SEGA RALLY UPDATE • VIRTUA COP • BATMAN FOREVER

100% Sega gaming!

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Sega Pro

• Issue 51 • November 1995

• Saturn • Mega 32X • Mega Drive • Game Gear • Arcade

Race Fever!

Micro Machines '96 Turbo Tournament

Exclusive MD review and players' guide!

Plus!

Saturn
Hi-Octane
Mortal Kombat 3
D's Dining Table

Mega Drive
Demolition Man
Power Rangers: The Movie

Arcade
Rail Chase 2

Mortal Kombat!

The past, present and future of this video game phenomenon

Plus...

MK3
MD reviewed!

Saturn sizzler!

Virtua Fighter 2

Exclusive shots inside!

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Domestic Violence

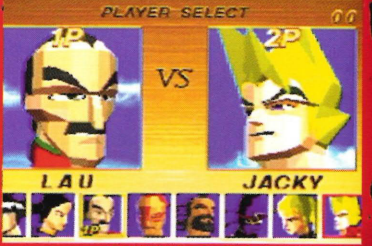
SEGA the GAME is NEVER Over.

Virtua Fighter

MEGA DRIVE 32X







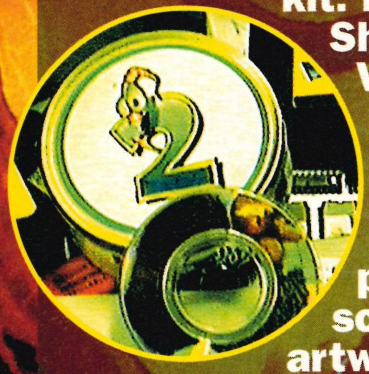
© 1994 Sega Enterprises Ltd.

The No. 1 arcade game now invades the home.

Welcome to... Sega Pro

Hello and welcome to the only Sega magazine you'll ever need! Come on in, but make sure you wipe your feet. Once again these hallowed pages are crammed to bursting point with top Sega news, previews and reviews for all formats from Mega Drive to Saturn and Arcade — but not Master System because it's a bit crap and no-one makes games for it any more!

We've been off to the European Computer Trade Show this month, so you should find our news crammed full of snippets we picked up. The blag of the show for me had to be the *Earthworm Jim 2* 'Jim 'n' Tonic' digital press kit. Dave Perry from Shiny was on the Virgin stand handing them out to passers by. It includes a meat 'n' two veg tiny CD packed with all the screenshots and artwork that us editors like so much — nice one Dave!



For your delectation this month I've sorted out a groovy review and exclusive players' guide to *Micro Machines '96: Turbo Tournament*, it's got to be the most addictive game of all time. There's a work in progress on Sega's fabulous *Virtua Fighter 2* on Saturn and an unexpected surprise in *Johnny Bazookatone* from US Gold. Have a flick through and see what you can find!



Keep playing!

Nick Roberts
Editor

Nick Roberts

Issue 51 Nov 1

Conte



Micro Machines '96: Turbo Tournament

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The best racing game ever to hit the Mega Drive reviewed with an exclusive players' guide to get you started.



Johnny Bazookatone

US Gold have kept this one quiet! Johnny is a guitar strumming funkster with a perfectly rendered quiff — check him out now!

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Check out our cool *Virtua Fighter* double sided poster in the centre pages!

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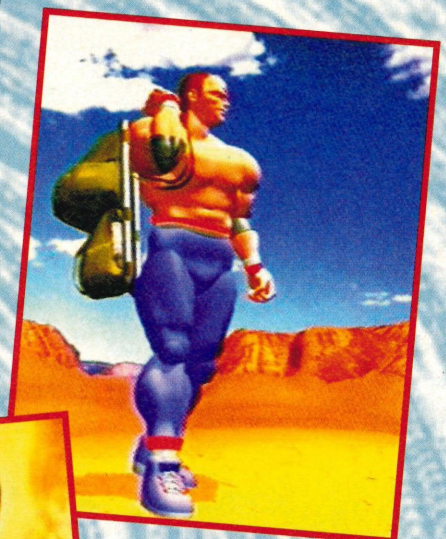
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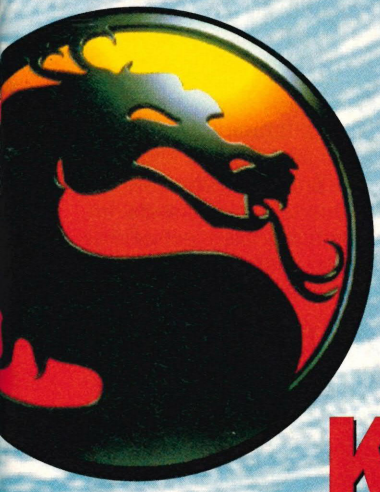
Sega unveil the game that is going to take the Saturn into 1996 with one big bang! It's arcade perfect and awesome!





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Win copies of *Street Fighter: The Animated Movie*, subs to the comic and cool Japanese Anime videos on Page 45!



Mortal Kombat

31

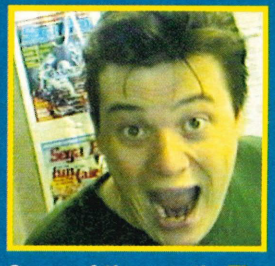
From Koncept to Kreation

Mat Yeo is Mortal Kombat mad and on the occasion of the Mega Drive *Mortal Kombat 3* arriving we let him loose on the history of this video game phenomenon.

We're not invincible!

Meet the fab four that put together your favourite Sega read. They're not quite as famous as The Beatles, but I bet Paul McCartney would take a naff screen shot!

Nick Roberts

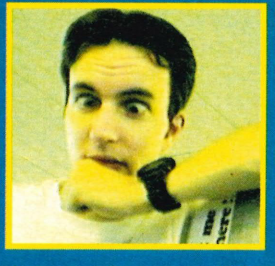


The guys have been out and about again this month, at the ECTS in London. Poor old Nick worked out that he'd walked for eight hours around the streets of London — that didn't include walking around the stands at the show! He's now got a bowl of hot water under his desk to sooth his aching feet.

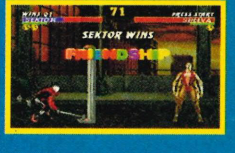


Game of the month: Theme Park

Mat Yeo

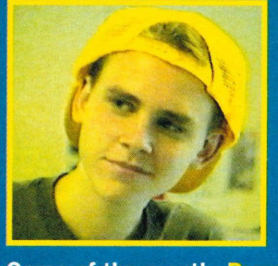


Mat was out on a big adventure with Steve this month. They got lost in the middle of London, trying to find the offices of a new Sega developer. It turns out that they took a wrong turning at London Zoo and ended up somewhere near the penguins — weird!



Game of the month: Mortal Kombat 3

Mark Pilkington

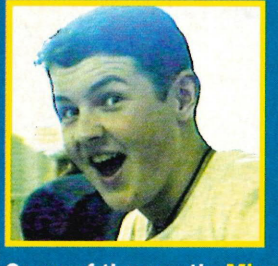


Mark's been showing himself up again. He missed the bus to the show with the feeble excuse that he couldn't get out of bed in time and we also had rumours that he walked into a local health food shop and asked for a packet of fags! Yeah — really healthy!

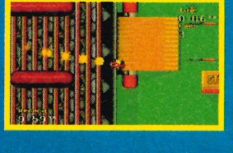


Game of the month: Premier Manager

Steve Hardy



The Romeo of the office, Steve has been disappearing into the mail order room and coming back out all red faced with his shirt hanging out. The fact that a rather nice girl started work in there this month has nothing at all to do with it. What a sly old fox!

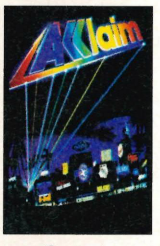


Game of the month: Micro Machines '96

The truth is out

Flo

Acclaim head for Saturn!



Top software publishing company Acclaim, responsible for some of the most impressive Sega games of recent times, are now moving into the Saturn market with a fabulous line-up of titles. Take it away guys...

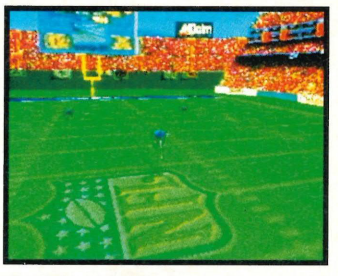
Mortal Kombat II



Having a sudden urge to throw everything down and charge along the streets, shouting "Mortal Kombat!" out at the top of your voice? Well, there could a reason for that. It could be that you've already heard the news about Acclaim releasing *Mortal Kombat II* on the Saturn, promising arcade-perfect graphics and sound, all 14 characters, Finishing moves, Friendships, Babalities and combos. Or it could just be the side-effects from that dodgy burger you had last night. What do you think?



NFL Quarterback Club '96



Dodging it's way past maddened Linebackers and charging away from crazed Defensive Backs with more skill than a Deion Sanders after three cups of Gatorade, *NFL Quarterback Club '96* should be coming your way on the Saturn just in time for Christmas. Released by



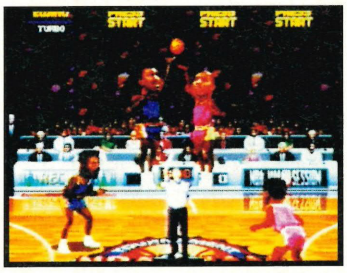
Acclaim, *QB Club '96* promises to feature over 800 Offensive and Defensive plays, 3D rendered stadiums, superb player animation's and a unique practice mode to hone your Quarterbacking skills on. Oh, and you also get a free jockstrap with every box as well. (And if you believe that...)

NBA Jam: Tournament Edition

Jumping and dunking its way onto a Saturn near you pretty soon, *NBA Jam TE* looks set to be an arcade-perfect conversion, courtesy of those chaps at Acclaim. You want exclusive NBA Full Motion Video? You got it! Player Scaling? You got it! 9-Point

there!

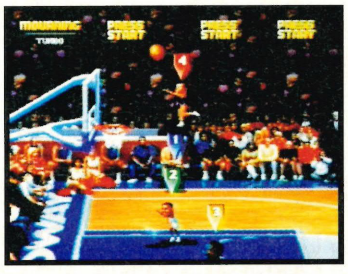
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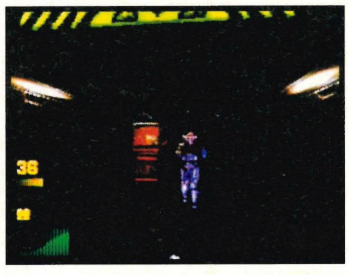


shots? You got it! Rookie and All-Star teams? You got it! 5-Speed Juice Mode? You got it! Baby, Giant and Big heads? You got it! I'll repeat that... Baby, Giant and Big heads. You'd be hard pressed to find this sort of stuff at Burger King, you know.

Alien Trilogy

In space no-one can hear you, which would be a bit of a problem when you've got 2,000 blood-hungry aliens after you, I'd imagine. Just make sure you're armed with a copy of *Alien Trilogy* on the Saturn by Acclaim — with it's huge arsenal of explosive, futuristic weapons, stunning graphics and an excellent storyline to keep them occupied with, they'll probably invite you around for a nice cup of tea instead of ripping your head off and tearing your body limb from limb. Probably.





Can You Kick It?



Yes you can! Or at least you can when *International Superstar Soccer* makes it's long-awaited appearance on the Mega Drive in early '96 from those football mad boffins at Konami. The football mad people around the office always said the SNES game was the best you could get, and now the Mega Drive has gone one better! It looks set to be an instant winner thanks to it's fully customisable simulation mode, allowing up to eight players to join in at once. We're not actually getting the original game though, this is *International Superstar Soccer 2* — wow!



16-bits in your hand!

This looks interesting, doesn't it? It is in fact a handheld version of Sega's trusty Mega Drive. Yes you did hear me correct. It's called the *Nomad* and has been on limited sale over in the States this month.

Sega of America hope to have full stocks of this nifty piece of kit ready for Spring 1996 at a retail price of $200 (about £150).

With a 3 1/4" full colour screen, a six button joypad and sockets for an addition pad and TV link-up it could be just what you've been waiting for! The console plays all the back catalogue of Mega Drive games and runs on six AA batteries for up to three hours of play. Of course the usual array of power adaptors and chargers will also be available.

Tom Kalinske, CEO of Sega of America commented, "Millions of die-hard Genesis fans will now have the convenience of their favorite 16-bit games in the palm of their hands anytime or anyplace". Nice one Tom!



Core Blimey, Guv!

Core Design have recently signed a new licensing deal worth $500, 000 with Saturn games distributors EA-Victor. EA-Victor is a new company set up by Electronic Arts and JVC, and the deal gives them the rights to publish Core's *Shellshock* for the Japan and South East Asia markets.

As Core Design's MD Jeremy Smith said over a cup of hot coffee the other morning, "The deal represents the continued strong alliance built between ourselves and overseas partners. EA-Victor has chosen to work with us on this 'next generation' title because of the level of expertise in development they have grown to expect from Core Design". He then proceeded to open a packet of chocolate digestives. Allegedly.



News

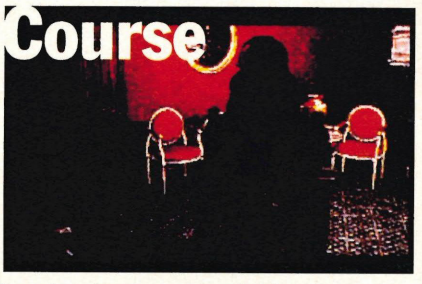
Sexy Spectra pads!

All you Saturn owners out there bored with the same old joypad, may be interested to hear that Spectravideo are preparing to release five new control pads. The prices range from £14.99 up to £29.99 for some of the more sophisticated numbers.



Coming with useful features such as auto-fire, slow motion, extra long cords and even programmable functions on some of the more expensive ones, these are surely a must-buy if you're serious about your gaming. Give Spectravideo a call on 0181 900 0024 if you fancy a bit more information or have a credit card!

The Main Course



One of the more intriguing games available on the Saturn, *D's Dining Table* has achieved the number one slot in Japan at the time of going to press, after just two weeks of going on sale! To celebrate this, Acclaim have sent all the computer magazines a press release saying just that — how kind!

Robert Holmes, the big cheese at Acclaim commented, "We are excited about D's success in Japan, where next generation hardware systems like Saturn and PlayStation are both thriving. While it hallmarks the success of our subsidiary's strategy to publish software created in Japan for that market, we believe *D's Dining Table* has the potential to become a top seller in other territories as well". You tell 'em, Rob!

Donald Duck in 'Maui Mallard'



- Sega
- Mega Drive
- October

Donald Duck is back and he has a mission! In his latest game, *Maui Mallard*, he must recover the stolen Mojo idol. This is quality cartoon adventure stuff, Donald becomes a detective and sets out to find the missing treasure by the next full moon, or who knows what may happen! Look out for a preview of this Mega Drive stunner soon!

Boggle eyes is back!

Ssmokin'! Last summer *The Mask*, starring Jim Carrey, was a real success at the box office and put to good use some of the best special effects ever seen. Now, the forthcoming cartoon entitled *The Mask: Animated Series* will be gracing The Cartoon Network. It will probably be showing by the time you read this in fact! Shame that Jim Carry won't be providing the voice though. Still, it should be as wacky and hilarious as the film was.





Rebel Assault II

- LucasArts
- Saturn
- Spring '96

Remember good old Rookie One from the first *Rebel Assault* game? Ever wondered what happened to him? Then wonder no more! Rookie One, along with Ru Murleen, are both back to fight Empire once again in *Rebel Assault II*, due out on the Saturn in the near future.



This time around, he gets into a tangle with Imperial forces and finds he's bitten off more than he can chew — a mysterious new weapon is being developed which is capable of destroying the entire Rebel Allience!

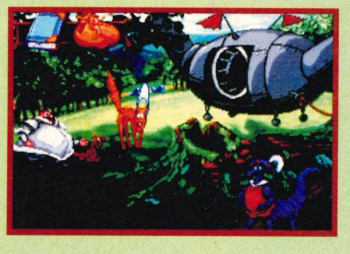
Promising to be a lot harder than the first *Rebel Assault*, you'll not only have to be a dab hand at deep space combat, but also handle yourself well on the ground. A good aim and good reflexes are the keys to survival... so keep that trigger finger ready!

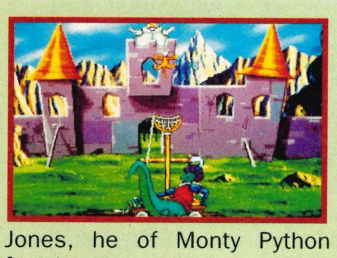


Blazing Dragons

- BMG
- Saturn
- TBA

Ah, now this is more like it — a game with a bit of humour. Something to make us laugh. Or at least it should do, at any rate (it's created by Terry Jones, he of Monty Python fame).





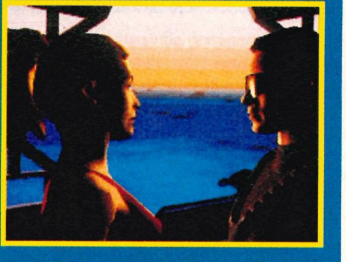
A 'twisted' graphic adventure, the best way to describe this is as a cross between *Monkey Island* and *Discworld*. Pitting noble-hearted dragons against bumbling humans, this looks to be a nice little number indeed! More when we get it (and Terry Jones has finished it).

Cyberia

- Interplay
- Saturn
- Christmas

According to the peeps from Interplay, the future isn't a very nice place. Damned cold, in fact. Global terrorism is rife, mankind lives on the brink of self-destruction and the ultimate doomsday device has been discovered beneath the frozen wastes of North Asia.

They're so confident of this happening, they've even made a Saturn game called *Cyberia* based around those very events. Spooky. It should be out before Christmas, and if you believe everything the press release tells you, it's a shoot-'em-up which features some stunning state-of-the-art 3D graphics, rendered characters, easy to use control set-up, astounding musical score and 11 intense, fast-action levels. Sounds like a cracker!



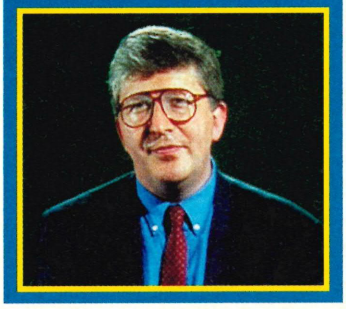


Simon Bates rants and Rages!

Lookee here! This face should look familar to you! It's good old Simon Bates, he of Radio 1 quitting fame. Of course, he's also well known for his intros to videos where he tells you how naughty you are if you're under age. Time Warner Interactive have cashed in on this in their new *Primal Rage* TV ads.

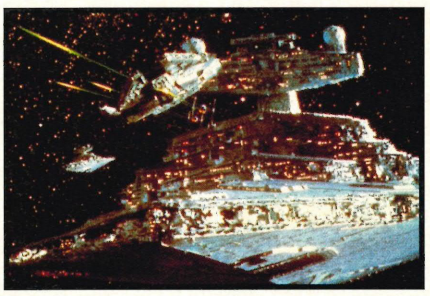
Simes sits in a big chair and talks about the mindless dinosaur violence while gory scenes from the game and intercut with scenes of cuddly kittens and picnics. Yeah, nice one TWI — we all understand that ad!

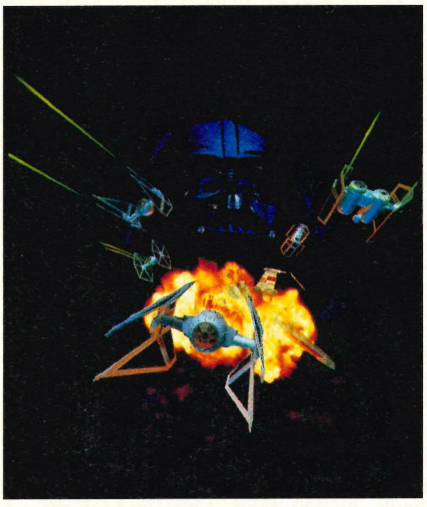


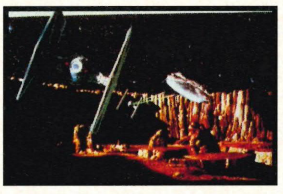


Into the shadows

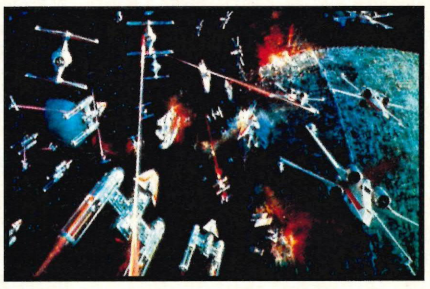
Hot news for Star Wars fans! Next year Lucasfilm will be releasing a HUGE multimedia project entitled *Star Wars: Shadows Of The Empire*. Set between The Empire Strikes Back and Return Of The Jedi, it will focus on the syndicates and crime networks that the Empire has become so depedent on. A book will explain the story in full detail, and the video game will be released in 1996 by LucasArts, so we can expect something really out of the ordinary there. As well as that, be prepared for a barrage of merchandise. We can't wait!











Raunchy Rumours

Shhh! Raunchy Rumours is busy skulking through the top secret gaming sewers this month in search of the latest gossip, titbits and snippets of video game info we can find...

First up we've heard that Capcom are desperate to finish work on *Street Fighter III* for an early '96 release (yeah, sure). The designer of the original *Street Fighter*, *SF2* and *SF: Champion Edition* will be involved and the coin-op will employ Capcom's stunning CPS III arcade board. Conflicting sources say the home version, released next summer, may be exclusive to the Ultra 64 only...

Playmates, home of Shiny's *Earthworm Jim*, have a couple of cool games right around the corner including *Skeleton Warriors*, based on the Bandai toy line, and *Mutant Chronicles: Doom Troopers* (whew, what a mouthful!).

The Saturn gains another 3D fighting game early next year with the launch of Vic Tokai's *Criticom*. Expect massive CG characters, tons of moves and multiple camera angles. Er... maybe...

We've mentioned it for the past two months and now it's finally arrived. Williams/Midway's new beat-'em-up, *War Gods*, is set to debut at the AMOA coin-op show in New Orleans this month. This weapon-packed one-on-one combat game is said to blow away even the mighty *Mortal Kombat 3*. We'll have pics next month so watch out...

Make sure you check out the Disney Channel from October 1st. Those of you blessed with satellite or cable can watch such hot properties as the all-new *Aladdin* series, the fantastic *Gargoyles* and old faves like *Mickey and Donald*. Unfortunately, you can only tune in if you already subscribe to Sky Movies and The Movie Channel. Worra rip off...

Top comic movies on the way to a multi-screen cinema near you include a live-action version of the *Fantastic Four*, to be directed by Chris Columbus (the bloke who made *Home Alone 2*) and the return of the sultry Michelle Pfeiffer in a solo *Catwoman* movie. Apparently *Batman Forever*'s Executive Producer Tim Burton is desperate to see Ms Pfeiffer in skin-tight PVC again and who are we to criticise him?

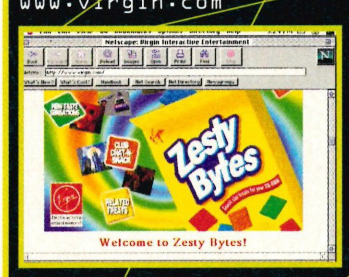
Next month Nick's sending me off to a coral reef atoll currently being used for French nuclear tests. Cor, can't wait. See ya!

On the net...

The Information Super-Highway! Surfing the Net! Web-Masters! Make any sense? If so, the chances are you've already heard all about the Internet and its many digital delights. But if not, then let SegaPro be your guide...

Virgin Interactive

www.virgin.com

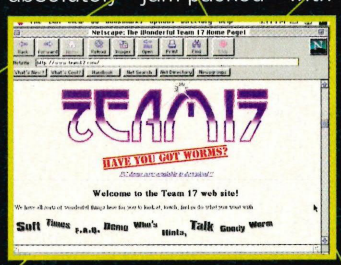


Taking on a rather tacky breakfast cereal theme and crossing it with computer lingo (Mega Bytes, Tasty Samples, etc.), Virgin's site makes for a light-hearted and fun read. The best feature has to be the Cyber Cafe thing, where you get the chance to chat away to other fellow gamers in real-time about the state of the industry today. Alternatively, you can do what I did and start up a conversation about sheep — a great way to freak out those Belgian girls!

Team 17

www.team17.com

These guys have Worms coming out of their pants! That's all they ever go on about, particularly if you visit their web site, which is absolutely jam-packed with everything you could ever want to know about the game. Also included are interviews with programmers, a chance to air your views and a Frequently Asked Questions column. Top stuff!



Beastie Boys

www.southern.com/beastieboys

Absolutely nothing at all to do with computers, I've included the Beastie Boys web site because I like them, I happen to be writing this column and there ain't nothing you can do about it, sonny. Wahahahaha!



Check it out, people...

Don't forget you can also check out Sega Pro on-line at www.paragon.co.uk!

News

X-Men : Sega 32X : Christmas



Sega are planning to release a 32X version of the X-Men's adventures in time for Christmas. Programmed by Scavenger (who in the past, have handled classics such as *Subterrania* and *Red Zone*), *X-Men* is a sprawling, 3D adventure which for once doesn't feature any platforms. Choosing from a member of the team, it's up to you to guide him or her around the levels, killing anything you see. Sounds like fun. It looks very impressive — particularly when you see it in motion — and it's great for the 32X to be given a bit of a boost for a change.

Not surprisingly, most of Sega's attention seems to be focused on the Saturn at the moment, but 32X owners can still look forward to having an X-cellent Christmas! Sorry.



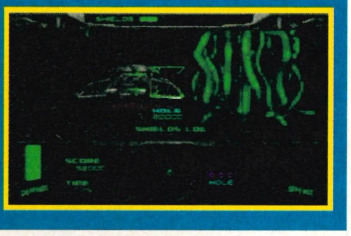


T-MEK : Time Warner Interactive : 32X : October

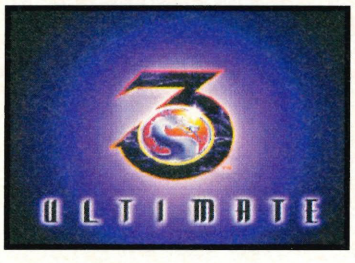
One of the latest (and greatest) games that we've seen at Sega Pro is the forthcoming *T-MEK* from Bits and Time Warner, for the 32X. The concept is very simple — drive around in one of the latest MEK vehicles, whilst blastng other MEKs in a confined arena. The graphics are looking similar to the arcade version and there are about six vehicles to choose from with varying speeds and weapons, with a choice of arenas to battle in including an alien nest and a vast desert littered with skeletons. Lovely!

T-MEK is one of the most addictive and frantic action games we've yet played, and it'll be gracing the 32X soon. Why not scout around for the arcade in the meantime. It's top blasting action!

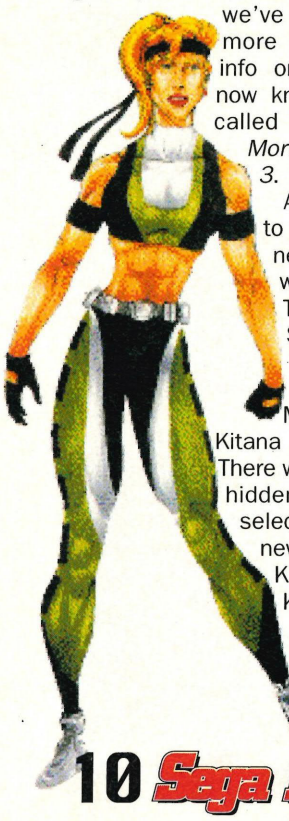




Mortal Kombat 3 Upgrade info!

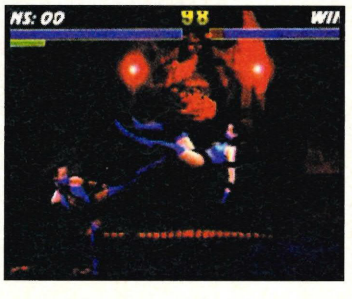


This month sees the long awaited release of *MK3* for home systems. Last issue we told you about the upgrade the arcade game will receive and gave you the first pics. Now we've got even more pics and info on what we now know will be called *Ultimate Mortal Kombat 3*.

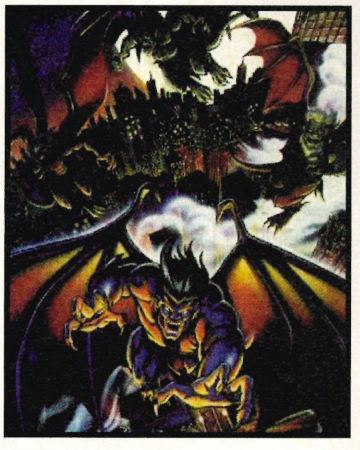


According to Midway six new fighters will appear. They are: Scorpion, Reptile, Ermac, Mileena, Kitana and Jade. There will be a few hidden fighters, selectable with new Ultimate Kombat Kodes, and Smoke will be available on the main selection screen. Each character will have all-new special moves and fatalities as well as being tied into the current storyline. A tournament mode will also be available with up to 16 players being able to compete at once. The original fighters gain a new 'ality, 20 extra combos and new moves.

As if that wasn't enough, gamers who tackle the Mega Drive version of *MK3* will be rewarded with exclusive random Kombat Kodes. Appearing at the end of a one-player match, these kodes can then be used on *Ultimate Mortal Kombat 3*! We'll bring you a list of these kodes next month as well as our first opinions on the coin-op upgrade. Fight!



More Disney delights



Those fun seekers at The Walt Disney Company (™, © and all that jazz) just can't keep their sweaty mawlers off video games consoles. We told you last issue that conversions were imminant of their big nosed girl movie, *Pocahontas* and the classic *Pinnochio*. Well now they've got a game of their animated TV series *Gargoyles* on the cards, as well as a French Donald Duck game called *Maui Mallard*!

Sega are currently in negotiations with the company so of course there are no screenshots for you all to look at yet. Instead you'll have to make do with this rather nice picture from the series itself (it's copyright Disney by the way, just in case you were wondering).

Descent : Interplay : Saturn : January

Pluto's never exactly been a warm and cuddly planet, but it's about to get a hell of a lot worse now that the aliens have taken over the place! They've blasted the outpost of the Post Terran Mineral Corporation and the little blighters are now steering it towards Earth. Crumbs!

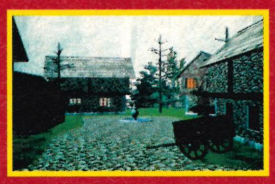




If you think this sounds like a plotline to a 3D, 360° shoot-'em-up with a texture mapped environment and a one or two-player mode, then you'd be more than correct. If you also guessed that it features over 30 levels of non-stop action, multi-channel digitised sound effects, a pounding industrial rock score and baddies which can morph into different shapes, then give yourself a pat on the back. *Descent*'s the name of the game, and it's coming your way early next year.

Blood Omen: Legacy of Kain

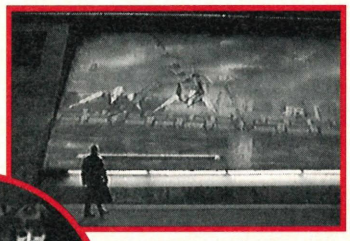
- BMG
- Saturn
- TBA



A game where you play the part of a vampire. Now that sounds like fun! It doesn't involve wandering around in a seedy night-club, biting unsuspecting dancers on the neck by any chance, does it? Sorry, a little in-joke there.

A strange combination of combat and adventure, you really get the feeling of what it's like to be a vampire. For example: you have to drink your enemies blood in order to survive! You can 'morph' (that seems to be the in-word these days) between vampire, wolf, bat and mist forms and have a choice of spells and weapon power-ups to choose from. As I said, it sounds like fun!

TV's bad for your eyes!

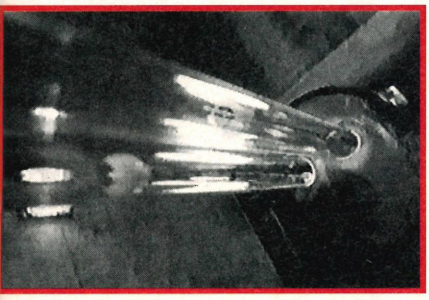




'We've got pots of cash and you haven't'! That was the shout from Sega this month as they bragged about the Saturn TV ad. It was shown in its entirity only once on TV: Channel 4 at 10.22 pm on Sunday 27th August for 90 seconds.

It shows a guy arriving at the Sega HQ ready to test out *Daytona USA* on the Saturn, walking past a huge video wall showing scenes from *Virtua Fighter* and *Panzer Dragoon*. He jumps into a real Daytona Hornet car and sticks his head into a hole. His eyes get sucked out of their sockets, and he finds himself inside the car on the Saturn game. As things get rough in the game the real life car crashes. This not only gives a Game Over sign, it sends the guy into a coma and gets him carried off on a stretcher. Nice!

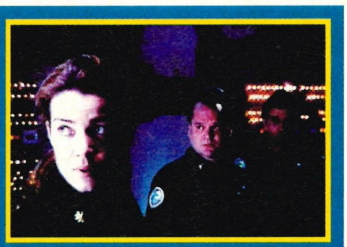
As you might have guessed this ad has now been censored down to a 60 and 30 second 'safe' version suitable for granny and all the little kiddies to watch. Catch it playing when the video games TV shows are on! What a great way to spend a few hundred thousand pounds Sega! You could have got a massive Saturn giveaway compo in Sega Pro for that much!





Solar Eclipse

- BMG
- Saturn
- TBA



Prepare yourself for the ride of your life, as you take part in some of the toughest and roughest space dogfights to ever see a video game. The frame-rate in the new Saturn shoot-'em-up has to be seen to be believed. Using a rich, texture-mapped 3D environment and over 40 minutes of top-quality FMV and animation this looks set to be a winner.

Oh, and it also features Claudia Christian (*Babylon 5*), some bloke with a dodgy haircut and some bloke with a big nose. You can't kill them, though.

Charts

SATURN IMPORT

1.	Layer Section	Taito
2.	Bug!	Sega
3.	Virtua Fighter Remix	Sega
4.	Street Fighter The Movie	Acclaim
5.	Dark Legions	Data East
6.	Panzer Dragoon	Sega
7.	Clockwork Knight 2	Sega
8.	Blazing Tornado	Human
9.	Shining Wisdom	Sega
10.	Fantastic Pinball	Tecno Soft

Thanks to the Video Game Centre. Tel: 01202 527314.

MEGA DRIVE

1.	Brian Lara Cricket	Codemasters
2.	FIFA Soccer '95	Electronic Arts
3.	Theme Park	Electronic Arts
4.	Primal Rage	Time Warner
5.	PGA Tour Golf 3	Electronic Arts
6.	Street Racer	Ubisoft
7.	Cannon Fodder	Virgin
8.	Rise of the Robots	Acclaim
9.	NHL '95	Electronic Arts
10.	Sonic 2	Sega

MEGA-CD

1.	FIFA International Soccer	Electronic Arts
2.	Mickey Mania	Sony
3.	Brutal: Paws of Fury	Gametek
4.	Rebel Assualt	JVC
5.	Snatcher	Konami
6.	Earthworm Jim	Interplay
7.	World Cup USA '94	US Gold
8.	Tomcat Alley	Sega
9.	Robo Aleste	Sega
10.	Sonic CD	Sega

GAME GEAR

1.	Strider 2	US Gold
2.	Micro Machines	Codemasters
3.	Drop Zone	Codemasters
4.	Sonic Chaos	Sega
5.	Winter Olympics	US Gold
6.	James Pond 2	US Gold
7.	Mortal Kombat 2	Acclaim
8.	Dizzy	Codemasters
9.	Dragon	Virgin
10.	Primal Rage	Time Warner

News

Make mine Marvel!

In the past year Capcom have produced some of the most stunning coin-ops to ever grace an arcade. Top fighters such as *X-Men: Children of the Atom*, *Darkstalkers* and, more recently, *Street Fighter Zero* have shown that Capcom still have what it takes even if *SFIII* is nowhere to be seen.

Now they're about to shock the gaming world with yet another awesome arcade game. *Marvel Super Heroes* is based on the books produced by the number one US comic publisher and features ten characters battling for supremacy. Players may select from The Hulk (yay!), Wolverine, Spiderman, Magneto, Juggernaut, Iron Man, Psylocke, Captain America, Shuma-Gorath (?) and Blackheart. Each fighter has an array of special moves with a healthy dose of *X-Men*-style gameplay thrown in for good measure. Auto-blocking, multi-hit combos, hidden characters and recovery moves are all thrown in and the massive sprites for each fighter are simply mind-blowing. There's also an additional 'Power' bar although its actual use is still a mystery.









We'll bring you more pics next month of this Marvel-ous coin-op so watch out!

Who fump chou?

More news on the exciting PlayStation-swiped fighter, *Toh Shin Den S*. This Takara produced beat-'em-up looks identical to the PSX version but with the added bonus of an extra character in the shape of Cupido. We've also heard that the polygon count has been upped for the Saturn version and a host of new special moves have been added as well. Check out our exclusive *Toh Shin Den S* feature in the very next issue!





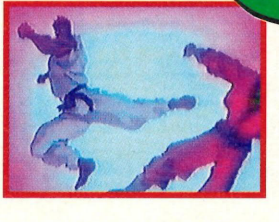
Polygon TV

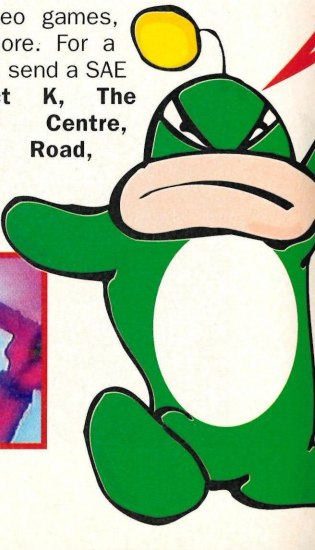
Transporting console game heroes to the small screen is all the rage in Japan at the moment with such familiar names as *Mega Man*, *Samurai Shodown* and *Street Fighter II* all being given the Anime treatment in recent months. This issue we've received the first info on the brand spanking new *Virtua Fighter* animated series due to be screened in late-October. Featuring all the polygonised combatants from the hit Sega game, *Virtua Fighter* looks set to be a knockout. We'll bring you more pics next month.

The *Street Fighter II* Anime series is doing well in the TV ratings and here are a few pics of the cartoon for ya. We've also gotcha some shots of the brilliant *Fatal Fury* Anime out now on import.



If you're after these top-quality Animes and more then *Project K* could have what you're looking for. They stock a comprehensive selection of the latest Anime and Manga videos as well as models, video games, toys and more. For a list of items, send a SAE to: **Project K, The Seedebed Centre, Langston Road, Loughton, Essex, IG10 3TQ.**





Role-play with it

Remember *The Story of Thor* on the Mega Drive? Course ya do. Well, as the first game was such a hit, Sega of Japan have decided to develop a sequel.

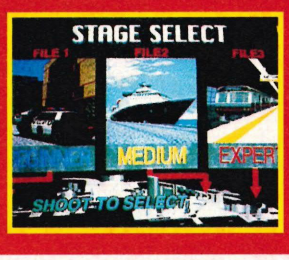


Produced by the same team as the original, *Beyond Oasis* is actually heading straight for the Saturn. Imagine that, the gameplay of the first game with the graphical potential of Sega's 32-bit wonder machine. Sounds good to us. Check out these pages for an import review in the near future.

Virtua Cop 2 update



With the original game all set to appear on the Saturn before Christmas, Sega are set to score twice as they've just released *Virtua Cop 2* in Japanese arcades. Featuring a lovely female cop by the name of Janet Marshall, *VC2* also boasts improved visuals, three new levels (City Street, Pier 10 and The Subway) and even more finger-blistering action than before. We're also hearing rumours that up to three players will be able to blast away at once. A Saturn version is bound to be due sometime next year so keep your eyes peeled for more antics of the polygon police.



Moonshine

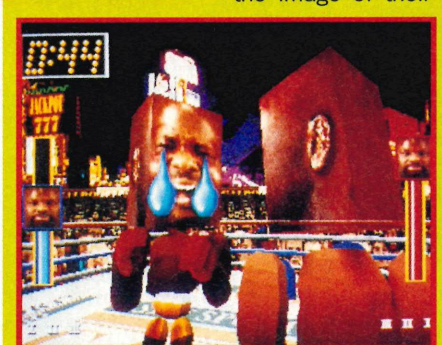
Here's a first look at the Saturn version of *Lunar: The Silver Star*. The 32-bit version is set after the Mega-CD adventure and should whet the appetite of all you RPG freaks out there. Expect this one to be massive...



What did the wise Japanese man say?

Put your mitts up

Hmm... The obligatory 'Game-with-no-name' section of Sega Pro presents the first shots of a unique boxing game doing the rounds in Japan. Players sit in front of a camera and the image of their faces are digitised and placed on a computerised boxer's head. Once a round is under way fighters attempt to knock seven bells out of each other. The clever twist here is that when your boxer is hit their face shows the blows and even cries if the pain gets too much. Weird or what?!

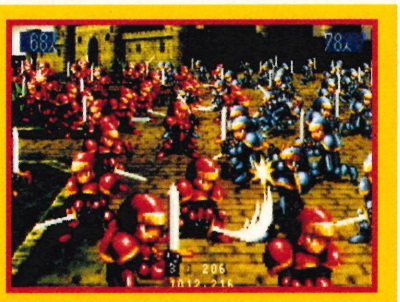


Big fat Zero

We all suspected it was coming but now we've had confirmation. In early '96 Capcom will unleash *Street Fighter Legends* (or *Alpha* or *Zero* or whatever you wanna call it) on the Saturn and it should be a fantastic conversion. Set before *SFII*, this game follows the adventures of a younger Ryu, Ken, etc. as they take on the might of M Bison and attempt to become the ultimate world warrior. Ten selectable characters are up for grabs with Bison, Akuma and newcomer Dan being selectable if you know the correct cheat. Whether Capcom will include any extra cheats or play modes in the home version isn't known but judging from past games it's probably safe to say there'll be a ton of goodies hidden within.



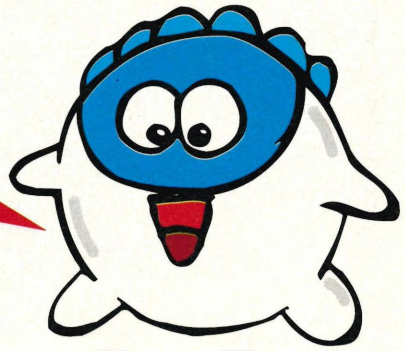
Dragon it on a bit



A few issues ago we mentioned that Sega of Japan had a nifty little RPG in the works by the name of *Dragon Force*. This Saturn bound fantasy/strategy game is set in one of those mystical realms that Japanese gamers are so fond of and features teams of warriors thrashing it out over massive texture-mapped planes. We've seen a 50% version of *DF* and it's looking great. Imagine fighting a medieval war with hundreds of sprites on screen at once! Expect an import review of this one sometime soon.



Never play leap-frog with a unicorn!



Saturn

Preview

It's a race riot!

We're Sega Rally mad here at Sega Pro, and just can't stop telling you how brilliant this is going to be. Steve Hardy catches a rush of speed and brings you an update on Sega's excellent arcade conversion.

Last month we gave you, our beloved readers, an in-depth Work in Progress feature on *Sega Rally*, Sega's latest 32-bit masterpiece. This month, as the release of this brilliant Saturn racer draws ever nearer, we've got more stuff to dish out on this titanic game.

The three main arcade tracks, Desert, Mountain and Forest, are now in here and raring to be played, plus there's a forth Lakes track when you have completed them all in expert mode. These should all be playable in a mirror mode too. There's also a rumour that extra tracks will be hidden in the game, but how to get to them will remain a secret — until the game is busted open in ProTips that is!

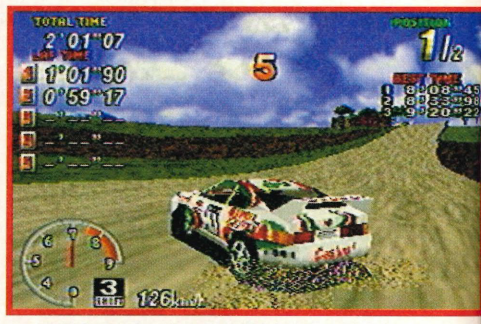
We mentioned it last month, but we'll tell you again to refresh your memories — all the tracks are looking arcade perfect and both of the original rally cars handle excellently. Which is vital considering how chock full of twists and turns each track is. Speed and handling differs depending on whether you've chosen automatic or manual gears, but both can be easily mastered.

The rumour that AM3 were going to include extra cars was denied by Sega

The rumour that AM3 were going to include extra cars was denied by Sega UK, but of course there are bound to be cheats built into the game, and what better cheat could you think of than the chance to ride in the Daytona car on a *Sega Rally* track? What we can reveal though, is that the programmers are currently working on a split screen mode as apposed to a link-up two-player option. After all — how many times do you have two Saturns, two monitors and two copies of a game lying around?

I have to say that this conversion is looking better each time I play it — the track movement has been altered to make it smoother, and the car handling is second to none, with an inside and outside viewpoint to select. The way it plays and looks all go towards making it a Daytona beater!

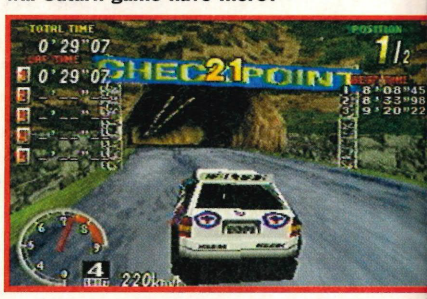
The game won't be released until about Christmas, so in the meantime why not check out the fab arcade machine? You'll love it.



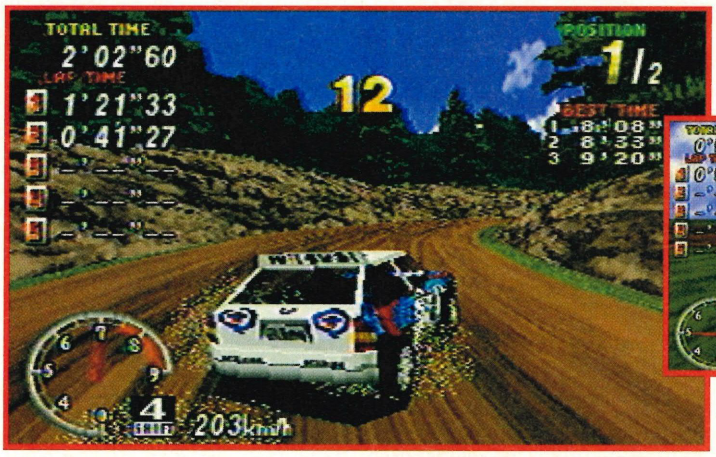
● Learning how to skid properly is essential if you are going to clock up some top times in *Sega Rally*.



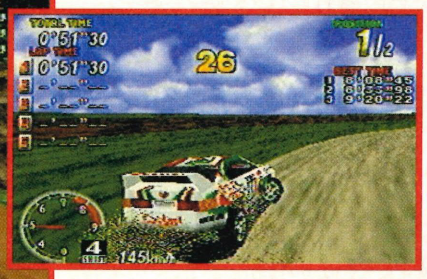
● The arcade had four cars to choose, manual and automatic. But will Saturn game have more?



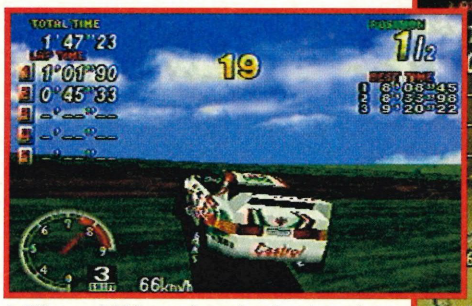
● No racing game would be complete without a few checkpoints to bust through.



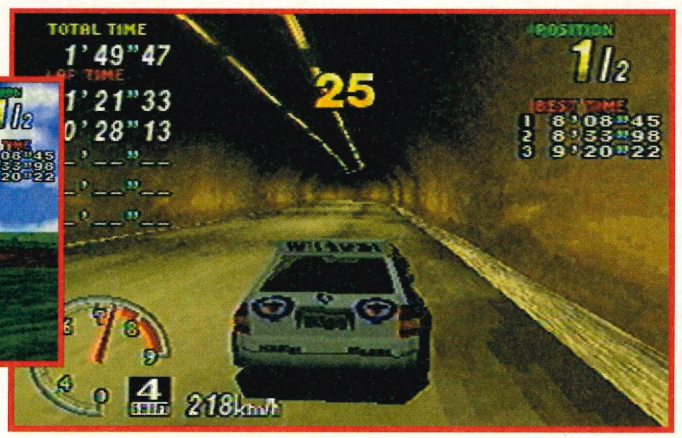
● The two rally cars have different handling, and you'll soon discover which one you prefer.



● If you thought *Daytona USA* was the best the Saturn could do then think again!



● Whoops! This guy's not going to get very far if he piles the car into the hedge on every corner!







● The great thing about this rally is you can't break your back axle or run out of fuel!

n Rally

● Sega ● £TBA
● 1 CD ● Christmas

Completion

1st Impressions

Well, we haven't even seen the finished version, yet *Sega Rally* is living up to all its expectations. Never before has a racing game looked so smooth or felt so realistic to play — you'd probably get whiplash if you played this one for too long! Saturn owners will be able to get extra hidden tracks and possibly even extra cars if we all keep our fingers crossed, as well as all the high speed thrills from the arcade. *Sega Rally* will be a hot release, and all this on the Saturn which has only been out for a couple of months!

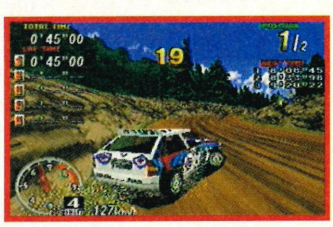
Is this for real?

It has been rumoured that AM3 are planning to put extra cars into the Saturn version of their arcade classic, although this has been denied by Sega UK. Here at Sega Pro we have managed to secure an exclusive picture of the Hornet from Daytona whizzing around a Sega Rally track. Is this for real or it is all just a hoax? Only time, and many hours of play will tell!





● Each track has a new challenge for the driver. Desert has slippery sand and Mountain, twisty turns.

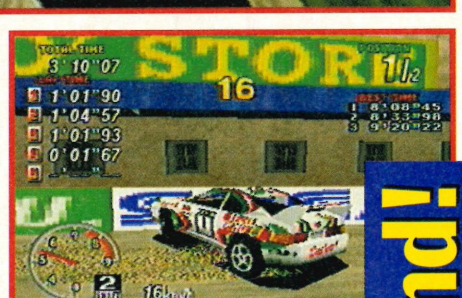


● It must have been raining because this mud looks pretty fresh to me!

● This game is so great, the cars don't even have to keep their wheels on the ground! With all the lumps and bumps in each track you spend more time in the air!



● Some people should never be let loose in a car you know!





● Come on, hurry up, make your selection!





Rally around!

All the options and extras from the arcade have made it into the Saturn version, and they are all still looking fabulous! The great thing is that the arcade graphics can be ported directly over, so all the intro and options screens will be familiar to any arcade nut.

Car selection



Choose from manual or automatic gears on either the Fiat Lancia Delta Integrale '92 WRC car or Toyota Celica GT-Four WRC mean machine. They're both big mouthfuls, but they go like the clappers!

Track selection



Desert will have you skidding about in the sand, Forest has plenty of muddy spots and trees to avoid and the Mountain track is set around the windy roads with houses to watch out for — then there are hidden tracks too!

Saturn

Work In Progress

It's only rock and roll...

Johnny Baz

Sex, drugs and rock 'n' roll! Or, in Mark Pilkington's case: pop, crisps and the nearest goat. I'll bet this Johnny Bazookatone could teach him a thing or two!

The year is 2050 AD, and the world as we know it, um... isn't. Compared to the environmental disasters and free-for-all violence of today, Earth in the future is a damned sight better. The planet is united by peace and love, good vibes and funking-electric-bazooka-grooves (ahem). The reason for this? A little jolly fellow named Johnny Bazookatone.

The planet is united by peace and love

A world-wide mega star, Johnny has had an unbeatable run of number one smash hits, establishing him as the biggest rock 'n' roll star the world has ever seen. We're talking bigger than The Beatles here. Bigger than Jimi Hendrix. Bigger than The Rolling Stones. Bigger, even, than Fun Boy Three. Big, big, big. Did I mention how big he was?

Unfortunately, not everyone loves this cheeky chap. A certain Mr L Diablo is getting really cheesed off with all the publicity Johnny's getting. So, aiming to get Mr Bazookatone out of the charts once and for all, Diablo sends forth his four most trusted henchmen (Kung-Fu, Western, War and Sci-Fi) to wreak havoc upon the record stores and kidnap Johnny's pride and joy, Anita the Guitar.

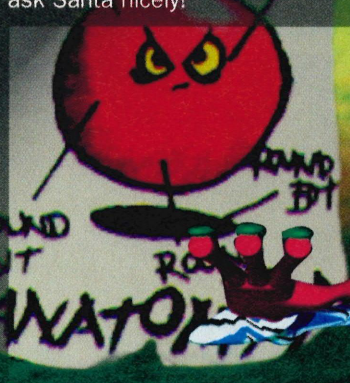
And this is where you come in. Playing as Johnny, it's up to you to venture into Diablo's domain and come back with your prized guitar. If you succeed, the world will rock once again. Who knows, you might even record a best-selling album about it!

A full-on, Silicon Graphically rendered rock 'n' roll platform adventure, Johnny Bazookatone looks set to be a bit of a chart-topper itself. With locations such as The Prison, The Hotel Demonique, The Ballroom, The Restaurant, The Hospital and finally, The Penthouse to muck around in, dull moments are hard to find. The characters you battle against are pretty far-out as well: check out the Dirty Old Man, the Bouncer, the 70's Disco Dancers and Concierge for a taster! Mad.

With any luck, the playability should match up to the looks of Johnny Bazookatone, making it a welcome addition to your Christmas list. Just remember to ask Santa nicely!



● In the mutated sort of t



Original and best?

All the smart rendered visuals in US Gold's great new game *Johnny Bazookatone* started out life at brilliant coloured sketches as you see here. All the main characters are created like this, then converted into the Silicon Graphics luvvies you see on these pages. Which do you prefer? The original sketches or slick computer graphics?



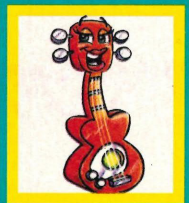
Johnny



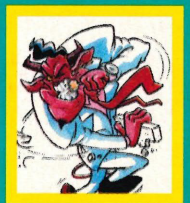
Doc



Tyson



Anita



Diablo

ny ookatone

● US Gold ● £TBA
● 1 CD ● Christmas

Completion

1st Impressions

Well, I must confess that the graphics in this here game are darned impressive. Ditto for the sound as well. It looks as if we're at long last seeing the true powers of the Saturn. We can't wait to get a playable version of this kickin' masterpiece in the office, US Gold have teased us enough now! Keep your eyes peeled for a preview in a forthcoming issue of your favourite Sega read!

morgue background you'll find horribly penguins lying on the slab — is this the ing we want in our platform games?!

● The soundtracks that accompany these fantastic visuals are out of this world. They wouldn't look out of place on the shelves in your local record store. Kickin' tracks with plenty of heavy rock guitar are the order of the day — get your dancing shoes on!

Saturn

Work In Progress

Races with the aces

Hi-Octane

In the future cars don't have wheels, and they travel at 100s of miles per hour. A bit like Steve Hardy on a driving lesson really!

Motor sports have always been a dangerous pastime, but Nigel Mansel, Damon Hill and all their mates don't have the worries that face the hardened drivers in Bullfrog's latest masterpiece. These vehicles are equipped with some serious weaponry, and they can be blasted out of the race at the drop of a hat.

Hi-Octane is a fast paced racing game with six speed freak vehicles up for grabs with wild names like Flexiwing, KD-1 Speeder, Sugga and Vampyr. They are all shapes and sizes from a lumbering truck type down to something that resembles an X-Wing from *Star Wars*!

The original PC CD-ROM version of the game had six tracks to race around, and with the superior capabilities of the Saturn we are promised up to eight. Favourites of the Sega Pro team are the Shanghai Dragon, New Chernobyl Central and Amazon Delta Turnpike — and yes, they are as crazy as their names suggest.

The pace of *Hi- Octane* is breathtaking and the speed and smooth motion in the tracks is just phenomenal. All the vehicles are extremely sensitive to any movement on the joypad and it takes a while to get used to the controls. Once those are mastered you'll be hurtling along like a greased weasel!

Bullfrog's programmer has some interesting racing tricks up his sleeve for this game too. A split-screen two-player mode is on the cards and various racing options.

A Clone Race memorises all your movements as you complete a lap and then plays them back to you in the shape of a competitor car. A Death Match pits two players against each other, with three lives given to each. The one left surviving at the end is the winner. All this racing information can be stored on a Saturn memory card for loading back in later too!

With CD soundtracks coming direct from the disk and stereo sound effects stored in memory, this is looking like a pretty special racing game. Another great achievement for the boffins at Bullfrog



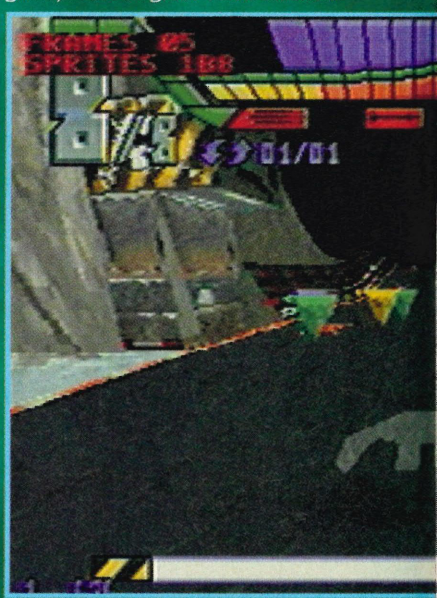




● Texture mapping is a phrase that all console magazine editors have had to add to their spelling dictionaries. It looks great when used in games too!



● The grey shape at the bottom of the screen is you, but don't fret. This is an early version of the game, it'll look great when finished.



A split-screen two-player mode is on the cards



● As you whizz around the tracks all kinds of icons pop up, and are dropped from passing cars. Pick them all up and become a mega-racer!

● Bullfrog ● £TBA
● 1 CD ● November

Completion

1st Impressions

With so many driving games being released for all the next generation consoles *Hi- Octane* has got a lot to live up to. PlayStation owners have been raving about a title called *WipeOut*, and this is shaping up into a definite *WipeOut* beater. It's going to be one of the fastest, most thrilling racing games for the Saturn yet. Deep down we know it, Mystic Mark has predicted it, and if it isn't then I'll eat my flippin' hat!

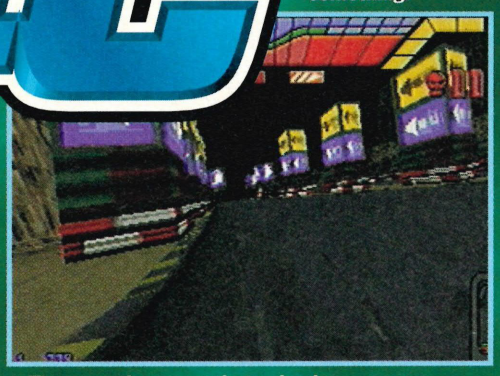


● The finished game will have a choice of viewpoints and some nasty weapons to blast away with.



HE

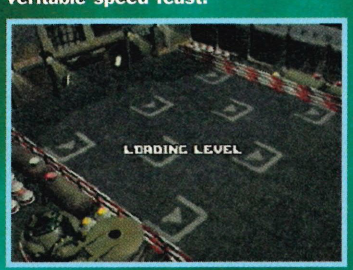
● All these brightly coloured icons actually mean something!





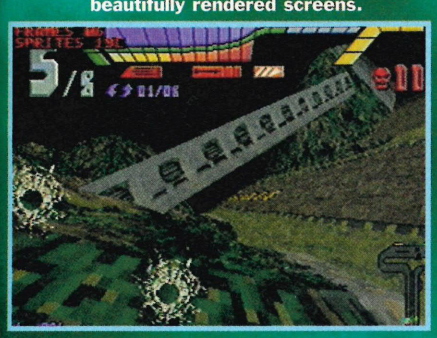
● Little messages crop up on the screen as you play to keep you up-to-date with your progress. As long as you keep your finger on the accelerator at all times, you should be okay!

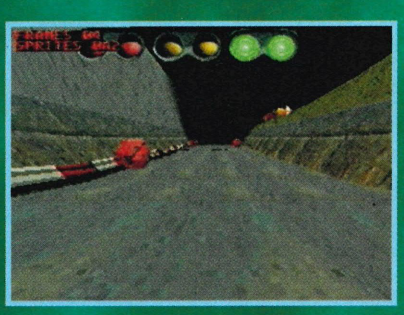
● These static screenshots simply can't do the game justice — it's a veritable speed feast!





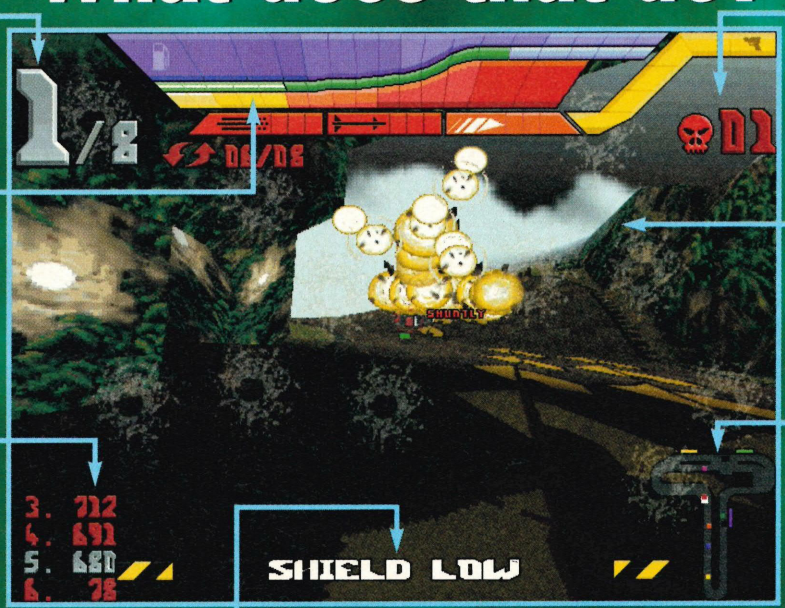
● Between levels you're treated to beautifully rendered screens.





What does that do?





1 This counter shows your lap position. Ooo look — we're in the lead!

2 Cars these days have dials showing acceleration and fuel. These are the future alternatives!

3 It's good to keep an eye on the opposition. That is exactly what this does!

4 Knowing the condition of your mean machine is vitally important. Check out this message window to be in the know!

5 Hmm, what's this? A map of the level perhaps? That could be handy.

6 Don't forget to keep an eye on the main display. This is where all the action happens!

7 The missiles are deadly, and you've only got a small number of them to be sparing!

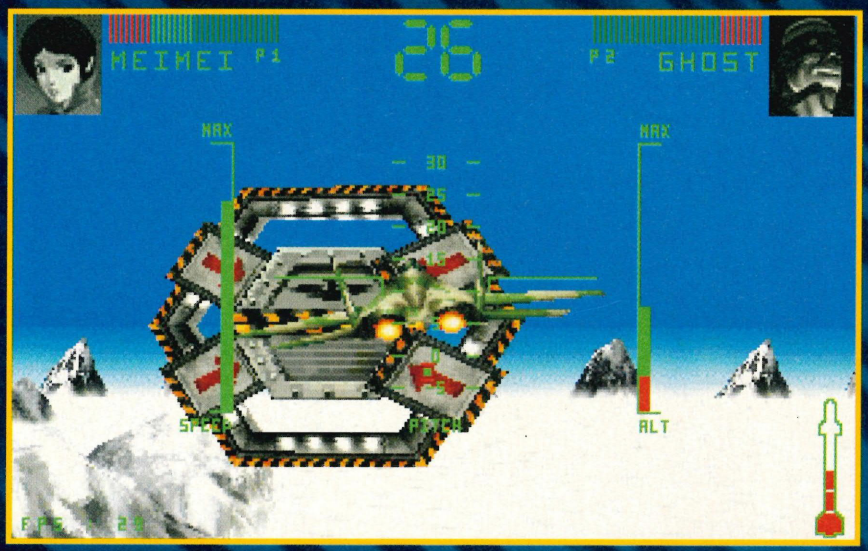
Work In Progress

Take my breath away...

When he was small(er) Steve Hardy always wanted to fly a plane and indulge in mass destruction. He was very disturbed as a child. Now his fantasies can come true!

It's championship time, as eight pilots from different nations fight it out for supremacy of the skies. But they're also up against two of the best instructors in the world! Who will win? Who will splash-land into the sea? Who cares? Read on...

Yep, this does have an odd story line, but it sure means that we could be in for a hectic, fast paced action game. *Deadly Skies* takes the form of an into the screen shoot-'em-up, set over eight different zones including the hot and sticky desert, wet and willing ocean, frozen Arctic and a zapping nuclear plant. The aim of the game is to simply dogfight with the bad guys and blast them out of the sky. Simple — but sometimes simple game concepts are the best. Loads of jet fighters are on offer, including the famous F15 Eagle (gasp!) the agile AV 8 Harrier (wow!) and the deadly F-22 Interceptor (waarrggggh!). I think I've wet my pants!



● This jet is the F- 14 Tomcat (I think) and a huge boss type thing has just encountered it. Luckily, each plane comes equipped with a variety of weapons, like missiles!



● Yet another shot of the Arctic mission that we just cannot stop showing you- it really does look impressive.

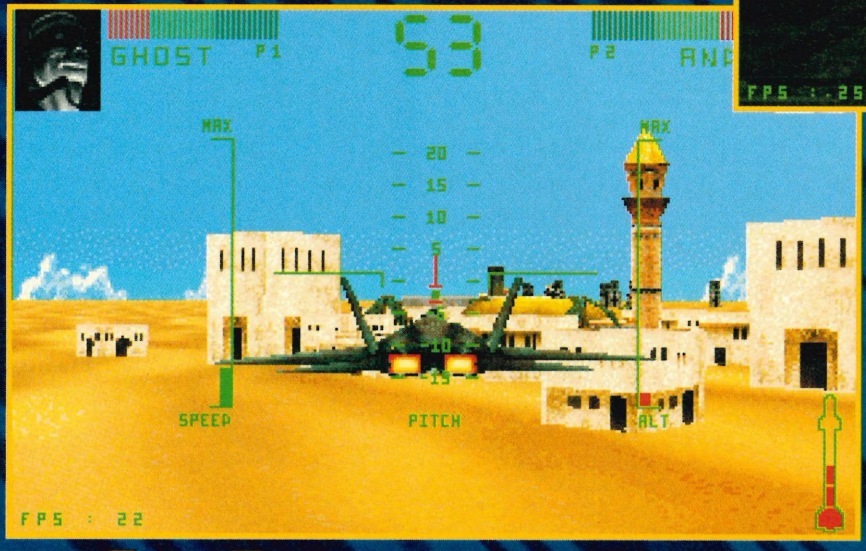




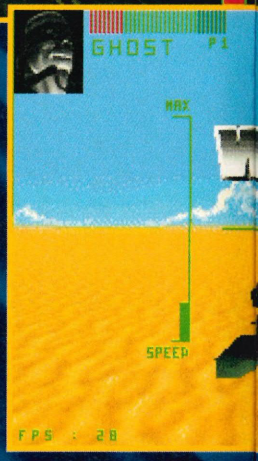
● The graphics really do look impressive as this jet sweeps in low across the cold, barren Arctic wastes. The monitors show your speed and altitude. Coo!

As well as taking on the seven other opponents, there are the two professional instructors, and they're not easy. Each mean, lean, flying machine comes with its own weapons, but there is also a 'special moves power' available only to pilots with special clearance, apparently. It all looks very hectic and competitive, so all you trigger happy game fans should watch out for this potential high flyer!





● This is the smooth but deadly Stealth Fighter that cant be detected by radar, as it swoops in on a desert town.



Points of view

There are two different viewpoints to fly your jet in: the first is based inside the cockpit, which gives a more limited but much more realistic view. The second shows the outside of the plane, which gives a much better all round view. It's all really down to individual taste.

Deadly Skies



● The start of the second round and your opponents get tougher from now on. Tally ho chaps, and all that!

● JVC ● £TBA
● 1 CD ● November

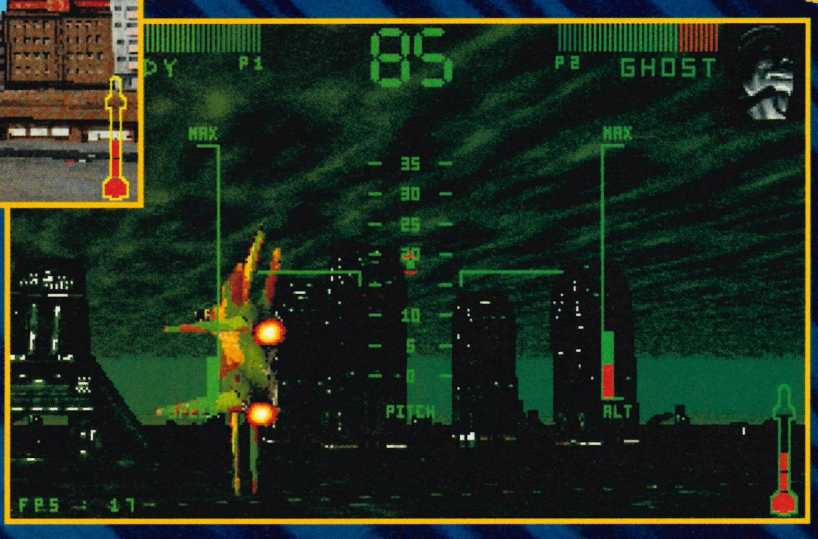
Completion

1st Impressions

Well, I've got a bit of a soft spot for the older game styles, having played games similar to this in the old ZX Spectrum and Commodore 64 days. Flying shoot-'em-ups were good then, but things have moved on and *Deadly Skies* looks up to date on the 32-bit Saturn. The different environments are shaping up to look as realistic as possible, and the movement of the jets is looking just as impressive, using all Sega's new scaling and rotating techniques. We'll be giving this one its maiden flight soon.



● Now this is what we like to see in a flight sim- a bit of aerial combat, or dogfighting as it is known. That red box shows that your target has been locked onto. When that does happen, let loose with all the firepower you can muster, but avoid the buildings!

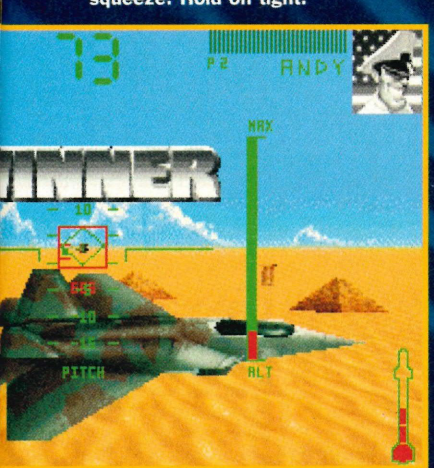


● Above- this is a very atmospheric level which takes the form of a night mission. In real life, fighter jets use an Infra red system to locate and destroy their targets without any difficulty. Interesting huh? Oh well please yourselves....



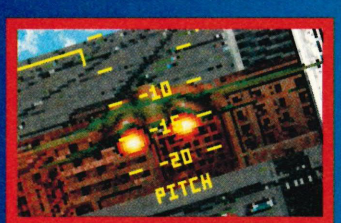
● Blimey! This looks like its going to be a bit of a tight squeeze. Hold on tight!

Time Line









Past: Afterburner

▲ A great conversion of the arcade classic, but this game suffered from being far too easy and too repetitive in parts. Our editor actually completed it in the arcade once!

Present: Wing Arms

▲ Only just previewed last issue, but it's looking flamin' good already. An into the screen shooter with a wide range of planes on offer. This should be a hot Saturn release.

Future: Deadly Skies

▲ This should become the best flying sim around and should especially appeal to action freaks with its smooth graphics and non stop shooting gameplay. Tally ho chaps!

Preview

Virtua Fig

Hard as nails, agile, fit and smooth, we let Steve Hardy delve into the lives of the fighters on Sega's luscious sequel to the amazing *Virtua Fighter*!

Prepare to compete with the best of them on the latest and possibly greatest beat-'em-up to grace the Saturn. It's from those top guys and gals at AM2, so we can expect something very special. Okay, so we loved *Virtua Fighter* first time round, but admittedly it did look a bit rushed and the graphics did jerk a lot.

Still, the beauty of the game is in the gameplay, and *Virtua Fighter 2* has improved in all the major areas such as responsiveness, playability and graphical style, with some great use of texture mapping. All the characters have been painstakingly refined and really do leave you gob smacked when you see them for the first time.

They're all here, with their own individual moves and running at a blinding 60 frames per second — that's fast! In the gameplay stakes, *Virtua Fighter 2* has lost nothing, it certainly feels much better than the original and you can amuse yourself for hours gazing at the wonderful scenery and texture mapped polygons.

The backgrounds have undergone as many enhancements as the fighters. Everything now looks much more detailed, with fights taking place on a moving raft complete with ripples in the water and in an oriental temple. Likewise, the scaling and rotation is smooth as a baby's bum. In fact, you couldn't wish for a game closer to the arcade machine!

Everyone is expecting big things from this and we should all be playing it by Christmas!

● Wow at the texture mapping, gaze in awe at the lush backgrounds, cack your pants at the gameplay!

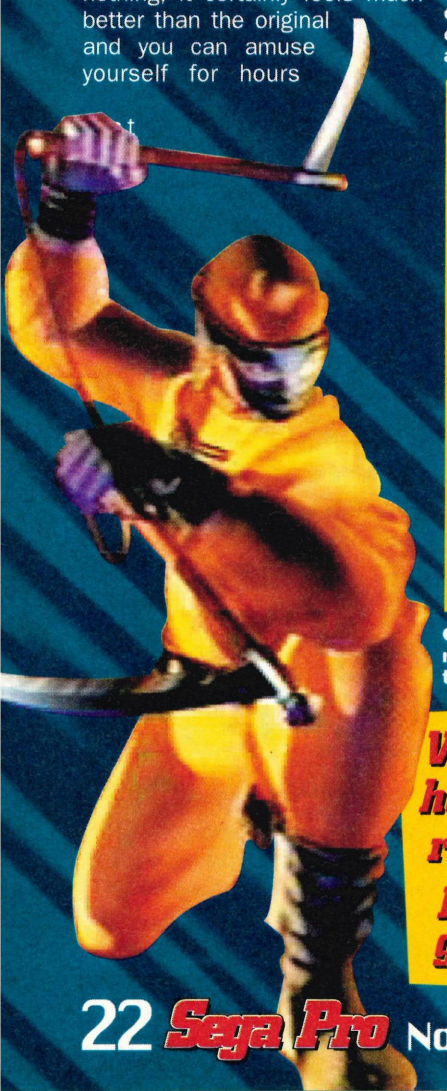


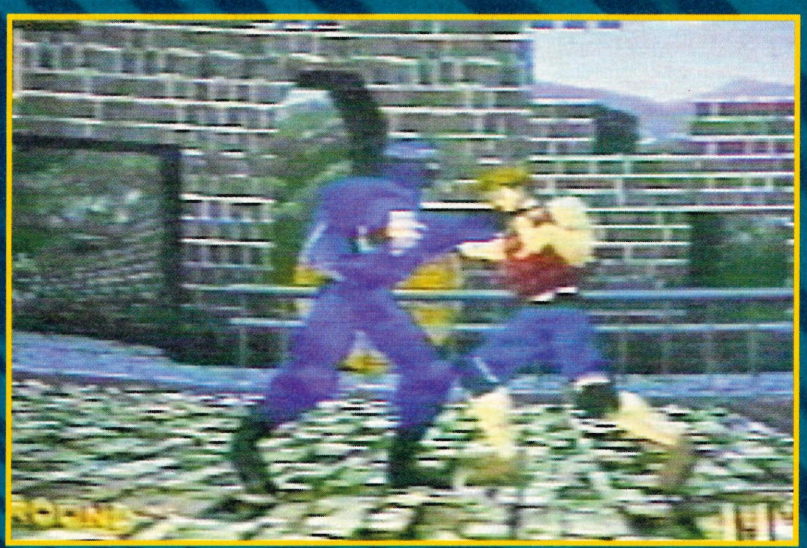
● Those two old adversaries Jeffry and Wolf are back again to battle it out. They never looked this impressive before though! Sega only had a demo of this masterpiece to show us, but it's already looking pretty hot!





● Even the elderly are allowed to take part in *Virtua Fighter 2* competitions. How's about that for equality? Just make sure there's an ambulance standing by.





● The replays haven't been added into the game yet, so we only get side shots.



● Have you ever had a fight on a moving raft? It's not as easy as these guys make it look!

Virtua Fighter 2 has improved on responsiveness, playability and graphical style.



● Even the character selection screen looks much more impressive than the original game. Many have criticised Sega for releasing a graphically shoddy *Virtua Fighter* game in the first place, but this conversion more than makes up for it.

Watch out! Here they come again...

hter 2

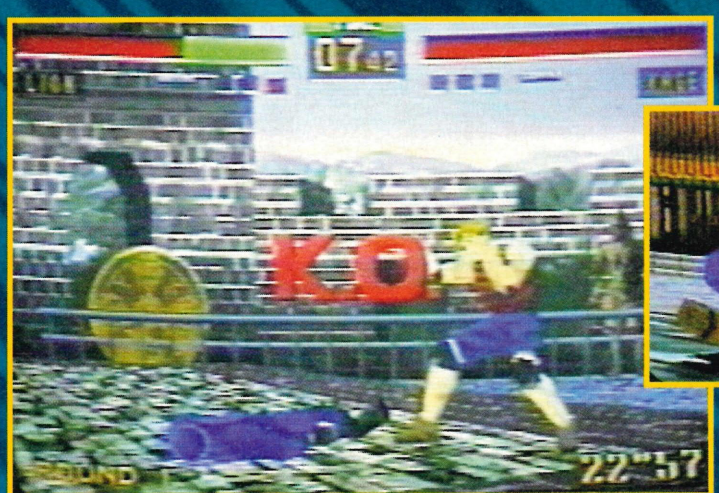


● Sega ● £TBA
● 1 CD ● Christmas

Completion

1st Impressions

From initial impressions, *Virtua Fighter 2* is going to be a very exciting release for the Saturn. Everything about it just oozes class and style, and to think that AM2 are busying away on *Virtua Fighter 3*! Where will it end? With any luck, Sega will give this an official UK release just in time for Christmas because it sure should be a massive hit. Most sequels tend to disappoint and are usually of lower quality, but this is certainly an exception. We can only hold our breath in the meantime and hope that Saturn *Virtua Fighter 2* delivers the goods.





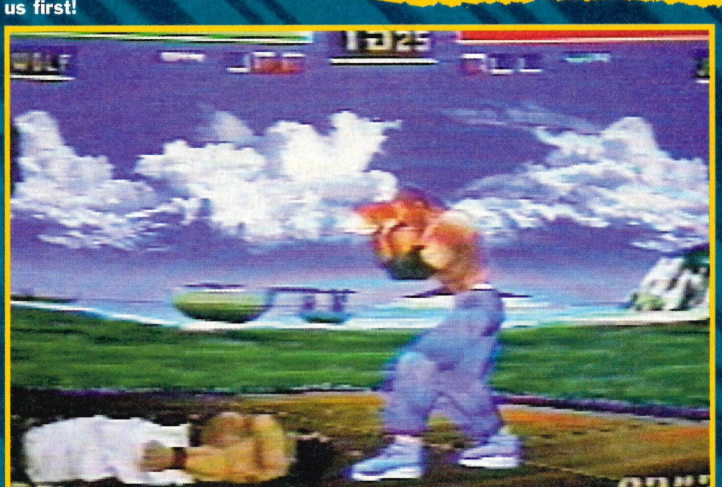
● Woah! Look out, if you're going to start break dancing, please tell us first!

● Only two characters were playable in this demo version, but next issue we'll bring you up to date with an all-singing, all-dancing preview.

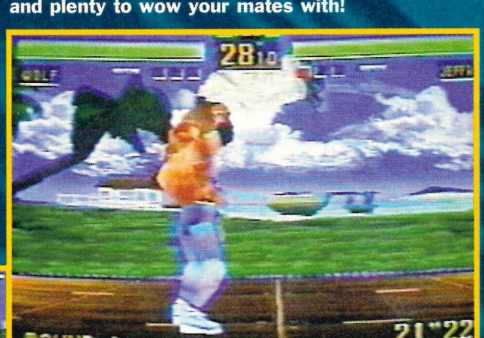


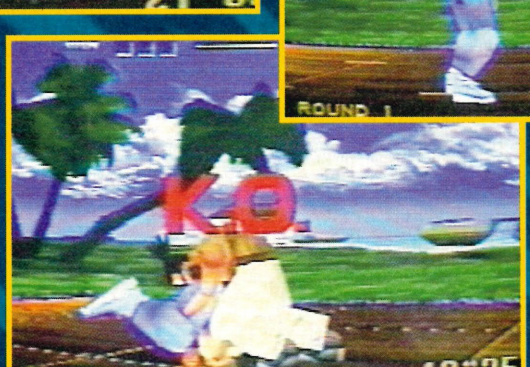
● *Virtua Fighter Remix* was good, but this is much better with lots of new locations to fight in and plenty to wow your mates with!





● *Virtua Fighter 2* is still wowing games players in the arcades, even when you put games like *Mortal Kombat 3* and *Tekken 2* along side it. That's the power of Sega's arcade wing! Give us more conversions!





● It's a knockout! Do you remember that great programme? It always had me in stitches on a Saturday night, watching all those mad people dressing up as snowmen and trying to squeeze through a hoop — a great moment in TV!



The polygon police

Virtua

'Cops and Robbers' is back in style with Sega's latest Saturn offering, so we let Steve Hardy refresh his childhood memories by letting him play this. Boys will be boys!

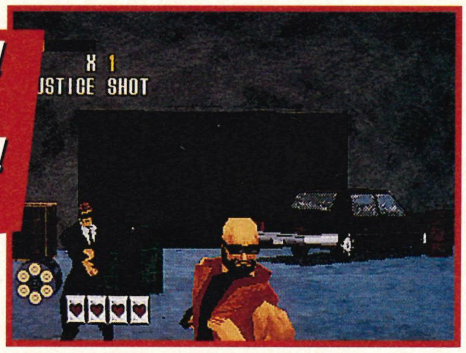
Coming from the same Sega stable as great arcade games like *Virtua Fighter*, *Star Wars Arcade* and *Virtua Racing*, you know the polygon action in Sega latest Saturn conversion is going to be up to scratch. *Virtua Cop* uses the polygon graphic technique in a unique style — a shoot-'em-up viewed from a first person perspective.

I've already had the pleasure of playing the arcade version, and fans of the old *Operation Wolf* and *Lethal Enforcers* coin-ops will be interested in what this has to offer. There are no joypad or button controls, just a state of the art light gun which is pointed at the screen. The Saturn conversion will use a brand new special gun, possibly to be incorporated in the pack, but can also be controlled using the Sega Saturn mouse or normal joypad.

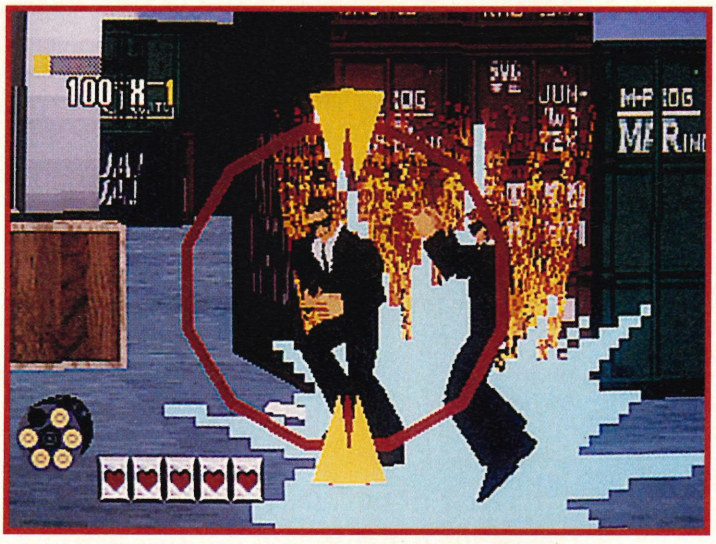
The story sees you and a friend (in two-player mode) infiltrating the base of the corrupt EVL corporation. This ultimately leads to a massive, bloody shoot out with loads of hit men and guards, armed with machine guns. The control system is very simple, and it needs to be, because you can't stop for more than a second or two to think about things. All you need to do is shoot the bad guys and save the good guys, shooting away from the screen to reload the gun. With more and more armed guards popping up from concealed positions, things start to get more than a little tricky as you progress.

With this, *Sega Rally* and *Virtua Fighter 2* Sega appear to have created a trio of near arcade perfect conversions of their coin-op successes. Software of this quality just has to show off the potential of the Saturn, and if we have games this good now — just think of what we could be playing next year! Meanwhile, just keep your eyes peeled for a review.

shoot the bad guys and save the good guys



● These geezers look far too dodgy. Don't wait for them to get their guns out– blast 'em now



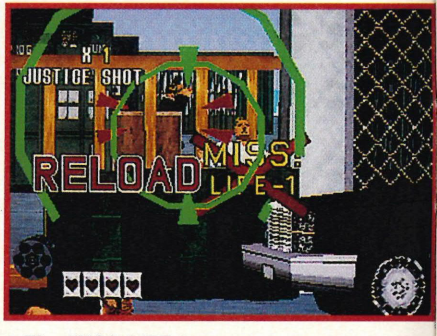


● The guys at AM2 are very protective over their game, and can you blame them when it looks as hot as this?



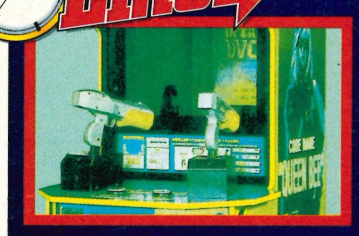


● As you aim for the bad guys a ring and cursor centres in on them. Now pull the trigger like a mad man and hope for the best!

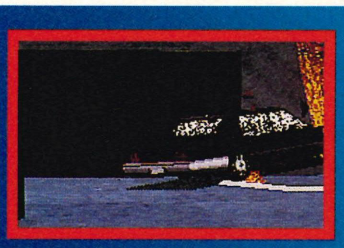


● The MISS LIFE-1 message on screen means you've popped off one of the good guys. Well, they shouldn't have been in the way!

Time Line







Past: Operation Wolf

▲ An old game that used the Master System Phaser gun, but it flickered too much, and the gun was too inaccurate. Operation Wolf 3D is in the arcades now!

Present: Lethal Enforcers 2

▲ An very playable shoot out game that takes a Western theme. Much better than the original and another that used a gun for ultimate realism

Future: Virtua Cop

▲ This could break the boundaries of shoot- em -up games thanks to the wonders that Sega have worked with their graphics techniques, and a potential smash hit for the Saturn.



are here...

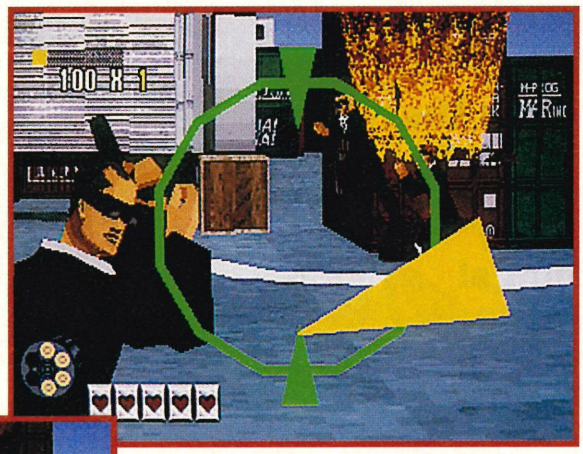
Cop

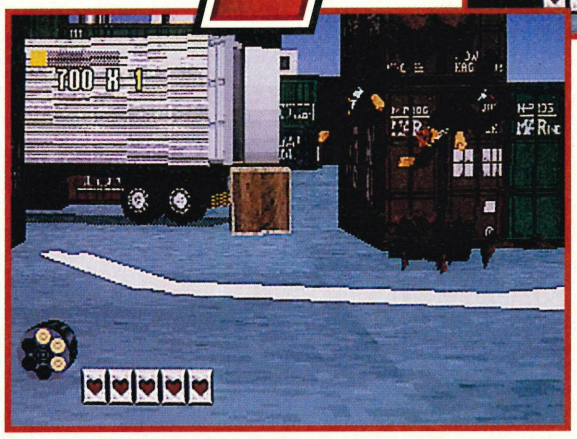
● Sega ● £TBA
● 1 CD ● Christmas

Completion

1st Impressions

Most of the game still has to be finished, so there'll be a while to wait yet, but I'm sure it will be worth it. Sega have the opportunity to pull out all the stops and make this an arcade perfect conversion. No doubt there will be some features which were not included in the arcade game, so we could be looking at a simple yet playable conversion. Non-stop shoot-'em-ups like this are always popular and this will no doubt be a huge step forward from the early days of the 8- bit Phaser gun games and the old gun mounted coin-ops. More arcade conversions like this please Sega!

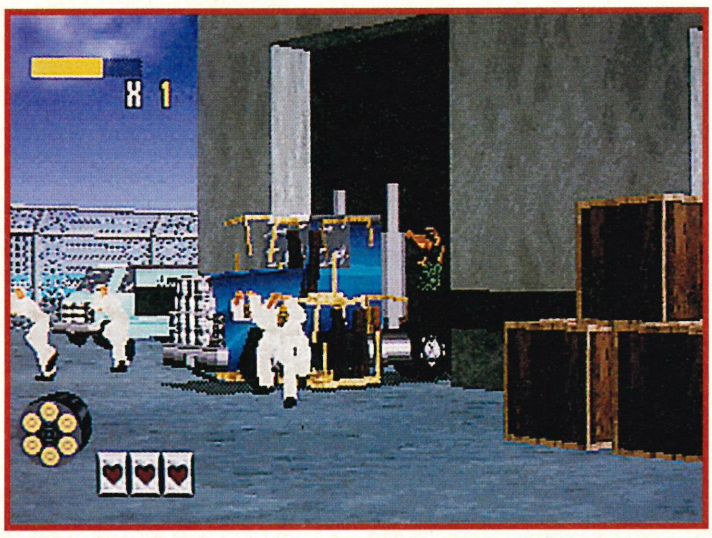




● What better Christmas present could you think of than a copy of this and a big gun?

● The 'virtual camera' moves around, between cars, up to the tops of lorries and through gates. All you've got to do is keep your finger on that trigger





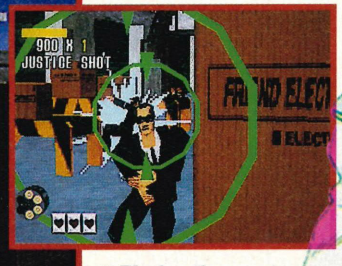
● The on screen action gets frantic with guys popping out all over the place. There are so many hiding places behind crates, you've really got to keep your eyes open. This guy was unlucky though





● All the guys in white shouldn't be shot. It's nice of them to wear something nice and bright so that you know who they are, isn't it? The bad guys are in black by the way.





● All the Sega cynics who blasted the console as rubbish when they played the original Virtua Fighter and Daytona USA will have to eat their hats now. Virtua Cop is looking really hot and with Sega Rally and Virtua Fighter 2 ready to roll this Christmas Sega have one of the hottest line-ups of any company

● Playing the game is simple. Just aim the gun blast away and aim away the screen to reload. Of course you can play on the joypad to.





Preview

Kolibri

First there was that bloomin' hedgehog, then that perishin' dolphin and now a flamin' hummingbird of all things! Our very own Dr Doolittle, Mat Yeo, talks to the animals...

If there's one thing that Sega does well, it's taking a game idea or stale genre and turning it on its head. One particular gem that springs to mind is the incredibly popular *Ecco the Dolphin* series. Both games employed inventive play mechanics but more importantly took the unusual step of featuring a 'real' animal as the central character.

Carrying on in this tradition, Sega are gearing up to release *Kolibri* on the 32X before Christmas. Although still in a very early stage of development, *Kolibri* is already shaping up to be an amazing game. Produced by the same development team responsible for *Ecco*, *Kolibri* follows the eco-adventures of a hummingbird as he attempts to save the planet from two evil crystals that have buried themselves underground.

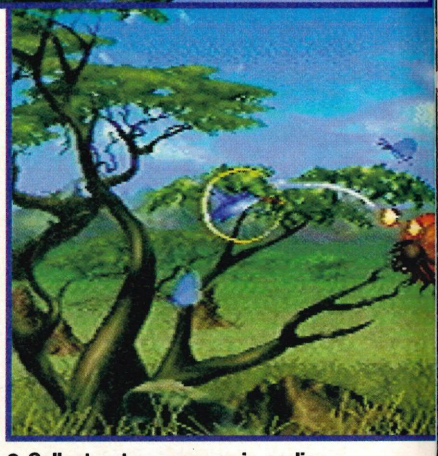
The crystals are slowly transforming the world into a truly vile place and there's only one bird who can stop them. Players collect power-ups, such as shields, three-way energy weapons and homing lasers on the way and use them to dispose of bugs and other creatures hampering our feathery friend's mission. Other on-screen obstacles include belching toads, camouflaged chameleons and stinging dragonflies — cor it's just like Nature Watch!

First and foremost, this is one title that'll easily wow gamers with its breathtaking backdrops and lush visuals simply oozing out of the screen. It's fairly obvious that the 32X's enhanced colour palette has been fully exploited in *Kolibri*, although it's surprising to note that the title character himself is so small.

Lush visuals simply ooze out of the screen

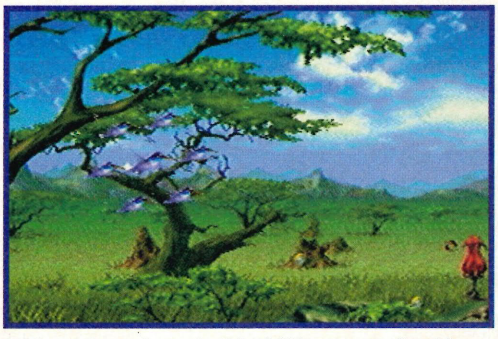


With the Saturn dominating the headlines these days, it's reassuring to see that Sega are still backing their Mega Drive 32-bit upgrade with games of this calibre. With future releases including *Spiderman: Web of Fire*, *Virtua Fighter* and *T-Mek* it looks like last year's dodgy hardware purchase wasn't such a bad investment after all.

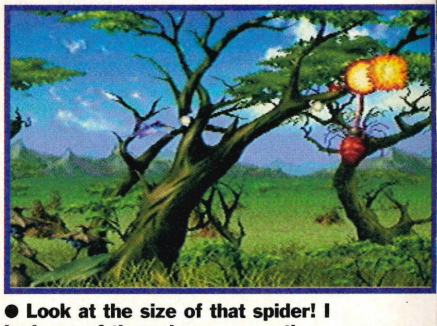


● Collect extra weapons in earlier levels to defeat big bugs later on. This creepy-crawley sure is ugly.





● The extra colours in this 32X game really shine through in the beautiful backdrops. *Kolibri* is a visual eye massage and that's the truth!



● Look at the size of that spider! I had one of those in my room the other day... no, it was much bigger.



● Poor *Kolibri*, left to fend for himself in a strange world he hardly knows. It brings tears to my eye.

Time Line



Past: Ecco the Dolphin

▲ A ground-breaking title that showed Nintendo how inventive games should be produced. Ecco was top of the Sega games charts for months and it's easy to see why.



Present: Ecco 2: The Tides of Time

▲ A successful product virtually guarantees a sequel and Ecco was no exception. *The Tides of Time* featured unique 3D sections and even the chance to play as a killer whale!



Future: Kolibri

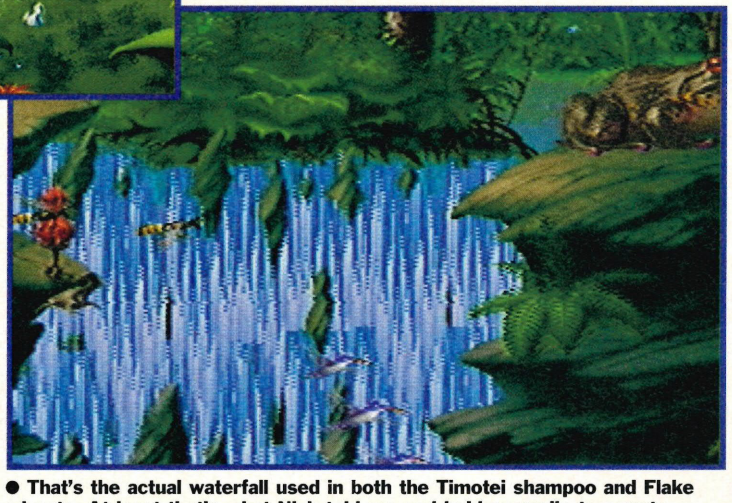
▲ Expect this game to be a big hit this Xmas. As there are very few quality titles available for the 32X as it is, there's no doubt that *Kolibri* will fly off the shelves (boom, boom!).

Kolibri

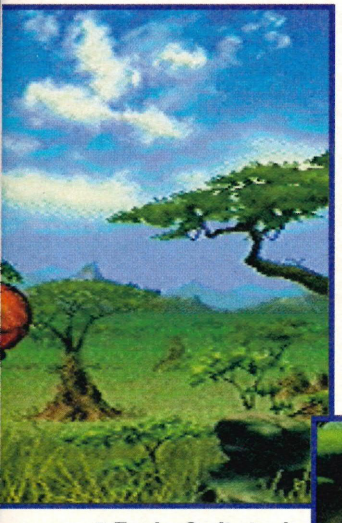
Buzz off bird!



● Do you know why hummingbirds hum? 'Cos they can't whistle. Ha-ha!



● That's the actual waterfall used in both the Timotei shampoo and Flake adverts. At least that's what Nick told me and he'd never lie to a mate.





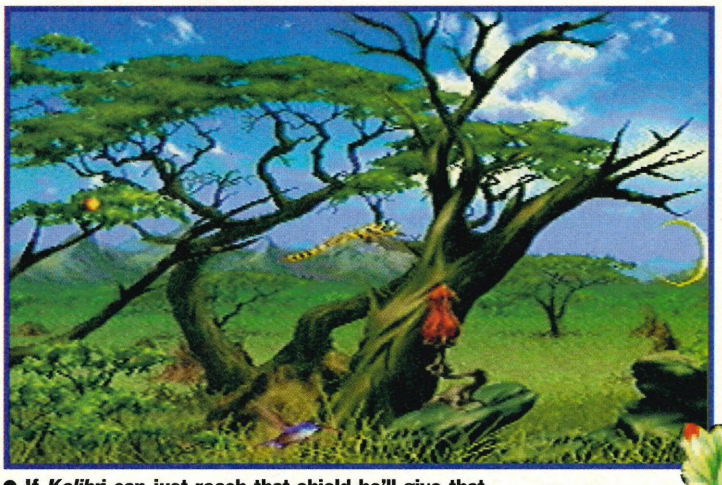
● Toads. Can't stand the blighters. Slimy, horrible, made of rubber. Never lend them money. I did once and never saw the back of that tenner again. Still, that's amphibians for you I suppose.

● Sega ● 16 Mbit
● £TBA ● December

Completion

1st Impressions

At first glance this would seem to be a classic in the making. The environmental theme is bound to make it a big hit and the cute animal factor will no doubt entice parents to purchase this title for the young 'uns. With the *Ecco* team having spent considerable time preparing *Kolibri*, it's a safe bet that this is one game that has benefited from plenty of development time. Of course what these pictures fail to convey is the silky smooth gameplay. Simple, responsive controls enable accurate shoot-'em-style action to be unleashed with stunning graphics backing up a solid game. Definitely one to watch out for.

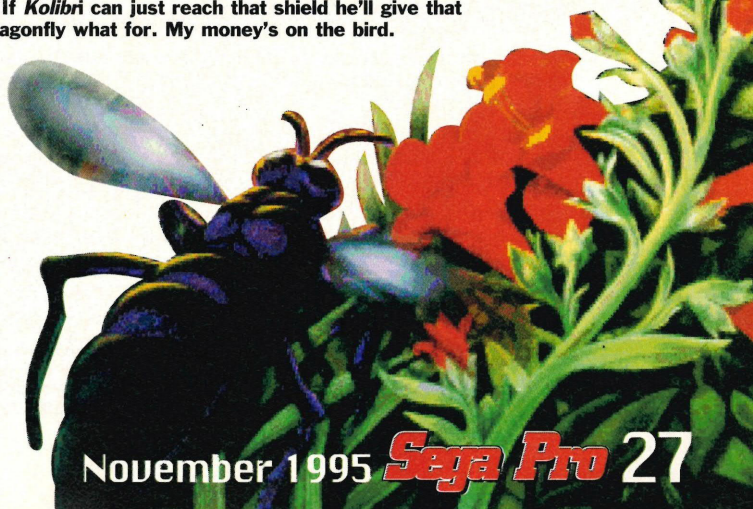


● If *Kolibri* can just reach that shield he'll give that dragonfly what for. My money's on the bird.

The real Kolibri's story



"Charming. There I was minding my own business when this bloomin' great video game company comes along and flings me into an environmentally friendly save-the-earth type scenario of a video game. Stone the crows! Before I knew it, I was licensed, packaged and appearing on TV screens around the world. Still, I'm not in a flap. I get to sup as much nectar as I want, only have to appear on chat shows once a month and even get me pick of all the tasty birds. Anyway better fly now, I'll be buzzing back in a future issue of Sega Pro so keep your eyes peeled!"



Mega Drive

Preview

Give us Mega Drive Mighty Mo Power Ra The Mo

For some strange reason Mat Yeo leapt at the chance to write this preview. Come to think of it, you never see him and the Blue Ranger in the same room at the same time. Hmm...

Familiar faces include Ivan Ooze, Lord Zedd and Rita Repulsa

Whether you love 'em or hate 'em, there's no denying the entire *Mighty Morphin' Power Rangers* fad has in fact become a bona fide 90's phenomenon.

For kids the appeal of brightly coloured martial arts super heroes battling rubber-suited villains is obvious: simple, action-packed moralistic stories with no such thing as plot or decent script make this essential watching for anyone under the age of thirteen. For adults, weaned on such high-tech, special effects laden movies as *Star Wars* and *Blade Runner*, watching badly made sub-standard Japanese TV seems to be on the same scale as having your finger nails pulled out.

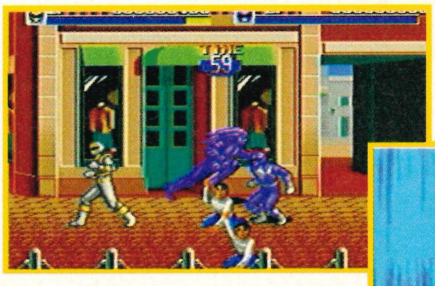
However, the abuse that over 20's hurl at this show has no effect on its target audience. The *Power Rangers* are here to stay and after the surprising success of their motion picture debut, the merchandising wagon continues to lumber on.

Sega themselves had a hit on their hands last Christmas when the first *MMPR* game appeared and were shocked that such a basic scrolling beat-'em-up went down so well. Movie licensed games usually fare poorly but Sega are no doubt hoping to repeat their financial success with a Mega Drive conversion of the summer film.



Fans of *Streets Of Rage*-style fighting games will instantly recognise this formula. One (or two if you fancy) players select a character from the six Rangers on offer and indulge in multi-level scrapping, culminating in a tough boss character. Each Ranger is equipped with kicks, punches, a special move and a dash attack with which to trounce their many foes.

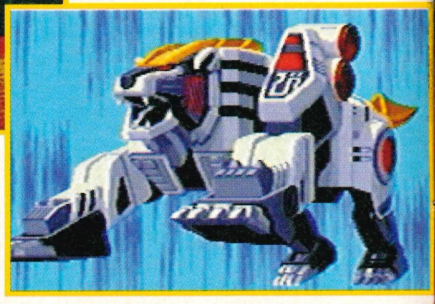




● The Blue and Pink Rangers face the terrifying, awesome menace of the learner driver! (Are you having a pop? — Steve)

Familiar faces include Ivan Ooze, Lord Zedd, Rita Repulsa and a horde of putty men to tax your fighting skills to the max.

We should have a full review of *Mighty Morphin' Power Rangers: The Movie* next issue so prepare yourselves!



● In the TV series, the White Ranger uses the Tigerzord. I know 'cos I've seen it. So there!

Sega 1: Rangers 6

White Ranger



Time to compare the movie Rangers to their game counterparts. Tommy is now imbued with the power of the Falcon. A tough serious warrior, he takes his fighting seriously.

Red Ranger



Gaining the spirit of the mighty Ape, Rocky is the Rangers' powerhouse. A strong fighter who provides serious trouble with the aid of his Ape Ninja Zord.

Blue Ranger



Billy is the scientific genius whose knowledge often rescues the team when they're in trouble. A defensive character drawing his abilities form the Wolf.

Black Ranger



Unfortunately, in the Power Rangers Movie, Adam gains the power of the Frog. However, this plucky lad often saves the day with his courage and cunning.

Pink Ranger



A nimble Ranger drawing her agility from the Crane. Kimberly has the hots for Tommy but she hasn't let on yet. Aaahh, isn't that sweet?

Yellow Ranger



This is one lady you don't want to mess with! Aisha is the latest addition to the team but has already proved her worth in battle. Don't mess with her!

Power, now!

rphin' ngers: ovie



● Each Power Ranger has a Super Attack as well as their individual martial arts moves. I used to like the Green Ranger but they killed him off. Boo-hoo.



● The nefarious Ivan Ooze is the culprit behind the strange goings-on in Angel Grove.



● The Power Rangers each have their own mighty Zord to command. I'd like one too but my Mom says I'm too old. Bah!



● Players even get to control the all-powerfull Thunderzord.



● These Ooze-based monsters are tricky to defeat.



● Fresh from their TV appearence, the Putty Men are mindless soldiers working for Lord Zedd. Take 'em out of the picture as soon as possible.



● Did you know, that in the original Japanese TV series the Yellow Ranger was male? It's true folks.

Portable Power Rangers!

Sega's new *Mighty Morphin' Power Rangers: The Movie* game will also be available on the Game Gear. It has all the characters that the Mega Drive game has, and looks great on the small screen. A must for all Christmas stockings we think!





● Take that, you metalic moron!



● Come 'ere, I'll sword swipe ya!







● Go, go Power Rangers (yawn).

● Sega ● £TBA
● 16 Mbit ● Nov

Completion

1st Impressions

There's definitely a market out there for this type of simple game. Sega have no doubt realised that Power Rangers fans will buy most items with the familiar lightning bolt logo on it and considering the retail success of the first game, it's no surprise they've stuck to the same formula.

Fortunately, the range of characters, accurate movie plot line and handy two-player option should extend this game's life span long after the thoughts of the movie have faded. Parents be warned: this is one item that could be appearing on many a Christmas want-list so start saving those pennies now!



Preview

There's no escape from the... Arena

● Sega ● £29.99
● 4 Mbit ● Dec

Completion

1st Impressions

It's great to see a bit of originality every once in a while, especially when we all thought the Game Gear was all but dead. Along with the other GG releases we've covered in this issue, *Arena* should breathe a bit of life back into the flagging 8-bit Sega market. With its different playing perspective and emphasis on shooting/exploration, *Arena* should be one step up from the endless shooting games that didn't shine out on the Game Gear.

This time he's on his own. In a dank, dark and dingy hell hole with nobody to talk to. It sounds like Steve Hardy is in the Sega Pro office, but is in fact he's in the Arena. Ha, ha, ha!



● Bruised, battered, bloody and ready to face the Arena once more!

Shoot-'em-ups come and go but very rarely do they make an appearance on the portable palm pleaser that is the Game Gear, so I was quite surprised when *Arena* turned up in the office.

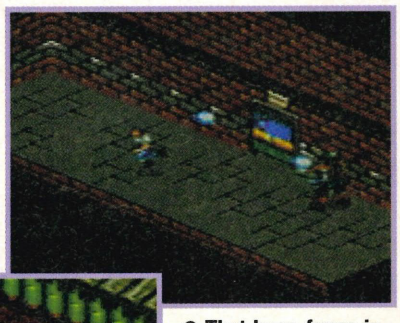
the perspective allows for a better overall view of the levels.

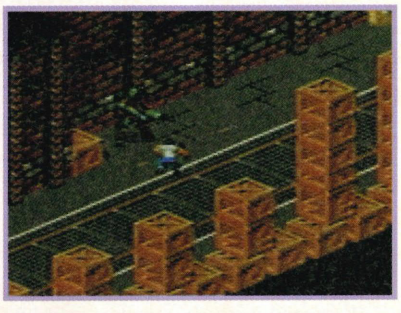
It's an isometric shoot-'em-up (which means that it takes the same viewpoint as *Light Crusader*) and starts off inside a vast warehouse, full of security robots and guards. The objective is to find the blue security doors and progress to another area of the huge arena. The scrolling is smooth and the graphics are small but perfectly detailed. The perspective allows for a better overall view of the levels, giving it its own distinct feel.

If you've ever played *Monster Max, Light Crusader,* or even had the pleasure to play *Head over Heels* on the ZX Spectrum, then you'll know just what this game is like. There is only a limited supply of ammo, and a huge area to explore infested with bad guys, so caution is required. Fortunately, there are a variety of other weapons lying around including a three-way shot and an icon that replenishes your ammo. In fact, this is a bit like *Probotector* except for the angle it's viewed from.

If you like atmospheric shoot-'em-ups, then this is going to be as good as it gets on the Game Gear.

● **Steve Hardy**



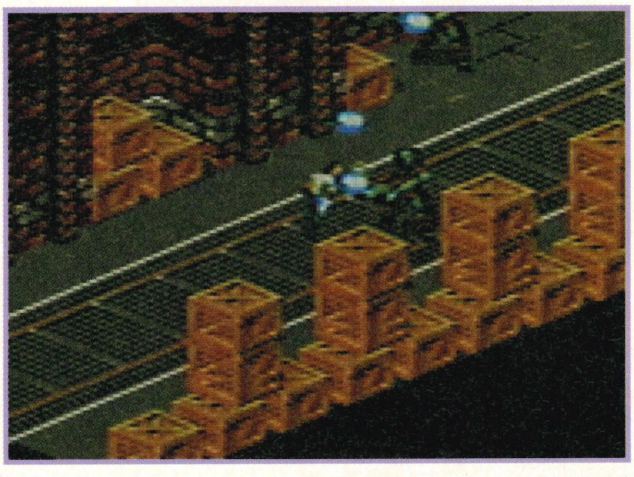


● The warehouse is the first area and is chock full of guards and security robots. Find the security doors to get out!



● That huge fence is all that lies betwen you and a deadly arena. If only he had some cutters.

● Our hero finds yet another door, but where will it lead him? Danger, safety or certain death — who knows!



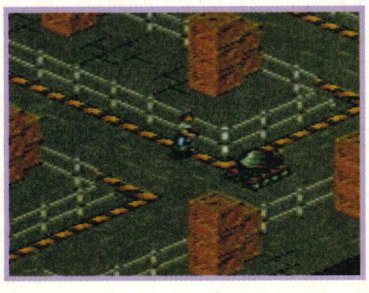


● Use the various weapons that are left lying around to kill off these robot guards



● Look at that! These graphics ain't half bad for the Game Gear are they. Throughout the game, the attention to detail is spot on.





MORTAL KOMBAT

From Koncept To Kreation



With the release of the third *Mortal Kombat* installment just around the corner and a new movie about to hit the cinemas, Sega Pro takes a look back at this video game phenomenon in an exclusive four page feature and review.

Let the kombat begin...

Feature

MORTAL

It's one of the biggest video game successes ever. It's a massive multi-media marketing monster. It's played by millions of people around the globe every day. It shocked the world. Our resident Kombat expert, Mat Yeo, takes a look at the rise of the phenomenon that is... *Mortal Kombat*!

In the year 2000 Sega Pro's bound to be taking a look back at the video games that helped shape the state of console gaming in the '90s. No doubt *Sonic the Hedgehog* will be in there, as will *Super Mario Bros* and *Virtua Racing* but when it comes to combat games things aren't looking as cut and dried.

Capcom's highly successful *Street Fighter* series would be the obvious choice to go for but in another five years time they'll probably be churning out the *SFII: Hyper Turbo Champion Everything-but-the-kitchen-sink* version. No, when it comes to intense one-on-one arcade action *Mortal Kombat* is without a doubt the combat king.

Originally designed simply to be a quick stop-gap product in top coin-op developer Williams/Midway's busy schedule, *MK* has since gone on to obtain true cult status. Artist Ed Boon and software designer John Tobias had worked on various arcade games using digitised graphics and wanted to produce a truly imaginative coin-op that could take on the mighty *Street Fighter II* itself.

Mortal Kombat

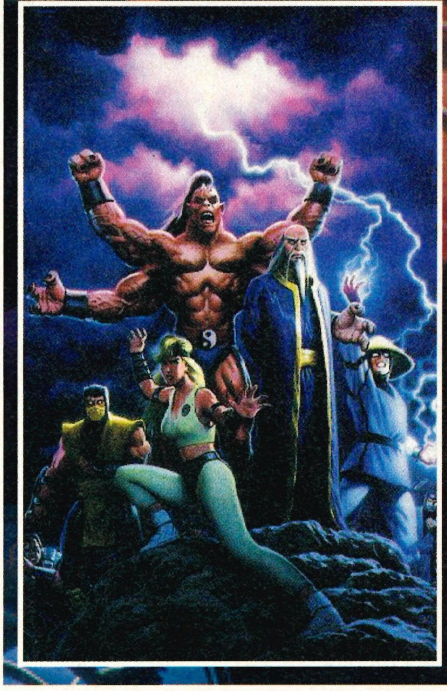
Telling the story of the evil sorcerer Shang Tsung and his tournament to decide the fate of the Earth, *Mortal Kombat* was a sleeper of a hit when released in 1992. This was Williams/Midway's first attempt at a one-on-one beat-'em-up and *MK*'s digitised fighters, outrageous special moves and blood-soaked fatalities were a welcome change from the squeaky clean antics of Capcom's *Street Fighter II*.



Player's select from one of seven characters and battle their way through intense kombat rounds in an effort to defeat the four-armed Goro and his diabolical master. Up for grabs were the movie star Johnny Cage, mercenary Kano, thunder God Rayden, Shaolin monk Liu Kang, the spectre Scorpion, ice-cold ninja Sub Zero and the beautiful but deadly Sonya Blade. After every few fights, players are given the opportunity to test their might by smashing various items such as rocks, metals and diamonds. This feature was removed in later *MK* games.

Debuting on the Mega Drive and Game Gear on Mortal Monday (September 13th, 1993) the original *Mortal Kombat* has gone on to sell a whopping six million copies world-wide. The success of the coin-op in the arcades meant that *MK* was one of the most eagerly anticipated conversions to ever hit a home console and rated a massive 93% in Sega Pro.

Produced by hot developer's Probe (responsible for *Alien 3* and *Batman Forever*) and marketed by Acclaim, *MK* was *the* game to have for Christmas '93. The MD version was mostly a huge hit because Sega had decided to leave all the blood and fatalities in their game whereas the SNES version had watered-down finishing moves that seriously damaged Nintendo's sales. However, this was a mistake that the big 'N' would not make with the sequel...





Mortal Ko

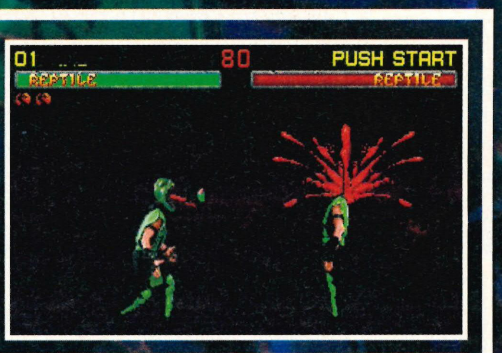
No one was more surprised at the success of *Mortal Kombat* than creators Ed Boon and John Tobias and they were keen to repeat the winning formula. Williams/Midway were so pleased by the response the coin-op generated that they set the two talented developers the task of producing a sequel. This time it was to be even more bloody and violent than the original. The result was a game that shocked and outraged enough people that it even came to the attention of the Senate Subcommittee on Video Game Violence in the US.

Mortal Kombat II broke all records with its first day sales. It sold out in most stores when it arrived in September '94 and went on to clock up over four million sales in under a year. The Mega Drive and Game Gear versions were once again produced by Probe and Acclaim handled the distribution.

Following on from the first game, *MKII* took gamers to the Outworld itself as a rejuvenated Shang Tsung lured the Earth Warriors to his master Shao Kahn's realm in a last ditch attempt to destroy them.



KOMBAT



mbat II

Familiar faces returned as seven characters from *MK* once again appeared along with such new fighters as the steel hat-chucking Kung Lao, muscleman Jax, the fan-twirling Kitana, lethal assassin Milena and the savage warrior Baraka. *MKII* also featured three hidden foes in the shape of Smoke, Jade and Noob Saibot all of whom could only be reached if you knew the right tricks.

The sequel also boasted enhanced visuals, crisper sound effects, buckets of blood and even more secrets than before. Multiple fatalities, hilarious friendships, cute babalities, more pits, hidden games and two bosses were just some of the many mysteries lurking within.

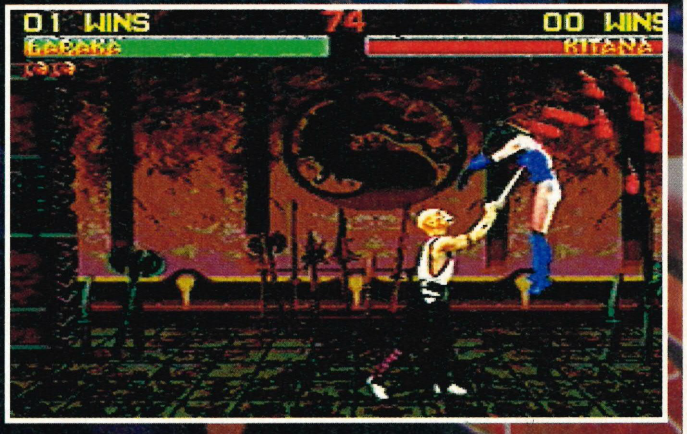
The Mega Drive version of *MKII* received a whopping 97% in Sega Pro and the subsequent 32X game was probably the best home conversion of the lot. The Saturn will receive *MKII* soon from Acclaim and fighting fans can get their latest fix of arcade action by checking out our review of the brilliant *MK3* on page 36.













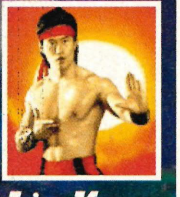


Shang Tsung





Kitana



Liu Kang





Mileena





Jax



Rayden



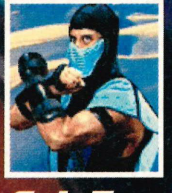
Reptile



Scorpion



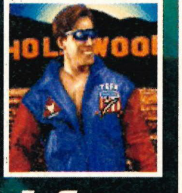
Kung Lao



Sub Zero



Baraka



J. Cage

Feature

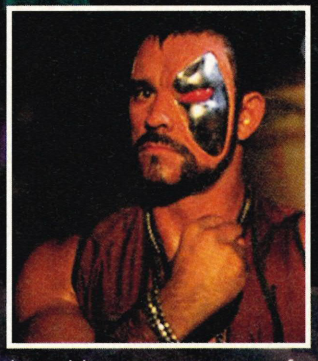
MORTAL KOMBAT

Mortal Movie

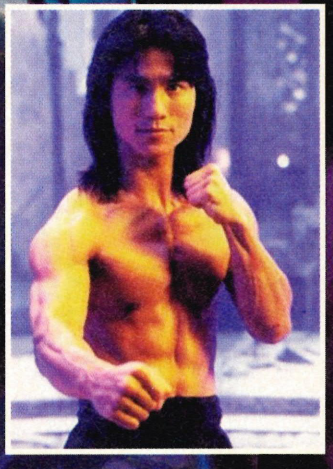
Prepare yourselves! On October 30th New Line Cinema will unleash *Mortal Kombat* on the big screen. Fans of the bloody beat-'em-up will finally get to see their favourite characters on film and from what we've seen so far they won't be disappointed.

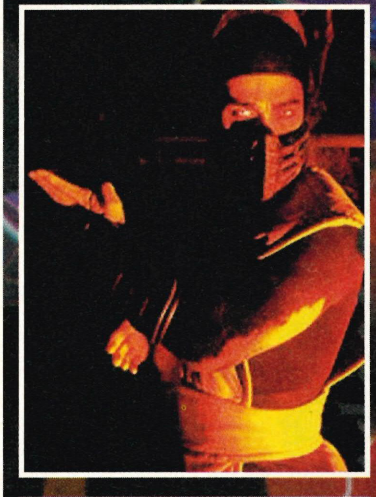
Although some of the *MK* fighters have already appeared in a TV commercial to promote Acclaim's *MKII* game, this is the first time that the general public will get to see the live action antics of everyone's favourite kombatants.

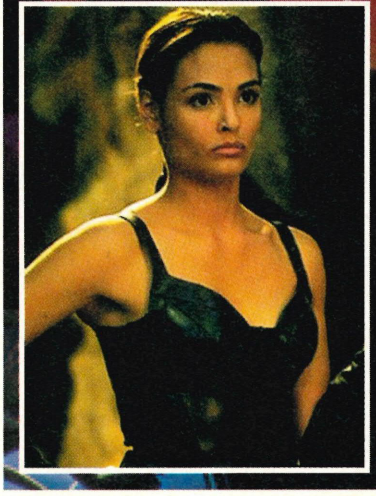
The movie follows the lives of Shaolin champion Liu Kang (Robin Shou), egotistical superstar Johnny Cage (Linden Ashby) and US Special Forces agent Sonya Blade (Bridgette Wilson). For various reasons the three heroes find themselves on a mysterious island and participating in a legendary tournament arranged by sorcerer supreme Shang Tsung (Cary-Hiroyuki Tagawa). But not everything is as it seems. Tsung has his own reasons for staging the tournament and with the help of the Outworld monster and Shokan Prince Goro, intends to plunge the planet into chaos.











Our heroic kombatants are guided on their journey by the powerful thunder God Rayden (played by *Highlander* star, Christopher Lambert) and the enigmatic, 10,000 year old Princess Kitana (Talisa Soto). Other familiar faces to watch out for include Kano, Sub Zero and Scorpion.

The film boasts an all-star cast, thrilling storyline, mind-blowing visuals and was developed by the same company who were responsible for *The Mask*. Young British Director Paul Anderson makes his major motion picture debut, and Producer Larry Kasanoff has worked with such industry legends as James Cameron in the past and the pair collaborated on *Terminator 2* and *True Lies*.

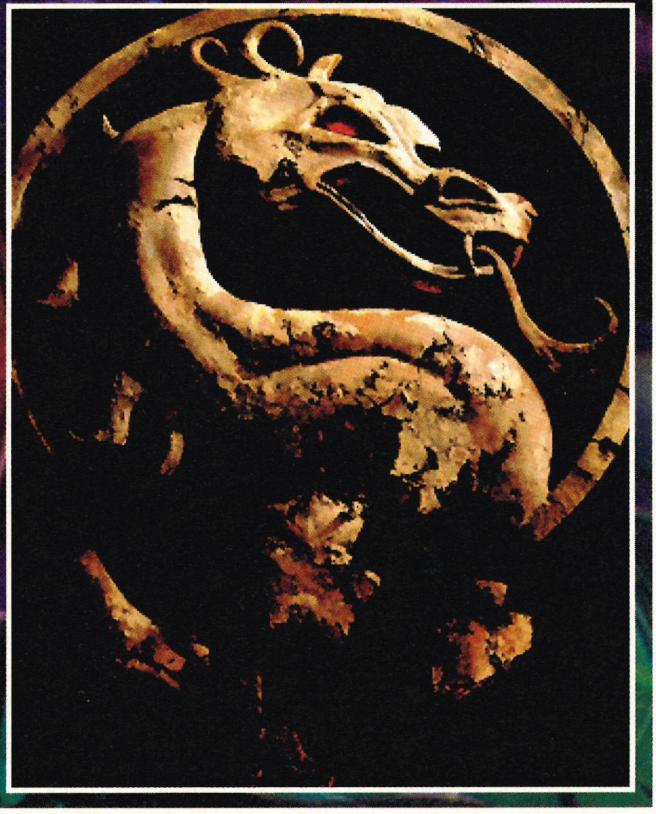
Ed Boon and John Tobias have already stated their delight at the look and feel of the film and are no doubt keeping their fingers crossed for a sequel.

Although the movie shot to number one in the film charts when it was released in the US on August 18th, it was actually delayed for a few months so that more money could be pumped into extensive work on the post-production special effects. Highlights to watch out for include Scorpion's living harpoon, Johnny Cage's shadow kick and the ultimate animatronic, Goro. Last but not least, the film also contains Kombat Kodes for all versions of *MK3*. We'll have a full review of the live-action version Mortal Kombat next month.

Although envisioned as a possible vehicle for Jean-Claude Van Damme, the designers' project soon took on a completely different route. Roping in actors and friends, Boon and Tobias taped them performing various moves against a blue screen background and then transferred the images to a computer. There they were able to manipulate and digitise the visuals, add special effects and create a group of mystical fighters who could then be transported into the finished game itself.

Where *MK* differed from other beat-'em-ups was the inclusion of blood and violence of an unprecedented level. Frustrated with the unsatisfying endings to combat rounds in *SFII*, Boon and Tobias decided to take the unique step of including the now infamous fatalities fighters would be able to unleash on their stunned opponent.

With *MKII* in particular, there was such an outcry at the violence contained within the game that companies have now adopted a ratings standard that all console product have to abide by. No other game has had such a profound impact on the video games industry.



Mortal Merchandise

The release of *Mortal Kombat 3* on the Mega Drive in October will set the huge *MK* promotional machine in motion again and Acclaim are guaranteed phenomenal sales this year with the game no doubt topping charts for months to come.

So what will the future hold for the *MK* series? Well, for a start, with the release of the console versions, *MK3* in the arcades will undergo a major upgrade and be retitled *Ultimate MK3*. A new chip, free to arcade owners, will introduce six new selectable characters including Kitana, Milena, Jade, Scorpion, Reptile and another fighter rumoured to be Ermac. Fans can look forward to four new stages as well as more pit fatalities, extra moves for the existing characters, new Kombat Kodes, hidden kombatants and plenty of other secrets to discover. The upgrade features will not be in the home versions but the Saturn game may include them when it appears in April next year.

After that, Ed Boon and John Tobias have already stated that there will definitely be a *MK4* but where could they go from there? The two talented chaps have commented that they've taken the current coin-op hardware as far as it'll go and are now working with new tools to produce a one-on-one beat-'em-up to knock everyone's socks off. One thing's for sure, the future is going to be full of fatalities!

With the success of *Mortal Kombat*, it's no surprise that there's an avalanche of merchandise about to be unleashed on an unsuspecting public. To back up the release of the movie and the October 13th launch of *MK3* on both Mega Drive and Game Gear, fans can expect an animated video.

Entitled *Mortal Kombat: The Journey Begins*, the video boasts an action-packed storyline based on the first *MK* game as well as stunning computer generated fight scenes. Both the video and the movie were produced by Larry Kasanoff's company, Threshold Entertainment. There's no word on an official UK launch as yet but import shops should be carrying this essential purchase now.

Another top licensed product on the market is Hasbro's range of action figures. Each character comes complete with realistic costume, weapons and, best of all, spring loaded action moves. Various vehicles complete the set with some figures being exclusively available with certain craft.

Malibu Comics have been chronicling the *MK* saga since last year and have produced an ongoing *MK* comic (now being reprinted in the UK by Manga Publishing) as well as a number of successful limited series including *MK: Blood & Thunder*, *MK: Tournament II*, *MK: Rayden/Kano*, *MK: US Special Forces* and *Goro: Prince of Pain*.

Other cool items to watch out for include trading cards, T-shirts, those strange Pog things, tattoos, stationary, badges, playing guides, CDs, costumes and of course video games. Expect more stuff to hit the shops in time for Christmas.

Most exciting of all though is the forthcoming *Mortal Kombat Live Tour*. Already proving to be a major hit in the States, the *Live Tour* features choreographed fight sequences with actual martial artists (including the actress who plays Kitana in *MK3 Ultimate*), realistic special effects, laser demonstrations and even audience participation. In fact, the audience themselves actually decide the outcome of the show themselves at key moments. On top of all this exclusive Kombat Kodes for *MK3* will be revealed. There are tentative plans for the tour to come to the UK but don't expect to see it until early '96.

● The *MK* merchandising machine really went into overdrive with the release of *Mortal Kombat II*. With the launch of a third game and movie, fans can expect even more gory goodies to hit the shops soon.



Mega Drive

Review

● Acclaim ● £49.99 ● 32 Mbit ● October 13th

Digitised delight!

Mortal Kombat

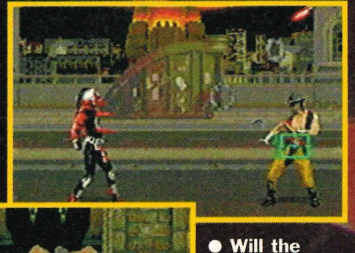
Heed the words of Rayden, mortals, "Only those worthy enough will pass this test. Those who fail will face an eternity of hell". Blimey, it's only a game for cripes' sake!

Buy this game now!

As the biggest *MK* fan in the world, it came as no surprise to the Sega Pro lads when I vaulted across the desk, snatched *Mortal Kombat 3*, and locked myself in a darkened room with it (for review purposes only of course!). After all, this was the game that I'd been waiting for all year and my congratulations go out to both Sculptured and Acclaim.

It has to said the Mega Drive version of *Mortal Kombat 3* is absolutely incredible. As 16-bit titles go, this is an absolute corker as virtually every feature from the Williams/Midway coin-op has been squeezed into a 32-bit cart.

Each *MK* character is massive, backgrounds look great and unbelievably every voice and sound effect is here to wow your luggholes. The game tells the story of how, after *MKII*, Shao Kahn has crossed over to the Earth realm and stripped it of every living soul. As the planet begins to become part of the Outworld, the Thunder God, Rayden, chooses a number of warriors who may be able to stop the evil emperor. One or two players choose a fighter then duke it out to see who's the top dog, head honcho, big cheese!





● Will the Earth Warriors defeat the Outworld menace? It's up to you.

● *Mortal Kombat 3* brings the Midway arcade hit home.





All 14 kombatants are up for grabs with Smoke selectable, if you know the right cheat that is. Familiar characters such as Liu Kang have returned with new fighters being fairly easy to get to grips with. As always, the real thrill comes from trying to figure out all those darn tricky finishing moves and find the multitude of hidden stuff that lies within.

But what true *MK* fans want to know is how close to the original is this conversion? Well, for starters only the graveyard background has been removed and the animation frame rate has been dropped. Apart from those two niggling details every special gory move, Fatality, Babality, Friendship, Animality, Kombat Kode and secret has been packed in. If *Mortal Kombat 3* isn't value for money, I don't know what is. Buy this game now!

● Mat Yeo



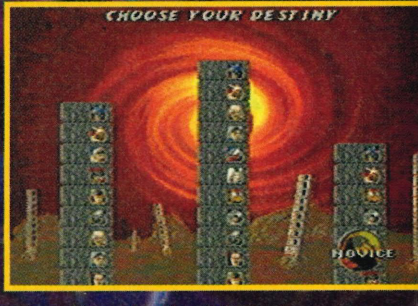
● If you're at all squeamish, then *MK3* might not be for you.



● Newcomer Kabal, teaches the cyber-ninja, Sektor, the meaning of pain. Players may knock an opponent through the roof of the Soul Chamber.



● Jax and Sindel come to terms with their new found friendship and prepare for some serious bonding.



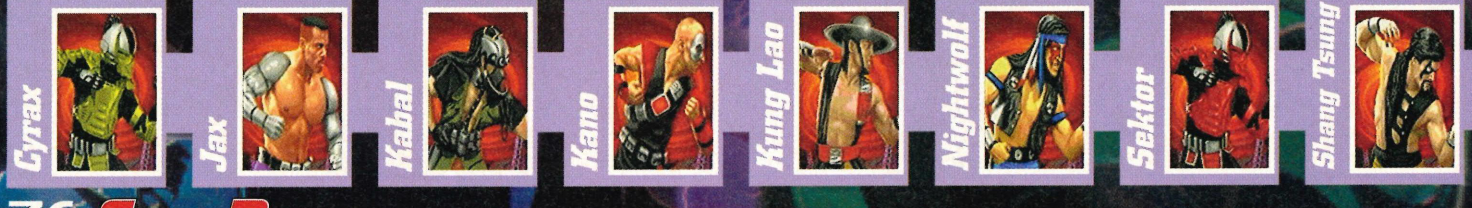
● Three levels of difficulty ensure a tough challenge.



● To unlock the many secrets within *MK3*, players enter Kombat Kodes on the Vs screen.



Mortal Men (and Women)

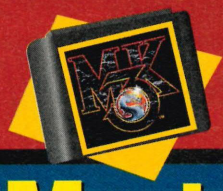




mbat 3

Blood-stained prizes galore!

5 COPIES OF *MORTAL KOMBAT 3* TO GIVE AWAY!



Yes, you lucky, lucky readers! We've secured five copies of the top beat-'em-up *Mortal Kombat 3* on the Mega Drive for you to get your thieving hands on. All you've got to do is answer this one simple question: Who is the biggest, meanest, all-powerful geezer who runs the whole Mortal Kombat joint? Answers to: **Give Me Gore Compo, Sega Pro, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** Entries in by 7th November please.

Mortal Moves

Fatality



The gruesome death moves are back once more and this time they're even bloodier! As in *MKII* precise positioning of fighters is essential when performing most moves.

Babality



The ultimate humiliation! Turn your opponent into a young 'un once more with a nifty tap of the joypad. Remember, avoid pressing Block in the winning round or this won't work.

Friendship



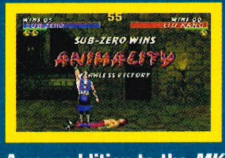
If your folks are watching, this is the move to perform. Get all chummy with your foe by giving them a special surprise. Once again, avoid hitting Block in the final round.

Mercy



Very important this one. Before attempting an Animality, a Mercy must be performed. In the third round of a fight (yes, lose a round), hold Run, tap down three times then release Run.

Animality

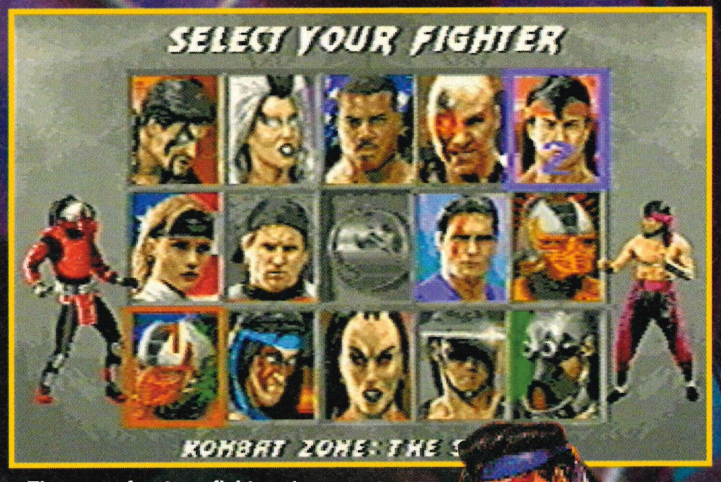


A new addition to the *MK* finishing moves. If successfully pulled off, your fighter morphs into an animal and then proceeds to finish off an opponent with tooth and claw. Ouch, nasty!

Stage Fatality



Performed in the final round. Only used on the Subway, Pit 3 and Shao Kahn Tower stages. Enemies are sent hurtling to an untimely death. Plenty of blood-splattered visuals are guaranteed.



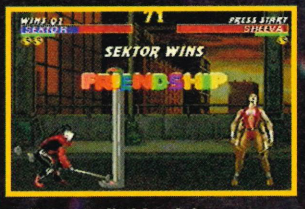
● There are fourteen fighters to choose from. Can you find Smoke? He's in there somewhere folks...



● Similar to Scorpion's Spear, Cyrax's Energy Net pulls opponents near, setting them up for killer combos.



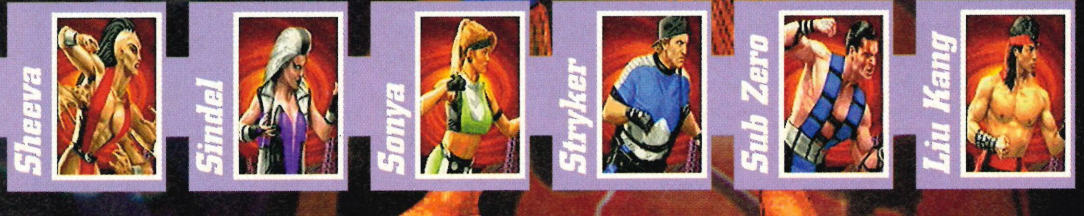
● My, what a lovely singing voice you have! Sindel gives Kano an ear-lobe battering before putting the boot in.



● Forget all this violence. Why not treat your foe to a little treat. Lovely.

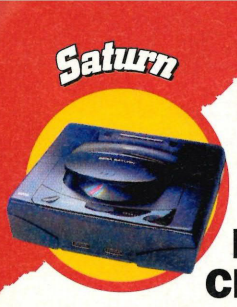


● This'll put the willies up ya! Kabal's Scare Fatality literally frightens an opponent to death.



ProScore 96

A stunning arcade conversion that deserves a place in every Mega Drive owner's collection. *Mortal Kombat 3* reigns supreme!



Review ● Bullfrog ● £44.95 ● 1 CD ● October

Roll up, roll up, it's time for...

Theme Pa

Forget Alton Towers, Chessington World of Adventures and Thorpe Park, Markie's Magical Kingdom is where it's at!

The range of options available is phenomenal.

The Daily Waffle, October 5th, 1995: **'Shock Horror Exclusive! Theme Park on the Saturn takes over the Sega Pro office!'**

Led by editor Nick Roberts, we can confirm that the entire team have left Paragon to each set up their own fun parks. Paragon management fears this is the last we'll ever see of them.

Shortly before Issue 51 of Paragon's top video games magazine, Sega Pro, went to press, publisher Ian Kenyon expressed his concern with the increasingly erratic behaviour of certain members of staff.

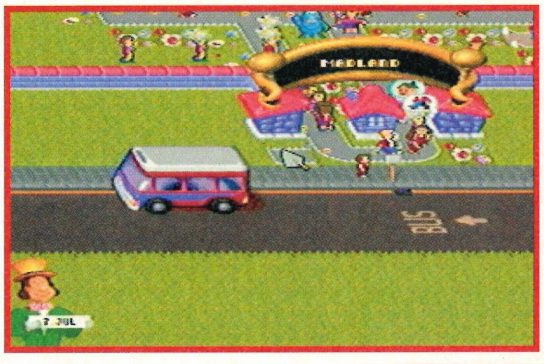
"They all seemed to be obsessed by this new game that had arrived in the office... *Theme Park*, I think it's name was", he expressed in a frank interview with the Daily Waffle.

"They had previously played the Mega Drive version, but the Saturn conversion was more advanced".

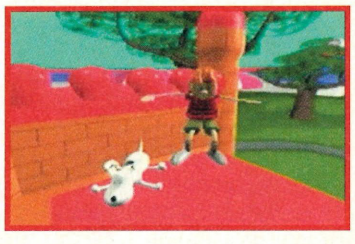
A successful game on the PC, publishers Bullfrog released the Mega Drive version of *Theme Park* in May. Lacking many of the features of it's younger brother, MD *Theme Park* was a straightforward bread and butter conversion.

The nuts and bolts of the basic game engine were still in place, but due to memory restrictions, the FMV ride films, some of the rides and the storage capacity had to be removed. Bullfrog have now made amends with the release of the Saturn game — it has everything in place once again, and some are even claiming it's better than the original!

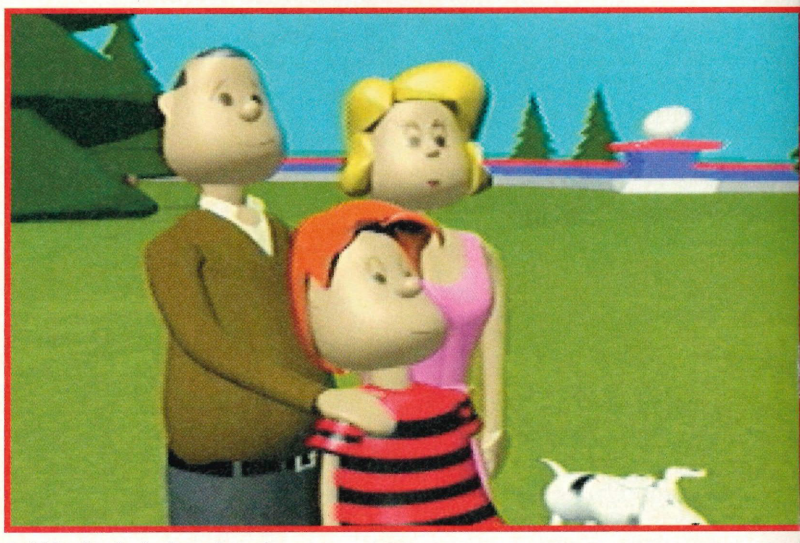
● These little buses can be traded in for massive double-deckers when you're rich!



● Wey-hey! This looks like fun — you can experience the rides via brilliantly rendered sequences.



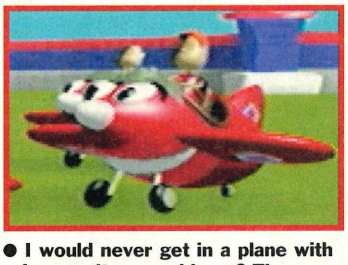
But even perfection has it's price, "Looking back on it, I can see how easily games of this nature can affect people. The range of options available is phenomenal. Not only can you design the layout of your park and what rides you want, but it even stretches down to the amount of salt you want to put in your fries!", Pat Kelly, ex-Sega Pro editor and Group Publisher commented, "It's a shock to the system that all the staff have left. There's no-one to tidy up the office magazine library, now that Mark's gone!"



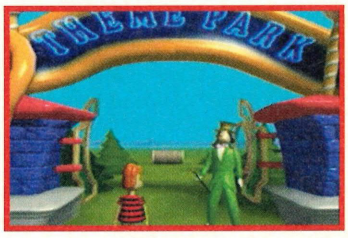
● Ahh, the typical modern-day family out for a bit of fun — even the dog's come along for the ride!

Thanks to a tip-off, the Daily Waffle managed to track down Mark as he was about to buy an acre of land in a Dorset farmers field. By this stage, we could only get a few mumbled words out of him, "*Theme Park* on the Saturn is a real treat for strategy fans. The excellent rendered sequences give it an extra spark that was missing from the Mega Drive game, and I'd full-heartily give this a Pro Yo!". You can't say fairer than that!

● Mark Pilkington



● I would never get in a plane with a face on it — would you? They look far too sinister.

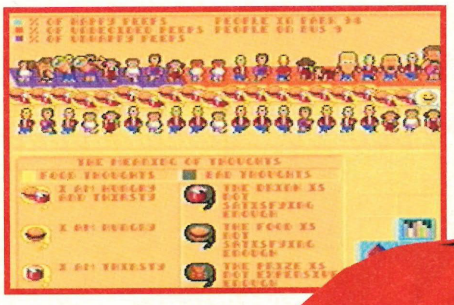


How to make pots of cash!

There's a simple, yet effective way of ripping off all the punters in your park and making lots of cash into the bargain. All you've got to do is follow these three steps...

1. Put a fries stall with the salt level bumped right up and a cheap price along side a cola stall with lots of ice in the drinks and a hefty price tag.
2. Watch as all the little people flock to the cheap fries, get really thirsty, then spend all their spare cash on your dodgy drinks.
3. Laugh all the way to the bank!

Pro Yo!

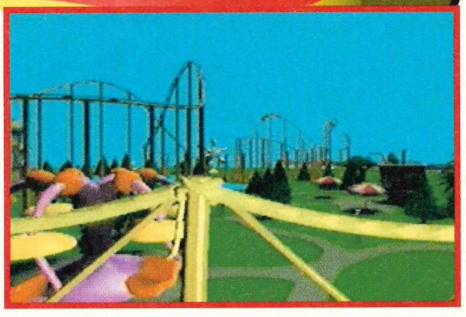


● Look at all these little people, all shouting for attention and wanting their own way. Life would be simple if they weren't around!





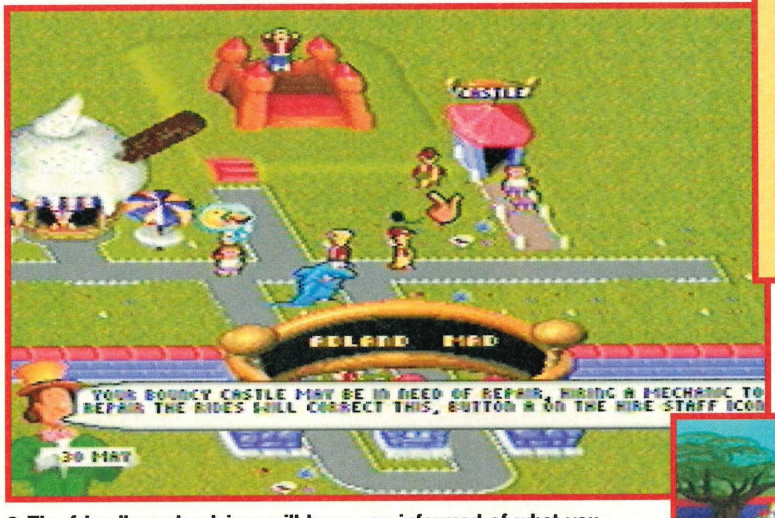
● Mmm, burgers. Just think — you run all the fast food shops in the game, so you can help yourself whenever you fancy!



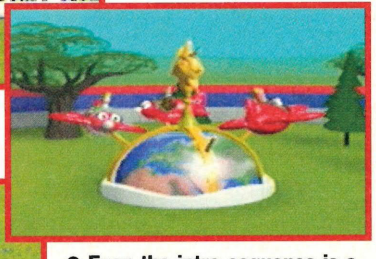
● Fancy a ride on a super-dooper swing? You get a great view of the park from high up in the air you know!



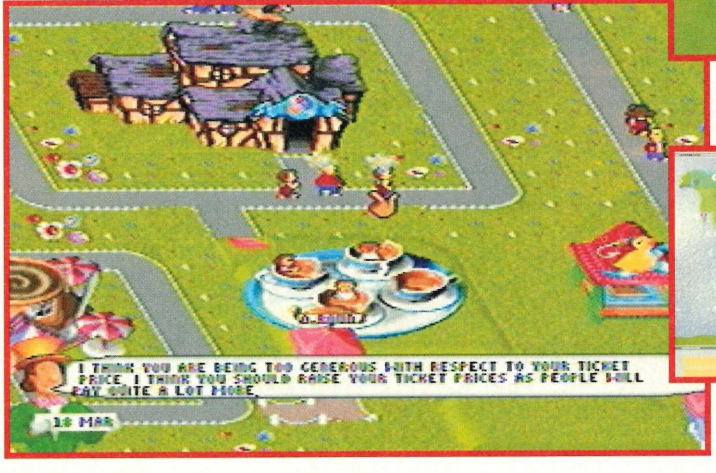
● All the statistics for each ride can be called up at the touch of a button. Now you can bump all the prices up!

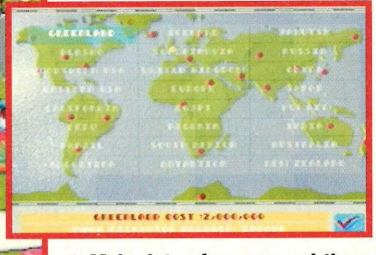


● The friendly park advisor will keep you informed of what you should do next. To tell you the truth, he's a real pain in the arse and will get on your nerves in two seconds flat.



● Even the intro sequence is a treat to watch, but you'll probably only watch it once.





● Make lots of money and the world is your oyster! Where do you fancy going today?

Prospect 92

If you've ever fancied yourself as a Richard Branson-type, then fancy no longer! Just as good as the PC version, if not better.

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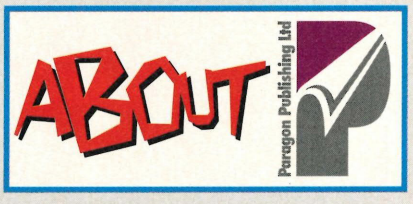
Video Games

3DO Magazine,
Amiga CD Gamer,
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Sport

Football Heroes



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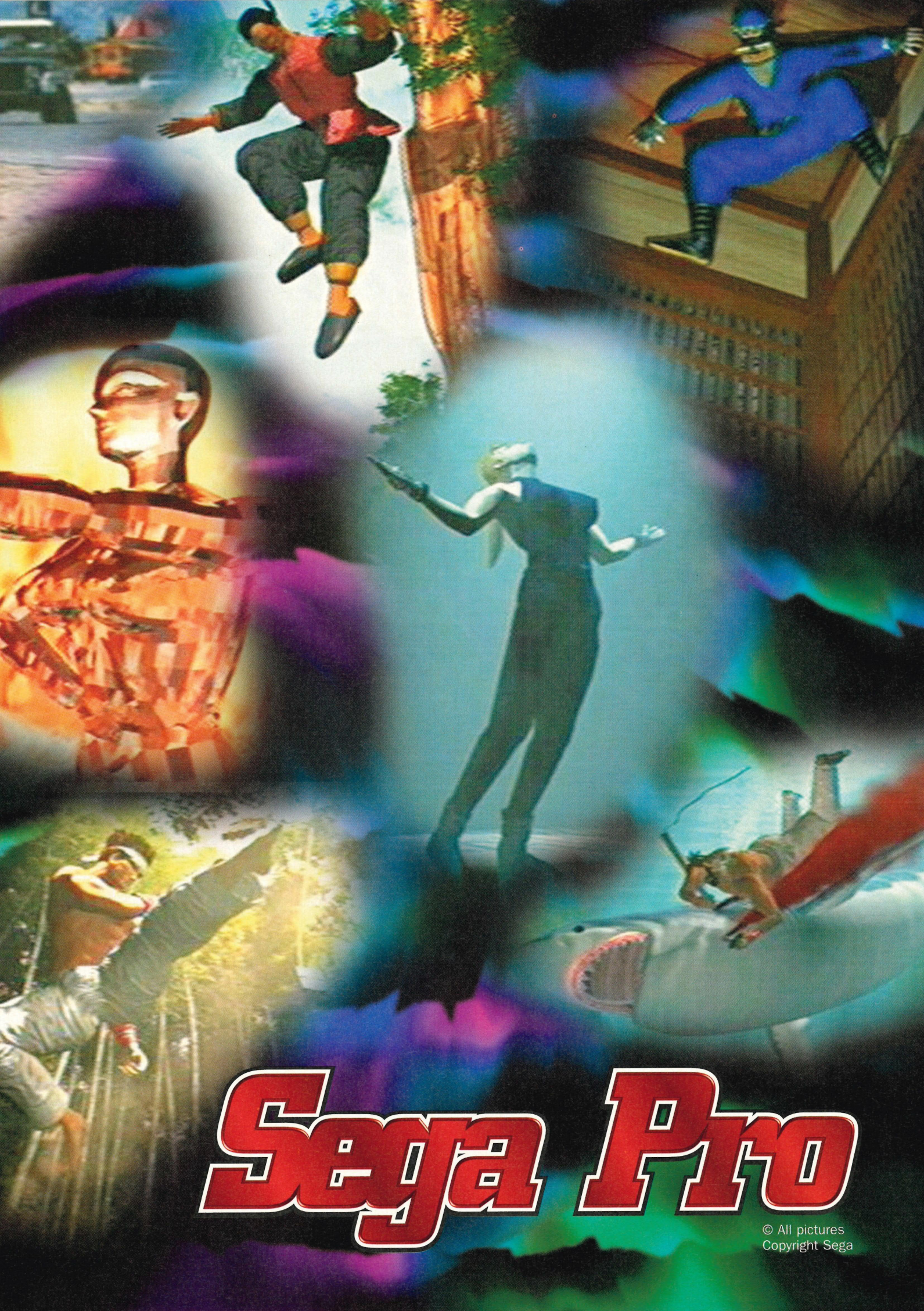
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*source ABC

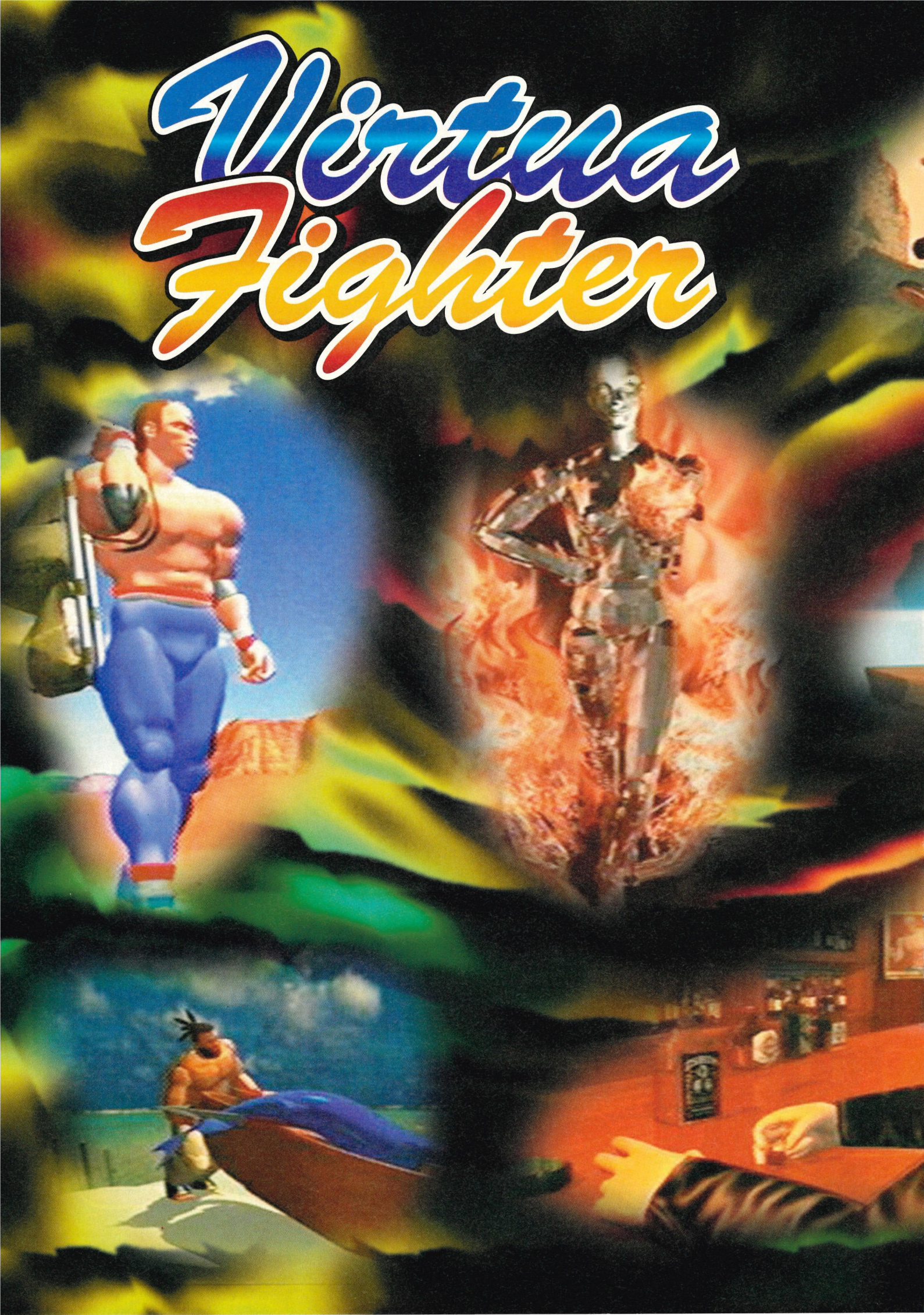
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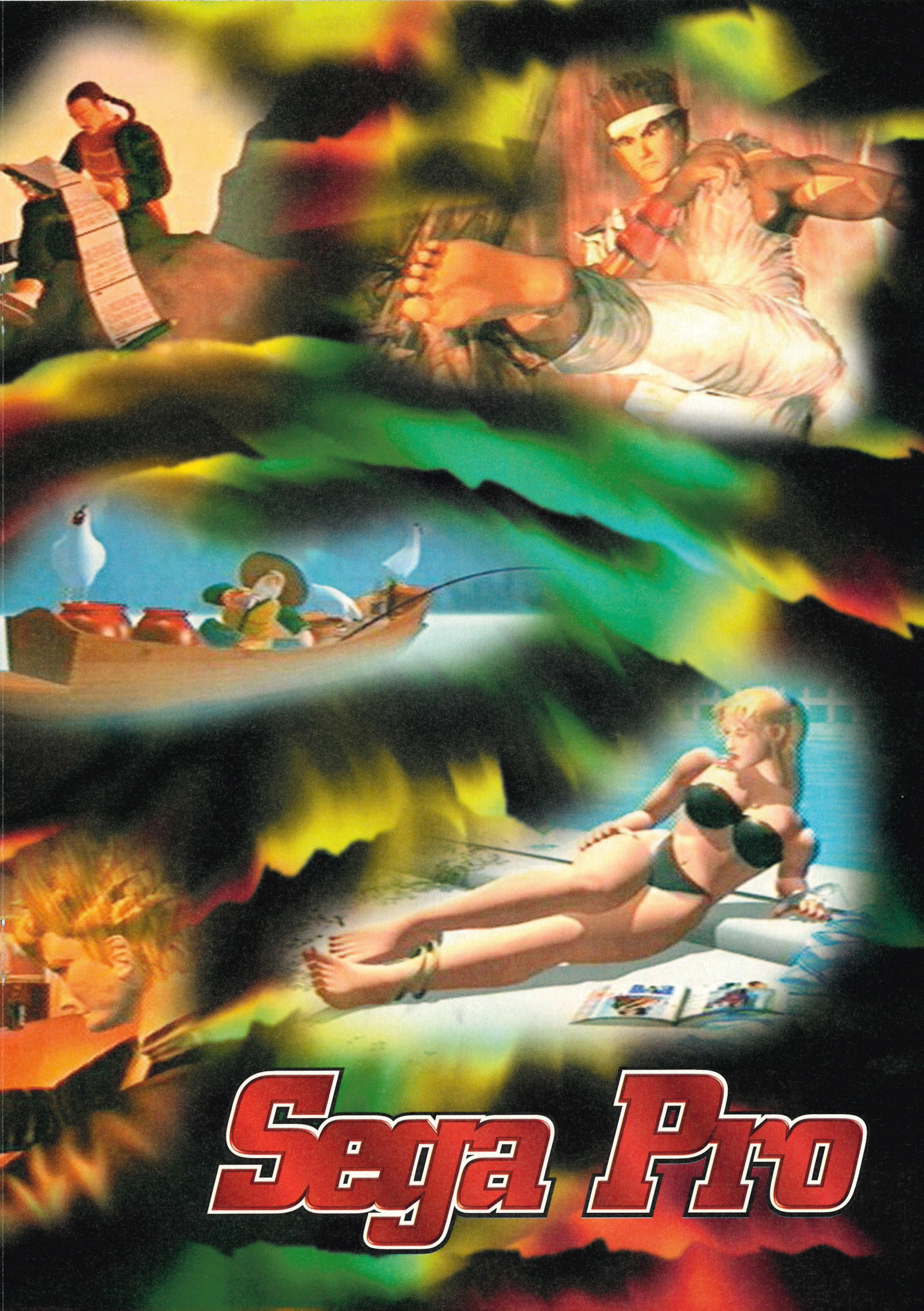
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Virtua
Fighter


Sega Pro


Virtua
Fighter

Street Fighting!



After the sheer lump of embarrassment that was *Street Fighter: The Movie*, it's nice to know that when Hollywood fails, you can always rely on some top animated action from our buddies at Manga!

We've got ten copies of the video and ten subscriptions to the comic up for grabs, and all you have to do is pick one member of the Sega Pro team and turn him into a Street Fighter!

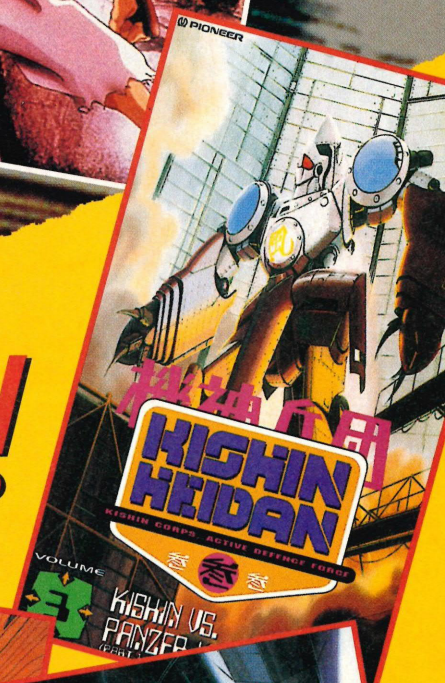
Choosing from either Nick, Mat, Mark or Steve, you have to draw a picture of your chosen Street Fighter and tell us what his special abilities and hobbies are. You can be as serious or as silly as you like, but remember: you have a better chance of winning if you can make us laugh!

Entries should be in no later than 7th November, and they should be addressed to: **Street Fighting! Compo, Sega Pro, Paragon Publishing, St Peter's Road, Bournemouth .**

WIN! WIN! WIN!

10 Copies of Street Fighter: The Animated Movie
10 Subs to Street Fighter: The Comic

Anime-azing!



WIN! WIN! WIN!

5 sets of 3 Anime videos

We like cartoons here at Sega Pro, but you can forget your Mickey Mouse and Donald Duck on Saturday mornings. You've already had your chance to win some top Manga Street Fighter cartoon action, and now how about a dose of cool characters from Anime cartoons?

Together with Pioneer video, we are pleased to offer five sets of three top cartoon vids to give away. The first two feature the exploits of the Kishin Corps, developed to protect earth from alien invaders using huge armoured robots. The other story is Tenchi Muyo! Both are great entertainment and look fantastic, so what are you waiting for?





All you have to do to increase your video collection is answer these simple questions:

1. What is the name of the famous rubber suited lizard from the Japanese monster movies?
2. What is the name of the six colourful Japanese martial arts experts that have become a world-wide success?
3. Name one of the characters of the classic TV series, Battle of the Planets!

Answers on a postcard or sealed down envelope to: **Easy Anime Compo, Sega Pro, Paragon House, St Peter's Road, Bournemouth BH1 2JS.**



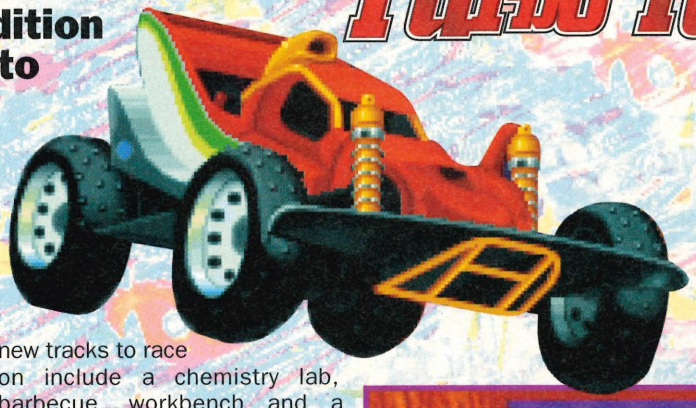
Review

● Codemasters ● £44.99 ● 16 Mbit + J•Cart ● 0

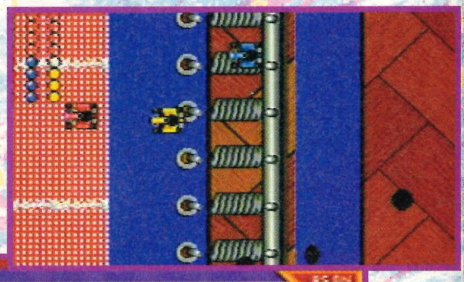
Micro Ma

Turbo Tournament

One of the biggest video game success stories of all time has to belong to *Micro Machines*. With devilish tracks, new obstacles and smart cars, the latest edition to the series has to be the ultimate mini-racing game!



● Boing! One of the many hazards to slow you down or throw you off the track is the trampoline. Go carefully.



Those baby racers have returned in possibly the most compulsive and playable driving game to hit the Mega Drive since *Street Racer*. A year ago, everyone was raving about how good *Micro Machines 2: Turbo Tournament* was. Since then, those boffins at Supersonic and Codemasters have worked wonders to improve and upgrade every aspect of this magnificent masterpiece.

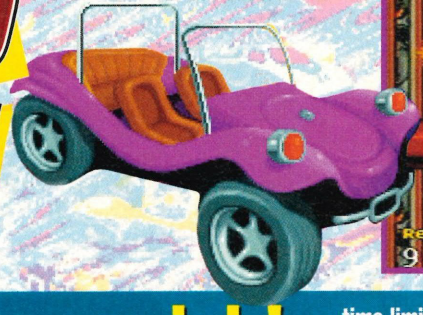
There are so many new tracks and vehicles to choose from that they can't possibly all be mentioned here! Some of the new editions include go-karts, beach buggies, high-powered jets and all sorts of futuristic and zippy cars. The new tracks to race on include a chemistry lab, barbecue, workbench and a fitness room with some really ingenious hazards included.

the most popular game in the Sega Pro office

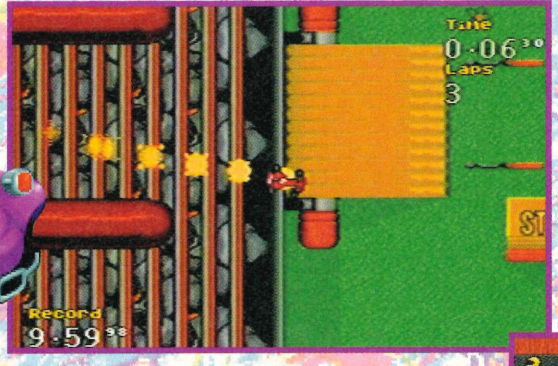
Every track has its own unique feel and style. Some are full of tight corners and obstacles, whereas others go for more straightforward ovals to help you get used to the controls, which are very responsive. The jets and karts in particular can reach some phenomenal speeds which just



Pro Yo!

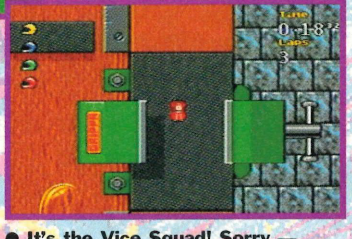


●Ouch! Drive over the barbecue quickly or those Micro Machines will be roasted.

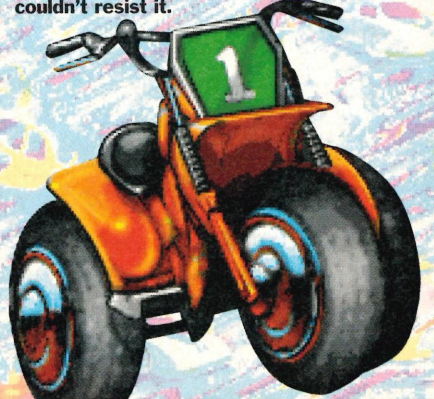


● On the treehouse track, ram the other cars off the branch to get first place!





● It's the Vice Squad! Sorry — couldn't resist it.



Take your pick!

Blimey, not only is this one of the most playable games this year, but it's also full to the brim with options. The League mode allows you to play against three other computer controlled cars, and the TT challenge allows you to get round a track in a certain time limit. The Head to Head mode puts you against a randomly selected character by the computer. The Pro Challenge also pits you against three others, but this time there is competition for first place. By far the best option, we reckon, is the normal four-player mode, or the Party Play option which allows up to eight people to play at one time, using different ends of the joypads. Now, is that clever or what?


TT Challenge



Time Trial


One-player


Three-player


Four-player teams


Party play


Head to Head


Pro Challenge


Two-player


Four-player


More options


Construction Kit

ut now!

achines '96

Small is beautiful!

adds to the chaos, especially in two-player mode.

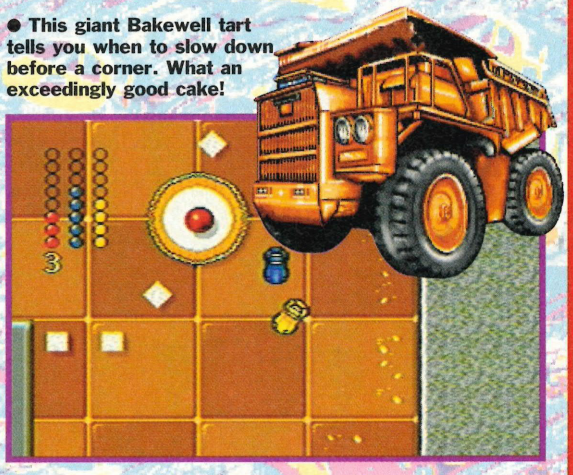
So, we've got more cars, better and bigger tracks (60 in all), including an extension of the pool table which appeared in the original and a mini Micro Machines track where everything is seen from a higher viewpoint.

It doesn't stop there, no sir! Now Codemasters have thoughtfully included a course designer, allowing you to create and save up to 10 personal tracks. Straights, corners, paint pots, holes and oil can be placed anywhere to create a race that even the experts would fail at.

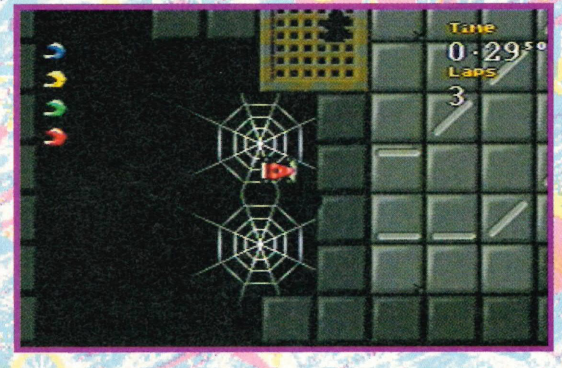
What else haven't I mentioned? Well, the graphics have retained their neat but highly detailed style, and the sounds are catchy — although there is no tune during a race, just the odd sound effect. Blimey! What else is there to say except for that this is just about the most popular game in the Sega Pro office, drawing a crowd of people away from their PlayStations and Saturns. In one-player mode it's fantastic, but take two-players and it becomes unstoppable. Then when you consider you can have up to eight racers going at once — you just know you're in for a treat!

Heck, I was playing this for so long in four-player mode that I actually missed my train home. Doh! Congratulations have to go to Codemasters and Supersonic — they've done one heck of a job in creating an addictive and utterly playable game.

● **Steve Hardy**



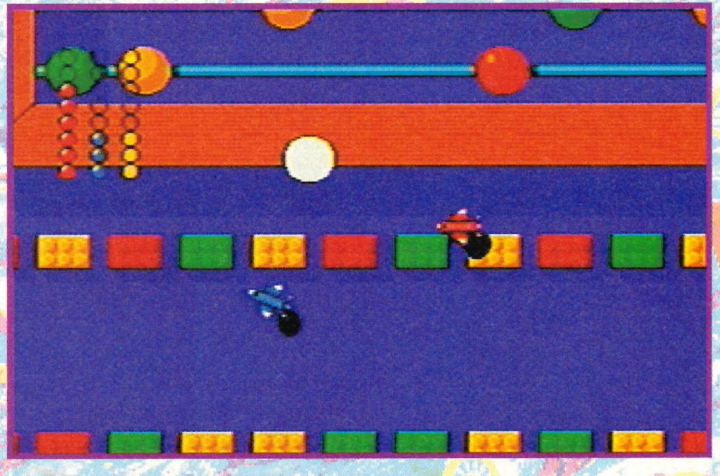
● **This giant Bakewell tart tells you when to slow down before a corner. What an exceedingly good cake!**

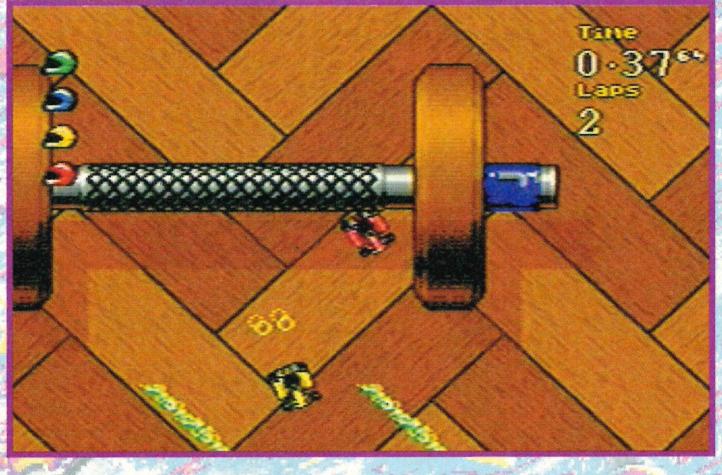


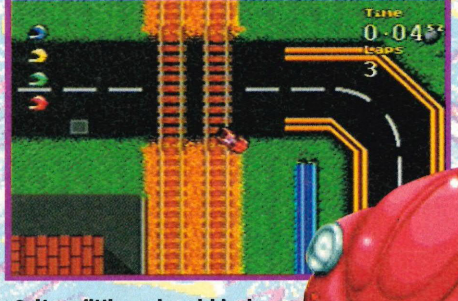
● **Baked beans everywhere, and not a piece of toast in sight. These beans will stick you fast!**



● **Zooming across the gym floor, I came across one of the giant weights I regularly lift. Honest guv!**







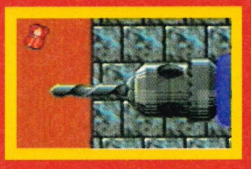
● **This toy track is one of the best. It features a little train that can cause real havoc. Chuffing great!**



● **Its a little red and black Beetle but you cant squash this one. This is just one of the many little demons you can drive!**

It's a trap!

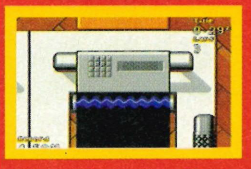
The programmers have packed loads of new obstacles and traps into *Micro Machines '96: Turbo Tournament* and having them animated creates an unpredictable but welcome edition to the *Micro Machines* gameplay. Here are some of the fiendish bits and bobs that make those races so frantic and challenging...



The Drill
Avoid this one or it'll knock your car off the track.



The Rubber Stamp
Stomps up and down — timing is essential here!



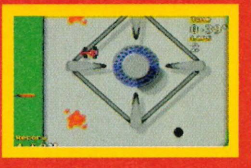
The Treadmill
Slows your car down if activated, so speed up quickly.



Hammer
Easy to avoid, but not if there are two or more players!



Corn on the Cob
Looks tasty, but can send those cars spinning off and onto the floor.

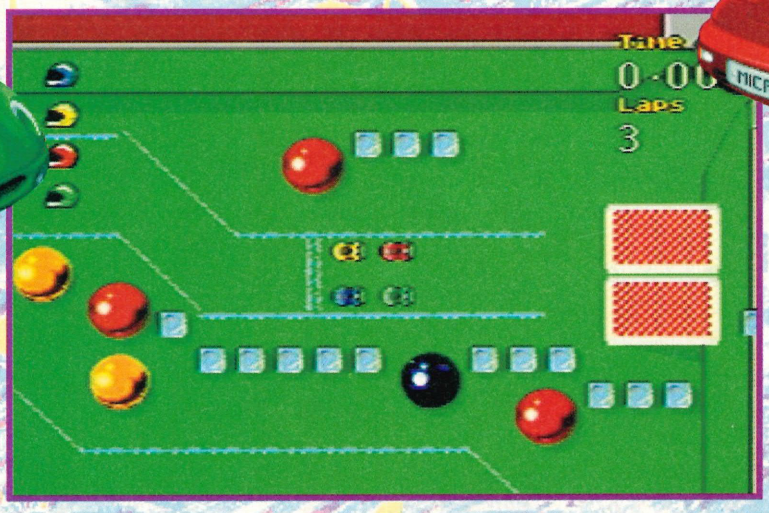


Gas Stove
Speed is essential to get over this. Don't get fried!

Mega Drive

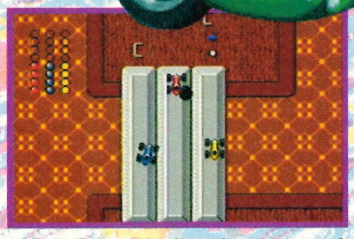
Micro Machines '96 Turbo Tournament







● Below: The Gym is one of the trickiest tracks to get used to. Avoid the stop watches, bats, balls, weights and all other kinds of horrific fitness equipment. A real gym isn't any more pleasant!



● Rulers just don't make very good bridges. They're too darn narrow for my liking!



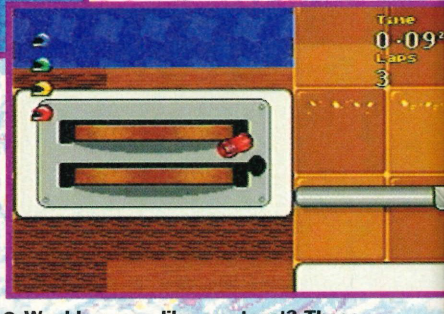
● Left: Timing is essential if you're to get across safely, or nudge the other cars into the water. Nowt wrong with dirty tactics!



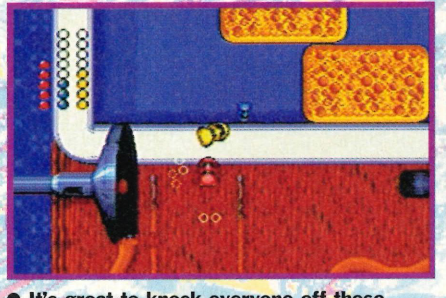
● The beaches are just as hazardous here as they are in real life. Avoid the water too.

● Above: Pot as many balls as you can! From behind and not too 'ard etc... skill really is required on the pool table — mind you don't fall down the pockets!





● Would anyone like any toast? Those slices of heated bread come in very handy for the breakfast table race.



● It's great to knock everyone off these sponges and annoy them. That's why I always play on my own now (sob)!

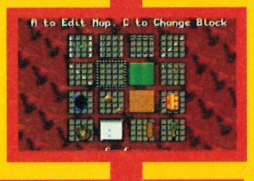
Ade's Hell!

Thanks to the unique Construction Kit included in the game, it's possible to make up some of the most fiendishly difficult and frustrating tracks in the micro-Earth! Straights, obstacles, traps, curves and backgrounds can all be fiddled about with giving a long list of options.

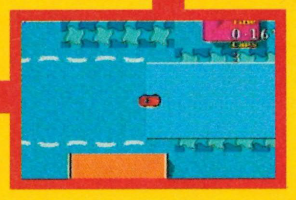
Just take a look at this one — ex-Sega Pro whiz Ade Price created his very own track, littered with obstacles and holes in exactly the wrong place. It's tough to get round just one lap, hence its name — Ade's Hell!





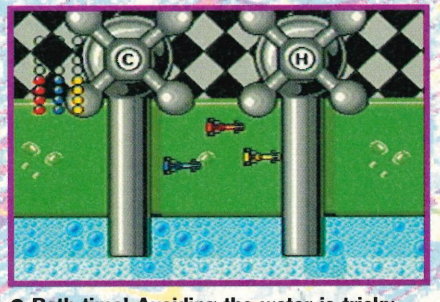








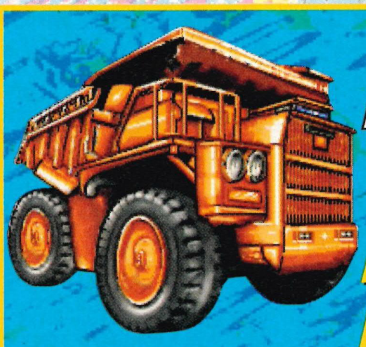
● Anyone fancy a game of table tennis when I've finished writing these captions?



● Bath time! Avoiding the water is tricky — there are loads of tight corners, and the dragsters don't half shift!

Proscore 95

Absolutely stunning — an incredibly playable game which sets itself apart from other racers, and will doubtlessly appeal to everyone.



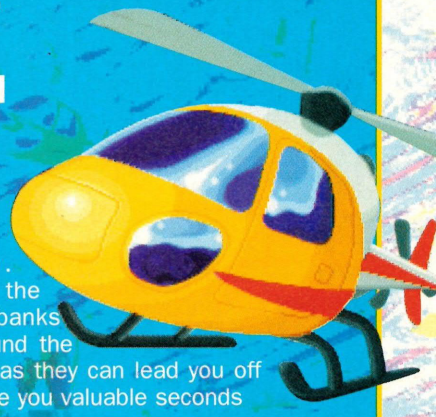
EXCLUSIVE

Micro Machines '96

Beat the elite!

A beginners' guide to mini racing.

We couldn't review one of the best games of the year without giving you all a guide on how to get started and become the ultimate *Micro Machines* driver, could we? So, take notice all you miniature racing freaks out there, this is an exclusive from those helpful people at Codemasters and SuperSonic Software!



Track advice

There are some really sneaky little short cuts littered around the many tracks, so keep an eye out for them. One example is on the kitchen sink. Instead of waiting for the sponges to take you across, drive to the left and round the rim of the sink!



Use those brakes!

Until you've memorised most of the tracks, always touch the brakes on a straight road or you'll go flying off the edge. Always tap the brake to get through even the toughest of tracks without falling to the ground. Various objects let you know when there is a tight corner coming up and when to brake. On the dinner table, for example, there is a large Bakewell Tart just before the corner of the table, so slow down when you see it!

Making Tracks

The Construction Kit is a great way of creating your own basic tracks to practice on. Use lots of straights with only one or two obstacles at first. When you get better, use more corners and obstacles or skids to test your reactions. Changing the attributes of your car and the weather of your track can have a drastic outcome on your performance. For a really difficult track, use lots of bends, thin planks and set the weather to Windy. See if you can get round that in one go!

Leaps and jumps

Many people just go off the edges of ramps or jumps and can't control the car in mid-air so they fall into the depths. The solution is to drive in a straight line, rather than at an angle which isn't in the centre of the ramp.

Multi-player tactics

When racing against other drivers, never go flat out in a bid to stay in first position. Tempting though it is, you'll no doubt crash and lose vital points. So, stay roughly in-between the second and third car, and try to knock them off the track if possible, although this will render you without friends for the rest of your life. Failing that, tap the brake occasionally, and the other cars might go off the track!

Level by level guide

Course One is a fairly straight forward course that goes in a clockwise direction. A good one to get used to the controls.

Course Two features those ruler bridges which are great for knocking of other cars. Watch out for a sudden bend at the top right and at the bottom left

Course Three is the very tricky science lab which contains a nasty little ramp that must be lined up perfectly. There is also a short cut at the bottom of the track by the gas tap.

Course Four is a swine to get the hang of for the first few goes, and the jets that you control can only be slowed down. There are no real obstacles except for a few protruding building blocks . Remember to slow down a couple of seconds before each bend or you'll just go crashing into the wall

Course Five is another fairly easy track to learn. The tables you race on are connected by wooden planks, so slow down before you get to them. At the bottom there is a hammer which hits in nails, but it's easy to avoid by driving just above it.

Course Six is on the beach and it goes in an anti-clockwise direction. There is a U-turn to make, which is indicated by a green spade. Avoid the sand banks all around the course as they can lead you off and lose you valuable seconds

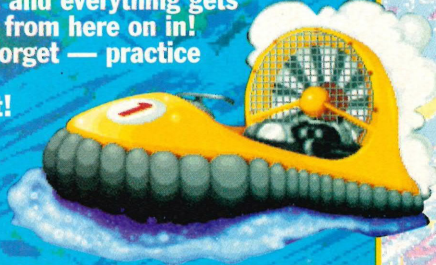
Course Seven is partially lit by candles and is full of little holes, so caution is required for the first few goes. There is a nasty jump which requires a bit of control or you'll just miss the rack and fall. There is also a bit of a short cut by the water tank. Turn after it and you can avoid taking the corner!

Course Eight is a watery level and quite complicated, but most paths are shown by flowers. It's best to learn the track before playing it. Go carefully down the right of the course and don't go too fast in the hovercraft as they handle differently.

Course Nine has a barbecue which must be negotiated quickly and carefully. One wrong move and your car gets grilled! Your car on this track is very fast, so get a good bit of speed going for the jump over the gas stove — time it wrong and you'll get burned.

Course Ten takes you to the pool table, so your opponents can be knocked off if they're racing on the edge. Two playing cards act as ramps which lead onto the table, but be careful! Drive off them and you'll blow up. The corners by the table pockets are tight, so if you brake in time, your opponents could go off. Again, this is a long and complex track, so study it before racing and you'll soon be reaching first position.

Thought that was easy? Well, they were only the beginner tracks, and everything gets harder from here on in! Don't forget — practice makes perfect!



Saturn

Review

● Data East ● £69.99 ● 1 CD ● Import

Are you scared of the dark?

Dark Le

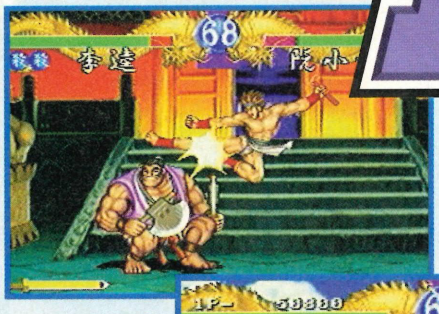
The question has to be asked: Does the Saturn really need yet another fighting game? When it's a direct port from a stunning coin-op the answer should be obvious...

With the arrival of the 32-bit console revolution, game players around the world are finally being promised arcade perfect conversions of their favourite coin-ops. No longer will we have to play games that are poor, watered-down imitations of their coin-crunching cousins.

At least that's what Sega would have us believe. However, with the release of Data East's *Dark Legions* (or *Suikoenbu* as it's known in Japan), this really is the case. You see, the original *DL* game used the ST-V arcade board which essentially features the same hardware as the Saturn making it a simple task to port software over to Sega's new machine.

This is a solid one-one-one combat game

● ***Dark Legions*** **is the first Saturn game to ported over from the ST-V or Titan arcade board.**



● **Genshougo uses his special whirling powers to er... whirl into his opponent. Sega Pro would like to take this opportunity to warn kids that whirling can in fact be bad for your health.**





● **As in most Neo Geo fighting games the screen in** ***Dark Legions*** **scales in and out giving players a better view of the action.**



● **I don't know what Riki's had to eat but his breath sure does stink! This Dahlsim-style special move is best used when opponents are performing a jump kick. Unleash the flame blast as they're coming in to land. That'll really learn 'em!**

Dark Legions is a frantic fighting game that features eleven oriental warriors battling for supremacy in a distant land. The story is actually based on Suikoden, one of China's four most famous legends. This is one Saturn game that has a real Neo-Geo feel to it with silky-smooth screen-scaling, well-animated characters and the sort of over-the-top moves usually associated with SNK's machine. Beat-'em-up fans will instantly recognise each of the fighter's attacks as the standard *SFII* (dragon punch, fireball, etc.) moves are employed. Characters also possess a screen-shattering finishing move that's guaranteed to easily defeat an unsuspecting opponent who fails to block in time. Other notable features include multiple colours for each fighter, control customisation, difficulty and speed options, a gore mode, a demo mode for fledgling warriors to check out moves and even taunts with which to tease your foe before laying into them.

Foo Fighters

On tonight's menu we have a mouth-watering range of Chinese dishes each served up with a side-order of violence, gore and just a hint of *SFII*. Take your pick from one of the following...







● **After tackling and beating all eleven fighters, players face a menacing boss who appears in two powerful forms. The first version unleashes devestating kicks.**



Contact: The Video Game Centre on 01202 527314.

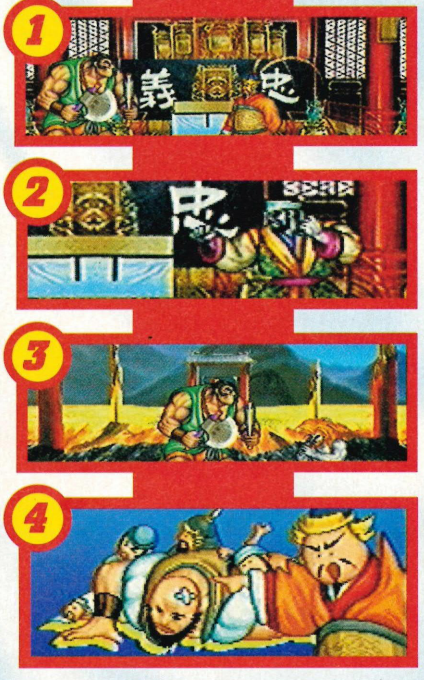


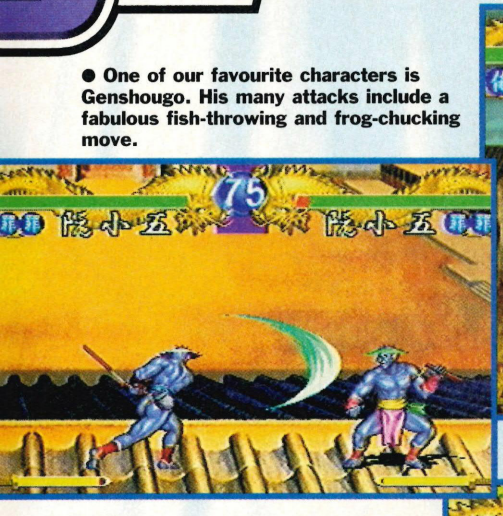
● Riki's rock attack is useful for catching opponents as they back away. Impale your foes for fun!



● The second form the boss character takes is this bloke. Even tougher than his original incarnation and capable of drawing his energy-based weapons from a dark magic source. What a guy!

Oriental Intros!





● One of our favourite characters is Genshougo. His many attacks include a fabulous fish-throwing and frog-chucking move.



● Bushou takes on Taisou in a scrap to see who's got the daftest name. Looks to me like it's gonna be a draw...

All in all this is a solid one-on-one combat game that benefits from the Saturn's exceptional 2D processing power. The added addition of combos being registered on-screen and shorter access times would have been a welcome addition but that's just nit-picking. Let's hope this gets an official UK release in the near future.

● **Mat Yeo**



● The wacky purple lads go by the name of Kousonshou and have multiple attack patterns with the larger chap having great strength.



● Most of the moves in *Dark Legions* are performed using familiar *Street Fighter* controls. Super attacks require plenty of frantic finger fumbling but are well worth it.



Prospore 82

Dark Legions triumphs as a perfect arcade conversion that features just the right amount of action, speed, and special moves.

Mega Drive

Review

● Acclaim ● £44.99 ● 16 Mbit ● Out now

Wh-wh-who are you?

The bat's back in a big black blindin' bonanza of a boo-wakka! Oh, and he's brought Robin with him this time, as well...

(The Bat Cave, Wayne Manor, just outside Gotham City. Batman (aka Bruce Wayne) and Robin (aka Dick Grayson) are facing a new, deadly crisis.... their worst yet!)

Batman: Robin my old chum, now sit down and listen to me. I've got something very serious to tell to you. I never thought I'd see the day that I had to say this but... I've run out of money! That last charity function was obviously just too much for me — the entire Wayne empire fortune has been spent. I'm as skint as a shrimp!

Robin: Holy prawn and mayonnaise sandwiches, Batman! Are you having one of your funny turns again? Wayne empire is worth over $5 billion! You *can't* be skint!

Batman: I know that Robin, my rubber-clad puppy dog, but for the purpose of this review — I *am* penniless!

Robin: Oh.

Batman: But worry not, plastic-nippled one, I have cunningly come up with a solution to our problems. I am just about to release upon the unsuspecting public the Mega Drive conversion of my latest blockbuster movie, *Batman Forever*...

Robin: Right on, Batters! Way to go! I knew you'd come up with an answer to our problems!

Batman: ...and I want you to review it for me. So get to it, latex lad. I want a full report by the next paragraph!

Robin: Ulp! Right, that'll be this paragraph then. Well, here goes... As you probably know Bruce, this is a platform game featuring myself and a certain dodgy character called Batman.

Batman: Watch yourself there, young Dicky.

Robin: With the sprites digitised from real actors, *Batman Forever* on the Mega Drive reminds me slightly of *Mortal Kombat*. A beat-'em-up with platforms, it's your job (as one of Gotham City's mightiest heroes) to battle your way through eight levels, all based upon scenes from the hit movie. You have everything here from Arkham Asylum up to the final confrontation at Claw Island. Along with the usual henchmen, you'll have to battle Two Face, The Riddler and Sugar & Spice.

Batman: Mention the gadgets Robin, mention the gadgets!

Robin: Oh yes, and before you begin each level, you can make a choice of five gadgets to take with you. These include Smoke Pellets and Force Walls, which really serve as special moves. But even when you're armed with these, the game makes for a tough challenge.

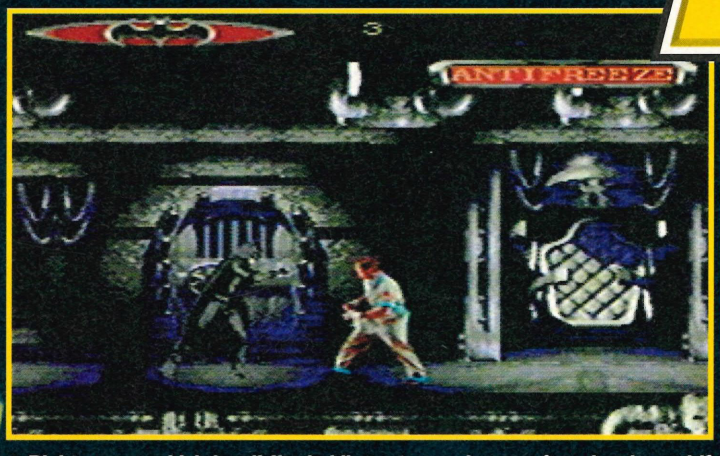
Batman: Too right, I don't want any little scallywags completing this one within a few days!

Robin: You've certainly made sure of that one, you old meanie you! There's a two-player mode as well, meaning you have the choice of playing alone or with a chum. If you don't happen to get along with your partner, you can also fight it out with him one-on-one, *Mortal Kombat* style. To sum up: harder than the majority of games on the Mega Drive, this is a pleasantly surprising translation of the hit film. Give it a go!

Batman: Well done Buffoon Boy, you handled that one nicely. Now go and find Alfred — he needs some help with the washing up.

● **Mark Pilkington**

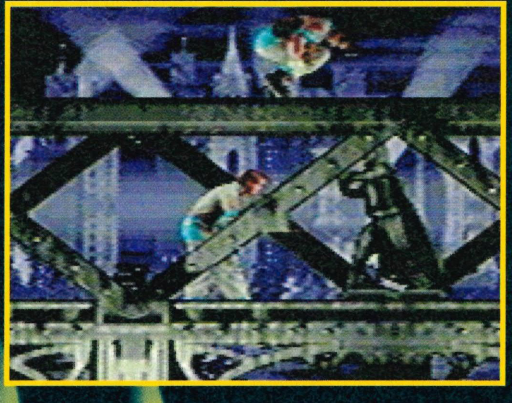
...from Arkham Asylum up to the final confrontation at Claw Island.



● **Right, guess which hand! I'm holding a tenner in one of my hands, and if you can guess which one — it's yours!**



● **Above: The Riddler's puzzles are everywhere. He's a bit of a cryptic fellow, is old Ed Nigma, but I think the answer is... Orange Hippo!**



● **Right: Batman bravely faces up to the incredible jumping Jimminy Twins. They've escaped from Gotham Circus again, the cheeky chappies!**

Bat-Gadgets

A host of special bat-weapons are at your disposal before you begin each level. These include the Batarang, Grappling hook, Sonic Pulse Globe, Smoke Pellets, Cape Morph, Flash Pellet, Gas Bombs, Slippery Goo, Bat Bola, Electric Pellet, Force Wall, Sticky Goo, Extending Staff, Staff Change, Tranquilliser Darts, Sonic Blast, Wrist Rivets, Heat Gadget, Bat Cuffs, Holographic Decoy and Rocket Boots. Phew!

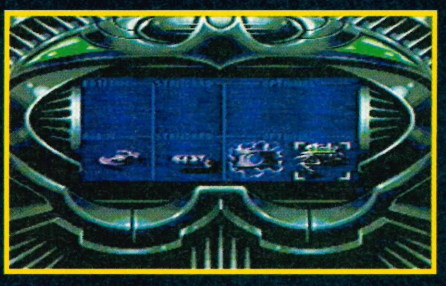




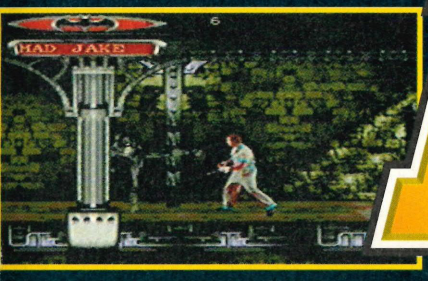




Batman Forever



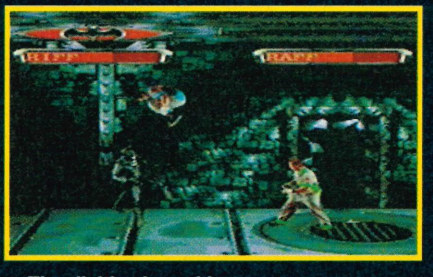
● Darn, darn, doodily-darn it! I've only bloomin' well forgotten to pack the umbrella again, haven't I?



● Hi-yaa! Batman knows Kung Fu! He must be Japanese! He eats raw fish and flowers too!

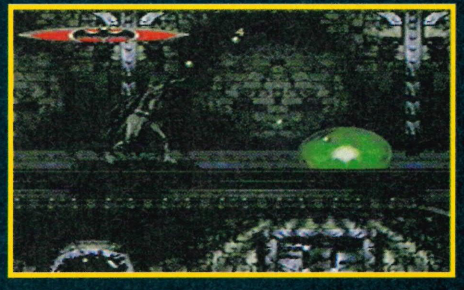


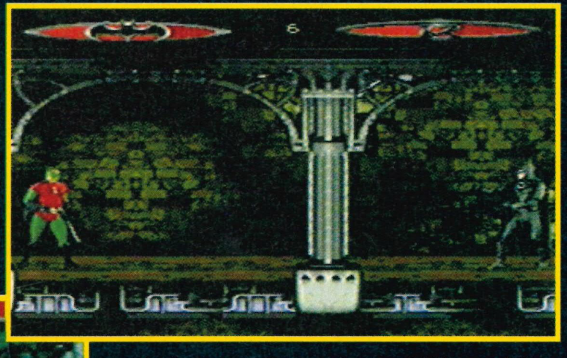
● Wah! Robin's slipped on a crafty banana skin. Planted by the evil Two-Face, I'll bet. You've got to be careful for things like that!



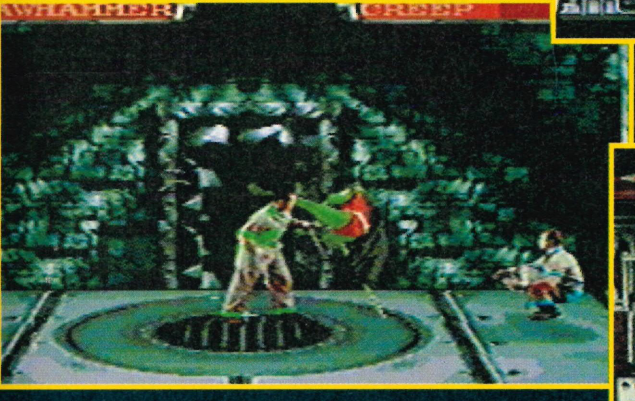
● The digitised graphics are very reminiscent of the *Mortal Kombat* series. Nicely digitised!



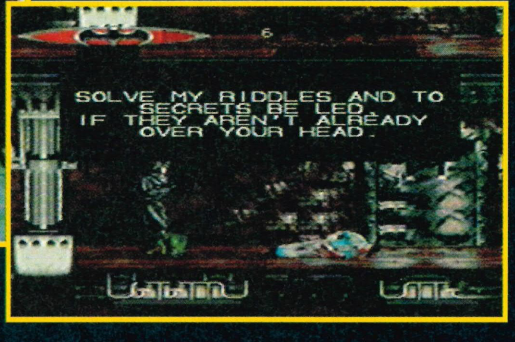




● Head... head. Hmm, what could it mean? Hang on, I've got it! Headmaster — Mastermind — Telly Addicts — Noel Edmonds! It's Noel!



● Robin shows off his new silk underwear panties to the Jimminy Twins. Unfortunately, they're not too impressed (I wonder why).



Prospore 80

One of the better film conversions around at the moment. A little unoriginal and maybe a tad too difficult, but fans of the film will still love it.

Saturn

Review

● Sega ● £69.99 ● 1 CD ● Import

Magic our Morris!

There's a ton of RPG titles heading for the Sega Saturn in the next few months and they're all looking great. Sega Pro takes a look at one that sets new standards...

Until recent years RPGs belonged almost totally in the realm of PCs and D&D land. However, the advent of the home console has seen this genre growing in popularity, especially after the release of such groundbreaking Nintendo titles as *Zelda* and *Secret of Mana*, to name but two.

The next generation of RPGs are here to stay

Although Sega's RPG games have never reached the level of success its rival has attained, there have been a few bright moments including *Landstalker* and the *Shining Force* saga. The latter title was developed by Sonic Team of Japan (designers behind the first Mega Drive *Sonic*) and they've now focused their efforts on producing top-quality games for the Saturn.





● This screenshot reminds me of that t'rrific Simon and Garfunkel song, Bridge over the River Kwai. No... wait a minute, that's not right is it?



● "Allo mate, what will you be 'avin then? I can do you a nice bit of rock salmon or 'ow about a laverly jar of cockles? Hey, wait a second, where are you going? Come back...!"





● Our hero, Mars, winds up in the weirdest places. Oi! What have I told you about talking to strange snails? You don't know where they've been.

Shine like a star

It's not every day that you're thrust into a life or death situation where your every action could affect the future of the world you live in. Yep, working on Sega Pro sure is tough but what about *Shining Wisdom*? Well, the nifty rendered intro sequence tells the story of young Mars who's contacted by earth elementals to undertake a treacherous mission. Will he be able to save his land and defeat evil once and for all. Ahh, that's for you to decide...

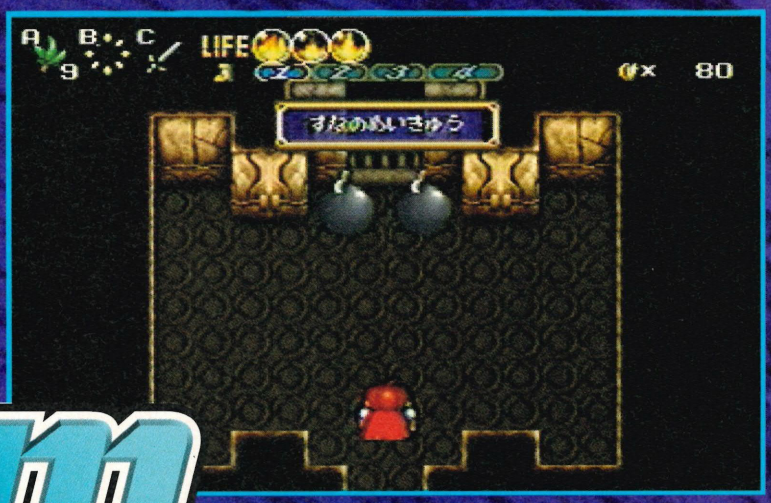




● *Shining Wisdom* features a host of enchanting characters as well as an original storyline. Programmed by Sonic Team, this is one RPG that has you hooked from the moment you start.

Contact: The Video Game Centre on 01202 527314.

Shining Wisdom



● Hmm, let me get this straight. Two bombs blocking a dungeon door and no obvious way in? If I was a clever bloke, I'd find some way to set those explosives off...

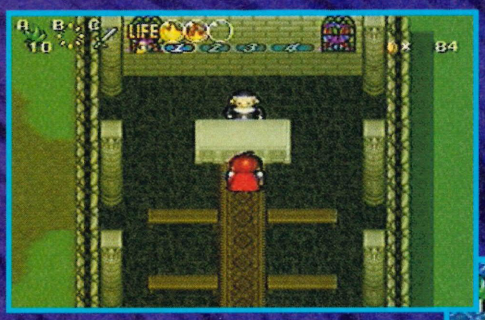
Shining Wisdom is set in the enchanted land of Odegan which was once a barren wasteland but now flourishes thanks to the help of four earth spirits who protected the country from a vile giant. However, over the years, the spirit's (or Djin's) spells have been weakened and evil once again threatens to consume Odegan. The hero of this particular tale is Mars (no not the chocolate bar) who has chosen to accept a dangerous mission: contact the Djins and restore harmony to the land.



As with any half-decent RPG, *Shining Wisdom* features huge scrolling play areas seen from an overhead perspective that takes in plenty of scenery and also provides players with enough space to explore whilst avoiding lethal enemies. Magical powers are also the order of the day with Mars locating four special objects that represent the abilities of the four spirits. Although visually *Shining Wisdom* may not appear to stretch the Saturn to its graphical limits, it's the gameplay that's the order of the day and this is where Sonic Team have excelled themselves.

By combining superb play mechanics, a well-thought out plot and a massive fantasy world to explore they've provided gamers with a truly entertaining experience. With *Shining Wisdom* in the shops now and such stunning titles as *Rayearth* and Treasure's *Guardian Heroes* on the way, it looks like the next generation of RPGs are here to stay.

● **Mat Yeo**



● "Forgive me Father for I have sinned. Y'see I bought this load of dodgy second-hand videos from a mate of mine...".



● Mars' first port of call is the town. Here he meets the locals and hears the stories of how the land has fallen into the hands of evil once more. After resting he ventures to the castle to locate various spells and extra weapons.





● No. There's no chance. I absoloutely refuse to make any jokes about magic mushrooms in this caption... whoops!



● There's a huge playing area in *Shining Wisdom* made up of such places as dark woods, majestic castles and rocky terrain. Plenty to explore.



● Secret caverns and hidden entrances are all over the place in this bloomin' game.

Proscore 88

A simple looking title that's packed to the brim with unique characters, fantasy settings and hours of top gameplay.



Review ● Sega ● £49.99 ● 32 Mbit ● October

Virtua F

32X in 'decent game' scandal!

Fed up with your 32X? Thinking about buying something else? Hold your horses 'cos Sega have pulled a polygonised rabbit out of their hat...

For those of you who bought a 32X last year it must have seemed a wise investment. Here was a relatively low-cost way for Mega Drive owners to upgrade their existing hardware and take part in the looming next generation console wars that everyone was talking about. Six months on it was a different story. A lack of quality titles and very little third party software support meant that sales of the 32X were hardly healthy and with the arrival of the Saturn it seemed like Sega had now focused all their energy elsewhere.

In what seems like a long overdue move Sega have finally converted the legendary *Virtua Fighter* for the 32X and guess what... it's amazing! Yep, it has to be said that this is one conversion that will convince cynics this machine isn't just a poor man's Saturn.

There are noticeably less polygons in this version but the lack of extra blocky bits certainly isn't noticeable once you start playing. The game's programmers have somehow managed to keep the silky smooth gameplay of the coin-op and even managed to bump up the speed slightly. An impressive feat considering the 32X's limitations.

This version of *Virtua Fighter* could actually be considered a sort of Special Edition as there are now a wealth of added extras available. Players may compete in a Tournament and Ranking mode as well as being able to customise gameplay aspects allowing costume colours to be altered, variable camera angles to be selected and levels reduced in size without a cheat. Try playing a ten second round on a platform a few feet across — now that's tricky!

this machine isn't just a poor man's Saturn

The only down side to this excellent conversion is the sound quality. Unfortunately the 'Curse of the Poor Sound Chips' strikes yet again and *Virtua Fighter* isn't pleasurable on the ear. In-game effects are up to scratch but switch on the machine and prepare to wince as the familiar arcade theme tune bleeps out of your TV. It's a minor flaw in an otherwise perfect game.

● Mat Yeo



● Every aspect of the arcade game is included from the multitude of special moves to the boss, Dural.





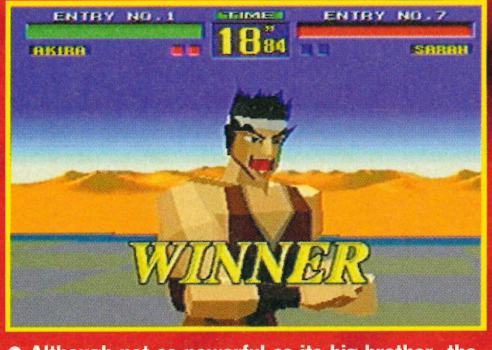
● Win the Tornament Mode and players are rewarded with a smashin' pic of their fighter. Cool!

● The Sky Cam option gives spectators a great view of the fight but playing is awkward.





● Wolf gives Kage a powerful head kick to send the ninja reeling. Nice red suit though, innit?



● Although not as powerful as its big brother, the 32X is capable of generating enough polygons to do *Virtua Fighter* justice. Well done Sega.

Multiple choice



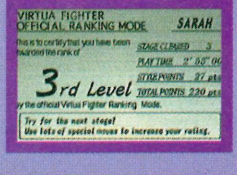
VS Mode

As in every version of *Virtua Fighter* the two-player mode allows fighters to battle each other in a variety of locations. For the 32X game, players are able to change almost every aspect of a fight including variable time limits, stage size, camera angle and life gauges.



Tournament Mode

A handy option whereby players select up to eight fighters to compete in a nail-biting tournament. Fighters only battle for one round and then move up in rank until a winner emerges in the final match. This is also the place to check out each characters six nifty coloured outfits.



Ranking Mode

Ideal for beginners. Fighters compete in a one-player mode and try to get as far into the game as possible. When defeated, your ranking is displayed and also a handy game hint informing you how to improve your technique and become a true champion.



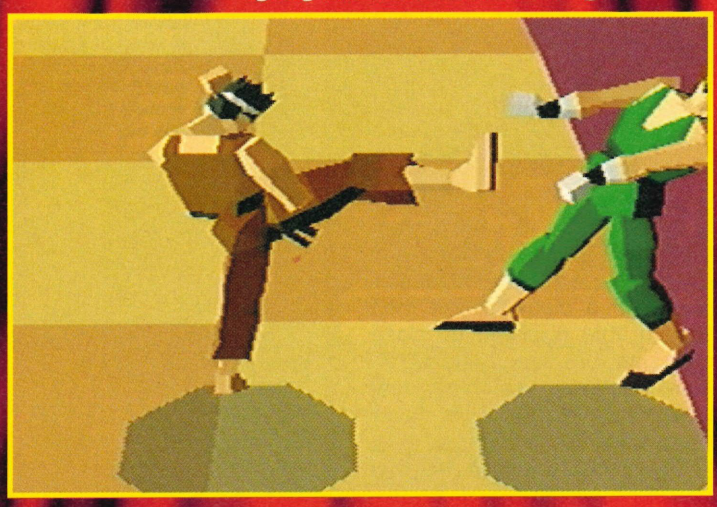
Fighter

Pro Yo!



● What a flip kick! Sarah teaches big Jeffry not to mess with a lady. "Keep your grubby mitts to yourself, beardy!"

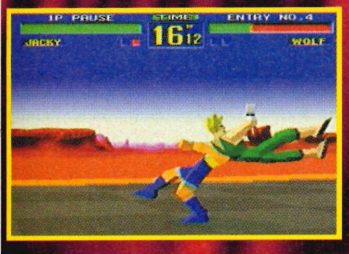
● It's extremely doubtful we'll ever see *Virtua Fighter 2* on 32X but with a great game like this, fighting fans should be content for ages.

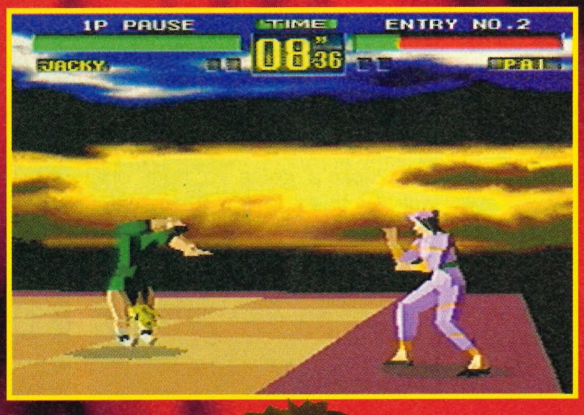




● In the 32X version of *Virtua Fighter*, players may select one of six outfit colours when battling in Tournament Mode. Here we see Akira modelling the latest off-the-shoulder number from Kays Autumn/Winter catalogue.

● Sega have more than guaranteed a Christmas number one with this excellent conversion of their arcade classic. A special 32X pack should contain this game soon!









● Poor old Lau. Not only does he have a wayward daughter (Pai) he's also gone and lost a contact lense!



Prospore

91

Sega have done it again! There's certainly no doubt that the 32X can handle full-on polygon action. Cool.

Saturn

Review

● Human ● £59.99 ● 1 CD ● Import

In the blue corner...

Wrestlers are tough! Wrestlers are mean! Wrestlers are 'ard! Okay, that's all very well and good, but do they make good video games? Erm...



● "You smell!" shouted the nasty referee at Firebird. Hey, it's alright, he's got Wolf to protect him! Or has he?

Aren't I the fortunate one? Yet another dodgy Japanese import game has just been thrown onto my desk, for the Saturn none the less, and it's my lucky task to review the blighter. Oh joy! I wouldn't mind doing it really, but the problem is there's a little voice at the back of my head chanting 'Don't do it Mark, it's going to be naff!'. I've got a bad feeling about this one...

A wrestling game, based around the exploits of the world-famous HWF (that's Heroic Wrestling Federation, folks), that's what we've got here. Always a bad sign when the publisher can't afford a proper licence, the wrestlers themselves are more suited to a travelling freak show than inside a wrestling ring. Their actual names have passed me by, but you certainly won't find anyone to rival the great Big Daddy and Giant Haystacks here!

It sounds terrible, it looks terrible and it plays like a drunken orang-utan.

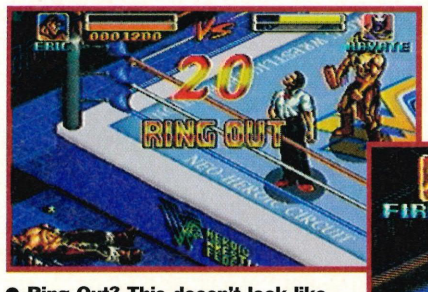
Ahh yes, wrestling's certainly not the same as it used to be... The old 'three count fall' rule still applies, but since when have the wrestlers frozen in mid-air for a few seconds before they grapple each other? I'm not sure if even Hulk Hogan employed that tactic!

The game as a whole is very slow and when you consider that this is being played on a Saturn it starts to become a bit of a joke. The power of the machine is pathetically under-used — the majority of the game is just a simple overhead 2D fighting game, and the only time any scaling is brought into play is right at the end of matches as you deliver the final blow.

What makes this even more of a shambles is the sheer blockiness of the scrolling plus the fact that the wrestlers look fine from a distance, but more than a little pixelated up close. I'm sure, in fact *I know*, the programmers could've done something about this. It's shoddy craftsmanship on their part.

So, if this is the case, why then should I bother writing anything good about this game? It sounds terrible, it looks terrible and it plays like a drunken orang-utan. By allowing games like this to see the light of day Sega are only damaging sales of the Saturn. Joe Public's going to take one look at this, double check that this is actually being played on a 32-bit powerhouse and then turn his attentions back to the Mega Drive. All that Sega and Human are doing at the moment is scoring own goals...

● **Mark Pilkington**

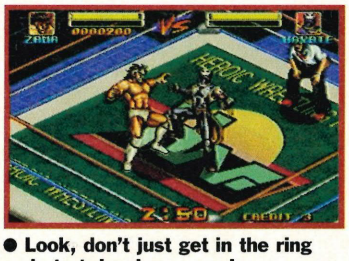


● Ring Out? This doesn't look like *Virtua Fighter* to me! Where's good old Jacky when you need him?









● Look, don't just get in the ring and start dancing — you're wrestlers, for pete's sake!

Here come the clowns...

So this shoddy collection of wrestlers was the best the programmers could come up with? Oh lawks...



Contact: The Video Game Centre on 01202 527314.

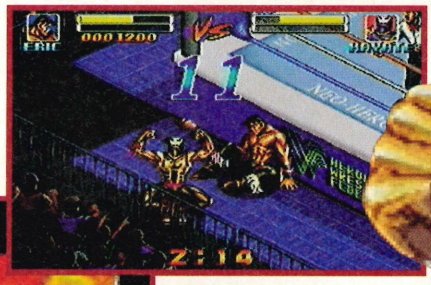
Blazing Tornado



● I've heard of the WWF, but the HWF? What can that stand for? How about the Hawk Wind Fan Club?!



● 'In the right corner we have a rider from hell — Hayate! And in the left corner... hmm, work it out for yourself.



● What a poser! I'd be more embarrassed if I was wearing a costume like that...



● Firebird Vs Wolf! The Ultimate battle! The Final fight! All-out action! All for £59.99! Oh dear!



● Hayate lets out a yelp of pain as Zama bites the inside of his thigh in a final attempt at winning the bout. Hayate prepares his wind attack...



● Zama and Hayate strut their funky stuff in the HWF dancing final! The ref looks on, making sure they stick by the rules...



● It's a Three Count Fall! Whatever that means... They're all bloomin' mad!

Prospore 36

Yet another grey cloud taints an otherwise perfect day on the planet Saturn. Those damned weather forecasters have got it wrong again...



Review ● Sega ● £29.99 ● 4 Mbit ● October

Kick off the new season with... Premier Manager

It may be the number one footy management sim on the PC and Amiga, but does it make for a decent Mega Drive game?

Just over a year ago now, *Premier Manager 3* was released on the PC — setting new standards in presentation, realism and gameplay for management sims. A few players short of being perfect, in fact.

Now, hoping to cash-in on some of this success, Sega have decided to release a cut-down version onto the Mega Drive.

Things have certainly changed since the days of the original *Football Manager* on the Spectrum, but the basics are still here. Maybe nowadays you don't have to wait for half an hour whilst the title screen loads up, but the fundamental task of buying and selling players, choosing formations and arranging sponsors still applies. And yes, in a strange, train-spotterish way, it's still a hell of a lot of fun.

Playing a complex sim like this with a joypad just doesn't seem right though. It all seemed more accessible when playing with a mouse. Saying that, you've basically got everything you could want from a management sim here. Starting off with a lowly Third Division team like Gillingham or Scunthorpe United, it's your goal as manager of the club to rise all the way to the Premier League. It won't be easy, and there'll be a hell of a lot of matches to play, but spend your money wisely and choose the right tactics and pretty soon you should start to make progress.

Taking everything into consideration (multi-player mode, FA cups, price of the game) I'd stick my neck out and say buy it. It certainly won't be everyone's cup of tea, but then again it was one of the few games I really got into this month. Give it a go.

● **Mark Pilkington**



● **Some people spend hours on end playing these games you know, so there must be something exciting in them. I suppose it's cheaper to buy a copy of *Premier Manager* than buy a real football team to play around with!**



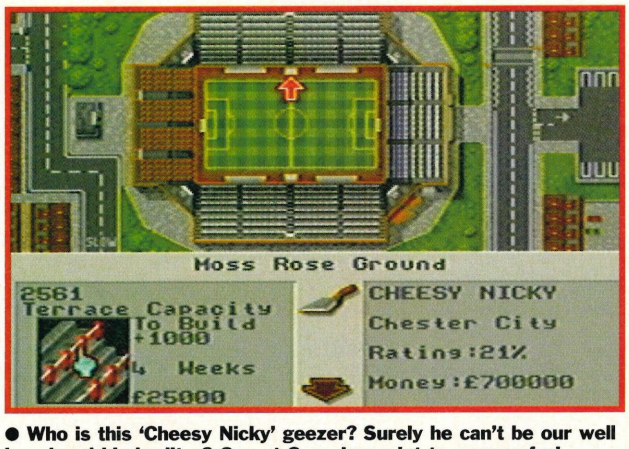
● **The original home computer version of the game sold like hot cakes, and Sega are hoping to repeat its success on the Mega Drive. It's looks like they might too!**

Transfer Tantrums!

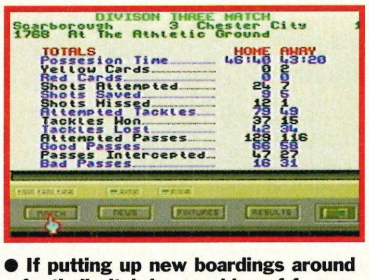
Don't you just hate it when you see the perfect player on the transfer market but can't afford him? Hmm, let's see now... if I sell the teams Porta-Loo and loyal mascot Rover, I can just about afford Chris Armstrong! Way-hey!

in a strange, train-spotterish way, it's a hell of a lot of fun.

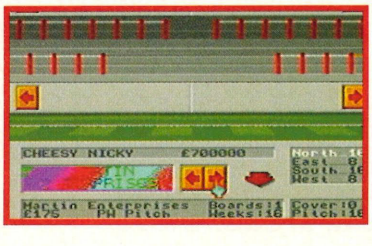
● **Screenshots covered in text never look very interesting in a magazine — do they?**



● **Who is this 'Cheesy Nicky' geezer? Surely he can't be our well loved and kind editor? Guy at Sega has a lot to answer for!**



● **If putting up new boardings around a football pitch is your idea of fun you'll just love Sega's football management sim!**



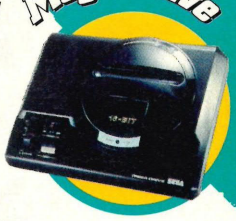
Prospect 85

A tad slow, a tad fiddly and, let's face it, a tad boring unless you're a footy fan. But it's your best bet for a management sim on the Mega Drive. I like it!

● Acclaim ● £44.99 ● 16 Mbit ● Out now!

Review

Mega Drive



Here come the maniacs!

Demolition Man

One of Stallone's finest hours, Demolition Man finally sees the light of day on the Mega Drive. Anybody want to put their money on it being a platformer? I would if I were you!

After being cryogenically frozen in ice for the last forty years, crazed psycho Simon Phoenix isn't a happy chappie. The world is now a vastly different place. The people are different, the buildings are different — hey, you're not even allowed to swear anymore!

Understandably, he's a bit peeved off. And so, like any sane person, he decides to go on a wrecking spree, causing as much damage and destruction to this so-called 'better world' as he can. Enter old foe Judge Dredd — sorry, John Spartan — to teach him a lesson or two in etiquette.

Demolition Man, starring Sylvester Stallone and Wesley Snipes as two ultra-destructive maniacs wasn't the most original of films, but it managed to cover that up with the sheer humour and action of it all. Borrowing heavily from *Universal Soldier* and *The Terminator/Terminator 2*, it managed to pull it off with style and panache. Much like a certain game, in fact...

Blending traditional platform levels with overhead views, you end up with a pleasantly playable end product. Each level follows the plot of the film closely enough, separating it from the usual production line of film conversions. Playing the part of John, it's up to you to hunt Phoenix down and end his reign of terror once an for all.

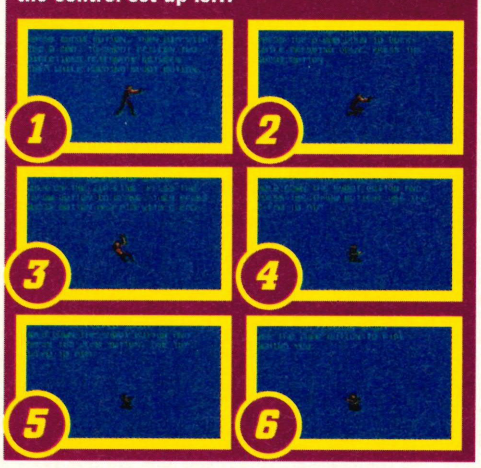
hunt Phoenix down and end his reign of terror

As with *Robocop Vs Terminator*, the body count in this game is high enough to please even the most avid action-movie fan. The graphics are great, and the sound effects are really meaty. The control system in particular impressed me, enabling you to fire in any direction whilst you move around the screen (see box out). With over ten levels to play through, this is sure to keep you on your toes. Now get out there and do some damage!

● **Mark Pilkington**

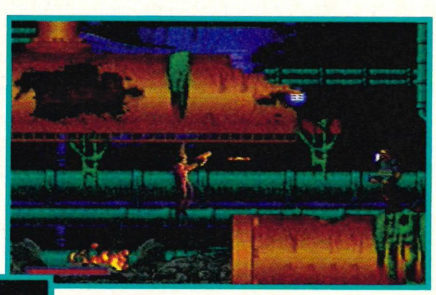
What we need is some control!

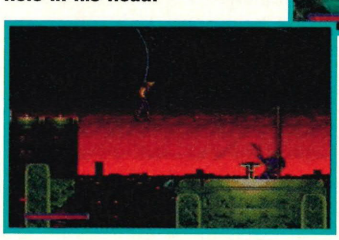
As a little introduction to the game, we thought we'd show you exactly how clever the control set-up is...





● **"Ouch!", said baddie one as baddie two blasted a hole in his head.**





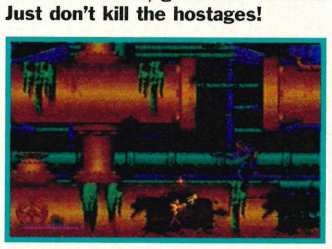
● **Remember the start of the film where Sly swings down the rope?**







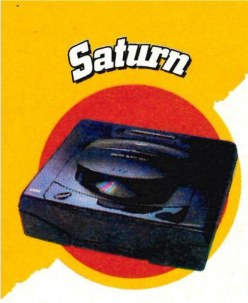
● **Mucho blood, gore and violence. Just don't kill the hostages!**



● **John's part-time job is actually as a sewage repairman...**

Proscore 89

A film conversion that, for once, really captures the atmosphere and spirit of the big screen. It's action, action all the way with this game!



Review

● Acclaim ● £69.99 ● 2 CDs ● Import

Hungry? You won't be after this...

D's Dining Table

A haunted house. Creepy, dark corridors. Deadly traps. Menacing visions. Ghostly voices. Rotting corpses. A good-looking filly. Hmm, it sounds like this game has it all!

As with the classic Mega-CD game *Mystery Mansion*, *D's Dining Table* is a first-person perspective, in-your-face puzzler. Playing the role of a foxy woman called Lola, it's up to you to help her find her way out of the haunted house she's somehow managed to get trapped in.

A kind of a cross between the House of Amityville and Freddy Krueger's country retreat, this sprawling mansion is a beautifully rendered masterpiece. For once, this is a game that you don't have to be playing to fully appreciated it. Cinematic cut-scenes, where the 'camera' zooms around your character when you trigger certain sequences, are a joy to watch. Lola's vision sequences in particular are a treat to see. Very psychedelic!

The on-screen update is superb, if a little slow, and you really do get the impression that you're viewing the action from the eyes of a human. As you wander around the game, the screen moves up and down in perfect time to Lola's footsteps and you even get glimpses of her reflection when she passes by mirrors. Not bad.

The puzzles range from chimp-easy to mildly taxing. A good example of chimp-easy is opening locked doors. All you need to find is a key or follow a particular number/pattern combination and, hey-ho, one door opened. On the other hand, just how do you move that spike-trap back? You'll need to solve an assortment of puzzles and be prepared to do a hell of a lot of exploration before you can do that.

Of course, if you look everywhere and try everything, you'll eventually manage to work your way through this game. As with *Mystery Mansion*, this is way too easy for its own good — I managed to complete part one within a couple of hours! The whole thing soon turns into a graphically amazing, but simplistic romp. Good for showing off to your mates with, but precious little else in the long run.

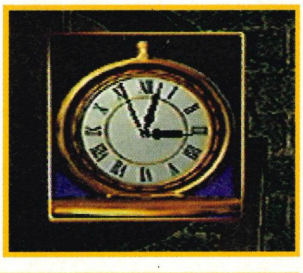
I wouldn't personally buy this game for myself, but I can easily imagine someone like my mum loving it. Being a mum, she's not very good at computer games, but she's a big fan of Steven King-type horror. That's her Christmas present sorted out then!

● **Mark Pilkington**

The puzzles range from chimp-easy to mildly taxing.



● **Twist, turn and pull all the levers and handles to discover what they do.**

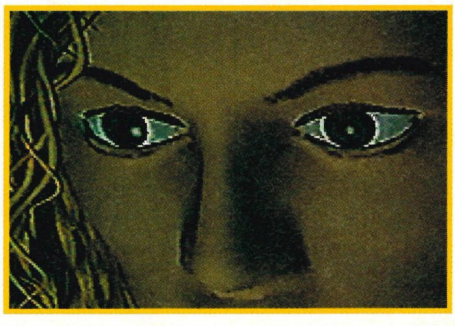


● **When items have been found you can call them up in an inventory.**





● **If there's one thing this game has got, it's nasty, gruesome surprises!**



● **She sure is pretty. You can't help staring into those blue eyes.**



Proscore 79

Most intriguing, Mr Holmes, but a little shallow in the gameplay department, I fear. Even I, Dr Watson, could solve these puzzles!

Contact: The Video Game Centre on 01202 527314.

● Sega ● £1 per credit ● 1 or 2 players

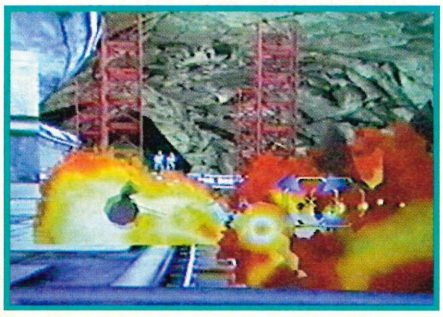
Ooo, chase me!

Rail Chase 2



Rail Chase 2 is playable at Sega World, Bournemouth

● The best way to kill off the enemy is go for the barrels of oil — kerpow!





● A spin on the ice — how's that for original?

Take the vibrating arcade game *Jurassic Park* and stick it in the same room as *Virtua Cop* with romantic music playing and sooner or later you'll have something like Sega's new arcade experience...

'We've got a ticket to ride and we don't care...!' Okay, so the original *Rail Chase* was a bit of a stinker. You could only follow one path and the enemies all jumped in the same pattern each time you played. Well Sega's AM2 development team have come up trumps with the all new version!

I was stunned by the graphic quality from the moment I stuck my £1 in the machine. Everything is brilliantly texture mapped and as smooth as a baby's bum. An Indiana Jones style character and his girlfriend play the two lead roles and this time the runaway mine cart they sit in isn't restricted to the rails!

In icy tunnels the cart slides upside-down, as its brave passengers shoot continuously. It slides out onto an ice rink and performs an absurd Swan Lake with enemies in other carts and then there're the roller coaster like tracks that will have you reaching for the sick bag in no time at all!

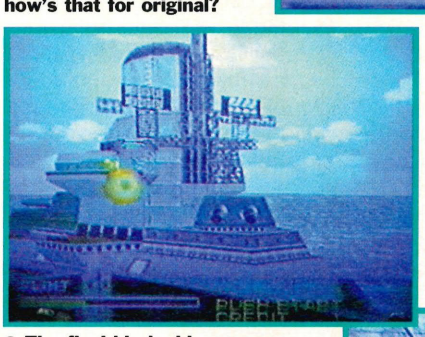
As each stage is completed the view pans out to see the two heroes taking a look at a map to decide where to go next with a splattering of digitised speech for good measure. Barriers on the track point in the direction you'll shot off next. — they can be shot to make the cart dart off in a different direction. Then at the end of the game you're given a progress report *Out Run* style.

To control all this madcap action two-players have a joystick each with a fire button built in. Ammo is in an unlimited supply and the game controls the direction you face in, sometimes spinning around so that you can get the tricky devils around the back!

It's fast paced, it's slick, it's pretty darn good!

It's fast paced, it's slick, it's pretty darn good! You'll be so mesmerised by the great graphics and sound plus the constant bombardment of cronies to shoot that you'll just have to keep playing! Well done Sega — now how about a Saturn conversion of this, please?

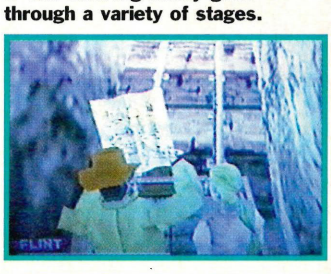
● **Nick Roberts**



● The final big baddy goes through a variety of stages.

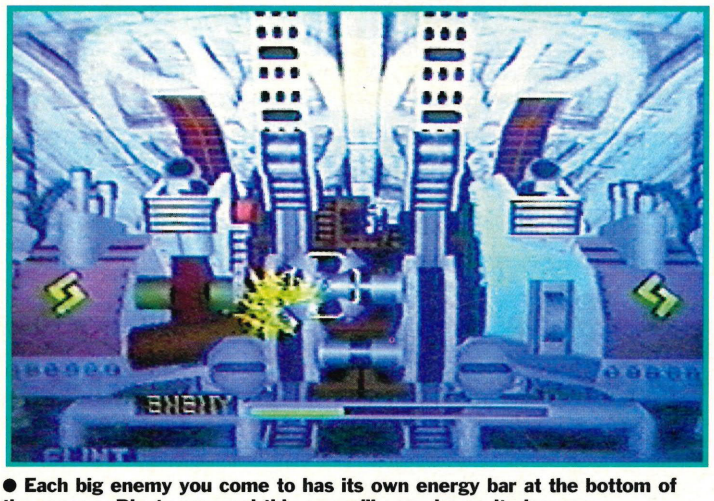


● The mine cart travels through the most unpredictable places!





● You'll know when you've been shot — look at the size of the damage sign!



● Each big enemy you come to has its own energy bar at the bottom of the screen. Blast away and this one will soon be on its knees.

All aboard!

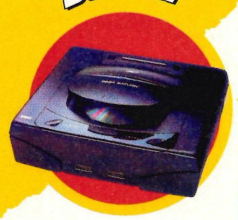


Wey-hey! It's fun this *Rail Chase 2* thing. The only trouble is that it only allows two people to play at once. But we've never been sticklers for tradition here at Sega Pro! We're big mates with the guys at Sega World so we got preferential treatment!

"Get off Mark, this thing's going to break!"

Prospore 85

A top arcade treat and a fantastic sequel, blowing away it's predecessor. Get those £1 coins at the ready!



Review ● Sega ● £44.99 ● 1 CD ● November

You can run, but you can't... Virtual Hydlide

Life as an adventurer is supposed to be full of danger and excitement, but for the programmers of Sega's latest offering it means looking at some overweight bloke's backside!

For those wussies who get frightened by games like *Doom* (with it's first-person, as-seen-through-the-character's-eyes perspective) Sega have come up with the perfect solution. How's about a game where you hide behind somebody all the time? Great for anyone who used to dive for the living room sofa whenever they watched Doctor Who!

Your typical fantasy RPGer, the whole game is viewed in stunning, if somewhat blocky, 3D graphics. The only problem is, the whole time you're stuck with the lovely view of your character's rear-end. Lovely. You can move him around wherever you want, but if you want to get anywhere you'll have to follow the arrow key provided for you. Cunning or what?

A vast improvement over the original *Hydlide* on the Mega Drive (don't worry, readers, I'll have a moan about that stupid name in a minute), *Virtual Hydlide* bravely re-jiggles the whole structure of the gameplay.

Whilst the original was viewed from an overhead, 2D perspective, the Saturn conversion attempts to bring it slap-bang up to date with a fully rendered 3D environment. And we're talking a big environment here, not any namby-pamby dungeon on Mars!

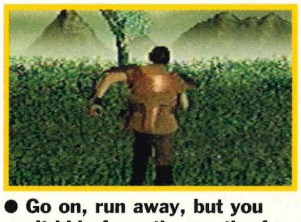
you're stuck with the lovely view of your character's rear-end

So, does the game manage to pull it off? Um... well, not really. Thanks to the brilliant idea of having to view the whole game from behind your character all the time, you can hardly see where it is you're walking to. Oh yes, a stroke of genius, that one.

You'll get even more confused when you attempt to turn around, as more often than not the screen will suddenly zoom in on your character and then suddenly away again. It does your eyes a world of good, I can tell you!

Moan, moan, moan. I don't like this game. Maybe I just fell out the wrong side of the sofa this morning, but there's something not quite right about this one. It just doesn't seem finished, it's far too slow for it's own good and it smells like birds pooh. It does my head in, squire!

● **Mark Pilkington**

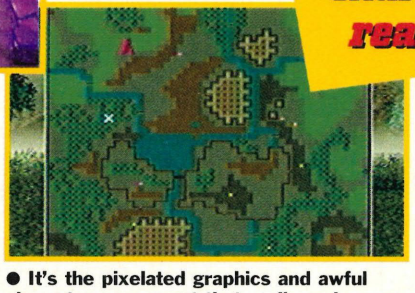


● **Go on, run away, but you can't hide from the wrath of the dreaded Pilky!**

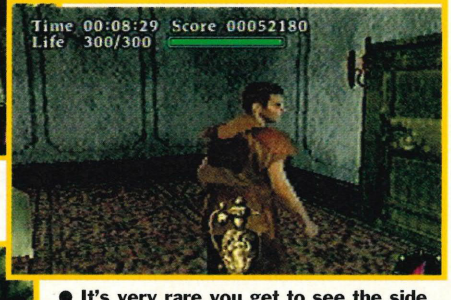




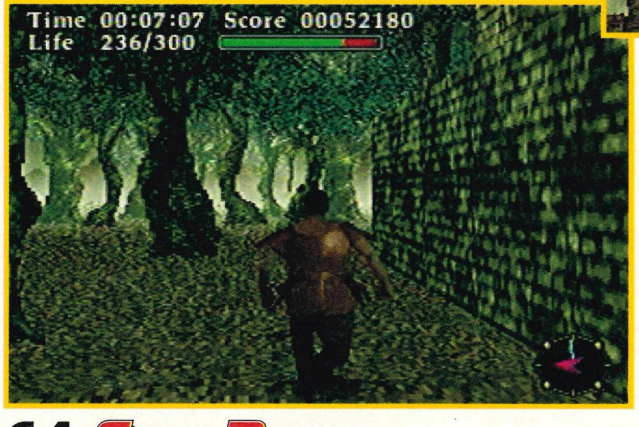
● **Ooo, it's spooky down inside some of these ancient temples. I bet there are rats down here too, it's a good job our hero has steel toed boots on!**

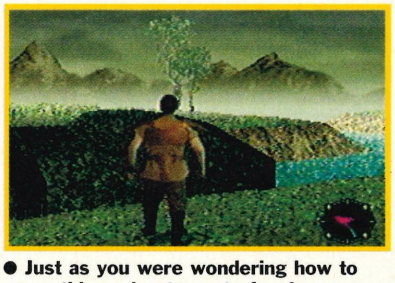


● **It's the pixelated graphics and awful character movement that really make you want to snap this CD in two!**



● **It's very rare you get to see the side of this chap, so you're honoured!**





● **Just as you were wondering how to cross this raging torrent of a river, a bridge comes along!**

Prospect 64

It's a Monday. It's raining outside. I feel terrible. This game *IS* terrible. It hate it. Don't buy it, kids!

Watch out world, here comes...

Marsupilami

Review Mega Drive



● Wow! Is there nothing this guy can't do with his tail? That elephant must be a bit stupid though — he'll fall!

He's mad, wacky and covered from head to toe in spots. No, it's not Steve Hardy, but the crazy cartoon character Marsupilami!

Houba! Last issue we previewed *Marsupilami* and hoped that it would exceed our expectations and turn out to be an original and enjoyable platformer. Well, now that we have a fully playable version, have our thoughts about it changed?

Hmm, well I was disappointed at first because it became so hard to get to grips with the blinking control system! Unlike other platformers, where the aim is to get to the end from left to right without losing lives, the aim of this one is to guide Marsupilami's friend Bonelli the elephant over a series of obstacles.

For example, the first level takes a circus setting, where the main obstacles are wooden crates and a big flaming hoop, not to mention the guards. Marsupilami has a ridiculously long tail with which he can form different objects to help his fat friend out of danger. You've got to admit that this is a simple yet clever idea. Each level has a pretty strict time limit so every move has to be made perfectly and at the right moment.

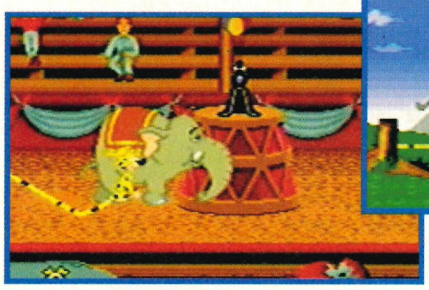
Marsupilami is similar to the cartoon and there are some great little boppy tunes in here. Unfortunately, all this doesn't save it from being so undeniably FRUSTRATING! Don't get me wrong, as everything is done so well. Really, it's just a question of timing and patience, but nobody on Sega Pro has any of that. Heck, it took us ages to finish the first level!

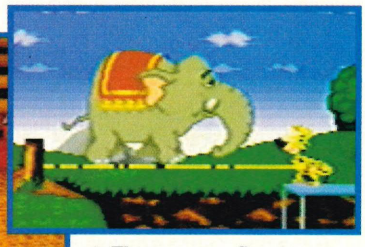
It's just a question of timing and patience

Seriously though, fans of the cartoon will love it, and those who are fond of a good puzzle will relish the huge challenge ahead. To top it all, there are some pretty funny animations included, such as the elephant eating and violently belching afterwards, and when it flees in terror after seeing the mouse that Marsupilami conjures up with his tail.

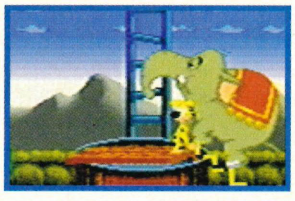
Nope, I still think it's great, and if it wasn't for the difficulty levels and the control system, this would have scored a Pro Yo. Still, give it a bash if you like your games hard as nails.

● **Steve Hardy**

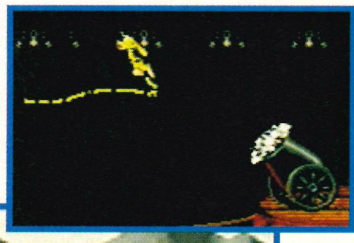




● The cannons fir... yup, you've guessed it — fire Mars out at at top speed!



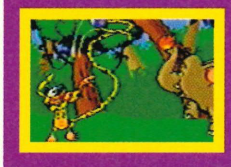
● When a nasty seal starts firing big beach balls at you, you just know it's time to pack up and leave.

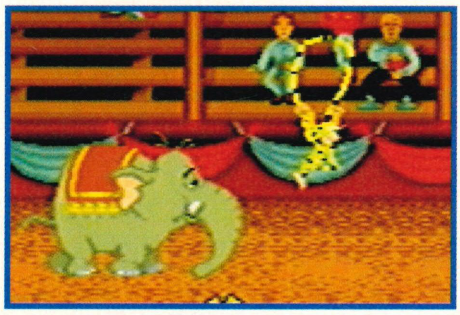




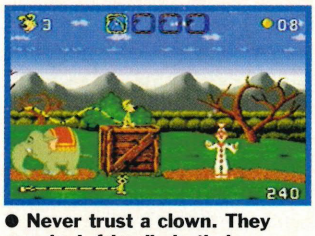
● Gosh, we make it all look so easy. If you only knew how tricky is it to use a tail like this!

Tell us a story...

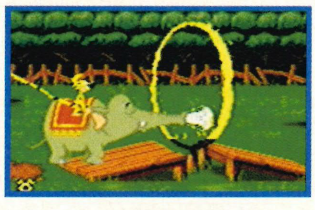




● That handy yellow tail can even be used as a make-shift parachute for floating down from the top of the circus tent.



● Never trust a clown. They may look friendly in their snazzy suits but they're evil!











Proscore 83

There's no doubt about it — this is a bright and original game that's just as wacky as it sounds!



Review

● Time Warner ● £29.99 ● 4 Mbit ● Out Now

Primal Rage

Those roaring rascals have burst out of their arcade machine home and into the Game Gear — and it's one hell of a tight fit!

One of the most violent and original beat-'em-ups is about to launch itself onto unsuspecting formats, backed up by a massive advertising campaign.

This Game Gear version of *Primal Rage* is looking roaringly impressive!

Basically, there are six vicious dinosaurs and primates to choose from including Sauron the huge Tyrannosaur, Armadon the armoured Stegosaurus and Blizzard the vicious ape. Gameplay options include the usual difficulty changes, and the ability to remove the gore content if you're playing whilst eating your tea, or your mum is in the room.

Everything is well detailed with a great prehistoric atmosphere, although the backgrounds are rather dull on the small screen. Each character is brilliantly animated and responds accurately to the controls. You can bite, claw, lash out with tails and arms and cause all sorts of gory damage. However, although there are lots of moves, it's too complicated to pull them of with the measly two buttons on the Game Gear. The aim is to defeat all six opponents in their relevant homelands on Urth, a planet dominated by dinosaurs. If you can cover all those areas, then you achieve your ultimate goal — world domination!

The handheld *Primal Rage* kept me playing, even if it was hard to use some of the better moves. It looks detailed, and really feels as though you're actually hitting your opponent. I love the blood splattering all over the place and the thumping sound effects, although the music is a bit tinny. Still, it's a good achievement for a game which we would never have thought possible a few years ago, especially on an 8-bit game system. With coin-op conversions like this being released, the Game Gear could still have a bright future ahead.

● **Steve Hardy**

Release that animal instinct!

Achieve your ultimate goal — world domination!

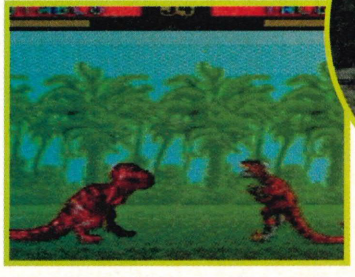
● Each God in Primal Rage has tons of lethal moves as well as nasty bone-crunching fatalities galore.

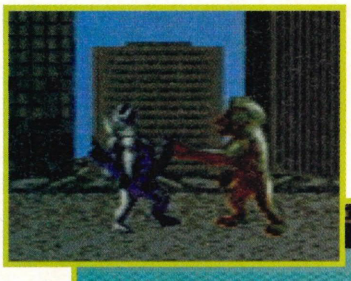




● "Go on then, 'ave a sniff of that". Blizzard tests out his new deoderant.

● Diablo faces off against Talon with the winner being the one who isn't the loser. No, wait a second.

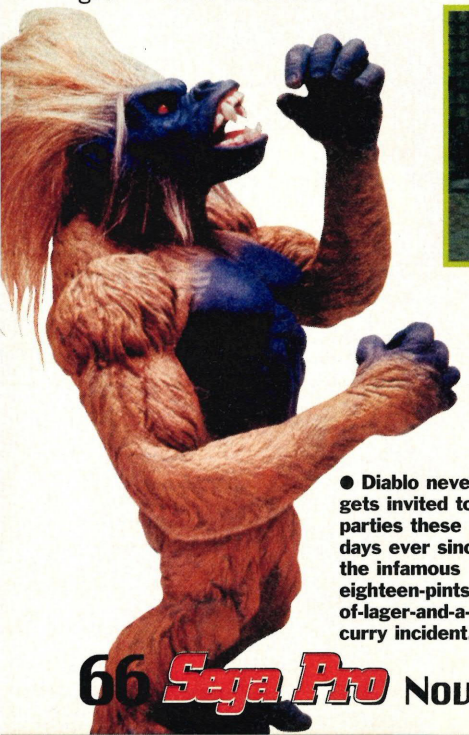






● Unfortunately, Vertigo had to be dropped due to memory constraints. Never mind.





● Diablo never gets invited to parties these days ever since the infamous eighteen-pints-of-lager-and-a-curry incident.

Prospore 82

This looks great and doesn't suffer too much considering the limitations of the Game Gear. Gory, tough and playable — brilliant!

● Sega ● £29.99 ● 4 Mbit ● November

Fantastic Mr Fox!

Tails' Adventure



● It's about time Tails got to star in his own platform game. He's sort of like the Chris Lowe of the bunch. Always standing behind a front man. Well now things have changed!

He's cute, everybody loves him and instantly recognises him. No it's not Steve Hardy (yet) but the one and only Miles (or Tails) Prower — Sonic isn't even in sight!

a thinking man's game, with the emphasis on exploration

There has been a bit of an absence of Game Gear games recently, but fret not! Sega have been busy behind the scenes, creating some top titles for their handheld. *Tails' Adventure* is just one of these!

The powers that be have ditched the blue speed freak and finally given Miles Prower (geddit?) his very own platform game. Yahoo! About time too, I say. Things have changed a bit since the disappointingly easy *Sonic Chaos* though. This new game is based around the island that our foxy friend lives on and puts the red haired hero into a rumble with a nasty robot that has set fire to the place.

This is where you notice the difference. The levels have to be thoroughly explored and don't resemble the straightforward left to right efforts that we have come to expect from Sonic games. I was initially disappointed after finding the first level very simple to finish, but later on the game becomes an absolute swine!

From the forest, Tails progresses into the Volcanic Tunnel and this is where the trouble really begins. As well as being able to fly using his two tails, he can collect power-ups and special objects to help him find the hidden Chaos Emeralds on each level. These include a mallet, and a remote controlled robot which can be sent to areas which are too small for the fox to explore. It really is clever and sparks of originality.

Don't expect the thrills, twists and loop-the-loops from the Sonic games either — this is a thinking man's game, with the emphasis on exploration and using the right objects at the right time. Personally, I think it's great, and it's a superb improvement on the rather simple platform games that have all too often graced the Game Gear.

Tails himself is detailed and responsive, and the music is cute and bouncy. This is what we like to see in platform games — a smattering of originality, a fair old challenge and well detailed graphics. This is one for Sonic-style fans and those who love a challenge, even if the later levels do become frustrating.

● Steve Hardy

● I hope Tails knows what he's doing! He's never been out in a platform game by himself before.



● In good old video game tradition we have a map of the entire level to puruse.





● A big end of level boss. I wonder how I knew that?



● All the trappings and cliches we've come to expect from a Sonic game are here.



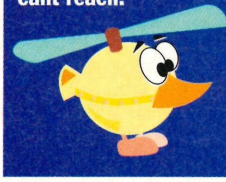
● Having two tails isn't as much of a hindrance as you'd expect. It certainly breaks the ice at parties!

Scary Tails!

No longer is he the cute fox who follows Sonic around everywhere. Now he's independent and has a barrage of weapons to use, as well as some clever little items to help him on his adventure...

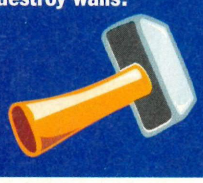
The Robot Chicken Thing!

A remote controlled, invincible robot that fits into all the nooks and crannies Tails cant reach.



The Mallet

Smack your enemies over the head with this and give them more than just a migraine. It can also destroy walls!



The Helmet

Protects you from falling objects. This is basically a hard, black shell that Tails can pull over his entire body.



Prospore 85

Sega have really put some thought into this, and come up with a worthy and challenging game that sets itself apart from other platformers. Tails is in it too — what a cracker!



Review

● Sega ● £29.99 ● 4 Mbit ● November

It's Sonic, innit?

Sonic Labyrinth

We've had *Sonic the Hedgehog*, *Sonic 2*, *Sonic 3*, *Sonic Spinball*, *Sonic Drift*, *Sonic Chaos*, *Sonic Tedious* and *Sonic Cash-in*, but what's all this *Sonic Labyrinth* biz about?

After a long, hard day of racing around the Green Hill zone with his jolly chum Tails, Sonic decided it was time to head off home for tea. Skipping along together, they both started to whistle the famous Hedgehog song "Show Me The Way to the Pint of Milk" as merrily and as loudly as they could. Tails, being a fox, wasn't very good at singing — but he tried his best, and that was good enough for Sonic.

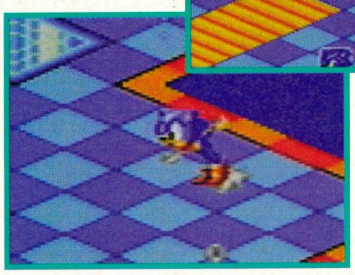
Sonic had a sneaky suspicion he'd ended up in yet another dodgy cash-in game!

But just as they reached the last verse, only a few minutes away from the safety of home, the two of them were suddenly jumped by several of Dr Robotnick's Badnick robots. Panic-stricken, Tails could do nothing but whimper as the evil one's troops carried Sonic away, trussed up in a spike and spin-proof bag. It looks like poor Sonic won't be home in time for tea after all!

When he was at last let out of the bag, Sonic was amazed to see before him a slanted-3D playing area with more bumpers and one-way floors than he'd seen in his whole life. And what was worse, he could see several of Robotnick's toughest robots on patrol in the distance! Sonic had a sneaky suspicion he'd ended up in yet another dodgy cash-in game!



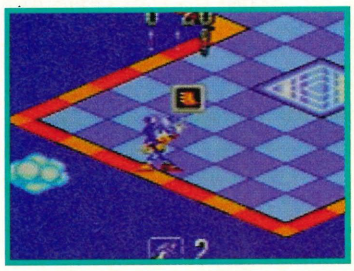




● Run, my little friend, run! But you can't hide from the wrath of the evil Dr Robotnik. He's a nice chap really.

● If there's only one Sonic, he certainly gets into a lot of trouble. Perhaps Sega have a whole army of them!

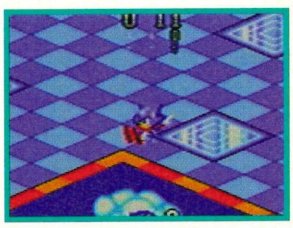




So, left with no other options, he began to play. After a short while, he started to get into the swing of spinning into the baddies, collecting the keys and opening the exits. All very well and good, but there was one thing that kept on nagging him at the back of his mind. Over and over again it repeated itself: "Surely this is nothing more than a bonus game?"

The evil Dr Robonick just sat back and grinned...

● **Mark Pilkington**



● It's good to see that Sega are still developing for their 8-bit handheld.



● Hmm, a stripy piece of floor. That can only mean one thing — it moves!



● Yup! Sonic's still got his trademarked spinning attack to use against the baddies.

Proscore

59

After Sonic went missing, Tails wandered into the house and made himself a nice cup of tea. "Nothing to worry about really", he mused, "It'll just be another tedious game that'll exploit Sonic's name to sell it."

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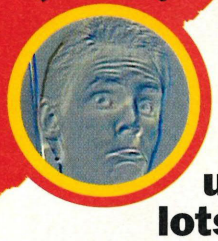
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due to the recent publicity concerning MARCUS IRWIN at TORC SOFTWARE, RICHARD KNOTEK and STEVE TARO would like to point out that ARENA GAMES is the father company of TORC SOFTWARE and marcus actually ONLY makes the tea.
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Protips Playing Tips

The bewitching time of Halloween is almost upon us and we've had lots of scary goings on here at Sega Pro. Well, I tell a lie. There was nothing more scary than my new hair cut! I may have a head like a hedgehog but it doesn't stop me providing you with top tips! Send your stuff to: ProTips, Sega Pro, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

You wanna prize? You got it!

Those crazy guys at Virgin have donated three top Mega Drive games to the lucky winners of this month's ProTips. They're winging their way through the post even as we speak, so play them with pride, people!

Mortal Kombat 3

Mega Drive

● **Cheat**

The best fighting game ever (it's official!) arrives on the Mega Drive this month and being the top game players that we are, we've already discovered a cracking cheat for *MK3*. On the main menu screen (with Start and Option displayed) enter this code on the joypad: A, C, U, B, U, B, A, D. This brings up a screen enabling players to muck about with a sound test, increase credits and check out each characters biography. We've also heard rumours of a boss code. Any ideas?



Sonic 3

Mega Drive

● **Secret bits**

Did you know the juggler from *Ballz* is hidden away in *Sonic 3*? Well **James Connolly** from London does!

Go to the level select, hold A down for debug mode and select Angel Island act one and press Start. Now turn into an object using B and press A to cycle through the objects. Go through until you end up with the monkey badnick, then press A twice more. You should now see a big blob of pixels. Place this down using C and press B to turn back to Sonic. Move right a little bit and you will get a great little Ballz-type juggling show! Also, for those who are interested in this sort of thing, instead of pressing A twice at the monkey, press it just once and place it. You should now get a secret animation of Sonic on a surf board. Blimey.

Flashback

Mega Drive

● **Weapon Select**

Have you ever been haunted by strange dreams about having better weapons than the enemy in *Flashback*? Me too. Thank lordy then, for **Anders Butnariu** from Sweden, because he has the perfect cheat for us!

Just type in the code WEAPON in the password screen and... hey presto! Now you can choose everything from yer average pea-shooter up to an A-Bomb. Yes, mate!





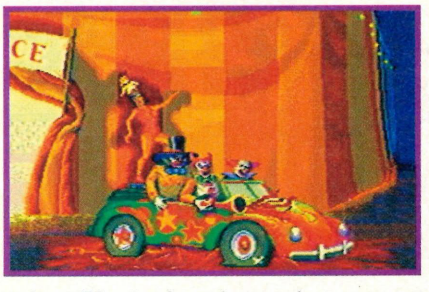
Eternal Champions CD

Mega Drive 32X

● **Secret Characters**

Remember that *Eternal Champions CD* solution we ran in the Sega XS supplement a few issues ago? I hinted back then at there being eight characters hidden within the game, but I didn't actually tell you how to get to them, did I? Thanks to top reader **Nicola Tyrrell** from Surrey you too can share this knowledge.





Senator: Neophyte difficulty, win every match via the time limit.

Crispy: Warrior difficulty, progress up to the Eternal Champion without losing a round.

Blast: As above, but use a different character.

Thanatos: Champion difficulty, perform a vendetta move on Xavier.

Hooter: Start a double elimination tournament and then lose the first fight only. Now win the whole tournament.

Yappy: Expert survivor tournament and score over 2500.

Eternal Champion: Warrior difficulty, don't lose a round.

Dark Champion: Beat everyone by performing a vendetta move.



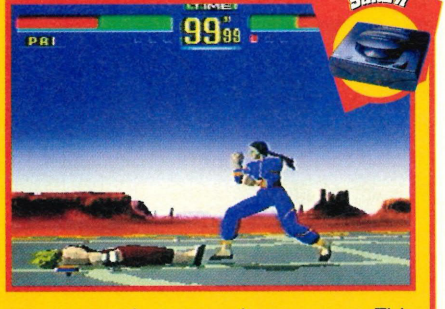
Virtua Fighter

Saturn

● **Background Select**

Neil Cottee from sunny Derbyshire has recently bought a Saturn with *Virtua Fighter*, and almost straight away found a cheat for it!

When you're playing a two-player Vs game, as soon as one player loses, press and hold either L or R. Keep holding for a couple of seconds. You get a character and stage select screen. This enables you to choose different backgrounds instead of having to stick with the one the computer decides you should fight on. Nice one, mate!



Tips, tips, glorious tips!

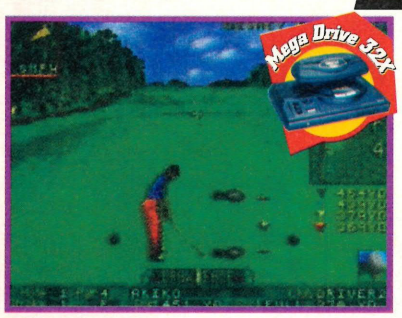
hotips

36 Great Holes

● Scale Objects

Pats on the back for **David Walker** from Essex for his excellent bundle of 32X cheats he sent in. The pick of the bunch was this one for Sega's *36 Great Holes*...

Enter the options screen and hit the mode button. You will now enter a object scale screen, where you can change the size of an item by pressing the A and B buttons. Pressing C will change the object.



Astal

● Life Cheats

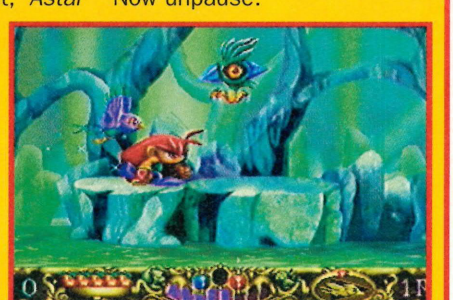
Only available on Japanese import at the moment, *Astal* has certainly got **Jason Ferris** from Wales gripped! He's even discovered two secret cheats for it...

Replenish Life

Pause the game and type Down, R, Up, L, X, A, Y, B, Z, C, Right and left. Now unpause.

Invincibility

Pause the game and enter Down, Y, Left, A, Down, B, Right and C. Now unpause.

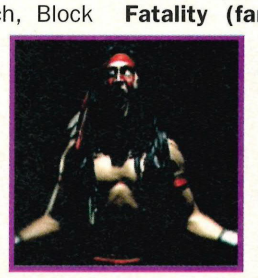


Saturn

Mortal Kombat 3

● Discover Smoke

To play as the best character in the game, Smoke, lose a one-player game and then enter (player-one) Hard Punch, Block nine times and Hard Kick twice. For Player Two, enter Hard Punch twice, Low Punch twice, Block twice, Low Kick four times and Hard Kick three times. You will now be able to play as Smoke.



Arcade

Smoke's moves are...

Harpoon: Back, Back, Low Punch

Teleport and Uppercut: Forward, Forward and Low Kick

Invisibility: Up, Up and Right

Fatality (far away): Up, Up, Forward and Down

Fatality (close): Hold Right and Block, Down, Down, Forward and Up

Friendship: Right, Right, Right and Hard Kick

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FF55A70003 — Unlimited Knives

NBA Jam

FF1E420000 — Your score always stays at zero

FF3C4B0001 — Infinite Fire

FF3BA700020 — Infinite Turbo

Micro Machines 2

FFD9650001 — Only have to complete one lap to win

Another World

FFEA8D0030 — Allows you to float down deadly drops. Always make you have a shield to your right, plus you can shoot behind you if you're facing the right.

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FFC571001E — Unlimited Chaffs

FFC571001E — Unlimited Flares

FF9AFD0070 — Unlimited Fuel

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Protips

Playing Tips

Prim

GRRR! I am a monster! I kill people and other monsters! I am very stupid! I read Mark Pilkington's *Primal Rage* solution! I am very clever! Thank-you, Pilky!

Note: To carry out these moves properly, you'll need to hold down on the buttons when you press them, alright? Sorted!

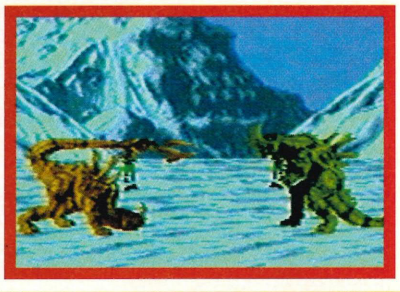


ARMADON
God of Life

Job: Car Park Attendant
Height: 17 feet
Length: 27 feet
Weight: 2.25 tons
Domain: The Hollows.

A slow mover and poor jumper, Armadon has some of the easiest and most deadly moves in the game.







The Moves

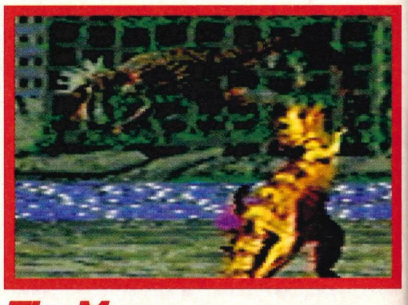
The Gut Gouger — High Quick, High Fierce, Low Quick, Toward, Away
Flying Spikes — High Fierce, Low Fierce, Away, Up
Iron Maiden — High Fierce, Low Quick, Away, Up, Toward
Rushing Uppercut — High Quick, Low Quick, Away, Down, Toward
Spinning Death — High Quick, Low Fierce, Away, Toward, Down
Gut-Fling Finishing Move — High Quick, High Fierce, Low Quick, Down, Down, Down, Down, Up
Meditation Finishing Move — High Quick, High Fierce, Low Quick, Low Fierce, Toward, Down, Away, Toward, Toward

SAURON
God of Hunger



Job: Driving Instructor
Height: 20 feet
Length: 27 feet
Weight: 2.5 tons
Domain: The Cove.

Diablo's the biggest critter in the game, and consequently the slowest (yet probably faster than the real T-Rex).



The Moves

Earthquake Stomp — High Quick, High Fierce, Low Fierce, Up, Down

VERTIGO
Goddess of Insanity



Job: Door-to-Door saleswoman
Height: 18 feet
Length: 48 feet
Weight: 1.3 tons
Domain: The Tomb.

The only female in the game, Vertigo is lightly built with legs longer than her forearms, and has a long neck & tail.

The Moves

Come Slither — High Quick, Low Quick, Away, Away
Teleport — High Fierce, Low Fierce, Down, Down
Venom Spit — High Quick, Low Quick, Toward, Toward
Petrify Finishing Move — High Fierce, Low Fierce, Away, Away, Away, hold High Fierce and Low Fierce then add High Quick and Low Quick, Toward, Toward
Shrink and Eat Finishing Move — High Fierce, Low Fierce, Away, Away, Away, hold High and Low Fierce then add High Quick and Low Quick, Down, Up



DIABLO
God of Evil



Job: Tax Collector
Height: 17 feet
Length: 29 feet
Weight: 1.2 tons
Domain: The Inferno.

A fire-breathing reptile quick on his feet and an excellent jumper.

The Moves

Fireball — High Quick, Low Quick, Down, Toward
Inferno Flash — High Fierce, Low Quick, Low Fierce, Up
Mega Lunge — High Quick, Low Fierce, Down, Up
The Pulveriser — High Quick, Low Fierce, Up, Toward, Down
Incinerator Finishing Move — High Quick, High Fierce, Low Quick, Low Fierce, Up-Away, Down, Down-Toward
Fireball Finishing Move — High Fierce, Low Quick, Low Fierce, Toward, Toward, Toward, Toward, Toward





al Rage



Leaping Bone Bash — High Fierce, Low Quick, Down, Up, Down
Neck throw — High Fierce, Low Fierce, Toward, Away
Stun Roar — High Quick, Low Quick, Away, Toward
Carnage Finishing Move — High Quick, High Fierce, Low Quick, Low Fierce, Away, Toward, Away, Toward, Away



Flesh-Eating Finishing Move — High Quick, Low Quick, Down, Down, hold High and Low Quick and add High Fierce and Low Fierce, Up, Up

TALON
God of Survival

Job: Night-club Bouncer
Height: 16 feet
Length: 30 feet
Weight: 0.9 tons
Domain: the Strip.

Small and the fastest critter in the game, Talon is a striped raptor. His agility and excellent jumping ability make up for his lack of projectiles.



The Moves

Frantic Fury — High Quick, Low Fierce, Down, Toward (hold buttons)
Pounce and Flip — High Fierce, Low Quick, Toward, Down, Down-Toward
Run — High Quick, Low Quick,











Toward or Away
The Slasher — High Quick, Low Quick, Low Fierce, Down, Toward
Heart Wrenching Finishing Move — High Quick, Low Quick, Low Fierce, Toward, Down, Away, Up, Down
Shredding Finishing Move — High Quick, Low Fierce, Toward, Down, Away, Up, Toward



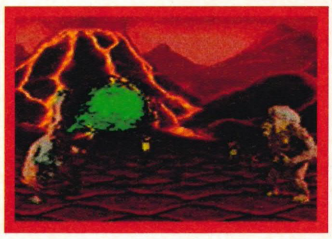
CHAOS
God of Decay

Job: Headmaster
Height: 17 feet
Weight: 1.1 tons
Domain: The Ruins.

Smaller and faster than Blizzard, Chaos is an ape inclined to do disgusting bodily, erm... acts. Watch out for his Power Puke, kids!

The Moves

Fart of Fury — High Fierce, Low Quick, Down, Toward, Up, Away
Flying Butt Slam — High Fierce, Low Fierce, Down, Toward, Up, Down-Toward
Ground Shaker — High Fierce, Low Quick, Away, Up-Away, Down-Away
Power Puke — High Quick, Low Fierce, Up, Toward
Cannonball Finishing Move — High Quick, High Fierce, Low Quick, Low Fierce, Down, Toward, Up, Down-Toward
Number One Finishing Move — High Quick, Low Quick, Down, hold High Quick and Low Quick, add High Fierce and Low Fierce, Away, Toward, Away, Toward

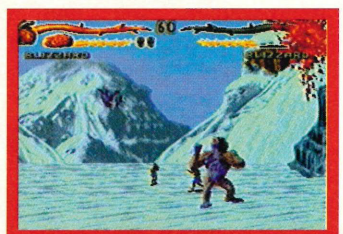




BLIZZARD
God of Good

Job: Traffic Warden
Height: 20 feet
Weight: 1.8 tons
Domain: The Cliff.

Blizzard's freezing abilities are excellent for setting up killer combos, and his air throw is good but he lacks a leaping attack.



The Moves

Cold Breath — High Quick, High Fierce, Low Fierce, Away, Toward
Ice Geyser — High Quick, High Fierce, Low Fierce, Down, Up
Mega Punch — High Quick, High Fierce, Low Quick, Low Fierce, Away, Toward
Punching Bag — High Quick, Low Fierce, Toward, Down, Away, Up
Throw — High Fierce, Low Quick, Toward, Down, Away, Up
To-Da-Moon Finishing Move — High Quick, High Fierce, Low Quick, Low Fierce, Down, Down, Down, Down, Up
Brain-Bash Finishing Move — High Quick, High Fierce, Low Fierce, Down, Down, Away, Up, Toward



Prohelp Q:A:

Help is on its way...

ProHelp

Help! I need somebody. Help! Not just anybody. Help! I need someone, heeellllp! Mark Pilkington is taking a well earned break from all your problems and queries and decided to take a five year holiday so he's given this column over to Steve. If you want help on that end of level boss, or any advice on how to beat that game that's been giving you nightmares, then write to: ProHelp!, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

You don't want much!

Q: Dear Sega Pro,
I am an owner of the Multi-Mega, and am looking for an RPG similar to *Final Fantasy 2* and 3 with these details:
1. At least 100 hours of gameplay.
2. Minimum violence.
3. Preferably on CD-ROM.
4. Controllable game speed, as I am not very fast at typing in codes.

Sam Hariton, Luxembourg

PS. Is there really a curse on the Dukes of Bournemouth like in the movie Splitting Heirs?

A: Erm... There are not that many non-violent RPG games around Sam, but for CD and sheer months of entertainment and puzzle solving, you could try out *Shining Force CD*. Alternatively, try out *Dune* or *Lunar — The Silver Star* on import. Both are fairly low on violence and highly strategic games, although I'm not sure about speed control. As for your request about the Dukes of Bournemouth having a curse, we're pretty much in the dark as you are. Rumour has it though, that after working on Sega Pro down here in sunny Bournemouth you can be affected with all sorts of horrific curses and diseases.

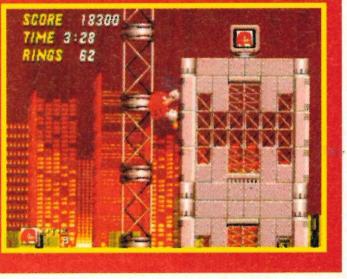
Eggs are good for you!

Q: Dear Sega Pro,
In the Mega Drive version of *Sonic & Knuckles*, in the Death Egg Zone, when I meet the death egg I first destroy his hands by knocking his fingers off. Next, a laser is fired from his belly, but I always get killed there! Please tell me what to do next.

Christopher Naish, Gwynedd



A: A-ha! This is easy when you know how Chris. Keep running to the right, and when you can see the chaos emerald power source building up, strike the head of this huge robot. In a few seconds it will fire that huge laser, so duck down and repeat the process again. You'll eventually destroy it, but Robotnik gets away and must be finished off! Sega XS did a complete guide to this game in issues 13 to 16. Which you should be able to get from our back issues department.



More cheats please!

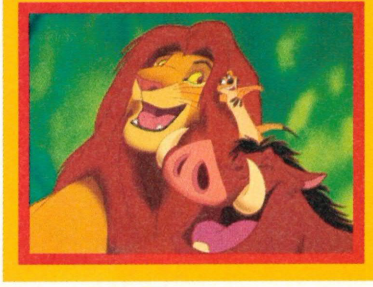
Q: Dear ProHelp,
Have you got any tips or cheats for *Sonic 3* and *FIFA International Soccer* on the Mega Drive?

Christopher Dawd, Darwen

A: No problemo! To get a level select cheat, just press Up, Down, Up, Down, Up, Up, Up on the title screen when Sonic appears. You should hear a ringing sound, and will then be able to access various levels from the main menu.

As for *FIFA*: If you're playing up the pitch at the start of a match, press and hold Up, then press B and A. This will clip the ball over the opposition's midfield, allowing you to run to the ball and shoot past their goalkeeper. With a bit of practice, this should help you get an early advantage for every match.

Hakuna Matata...



Q: Dear ProHelp,
I read your March 1995 issue and found some hints for *The Lion King*, but they would not work. Could you help me? Also, I would like some cheats for *Sonic 2*, *Super Wrestlemania* and *NBA Jam TE*.

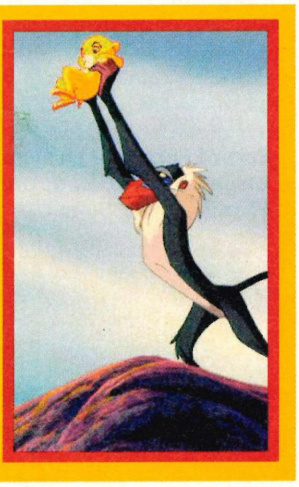
Jim Macleod, Tasmania, Australia

A: To get a cheat on *Sonic 2*, go to the sound test option and select sounds 19, 65, 9 and 17. Now press the reset button, then hold down A and START to get a level select.

These cheats for *The Lion King* should work: pause the game, and press Right, A, A, B and START to skip levels. Or you could try Up, Down, Right, Left, A, B, C and START.

To access power ups on *NBA Jam TE*: Down, Right, Right, B, A, Left for fire.

B, B, B, A, Down, Down, Up, Left for turbo. Left, Right, A, B, B, A for dunk. Right, Up, Down, Right, Down, Up for goal tending. Check out Issue 46 for a full list of cheats.



Oh no, not again!

Q: Dear ProHelp,
Could you please help me, as I really want to find out how to do fatality and friendship moves for *Mortal Kombat* 1 and 2 on the Mega Drive. I'm a new but avid fan of your mag. Please help!
Lizzie Badger, Sheffield



A: Glad you like the mag, but we can't list all the moves here, Lizzie, as there just isn't enough space, but you could try getting Issue 10 of Sega XS from back issues. There's a list in there of every move, including friendships, babalities and fatalities. Or, you could try ordering Sega Pro Issue 24 from back issues which did a players guide to *Mortal Kombat*. There is also a guide to all the moves for *Mortal Kombat II* in Sega Pro Issue 37, okay? That goes for all the other hundreds of letters we've had from people with the same problems as well!



EXCLUSIVE



Q: Dear ProHelp,
I think Capcom's *Street Fighter Legends* arcade game is great but I've heard rumours that there are some top cheats for it. Do you know any?
Cheers
Simon Percival, Wilmslow, Manchester

A: Hey Sozza, you're in luck! Just as we were going to press we received this great *SF Zero* tip. This excellent cheat enables Ryu and Ken (together) to fight M.Bison!

1. Insert coins for two players.
2. Hold down both start buttons.
3. Both 1p and 2p tap joystick up twice.
4. Release both start buttons.
5. Repeat step 3



6. 1p press jab and 2p press fierce together.

Next month we'll tell you how to play as the secret hidden fighters M.Bison, Akuma and Dan so make sure you're here!

Lunch time!

Q: Dear ProHelp,
1. Would you rather Sega didn't ditch the Master System?
2. Is *Robocod* any good?
3. Is it worth £5 from a second hand shop?
4. What's your favourite sandwich?
5. Are there any secret levels in *Ecco*?
6. Is *Rodland* going to come out on any Sega formats?
Chris Major, Nowheresville

A: 1. Well, it was a great machine in its time and was what really started the whole Sega console scene going. Unfortunately, it's suffering from the next generation console boom and most companies have stopped producing games for it. Sega Pro hasn't reviewed any MS games for ages and we think it's a shame that most companies have ditched it, but times change I suppose.
2. Hmm, it's pretty good. We gave it 80% way back when, and it's better than the other James Pond games by far.
3. Definitely.
4. At the moment our fave sandwich fillings are:
Nick: Bacon and avocado(?)
Mat: Sausage with brown sauce
Steve: Tuna or peanut butter (together?)
Mark: Ready salted crisp sandwich
5. Well, we printed a whole list of level codes in *The Essential Sega Tips 2* book, if you can get a copy of it (our back issues department might have a few left), but there are no secret levels as far as we know.
6. Nope, it was only released on the 8-bit Nintendo systems, and would look pretty out of date if released today.

Instant Relief!

This is the new column for all those niggling little queries you have and basic cheats you want. It's only small mind, so we can only print one or two little cheats for each letter at the most. So, keep those letters small and send 'em in at the usual address.

Young Ben Robinson from Kent wants any cheats for *Sonic CD*...
For a level design option, press Up, Down, Down, Left, Right and B on controller two and watch the intro. On the demo screen press START on pad two. Repeat that cheat on the title screen on controller one. Choose a level and press A, B, C, and START. Press A to swap the current icon, and C to place one on the screen.

Dave Wilson from Shropshire wants level codes for *Flashback* on Mega Drive. Happy to oblige, Dave.
TOHO
AKANE
INCBIN
CYGNUS

Steve Baker from Bath wants codes for *Rebel Assault* on the Mega-CD. These are for the hard level.
IZRINA for the Death Star surface
OSSUS for the trench section
MALANI for the final victory

Sarah Harris from Devon wants any cheats for *Pete Sampras Tennis*.
ZEPPELIN on the World Tour password screen will give you two new options: Huge Tour and Crazy Tennis
PRLSML will give you qualification of the Huge Tour!

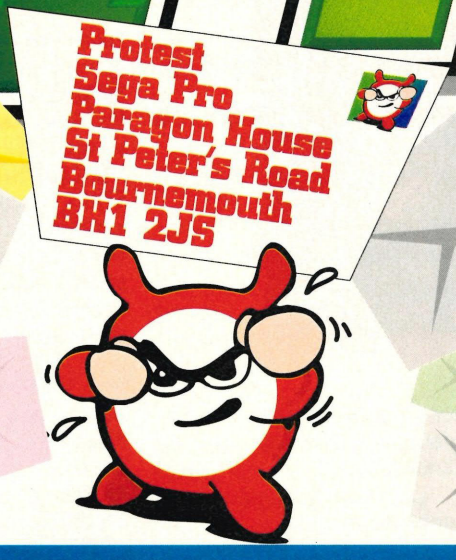
Jonathan Weeks from Darlington wants to know if there are any cheats for *Sonic 3* on the Mega Drive.
No problem! For a level select, when the screen turns black after the logo, press Up, Up, Down, Down, Up, Up, Up, Up quickly before it disappears and hey presto! A level select. You must go down to the sound test option to access it.

Robert from Dorset wants any cheats for *FIFA '95* on Mega Drive, and here it is...
To get the ultimate Dream Team, enter A, A, B, B, C, C, A, A.

64 year-old Betty writes in asking for help with her Geraniums and Begonias — sorry, Betty, try Gardeners Magazine instead.

Protest!

Your Letters! Your Protest!



We get hundreds of letters every week here at Sega Pro, and you wouldn't believe how many of them come from overseas. Just take a look at this batch. Two from South Africa, one from Denmark and even a letter all the way from Hampshire... oh, that's not too exciting really, is it? No! All our letters are exciting, and there's a special prize in store for the Star Letter each month. Send all your scribblings, artwork and small ads to us at the address at the top of this page. It cheers us all up when our pigeon hole is stuffed full!

STAR LETTER

Sexy, Pilky?!

Yo, Sega Pro

With the battle of the super machines, there is bound to be the usual squabble, such as: 'My Mega Drive is better than your SNES', but now it will be on a much larger scale.

The Mega Drive and Mega-CD are already expensive. In South Africa the Mega-CD costs R1500 and the Mega Drive is R500. The Saturn is also £399. Where do people get the money? That's what I'd like to know.

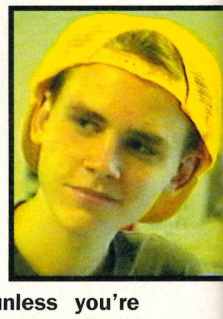
Sega say they are aiming it at an older audience, but it is still expensive even for working class. After all, these Super consoles are basically TV games. I'd rather save up for a CD-ROM.

I love your mag, even after all of the criticisms I have stated. It's witty and has a better essence than most mags. In short, it's excellent!

Jillian McGee, Johannesburg, South Africa

PS. I've only seen his face, but I think that Mark Pilkington is SEXY!

Well, we agree with your points there Jillian and we're going to give you the Star Letter away for your efforts. As companies strive to create the perfect games machine, prices inevitably go up and it affects us all, but more money has to go into making and developing games with more powerful chips in each console plus transport costs, wages etc. Where do people get the money? Hmm... their consoles were probably bought by their parents or with hard earned money I'd say, unless you're like Nick Roberts and can buy a Saturn with change from your back pocket. By the way, Mark was dead chuffed about your comment, and now wanders around with a permanent grin on his face. What do our other female readers think of this? Who is your favourite writer on Sega Pro? Any votes for Nick, Mat or Steve would be gratefully appreciated! Send them in at the usual address. Your prize is on its way Jillian, but it might take some time to get to South Africa!



Saturn price drop?

Dear Protest,

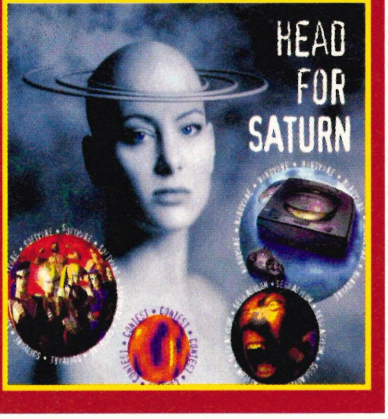
With the oncoming release of the Sony PlayStation at £299 in September, do you think that Sega will lower the price of their Saturn (£400) to stay in line with the competition or will they just leave the price as it is and add two controllers, another game or something similar?

Also, is there any news about a *Snatcher 2* release in the near future on CD, and will it have the same gameplay as the first one, because I thought *Snatcher* was great and really want to know what happens next.

Ian Hillier, Hampshire

With the constant battle between Sega and Sony, it's going to be an all out war at Christmas time. Retailers will no doubt shout for bigger and better in-pack deals. Sega of America are currently looking into bundling *Virtua Fighter Remix* with the Saturn so that will improve their sales. As for a price decrease, that's exactly what we're all hoping for but we'll just have to wait and see if it comes off.

As for your *Snatcher* query... we've heard nothing about *Snatcher 2*, and as far as we know there are no plans for one either! A good idea, though.



Pics!

st!

Game Gear plea

Dear Sega Pro,
I have two things to say. Why don't you review and preview Game Gear games anymore? The only Sega console I have is a Game Gear, so that's really the only reason for me to read the mag. There has not been a Game Gear review in the last five issues.

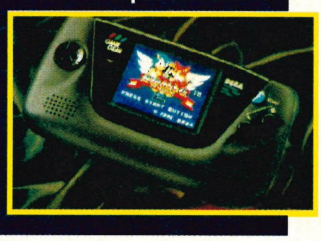
Also, why have you cut down so much on pages. Many issues ago there were about 116 pages in the mag, now there are only about 82.

Can you tell me if there is a construction kit in *Micro Machines 2* on the Game Gear?

Please begin to review Game Gear games again. Your mag was the best when you got Game Gear games reviewed.

Lasse Kolding, Glostrup, Denmark

Well, the only reason why we don't review Game Gear games is because there aren't that many being released at the moment. When we get them, we'll review them okay? Just take a look through this issue, you'll find plenty. And no, *Micro Machines 2* on the GG doesn't come with a construction kit, but the new updated *Micro Machines '96* on the Mega Drive does, and fingers crossed that we might see a version released for the trusty handheld.



Exclusive Nintendo Mortal Kombat 3?

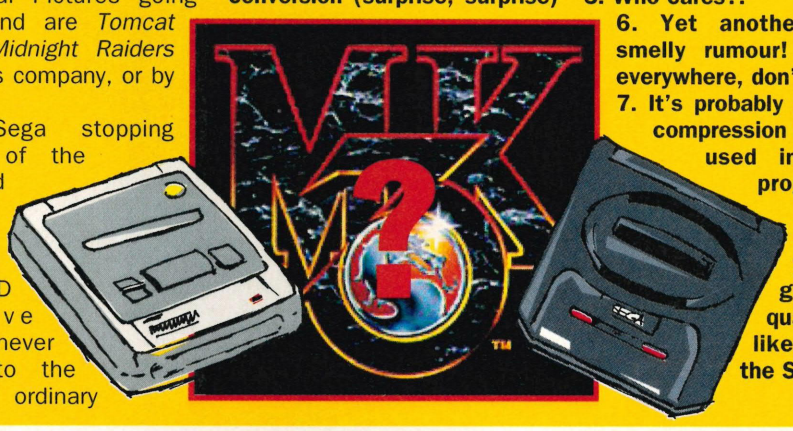
Dear Sega Pro,
1. Should I get *FIFA International Soccer: Championship Edition* on the Mega-CD, or *FIFA '95* on the Mega Drive?
2. Will there be a Mega-CD version of *FIFA '95* (or any other FIFA sequel?)
3. I've got the Mega Drive version of *Eternal Champions*, should I get *Eternal Champions* on the Mega-CD? I hear that the enhancements are very good.
4. I heard a rumour that Nintendo has brought the sole rights to make a SNES version of *MK3*, so that no Sega machine (or any other company for that matter) can produce a version of that game. Is this true?
5. Is Digital Pictures going bankrupt, and are *Tomcat Alley* and *Midnight Raiders* made by this company, or by any other?
6. Are Sega stopping production of the Mega-CD and its games?
7. Why is the sound on Mega-CD interactive movies never quite up to the standard of ordinary movies? I thought it would be better as it is CD sound.

Thanks for answering my long-winded questions, you probably get the same questions again and again and again and again!

Neil Luyt, Johannesburg, South Africa

PS. Thanks for the great Mega-CD demos on your mag, they're brilliant!

Thanks very much for your questions Neil, we've delved into the vast knowledge of the Sega Pro team and come up with these answers for you.
1. Go for the Mega Drive version, Neil. The Mega-CD conversion (surprise, surprise) just wasn't up to scratch.
2. The office Mega-CD chart is registering a definite 'No' for any more versions of FIFA. Sorry.
3. Yep, those enhancements sure are good (more characters, more death moves, more everything really), but, unless you can trade-in your old *Eternal Champions*, I'd save your pennies. You probably don't get many rainy days in South Africa, but you never know!
4. No, that's just a vicious, smelly rumour and nothing else. There's a version of *MK3* coming out for the Saturn next April, and Mega Drive and Game Gear versions should be hitting the shops by October. See our review this issue (hopefully)!
5. Who cares?!
6. Yet another vicious, smelly rumour! They get everywhere, don't they?
7. It's probably due to the compression techniques used in the CD programming. Rest assured, you won't get low quality sound like that on the Saturn!



Steering wheels?

Dear Sega Pro,
1. Is the 32X worth getting, and how long will it be in production?
2. What are 32X CDs?
3. How much will *Virtua Fighter* cost on 32X?
4. Where can I get a Freewheel steering wheel and the foot pedal? Which one is the best and how much do they cost?

1. Hmm, it isn't too bad, although the games for it haven't exactly been groundbreaking. Still, *Chaotix*, *Virtua Racing Deluxe* and the forthcoming *Virtua Fighter* all make it a worthwhile purchase. It'll be in production as long as it sells.

32X

2. They're CDs for the 32X, similar to the Mega-CD and you need a CD drive and a 32X to play them. They give a much clearer, less pixelised picture. There aren't many of them around, though.
3. £49.99
4. Well, you could try phoning the mail order company Gameplay on 01924 473157 to see if they have them in stock. Failing that, you could always try a car boot sale.



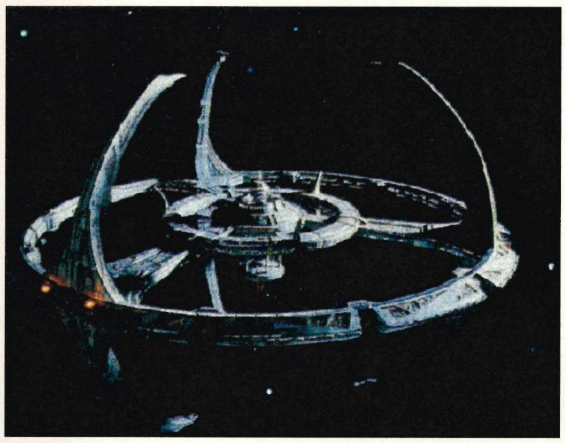
STAR TREK DEEP SPACE NINE

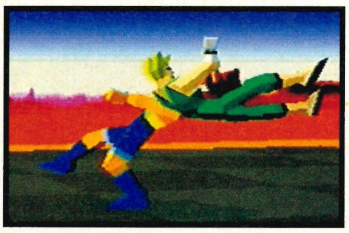
Beam me up!

Dear Sega Pro,
When will *Star Trek Deep Space 9* be hitting the shops and how much will it cost? As a dedicated Trekkie I feel this is very important. Well done on a brilliant mag — keep up the good work.

Mark Rodger, Ipswich

The new Star Trek game should be hitting the shops towards the end of this year. Live long and prosper, you'll be having a fun Christmas!





Protest!

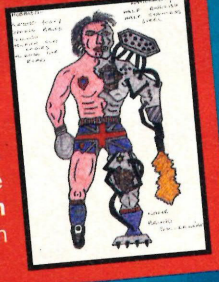
Football Crazy!

Competition Results

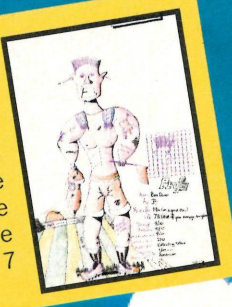
Pro Art is in abundance this month, in the shape of the competition entries for the Word Up compo in Issue 49. If you remember, the task was to come up with a new character for *Fever Pitch Soccer* on the Mega Drive. We had a pretty healthy response, and judging by the weirdness of some of the entries some of you lot are completely wacko! Well done to everyone who entered. Here are the best of those mad men...

The following lucky so and sos will each win a copy of Fever Pitch Soccer on the Mega Drive and a Parlez Vous Kung Fu? T-Shirt:

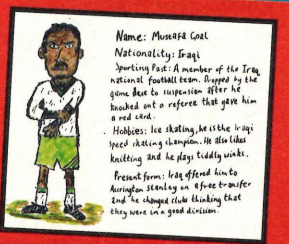
This half man/half cyborg is Bruno Soccerhead who plays for England. He likes to burst footballs and fouls regularly. This one comes from **Jason Stevens** from Norwich.



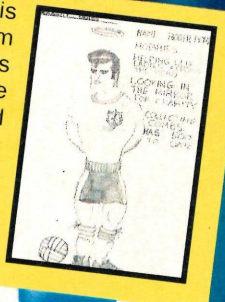
This stunner from **Stuart Chapman** from Hythe in Kent was about the best one, we reckon. This is Ben Dover the linesman, and he collects tattoos. He also has an IQ of 7 and a half!



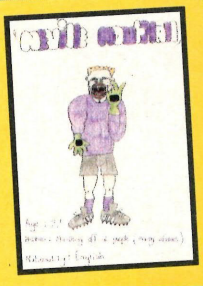
Mustafa Goal no longer plays for Iraq after he knocked out a referee after he gave him a red card. He also likes knitting and tiddlywinks. Strange bloke, and so is **Paul Gardner** from Leighton Buzzard in Bedfordshire.



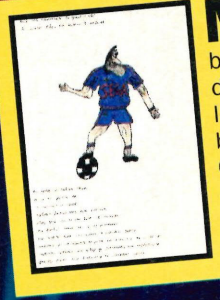
This Elvis lookalike is Roger Bore from England, who collects combs, helps old people across the road, and probably plays football as well. Well done to **Lee Edwards** from Mid Glamorgan in South Wales for that one.



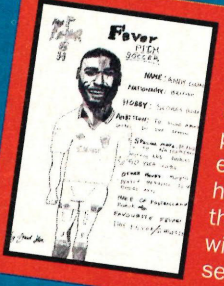
This one is Neville Mouthall, and although he doesn't have any special skills, he looks good. He mouths off at referees too. Good stuff there from **Andrew Wale** of Glenfield.



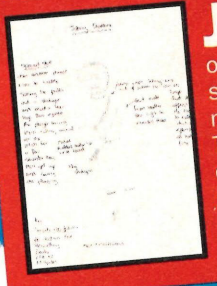
The following five winners each win one of the Parlez Vous Kung Fu? T-Shirts with a picture of Ernie Container from *Fever Pitch Soccer* on. Wear 'em with pride!



Malcom Shape is Irish and his brother was knocked down and killed by a lorry 15 minutes before his first match. Oh charming. That came from the twisted **Noel McGuiness** from Dublin

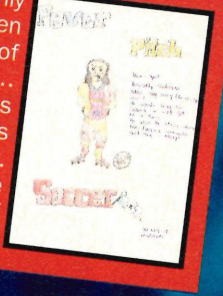


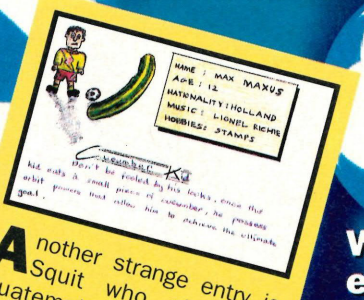
Andy Goal (geddit?) has a special move in which he can morph into Peter Beardsly to scare other players away! A pretty good effort there but we don't have a name or address! If this is you, write in to us with your address and we'll send you your prize.



Johnny Stallone doesn't tackle any other players — he shoots them! No messin' with this one. This was another good one from **Sarah Deighton** of Roundhay in Leeds, she sent in loads!

This is the one and only Max Maxus, but when he eats a slice of cucumber he becomes... The Cucumber Kid! This gives him special powers on the pitch, apparently. This rather odd entry came from **Steven Holt** of Accrington in Lancashire.





Another strange entry is Squit who plays for Guatemala, and has an extremely weird hobby of slug racing. Congratulations go to **David Fisher** from Manchester.

Well done to all of you who entered. Judging by the strangeness of the entries, we have deduced that all our readers must be completely mad. Waaarrrrggh!

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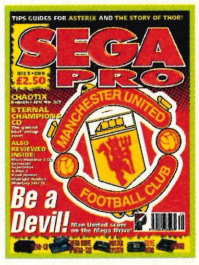
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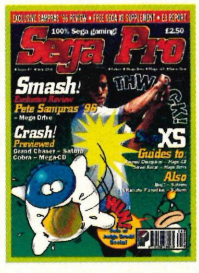
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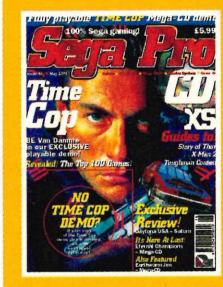
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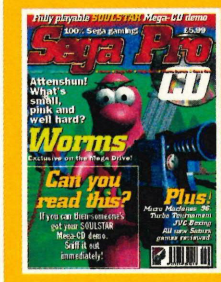
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Nick Roberts
Email: nickr@paragon.co.uk



Staff Writers
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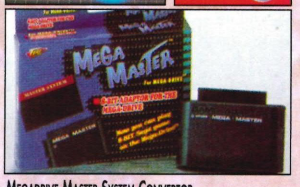
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