GARFIELD EXCLUSIVE • FREE SEGA XS SUPPLEMENT • PRIZES GALORE!

100% Sega gaming!

£2.50

Sega Pro

● Issue 48 ● August 1995 ● Saturn ● Mega Drive ● Mega 32X ● Game Gear ● Master System

Polished Polygons!

Virtua Racing

Saturn Exclusive Pics!



SEGA SATURN™

Sega XS

Guides to:

Fever Pitch

Road Rash III

Indiana Jones' Greatest Adventures

Exclusive!

Garfield: Caught in the Act

Mega Drive

Plus!

Earthworm Jim 2 – Mega Drive

Primal Rage – Mega Drive

Battle Monsters – Saturn

Missing your free guide to the Sega Saturn? Hassle your newsagent now!

FREE! Sega Saturn Guide!

Paragon Publishing Ltd

9 770964 264039 28

Printed in the UK

THIS TIME YOU NEED HELP



SEGA the GAME is NEVER Over.

MEGA DRIVE

An all new action game for one or two players.

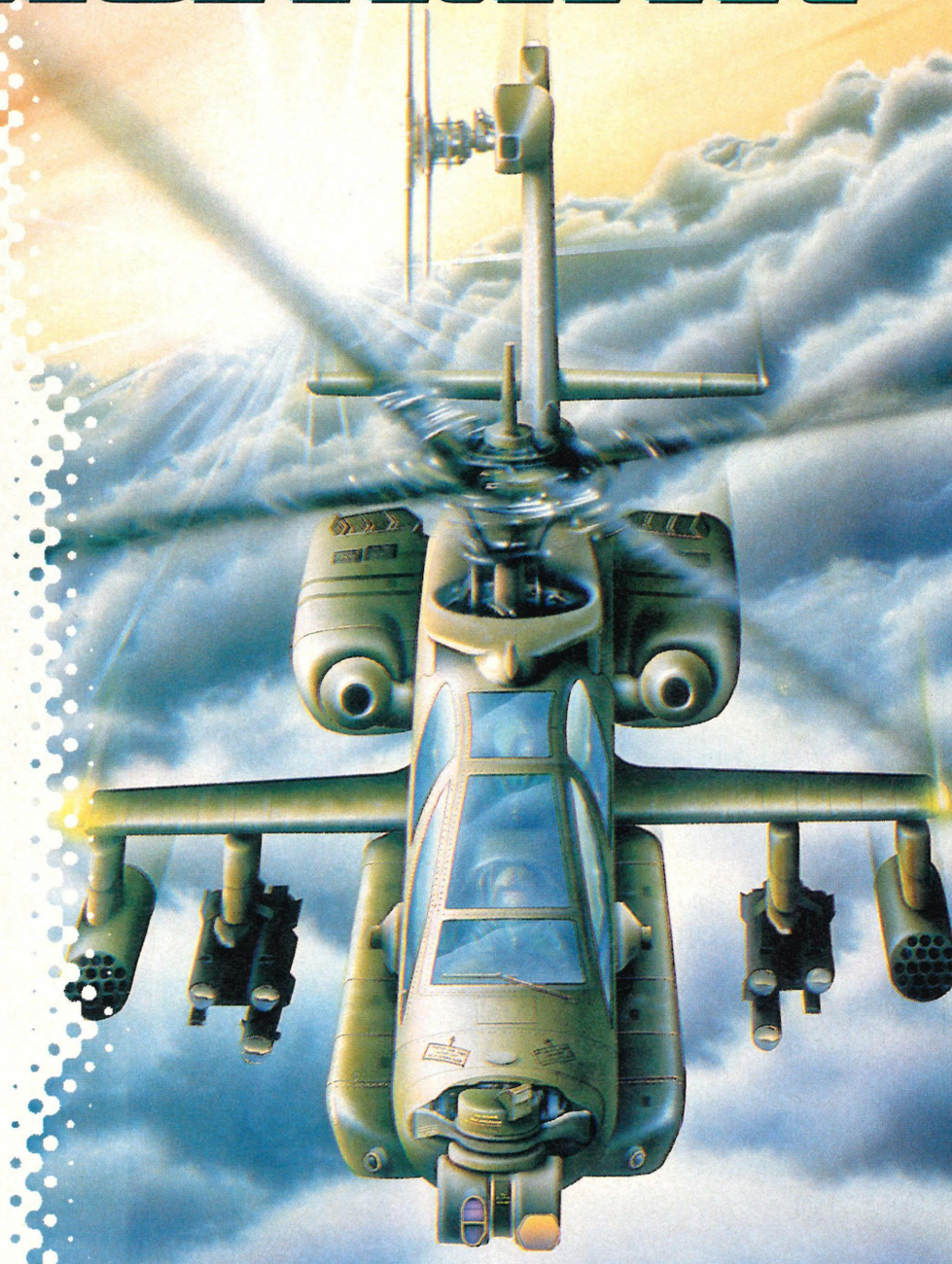
© 1995 Sega Enterprises Ltd.

Batman and all related elements are property of DC Comics. TM & © 1994 All rights reserved.

Disc Demo

Thunderhawk

As a teaser to Core Design's forthcoming Saturn game, *Thunderhawk 2*, SegaPro are proud to present a demo of the original Mega-CD game. Get yer choppers out, lads!



The Demo

With two action-packed levels to blast your way through, you're sure to be amazed by the fantastic rotating abilities of the Mega-CD. When *Thunderhawk* was first released just over a year and a half ago now (doesn't time fly?), it was instantly hailed as the saviour of the Mega-CD. Even today, you'd be a fool to dismiss it as old hat.

The basic gist of the battle-plan is to fly your helicopter around the various war-zones and blow apart anything that looks hostile. Tanks, planes, helicopters and missile launchers should all taste the molten steel of your bullets. Even the trees, come to think of it. This is old school classic shoot-'em-up action, revamped with a clever 3D viewpoint. It doesn't get much better than this, so enjoy it!

As we've already mentioned, we've cover-mounted this demo in order to give you a taster of what to expect when *Thunderhawk 2* comes out on the Saturn. Retaining all the speed and excitement of it's Mega-CD older brother, you'll be gob-smacked by the millions of colours (gasp!), super-smooth speed (swoon!) and completely rendered and texture-mapped real-time environment (waaah!). It's gonna be a cracker, so start saving your pennies for November!

No Demo?

Order yours now!

If you didn't buy the CD version of SegaPro and have a Mega-CD you'll be wanting to get your hands on a copy of this cool demo. All you've got to do is order it directly from Karen in our mail order department.

Write a cheque for £3.95 sterling made payable to Paragon Publishing Ltd and send it off to: **SegaPro CD#48 Offer, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth BH1 2JS**.

If you want to save a stamp but don't mind about the phone bill you can pay by Visa/Mastercard by phoning or faxing your order to: Tel: **01202 200200**, Fax: **01202 299955**.

Sega Pro

AUGUST '95

Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS
Tel: 01202 299900
Fax: 01202 299955

EDITOR
Nick Roberts
Email: segapro@paragon.co.uk

GROUP ART EDITOR
Mark Kendrick

SENIOR STAFF WRITER
Adrian Price

STAFF WRITERS
Mark Pilkington
Mat Yeo
Stephen Hardy

ASSISTANT DESIGNER
Wendy Ellis

TRAINEE DESIGNER
Nick Trent

ADVERTISING SALES
Keith Williams (Manager)
Alan Walton (Ad Sales)

ADVERTISING PRODUCTION
Francesca Giannelli
Allegra Gee
Clare Loggey

PRODUCTION MANAGER
Jane Hawkins

SYSTEMS MANAGER
Alan Russell

PRE-PRESS
Suzanne Ryan
Ted Dearberg
Jason Warren

SUBS/MAIL ORDER
Karen Sharrock on
☎ 01202 200200
Email: subscriptions@paragon.co.uk
Basic annual rate of subscription...
SegaPro
UK - £32.50
Europe - £42.50
Rest of world - £52.50
SegaPro CD
UK - £75.00
Europe - £100.00
Rest of the world - £150.00

MANAGING EDITOR
Dave Perry

PUBLISHING DIRECTOR
Pat Kelly

PRODUCTION DIRECTOR
Di Tavener

MANAGING DIRECTOR
Richard Monteiro

PRINTED BY
Southernprint (Web Offset) Ltd

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

DISCLAIMER
SegaPro is a fully independent publication. The views expressed herein are not necessarily those of Sega Enterprises, Sega Europe or Sega UK. All copyrights and trademarks are recognised.

© 1995 Paragon Publishing Ltd.

SegaPro: ISSN 0964-2641
SegaProCD: ISSN 1354-859X

SPECIAL THANKS TO:
Sega's local pizza parlour
The Video Game Centre
☎ 01202 527314

ABC 34,994
Member of the Audit Bureau of Circulation

Issue 48

Cont



14

Virtua Racing

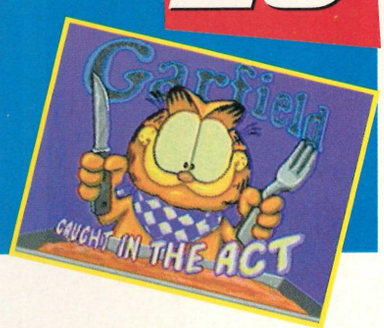
The original arcade polygon racer comes to the Saturn. Four page feature and exclusive screen shots!

Exclusive

Garfield: Caught in The Act

20

It's 17 years since the lasagne scoffing cat first made an appearance and here's an exclusive look at Sega's platform game tribute.



Earthworm Jim 2

Shiny's slimy star is back, and this time he's got a pot full of pigs! Can you handle this much mayhem?

24



August 1995

Contents

32

Juicy Joypads

The summer's here and the joypads are all fruit flavoured! Top refreshment action down on the beach!



Win! Win! Win!

Grab copies of *Wayne Gretzky's NHLPA All-Stars* and sweatshirts courtesy of Time Warner Interactive!

Regulars

Frontline News 06
The gossip is flowing freely and the 32-bit console revolution has started!

Jap News 12
What's hot and what's not in the land of the rising sun (and noodles)!

Protips 72
Top chimp Pilky brings you the latest hints, tips and cheats on all the Sega consoles.

Prohelp 72
Need a helping hand on your favourite game? This is the place to be.

Subscriptions 76
Like what you see? Then flip over to these pages and sign up for 13 issues worth!

Protest 78
The trainee needs something to do and typing your letters in is a right treat!

Back Issues 82
Missed a copy of your favourite Sega read? Well there's a store cupboard full here!

Games galore!

Saturn

Virtua Racing 14
Battle Monsters 50
Gran Chaser 60

Mega Drive 32X

Motherbase 52
WWF Raw 58
NBA Jam TE 62

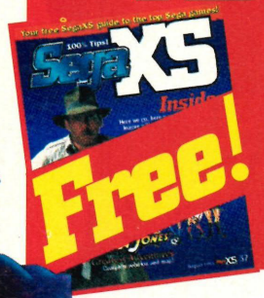
Mega Drive

Primal Rage.....18
Garfield 20
Comix Zone 22
Earthworm Jim 2 24
Spirou.....26
The Ooze 28
Star Trek Deep Space Nine.....30
The Adventures of Batman & Robin.....34
SeaQuest DSV.....54
Wayne Gretzky's NHLPA All-Stars.....56

Mega-CD

Cobra Space Adventurer 64
Samurai Shodown 65
Fatal Fury Special.....66

Sega XS



Fever Pitch Soccer 38
Soccer will never be the same after you've read Pilky's guide to this top game.

Road Rash III 42
Got a rash? We can cure it! Just leaf through these tips first to get you in the mood.

Indiana Jones' Greatest Adventures 44
He might have a hat but he's hopeless at playing his own game! Pilky to the rescue!



Frontline

Drinking from the pint of truth...

Welcome to a new era in video gaming. By the time you read this Sega will have officially launched the Saturn onto an unsuspecting UK market, a full two months before Sony plan to get their act together! 32-bit technology is with us — and it's looking good! The other big news is that the good ship SegaPro has got a new editor to sail it into the next phase of Sega gaming — me! Plus two new editions to the team. If you're a SegaPro regular you might remember my face from Issue 34. I freely admit I was tempted away by the bright lights and smart games of *Games World: The Magazine* but have seen the error of my ways, burnt my bandanna and come back into the Sega fold.

With me at the helm you can count on the most up-to-date Sega news, previews and reviews from around the world, lots of prizes to grab and a right good time into the bargain. If you've got any comments or suggestions then drop me a line, but for now — enjoy!

Nick Roberts, Editor

Running rings around Sony!

The Sega Saturn is in the shops now! Following the example of Sega of America, Sega Europe launched their new wonder machine a full two months ahead of schedule on July 8th, leaving Sony's PlayStation back stage and too scared to show its face!

This is no limited release either, it's a fully blown assault on the high street with machines available from all the major retail outlets. The price? Well, a console with one joypad and a copy of the new improved *Virtua Fighter* will set you back £399.99, but expect the price slashing retail wars to start very soon.

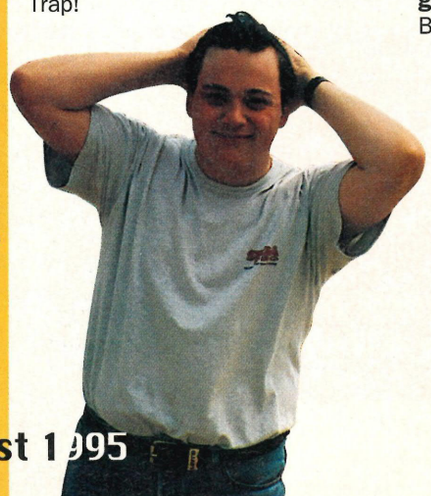
Games available at launch are *Daytona USA* for £49.99, *Clockwork Knight* for £39.99 and *Sega International Victory Goal* for £44.99. Following these hot releases up in August will be *Panzer Dragoon* and *Bug*.



Nick Roberts

Busy, busy, busy. The fun... no make that work never stops around here and everything must be passed through Nicko before it reaches the page. He's a bit like a human mincing machine really — just say no if he offers you any pies!

Favourite video game: Sega Rally
Favourite board game: Mouse Trap!



Mark Pilkington

Yes he's still here! Refusing point blank to move from his desk we thought we'd better make use of Pilky's unique talents and keep him on the tips case. Well, he needs the money these days!

Favourite video game: Anything but Indiana Jones' Greatest Adventures
Favourite board game: Fetch the Bone



Mat Yeo

Mat's an industry veteran having written for now defunct Sega mags *Sega Force* and *Mega Machines* (they were big in the early '90s so my dad says). Having taken a well earned rest from the zany computer industry he's now ready to rock 'n' roll once more!

Favourite video game: Mortal Kombat 3
Favourite board game: Buckaroo!



line

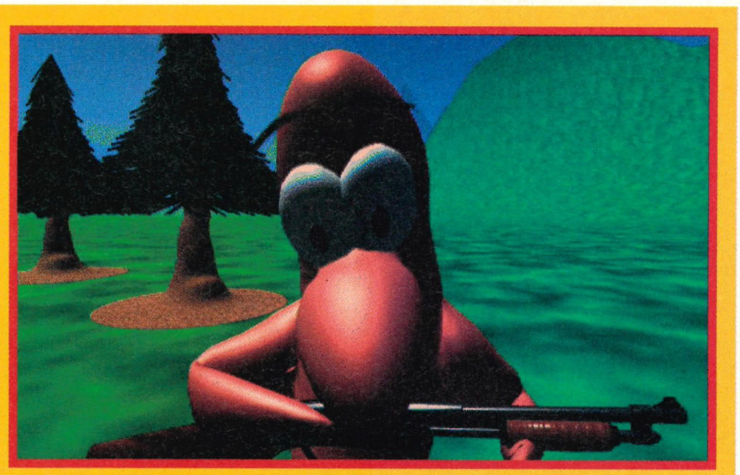


Primal Rage

- Time Warner Interactive
- Saturn
- November

Grrr! Those arcade smashing dinosaurs have escaped onto yet another console, this time it's the turn of the flashy new Sega Saturn. This screen shot here is a mock up showing what to expect from the game but as you can see the sprites and backgrounds look every bit as good as the coin-op original. They'll look even better once Time Warner have got them moving too — we can't wait!





Worms

- Team 17
- Mega Drive
- October

Take a slither of *Lemmings*, add a pinch of *Cannon Fodder* and mix it all up in a bag and you've got something resembling *Worms* from Team 17! This is one brilliant game. There are two teams of killer worms, armed with the latest hi-tech weaponry and all kinds of special moves and with the simple objective of blowing up the other team. Lots of explosions, lots of screams and lots of fun! We'll have an exclusive look at the full game next issue.



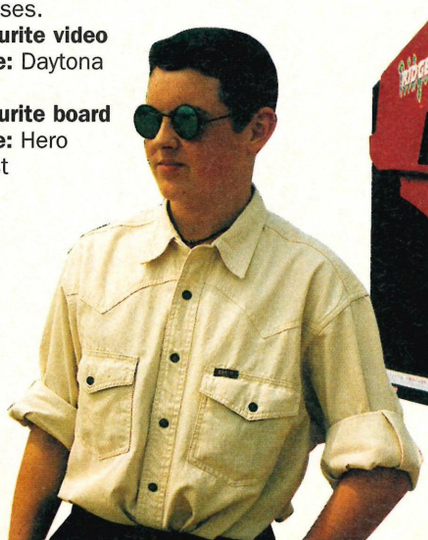


Stephen Hardy

The second new face to the magazine, Stephen has just finished his A level exams, in fact his seat is still warm! He's been an avid reader of computer mags since he was knee high to Jimminy Cricket and can't wait to get his hands on all the new Saturn releases.

Favourite video game: Daytona USA

Favourite board game: Hero Quest





Saturn Ridge Racer?!



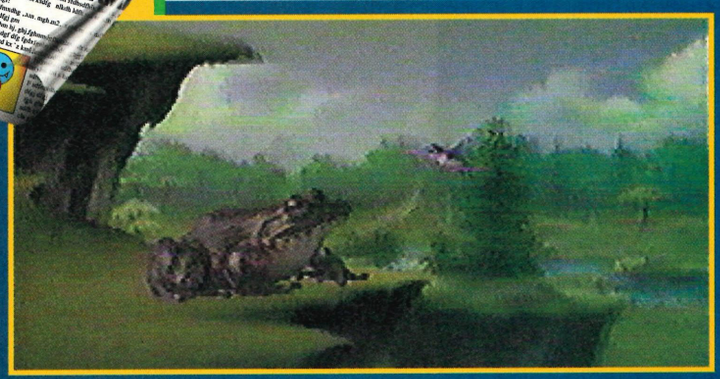
In a shock move this month bosses at top arcade machine company Namco have announced that they are starting production of software for Sega's Saturn next generation machine. Namco have a healthy back catalogue of arcade hits which will all make great console games.

Namco's Director of Research and Development Craig Erickson commented, "It is our goal to develop both original product and to enhance exiting arcade products for Sega Saturn", he continued, "*Cybersled* will be the first of many titles we create for this breakthrough platform".

President and CEO of Namco Hometek Yoshi Homma added, "Namco has an extensive library of top arcade titles which we plan to unveil on consumer platforms this year. The Sega Saturn is a natural platform for these highly advanced and sophisticated titles".

So does this mean a version of *Ridge Racer* for the Saturn? It's certainly one of Namco's leading arcade machines along with *Tekken* and did follow up the release of *Cybersled* on Sony's PlayStation (spit). The Saturn version of their arena combat simulation is a much enhanced game over the PlayStation with improved graphics and speed and even new characters and stages.

A Saturn version of *Ridge Racer* would benefit from the Sega machine's enhanced graphic chips and would certainly give *Daytona USA* a run for its money with a fast and slick racing game. SegaPro predict you will be playing the game on the Saturn in the not so distant future. Worth the wait? Of course it is!



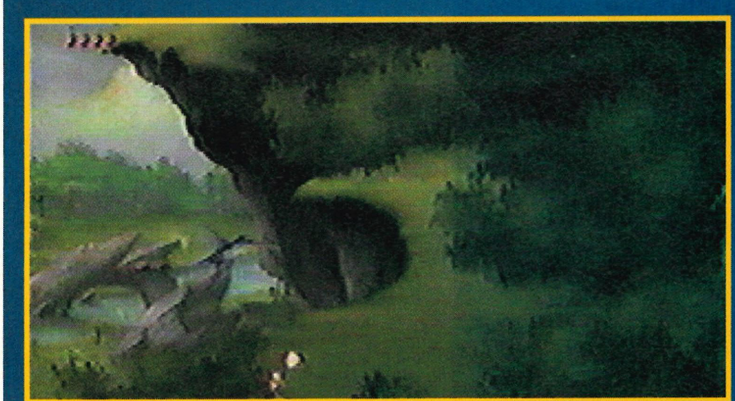
Kolibri

- Sega
- Mega Drive 32X
- Autumn

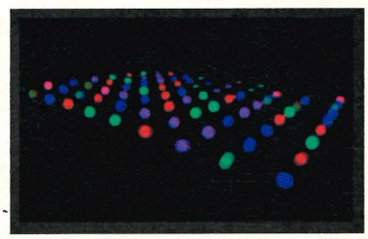
We've seen off hedgehogs, dealt with foxes and been plagued by echidnas. Now Sega serve up a new 32X game starring a hummingbird of all things! *Kolibri* is the *Ecco the Dolphin* of the air as he zips around the screen, writing wrongs.

Apparently two nasty crystals came down to earth and buried themselves underground. One makes all the fluffy creatures into nasty monsters and the other turns all the lush greenery black. Luckily a third crystal had been here for some time and roped old Kolibri in for a clean up job.

Don't let the nutty storyline put you off, the game looks really smart with lots of bright backdrops and creatures to discover. The game is released in the States in the Autumn and a UK launch will follow.



Rave with the Mega-CD!



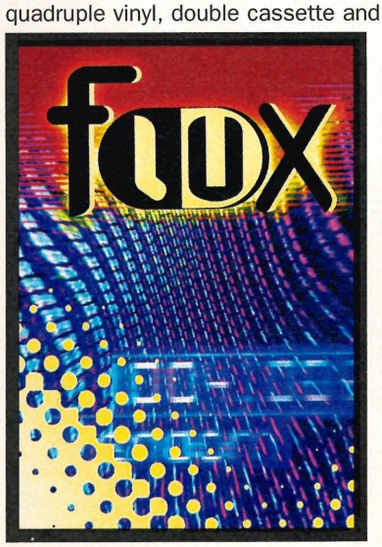


All those sceptics who think the Mega-CD has had its day can think again. It's been given a whole new lease of life and started going to raves with a little help from a gadget called *Flux*!

From record and technology company EXP, Flux is a cartridge that plugs into the Mega Drive port and translates all music coming from the Mega-CD into visuals. A bank of built-in graphic effects can be user controlled through the joypad or left to randomly create pulsating light shows that throb, colour-cycle and animate in time to the music.

This amazing new technology was showcased at the Glastonbury festival this year where it provided visuals for the giant video screen on the Pyramid stage.

For the release in August a special Flux Trax audio CD featuring 20 classic Techno tunes has been compiled by DJs featuring tracks by A Guy Called Gerald, Underworld and Empirion. This will be available on quadruple vinyl, double cassette and double CD.



But you don't have to wait until August to get your Flux, we have five Flux cartridges, five Flux Trax CDs and five Flux CD bags to give away to the lucky people who can answer this simple question: **In *Back to the Future* what was the name of the essential item used in time travel?** Send your entries on a postcard or the back of a sealed envelope to this address: **Flux compo, SegaPro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS** to arrive no later than August 15th. Good luck!

Park life!



It had to happen really — and we're glad it has! The brilliant designer series game from Bullfrog, *Theme Park* is coming to the Sega Saturn this October and is looking highly impressive.

The CD versions of the game have taken what was a complex but fun simulation to new heights with a 3D animated introduction and special rendered sequences for many of the rides so that you can experience them for yourselves! The Saturn game will have all this and also benefit from the ability to save out all your theme park data to a memory back-up cartridge for future play.

With hilarious animation, hundreds of rides, shops and facilities and some excellent music and sound effects this version of the game is going to be one of the best. Hurry up Bullfrog!

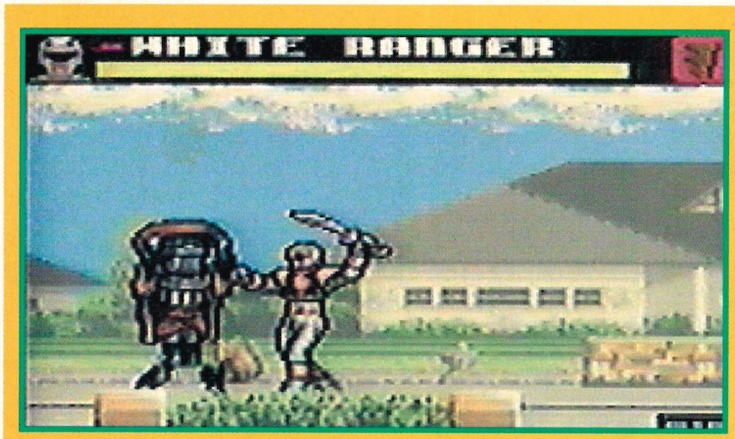
Wild Woody

- Sega
- Mega-CD
- TBA

Game developers must be scraping the bottom of the barrel looking for characters these days. The latest Sega of America outing on Mega-CD stars a pencil — yes a pencil!

You're treated to the 3D rendered antics of Wild Woody and all his lead filled friends before being plunged into a sideways scrolling platform game with all the usual trimmings: icons to pick up, enemies to pop off and level after level of madcap mayhem! But you'll have to contain your excitement until later on this year before you can play it!

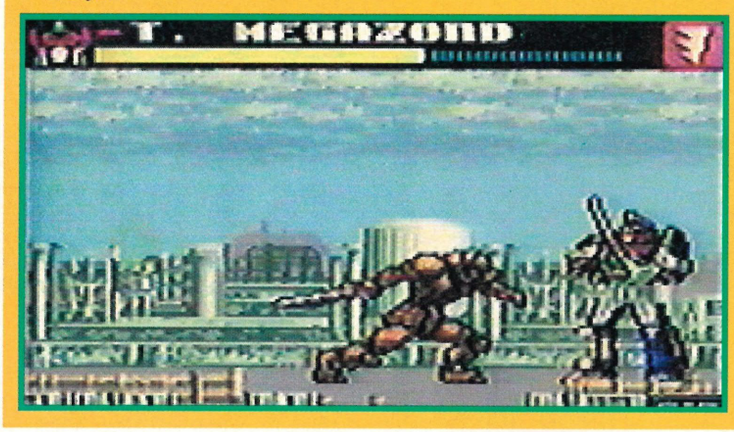




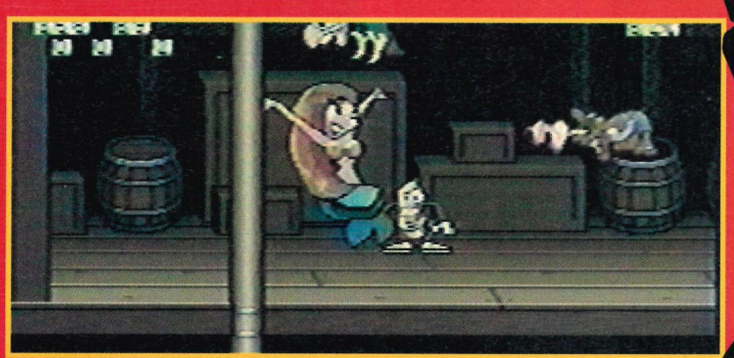
Mighty Morphin' Power Rangers

- Sega
- Game Gear
- TBA

Everybody say yeah! The Power Rangers have arrived in Game Gearville with a spanky little beat-'em-up that fans of the TV series and movie will go wild for. All your favourite brightly coloured heroes are in the game, going through their moves and sorting out all the evil geezers in the world. A Mega Drive game is also on the cards in the US for later in the year.







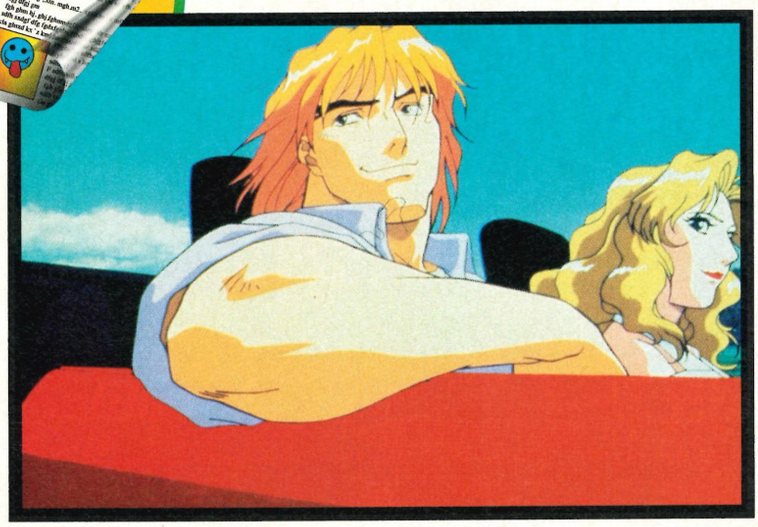


The fight continues!

With polygon fever sweeping Japan, Sega have just released a new souped up version of their greatest arcade hit. *Virtua Fighter Remix* is essentially the same as the original but AM2 (the clever bods behind VF1, VF2, Daytona USA, etc.) have now rejigged the game and applied some fine texture-mapping to all the characters. This has been achieved with the help of new programming tools that Sega have produced whilst developing the forthcoming *Virtua Fighter 2*. The main complaint Saturn owners had about the home conversion of *Virtua Fighter* was that polygons often disappeared during replays and slight glitches plagued the otherwise smooth gameplay.

Fortunately these have now been sorted out and *Virtua Fighter Remix* is appearing as a Saturn pack-in for a limited period only. It's doubtful that we'll ever see it in this country but check your local importer for availability.

This month we also have the latest shots of the aforementioned *Virtua Fighter 2*. As you can tell, progress on this title has been very swift with four characters now complete and plenty of superb texture-mapped polygons on display. With the AM2 team hard at work, VF2 should be with us in time for Christmas.



Word on the Street

The movie may have been a mega-buck flop and there's no sign of *Street Fighter 3* yet but Capcom's legendary fighting series is far from over. As reported in last issue the Japanese software giant is busy preparing not one but three new games. First up there's the arcade game based on the poorly received motion picture. *Street Fighter: The Movie* features digitised footage of the film's stars coupled with all the action we've come to expect from the world's biggest beat-'em-up. As with *Mortal Kombat*, actors were filmed performing their moves against a blue screen. With the exception of Dhalsim, all of the movies characters have been included in the new arcade game (Blanka and Dee-Jay were going to be dropped due to memory restrictions) as well as two new characters, Blade and Captain Sawada.

The big news for Saturn owners is that the home version is due for a September release and is looking identical to its coin-op cousin.

Capcom's other big hitter is *Street Fighter Zero* (or *Legends* as it will be known over here). As you probably already know, this is a prequel game that only features a few of the existing fighters along with a bunch of newcomers. The animation is reminiscent of Night warriors (also heading to the Saturn) and the gameplay is said to be spot on.

Characters to select from include old favourites such as Ryu, Ken, Chun-Li, Sagat and M. Bison as well as fresh-faced fighters Gouki, Birdie, Adon, Sodom, Guy, Rose and Charlie (Guile's best mate).

Both games are due to hit the arcades this summer so start saving your pennies now!

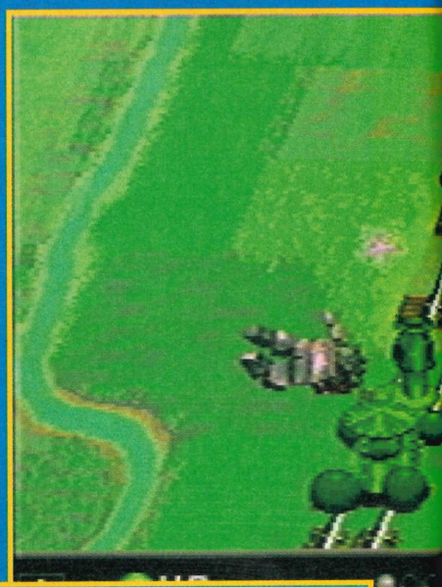
Finally, footage from the animated Street Fighter movie (only released in Japan so far) will appear in a special interactive Saturn game due later this year. More info on this as we get it.



Vectorman

- Sega
- Mega Drive
- October (import)

Games have got to be special to survive in the cut throat market out there. The vibrant optical and graphic effects used in *Vectorman* should guarantee a few sales for Sega then! The earth must be saved once again, this time from a futuristic robot that's gone haywire. Sega have perfected their 'vector-piece' animation techniques for the game, making the hero morph smoothly into a variety of shapes and sizes at a blazing 60 frames per second. This is a game that's going to impress. More soon.





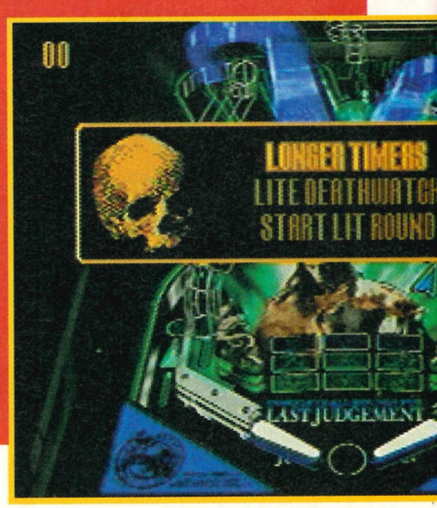
Digital Pinball

- Sega
- Saturn
- TBA



Hmm. Sega have got a hot shoot-'em-up, a great beat-'em-up and one of the most scorching racing games around for the Saturn so what is missing from the equation? A pinball game? Well maybe! Whether you like it or not pinball is a popular pastime and the next generation of consoles can reproduce all the thrills and spills of the arcade machines perfectly. This game has some interesting tables packed with bumpers and bonuses all smothered in 3D graphics. A full preview will be on these pages very soon.







● Sega certainly have come up with some original ideas for games lately. *Vectorman* is a real corker and should reach our shores towards the end of the year.



Sega take flight

Latest editions to the ever-expanding range of Saturn add-ons are these two nifty items. The *Sega Flight Stick* is primarily for use with flight sims and air combat games and should be out here sometime later this year. The Sunsoft pad on the other hand features a staggering eleven buttons as well as slow-mode functions and turbo capabilities. Expect both products to make an appearance here in the near future.



The Adventures of Batman & Robin

- Sega
- Mega-CD/Game Gear
- TBA

If you think the Mega Drive version of this great adventure looks good this issue then the Mega-CD game will really get your pulse racing! It's got a hot Batmobile racing section and a 3D version of the Batglider where you must dodge the girders in a giant bridge. All this is coupled with some impressive sequences taken directly from the Warner Bros. animated series. It's got to be one of the hottest Mega-CD properties for some time!

A Game Gear version is also on the cards, looking very much like the Mega Drive original, only in a small portable screen kind of way!





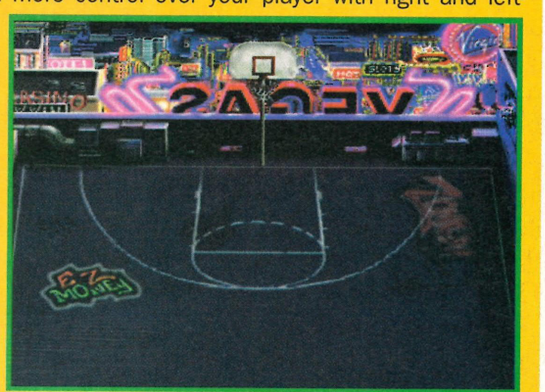




Converse Hardcore Hoops

- Virgin
- Mega Drive/32X
- Winter

What better game to release in the winter months but a basketball sim — something to warm the cockles at night! This is not your average sports conversion though, the comic book style graphics and ultra realistic movement make it a must. The programmers have incorporated much more control over your player with right and left-handed dribbling, multiple speeds and the ability to back into the basket. Games are played out in various cities with backing music to reflect the local music scene. Get your ball bouncing, we'll bring you a full preview in a future issue.



More Raunchy Rumours!

Holy money-makers! *Batman Forever* opened in the States on June 16th and proceeded to take $53 million in just three days. This beats the previous record, set by *Jurassic Park*, by $3 million. Expect a similar performance when the caped crusader hits these shores in July and brings a top new game with him...

Virtua Fighter 3 is in the preliminary production stages at the moment but problems with AM2's new Model 3 arcade board may mean it misses the rumoured end of year launch date. Whilst on the subject of arcades did you know that *Sega Rally* was designed by the same programmer who also worked wonders on Namco's *Ridge Racer*? Apparently he's now hard at work supervising the imminent Saturn conversion...

Other top Saturn rumours this month include the development of *Virtua Sonic* which is about 50% complete and should be out in Japan in time for Christmas, and the hot news that *Desert Tank* is on the way. *DT* will be out in the new year and should feature stunning visuals as well as a split-screen two-player mode...

After the runaway success of the *Mortal Kombat* series Williams are busy developing a new combat game with the provisional title of *Tokyo Joe*. Expect to see breathtaking SGI visuals and some of the actors featured in *MK3*...

Jap Ne

ウセツネ ツキヒウ!

オナウタエウ ヒカク

The land of the rising sun has been buzzing with games this month with Sega leading the way in the new technology stakes. *Clockwork Knight 2* is (obviously) the continuation of their outstanding 3D platform series. The concluding part of the saga is nearly finished and will be available in the Autumn...

Fans of PC strategy games should get a kick out of the forthcoming Cyberdreams release, *Darkseed*. Based on the visuals of H R Giger this haunting adventure will probably get an 18 rating when, and if, it's released over here...

What next for sports fans? Would you believe *Virtual Volleyball*? Yep, that's what we thought as well...



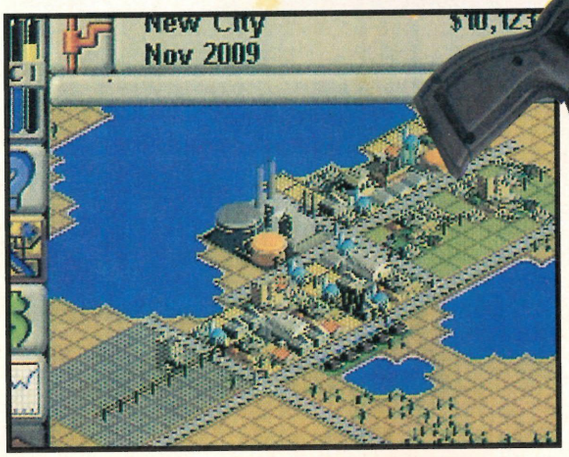
Taito are about to unleash an updated version of their donkey's years old shoot-'em-up, *Darius* which did the rounds on the Mega Drive aeons ago. Expect plenty of power-ups, massive bosses and strange fish-shaped fighter craft...

For some inexplicable reason, Tengen are working on a Saturn version of *Race Drivin'*. With improved graphics and lengthy tracks, this ancient racer may finally find a new home...

The Belmont family return! Rumours are rife this month that Konami are planning to release an all-new *Castlevania* game for the Saturn...

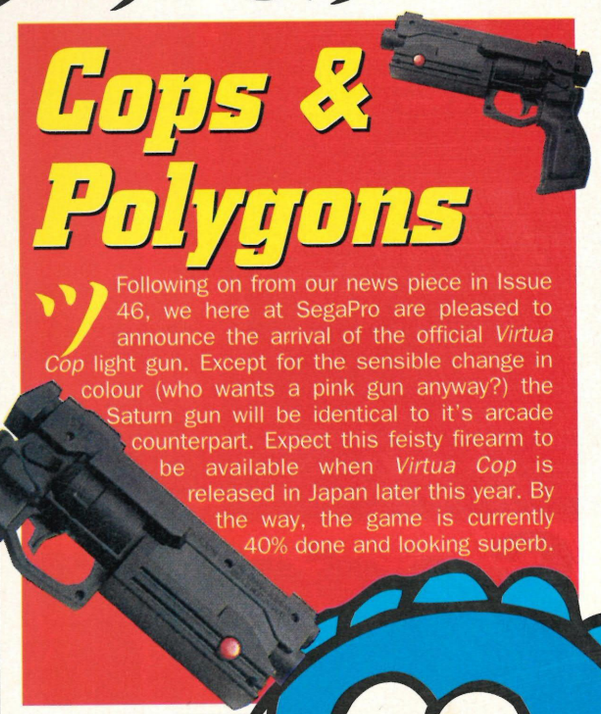
Hot in the City

キ One of the best-selling PC and Mac titles to date is all set to appear on the Saturn. *Sim City 2000* allows the player to create and maintain their own city. Now while this may sound a bit tedious in print, the game itself is highly addictive and frustrating. Available soon in Japan, *Sim City 2000* should be totally compatible with the new Sega Mouse.



Cops & Polygons

ツ Following on from our news piece in Issue 46, we here at SegaPro are pleased to announce the arrival of the official *Virtua Cop* light gun. Except for the sensible change in colour (who wants a pink gun anyway?) the Saturn gun will be identical to it's arcade counterpart. Expect this feisty firearm to be available when *Virtua Cop* is released in Japan later this year. By the way, the game is currently 40% done and looking superb.





Sexy Saturn Stuff

ワ As you already know, the Saturn isn't just a red hot games machine. Sega have been planning for the world of multimedia and included some nifty bits of hardware in its next generation console. Now available in Japan are three special add-ons to really boost your 32-bit monster.

The Movie Card plugs into the Saturn's expansion port and enables your machine to play Video CDs, the photo CD disc allows you to use your Kodak Photo CDs and the Electronic Book Operator is a complete mystery to us. Still, nice boxes aren't they?



Starring Andi and Beb

WS





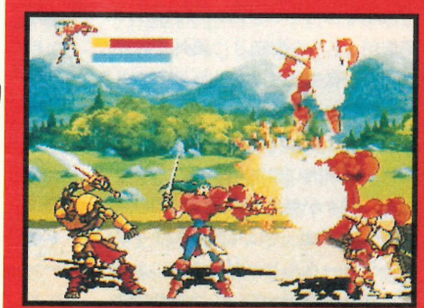
Shiny Balls

ウセツネ*

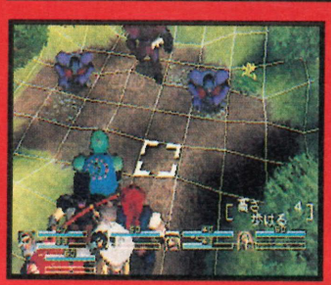
As if one pinball game wasn't enough for the Saturn, Tecno Soft are all set to unleash their answer to Sega's *Digital Pinball*. *Fantastic Pinball* features plenty of fun-packed tables and suitably cartoony visuals to satisfy any ball-bashing fan. As it's already available in Japan we'll try and get our mitts on an import copy as soon as possible.

Saturn Spells

We all know the Japanese are RPG addicts so it's no surprise to learn that there are four of the blighters set to hit the Saturn in the near future. First out of the wizard's hat is Riglord produced by Microcabin, responsible for the 3DO title, *Guardian War*. The game is a unique blend of strategy/RPG with some of the most gorgeous visuals seen so far on Sega's 32-bit system. All the characters and backdrops are made from texture-mapped polygons and fights actually take place on different plains.



Next, comes an offering from the fabled Sonic Team. Responsible for not only the *Sonic* games but also the *Shining Force* series, Sonic Team are hard at work on *Shining Wisdom*. The game features smooth rendered characters and an unusual amount of frantic button-bashing for an RPG as players can run jump and fight in real-time.



Rayearth on the other hand, is based on a popular girlie Anime called *Magic Knight Rayearth*. With a Secret of Mana style of gameplay this title may only see the light of day in Japan.

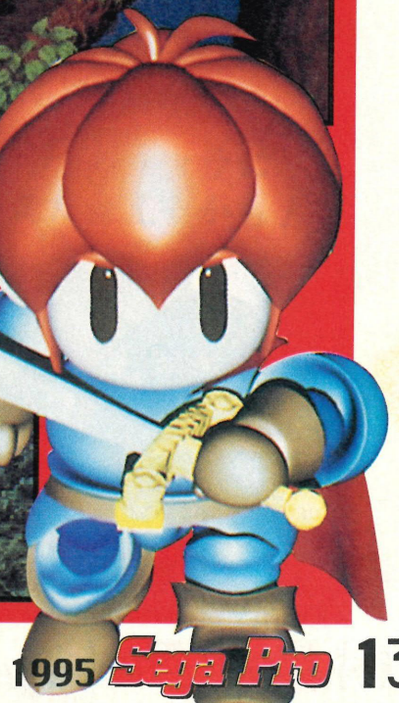
Finally, there's an as yet untitled RPG heading our way from Treasure, home of *Gunstar Heroes* and *Light Crusader*. No hard facts on this beauty yet but knowing Treasure, it's got to be good. More next month.



● The Japanese go mad for role-playing games, the cuter the characters, the better!

● Not all RPGs have tiny sprites, here's a cool 3D effort from Japan.







Preview

Pole position polygons!

Virtua Racing

Forget all your fancy texture mapping and shading, all you need is solid polygons for a fast and furious race. Ed Nick Roberts straps himself in for a ride that's as smooth as silk!

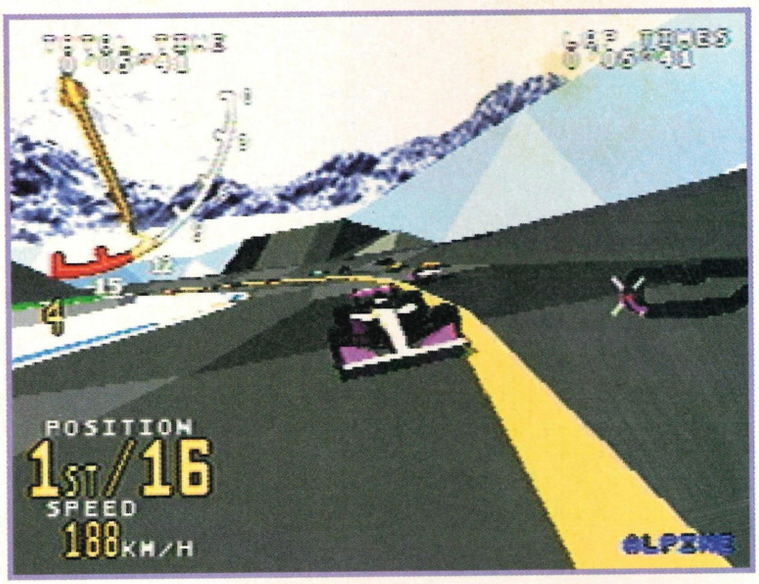
Sega's research and development departments keep producing graphically superior racing simulations but have they sacrificed gameplay for gorgeousness? It's true, *Daytona USA* looks better than their first race outing *Virtua Racing* and *Sega Rally* is an improvement over that but Time Warner Interactive have taken the best elements of Sega's original polygon hit and created a masterpiece of driving!

So what differences are there in the Sega Saturn game over Sega's Mega Drive or 32X versions? More cars for a start. Instead of the single Formula One car in the coin-op five machines can be chosen, each with very individual handling and style. And what about tracks? The arcade machine had three but this game is packed with all the originals plus seven new challenges: Amazon Falls, Surfer Australia, Bay Bridge, Big Forest, Diablo Canyon, Metropolis and Pacific Coast. Before each race a fly by of the track will show all the tricky chicanes and hot straights so you can swot up on what lies ahead.

The programmers have gone much further than producing a straight conversion

Four viewpoints are still available, selected with the L and R buttons on the top of the joypad and all the trimmings of a top racing action game are here like pit stops, flaming turbos on each car and plenty of rough and rumble!

The programmers have gone much further than producing a straight conversion of the arcade. There are three play modes in the stonking Saturn game. A practice mode where any car except the F1 can be raced on any track, an arcade mode true to

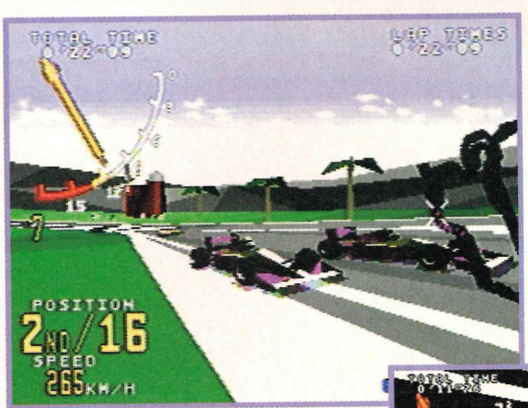


Automobile heaven!

The joy of *Virtua Racing* on the Saturn is that there are lots of cars to choose from, well five to be precise, but that's four more than the arcade machine and three more than the 32X.

If you remember the 32X game had both the F1 original racing car and an IMSA sports prototype to bump into action. To tickle your taste buds the bods at Time Warner Interactive have included these plus a 60's style Lotus F1 racer, a scorching Porsche 911 Carerra 4 and for the young 'uns a 30 hp go-kart with a buzzy little engine.

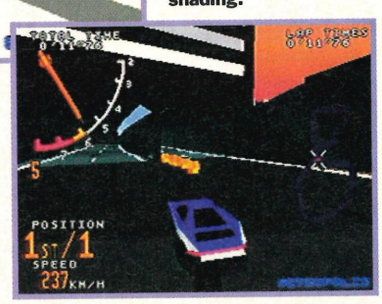




● **After completing a race you get to see your handy work all over again from different angles. You might want to quit the action replay if you're a naff driver and your mates are watching.**

● **Left: The tracks are much more detailed than in the arcade game with texture mapping and gourard shading.**



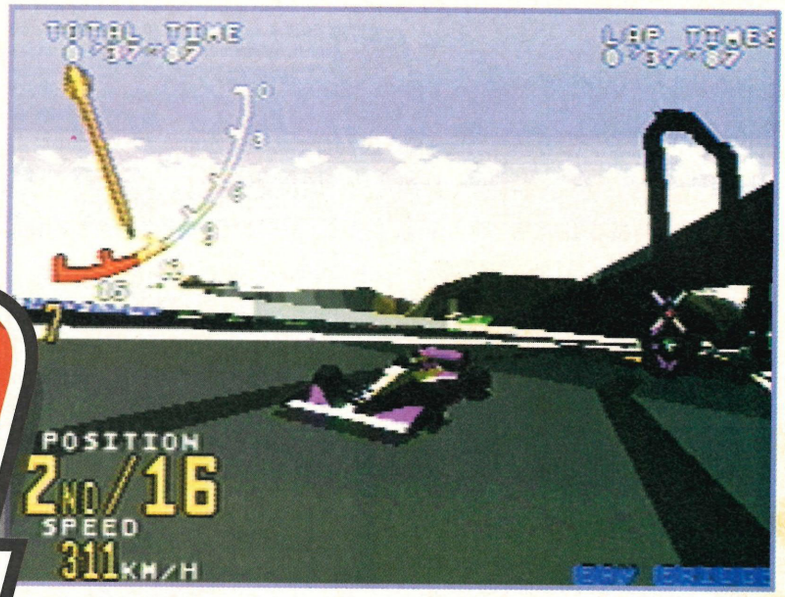


● **With five cars to choose from the biggest dilema in the game is which mean machine you're going to drive!**

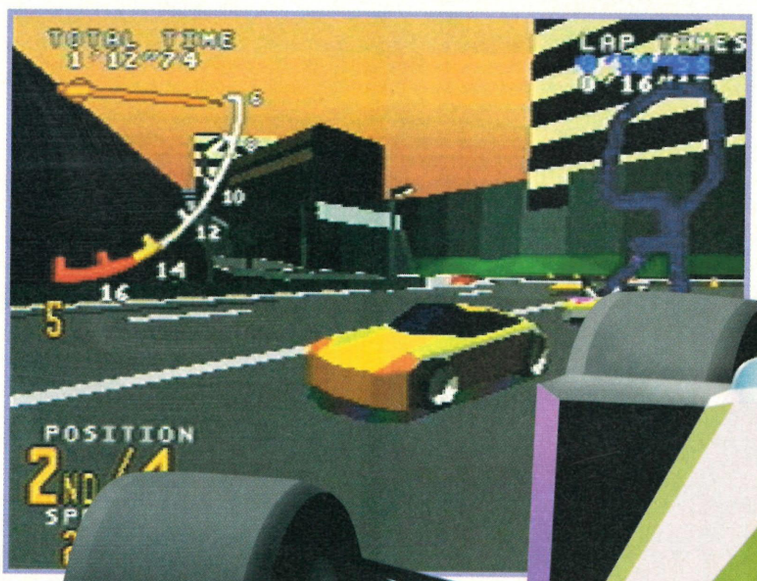
● If you were a fan of the AM2 arcade game then you're really going to go wild for the Saturn version. Time Warner have done a great job.



● The Grand Prix mode takes the player through all the cars and all the tracks starting from the feeble go-kart and working its way through to the roaring F1. This is a good way to start as you get to see all the tasty bits!



F1 Racing



● Forget the go-kart and F1 cars, the Porsche is the one you want if you're going to impress the ladies! It's just a shame that this yellow beast isn't a convertible!

Virtua Racing

Textured tracks

What a feast of chocolate covered tracking treats Time Warner have created for all us racing fans. The three originals from the coin-op are all here and they've been joined by seven spanking new creations for the Grand Prix mode. The difference in these are that they're all texture mapped to add more detail without slowing the game down.

The detail as you drive around is amazing. Bump into a palm tree and coconuts will fall to the ground. Or hit a tree in Australia and a little Koala bear slides down then scampers back into his hiding place. There are even cuddly polygon Kangaroos bouncing around the place — excellent!



1. Amazon Falls
2. Surfer Australia
3. Bay Bridge
4. Big Forest
5. Diablo Canyon
6. Metropolis
7. Pacific Coast













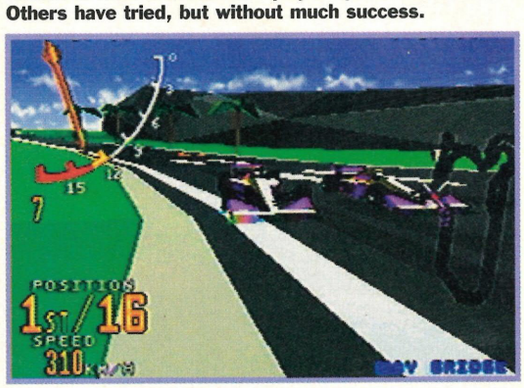
the coin-op with just the F1 car and the three original tracks and a Grand Prix where 15 teams can be taken on in an entire season of races starting out with the go-kart and working through the mean machines, building up the speed each time.

It's not all solid coloured polygons in the Saturn game though. Time Warner have taken advantage of the power of Sega's next generation machine by using texture mapping in the backgrounds. All the cars are still created in the traditional polygon way which makes them much faster than anything that *Daytona USA* or *Ridge Racer* on the PlayStation can throw out and evidently creating a better game!

What was one of the main criticisms aimed at Sega's *Daytona USA*? The lack of any multi-player option if I remember right. Well, you've guessed it, *Virtua Racing* does have a two-player mode. Select it and the games splits into two playing areas to allow head-to-head games with no slow down of processing speed. Let the real racing commence!

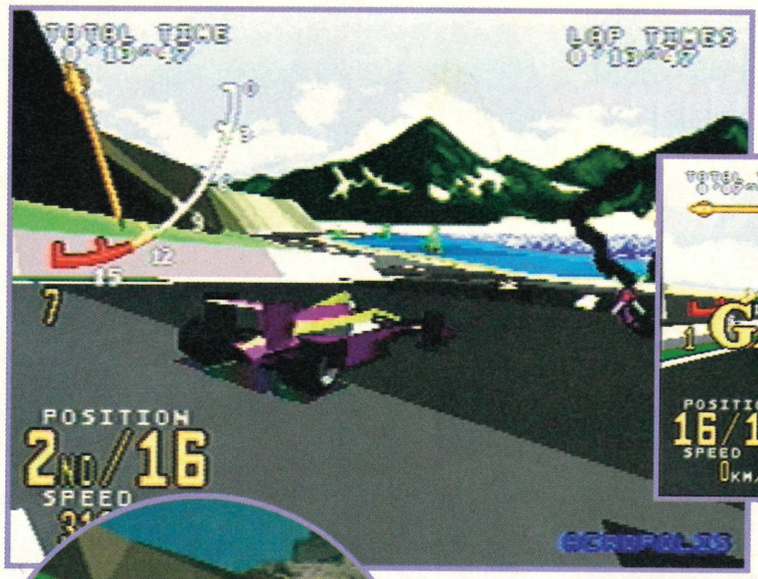
Having played this bigger and better *Virtua Racing* the SegaPro team have come to the conclusion that this plops on Daytona from a great height. It's bigger, brighter and faster and it packed with gameplay from the first smell of burning rubber to the chequered flag. If you want a game to show off your new Saturn then forget Daytona and all its graphic clipping and speed problems — this is the one for you!

● ***Virtua Racing*** **is one of the first racing games for the Saturn to have a decent two-player split screen mode. Others have tried, but without much success.**



● **Yee-ha! As the F1 racer comes around the corner it lifts off the ground! I'm just glad we're spectators and not inside the car.**

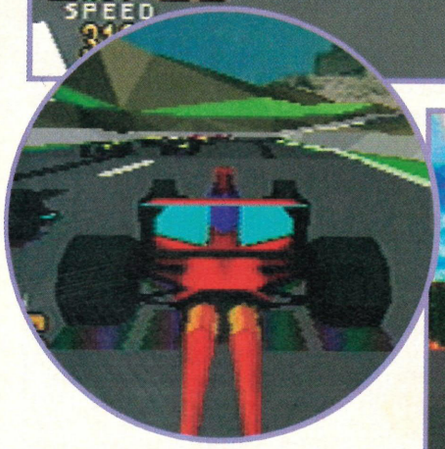




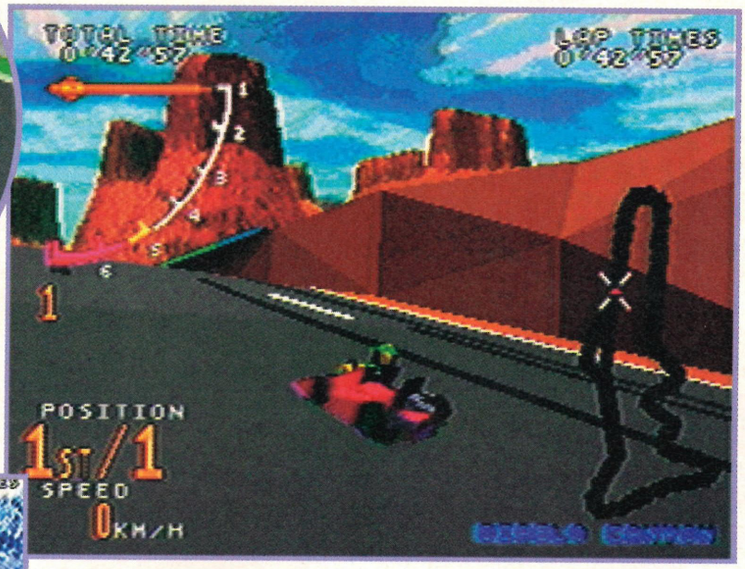
● The trouble with having such beautiful looking scenery in a racing game is you can't help gazing at the lakes and forests as you go by. Many a multiple car accident has been caused by nosey drivers.



● It's the end of the road for this race and we're in last place. Time to hang our heads in shame.



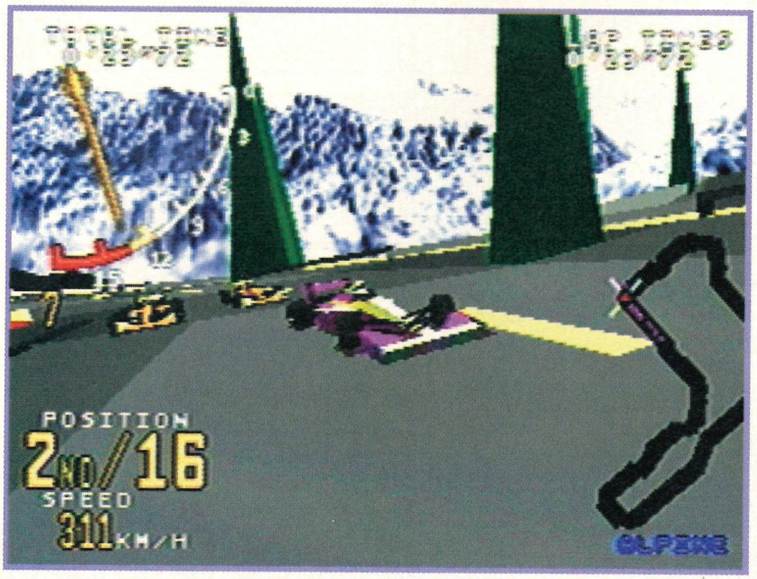
● The special F1 car is powered by curried methane gas. The driver only has to light a match near the afterburner and he can reach speeds of up to 200 mph — probably!





● It's hot and sticky in the Diablo Canyon. You might have to stop half way around and change your tyres. Either that or take along some nice ice cold water to spray on them!

● When you watch a race from high up in the air you appreciate just how detailed the scenery really is.



● Just as the cars came racing around the corner it started to rain giant green spears. That's something you don't see every day!

Time Warner Interactive
£TBA
1 CD
September

Completion

1st Impressions

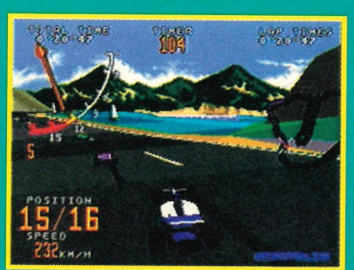
The main criticism aimed at *Daytona USA* and *Ridge Racer* are that they simply don't have enough game in them. Well we think Time Warner have got the balance right with their version of Sega's *Virtua Racing*. Lots of tracks, a good selection of cars and all the polygons and textures you could wish for. With a Grand Prix, practice and arcade mode of play this is a game that's going to take aeons to get tired of. I bet there's a mirror mode in here somewhere too! A full review will show just how much we love the game — stay tuned!

Panoramic polygons

Yes you've guessed it! There are four viewpoints to choose from in *Virtua Racing*, something to suit all games players tastes. Cycling through them is as easy as pressing the L and R buttons so you can flip through them while playing the game.



Aerial



Behind Car



In Car



Full Screen



Work In Progress



Primal

Already a monstrous hit in the arcades, this prehistoric beat-'em-up is finally heading for the Mega Drive. We let Mat Yeo out of his cage for peep at the work in progress...



● **Above: Sauron lets rip with a devestating flame blast.**

When *Primal Rage* was released in the Autumn of '94, arcade gamers scoffed that it was a poor man's *Mortal Kombat* and lacked the playability of *Street Fighter II* or even the most average Neo-Geo fighter. But now, ten months later, players have had the chance to get to grips with this unique combat game and the addition of an upgrade kit has given *Primal Rage* a new lease of life.

the game features its own unique combo system

In the future, the Earth is struck by a huge meteor which wipes out nearly all life on the planet. The cataclysmic aftershock of the impact releases seven dinosaur-like gods who have been imprisoned for millions of years in a state of suspended animation. With the last remaining humans as their worshippers, the gods prepare to wage a bloody war for total domination of the new Urth.

As you're probably aware, *Primal Rage* features stunning stop-motion animation the likes of which haven't been seen since the days of good old Ray Harryhausen (the guy that did lots of stop motion stuff in *Jason and the Argonauts*), and blood-splattering dinosaur combat.

The Mega Drive conversion is looking extremely smart at the moment. All of the arcade characters, backgrounds and moves have been included but there are now fewer frames of animation and the on-screen colours have been dropped to 64. Players choose from one of seven prehistoric fighters, with each monster having the usual arsenal of punches and kicks as well as special moves and fatalities. Beat-'em-up fans will be glad to know that the game features its own unique combo system allowing moves to be strung together for maximum damage.

The upgrade kit changes have also been incorporated into the console game and now include more balanced characters, four colours for each fighter, improved gameplay and more secrets such as the hidden volleyball and bowling stages.

All in all, *Primal Rage* is looking well hot. Mega Drive and Game Gear versions are set to be unleashed on August 25th with the Saturn and 32X versions following in November. Get ready to rage!



Time Line



Past: Jurassic Park

▲ Spielberg's mega-buck film started the whole dinosaur thang rolling. The Mega Drive game lacks the roller coaster excitement of the movie but there's a semi-decent platformer lurking beneath the surface.



Present: Radical Rex

▲ It takes a special kind of dinosaur to ride a skateboard and Rex is the reptile to do it. An average platform romp but one that should appeal to the younger gamer.



Future: Primal Rage

▲ A top combat game packed with gruesome moves, over-the-top fatalities and loads of secret stuff to find. Guaranteed to give *Mortal Kombat II* a run for its money.

Prehistoric pummelling!

Rage

Time Warner Interactive
£TBA
24 Mbit
August

Completion

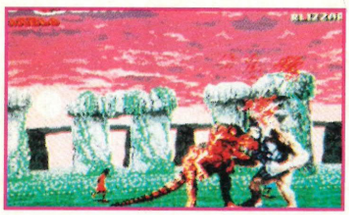
1st Impressions

I have to admit that when I first saw *Primal Rage* in the arcades I wasn't that impressed. Digitised fighters had been done before and the strange, four-button control set-up just didn't seem to work too well. However, the recent upgrades and now the home versions, have finally convinced me. Battling with huge animated monsters brings back memories of King Kong, Godzilla and those dodgy movies where they super-glued plastic fins to the back of small lizards. Time Warner Interactive certainly look set to have a winner on their hands.



● Above: The real reason why you can't get near Stonehenge these days: there's bloomin' battlin' beasts on the loose! Maybe they'll eat a few hippies while they're at it.





● Above: Diablo takes a bite out of Blizzard. That's gotta hurt!



● Players are awarded points for first hits, combos and fatalities.





● Above: Vertigo unleashes a well-aimed energy blast at her foe. *Primal Rage* is packed with special moves.





● Each character has two or three very bloody fatalities.



Reptile rumble

There's nowt as scary as dinosaurs, any palaeontologist will tell you that! Take a look at the spikes and claws doing the rounds in this gruesome game...

Sauron

Originally, Primal Rage was intended to be based primarily on the character of Sauron. A slow and cumbersome beast, his moves may appear clumsy but they pack a mean wallop.

Blizzard

The Sub Zero of the ape world. Capable of unleashing frozen blasts and a powerful iced uppercut, Blizzard has the potential to be one of the most powerful characters in the game.

Talon

Similar to the Raptors in *Jurassic Park*, Talon is a deadly killer. Able to leap from long distances then finish his foes with a blur of tooth and claw attacks. Ooo Nasty's back!

Armadon

Combining elements of a triceratops, ankylosaurus and stegosaurus, Armadon is heavily armour-plated and covered with lethal spikes. Able to roll into a ball and send his opponents flying.

Diablo

A truly evil dinosaur, Diablo has the unique ability to breathe flames. His fireballs and whipping tail are used to great effect to keep other players constantly on their toes.

Vertigo

Once a powerful sorceress from another dimension, Vertigo was trapped on the moon after a violent mystical battle. Her tail and neck enable her to strike opponents from a distance.

Chaos

Using his mighty arms and fists, Chaos likes nothing better than pummelling his enemies to death. Also armed with some of the more disgusting moves in the game such as a fart attack.

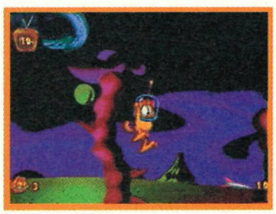


Work In Progress

Would you believe it's 17 years since Garfield first pounced into our lives? Nick Roberts makes a big lasagne and tucks in!

Cat Caught

● I bet you thought the first animal in space was a dog or a monkey, didn't you? Well you're wrong — it was Garfield, that plucky fat cat!



Everyone loves cats, well unless they're allergic to the furry little critters that is. They seem to get a pretty good deal in the media too with big hits like *The Lion King*, *Top Cat* and the white fur-ball in the Elmlea ads. The E3 show in Los Angeles saw the Sega debut of yet another mouse muncher, comic strip star *Garfield*.

At a special lasagne luncheon on their 47,500 square foot stand Sega showed off their collaboration with Garfield creator Jim Davis. It's an epic game spread over 24 Mbits of cartridge and levels mimicking classic movie moments in a dream.

Our fat feline starts out as a cave cat in the year 3,000,000 BC (before cartoons). Crafty cavemen can be clubbed to death and the prehistoric plants are a real pain. There's a trip to Egypt in The Curse of CleoFatra, a spooky outing in Count Slobula's Castle, Viking bashing in BoneHead the Barbarian and black & white action in Catsablanca.

All the animation is out of this world, having been created with the the help of Jim Davis' team of professional artists. The fat cat has different frames for each level too, sporting a sharp pair of sabre teeth in one and wearing a variety of hats.

The selling point of the game isn't really the gameplay, after all it's got all the usual platform tomfoolery we've seen many times before, it's the sheer size of the adventure. Platform game fans will wow at the size of each level and all the tricky leaps and manoeuvres to make along the way.

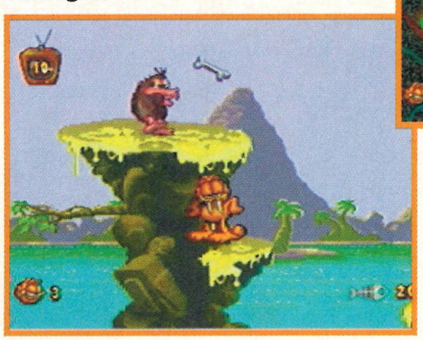
Garfield's first Mega Drive outing is looking like a massive challenge. A Game Gear version is also in development boasting a massive 8 Mbit cart! Forget the



● The cat in the hat is back! Our orange furred friend goes in search of a dirty rat in true black & white film style.

It's an epic game spread over 24 Mbits of cartridge

● Are these cavemen ugly or what? They think a feeble bone is enough to stop our heroic cat in his tracks — think again!

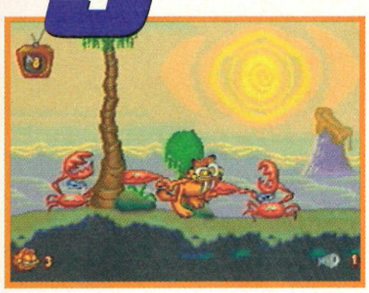


● Life inside a computer is a dangerous one. Take a wrong step and you could end up nothing but a spark.



● Take your time on the river of cheese. A hard piece of cheddar can be a lethal weapon!

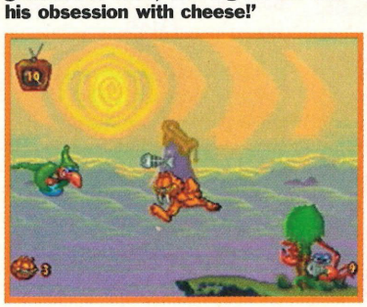




● Crabs are horrible creatures. Give them an inch and they'll pinch a mile — of flab on Garfield!



● 'He flies through the air with the greatest of ease, that big fat cat and his obsession with cheese!'

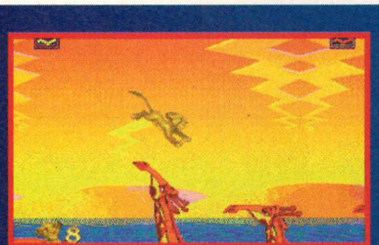


Time Line



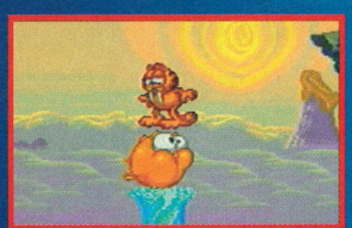
Past: Sylvester & Tweety

▲ A great cartoon double act and an even greater game. The animation in this was superb and the tricky level layouts made it a game you could pick up again and again.



Present: The Lion King

▲ Disney's wonderful animation techniques triumphed again with the Mega Drive version of *The Lion King*. Simbaa the lion cub leaps and bounds around the platforms with great ease.



Future: Garfield: Caught in the Act

▲ He's the new cat on the block and with a little help from Sega the Jim Davis hero is going to look great on the Mega Drive. 24 Mbits of pure platforming power — we just can't wait!

Lasagne licking lovies...

Garfield In The Act

Sega
£TBA
24 Mbit
October

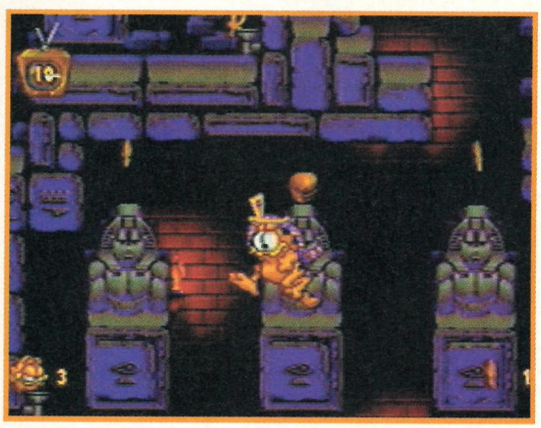
Completion

1st Impressions

A quick play of *Garfield* and you would be forgiven for thinking it was nothing but a run-of-the-mill platform game. On closer inspection you realise the magnitude of the adventure. With such a large cartridge size to play with the programmers have managed to fit in different Garfield animation for each level, huge maps to explore and some great music to accompany the action. Whether you're a Garfield fan or just like a challenging platform game, you're going to go wild for this!



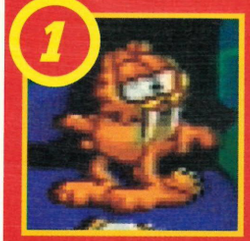
● Left: Dreaming of the Catsablanca film the whole level turns into a black & white adventure. Everything except the fat cat himself of course, he's still in his copyrighted orange and yellow fur suit!



● This cat has a hat for every occasion, and every level for that matter. His Egyptian number is particularly snazzy!

How many hats?

Dreams are funny old things. In them you can be anyone and do anything. Garfield has certainly let his imagination go wild in *Caught in the Act*, conjuring up all kinds of outfits for himself!



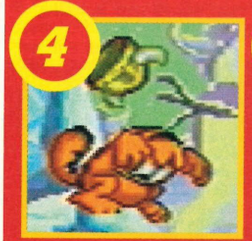
1 Sabre toothed



2 Space cat



3 Catsablanca



4 Barbarian

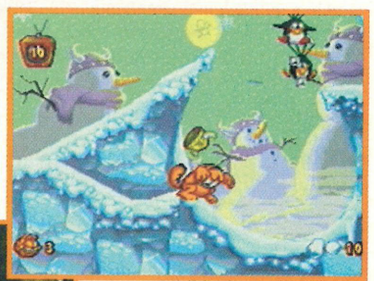


5 Pirate



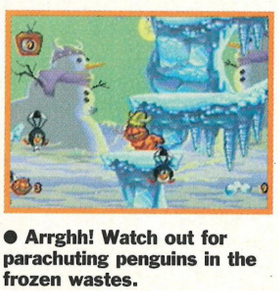
6 Egyptian

● With 24 Mbits of cartridge to play with the programmers have gone mad in the new Garfield game.



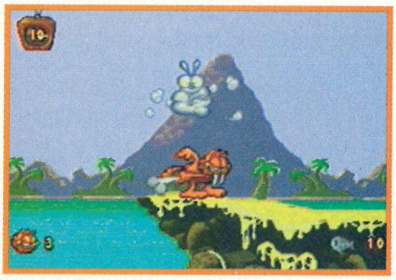


● Above: Having a sharp sabre-toothed grin won't save you when the lightning strikes.



● Arrghh! Watch out for parachuting penguins in the frozen wastes.





● Take a close look at that cloud. Does he remind you of Odie, the annoying dog in the Garfield cartoons?



Preview

A dark, stormy city. A cry for help! Vile deeds are afoot. Mat Yeo pulls his underpants over his tights and leaps into action...

Comix Zone

In *Comix Zone* you play an aspiring young artist by the unlikely name of Sketch Turner who finds himself trapped inside the comic book he's creating. Now this might all sound vaguely familiar, the idea has been used before in a the appalling *Cool World* from Ocean, but Sega have added a few game elements of their own to spice things up.

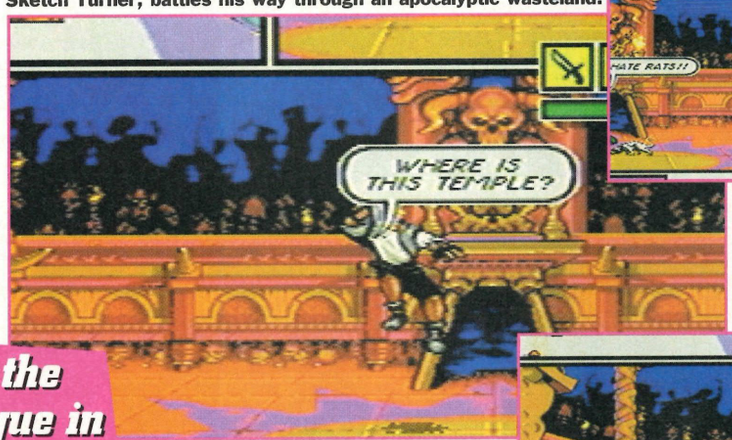
Sketch is flung into his bizarre, adventure-filled comic when one of the villains he has created comes to life. The evil Mortus breaks into the real world but to remain there he has to dispose of his creator. The hero must battle against an evil syndicate of alien mutants on a post-apocalyptic planet Earth. If he dies in the comic book, he'll die in the real world.

Fortunately, Sketch is a trained martial artist and therefore can cope with most of the troubles he encounters. His basic attacks include standard punches and kicks but the C button can be customised and used for blocking, Shaolin kicks or other nifty special moves. There's also help at hand in the shape of his pet rat, Roadkill. This toothy rodent can help out with problems such as opening doors, tackling the bad guys and even basic spelling!

The game is seen from a side-on perspective with all the action set on a comic book page and battles fought panel by panel. Handy objects to collect include weapons, extra health and objects to enable you to exit certain levels.

As with any comic book, all the dialogue in the game is presented in word balloons which also fill the player in on the plot as the game progresses. This feature and other neat touches, such as leaping over from one panel to another after a fight, are intended to make *Comix Zone* a truly interactive adventure. Whether it succeeds or not, you'll have to wait and see in our forthcoming review.

● Trapped in a world that he himself created, comic book artist, Sketch Turner, battles his way through an apocalyptic wasteland.

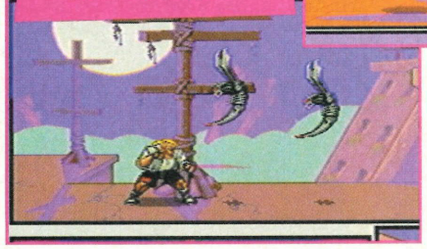


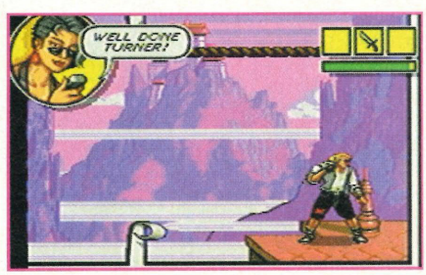
● Sketch has a range of martial arts moves available to him. He can also utilise any weapons that he finds on his travels.

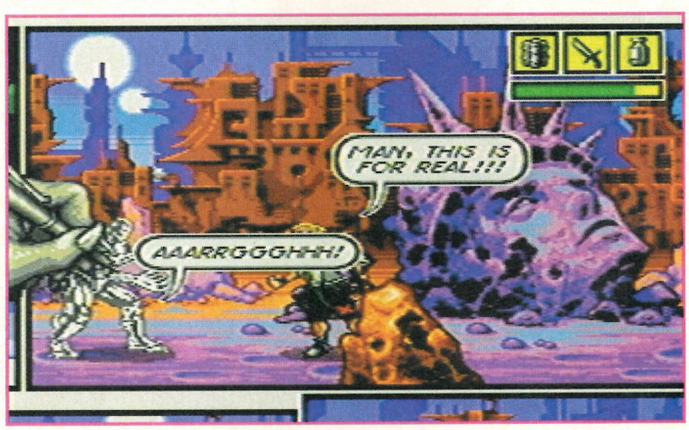
All the dialogue in the game is presented in word balloons



● Left: Great Britain's entry in next years Eurovision Song Contest practice a few funky dancesteps in the hope of coming tenth again.







● Above: The evil Mortus has escaped into the real world and is using his powers to create creatures to stop Sketch defeating him.

Comic capers

So you want to be a comic artist, eh? It's not just a matter of picking up your 2B pencil and scribbling you know. Take a gander at the pics here to see how it's done...

1. The setting for your story is always important. Pick a cellar, dungeon, SegaPro offices. You know, anywhere that's dark and gloomy.

2. Try and include strange nightmarish creatures in your stories. Huge monstrous, killing machines... or rats if you can't be bothered.

3. Last but not least there's the hero. Make him rugged, handsome and macho. Then give him a pair of tights and a silly mask to wear.



Four-coloured fun in...

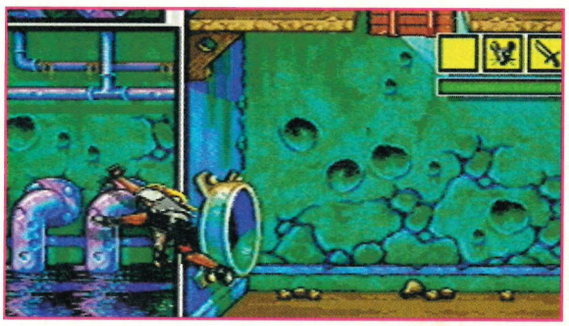
Comix Zone

Sega
£44.99
16 Mbit
September

Completion

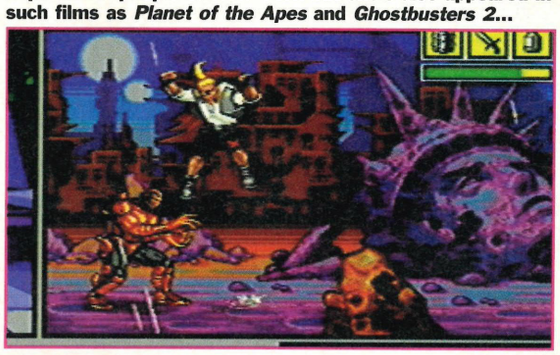
1st Impressions

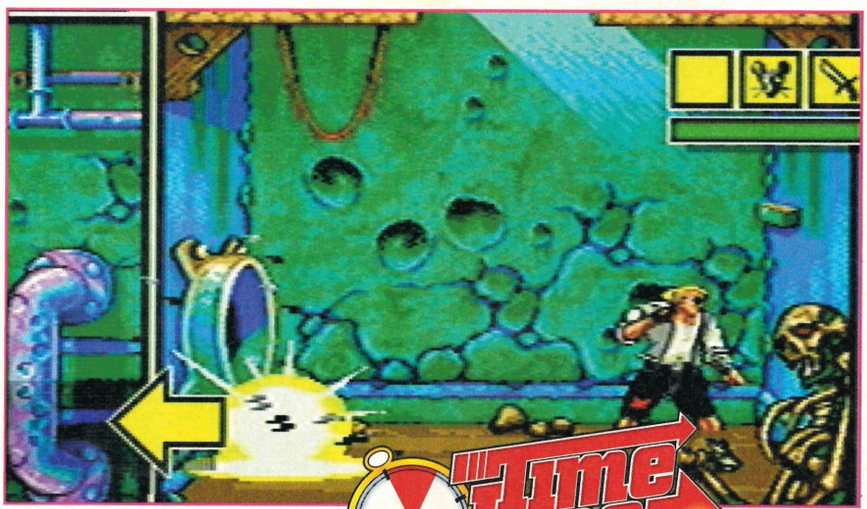
At first glance you may be think that *Comix Zone* looks like an average platform game that's been seen and done before. However, it's had the magic Sega touch and games players will soon be able to try their luck against Mortus and his evil hordes when this cart hits the shops in September. Clever graphical effects, responsive characters and plenty of fighting action could raise *Comix Zone* above the usual criticism attached to this kind of game. The idea might not be all that new but there are a lot of comic book fans out there that this could appeal to.



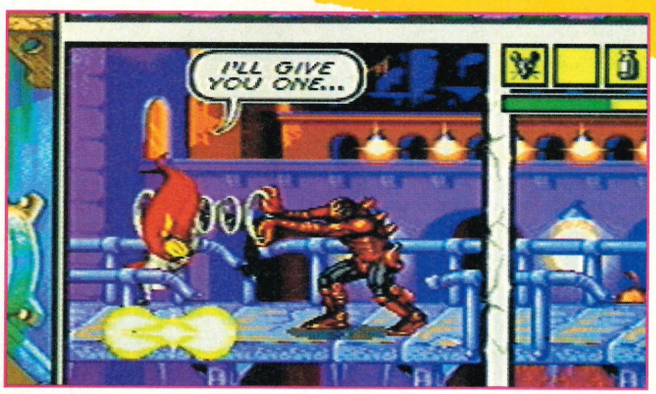
● Above: Each section of the game is set within the panels of a comic book page. Once Sketch has defeated all his opponents he takes a mighty leap to his next challenge.

● Below: What a famous lady. Not only is she a symbol of hope to the people of New York but she's also appeared in such films as *Planet of the Apes* and *Ghostbusters 2*...



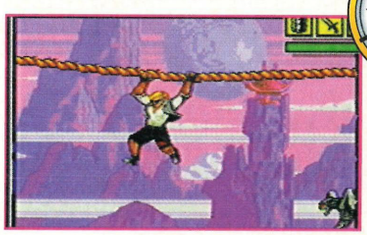


● Above: Each enemy takes a few well-placed hits before exploding.

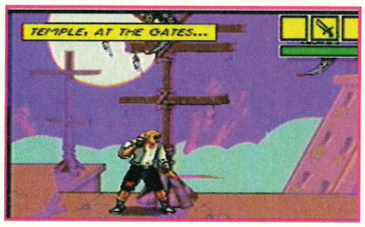


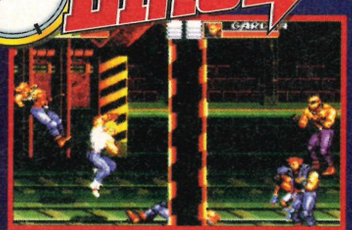
● Mind the language! There may be young children reading. Remember kids, don't try swearing at home. It isn't big or clever.

Time Line



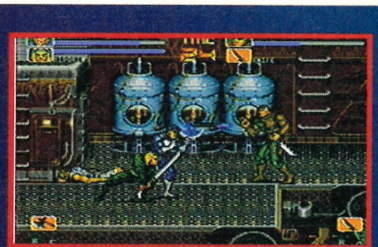
● Above: "What's that foul, evil stench?". All too late, Sketch realises that his lack of underarm deodorant could be his downfall.





Past: Streets of Rage 3

A top side-scrolling fighting frenzy featuring Axel, Blaxe and the rest of the gang. A treat in two-player mode. Get your mates round and then kick the crap out of them.



Present: The Punisher

Marvel Comics' top tough guy makes his debut on the Mega Drive. Converted from the average Capcom coin-op, *The Punisher* features plenty of guns, knives, explosions and other laddish stuff.



Future: Comix Zone

Sucked into a strange comic book world, Sketch Turner goes head-to-head with mutants, zombies and killer frogs in Sega's forthcoming platform beat-em-up. Looking good so far.

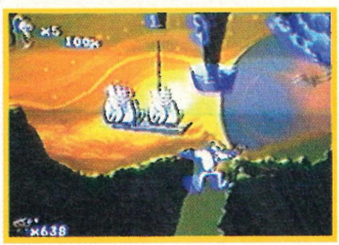
Mega Drive

Preview

Shiny's slimy superstar

Earthworm Jim 2

He's back! After a short absence the world's most famous worm is about to make a big comeback. Mat Yeo gets sticky fingers as he probes into yet another pesky platformer...



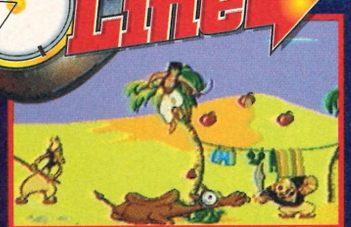
● Expect more of the same twisted humour in *EWJ 2* as in the original. Shiny sure are wacky guys.



● Jim's back in an all-new adventure. What have we done to deserve this?

It's going to be a major Mega Drive hit

Time Line





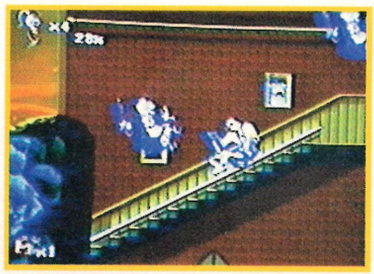
Past... Aladdin

A classic Mega Drive platform game programmed by Dave and the boys while they were still at Virgin, Aladdin was well received by both gamers and critics alike. Probably the most successful movie tie-in ever.

Present... Earthworm Jim

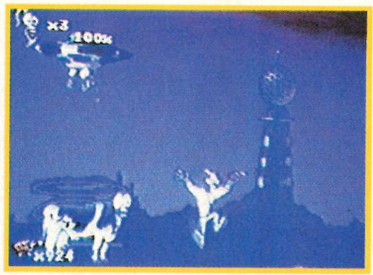
A fantastic first outing for Shiny's wacky worm with such unique features as a bungee jumping section and cow launching! This was the first time that the company utilised the extraordinary Animotion technique to give their characters silky smooth animation.

returns!

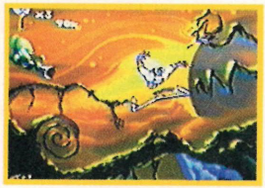


● Right: Take that Grandma! Jim has no respect for the elderly as he sends an old dear flying with his chair lift.

● Jim has gained many tricks since his first game. Watch for his new wacky weapon power-ups.



● Holy cow! Jim's bovine friends make an appearence in the sequel. Expect plenty of udder-undulating action.





● Each level is packed with secrets, bonus areas and hidden features, some of which should keep players puzzled for months. Now that's value for money.



● Utilising their new Animotion II technique, Shiny have produced some of their best visuals yet.



● Left: Mmm, something sure smells good! Jim gets a grilling in the game's later levels. Fried worm anyone?



With his first adventure scoring top marks in virtually every video games magazine in the world, Shiny Entertainment are all set to spring another Jim jamboree on us. *Earthworm Jim 2* is being readied for a late October release and even at this early stage it's clear that it's going to be a major Mega Drive hit all over again.

This time around Jim is hot on the trail of arch-enemy Psycrow as the feathered fiend has not only kidnapped poor Peter Puppy's pups but is also intending to marry Princess What's-Her-Name. The poor Princess has unfortunately been transformed into a hideous half-cow creature and our hero has to find the antidote, rescue the pups and put an end to Psycrow's twisted plans.

Currently set across ten varied stages, each with its own unique theme, there's plenty of challenge to be had. There are also the usual bonus stages and boss characters that defy description. Shiny have utilised their new Animotion II graphics technique for *Earthworm Jim 2* which produces superior character movement and gives the game an animated motion picture quality.

New features to watch out for include an overhead shoot-'em-up section, Jim using his whip move to pull heavy objects toward him, incredible SGI rendered backgrounds, spending an entire level as a salamander and even the return of Evil the Cat!

Shiny were kind enough to give us an early glimpse at *EWJ 2* at the recent E3 show in the States. As these screen shots show, Jim's second outing looks a riot with each level taxing players to their limits with crazy creatures, puzzling platform action and more original features than the first game.

We'll keep you up to date on the progress of the game over the coming months so until then feast your eyes on this preview and drool...

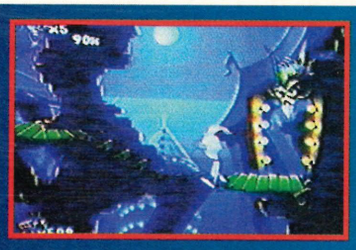


£TBA
24 Mbit
October
Shiny Entertainment

Completion

1st Impressions

Earthworm Jim proved that Shiny Entertainment have a true talent for creating fresh, exciting new platform games and Earthworm Jim 2 certainly looks set to continue this trend. From what we've seen so far, the gameplay seems solid enough with well structured levels, a variety of wacky enemies to tackle and plenty of hidden surprises. The main problem with sequels is that fans want more of the same and Shiny may have their work cut out for themselves in producing a game that surpasses their first outing. Whatever happens though, 1995 looks like being the year of the worm!



Future... Earthworm Jim 2

Guaranteed to be a success considering the high profile of its main star (watch out for the forthcoming Earthworm Jim movie). *EWJ 2* should once again breath new life into the stale platform genre.

Jim's Journey

In Jim's latest intergalactic travels he encounters all manner of crazy critters from fork-flinging cats to cheese-squirting rats. Here's a quick sneak peak at some of the slightly stranger odd-bods that await our brave buddy.



Peter Puppy

This time around Pete's puppies have been pinched by that pesky Psycrow who throws them from a rooftop in one of the game's bonus levels. Jim must catch the kids with his patent puppy-catching pillow.



Major Mucus

Last seen bungee-jumping with Jim, this snotty soldier type is back for more mayhem. It's not yet clear whether Major Mucus will be included as a boss character this time but Shiny say he's definitely in the game.



Lorenzo Larvae

One of the most striking levels in *EWJ 2* is Lorenzo's Soil. Jim uses his blaster to literally carve out the route he will take through the level. This unicycling larvae may look nasty but actually he's 'armless!



Salamander

What's a decent platform game without a flying cave salamander level? Exactly, and EWJ 2 aims to please. Poor old Jim is transformed into this blind creature and must negotiate one of the game's trickier levels

Parlez-vous Anglais?

Spirou

There's a lot of weird and wonderful software seeping out of Europe at the moment so we bundled Mat Yeo onto the next available Le Shuttle and sent him snooping!

French software supremos, Infogrames, are fast becoming well known for their quirky platform games. Titles such as *The Smurfs* and the forthcoming *Tintin in Tibet* prove that even the strangest licensed characters can become decent platform entertainment. Their next release could mean they've struck gold again.

Spirou is the name of a hotel bellboy who just can't seem to stay out of trouble (crazy man). Those of you fortunate enough to have satellite TV will be able to check out his all-new animated adventures when he makes his debut on the Children's Channel in June. With the launch of the game scheduled to coincide with the start of the cartoon series, Spirou could soon become a very familiar face to us Brits.

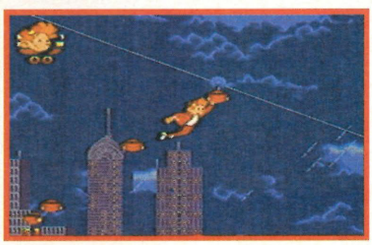
Spirou could soon become a very familiar face to us Brits

Our little French friend's adventure begins when he attends a scientific convention hosted in New York by his best buddy Count Champignac. The Count is all set to reveal some wacky new invention to the world when suddenly he's kidnapped by the ruthless robot, Cyanida. This twisted metallic moron believes that humans are an inferior race and that the world would be better off being run by computers and intends to use the Count's inventions to aid her.

As a video game character, Spirou has all the usual moves you would expect from one so pixelated. He can run, jump, slide under low barriers and, with the help of a handy gun, blast his enemies. He's joined in his platform frolics by a small squirrel-like creature by the name of Fantasio who guides him through levels, offering useful advice when needed and generally getting under his feet.



● This is no time to be sleepwalking! Spirou needs his wits about him if he's to survive the city. Dangerous dogs and pesky pigeons are out to stop our hero.



● Left: After collecting a handy grappling hook, Spirou is able to slide down telephone wires to safety. His rooftop travels are hampered by bad weather, renegade robots and lethal lasers. Will he be able to thwart the plans of the evil Cyanida or is the world to be overrun by mechanoids?



● The Factory poses plenty of perils for even the best platformers. Dodge blast furnaces and molten metal.



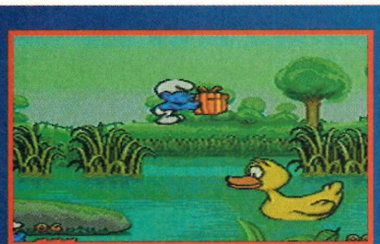
● Hitch a ride on the passing planes in the Toyshop. The higher parts of the level hold many bonus items.

Time Line



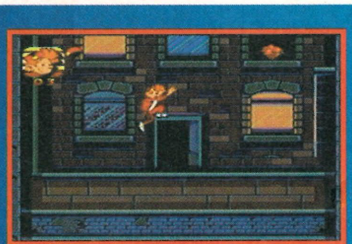
Past: Bubba 'n' Stix

▲ A smart little game from Electronic Arts that combined basic platform action with some unique puzzle elements. Bubba himself was a dim janitor-type while Stix was a... well... um... stick!



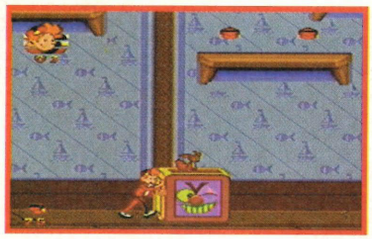
Present: The Smurfs

▲ Another little beauty, this time from Infogrames themselves. Basing its theme on those cheap plastic blue characters that you could collect from petrol stations in the 70's, The Smurfs is one cute game (yecchh!).

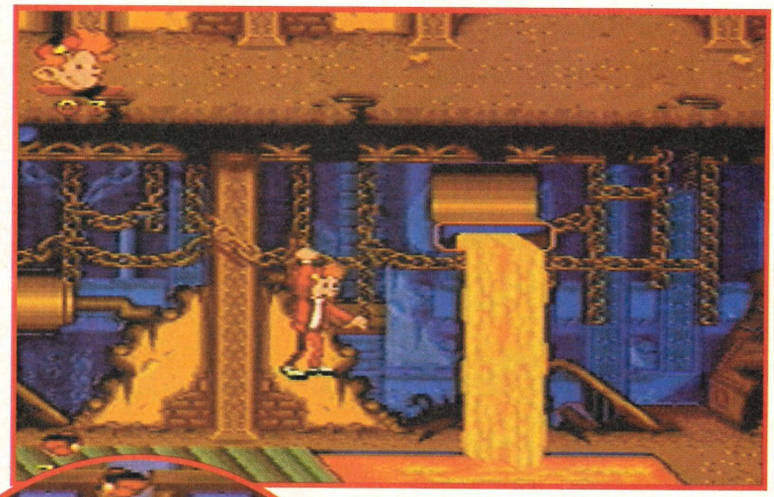


Future: Spirou

▲ A cheeky, French cartoon character who spends most of his life in an elevator. Soon to be appearing on kids TV, Spirou could well be heading for fame's front door.

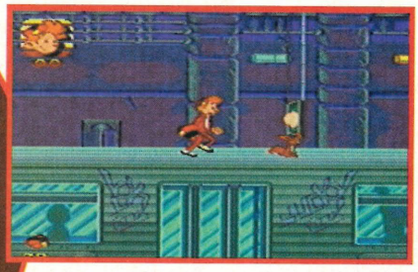


● Left: Fantasio, Spirou's squirrel-like friend, often gives him tips on how certain levels should be completed. For instance, by pushing the toy blocks to other loactions, Spirou is able to use them to reach higher platforms. These head-scratching puzzles are to be found throughout the game.



U





● Above: The Subway is one of the trickiest levels in the game. Duck or jump over the passing signs.

Spread out over twelve taxing levels, Spirou takes players from the gritty urban backdrop of New York to gloomy swamps and dark catacombs. There's also a shoot-'em-up aerial chase halfway through to break up the platform level monotony.

The animation certainly stands out as there are more than 300 frames for the main character alone and the whole game looks extremely colourful. We'll have a full review very soon so until then we'll leave you with these tasty screen shots to whet your appetite.



● Below: Floating bomb-dropping clowns hamper your path in the Toyshop.





● Defeating Cyanida is a tricky task as she's impervious to most weapons. The final level of the game features a stand-off with the heroic Spirou using all his wits to destroy the devious droid.



£TBA
8 Mbit
June
Infogrames

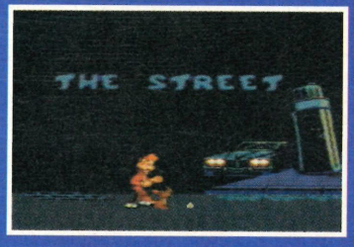
Completion

1st Impressions

Although there are a hundred and one other platform games on the Mega Drive, Spirou does seem to have quite a few things going for it. For a start, Infogrames are one of the top European games developers and their past efforts have been fairly good. There's also the fact that Spirou the cartoon series could be a real hit and if that's the case then there's bound to be a lot of interest generated in the console version. With just a few more game details to be added, Spirou should be finished by the time you read this so we'll give you the full low-down next month.

Wish You Were Here?

Welcome to the Hotel Spirou. During your short stay with us you may wish to visit some of our more interesting tourist hot spots.



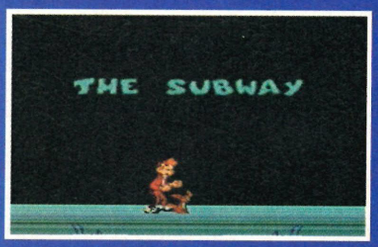
The Street

At first glance it may not look that appealing but there's plenty to see and do here with local attractions including vicious dogs, flying flowerpots and pesky pigeons.



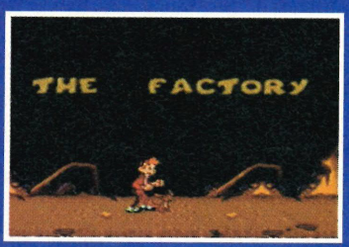
The Toy Shop

A colourful romp through one of our better department stores with everything for the avid shopper. Just try to avoid the killer clowns, razor teeth and bomb-dropping planes.



The Subway

For fast effective transportation around this bustling metropolis, take today's modern public transport. A lack of seats means you'll have to travel on the roof so remember to duck at all times.



The Factory

As a special guest, you'll also be treated to a guide around one of our rusting old factories. Packed with plenty of family fun such as molten metal pits, robotic insects and flame jets.

It's icky, it's sticky, it's...

The Ooze

A scientist, a plot to control the world and more slime than the Sega Pro team with colds. Mat Yeo dons a toxic waste suit to investigate.



Conjuring up memories of the classic B-movie *The Blob*, *The Ooze* stars a shapeless mass of glowing, green slime bent on revenge. A scientist called Dr Jax was working for a multinational research company when he stumbled upon a hideous plan to unleash a devastating plague upon the world, and then flog the cure to the highest bidder.

The Director of the company soon learnt of the scientist's discovery and arranged to have him assassinated. But something went horribly wrong, and Dr Jax found himself transformed into a pool of living toxic waste. With his mind twisted by the accident and his body totally unrecognisable he sets forth to find the Director and thwart his evil plans.

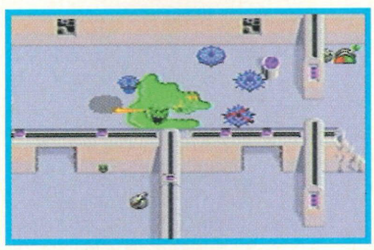
How do you climb stairs when you're a shapeless blob?

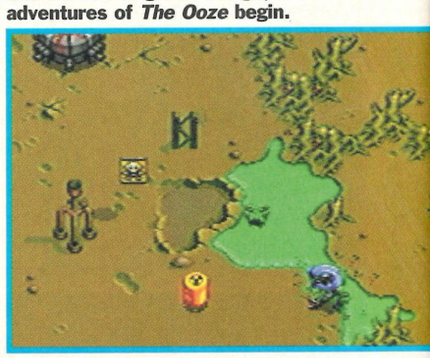
Sega have certainly broken some new ground with this game. They could have reduced it to a run-of-the-mill platformer but instead have opted for an overhead view with The Ooze sliming his way around the game's six main levels. As it travels, the Ooze spreads out in all directions expanding its mass and absorbing enemies. These same enemies prove to be a nuisance to our plasma-like pal as they chip away at his body until there's nowt but a dribble left.

Each level features obstacles to overcome (how do you climb stairs when you're a shapeless blob?) and dangers to avoid. Enemies can be punched, spat at or even absorbed which makes a nice change from just jumping on their heads.

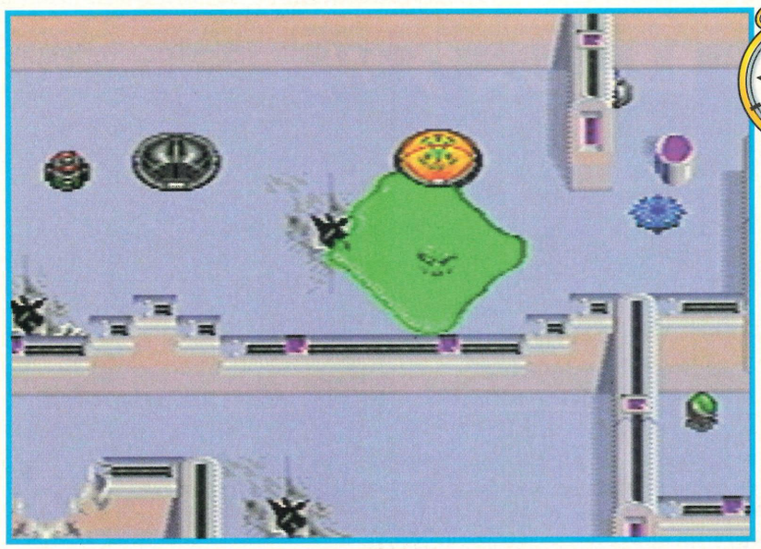
Complete a section there's the obligatory boss to overcome, but even these take some quick thinking and slithering to defeat. As a treat, Sega have also chucked in a few unique bonus levels but at the moment they aren't saying what they are or how to get to them (boo, hiss).

The fun in *The Ooze* simply comes from trying to stay alive and using your new-found powers to complete each challenge. Sega are aiming to release the cart sometime in September and it looks like they might just have another hit on their hands. Let's face it, a game that allows you to move around by sliming down a toilet has got to be a winner!





● When an honest scientist is turned into a mass of green sludge, the adventures of *The Ooze* begin.



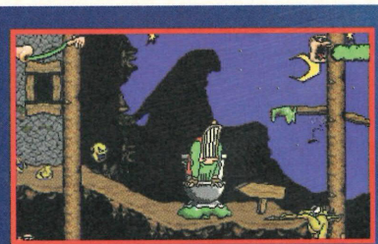
● Did someone spill a pot of sticky, snotty goo? That stuff is a right pain to clean up, and you can never get rid of the smell! I'd better go a fetch a mop and bucket.

Time Line



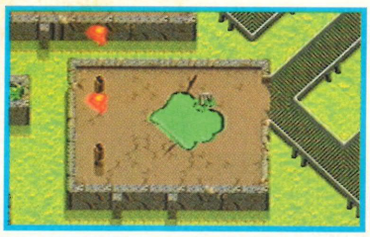
Past: Global Gladiators

▲ A nifty little platform game from the master of the genre Dave (*Aladdin*, *Earthworm Jim*) Perry. There's plenty of slime here for everyone including good old Ronald McDonald himself.



Present: Boogerman

▲ Snot, slime, and sordid goings-on abound in Interplay's recent Mega Drive release. Any game which features a farting hero has got to be an essential purchase in our opinion.



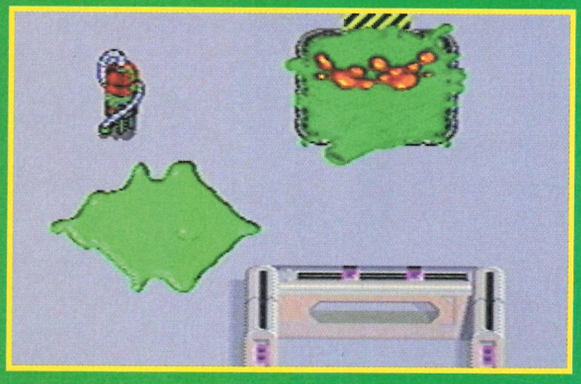
● There are loads of secret rooms to locate. *The Ooze* slips down a drain in this level to be whisked away to a bonus section.

Ooze He Then?

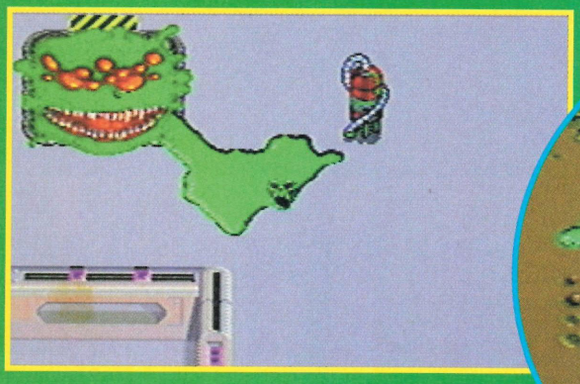
Forget all those namby-pamby fighting games. When it comes to intense combat action there's our man Ooze.



Look at the way our boy ducks and dives as well as keeping his distance. He likes to keep his opponents on their toes alright.

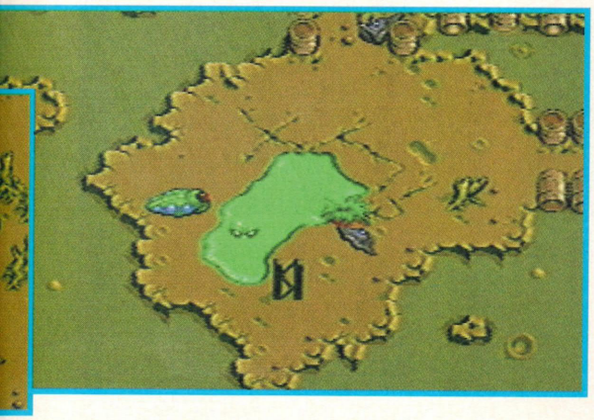


Whoa, that was a close one! Ooze is taking a bit of a pummelling and that bruise under his eye looks well nasty. Time to throw in the towel?



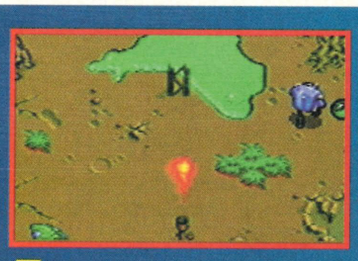
With only one round to go the kid's managed to make a startling recovery, land a few well-placed punches and come back from certain defeat. Nice one!







● Above: What's big, green and rhymes with news?

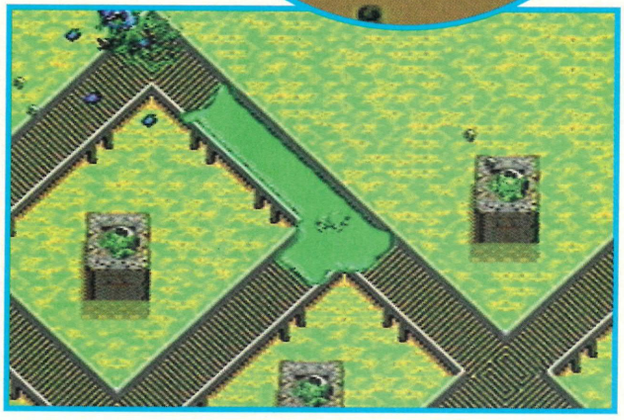


Future: The Ooze

▲ It looks like being another instant Sega classic with some smart gameplay and hilarious humour packed in. Definitely one to watch out for later in the year. You have been warned!



● Above: There's only so much a large green puddle can take! Enemy fire takes it's toll on our protoplasmic pal and he loses more mass with each hit.



Sega
£39.99
8 Mbit
September

Completion

1st Impressions

Just when you think you've seen it all, Sega seem to have something even more unique up their creative sleeve. *The Ooze* offers gamers the chance to control a different kind of console character and could be just the challenge you're looking for. With colourful graphics, smooth gameplay and that elusive addictive quality that few games have, *The Ooze* proves that there's still a good reason to own a Mega Drive.



Preview

There's an alien in my Star Deep Sp

The original series was a classic and Generations was a motion picture smash. So what's DS9 got going for it? We gladly sent Mat Yeo where no man had gone before...



Although not as big a hit as it's TV cousin, *Star Trek The Next Generation*, *Deep Space Nine* is still going strong in the States and is well into its third season. The Mega Drive game has been in production for yonks and has now been snapped up by those friendly folk at Playmates.

Set on an ex-Cardassian space station of the same name, *Deep Space Nine* is a familiar platform game that mixes elements of the TV show with the gameplay of such MD classics as *Flashback* and *Another World*.

DS9 has all the elements of a classic platform game

As with the TV series DS9 features a strong political storyline with a fair sprinkling of action/adventure which is usually sadly missing from the show itself. Players begin the game as Commander Sisko and eventually progress to utilising four of the show's main characters each of whom has their own unique skills and talents. The main mission is to discover who has been planting bombs on the station and supplying weapons to a group of Bajoran terrorists. Along the way players encounter crafty Cardassians, battle a Borg and travel through a wormhole to the mysterious Gamma Quadrant.

So far DS9 has all the elements of a classic platform game: a variety of characters, tricky puzzle-solving and a unique atmosphere. Fans of the TV show will be glad to hear that the programmers have included many familiar faces as well as settings from top episodes. The characters themselves look a lot like their TV counterparts but for some reason they all seem to be incredibly athletic (Sisko could give Daley Thompson a run for his money!).

Expect to see *Star Trek: Deep Space Nine* beaming into the shops in September and we should have a full review for you next issue.

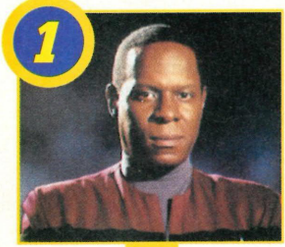




● **Above: Travel to the Gamma Quadrant and encounter a dense asteroid field. Time for blasting!**

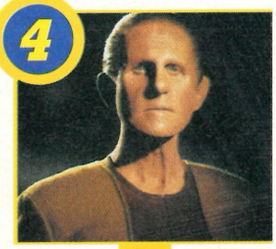


● **Above: Quark's bar is always a useful place to find information, but can you ever really trust a Ferengi?**









Deep Space Stars

There are a total of four characters in the game and players need all of their talents in order to complete quests successfully. For those who have never seen the show, here's a quick rundown on the friendly faces you'll be beaming about with...

1. Commander Benjamin Sisko

Before being stationed at Deep Space Nine, Sisko was assigned to the USS Saratoga. The starship was destroyed by the Borg at Wolf 359 and his wife was killed. Reluctantly given command of DS9 Sisko not only has to liase with the politically unstable planet of Bajor but has the added responsibility of bringing up his young son, Jake.

2. Major Kira Nerys

A tough Bajoran who, in her younger days, was part of a radical terrorist group determined to drive the Cardassians from her world. She is still haunted by the thoughts of her time spent in a prison camp. Kira is the official liaison for Bajor and her views and outspoken opinions often bring her into conflict with Commander Sisko.

3. Dr Julian Bashir

Top of his class at Starfleet Academy, Dr Bashir could have had the pick of any starship in the fleet. He chose DS9 considering it to be a perfect place to practice 'frontier medicine'. Although considered young and reckless, his crewmates realise that Bashir has a passion for his work and saving lives is what he does best.

4. Chief Security Officer Odo

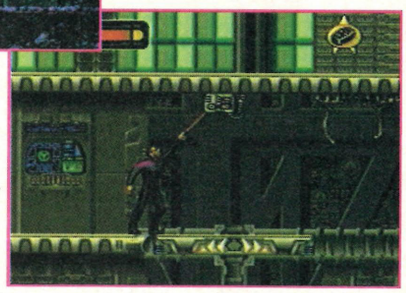
A shape-changer who's true origin is something of a mystery. Rumoured to hail from the Gamma Quadrant, Odo is desperate to find out the truth about himself and whether any of his race still exist. He and Kira are close friends and she was instrumental in him receiving his position as Chief Security Officer aboard DS9.

wormhole!

Trek ace Nine



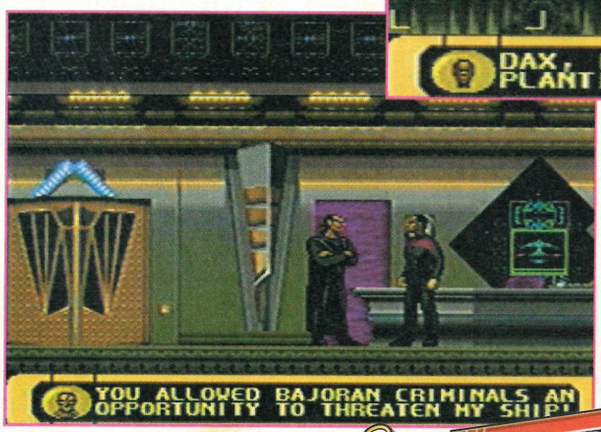
● Ever fancied tinkering with a Tricorder? How about fiddling with a Phaser? If the answer's "Yes!" then *Star Trek: DS9* could be the game for you. Fans of the TV show should feel right at home with this accurate conversion.



● Below: Those pesky Bajorans have been at it again. Locate and dispose of the many grenades scattered throughout the station. It's a race against time.



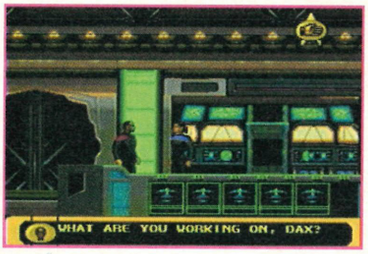




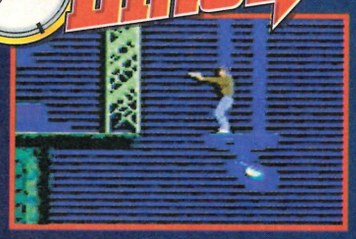




● Your loyal Starfleet crew are always on hand to offer a friendly smile, a cheeky grin or the odd swear word.

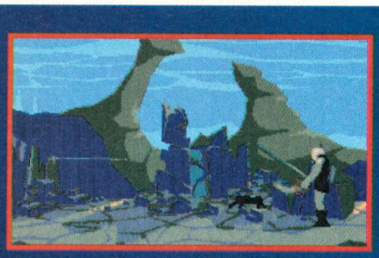


Time Line



Past: Flashback

▲ Features the same kind of puzzle-solving and platform tomfoolery. *Flashback* was produced by French software house, Delphine, and utilises their smooth animation technique, Rotoscoping.



Present: Heart of the Alien: AnotherWorld II

▲ A stunning sequel to *Another World*. Once again produced by Delphine, *Heart of the Alien* proved to be another challenging, brain buster of a game.



Future: Star Trek: Deep Space Nine

▲ Based on the hit TV series, ST DS9 is the first game to feature the adventures of the federation crew stationed in far flung space.

Playmates
£TBA
16 Mbit
September

Completion

1st Impressions

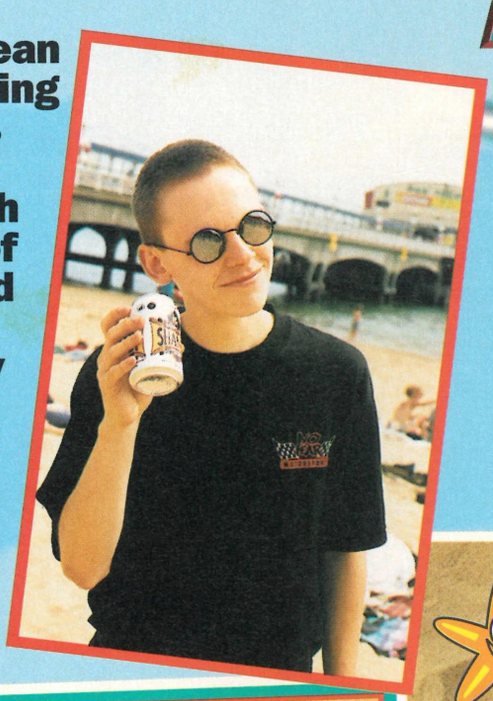
With loads of classic Star Trek moments and a rich source of background material, Trekkies will probably find DS9 a real treat. But as platform games go, it's certainly going to have some stiff competition. For instance take a glance at our review of The Adventures of Batman and Robin this issue. That's the way to handle a licensed product. Still, Playmates are obviously hoping that the TV show's high profile will provide the game with a boost and there's no doubt it will. The problem with any Star Trek game is that fans are usually extremely critical of it. Is it as good as the show? Are the characters handled properly? However, Playmates need to focus all their attention on making this cart appealing to all sorts of gamers. and not just die-hard Trekkies.

● DS9 is populated by all sorts of strange travellers. Some will offer you valuable advice while others have more sinister motives in mind. Try peaceful contact first then fry 'em!



Juicy Jo

The sun is out, the sky is blue, and we're all off down the beach for a well earned sunbathe. This doesn't mean that we have to stop playing all the latest Sega games though, we've got Mark Pilkington on his bike with a dynamo. Dangle a can of shandy in front of him and he'll peddle like mad making enough electricity to power the whole of Bournemouth! What a perfect opportunity to get him to test out the latest Mega Drive and Saturn joypads...



The rules

Each pad will be tried and tested thoroughly. Mark will pump the buttons, twiddle the D-pads, throw them against the nearest wall, chuck them into the sea, bury them under sandcastles, dip them into ice-cream, and finally shake the things up and down to see if anything is loose inside!

At the end of each review, you'll find an ice cream rating out of a possible five. One ice cream means the pad will melt down your arm before you can take a single lick and five means a good solid pad that'll last for ages — with a flake!



SG Sprintpad
Logic 3
£9.99





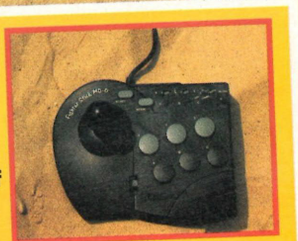
Waaaah! This is one spooky pad because you can see right through it! Althouh it does come in a normal model too. It's not surprising to learn that it has auto-fires galore and a rather handy slow-motion switch. There are two buttons on the top but they're a hell of a lot easier to use than the MD-6! This, coupled with the all-round hardness and comfortable button set-up, really sold it to me. So chuffed was I by my latest find that I just had to show it to someone. Grabbing an old war veteran by the arm and forcing him to look at the pad, I managed to draw the comment, "Wow! This IS good. And check out that snazzy colour scheme, too!" Yep, this guy certainly knows his stuff...

Asciipad MD
Asciiware
£14.99



The Asciipad has just about everything a Sega gamer could want out of a pad. Auto-fire and turbo for all three buttons, a slow-motion feature and a reliable enough direction controller to move your sprite around the screen with. Not bad at all. I showed it to a couple of bikini-clad girls as they strolled by and they too seemed thoroughly impressed. After burying it under a sandcastle, though, disappointment began to creep in as the direction controller began to show signs of wear and tear. A good indication that this pad won't last forever!

Fighter Stick MD-6
Asciiware
£34.99



Blimey, now this is what I call a monster of a pad! Big enough to surf on and more than wide enough to use as a make-shift sun-block this pad is, not surprisingly, quite heavy to lift. It has all six buttons, complete with auto-fire, and a larger than life control stick. The problems came when I tried to press the buttons. They were much too hollow and light for my liking. I much prefer a quick, little button press compared to this slow, cumbersome affair. The girls were laughing at me when I was playing with it as well, which led to me hurriedly chucking it far as I could out into the sea a few minutes later.

ypads!

Asciipad MD-6
Asciiware
£14.99

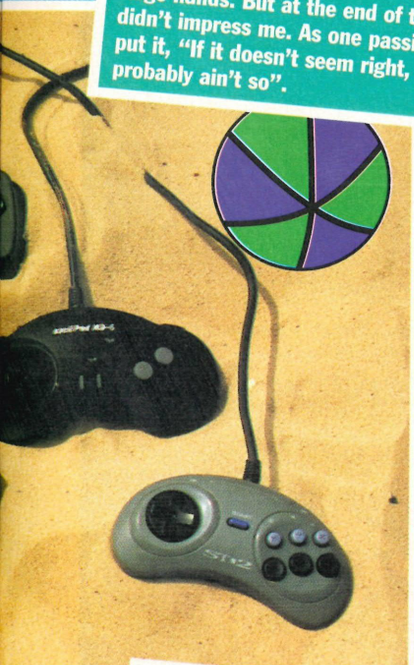


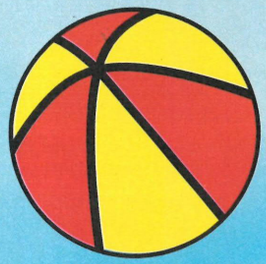
The six-button alternative to the *Asciipad MD*, the *MD-6* has the same Auto-fire and Slow-motion facilities of it's little brother, but it boasts a raised direction controller and, strangely enough, has the Z and C buttons located towards the top of the pad. A little boy of about five, ice cream in one hand, pad in the other, remarked how tricky these top buttons were to press — particularly when you reach a tricky section of a game. I tended to agree with him until he swiped the pad and did a runner. The little rascal.

Mega Control Pad
Technoplus
£9.99



Hmmm... After the bright colours and trendy see-through design of the last pad, disappointment fell over me like a giant hay-stack with this one. Going for the dark, futuristic feel, the *Mega Control Pad* certainly won't win any awards for design. Feeling both awkward and bulky in my small hands, I couldn't really get to grips with it. None of the six buttons seemed that responsive, and the D-pad in particular struck me as being a bit too wobbly. To it's credit, it has auto-fire switches for all the buttons, and it was definitely designed for the gamer with large hands. But at the end of the day, it didn't impress me. As one passing old lady put it, "If it doesn't seem right, deary — it probably ain't so".





Saturn sizzlers

Of course, Summer '95 heralds the release of the Saturn on British shores. After waiting for over a year and a half for it, we can finally see for ourselves what the future will look like. After forking out hundreds of pounds for your newly found toy, why not go the whole hog and buy a couple of joypads to go with it?



Virtua Stick
Sega
£69.99

Bearing more than a slight resemblance to the Mega Drive's *Fighter Stick*, this gigantic monster of a joystick certainly scared away a few curious seagulls when I showed it to them. With auto-fire buttons galore and a tough direction stick, this add-on looks like a mini-arcade panel! It can certainly take a battering too, as I found out when I plodded over to the beach-side chippy and demanded just that — give it a battering. It made the buttons slightly cloggy, but I soon fixed that when I dipped it into the sea a few times. An excellent joystick, although a tad too costly for my liking.

Arcade Racer
Sega
£79.99

For all you *Daytona* freaks, frustrated by pretending to be Ayrton Senna with only a crummy little joypad, this is the add-on for you! Looking just like a Formula 1 steering wheel, this is the one to go for if you want to put the pedal to the metal. Top marks go out for it's broad handles — this ensures you'll never loose your grip, even on the tightest of bends. The rotating column gives it that little bit of extra support that's needed, and even after accidentally dropping my ice-cream on it, it was still going. One word of warning though: this wasn't exactly designed with *Clockwork Knight* in mind!

ST2
Super Joypad
£39.99



The big problem with the Saturn is it only comes with one joypad! Luckily the busy joypad people have already got it sussed and are starting to release new pads for the hot console. The first we've had into the office is strangely called ST2 and comes from Japan. It has all the buttons you need and is even smaller than the original Japanese Sega pad, if that is possible! If you want to get your hands on one of these then give The Video Game Centre a call on 01202 527314. They'll sort you out, and tell 'em SegaPro sent you!

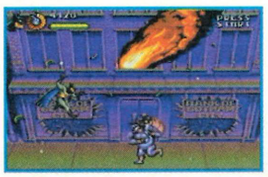


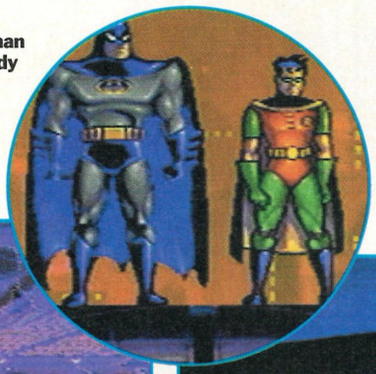
Review ● SEGA ● £44.99 ● 16 Mbit ● July

Holy cartoons it's...

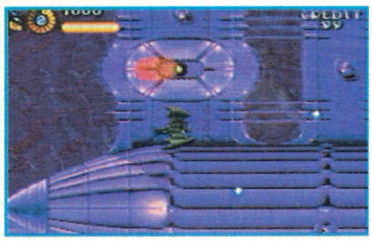
The adventures of Batman

From the animated cartoon show to an action packed adventure game, the dark knight and his feathered friend certainly know how to have a good time!

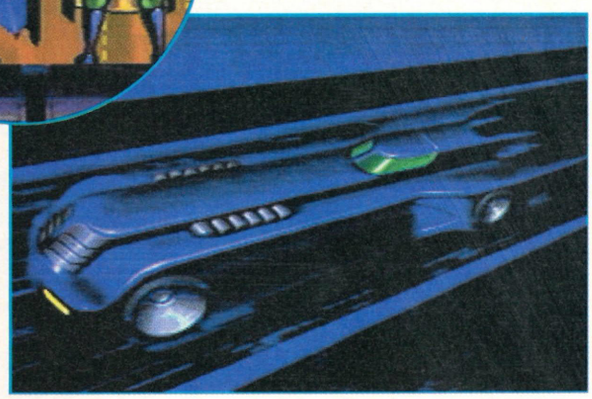




● Left: Batman tackles greedy shoppers at the January sales. Holy bargains Boy Wonder!



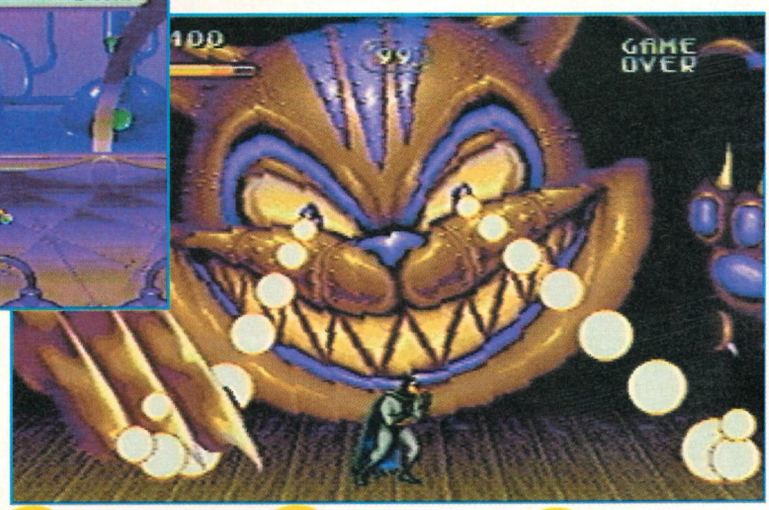




● Later in the game the Caped Crusader takes to the air in his handy Bat-Glider. The view below features many layers of parallax scrolling.

● Unlike previous Bat-outings, Sega's game lacks any Batmobile driving section. It's just not fair!





I was extremely impressed by the attention to detail

Lets face it, Saturday mornings just haven't been the same since the loss of Tiswas. Phantom flan-flingers, kids in cages and condensed milk sandwiches — those were the days. Now the only reason for getting up on the weekends is to catch the awesome *Batman: The Animated Series*. Following on in the same successful vein as *Gunstar Heroes* and *Alien Soldier*, Japanese programming supremos Treasure, have produced their latest platform shoot-'em-up based on the hit dark knight TV show.

The Adventures of Batman & Robin takes place in and around the sprawling metropolis of Gotham City as our heroes attempt to outwit the vilest villains. The adventure is split into four acts, each made up of four levels. Players must guide the dynamic duo through each of the tough sections, tackling hordes of henchmen, collecting a multitude of power-ups and facing some of the most stunning bosses ever to grace the humble Mega Drive.

The boys are armed with basic kicks and punches plus the more useful Batarangs which can be powered up when you find hidden icons (usually located in the most unobvious places like bins and crates). A bar at the top left of the screen shows your weapon's current strength with maximum being enough to destroy most enemies with a single shot. Alas there's no Batmobile driving section but the Bat-glider levels are well done, even if the controls are a bit floaty.

I was extremely impressed by the attention to detail in the game. Both Batman and the Boy Wonder have retained their characteristic cartoon looks as have the colourful foes they face. Backgrounds are equally awesome with multiple levels of parallax scrolling featuring in most levels.

The only real letdowns are the high difficulty level (you won't be finishing this in one sitting, even with six continues) and the lack of any real replay value. A solid platform game but we've seen it many times before.

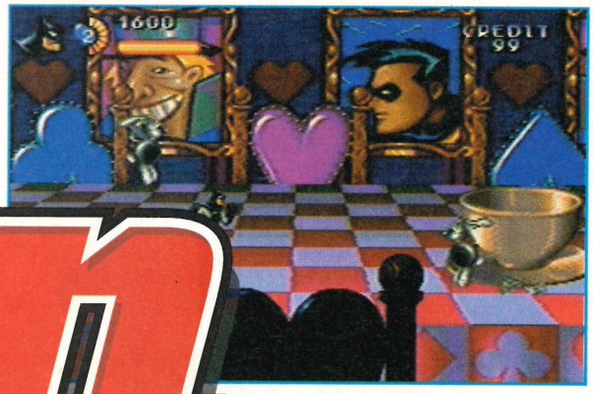
● **Mat Yeo**

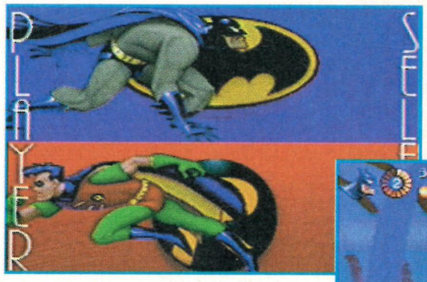


& Robin

● In his fifty years as a comic book hero, Batman has been replaced by an armoured psycho called Azrael, had his back broken and been through three Robins. That's a bit careless if you ask me.

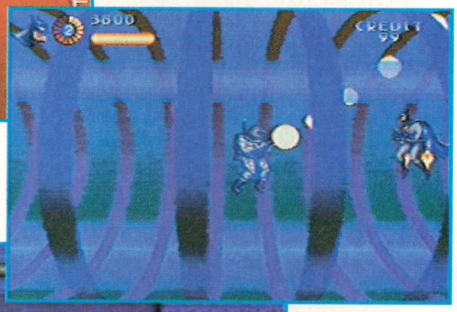
● Right: The Mad Hatter certainly lives up to his name. This level is set on a giant tabletop and features giant killer bunnies.

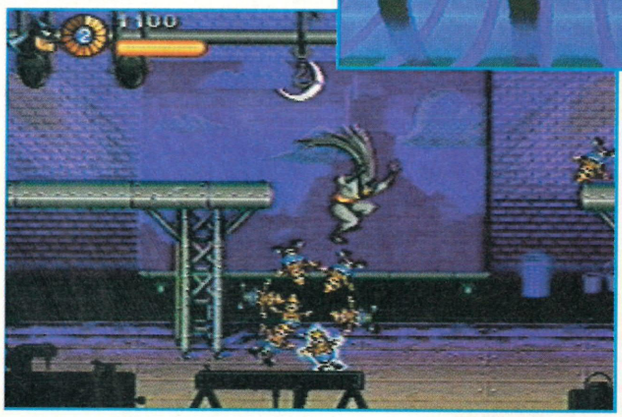




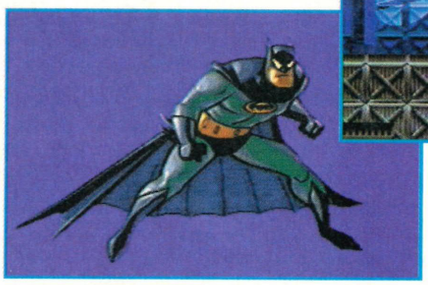
● Above: In one-player mode, either Batman or Robin are selectable. Although they have identical abilities, Robin's costume is a lot niftier.

● Below: Before facing the chilling Mr Freeze, the Dynamic Duo run the gauntlet in the Ice Tunnels. Dodge floating troopers and cold blasts with the aid of a nifty rocket-belt. Quick thinking will see you through.

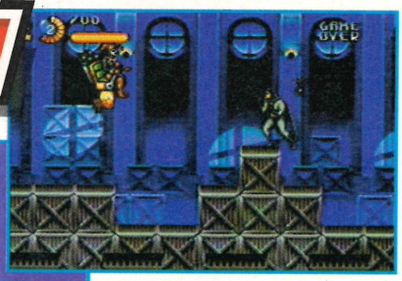




● Left: The Mad Hatter is holed up in an abandoned TV studio armed to the teeth with killer toys. Use the higher platforms to avoid taking two many hits. The spinning dolls are electrocuted so stay well clear of their touch.



● Above: The Dark Knight Detective faces off against the Joker's right-hand woman, Harley Quinn. Avoid her bomb-dropping tactics and launch a volley of Baterangs at her.





Bat Beating Beasts

The caped crusader and his sidekick must face attacks from some weird looking characters. Just check out these nutters and all the minions they have trailing along behind...

Level 1: Happy Birthday to me!

Prepare to face your first beating on this level as Batman faces such foes as killer clowns, circus strongmen and flying bombs. That little minx The Joker makes his grand entrance at the end of this section attacking from his floating hot-air balloon.

Level 2: A two-sided story

A rising lift kicks off this stage with trouble coming from vicious, exploding henchmen and Harvey 'Two-Face' Dent himself. The action then takes to the skies with the help of a Batglider. A gigantic airship and swift helicopter round things off.



Level 3: Tea time

There're weird goings-on at the film studio with robotic toys on the loose and a giant Cheshire cat boss to contend with. Stunning graphic effects include a jet-pack tunnel section and a battle with the fiendish Mad Hatter.



Level 4: Snow in July?

The shortest section of the game but a tough one to beat. Crazy, wild-eyed scientists are on the loose as well as malfunctioning ice-machines. The final boss comes in the shape of a freeze-gun blasting Mr Freeze.

Prospure

75

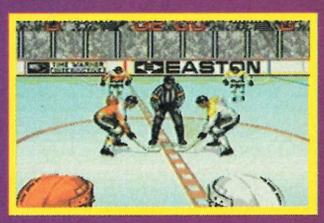
A decent game that fans of the TV show will love, but platform gamers will find themselves pining for more.

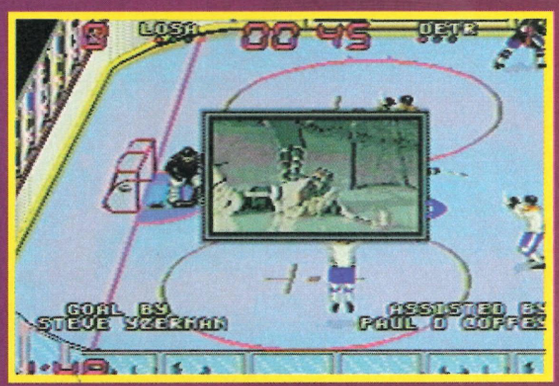


Ice 'n' easy Compo!

Up for grabs!

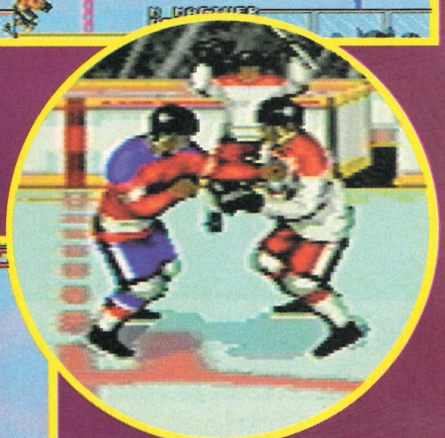
- 8 copies of *Wayne Gretzky's NHLPA All-Stars* on Mega Drive
- 8 Time Warner Interactive sweat shirts

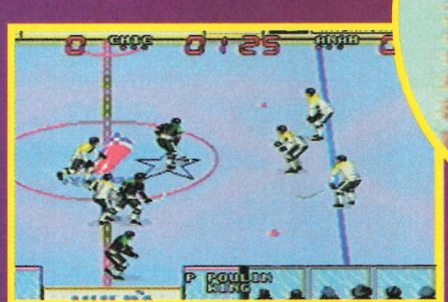






The summer is upon us and with record temperatures making your underwear cling to your body in unnatural ways, there's nothing like a blast of ice hockey to cool you down. And they don't come much cooler than this! *Wayne Gretzky's NHLPA All-Stars* is a top hockey game featuring non-stop icy-action and plenty of puck-punishing gameplay. It's had the full SegaPro review treatment this issue so you'll probably want your very own cart by now. We've got eight copies of the Mega Drive game to give away PLUS eight trendy sweatshirts courtesy of those smashing folk at Time Warner Interactive.





Name:.....

Address:.....

.....

.....



To be in with a chance of winning one of these tasty prizes, simply take a look at the expertly doctored photos on this page. Yes, they may look totally identical at first glance but look again. Spot anything out of the ordinary? When you've marked the *10* obvious mistakes on the coupon, fill in your name and address and send it off to: Get Your Skates On Compo!, SegaPro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS. Entries need to reach us before August 15th and winners will be printed in the following issue. Good luck sports fans!

Your free SegaXS guide to the top Sega games!

100% Tips!

Sega XS

Inside:

Here we go, here we go! Come top of the league with our shot by shot guide to...

Fever Pitch Soccer





INDIANA JONES' Greatest Adventures

Complete solution and map!

Fever Pitch Soccer



US Gold have certainly delivered the goods this time around with their latest footy game. With it's unique outlook on Britain's national pastime (i.e. down ten pints and beat up the goalie!) it's sure to be a sure-fire winner with the quieter breed of fan. To get the most out of this game you'll need to spend some time studying tactics and formations — and that's where SegaXS comes in!

The Teams

Algeria:
One of the weakest teams in the game, the Algerians have a balanced side thanks to Peter Stilton in goal and four Trickys in the Mid-Field.

Argentina:
Ex-World Champs Argentina are a tough and skilled side to go up against. With Stilton, the Playmaker, Emo and 10 Bellies on their side, how can they go wrong?!



Australia:
Jurgan Gdiverman, Peter Stilton, Barry Barger and Marco Rigaioni all have a fancy for late night barbecues, so Australia is the perfect side for them!

Austria:
A weak team, but they manage to square up to their bigger rivals thanks to the services of the Playmaker, the Marker, Tricky and good ol' Stilton.

Belgium:
Belgium's always a strong side to go up against. They've enlisted the help of Peter Stilton, Peter Perfect, Marco Rigaioni and Barry Barger, so be prepared for a strong fight.

Bolivia:
Quite a weak team, they're helped by the fact that they've got Jurgan, Ernie, Marco and Stilton on their side.

Brazil:
When it comes to out and out quality, Brazil are the team to go for. Ernie Container, Peter Playmaker, The Marker, Tricky, Stilton, Emo and Barry Barger are all on this talented side.

Bulgaria:
Barger, Tricky and Marco try valiantly to make this team shine out from the rest, but fail miserably.

Cameroon:
Ever exciting, this team combines some great mid-field action with some of the best forwards in the world. Signed up for this team are Peter Stilton (as always), Barry Barger, Emo Bikomozo and Jurgan Gdiverman.



Canada:
Really not as bad a team as people consider them to be. Canada employ the likes of Peter Stilton, Jurgan Gdiverman, Dicky Discorama and Marco Rigaioni.

Chile:
This so-so team has the honours of 10 Bellies, Ball-Blazer, Cheesy-Keeps and Tricky on their side. Not bad, but they won't be challenging the heavyweights just yet.

China:
You won't get very far playing as this side, but at least you've got the services of Marco Rigaioni and Jurgan Gdiverman to make use of.

Colombia:
Barry Barger, Emo Bikomozo, Peter Stilton, Dicky Discorama, Ernie Container and Peter Perfect are all hardened and trusted members of this team.



Costa Rica:
I wouldn't rate this team as my number one choice, but to be fair, they're not that bad. A couple of Trickies and Jurgan at the back give them something to work on.

Denmark:
One of the game's stronger teams, Denmark have the best defence bar none. With the help of players such as Barry Barger, Peter Stilton and Peter Perfect, it's not surprising.

Ecuador:
Perhaps the most surprising team of the game. Ecuador are, believe it or not, actually quite good. One of the best, in fact. Players such as Ernie, The Playmaker and Emo back the claim up.

Egypt:
A dodgy team, if ever there was one, Egypt is only sparked by the additions of Ernie Container and Dicky Discorama.

Eire:
So-so, the Irish aren't a great team, but they certainly try hard. Tricky, 10 Bellies and Ball-Blazer keep this team in the hunt at all times.

England:
The boys in red, white and blue are back, and this time they've brought Peter Perfect, Stilton, The Marker, 10 Bellies and Jurgan Gdiverman with them.

France:
Parlez vous Kung Fu? Ernie Container certainly does, along with Tricky, Stilton and the Ball-Blazer.

Germany:
Funnily enough, Germany are the best team in the game to play as! The Cheat leads the way, followed by Tricky, Ernie, Stilton and Marco.



Ghana:
Great, brilliant and excellent are three words which you'd never use when describing Ghana. The two Petes, Perfect and Stilton, give opponents something to worry about, though.

Holland:
Holland are a powerful side, sparked by the talents of Stilton, Perfect, Rigaioni, Discorama, Bikomozo, Barger and Gdiverman. An all-star cast!

Honduras:
Just barely able to compete with the bigger teams in the game – and that's thanks to the likes of Stilton and Perfect.

Italy:
Keeping up with the games pacemakers, Italy employs The Marker, Playmaker, Cheesy-Keeps, 10 Bellies and Le Striker on its side.

Ivory Coast:
Lurking towards the bottom of the Fever Pitch pile, the Ivory Coast can have consolation with the fact that Stilton, Discorama, Container and Rigaioni play on their side.

Japan:
The Japanese are boosted thanks to having Stilton, Perfect, Rigaioni and Discorama on their side. An average side.

Mau:
Not too hot, Mau only have Ernie Container, Marco Rigaioni and Dicky Discorama on their side. Doh!

Mexico:
Cool, calm and modest – words which will never describe Mexico. This fired-up side has the likes of Stilton, Tricky and Ball-Blazer to keep that Mexican wave going.

Morocco:
Very good defence (with Barger and the Marker to help things along), coupled with an okay-ish attack (spearheaded by Eric Container).

Nigeria:
Better than most teams in the game, Nigeria have the likes of Stilton, Emo and Dicky on their side.

Norway:
Norway are one of the best sides in the game, sparked by the likes of the Playmaker, the Marker, Tricky, Ball-Blazer, 10 Bellies and Cheesy-Keeps. Blindin' mate!

Poland:
Maybe in real life Poland aren't as good as they are in this game, but then again, they don't have the services of Barger, Gdiverman, Stilton, Discorama, Rigaiumi and Perfect on their side!

Portugal:
Quite a mixture on this side – the basic team are rubbish, but the star players manage to keep things above water with the Marker, Tricky, the Cheat and Stilton livening things up.

Romania:
When it comes to good teams, Romania ranks up there with the best of them. With Gdiverman, Stilton, Container, Rigaioni and Perfect on their side, who's to say otherwise?

Russia:
Everybody hates Russia, but thanks to the talents of Marco, Tricky, Emo and Stilton, they're always in the hunt.

South Korea:
The weakest team in the game? Well, they would be if they didn't have Jurgan, Stilton, Perfect and Marco on their side!



Scotland:
Yep, Scotland are still as average as ever, although this time they've got Perfect, Discorama, Stilton and Barger in on the act.

Saudi Arabia:
Up to now, Saudi Arabia have always been slightly, um... naff. That all ends now, though, what with them having Stilton, Barger, Perfect and Discorama in the wings!

Spain:
I won't be surprising many people by saying that Spain are a damned good team, but you may be surprised to hear that they've got Playmaker, Le Striker, Tricky, Cheesy-Keeps and Ball-Blazer on their side!

Sweden:
Only a fool would dismiss Sweden as contenders, doubly so now that they have Perfect, Stilton, the Marker and Emo mucking around with the ball.

Switzerland:
Probably one of the most underrated teams in the game, the Swiss have the likes of Barger, Bikomozo, Stilton, Discorama and Perfect to shout about.

Tunisia:
A weak team if ever there was one, Tunisia are only boosted by having Stilton, Container and Gdiverman on their side.

United Arab Emirates:
Since the Arabs don't have any home-grown talent, they have to rely on their two Tricky imports to get the ball rolling.

Uruguay:
Don't go easy against this team. They're more powerful than you think. After all, they've got Perfect, Rigaioni, Container, Stilton, Gdiverman and Barger on the team!

United States of America:
For a country who's version of football involves carrying the ball, the US of A aren't that bad a side. Barger, Gdiverman, Stilton and the Marker are all here.

Wales:
Getting the ball into the back of the net is always going to be a problem for the Welsh, but at least they've got the Marker, Tricky, Stilton and Barger on the case.

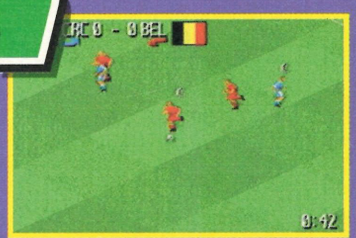
Zambia:
Helping things roll smoothly for the Zambians are the likes of Jurgan, Stilton, Tricky and Perfect. Not bad at all, guv!

Zimbabwe:
10 Bellies, The Cheat, Ball-Blazer, Stilton, Tricky and the Marker are all honoured members of this team, giving their opponents more than a few worries when they play them.

Fever Pitch Soccer

Dribbling

You should only take to dribbling when you have to, and even then you should steer the ball to other players before you pass to them. Knowing where your players are at any given time comes from studying your particular team's formation. When you see them, pass to them as soon as possible — this way, your opponents will be left in a constant state of confusion and they'll be forced to do a lot of chasing.



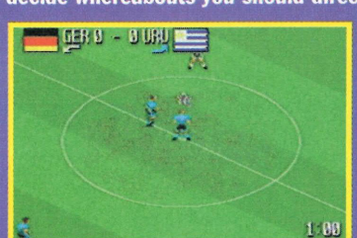






Kick Off

On kicking off, you can either push the ball forward or kick it back to your defence. If you decide to press forward, you should be prepared to do some hefty tackling in order to keep the ball, but if you opt to pass it to your defence, you'll be given a chance to build from the back. It's entirely up to you, but your team formation will need to be studied to decide whereabouts you should direct the ball.





Taking Penalties

There is an easy way to score penalties every time in *Fever Pitch Soccer*. Simply wait until the cursor is just to the left of right of the goalie and then press button X or B. The ball should now sail through the net, and the goalie won't stand a chance when trying to save it!



Passing

The best strategy is to go for a number of small, quick and sharp passes in order to get the ball to the players in front. Most of the opposition players are strong tacklers, so it is important to receive and play the ball in one swift movement. This is also the best way to get the ball to the forward players smoothly and accurately.





Shooting

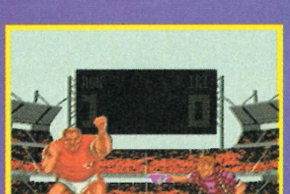
A kick with some after-touch on it has a much better chance of scoring than a normal, straight shot. Always try to be inventive when you go for goal, or else you'll just end up wasting your chances, and inevitably losing the match. The mid-air change of direction on after-touch kicks will confuse the keeper and get you that goal.











Throw-ins

You should move the marker around the pitch as much as you can before throwing it. This will not only find your receiver some space, but hopefully you'll loose the defender while you're at it.





Goalies

For most of the game, the goalies are automatically computer controlled, but when it comes to saving penalties, you'll find that you can move him around the net. Just before the oppositions player kicks the ball, press the D-pad in the direction of the cursor, and with any luck, he should dive that way and make the save. Occasionally, the ball will be kicked straight at your keeper – if this is the case, then do nothing and he'll automatically save it!









Corners

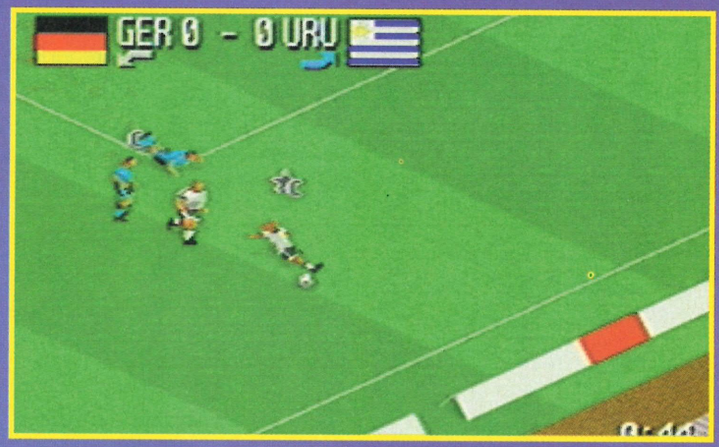
When taking a corner, the best results will always come from playing it short and then curling the ball into the far top corner of the net. There is a good chance of kicking it long and blasting or heading the ball into the back of the net, but if the goalie manages to get a garb at the ball, the chances are that he'll steal it away from your striker.





Tackling

Sliding tackles are always a bit dodgy – half the time you'll accidentally end up failing the opposition! A much better tactic is to run into the player and hopefully you'll come away with the ball in your possession.





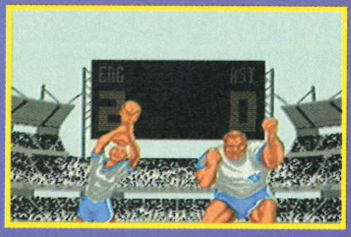


The Championship

There are four tournaments to battle through and you should be able to get through the first three with no problems at all if you've chosen a strong team. After you've conquered Europe, you'll then have to battle the All-Star team – made up entirely of star players! After every few matches, you'll be able to choose star players yourself to add to your team — which players these happen to be depends upon what team you play as!













ROAD RASH 3

EA have come up with the goods yet again — this time around in the form of the growling bikes of *Road Rash 3*. As a follow up to the previous two games, the latest biker outing brings us the toughest challenge yet. The riders pull no punches and the tracks are trickier than ever!

The Tracks

Level 1	Brazil	UK	Germany	Italy	Kenya
Level 2	Brazil	UK	Italy	Kenya	Australia
Level 3	Brazil	UK	Germany	Japan	Germany
Level 4	Germany	Italy	Kenya	Japan	Australia
Level 5	Brazil	UK	Italy	Kenya	Japan

Japan

The neo-nightmare that is down-town Japan is a hard course to conquer. You'll have to do an immense amount of turns to avoid the other drivers, steer out of the way of road side obstacles such as cows and, well, just staying on the track is enough to drain anyone. Not one for the rookies.





Germany

The snow-covered roads of Germany are treacherous to drive in, and if you're not careful you're sure to be slipping and sliding all over the place. The police are highly aggressive in this country, and it's not a wise move to go around hitting them unless you fancy a tough fight.





Brazil

One of the easier tracks in the game, this is the first country you'll race in. The police are very aggressive here, but they're few and far between and just as easy to avoid. There aren't too many road side obstacles to get in your way here, although if you veer out too far, you're sure to get caught by the trees.





Australia

Going down under is as tricky as it gets. The track is more twisty and turny than an Aborigine's boomerang. There is one thing going for it though, the local coppers are quite friendly! Watch out for typical Aussie road side obstacles like kangaroos and dingos.





Italy

The hot sun and green plains of Italy should offer no real problem to a hardened rasher. The track itself isn't particularly difficult, but the people who cram along the road side are! The Police shouldn't give you too much hassle.





Kenya

The dusty, bumpy track of the African plains is harder than you might think. For one thing, the sheer amount of animals who run across straight into your path can be more than hectic to deal with, and for another, the locals have a strange habit of just standing right in the middle of the road!

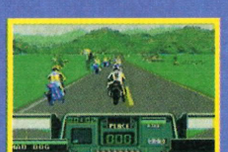




United Kingdom

Clichés ahoy: it's raining in the Isle of Mann. The track isn't as slippery as you might think, though, and you stand a fair chance of winning this in your first attempt. A decent circuit.





Tips

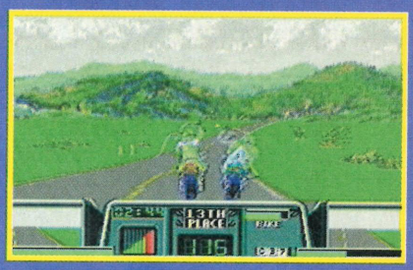
Using weapons

Once you have a weapon, there's nothing to stop you from dealing out some serious punishment to the other riders. Beware, though, as unarmed drivers can easily nick back your weapon! The best weapons to have are the chain and club as these cause the most damage. So there.



Punching

Attacking the other riders is a tricky thing. When you first begin the game, you'll only have your fists to protect you with, so try not to get into any scraps too early on. Hitting another driver who already has a weapon is your only chance of arming yourself, so time your punch so that you swing out just when he attacks you. On all other occasions, you should resort to punches only to stop other drivers overtaking you.



Getting off to a good start

Hold down on button B as soon as the race begins. When the flag is waved, you'll automatically start to zoom off. Starting from the back of the grid, it's possible to pass many of the tail-enders if you drive straight through the middle of them. By doing this you should end up from 15th to 8th. Try not to get into any fights at the beginning, but remember to punch any riders who try to overtake you.



Passing other bikes

After you pass the tail-enders, your next problem is getting past the front runners. As these guys will inevitably be armed with clubs and chains, you should always try to steer as far away from them as possible. When this isn't possible, go right up next to them as you overtake and steer your bike into them while you punch. If you've done everything right, you should manage to come away with a weapon!



Crashing

When you crash your bike, a frequent occurrence as you'll find out, you'll probably end up far, far away from the actual accident spot itself as you get thrown. When this happens, don't panic! Your rider will automatically run (or should that be limp?) back to his bike as quickly as he can. The problem comes when he has to cross the road, as the other riders and road users won't give two hoots about avoiding him as they race along. Keep an eye in your rear-view mirror for any signs of trouble.





The Police

The local constabulary have it in for you, you know. I mean, they never arrest any of the other rashers, do they? I don't know... Anyway, the best way of avoiding any trouble is to keep out of their way. Whenever you hear the familiar sound of a siren or helicopter blades, ride as carefully as you can and don't, whatever you do, crash. As soon as the danger has passed, you can then ride hell for leather again.





Sunday drivers

The other, normal road users will inevitably get in your way, but there are a few tricks of the trade to try out if you want to avoid them. Never drive on the wrong side of the road, always keep an eye out on the horizon to see what's ahead, and try to force other riders into their way. It's sneaky, but it works!



Level Codes

Level 1	
BK21 2005	$4210 (excluding bike trade)
Level 2	
E801 2701	With new Rat bike
N020 2611	Rat bike + performance upgrade + $2670
3U41 A6TC	Rat bike + performance + tyre upgrades + $7530
Level 3	
I500 3D0V	New Perro Super-bike + $2330
BVA1 RDPS	Perro Super-bike + $15, 250
6K60 3NT8	New Medium Nitro bike + $19, 310
7M01 RNTE	Medium Nitro bike + all upgrades + $1, 790
T3U1 RCTS	Perro Super-bike + $43, 290
TV83 RDTJ	Perro Super-bike + $55, 330
DH00 RTTC	Diablo 1000N + all upgrades + $21, 340
Level 4	
7841 5M07	OK. Nitro bike + performance upgrade + $8, 790
D340 550D	Diablo 1000 Nitro + all upgrades + $5, 340

Super Codes

Enter these codes on the title screen, using the joypad in the second port:

A, B, R, A, C, A, D, A, B, R, A this will give you money, weapons and upgrades galore.
C, L, U, B $1100, Club, Chain and Nunchucas.
R, A, D You can choose any weapon.
B, L, U, R A super-bike that goes over 210mph.
L, A, B, R, A, D, R Gives you plenty of nitros.
A, C, L, U Loads of money, start on level two and you can also steal bikes from your opponents.

Special Thanks...

This solution wouldn't have been possible if it wasn't for the help of EA's Nick Channon and top, top SegaPro reader A D Scott from Dorset. In fact, Mr Scott has just won himself some cool new threads for all his troubles. If you think you've got what it takes to come up with a solution why not send it in and, who knows... IT COULD BE YOU!

INDIANA

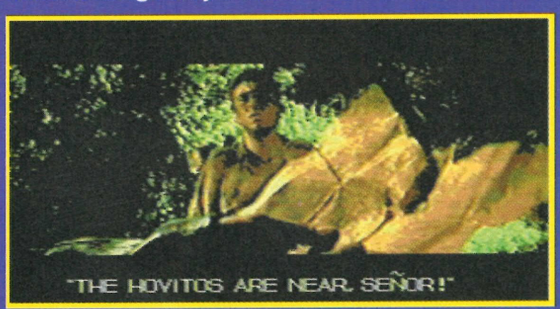
Greatest A

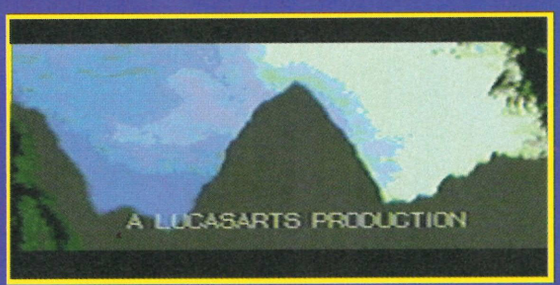
The man with the hat is back... and this time he's brought with him another Mega Drive platform adventure. Widely regarded as the toughest Indy title yet, many people smugly thought that not even our legendary gaming skills were up to this one. An impossible task? Hah, we at Sega XS laugh at such petty challenges...

Da Levels!

Level 1:

Right from the start, you'll find yourself confronted by falling rocks and a tricky river gap to jump over. Get past this and you'll then have to face a small army of bats and tribal warriors. Continue along to the point where you have a blow-gun shooting darts at you and then hold Down and button C to slide under it. Now continue along until you reach the next section...





Level 2:

Now things are getting tricky. You'll be pursued by a huge rolling boulder in this section, so you'll need your wits about you if you hope to get out of this in one piece. Things are never easy though, and you'll have to jump over the various spikes and pit traps that wait for you along the way. Gulp!



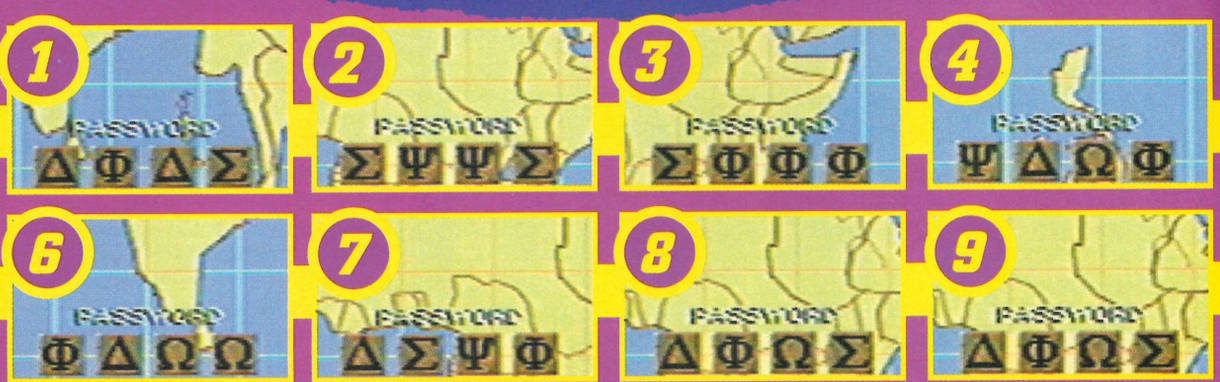
Level 3:

The game now takes you to the snowy wastes of Asia where, amongst other things, you'll have to deal with deadly blackbirds and sharp-eyed German snipers. You'll need to push a box along near the start to get onto an otherwise unreachable platform, but apart from that it's all pretty much straightforward platform action.



Passwords, ahoy!

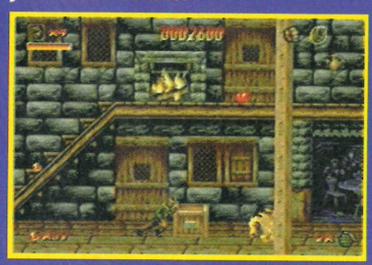
If you ever get stuck in a particularly tricky stage in the game, you might be interested in skipping on to a later level. If this is you, then jump up and down ten times, sing the Rainbow theme tune at the top of your voice and then enter these codes...



JONES' Adventures

Level 4:

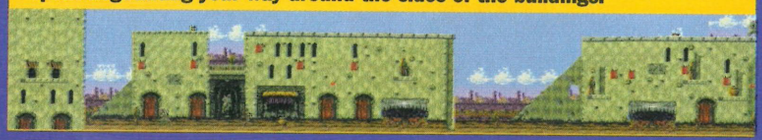
Taking place in a burning barn, this stage is a constant battle against the clock as you have to continually climb higher and higher up the building in order to escape the flames. Use your whip whenever you reach a dead-end and you should be fine.





Level 5:

The streets of Baghdad are our next stop, and it'll come as no surprise to learn that the action hasn't slowed down one bit. The sword-wielding guards on the street will prove to be a problem if you don't whip them as soon as you lay your eyes on them, but the majority of the time will be spent negotiating your way around the sides of the buildings.



Level 6:

A continually scrolling stage, this pits you in a mad-cap race against an escaping cart. Every second or so, a barrel will be thrown out at you, so jump over them as soon as possible. Keep on running and eventually you'll catch up with it.



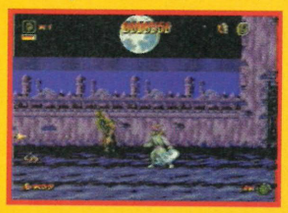






Level 7:

Not only the name of an all girl punk band, but also a decidedly tricky stage in Indy's epic quest. Taking place in night-time Baghdad, there isn't anything to surprise you much on this level — it's just basic platform game action, I'm afraid.





Level 8:

At last, a change of scenery! German guards are everywhere on this level, so be on the look-out for them at all times. By using the first chest you come across as a stepping-stone, you should then reach a mine cart trolley ramp. Avoid the rocks it throws down and then jump up onto the rails. Continue jumping over the carts as they come by.



Level 9:

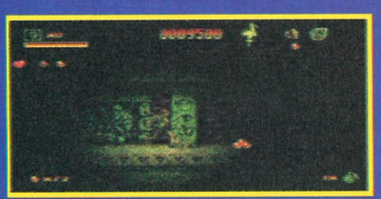
Going underground, going underground for this section, you'll be sure to meet up with many traps and pitfalls. There's a few tricky blow-darts that inevitably catch you out, but as long as you keep your wits about you this shouldn't prove to be too much of a problem.





Indiana Jones' Greatest Adventures

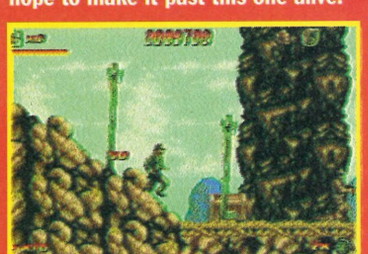
Level 10:

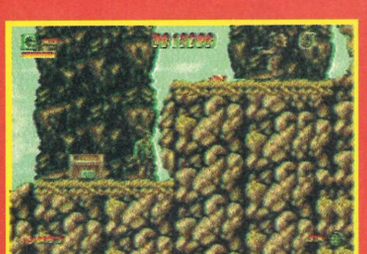


What is a problem is trying to find your way around a level with only a quarter of the screen showing at one time! Snakes and tribal warriors call this place home, so don't be too surprised if you bump into a fair few of them whilst exploring

Level 11:

Back out in the daylight again, this level is a sunny Berlin holiday resort. Or at least it seems it by the sheer amount of Germans around the place! You'll need to use a fair few barrels and boxes as platforms if you hope to make it past this one alive.



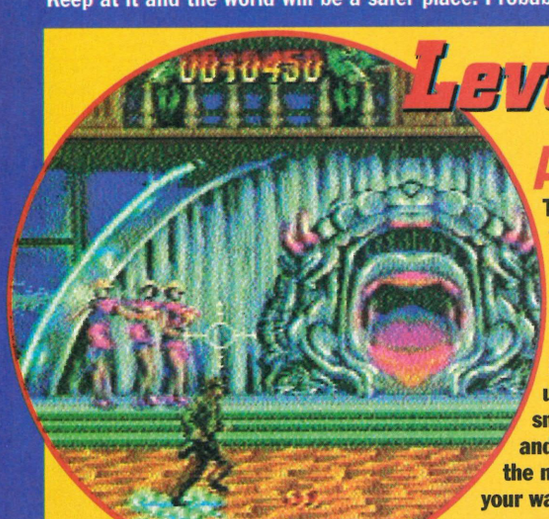


Level 12:



At last, the end of the first film is near! The Lost Ark has been activated by a mad German scientist (aren't they all?) and there's nothing you can do for the first few seconds apart from simply avoiding the many ghosts that appear out of it. Whenever you see a spirit with a head and eyes, attack him with your whip. Keep at it and the world will be a safer place. Probably.

Level 13:

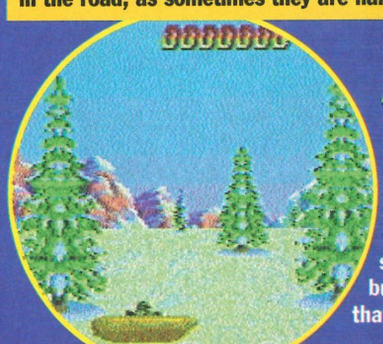


At the start of Indy's second film, The Temple of Doom, we find out that our hero has just been drugged by an evil Chinese gang. To make matters worse, the poor chap's being continually fired upon by the gang's snipers. Continually run and jump out of the way of the moving target, and make your way to the left.

Level 14:



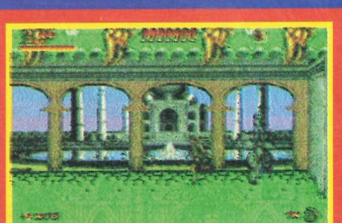
The start of this next stage has the man with the hat falling down the side of a building. Don't worry, he won't die, but instead automatically bounce back up onto a ledge! You'll now have to jump along to the right of the level, avoiding the sniper fire that is continually thrown at you, and reach your car that is waiting along the street. Make sure that you don't fall into any holes in the road, as sometimes they are hard to spot.



Level 15:

This level has Indy rocketing down the side of a mountain on the back of a rubber dingy, for some strange reason. Steer left or right in order to avoid the many rocks and trees that stand in your way. Press the jump button to leap over the many chasms that lie in your path.

Level 16:



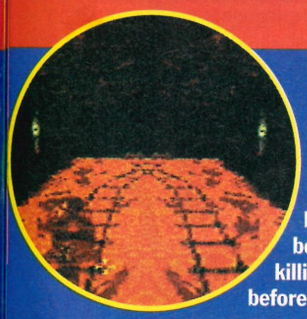
The action's really hotting up now, folks, as the next stage of our epic quest takes us into the palace of some rich-beyond-belief Sultan. He doesn't seem to take too kindly to allowing just anyone to come in and have a wander around and there are more guards dotted around here than pints in a pub. Cripes!

Level 17:

Underneath the palace Indy finds the going tougher than ever. To add to his already quite impressive list of problems are blood-sucking bats and killer spiders. Not exactly the kind of friendly, cute animals that you'd want to bring home as a pet, really.



Level 18:



Level 19:

Sitting on the back of a rickety old mine-cart, your next task is to control which direction Indy travels in by shooting at the crossways signs that come up just before each junction. You'll also need to concentrate on killing the other mine-cart riders that appear suddenly before you from time to time. Tricky, but not impossible.

Level 20:

Taken from the famous last scene from The Temple of Doom, you have to kill both guards on either side of the bridge, whilst at the same time jumping over the holes that continually appear. A good tactic is to kill one lot of guards on one side of the bridge and then run along to the other side and do the same to the other set of guards. Now head towards the middle and watch both sets of guards run into the newly-created holes.



Level 21:

The start of the last film in the Indiana Jones series, your first task is to reach a tomb which hold the answer of the lost holy grail's whereabouts. You'll have to dive into the sewer water as soon as possible if you want to avoid the blasts of flame that roar past you.



Level 22:

In the depths of a German fortress, Indy finds himself up against Nazi guards and falling rocks, amongst other things. The guards are going to take some beating before they crumble, but as long as you get the first hit in, you should have no worries.



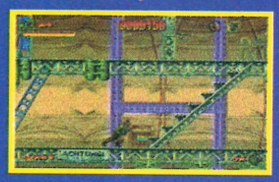


Having got this far into the underground dungeon complex, Indy suddenly realises that he hasn't had a chance to go to the toilet for the past three hours. By now dying to go, he manages to spot the familiar stick-man sign just to the end of this level, and so gathers all his will-power together for one last trudge across flaming pits and spiders webs...



Level 23:

Aboard a floating airship the main problems for our man are the German guards who inhabit the balconies above him. They'll shoot down on him, so be ready to combine your jumping and whipping to bring them down. There are plenty of power-ups scattered around, so keep an eye out for them.



Cheats, ahoy!

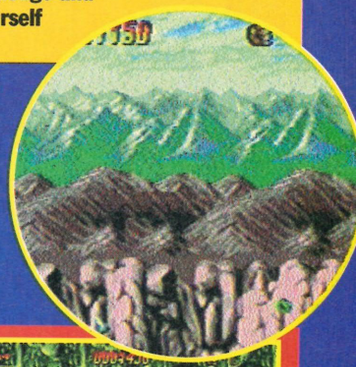
Then again, why not just forget about wasting your time with the passwords? If you simply fancy skipping through each stage of the game and seeing all the action for yourselves, then enter the following after you've paused the game: Right, Up, Left, Down, Right, A, B and C. Now unpause the game and you can skip those levels like there's no tomorrow!

Level 24:



Sitting aboard a barely-controllable German bi-plane with your dad as the gunner may not seem like most people's idea of fun, particularly when there're squadrons of enemy fighters after you. Aim your gun carefully, continually dodge and weave around the sky and you should find yourself making it through in one piece.

Level 25:



Back on firmer ground again, the hilly terrain that greets you now holds many dangers. Too many German guards to mention lurk around here, but take your time and keep your cool and you shouldn't have too many worries here.

Level 26:



Finally making it to the site of the holy grail, the fun isn't over just yet as you still have to find your way around the underground lair — packed to the teeth with bats, rats, spiders and Germans of all shapes and sizes. Take your time now, and remember to keep an eye out for any hooks which you can use your whip on.

Level 27:

The final stage takes place deep underground in the grail's chamber. The evil German scientist has already drunk from the bad cup and seems to have developed a skeletal appearance. It's your job to kill him. Not easy when he continually throws his skull at you and splits into eight separate pieces. Time your whip attacks for whenever he isn't on the offensive and you should win. If not, try, try again...



Sega XS Next Month

in: Sega XS

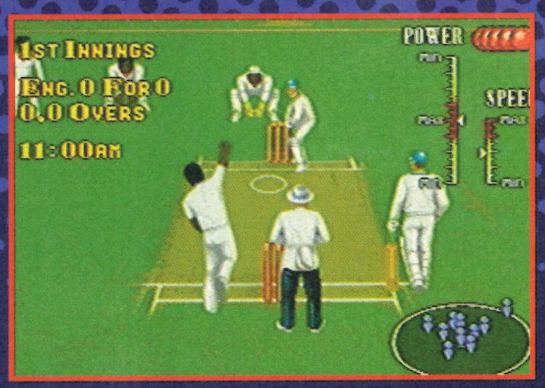
Zero The Kamikaze Squirrel

We all know they're rodents! Pilky takes a pot-shot at the furry hero with a map and solution!

The Codemasters cricket classic gets knocked out in a complete players' guide!

Don't miss it!

Brian Lara Cricket



ARENA GAMES

COMPUTER AND VIDEO GAMES

NEW - SECONDHAND - TRADEINS



MEGADRIVE PLAYSTATION

SUPER NINTENDO ENTERTAINMENT SYSTEM JAGUAR Saturn

NEW STOCK ARRIVING DAILY FROM AMERICA AND JAPAN

1000'S OF TITLES ON ALL SYSTEMS MAIL ORDER NO PROBLEM

AMERICAN EXPRESS 01483 771117 VISA

15 High St. Woking Surrey GU21 1BW

USED GAMES

TOP GAMES WANTED

BUY - SELL

-Mega Drive-Mega CD-
-32X-Super NES-Game Boy-NES-
-Game Gear-3DO-

01463-221173

out of hours
03744 95958 (no calls after 11pm)

Business Hours Open 12pm-6pm Mon-Fri
10am-6pm Sat
12am-4pm Sun

OVER 500 GAMES IN STOCK

Console Exchange
25 Greig Street
Inverness - IV3 5PX

NEW MEGADRIVE GAMES FROM £14.99
USED MEGADRIVE GAMES FROM £5.99

NEW RELEASES AND MANY OLDER TITLES AVAILABLE ALL AT LOW PRICES
A FULL LIST CAN BE SENT ON RECEIPT OF AN S.A.E.

Access VISA

GAME ZONE

TEL: 01233 663996
FAX: 01233 664830

MAIL ORDER: 14 SANDY MOUNT, BEARSTED, MAIDSTONE, KENT, ME14 4PJ

SHOP: 18/20 NEW RENTS, HIGH ST, ASHFORD, KENT TN23 1JJ

PART EXCHANGE

WE ALSO STOCK MEGA CD, 32X, SATURN, PLAYSTATION, 3DO, SNES, NES, MASTER SYSTEM, GAMEBOY, JAGUAR, PC, CD ROM, AMIGA, ACORN

EXCITEMENT DIRECT

FREE CATALOGUE
PLEASE SEND STAMPED
S.A.E ANY SIZE
01242 516116

SEGA SATURN WITH VIRTUA FIGHTER ONLY £365

SATURN GAMES

CLOCKWORK KNIGHT	32.95
DAYTONA	43.95
PANZER DRAGOON	43.95
PEBBLE BEACH	35.95
VICTORY GOAL	35.95
VIRTUA FIGHTER	43.95

32X GAMES

CHAOTIX	41.95
CORPSE KILLER	48.75
COSMIC CARNAGE	48.75
DOOM	47.75
GOLF MAGAZINE BEST 36	43.95
NBA JAM TOURNAMENT EDT	46.95
NIGHT TRAP	48.75
PAWS OF FURY 2	42.95
SLAM CITY	46.95
SOULSTAR X	38.95

MEGA CD GAMES

ANOTHER WORLD 2	36.95
B C RACERS	36.95
CANNON FODDER	37.95
CORPSE KILLER	40.95
DEMOLITION MAN	37.75
DUNGEON MASTER 2	37.95
EARTHWORM JIM	35.95
ECCO 2-TIDES OF TIME	35.95
MARKO'S MAGIC FOOTBALL	39.95
MEGA RACE	34.95
ROAD RASH	32.95
SAMURAI SHOWDOWN	36.75
SNATCHER	29.95
THEME PARK	34.95
THUNDERHAWK	26.95

MEGADRIVE GAMES

ADDAMS FAMILY VALUES	31.95
ALADDIN	27.95
ALIEN SOLDIER	34.95
ANIMANIACS	24.95
ASTERIX	18.95
ASTERIX & POWER OF GODS	29.95
ATP TENNIS	34.95
BATMAN RETURNS	20.95
BEAVIS AND BUTT-HEAD	36.75

THIS MONTH SPECIAL OFFERS

MEGADRIVE GAMES

JURASSIC PARK-RAMAGE ED	23.95
LEMMINGS 2	18.95
MEGA BOMBERMAN	19.95
MICRO MACHINES 2	21.95
MORTAL KOMBAT 2	29.95
NBA JAM TOURNEMENT	25.95
NFL QUARTERBACK CLUB '95	29.95
PROBOTECTOR	18.95
WARLOCK	23.95

32X GAMES

METAL HEAD	35.95
STAR WARS ARCADE	32.95
VIRTUA RACING DE-LUXE	32.95

MASTER SYSTEM

DRACULA	4.95

GAME GEAR

DYNAMITE HEADY	13.95

BLOODSHOT	24.95
BRIAN LARA CRICKET	33.75
BUBBA 'N' STIX	19.95
CANNON FODDER	29.95
CAPTAIN PLANET	17.75
DYNAMITE HEADDY	25.75
ECCO THE DOLPHIN 2	25.75
ETERNAL CHAMPIONS	18.75
EX-MUTANTS	15.95
FATAL FURY	23.95
FIFA INTERNAL SOCCER	22.75
FLASHBACK	21.95
GLOBAL GLADIATORS	16.75
JURASSIC PARK	18.95
LETHAL ENFORCERS	31.95
LETHAL ENFORCERS II	29.95
LOTUS TURBO CHALLENGE	17.95
MAN UTD	31.95
MORTAL KOMBAT	22.95
PGA EUROPEAN TOUR	22.95
PGA TOUR GOLF 3	35.95
PIRATES OF DARK WATER	24.95
PUTTY SQUAD	31.95
RISE OF THE ROBOTS	17.95
RISTAR	35.95
ROAD RUNNER	29.95
ROCKET KNIGHT ADVENT	19.75
ROCK'N ROLL RACING	35.95
RUGBY WORLD CUP '95	36.75
SAMURAI SHOWDOWN	35.95
SHADOW OF THE BEAST 2	18.75
SHINING FORCE II	36.75
SKELETON KREW	35.95
SMURFS	30.95
SNAKE RATTLE AND ROLL	16.95
SOLEIL	36.75
SONIC SPINBALL	21.95
SPARKSTER	21.95
STARGATE	39.95
STREETS OF RAGE 3	36.95
STREET RACER	36.95
STRIKER	35.95
SYNDICATE	35.95
TAZMANIA 2	28.75
THE STORY OF THOR	43.95
THEME PARK	37.75
TINY TOONS	24.95
TOE JAM AND EARL II	17.95
URBAN STRIKE	21.95
VIRTUA RACING	47.95
WIZ 'N' LIZ	19.95
WWF RAW	33.95
X MEN 2	34.95

WE HAVE A LARGE RANGE OF OTHER GAMES, HARDWARE & ACCESSORIES AT GREATLY DISCOUNTED PRICES FOR MEGADRIVE, MEGA CD, MASTER SYSTEM, GAME GEAR, SUPER NES, GAMEBOY, 3DO

send to:-
EXCITEMENT DIRECT (SP5)
P.O. Box 26, CARTERTON
OXON, OX18 4UL
Free postage for the UK
£2 Europe, £3 overseas

ITEM	
GRAND TOTAL	

NAME
ADDRESS
POST CODE
PHONE NO

I enclose a cheque/P.O. made payable to EXCITEMENT DIRECT
Please allow sufficient time for cheque clearance.
All items subject to availability. Prices may change without prior notification.

WHY BUY ?
ONLY
£3.50
FOR EACH EXCHANGE

LIST THE
MEGA-DRIVE GAMES
THAT YOU WANT
OF SIMILAR VALUE
IN ORDER OF PREFERENCE

MEGA X CHANGE

SEND YOUR BOXED GAMES
INCLUDING MANUALS
IN A PROTECTIVE ENVELOPE

INCLUDE YOUR
NAME & ADDRESS
&
CHEQUE/P.O PAYABLE TO:
'MEGA X CHANGE"

P.O. BOX 11751, ABERDEEN, AB42 7ZW

N H Games

The Next Generation Starts Here
Telephone (01204) 309 290

SEGA SATURN (UK)

SATURN + VIRTUA FIGHTERS	£389.99
CLOCKWORK KNIGHT	£44.99
DAYTONA USA	£49.99
WORLDWIDE SOCCER	£49.99
PANZER DRAGOON	£49.99
PEBBLE BEACH GOLF	£49.99
DEADALUS	£49.99

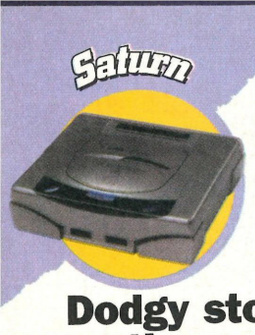
MEGADRIVE 32X

MEGA 32X	£99.99
AFTERBURNER	£37.99
B.C. RACERS	£49.99
COSMIC CARNAGE	£48.49
DOOM	£48.49
METAL HEAD	£49.99
MOTHERBASE	£49.99
MORTAL KOMBAT II	£49.99
SPACE HARRIER	£37.99
STAR WARS ARCADE	£39.99
STELLAR ASSAULT	£48.49
SUPER MOTOCROSS	£48.49
36 GREAT HOLES	£39.99

MEGA DRIVE GAMES

CANNON FODDER	£25.99
LION KING	£24.99
MICKEY MANIA	£19.99
SPIDERMAN TV	£34.99
STARGATE	£24.99
STREET RACER	£37.99
THEME PARK	£38.99
THE PUNISHER	£37.99
X-MEN 2 CLONE WARS	£36.99

CALL FOR LATEST PRICES AND TITLES
Free Postage anywhere in the UK
ALL CHEQUES & POSTAL ORDERS MADE PAYABLE TO NH GAMES, PO BOX 191, BOLTON, BL2 4NH



Review ● Sega ● £79.99 ● 1 CD ● Import

Monster mash!

Battle M

Dodgy stop-motion monsters? Digitised fighters and scaling backgrounds? The Saturn gets it's second beat-'em-up but haven't we seen this all before?

With *Virtua Fighter* reigning supreme as the top Saturn fighting game any new beat-'em-up hoping to snatch the combat crown is going to have to be pretty stunning. So does *Battle Monsters* stand a chance? Hmm... let's take a look at the evidence.

The action takes place in a mystical realm populated with all manner of strange creatures. *Battle Monsters* utilises the digitising techniques featured in *Mortal Kombat II* and combines it with stop motion animated beasts. There are 12 fighters to choose from and each one is armed with either ancient weapons, mystical attacks or a combination of both.

Combatants face each other in a variety of locations with each backdrop featuring plenty of busy animation. Clever touches include collapsing floors, some impressive special moves and battles taking place on various platforms. As with most Neo-Geo fighters, the screen scales in and out the further the players are away from each other. This graphical feature is smooth enough but the badly pixelated main sprites give the game a slightly cheap feel. The CD quality sound is barely up to scratch with a muffled announcer's voice and lack of any real character speech although the in-game music is moody enough.

Possibly the strangest aspect of the game is the control set up. The top three buttons on the Saturn pad are used for jumping and there is only one kick and punch. By combining these attacks, players are able to perform a few other moves though.

As fighting games go, *Battle Monsters* leaves a lot to be desired. Poor controls, average visuals and yawnsome gameplay make you wonder where all the decent Saturn games are hiding. With titles like this, and *Gran Chaser*, the Next Level isn't looking too hot just yet!

You wonder where all the decent Saturn games are hiding

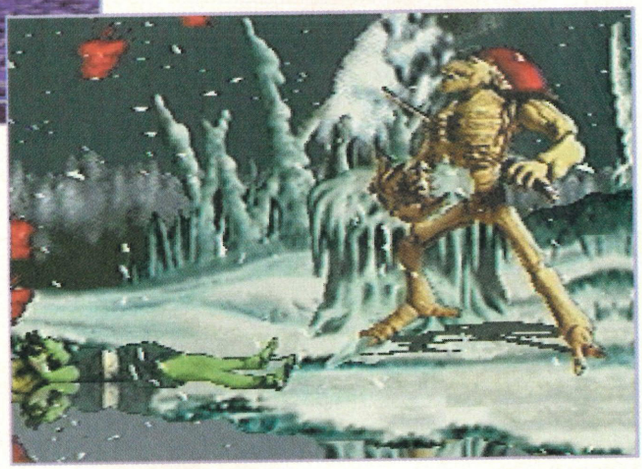
● **Mighty modelled monsters and pixelated prats make a fool of themselves in the latest Saturn beat-'em-up. *Battle Monsters* features 12 oriental wackos trying to trounce each other.**







● **Boo! Deathmask performs his very scary leap-in-the-air-and-look-frightening move. Guaranteed to sap your foe's energy and reduce them to fits of hysterics. Honest!**





● **Above: Ki-Ba teaches his opponent a lesson in pain. Blocking is essential in this fighter.**





● **Left: Over-the-top special moves are a staple ingredient of *Battle Monsters*.**



Contact The Video Game Centre on 01202 527314



Monsters



● Left: Set in a mystical land thousands of years ago, *Battle Monsters* takes some of its ideas from classic Chinese mythology.

● Right: This level is fought on two giant stone hands. Fall off the bottom hand and you appear at the top of the screen.



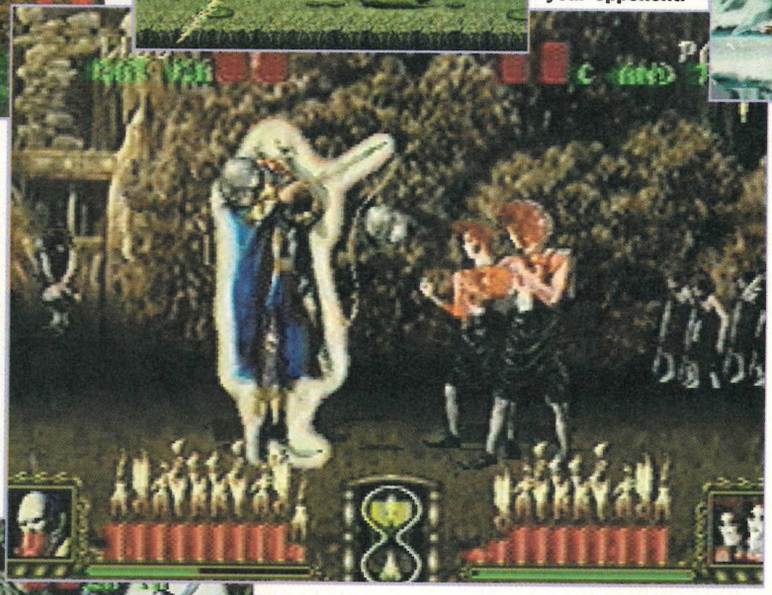




● Left: Most stages have background platforms for players to leap onto. These are useful for launching aerial attacks from or simply dodging your opponent.

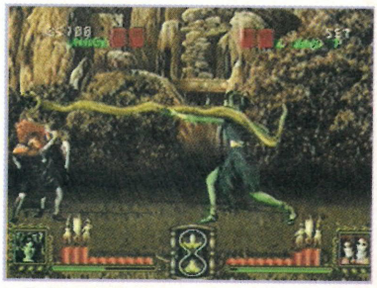


● Above: Knock opponents into the greedy mouth of a venus flytrap.

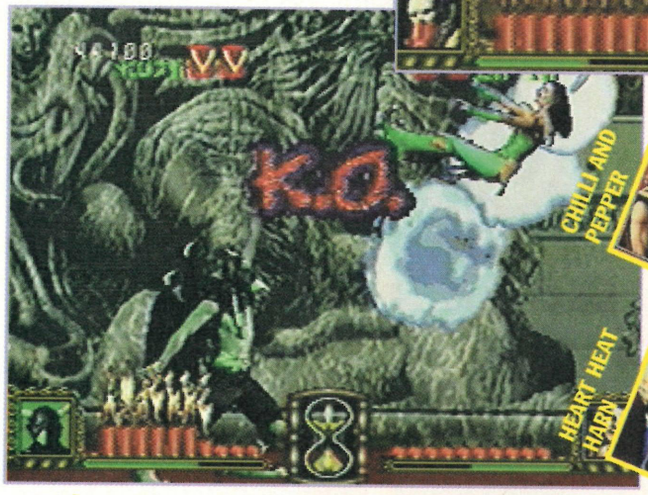


● Left: Pressing certain button combinations results in powered-up special moves being performed.





● Below: It's all over when a fighter loses two rounds. Tough luck!









Beasty Boys

Battle Monsters gives players a choice of 12 freakish fighters. Most are barely human and the rest have the sort of looks only a mother could love. One of the strangest is Chilli and Pepper, the Siamese twins. They're able to use their unique condition to perform all manner of double-damage attacks while remaining joined at the hip. Yuck! Once all 12 characters have been beaten, players face four final enemies. The bosses are based on the four elements (earth, air, fire and water) and provide the greatest challenge. No doubt there's a code to control them so keep checking Protips for further info...

Proscore

63

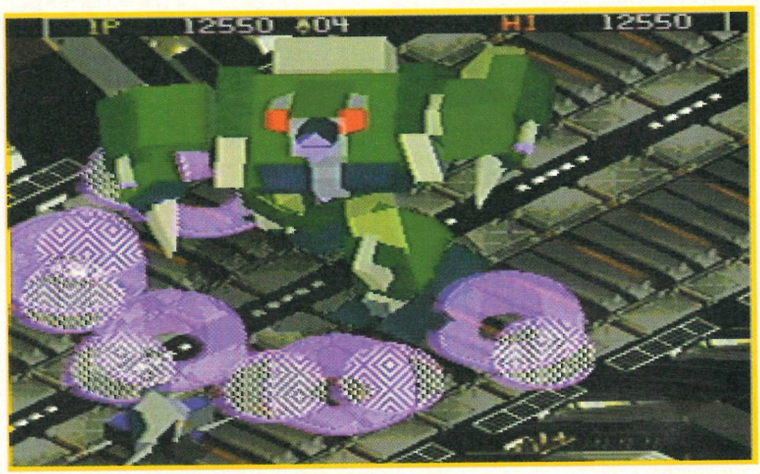
Not a patch on Mortal Kombat II or even Primal Rage. A first generation beat-'em-up which Saturn owners should avoid.



Review ● Sega ● £49.99 ● 16 Mbit ● July

Flashing lights in outer space...

Strap yourself to your seat, power up your engines and prepare to blast off into deep space. The SegaPro team swaps dodgy haircuts for space helmets and takes on alien invaders!



● The level one guardian cannot be destroyed with your ship's weapons. Instead, avoid its fire until the end of the section. Blast away at both walls to send Robbie the Robot tumbling into space.

Mothe

each level has to be completed very carefully

With each new generation of console comes a standard range of genre games to accompany it. You've got platformers, beat-'em-ups and of course the good old shoot-'em-up. Dating right back to the prehistoric days of *Space Invaders*, there's always been a game to cater for people who like taking on the might of huge alien empires single-handed. Now here's a new 32X blaster.

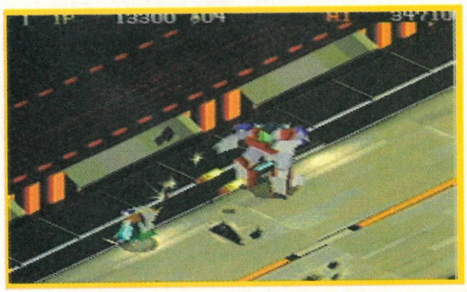
Motherbase makes the player the last surviving human being left in the universe. Not a happy thought but it's a situation that could soon be rectified if the many extraterrestrials encountered have anything to do with it. As in the huge Neo-Geo hit, *Viewpoint*, this is an isometric polygon shoot-'em-up. The small, but swift, craft tackles twenty enemy-packed stages in order to save the galaxy and just generally kick as much alien butt as possible.

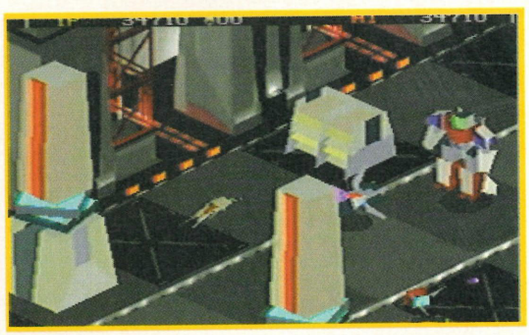
Starting out with only the most basic of weapons there's the unique ability to latch onto enemy craft, take control of them and use their weapons and abilities against their own kind. This enables the ship to be powered up to almost ridiculous levels so the toughest foes can be taken on.

At first glance, *Motherbase* may seem impressive. Plenty of polygons to show off the 32X abilities, massive bosses to fill up the screen and frantic finger-blistering joypad action may all be very well but the game's also slow and very frustrating. No extra lives to collect means that each level has to be completed very carefully and when the screen fills with enemies, the action drops to a snail's pace. The less said about the two-player mode the better!

If it's polygon-based blasting action you're after I'd still opt for *Star Wars Arcade* on the 32X. It may not be arcade perfect but at least it's fast and fun.

● Mat Yeo

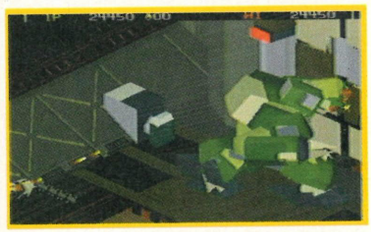




● Left: Morphing enemy fighters block your passage through the early levels. Your ship is unable to hijack their abilities so simply vaporize 'em.



● Above: The 32X shows what it's made of as each craft in *Motherbase* is constructed from many polygons. Although it's nowhere near as impressive as *Virtua Fighter*, the animation is still very smooth.



● In a blatant example of self-advertising, *Ecco the Dolphin* makes a special guest appearence.



Look, leap and learn

Okay rookies, listen up! We're about to enter a hostile war zone. Now I don't need any of you guys wimping out on me in the heat of battle so follow these four tips and we'll really kick some alien rump!



● When you locate an enemy craft, notice the red power core on the top. This is the main energising point for most of the invaders' ships.



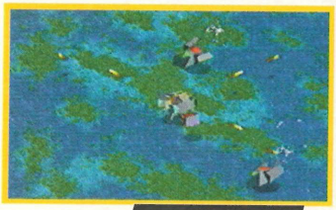
● Using your jump ability try to land on top of the alien's vessel. This then starts an automatic energy take-over process.



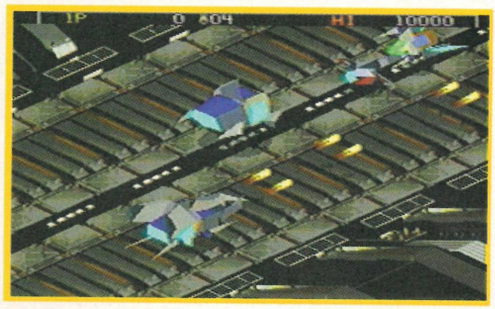
● Your ship will now have total control over the other craft's weapons and power systems. Now that can't be bad.



● Use the alien's vessel for as long as you need to but take too many hits and a warning will flash. This is your signal to leap to safety.



● Left: "Dear mom, having a lovely time, wish you could be here. The natives are a bit aggresive but I think I've finally mastered the lingo..."

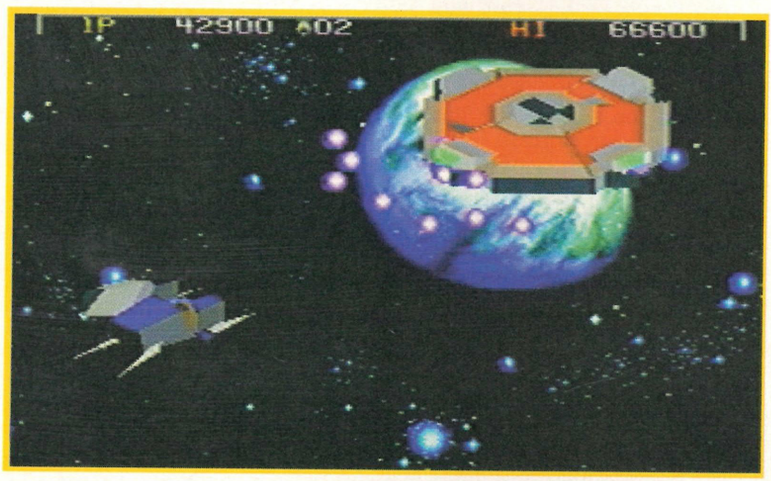


● Left: Your wingmen appear at various intervals and provide covering fire.

● A three-way shot takes care of any alien scum stupid enough to get in your way.



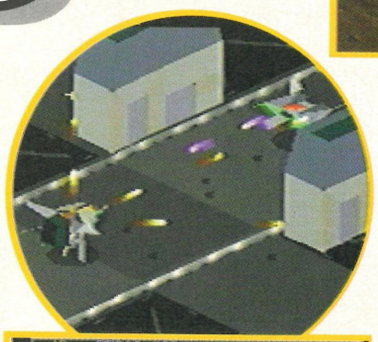
Motherbase

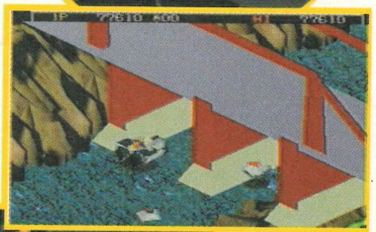


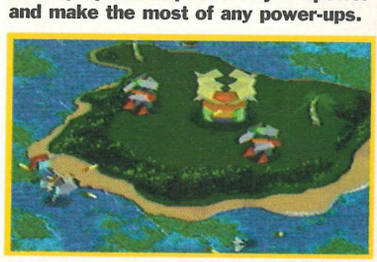
● Above: The level three boss attacks in deep space. Expect heavy firepower and make the most of any power-ups.



● Above: Right, which one of you wants it first? I'll take the pair of you on with one thruster behind me back!







● Summer fun starts here! After a relaxing game of *Motherbase*, why not spend a week in the sun?

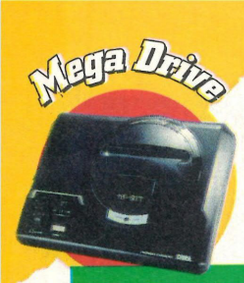


● Above: The completion of the M25 bypass should mean less cues and congested traffic.

● Left: Blast the girders to send them toppling on your enemies. It's sneaky, but so what?

Proscore 68

Motherbase features some great graphical effects but it's sadly let down by unresponsive controls and slow game speed.



Review

● Black Pearl ● £49.99 ● 16 Mbit ● July

Anything for a Seaq

Down at the bottom of the deep blue sea there's a rumbling going on, it's Steven Spielberg and he's making another TV series — hooray!

From Spielberg's Amblin Entertainment company, *SeaQuest DSV* is one of those TV programmes that I've never actually bothered to watch. It's surely nothing more than an underwater Star Trek — more than a little tacky if you ask me.

Playing the part of a rookie sub captain, the basic gist of the game involves you piloting your vessel around the maze-like levels (viewed from above) and blowing up enemy craft. Every so often you'll come across a 'secret' cavern filled with buried treasure, or a lost city that hasn't seen civilisation for billions of years. When this happens, the action transfers to another craft (usually either the Crab or Darwin the super-intelligent dolphin) and you'll be treated to a side-on screen viewpoint with you controlling said craft.

There are six special vehicles to select whilst in the launch bay and they all have unique features which will aid you on certain missions. For example, the Stinger is great for swift attacks, whilst the Sea Truck is your only sensible choice of transportation.

The actual SeaQuest sub is the main runabout which you'll be using for the majority of the game, but it makes a nice change to be able to continually swap between vehicles. There's always something happening, and in terms of things to do and missions to complete, this must be one of the more involving games that I've played in the past few months.

one of the more involving games that I've played

But don't get your hopes up too high just yet. One of the most annoying things about this game is the dodgy collision detection. Trying to aim your missiles at an enemy sub, weaving your way around a tricky rock formation or, most frustrating, avoiding an opponent's incoming bullets — all will inevitably lead to hair being pulled out.

Fans of the TV show will undoubtedly be impressed by this one. They'll probably be playing it 24 hours a day. The rest of us, though, will be left flailing around in the deep end!

● **Mark Pilkington**

Ship shape!

Ha, I know this ship like the back of my hand! Whenever you pause the action, a control menu will appear, giving you a choice of different parts of the sub to visit...

Main Bridge

Here you can find out how well the SeaQuest is coping via a damage meter, see how many stores of ammo remain, details how much money you have collected and gives you the latest password.



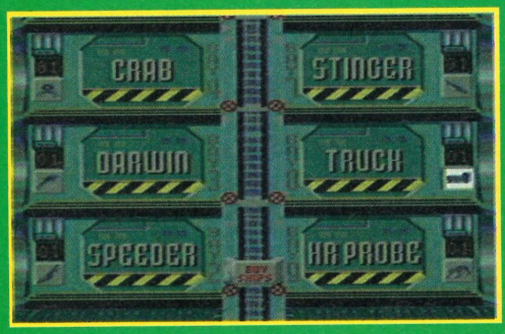
Information Screen

You can read all about your current mission, along with related clues here. This also gives you a full inventory.



Navigation Screen

If you ever get lost, use this screen to tell you where you currently are. You can scroll all around the level from here.





● **Darwin the dolphin. Cute, cuddly creature of the deep. His intelligence is second only to man's and he can swim ten times faster than any living mammal. The kids love him. A bit of a shame he's wet and cold then, really.**



● **Waaah! It'sthe mean and nasty baddie in the game. Not suprising, given his cronic BO problem.**

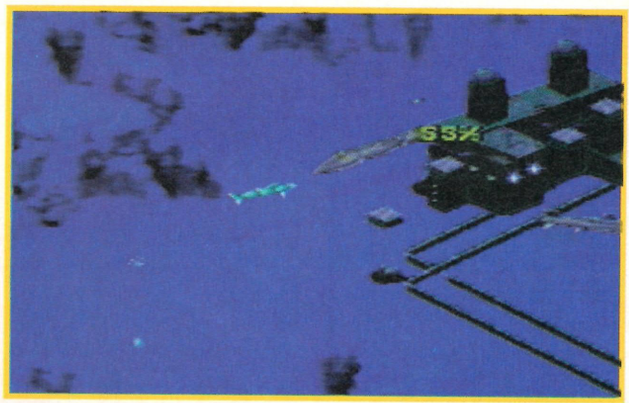


Launch Bay

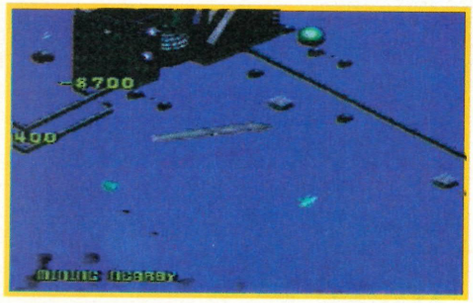
You can select different vehicles to carry out the missions with here. The Crab is great for salvage operations, the Stinger is a one-man attack sub, the Sea Speeder can be used as either a transport vehicle or attack sub, the Sea Truck is a good multi-purpose transporter, the High-reality Probe is ideal for exploring and Darwin the dolphin can swim against strong currents.

squid!

test DSV

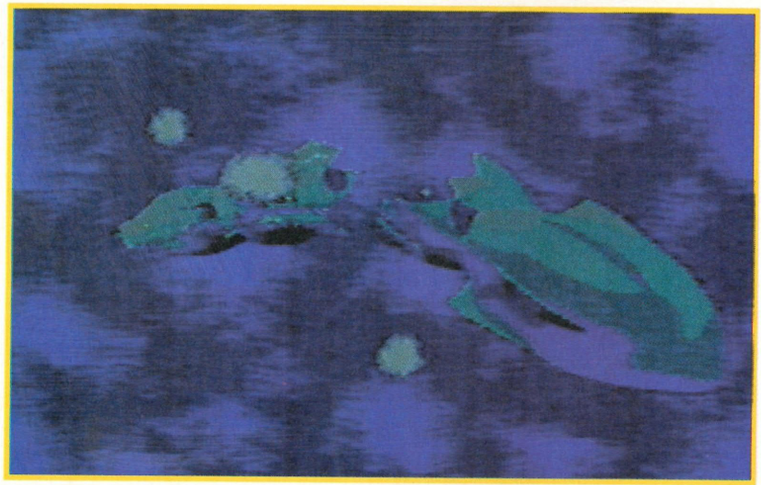


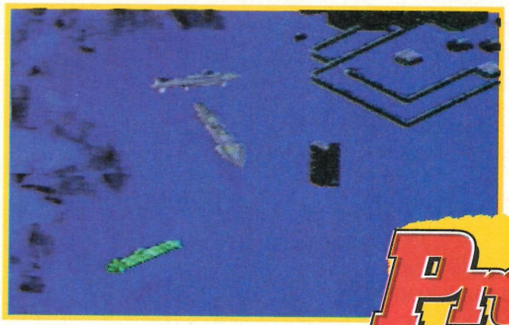
● Get hit by an opponent and a percentage number will appear on-screen telling you exactly how much more damage your flimsy sub can take. 55% is about as low as you want to go.



● Every time you get near an important part of the game, a message will flash up on the screen telling you exactly what it is that you've discovered. It might be a hidden mining colony or a downed plane that needs exploration. If you're really lucky, you might even find a few empty beer cans!







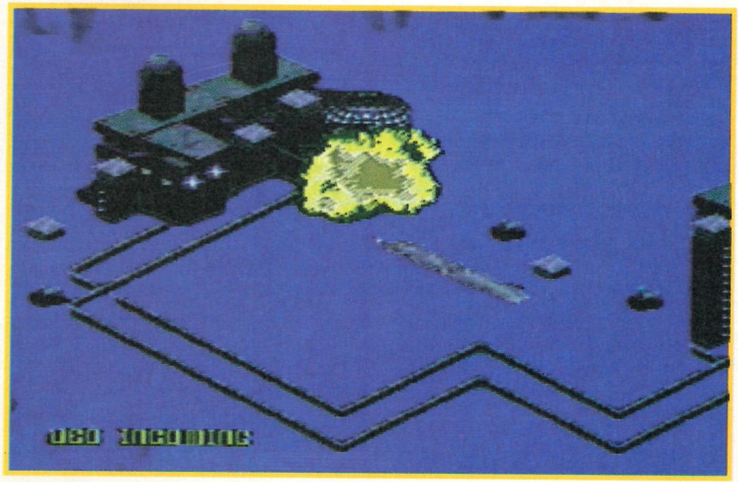
● A bit like Electronic Arts' *Urban Strike* but underwater really. Take away the helecopter, add loads of blue water and you'd be there. Now where's that evil General Killbaba got to...

● When the SeaQuest takes too much damage, you'll be greeted by this pretty little picture. It shows the vehicle cracking up and exploding. It means you've just died. Time to reset the Mega Drive and start all over again, methinks!



● Oh, a life on the ocean wave, rum-pum-pum-piddly-um-pum-pum. Hey look, I don't know the words, OK?





● Ha! I love the smell of napalm in the morning. Except that you can't smell it under the water and you haven't got a clue if it's morning or night. But we'll ignore all that...

Prospore

73

I'm not too sure about this one. On one hand SeaQuest DSV TV fans will love it, but on the other the rest of us will get frustrated with the dodgy control method. Ho-hum...



Review ● TIME WARNER INTERACTIVE ● £49.99 ● 16 Mbit ● July

Jolly hockey sticks!

Wayne Gret NHLPA

Wayne Gretzky, eh? Hero to millions of American ice hockey fans, virtually unknown here in Britain. Maybe this game will redress the balance...

Ice hockey on the Mega Drive has always been Electronic Arts' forte. They've had the market to themselves for years with their *NHL Hockey* series. Time Warner Interactive have now decided to claim their own piece of the pie, signing up American hockey hero Wayne Gretzky (who currently holds the title of all-time top scorer) to spearhead their attack. Programmers have been busy creating a game that will have NHL fans buying it by the truck-load — probably.

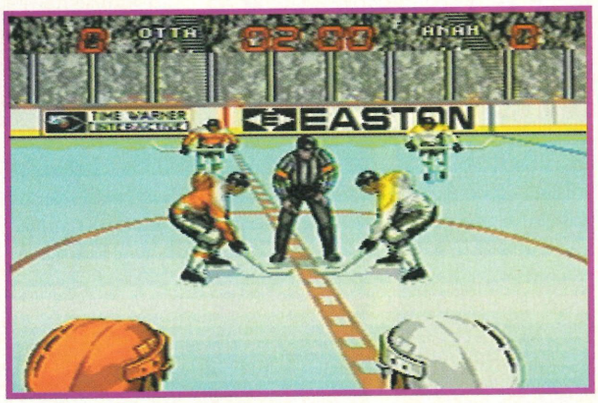
This is all well and good, but the idea of stealing EA's crown falls apart when you start to play the game. Viewed from side-on, the first thing you notice is just how slow the whole thing is. It's seriously lacking in the in the speed department — the NHL games managed to zip along, but this wanders around with a shell on its back. When you actually watch a real-life game of hockey, you'll appreciate that the pace of the game is half the appeal.

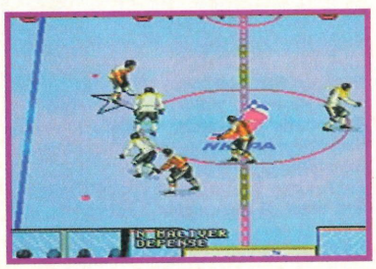
seriously lacking in the in the speed department

Looking on the positive side of things, there're plenty of options available to play around with including tournaments, play-offs and the obligatory season to enter. Train-spotter types will also love the chance to trade players, change the team name and the strip colours. Sadly, luminous pink isn't available!

At the end of the day, when the final whistle has blown and the crowd has gone home, this game offers little that's new for die-hard ice hockey fans. The chance to customise your team is a welcome one, but who really cares when you can play a far superior game in *NHL'95*?

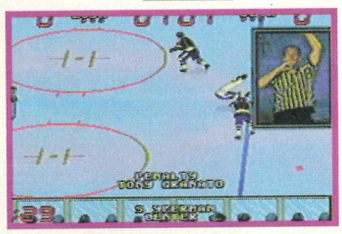
● **Mark Pilkington**





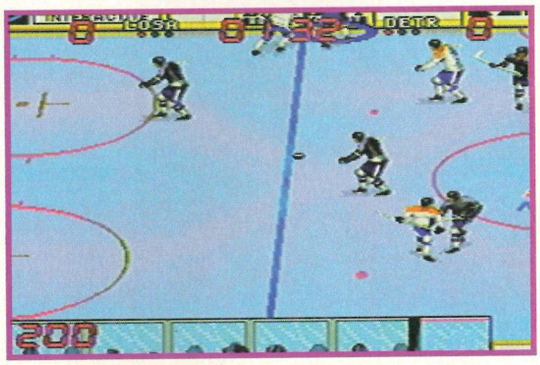
● **Spot the puck. Answers on a postcard, please. The first five winners will get absolutely nothing from us.**

● **Precise passing is the key to winning games in ice hockey. Teamwork is everything, the stuff championships are built on. Then again, players such as Wayne Gretzky gained their fame by hogging the ball and goal-hanging.**



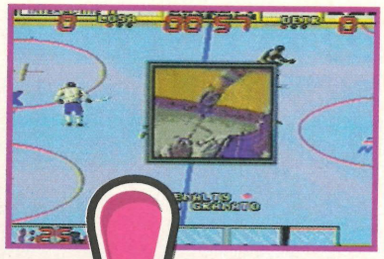
● **The face-off. It's all a matter of timing really. As soon as the ref blows his whistle, it's time to swing your stick and go for the puck! It's normally touch and go on who gains possesion, but switch the auto-fire on and you'll be well away!**

● **The ref prepares to hand out a stern warning to the player who carried a lollypop into the rink...**





tzky's l Stars

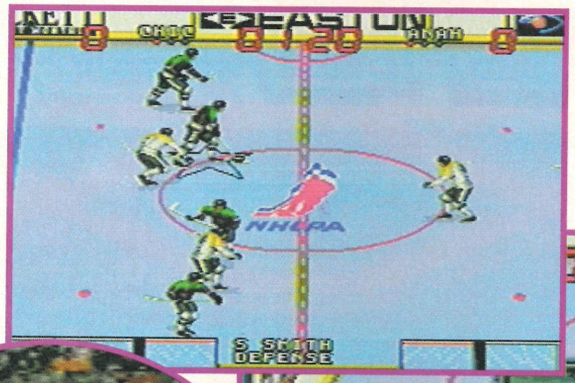


● Small pieces of Full Motion Video appear from time to time as you play the game, showing highlights of the action. I haven't got a clue what's happening here, though!

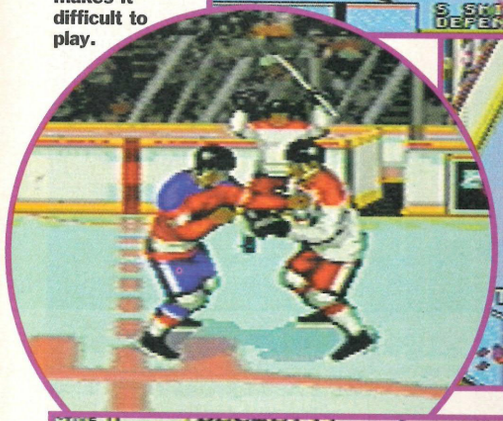
Ice, ice, baby!

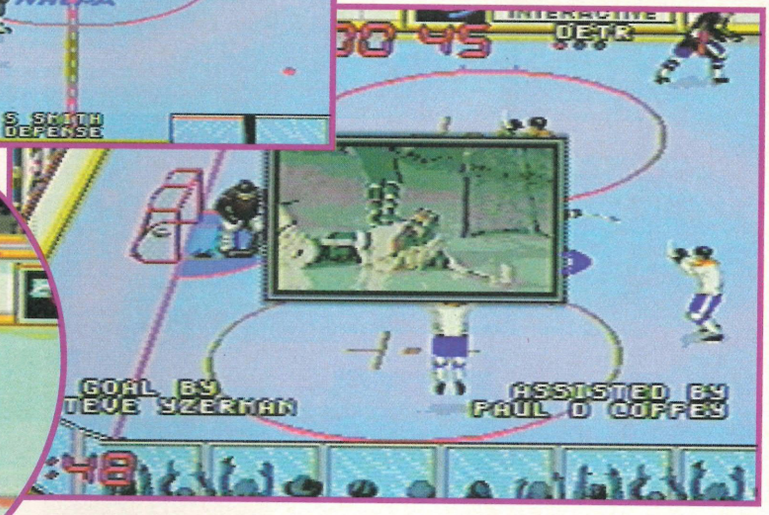
Every team in the game is different, with their own strengths and weaknesses, but a few stand out from the rest. If you want an unfair advantage over your mate, pick either New York or Los Angeles — they're the hottest property around!



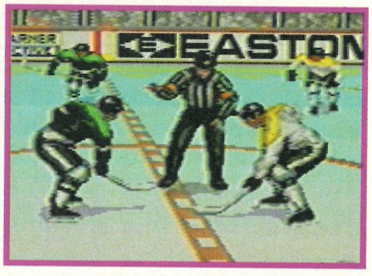


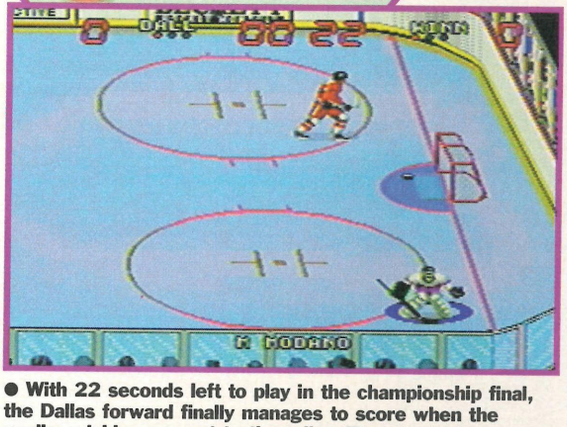
● That last blow must have been one heck of a whack. Instead of seeing little stars flying around his head, this player's got one big one around his feet! Blimey, I bet that makes it difficult to play.



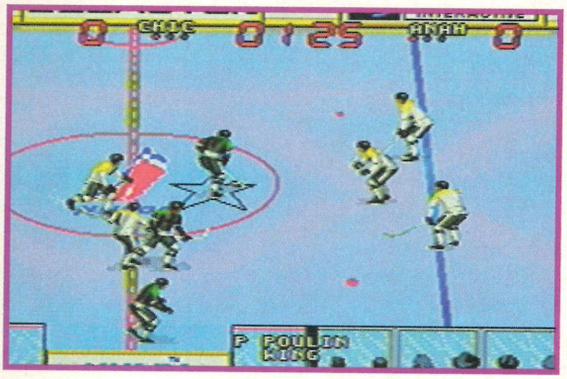


● Embarrisingly, the goalie falls flat on his bum just as the striker hits the puck. You wouldn't want to know where it struck...





● With 22 seconds left to play in the championship final, the Dallas forward finally manages to score when the goalie quickly pops out to the toilet. The sly old fox...



● Starting to get bored with constantly hitting the puck around the rink, the players decide on a slice of comic relief and start playing a game of 'tag'.

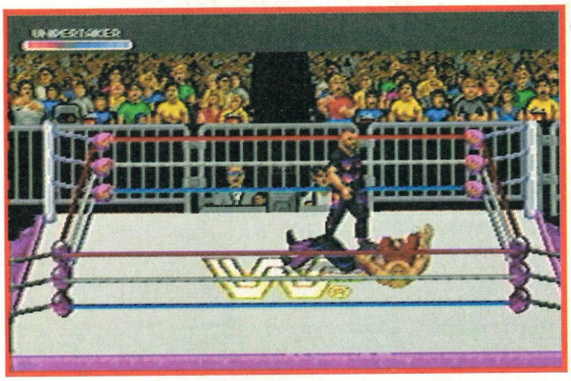
Prospore 67

A lack of speed and the brilliance of the hockey games already on the market make Wayne Gretzky's first outing a bit of a non-starter.

● Acclaim ● £49.99 ● 16 Mbit ● Out Now!

More ham acting in WWF

It's time to face the music, it's time to light the lights, it's time to get things started in the biggest fake fighting tournament of them all!



● What's going on here then? This bunch of girls couldn't punch their way out of a wet paper bag, all they want to do is laze around all day snoozing. That's not very interesting for the crowd is it? But then if these people have come to see the WWF they deserve all they get!

We all know that the WWF is nothing more than a bunch of actors performing a well choreographed routine for the enjoyment of the crowd — don't we? Many of you have probably thought you could do better yourselves, that's why Acclaim keep producing these dodgy fighting games I suppose!

This 32X souped up version has been given a complete overall and tarted up with lots of new presentation to justify the conversion. Twelve fighters are ready to go to work, with special moves, kicks and punches at the ready. They're all completely over the top of course, and have their own special logos that accompany them wherever they go.

Up to four players can be bolted onto the Mega Drive for a top battle and although there's only one ring for the fights to take place in, there's a good selection of game modes to play. A one-on-one game is the basic offering, then there's Tag Team, Bedlam, Survivor Series, Royal Rumble and a Raw Endurance Match for pure WWF fans. With a difficulty level from one to ten there's plenty of challenge on offer.

every fight takes place in the same drab old ring

They say that variety is the spice of life but it's a commodity severely lacking from *WWF Raw*. Yes, you've got 12 fighters with all

Break a leg...

They're not real! Stop kidding yourself! These guys and gal are nothing but a bunch of actors, paid to perform their play fights — probably. Well if they are real people their lives are pretty sad. Here are the out of work EastEnders extras in this new Acclaim game...





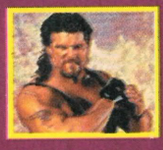
Shawn Michaels
From: San Antonio, Texas
Weight: 234 pounds
Height: 6' 1"
Finishing move: Sling shot suplex





123 Kid
From: Minneapolis, Minnesota
Weight: 212 pounds
Height: 6' 0"
Finishing move: Moonsault





Diesel
From: Vegas, Nevada
Weight: 317 pounds
Height: Near 7'
Finishing move: Jackknife



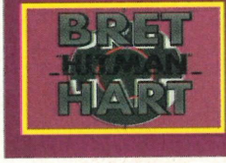


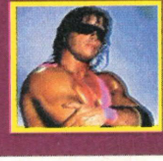
Owen Hart
From: Calgary, Alberta, Canada
Weight: 227 pounds
Height: 5' 11"
Finishing move: Sharp shooter





Bam Bam Bigelow
From: Asbury Park, New Jersey
Weight: 360 pounds Height: 6' 4"
Finishing move:
Headbutt off the top rope





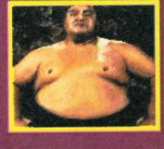
Bret 'Hit Man' Hart
From: Calgary, Alberta, Canada
Weight: 234 pounds
Height: 6' 0"
Finishing move: Sharp shooter





The Undertaker
From: Death valley
Weight: 328 pounds
Height: 6' 11"
Finishing move: Tombstone





Yokozuna
From: Japan
Weight: 568 pounds
Height: 6' 4"
Finishing move: Banzai drop





Luna Vachon
From: The other side of darkness(!)
Weight: 135 pounds
Height: 5' 5"
Finishing move: Luna eclipse





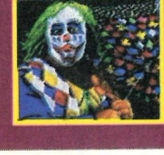
Razor Ramon
From: Miami, Florida
Weight: 287 pounds
Height: 6' 7"
Finishing move: Razors edge



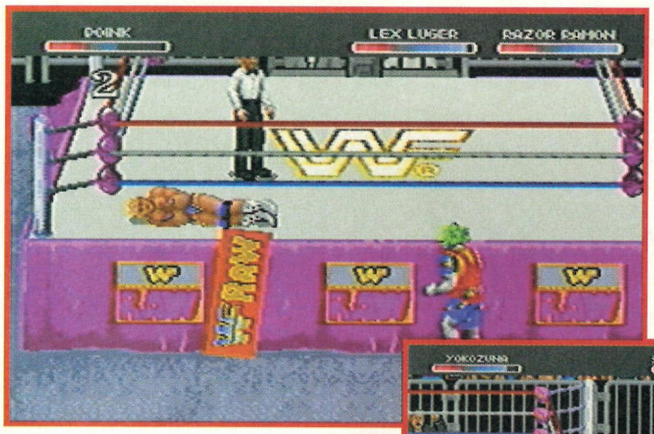


Lex Luger
From: Atlanta, Georgia
Weight: 265 pounds
Height: 6' 5"
Finishing move: Running forearm

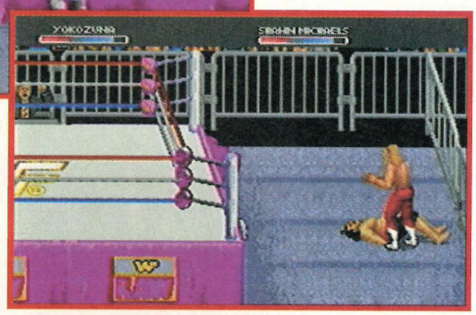




Doink
From: Unknown
Weight: 243 pounds
Height: 6' 0"
Finishing move: Whoopie cushion



● It's not very often you see a wrestler fall fast asleep in the ring. Old Krusty the Clown of The Simpsons fame has come along to see if he can wake him up in time for the next fight. Go on Krusty, do something crazy and he'll soon wake from his slumber.



● Right: Bored with fighting inside the ring the two ham actors jump outside for a big of tomfoolery. Those crazy guys!

Life's Not Fair!

Billy was a bright lad. His ambition in life was to become a referee. He worked hard at school, trained himself and then one day got his big break — he got to referee a WWF wrestling match! A few fights went by without any hassles then came the fight that would change his life. Some big oaf didn't like one of the decisions he made, came over and punched his lights out. After the hospital came the convelesant home and the endless days it took to restore his confidence in society. Now he's happy in life. He's got a new job as a lollipop man at the local school. No more namby pamby wrestlers, no more humiliation, no more pain.







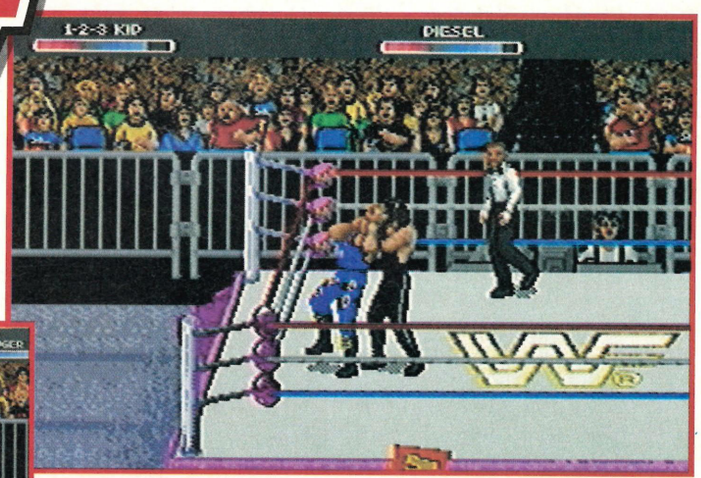
...Raw

the glitz that comes with them but every fight takes place in the same drab old ring. There's now more interaction with the scenery though. A fighter can smash his opponent's head against the bell, or pick up a chair, bucket or first aid kit to do some damage but unless you're a WWF nut this isn't going to impress you much in the days of *Virtua Fighter* and *Mortal Kombat 3*.

My interest could have been restored if only the special moves promised on the packaging had been easier to pull off. The CPU just pummeled me into the ground with flying kicks and throws and all I could pull out of the bag was the odd punch and kick!

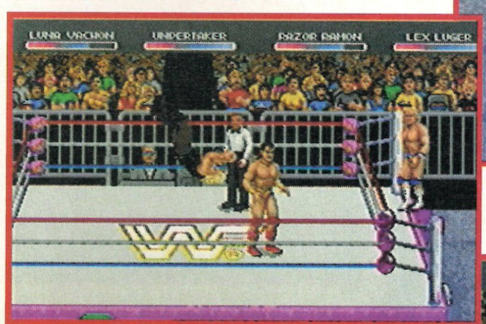
Another game that's destined to be a fan's collector's item. Let's face it — who else is going to waste money on the WWF?

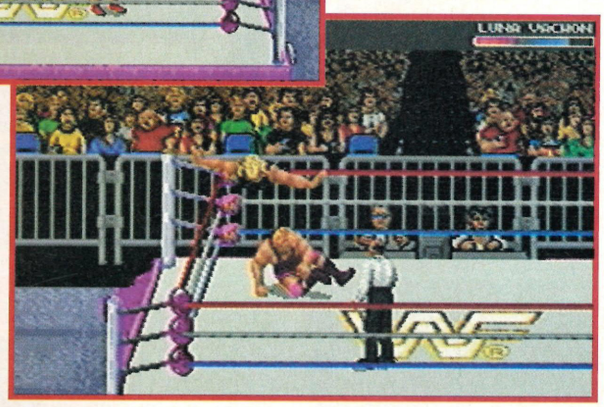
● **Nick Roberts**



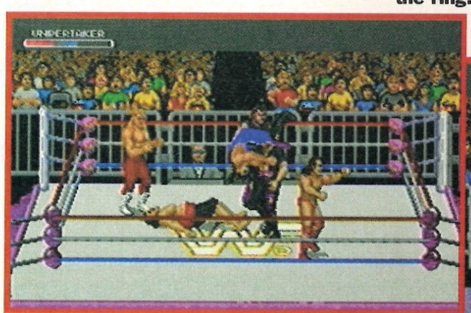
● Get your hands off my neck (cough!), you're going to choke me to death (splutter!). I'm going to tell my mum, she's bigger than yours and could fight her easily!

● Up to four players can take part in a fight at once, although you tend to lose track of the one you're controlling!

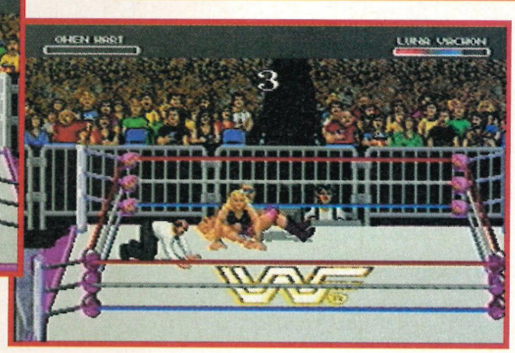




● *WWF Raw* is no ordinary fighting game. Each character has their own set of special moves. Here we see Luna's spinning move as she flies out of the ring.



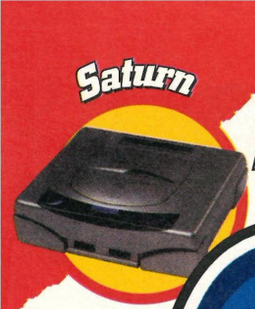
● When a tough guy has pinned you to the floor you must bash away at the joypad until you can set yourself free.



● The referee is a fair man. He won't let anything really nasty happen to you — unless one of the fighters has taken him out first of course! If you get pinned down you've got a countdown from 10 before you're out and the other geezer wins.

Prospare 65

In the days of beat-'em-ups like *Mortal Kombat 3* this really has no place, unless you're a fan of course.



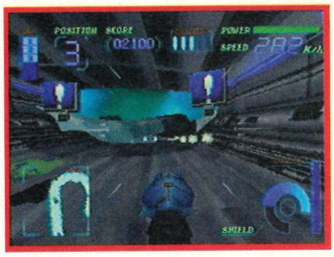
Review ● SEGA ● £64.99 ● 1 CD ● Import



Lock up your granny!

Gran C

With *Daytona USA* storming up the charts, you might think other driving games would be cowering in fear. Not so! Here's a texture-mapped treat with a sci-fi theme...



● Left: Keep an eye on the sled's progress by glancing at the computer generated map in the bottom left of the screen.



● These screenshots may be deceptive. The Saturn has already shown that it has trouble handling this type of racing game as *Daytona USA* suffered from the same graphical glitches. Scenery in the distance has the tendency to pop up out of nowhere. Hopefully this is a problem that programmers will overcome in the next few years as they learn to tap into the Saturn's true potential.

Gran Chaser is a futuristic racer that pits you against the best drivers the galaxy has to offer. The action takes place over five far-flung worlds featuring a variety of tricky terrains. Your sponsor has been kind enough to provide you with the latest in high-tech hover-sleds and the only thanks he requires is for you to keep winning!

In Story Mode, you race through a variety of alien courses with first place guaranteeing you a shot at the next bout. The better your performance, the more you can modify and upgrade your vehicle. Improved speed, engine power, steering and weapons are all simple to obtain thereby boosting your chances in the next race. Free Run Mode gives you the choice of ten tracks and five vehicles, racing against a computer opponent. A Time Trial option and two-player mode have also been included.

As is the norm with racing games these days, you're provided with a choice of three viewpoints. The first two are next to useless so opt for

Let's go sledging!

In both the Time Trial and Free Run modes, you have the choice of which type of sled to race in. There are five to choose from, with each craft having its own unique characteristics.



Standard

In the Story mode, this is the sled that's pre-selected for you. A decent all-round racer with average speed, braking and track-handling. Novices should opt for this when starting out.



Handicap

When racing against the computer, mess up its chances of winning by giving it this vehicle. Low top-speed, poor brakes and dodgy steering will guarantee your victory!



Acceleration

As the name implies, this sled can really move. Unlike the High Speed model this vehicle reaches its top speed in a matter of seconds making it ideal for straight runs.



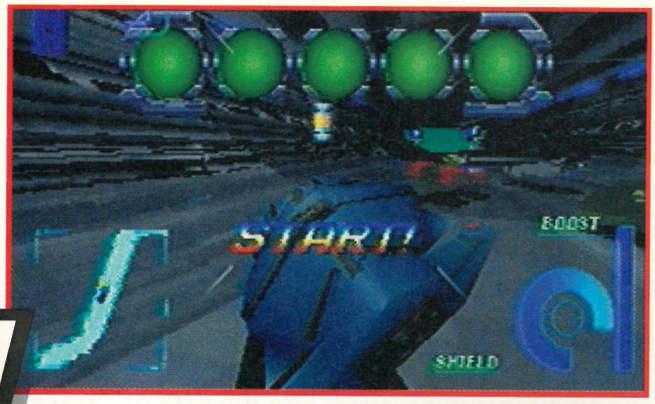
Steering

For tackling those tricky corners and tight bends, racers should select the Steering model. Although its brakes and engine power are fairly low, the improved control makes tackling courses a lot easier.



High Speed

The one for all you speed freaks out there. Forget brakes, good road-handling and steering, what we want is a fast vehicle. And, as we all know red ones go faster!





● Below: "Dad, I need to use the loo. Can we stop at the next service station?" Beedin' kids!



Laser



Contact: The Video Game Centre on 01202 527314

the above-and-behind the sled angle for maximum sight for the track. The courses aren't exactly taxing but a few tight bends and obstacles keep the boredom factor to a minimum. Opponents also lack any real challenge, with their weapons having little effect on your shields and their ramming techniques simple to dodge.

Visually, *Gran Chaser* once again falls short of the mark. Heavily pixelated visuals mean that it's often difficult to tell the track and backgrounds apart (especially on the darker courses). There's very little speech and the in-game music fails to capture the mood of the action at all.

it's often difficult to tell the track and backgrounds apart

As a racing game, this is left trailing a long way behind Daytona USA and should only prove to be a minor challenge for die-hard gamers — it has a rushed feeling to it. The Saturn deserves better than this guys.

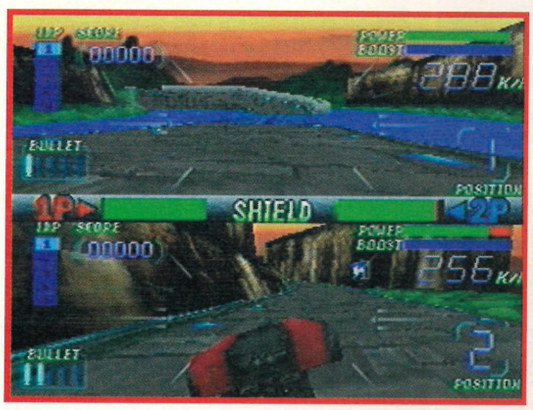
● **Mat Yeo**

● **Right: There's a definite worm theme to this issue. What with *Earthworm Jim*, that old wormhole in *DS9*... and look! There's another of the pesky critters.**

● **Below: The two-player split-screen mode reduces each player's visibility making some tracks even trickier.**







● **Left: Players may take shots at each other with the sled's weapons. Unless your opponent is directly in your line of fire though, you'll miss.**



● **Don't worry, this isn't as bad as it looks. There may be molten lava flowing along the floor but your high-tech hoversled skims easily over it. Isn't technology great?**

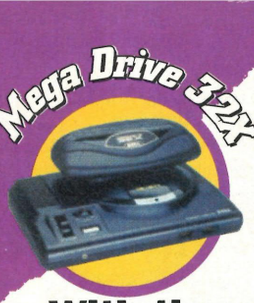


● **Left: Complete the course and come first to recieve a special replay of your race. The viewpoint constantly changes so you can always show off your best side.**

Prospore

72

A new twist on the old racing theme but poor controls and dodgy visuals let *Gran Chaser* down.



Review

● Acclaim ● £44.99 ● 24 Mbit ● June

Balls, baskets, big heads and NBA Jam Tournament

With the success of both the coin-ops and the original home version, you might think that Acclaim have finished with their top basketball masterpiece — think again, folks!

Is there anyone on the face of the planet who hasn't got a copy of *NBA Jam* on one format or another? Nope, I didn't think so. Well now it's the turn of the 32X owners out there (yes both of you) to get their hands on one of the hottest games of all time.

NBA Jam itself needs no introduction. We all know what basketball is, and most of us are very bad at it, but this game lets you bring the real life experience home to your consoles. The updated and recently released *Tournament Edition* tweaked the overall game engine and added useful extra options as well as codes and more hidden players. There are now over 120 star players to choose from an expanded roster as well as all-new power-ups and stunning special moves.

NBA Jam TE on the 32X mostly adds further graphical touches such as making use of an expanded colour palette and allowing players to scale into and out of the court just like the arcade version. You'll notice from these screen shots that the big-headed characters have been used and one of the many codes to be entered even turns your players into babies! Other improvements have been made in the areas of sound. Plenty of new samples can now be heard and they're much clearer than before.

There are now over 120 players to choose from.

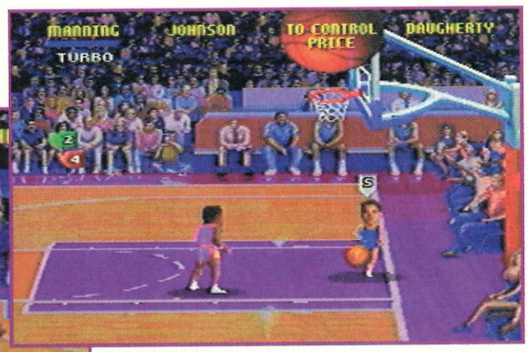
The gameplay is as sharp as it's always been and with the four player option available, there's going to be plenty of life in this old dog for months to come. Also, be sure to check out Protips as we'll be printing new game codes as Iguana have programmed a ton of them into this little beauty.

Expect to see a Saturn version later this year (although how they can improve it any further is anyone's guess) but until then *NBA Jam Tournament Edition* on 32X rocks!

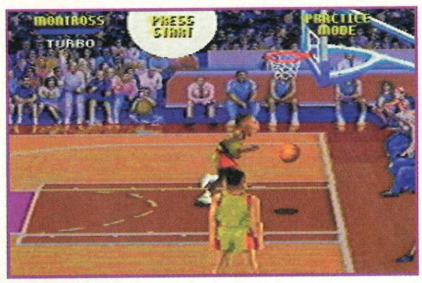
● **Mat Yeo**

● **The *NBA Jam* series has been a massive success on every format it's been released on. With the introduction of the upgraded *Tournament Edition*, fans are guaranteed more players, moves and stats than they can shake a very big stick at.**

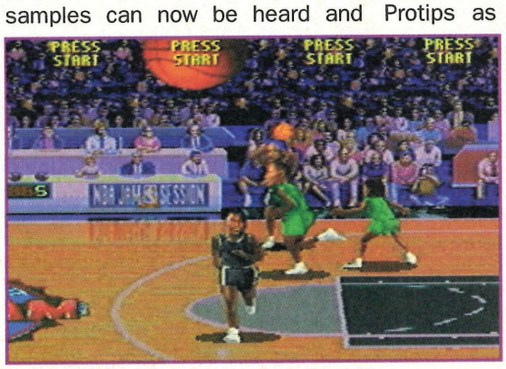


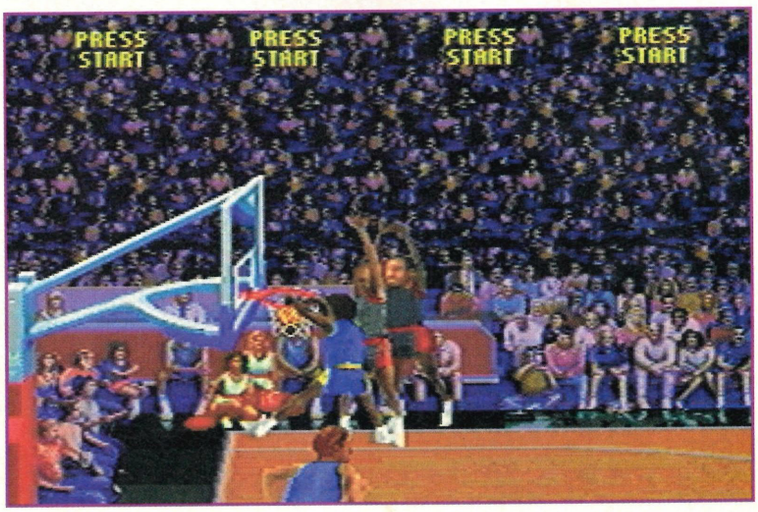


● **New visuals in the game include players being able to scale into and out of the court.**



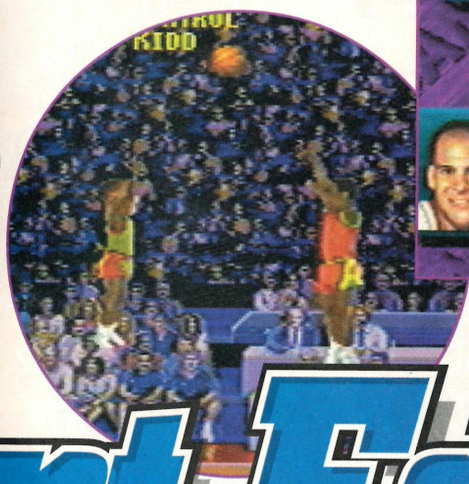
● **If a shot is powerful enough, players can shatter the backboard. Not only is it an impressive move but it makes a hell of a mess.**



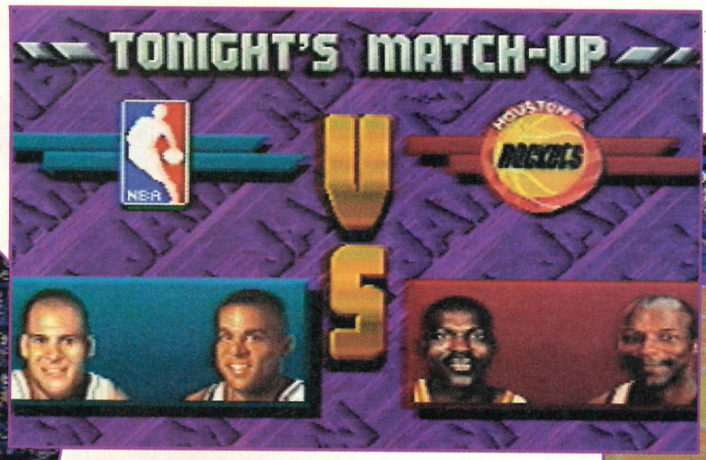


babies!

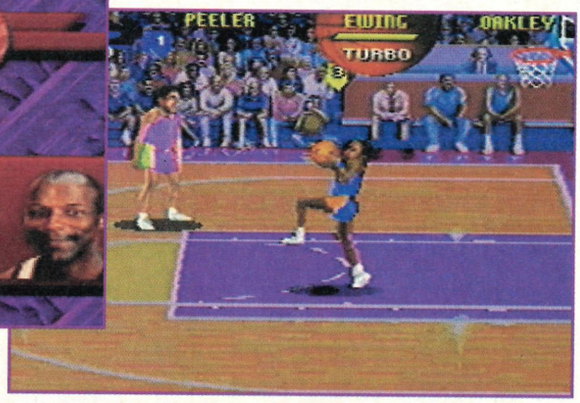
nt Edition



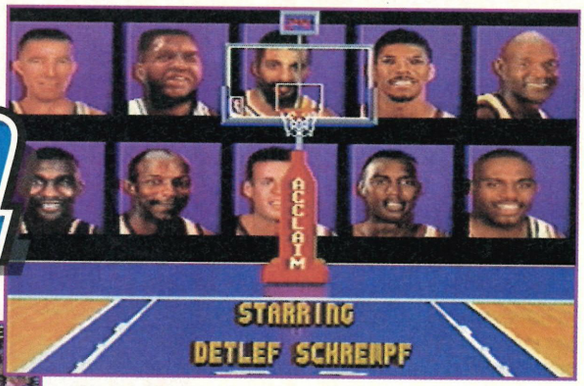
● Right: All the top basketball teams have been included in what could be the top console sports game ever. Excpet *Fifa*, of course.



● There's virtually no difference between the 32X game and the original arcade coin-op. Acclaim have produced a great conversion.



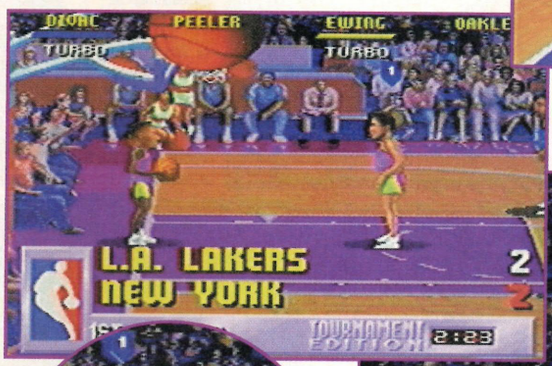
● Below: Aaah, the legendary "Standing-on-one-leg-looking-like-a-berk shot". It's rarely used in *NBA Jam* but it looks well funny. There are just so many options to customise in *Tournament Edition*, you'll never get bored!

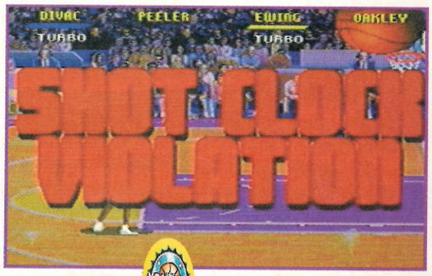


● Above: That's never a real person's name, is it? "Detlef"? What were his mom and dad thinking when the christened the poor mite. And I bet he had the mick taken out of him at school. Life can be so cruel...



● Various power-ups often appear on screen. Collect them and pull off special moves to guarantee a spectacular slam dunk.











Hoop Dreams

The arcade version of *NBA Jam Tournament Edition* was warmly received by fans of the original when it was released last year. Coin-op converts certainly won't be disappointed with Acclaim's stunning adaptation. There's virtually no difference between either version. However, to increase the replay value, many extra features have been included that never made it into the finished cabinet. The number of players per team has been bumped up to five, computer assistance on plays has been introduced and of course there's the handy battery back-up feature.

Rumours are rife that the 32X game also includes some hidden characters that were only ever included in a very early test version of the machine. They include: The Grim Reaper, two Elvis characters, Kong, and Raiden, Reptile and Sub-Zero from Mortal Kombat II. The NBA requested that Midway remove these secret characters and also players are now unable to shatter the backboard. Are these in the latest Sega game? Only time and Protips will tell...

Proscore

89

Acclaim are certainly making the most of their licensed properties. *NBA Jam Tournament Edition* is a hit on any platform.



Review

● Hudsonsoft ● £34.99 ● 1 CD ● July

Welcome to the Snakepit!

Cobra Space Adventurer

Indiana Jones, Rocky, Rambo, Dirty Harry, Mark Pilkington... All true-grit real men who always get the girl in the end. But who's this Cobra?

A virtual unknown over here, Cobra is a big hit in the land of the rising sun. Those Japs go mad for him! With his gung-ho attitude and daring exploits, this guy symbolises everything that the young Japanese teenager strives to be. Not surprisingly, he's finally been given his own Mega-CD game.

Following on from the highly successful *Snatcher*, the basic point 'n' click interface shouldn't be too hard to pick up. You're given a choice of paths to take in a location and if you make the correct decision a series of pictures and sampled speech kicks in to tell you play out the story. No need to panic though, you're continually led back onto the right path every time you make a mistake so things can't go too disastrously wrong.

Having said that, the game's storyline is a really well thought-out affair. The twists and turns of the plot will keep you on the edge of the seat most of the time. Add to this the occasional puzzle to solve and you've got a recipe for success. Well, at least until you complete it you have anyway.

A word of warning. *Cobra Space Adventurer* isn't a game that I'd recommend for the feminists out there. It's filled with enough sexism and general disregard for women to send the average tolerance level over the top. One for the boys only...

● **Mark Pilkington**



● **The most powerful bike in the universe. Shame it's got stabalisers, really!**



● **Bartenders are nothing but lyin' scum? Well, apart from the nice girlies, of course...**



● **Inviting my friends to the pub can be embarrising at times!**







● **Jump in my grave, why don't you!**



the plot will keep you on the edge of the seat





● **Hold on a minute, isn't that the name of an ancient Jean Claude Van Damme film? It was on at the cinema the other day!**

Proscore

72

A good laugh for the first couple of goes, but not something you'd want to go back to again and again. Girlies steer clear too!



● JVC ● £39.99 ● 1 CD ● June

Review

Mega-CD



Krazy kamikaze kuthroats

Samurai Shodown

In feudal Japan the world's greatest warriors prepare to lock swords in vicious combat. Who will win? Who will lose? Who cares? Ippon!



When *Samurai Shodown* first appeared on the Neo-Geo it was a revolutionary fighting experience. One-on-one combat games had been done many times before but the added thrill of battling with edged weapons and using attack animals meant SNK had a major hit on their hands. This came as no surprise to the Japanese software giants as the game had been programmed by ex-Capcom *Street Fighter II* staff.

Unfortunately as beat-'em-ups go, *Samurai Shodown* on the Mega-CD is a bit of a non-starter. To begin with, the original game hit the arcades years ago and it's been converted onto almost every platform known to man. The gameplay speed is way too slow, the combos don't connect accurately and (if we're going to be picky) the lack of screen scaling gives the fight area an extremely cramped feeling. While Mega-CD owners are probably going to be grateful for another fighter to add to their collections, they're bound to feel a bit short changed by this title.

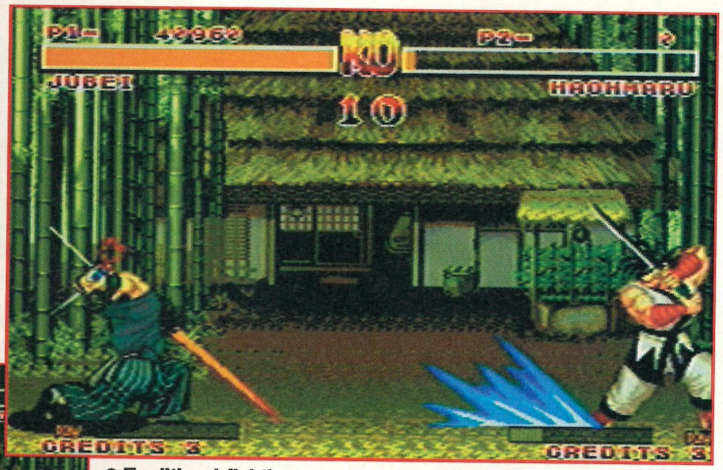
There are few differences between this and the Mega Drive version

There are few differences between this and the Mega Drive version so anyone expecting improved sounds, extra frames of animation or the inclusion of the missing character, Earthquake, will be sorely disappointed.

● **Mat Yeo**



● **Haohmaru takes a swift swipe at his opponent. Fans of the original game will be chuffed to hear that JVC have included all the blood from the Neo-Geo version.**



● **Traditional fighting moves are combined with special attacks and ancient weapons. Expect plenty of frenzied fighting folks.**





● **When a succesful special move is pulled off, the game slows down for a few seconds enabling you to get more hits in.**



● **Below: Tap forward twice to send your fighter dashing across the screen.**



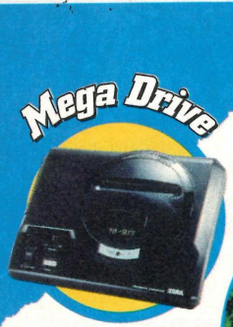


● **Left: There are a total of ten fighters to select from as well as one boss character. However, for some reason the programmers have seen fit to exclude the portly Earthquake from this version.**

Prospore

68

A poor new entry to the beat-'em-up genre that lacks the speed and playability of either *MK II* or *SF II*.



Review ● JVC ● £49.99 ● 1 CD ● July

Fists of fury!

Fatal Fury Special



Pumping iron, training six days a week, eating only high-protein food — just a few of the things you'll need to do before you play the latest scorching beat-'em-up from JVC.

Fatal Fury Special eh? Hmm, so what's so special about it then? Does it have advanced, state-of-the-art, fully rendered 3D polygon-filled fighters? Nope. Does it boast 25 secret characters and an optional blood code? Not a chance. So what does it have? Try a two-player mode and a very nice CD soundtrack!

Okay so there may not be too much going for it, and you've probably all had your fair share of beat-'em-ups since *MKII* reared its ugly head, but don't dismiss the game straight away. Never judge a book by its cover, as my granny used to say.

As it stands, *Fatal Fury Special* is a quite playable one-on-one fighting action game. There's a wide selection of fighters (16 in all) and each one of these has his or her own special moves. You know the type of stuff I mean – fireballs, split kicks and roundhouses. It also has screen depth where you can move your fighter between the foreground and background — quite clever, really!

Based on the best-selling Neo-Geo series of beat-'em-ups (they've now reached *Fatal Fury 3*!) this does itself proud as a conversion. The sound and graphics give it that polished arcade feel, and if you've never bought a game of this ilk before, you really can't go wrong with this one.

● **Mark Pilkington**

Never judge a book by its cover, as my granny used to say.

You think you're hard, do ya?

Well, try this 'orrible lot on for size then. There's always someone bigger, tougher and stronger than you, and they probably look something like this...

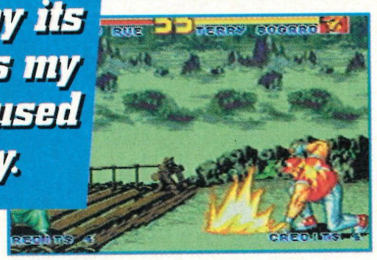


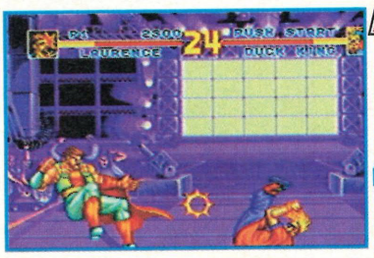


● **Oh my god, the Eighties are back! Where's lycra when you need it?!**



● **Is this some sick joke, or just a coincidence? That's my old woodwork teacher!**





● **It's special move city in this game. You name it, you can do it!**





● **Breakdancing. Now there's something that not many people do these days. I wonder if this game will make it trendy again? I certainly hope not!**

Proscore 78

Mortal Kombat II, Street Fighter II. We may have seen this type of game before but there's still plenty of fun to be had!



GAMES WORLD

THE MAGAZINE

Earthworm Jim 2 Snes • Mega Drive

Mortal Kombat 3 Snes • Mega Drive • Playstation

Spot goes to Hollywood Playstation

Street Fighter The Movie Playstation Saturn

Virtua Cop Saturn

Wipeout Playstation

Killer Instinct Snes Gameboy

Donkey Kong Country 2 Snes

Demolish 'em Derby Playstation

I JUST HAVE TO HAVE THIS MAGAZINE EVERY MONTH

To ensure that you never miss out on the UK's Ultimate Games Bible, tear this form out and hand it to your newsagent.

PLEASE RESERVE A REGULAR COPY OF GAMES WORLD: THE MAGAZINE FOR:

Name .....

Address .....

.....

.....

Postcode .....

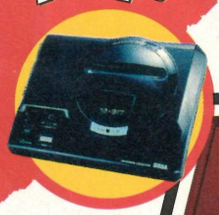
Tel: .....

Alternatively, call our subscriptions department on:

01202 780578

And have Games World: The Magazine delivered to your door every month for a whole year for only £30.00. It's a must!

Games World: The Magazine is available on the last Thursday of every month, priced £2.50. It is produced by the utterly brilliant Paragon Publishing Ltd (01202 299900) and distributed by Seymour International Press (081 679 1899).



Protip

Life in SegaPro is never dull, you can say that for it. If you lot out there are confused by all the continual changes that keep on happening, imagine how I must feel! For instance, I wandered into the office this morning and discovered to my horror that Pete, Sarah, and Ade had all mysteriously vanished into thin air, only to be replaced by all these new people! Hmmm, my death-threats must have worked, then...

Your Tips Section Needs tips!

Why not give your friendly neighbourhood buffoon a hand? Send all the cheats you can think of to: Protips, SegaPro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS. I'm waiting for YOUR letter, so send it pronto!

Top prizes, ahoy!

Sega have certainly come up the goods this issue. They've sent us five (yes, FIVE!) stunningly fashionable t-shirts as tips prizes, which we can assure you, are winging their way to our lucky winners as we speak! Wear them with pride, you winning people!



It's a Winner!

Pitfall



• Top Cheats

You know what? You guys are great. No honestly, you really are something special. All I have to do to write this section is just sit at my desk and wait for you lot to send me cheats in. Which you do. In return, I send you prizes like T-shirts or games as a way of saying thank you. For example, Sarah Lloyd from Norfolk has sent me a cheat for Pitfall on the Mega Drive, and in return I'm giving her a prize. Aren't I kind?

When you get to the title screen enter Right, A, Down, B, Right, A, B, Up and Down for nine lives.

On the title screen enter A, B, Up, C, A, C and A to get 99 of each weapon.

Title screen time again, but this time you have to press Down, A (26 times) and Down to play the Atari version of the game.

Press C, Right, Down, C, Right, Down, C, Right and Down for extra credits on the title screen.





erfloweth...

Ristar

Mega Drive

• **Super Passwords**

Top, top reader Craig Hill from Scunthorpe is certainly on form today with these 'happening' passwords for this trendy little game... I like it!

Enter MUSEUM to activate the Boss Rush mode. You will now take on every guardian in the game, one after another.

Enter ILOVEU for a level select cheat. Now you can start the game in any stage you want.



Bloodshot

Mega Drive

• **Cheat Codes**

Calling all you cool cats! It's a little known fact this, but *Bloodshot* on the Mega Drive has literally a whole disco full of top cheats. To try them all out, simply pause the game and enter the following funky codes... (Oh, and thanks to **Mark Boyd** from **Guernsy** for these).

Skip a Level: Up, A, Up, A, A and Down
Red Key: Down, B, C, Up and Up
Yellow Key: Up, Up, B, C, Down and Down
Max Oxygen: C, C, B, A, Down and Down
Full Ammo: B, B, B, Right, Down and Left
The Richochet: Left, Right, C, A, B and Right
Lock-On: A, A, Left, Right, Left and Right
BFG Cannon: Left, B, C, Down, Down, Right
Rapid Fire: C, Up, Up, Right, Right, A
Tribolt: A, A, A, Right, A, Right
Piercer: Up, Right, Down, Left, Up, Right
Grenade: Up, Down, Up, Right, B, C
Spray: Up, B, Up, A, B, B

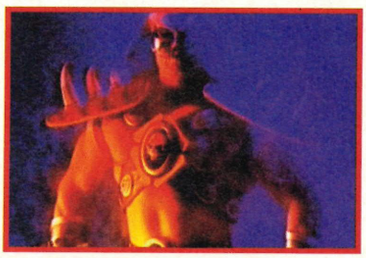


Mortal Kombat II

Mega Drive

• **Character Skip**

Thanks to loyal reader J Robinson from Cumbria, you can now get a head start in this game by skipping past the first two characters. To do this, activate the cheats screen (you should know that one off by heart by now) and then change the battle plan to three. Now switch by the friendship and ooh... nasty on. Start the game as usual and you'll find that you've skipped past the first two characters. GROOVY!



Virtua Fighter

Saturn

• **Play as Dural**

Yes! You too can play as Dural, the mean and nasty final boss at the end of this game. To do this, start a new game and enter Down, Up, Right, A and Left (spelling out DURAL!). If you've done this correctly, a 'windy' sound will be heard. You've now chosen Dural — a character who's extremely quick and armed with some killer moves. Cheers to Kim Lee from Stoke-on-Trent for that handy-dandy piece of info!



Skeleton Krew

Mega Drive

• **Level Skip**

Psst! Hey you, come over here... Right, I've got a message for you from someone called Nicola Collins. Apparently she's a keen reader of SegaPro, lives in Scotland and her favourite hobby is wind surfing. You didn't really want to know that though, did you? No, you wanted to know what her cheat for Skeleton Krew was, right? Well, read on then, and all will be revealed...

Start playing the game and at any time press Start to pause it. Now enter C, Up, Left, Left, B, A, Right, Down, C, Left, Up and B. You can now switch between levels by pressing Left or Right to skip up and down them. Sorted!



HACKS * TIPS * CHEATS * CODES

WIN AT SEGA GAMES WITH THE CONSOLE HELPLINE

0891 318 400	INFORMATION LINE & INDEX
0891 318 401	SONIC 3 FULL, SOLUTION & CHEATS & TIPS
0891 318 402	GAME GEAR CHEAT LINE
0891 318 403	STORY OF THOR
0891 318 404	ECCO II ALL CODES & SECRET PASSWORDS
0891 318 405	SONIC II & I HINTS, TIPS, CHEATS
0891 318 407	NEW RELEASE LINE, CHEATS, HELP & TIPS
0891 318 408	MEGADRIVE CHEATLINE (LOADS OF GAMES HELP HERE)
0891 318 409	EARTHWORM JIM, LEVEL CODES, CHEATS, ETC, ETC
0891 318 410	CANNON FODDER (ALL THE FODDER CODES)
0891 318 411	URBAN STRIKE & JUNGLE STRIKE CODES & CHEATS
0891 318 413	CHEATS FOR ALL SEGA CONSOLES (GENERAL)
0891 318 415	MORTAL KOMBAT II, CODES, CHEATS, TIPS & MOVES
0891 318 416	SEGA ROUND UP, (BEST GAMES OF THE MONTH) HELP & TIPS

NO MUSIC, WAFFLE AND TIME WASTING, JUST STRAIGHT TO THE HELP. PLEASE HAVE PEN & PAPER READY FOR INFO

IF YOU ARE UNDER 18, PLEASE ASK PERMISSION TO USE THIS SERVICE , CALLS COST 39p & 49p PER MIN PEAK

Home Grown Productions Ltd, PO Box 193, Hayes Middlesex

Protips

Playing Tips

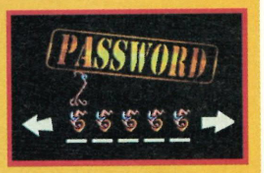
Earthworm Jim: Special Edition

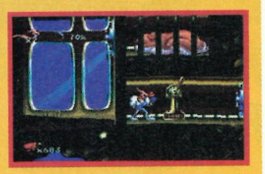
Mega-CD

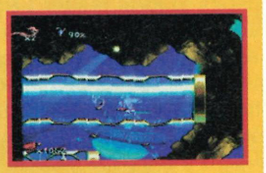
• **Passwords & hints**

Jorg Tittel, the Belgium Bombshell, the Tipster from Tervuren, call her what you will, but we love her here at SegaPro — if it wasn't for her hard work and effort, these pages wouldn't even exist. Probably. Anyway, she's come up with the entire set of passwords for all 12 levels, plus some handy little hints and tips. Smart!

Passwords







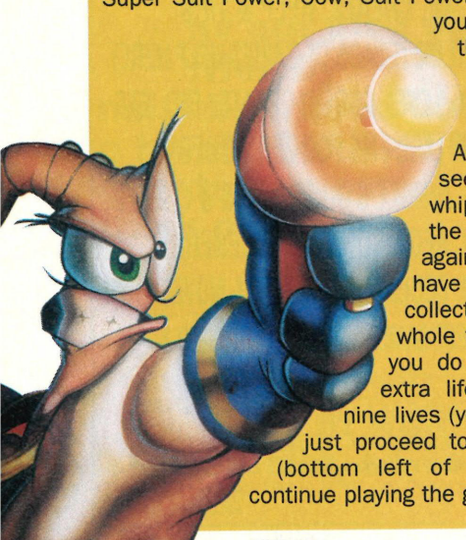
1. Super Suit, Suit Pow, Gun, Cow, Cow
2. Suit Pow, Water, Gun, Cow, Super Suit
3. Suit Pow, Super Suit, Suit Pow, Cow, Water
4. Water, TV, Suit Pow, Cow, Hydrant
5. Hydrant, Suit Pow, Gun, Hydrant, EWJ
6. Cow, Suit Pow, Gun, Water, Gun
7. Super Suit, Hydrant, Water, Gun, Cow
8. Cow, EWJ, TV, TV, Super Suit
9. Cow, Cow, Water, Cow, Water
10. Hydrant, Hydrant, Super Suit, Suit Pow, Super Suit
11. Water, Hydrant, Suit Pow, Super Suit, Suit Pow
12. Cow, EWJ, Cow, Hydrant, Water
13. Gun, Super Suit, Hydrant, Cow, TV
14. Gun, Super Suit, Water, Gun, TV
15. Super Suit, Cow, Suit Pow, Suit Pow, Cow

Tips

To skip the Tube Race level and reach the hidden Bonus Level: First you have to reach the Tube Race Level, for which the password is Cow, Suit Power, Gun, Water Tap, Gun. After some easy-going sections, you will reach a room where you have to let the hamster out of it's cage by hitting the handle beneath it with the whip (this will open some doors). Don't jump on the hamster, just jump up into the cage and go as far to the right as you can. Now continually push right and jump — after some time Earthworm Jim will enter the rock. Just go blindly to the right and you'll reach a little room where you can collect some ammo. Now go down-left and you'll be in a tube. Collect the life on your way and you should now be beamed to the bonus level.

You aren't just beamed to the bonus level though, you'll also find that you don't have to dive with the submarine through the underwater labyrinth and skip the tube race bosses. The bonus level is a wild ride through a tube filled with goodies. Don't bother about collecting the power-ups, just concentrate on collecting the maximum amount of goodies and you can earn up to two continues. There are no asteroids in this level, which is great.

To collect up to nine lives for the Grand Finale: Enter the password Super Suit Power, Cow, Suit Power, Suit Power, Cow and you'll find yourself in a wild helicopter ride through a spiky labyrinth. Jump off the first platform in this level and use your helicopter-capabilities to gently fly down the labyrinth. After a very short flying period you'll see a hook on your right. Use the whip to reach the platform and collect the extra life. Jump off and start flying again. In the next big room you will have to fly to it's extreme left in order to collect a life. Now kill yourself and do the whole thing again. Every time you do this, you'll gain an extra life. When you have nine lives (you can't have more), just proceed to the end of the level (bottom left of the labyrinth). Now continue playing the game as normal.





We hardly ever, ever get cheats for this dinosaur of a system, so it makes a nice change to then, to give you (cue drum roll)... a cheat for Alien 3!

Master System

Alien 3

• **Invisibility**

Master David Russell is probably far too young to actually watch Alien 3, but what the hey — he's brought the game anyway! Don't worry too much about it though Dave, just between you and me the film was a bit of a stinker, so you haven't missed out on anything.

Anyway, on with the cheat: Start the game and go to the top half of the screen to find some flame thrower bullets. Go back down to the left hand side and crawl through the dark passage. Find the room where the two men are being kept prisoner. Collect the bottom man and go to the dead end near the top one. Now go up the ladder until you come to a dead end. Fire the flame thrower and you'll become invisible. You can now go into all of the secret rooms, free all of the prisoners and never have to fear about being attacked by any aliens!

James Pond 3

Game Gear

• **Level Access**

If your name is Emma and you happen to live in the Isle of Mann, then give yourself a big pat on the back! It's thanks to your hard work that I can print this James Pond 3 cheat!

Go to the password screen and enter the following...
Red Cheese, Yellow Mouse, Green Cat, Blue Dog

Now you can add to the password any combination of the following...
Red Fish: Invulnerability
Red Heart: Infinite Lives
Red Book: All Level Access

Panzer Dragoon

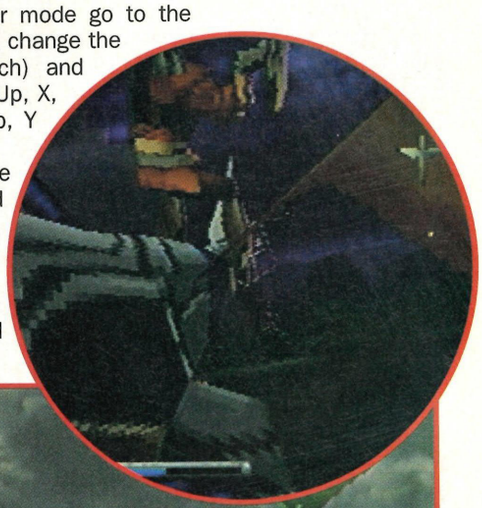
Saturn

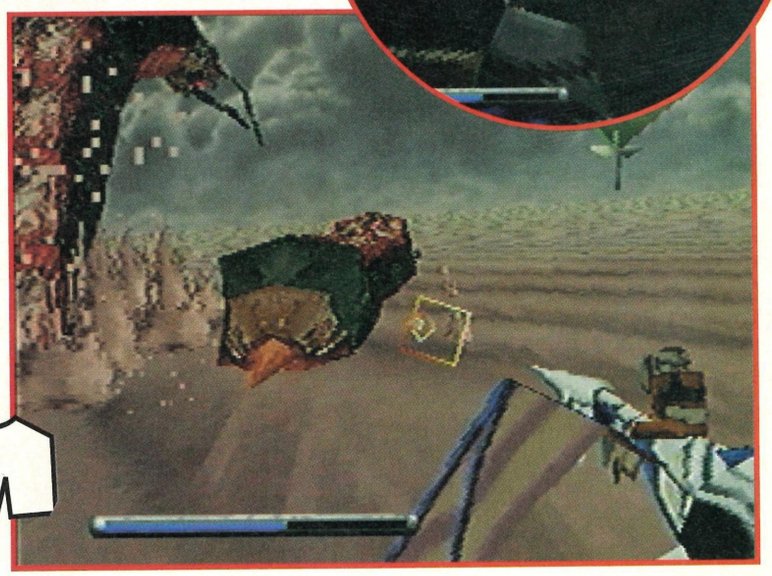
• **Tip bits**

For a wizard mode which makes the game super-fast go to the title screen and enter L, R, L, R, Up, Down, Up, Down, Left and Right.

For a special Space Harrier mode go to the Saturn system options screen, change the language to German (Deutsch) and then at the title screen enter Up, X, Right, X, Down, X, Left, X, Up, Y and Z.

A barrel roll mode is available by going to the title screen and entering Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left and Up. Barrel rolls are then available at any time by locking on and repeatedly pressing right.





Daytona USA



• Secret Bits

Loads and loads of cheats for this excellent Saturn game. Oodles of them. In fact, if I don't stop this pointless wittering on, I might not even have enough room to even tell you what these cheat-things are...

Mirror Mode: Hold down Start when you get to the track select screen.

Qualifying Mode: Hold down Start on the car select screen.

Karaoke Mode: Hold Up on the track select screen.

Change the Music: Go into the options screen and set the controller on B. Now start a new game and at the 'Start your Engines' part, press X, Y or Z.

Extra Time on the fruit machine: On the beginners track, stop in front of the fruit machine and press X to stop it on three sevens.

Rotate the Jeffry statue: When you're on the expert track, stop in front of it and press X.

To play the in-game music of other Sega games such as Virtua Fighter, After Burner, Out Run, Sword of Vermillion, Galaxy Force or Virtua Racing, input your name as the two lettered initials of the games.

To get to ride an Uma horse around the track, complete all the tracks in first position then go into Saturn mode. Uma is Japanese for horse by the way!



Micro Machines 2



• Various Cheats

A few cunning cheatettes that I've managed to discover myself, this one...

Pause the game whenever you like and enter:

Up, Down, A, B, Left, Right and then hold C and unpause. This will give you a faster car.

Left, Right, Left, Right, Up, Down, hold Down and unpause. This makes the game harder to play.

Left, Down, Up, Down, Right, Down, hold A and Down and then unpause. The game will be unbelievably hard now.



Action Replay Codes

Just one code this month, but what a corker it is... Virtua Racing.

Virtua Racing

FF908 DOOOO – Makes your car invicnible

Space Harrier



• Infinite Continues

If you ever need to continue in this game, after which point you have run out of your fair share of credits, it might just be that I have the cheat for you...

To continue play from the last point, all you have to do is press and hold both the A and the C buttons on the second joypad. Hurrah!

Virtua Fighter



• Stage Select

At last, a stage select cheat for *Virtua Fighter*! It had to happen sooner or later, and with the official UK release only a few months away now, here's a little cheatette to wet your appetite with. How kind am I to you?!

For a stage select and the ability to alter the ring size, simply press Up on the title screen 12 times and then access the options screen. Go down to "exit" and press down a few times to find a new options screen.

NFL Quarterback Club

• Cheats

To add special AFC and NFC teams to pre-season enter C, C, B, A, C, A, B, B and C at the main menu of the game.

Panther and Jaguar can be added to the pre-season by entering A, B, C, C, B, A, A, C. Acclaim and Iguana can be added with B, C, A, C, A, B, C, C, A and all teams can be added with A, B, C, B, A, C, B, C and A at the main menu of the game.

• IBM PC • ATARIST • SUPERNES • MEGADRIVE • GAMEBOY • AMIGA •
• MEGA CD • COMMODORE64 • GAMEGEAR • CDi • SINCLAIR SPECTRUM •
• NES • CD 32 • NEO GEO • ATARI JAGUAR • MASTER SYSTEM •

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

ALL FORMATS CHEATLINES JUST SAY "YES" FOR YOUR SYSTEM

0891 101 234

IF YOU MISSED LAST WEEKS MESSAGE CALL 0891 101 235

NEW! Mega Games Line - Mega Drive Mega CD.....0891 445 787
NEW! Sega Spot-Cheats, 32X, Mega CD, Mega, Master.....0891 445 933
NEW! Handheld Hot Line-Gameboy, Gamegear, Lynx.....0891 445 990
NEW! Console Cheatline (If it eats Carts it lives here!).....0891 445 991
NEW! Super Nintendo Games Line - SNES.....0891 445 913
NEW! The Amiga Games Line - Featuring CD32.....0891 445 786

Are you stuck in a game? Who ya gonna call? PROBLEM BUSTERS Questions 'N' Answer Service 0891 445 977

SONIC 'N' KNUCKLES - GAMERS GUIDES.....0891 445 946
SONIC 1,2 & 3.....0891 445 941
EARTHWORM JIM.....0891 445 985
LION KING.....0891 445 951
MORTAL KOMBAT 1 & 2.....0891 445 987
DONKEY KONG COUNTRY.....0891 445 928
STREETFIGHTER 2: (World Warrior, Super, Turbo, SCE).....0891 445 940
THE STRIKE LINE: JUNGLE, DESERT, URBAN.....0891 445 953
DOOM.....0891 445 926
FOR FULL INFORMATION ON ALL OUR SERVICES CALL.....0891 445 939

GUIDING LIGHT COMPUTER SERVICES LTD, P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW
If you are under 18 please ask permission to call. Maximum call charge at peak rate £3.68. Calls cost 39p per min cheap rate, 49p per min at all other times.

Prohelp

Mark Pilkington... he's the man in the know

Q:A: ProHelp!

Like a gallant knight in shining armour, riding across the plains on his trusty steed and swinging his magical sword of good stuff at any evil doers... that's Mark Pilkington. No task is too small and no quest too big for Sir Mark. Not even writing ProHelp for SegaPro! As his famous catch phrase goes, "If ever you need a hand, wherever you may live in the land, give me a call, I'm here for you all, just write me at: ProHelp!, SegaPro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS and I'll see what I can do!"

I think I'm losing my mind!

Q: Dear ProHelp!,
Help! I'm at my wits end! Could you please tell me the precise location of the secret Necromancers lab in the RPG Rings of Power? I searched Blood thoroughly. I have a pass. It's my only quest to solve, as I have the other ten rings already.

Could somebody also please tell me if Sim City exists on the Sega Mega Drive? If not, why not?

Nico Van Der Westhuizen, South Africa

PS: Keep up the good work!

A: Ha! A piece of cake... Enter the Necromancer's guild (big white and brown building) and go down the ladder. Ask the guard about your quest then go upstairs when he lets you through. Ask the leader about your quest and search the two shelves near him for a key. Open the lab door with the key and get the corpse.

Go to the tavern and talk to the Necromancer about the city. Go up the hill to the graveyard, but make sure you go there at night. Take the west road up the slope and walk south and up the steep hill. Zoom in on the tomb stone. Talk to the Necromancer and give him the corpse. Head back to the guild and go downstairs. Talk to Flemm and then go to Kaos.

As for your other question, Sim City hasn't ever been released on the Mega Drive. There's no particular reason why not (after all, you can buy Theme Park), but I've got a sneaky suspicion that most people see the Mega Drive as a 'kiddies' machine. An adult-oriented game like Sim City wouldn't ever sell, say's the fat man with the accounts book.

A big fan!

Q: Dear ProHelp!,
I think SegaPro is brilliant and I read it each and every month. I always bring my copy to school and show it to all of my friends. I want everyone's autograph.

I'm stuck on a game called Aladdin on the Master System. Please help me. I think your mag is the best.

Sarah Ulimme, South Africa

A: Sorry, I'm far too busy working for SegaPro (well, taking long breaks and popping off down the pub that is) to even consider picking up a pen. You wouldn't want my signature anyway – I've got the world's worst handwriting!

As for your problem, I've managed to find some level codes hidden under my desk. It's amazing what I keep down there...

Level 1 AJGJ
Level 2 LAEA
Level 3 ASNF
Level 4 DMIA
Level 5 INSI
Level 6 NEUA
Level 7 AALG
Level 8 BLTO
Level 9 UIAN

I hope that's made life a little easier for you, Sarah.



Wrestling's for wimps...

Q: Dear ProHelp!,
I have WWF Raw for the Mega Drive. I'm still looking for a way of doing the mega moves. Could you please tell me how to do them (one for each character)?

I also have Mortal Kombat II for the Mega Drive. I know some fatalities and friendships, but I don't know any babalities. So, could you list the whole characters fatalities, friendships and babalities? I'm not forcing you to do this, but if you can then can you send it to me?

Zeddy 'the Hitman' I G, Sri Lanka

A: What's it with all this 'the Hitman' business?! Are you some dodgy Sri Lankan hired killer or something? If you are, here's a useful piece of advice from me: don't go about telling everyone, you're bound to be found out! You see, I should know. I'm actually a spy — but I haven't told anyone about it because it'll be more than my job's worth. Really I'm quite a serious, mature and sober person, but I cunningly project an image of being a drunken buffoon to lead people astray. Clever, eh?

Anyway, special moves for WWF Raw, coming up...

To perform all of these moves, you MUST press and hold the A and B buttons at all times. Otherwise they won't work.

Questions, questions questions!

Q: Dear ProHelp,
I have a few questions about Soleil on the Mega Drive.
1. In Dahlia Valley, at the top (near the rabbit), you see two blue boxes. What are they for?
2. Where is the Awakening Powder?
3. When going to see God, you are told to use a beast that will show you the patu. Any ideas?
4. You are told of an eloping couple at the beach, but when you see them, they just run away. Any ideas?
W Ennis, Amsterdam

A: Hmmm, so many questions, so little time to answer them all...
1. Uh, I'm not actually too sure, to tell you the truth. I shouldn't let it bother you, though, it's probably nothing important.
2. The small settlement in the Camellia Desert. Go to the point where the townsfolk told you about the Awakening Powder and climb the tower until you come to a prisoner. Use the Armadillo to get across the larger gaps and when you get to the top of the tower, follow the man down the rope. You can now get hold of the Powder!
3. It's hairy, smelly, has a wet nose and is man's best friend... the dog.
4. I haven't the foggiest what you're on about! Sorry.



Razor Ramon's Back Flip Elbow Drop: Your opponent must be lying down. Press Left, Left, Right and then release B.

Doink's Field Goal Kick: Stand behind stunned opponent and press Left, Left, Left and C.

Luna Vachon's Propeller Smash: Your opponent must be lying down. Press Left, Down, Down then release B.

Owen Hart's Whirling Dervish: Press Up, Right, Down then release A.

Bam Bam Bigelow's Torpedo: Press Up, Down, Left or Right and release A.

Brett Hart's Butt Flip: Climb onto the turnbuckle and press Right, Right, Up and release B.

Lex Luger's Super Punch: Press Up, Up, Down then release B.

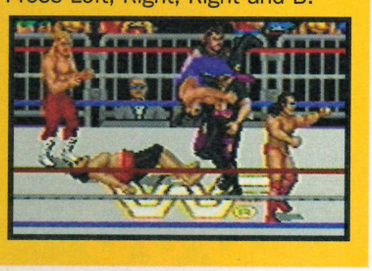
1-2-3 Kid's Turnbuckle to Turnbuckle jump: When you are on one of the back turnbuckles press Up, Up, Up, then release A or B.

Diesel's Caber Toss: Stand behind a stunned opponent and press Down, Down, Right and then release B.

Shawn Michael's Super Drop Kick: Press Down, Right, Right and C.

Undertaker's Running Clothesline: Press Left, Right, Right and B.

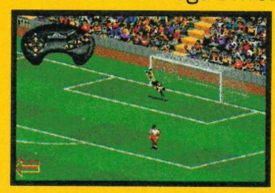
Yokozuna's Cannonball off Turnbuckle: Stand on a turnbuckle and press Down, Down, Down and C.



Phew, now if after that lot you think I'm going to list all of MK2's moves, you've got another thing coming! Have a look in issue 37 instead.

Soccer mad!

Q: Dear ProHelp,
Hello everyone. My name is Benjamin Howard and I'm 15-years-old, but I'm deaf. I go to Redruth school. I am hoping you can help me with a cheat for FIFA '95 on the Mega Drive. Thank you.
Benjamin Howard, Cornwall



A: Certainly! First of all, go into the main options screen and type in the following for cheats galore...

C, C, C, B, A, A, A, B	Invisible Walls
B, A, C, B, C, C	Curve Ball
C, A, B, C, C, B, A, C	Crazy Ball
A, A, B, B, C, C, A, A	Dream Team
B, A, B, B, B, B, B, B, B, B	Super Power
A, A, A, A, A, B, B, B, B	Super Goalie
A, A, A, A, A, B, C	Super Offence
B, B, B, B, B, C, B	Super Defence



Hope that little lot comes in handy for you, Ben.



Not so mega!

Q: Dear ProHelp!,
Hi, I am writing to ask you about any tips or cheats that you could give me on Mega Games 2 (Revenge of Shinobi, Streets of Rage and Golden Axe) on Mega Drive 2.
Amin Reza Goodarzi, Sheffield

A: Right, that shouldn't be a problem. Excuse me for a minute while I have a shuffle around in my cheats wardrobe (shuffle, shuffle, shuffle)...
Revenge of Shinobi: Infinite Shuriken: On the options screen, select zero shuriken and don't do anything for 30 to 40 seconds. You'll hear a beep and the zero will turn into an infinity symbol (∞) indicating you have infinite shuriken.
Extra Lives: During the second stage (the Motor Mill) of level four, it's possible to pick up two lives while losing just one. This process can be repeated ad infinitum. Shoot at the base of the first conveyor belt (double jump and spray shoot). A special Musashi symbol will appear. Jump onto the conveyor belt and let it carry you backwards off the end. You'll loose one life but gain two!
Streets of Rage: Extra Continues: Press Left, Left, B, B, B, C, C, C and Start on the title screen or on the continue screen.
Level Select: Hold down player two's pad and then type A, B, C and enter the option mode using the first pad. You can now select the rounds and set the number of players.
Golden Axe: Level Select: On the player select screen, hold Right and Down diagonally, B and Start simultaneously to get a level select.
Extra Credits: Once again, from the player select screen, push Right and Down diagonally, A, C and Start simultaneously to gain nine credits.
I hope that little lot comes in handy for you, Amin.

...and so, riding off into the sunset with a flick and a wave of his golden hair, the brave Sir Mark left us with his famous farewell call, "Tally-ho chaps! It has been a good day and I have done well. But remember, if ever evil should rear its ugly head again, I'll be there to ward off anything bad and protect the young and old alike. It's my job, you know."

They said the future



The

on sale 6th july 1995

couldn't be

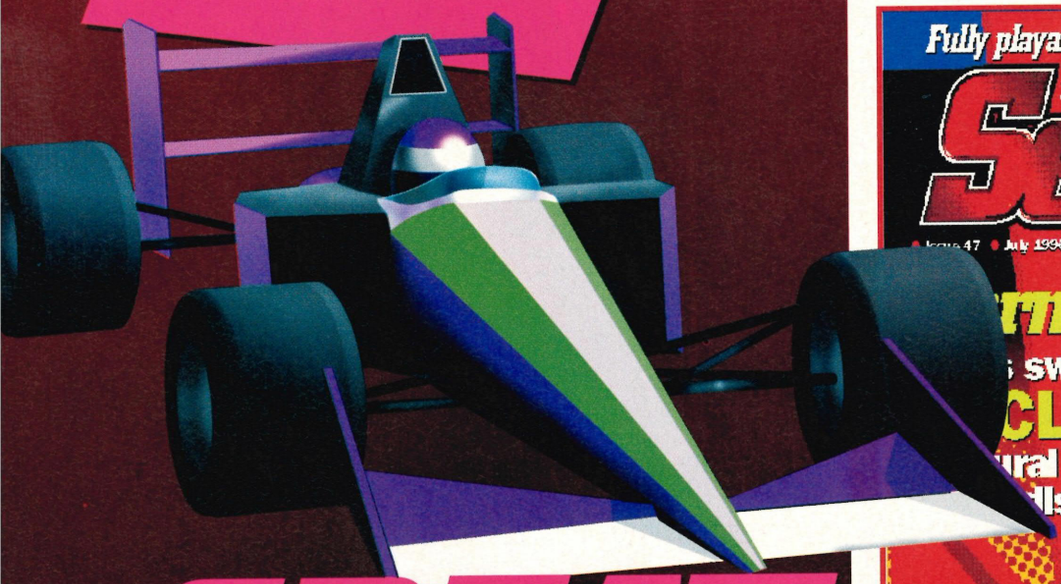
bought

en

lied...

XGen

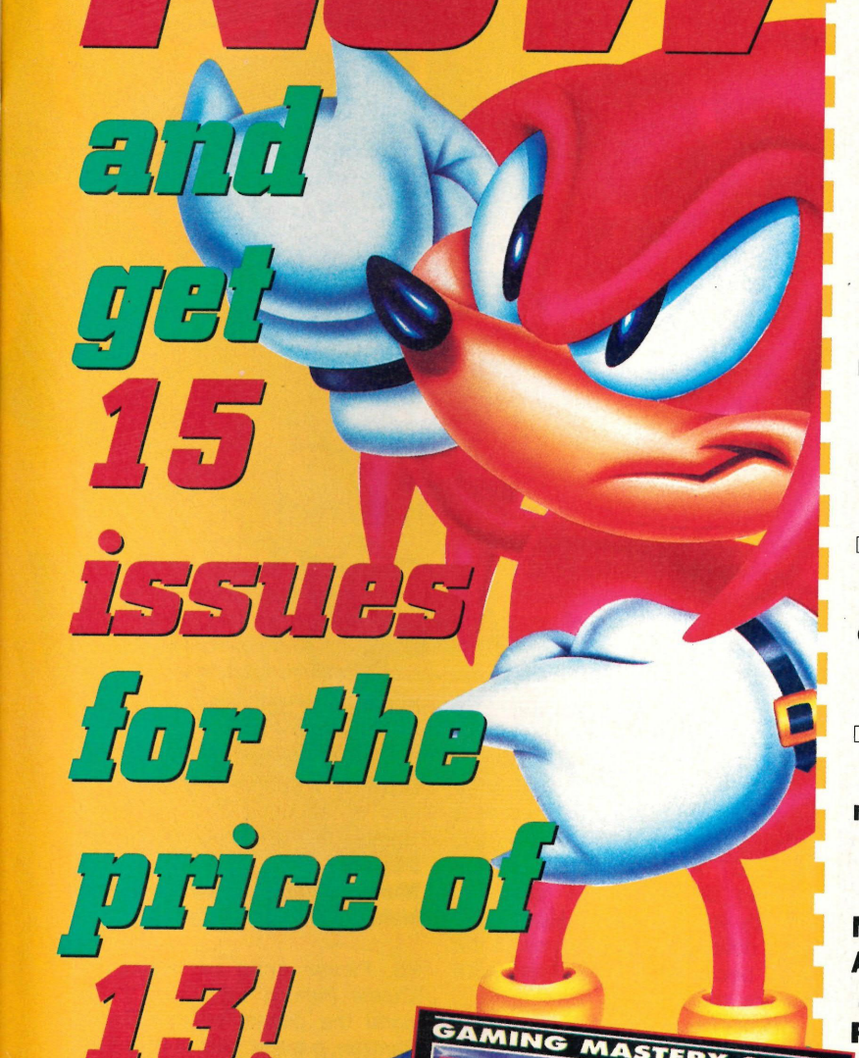
A CHOICE OF 2 GREAT MAGS!







Subscribe NOW and get 15 issues for the price of 13!





FREE!

Take out a subscription to either SegaPro or SegaPro CD and you'll get two extra issues and a free tips book!

Sega Pro
Sega Pro CD

I would love to know everything about every Sega game so I realise I need SegaPro. Please, please rush me the following:

OPTION 1*

ANNUAL SUBSCRIPTION TO SEGAPRO

Incredible value: Subscribe now to SegaPro and receive 15 issues of the magazine for the price of 13 – how's that for great value for money!

☐ **UK £32.50** ☐ **Europe £42.50** ☐ **Rest of World £52.50**

OPTION 2*

ANNUAL SUBSCRIPTION TO SEGAPRO CD

Incredible value: Subscribe now to SegaPro CD and receive 15 issues of the magazine for the price of 13 – how's that for great value for money!

☐ **UK £75.00** ☐ **Europe £100.00** ☐ **Rest of World £150.00**

OPTION 3 *

SIX-MONTH SUBSCRIPTION TO SEGAPRO CD

Get six issues of the most exciting new Sega Mega-CD magazine around, complete with a covermounted CD demo on each issue!

ALL SUBSCRIPTIONS COME WITH A FREE TIPS BOOK!

☐ **UK £35.00** ☐ **Europe £50.00** ☐ **Rest of World £75.00**

YOUR DETAILS *

I would like the subscription to start from issue number.....

If you are either taking out a subscription for yourself or giving a subscription to SegaPro as a gift, please fill in your details below:

Name.....Signature .....

Address .....

.....

Postcode.....Phone number.....

METHOD OF PAYMENT – PLEASE INDICATE YOUR CHOICE:

☐ **CHEQUE** ☐ **POSTAL ORDER**

Please make payable to Paragon Publishing Ltd

☐ **CREDIT CARD** **Expiry date_____/_____/_____**

Card number_____/_____/_____/_____

If you are giving a subscription to SegaPro as a gift to someone else, please fill in the recipient's details below:

Name.....

Address.....

.....

Postcode.....Phone number.....

NO STAMP REQUIRED IF POSTED IN THE UK

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable, made payable to Paragon Publishing Ltd) in an envelope to the following address: SegaPro Subs, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on (01202) 200200 or fax us with your details on (01202) 299955.

Protest!

Your Letters! Protest! Your Pics!

What's all this Protest! stuff about then? Is this the part of the mag where the Editor gets to test drive the latest sports car while testing out a new recipe for baked beans in a special NASA test bowl. No? What?! You mean I have to sift through the letters and dodgy drawings we've been sent and slap some down on these pages? Flippin' heck! The fun never starts around here does it?
Luckily for you, dear reader, I'm in a generous mood today (you'd better make the most of it). I hereby declare that there will be a STAR LETTER every month from this moment on, and the sender of said letter will win themselves a smart prize! How's that for generosity? This month I've got some cool new Mega Drive joypads to give away. You wouldn't believe the number of switches they have!



32X Headache

Dear SegaPro,

I've been reading SegaPro CD since Issue four, and I thought I'd put some questions to this great mag.

1. I read your review on *Pebble Beach Golf* for the Saturn, and I was amazed by the graphics. Does it use the new MPEG cart that everyone's talking about?
2. I am a proud owner of a Mega Drive and Mega-CD and am thinking of upgrading to a 32X. Is it worth it?
3. Will the new *NBA Jam TE* be released on Mega-CD or 32X?
4. Now that *Virtua Fighter* has been confirmed for 32X release will AM2 convert *Virtua Fighter 2* on 32X?
5. I read your review on *Slam City* for the Mega-CD and couldn't help noticing that you said 'most people won't even get past the first player'. Me and my friends have played a demo and thought it was great. The only problem being that it was too easy. Will the forthcoming 32X version of Slam City be any harder?

Thanks a bundle!

Chris Farrow, Erdington

The visuals in 32-bit games are getting better and better but no, *Pebble Beach* doesn't use the MPEG add-on because then it wouldn't work on a standard Saturn. The programmers have just digitised live actors swinging their clubs and made normal sprites out of them. Think of it as a *Mortal Kombat* style game, only with balls!

Upgrading to a 32X depends on what sort of games you want to play. The insides of the add-on are very similar to the Saturn's and the increased processing power has allowed some great games. Just look at *Virtua Racing Deluxe* or *Stellar Assault*. Polygon based games are what the 32X does best... which brings us to *Virtua Fighter*. You lot are never happy are you? At last we get a 32X version of the game and you already want to know about *VF2*! No, I doubt it will ever come to the 32X because it's packed with texture mapping.

I don't know about the new 32X *Slam City* as I haven't had the chance to play it yet, we'll have to just wait and see!

No Nasty?

Dear Editor,

I bet you think you're well 'ard don't you? I bet you're not as nasty as everyone says you are, in fact I bet you're a complete pencil neck with a brain the size of Ulrika Johnson's and a body like Macauley Culkin. Even Mark Pilkington could have you (probably). Anyway I have some utterly brainless questions to ask you:

1. Which one should be better: the Saturn or the Ultra 64 (if it ever comes out)?
2. What are Andi and Beb supposed to be?
3. Is it worth getting a Saturn with all the other consoles on the market? How much will it cost?
4. When is *Sonic 4* coming out? (Only joking)!
5. Which football team do you support? I support Rangers (cue lots of shouting and anti-Celtic chants, the whale snoggers that they are)!

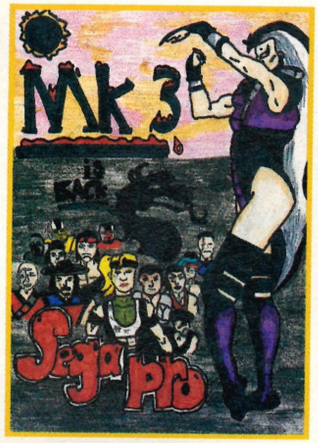
Murray 'Brian Laudrup's the best, blah, blah, blah' Brady, Fife

PS. Please send me a copy of *Theme Park* or I'll reveal to the world the picture of you, Esther Rantzen, a tub of glue, a pineapple and an industrial sized jar of hand cream!

Who are you calling Nasty? He doesn't live here any more so keep your insults to yourself! As for your questions... you just know the Saturn is the console to go for with its advanced chip set and great games. Nintendo haven't ever got their console into first gear yet with their release put back to Spring 1996. Who wants to wait that long? The Saturn will be out on July 8th priced at £399.99 with one joypad and *Virtua Fighter*.

Andi and Beb are apparently a blue sheep and fish. Yes I know it's strange but it wasn't my idea! Oh, and I don't really follow any football team and I want *Theme Park* for myself!

The obsession with *Mortal Kombat 3* has begun! Leon Rhule of Derby looks like a very disturbed young man. Don't tell his mum!



Saturn mad!

Dear SegaPro,
1. Is the Saturn going to be the best Sega console?
2. Is the Saturn better than the 32X?
3. Is the Saturn going to wipe out the mega Drive?
4. How much will the Saturn games cost?
5. Will there be a *Virtua Fighter 2* on the Saturn?

I hope you will have a lot more about the Saturn in SegaPro. I know you will answer all my questions. See ya.

Jonathan Foo, Wembley

Everything's gone Saturn mad this month (not surprisingly) with the machine now out in the shops. Let's check my knowledge on the machine...

Yes it will be the best Sega console to date, they wouldn't release it if it wasn't would they? It is much better than the 32X, that's why it costs so much more. It won't wipe out the Mega Drive though, well not immediately. It's inevitable that people will eventually move on to the 32-bit generation and 16-bit consoles will become like the 8-bit ones today.

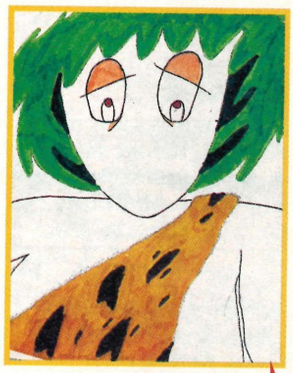
Not only is *Virtua Fighter 2* coming out on Saturn but *Virtua Fighter 3* is already in production. You'd better start saving quick!

CHIMP OR CHAMP?



Have you got a friend (or an enemy) that has done something mad, strange, heroic or down right stupid recently? In this new addition to SegaPro you can nominate someone to be brought in front of the ruthless SegaPro readership. Tell us a little bit about them and the incident and we will decide whether or not they are a chimp or a champ!
To start us off we have none other than our very own Mark 'Pilky' Pilkington! Not satisfied with being a top racing driver with a boring haircut him and his mate decided to take his hair off with a set of dog clippers! The result is what we see here. He could probably get a part as an extra in Prisoner Cell Block H with that cut!
So, chimp or champ? You decide. Send your vote to the usual Protest address marked CHIMP OR CHAMP?

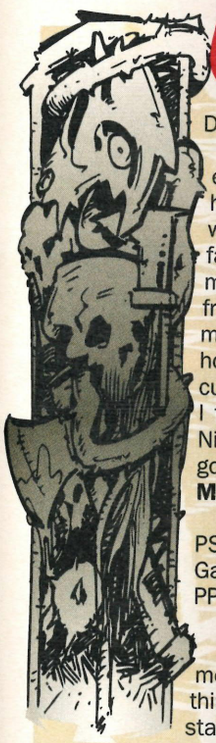
Nice Lemming, Jamie Asquith of Bradford. That's almost as bad as Pilky's new hair cut!



Martin Randall of Barking has been tracing his Astal issue, the cad! His Earthworm Jim looks a bit petrified too!



TOP TRAITOR!





Dear SegaPro,

I have a huge problem. I am getting in various embarrassing situations. Let's start with the dream I had. I was playing on a handheld computer game and it was very good. When I pulled the screen away from my face I found it was a Game Boy! It was the scariest moment of my life. I have also been going around my friend's house and playing on his SNES. I once found myself stealing it. I had the whole lot in my arms! I ran home and played on my Mega Drive to see if it would cure me. It didn't. I still wanted to play on a... Nintendo! I think I am a very sad person and I also think I have Nintendophobia. Please can you help me as I am now going to Argos to buy a Game Boy.

MMR, a Nintendo addict

PS. Can I have a cheat for *Super Mario Land 2* on the Game Boy?
PPS. Sorry. Ignore that last remark.

Someone call a doctor quick, this oddball needs medical help! Wait... no I think it's too late. Anyone who thinks that anything Nintendo do is up to the lofty standards of Sega must be severely dealt with. In fact, anyone who shops in Argos is a bit mad too, all those little pens and endless catalogues. It's enough to make your head explode!

So what should we do with MMR (stupid name anyway)? Get your best executioner's head on and send in your suggestions to the usual address.

Last Month's Judgement: The Case of Christian Hansen

Our mate **Nicholas Smith** of **Rossendale** has come up with a cool way to sort out last issue's traitor: I think that Christian Hansen (Issue 46's Top Traitor) should get his legs cut off by Rick from Splatterhouse 2 with a chainsaw while Jax from MK2 tears his arms off. Then the Punisher should blow his head off and Ryu should incinerate what's left with a golden fireball.

Ha, ha, ha, ha! That'll teach him!

Protest!

Free Readers' Ads

They've taken a break for a few issues but to please the readers who pleaded with us to bring them back — here they are again in all their glory! If you've got something you want to sell, buy, swap, fancy a pen pal or want to advertise a club this is the place to do it!

FOR SALE

For sale, back issues of SegaPro issues 1 to 13. £10 the lot, will split. Tel Huddersfield 01484 537 628. Ask for Alex.

Sega Master System 2 for sale with 2 pads, control stick and Robocop V Terminator. Good Condition. Worth £180 sell for £55 ono. Phone 01403 264 517.

Sega Mega Drive 1 + Mega-CD 1 + 32X with 4 control pads, two 32X games, 9 Mega-CD games, 9 Mega Drive games. 20 in all and Sega mags, £500 ono. Phone 01442 68463.

Mega Drive games for sale inc F1, Robocop V Terminator, Snooker, PGA Tour Golf 2, Jungle Strike. Phone for more details 01656 739 252.

0Games £15 to £21 each. 14 games in all.
For Sale Phantasy Star 4, £50, Shining Force (CD), £30, VAY (CD), £25, Night Trap (CD), £12, £12. All games are American and in first class condition. Tel: 01442 69378.

Game Gear, six games – Donald Duck, Mickey Mouse, Monaco GP 2, Columns, Halley Wars and Sonic 2, also two carry cases, AC Adaptor and Master Convertor, £60 ono. Call Paul Loughborough 01509 265003.

WANTED

Wanted for Sega Master System II. Sega Light Phaser and games, also wanted for Master System, Gauntlet. Please contact Barrie on 01449 674 275 after 5pm weekdays.

SWAP

Will swap Wimbeldon, Master of Darkness, 4 in 1, Castle of Illusion and Chessmaster (GG). For any other GG games, phone John on 01851 870 933 for more details.

BLIND DATE

13-year-old male who seeks females. Must like good music, doesn't mind a laugh and has a nice personality. Must be 12-14, living in England. Write to 24 Donnington Drive, Shankein, IOW, PO377JA

Hi, I'm 12 and want a penpal girl that likes playing Mega Drive, likes reading Roald Dahl books. Write to Blake Fitzgerald, 18 Munja Way, Nollamara WA, Australia 6061.

Hi! I'm Pieter Le Roux. I'm seeking a 15-year-old girl to be my penpal. I am from South Africa. Write to: 6 Nuwevlei Street, Paarl-South, 7646, South Africa. All letters will be answered.

CLUBS

MGH Sega and Nintendo video game club. Discounts on new and used games. Try before you buy! Retford, Ollerton and Worksop areas only. Delivered free to your door. Call now on 01777 838599 or 01585 396 909!

Corky cut-out coupon!

Fill in the grid putting only one word in each square and then either cut it out or make a photocopy and pop it in the post to: Free Readers' Ads, SegaPro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS. Aren't we kind to you?

Let's get Gooey!

STAR LETTER

Dear SegaPro,
Please could you print this rap somewhere in your great magazine because it would make me so pleased after all the hard work I've been putting into it. Thank you.

GLOBAL GLADIATORS

Global Gladiators are so cool,
Fighting out monsters and their drool.
Gooshooter in one hand, gum in mouth,
Jumping on platforms they're heading South.

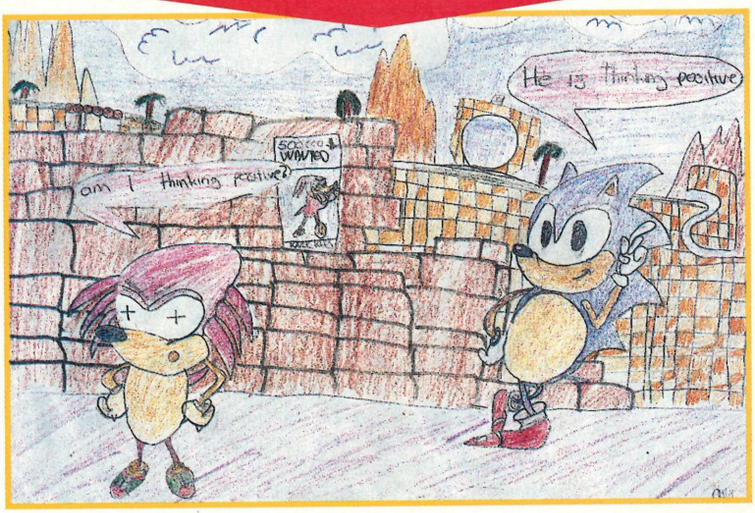
Go through Toxi Town and Arctic World,
This game's all boys, it has no girls.
Some of the monsters are a bit of a drag,
But find Mr McDonald waving his flag.

So come along and meet Mick 'n' Mack,
You'll be mad not to buy it so just listen to this rap.

Hayley Wright, Ware

Aww, it's so melodic I think I'm going to cry. Have you ever thought of writing a song for top rap artist Fur Q? I think he'd appreciate the creative input. Nice one Hayley you win the star letter award for this month!

Poor old Sonic, he's been sent to Coventry by Sega! Knuckles is their new hero because he's pink and has a more interesting hair do. Hasan Oktay of Turkey has captured their mood perfectly.



We want you!

What has happened to all the games players who take a pride in their achievements? The ones who get the top scores and complete a game in hours? They've all seemed to disappear from the hallowed pages of Sega Pro over the last few months, but I'm sure you're all out there. Think of these pages as a place to show off! Stick your chest out, strut around and shout, 'I am the greatest!'. What I want is your top scores for any game on any Sega format. Let me know how well you've done and send in photographs of the end screens to prove that you're not making it all up. I will print the best I receive and maybe even sort out a few prizes. Send in all your stuff to the usual address.

WELCOME TO PARAGON ONLINE

Update

Credits

Jobs on offer

Sponsors







Computing

CD-ROM Games,
CD-ROM User,
Internet and Comms Today,
Net User,
PC Kids, PC Office,
PC Power, PC Tactix

Video Games

3DO Magazine,
Amiga CD Gamer,
Games World,
SegaPro,
Super Gamer,
X•Gen

Sport

Football Heroes

ABOUT Paragon Publishing Ltd

Paragon Publishing, publishers of the best-selling *Internet and Comms Today** and the bi-monthly *Net User*, has expanded its publishing ventures onto the Internet with its Web magazine, Paragon Online. With Paragon Online, you can communicate directly to any of the magazine editors, find out future magazine plans before anyone else, read the latest news updated by the magazine staff and have a jolly good time.

All you need to connect to Paragon Online is an Internet account, a suitable PC, a modem and a telephone line. Alternatively, you can get on via a direct college connection. Once you connect with a World Wide Web browser, there are no hidden charges. Paragon Online is a completely free service.

Tune your World Wide Web browser to:

http://www.paragon.co.uk/paragon



Paragon Publishing, the publishers of this magazine, have vast Internet experience. In October 1994 it launched the first and best-selling Internet magazine, *Internet and Comms Today**. With the launch of *Net User* in April 1995, it became the only UK magazine publisher to have two independent Internet magazines. When it comes to the Internet, there is no more experienced publisher. With our ever-increasing range of Computing, Video Games and Sport titles, Paragon Online will develop into one of the busiest Web sites.

*source ABC

If you are an independent publishing company and wish to get your magazines online through Paragon Publishing, email **Pat Kelly** at patk@paragon.co.uk or call 01202 200203.

To advertise on Paragon Online on very favourable introductory terms, email **Pat Kelly** at patk@paragon.co.uk or call 01202 200203.

Paragon Publishing Ltd

Grab those Issues you might have missed!

Back Issues!

Please note Issues 1, 2, 3, 4, 8,14, 20 and 32 are sold out!

Grab your copy of Sega ProCD with a fully playable CD demo! (Please note that the editorial content is identical to that in the normal SegaPro.)

SegaPro CD



Issue 42 £5.99
A world exclusive demo of Delphine's amazing arcade adventure *Flashback*.



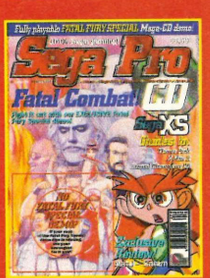
Issue 43 £5.99
Another chance to play the *FIFA CD* demo (as featured on Mega Power).



Issue 44 £5.99
You get to play yet another top footy title with our top *Sensi* demo!



Issue 45 £5.99
Play our top *Time Cop* demo and read up on *Eternal Champs* on CD!



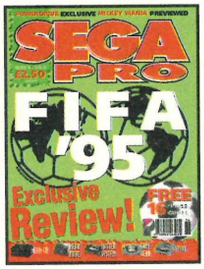
Issue 46 £5.99
CD special: *Lords of Thunder*, *Dungeon Explorer* and a *Fatal Fury Special* demo!



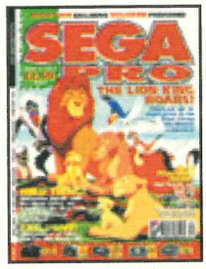
Issue 47 £5.99
The second top Mega-CD beat-'em-up from JVC demoed - *Samurai Shodown*.



Issue 36 £2.75
MKII review and T-shirt transfer! Plus exclusive previews of *Maximum Carnage*, *Kawasaki Superbikes* and *Lemmings 2*.



Issue 37 £2.50
Amazing exclusive 16-page supplement and review of *FIFA '95*. Plus exclusive first looks at *Powerdrive* and *Mickey Mania*.



Issue 38 £2.50
Exclusive 16-page guide to *Earthworm Jim*, plus review. Special feature on *The Lion King* and exclusive review of *NBA Jam* CD.



Issue 39 £2.50
84-page tips book, exclusive *Road Rash III* preview, first 32X games, plus reviews of *The Lion King*, *Micro Machines 2* and more.



Issue 40 £2.95
Fab *Sonic & Knuckles* water bottle! Exclusive preview of *Ristar*, plus three Saturn games, *Cosmic Carnage* 32X, and lots more.



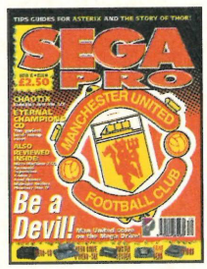
Issue 41 £2.75
Special book: Guide To '95 with the low-down on the year ahead. First reviews of *Samurai Shodown* and *Virtua Fighter*.



Issue 42 £2.50
Exclusive preview of *MKII* on 32X, plus more Saturn games including *Daytona USA* and *Clockwork Knight* (review). Reviews galore.



Issue 43 £2.50
A soccer special with first reviews of *Striker* on MD and *Victory Goal!* on Saturn, Plus previews of *Street Racer*, *Alien Soldier* and many more.



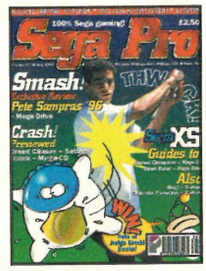
Issue 44 £2.50
Exclusive preview of *Man UTD* plus *Chaotix* on 32X, *Eternal Champions CD* and a full preview of *Panzer Dragoon*. *Road Runner* too!



Issue 45 £2.50
Catch reviews of *Daytona USA* on Saturn, *Street Racer* on Mega Drive, a feature on the top 100 Sega games plus three SegaXS guides!



Issue 46 £2.50
Our amazing Saturn issue with a feature on Sega's super console plus reviews of *Astal*, *Chaotix* and Alien Soldier. Free XS *Theme Park* guide.



Issue 47 £2.50
Pete Sampras dons the cover and has a top review inside along with *Bug!* and *Parodius Deluxe Pack* on the Saturn. What a top treat!

We still have a few copies of early issue of SegaPro available. Order any two of these issues 5, 6, 7, 9, 10, 11, 12, 13 ,15, 16 for the bargain price of £2. Ring Karen on 01202 200200 and order now to get your copies.

Back Issues ORDER FORM

Please send me the following Issues of SegaPro

Please send me the following Issues of SegaPro CD

Name .....

Address .....

.....

Postcode .....

Telephone No .....

Signature .....

Method of Payment - please indicate your choice:

☐ **Cheque/Postal Order: Please make cheques payable to Paragon Publishing Ltd.**

☐ **Credit Card: Expiry date** _____ / _____

Card Number .....

Please return this coupon (together with your cheque/ PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: SegaPro BACK ISSUES, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively call our credit card hotline on (01202) 780578 or fax us on (0202) 299955).

NB: All prices include postage and packing.

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

These have made us one of the largest suppliers of computer & video games in the country today!

MEGADRIVE



Addams Family Values	£35.99
Alien Soldier	£35.99
A.T.P. Tennis	£39.99
Asterix & the Great Rescue	£18.99
Asterix & Power of the Gods	£36.99
Batman & Robin	£CALL
Beavis & Butthead	£36.99
Bloodshot	£27.99
Brian Lara Cricket	**£32.99**
Cannon Fodder	**£32.99**
Corporation	£15.99
Daffy Duck	£36.99
Dr Robotnik's Mean Bean Machine	£24.99
Dynamite Headdy	£35.99
Earthworm Jim	£43.99
Ecco 2 - The Tides of Time	£33.99
Fever Pitch	**£34.99**
Fantastic Dizzy & Cosmic Spacehead	£19.99
F1 World Championship Edition	£39.99
FIFA '95	**£21.99**
Incredible Hulk	£17.99
Indiana Jones Greatest Adventures	£32.99
Jelly Boy	£32.99
Jimmy White's Snooker	£25.99
Jurassic Park Rampage Edition	£35.99
Justice League	£CALL
Judge Dredd	£39.99
Kawasaki Super Bikes	£32.99
Lawnmower Man	£16.99
Lethal Enforcers 2	£35.99
Man Utd Champ Soccer	£32.99
Mega Bomberman	£32.99
Mega Drive Mouse	£27.99
Mega Turrican	£16.99
Micro Machines 2	£35.99
Mighty Max	£18.99
Mr Nutz	£17.99
Mr Nutz 2	£32.99
Mortal Kombat 2	£42.99
Nigel Mansell's Indycar	£19.99
NBA Jam Tournament Edition	£39.99
NBA Live '95	**£21.99**
NFL Madden '95	£36.99
NFL Quarterback Club	£39.99
NHL Hockey '95	**£21.99**
Pete Sampras Tennis '96	£35.99
PGA Tour Golf 3	**£21.99**
Powerdrive	£31.99
Powermonger	£16.99

EA SPORTS SUMMER SMASH!!

Due to massive demand we are continuing our EA Sports Day Promotion all summer long!! This means the following games will all be just **£22.99**

• FIFA Soccer 95 • NBA Live 95 • • NHL 95 • PGA Tour Golf 3 • • Rugby World Cup '95 •

Putty Squad	£32.99
Psycho Pinball	£35.99
Ranger X	£18.99
RBI Baseball	£17.99
Red Zone	**£19.99**
Ristar	£35.99
Road Rash 3	**£32.99**
Rock N Roll Racing	£32.99
Rugby World Cup '95	**£21.99**
Samurai Shodown	£35.99
Sensible Soccer	£39.99
Shining Force 2	£39.99
Skeleton Krew	**£31.99**
Skitchin	£15.99
Smurfs	£32.99
Soleil	£38.99
Sonic 1	£12.99
Spiderman	£39.99
Stargate	£38.99
Striker	£36.99
Street Racer	**£34.99**
Super Streetfighter 2	£47.99
Syndicate	£36.99
Thor	£45.99
Tiny Toons Acme All Stars	£32.99
Theme Park + free ticket for Alton Towers	**£35.99**
Toe Jam & Earl 2	£18.99
Toughman Boxing	£24.99
Urban Strike	£35.99
Wayne Gretzky Hockey	£39.99
Warlock	£40.99
Winter Olympics	**£15.99**
World Cup USA '94	£18.99
WWF Raw	£44.99
X-Men 2	£35.99

SATURN



SEGA SATURN

NEXT GENERATION CONSOLE WITH VIRTUA FIGHTER & ONE PAD

£375

Limited Stocks - Order Early!!

Clockwork Knight	**£CALL**
Daytona Racing	**£CALL**
Int. Victory Goal	**£CALL**
Panzer Dragoon	**£CALL**
Pebble Beach Golf	**£CALL**
Spare Control Pad	**£19.99**
Virtua Stick	**£38.99**
RF Unit (Saturn comes with just scart cable)	**£CALL**

32X

SPECIAL OFFER

32X Expansion Module **£134.99**

Chaotix	£39.99
Doom	**£29.99**
Golf Magazine 36 Holes	£46.99
Metal Head	**£45.99**
Mortal Kombat 2 (limited stock)	**£42.99**
Motherbase	£CALL
NBA Jam Tournament Edition	£39.99
Star Wars Arcade	**£29.99**
Stellar Assault	£39.99
Super Afterburner	£37.99
Super Motocross	£35.99
Super Space Harrier	£33.99
Toughman Boxing	£36.99
WWF Raw	£39.99

32X CDs

BC Racers	£CALL
Corpse Killer	£39.99
Night Trap	£39.99
Slam City	£39.99
Soul Star X	£39.99
Supreme Warrior	£39.99

MASTER SYSTEM

Wide Selection Available

Lowest Prices - PLEASE CALL

MEGA CD



BC Racers	£35.99
Blood Shot	£40.99
Cadillacs and Dinosaurs	£29.99
Cannon Fodder	£35.99
Corpse Killer	£39.99
Double Switch	£35.99
Earthworm Jim	£35.99
Ecco 2	**£24.99**
Eye of the Beholder	£32.99
Eternal Champions	**£CALL**
Fatal Fury Special	£35.99
Formula 1 World Champ Edition	£CALL
Lethal Enforcers 2	£32.99
Links Golf	£25.99
Myst	£39.99
Power Rangers	£36.99
Road Rash (from July)	£32.99
Rebel Assault	£39.99
Shining Force	**£32.99**
Skullkeep (Dungeon Master 2)	£28.99
Slam City	£36.99
Snatcher	£32.99
Soul Star	£19.99
Star Wars Chess	£19.99
Supreme Warrior	£39.99
Syndicate	£CALL
Theme Park	**£CALL**
World Cup Golf	£35.99
World Cup USA '94	£19.99

GAME GEAR

Cool Spot	£15.99
Championship Hockey	£25.99
Ecco 2 - The Tides of Time	£25.99
Fatal Fury Special	£25.99
FIFA Soccer	£26.99
Mega Man	£23.99
Micro Machines 2	**£25.99**
Mortal Kombat 2	£29.99
Operation Starfish	£25.99
Pete Sampras Tennis	£25.99
Road Rash	£11.99
Sonic Drift Racing	**£25.99**
Super Columns	£CALL
Wizard Pinball	£CALL
Winter Olympics	£11.99

HARDWARE

Goldstar 3DO + Fifa Soccer	£339.99
Neo Geo CD + 2 Pads	£325.00
Jaguar & Cybermorph	£129.99
Megadrive 2 + Mega Games 1 & 2	£99.99

ACCESSORIES



Megadrive Master System Convertor- Play all your classic master system games on both the Magadrives 1 & 2 ..... **£19.99**

American/Japanese Mega Drive Convertor- Play inported American or Japanese Games on your U.K. Megadrive **£14.99**

Game Gear Action Replay Cartridge £25.99

Heatseeker 2 Joypad - 9 button pad with turbo-fire, auto-fire and slow motion. Buttons ABCXYZ all individually switchable plus 3 extra turbobuttons ..... **only £12.99**

Ultra 2 in 1 Joypad - Works on both Megadrive and SNES - 6 buttons with turbo, auto fire, slow motion and added thumb controller **£16.99**

Phase 9 Graduate Pad - Six Button with Auto-Fire & Slow Motion **£11.99**

Sega Mega Drive Mouse - Essential for games which use a cursor such as Cannon Fodder, Lemmings, Snooker. Comes with its own mouse mat. ..... **only £27.99**

Mega Drive Scart Cables (specify 1 or 2) £9.99
Sega 4 Way Tap £25.99
Cd Back Up Ram Cart. for Mega CD £29.99



Pro Action Replay 2 Cheat Cartridge £35.99

FREE MEMBERSHIP

All Prices Include VAT.

- **FREE MEMBERSHIP!** Simply fill in your details on the order form at the bottom of the page. No purchase necessary
- Extra fast delivery, 2-3 working days on stock items. (Please allow 7 days for clearance if sending a cheque.
- All items ordered from us are fully insured against loss or damage
- All goods are fully guaranteed. If any item doesn't work as it should, we'll replace it immediately at no cost to you.
- 1000's of titles available, if you can't see the item you want, please ring as stock arrives daily. Software and accessories available for all machines.
- Order by phone, fax or post.

ATARI LYNX II



Colour Hand Held Console & Batman Returns 29.99
Atari Lynx II (no game) 24.99
Mains Adaptor Highly Recommended **..... £10.99**
Lynx to Lynx Cable £6.99

The Lynx is the most powerful hand-held available with full colour, 16 bit stereo sound & a back-lit screen for playing in the dark.

A.T.B.	£14.50	Desert Strike	£23.99
Awesome Golf	£23.99	Dino Olypics	£14.50
Baseball Heroes	£23.99	Dirty Larry	£14.50
Blockout	£14.99	European Soccer Challenge	£23.99
California Games	£14.50	Hockey	£8.99
Chip's Challenge	£8.99	Lemmings	£23.99
Checkered Flag	£13.99	Ninja Gaiden	£14.50
Paperboy	£14.50		
Pacman	£14.50		
Pinball Jam	£9.99		
Qix	£8.99		
Tetris	**£26.99**		
Turbo Sub	£8.99		
World Class Soccer	£9.99		

70 Titles Available + Accesories - **Call!!**

Fifa (Amiga) - £21.99, Theme Park (3DO) - £35.99, Super Star Soccer (Snes) - £39.99, AVP (Jag) - £47.99, Dark Forces (CD Rom) - £33.99.

01924 473157
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

FAX ORDERS ON - 01924 473157 (24 HOURS A DAY)

- Lines open 9AM-8PM Mon-Fri, 9AM-7PM Sat, 10.30AM-4PM Sun. Answerphone all other times.
- Order by credit card, cheque postal orders or cash (please send cash in a registered envelope for your own protection.
- Next day delivery £3.50 for orders up to £50, £5 for orders over £50, please order before 3PM to ensure immediate despatch.

GAMEplay

Cut Out This order form and post to :
GAMEPLAY, UNIT 11, BARDEN CLOSE, BATLEY, W. YORKSHIRE WF17 7JG.

Name: ..... Customer No: (If Applicable) .....

Address: .....

.....

Postcode: ..... Signature: .....

Tel: ..... Fax: .....

Item	Machine	Price
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

Postage is **FREE** on all accessories and orders of more than one item. Please ADD £1 for orders of just one software item.

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐ Access VISA DELTA

Card Number ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date ☐☐/☐☐

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

PRO 8

Let's see what you're made of.

18

SEGA the GAME is NEVER Over.

ETERNAL CHAMPIONS

MEGA-CD



© 1994 Sega Enterprises Ltd.

The most challenging fighting game ever with wicked moves and deadly graphics.