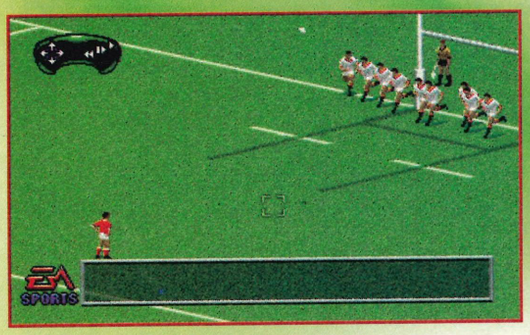
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Fight the Empire forces once again in this 32X arcade conversion 46

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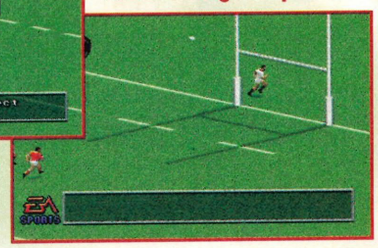
REVIEW

MEGA DRIVE





After a try you can score two extra points by kicking a conversion through the posts.



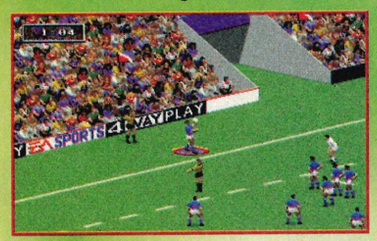
(Above) The winner of the pre-match coin toss decides whether to kick off or which way to play.

RUGBY WORLD

According to Electronic Arts, *Rugby World Cup 1995* is 'the most realistic rugby simulation ever seen on a games console'. They say the development team have done 'everything possible to reproduce the letter of the law and the spirit of the game'. It would be easy to agree with these claims before playing the game for two reasons: firstly EA have a fine reputation for producing quality sports simulations and secondly there's barely been a decent rugby simulation in the past worth talking about. Are we about to witness the best console conversion of the world's toughest team sport?

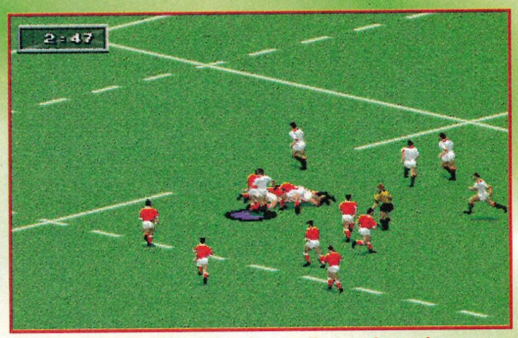
If it's produced by Electronic Arts then you guarantee the options screens will comprehensively cover the sport in question. With *World Cup Rugby 1995* you can't fault the contents. Play in a league, friendly or World Cup competition, create your own leagues, select the type of pitch, toggle offsides, pick players, analyse players' skills, view match statistics, pick subs... like *FIFA International Soccer*; what is here is 'in the game'.

When the players march out the tunnel as soldiers about to declare all-out war, the atmosphere in the EA stadium is soon bubbling at boiling point. And you can clearly recognise the *FIFA* engine that *World Cup Rugby' 95* has been built around. Why not? The *FIFA* perspective gave us a superb view of the action and worked well in recreating the sport.



When the ball goes into touch, the players gather round for a line-out.

If you know the rules of rugby then expect to be content with their realistic implementation. EA have recreated the ruck and maul plays very well, and to add to this, the sprites themselves move like real players with convincing strength and determination.



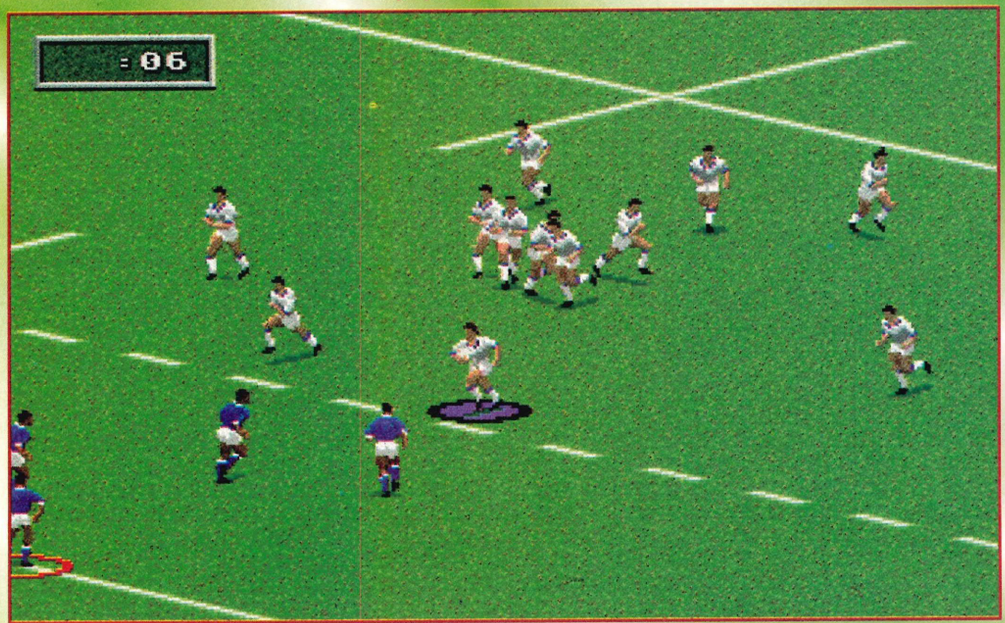
When you're tackled a ruck usually results. Whoever gets most players there first should win the ball.

The difficulty with rugby is the programming of a user-friendly control system. I found the scrums and mauls a little frustrating to get to grips with at first. You can bet your life you'll be tapping the joypad buttons like mad in the hope the ball will appear from the mountain of limbs with your team! Often it's a muddle, you can't see where the ball is and end up guessing whilst a ruck or maul automatically sets itself up. Let's just be glad it all looks correct despite the problem of the ball being hidden by all the bodies!

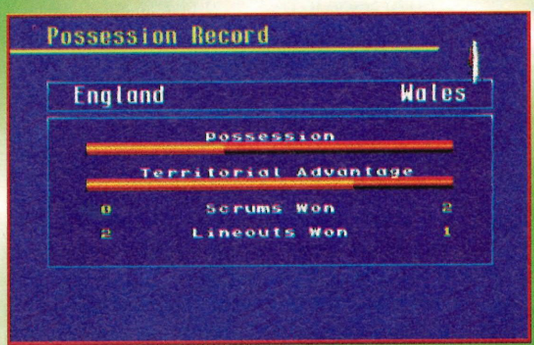
PROtip

FROM THE SCRUM, TRY AND PASS THE BALL ALONG THE BACKS TO THE WING MAN SO HE HAS SPACE TO SPRINT FOR THE TRY LINE OR THE CHANCE TO KICK A GOOD BALL INTO TOUCH.

Passing down the line and breaking through the defence is the best part about this for me. You can press C to boost your speed, as can the chasing defenders, and this makes the race and chase experience as gripping as the real thing. Go for a try under the posts and that crucial conversion will be at the easiest of angles. The kicking is an art. Choose to kick and up-and-under, a hoof upfield, go for the drop



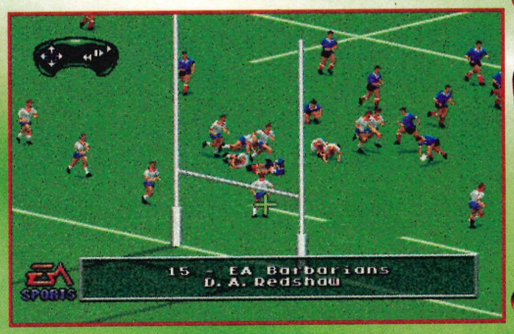
Running with the ball, you can obtain a burst of speed by pressing C. You can also do a dummy pass to fool defenders.



The game stats show who's been dominating possession and territory.



The scoreboard animation shows a cartoon rugby ball being kicked.



CUP 1995



Check out your team's line-up, viewing the individual attributes of each player.



You can play the 1995 World Cup or select teams for your own custom cup.



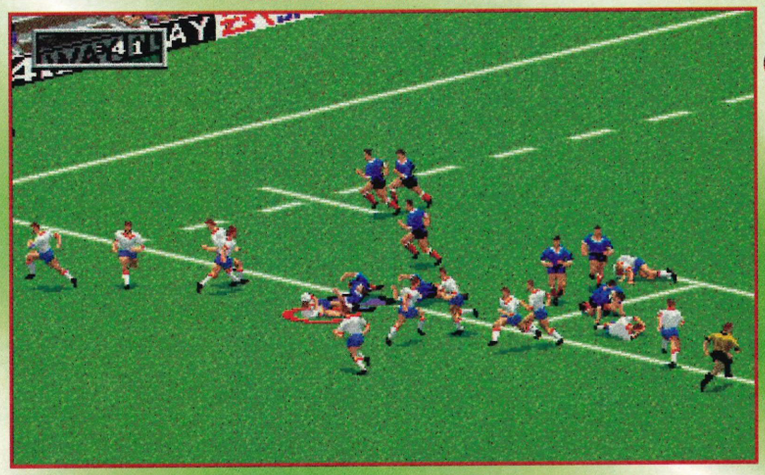
In the scrum you use the D-pad to push forward and wheel it round.

goal or try and sneak the rugger ball into touch just before it hits the try line for a nail-biting line-out.

There's a lot in a game of rugby to play around with and EA give you that freedom of choice so a game can be different depending on your mood, style and opponent. You can alter your tactics and make them pay off. You also have the use of a user-friendly kick-strength meter for tactical kicking. The minor rules such as knock-ons and offsides ensure you play by the book to recreate that realistic and satisfying rugger atmosphere.

The comical little touch where a player can knock his head against the goal post and fall to the ground gives this that final lick of polish. The power and skill of rugby is put under the spotlight to give real fans the best offering yet on console. And even if you're not a fan you can still get to grips with the laws of the game by locking horns with up to three other friends for some thrilling high-scoring matches.

Mark "Up-And-Under" Hill SP





Whack! This game's as rough as the real thing, apart from the lack of punching and stamping!

(Below) The forwards prepare for another scrum. You can position the scrum half.

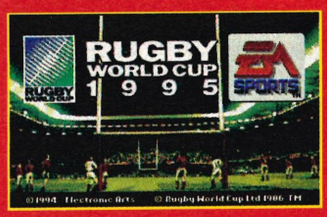


(Above) This sequence is shown after a try is scored.

(Left) Scoring a try near the posts makes the conversion easier.



EA
£44.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 4
STAGES: .....n/a
SKILL LEVELS: 1
FEATURES:.....4 Way Play
CONTACT: .....Electronic Arts
(0753) 549442

PROview

MARK P ■■■□□
It can get frustrating as once a player gets through, it's very hard to tackle him.

PHIL ■■■■□
A little confusing at first, but good fun once you get the hang of things.

CHRIS ■■■■□
Rugby isn't the easiest sport to simulate, but EA have done a fine job.

PROscore

GRAPHICS 85%
▲ Using the *FIFA* engine, the pitch perspective and animation work very well.
▲ Effective scrum, ruck and maul sequences recreate the sport well.

SOUND 81%
▲ The crowd raise the roof whenever a spectacular kick or try is witnessed.
▼ A little disappointing there are no common rugby chants from the crowd.

GAMEPLAY 86%
▲ Clever passing and kicking make this the best console rugby game yet.
▼ A few flickery and slightly jerky sprite movements prove distracting.

CHALLENGE 88%
▲ Go for glory in a tough World Cup competition featuring all the nations.
▲ Set your own challenge of working on a style to suit your own tactics.

85%

A sporting title that sets a new standard for console rugby. Not quite as fluent and exciting as *FIFA* but still of a very high quality.

REVIEW

MEGA-32X

DOOM

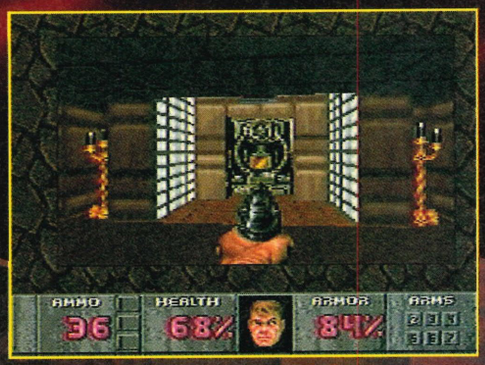
A giant cult phenomenon on the PC, *Doom* has finally made it across to the Mega Drive – courtesy of 32X add-on device! Hyped up with promises that the game will run faster than on a 486 PC, *Doom* looks set to be THE game to own for Sega's new baby. But can it really deliver? Has it got what it takes to match the original's greatness, or will it turn out to be a bit of a bodge-up? Only I, Mark Pilkington, can tell you! So settle down now, chaps, and control your excitement whilst I take you through what, on paper, looks set to blow everything else out of the water...



Ho, ho, ho! Ah, it's the old humorous difficulty setting names gag, is it?



Yipes! What a creepy looking door... Most of the doors in the game are unlocked, but you'll need a key for some of them.



The exit door looks a bit like this. Well, it looks exactly like this, in fact!

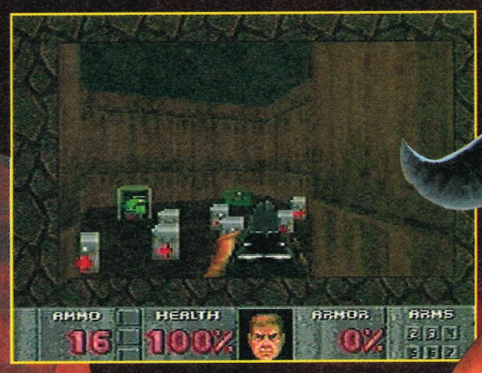
When you first start playing this game, your eyes will literally pop out of their sockets. For the first time on a Sega system, you are given the chance of playing a game from the *full-screen* first-person perspective of a human being – seeing the world through the eyes of a soldier as he wanders around a strange underground world, battling the strange mutants he finds there.

Accolade's *Zero Tolerance* first attempted this format to a degree of success, but your viewpoint was limited to about a quarter of the screen. With *Doom*, however, the 3-D view is about as good as you're ever going to get (just look at those screenshots!). And when I mention the fact that the whole game scrolls and scales as fast and as smoothly as anybody could wish for, I've probably just made Sega about two zillion profit as you all rush out and buy a 32X with a copy of *Doom*... Aren't I kind?

PROtip

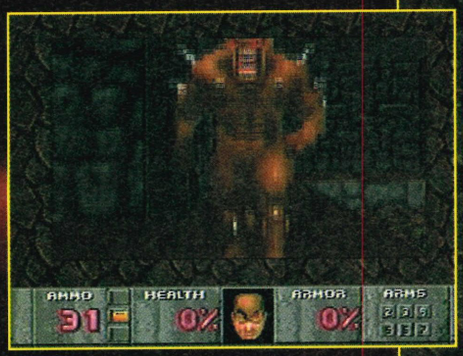
SNEAK AROUND THE CORRIDORS AND ROOMS, HUGGING THE WALLS ALL THE TIME – YOU'LL PROBABLY FEEL A BIT SILLY DOING THIS, BUT IT'S THE BEST BET FOR SURPRISING THE ENEMY.

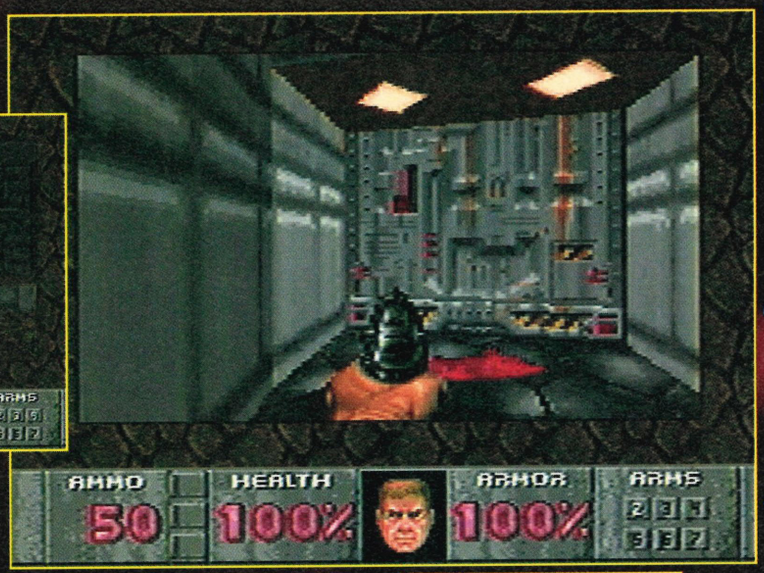
This greatness isn't just limited to the graphics and game engine, though, because things on the sound side are pretty groovy as well. On the so-called 'mighty' PC, you'd normally need a little thing called a Sound-Card to get any half-decent tunes out your computer. Not so with the 32X! As you wander around the game area, you too can get totally spooked-out as the atmospheric music plays away in the background. The sound effects are equally as good, if not better. As you wander around in the game, you'll be able to hear your character breathe in and out as he gets tired, and groan in complete and utter agony whenever he gets attacked by a monster. The various weapons under your control all sound the part as well, particularly the shotgun and chain saw.



Aha! So, we have a secret room, eh?

I'm not sure if this is supposed to be some strange sort of bondage gear. What do you think?





Everything in the game scrolls past smoothly, as, erm, not demonstrated by this screenshot. Oh well, you can imagine, can't you?



It looks lovely, doesn't it?



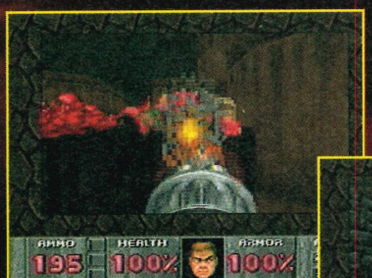
As for the monsters themselves, the growls that echo around the corridors really make the hairs on your neck stand on end! The slurping piggy gurgles that come out of the pink mutants are really something, guaranteed to bring a smile out of even the most serious person you know. Brilliant stuff.

But, hey, enough about the graphics and sound – it's about time we got down to what the game's really all about. The whole principle of *Doom* is to kill everything that you find in each level, before making your way down to the next one once you've triggered the exit switch. When you've finished a level, a screen will appear telling you how many monsters you killed and secret rooms you discovered, among other things. Get 100% in all of these categories to finish the level perfectly. Do this for all 15 levels and an extra two are opened up for you, enabling you to complete the game properly. It is possible to just play the 15th level and complete that, but you won't receive the correct ending (as you can see by the screenshot). Doh!

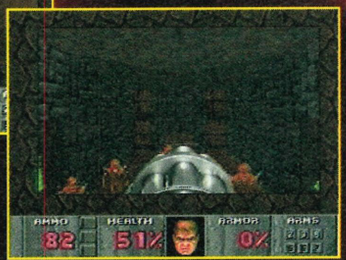
As I've already mentioned, the whole purpose of playing this game is to kill people. In a market where almost every other game is about the same subject, most people would disregard this aspect totally – people have become desensitised to it all. But when you consider that this is a game where you view the action from the actual first-person perspective of the killer, then things start to become a bit more serious. Add to that the fact that one of the weapons you wield is a chain saw – and, hey, you just know that therejust might be some nutter out there who's going to be affected by this! On the bright side, though, this is an '18' certificate, so that should – in theory – keep this game out of any eight-year-olds' hands.

So all in all, *Doom* on the 32X has turned out to be a rather top game. It's arguably faster than the original PC version, it sounds and looks brilliant and would make a perfect Christmas present for the older member of your family – that is if you don't keep it for yourself! Go get it, but remember to bring that chain saw...

Mark "Guns 'n' Roses!" Pilkington SP



Urrgh! I can't believe I'm actually shooting a dead guy. Gross.



A nasty horror if I've ever seen one...





Having completed the game the easy way, you're presented with this screen!

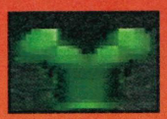
COLLECT THOSE COLLECTABLES!

A few of the power-ups that you can collect in the game...



AMMO: You'll use this to refill your gun when the bullets start to get a bit low.

ARMOUR: Regain some of that precious energy when you collect this power-up.





CANNON: One of the best weapons in the game, the cannon will continually pour out a stream of bullets.

FUEL BARREL: Blow this up with your gun to kill any monsters that are caught in its blast – make sure you're out of the way, though!





SHOTGUN: "I've got the Shotgun Blues, the Shotgun Blues / I said I don't know what I did, but I gotta move!" As G'n'R might sing. Probably.

SEGA
£59.99
OUT: NOW



CART SIZE:.....32Mbit
PLAYERS: 1
STAGES: 17
SKILL LEVELS: 6
FEATURES: .....none
CONTACT:.....Sega
(071) 3733000

Proview

MARK H ■■■■■
A great game, but a pity they had to cut down the number of levels from the PC.

PHIL ■■■■■
Stunning 3-D graphics and brilliant gameplay. Well worth getting a 32X for.

CHRIS ■■■■■
Ultraviolence gone mad and more blood than you can shake a stick at!

Proscore

GRAPHICS 95%
▲ Very eye-catching 3-D perspective which captures the action perfectly.
▼ When you get very close to baddies and objects, they get a bit blocky.

SOUND 88%
▲ The plentiful sound effects and spooky tunes are all very nice.
▼ Although very atmospheric, the music could do with a bit more 'oomph'.

GAMEPLAY 95%
▲ As easy as pie to get into, and as hard as nails to shake off!
▼ After a long while, the endless killing might get a bit repetitive.

CHALLENGE 91%
▲ A very tough game to complete properly. You'll have to be a sharpshooter.
▼ The downside is that there's only 17 levels, compared to 30 on the PC.

94%

If you want to kill people, drop that gun and play this game instead. It's top stuff! A must-buy for the 32X.

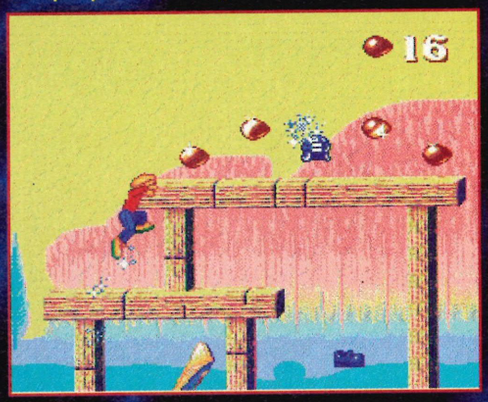
REVIEW

MEGA DRIVE



The 3-D stages are the leaves in the Pagemaster story. You'll weave in and out of pillars, collect bonuses etc.

In the barren lands Richard Tyler leaps onto high beams and scoops up all those tasty fruits.



The Pagemas

Based on the magical part-animated movie soon to be released in both America and Europe, *The Pagemaster* is a spooky adventure telling the story of a young and timid Richard Tyler who finds shelter from a thunderstorm in an old library. In this magical tale for Christmas, Richard soon discovers the library's hidden secret. He is transformed from the real world into a cartoon where the books eerily walk, fly and shake around. Whisked away on a library cart he meets the Pagemaster and three characters: Adventure, Fantasy and Horror. These unlikely book companions need Richard to help find all the lost library cards scattered throughout the Pagemaster's kingdom. Take a fantasy walk through the many well-known classic books... it's a novelty!

Imagine a virtual library where you could enter a book and travel through the scenes rather than read the text. For Richard Tyler this is virtually what's happened! Players control the film hero, working their way through classic books, engaging in battle with the likes of Frankenstein, Long John Silver and Moby Dick.

Using your powers and those of your three loose-leaf buddies, Adventure, Fantasy and Horror, you must negotiate your way through each of the levels to the exit.

On top of this there's a second challenge within the game so players can see a special ending. Players must collect all the hidden library cards – you can guarantee this will mean going off the beaten track, searching in far-reached corners of rooms to grab them.

With a trail of stars following Richard as he runs and jumps through the levels, the magical touch is here by virtue of books that walk, fly and shake amongst a host of other freaky characters. The first stage, horror being the theme, is littered with freaky fiction. Books, books and more books. They continually alter their direction to keep you guessing if you can pass them without having to 'bop' on the top of their pages to make them disappear. Other enemies also have unpredictable attacking habits!

The game alternates between 3-D and platform sections, the latter encouraging frustration with spiky pits, mobile book platforms, speedy scrolling (so you can't always see the enemy in time to bop it!) and stepping-stone ledges. The term 'bop' I use from *Bubsy*. Unless you collect the mystic spherical weapons to throw at your foe like grenades then most of enemies, whether it's a ghoul, a ghost or a freaky Frankenstein, require that critical 'bop' on top of their heads to destroy.

I found 'bopping' to be a frustrating strategy since the accuracy has to be near-perfect. The tiniest error results in the loss of a life or even the agonising return to the very start of the big stage you're on. I relied on the convenience of a throwing weapon (when I could get it) to clear the wave of trouble ahead to save on lives and the loss of hair!

Nothing surprised me a great deal in this game, with cuddly animation, detailed graphics and a sparkling set of sound and speech samples failing to disguise the familiar ideas. Collect 100 keys for an extra life, find hidden rooms extending through ornate stone walls, ricochet off walls like Taz would in *Escape From Mars*, collect items to protect your lives so it takes more than a hit to lose one. I can name many games with similar, if not identical features.

Despite your ability to pick up and place items, jump into hidden books for bonus levels, and even ride a book like a magic carpet in the impressive 3-D stages, you can't help feeling it's all far too predictable. Busy screens and a change in the gaming style keeps the fantasy alive for a while, but the novelty of *The Pagemaster* is a little thin on the spine to warrant it as a winning choice for Christmas.

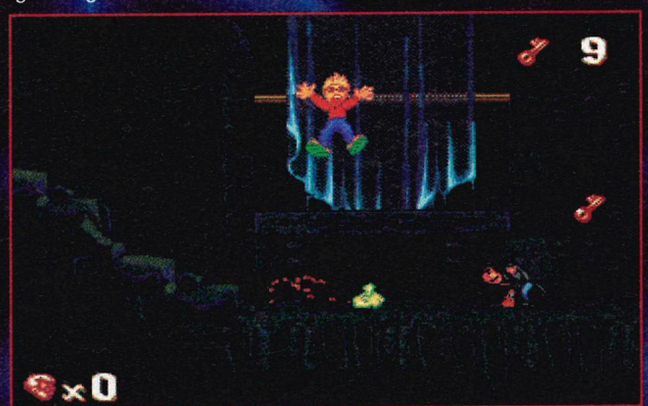
Mark "Booked" Hill SP

protip

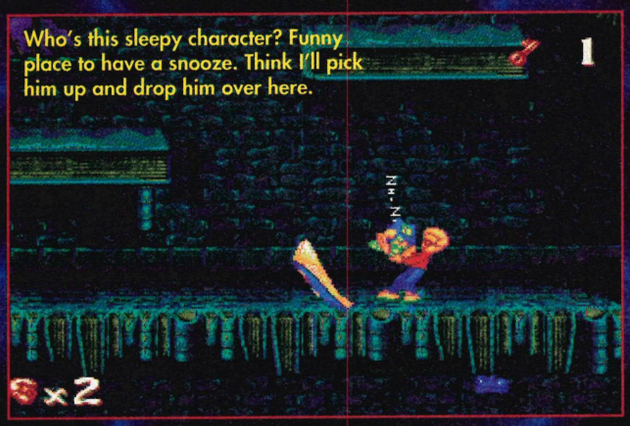
MAKE USE OF TYLER'S ABILITY TO RICOCHET OFF WALLS. HE CAN BOUNCE UP A CHANNEL AND FIND ROOMS FULL OF KEYS AND VARIOUS OTHER BONUSES. THERE ARE MANY SECRET LOCATIONS TOO.



My name is Mr Wolf and I'm still hungry after eating Granny for starters. Fancy being my cheese board, Tyler?



As you can see, folks, I'm scared stiff of these places. Who's that horrible mammal below?





To defeat a fictional enemy, in this case a book, jump on top and watch it explode. It's tricky, mind.

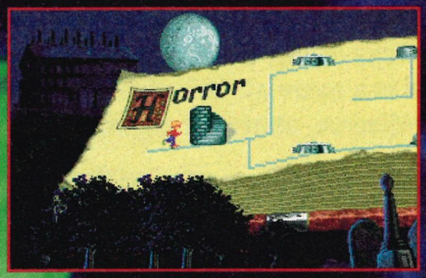
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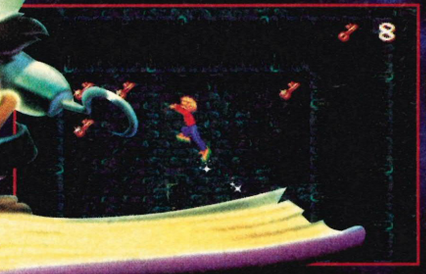
A magic book appears in the air. Jump into this and you'll find a bonus room littered with keys.

And for my next trick I will leap from this ring to the wall and ricochet upwards to get the keys. Then I'll write to Gladiators.





Stages are displayed like this. In the first classic novel, Horror, you walk across the page watching each stage pop up.



It's all in the ankle, you know, when it comes to wall jumping. Mind your head on the stone ceilings though.

SEGA
£44.99
OUT: DEC



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES: 10
SKILL LEVELS: 1
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

MARK P ■■■□□
I liked the 3-D sections better than the average platform stages.

PHIL ■■■□□
Some nice touches can't disguise another formulaic platformer.

CHRIS ■■■□□
A very pretty game with some impressive 3-D bits, but not that original.

PROscore

GRAPHICS 82%
▲ Like many platformers these days, the graphics are of a high quality.
▼ A shadow of doubt is cast by the predictable level designs and features.

SOUND 78%
▲ Sparkly sound FX for that magical touch and a few lively speech samples.
▼ Not the most emotional or inspiring set of music tracks you'll ever hear.

GAMEPLAY 72%
▲ Many of the characters have a personality, making them fun to defeat!
▼ Look at a whole level and you'll wonder if there's anything really 'novel'!

CHALLENGE 83%
▲ The challenge of reaching the special game ending is strong.
▼ Frustrating to complete with fiddly attacking controls at the best of times.

74%

The predictable arcade platform action tends to haunt you more than the cute horror shows. Looks pretty but plays rather plainly.

REVIEW

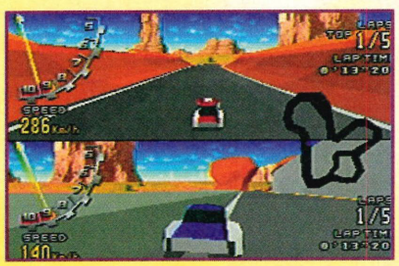
MEGA-32X

Virtua Racing deluxe



SEGA PRO YO

With their sights firmly locked onto regaining public support after a year of rival companies promising better things for the future, Sega have unveiled their first few games for the Mega Drive 32X add-on. These need to impress people, show them just what this 32X is capable of and restore a bit of Sega loyalty in the ranks. Can they do it? Well, next on the grid is a game which looks set to cast all doubts aside. Gentlemen, start your engines...



The two-player mode is where it's at for real competitiveness.

As with *Star Wars*, *Virtua Racing* is a conversion of a hugely popular arcade game. *Virtua Racing* in the arcades is arguably better than its space-based brother, so does the same stand true for the 32X game? It should do, especially seeing as this deluxe version offers you the chance to not only race around in F1 cars, but also to burn things up in tough-as-nails Stock Cars and state-of-the-art Prototypes. It all sounds a bit intriguing really, especially when you take into consideration the two new courses that have been added – I'm getting a bit excited, to tell you the truth!

The Mega Drive version of *Virtua* used the new SVP chip, a device that turned your previously slow-by-comparison Mega Drive into a polygon-shifting SNES-beater. Even with this new chip, though, the game still wasn't perfect. The main complaints came from the fact that things zoomed past just that bit too quickly to be realistic, so fast that it all became a tad jerky when you were hitting 180 on a tight bend – ie it became slightly unplayable. The poor processor, even though it was aided, also had trouble calculating where everything was, so inevitably, big chunks of mountains and hills were missing from time to time. Being honest with you, these were only minor niggles to the overall product, and I personally found it an enjoyable game; although many people didn't.

PROTIP

LEARN THE BEST RACING LINE FOR EACH TRACK. THE SECRET TO QUICK CORNERING IS HARD BRAKING INTO THE BEND, FOLLOWED IMMEDIATELY BY RAPID ACCELERATION THROUGH ITS APEX.

So we come to the 32X version, and apart from the new car and track additions, has the playability been improved? Well, the good news is yes, it has! Thanks to the better processor abilities, and someone at Sega actually having the good sense to be realistic about the speed, this latest version of

HELLO JOHN, GOTTA NEW MOTOR?

Unlike the original arcade version and Mega Drive game, 32X VR gives you the option of racing around in three different cars...

FORMULA ONE:

The best all-round car, this has good speed and cornering, though it's not as fast as the Prototype.

STOCK CAR:

Has the slowest top speed, but the extra road grip makes cornering much easier. Good for beginners.

PROTO TYPE:

The fastest car in the game, its lack of grip makes it the most difficult to drive. Recommended for experts.

POINTS OF VIEW

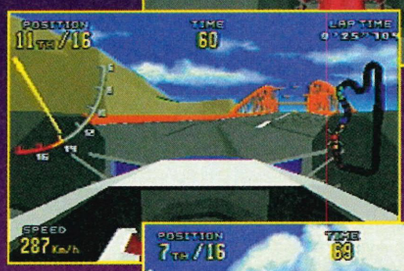
There are four different camera angles to view the racing action from, and here they are...



This angle, just behind and above your car, gives a good view of the track ahead.



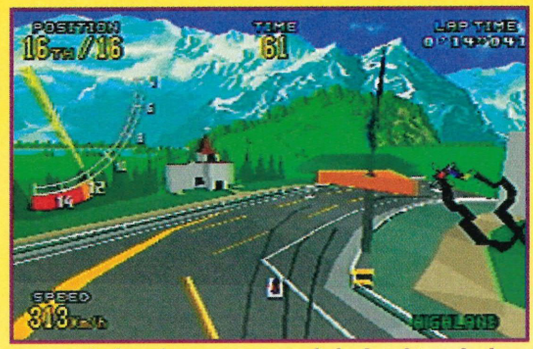
This lower view's trickier, but gives a greater feeling of speed.



In-car: the hardest but most exhilirating view of the action.



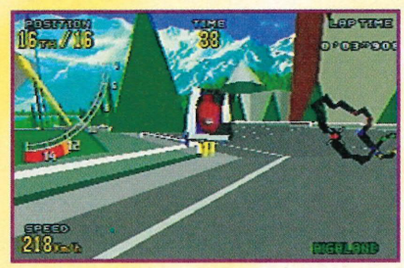
The aerial camera is great for anticipating the bends a long way ahead.



Way up high with your car just a little dot, this is the best view for anticipating the bends ahead.



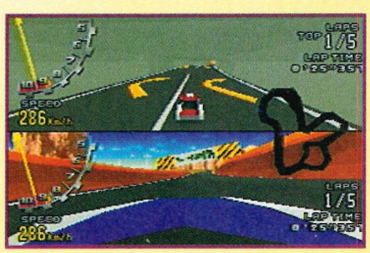
This is where it's at – right inside the cockpit of your car! When the driving gets tough, the tough get driving.



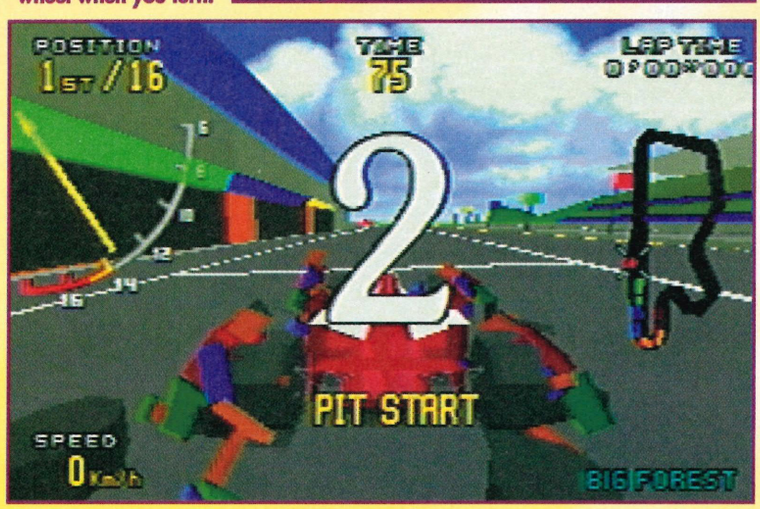
Boom! Bang! Biff! I've just crashed and I didn't even get done for reckless driving.



This game is so realistic, your driver's hands even move along the steering wheel when you turn.



You can choose from the different views in two-player mode as well!



Before the start of the first race, you will find yourself down in the pits. Brighten up, you'll be out of there soon!

Virtua is the best yet – almost as good as the arcades, in fact.

You really do notice the difference between the various cars that you can choose between, both in terms of handling and speed. Zoom into the cockpit of a Stock Car, turn the sound up, and it really does seem as if you're driving along in the real thing – you even see your driver's polygon arms moving the steering wheel. The two new tracks offer the challenge that I was looking for. The desert track, in particular, is a joy to drive along.

Amazingly, things don't seem to slow down at all in the split-screen two-player mode. Your 3-D view may be a little squashed compared to that in the solo game, but for pure competitiveness alone, this mode can't be beaten.

So, to sum up then: if you have one of those boring PC-owning friends who keeps on about how much better his computer is compared to your Mega Drive, then I'm afraid that the 32X hasn't shown me anything yet that would shut them up. What it has shown me, though, is that it can beat machines such as the SNES into the corner of the ring, whilst at the same time holding off the advances of the Jaguar and 3D0 until the Saturn comes along. The 32X is here now, and with it comes the best 3-D driving game outside of the arcades.

I love it! I want a car! I want to be an F1 driver! I want a 32X!

Mark "Full Throttle" Pilkington SP

SEGA
£59.99
OUT: NOW

V.R. Virtua Racing **DELUXE**

CART SIZE:.....24Mbit
PLAYERS:.....2
STAGES:.....5
SKILL LEVELS:.....3
FEATURES:.....none
CONTACT:.....Sega
(071) 3733000

PROview

PHIL ■■■■■
So fast, so playable, this is the business – a must for fans of the coin-op.

CHRIS ■■■■■
Those 3-D graphics are excellent, making the driving truly exhilarating.

MARK H ■■■■■
I can see myself playing this for a long time yet. A great conversion.

PROscore

GRAPHICS 92%
▲ The polygons scroll in and out of the screen like nobody's business!
▲ The scenery on each track is well-drawn, colourful and quite lovely!

SOUND 64%
▲ Brrmm, Brrrmmmm, BRRRRMMMM! I think you get the picture...
▼ It's all a bit samey really: lots of ear-wrenching engine noises.

GAMEPLAY 86%
▲ Captures the feeling of driving fast around a track perfectly.
▲ The difficulty level is perfect, making you want to keep playing.

CHALLENGE 87%
▲ Beating all the other cars is a challenge that you'll want to take up.
▼ Even with two more tracks, five still isn't that many for a racing game.

90%

A superlative conversion of the coin-op with extra features to boot. An essential purchase for arcade racing fans.

REVIEW

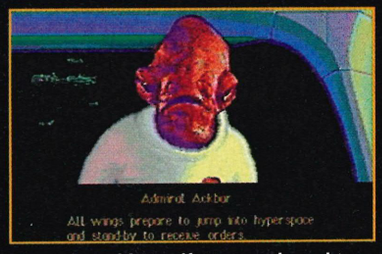
MEGA-32X



Oh no! Darth Vader's won and I've lost! Darn.



A clip from the game's intro. It's just the same as the original films, y'know!



The Admiral himself. He gurgles a bit, but he's a good guy really...

STAR WARS ARCADE

It's arrived! After months and months of speculation, Sega have unveiled their new Mega-32X add-on device. For the past year, Joe Public has been promised that all sorts of wonder machines are just around the corner, and it's not really surprising to hear that the sales of the good old Mega Drive have suffered. The 32X is Sega's secret weapon – all you have to do is slot it into the top of your Mega Drive and, chocks away, more power than Michael Jackson's lawyers! But is it any good? Costing £170 quid, and bundled with no games, the first releases for it will have to be something special, so who better than the galaxy's greatest rebels to add that touch of class?

IN A GALAXY FAR, FAR AWAY...

Ask anyone what's the greatest science-fiction film, and you're almost guaranteed that they'll tell you one of the Star Wars series. Star Wars was much more than just a cult phenomenon like Star Trek, Buck Rogers or Battlestar Galactica – it was a way of life! It was also a merchandise man's dream: toys, books, posters, comics – you name it, we bought it, and all because they had the Star Wars logo on them! But for those unfamiliar with the 'Wars' films, look no further, young Jedi Warrior (well, look below actually)...

STAR WARS (1977):

The first film in the trilogy, Star Wars is actually the fourth part of the series. Confused? Join the club, pal. Anyway, Star Wars told the story of a young farm-hand who longed to be a warrior. One crash-landing, distress signal from a beautiful princess, meeting up with a wanted criminal and space-battle later (phew!), and he was one. Hurrah!

THE EMPIRE STRIKES BACK (1981)

The second film in the trilogy was a much more serious affair, due to a different director, and featured a huge ice-planet, murky swamps, even more space battles and a nasty case of a hand being chopped off. Yowch!

RETURN OF THE JEDI (1983):

The final (and worst) film was based in two different locations: a sandy planet (Tattoine) ruled by a huge slug-monster, and a forest planet populated by cute 'n' cuddly teddy bears called Ewoks. Oh, and there were a few space battles as well.

THE NEXT WAVE

The good news, people, is that Carrie Fisher (who played the part of Princess Leia in the films) has just finished off the scripts for the three movies before this trilogy. Filming has just begun for the first of these, so keep an eye out for it – it should be pretty good!

Based on the huge arcade game that is doing the rounds at the moment, the 32X version gives you two modes to play. The first is a straight conversion of the coin-op, whilst the second is an enhanced version programmed especially for the new machine. To tell you the truth, there's hardly any difference between the two graphically and sonically, although the games are structured slightly differently.

As in the arcade version, you have the choice of either playing the game on your own (piloting an X-Wing), or going for a blast with the two-player mode (where you take control of a Y-Wing ship). You are also given the choice of playing a shorter and easier training mode, or going all-out in the harder, but longer, simulation mode.

Whatever mode you choose to play in, controlling your craft couldn't be easier. Flying your ship is done via the direction pad, with Up and Down reversed for that true air-jockey appeal. Button A slows you down, C fires your lasers, whilst pressing B and C together launches a proton bomb at the enemy. Pressing Start will change the viewpoint of your ship, alternating between cockpit (as in *G-LOC*) and outside (as in *After Burner*). In two-player mode, one handles the flying part of things, while his colleague gets to play the role of the gunner.

There are plenty of missions to play through, including all the classics such as raiding the Death Star, hot-dogging it along asteroid belts and taking on the huge Star Destroyers in massive space battles. It's all good fun, but the lack of a password system will begin to annoy you after the 20th time you've played through the first three missions in order to reach level four! Quite annoying, really.

PROTIP

PRACTISE PLAYING AROUND WITH THE VARIOUS CONTROLS AND WEAPONS THAT ARE AVAILABLE TO YOU. EVENTUALLY, YOU'LL GET THE HANG OF IT AND THEN YOU CAN REALLY GET BLASTING.

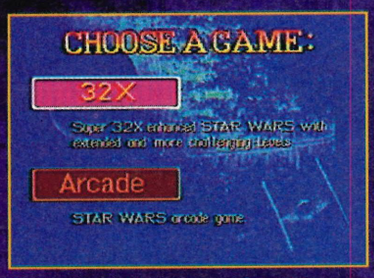
The graphics and sound may be brilliant (particularly the sampled speech that comes from the various commanders and pilots in the game), but at the end of the day, the basic gameplay lets things down. Don't get me wrong, it's a good game, but it could have just been so much better if a little more depth was available. All you really do is fly along and shoot at Tie-Fighters – something which grows dull all too soon.

When all's said and done, this is definitely not as good the arcade version. Maybe the coin-op's not as good as I thought it was, and maybe I just got suckered into believing so because of the mouth-watering graphics, but I quickly got bored of just flying along and taking pot-shots at various spaceships in this conversion. Technically, this is a brilliant game. Gameplay-wise, things aren't so hot. Still good for a quick blast, though.

Mark "Rebel" Pilkington SP



If you prove yourself good enough to get your name on the high-score table, you can show all of your friends!



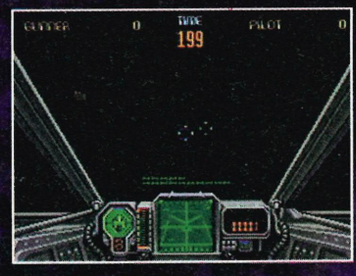
The game option screen. The 32X version is apparently enhanced, although I didn't notice anything very different about it.



VIEWING THE ACTION

The two fighters that you can control in the game each have two different modes to view the action from. And here they are...











The classic X-Wing Fighter, as recommended by Luke Skywalker himself. This is used in solo mode.



In two-player mode, you fly the more compact Y-Wing. One player pilots the ship while the second fires the lasers.



Before each battle, you warp-drive there first and are briefed on how many Tie-Fighters you have to shoot down.





In space, no-one can hear you scream, so you'll have to write a note saying "ARRRGGGHHH!"

In one of the missions, you'll have to go up against Imperial Destroyers.







Now this is what I call trench warfare as you fly over the Death Star.

The Death Star is your target in the second mission. YES – you do have to blow it up!



SEGA
£59.99
OUT: NOW

STAR WARS

CART SIZE: 24Mbit
PLAYERS: 2
STAGES: .....loads
SKILL LEVELS: 2
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

MARK H ■■■■■

Those smooth polygon graphics are excellent. I was soon hooked.

CHRIS ■■■■■

A very polished conversion of the arcade machine – a must for fans.

PHIL ■■■■■

My least favourite of the first trio of 32X games, but still a good blast.

PROSCORE

GRAPHICS 87%

▲ The filled-in polygon ships and objects all move smoothly and quickly.

▼ The dull space backgrounds don't add much variety to the proceedings.

SOUND 94%

▲ That classic Star Wars theme tune has never sounded better.

▲ The sampled speech heard at various points in the game is brilliant!

GAMEPLAY 83%

▲ The flying and shooting action is instantly playable.

▼ Sadly, flying and shooting is all that you ever do in this game.

CHALLENGE 90%

▲ Completing both game modes will require some fast trigger action.

▼ The lack of a password system is a bit of a bummer.

87%

The simple gameplay lets down what is otherwise an excellent coin-op conversion. Still, things are looking good for the 32X.

REVIEW



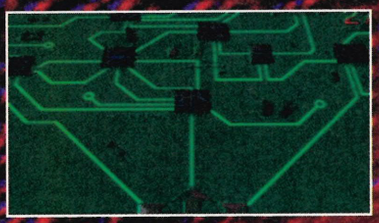
MEGA-CD

THE LAWNMO

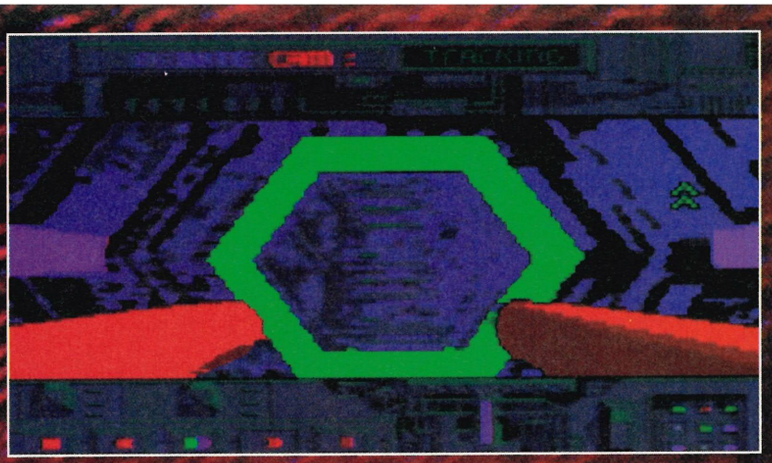
They predict Virtual Reality will be in widespread use by the year 2000. It will allow you to enter computer-generated artificial worlds as unlimited as the imagination itself. Whilst some see the positive side in household shopping, fire drills, roller coasters in your garden shed etc, others fear it could take over the mind – brain cells becoming circuits. This is the sort of cautionary tale told in the science-fiction film, The Lawnmower Man, and now the game. Producing a VR world on the MD version was a bit ambitious: 3-D scaling but graphics that had as much detail as cardboard city. On the supposedly superior Mega-CD, Time Warner Interactive took up the challenge of recreating the proper virtual effect, aiming to achieve the same bizarre futuristic atmosphere of the film...



Just one of the many impressive intro sequences, featuring lots of digitised footage from the movie.



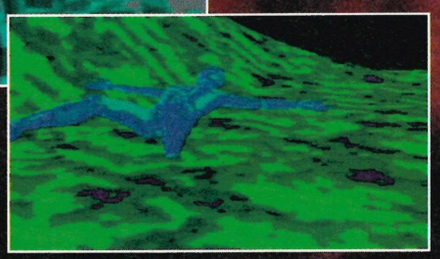
The start of the circuit board. You can scale and rotate in the air to find the safe wire route to the exit.



Time to fly though the hexagon pipe. There are untold VR dangers ahead.



Angelo stumbles on a door with a combination code. This is one of the game's puzzle sections.

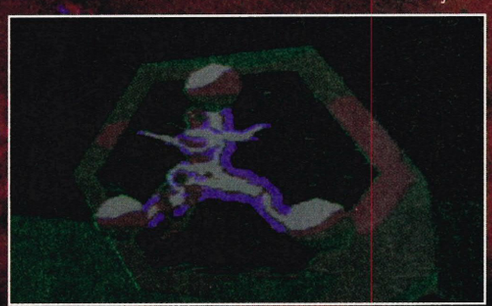


Some of these rendered graphics are really imaginative. This virtual reality lark is far out.

A little bird tells me over 40 million people have now seen *The Lawnmower Man* film. I bet they could all live on the Isle of Wight. The fact is, though, there may be no little bird one day, or an Isle of Wight for that matter. VR could transform everything living – people would rely on computer-generated images to see their way through life.

Imagine the new form of nature: VR. If, according to the film, it can enhance the intelligence of a human being then it could grow like nature and become more intelligent than us. Computers are ruling our lives already when you consider the manpower that's been reduced in the working world. How long before the first computerised SEGAPRO reviewer?!

So is *Lawnmower Man* CD good for a blast or what? The game offers one or two players (taking turns) and ten different varieties of gameplay. These include puzzles and cinematic-style 3-D platform sections.



Angelo chooses the wrong current across the circuit board. This exit has electrocution written all over it!

On the first stage you fly like Jobe and Angelo would in the garage on those flying simulation machines from the film. Following the on-screen arrows and speech samples, you simply react with a left, right, up, down or fire! Slow reactions force you to crash; sharp clean movements on the joypad see you through.

The effective scaling does give you the film's silky dreamy mood, despite the limited interaction. It's similar to *Dragon's Lair*, but not all of it!

When either Jobe or Angelo have finished their flight the game changes to puzzle mode. Columns of four hexagons bring up symbols and players are asked to pick the odd one out. For example: droplets, sun, snow, moon – moon being the odd one out because it's not weather. Easy? Well when you're up against the clock this is not unlike a Blockbusters gold run.

You won't want to be denied access to the next part of the game because curiosity has a habit of taking over. The graphics continue to elaborate on VR with the film's high quality, FMV sections snipping actual footage from the big screen and other rendered graphics between levels including that monster red mower. The combine-harvester-type blades mowing over a Virtual image of Jobe's brain is one of the most spectacular scenes.

PROtip

REACT QUICKLY TO THE COMMANDS BY PRESSING AND HOLDING THE DIRECTIONS CALLED OUT. ON THE FLYING SECTIONS DON'T FORGET THAT 'PULL UP' MEANS PUSH DOWN ON THE D-PAD AND VICE VERSA.

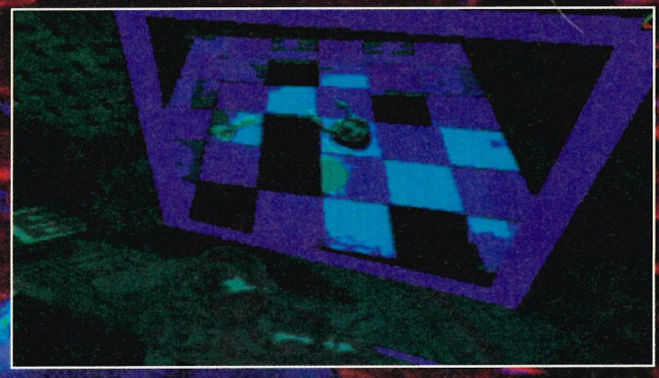
Being a sucker for such glitzy presentation is an easy mistake to make. But here there is variety in the game as a whole to keep you glued. *Tomcat Alley* provided more stunning FMV footage than interactive gameplay but still captured the mood with exhilarating screen displays.

Whether you're reacting to commands or mapping routes in your head from puzzles generated on the screen, *The Lawnmower Man* keeps you amused for quite some time. And even when you finish this there's a harder skill level to refine your mental skills. All in all this puts your head in the clouds and serves up a VR treat, and only when you've completed all ten dreamy sequences will the urge for a VR headset start to come to light.

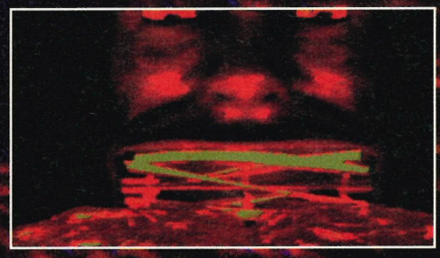
Mark "Tomorrow" Hill SP



The mental tests are not always that easy to master. Can you pick the odd symbol in each of the four columns here?



Memorise square patterns, avoid holes, locate robot and key. Then guide robot to key when board disappears.

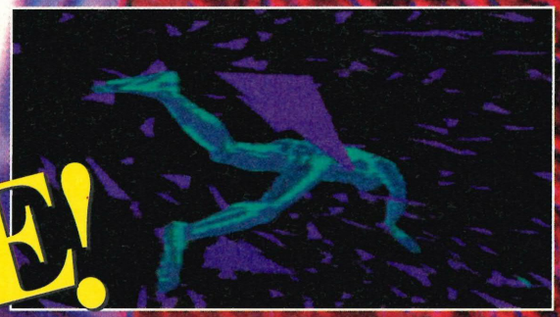


The famous scene where the lawnmower blades harvest a Virtual image of Jobe's brain.



The red monster mower powers through a Virtual body. Watch for the shower of polygon body bits!





When that life is finally lost you'll be sent spinning into nowhere like a victim of the Bermuda Triangle.

EXCLUSIVE!

WER MAN™

TIME WARNER
£TBA
OUT: DEC

THE LAWNMOWER MAN

CD ACCESS: .....medium
PLAYERS: 2
STAGES: 10
SKILL LEVELS: 3
FEATURES: .....continues
CONTACT:.....Time Warner Interactive (0604) 602800

PROview

MARK P ■■■■■
Some gobsmacking 3-D graphics make this an amazing experience.

PHIL ■■■■■
Not bad, but the interaction is limited to very simple, linear gameplay.

CHRIS ■■■■■
A very polished production that captures the unique flavour of the movie.

PROscore

GRAPHICS 88%

▲ The digitised images are of a very high quality, just like in the film.

▲ 360-degree cinematic panning and widescreen video set the VR mood.

SOUND 87%

▲ Superb sounds taken direct from the film for the full futuristic atmosphere.

▲ Clear speech including commands for players to follow.

GAMEPLAY 85%

▲ Musical, mathematical, logical, lateral-thinking IQ tests.

▲ An adrenaline-pumper right from the start with superb cinematic action.

CHALLENGE 80%

▲ Logic puzzles are never easy against the clock. Stimulating challenges.

▼ Still not as interactive as it could be with a linear route through the game.

86%

A unique combination of gaming styles to give you a curious taste of tomorrow. CD owners should certainly not dismiss this.

164 PAGE XMAS SPECIAL

SEGA XS

JAM-PACKED WITH SIZZLING SOLUTIONS!

EXCLUSIVE LION KING SOLUTION!

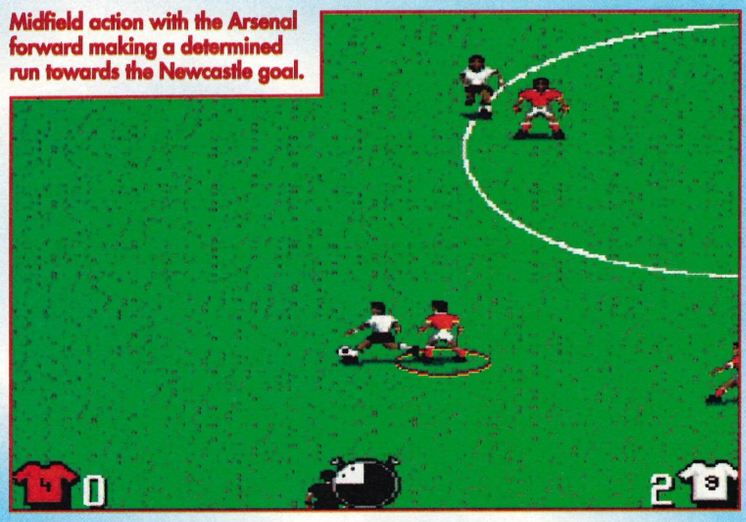


It may not look like Christmas on Pride Rock, but it's going to be a Merry Christmas in SEGA XS. We've got a stonking great 164 pages of solutions, cheats and tips, guaranteed to pack your stocking! These include a host of fully mapped EXCLUSIVE solutions, such as The Lion King, Sonic And Knuckles Micro Machines 2, Mickey Mania and much, much more. Make your festive season complete with a copy of our bumper Christmas special. Go on, you know it makes sense!

ISSUE 13 ON SALE NOW

REVIEW

MEGA DRIVE



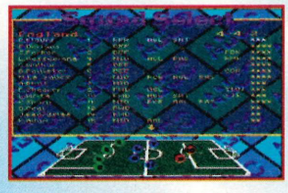
Midfield action with the Arsenal forward making a determined run towards the Newcastle goal.



Celebrations as the striker runs to the corner flag and throws his arms in the air. Is there anybody sat in the corner there?



The keeper is all over the place – the same can be said for many of the players too. What a muddle.



Select your squad using the various attribute ratings for each player.

KICK OFF 3

Ah yes, I remember the *Kick Off* days. You can sip your Bovril drink in the evenings and look back at those golden footy moments. Like the time when you bought an Amiga and booted up *Kick Off 2*. Or the 1990 World Cup that influenced a neighbourhood league. And not forgetting *Player Manager* either. Remember how it expanded *Kick Off 2* as a managerial package too? *Kick Off*, the classic footy title, now goes for the hat-trick with a third edition. Reincarnated to compete with the *FIFA* era, there is no doubt *Kick Off 3* will need to be damn good to be up there with the big boys.

Floodlight failure. Why can't there be floodlight failure in *Kick Off 3*? Now that would be an option and a half, eh? If the screen when black then I think I'd feel relieved it was all over. I doubt if I'd be too keen on the rearranged fixture though.

Enough said? *Kick Off* used to be superb. But times change and programming techniques move with them. Although *Kick Off 3* has been given a new look, it's stilly hanging by a shoestring with only the 'big' name stopping it from plummeting to the floor.

Abandoning the overhead perspective of its predecessors, you get a horizontally scrolling pitch – a common view found in many of those 'you get about a minute's play for 30p' cafe arcade machines – and 22 rusty players who all look injured, but still play with the help of an invisible walking stick and skipping rope.

Of course there are all those fancy text screens, bubbling with options to replay the action, view all the statistics in detail, have a team talk, watch the team warm up with ball skills before you start, pick a team... Chipping, crossing, flicking , heading – this is heralded with many controls, but the words don't justify the action. It comes across as dated and unconvincing. Player intelligence is particularly poor, making it hard to construct decent moves.

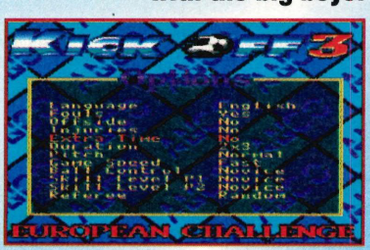
To cap it all, the sounds ringing around the pitch are dreadful. It makes no sense why the game has tarnished its image with strained 'singing', created by playing the same sample at different speeds!

Content-wise you can't fault *Kick Off 3*. But when gameplay rears its ugly head you'll be looking for a substitute quick-smart. I think the number one, *FIFA '95*, will make a good replacement. A wise tactical decision, Ron.

Mark "Fantasy Farce" Hill SP

PROTIP

IT'S OFTEN WORTH HAVING A DIG FROM LONG RANGE. THE KEEPERS ARE SO THICK THEY'LL SEE A BALL MILES AWAY YET STILL MANAGE TO FUMBLE THE THING AND LET IN AN EASY GOAL.



Kick Off 3 has many options portraying the skill of football. What a shame gameplay lets this down.



At the start of a match, the players warm up by passing the ball around. Their names flash up too.

VIC TOKAI
£44.99
OUT: NOW



CART SIZE: 8Mbit
PLAYERS: 2
STAGES: .....n/a
SKILL LEVELS: 3
FEATURES: .....none
CONTACT:.....Imagineer
(071) 7217625

PROview

PHIL ■■■■■

Without Dino Dini, this third *Kick Off* game lacks sparkle and playability.

CHRIS ■■■■■

It had potential, but looks like it wasn't playtested enough. Very ragged.

MARK P ■■■■■

The player intelligence is terrible – sometimes there aren't any on screen!

PROscore

GRAPHICS 59%

▼ Old-fashioned pitch-scrolling engine and sprite movement.

▼ Dull presentation screens, reminiscent of the Spectrum days.

SOUND 30%

▼ Sound samples are very badly done. A poor footy atmosphere.

▼ No other music or sound FX worth mentioning. Dire stuff.

GAMEPLAY 42%

▲ Plenty of different ball skills available for a tactical game.

▼ You can't pull off good flowing passing movements with this trash.

CHALLENGE 46%

▲ A variety of European leagues and cups to play in. Stiff opposition.

▼ Little incentive to play when *FIFA* and *Sensible Soccer* are so much better.

44%

A real kick in the teeth for any *Kick Off* fan. No exhilarating 'off-the-bar' action, poor ball skills and a dire atmosphere.

REVIEW

MEGA DRIVE



Not far into the game, you learn to talk to the animals. But now you can't understand humans!



Flamin' hell, this fiery volcano level is dangerous.





A nice graphical touch on the beach is that your footprints are left in the sand. You can even write your name!



At the very start of the game, your mum gives you a rusty old sword for your birthday present.

Continuing a long tradition of RPGs such as *Lunar, Vay* and *Shining Force*, Sega's new arcade adventure features cute and colourful graphics, plenty of swashbuckling and a typically nonsensical Japanese plot... Apparently the world was once in complete darkness and the only life consisted of horrible monsters. However, someone somewhere said "Let there be light!" and there was. So most of the monsters died off as they couldn't tolerate the light. Gradually plants and cute furry animals came to flourish, along with cute Japanese-style humans. Everything was just so cute, but the monsters weren't extinct after all and started to roam the land again. As a 14-year-old trainee warrior, you're on a quest to become a hero and restore peaceful times once again...

This game starts off strange and gets stranger as it goes on. You begin by inputting the name of your character's name, a nice personal touch. It's then time for your 14th birthday. Your mum has invited three of your cute little friends round for a party. So what great present does she give you? A Mega Drive? A 32X? *Sonic & Knuckles*? No, a flippin' rusty sword!

Apparently when boys reach the age of 14 in this town, they have to go and train to be warriors. So before you have time to blow out the candles on your cake it's time to set off on an epic adventure.

I started out by exploring my home town, very pretty with its little cottages and trees, all shown from a bird's eye view. You can go into other people's houses freely and talk to folks by walking into them and pressing fire, which otherwise performs a nifty sword swing. You can even talk to animals such as chickens and cows, who reply with typical animal sounds, for now... You see, not long into the game you learn to talk their language, so they can give you useful information – I felt like Doctor Doolittle!

Unfortunately, you simultaneously lose your ability to talk to other humans.

Unlike most adventures, you don't ever get to collect any useful objects. Instead you gradually build up a menagerie of animal companions (see box). Some of these are 'hired' by spending collected gold pieces, while others join your party when you rescue them from nasty monsters. Most of the animals have a special ability, such as combining with you sword, so it bounces off the scenery when you throw it. But you can only 'use' two of them at a time, selected in your inventory screen.

PROTIP

TO BEAT THE WOLF IN GRANNY'S HOUSE (DAHLIA VALLEY), STAND BY THE DOORWAY AND KEEP THROWING YOUR SWORD AT HIM. AS HIS SWIRLING BULLETS MOVE OUTWARDS, MOVE UP TO AVOID THEM.



P-P-PICK UP A PENGUIN!

Quite soon into the game you learn to converse with animals. This means you can collect furry friends to help you on your travels, using up to two of them at a time. Here are just some of the magic animals...



KITTY THE CAT

You can rent her out from Ramsey's animal hire shop. It's well worth the 20 malins it costs as she can save your life if you lose all your energy. She can only do this once before returning to the shop. You can hire her out again, though.



CIEL THE FLYING SQUIRREL

Again, this strange animal joins your party for free when you rescue him from the big baddie called Shuffler. His special ability is to combine with your sword when you throw it, making it rebound off scenery, so you can bounce it around corners.



JOHNNY THE DOG

Your faithful mutt accompanies you everywhere as soon as you learn to converse with him. Johnny's not that much use in battle, but he can persuade other animals that you're a trustworthy human.



Old clever clogs Amon is now a proper hero and gets his Holy Sword from the king in the royal palace.



Move between the main locations on the large scrolling map.



Defeat this huge octopus to rescue the penguin, who then joins your party.



The inventory shows all your animals. You can only 'use' two at a time.



Push the blue blocks into place, then hit the red switch to destroy them all.



Beating Charlie The Cheetah in the bonus race game is pretty tricky.



Leaving the town, you get to choose your next location on a large map of the land. Possible destinations are indicated by arrows (simply press the right direction to go there), and more appear as you progress through the game.

Things are a bit confusing to start with as you're told to go to the training academy and complete the three obstacle courses there – beginner, intermediate and expert – to earn three medals so you can become a hero and get a Holy Sword. As this was training, I assumed that you'd have to do this before embarking on your adventure proper. But in fact, this isn't the case at all. Before you can even attempt the two harder courses, you need to attain the ability to jump.

This puzzled me for some time before I discovered by chance how to obtain this ability. It's actually quite tricky as you have to first swashbuckle through a mountain full of monsters to rescue an old lady, then go to see a mysterious fortune teller etc... Well into the game, you eventually learn how to do an accelerated jump so you can complete the third training course.

Talking to animals is strange enough, but things get weirder still. At one point you even get to race a buggy against Charlie The Cheetah in a bonus driving game. Then just as I thought I was beginning to get the gist of the plot, I was zapped and transformed into a bouncing ball of slime!

I've played some strange Japanese games in my time, but this one takes the biscuit. However, don't let that put you off. It's also very playable with a good mixture of monster fighting, platform jumping and puzzle solving. In fact, it's more of an arcade game than an adventure really. You even get to fight some arcade-style big baddies. Meanwhile the intriguing plot keeps you playing to discover just what surprises are round the next corner in a thoroughly enjoyable quest.

Phil "Animal Lover" King SP



Well I never. So this is where Sonic takes a holiday when he's not busy rushing around platforms. This is one animal who won't join your party, though.



PENGUY THE PENGUIN

This plucky penguin joins your party when you rescue him from a giant octopus. Coming from the ice land he can freeze enemies to death by combining with your sword when you throw it. He can also freeze lava.



EGG THE BOMB

Perhaps the strangest of the animal companions, this guy can explode to kill any enemies in the area. As with Kitty, he's rented from Ramsey's animal hire for 50 malins and returns there once you've used him.



CHARLIE THE CHEETAH

The fastest cat around only joins your party if you can beat him on the race track – you get to drive a buggy. Once you've got him, he doubles your walking speed, enabling you to jump over much larger gaps.



SEGA
£TBA
OUT: JAN



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES:.....huge map
SKILL LEVELS: 1
FEATURES: battery backup
CONTACT:.....Sega
(071) 3733000

PROview

MARK P ■■■■□
Great fun but weird: at one point you even have to bribe a talking flower!

MARK H ■■■■□
Much more arcade-oriented than *Lunar*, but just as big a challenge.

CHRIS ■■■■□
The further you progress, the better it gets. A good arcade/RPG hybrid.

PROSCORE

GRAPHICS 85%
▲ Very pretty scenery with cute characters and some nice touches.
▼ Some levels look a bit dull by comparison, using a limited colour palette.

SOUND 75%
▲ Cute and funky tunes to suit the mood of each level. Easy on the ear.
▼ Sparse platform-style effects for jumping and sword-swinging.

GAMEPLAY 86%
▲ Plenty of variety with adventuring, fighting, jumping and solving puzzles.
▼ Fighting can get a bit laborious as you slash through repetitive baddies.

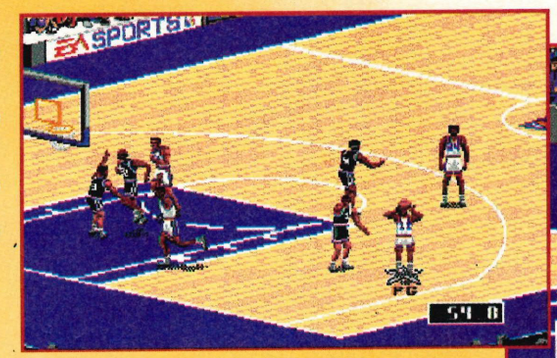
CHALLENGE 90%
▲ Once you get into it, the weird story line has you glued to the screen.
▲ A huge map with many locations and missions to complete. Epic stuff.

88%

An enjoyable arcade adventure whose amusing Japanese plot will keep you intrigued until you finish it. A very entertaining challenge.

REVIEW

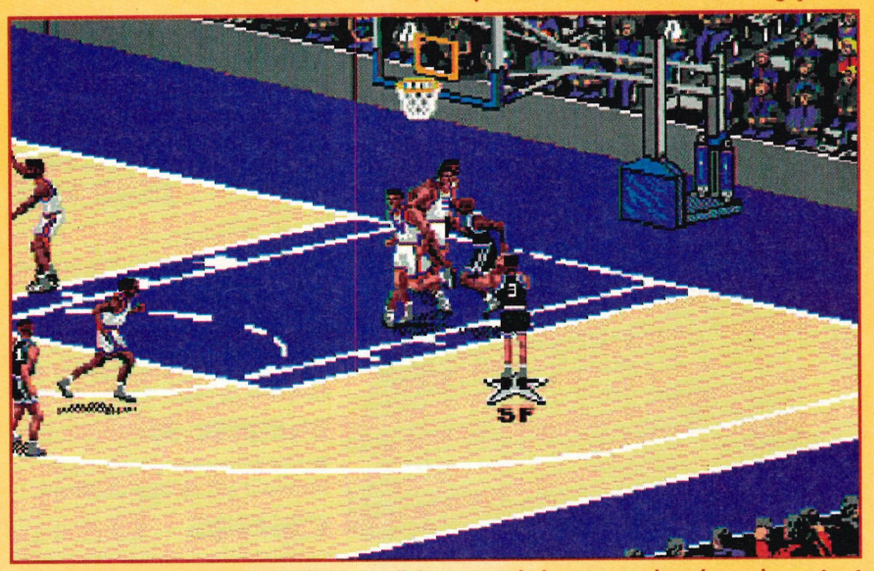
MEGA DRIVE



With half a second left on the clock, the score is...



He looks, he aims and he shoots. What a guy!



Hot Basketball action all the way with the NBA. Look at those players jam!

NBA LIVE

Basketball is one of those games that is great fun to play, but as boring as heck to watch. The highlights that ITV show are just about my limit, but anyone who can sit through a whole match watching it must be as mad as those people who like cricket – and they're absolutely barmy! Anyway, whatever your opinion on watching or playing basketball, you can't really go wrong with a computer game, can you? Especially one that's endorsed by the NBA and made by sports sim masters EA.

Copying the *FIFA* approach to things, *NBA Live '95* uses an isometric 3-D view of the action. The control system is also very similar, as are the various options, but if you take a sneaky-peak at the final score (83%), you'll see that it is doesn't really rank up there with its footy counterpart.

The official NBA tag allows EA to use all 27 NBA teams, complete with genuine player names – great for fans of the sport. You can take control of any team you want, as well as two All-Star teams and four custom ones. Complete 1993–94 statistics for each player are included in the game, so you can judge just how good they really are. Everything is battery-backed-up so that you can save the current season and playoff position. What else is there? Oh yes, its also compatible with the EA 4 Way Play adaptor for that true 'jamming' experience.

PROTIP

YOU'LL STAND A BETTER CHANCE OF SCORING IF YOU STOP YOUR PLAYER FOR A FEW SECONDS BEFORE SHOOTING. KEEP PASSING THE BALL AROUND UNTIL YOU GET IT TO A PLAYER WITH PLENTY OF SPACE TO SHOOT.

Controlling your team is easy as pie really. When attacking, it's button A to run faster, B to pass to a teammate, and C to take a shot. On defence, press A to steal the ball, B to switch between players, and C to jump up and block a shot.

As *NBA Live* is a serious simulation of the sport, it incorporates all the complex rules, including various court and clock violations and fouls resulting in free throws. All this can be a little daunting for rookies like myself, so EA have included a simpler arcade version of the game. If you like things realistic, then opt for full rules – you won't make many friends though, because the free-for-all action of the arcade version is where it's at. You can also customise the rules by taking away fouls and clock violations etc – to get exactly the sort of game you want.

The graphics and sound are of the very high standard we've come to expect from EA. The crowd noise is atmospheric, with cheers and groans depending on the action. The music is rather tame, sounding like EA have hired an acid-jazz band to handle things – good if you like that sort of thing. Graphically, every player is quite well animated (apart from the occasional bit of 'skating'), whilst the team colours are accurately portrayed. Good stuff.

Of course, the big question is how this game compares with *NBA Jam*. Well, in the long term I reckon the more realistic *NBA Live* will win your hearts, mainly because there's just so much to do in it. For the short term, *NBA Jam* is the one to go for, but eventually you'll grow tired of its arcade restrictions – you can't customise any teams, and the over-the-top dunks get boring after a while.

EA have something going with sports games. I'm not sure what it is, but as long as they keep up quality such as this, they'll remain firmly at the top of the league.

Mark "Sure Shot" Pilkington SP



Baskets are often scored with counterattacks, as the players run to the other end.





At the start of a game, the teams have to tip off. Jump up and knock the ball back to a team-mate.



Hey baby, it's good to dance!



A bad pass and the ball's on the floor.



The slams that you can perform in the game are pretty impressive.



Oh look, it's Shaq. I hope he plays better than his dodgy beat-'em-up game.



How the teams compare. The more balls you have, the better.





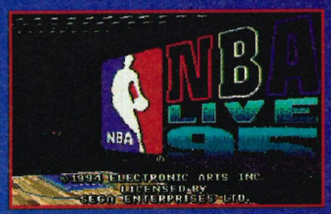
Dribbling on the edge of the arc, your path is blocked by a defender. Better look for a team-mate to pass to.

'95





EA SPORTS
£44.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 4
STAGES: .....n/a
SKILL LEVELS: 3
FEATURES:.....battery backup
CONTACT: ..Electronic Arts (0753) 549442

PROview

PHIL

A bit more polished than EA's previous effort, *NBA Showdown*.

MARK H

Lots of options, but not as much fun to play as *NBA Jam*.

CHRIS

The most accurate simulation of basketball around – great for fans.

PROscore

GRAPHICS 82%

▲ The animation on the players as they dunk and block is rather good.

▼ Sometimes it looks as though the players are skating around the court.

SOUND 76%

▲ The crowd noises are very good, if not quite up to FIFA standard.

▼ The tunes are only okay, and don't really impress too much.

GAMEPLAY 82%

▲ After the initial slow-down, the game starts to grow on you.

▼ Defending is frustratingly difficult at times, so be warned.

CHALLENGE 88%

▲ Playing through the entire NBA season is a satisfying challenge.

▲ The ability to customise teams and rules increases the interest level.

83%

The best serious basketball game on the Mega Drive. It has its flaws, though, and can't match *NBA Jam* for sheer playability.

REVIEW

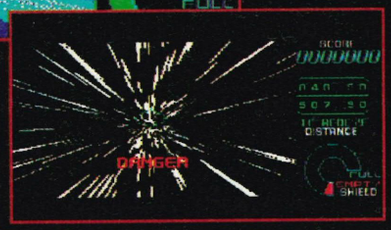
MEGA-CD

STARBLADE

Enter the future by piloting the Star Blade. Taking you on a journey through space, this 3-D shoot-'em-up is not unlike *Star Wars* or *Novastorm*. Four tough missions take you over deadly planet surfaces, down narrow canyon trenches, and through tricky asteroid belts. As a Mega-CD release, the view is three-dimensional and the rotating and scaling capabilities of the machine have been thrown in for that *Silpheed* effect. Your job is simple as the weapons man. Blast what the eye can see, protect your shield and become the ultimate space pilot.



Flying above the planet's surface, it's blasting time again.



Low on shield energy, your ship warps to the next shoot-'em-up stage.

Perusing the back of the box, the screenshots look very impressive in *Star Blade*. But as a wise old teacher once told me, never, and I mean never, judge a book by its cover. After playing all four missions in *Star Blade* I can justify these words of wisdom.

It's that usual Mega-CD downfall – the planets, stars, asteroid belts and canyon-style trenches rotate and scale to give you a very impressive perspective of the intergalactic action. The scaffolding-type structures infested with red, blue and white enemy fighters also look spectacular as you weave in and out these weird pieces of space junk.

But the gameplay is utterly pointless. You have no influence over direction whatsoever. All you do as the weapons man is direct a cross-hair cursor around the screen, blasting anything you see ahead.

Remember *AX-101*? It's just like that. Mindless shooting with the flight path automatically decided so all the graphics generated will be seen in the same tiresome order every time you play. Sure, some of the bad guys are impressive space machines with tough armour, but all your response will be is to keep the shield energy up by bashing A, B or C until it hurts, whilst throwing your cursor over the screen in the hope that the genocide 'effect' will clear the screen of polygon shapes.

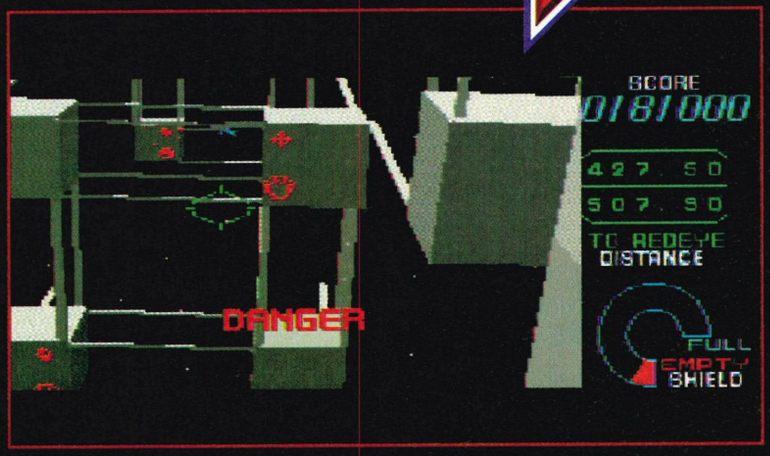
It seems a shame to pick out these faults – I myself was looking forward to this arcade conversion – but there's no justice in a title that's good for a blast a few times before becoming monotonous.

This Christmas, Mega-CD owners will be looking at titles such as *Soulstar* and *Battlecorps* to satisfy their trigger fingers. At least you get a pilot's say in the direction of a mission!

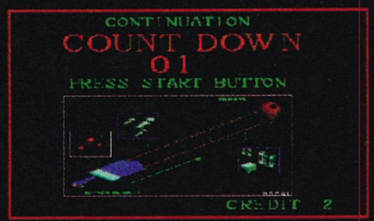
Mark "Blade Runner" Hill SP

PROtip

KEEP YOUR FINGER HELD FIRMLY DOWN ON THE TRIGGER. THAT'S ALL YOU REALLY NEED TO WORRY ABOUT, FOLKS. DIRECTING THE CURSOR IS AS STRAIGHTFORWARD AS DRIVING DOWN AN AMERICAN FREEWAY.



Flying around strange space 'scaffolding', but where are all the builders?



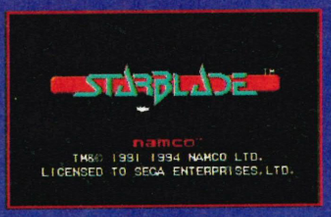
It's the final countdown... The map shows how far you've got.



Zooming down a trench – now what does this remind me of?



NAMCO
£49.99
OUT: NOW



CD ACCESS: .....medium
PLAYERS: 1
STAGES: 4
SKILL LEVELS: 2
FEATURES: .....continues
CONTACT: .....Video Game Centre (0202) 527314

PROview

MARK P ■■■■■
Though not one of the better Mega-CD blasters, it's okay for a few goes.

PHIL ■■■■■
The graphics are pretty impressive, but the mindless gameplay isn't.

CHRIS ■■■■■
This old arcade licence now looks very dated. Not much fun.

PROscore

GRAPHICS 75%
▲ Very eye-catching 3-D perspectives using rotating and scaling polygons.
▼ Why did they make me the gunner? I wanna be the pilot and fly around.

SOUND 58%
▲ A few good radio message samples to get a little flight adrenaline flowing.
▼ Not the explosive variety of sound effects you'd expect in a blast-'em-up.

GAMEPLAY 55%
▲ When you first play it's fun with only the gunning to worry about.
▼ Little point in spending £50 on a shoot'-em-up with cursor direction only.

CHALLENGE 51%
▲ Certainly a tough game with the enemy fleet attacking ceaselessly.
▼ But only four missions and just one challenge – survival!

53%

***Star Blade* gets the chop from me. CD music and sound is fine; it's the stale challenge and restricted gameplay that kills it.**

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REVIEW

MEGA-CD

SNA

Snatcher is a game that has promise. With an intriguing plot featuring an army of Terminator-style robots, well-drawn comic-book graphics and brilliant sampled speech throughout, this RPG-cum-shoot-'em-up looks like it could turn out to be a bit of a classic. But if this proves to be so, then I'm afraid that your younger brother or sister won't be able to play it. Why is this? Well, thanks to some gory scenes and adult themes it's rated '18'.

In the futuristic city of Neo Kobe, VIPs are being killed and replaced by lookalike robots called Snatchers. No-one knows where they came from or why they're doing it, but someone has to stop them. As a Junker (sort of detective) at a government agency, it's up to you to solve the mystery without becoming the next victim.





The randy hero is always on the lookout for lovely ladies to chat up.

Too late. Fellow Junker Gibson has been murdered by Snatchers.

Thankfully I'm over 18, so I can play this without fear of being arrested or corrupted. Being an 18-rated game, I'm expecting big things from this: blood, gore, violence, swearing and people being nasty to each other! But will *Snatcher* live up to my expectations, or will it turn out to be a bit of a Bambi?

This game is actually a bit of a strange concoction. If you can imagine a mixture of Blade Runner, The Terminator, Akira and Playboy – The Censored Version, then you won't be far off what we have here. Graphically, this has the visual appeal of a comic book. If you've ever read anything like 2000AD, then you'll know what to expect: well-drawn characters and backgrounds, portrayed simply yet effectively. They actually remind me of some of the stuff I used to read when I was younger.

Soundwise, the game varies a lot as well. The background tunes range from soppy elevator music up to '70s-style sleazy disco stuff – it even sounds a bit like "Do You Think I'm Sexy" by Rod Stewart at one point!

There's also a fair smattering of sampled speech thrown into the game. Whenever you come across an important event in the plot, the usual text descriptions stop and the actual characters' voices read out the important dialogue. It's all quite funny as well, because half of the characters sound like corny B-movie stars or helpless bimbos.

This is probably intentional, though, as the game itself is peppered with in-jokes and 'zany, wacky humour'. You can even call up Konami HQ on the videophone and read a plug for the game!

Apart from detective work, your character spends most of his time chatting up anything wearing a skirt (and sometimes, not even that!). It goes something like this: start work – chat up secretary – get called out on duty – discover fellow Junker's



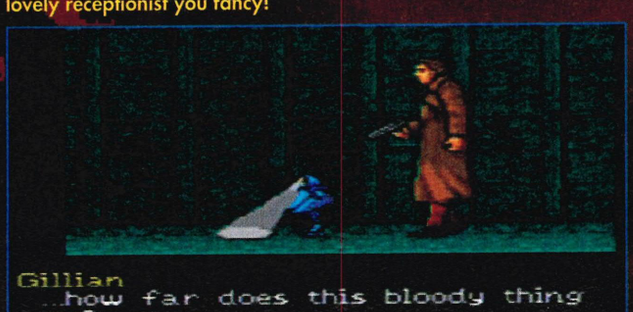
Gillian tries out his new Blaster. You aim it during the game with joypad or light gun.

PROtip

KEEP ON SELECTING LOOK AND INVESTIGATE WHEN YOU SEEM TO BE STUCK: EVENTUALLY YOU'LL SOLVE THE PROBLEM. IF THAT DOESN'T WORK, TRY WALKING OUT OF A ROOM AND THEN RE-ENTERING IT.



Oh no. One of the cyborg Snatchers has kidnapped that lovely receptionist you fancy!



Gillian's robot sidekick, Metal Gear, can analyse evidence, save the game and light up dark places.







Hey, it looks like you're in there at last, mate! Go on, ask her out.

The menu options change according to the situation.

TCHER

been killed by Snatchers – fight Snatchers – return to work – chat up secretary (again) – comfort dead colleague's daughter – chat her up – visit sleazy bar while investigating Snatchers – chat up dancer... get the picture yet? It's all done in the best possible taste, though: jokey sexual innuendo with nothing remotely explicit or offensive.

The command menu gives you six main options: Move, Look, Investigate (to examine objects and items in more detail), Talk, Ask and Possessions (to see and use the items you're carrying). Using these, and some extra ones that pop up from time to time, you make your way around the game, solving the mystery of the Snatchers by talking to various characters. Occasionally, you'll have to take out your blaster and get firing. A grid appears on screen and you basically have to select which area to shot in.

Whether you use a Justifier light gun or joypad, it's all a bit too easy, really. And that's the main problem with the game as a whole. To solve the so-called puzzles, all that you have to do is to repeatedly Look at and Investigate every item, and something will always turn up. It's really that simple.

Another problem with the game is that it's as sexist as hell – I couldn't imagine a woman playing this and enjoying it. Oh well, I guess games like this will appeal to the boys, eh?

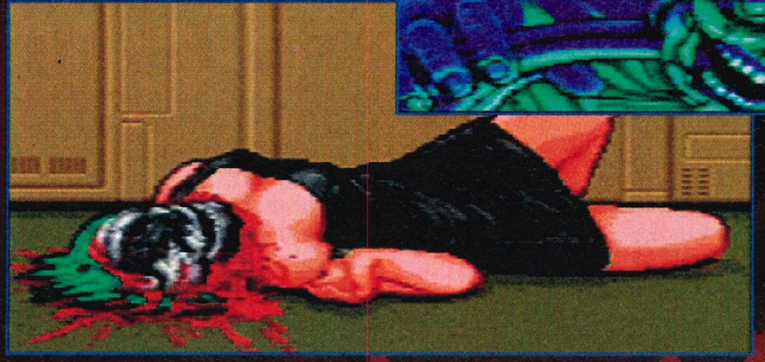
Mark "Rated 18!" Pilkington SP



Are the Nielsens Snatchers? There are several tell-tale signs such as a rotting smell and a dislike of dogs.



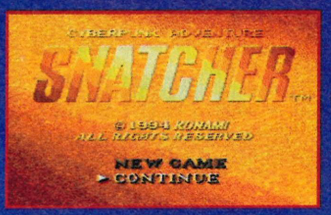
Shooting the driver is one way of avoiding paying your taxi fare!



Darn it. Just when I thought I was getting somewhere, this raving beauty turns out to be a Snatcher.



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SKILL LEVELS: 1
FEATURES: .....save game
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PROview

PHIL ■■■■■
More of an interactive comic than an adventure, but very entertaining.

MARK H ■■■■■
Adventure fans will find this far too linear. You're guided right through it.

CHRIS ■■■■■
It's like a quirky graphic novel translated to the console. A great story.

PROscore

GRAPHICS 89%
▲ Reminiscent of a top-notch graphic novel. Very stylish drawings.
▼ The animation is a bit sparse – mainly used for the characters talking.

SOUND 87%
▲ The sampled speech is brilliant! Corny acting, though.
▼ Naff tunes that wouldn't sound out of place in a '70s German porn film!

GAMEPLAY 78%
▲ The intriguing plot will keep you playing until you've completed it.
▼ There isn't much adventuring: it's more of a case of persevering.

CHALLENGE 68%
▲ The story is so absorbing that you'll want to see it through to the end.
▼ Once you've completed this game, you won't want to play it again.

80%

A strange game, but quite good fun in a comic book, copping off with girls sort of way. A bit linear for real adventure fans, though.

REVIEW

MEGA DRIVE

PGA TOUR GOLF III

Hole one, 327 yards, par four. Looking up the fairway it's clear the gardener takes pride in his work. Well-kept trees and shrubs reflect in the lakes, while the grass is made up three lush shades of green – the rough, the fairway and the bowling-turf-standard greens. EA's *PGA* series portrays golf to a tee! Ask anyone what the best console golf title is and they'll tell you *PGA*. Brilliant scenes, realistic golfing perspectives and a cleverly adapted control system that takes little time to get to grips with. Welcome *PGA Tour Golf III* and its four new courses.

Four of the courses are new – but in fact, there are eight in total. The big question on the lips of every budding PGA golfing enthusiast is how different is *PGA III* compared with *PGA II*? Oh, but hang on a minute, what about *PGA European Tour*?

It's easy to get confused by EA's fashion to update titles every year, sometimes with slightly different names. My advice to you would be this. If you've never in your life bought a *PGA* title from EA then head down to the shops and buy *PGA Tour Golf III.*

The gameplay remains the same – traditional and unrivalled by any other MD golfing simulation. Graphics are improved – twice as many colours are used, in fact! The excellent presentation screens are like photographs, with beautiful lake scenes that could easily turn any hooligan into an art enthusiast!



The reverse-angle view is engaged soon after a shot is played – always a popular *PGA* function.

EA tell me the golfing professionals in the package are now more difficult to beat. Their digitised sprite movements are impressive – I know that much. And to put a cherry on the cake, each of the ten featured PGA Tour pros has his own signature digitised swing. Marvellous!

With the draw and fade option now allowing you to hit the ball from top to bottom (to vary the shot arc) as well as left to right there's enough tweaks to ensure this updated version is the most accurate and visually impressive *PGA* title yet.

PGA Tour III is console golf at its best. Three new tournaments, new ball-lie and arc meters and new state-of-the-art graphics put this in a class of its own. You may want to think hard about buying this if you own the previous titles – it all depends on your demands for the very best. There's no putting this down though. It's a real must!

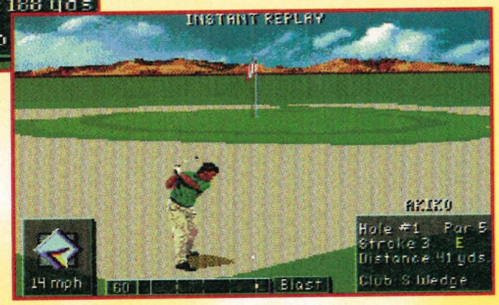
Mark "Eagle Specialist" Hill SP

PROtip

USE THE DRAW AND FADE TO BEND THE BALL AROUND TREES AND ON DOG-LEG HOLES. THIS HELPS TO KEEP THE BALL IN THE MIDDLE OF THE FAIRWAY FOR YOUR SECOND SHOT TO THE GREEN.



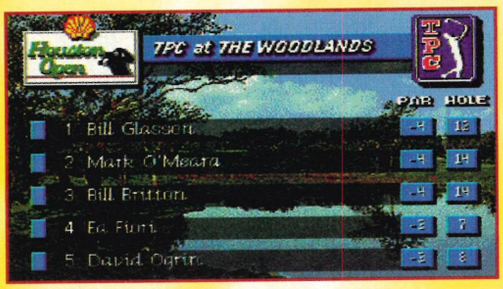
Now you don't want to get caught behind the old shrubbery, do you?

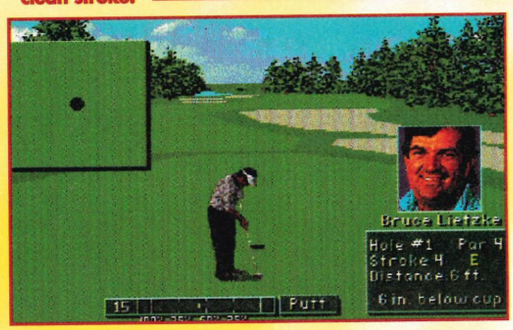


The 'Hole Browser' option allows you view the hole from any angle and distance. For the very serious golfer, I think!



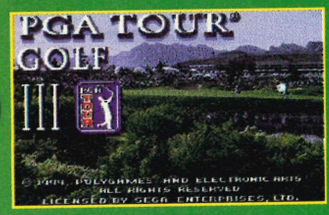
In the sand trap, life is never easy. Ensure you hit the snap line perfectly for a clean stroke.





Each of the pros has their own signature swing. Now who uses these old-fashioned pendulum putters? Answers on a postcard!

EA
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OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 4
STAGES:.....8 courses
SKILL LEVELS: .....n/a
FEATURES:.....battery save
CONTACT: .....Electronic Arts (0753) 549442

PROview

PHIL ■■■■■
Nowhere near as tricky as real golf – I'd rather play *PGA III* any day!

CHRIS ■■■■■
As playable as ever, but maybe they could have included more new options.

MARK P ■■■■■
Not that different from the previous games, but still worth getting.

PROscore

GRAPHICS 92%
▲ A perfect golfing scenario with a superb view of each hole.
▲ Presentation screens are very tasty – especially the beautiful backdrops.

SOUND 87%
▲ Music to my ears. Very mellow countryside music between holes.
▲ Score a birdie and the realistic roar from the crowd is very satisfying.

GAMEPLAY 89%
▲ New shot control, four new courses and pros with unique signature swings!
▼ Again the *PGA* series is updated but the gameplay is still very similar.

CHALLENGE 94%
▲ Set your own standards. Making the cut in the tournament is a good start!
▲ Now the pros are even harder to beat. Four new courses to master.

89%

Another superb *PGA* game. It looks tidier and the tweaked shot control enhances the gameplay. Still very similar to *Euro Tour*, though.

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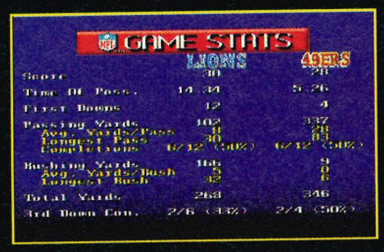
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REVIEW

MEGA DRIVE

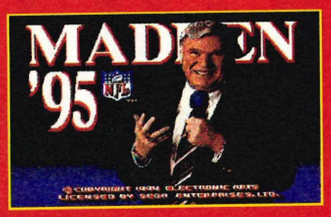


As well as the final match overview, you get stats for every player in the league.

The new passing mode indicates the three possible receivers on the main screen.



EA SPORTS
£44.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 4
STAGES:.....full season
SKILL LEVELS: 1
FEATURES: battery backup
CONTACT: ..Electronic Arts
(0753) 549442

MADDEN '95

View those great plays again on instant replay, slowing down and freezing the action.



John Madden is a name synonymous with top-class gridiron action, both on TV and in video games. The porky commentator is raking in millions of dollars after signing with the American Fox Sports TV channel, who obviously value his unparalleled expertise on the NFL. Now he's back for his fifth EA Sports appearance in *Madden '95*. Yes, it's been five years since his debut on the Mega Drive in *John Madden's Football*. Since then, many things have been upgraded and updated, although the main gameplay is still very familiar. Is *'95* a sequel too far, or will Madden win us all over again? Time for the snap...

The latest update doesn't make the sort of dramatic change that *Madden '94* did with its brand-new game engine. In fact, the low 3-D pitch perspective is identical to its *'94* predecessor. Nonetheless there are a number of changes and improvements here.

The most obvious of these is the new view of passing plays. Instead of the three passing windows appearing at the top of the screen, the three possible receivers are each indicated on the main screen by A, B or C – press the button to choose which to throw to. This is slightly more satisfying, although you can't tell whether they're open or not when they run off the top of the screen. Traditionalists will be glad to see there's an option to use the regular passing windows instead.

Another new feature follows a change in the real NFL's rules this season. Now, after scoring a touchdown, you can elect to kick the point or try a two-point conversion. This is achieved by running or passing the ball into the end zone again from near the goal line. Risky, but worth it if you're a long way behind.

As with *'94* you can play exhibition matches, the playoffs or a full season, saving your position to battery backup. All 28 NFL teams are here with authentic player line-ups. You can even switch the players in the various formations used. This comes in useful as players can be injured during the season, in any of 70 different ways! So maybe it's just as well your quarterback can now slide to avoid injury while scrambling.

Other changes for *Madden '95* include an all-new Madden-designed defensive playbook and a truckload of statistics kept for every single player in the game during the season.

Overall *Madden '95* is a worthwhile update rather than a whole new ball game. It plays very similarly to *'94*, and owners of that game might be better off giving it a miss, unless they feel they can't live without the authenticity of the new two-point conversion rule. For everyone else, including owners of the first three Madden games, this comes highly recommended. A gridiron fan's dream.

Phil "Icebox" King SP

PROTIP

DON'T FORGET TO USE THE B AND C BUTTONS TO SPIN AND STIFF-ARM OPPONENTS WHEN RUNNING WITH THE BALL. IF THE DEFENSIVE FORMATION LOOKS SET TO SPOIL YOUR CHOSEN PLAY, CHANGE IT WITH AN AUDIBLE.



You can substitute players in any of your formations. This comes in when you have injuries.

PROview

MARK P ■■■■□
It's great to be able to switch all the authentic players around.

MARK H ■■■■□
Very playable but not all that different from the last Madden game.

CHRIS ■■■■□
Great stuff. Madden is still tops when it comes to gridiron games.

PROSCORE

GRAPHICS 81%
▲ The low pitch perspective gives you a good view of the action.
▼ When you score, all you get is a naff electronic scoreboard display.

SOUND 74%
▲ Sampled speech including the odd comment from Madden himself.
▼ White-noise crowd FX which are muc quieter than the other sounds.

GAMEPLAY 91%
▲ Still the most realistic and playable gridiron game you can get.
▼ With not that many changes from *Madden '94*, there's a sense of *déjà vu*.

CHALLENGE 92%
▲ Computer teams are no pushover and playing against your mates is ace.
▲ Play the entire NFL season, juggling players to cope with injuries.

90%

Not a dramatic improvement on the series, but still as playable as hell. Gridiron fans will love the realistic season and full stats.

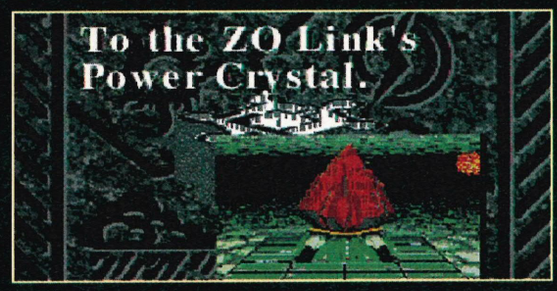
REVIEW

MEGA-CD



One of the monsters that you'll encounter is a wolf. Erm, nice doggy...

The Power-Crystal is what you have to find – so find it!



Dungeon Master II SKULLKEEP

Way back in the old, bad and downright spooky days of 1988 – when 16-bit computers such as the Amiga were all the rage – a game emerged that the journalists and magazines of the time raved about. Six years have passed since then, though, so how will the sequel fare against the many other RPGs now on the market?

Based around the famous AD&D roleplaying system, *Dungeon Master II: Skull Keep* starts off promisingly enough with an atmospheric intro screen showing a dark and forbidding castle, illuminated by lightning flashes. Whooah! Creepy stuff, eh?

Sadly though, when you actually get into the game, things really go downhill. Fast. Before you can even begin to play the game, you'll have to wait for it to load up – a process which involves looking at a tedious yellow bar making its way across the screen for about a minute. If only I knew then that this is supposed to serve as a warning as to how tedious the rest of the game is, I would never have continued playing it...



The spooky castle shown in the intro looks promising enough – what a shame the game's so boring.



If you have a saved game, then restore it on this screen!

Using almost exactly the same screen layout as the original game (six years ago now, remember), you start off in some kind of cellar with only one character to your name. Scattered all around the cellar are the imprisoned bodies of adventurers who you can elect to free and join you on your quest. You can choose from all kinds of weirdos, ranging from dwarfs to barbarian women. They all look rather tough, and they all have silly names – Uggo and Kol were two of the office favourites.

Sadly, things haven't improved much in the six years since the original game first came out. The 3-D viewpoint still jumps from location to location instead of smoothly scrolling, and the animation is still as poor as it comes for the various monsters that you encounter. There are a few improvements, including some nice scaling on the monsters and some passable sound effects; but all in all, things could have been much better. There is just so much more that could have been done with this licence – the viewpoint scrolling as you look around in every direction, the monsters actually sounding like real monsters, the ability to capture some enemies and interrogate them, actual speech, digitised characters, rotoscoped baddies – this is a CD game for Pete's sake!

PROTIP

IF YOU EVER GET STUCK IN ANY SECTION OF THIS GAME, PERSEVERE WITH IT AND TRY OTHER METHODS TO REACH A SOLUTION. ALSO, PUT WEAKER FIGHTERS TO THE BACK IN BATTLES.

Games like this are supposed to expand our minds. They're designed for intellectual people who sit at home all day reading encyclopaedias (probably, not that I'm trying to label people or anything). So why-oh-why-oh-why is it so darned complicated and time-consuming to carry out a simple task such as picking a key up from the floor and putting it into a lock? And come to think of it, that applies to fighting, swapping items between characters and generally interacting with your environment! Even having to wait whilst the CD loads in the appropriate information could have been avoided. This game is just too fiddly for its own good – a complete revamp of the game engine would be a good idea if there's a *Dungeon Master III*, methinks.

I've said it before, and I'll say it again: games like this just aren't RPGs! People are just fooling themselves when playing this if they call it an RPG. Let's hammer the point home here: RPGs should give you the chance to do anything at all. This game doesn't. It's naff. Don't buy it.

Mark "Playing For Keeps" Pilkington SP



Before the adventure, you select three characters to join your party. Wake them from their deep sleep.



JVC
£44.99
OUT: DEC



CD ACCESS: .....slow
PLAYERS: 1
STAGES: .....n/a
SKILL LEVELS: 1
FEATURES: .....save game
CONTACT: .....JVC
(071) 2403121

PROview

PHIL ■■□□□
CD delays and awkward controls make for a frustrating adventure.

MARK H ■■□□□
Where's the character interaction? All you get to do is fight monsters.

CHRIS ■■□□□
This all looks very dated now – it should have been better on CD.

PROscore

GRAPHICS 64%
▲ Some nice scaling can be found in the intro and certain parts of the game.
▼ Apart from the smooth scaling, the rest of the graphics are disappointing.

SOUND 50%
▲ Hard to say. What's here is fine, with some reasonable FX, but....
▼ ...there's hardly anything to hear! The game is silent most of the time.

GAMEPLAY 54%
▲ It's slow-paced but, if you get into it, enjoyment might be obtained.
▼ The concept is six years old! RPGs have progressed a bit since those days.

CHALLENGE 67%
▲ It's a huge game, and figuring out all the puzzles will keep you occupied.
▼ Only play this game if you don't have a life. A bit too sad, really.

43%

Oh dear. The original may have been a blast in its time, but sadly this 'updated' version doesn't make the grade.

REVIEW

MEGA DRIVE

WOLVE

ADAMANTIUM RAGE

Acclaim certainly like their comics, don't they? Having released such titles such as *Maximum Carnage* and *Spider-Man & The X-Men*, they're continuing the tradition with their latest game, *Wolverine: Adamantium Rage*. Wolverine, give or take a Spider-Man or two, is Marvel Comics' most popular character. Comics in America are big business, so it comes as no surprise really to learn that old Wolvie is something of a cult hero to a lot of people. Part of his success comes from the fact that the guy wields two pairs of rather nasty claws, which he uses to cut his opponents up with. Wolverine's a kind of kiddies' Freddy Krueger – and we just love him for it!



Controlling Wolverine in the game is an easy enough task, and Acclaim have managed to emulate his various abilities and powers quite well. There are quite a few different attack moves that you can perform, ranging from your basic slash-up to a spinning dive attack. As well as attacking your enemies, you can also use your claws to help you climb up walls and other steep surfaces. Wolverine's also quite nimble, being able to leap and dive around the screen with the grace of a cat!

It's just as well that you can do all this, because the game as a whole is quite hard. In fact, many people won't even be able to get off of the first level! There are quite a few puzzles to solve, and when you add this to the fact that you're being constantly attacked by robots, soldiers and mutants, you're looking at a very tough challenge indeed.

The game's soundtrack is very dark and moody, which surprised me. The kooky organ music sounds like something you'd find in a B-movie – very eerie. Sound effects consist mainly of swishing noises as you slash your claws around, but there is the odd blast or two as you generally wander around each level destroying things. Nothing too outstanding in this department, I'm afraid chaps.

PROTIP

PRACTISE PLAYING AROUND WITH THE VARIOUS MOVES THAT WOLVERINE CAN PERFORM. EVENTUALLY, YOU'LL GET THE HANG OF THEM ALL AND THEN YOU CAN REALLY GET SLICING...

The graphics? Very nice, as you can no doubt tell by the screenshots. The actual Wolverine sprite is both well-detailed and smoothly animated – sticking close to the original comic book style.

But sadly, the same can't be said for a lot of the enemies (particularly the ninjas that you find on level three). A good use of colour is shown throughout each level on the backgrounds, with each level clearly distinguished from the others. Unfortunately, the level graphics do tend to repeat themselves with the same objects encountered time and time again.

I was more than a bit disappointed with this game. Much as I love Wolverine (it's purely platonic, mind!), I just can't bring myself to like this. Playing the game is really frustrating – especially when you continually have to redo the same task again and again. IT CAN BE PRETTY DARNED ANNOYING! Maybe if the difficulty level was toned down a bit, things could've been so different...(sob!)

Mark "Let Me Do The Cuttin'...!" Pilkington SP



ALBERT

"An android replica of Wolverine, Albert is pretty gross by anyone's standards."



BLOODSCREAM

"A vampire who also happens to be one of Wolverine's oldest opponents."



CYBER

"Part man, part machine, all mutant! Cyber gains his good looks from his Adamantium skin."



THE HAND

"Ninja Assassins, Jim. You can't see their faces, but I bet they look ugly underneath their masks."



LURKER

"Dogs are normally quite cuddly, aren't they Bob?" "Yes, they are Jim, but this one's an exception: he's ugly!"

THE UGLIEST BADDIE ★★★ AWARDS, 1994 ★★★

"Hey there, video games fans, welcome to the 1994 Ugliest Baddie Awards – sponsored by Abiam Washing Machines! Your hosts for tonight's ceremony are myself, Jim, and my good friend Bob..."

"Thank you Jim. Every year we host the awards which aim to find the ugliest baddies in the world. Judging by this year's entries, the panel are in for a hard time deciding. Let's take a closer look at them..."



FITZROY

"Another creepy mutant, Fitzroy comes from the future with the ability to drain the life from his victims. Not nice, Bob."



ELSIE DEE

"She may look cute but, take it from me, Bob; she ain't! Has a tendency to blow up in your face..."



SABRETOOTH

"A mutant spookily similar to Wolverine, Sabretooth wouldn't win any beauty contests, would he?"



SHINOBI SHAW

"This guy can walk through walls, Jim. That makes him a pervert in my book..."



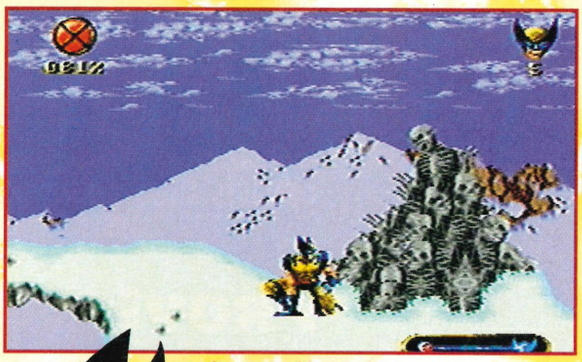
DEATHSTRIKE

"Lady Deathstrike has committed her life to hunting down Wolverine. She's ugly, is she not?"

RINE



Your timing has to be perfect to slash or kick the many flying robot drones.



In the second level, things start to get a bit cold. Wolverine must be well hard to wear that Lycra cozzie!

POLITICAL MUTANTS

In the comics, Wolverine is actually a member of the X-Men – a band of mutant superheroes who were all gathered together by another mutant, Professor Xavier, to battle against world-wide prejudice against their kind. Mutants are people who were born with strange and powerful abilities thanks to radioactivity (the X-Men first appeared in the '50s), but who were shunned upon by ordinary society. Actually when you think about it, the whole mutant concept is Marvel's way of dealing with the problem of racism: an easy way to cover the subject without actually offending anyone. Maybe this is the reason why the X-Men are so popular?



Wolvie can use his claws to scale the walls in the game, as demonstrated here.



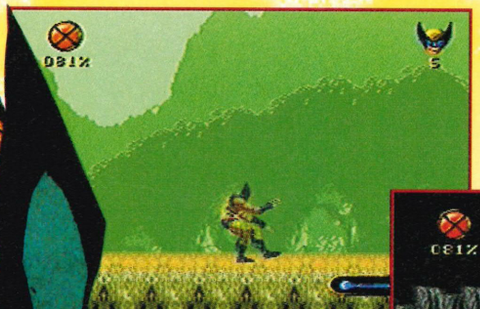
Even Penguins are fans of the Wolverine comics... Blimey!



He's a stubborn old sod, isn't he?



Noooooooo! I've just missed that platform that I was trying to jump onto... FRUSTRATION!



On the third level, Wolvie decides to do a spot of dancing for some strange reason.



On the second level, but underground this time. I bet it's still freezing, though.



ACCLAIM
£44.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES: 6
SKILL LEVELS: 1
FEATURES: .....none
CONTACT:.....Acclaim
(071) 3445000

PROview

PHIL ■■■■■
Make a tiny mistake and you often have to laboriously repeat a section.

MARK H ■■■■■■
They've portrayed Wolverine to a tee, but the game's too frustrating.

CHRIS ■■■■■
A great-looking game, but why ever aren't there any continues?.

PROscore

GRAPHICS 89%
▲ The characters are well drawn, sticking closely to the original comic style.
▼ The background graphics on each level tend to repeat themselves a bit.

SOUND 76%
▲ The B-movie-ish tunes that play throughout are above average.
▼ Slashing and hitting FX are only average. Needed a bit more impact.

GAMEPLAY 70%
▲ If you're a fan of the comics, you'll enjoy using Wolverine's powers.
▼ It can get annoying as you have to time your moves to perfection.

CHALLENGE 79%
▲ Quite a tough game, it'll certainly take some completing.
▼ When a game's this hard, it would be nice to have some continues.

76%

While the Wolverine character has been very well converted from the comics, the tough gameplay may prove too frustrating for many.

REVIEW

MEGA-CD

LETHAL ENFORCERS gunfighters





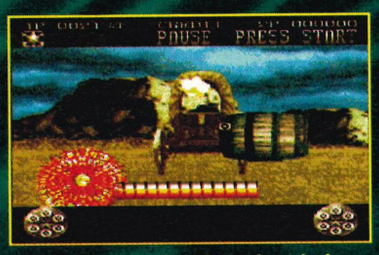
Ouch! The guy at the door's just shot you. Tougher than most, this villain takes quite a few hits to kill.



The bonus game. Improve your ranking by shooting as many bottles as you can within the time limit.



Konami's arcade shoot-out sequel takes us back to the lawless days of the Wild West, when a man's best friend was the Colt 45 in his holster. Bandits have taken over a quiet Western town and it's up to the Sheriff and Deputy – you and optional friend – to sort them out in six multi-stage levels, ranging from a bank robbery to a saloon showdown. Although compatible with the Justifier light gun, unlike the first *Lethal Enforcers* game the sequel isn't packaged with one – meaning a lower price tag (guns are available for £17.99). We reviewed the Mega Drive version last month, so now it's time to see if this enhanced CD conversion hits the target...



Roll out the barrel... Shoot them before they hit you and keep blasting the guy in the wagon for an explosive climax.

After playing the Mega Drive game solidly, I was really looking forward to having another bash on the Mega-CD version. As the cartridge was such a good conversion already, I wasn't expecting the CD game to be much different. Indeed, as far as graphics go, it's darn near identical as digitised baddies pop up in the various shoot-out scenes – with seemingly no extra animation, detail or colour.

A bit disappointing then, but the soundtrack is where the disc version really scores. The various Western-style music tracks (different for each level) have been rerecorded in true CD quality, so they're even more atmospheric than before.

Another improvement is the much clearer speech that emanates from the baddies and bystanders as they appear. It's also more varied as they yell out extra phrases such as "Take that, varmint!" and "They're shooting at us!" Always funny to hear, these comments add to the corny Wild West atmosphere.

Of course, the inevitable downside to CD is the occasional need to access data from disc. This means there's a short delay (about ten seconds) between every shoot-out stage, and before some of the end-of-level baddies start moving. It's a bit off-putting as you have to wait, finger ready on the trigger, for the next scene to appear – at which point you'll need to recommence shooting immediately.

The delays aren't as annoying as in some CD games I can think of, though, and there's a bigger plus on this conversion. At first I thought it was just my rustiness but no, the action here is noticeably faster and harder than in its cartridge counterpart. Villains both appear and fire quicker, and I noticed some extra ones on the stagecoach level at least. Even in Easy mode, it's tricky to get through the first three levels.

It's a bit easier with two players cooperating, which is where the most fun is to be had – particularly using guns, although it's perfectly playable with joypads.

Sonically enhanced, slightly faster and just as addictive as the cart, this is a worthwhile conversion.

Phil "Clee Hill Kid" King SP

PROTIP

ALWAYS SHOOT ANY GUNMEN BEFORE THE INDIANS OR MEXICANS. AS THE LATTER FIRE ARROWS OR THROW KNIVES, YOU HAVE TIME TO SHOOT THESE OUT OF THE AIR – EVEN IF YOU MISS THE BADDIE.



Here comes the cavalry – oops, you just shot him! Blast those Indians' arrows out of the air.



KONAMI
£39.99
OUT: NOW



CD ACCESS: .....medium
PLAYERS: 2
STAGES: 6
SKILL LEVELS: 4
FEATURES: .....light guns
CONTACT:.....Konami
(0895) 853000

PROview

MARK H ■■■■■
Apart from the CD delays, this is a very polished conversion.

CHRIS ■■■■■
Great fun, it's definitely faster and harder than the MD version.

MARK P ■■■■■
Even better than the excellent cartridge, and five quid cheaper too.

PROscore

GRAPHICS 80%
▲ The digitised baddies look mean and the backdrops are attractive.
▼ There are no graphical improvements over the Mega Drive version.

SOUND 90%
▲ The excellent Western-style tunes have been rerecorded for the CD.
▲ The baddies' speech samples are much clearer and more varied.

GAMEPLAY 91%
▲ Anybody can get straight into the game by picking up the pad or gun.
▲ It's very addictive stuff, particularly in the fun two-player mode.

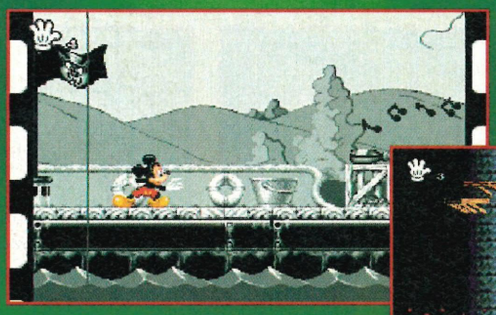
CHALLENGE 84%
▲ Faster and tougher than the MD game. Four skill levels to choose from.
▼ By learning the set patterns of enemies, you can anticipate them.

87%

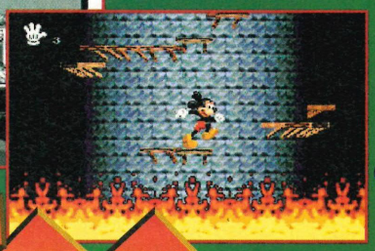
Not a massive improvement over the MD version, but it's slightly faster and tougher – and a fiver cheaper. Great fun to play.

REVIEW

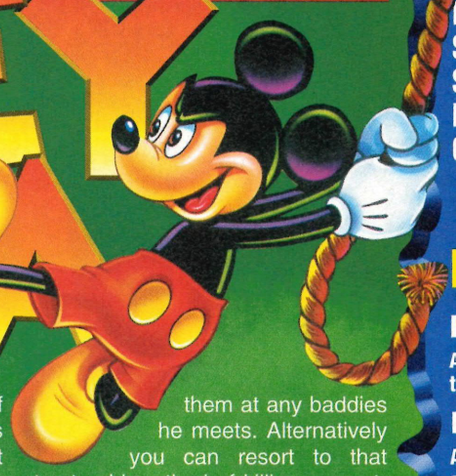




The first level of Mickey Mania has the little guy wandering around the black and white world of 'Steamboat Willie'. Blimey!



MICKEY MANIA



Mickey Mouse is about as famous as they get; even Michael Jackson isn't as well-known as this squeaky-clean guy! Originally created in the Twenties, Mickey's first appearance was in 'Plane Crazy', but it was 'Steamboat Willie' (the first-ever cartoon with sound) that made him a household name. Now you can star as Mickey in a lifetime of adventures...

You play the part of Mickey as he revisits some of his earliest cartoons, including classics such as 'Steamboat Willie' and 'The Mad Doctor'. The programming team Travellers Tales have collaborated closely with Disney, and it shows.

The animation on every character is perfect. No glitches in the movement, no 'ministry of funny walks' here and no jerkiness! Soundwise too, a brilliant job is made.

With only two buttons to worry about, controlling Mickey couldn't be easier. By picking up marbles that are found along each scrolling level, Mickey can throw them at any baddies he meets. Alternatively you can resort to that trusty old method of killing computer baddies: jumping on their heads. The hero can also grab hold of ropes and vines to swing across gaps, as well as pushing objects around to jump onto and off.

As well as the normal platform stuff, from time to time there are continually scrolling stages, rotating tower romps and, most innovative of all, in-your-face 3-D chases. These manage to keep the action fresh and surprising in what is already a good game.

It's easy enough to get into, and pretty soon you'll find it impossible to put down. It's that old Disney magic coupled with great playability.

Admittedly this CD version isn't much of an improvement over the Mega Drive game, but when it comes down to it, were you really expecting it to be? It's a great game, although next time around (when Mickey's 130) I want to be able to play as Pluto, right?

Mark "MAN, Not Mouse!" Pilkington SP

PROTIP

BY HOLDING DOWN ON THE JUMP BUTTON, YOU CAN CONTINUE LEAPING FOREVER! THIS IS VERY USEFUL FOR GETTING YOURSELF OUT OF TRICKY SITUATIONS, SUCH AS THE SKELETONS ON THE SECOND LEVEL.

GET ITEMISED!

As you play around in the game, you'll no doubt notice some rather strange-looking objects, symbols and items hanging around. For your personal enjoyment, let me tell you what they are...


MARBLES

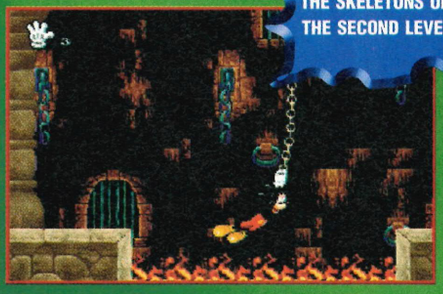

MARBLES LEFT


EXTRA ENERGY

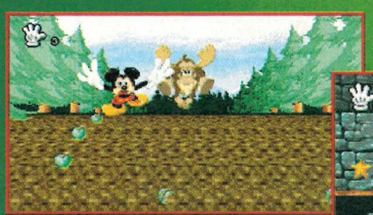

ENERGY LEFT


EXTRA LIFE


RESTART POINT



Cunningly making use of the chains, Mickey manages to make it to the other side of the gap.



It's the Mad Doctor! The poor chap needs a wig, doesn't he?



The 3-D section on the third level (Moose Hunter) is a right old treat for the eyes, I can tell ya!



SONY IMAGESOFT
£39.99
OUT: NOV



CD ACCESS: .....medium
PLAYERS: 1
STAGES: 7
SKILL LEVELS: 3
FEATURES: .....continues
CONTACT: .....Sony Imagesoft (071) 9118700

PROview

MARK H ■■■■■
As playable as the MD game, although they could have enhanced it more.

PHIL ■■■■■
Another case of 'great game, shame about the too-similar CD conversion'.

CHRIS ■■■■■
A polished platformer that really captures the character of the cartoons.

PROscore

GRAPHICS 92%
▲ Every frame of animation was originated by Disney artists, and it shows.
▲ Some impressive 3-D bonus stages – especially the moose scene.

SOUND 85%
▲ The CD soundtrack for each level is a real treat for the ears.
▼ Mickey's speech samples are no more numerous than in the MD version.

GAMEPLAY 84%
▲ Classic platform action, broken up by impressive bonus levels.
▼ The route is very straightforward with no secret areas or stages to find.

CHALLENGE 85%
▲ As difficult a game as we've played recently, it'll keep you at it for ages.
▼ Eventually you'll get bored of playing the same levels – why no passwords?

85%

A worthy tribute to the legendary cartoon hero, although this CD version is disappointingly similar to the MD game.

REVIEW



MEGA-CD

A day in the life of an Alien...



Okay bird lizard, let's land over there on that rock. Sure looks pretty around here. It's like the Grand Canyon.



You touch my woman again and it'll be more than a clip around the ear and a quick strangle.



I told him not to go near my girl, but he didn't listen. Now Mark Pilkington must die in these burning village ruins.

HEART OF THE ALIEN

ANOTHER WORLD II

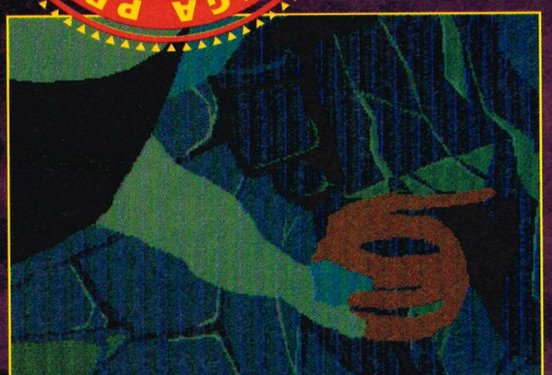
Welcome to a cool blue world where the past and future coexist. Electrical torture chambers are manned by primitive humanoids and the merciful turn merciless just to survive. In the alien prison each passage will give you a nasty turn. Every living creature within will try to take your life. The sequel to *Another World* has arrived on CD (incorporating the original game as well), so prepare to draw what could be your final breath. Over 70 challenging rooms filled with mutant guards, vicious beasts, dripping acid and falling stalactites must be faced. Solve puzzles and escape death with electrical weapons, plasma blast and inhuman power. Who'd want to be an alien in another world?

SEGA PRO YO SEGA PRO

In *Heart Of The Alien* you take on the role of the alien Buddy (partner to the main character, Lester, from the original *Another World*). It's your mission to return to prison and rescue the enslaved villagers. This includes defeating the prison warden – the humanoid responsible for the attack on your peaceful village.

Landing in the middle of a small ruined village on the back of a lizard bird, you begin the game with just your strength and brains. Taking a look around, the same cold blue world from *Another World* numbs your bones once again. Only the eerie winds can be heard whistling and moaning through the barren rocky backgrounds.

The original strategy adventure won four major industry awards – and it's not difficult to see why. The polygon graphics so cleverly adapted on the MD version add a distinct visual style here. The sketchy effects give each and every background an artistic touch to emphasise the gloom and fear. The overall effect generates very sinister and spooky surroundings.



When you find the whip, a close-up scene is shown of you picking up your new toy.

PROTIP

AT THE START, GO LEFT THEN RUN RIGHT TO LURE THE BEAST INTO CHASING YOU. CLIMB UP THE ROCK ON THE THIRD SCREEN AND THE BEAST WILL RUN PAST, LEAVING THE WAY CLEAR FOR YOU TO RUN TO THE LEFT.

Controlling Buddy is a skill in itself. Forget the bouncy happy-go-lucky simplicity of a sprite such as Sonic or Bubsy speeding through a scrolling platform level. Buddy treads carefully, calculates his jumps and has the choice of sprinting, walking or shuffling along, depending on the situation he's in.

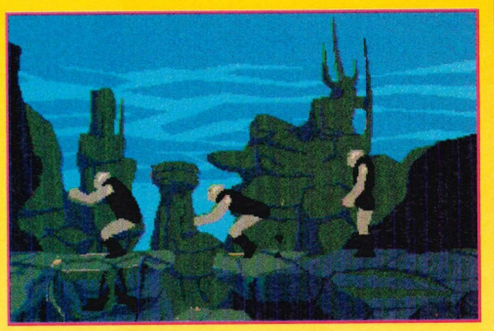
Once the footing is mastered it's on to whip practice since this is picked up very early in the game. Not only does it make a handy weapon for use on the enemy, Buddy can also flamboyantly attach it to an overhead rock and swing over large pits or chasms. In addition the whip will generate a force field and fire a plasma bolt (watch out for the brain-teasing tactical battles with the prison guards – you're in for a treat!).

I loved *Another World II* – there is such a unique blend of gameplay. And with CD audio bringing the sound of dripping acid, whistling winds and horrific death screams in glorious stereo there is no excuse not to take up this challenge. To ensure your frustration is never taken out on the innocent plastic 'off' button there's a handy password that's updated every few screens or so.

To outline a few of the scenes... In the village you'll need to fool a beast by getting it to chase you

ACROBATIC ACTION

Stunning animation is just one of the positive features in Another World II.







Well I didn't have to kill him, but it's done now. I think I'll return to the ruined village.



I could pace up and down all night and still not see anything exciting.



Ah, here's a little light entertainment. This mongrel is whipping all the village folk across their ankles and backsides for a laugh. Whippersnapper!

THE ACID TEST



And now for the acid test, folks. Can you avoid these drips from the ceiling? If you fail and wish to know the penalty then read on.



After a second has elapsed, expect to feel the skin being pulled from your face and shoulders. You're being skinned!



It won't be long before the acid has you on your knees as the last patches of skin are stripped to leave only your bones exposed.



In respect of your efforts to get this far you are then cremated so only the trace of ash remains.



Avoid these three traps at all costs! If you fail then it's horror show time by virtue of a death sequence.



The whip makes a superb rope for swinging across deadly lava pits such as these.



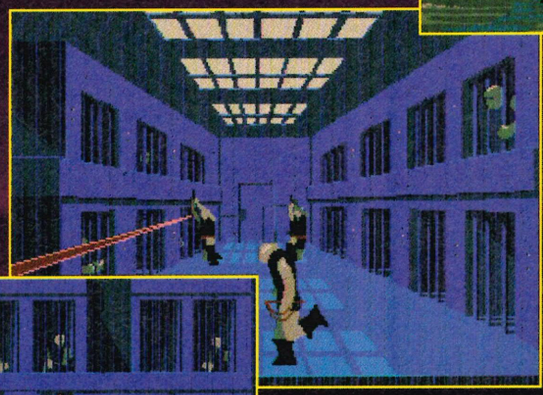
whilst you scamper up a rock. Then it's time to get out the whip after carefully timing three jumps over traps on the ground (one slip-up and you're dead; whatever scene you're on). The whip can then be picked up and used to elegantly swing yourself across a nasty pit.

Later you'll be dodging droplets of acid, entering the prison and engaging in battle with wardens. Animation is very clever and the changing screen perspectives during action sequences (such as the suicidal 3-D dash across a prison passage infested with laser-firing guards) just adds that special touch so you get the best seats in the house!

It's worth mentioning the superb (and very long) introduction sequence, too, with villagers being slaughtered in battle by whips and lasers, because the detail is breathtaking and action unrivalled for pre-adventure entertainment.

Just one more thing: this is as tough as old boots, but then so are you, right? I'd rate this as the most challenging CD title of the year and recommend it to any CD owner – particularly as the original *Another World* has been thrown in too!

Mark "Energizer" Hill SP



If you let the beast catch you, you'll be able to see a 3-D view of the cinematic terror. Impressive stuff.

The distinctive graphics often change in perspective. Here you get an impressive 3-D effect as guards attack with lasers in the prison corridor.



Use your shield to block the guards' laser shots, firing back when you get the chance.





You have to be acrobatic in a job like this. I trained myself on one of those school climbing walls with the craters and sand.

This CD contains two games: choose whether to play *Heart Of The Alien* or the original *Another World* here.

VIRGIN
£TBA
OUT: DEC



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES:.....70 rooms
SKILL LEVELS: 1
FEATURES: .....password
CONTACT:.....Virgin
(081) 9602255

PROview

MARK P
What a glorious visual and sonic treat. Great value with two games in one.

PHIL
I loved the classic original on the Amiga, and the sequel's just as good.

CHRIS
It can get a bit tricky at times, but not too frustrating thanks to the passwords.

PROscore

GRAPHICS 92%
- ▲ The award-winning polygon graphics give this its own distinctive visual style.
- ▲ Clever animation helps creates a unique atmosphere for the adventure.

SOUND 94%
- ▲ Exceptional and authentic sound effects throughout each level.
- ▲ Emotional music reflecting on the mood in each section of the adventure.

GAMEPLAY 90%
- ▲ A superb combination of platform action and adventuring.
- ▲ Some really clever, well-put-together puzzles.

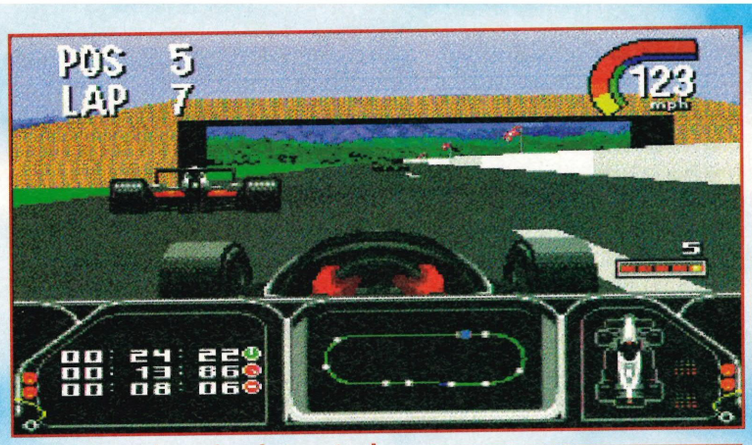
CHALLENGE 94%
- ▲ As tough as nails in places but never impossible. Common sense is the key.
- ▲ Two tough adventures to complete on the same disc. Now that's value.

91%

The distinct visual style, plus a combination of beat-'em-up, adventure and arcade action makes this one of the best CD titles this year.

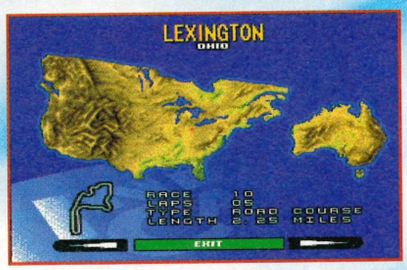
REVIEW

MEGA DRIVE



Overtaking on the oval tracks is easier than on road circuits, as there's always lots of room to pass.

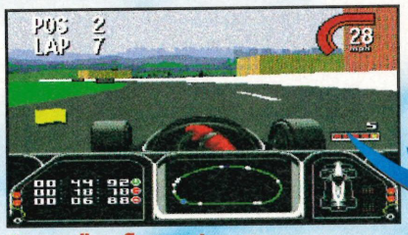




For a single race you can select any of the 15 tracks.



There are quite a few play options to choose from.



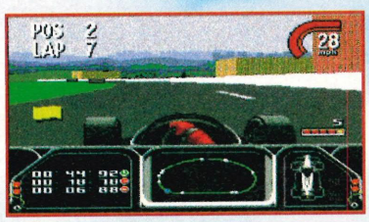
On a yellow flag you're not allowed to overtake, but you can get right behind the car ahead.

After joining the Williams team for the last few races of the Formula 1 season, speculation abounds over whether our Nige will be back on the Grand Prix circuit next year. Or will he stay in IndyCar Racing, driving for the Newman-Haas team? The latter haven't had the best of seasons after Nigel won the championship last year at his first attempt.

NEWMAN HAAS INDY CAR

FEATURING NIGEL MANSELL

He's the only ever reigning F1 champion to achieve this feat. Whatever happens in real life, Nigel's back in his Newman-Haas car for this game, alongside veteran team-mate Mario Andretti. Can the moustached maestro win again, or is he past it? Gentlemen, start your engines...



I think Paul Newman's spaghetti sauce is the biz, so I was looking forward to an equally tasty game. On the other hand, Nigel's last racing game, the *Nigel Mansell's Grand Prix* F1 sim, wasn't all that hot. At first sight, this one looks a bit better.

There's a choice of racing a full championship season or a single race. So, opting for the latter, I decided to have a go at the legendary Indy 500. But what's this? I flicked through the various circuits trying to find it, but Indianapolis was missing! Apparently Acclaim weren't allowed to use it, but how can this be a realistic IndyCar simulation without the most famous track of them all?

Never mind, there's still the other 15 authentic circuits here: a mixture of ovals (Phoenix, Milwaukee etc) and proper bendy tracks (Surfers Paradise, Vancouver etc). You can race them in Arcade or Simulation mode. The former is a no-nonsense 10-lap race, while the latter has 20 laps and the chance to modify your car to suit each track (see boxout).

As in Grand Prix racing, you get to practise on a circuit and set qualifying times to determine your position on the grid – or rather in the IndyCar rolling start. Putting the pedal to the metal (well, my finger to the button!), I roared past several cars before smashing straight into the back of one. Amazingly I was unharmed and my car only lost a minimal amount of speed from the impact. I soon discovered that you can ram into the other cars as many times as you like, seemingly without any damage to your car.

This is very disappointing. There are none of the spectacular crashes that IndyCar is famous for, no dodging the debris from other cars as they smash into the concrete wall at 200mph, no real racing drama. It also means that you can barge through a crowd of cars with no worries about hitting them. So the only skill is in keeping your car on the track and getting round the

PROtip

DON'T WORRY TOO MUCH ABOUT HITTING OTHER CARS, AS IT ONLY SLOWS YOU DOWN A BIT. JUST MAKE SURE YOU DON'T SMASH INTO TRACKSIDE SCENERY WHICH WILL STOP YOU INSTANTLY.

CUSTOM CAR

In Simulation mode, before each race you can alter your complete car setup in the garage...



Brakes: Choose between Soft, Medium and Hard. The latter are good for tracks with lots of tight bends.



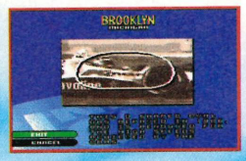
Tyres: Again, select from Soft, Medium and Hard for each of the four tyres. Hard are the most durable.



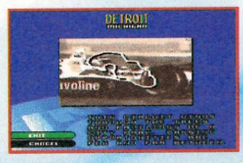
Stagger: Adjust the wheel heights by up to 0.4 inches. This is useful for setting the car up for a banked oval.

ON THE RIGHT TRACK

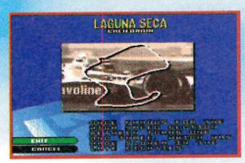
The championship season takes you through 15 genuine IndyCar tracks. Ironically, the only one missing is Indianapolis.































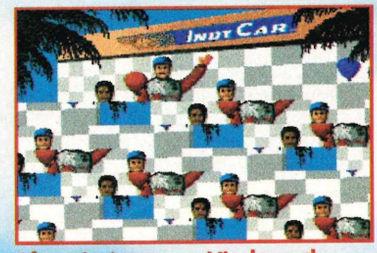
corners as quickly as possible – easy as cake on the ovals, as you can even scrape along the concrete walls!

Occasionally you have to go into the pits for fuel or a tyre change (usually just once each race). You have to be careful not to exceed the 100mph pit-lane speed limit, though, otherwise Nigel gets a black flag (forcing him to return to the pits) – and it's no use ignoring it as you'll be disqualified! You also get penalised for overtaking during the occasional yellow flag lap.

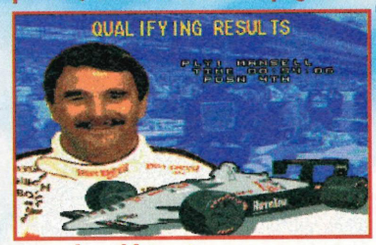
Disappointed with the solo game, I thought I'd try the two-player mode. However, the split-screen view suffers from jerkiness, making it less playable than in full-screen.

I'm afraid I can't recommend this game. There are far more exhilarating arcade racers around, including *Virtua Racing* with its superior two-player mode. Meanwhile IndyCar fans will be disappointed by the lack of racing realism and the omission of the Indy 500.

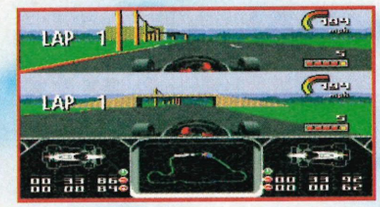
Phil "Roadhog" King SP



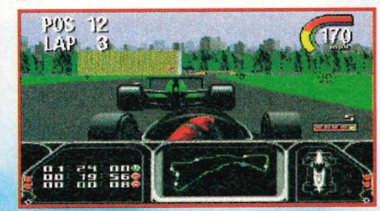
After winning a race Nigel tops the podium, but there's no champagne.



A good qualifying time earns you a better place on the starting grid.



In two-player mode, the split screen gives each driver their own view.

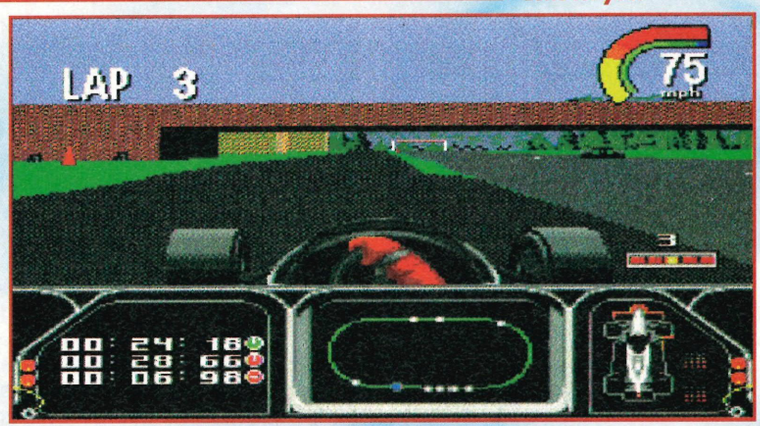


The pit crew can refuel your car and change the tyres in about ten seconds.



Bam! Crashing into the back of cars only slows you down a little.

There's no fiddly positioning needed to enter the pits. Simply stop the car in the pit lane and it's all done for you.

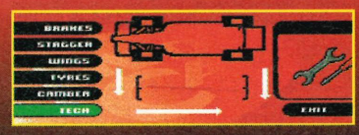




Wings: The front and rear wings can be moved up and down to increase downforce and grip.

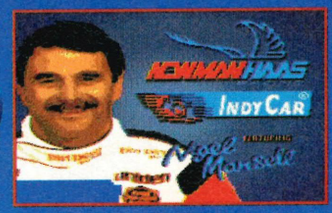


Camber: You can adjust the angle of each axle up to three degrees to alter the car's suspension.



Tech: Produces a graph, showing you how the various settings are affecting the car's performance.

ACCLAIM
£TBA
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 2
STAGES: .....15 tracks
SKILL LEVELS: 1
FEATURES: .....passwords
CONTACT:.....Acclaim
(071) 3445000

PROview

MARK P ■■■□□
A fair arcade racer, but the two-player mode is disappointing.

MARK H ■■■□□
Some nice touches like the detailed car setup, but the racing's not that hot.

CHRIS ■■□□□
Dull and extremely unrealistic. Not worth buckling your seat belt for.

PROSCORE

GRAPHICS 61%
▲ The polygon scenery's okay, though the speed is never exhilarating.
▼ Occasional slowdown in solo mode. Noticeably jerky in split-screen view.

SOUND 57%
▲ The engine noises are okay, though they begin to grate after a while.
▼ Mediocre theme tune and optional in-game music (without the FX).

GAMEPLAY 65%
▲ The racing is fairly enjoyable as you try out various ovals and road circuits.
▼ Not much drama. No proper crashes and only the occasional yellow flag.

CHALLENGE 58%
▲ A 'full' 15-race championship with passwords. But no Indy 500!
▼ The way you can ram other cars and scrape walls makes for easy driving.

60%

A reasonable racing game that's let down by a lack of realism. More of a simple arcade racer than an accurate IndyCar simulation.

REVIEW

GAME GEAR



Doesn't this lady ever give up? Not until you've beaten all her cronies.

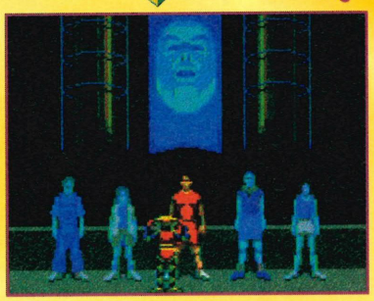


Each Ranger has unique special moves. Kimberley uses a magic bow.

MIGHTY MORPH'N POWER RANGERS

Choose your Ranger before each beat-'em-up stage.

Forget Transformers, Turtles and GI Joe – the Power Rangers are where it's at! Everybody loves the Power Rangers, don't they? With their wacky sense of humour, dead-cool martial arts and brilliant robot fight action, this is the only programme worth watching on the TV at the moment – it's even better than the Mighty Max! So, who's your favourite Ranger then? I personally like the Pink one, Kimberley. Her magic bow is really cool, isn't it? Boy, I wish I was a Power Ranger, but maybe with this game I could be one! Let's find out...



The Power Rangers TV series is based around Kung Fu fighting, so it's no surprise to find that the game is as well. The evil Ruth (yes, that really is her name!) has risen up from the underworld, and she has only one thought on her mind: revenge on the Power Rangers! Cue evil summoning of ancient monster who starts to wreck the city until the Rangers show up, at which point you have control of the game.

The action is viewed side-on, *Street Fighter II* style, scrolling slightly to the left and right as you move around. Every stage begins with a dozen Putties, attacking you one at a time. These are wimpy lackeys who can usually be defeated by a single punch each. The real fun begins when you beat all these and have to face up to one of the big guys – usually robot monsters with chips on their shoulders! Beat one of these and it inevitably grows massively in size, requiring you to fight it again using the Megazord robot formed when the five Rangers' dinosaur vehicles combine.

Before you begin each stage, you can choose which of the five Rangers you want to play as. Each has different strengths and weaknesses, including a couple of unique special moves. For the record, I always went for the Pink Ranger! Later on in the game, the Green Ranger will join you (after he's defeated): this also gives you a choice of three different mega-robots.

If you get tired of the main solo game, you can opt for a *SFII*-style knockout tournament to play, or the old Gear-to-Gear link-up mode for two-player fights.

So far everything seems fine, and there's nothing I've said so far that would point to a really bad review, right? Well, maybe your opinion of things would change if I said that when I first started to play the game, I was fighting the monsters strategically and intelligently by jumping and blocking. I got killed very quickly indeed, which wasn't too good. I then opted for a totally new strategy: just walk into the monsters and press both buttons for a super-move, and do you know what? It worked! So well, in fact, that I completed the whole game! The whole flippin' game on only my second go? Surely that must have been on easy mode?, I thought. But no, I was wrong – it was on the normal difficulty level.

A game this easy and unplayable shouldn't have been released in the first place, so what are Sega playing at, eh? Quick, call Watchdog! We could be onto something here...

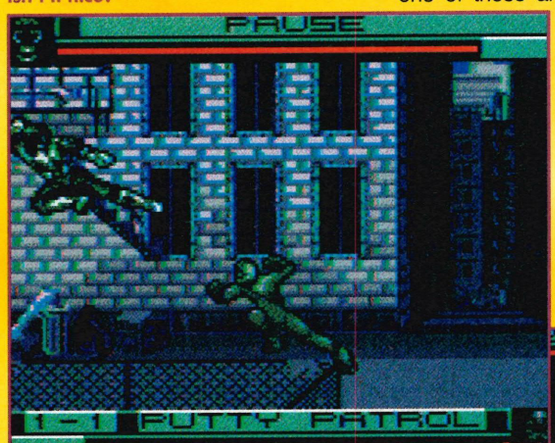
Mark "The Pink Ranger Fan Club!" Pilkington SP

PROTIP

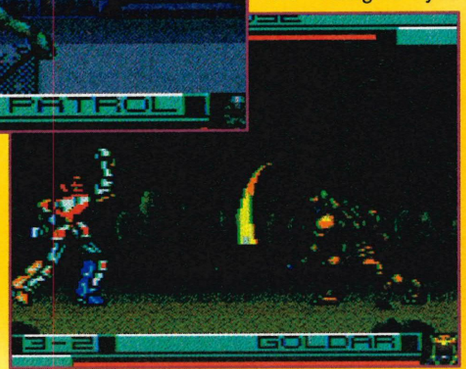
PRESS BOTH BUTTONS TOGETHER WHILE ATTACKING OPPONENTS TO BEAT THEM NEARLY EVERY TIME. BLACK RANGER IS BEST FOR LONG-RANGE ATTACKS. HA, TAKE THAT, RUBBER MONSTER FROM JAPAN!



A clip from the intro sequence. Isn't it nice?



The Putty Patrol is out in force. Beat a few of these guys before the proper baddie.



The Power Rangers have combined into their Megazord robot to fight another oversized foe.

SEGA
£29.99
OUT: NOW



CART SIZE: 4Mbit
PLAYERS: 2
STAGES: 8
SKILL LEVELS: 3
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

PHIL
Repetitive move syndrome kills what could have been a good licence.

MARK H
The solo game's too easy, and a lack of moves spoils the two-player mode.

CHRIS
A shame you can't use the individual Ranger dinos – only the Megazord.

PROSCORE

GRAPHICS 73%
▲ The between-stage stills are really well-drawn – full marks, Sega.
▲ Backgrounds for the levels are both colourful and interesting.

SOUND 57%
▲ "Go, Go, Power Rangers!" The famous theme tune is in here.
▼ The other tunes are generally naff. Ditto for the sound effects.

GAMEPLAY 58%
▲ If you're a fan of the TV series, you'll get stuck into this game instantly.
▼ The lack of moves at your disposal will spoil your enjoyment.

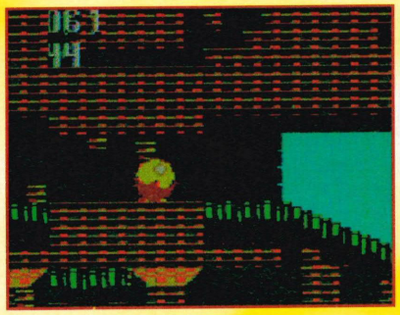
CHALLENGE 39%
▲ The challenge, or lack of it, is great if you're rubbish at games.
▼ For everyone else, this is waaaaay too easy! Very little skill required.

40%

The lack of moves, difficulty and originality all add up to a lacklustre game. What a waste of a good licence.

REVIEW

GAME GEAR



Bashing through walls is one of Sonic and Tails's main trademarks.



It's an extra life. They are easy to get – getting 100 rings for the extra life is easy enough.

SONIC THE HEDGEHOG TRIPLE TROUBLE

It's Chaos Emerald hunting time once again at a place that's been the setting for numerous Sonic titles – Mobius! It's just never peaceful in this neck of the galaxy with Robotnik and co always bouncing back from defeat to give Sonic and his friends a tough time.

So what's the problem now, huh? Well it's all do with a certain Nack the Weasel, the emerald-grabbing treasure hunter, and the aggressive echidna Knuckles – another shiny stones fanatic who is forced into thinking Sonic and Tails are the bad guys. Ringleader Robotnik plans to build the ultimate destructive weapon. Can the famous Sega duo put on another class act to stop him?

Sega's Sonic saga continues with a new GG 3-D bonus round, 18 stages, time-attack mode and a few new toys. The toys come in the form of Jet Boards, Rocket Shoes and Propeller Shoes. Tails has Hyper Heli-Tails and the Sea Fox. Both heroes are able to use the new Pogo Spring and Spin Coaster.

As Christmas approaches and Santa's list requires that next sheet of A4 paper I think Sega expect the majority of GG owners to opt for the next Sonic title. Forget the quality of the game – if Sega have their mascot taking centre stage then they know it'll sell!

The graphics and sound are as good as they get on the GG these days with both Sonic and Tails given the same eager expression and movement the MD version captures. The new spin attacks and bonus rounds look good too.

But with simple levels and extra lives as easy to stumble over as dog muck in the park, this is a disappointing sequel. Even enemies all look their humble early-Sonic-day selves with little venom. Hardly ever a threat!

A few new novelty toys and the mention of Knuckles (a baddie in this game) is a marketing strategy that does not tell the story of samey levels, few enemies and easy gameplay. This will probably rake in a few bob, but it comes across to me as more of a rushed effort to keep GG owners happy in time for Sega's Sonic Christmas. I'd be careful before buying this one – despite the appeal it may appear to generate.

Mark "Tripped" Hill SP



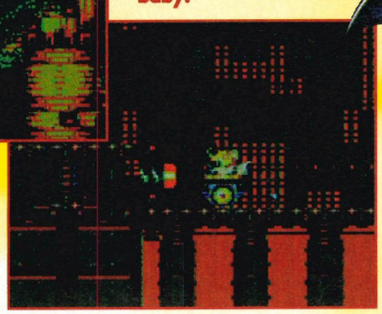
Guardians are supposed to be tough. But as Sonic titles go, they are damn easy to defeat in this.

PROTIP

COLLECT AS MANY RINGS AS YOU CAN ON EACH LEVEL. 100 GIVE YOU THAT EXTRA LIFE. THE FACT IS THERE ARE SO MANY RINGS AVAILABLE THAT YOU'LL HAVE ABOUT TEN LIVES IN NO TIME AT ALL!



This is one of Sonic's new toys, the Spin Coaster. Its function speaks for itself – spin to roll, baby!



Sonic winds up for his super-spin up a curved slope. Graphics are of a very high quality for the Game Gear.





Tails jumps high to collect rings. His Heli-Tail will probably make life easier though.

SEGA
£29.99
OUT: NOW



CART SIZE: 4Mbit
PLAYERS: 1
STAGES: 18
SKILL LEVELS: 1
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

MARK P ■■■■■
Great graphics and classic action. What a pity it's so easy.

PHIL ■■■■■
Not different enough from previous Sonic games to really impress.

CHRIS ■■■■■
Experienced players won't appreciate the lack of challenge here.

PROscore

GRAPHICS 86%
▲ Like the previous *Sonic* GG titles, the sprites are very well drawn.
▼ Same old *Sonic* level designs used. The style seems a bit jaded now.

SOUND 72%
▲ Typically fast-paced chiming *Sonic* tunes to match the superfast gameplay.
▼ Not the best sound FX for the GG. A bit on the tinny side, as usual.

GAMEPLAY 70%
▲ One of the fastest Game Gear titles around, being a *Sonic* release.
▼ Nothing new to see – only subtle changes from previous Sonic outings.

CHALLENGE 57%
▲ Getting all five emeralds is quite tough a tough task.
▼ Far too easy to get through a stage. There's just nothing stopping you!

71%

Not a bad game but far too easy for most players. The Sonic gameplay is wearing a bit thin these days with few new features here.

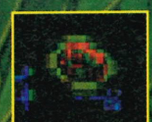
REVIEW

MEGA DRIVE

VITAL STATISTICS

As you play the game, you'll come across several strange-looking items. Here's what they are...


Extra Life

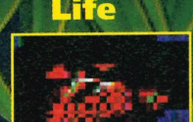

Smart Bomb


Freeze Time


Silver Bar

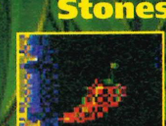

Sling Stones


Gold Coin


Extra Health


Gold Bar


Boom-erang


Super Strength


Diamond Ring

PITFALL

THE MAYAN ADVENTURE



Whoooah! Nifty landing, if I say so myself...



Pitfall. Many of you out there won't remember that name, but a good few years ago when the Atari 2600 console was all the rage, _Pitfall_ was one of the best games that money could buy. This was back in 1982, and now Activision have revamped the masterpiece for the Nineties. I'm ashamed to admit this, but I can't say that I remember this classic. Phil, who's very old, probably does. Anyway, what's _Pitfall_ all about then? Well, if you can imagine a cross between _Indiana Jones_ and _Sonic The Hedgehog_, then you won't be far off what we've got here – it's a jungle adventure, boy's own action stuff. So grab that hat, whip and gun, mister; we're going on an adventure...

The original star of *Pitfall* was a chap called Harry, although you don't play the part of him in this version. No, you take control of Harry Junior, his 18-year-old son. While on an South American adventure with his father, Harry Jr comes across an ancient Mayan temple – but before he can progress any further, his dad is kidnapped by a creepy Mayan Warrior Spirit! Cue huge adventure through mines, waterfalls and ancient cities...

Activision have pulled out all the stops for this game, employing some of the Hollywood's finest artists and musicians. Kroyer Films (Ferngully, Tron) handled the graphics and animation, while Soundelux Media Labs (True Lies, Cliffhanger, In the Line of Fire, Home Alone) got their hands on the sound and music – and it shows too! Smooth animation abounds not only on the main character and baddies, but also in the background as leaves fall down and creepy eyes stare out at you from dark corners – good use of colour too. Soundwise, sample city is where we're at, with frog croaks, jaguar roars and tweeting birds all making for a very atmospheric expe-



Being attacked by the first end-of-level guardian isn't much fun, you know.

It's comedy jump time on the second level! Doesn't he look funny?





Pitfall allows you to have a go at bungee jumping! What a game...

In the mine level, you have the chance to go on a cart ride. Hold on!





Keep an eye on the green lights to know when the runaway mine carts will be coming behind you.



rience. Some quite good tunes play along during the game: very tribal with African drums and flute loops, so full marks there as well.

What Activision have done here is to update a classic. The thing is, does the classic hold up against its modern-day rivals? You're actually given the chance to play the original Atari version in the temple level in the game, and in terms of graphics and sound it really is the pits (ho, ho). All the same, it's still a good laugh to play!

The updated *Pitfall* is where it's at for a real platform experience, though, with puzzles a-plenty and hidden bonus features – including a Simple Simon game. Controlling the main character is a joy as he climbs up and down ropes like a mad ferret and jumps and runs around the whole shop like a wild kangaroo. The levels themselves are varied enough to hold your attention span for a good while, although the graphical themes repeat themselves after the seventh level. A bit of a shame, but, of course, all the levels have completely different layouts..

PROTIP

ONCE YOU GET HIT, YOU START FLASHING AND ARE INVINCIBLE FOR A FEW SECONDS. USE THIS TO GET PAST ANY OTHER DANGERS. HURRY, YOU'VE GOT TO MAKE THE MOST OF THIS EFFECT.

Another bad point in the game is how difficult it is. You only have a limited number of rocks and boomerangs to throw, and once you run out of those it's down to your trusty whip. In fact, your whip is more than trusty, it's versatile too! You can use it to hook onto beams and as a makeshift death slide in order to get past tricky gaps. Other interaction with the levels includes the chance to go for a ride on a mine cart, banging into walls (which is quite comical, really) and jumping onto crocodiles' heads on the waterfall level. The energy bar is also quite good, depicting Harry Jr running away from a crocodile – the more energy he loses, the closer the croc gets!

So what do I think of the game, then? There's a nice range of baddies to bash and platforms to climb on, but this is flawed by being a bit too difficult. Graphically good and sonically great, a lot of effort has been put into this game, but at the end of the day it just falls short of a Pro Yo!

Mark "Jungle Music" Pilkington SP

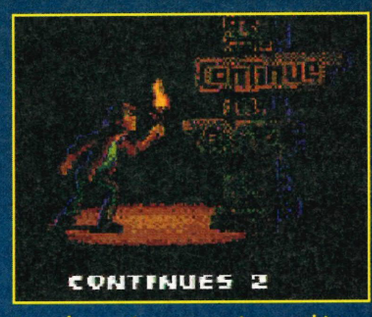
THEM WERE THE DAYS!

Life back in 1982 was grim – very grim, in fact. Just take a look at this little list to show you how things have changed...

'80s	'90s
Margaret Thatcher	John Major
Crossroads	Home And Away
C+VG	SegaPro!
Football Hooligans	Joyriders
BMXs	Mountain Bikes
The Cold War	Bosnia/IRA 'Ceasefire'
Good Morning Britain	The Big Breakfast
Action Man	Power Rangers
House Music	Industrial Music
The Smiths	Oasis
Madness	Blur
Prince	The Artist Formerly Known As Prince
Frank Bruno	Lennox Lewis
Records	CDs
Liverpool	Manchester United
Wimpy	Burger King
Berlin Wall	Channel Tunnel
Apartheid	Ethnic Cleansing Not The Nine
O'Clock News	The Day Today
Depeche Mode	Depeche Mode



Jigging away on the first level, Harry Jr contemplates the meaning of life.



Even the continue screen is something special. Very atmospheric.

SONY/ACTIVISION
£49.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES: 11
SKILL LEVELS: 2
FEATURES: .....continues
CONTACT:.....Sony (071) 9118700

PROview

PHIL ■■■■■

Hmm, not bad. A polished update that's as playable as the original.

MARK H ■■■■■

Yet another platform game, it's pretty simple but surprisingly addictive.

CHRIS ■■■■■

Some of the animation really is excellent in this enjoyable platformer.

PROscore

GRAPHICS 91%

▲ Every character and background in the game is animated in style.

▲ Good use of colour on every level creates a dark and ancient atmosphere.

SOUND 96%

▲ Absolutely brilliant! The samples in this game are really something.

▲ The tunes that play throughout are very tribal. Top stuff.

GAMEPLAY 85%

▲ Easy to get into and with enough puzzles to keep you occupied.

▼ As the game is unforgivingly difficult, things can get a bit frustrating.

CHALLENGE 88%

▲ Hard enough to make you want to keep coming back to get that bit further.

▼ Having to play through each level again and again is a right old pain!

89%

A well-produced game that does the original justice, updating it for the Nineties. Activision have done an impressive job.

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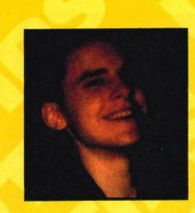
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This is a stick-up! Your freedom or your life! No can do? Hmm, okay, I'll settle for the best cheats and tips you have – and make it snappy! What ones do I want? Well, try Sylvester & Tweety, Streets Of Rage III, The Jungle Book and the solution to Mickey Mania. Oh, and get me a can of Coke as well while you're at it (Sadly Pilky's quite mad! -Ed).



PROTIPS

MARK WANTS YOU!

All right mister, send all the tips you have to this address:

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

TIPS: I WANT 'EM ALL!

So, you want to know what tips you can send in? Well, it's up to you really, but seeing as there's a prize on offer every month, it's best to make them a bit special. Passwords, tips, cheats and solutions are all prize-worthy. Solutions are where you're most likely to stand a chance of winning something, so get on the case!

TIME WARNER ARE THERE!

I hope all you funky monkeys out there have been sending me in your hottest tips and cheats, because this month there's special Sylvester & Tweety key rings and a game up for grabs, courtesy of Time Warner – all-round top people really! A key ring doesn't sound like much, I know, but they're a limited edition and will probably be worth millions in the future – you never know, you might even get onto the Antiques Roadshow...





Stuck on Mickey Mania? What are you, a man or a mouse? Never mind, help is at hand in our full solution to Sony's platformer, so now you can see all Mickey's classic cartoons! 82

MEGA DRIVE

Ecco 79
Maximum Carnage 80
Might And Magic 78
Mortal Kombat II x 2 79
Rolling Thunder II 78
Sonic And Knuckles 79
Streets Of Rage III 78
Sylvester And Tweety 78
The Jungle Book x 2 78
The Lion King 79
The Lost Vikings 80

MEGA CD

Mickey Mania 80

MASTER SYSTEM

PGA Tour Golf 80

GAME GEAR

Road Rash 80



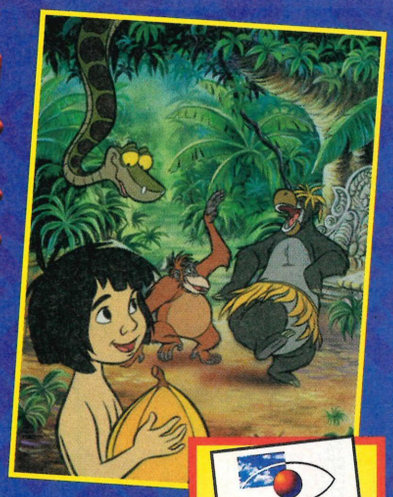
TIPS HELP

If you need help, there's only one place to turn. When you're stuck in a game, send a letter to ProHelp explaining in detail what your problem is and Mark 'Helpful' Hill will do his best to sort it out for you. 86

Mortal Kombat .....MD
The Jungle Book .....GG
Aladdin .....MD
Fantastic Dizzy .....MD
PGA Tour Golf II .....MD
Sonic 3 .....MD
Speedball II .....MS
Monkey Island .....M-CD

TIPS

MEGA DRIVE



THE JUNGLE BOOK

TIME WARNER INTERACTIVE
SYLVESTER & TWEETY
CART WINNER

Top, top reader, Angelina Turner from N Humberside, apparently found this *Jungle Book* cheat all by herself! How's that for using your initiative? Start the game as normal and collect as many weapons as you can on level one. Do not finish the level, but pause it and press A, C, A, C, A, C, A, C, B, B, B, B. You should be warped to the last level, The Wastelands, to fight Shere Khan. However, you only have one life to kill him with and you don't get a chance to see the end sequence. Doh!





THE JUNGLE BOOK

TIME WARNER INTERACTIVE
SYLVESTER & TWEETY
KEYRING WINNER

It's back. For the second time this issue, *The Jungle Book* makes an appearance. I wonder if this is going to be as bad as *Mortal Kombat II* was last issue? Blame reader Philip Viney from Surrey, I say. Oh well, who cares? Press UP, LEFT, DOWN, RIGHT 12 times, then press A and START together. Pause the game. Pressing A rotates between one banana, two bananas and a boomerang, pea shooter or an owl. How's about that?

STREETS OF RAGE 3

TIME WARNER INTERACTIVE
SYLVESTER & TWEETY
KEYRING WINNER

Reader Harry Edmonds is a bit hard, you know. He forced his way into the office, just the other day, and kung-fu-karate-chopped all of the special moves for the *Streets Of Rage* characters my way! Each character has three special moves using the X button on a six-button control pad.

AXEL

Move 1 X + FORWARD + FORWARD
Move 2 X + DOWN + FORWARD
Move 3 X + BACK + DOWN + FORWARD

BLAZE

Move 1 X + FORWARD + FORWARD
Move 2 X + FORWARD + UP
Move 3 X + DOWN + FORWARD + UP

SKATE

Move 1 X + FORWARD + FORWARD
Move 2 X + FORWARD + DOWN
Move 3 X + UP + FORWARD + BACK

DR ZAN

Move 1 X + FORWARD + FORWARD
Move 2 X + BACK + UP
Move 3 X + UP + BACK + DOWN



MIGHT & MAGIC

TIME WARNER INTERACTIVE
SYLVESTER & TWEETY
KEYRING WINNER

Ben Farooqi from Bingley has sent in some rather spiffing tips and cheats for Might & Magic. What a star! Now if only he'd sent in his full address…

INFINITE FOOD

Access the command list and choose Share, then Food'. Continue using this command and your party's food supply will continue to grow up to the limit of 40 units.

SUPER WEAPONS

Choose View Character from the non-combat menu. When "View Which?" appears, press LEFT, A and C, then release all buttons at once. When the Character menu appears, keep pressing LEFT until you see a character with cool weapons and armour. Then trade these between your group.

ROLLING THUNDER 2

Ben Farooqi's back again, this time with the passwords to *Rolling Thunder 2* on the Mega Drive. Hurrah!

EASY LEVEL

L2: A MAGICAL THUNDER LEARNED THE SECRET
L3: A NATURAL FIGHTER CREATED THE GENIUS
L4: A ROLLING NUCLEUS SMASHED THE NEURON
L5: A CURIOS PROGRAM PUNCHED THE PROGRAM
L6: A LOGICAL LEOPARD BLASTED THE SECRET
L7: A PRIVATE ISOTOPE DESIRED THE TARGET
L8: A NATURAL RAINBOW ELECTED THE FUTURE
L9: A MAGICAL MACHINE MUFFLED THE KILLER
L10: A DIGITAL NUCLEUS PUNCHED THE DEVICE
L11: A PRIVATE THUNDER CREATED THE POWDER

HARD LEVEL

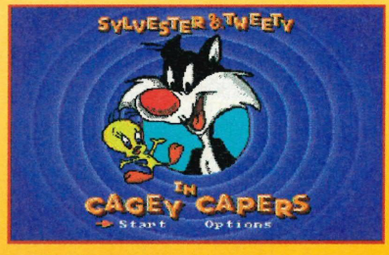
L1: A ROLLING PROGRAM SMASHED THE GENIUS
L2: A CURIOS RAINBOW LEARNED THE FUTURE
L3: A MAGICAL ISOTOPE BLASTED THE DEVICE
L4: A PRIVATE LEOPARD PUNCHED THE NEURON
L5: A SLENDER FIGHTER ELECTED THE GENIUS
L6: A DIGITAL RAINBOW MUFFLED THE SECRET
L7: A LOGICAL THUNDER SMASHED THE POWDER
L8: A ROLLING MACHINE DESIRED THE FUTURE
L9: A SLENDER NUCLEUS BLASTED THE TARGET
L10: A CURIOS ISOTOPE CREATED THE KILLER
L11: A NATURAL PROGRAM DESIRED THE POWDER

SYLVESTER & TWEETY

TIME WARNER INTERACTIVE
SYLVESTER & TWEETY
KEYRING WINNER

The brilliant Andrea Simpson from Time Warner Interactive has managed to smuggle some *Sylvester & Tweety* cheats into the office! She had to kill five people in order to bring them to me, though, so let's make the most of them.

Press START to access the inventory screen, input the following…



Extra Time:
A, A, B, C, C, A, UP, C, C, C, UP

To win 'Shrunken Lab' level:
A, A, A, C, B, A, C, LEFT, UP, UP, UP

Cheers for that, Andrea. I'll even give you a key ring back for your troubles!

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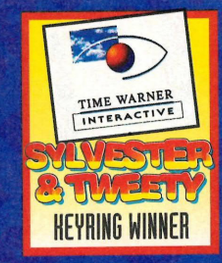
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SONIC & KNUCKLES SPECIAL



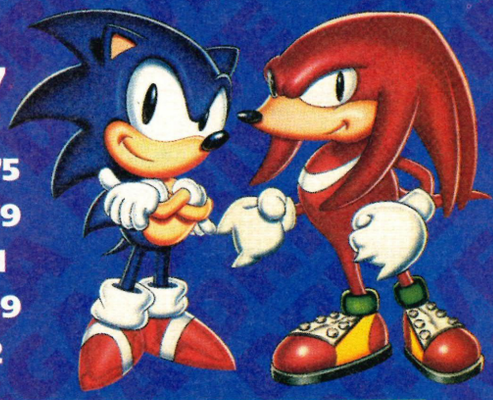
Special thanks to Scott Free from Leeds and Gareth Middleton from the West Midlands for their brilliant *Sonic & Knuckles* tips and cheats...

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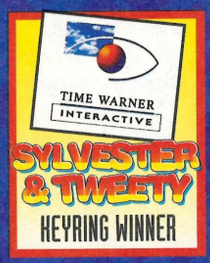
FFFE120003 .....INFINITE LIVES
FFFE240007.....INFINITE TIME
FFFE210032 .....ALWAYS HAVE 50 RINGS
FFF7620001 .....INSTANT TOP SPEED
FFB02800FF.....CAN BREATHE UNDERWATER WITHOUT DYING
FFB02B0001.....INVINCIBILITY
FFFFB10007 and.....
FFFE210063 .....SUPER SONIC/KNUCKLES

L2: 2965 3192 9023
L3: 3610 2354 7327
L4: 2921 0274 3999
L5: 3737 7423 1487
L6: 3053 9029 9071
L7: 3698 8191 7375
L8: 3009 6111 4047
L9: 3482 7286 3167
L10: 2809 6267 2575
L11: 3454 5429 0879
L12: 2765 3348 7551
L13: 3582 0497 5039
L14: 2898 2104 262

To play Sonic and Knuckles on *Sonic 1*, press A, B and C simultaneously and the screen will say 'Stage One, Press Start'. If you press START, you can play the bonus levels. If you press A, B or C you can change the colour of the stars from blue to pink. The codes for all the bonus levels are:



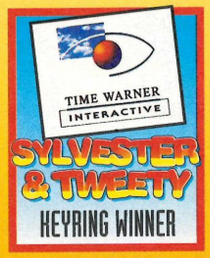
MORTAL KOMBAT II



Lucky Edward Trathen from Cornwall has just won himself a key ring, thanks to his Infinite Credits cheat for *MKII*! When you lose a match, press START on pad 2. Select two characters and beat up one, then carry on. Credit saved!

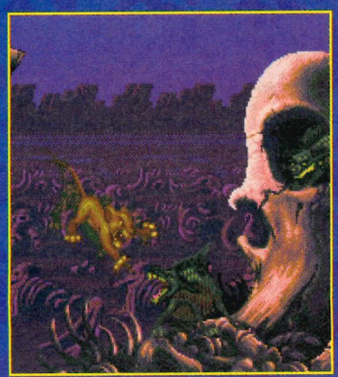
MORTAL KOMBAT II

Owen Parry from Gloucester has found a new death move for Rayden! Tell us what it is, mate – tell us, or DIEEEE!!! (Erm, sorry about that. I got a bit carried away there.)



After the intro, go to options. Go down to Done. Press LEFT, DOWN, LEFT, RIGHT, DOWN, RIGHT, LEFT, LEFT, RIGHT and RIGHT. Go to new newly opened options and 'Ooh, nasty!' Choose background 6, the weapons room. Pick Rayden as your fighter. When you beat your opponent, and 'Finish Him/Her' appears, press AWAY, AWAY, AWAY + BLOCK. Now watch the results!

LION KING

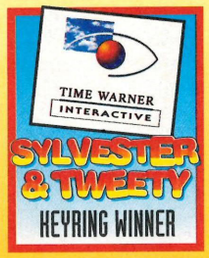


ROOOOAR! To get a level-select on the go for this funky game, input the following, my good chums...

Start playing the game, and then press START to pause. Now press RIGHT, A, A, B and START to skip a level. If that doesn't work, go into the option screen and press UP, DOWN, RIGHT, LEFT, A, B, C and START. Now skip that level! Thanks to Virgin for that handy cheat...

ECCO

LEVEL CODES



Reader Jimmy Greg from Cumbria certainly knows his stuff when it comes to the police. "Oscar, Bravo, Delta!", he hollered down the phone at me, sounding like someone out of The Bill. I thought I was going to be arrested! Anyway, on with the codes...

2	vkqiduaa	15	nscbrqla
3	irtcphhx	16	hxyeunly
4	ccxewbmo	17	xxrjunlm
5	mzcqwbmm	18	sxlnunlf
6	ngvmrqls	19	blgrunlb
7	vncjrqll	20	yxzekmlf
8	okkfrqlf	21	xlrigpln
9	iiiixxxx	22	nnnnnnnn
10	cixioqle	23	llleeee
11	nvkqoqlx	Infinite Air:	
12	afjuqqlz	sharkfin	
13	wycyqqll		
14	dswpqqlx		



TIPS

MEGA DRIVE

THE LOST VIKINGS

LEVEL CODES

G'day, mate! That old cobber, Matthew Ward from Australia, has some right old tasty level codes for *The Lost Vikings*. So tell us, Bruce, what are they?

22	JLLY
23	RUTS
24	BTRY
25	JNKR
26	CBLT
27	H0PP
28	SMRT
29	V8TR
30	NFL8
31	WKYY
32	CMBO
33	8BLL
34	FRDR
35	FNTM
36	WRHR
37	PDDY
38	TRPD
39	TFFF
40	FRGT
41	4RN4
42	MSTR

TIME WARNER INTERACTIVE
SYLVESTER & TWEETY
KEYRING WINNER



MAXIMUM CARNAGE

GUIDE TO THE MOVES

TIME WARNER INTERACTIVE
SYLVESTER & TWEETY
KEYRING WINNER

This brilliant beat-'em-up is just bristling with brutal moves. You can barge any baddies with your body locks if you just follow this blinding guide...

ROUNDHOUSE:
Hit JUMP and PUNCH at the same time to make Spider-Man leap into the air while attacking both sides of the screen.

BODY LOCK:
Face your enemy and then press TOWARDS and PUNCH. They won't escape from this cunning little move...

FLYING KICK:
JUMP into the air and hit the PUNCH button to cause some serious pain. These kicks are deadly stuff!

WALL CRAWL:
Spider-Man can climb on any sturdy-looking wall that you care to mention. Watch his agility and be amazed.

JUMP KICK:
A good-looking move that should be more than enough to get anyone hurtin'. Try it out and see the evidence...

WEB SHIELD:
Press the WEB button and hold it down. This protects you from some of the enemy's nasty fire power.

OBJECT PICK-UP:
There are loads of objects to collect around the levels. Simply walk up to them and press the PUNCH button.

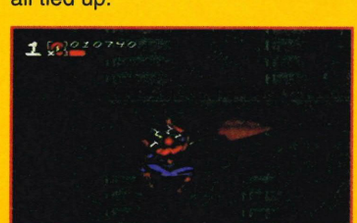
WEB SHOOTER:
Shoot the web and then drag the opponent towards you to give them a beating!

SHOULDER BARGE:
Press TOWARDS twice to break into a run and then press the PUNCH button while pushing AWAY on the pad!

WEB SWING:
Press diagonally UP-FORWARDS and the WEB button to create a web, allowing you to swing across almost any gap in the level.

PUNCH:
A simple press of the PUNCH button is all that it takes for you to carry out this move.

WEB TRAP:
If in doubt, fire your webbing at an opponent and it should leave him all tied up.





CHEATS * TIPS * CHEATS * TIPS * CHEATS * TIPS

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MICKEY MANIA

MEGA-CD ★★★

TIME WARNER INTERACTIVE
SYLVESTER & TWEETY
KEYRING WINNER

SECRET ROOM

Reader Peter Sinanan from Berkshire knows a thing or two about games featuring rodents with big ears. Take this secret room that he's discovered, for example...

On the second level of the second stage (The Mad Doctor), instead of running straight into the pipe at the end, jump on top of it and look upwards. Having looked upwards, get Mickey to jump, and amazingly he will perform an extra high leap enabling him to walk off screen to the right. He will be rewarded with an extra life and a couple of extra hit points.

ROAD RASH

GAME GEAR ★★★

CODE FOR BEST BIKE

VROOOOOM! Riding along on the M25 may be great fun on a bike, but I bet it's even better in a car, right? Yeah, I can just see it now! Forget all this bike rubbish, get a car instead!!! (Anyway, if you want to ride in the best bike that money can buy, enter this code and you're away...)

0000 0DQT0 15AUS 574AE

You should start on level 5, with the Diablo 1000 bike. Hurrah!

PGA TOUR GOLF

MASTER SYSTEM ★★★

BIG MONEY AHOY!



To get +167 on the 16th hole of the PGA West course, load a saved game, enter the game codes as PGA and then the player codes as CHEATS. If you finish the course, you will have $2,530,000 for your total winnings. Groovy, daddy-o!

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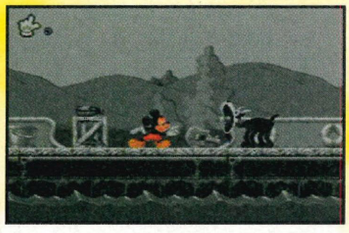
THE BIG SOLUTION

MICKEY MANIA

Games are the disease – I'm the cure! This month, readers, I bust all six levels of Mickey Mania wide open, while AT THE SAME TIME making myself a cup of coffee AND listening to the Beastie Boys on the CD player! How do I do it? Someone tell me, 'coz I sure don't know...

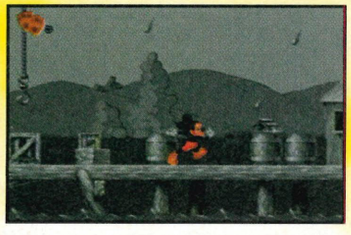
L1-1: STEAMBOAT WILLIE

When the level starts, you must first dodge a series of razor-sharp musical notes that are shooting out of a goat's mouth – apparently he's swallowed a guitar! Jump onto the bottle, and the cork will shoot out, jamming into the goat's mouth. You will next jump onto the wheelhouse of the steamboat, where you will meet up with an early Mickey Mouse! Déjà vu, or what? But first you must make your way past the three pipes that are spurting out harmful wisps of steam.

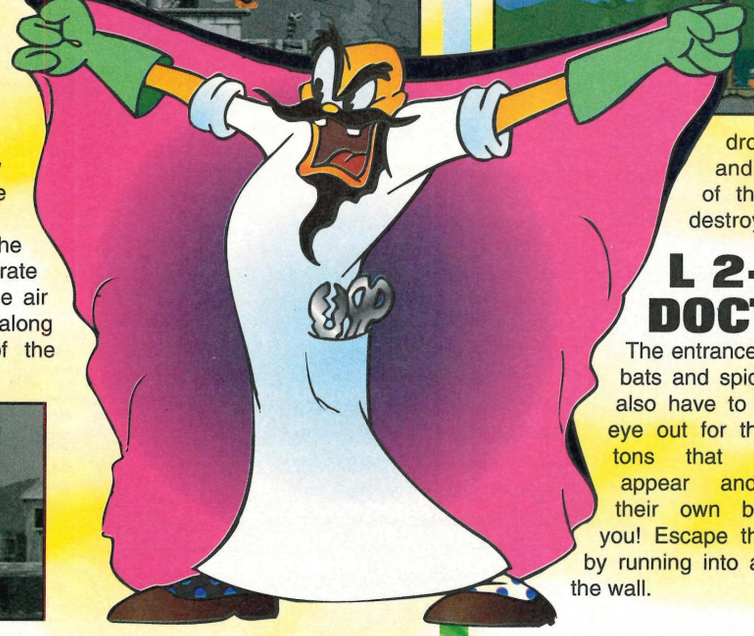


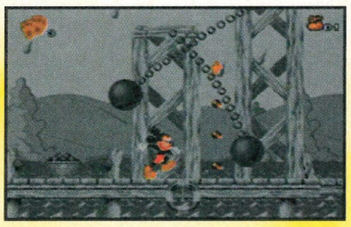
Dodge out of the way of the wild cat that tries to attack you. If you leap on top of him, you will smash him into the main room of the boat, causing a giant hole to appear in the main room's roof. If you jump down into this newly-created hole, you have the chance to collect a few power-ups, such as marble pick-ups and health points.

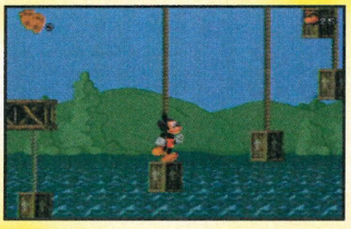
Make your way past the geese, and leap onto the crate that is being lifted up into the air by a crane. Now continue along until you reach the end of the stage!

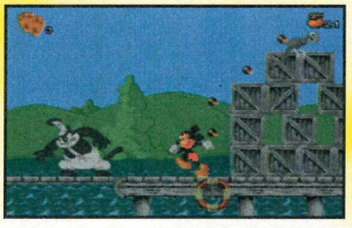


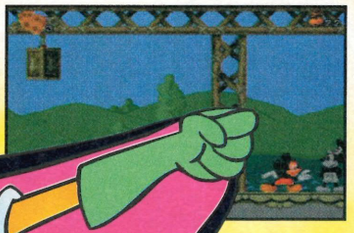












L1-2: ON THE WHARF

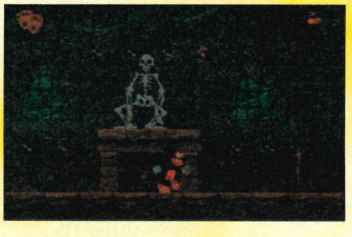
Mickey has to dodge two swinging balls that will hurt you if they smash into you. Avoid the seagulls that fly along after you. When you come to the inn you will reach an apparent dead-end, where Pete will attack you by spitting out gumballs. To get past this stage, all you have to do is climb up to the top of the inn and touch each of the four bells to ring them. You can now get across the gap. Make Pete walk across, and then kill him. Now jump onto his back to bounce to the top of the pile of crates. Make your way carefully past the falling furniture, whilst also jumping past the gaps.

Next, Mickey will come across a rotating crane with a huge crate attached to the end of it. Jump onto this and let it carry you across to reach more crates that are suspended from ropes. Jump quickly onto and off these (before they drop) in order to reach the end-of-level guardian!

Two crates have gone out of control, continually dropping bombs onto Mickey. However, every so often a spring will be dropped as well, so use this to jump up high and throw marbles at the upper cogs at the side of the scaffolding. The lower ones are easily destroyed by jumping on them.

L2-1: MAD DOCTOR'S LAB

The entrance to the Mad Doctor's lab is infested with rats, bats and spiders that fall down from the ceiling. You will also have to keep an eye out for the skeletons that suddenly appear and throw their own bones at you! Escape this stage by running into a pipe in the wall.

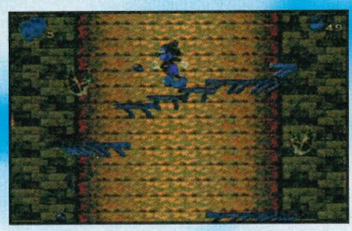


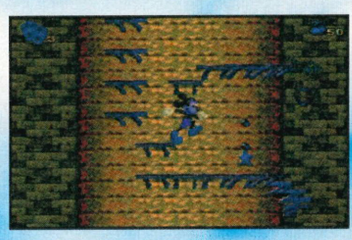




L2-2: MAD DOCTOR'S LAB 2

This level is a very fast side-scrolling stage where you must leap over and under spikes and bats. You must also jump over sharp poles that stick up from the floor. Good luck!





L2-3: MAD DOCTOR'S TOWER

For this stage Mickey has to make his way down the Mad Doctor's tower, avoiding bats and barrels whilst he jumps over the gaps in the stairway. This is the first of the 3-D cylindrical stages – very impressive.





L2-4: MAD DOCTOR'S LAB 3

Three massive pits of poison have been dug into the floor, which Mickey must swing across using the chains. The skeletons will now make another appearance, and will attack Mickey by throwing their own bones at him.

If you manage to escape this stage, then it's onto an elevator section...

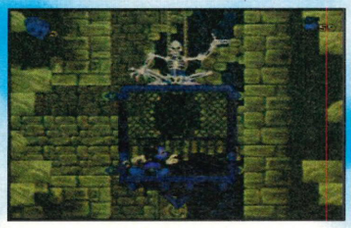
L2-5: THE ELEVATOR

Once Mickey gets inside the lift, skeletons will attack from small side corridors by throwing their heads at him and landing on top of the lift and attacking from above. Throw your marbles at any on the same level, while simply trying to avoid the rest. Four floors later and you've done it!









★ ★ ★







L2-6: CHEMISTRY LESSON

The final room before you meet the evil Doctor himself. To progress past this area, you have to produce a chemical formula that, when heated up, will blow the door open to the Mad Doctor's lab. Betcha can't wait, can ya?

The first thing that you must do is position the jar under the different vats and then jump onto the knobs. Do this for all three chemicals, then position the jar over the Bunsen burner. Now stand on the button to light the Bunsen and the concoction should explode to blow open the exit. Onto the Mad Doctor, methinks...

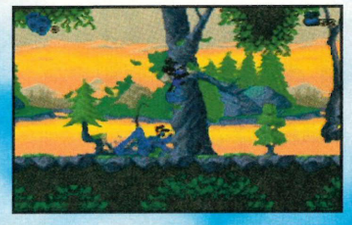
★ ★ ★

L2-7: THE MAD DOCTOR!

The Mad Doctor will attack you by tossing exploding test tubes at you. All that you have to do is continually throw marbles at him until he dies. Oh, and make sure that he doesn't hit you!

★ ★ ★







L3-1: MOOSE HUNTERS

A side-scrolling horizontal stage awaits you here, Mickey. Pluto will alert you every time the moose runs towards you, so be ready to jump over him. Keep an eye out for the falling rocks and branches – move just after they've fallen - and you should be safe. Sorted, dissing or some other cool word.



© Disney

GUIDE

MD & M-CD







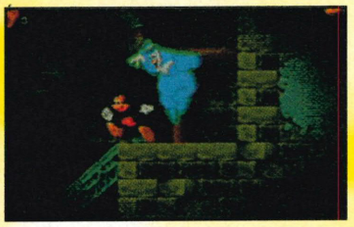
L3-2: IN-YER-FACE, MATE!

The fame-mouse (ho, ho) 3-D section where Mickey runs out of the screen as he's chased by a mad moose. Collect as many apples as possible, and remember to jump over any hurdles. You can tell how close the moose is behind you by the lightness of his fur.



L4-1: THE LONESOME GHOSTS

Starting outside the haunted mansion, all Mickey must do is walk into the creepy old house and fall down the second pit. He should land on a raft, piloted by Pluto, and then it's onto the next stage.





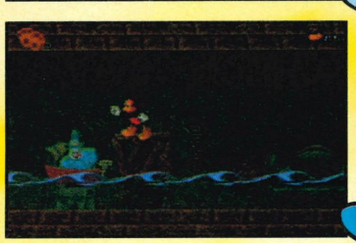
L4-2: THE GHOST HOUSE

The lighting on this stage is very restricted, making the fact that you will constantly get jumped by ghosts all the more spooky. Working your way up the level, move as quickly as you can as sliding stairways and swinging girders can easily drop you all the way down again!

L4-3: WET 'N' WILD

Into the actual depths of the house now, Pluto will be with you for this stage – or will he? Collect all the marbles that you see, because you're probably running low on them by now. Water will rise up from the floor, so jump onto the barrel and move left and right to move Mickey around – keep an eye out for the ghosts in speedboats! After that short section, you will then have to climb a huge staircase, at the top of which there's an extra energy star. Swing across the rope and avoid the two ghosts. Now climb the stairs to the exit.











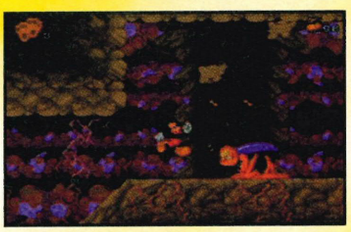
L5-1: THE BEANSTALK LEVEL

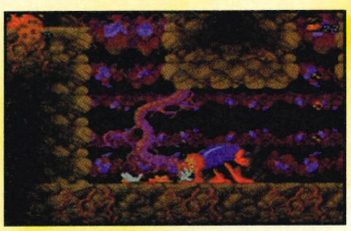
For this level, poor old Mickey is miniaturised. He has to make his way around the level whilst avoiding ginormous butterflies and insects. Use the various objects such as buckets as platforms onto higher ground. Position the bucket under the falling water and a plant will grow which will act as a platform. One trip across the pond later and you've reached the other side.

L5-2: UNDER-GROUND

For this level you will be underground, beneath the garden. Giant bugs are your main problem here, so keep an eye out for them. Land on the knob on the far right to trigger the bridge to fall away and give you passage into the underworld. A gigantic spider awaits you here who will kill you straight away if she touches you! Run to the right as fast as you can. When you reach the ladybird, stand on its back and it'll carry you out of harm's way. Hurrah!

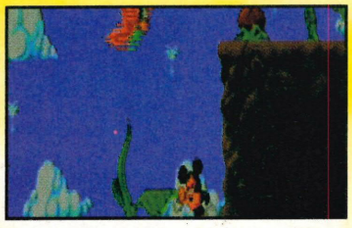








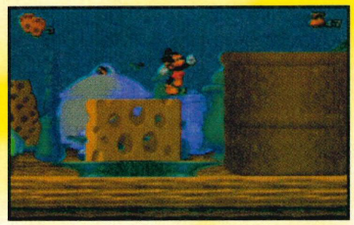
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L5-3: DAYLIGHT AGAIN

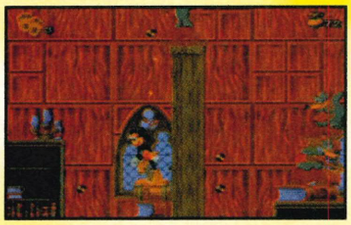
Stand on top of the beans to get plants to grow up. Now use their leaves as platforms to bounce off. When you reach the beanstalk, climb up its vines until you reach the top.





L5-4: THE KITCHEN

In the kitchen, Mickey discovers plenty of creepy creatures. Bugs, dragonflies and butterflies are all out to get him – and they're all bigger than he is! Reach the end and you've finished the level…





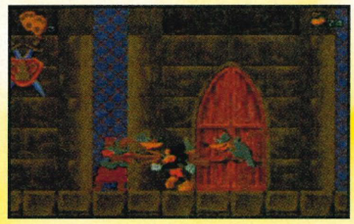
L6-1: THE PRINCE & THE PAUPER

Use the chest to reach up to the candle holders, and then make them swing by moving left and right whilst standing in them. Get past these and then climb up the stairs. Now make your way past the library, being careful to avoid the guards' attacks, and run down the stairs. Now head right, past the three jars, and you'll meet up with the cartoon Mickey.

L6-2: HE'S ON FIRE!

You now have to rescue the Prince, so avoid the deep flaming pits and the fires that spit out hot coals, and use the jug as a platform to the higher levels. The guards are very tricky in this section, but never give up! Whack the lever up on the top left, then make your way to the bottom-right and level's end.

★ ★ ★





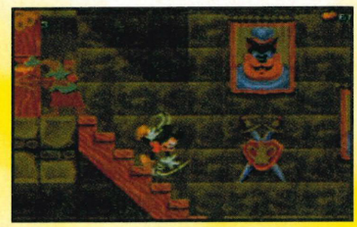


L6-3: THE RESCUE

Leap up and down to pump up the rubber duckie, then make your way out of the gap. Go to the chains and stand on the moving platforms to clear the two gaps. Now get across the fire pits using the collapsing platforms. Use the rock to push onto the lever and go get that Prince!

★ ★ ★





L6-4: DON'T GET BURNT

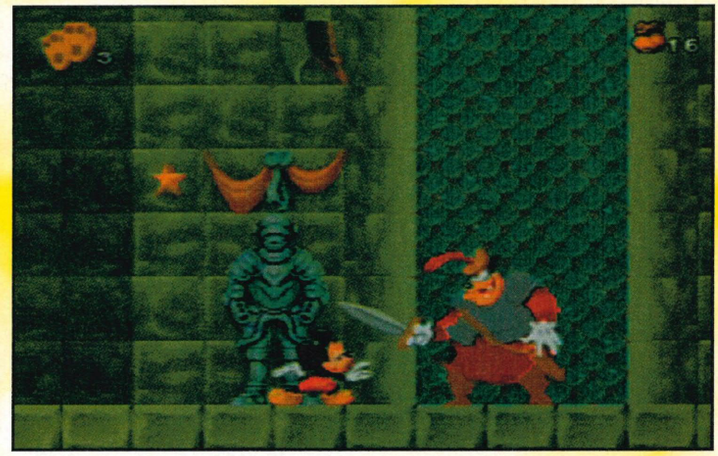
A race against time for this level. Just keep on moving and making your way past the fire to complete it. Easy!





L6-5: THE FINAL GUARDIAN

Climb up the tower and then make your way right past the guards. Once you get to the final guardian – the giant guard – all you have to do is avoid his attacks and come up with some of your own to beat him. That's it: you've completed the game!





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TIPS



PROHELP

YOU NEED HELP?



There's something I would like to say about console cheats to clear the air. Over the past few years most of the titles released have been programmed with hidden cheats. Some are left in on purpose and others are there because programmers never get around to removing them.

The programmers use these cheats for there own purposes so they can access parts of a game for testing. Now I'm sure you readers are well aware of the problems with printed cheats in magazines that don't work. Yep, it's a big problem, I know. We and other magazines often receive games for review on EPROM chips, rather than a finished cartridge. Sometimes we print cheats for these review copies and then find that they've been taken out by the time the game goes on sale. All we can do is apologise for such errors.

So with that cleared up let me welcome you to this month's ProHelp. I hope you find our readers' letters useful and I urge you to keep up the letter writing as ProHelp continues to be very popular with sackfuls of mail arriving every week.

MARK

MOWGLI AND SONIC



Dear ProHelp,

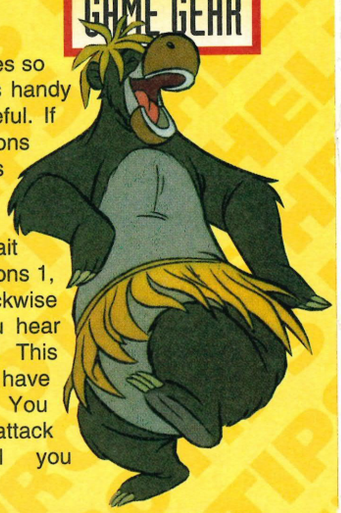
Q Is there a cheat for *The Jungle Book* on the Game Gear? I am busting my brain (ouch!) to try and do *Sonic 2* as well. Is there a cheat? Please could you help again? Thank you.

Simon, Rochester

A *The Jungle Book* is one of my GG favourites so it's a pleasure to be able to give you this handy level select that I myself found very useful. If you circle the D-pad clockwise whilst holding buttons 1, 2 and START, you will hear a little noise. Press START again and you'll now be able to select any level.

For *Sonic 2* I have a cheat that should work. Wait until the title screen appears, then hold down buttons 1, 2 and START. Keep rotating the D-pad in a clockwise direction until you hear a jingling sound. This confirms that you have been successful. You can now spin attack into any level you choose.





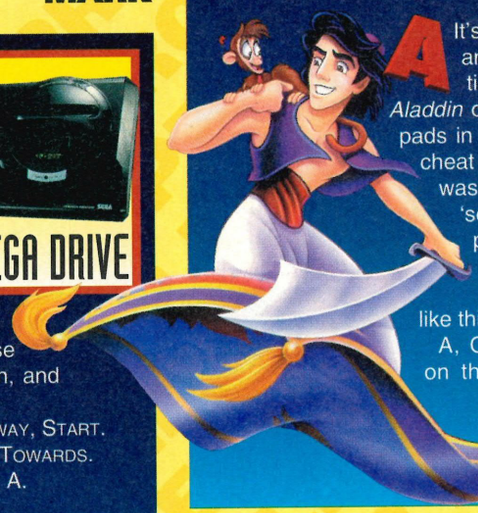
ALADDIN ANGER



Dear ProHelp,

Q I have one question to ask you guys. What is happening with this *Aladdin* cheat? Printed in Issue 36 of SEGA PRO, this cheat has caused me untold troubles. To make matters worse there was a comment the following month ensuring the readers that this does work. Well I'm baffled! Can you please clear this matter up once and for all for the benefit of myself, and more importantly, the thousands of readers who buy your mag every month. Regards.

Mr Andrews, Milton Keynes



A It's my fault, yes! And being the honest soul I am I can give you, Mr Andrews, a full explanation for this most terrible error that's caused *Aladdin* owners across the country to break their joypads in rage because they can't bring up that damn cheat screen. The problem was the way the cheat was printed. I wrote it in my Tips section as 'select options on the title screen and then press A, then C four times. Then press B four times'. Many of you thought I meant press A four times then C four times. But no! Do it like this:

A, C, A, C, A, C, A, C, B, B, B, B. Press this on the options screen and you WILL bring up Dave Perry's (programmer not bandana bloke) face followed by the cheat screen. Boy am I glad that's been cleared up!

MORTAL DEATH

Q I have just bought *Mortal Kombat 1* on the Mega Drive so please, please, please, please can you give me some of the death moves? I'd be very happy if you could.

Ian Campbell, Newtonmore, Scotland

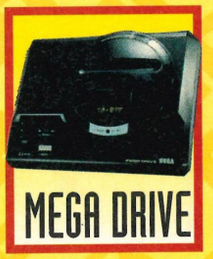
A Well as you said please four times I'll agree to help. Besides, there must be a fair few of you who could be reminded of the death moves for the original *Mortal Kombat* on the Mega Drive as these are not included in the instruction booklet. So for you, Ian, and anyone else needing the fatalities, here they are:

SONYA BLADE	TOWARDS, TOWARDS, AWAY, AWAY, START.
LIU KANG	Hold START and rotate D-pad TOWARDS.
RAYDEN	TOWARDS, AWAY, AWAY, AWAY, A.
KANO	Hold START, AWAY, AWAY, A.
JOHNNY CAGE	TOWARDS, TOWARDS, TOWARDS, A.
SCORPION	Hold START, UP, UP.
SUB-ZERO	TOWARDS, DOWN, TOWARDS, A.

And just one more thing. If you telephone Acclaim on (071) 344 5000 I'm sure they'd be happy to send you a copy of all the moves for both *Mortal Kombat 1* and *2*.



PGA SKINS GOLDMINE



Q I've recently purchased *PGA Tour Golf II* on the Mega Drive and wondered if there was a cheat of some kind I can use. If you have, then maybe I'll finally be able to beat my brother! Hope you can help me.

Lawrence Carrier, Inverness

A Indeed I do have a cheat for *PGA Tour Golf II* and you can try it out on the Skins Tournament. First select Skins Tournament, then enter your name plus up to three other Mega Drive players.

Now start a round and try doing this cheat on the first hole. When a CPU player is about to putt, press START to bring up the options. Now select the 'Green' option. Here you'll be able to move the cross-hair off course so the CPU putts well wide of the hole! Do this for every hole and win loads of money!

DIZZY SPELL



Q Help! Could you please help me on *Fantastic Dizzy* for the Mega Drive? I'm stuck getting past the dragon on the mines. I have used the Dynamite to blow up the rock but whenever I get near the Dragon he fries me. I cannot find any way past. Please help.

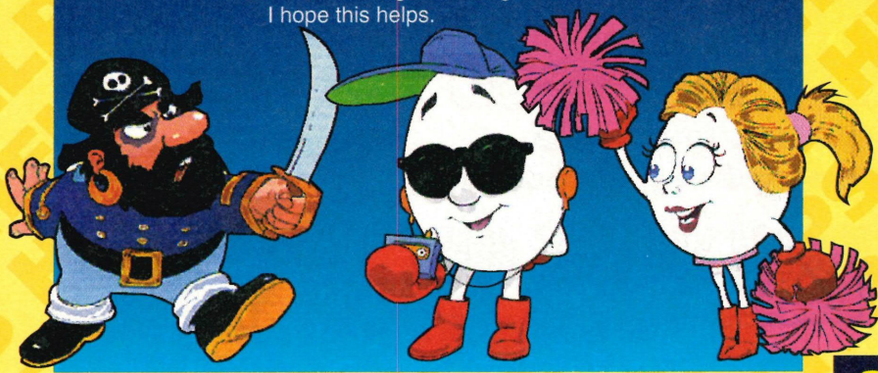
Ian Tratt, Yate

A I can see you problem straight away. The Dragon will not let you pass unless you have the Dragon egg! So here is what you do:

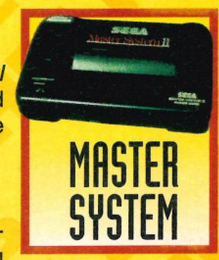
First get all the ingredients you need for Grandpa Dizzy's medicine. The mushroom can be found towards the right of the tree-house, the medicine bottle and star plant can be found in the actual treehouse village. Place all the ingredients into the cauldron and you will receive medicine to give to Gramps. He will then make an amazing recovery and give you the Dragon egg. Now you can give this to the Dragon in the mine and pass!

If you want the full solution to *Fantastic Dizzy*, Ian, you can buy issue four of our sister magazine, Sega XS.

I hope this helps.



SPEEDBALL II CODES



Q Have you got any passwords for *Speedball II* on the MS? Please help. Can you also send me *The Jungle Book* on the MS as I have little pocket money. I think your mag is the best.

Ryan Pearce, New Milton, Dorset

A Such a short letter, Ryan, and again that age-old tactic of a praising our mag whilst asking for a free cart. Well I can't just dish out free carts willy-nilly but what I can do is give you a list of passwords to play in Division One and bring up the Manager's screen.

MANAGER'S SCREEN
nzil GsM9 UwtE y5gl
4Va2 6Ge1 YWAA 0dec

PLAYER'S SCREEN
ulul D5QO UhtE y5gd
JPes Vsu0 9W8c 0fe2

PLAYOFF 1
4X41 GrQO UhtE y5gJ
ivdn 7Vim 9W8c 0Xq7

PLAYOFF 2
7Tn1 8rPu gRtE y5gl
uz8a 7s80 9W8c 0g0A

PLAYOFF 3
3LOI GrTe chtE g5gl
xTB4 ZC80 9W8c 0YC5

PLAYOFF 4
pb8I GrPu chtE y5gl
xPeI jtu0 9W8c 0au2

PLAYOFF 5
unil GrTe chtE y4BK
wcon UBe0 9W8c 0Xy3

PLAYOFF 6
dMKJ 97PO chtE y5gJ
kXYa jE-G 9W8c 0ha4

PLAYOFF 7
Pz4n 95QO UhtE y2hk
wcts 7Fe0 9w8c oaW2

TO PHIL KING?



Dear Phil King,

Q My name is Christine, I am nine years old, I am Indonesian but I am studying in Singapore. Could you tell me how to get a stage select from *Sonic 3*? I know that is a secret but I hope that you could tell me no matter what. I know I am going too far but I really want to know the secret. Please give me an answer soon and don't forget my address – it is on top of the letter. If one month later you haven't given me a reply I will write to you again. Thank you so much???

Christine, Regency Park, Singapore

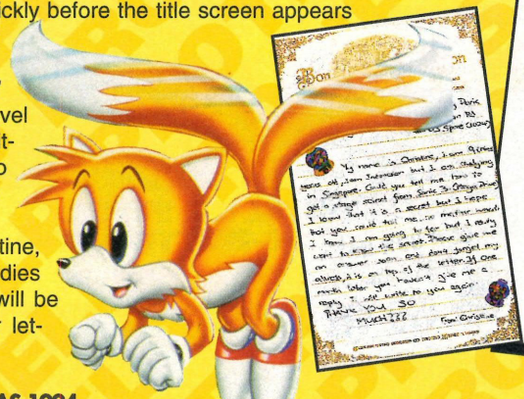
A The Kingster gets a letter from Singapore from a young lady by the name of Christine in my ProHelp letter tray! And what lovely writing paper she sent too. 'Bon bon cat, sometimes we quarrel, but we will always be true friends' is what is written alongside the cartoon drawings and pretty stickers.

Is this a subtle penpal request? 'I will write to you again' she includes in her letter. Clearly the Kingster is Christine's number one tipster!

Well I think I'll leave this one to Phil – for personal replies that is! I'll settle for the job of answering this Sonic request. And before you say anything, I know this has been advertised in many tips sections, books and low-budget satellite TV shows too, but the popularity of a title such as *Sonic* will still mean many of you have yet to test this out as Christmas looms and Mum's down the car boot sale looking for a bit of a bargain on the *Sonic* front.

Okay, this is what you do Christine. When the Sega logo disappears, the screen turns black with the *Sonic* animation sequence. Press UP, UP, DOWN, DOWN, UP, UP, UP very quickly before the title screen appears and you will bring up a level select. You'll need to scroll down to the 'sound test' option and select it for the level select screen to appear. A little chime will be heard to confirm this cheat has worked.

Hope this helps you, Christine, and good luck with your studies in Singapore. I'm sure Phil will be delighted to receive another letter from you soon.



CHEEKY MONKEY



Q I recently bought *Monkey Island* for my Mega-CD but find it very difficult finishing the Sea Voyage stage. I don't know whether you could send me a guide of some sort or even the passwords themselves. I know it's cheating but I'd just like to see the later stages and I'm hoping you can help. Regards.

Mr Edwards, Northampton

A For you, Mr Edwards, here are the passwords for the final two stages of *Monkey Island*. I wish you luck in the remainder of your quest and may the force be with you always (or something).

UNDERNEATH MONKEY ISLAND
9430
9433
1436
8742
7310
7377

THE FINAL PART
9898
8989

WRITE TO...

YOU NEED HELP?

ProHelp,
SegaPro,
Paragon Publishing Ltd,
124 Old Christchurch Road,
BOURNEMOUTH,
Dorset BH1 1NF.

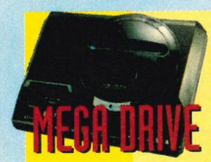
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	• Cool Spot
£25.00	• Combat Cars





• Jurassic Park (free BB cap)
• Krusty's Fun House



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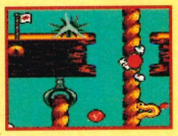
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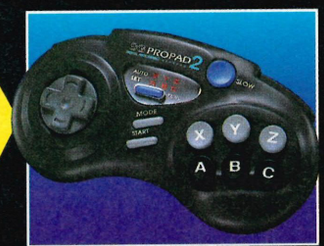
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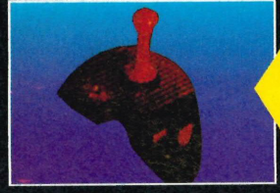
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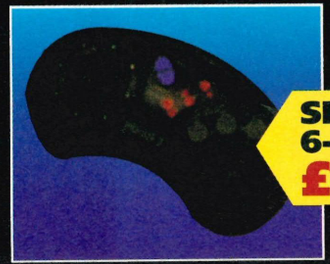
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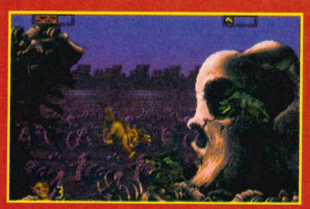
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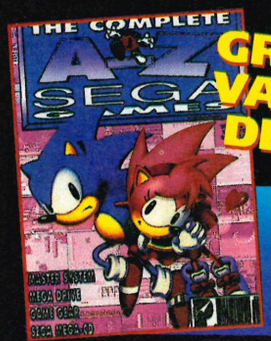


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Computers for sale – Mega-CD, 14 games £180. Mega Drive, 3 games £65. Spectrum 128K, 150 games £50. Atari 2600, 7 games £35. Phone Mike on (0268) 472 431.

Game Gear for sale with 12 top games, including Mortal Kombat, NBA Jam, Sonic 1+2, with adaptor and battery pack. Will sell for £150 or swap for Mega Drive. In Northern Ireland region only. Phone (0266) 892467.

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For Sale NES 7 games, Light Gun, Two Controllers £80 ono. Also SEGA Master System, eleven games, games £80 ono. Phone no: (061) 434 7546 Garry.

Atari ST computer for sale, two Disk Drives, 100s of games and demos, Joystick and Mouse inc. Very good condition only £110 ono. If interested, phone Richard on (0442) 865 528 between 4pm and 6pm.

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SNES for sale, hardly used with 10 fully boxed and instructions games. Which is worth £600, but is only half the price at £300. It includes 2 control pads, inc Propad. So, dial (0745) 710 425 – ask for Tom.

Mega Drive 2 + Mega-CD 2, + 20 games including SF2, Ecco CD, Lethal Enforcers CD, Ground Zero CD, FIFA + loads of mags + Sega 6-button pad. All as new & boxed. Worth £800+. Offers around £550. Contact Jon after 6pm (0638) 515 348.

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Mega Drive for sale, 8 games, 2 pads, 1 joystick, adaptor but with no TV/MD lead. EX condition £140 ono or will swap for SNES with 4 or more games with leads and 2 or more pads. Tel Damon on (0259) 824 313.

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Hi! I'm looking for a 12–16 year-old boy or girl. Especially if you've got a Mega Drive. Please send a picture of you with info. Alan Howieson, 4 Langbyres Road, Motacrike, Cleveland.

Hi! I'm a 12-year-old boy looking for a girl pen pal aged 10–13. Write to James Mawdisy, 23 Fairy Hill Close, Ballafesson, Port Erin, IOM IM9 6TJ.

I am looking for Pen Pals male or female. I am 22 years old from Dubai, the town in United Arab Emirates. Write to Jassim Siyah Salem, Dubai, PO BOX 344, United Arab Emirates.

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We still have a few copies of all the early issues of SegaPro available. Ring Karen on 0202 299900 and order now to get your copy.



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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...



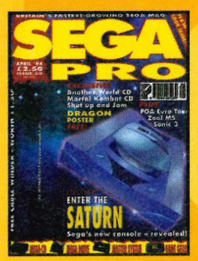
ISSUE 27 £3.25
Packed 116-page issue featuring 21 top reviews. This month we took a squint at the perennial Dragon's Lair, Aero the Acrobat, Lethal Enforcers, Microcosm and the brilliant FIFA International Soccer. But better than that, we announced the best game of the year and provided our biggest-ever 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 SegaPro CD with a fully playable CD demo! (Please note that the editorial content is identical to that in SegaPro.)



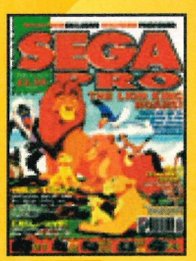
ISSUE 1 £4.99
For a first issue we needed something special and boy did we get it! Check out the exclusive playable demo of JVC's fast-paced thriller, Rebel Assault, plus an eight-page supplement! Add to this a host of top exclusives, including FIFA Soccer '95 (MD), for an unforgettable experience!



ISSUE 2 £4.99
One of the best disc demos ever lets you play three stages of Psygnosis's new 3-D blaster Novastorm – with an exclusive preview of the game inside the mag. Plus all the excellent editorial features from SegaPro #38, including a world exclusive review of NBA Jam CD and first review of Core's eagerly awaited Soulstar (CD).



ISSUE 3 £4.99
This month's Mega-CD demo lets you play a level of JVC's wacky shoot-'em-up Keio Flying Squadron. Inside the mag there's an exclusive review of Novastorm and a preview of World Cup Golf on CD. Plus an exclusive preview of Road Rash III, and first previews of 32X games Doom, Star Wars Arcade and Virtua Racing Deluxe.



ISSUE 38 £2.50
An exclusive 16-page guide to Earthworm Jim accompanies this blockbuster issue – and there's a full review of the game inside. We roar ahead with a special feature on Disney's The Lion King, plus exclusive previews of Nigel Mansell's IndyCar (MD) and Novastorm (CD), and a world exclusive review of *NBA Jam* on Mega-CD.



ISSUE 39 £2.50
The latest games are ripped apart in our 84-page tips book. Inside the mag we have an exclusive preview of EA's Road Rash III, and previews of 32X games Doom, Star Wars Arcade and Virtua Racing Deluxe. We also review The Lion King (MD & MS), Micro Machines 2 (MD), FIFA Soccer (GG) Lemmings 2 (MD) and many more.

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LETTERS

SEGA PRO 31.8.94 PROTEST!

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Protest, SegaPro,
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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!

Once again it's time to run the rule over your works of literary genius, selecting those privileged few letters to be printed within the hallowed pages of SegaPro. *Protest* welcomes the witterings of anyone on anything. If it's related to the Mega Drive, linked to the Mega-32X or just a funny anecdote, send it in. Finally, we want to know more about our readers, so send in photos, the weirder and wackier the better, along with information about, well anything really; what you love, what you hate. If it gets printed on the Protest pages you could win a cart!



NEW ZEALAND LAMB

I'm 14 years old and live in Auckland, New Zealand. I'd just like to tell you that your magazine is the best, I haven't yet found one that I can even compare it with. I have every issue of SegaPro going back to Issue 21.

Anyway I have just a few questions:

1. The Mega Drive-32X system isn't out in New Zealand yet but soon should be. I was wondering, because I've only ever seen pictures of it attached to a Mega Drive II, is it shaped to fit a normal Mega Drive?

2. Is *Urban Strike* any good? Is it worth buying if I've got *Desert Strike* and *Jungle Strike*?

Ryan Cooper, Auckland, New Zealand

Thanks for writing in Ryan, it's nice to know Britain's best Sega magazine is also loved all around the world. It's also no surprise to us to hear you can't find another mag that's a patch on SegaPro — we've known that for years! Anyway, here are the answers to your queries:

1. The 32X can be used with any Mega Drive, as long as you get the right leads.



2. Urban Strike *is an excellent game, well worth getting if you enjoy a good blast. However, we have received a number of letters from fans of the series saying they found it too easy after playing the other games, so try before you buy!*



SEEDY CDS

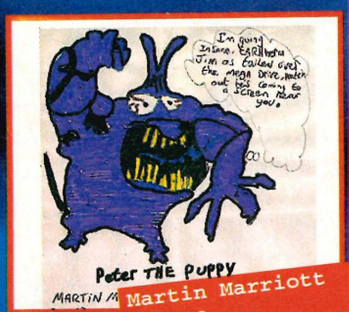
I'm afraid my reasons for writing are to complain, but not about SegaPro CD. I must say that it makes a change for a magazine to have answers to all my questions, and it's well set out, with the added bonus of a demo every month. However, my reasons for writing are about the quality and quantity of games on the Mega-CD.

The majority of games are good and I point mainly to *Thunderhawk*, *Sonic* and *Ground Zero Texas*. I read your preview of *Novastorm*, I remember you saying that Psygnosis have worked hard on improving their previous shoot-'em-up *Microcosm*. I am sorry to say that I am very disappointed. I wrote a letter to Mega Power (which never got printed) about *Microcosm*, which said the same as I'm going to say here about *Novastorm*.

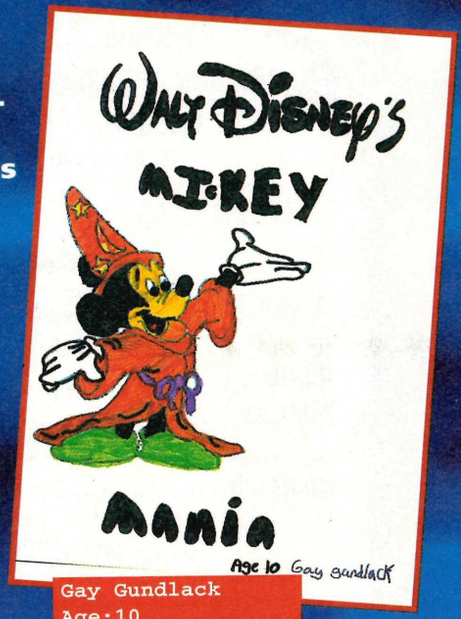
The graphics are good but could have more colour (even with a sad

PROART

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Martin Marriott
Age:13



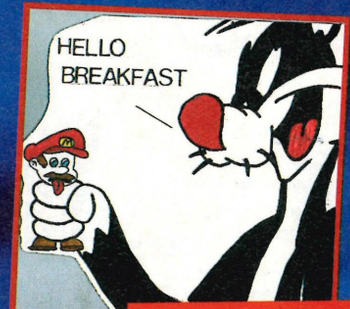
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Please be careful to address any hints, tips or players' guides to PROTIPS, to ensure that Mark tunrs his attention to it speedily. Also, please try to send in original tips and not ones that have appeared in other rival magazines!

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!

palette of 512). The sound effects are not bad but could sound more like deadly weapons instead of pop-guns! To me music is the most vital part of setting the mood and atmosphere for a decent game. But the Master System could have music with more guts!

I think the graphical sequences should really have been done with the same techniques as the intro to *Puggsy*. If you think my opinions and ideas are justified I would appreciate a copy of *Mortal Kombat* or *Mortal Kombat II*. It's your decision, but I would like to hear what you think of my ideas.

Austin Smith, Gillingham

PS. The *Rebel Assault* demo was a knockout!

I have to agree with you about Novastorm, *Austin. When you consider all the hype it's a bit of a disappointing product. True it's a slight improvement on* Microcosm, *but at the end of the day all you have is a bog-standard shoot-'em-up, with some impressive rendered intros and a few decent bosses.*

I always thought Microcosm *was overrated and once I'd played* Novastorm *for a while I formed the same opinion. However, despite the fact I agree with your assessment, I'm afraid that's not enough to earn you a copy of* MKII. *Sorry mate, but, what the hey, look on the bright side, at least you've got a letter printed in a magazine now!*

SADDER THAN SAD!

Yo! Here are some more software failures:

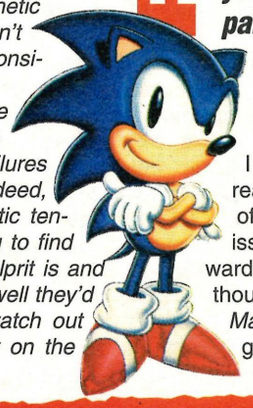
Chuck Rock	– Chuck Snot
Batman	– Fatman
The Terminator	– The Germinator
Super Kick Off	– Super Lick Off
Marble Madness	– Marble Sadness
Greendog	– Greenhog
Road Rash	– Road Trash

Your mag's the best. Cool!

Brandt Maybury, Leicester

Groan, weep, moan, wibble — oh my God I can't take much more of this! Please don't send me these ridiculous lists any more. If I have to read another of these pathetic attempts at humour I don't think I can be held responsible for my actions!

Whoever thought up the idea of sending in these so-called software failures was a very sick man indeed, with obvious masochistic tendencies! I'm going to find out who the culprit is and when I do... well they'd better just watch out is all I'll say on the matter!



PROQUOTES

Can the Gladiators be a Mega Drive?
Andy Wilton, Derby

It depends which steroids they're taking!

You think you're 'ard don't you?
Steve Mott, Leicester

More tea, vicar!

Who said *Urban Strike* was a good game?
Jackie Alibone, Richmond

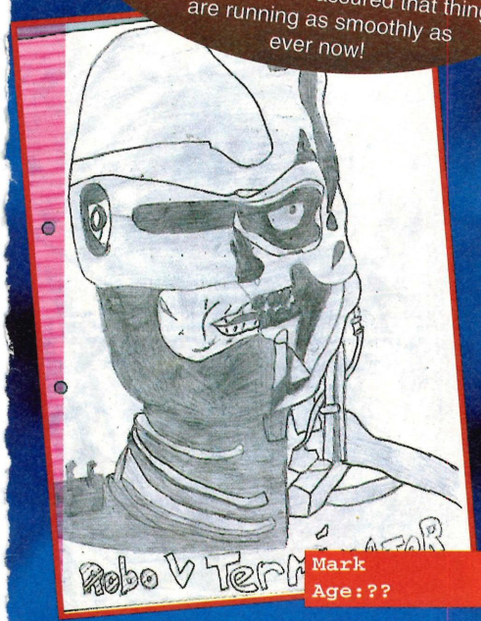
Well Pilky did for one and I agree with the young pup, though it pains me to admit it.

GET MY DRIFT

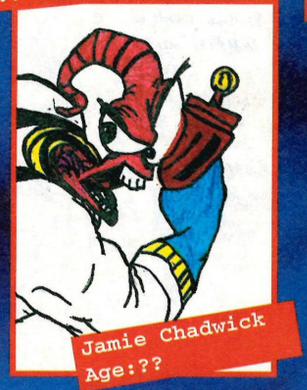
I was disappointed to read your condemnation of *Sonic Drift* in the last issue. I was looking forward to this game and thought it might be a rival to *Mario Kart* and then you go and shatter my dreams by giving it a

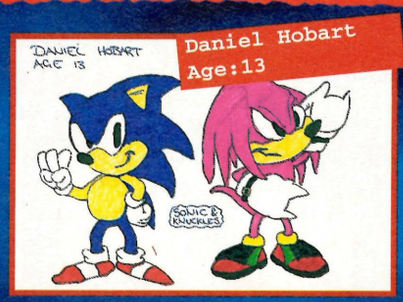
SO SORRY MATE!

Apologies go out to Gareth Price, aged 10, for his brilliant Mortal Kombat picture (originally credited to David Skelton) that he sent in last issue. I'm afraid the gremlins got into the system on that one, but rest assured that things are running as smoothly as ever now!











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

Neil Luyt from Pretoria, South Africa has written into Problems and Procures asking if it's true that a whole range of PC and PC CD-ROM games are being transferred to the Mega-CD? The games he particularly wanted to know about were *Return to Zork*, *Mad Dog McCree II*, *Star Wars: Rebel Assault*, *Mega Race* and *Sim City 2000*.

Well Neil, out of the games you mentioned in your letter *Rebel Assault* is already a Mega-CD release, as is *Mega Race*. Both *Mad Dog McCree II* and *Sim City* are in the pipeline but we have no concrete release dates as yet, while there have been rumours about *Return to Zork* being a possible Mega-CD release. However, at the moment there is no information to substantiate these.

Jon Kirkby from Doncaster has written in requesting loads of information about the Saturn. He says he keeps seeing loads of hype about the machine in the magazines but nothing concrete about the machine itself, so he wants to know exactly what it's all about.

The thing is, Jon, the whole Saturn business has been shrouded in secrecy, which is why it has been difficult to get hold of information. However, here are a few details about Sega's new generation thingummy, which, incidentally, is scheduled for a late November launch in the land of the Rising Sun (that's Japan to you, mucker!).

The Saturn will use both CDs and ROM cartridges, with the CD drive including an Hitachi 32-bit SH1 RISC processor to speed up

picture decompression and a 4 Megabyte RAM buffer to hold the current picture read off the CD while the Saturn searches for the next one. This should eliminate the jerkiness and waiting periods which can afflict some CD units.

This is designed to create true FMV-quality images, fixing the main problem with the Mega-CD. Add to this an engine containing seven processors, designed to produce perfect graphical effects: two Hitachi SH2 32-bit RISC processors, running at 50 million instructions per second and a 24-bit DSP to speed up polygon processing for an awesome machine. It will be capable of producing 16.7 million colours, using a 12 Megabyte Video RAM for full photographic quality, although this sort of palette would be impossible to use on moving images in a game. All sounds pretty impressive, eh Jon!

We've listed a lot of the intended game releases for the Saturn over the last few issues (check Back Issues for details). However, to find out the sort of games currently being created for this monster machine, check out our special Saturn feature in this issue. Also, keep reading SEGAPRO over the coming months as we continue to exclusively reveal the big games that will be smashing onto the Saturn very soon!

crappy 30%. I would like to ask if you think it's as bad as Mark Hill said in the review and whether Sega plan to release it over here?

One more thing. Is Mark Pilkington in the army or something, because he had combat gear on in his picture? Always remember SEGAPRO is kicking and it has booted all the other inferior Sega magazines right into touch!

Damon Frogett, Birmingham

The answers are yes I do think it's as bad as Mark said and no Sega aren't releasing it over here, although I'm told a Sonic Drift 2 *is in production, which is going to be a much better game — let's all pray it is. Mind you, it couldn't be much worse! Alas Pilky isn't in the army, but we often wish the irrelevant one would join the Foreign Legion!*

MEGA-MICRO-MANIA?

Ever since the original game crashed, tyres squealing, onto the Mega Drive I've been addicted to the simple, yet utterly addictive, Codemasters creation known as *Micro Machines*. Now my life is complete since the arrival of the sequel to this brilliant game and, can you believe it, this is even better. Somehow they've managed to improve on perfection! Oh joy, oh rapture... cue lots of slurping and slithering sounds.

However, I would like to know if there are any plans in the pipeline for this unbeatable game to be released on this new-fangled Mega Drive 32X thing? If there are could you tell me when and how much it would cost, because an even better version of *Micro Machines* is probably the only thing that could induce me to buy this new machine.



Why the transparent dislike of the 32X?, I hear you ask. Well, despite the best efforts of Sega to hype the thing and, I must say, of magazines such as SEGAPRO to whip the public into a frenzy about it, I still can only think of it as a stopgap. It seems to me to be yet another attempt by Sega to cream as much dosh as possible out of us poor consumers, before forcing us to buy yet another upgraded and hugely expensive new generation machine, namely the Saturn. I'd like to know what you think of my views Chris and I'd like to finish by saying I still love ya mag. Keep up the spankingly brilliant work!

Russell Courts, Ealing

Well Russell, you've obviously thought long and hard about this, which is why I'm awarding you the sacred cow, sorry T-Shirt, winner's award this issue. As to your arguments I can understand exactly where you're coming from, being a fellow fully paid up member of the cynics society!

Having said that I'm a lot more confident about the potential of the Mega-32X than you seem to be. For a start, having spoken to important people within the industry (finger on the pulse and all that!), I know there are over 40 games in production for the 32X at the moment, both by Sega and third-party producers. This indicates that, whatever the future plans with the Saturn, you're going to have plenty of choice to play with in the coming months on the 32X.

I've also played the first 32X releases and, although Doom *in particular stands out, they're all exceptionally playable and exciting games. So at £169.99, with £50 worth of software vouchers, I reckon the Mega Drive 32X might be worth a splash this Chrimbo. However, if other readers agree with Russell and not me (you swines!), drop us a line and let me know your reasons for distrusting the 32X.*

Finally, there are no plans to release Micro Machines *on the 32X at the moment. Oh by the way, I really gave you the T-Shirt because* Micro Machines 2 *is my fave game at the moment and you agreed with me. just thought I'd let you know!*

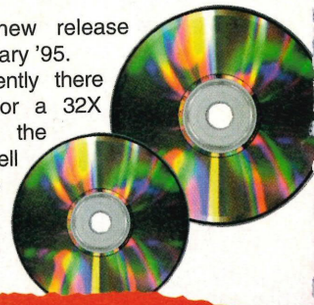
HELP'S AT HAND

I own a Sega Mega Drive plus a Mega-CD and have a few questions to ask:

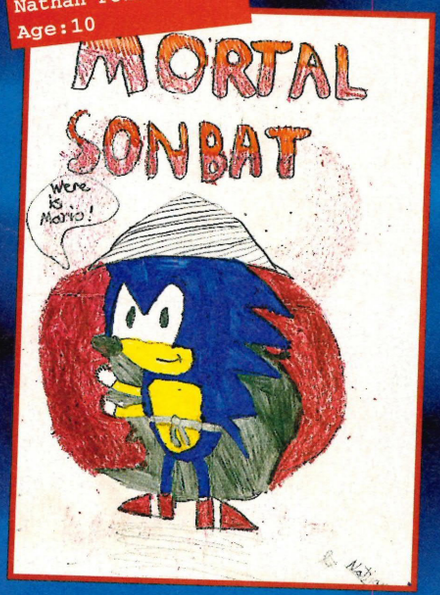
1. Can any CD games be played on the Mega-CD or is it just Sega ones?
2. Are there any cheats for *Shining Force*, the original on the Mega Drive?
3. When will *Cannon Fodder* be released on the Mega Drive?
4. Will the *Daytona Racing* game be just for the Saturn or is it going to be released on all formats?

P Howard, Bognor Regis

1. Only official Mega-CD releases can be played on the Mega-CD, funnily enough!
2. No.
3. The new release date is January '95.
4. Apparently there are plans for a 32X version of the game, as well as the Saturn version of course.



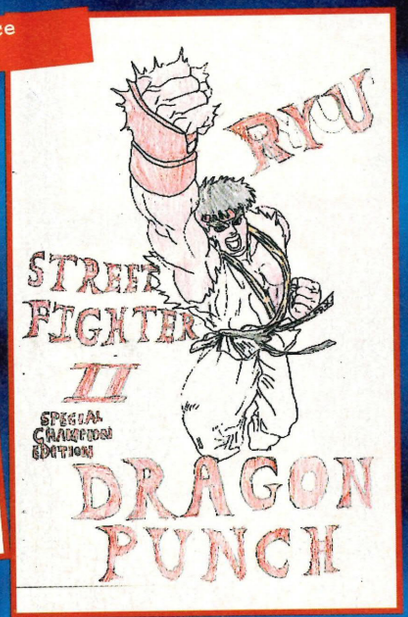
Nathan Power
Age:10

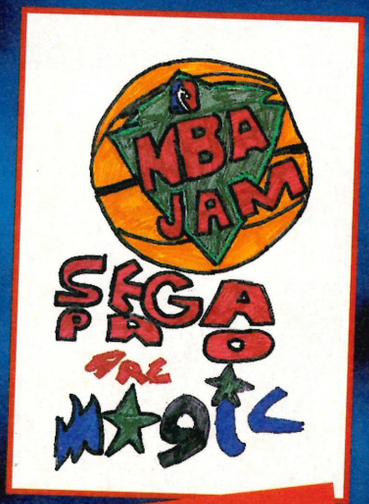


Bobby Spence
Age:10

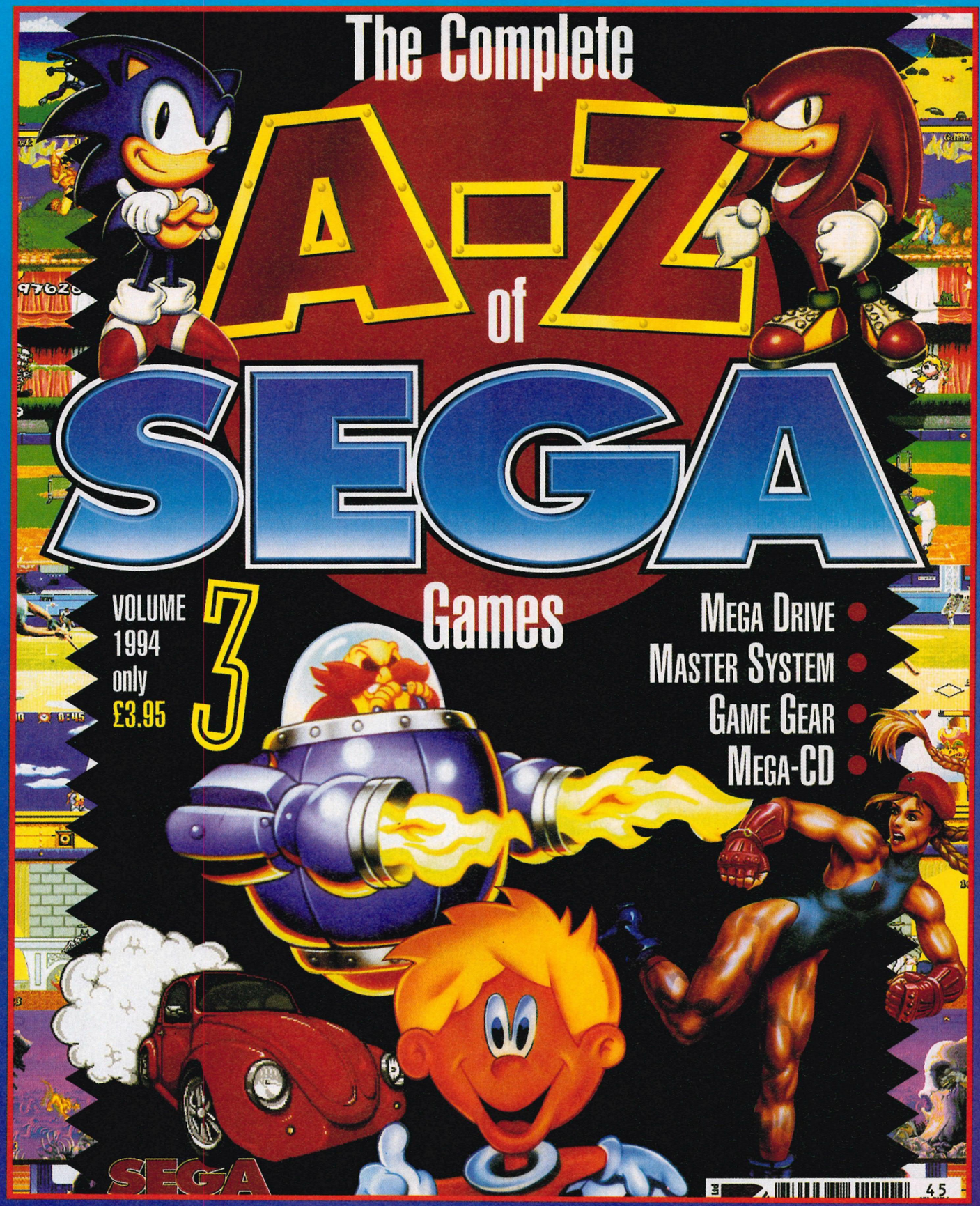


Alex Mandry
Age:12





David Moss
Age:11



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Yep, we look ahead to what's going to be big on the Mega Drive, the Mega-CD, the 32X, the Saturn and the Game Gear. No stone will be left unturned as we bring you unparalleled coverage of the whole Sega scene. Revel in our EXCLUSIVE *Ristar* review, cavort as we review *Cosmic Carnage* and marvel at our massive feature on the new Saturn and 32X range of games.

This is the stuff dreams are made and it's found only in issue #41 of Britain's best Sega magazine!



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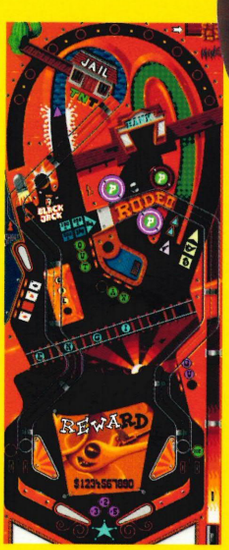
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