FREE TOY STORY AND SEGA RALLY POSTERS INSIDE!

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Sega Pro

● Issue 54 ● February '96

● Saturn ● Mega Drive ● Arcade

TOY STORY

Disney's Silicon Dream

In-depth Mega Drive work-in-progress

Victory Boxing

Official JVC players' guide!

A gaggle of games!

Saturn

Guardian Heroes
Rebel Assault II
Ghen War

Mega Drive

VR Troopers
Power Rangers The Movie

Arcade

Crypt Killer

X-Men Children of the Atom

1st UK Saturn review!

Paragon Publishing Ltd

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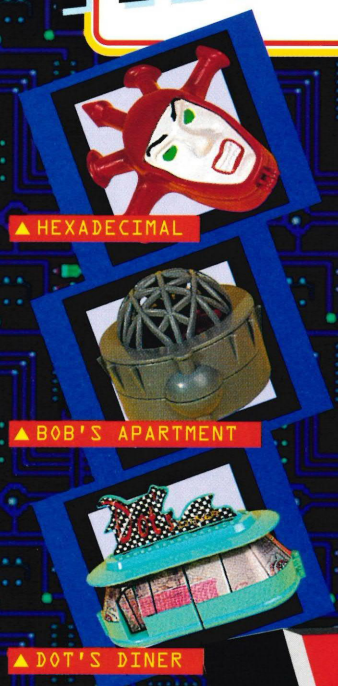
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Kellogg's

FROSTIES

ReBoot™





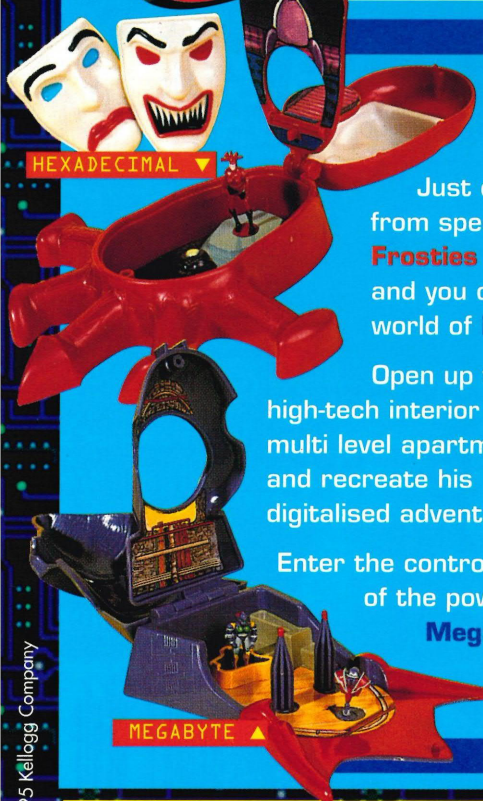


FREE Compact

IN EXCHANGE FOR 8 TOKENS

- UNSCRAMBLING INCOMING MESSAGE...

Check out these four cool **ReBoot** compacts in the latest excellent offer from **Kellogg's Frosties**.

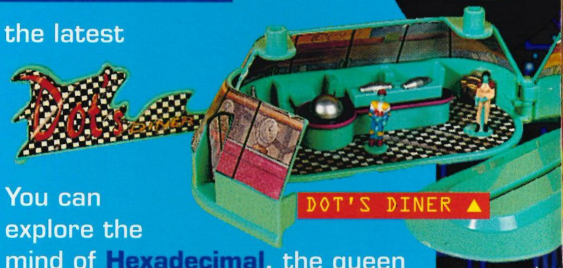


Just collect eight tokens from special packs of **Kellogg's Frosties** for each compact, and you can enter the world of **Mainframe**.



Open up the high-tech interior of **Bob's** multi level apartment and recreate his digitalised adventures.

Enter the control room of the powerful virus **Megabyte**, and see where he plots how to control **Mainframe**.



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After a hard trip around the circuitry, you can step into **Mainframe's** popular meeting place, **Dot's Diner**. Open out the front of the restaurant compact to reveal **Dot**, **Enzo** and **Frisket**.

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- ...MESSAGE ENDS -

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TOKEN

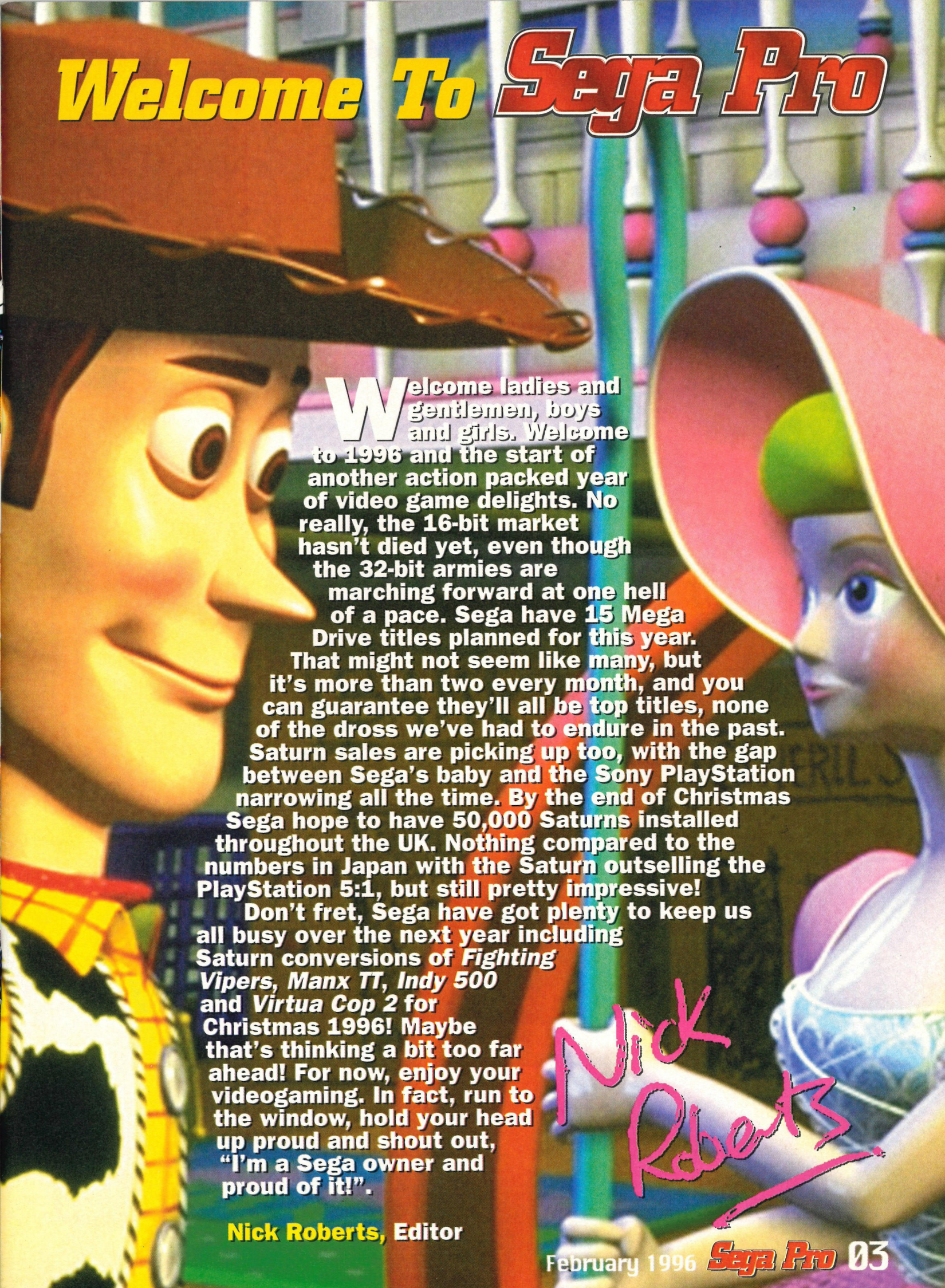
YOU NEED 8 TOKENS FOR EACH ReBoot™ COMPACT

SPRO

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Welcome To Sega Pro



Welcome ladies and gentlemen, boys and girls. Welcome to 1996 and the start of another action packed year of video game delights. No really, the 16-bit market hasn't died yet, even though the 32-bit armies are marching forward at one hell of a pace. Sega have 15 Mega Drive titles planned for this year. That might not seem like many, but it's more than two every month, and you can guarantee they'll all be top titles, none of the dross we've had to endure in the past. Saturn sales are picking up too, with the gap between Sega's baby and the Sony PlayStation narrowing all the time. By the end of Christmas Sega hope to have 50,000 Saturns installed throughout the UK. Nothing compared to the numbers in Japan with the Saturn outselling the PlayStation 5:1, but still pretty impressive!

Don't fret, Sega have got plenty to keep us all busy over the next year including Saturn conversions of *Fighting Vipers*, *Manx TT*, *Indy 500* and *Virtua Cop 2* for Christmas 1996! Maybe that's thinking a bit too far ahead! For now, enjoy your videogaming. In fact, run to the window, hold your head up proud and shout out, "I'm a Sega owner and proud of it!".

Nick Roberts, Editor

Nick Roberts

Issue 54 Febr

Coi...e



Saturn

Guardian Heroes 20
Top development house Treasure are busy finishing off their first RPG. We check it out!



Rebel Assault 2 22



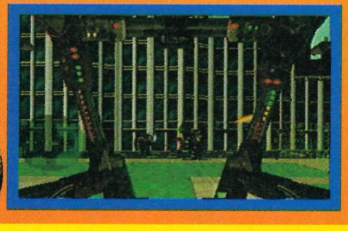
Use the force... to turn the pages to our preview of LucasArts' latest Star Wars adventure.

Sega Rally 26



At last! It's reviewed. Find out the scores from the only magazine that counts!

Ghen War 32



Virtua Cop 34



Toh Shin Den S .38



Baku Baku Animal 40



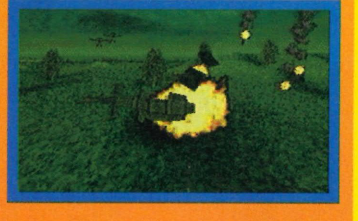
Johnny Bazookatone ..46

X-Men Children of the Atom ...50



Probably the most impressive 2D beat-'em-up ever – and we've reviewed it for you!

Virtua Racing .56
Thunderhawk 2 58

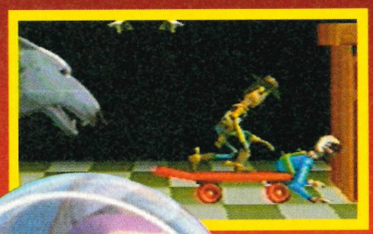


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nt

Mega Drive

Toy Story 14
The latest Walt Disney blockbuster comes to the Mega Drive. See the game, read about the film, cry when you realise it's not out here until Easter!



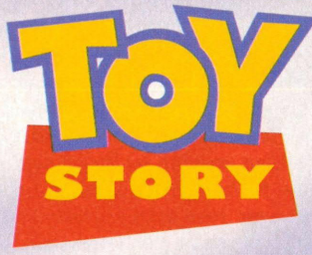
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Fifa '96 30
Power Rangers The Movie 64



Free!
Double sided poster in the centre pages featuring **Toy Story** and **Sega Rally!**





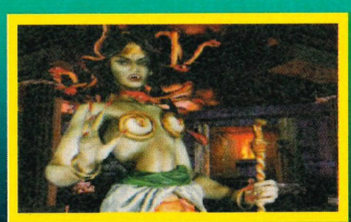


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Arcade

Crypt Killer 18
A cracker of a coin-op from Konami. Packed with zombies and skeletons, it's not for the faint hearted!



News

You have been watching...

The end of the year, and the end of a mad time for us here at Sega Pro. Over the past couple of months it's seemed like we've had a deadline every single week and we've all forgotten what it's like to sleep! We've had enough, and are all going on a well earned break to recharge our batteries for 1996. Thanks for reading our witterings and not complaining too much when we get black and white screen shots and can't answer your playing tips calls. See you all again on the other side...

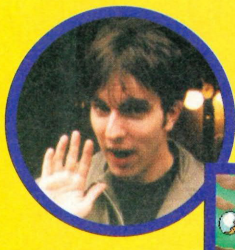


Nick Roberts

Our beloved editor has been quite calm this month. Mainly because he hasn't been here for much of it! He left Steve to cope all by himself while he shouted at the writers on Saturn+, if you look closely most of the reviews have Steve's name on them. He has been offered counselling.



Game of the month: Mario 3D on the Ultra 64

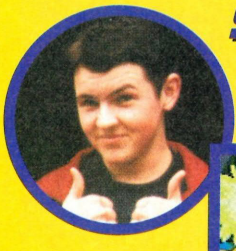


Mat Yeo

Another skiver, Mat spent most of this month in sunny Florida, walking around Walt Disney World and getting arrested for illegal acts with Minnie Mouse. He brought us all back a stick of rock each (generous chap) so we can't complain too much... yes we can! We wanted Mickey dolls!



Game of the month: The Great Adventure Castle for kids!

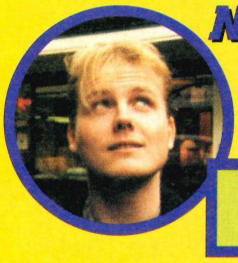


Steve Hardy

Young Steve is a shadow of his former self. His fingers are nothing but bloody stumps, he's lost five stones in weight and does nothing but moan about being over worked. Ungrateful bloke! He could have been working down the mines, but we rescued him and gave him a job here instead!



Game of the month: X-Men



Nick Trent's Colour of the month!

Nick has hung up his Macintosh mouse this month, in favour of staying in bed all day, pretending to be ill. In a delirious dream he thought that he had designed Sega Pro with nothing but purple and blue pages, on waking he found it was all true! To make up for it, his colour of the month this month is PlayStation (boo, hiss)!

The truth isn't

Pro

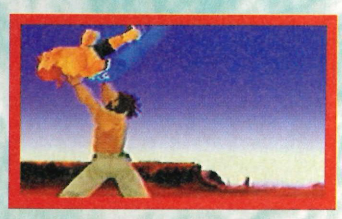
Sexy Sega Sales!



Just as Sega Pro predicted, Sega's big three games for Christmas are doing brilliantly all around the world. *Sega Rally* hasn't been released yet, a late-January date has been pencilled in, but *Virtua Fighter 2* and *Virtua Cop* are going great guns!

In Japan, where Virtuamania is a way of life, *Virtua Cop* sold 300,000 copies in the first week alone! The first two days of *Virtua Fighter 2* going on sale retailers sold half a million copies with pre-orders already reaching the lofty heights of 1.5 million. They expect the final total before Christmas to be nearing 2 million!

With sales like this, it's not surprising to learn that the Saturn is outselling the PlayStation in Japan 5:1. Figures for the UK have been confirmed as somewhere are the 50,000 mark after Christmas. Importers in this country aren't experiencing the Virtua Fighter mania that they have over in Japan though, well to a lesser extent anyway. The big game for them this Christmas has definitely been *Sega Rally* with 100s of copies being sold through mail order in days!



With the success of these games, AM2 leader Yu Suzuki was asked to comment on his team's achievements. He claims that the original *Virtua Fighter* only used one third of the Saturn's power. With the new programming techniques they've developed he estimates that *Virtua Fighter 2* uses two thirds – so what it left to come? *Virtua Fighter 3* sounds like it's going to be a stonker of a game!



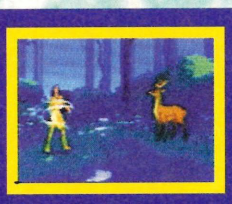


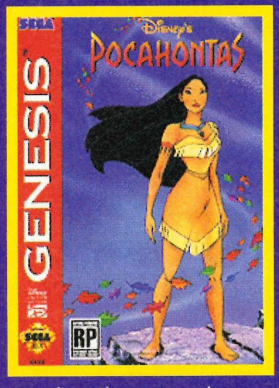
ut there - it's here!

ntline

Pocahontas

- Disney Interactive
- Mega Drive
- Spring





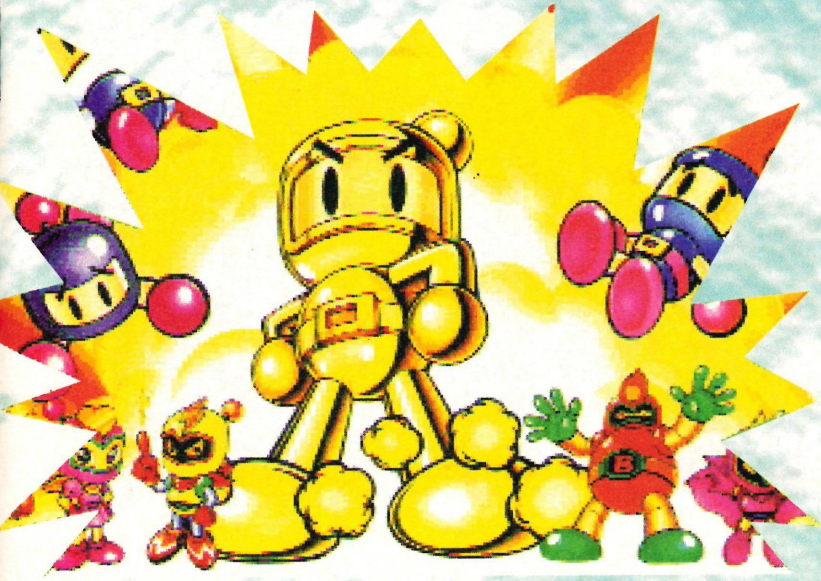
That girl's got a very strange nose, don't you think? She's not the sort of character you expect to see it a Disney movie anyway! Well, they've gone and made a Mega Drive game out of her exploits now, and it's all ready to roll over in the USA.

As you'd expect, it's basically a 2D platform game with the big-conked girl running left and right, jumping over those annoying animals she hangs around with and doing 'girlie' things. Not the sort of game for us red blooded males, but maybe one that'll appeal to the young lasses out there. Oh, that John Smith bloke crops up too – did you know that in real life he was an old geezer, while Pocahontas was only 12! Disgusting.

Saturn Bomberman!

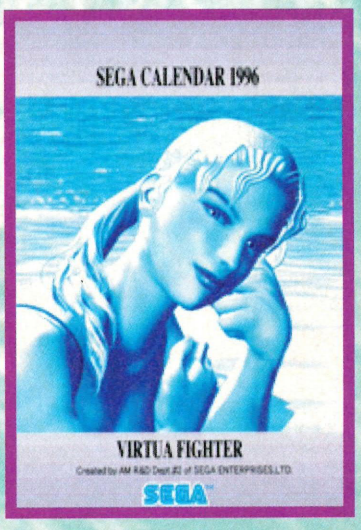
Get down the shops and buy yourself a Sega Saturn six player adapter because *Bomberman* is in production for the 32-bit! Hudsonsoft have been toying with the idea of converting their mega-hit game to the Saturn for some time now, unsure of how to improve on the title with 32-bit capabilities. They obviously can't change the gameplay, because it's spot on, improvements will be made in graphics and sound.

Watch out for more on this over the coming months.



It's a whole new year!

Sega are all ready for 1996 with a good looking new calendar prepared for them by Sega of Japan. Each month features one of the computer generated Virtua Fighter images from the CG discs out in Japan now. From Sarah to Pai, Kage to Akira – they're all here, and looking mighty fine. Particular favourites in the Sega Pro office are March and December, showing the girls in various stages of undress. Hmm, I don't think we'll bother turning the page when we get to those!





Bugging you already?



After appearing in his highly successful 3D platform game, Bug is becoming more popular by the minute. Now he's been chased by some of the best cartoon production studios and producers in the business. He's already lined up for a cameo appearance on a PC game. Best news of all is that Sega have been working with Nelvana (makers of top cartoon Tintin) to produce an animated series, cunningly entitled *Bug!*. It will feature all the characters from the game, including the evil Queen Cadavra and her nasty insects.

News

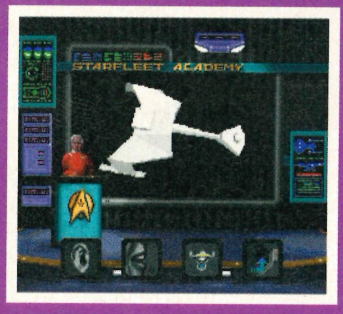
Star Trek Starfleet Academy



- Interplay
- 32X
- Spring

Think you could successfully traverse the Klingon Neutral Zone? Do you know your Klingon Birds of Prey from your Romulan Warbirds? Yes, I'm sure all you Trekkies know what I'm talking about. The latest game from Interplay is *Star Trek Starfleet Academy*, and it offers loads of missions which must be completed successfully if you are to pass your cadet ship and graduate to the top of your class. Bear in mind that these are simulated missions, but they could make you a captain!

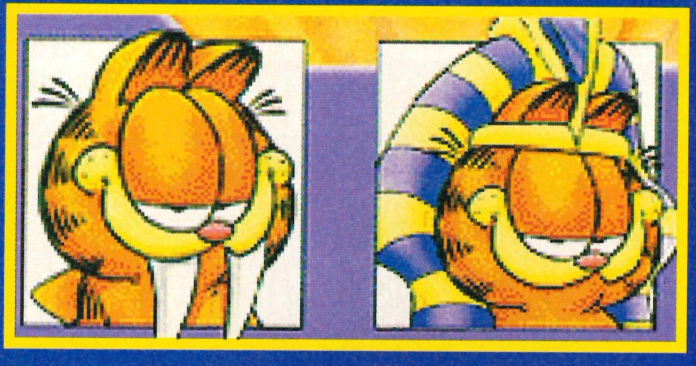
This is looking very good at the moment. It will feature high speed 3D graphics and countless exciting missions. This includes the Kobayashi Maru situation to solve, as well as a host of ships to battle. You can even act as a Klingon Captain or a Romulan Commander and take on the ships of the Federation. *Starfleet Academy* will soon be appearing on the 32X and should be pretty special, but we'll have to wait until Spring 1996 folks!





Cool for cats

With every purchase of the brilliant *Garfield: Caught In The Act* on Genesis or Game Gear in America, there will be a free booklet containing classic Garfield comic strips (which surely everybody must love) and the chance to win loads of prizes by answering a few questions. We don't know if this offer will be available in the UK, but knowing Sega UK's past record on freebies and competitions on their games, it's doubtful. Come on Sega, this is a top competition. The first prize will be an original Garfield drawing autographed by Jim Davis, and there will also be T-Shirts and limited edition print sets. Let's all emigrate to Florida now!



Get yer Saturn on the Internet!

Being released soon-ish by that wonderful company Sega is a clever device that enables you to wire-up your Saturn onto the Internet! I kid you not. Enabling you to view web sites and pages, this device will give you pretty much the same power as a high-end PC or Mac. And better still, when the promised keyboard add-on is also released, you'll be able to download and send messages to whoever and where ever you like! Just think, you might even get the chance to look at some naughty pictures...

Blackthorne

- Interplay
- 32X
- Spring

The exiled Prince Blackthorne intends to avenge his father's murder, so he sets out on a mission to defeat the evil lord and his armies of death. This man has a mission, and it will take him through five worlds and over 20 huge levels. *Blackthorne* features 32 thousand colours, with 3D graphics and some nifty digitised music. Is the 32X dead? We don't think so!









Mystaria

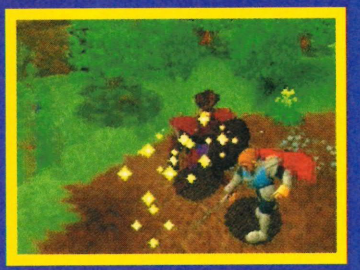
- Sega
- Saturn
- Spring





Mystaria was once a green and pleasant land, but is now in the sweaty grasp of the evil Lord Bane and his equally evil marauders. You can call on the powers of a Prince and a Ninja to reclaim your precious kingdoms, using over 250 attacks, and battle against fifty different magical monsters. There are special attacks to learn and a variety of spells to master. The graphics are in 3D and use different perspectives. This special looking title will be released for the Saturn by Sega within the next few months.

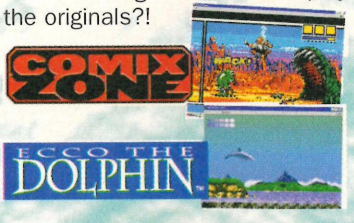




SEGA go all PC!

SEGA PC

Among the first titles to be converted for Sega's new PC add-on card will be *Virtua Fighter Remix*, *Panzer Dragoon*, *Comix Zone* and *Ecco The Dolphin*. The first batch will be in the shops by November this year. The 16-bit games will now have more colours, better graphics and extra difficulty levels added to them. The games will cost between thirty and fifty pounds each. But why did you want to know that when us Sega owners can play the originals?!







IndyCar Racing II

- Virgin
- Saturn
- Spring

This is the enhanced and updated version of *IndyCar Racing*, and it will feature new SVGA graphics, which are much clearer and more detailed. There are now more realistic collisions – the car bodies show actual signs of damage, and some cars now have artificial intelligence, moving and behaving more realistically. Digital sound effects have been included, and the cars have more realistic handling. It's looking very impressive at this stage, and we're looking forward to playing it! Oh, it'll be released for the Saturn early in 1996, but you all knew that didn't you?





raunchy Rumours

Ladies and Gentlemen, welcome to the last Raunchy Rumours ever. Yep, that's right, your loyal gaming gossiper is moving onto bigger and better things so someone else will be filling this space with mindless drivel. As it's my last column we're gonna have a blast...

We've just seen the first screenshot of the next Sonic game. Top Japanese game mag, Saturn Fan have unveiled a pic from AM2's new Sonic arcade adventure. Set in a completely 3D world, polygonised versions of both Sonic and Tails once again try to put a halt to the devious dabblings of Dr Robotnik. It looks great and we can't wait to see it in late '96...

Daftest import title we're looking forward to has to be "*Marriage: The Game*". Players select their ideal mate (either male or female) and attempt to woo their partner before whisking them off on a raunchy honeymoon...

Damn. Just as we were going to press we received pics from *Panzer Dragoon II Zwei*. Yes, you heard right. Sega are speeding ahead on this hot sequel and it features a female rider and a younger dragon than the one that appeared in the original outing. Expect enhanced visuals and more frantic shoot-'em-up action late in '96...

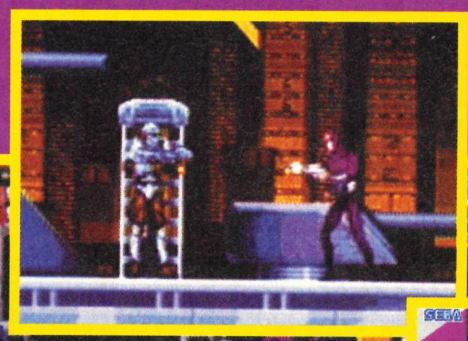
Rumours abound this month concerning Sega's *next* next generation machine. The Saturn's successor is to be the 64 bit Eclipse, which is still in the initial development stages but should see the light of day sometime in 1998. Before all you Saturn owners start to grumble, the Eclipse is said to be backwardly compatible with all 32 bit Sega software and will also feature the built-in ability to perform as a DVD (Digital Video Disc) player. DVD's will soon take the place of CD Video's as they can hold up to 133 minutes of better than VHS video quality footage. The most shocking news concerning the Eclipse is that Sega themselves may hand all hardware production for future games machines over to a third party in the near future and concentrate solely on software development. Worra shame.

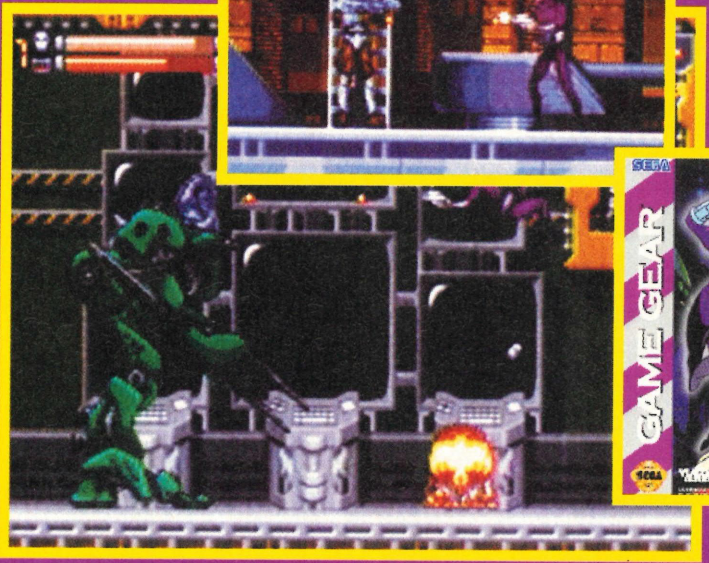
Well, that's it from me folks. Take care, hang loose, don't shuffle the puppy and remember these words above all others: "Never eat yellow snow!". Ta ta.

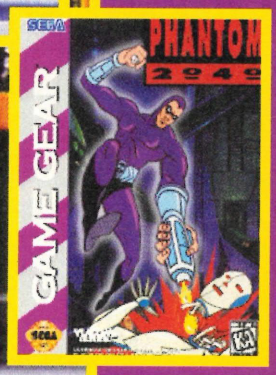
News

Phantom 2040

- Viacom
- Game Gear
- January







Marvel Comic heroes seem to be appearing on all the Sega formats at the moment, and Game Gear owners feeling left out can worry no longer, because *Phantom 2040* will be appearing for the handheld in the near future. Looking very similar to its Mega Drive counterpart, it should hopefully play just as well. Last issue *Phantom 2040* scored a very respectful 79%. The Game Gear version should get a release around January.

Rage continues!

Time Warner Interactive, the makers of *Primal Rage*, will be releasing a load of goodies related to their successful prehistoric fighting game. They include a music CD and toys of the *Primal Rage* characters. If you look around the shops towards Christmas time you should also see a bunch of Primal Rage handheld games! The album features a mixture of grunge, indie and techno tracks. Next year, *Primal Rage* will be launched onto the Saturn with the best version yet on any console.



Loaded

- Interplay
- Saturn
- Spring

Ten of the meanest, toughest and downright ugliest goons have been framed for crimes they didn't commit. They're now very angry, and God help anyone who gets in their way. This sets the scene for *Loaded*, a no holds barred, violent and frantic blaster which features Mamma, a big baby with an attitude, the psychotic Fwanf, and F.U.D, an Elvis impersonator. Each level is full of power-ups, skill bonuses, and parts of levels actually morph. Weapons are in abundance, and there will be a four player co-operative play style. This sounds like it might be one of the smash hits of next year, and we'll keep you posted on any updates. It should see a Saturn release early 1996.









World in Motion

Digital Pictures are working on a batch of Full Motion Video games for the Saturn, taking footage they created for Mega-CD titles and enhancing it for the 32-bit. Here's a look at what's coming out over the next few months...

Corpse Killer has a Dr Hellman as a mad lunatic, and he's created an army





of zombies that are going to take over the world! Don't take it seriously – it's just a silly sounding game. Actually, *Corpse Killer* is looking very good. Using FMV, it takes the form of a shoot-'em-up. The zombies do look pretty revolting, and fortunately there's the lovely Julie to help out against this madman and his undead armies.

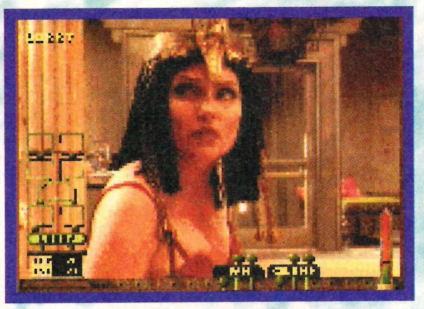
Maximum Surge is said to be the mother of all Sci-Fi spectacles. Set in the year 2225, a renegade governor hordes a supply of the precious mineral named Dagan 12. With this, he can reach maximum surge, the ultimate power. So, rebel commandos have to put a stop to this. Taking control of one of them, you must fight through many levels against unique adversaries, using the most powerful of weapons. You can also create your own world from a database of maps and floor





plans. This is shaping up to be a tough shooter that stars Yasmine Bleeth (the dark haired beauty from Baywatch)

Double Switch is a mystery thriller set in a huge building. It's rigged with observational equipment and the player



takes control of all the cameras. Something is wrong in the huge house, and has to be sorted out! Use devices to save the gorgeous Debbie Harry, and solve the mystery of the mansion. This will feature over 20 characters and it

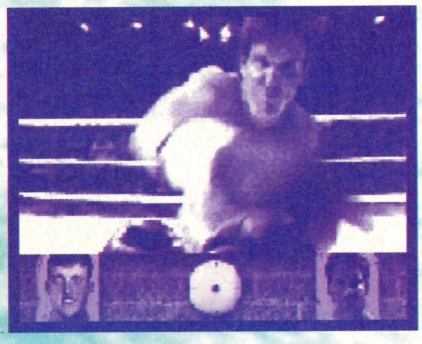


takes place in 7 different locations. Sounds interesting, and quite original too.

Finally, *Prize Fighter: The Heavyweight Edition* has been acclaimed as 'The most interactive



boxing game ever created', it features actors as opponents in an actual boxing ring. The fighting has been directed by the same guy who did the boxing films Raging Bull and Rocky 3, so we're in for a real treat then!



Charts

SATURN

1.	DAYTONA USA	SEGA
2.	THEME PARK	ELECTRONIC ARTS
3.	VICTORY BOXING	VIRGIN
4.	RAYMAN	UBISOFT
5.	NHL HOCKEY	SEGA
6.	BUG	SEGA
7.	WORLD SERIES BASEBALL	SEGA
8.	ROBOTICA	SEGA
9.	PEBBLE BEACH GOLF	SEGA
10.	PANZER DRAGOON	SEGA

MEGA DRIVE

1.	FIFA SOCCER 96	EA
2.	PREMIER MANAGER	SEGA
3.	MICRO MACHINES '96	CODEMASTERS
4.	PGA TOUR GOLF 96	EA
5.	MICKEY MANIA	SONY IMAGESOFT
6.	MORTAL KOMBAT 3	ACCLAIM
7.	SONIC AND KNUCKLES	SEGA
8.	THEME PARK	BULLFROG
9.	BRIAN LARA CRICKET	CODEMASTERS
10.	TAZ: ESCAPE FROM MARS	SEGA

MEGA-CD

1.	EARTHWORM JIM	INTERPLAY
2.	SOULSTAR	CORE DESIGN
3.	ETERNAL CHAMPIONS	SEGA
4.	MICKEY MANIA	SONY IMAGESOFT
5.	BRUTAL: PAWS OF FURY	GAMETEK
6.	NBA JAM	ACCLAIM
7.	WORLD CUP USA 94	US GOLD
8.	SEGA CLASSICS	SEGA
9.	TOMCAT ALLEY	SEGA
10.	FIFA SOCCER	EA

GAME GEAR

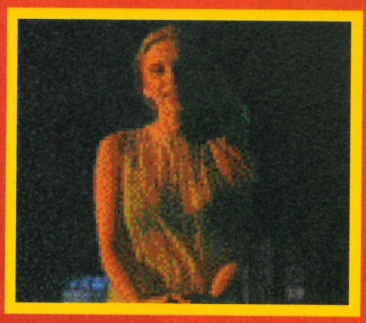
1.	SONIC CHAOS	SEGA
2.	STAR TREK GENERATIONS	GAMETEK
3.	THE LION KING	VIRGIN
4.	SONIC DRIFT RACING	SEGA
5.	DRAGON	VIRGIN
6.	MICRO MACHINES 2	CODEMASTERS
7.	REN AND STIMPY	SEGA
8.	CJS ELEPHANT ANTICS	CODEMASTERS
9.	DROPZONE	CODEMASTERS
10.	BEAVIS AND BUTT-HEAD	VIACOM

Jap News

オオウケエロ ヒカク

Scary stuff!

Saturn owners craving more 'adult' entertainment may be interested to hear that Hi-End Theater are busy beavering away on a futuristic Blade Runner style thriller entitled *Deathmask*. Featuring plenty of FMV and computer generated cut scenes, this game guides players around a dark sinister world of murder, corruption and criminal activities. We'll be getting a review copy of Deathmask next month so hang on 'til then.



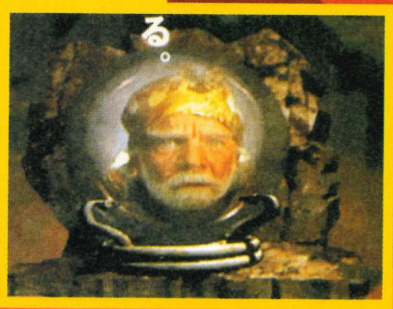






Zorks!

The now ancient PC title *Return to Zork* is all set to make an appearance on the Sega Saturn in January '96 courtesy of Activision. For those of you who aren't aware, this is a mystical adventure in the style of 7th Guest. Featuring real actors, such as the bloke who played Flash Gordon in the movie of the same name, incorporated into computer generated backdrops, RTZ fared well enough when it was released a few years ago. Although criticised for a lack of gameplay, fans of FMV style romps should find this title well worth a quick glance.



SNK on the way

Last issue we confirmed that SNK had finally inked a deal with Sega to produce titles that would appear on both the Neo-Geo CD and the Saturn. Keep your eyes peeled for the imminent arrival of *Fatal Fury 3* and *King Fighters '95* early in the new year with the Neo-Geo CD receiving two discs, one with 2D versions of *Virtua Fighter*, *Virtua Fighter Remix* and *Virtua Fighter 2* and the other containing all three Sonic games plus *Mean Bean Machine*. Future SNK titles include the eagerly-awaited *Samurai Shodown RPG* and the classic blaster *Viewpoint*.

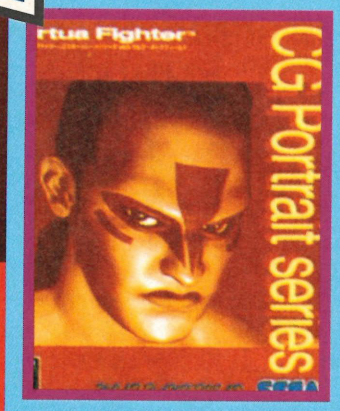


King of Fighters '95

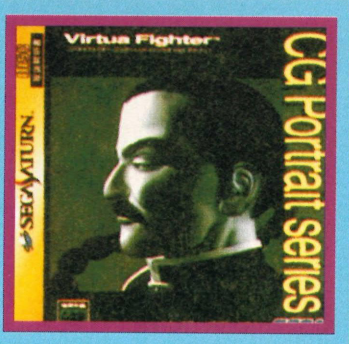


Fatal Fury 3

Public Image Ltd



Popular in Japan but never seen on these shores are CG discs which contain still computer-generated images. Usually released in conjunction with major video games, such as the Street Fighter series, and music CDs of game music, these discs normally hold dozens of high-res images often used in magazines as posters or cover art. The success of Virtua Fighter has seen Sega's AM2 arcade division release a series of discs based on each character. We reproduced some of these images for our poster in issue 52 so check 'em out.



Pick a card, any card

The phenomenon that is Virtua Fighter doesn't simply revolve around arcade games. We've already shown you pics of VF figures, model kits and clothing, now the latest spin-off product to appear in Japanese stores is a playing card set from Enix. Players are dealt a hand of cards depicting the now infamous polygon characters and, by combining high and low cards, attempt to beat opponents with the best score. As with all the tastiest Japanese merchandising it's unlikely we'll ever see this nifty item in the UK. Worra shame.





Jap News Round-Up

The funny thing is I'm actually writing all this Jap News stuff before Christmas and strange as it may seem, the foreign games market is actually fairly quiet at the moment. Third party developers are gearing up for the new year whilst Sega themselves are sitting pretty with the unstoppable combo of Virtua Cop, Virtua Fighter 2 and Sega Rally.

What we have heard though is that work is progressing at an alarming rate on what, at the moment, is being dubbed Sonic X. Previously mentioned in these pages as Virtua Sonic, this Saturn bound project is Sega's next big release as their AM2 well is dry until next summer. However, after seeing the awesome Super Mario 3D game on the Ultra 64, Sega will have a tough challenge in bringing the blue spiky one to a next generation audience...



Chaos Control

Gamers who like their heavy metal hardware will be thrilled to hear that programmers Koei, have unveiled a sequel to their hit helicopter shoot-'em-up entitled Gotha II. An 80% version has been seen doing the rounds and it features superb rendered vehicles as well as edge-of-the-seat flying action...

Aaagh! A few issues ago we told you about the naffest of all FMV games, Thunderstorm and Road Blaster FX, making an appearance on the Saturn. As if this wasn't bad enough, the ancient CD-i title, Chaos Control, is also on its way. Featuring poor visuals and even worse gameplay this is yet another title to avoid at all costs...

Finally, fans of baseball games can rub their mitts together and look forward to Double Header. Expect this big batter any day.



Gotha II

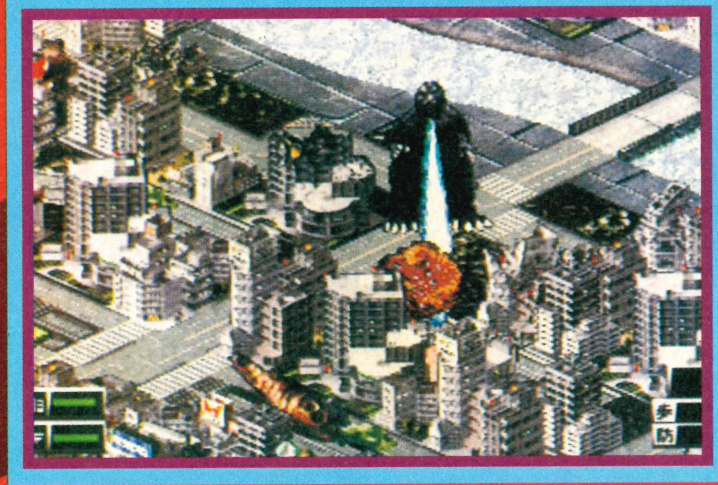




Double Header

Up from the deep!

A few issues ago we mentioned that everyone's favourite rubber-suited monster was headed for the Saturn. Now 60% complete, Godzilla, is looking mighty fine with its combination of cool FMV clips interspersed with plenty of Tokyo monster bashing. In fact at first glance you'd be forgiven for thinking that this was actually a shot of Sim City: The Dino Edition. Think again my friends. For this game players take on the role of old green chops himself, smash up a few Japanese city blocks and battle such foreboding creations as Mothra the giant er... moth. Expect this title to pop up as an import review sometime in early '96.





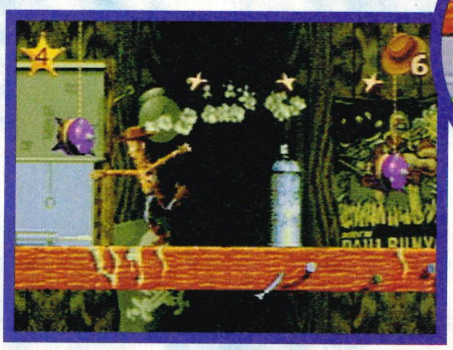
Work In Progress

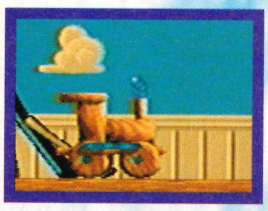
● Disney Interactive
● 32 Mbit ● Easter

Toy

● Why walk when a passing T-Rex will give you a lift on his back? Oh, his real life pals would be ashamed!



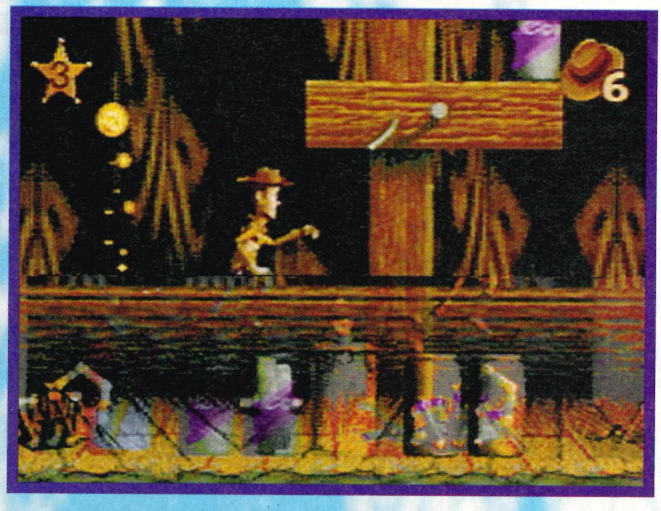




● As you can see below, it's not all platform, platform, platform. This nifty *Micro Machines* style level is great fun!

It's setting America alight as I write and will be winging it's way to our shores for Easter. What is it? The latest Disney marvel, and it's only on Mega Drive!







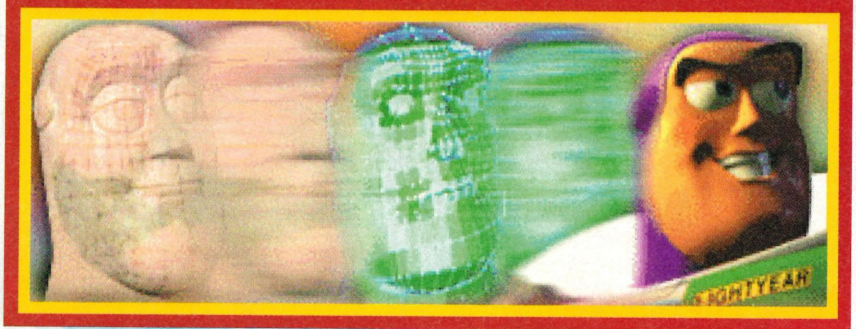
● The size of the sprites Disney have packed in is very impressive. No wonder they need 32 Mbits!

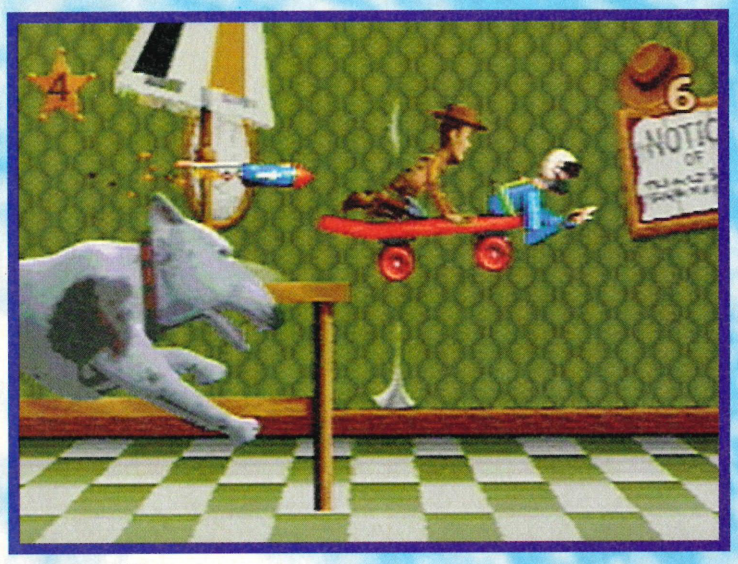


Touted as Sega's answer to *Clockwork Knight* on the Mega Drive, Disney Interactive's *Toy Story* is one hot looking game! Packing an impressive 32 Mbits it follows the movie closely, using rendered character data and backgrounds direct from the Silicon Graphics machines of the movie makers.

Pixel me silly!

Many processes go into creating a realistic character on a computer. Actors can be motion sensored to create their actual movements, or traditional animators can create cells which can then be scanned in. All 3D rendering programs first create a wire frame model of what the finished character will look like, then polygons and textures are added to this to bring the character to life. Here we see the processes used in *Toy Story*. Interesting eh?





● Look at the size of that dog! This high-speed level is a chase scene from the movie. Don't stop or it's Fido's supper time!

Story



● The displays of old toys in the movie will bring back memories for big kids everywhere!

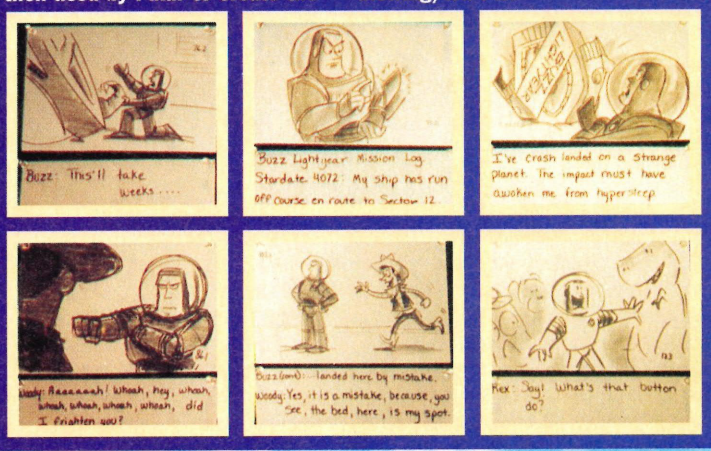
Players get to take control of the hero of the story Woody, with a voice provided by Tom Hanks in the movie. The gameplay is pretty straight forward. Some levels scroll along sideways with typical platform game action going on around the character, others give a first person car racing perspective as Woody rides on a remote controlled car or the back of a dinosaur. There's even a *Doom* style section for good measure. None of this is particularly original, but with graphics like this filling in the blanks, *Toy Story* is a Mega Drive game to rival many of the Saturn offerings.

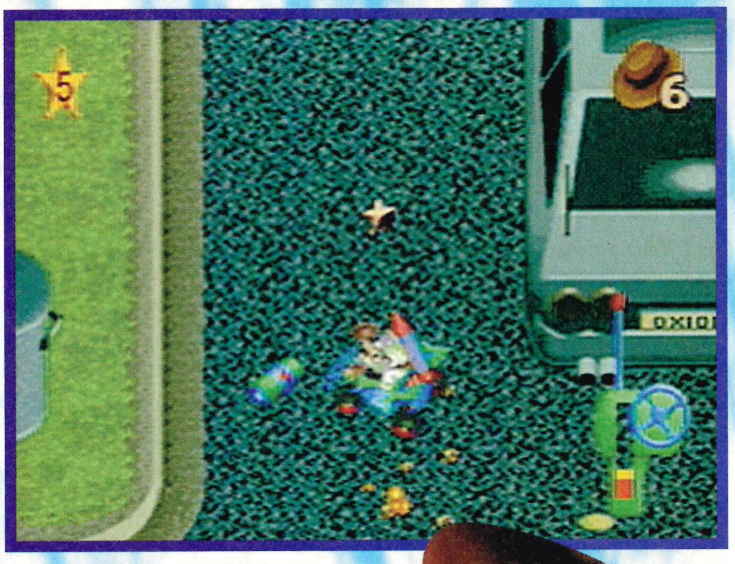
a Mega Drive game to rival many of the Saturn offerings

It has been programmed as a joint venture between Traveller's Tales, Psygnosis, Disney Interactive and Sega. Big names indeed! It carries roughly 18 stages in all with the perspectives shifting between first and third-person and lots of variety thrown up in enemies and challenges. Woody has his trusty pull-string that he can whip out like a yo-yo to defend himself and there's the obligatory collection of power-ups dotted around.

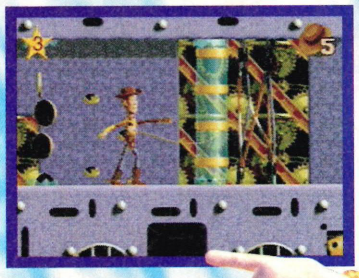
I wanna tell ya a story!

As with all the Disney animated classics *Toy Story* started out life as a pencil sketched story board. This was then used by Pixar to create the breath taking computer graphics that make up every scene, similar to methods used in traditional cel animation. Mind blowing, isn't it?





● A section of the movie where Woody rides a car in the real world is reproduced in the game.



● Everything from the backdrops to the smallest power-up is brilliantly rendered.



● With cowboy Woody as the hero of the tale, Buzz Lightyear just had to crop up as a bad guy somewhere in the game. The nasty blighter!



Mega Drive

Work In Progress

Toy Story



● You don't want to mess around with people!

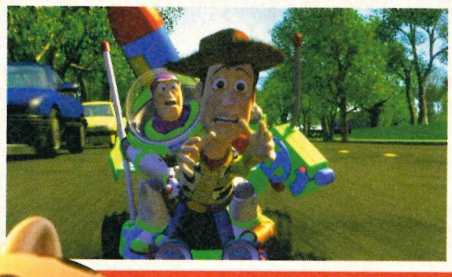
Disney magic

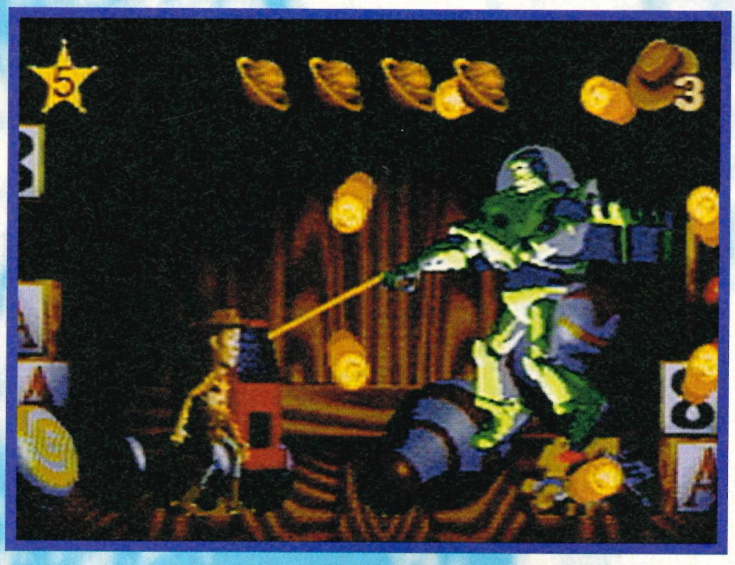
This all new Disney movie is a big change in direction for the company in animation terms. Walt Disney animators have used computer graphics in the past, but only for small sequences in their major movies. The chandelier in *Beauty and the Beast* was computer generated, along with the balancing animals in *The Lion King*. *Toy Story* is completely created on Silicon Graphics workstations by Pixar with no traditional animation techniques used at all! Quite a risk for Disney really.

Directed by Academy Award winning film maker John Lassester and starring the voices of Tom Hanks and Tim Allen the movie follows the lives of a bunch of toys. It all begins in the bedroom of a young boy called Andy, where the toys come to life when people aren't around. Andy's favourite is Woody, a beaten up old cowboy doll who says things like, "Somebody poisoned the water hole!", and, "Reach for the sky!" when his string is pulled. All the other toys looked up to him, and respected his views until the dreadful day of Andy's eighth birthday – a new toy came to town.

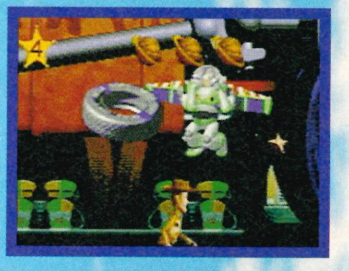
Buzz Lightyear is a space ranger and a member of the elite Universe Protection Unit sworn to defend the galaxy against the evil Emperor Zurg. Packing a laser gun, retractable jet wings and a microchip processor giving him a full vocabulary, Buzz doesn't realise that he's only a toy, and about to encounter the wrath of old Woody.

And so the fun begins!





● More end of level antics with Buzz Lightyear. The fool doesn't realise he's a toy – he thinks he really is out to save the Universe from evil. His laser gun is nothing but a light bulb!



● With no gun Woody has his work cut out in persuading Buzz to cut it out. Just give him a slap Woody!

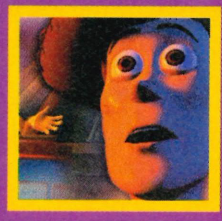


Play away

The stars of the game and movie are the toys from Andy's bedroom. When the people aren't looking they all come to life, each with their own personality and problems.

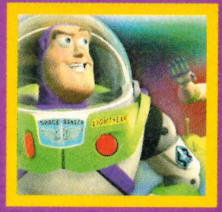
WOODY

The leader of the pack, until Buzz came along and attempted to take over. He has a holster, but no gun. Experts believe that it was lost during the epic production of 'How the Den was Won' when Andy was six and home from school with chicken pox. The love of his life is Bo Peep and he has no horse, preferring to travel around in a remote controlled car.



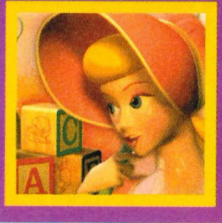
BUZZ

From a star of a top sci-fi cartoon series to a moulded plastic toy, dependant on batteries, Buzz Lightyear is the latest addition to Andy's toy collection. He has no idea that he's a toy, but thinks his mission if life is to save the earth from the dreaded Evil Emperor Zurg, a sworn enemy of the Galactic Alliance.



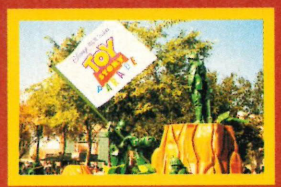
BO PEEP

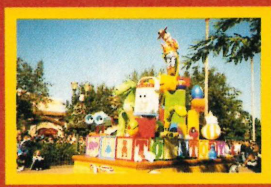
A beautiful young girl... well okay, a table lamp that sits by the side of Andy's bed. She's lost all her sheep and doesn't know where to find them. All that's left are a few tails! She's romantically involved with Woody, but has to fend off the advances of Buzz too.



Toys On Parade

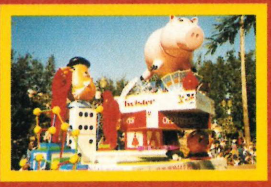
America has already been engulfed in *Toy Story* mania! The Dinsey/MGM theme park in Orlando, Florida has been host to some amazing Disney parades in the past including *Aladdin*, *The Lion King* and *Beauty and the Beast*. Their latest extravaganza is a celebration of the Toy Story movie complete with plastic green soldiers, giant board games and all the wacky characters from the big screen. Come on, pack your bags, we're off to see it right now!













● There's even a *Doom* style level packed with odd alien creatures to slap about. Disney Interactive have done a fantastic job!

It's typical, isn't it? Just as things start to hot up on the Next Generation console front, Sega come along with a fantastic looking game on the Mega Drive like this. It's the equivalent of Nintendo's *Donkey Kong Country* on the SNES with beautifully rendered graphics packed into a 16-bit console. We have been flabbergasted by what we've seen so far on the game, and just by looking at the screen shots here I'm sure you will be too!

I was impressed with *Toy Story* before I even switched on the Mega Drive! The pre-production version came on two cartridges to handle the 32 Mbits! Once into the game the graphics didn't fail to impress. Huge sprites fill the screen with some of the best animation I've ever seen in a 16-bit console game. If the gameplay can raise itself above the basic movie tie-in level then Sega should really have a cracker with this!

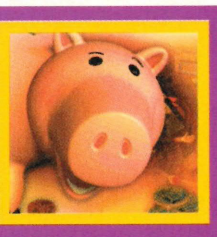
Toy Story is already out in America, and is scheduled to appear over here in time for the Easter holidays. Start saving now – a 32 Mbit cartridge isn't going to be cheap!

● **A 3D racing game is incorporated into *Toy Story*. You just have to have this game when is comes out in Easter!**





● **More gorgeous backgrounds with lush sprites on top. With power like this inside the Mega Drive, why have we had to put up with so much dross?**



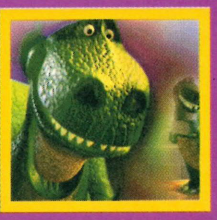
HAMM

The resident bank up high on a shelf in Andy's bedroom Hamm is a thrifty fellow with an obsession with change. Inside his belly he's got a few coins, a paper clip, the gun out of Woody's holster, a Lego flag and the ship from the Monopoly board. His favourite snack is an old half pence piece. Burp!



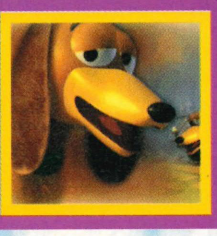
MR POTATO HEAD

A world famous toy, Mr Potato Head started out his life back in 1952 as a set of eyes, ears, noses and mouths for kids to stick into vegetables. Since then he's been through many transformations, ending up a moulded plastic spud with a special trap door to store his spare parts.



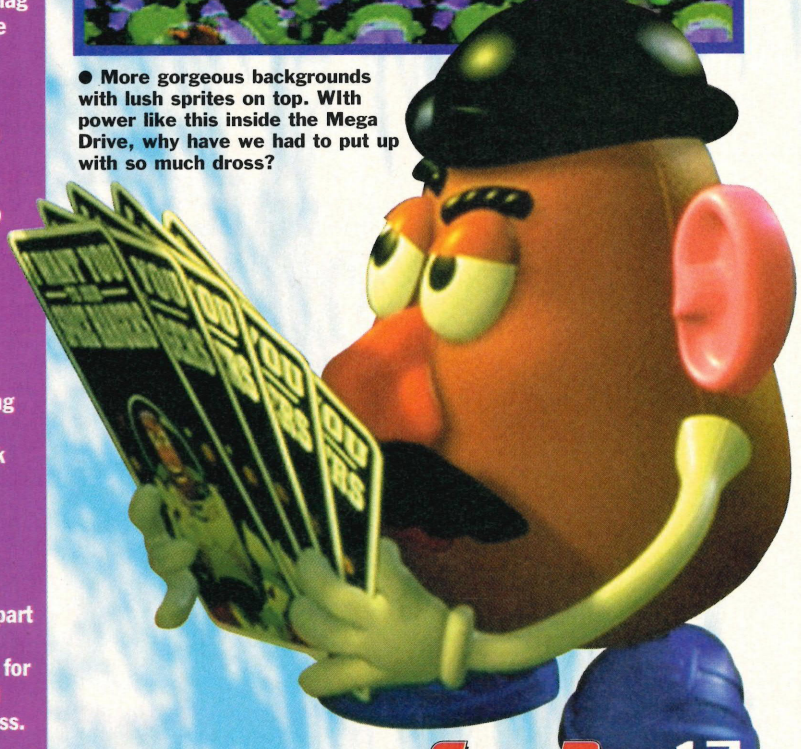
REX

Once a mighty predator in the Jurassic age the Tyrannosaurus Rex has now been reduced to nothing but a plastic toy. He worries about everything from his plastic chipping to the smart-aleck rubber shark down the bottom of the toy box and why are his front legs so pathetic?



SLINKY DOG

Starting out life as nothing more than a spring that could move down the stairs by itself, Slinky Dog is part of the slinky family created by marine engineer Richard James back in 1943. He had a unique idea for a new toy after a spring used in a testing meter fell onto his desk and turned it into a world wide success.





Work In Progress ● Konami ● £1 per credit ●

Crypt Ki



There are some amazing arcade machines to be experienced in 1996, and Konami seem to be leading the way. Their new gun toting game is a real jaw dropper.





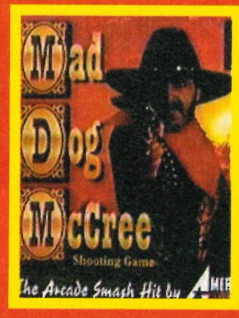


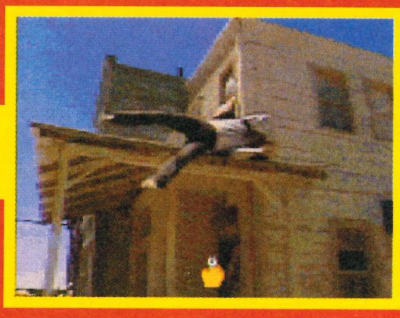
● I want my mummy! *Crypt Killer* is not a game for the faint hearted, and have a sick bag on standby too!

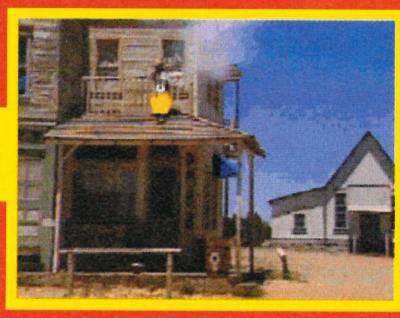
How it all began

Arcade games were all joystick or tracker ball controlled until American Laser Games came along. They were one of the first companies to use guns strapped to the front of their machines, adding a new level of realism to the proceedings. *Mad Dog McCree* was one of the first games to use the guns, a wild west shoot-'em-up using FMV with real actors. All the player had to do was point the gun in the general direction of the baddies and pull the trigger. The gun could be reloaded by shooting outside the screen.

Now *Crypt Killer* has taken the shoot-'em-up one step further with an unattached gun – ideal for doing the odd bank job!







● I've heard of rock cakes, but never rock men.





iller

It all started way back when American Laser Games came along with their arcade game *Mad Dog McCree*. It did away with a joystick and buttons, opting instead for a realistic gun that shot a beam of light at the screen and registered the shot.

Technology has progressed and light guns have been released for most consoles now, the latest and greatest being *Virtua Cop* on the Saturn with the Virtua gun. Well Konami have now taken the genre one step further with the first game to use a shotgun that is not attached to the cabinet.

Crypt Killer is a spine chilling game packed with zombies, goblins and all kinds of creepy things ready to go bump in the night. Nothing particularly innovative about that you might think, but take a look at these screen shots and you'll see just how impressive everything looks.

packed with zombies, goblins and all kinds of creepy things

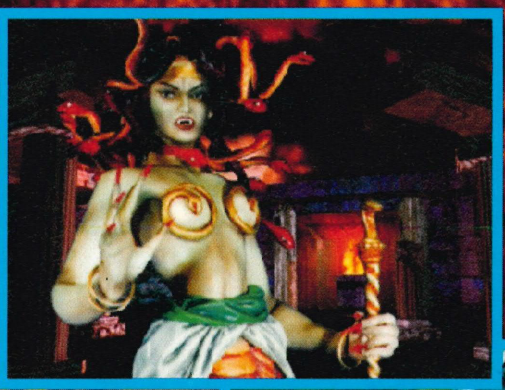
The game has been voted best gun game by distributors and operators, destroying all the competition at the AMOA arcade show. It's not just a good looking shoot-'em-up though, the playability is top notch too with randomly generated mutants to dispose of and many surprises in store for players.

Sequences that particularly impressed us were the six headed sea serpent, who has to be shot in the head – six times! There are hundreds of bloody skeleton corpses, a horde of mutant mummies and a Medusa with snakes at full spit!

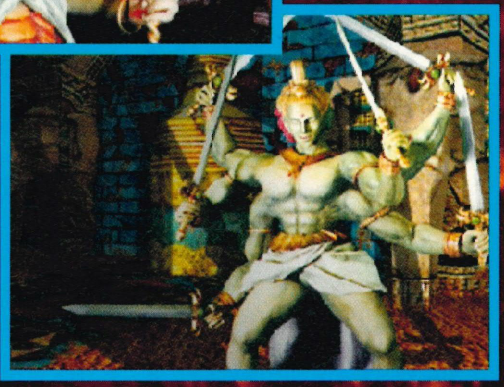
Keep your eye on the local arcades for this beauty, it should be over from Japan very soon, and with the Virtua gun now out on the Saturn, a conversion would be quite simple to produce!



● Anyone fancy fish for tea? I prefer mine as fingers or balls. Occasionally I can manage a nice piece of battered cod. If something like this monstrosity was put on a plate in front of me I think I'd run a mile – battered or breadcrummed!



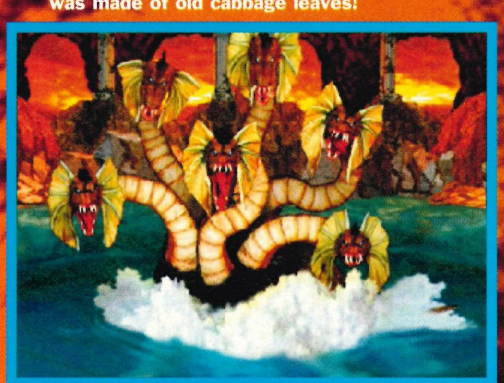
● Helloooo nurse! This young lady will charm you away from safety and into her lair. She's not really the sort of girl you'd want to take home to show your mum and dad, but I bet she knows how to party! A bottle of Head and Shoulders shampoo wouldn't go amiss though – nasty dandruff!



● As you can see, Konami have packed some fantastic graphics into the game – probably some of the most impressive ever seen in a gun shooting arcade machine actually! The enemies have some nasty weapons tucked away too – just look at all these knives. Nasty!



● This guy doesn't look too happy does he? But then neither would you if your costume was made of old cabbage leaves!





● There I was thinking that Ethel from EastEnders had a really sad acting career, only appearing a couple of times a year, when she pops up in this game!



Preview Guardi

Pro MOTION

Story time with old uncle Mat

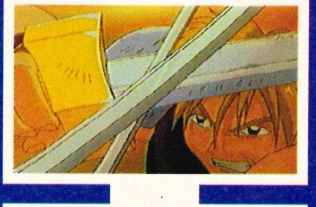
As with most Saturn games *Guardian Heroes* comes complete with a free of charge FMV intro providing a rich backdrop against which players will unleash spectacular magic and learn the price of failure.

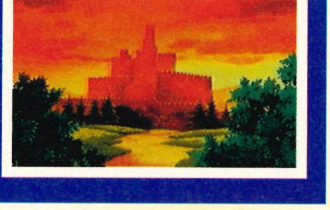






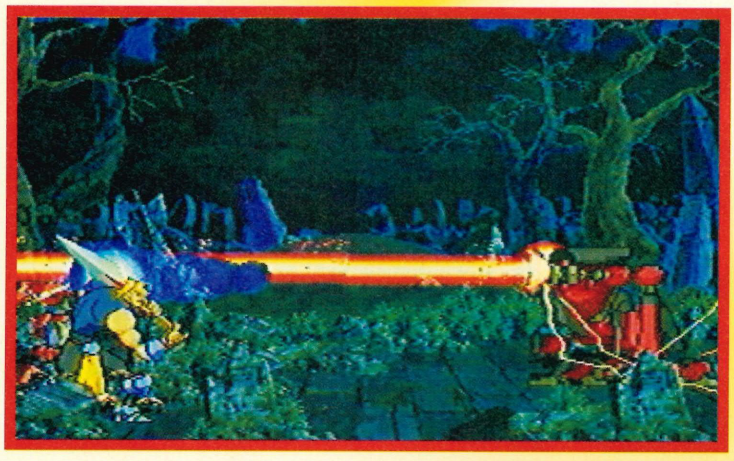






In a far off world, a group of muscle-bound warriors prepares yet again to take on the forces of tyranny. Just another day at Sega Pro or an awesome new RPG? Mat Yeo begins his quest...

Although previously known for their top platform based games such as *Gunstar Heroes* and *Dynamite Heady*, hotshot Japanese developers Treasure have been a bit quiet for the last year. The reason for this? Well, they've decided to leave the decrepit world of 16-bit consoles and head for Saturn.



● *Guardian Heroes* features amazing spell effects and loads of on-screen action.



● Do these visuals look familiar? They should do as Treasure have also programmed the ace *Gunstar Heroes* and *Dynamite Heady*.



● Up to four adventurers may take part in a group battle against the forces of evil.





n Heroes

● Sega ● £TBA
● January

Completion

1st Impressions

After the spectacular visuals and Technicolor splendour of Treasure's previous games, it's great to see they're back on top form with a 32-bit title that simply demands to be played. *Guardian Heroes* takes a unique look into the world of RPGs and will prove to be one of the most impressive Saturn titles to released in '96. With just a few more gameplay tweaks and a final polish to go, this title proves that Sega's next generation console still has plenty to be proud of.

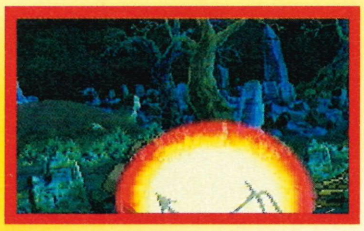
Their first next-generation offering is to be the fantasy based RPG, *Guardian Heroes*. Set to debut early in '96, this title bears all the trappings of a typical Treasure game: large, colourful sprites, intense on-screen action and cute well-defined characters. Set in that mystical never-never land that all RPGs seem to take place in, *Guardian Heroes* initially focuses on the exploits of four adventurers whose mission is to defeat the dark forces that have invaded their world. Sounds easy enough? Think again buster! The forces of light are overwhelmed and it'll take skill, magical powers and a bit of luck to save the day.

For their first RPG, Treasure have taken a few lessons from genre giants Squaresoft and produced a unique combat system that allows players to combine spells to devastating effect. Beginners will get to grips with this system in no time and experienced dungeon masters will find plenty of scope for exploration and experimentation. In fact up to six characters can perform attacks at once!

Players can also move across various playing fields to avoid attacks and interact with background items. Although combat is intensive there's a vast, challenging fantasy world to explore from creepy forests to the cobbled streets of local villages.

Treasure are obviously taking a gamble by branching out into a new genre but that's the only way they're going to keep their products fresh and interesting. Unlike their Capcom counterparts, this is one company that isn't afraid to take a chance when it comes to being inventive. Their efforts will be rewarded when *Guardian Heroes* hits the shelves in January. You'd be a fool not to get a copy.

combat is intensive



● The Saturn struts its 2D stuff with loads of smooth line scrolling and plenty of explosive effects.



● Hahn Samuel uses his enchanted blade to teach his enemies a lesson in medieval pain.



● Treasure have ensured that the combat system remains fun and intuitive. Attacking then defending is a simple task even novice players can pick up.



● As in most fighting games *Guardian Heroes* registers the number of hits inflicted on an enemy during a battle round.

Fantastic Four

As with most RPGs, *Guardian Heroes* offers players a selection of characters each of whom has their own mystical attributes, weapon skills and detailed storyline.



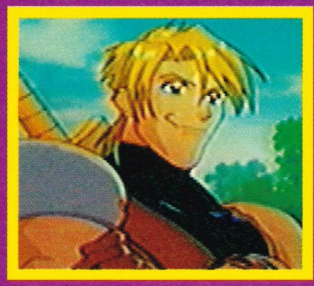
Nicola Neill

A plucky young girl who specialises in defensive magic and uses her healing abilities to restore the health of her colleagues.



Randy M Green

A bit of a strange one this. Randy (what a name) is the truly mystical character in the group and armed with devastating mystical attacks.



Ibushi Ginjirou

This elusive ninja fighter uses his lethal sword in combination attacks and can also call upon many mysterious ninjitsu techniques.



Hahn Samuel

The classic fantasy hero. Blonde hair, blue eyes, thick as two short planks. Hahn carries a long sword and is a skilled warrior.



Preview

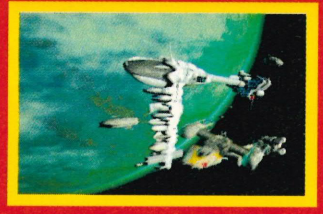
Rebel

The *Star Wars* universe recently exploded into life again with an avalanche of merchandising and the promise of three new films. Already a PC hit, LucasArts' latest release is Saturn bound...

Pro MOTION

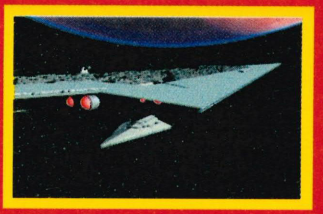
Movie magic

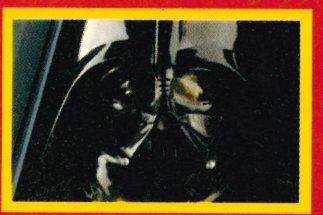
Just like their big screen cousins the *Rebel Assault* series features rendered cut scenes that not only unfold the plot of the game but also provide Star Wars fans with a real sense of nostalgia. For this outing actual movie props and costumes were used to give the game a true sense of realism.











The original *Rebel Assault* succeeded in selling a staggering one million copies world-wide when it hit stores in the Winter of 1994. No mean feat when you consider how fickle PC owners can be and it's subsequent appearance on both 3DO and Mega-CD platforms has generated enough interest to convince LucasArts that a sequel would be both a viable and financial option.

Rebel Assault II follows on in the same FMV shoot-'em-up vein as its predecessor but this time features a totally original storyline. In essence, this is the first time that George Lucas has let anyone else film a live-action *Star Wars* movie, so of course expectations are running high.

feel the Force again

The plot follows the exploits of two characters who actually appeared in the first game: Rookie One and Ru Murleen. Responding to a distress call from a crippled freighter, Rebel pilots approach an area of space called the Dreighton Nebula, long rumoured to be the galactic equivalent of the Bermuda Triangle. Many ships have vanished near the Nebula over the years but a garbled message from a Corellian smuggler has hinted that all is not as it seems. As the game progresses it becomes clear that the Empire themselves may be responsible for the disappearances and the construction of a super-weapon that could spell disaster for the Rebel Alliance.

Players are given the opportunity to fly familiar *Star Wars* vehicles such as B-Wings, speeder bikes and even the legendary Millennium Falcon as well as participating in shooting sequences featuring real actors filmed against a blue screen background whilst wearing actual movie costumes.

Between game segments, fantastic FMV clips tell the all-important story and even show Darth Vader as he menacingly paces the bridge of his Super Star Destroyer.

With both Saturn and PlayStation versions of *Rebel Assault II* due out in the Summer of '96, *Star Wars* fans can expect to feel the Force again real soon...

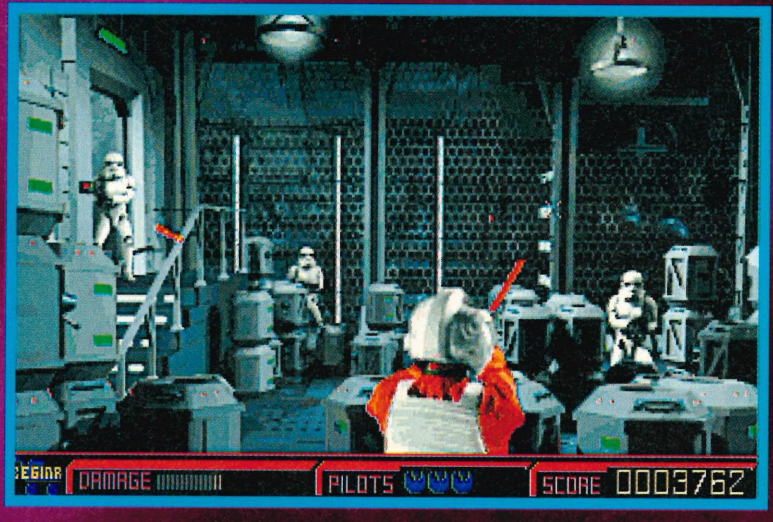
● ***Rebel Assault II*** **once again follows the exploits of Rookie One as he takes on the might of Darth Vader and the evil Empire.**

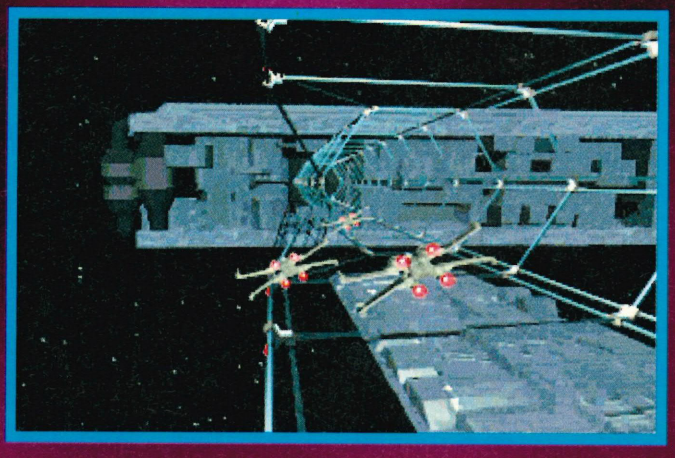


● **There are live-action scenes that detai the Rebel's fight against a mysterious Imperial weapon.**

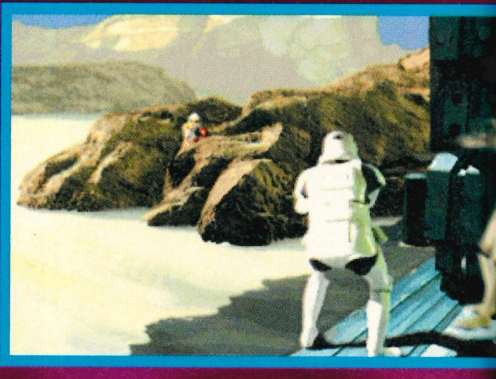








● **Players get to fly all manner of craft including X-Wing fighters, TIE fighters, Speeder Bikes and the Millenium Falcon.**



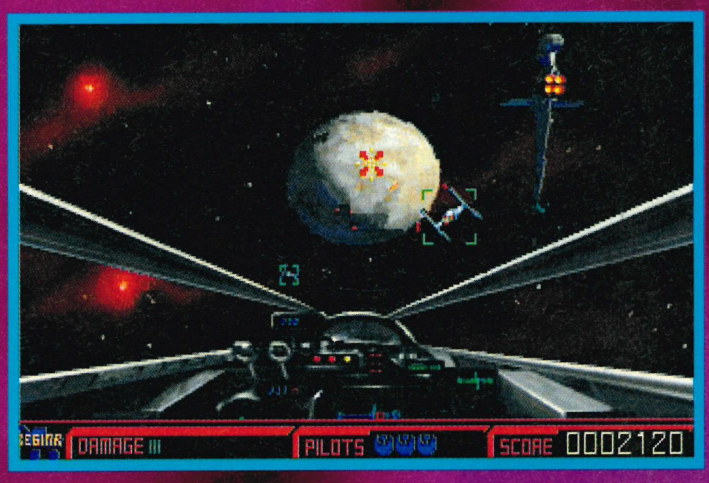
Assault II

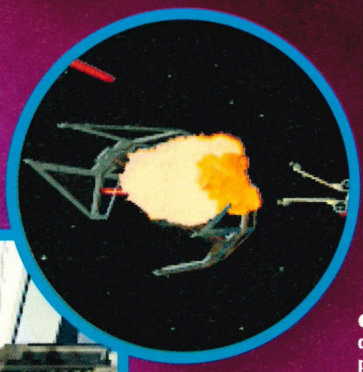
● LucasArts ● £TBA
● Summer '96

Completion

1st Impressions

The *Rebel Assault* series has been a big success on all formats, in fact the Mega-CD game was one of the most popular titles in the office! Now LucasArts are moving into the realms of the Saturn with a sequel to show off the power of Sega 32-bit console. We're all looking forward to continuing the Star Wars adventure, and with graphics this good it's going to be a right trooper of a game!





● Will the Rebelion live to fight another day? Only you can decide with exceptional piloting skills and the power of the force.





● Let's be honest, it's everyone's dream to fly the Millenium Falcon and now *Rebel Assault II* lets you finally live out those fantasies.



● Actual *Star Wars* movie props were utilised during the shooting of this mini-interactive movie.



● Actors were filmed against a blue screen and then placed over computer generated backgrounds.



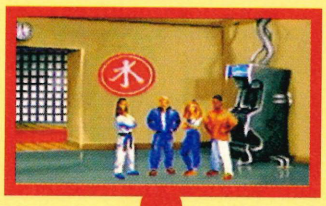


● This baddie feels the full power of one of the VR Troopers as they battle in a junkyard. Each VR Trooper can perform certain moves by pressing just a few keys on the joypad. They also have weapons and at least one special move each, so they're pretty tough. Who ever said that wearing tight clothing restricted your movements?

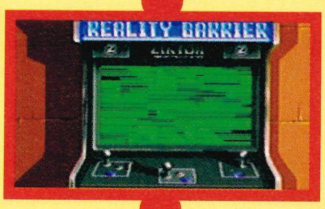


Pro MOTION

Here is the obligatory intro to VR Troopers, featuring the three happy go lucky teenagers before they heave into their tight figure hugging suits, and go off to save the world before teatime. It shows how they get sucked into the arcade (sort of) and land in trouble again.



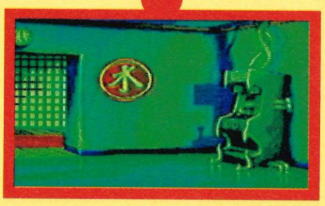












Yes, the VR Troopers, almost certainly spawned from the Power Rangers, are coming to the Mega Drive. Virtual Reality on the 16-bit or just Virtual rubbish?



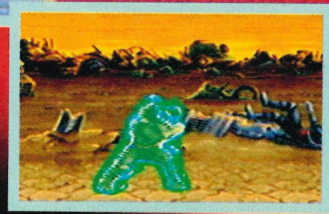
●This battle sequence takes place on board a ship that appears to be going through a time tunnel. Looks reasonably impressive.

VR Troo



Although not quite as famous as the Power Rangers (they actually come from the same company) the VR Troopers aren't quite as obscure as they used to be. As the programme is shown on morning TV and more merchandise goes up on the shelves, the VR Troopers are bound to become widely recognised sooner or later.





● These lovely pics (above and right) show off just some of the special moves available in *VR Troopers*. One character flashes a green electrical forcefield – the other uses a big sword.

● Sega ● £39.99
● January

Completion

1st Impressions

VR Troopers will no doubt be popular, as this sort of thing always goes down well. The game so far doesn't contain anything out of this world, and after playing *Mortal Kombat 3*, it seems it will have a lot to live up to in the beat-'em-up stakes. It does have some great graphical detail, plus all those characters with lots of special moves. It should be great fun to play once we get our hands on the full version, and for the meantime all you VR fans will have to reserve judgement by looking at these lovely pics.



● This big green bloke is one of the many bad guys the VR Troopers have to contend with. This one is called Tankotron, and he lives up to his name with all that impenetrable body armour. Definitely a hard bloke.







● Look at that blazing fire punch – almost worthy of *Super Street Fighter 2* itself. VR fans should watch out for this one as it's bound to be popular



● The fighting takes to the rooftops as good takes on evil in a dramatic battle. Presumably this is what happens in the TV series?

pets

Inevitably, the video game is soon to arrive on the Mega Drive, featuring the three heroes (minus the dog, yes a dog who wears some Virtual Reality thing) who are trapped inside a Virtual Reality arcade cabinet, it's their job to battle the characters inside and escape back to reality.

Expectedly, it's a one-on-one fighting game, so no surprise there, and battles take place in one of many different arenas. These include a fight in a scrap yard, on top of a VR Skyjet and also on the roof of a high rise building. This might make sense to you if you watch the shows regularly, and VR Troopers will almost certainly be one for the Christmas list. So far, it's possible to select any of the characters, which includes the bad guys in a special Duel Mode. Here, the computer controls your opponent in an arena of your choice.

VR battles take place in one of many different arenas

Each character will have a few special moves to perform. Again, these will follow the moves from the TV series. The graphics are faithful to the show as well, and the backgrounds, of what we've seen of them, are looking very detailed. Will this stand up to the mighty Power Rangers reviewed this issue? Doubt it, but it'll please our younger players out there who watch the show. What more can we say? Watch out for a review next month!

Saturn

Review

● Sega ● £49.99 ● January

Se





● The rally racing hots up as two cars battle for first place. Ramming other cars into the wall is a good tactic because it slows them down.



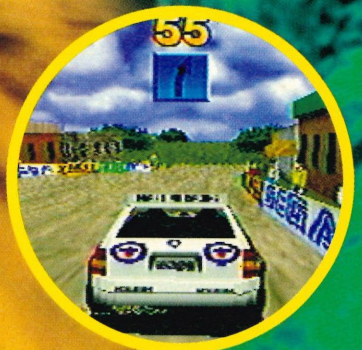


● Here's the lovely Lakeside track, which can be raced on once all the other tracks have been successfully completed. The track is much narrower and it's difficult to stay in front with all those turns and sudden bends.



● Manage to finish the race and you're treated to this sequence.







ga Rally

The most eagerly awaited game since the release of the Saturn has arrived. If you want a reason to buy the new Sega machine, then read on...



● Yes, yes, we've seen this pic already and I don't know what to write about it. Oh dear I've run out...



● Here they are! Both cars are mean little motors, but which one is best? It's all down to individual preferences really.



● Here is a close up of the smaller but faster Lancia Delta. Most people seem to pick the Celica, but this one is just as good.

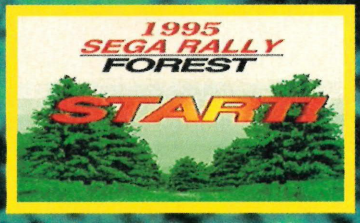
Daytona USA is a top racer in the arcades and astounded everybody when it appeared on the Saturn, although it had a few graphical problems. It didn't seem like it could be bettered, but *Sega Rally* in the arcades made us all think again with its brilliantly texture mapped visuals and breathtaking speed. Amazingly, the Saturn version appears to have retained all of this.

without a doubt the best Saturn game to appear

The game is nothing short of amazing, and is without doubt the best Saturn racing game to appear yet. It would be too easy to say that this is arcade perfect – no video game is. However, I don't think that Sega could have developed a version that follows the arcade smash more closely than this.

Every track has been faithfully recreated, containing all the bends, straights, bumps and obstacles from the arcade original. Both cars are available, and they look and handle perfectly, responding precisely to the speed and movement of the track – it really is incredible and most of all, it plays brilliantly. There's even the rumour of a third hidden car to find!





● The forest track awaits – this sort of screen greets you before you start each race.



● This is one of the toughest parts of the Desert track, made even harder by the blue car trying to get in front. Sticking to the left of the track is the thing to do so you can get around the corner easily, but mind the puddle!

Red sky at night!

As well as the rumoured hidden extra car there's also a secret fourth track, Lakeside, to play if you complete all three normal tracks in expert mode. Aren't Sega generous?







Saturn

Review

Sega Rally

The three tracks which span the desert, mountains and forest all offer the most thrilling and exciting rally racing going. Two-player mode is the icing on the cake (aaarggh, clichés!). Racing against another car whilst trying to bash it out of the way on a narrow track through an old mountain village really gets the pace maker going. The jumps on the forest track are great to drive over at speed – they send the car flying into the air and this can be hazardous if you're approaching a corner! It's just non-stop, exciting racing action all the way and will surely attract the attention of anyone in the vicinity as you play.

If all three tracks are successfully completed (preferably in first place) a final track, Lakeside, can be attempted. This one looks like a quiet country road, surrounded by trees and wooden fences, but it gets frantic very quickly when all the other cars behind battle it out for first place, bashing each other and crashing into things – that's what rally racing is all about, and *Sega Rally* manages to recreate that atmosphere. Of course, it's a lot more fun in the split screen two-player mode, and the competition really heats up on the forest and mountain tracks, where the roads become narrower and those corners are a lot tighter.

No Saturn game comes as close to an arcade conversion as *Sega Rally*. It really is a gob smacking title. We thought there would be some flaws but as yet haven't found any – there isn't even a glitching problem to moan about! It all flows along as smooth as silk and plays like a dream. If you've got a Saturn, stick this at the top of your Christmas list.

● **Steve Hardy**

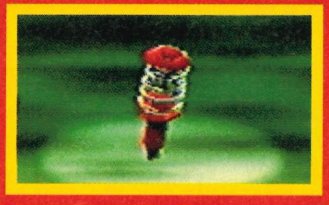
Top Gear

Sega Rally allows the player to adjust the workings of each car and improve its steering, change its gears, blow off valve and alter the tyres. This wasn't even in the arcade game!

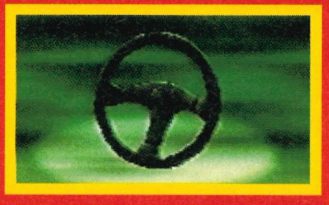
Tyres



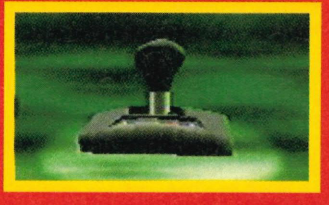
Suspension



Steering Wheel



Gear Stick



Blow Off Valve



● **Now this is is where everything gets frantic. Loads of cars speeding down a hill, and all trying to get in front. Brilliant.**





● **Two player racing in *Sega Rally* is the business, especially on tight, narrow areas of the track like this one.**



● **There's a lot of advertising on those boards. If you go slow enough you'll see that the spectators are well detailed too, but they don't move if you hit them. Strange.**





Two's company!

The two-player split-screen option in Rally is the fastest ever programmed for a Next Generation console. Tell your PlayStation owning mate to stick that in his pipe and smoke it!

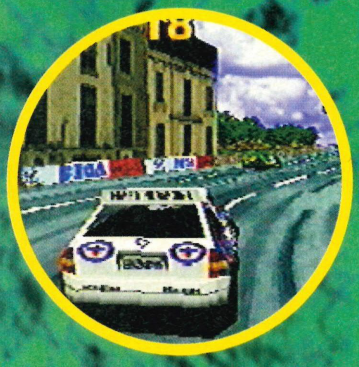




● An easy straight part of the forest track, with no cars in sight. Some serious catching up has to be done here to get a chance of a decent finish.



● Reach a checkpoint and you'll be in good stead for finishing each race in a good time. Here the car is coming up to a stunningly realistic tunnel.









● Yet more two-player racing, and none of the graphical detail has been lost. The screens are small, but it's still brilliant.

● Choose your car – manual or automatic. I can't even get the hang of driving a real manual car!





● Now this is what we call a good screenshot. This is the moment that the Lancia Delta flys into the air after taking off from some bumps on the track. Perfect control is needed or you'll bash into the sides.

Proscore 95

A perfect excuse to buy the Saturn – *Sega Rally* is a stunning conversion from the coin-op that looks, sounds and plays perfectly.

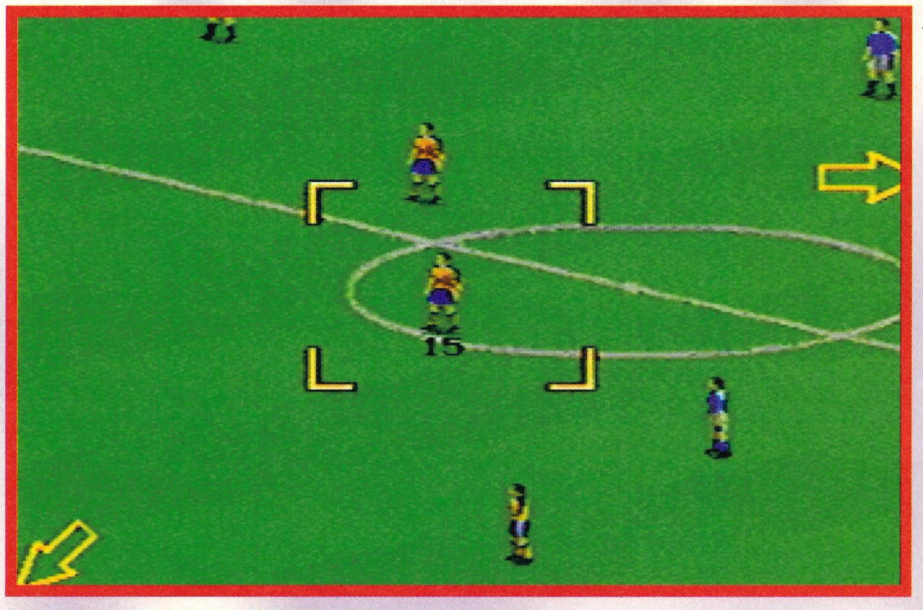
Mega Drive

Review

● Electronic Arts ● £39.99 ● Out Now

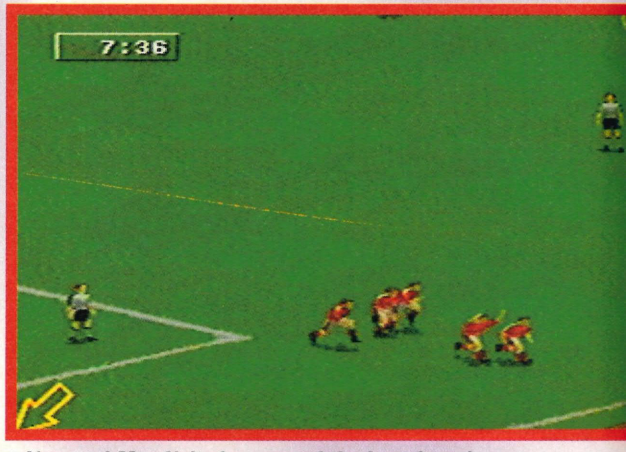
Fifa '9

The FIFA series has created the most successful football games to appear on the Mega Drive, and with *FIFA '96* it still seems to be going from strength to strength!





● My player does a smart throw in and it goes where I want it to go, thanks to the handy cursor. All the FIFA games have been good, but this is brilliant!



● Yeessss! Man United score and the boys in red go wild! Shame I'm actually losing by two goals though.



● The match is about to start. Man U Vs Newcastle. Ooohhh...

● Before starting, set up the match and adjust you r chosen team. It really helps and gives an early advantage.





● Ref! Yes, his pic appears should any players foul or go offside. Darn.

Pro Yo!



Football games on the old Mega Drive have rarely disappointed us, and it seems *Fever Pitch Soccer* has yet another rival. Last year, the massively successful *FIFA '95* scored highly in Sega Pro, giving more options and better gameplay than ever before. Now, *FIFA '96* carries on where it left off by throwing in all the usual football stuff we know and love, plus lots of extras.

Options galore!

One of FIFA's strong points has been the wealth of options that it offers the player. Pick any team from any country and train the players well.

Formations



Statistics



Strategy





● Darn! Brazil have just scored and their players are now celebrating. Better luck next game.



● No, that star under the player's feet doesn't mean that he's a particularly hot footballer, it just shows who you're in control of.



● He shoots, but did he score? This penalty section is actually from the practice mode, where you can keep trying until you perfect your penalty shots.





● Another match begins and it's Brazil against Italy. Both are good teams so with any luck this should be a longer match, with more goals being scored.

To put it simply, *FIFA '96* is another enjoyable, playable and anything-elseable addition to the FIFA series. Electronic Arts have made tweaks to all the essential factors in the game. The ball control is now more precise, with players having their own skill levels and abilities. Now, players with high skill levels can control the ball more closely, and are more difficult to tackle. To top it all, all the usual legal and illegal moves are here, such as slide tackles, elbowing and by pressing B and C together you can flatten an opponent.

Everything any self respecting footie fan could want

Everything any self respecting footie fan could want is in the game. The tournament mode provides every team going, with their own skill levels marked out of five stars for ease of choice. You can create your own team and even sell players. If the team is a bit weak, those weak areas can be tightened by practising corner kicks, throw ins and penalties. The graphics haven't changed much, although I did like the action replay mode which enabled me to view my team (Manchester United at the time) scoring in slow motion. The roars and cheers of the crowd all enhance the atmosphere, and this is the next best thing you'd get to actually playing a real football match.

Yep, this is an option packed, trimmed round the edges footie sim that does improve on *FIFA '95*. Most importantly, it'll last for years. Just don't expect any massive new changes.

● **Steve Hardy**

● Oh yes, what a smart save that was! The goalies can either be manual or automatic, but it's much easier to have him on Automatic.



● If things are not going well, why not practice? It trains up your team good and proper.



● Yes, it's another options screen but it's very helpful and alters the control of the players.

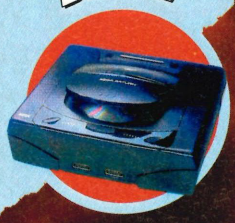
Proscore 90

Not significantly different from the last two FIFA games, but a fine contender that throws in more options and improved gameplay.

Saturn

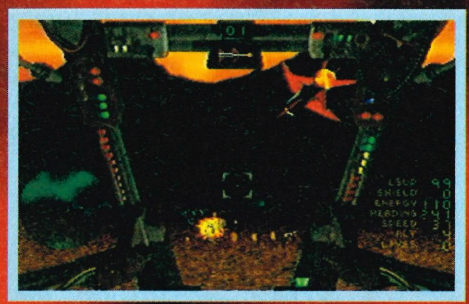
Review

● Sega ● £59.99 ● Import Now

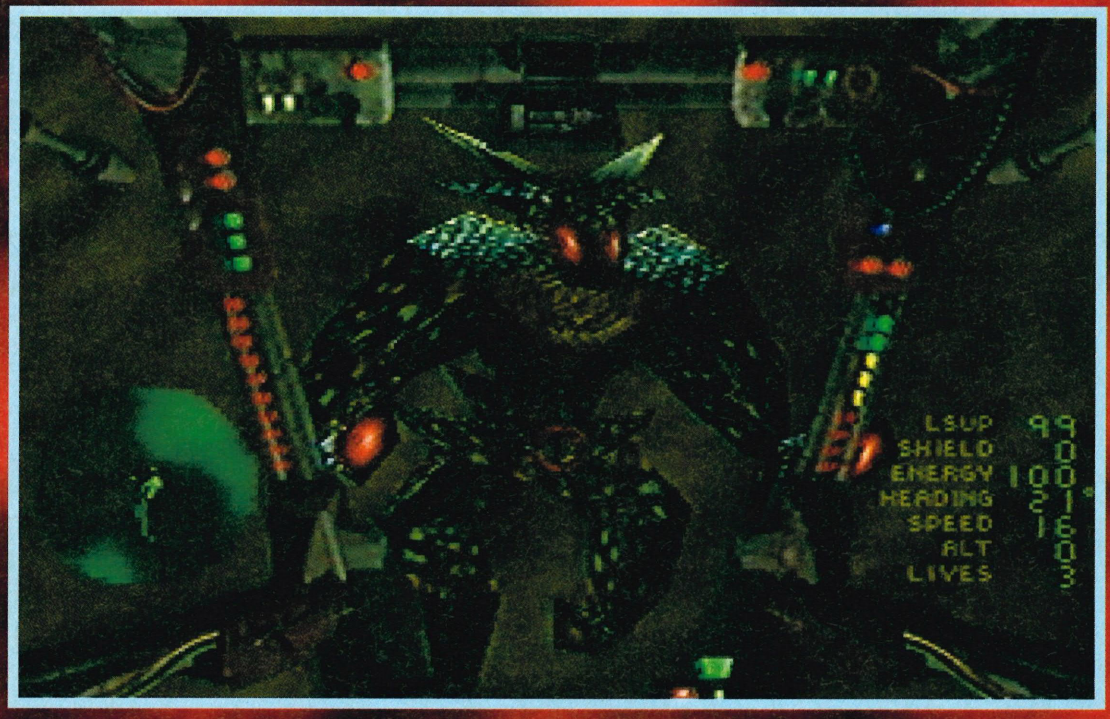




● Before each mission a breakdown of the objectives is given. Handy if you are to get anywhere in the game really!

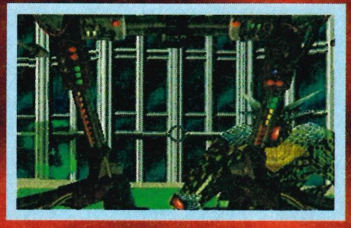


Gh



● This ugly bugger is one of the nasty mutants that inhabit the planet Mars. Men have walked on the Moon, but I wouldn't go any further if I were them!







● Aliens come in all shapes and sizes – some in cars!

Aliens. Don't you just hate them? They just can't help meddling with us humans, poking their triangular noses in where they're not wanted. They've gone and messed up an expedition in this new Sega game now...

It all started years ago. An armada of Ghen refugees came to earth seeking temporary refuge from their bloody inter-galactic war against a super-race known as the Bo-Kyat. In exchange for providing this temporary retreat, earth's inhabitants received major advancements in science and technology including an implant device that when inserted beneath the skin, cured all forms of disease.

To assist mankind in its need to locate scare minerals that could only be found on other worlds, the Ghen once again offered their advanced body of knowledge and helped create the Sunstar solar exploration station. Now, years after its initial launch from earth, the Sunstar and its human and Ghen exploration team has temporarily landed here, at Saturn's Titan moon.



● At the end of each mission you're given a breakdown of your accuracy and energy levels. This will give you something to aim for next time.

Another wonderful intro sequence from the Sega Away Team. This time they've used actors and spliced their performances with computer generated sequences. With a set that looks like it's been borrowed from Red Dwarf and lots of special effects thrown in, this is one of the more impressive intros we've encountered.

Pro MOTION







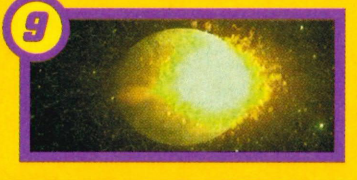






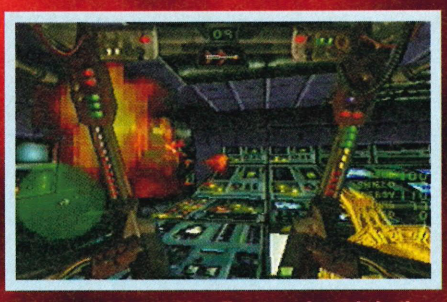






Contact: The Video Game Centre on 01202 527314.

en War

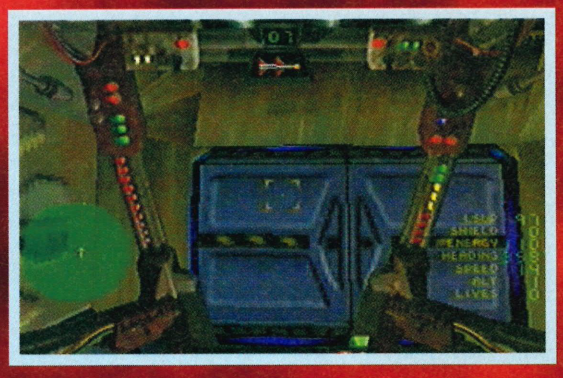


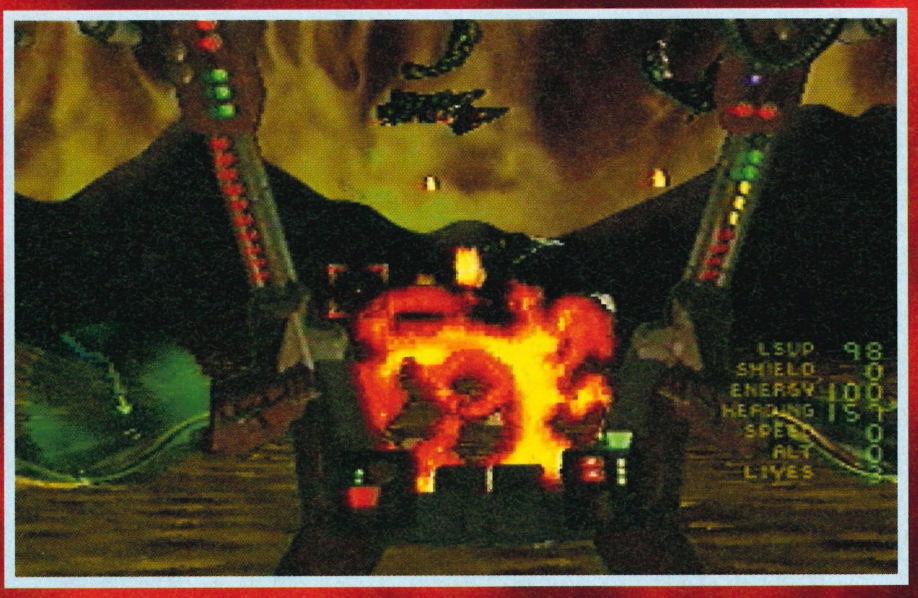
● An explosion in the distance doesn't bother me – I'm inside this super-dooper mech suit. But I hope it's fire proof – does anyone have a fire extinguisher.

● Shooting aliens doesn't kill them straight away if they're tough. They just sizzle for a while.

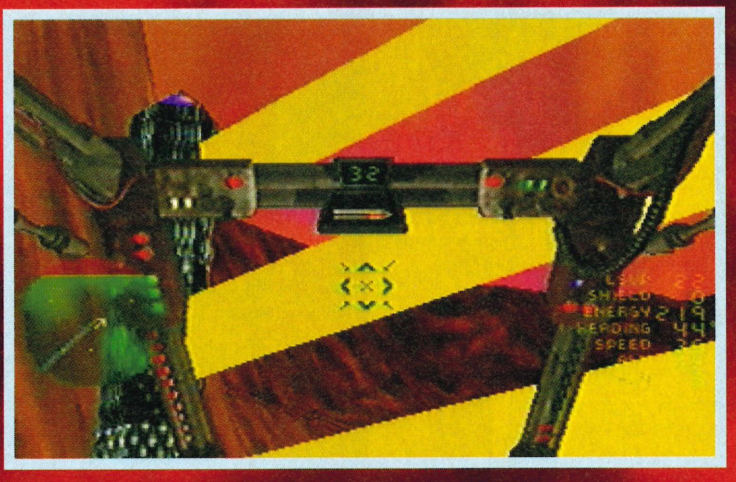


● Once inside a building you discover another problem. How do you turn door handles from inside this suit?!





● Inside one of the Mars buildings you discover another problem. How do you turn door handles from inside this stupid mech-suit?!



● A problem. You want to kill a big alien, but he's hiding behind a force field. Where's the switch?





● Handy around building sites, the yellow-breasted grabber is a rare breed of bird.

This is where the action begins, after setting the scene in a Full Motion Video introduction sequence with live actors mixed with computer generated images. These movie clips continue between each level holding the game together with the player filling in the gaps.

Alien worlds are viewed from inside a mechanoid suit, with the ability to look up, down and all around and a vast array of weapons at the ready. The first mission is a simply training affair, allowing players to get used to the controls and fine tune their aim. Once a mission is completed, a breakdown of the number of shots fired and accuracy is displayed, giving something to aim for each time the game is played.

Levels are all created in 3D, with a radar map of the surrounding area in the bottom left of the screen. Mountains, buildings and space stations scroll around smoothly with no visible glitching. I found that I spent most of my time concentrating on the map instead of looking out at the play area though, you can move much faster this way.

Each mission has objectives to be achieved, and the cast and crew will give you a good dressing down if you fail. There are also hundreds of aliens, in all shapes and forms to be killed off with the many mean and hungry weapons. I would say the difficulty level was about right too. It took me an hour to get through the training mission and into the first proper level – but then I did accidentally reset the Saturn half-way through!

plenty of challenge on offer

There's plenty of challenge on offer in *Ghen War* and it does look like a 32-bit game – quite a bonus when you look at some of the trash available on import now. With an official UK release coming up in 1996 this may be one to wait around for!

● **Nick Roberts**

Prospore

85

Not the most original game in the universe, but a good strong challenge with slick visuals.

Saturn

Review

● Sega ● £49.99 for game, £59.99 pack with gu

Virtu

Sega's polygon shoot-'em-up of epic proportions is in the shops now on the Saturn! Being one of the big three Sega releases, it can't go wrong – can it?

Virtua Cop was the best target shooting game to appear last year, astounding everyone with its polygon graphics, and simple yet frantic target 'n' shoot gameplay. It must have been difficult to convert this to the Saturn, but Sega have got almost everything spot on, creating a decent conversion to the 32-bit machine.

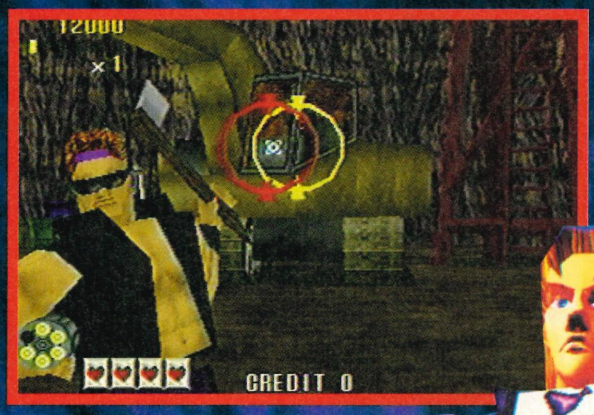
A joypad can be used to control the cursor, but this is difficult and slow, so AM2 have created a light gun, called the Stunner, which is far more accurate and gives more of an arcade feel to the gameplay. It has to be said that *Virtua Cop* looks and sounds amazing. The polygon characters move well and react realistically. For example, the crooks reel back when shot, holding their stomachs or heads in pain as they fall. Sometimes, you might hit a crook just once, and he holds his arm in pain, and he has to be shot a few more times to finish the bounder off. It really is killing on a huge scale, so be warned that *Virtua Cop* is not for the soft or the squeamish!

top cop shooting action

The targeting system is brilliant – a cursor locks on and focuses on each criminal, and then you just let 'em have it. The screen moves automatically, and It feels just like playing the arcade original – the action never lets up for a minute. On the later stages, which take place in a quarry and the Corporate Headquarters of the criminal company named EVL, more and more bad guys appear. The old wrist really begins to ache, but it's just great fun all the way. There's also a boss character who appears at the end of each level. This tough boy will take more than just a few bullets to polish off. Can you defeat them all and defeat this evil corporation? It takes a steady hand and good aim.



● Not all of the opponents have guns, grenades and missile launchers. Some of them have axes and they're a bit faster too. It's a shame about that beard though.

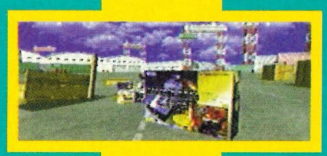


● Another axe wielding maniac, but that crane poses a problem as well. Shoot the driver to take it out.

Bang, bang, you're dead!

There's a brilliant intro sequence to the game, just like a top TV cop show! The two bobbies race along in their car, chasing a bad old villain. They knock over a crate, sending a copy of *Virtua Cop* flying out onto the tarmac! Then they have a shoot-out with the cad. Nice stuff!













● The underground car park must be tackled before you face the massive skyscraper of the Mega Corporation, EVL.



n, £24.99 for single gun ● Out now!

a Cop





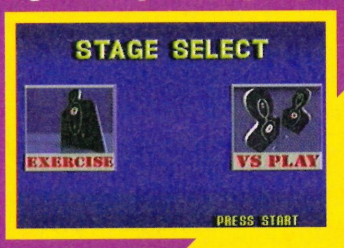
● Don't shoot that guy! If you hit any hostages you lose a life and if you just shoot anything in sight you'll soon be making excuses to the Chief of Police.



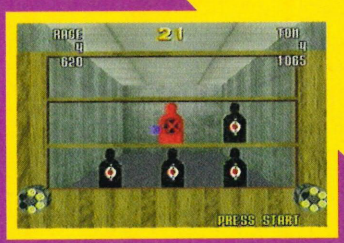


Practice Makes Perfect

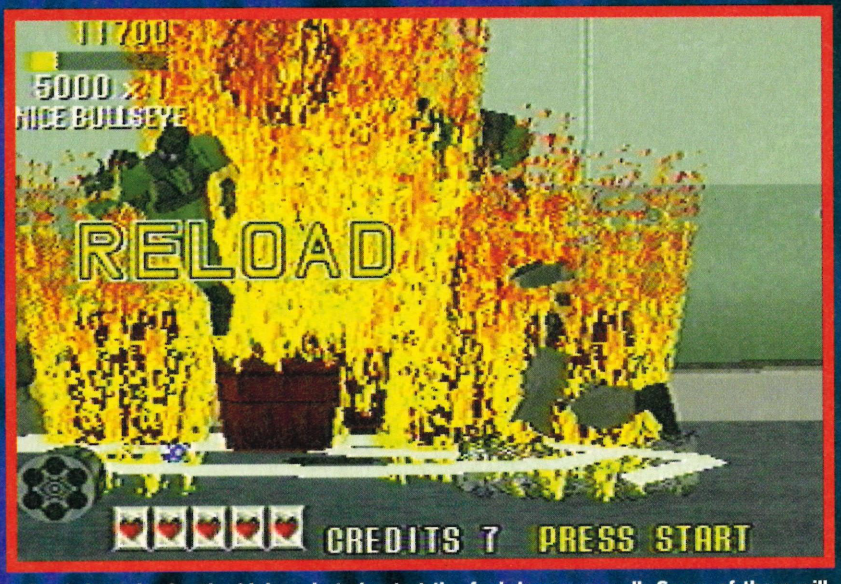
As well as the main shooting action, there is a special training option available which gives you target practice and enables you to get the hang of the targetting system. It gets very difficult because the targets don't stay up for long, and the red targets have to be avoided. Our designer Nick was a bit too good at this!











● Don't just aim for the blokes, but shoot at the fuel drums as well. Some of them will explode and they take out lots of bad guys in one go. It's clever tactics like this that score lots of points.



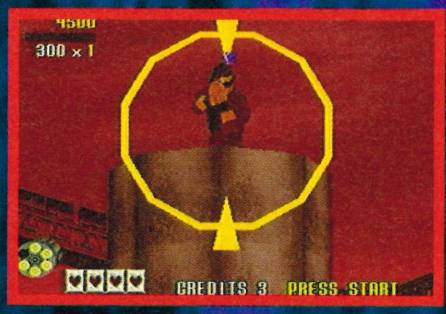
● For showing off the Saturn's graphical capabilities, you can't beat the quarry level on *Virtua Cop*. At this point, the screen pans over the edge and then drops down into a pit. It's brilliant!

Saturn

Review Virtua Cop

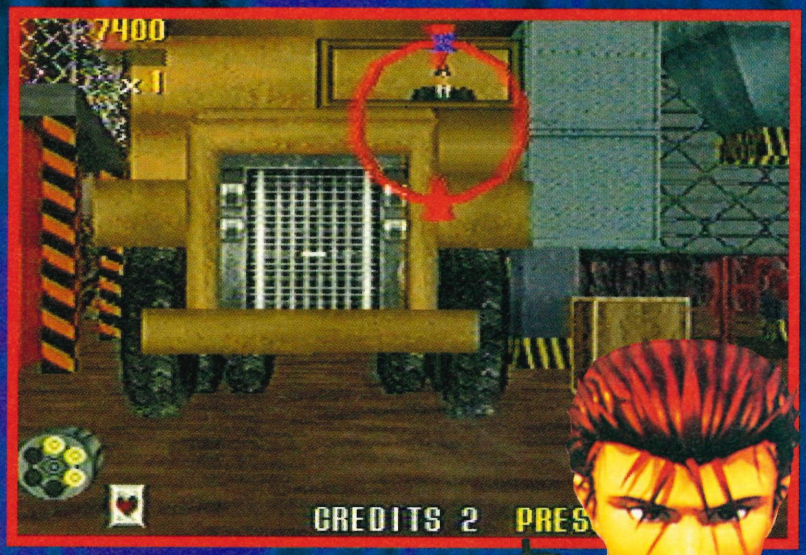


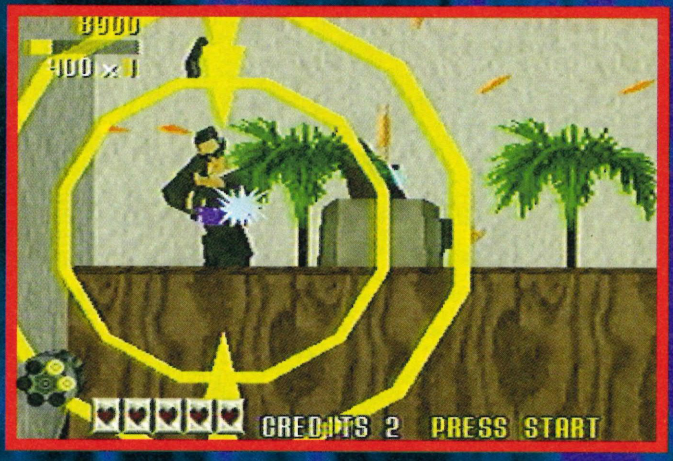
● The cursor is green so you can fire at will. Always reload after firing three or four times and those bullets will never run out. Sound easy? It flippin' isn't!



● Right: This dump truck will cause you maximum damage if it keeps hitting you. Take out the driver as soon as the target focuses on him.

Left: Shoot the blokes who peer over objects and always be prepared to fire upwards, that's how you get ambushed.

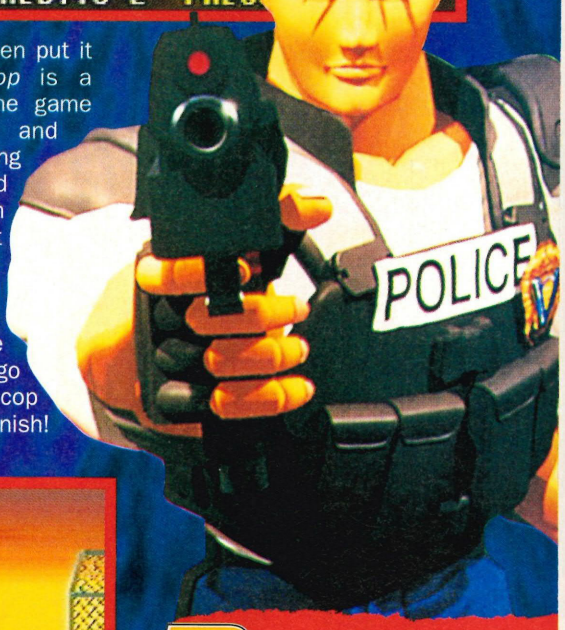




● Things get heated in the reception area. Shoot these guys but avoid the receptionists – the poor loves.

If you're still stuck, then put it this way – *Virtua Cop* is a fantastic conversion. The game conveys all the feel and realism of the coin-op, losing hardly any of the speed and none of the gameplay. With more games of this quality, it seems the Saturn is going to do very well in the future, and while we all wait for *Virtua Cop 2*, rumoured to be on the Saturn for Christmas '96, go check this out – it's top cop shooting action from start to finish!

● **Steve Hardy**



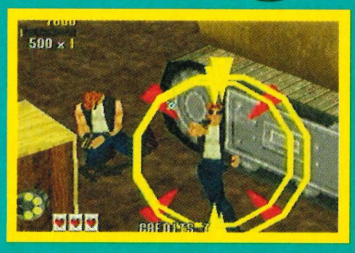




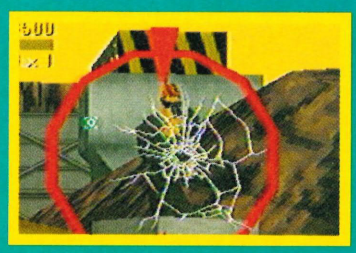
● The Virtua Cops take out yet more criminals with their black guns. The ones we're going to get with the Saturn will be blue apparently.

On Target

This tracking system changes colour – it goes yellow when tracking a criminal and goes green when you can fire. If it goes red, then a crook is about to fire – rapid reactions are essential!





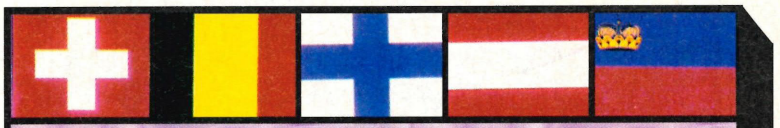


Proscore 93

A top game that loses nothing from the arcade. *Virtua Cop* is the nearest you'll get to a coin-op in your living room, and comes highly recommended.

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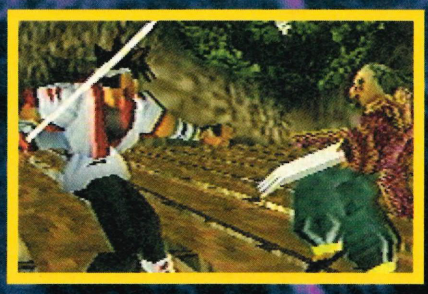
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Saturn

Review ● Takara ● £59.99 ● Import Now

To



● Ellis is a tough little character. She's small, fast and uses two sharp daggers to slice up her opponents. You wouldn't want to meet her on a dark night!

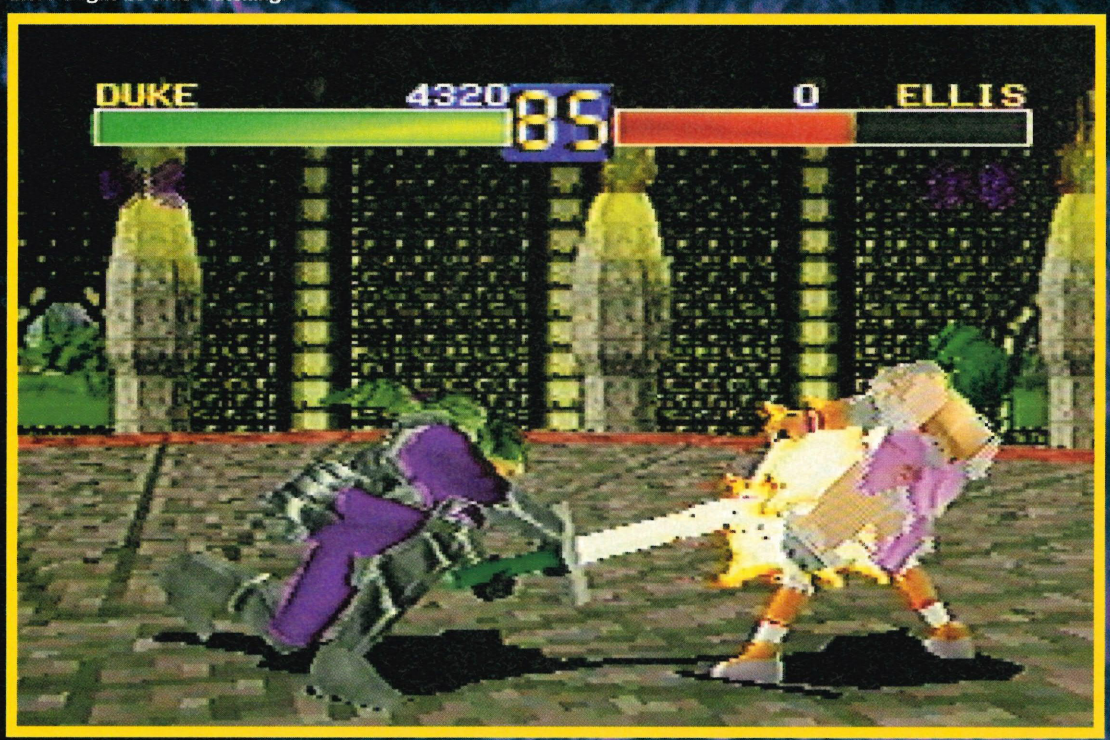


● Nice! The elderly gent whose name I can't remember (it's Fo you fool!) unleashes a huge fireball. Just look at those blades he uses!



● It's a little raunchy of Ellis to fight with nothing but her silk pyjamas on, there might be kids watching!





● That pole is useful for tripping up the opposition, and causes much damage when placed between the legs and lifted upwards.



● The lovely Sofia has some tasty fireball moves at her disposal.



Ready to rumble

Characters in Japanese beat-'em-ups are always a little strange. There's always a scantily clad woman and an old man – work it out! The ones in this aren't any different. And in case you were wondering, the S stands for special!



The standard sword-wielding bloke, Eiji is agile, strong, and a dab-hand at power punches.



Don't make remarks about this geezer's ginger hair or he'll frazzle you with one of his fireballs.



Wey-hey! This leather-clad vixen soon whips opponents into shape and then laughs hysterically.



The biggest of the fighters, Run Go likes to bash enemies with his massive stone club.

Contact: The Video Game Centre on 01202 527314.

h Shin Den S

One of the first beat-'em-ups to use the new technique of multiple viewing angles was *Toh Shin Den* on the PlayStation, and pretty good it was too. Can the Saturn version stand the heat?

In case you're wondering, the 'S' stands for 'special' apparently – and this is a pretty special game too. A moody but undoubtedly impressive intro introduces all the characters, including my particular favourite: the massive Run Go, who fights with a club. Then there's the pouting Sofia who fights with a whip and the armoured Duke who wields a gigantic broadsword. Each character has their own distinctive abilities and can unleash a barrage of firepower and special moves. There's even a hidden special character in this version that was lacking from the PlayStation effort.

gives Virtua Fighter 2 a run for its money

Each fight takes place within a beautifully put together arena. The backdrops look good, but the objects closer to the screen seem blocky and rather basic. A shame. However, the characters look fantastic, it has to be said. The control pad enables your chosen character to circle his or her opponent around the arena. This looks very effective, and yet doesn't affect the gameplay or the player's concentration one bit. There's no glitching, and each character can execute some spectacular special moves like fireballs and sword slashes, which are good for finishing off opponents.

As with all games of this type, some characters are better for fighting with than others. Sofia, Ellis and Kayin are good all-round fighters with matching strength and speed, whereas Run Go and Duke are heavier and therefore slower, although their massive weapons do give them an advantage. So, you have to choose carefully.

Yes, you know I'm going to say it, but *Toh Shin Den S* is better in two-player mode, but then most games like this are. Still, a one-player game is still a hell of a lot of fun, and *Toh Shin Den S* certainly gives *Virtua Fighter 2* a run for its money, but doesn't quite reach its high standard.

● **Steve Hardy**

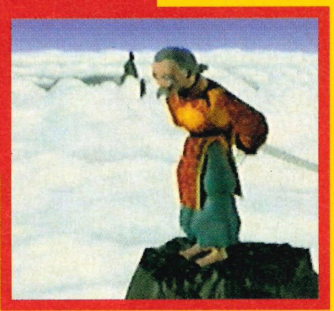
Pro MOTION

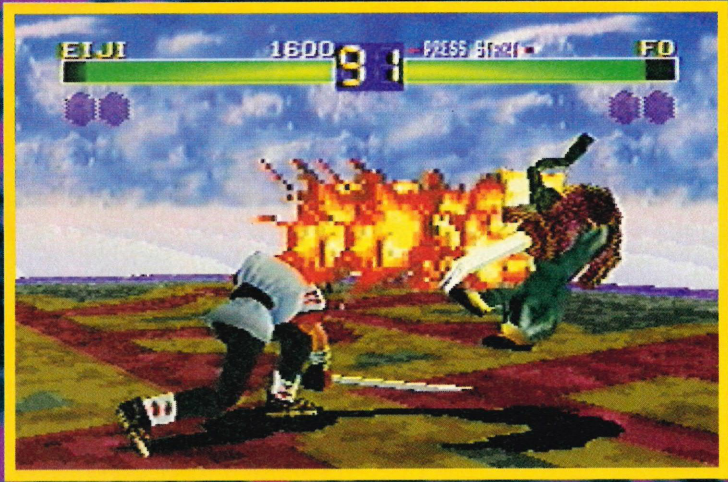
What Saturn game would be complete without a great intro sequence to set the scene. This one in *Toh Shin Den S* wasn't in the PlayStation version – another reason why your PSX owning mate is a fool! Laugh at him whenever you get the chance!



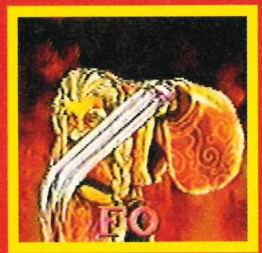




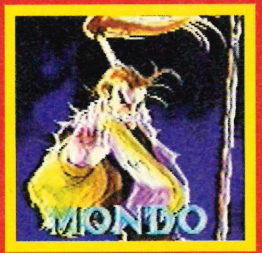




● **Eiji launches a flaming attack on that poor defenceless old man. *Toh Shin Den S* is full of impressive special moves like these. They're a refreshing change from the physical strength moves in *VF2*.**



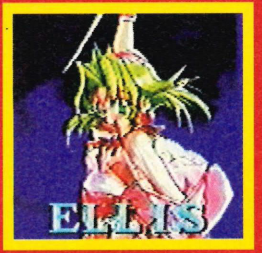
Old he may be, but Fo is a sprightly chap and can really hurt opponents with his magic bubble.



Armed with a very long pole, Mondo really believes in giving opponents some stick.



Armour-clad Duke looks like a knight in shining armour, but his sword will really cut you up.



The green-haired girl with a see-through skirt, Ellis uses acrobatic expertise and sharp daggers.

Proscore

87

Although it offers nothing drastically new, *Toh Shin Den S* puts up a good fight, offering plenty of moves and some neat looking visuals.

Saturn

Review ● Sega ● £59.99 ● Import Now

Baku Baku Animal

Never work with children or animals – not only in real life, but in console games too! If the animals are anything like the ones in this game, they'll drive you insane!







● Arrggh! The lion has chomped down on player-two so it must be game over!



● Playing *Baku Baku Animal* makes you feel really hungry. If you're a rabbit!





● That fat pig is one of the easiest opponents to choose. He couldn't play to save his life!





● The dogs are coming, the dogs are coming! Run for cover!

Guess what programming team has come up with this little cracker? AM3, believe it or not! Once they'd finished *Sega Rally* they turned their attention to a manic arcade game called *Baku Baku Animal* on the Sega Titan arcade board. As you know, this board has the same chip-set as the Sega Saturn so a conversion to the console was a simple task.

And here it is! Arcade perfect and absolutely mad! It's got all the options you could want including one player challenges against all kinds of weird creatures and a brilliant two-player versus mode with five levels of speed and difficulty.

Highly addictive, great to play with friends and a scream

The basic idea is to match up the animal heads with their food. Monkeys need bananas, pandas chomp on eucalyptus leaves, rabbits on carrots and dogs gnaw bones. If you manage to match them up they scoff any food that is linked together and send more icons falling down on the opposition's side of the screen.

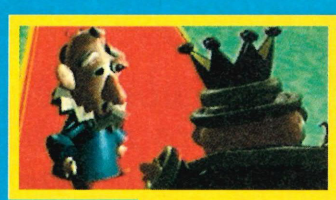
It's quite simple to match up the odd head and food icon, but the way to win is to set up spectacular chain reactions. If you manage to get two or three in a row you'll hear a cry and your competitor's screen will fill up with odd icons! The end of the game is marked by a giant lion's head that chomps down on the screen!

Words just can't describe the madness AM3 have managed to pack into the game. It's highly addictive, great to play with friends and a scream. Check it out at the importer now, an official release is unlikely!

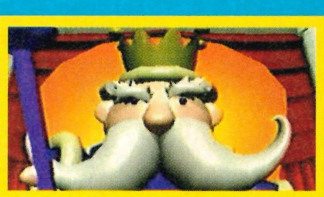
● **Nick Roberts**

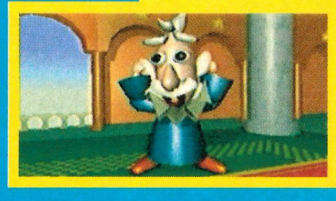
Pro MOTION

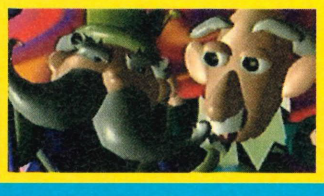
If you've got any idea what this intro has to do with the game, then you're better than us. I tell you what, we'll come and sit in your house, reading Sega Pro and you can come to the offices and write the magazine. How about that then?

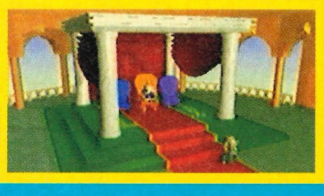








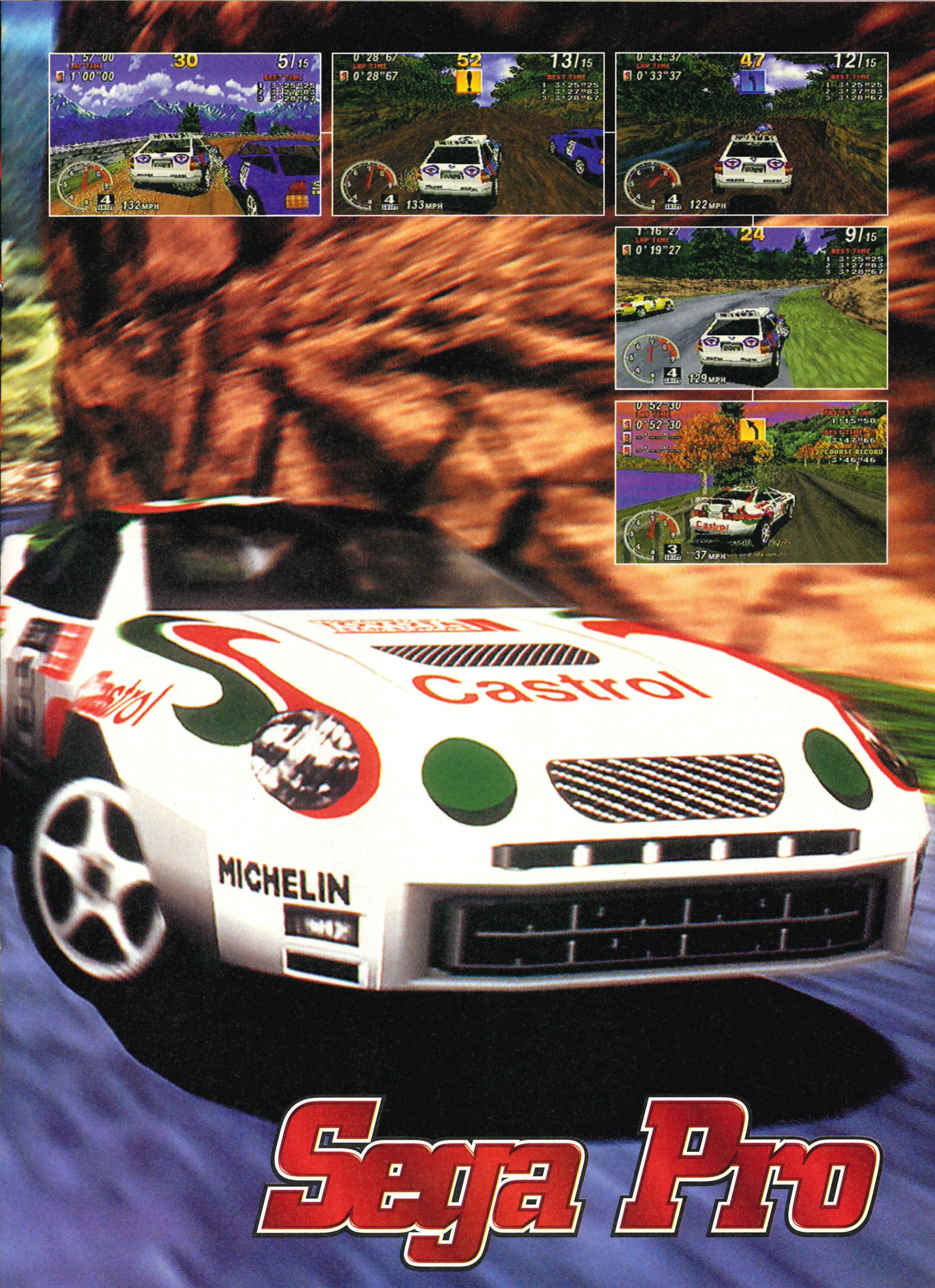




Proscore 92

The most fun you can have with your Saturn without taking your socks off!

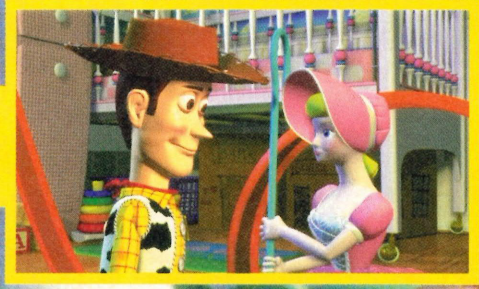
Contact: The Video Game Centre on 01202 527314.


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5/15
132MPH
52
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12/15
122MPH
24
9/15
129MPH
37MPH
Castrol
MICHELIN
Sega Pro

TOY STORY







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Sega Pro

Sega Rally


TOTAL TIME
2'35"14
LAP TIME
1 1'03"58
2 1'07"66
3 0'23"90
AT
BEST TIME
2'48"87
COURSE RECORD
2'48"57
3
76 MPH


TOTAL TIME
1'48"32
LAP TIME
1 0'55"15
2 0'53"17
AT
FASTEST LAP
0'55"72
BEST TIME
2'45"67
CHECK POINT
COURSE RECORD
2'45"67
4
150 MPH


TOTAL TIME
3'12"64
LAP TIME
1 1'03"58
2 1'07"66
3 1'01"40
AT
FASTEST LAP
0'54"59
BEST TIME
2'48"87
COURSE RECORD
2'48"57
CHOSU
ANISHI
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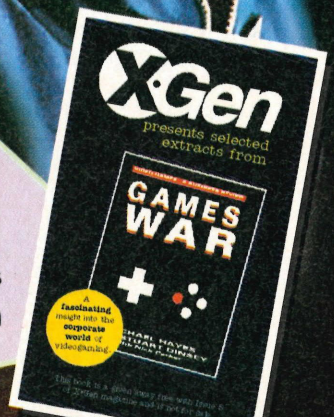
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Saturn

Review

● US Gold ● £49.99 ● January

Johnny Bazo



● Johnny encounters Mr L Diablo and he's no pushover either! If he doesn't move fast, Johnny gets a toasting.



● Above: A tricky stage that's crawling with little green goblins. Shoot them to collect music notes.

Put your hands together for the miniature, rendered, quiffy haired hero who is about to appear in possibly the best platformer for the Saturn yet. The musical genius Johnny Bazookatone has arrived...

Pro Yo!

Pro MOTION

Johnny Bazookatone contains a fantastic intro sequence that blew our smelly socks off when we first saw it. This game is just the business isn't it?



● "Your name's not down – you're not coming in!" This huge bouncer doesn't take too kindly to Johnny appearing on the disco dance floor, and tries to batter him. In the background, a helpless member of Johnny's band is captured!















● A very strange level this one. The backgrounds are suitably odd and it contains some very weird creatures.



● Doh! Johnny loses his battle to find Anita and kicks his guitar in frustration!



olkatone

It's the year 2050, the planet is united in peace and harmony, and the coolest guy around, Johnny Bazookatone, spreads his funky electric love vibes, whilst achieving countless number one hits. Nobody really cares who Elvis or the Beatles were.

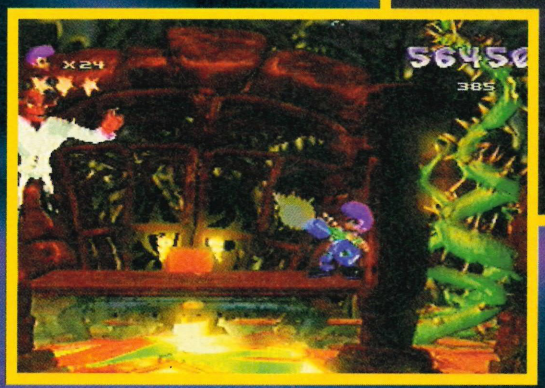
Unfortunately, the despicably evil Mr L Diablo despises Johnny and his success and sends out his denizens of darkness to steal all his recordings, as well as his lovingly tuned guitar, Anita. Gasp! Fuming with anger, Johnny grabs his guitar gun and goes in search of her.

This is a platformer that just oozes quality

This is no average platformer. All the graphics are rendered on a Silicon Graphics workstation and every character is superbly detailed, although some of the backgrounds are noticeably dark – but they still look great. The game is viewed side on, but each level has an undeniably stunning 3D depth to it.

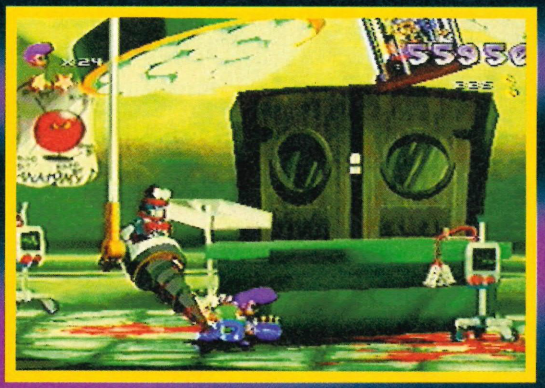






● The final confrontation with Diablo is a tough one, especially as he flies around all over the place. Johnny does seem to have the edge here though.





● Some of these bosses are just mental. Just look at that nutter who operates a drill. He's tough to beat too!

Saturn

Review

Johnny Bazookatone

The stages span a hospital, a restaurant, a penthouse, a ballroom and loads more weird and wonderful locations. Each is packed with detail and Johnny encounters some of the wackiest bad guys and bosses yet seen on a console. Creatures that have to be fought include a mad butcher surgeon, gigantic bouncers and weird mutants operating gigantic drills! Johnny himself is easy to control and is so well animated – it feels just like playing a huge cartoon. He even slicks back his quiff when he's got a spare moment or two. The soundtrack is incredible, and contains possibly the best in game music I have ever heard! Not surprisingly it has all been done by some top musicians responsible for many of the chart topping groups and solo artists today in fact. The music is true CD quality, packed full of mellow tunes and thumping beats, which compliment the action perfectly.

Johnny Bazookatone is our favourite game of the moment, and he is definitely one of the most original console games characters for quite some time. This is a platformer that just oozes quality, and held my attention for every hour that I played it. A lot of attention to detail has gone into this producing one of the best, and certainly funkiest, games around. Go check it out folks, you won't be disappointed!

● **Steve Hardy**

Johnny and the Bazookatones!

Johnny isn't the only one responsible for all that music. His band are a real talented bunch of geezers, and they each represent a different style of music. Every stage has a soundtrack relating to their musical styles. There's disco, soul, rock... everything a popster could want!





● **The start of the game sees Johnny having to fight through a prison.**



● **Those little green men get everywhere! They crop up when least expected but aren't that dangerous.**



● **Johnny discovers the dangers of watching too much television as he fights two goblins.**

Prospore

90

Yes it's just a platformer, but *Johnny Bazookatone* is an astounding game, using the best rendered graphics and some of the funkiest sound around!



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Saturn

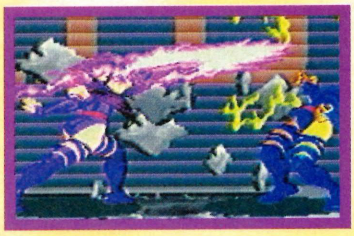
Review

● Acclaim ● £59.99 ● February

X-Men

Children Of The Atom

The classic *Street Fighter 2* hasn't arrived on the Saturn yet, but it's already got some stiff competition in the form of this tough Marvel comics adaptation. Here come the X-Men!



● The gorgeous Psylocke demonstrates one of her deadly punches, which unleashes an energy bolt at her opponent.





● Oops! Cyclops gets tied up by his opponent and has to suffer the consequences.





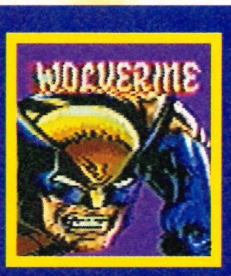


● Iceman unleashes one of his many special moves, by firing out multiple litle balls of ice into his opponent. Check out the huge ball of ice somewhere in this review!



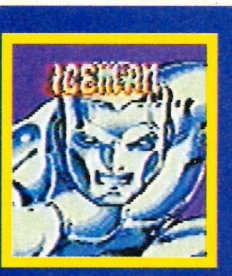
The X-Men and Women

Here they are in all their resplendent, muscular, buxom glory. We've all got our favourite ones.

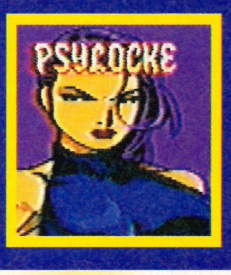




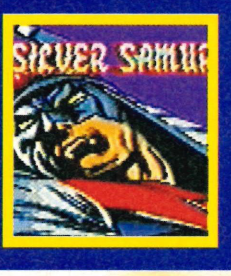




















● This is Omega Red, who is armed with some nasty tentacles that wrap around and squeeze the life out of his opponents. What a nasty geezer!





● The Silver Samurai electrifies his opponents should he or she come too close. Shocking.





● That Wolverine is deadly, strong and very fast. Those sharp claws make him look dead hard too.



● Wolverine mounts his opponent and slashes at his body in a mad fury. A very useful move that drains lots of energy but is very satisfying.

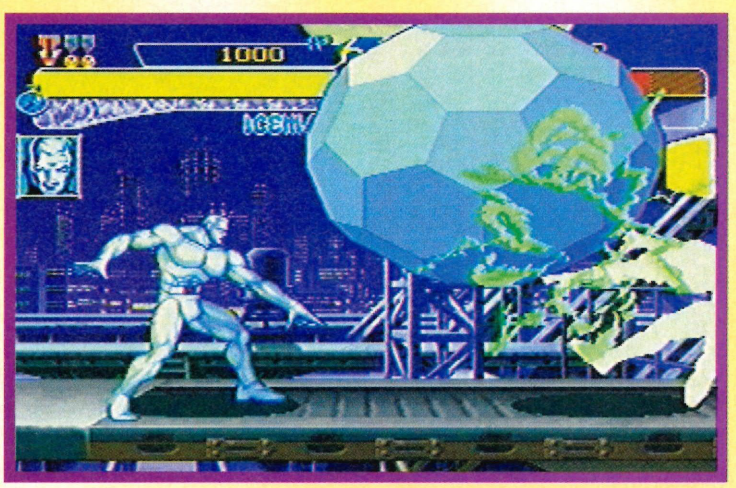


● Left: The huge Sentinel has some awesome laser power! It's a pity he's a fat slob!

It's a good job that we've given this game a bumper review, as there is just so much to write about. *X Men: Children Of The Atom* is a cartoon fighting game (I don't really like using the term beat-'em-up) that features most of the characters from the Saturday morning cartoon show and comics. Capcom have taken ten of them including Psylocke, Wolverine, Iceman and Storm. Each has a startling array of moves, including some spectacular special moves and combos.

Ten characters, ten stages and hundreds of moves

Battles take place in various arenas, which can be chosen manually or at random. The backgrounds exhibit a very special quality, showing real depth and movement. These include a prehistoric world, a beach scene, an underwater chamber and a battle aboard a moving lift. The characters move just like their cartoon counterparts, and their special moves really do look stunning. Take a look at the screen shots dotted around and you'll see how they stand out. Some characters, like the robotic Sentinel, are gigantic and take up half the screen size, whereas others such as Storm and Psylocke hover in the air.



Contact: The Video Game Centre on 01202 527314.

Review X-Men Children Of The Atom



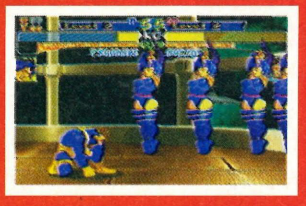
Ooo Nasty!

Just have a look at some of the strongest and biggest moves each character can pull off. These X-Men and women are hard as nails...



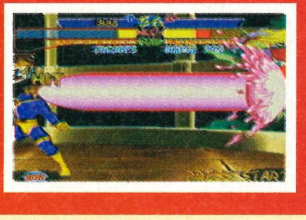




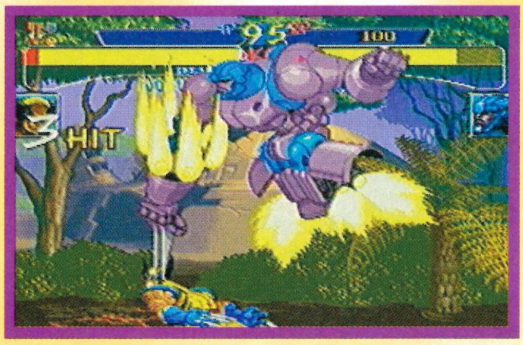












● As well as being one of the biggest characters to ever feature in a game, Sentinel packs a hefty arsenal of weaponry and can fly into the air before smashing his fists into his unfortunate opponent. Hard rating: 9! Beat that all you so called super heroes!

● That'll give him more than a migraine. Cyclops recieves a nasty shock from Omega Red.





● This character with stretchy arms is good at hitting opponents from distances.

Comparisons have been made to *Turtles: Tournament Fighters* which appeared on consoles a few years back. It's true, the game has a very similar style and feel, but the graphics are in no way dark and moody. They are bright, well detailed and colourful to match the comic characters. There are goodies and baddies, as well as some hidden characters to discover.

Developers, Capcom, have packed in all kinds of options and features that put *X-Men* in a beat-'em-up league of its own. Each fighter can execute combos, super combos, Super X moves and the ultimate Hyper X Super combo when a special energy gauge fills up. Then, all hell can be let loose if you know the right moves, which can result in forty or so continuous hits! There are mid-air fireballs, and on some stages it's possible to knock an opponent through the floor onto another level.



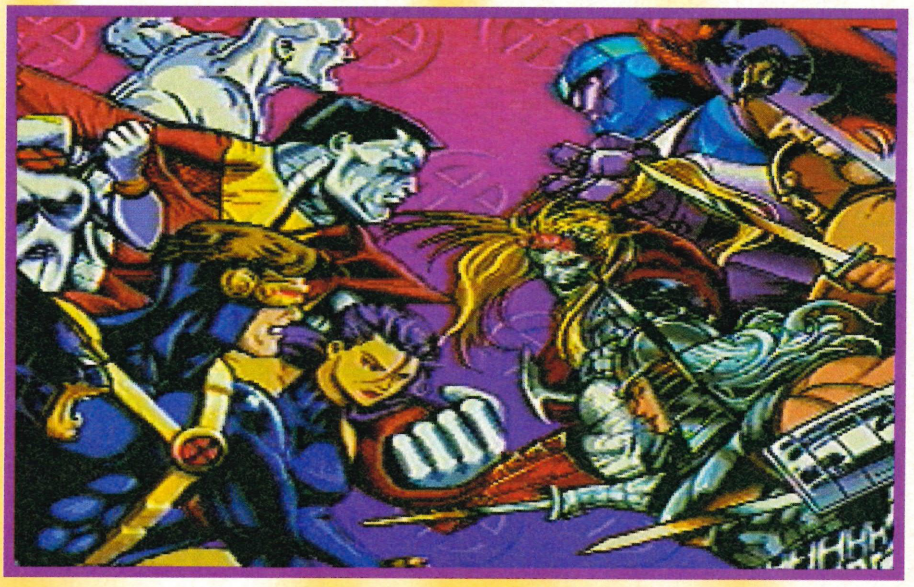
● The character select screen displays most of the X-Men we recognise from the cartoon series, but can you spot the ones missing?



● Above: Dodgy picture! Who put that in? Own up! This is Colossus anyway.





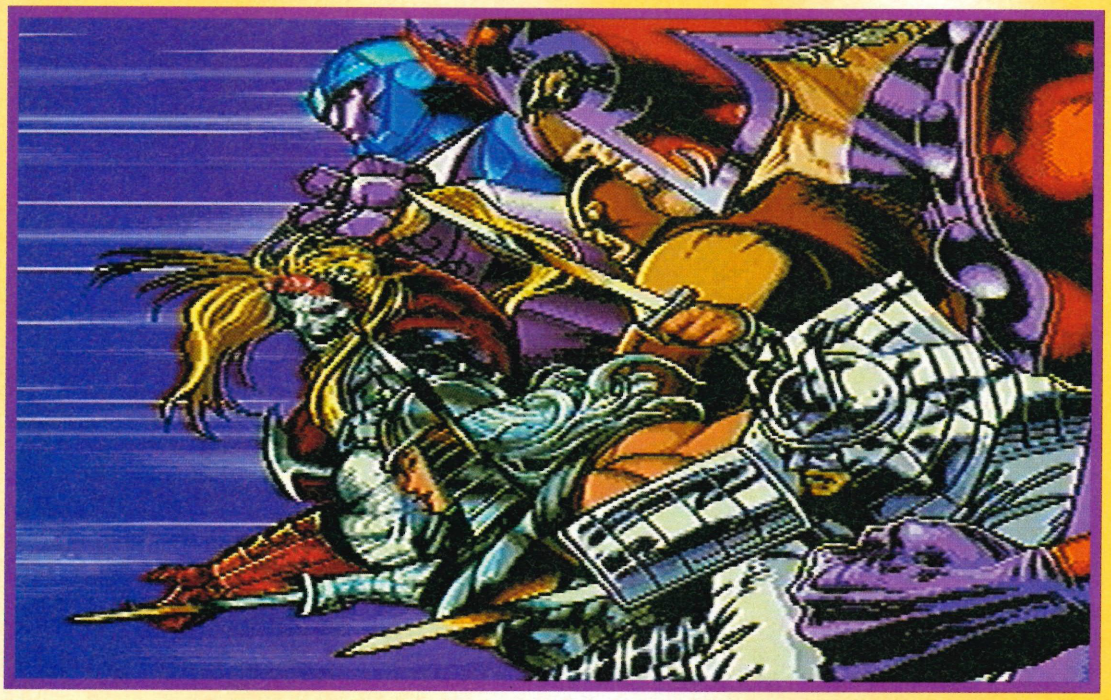


● More lovely in-game artwork. Below: Now that is a special move. Sentinel's lasers just keep getting bigger and bigger, depending on which level you're playing on.



The sounds are nifty, although not as noticeable as the flashy graphics and animation, which just have to be the game's strong point. They really do look similar to the arcade version and the special moves look gorgeous when executed properly. With ten characters, ten stages and hundreds of moves, the combinations are endless and this is why I loved playing *X-Men: Children of the Atom* so much. It's a well designed and responsive game, unlike similar beat-'em-ups we've seen over the last few months. The game doesn't have the technology and jaw dropping 3D visuals of *Virtua Fighter 2*, but it's still a first class conversion from the arcade.

● **Steve Hardy**



● ***X-Men: Children Of The Atom*** **is packed full of this brilliant cartoon artwork. This nasty bunch pictured above are the bad guys, and they deserve a good slapping!**

Proscore

92

Stunning. *X-Men*, while not ground breaking, is still graphically superb and displays all the qualities of a first rate fighting game.

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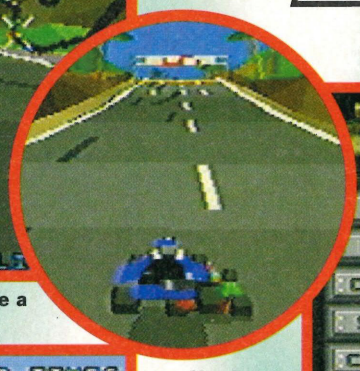
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Thank you.

Virtua

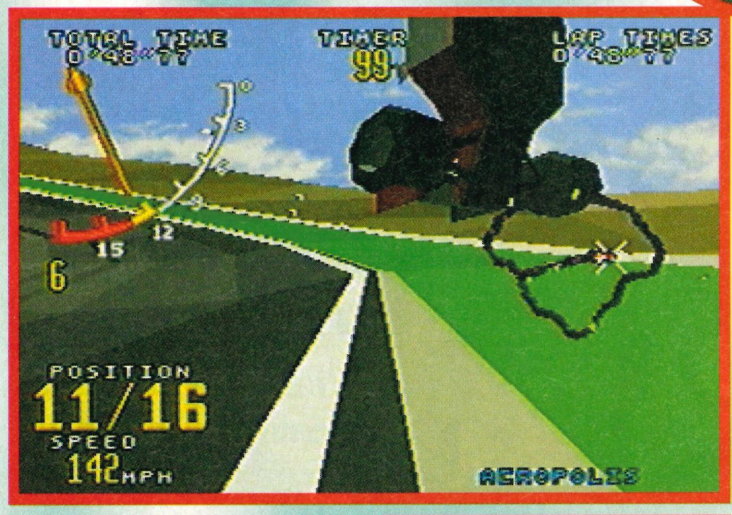


● Nice polygons Time Warner! It's just a pity *Sega Rally*'s have a few textures and some gameplay thrown in too!



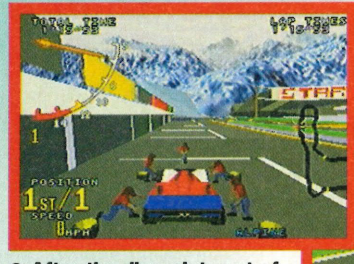
● Check out the go-karts in the Grand Prix mode. They're super fast!





● *Virtua Racing* gives players all the action of the original arcade classic with the added bonus of extra tracks as well as bonus cars.

Ever wanted to own your own arcade machine? Course you have and Time Warner are giving you the chance to do just that with a pixel-perfect *Virtua Racing*...





● After the disapointment of *Daytona USA*, it's surprising to see that Time Warner have produced a perfect conversion of an even older racing game.

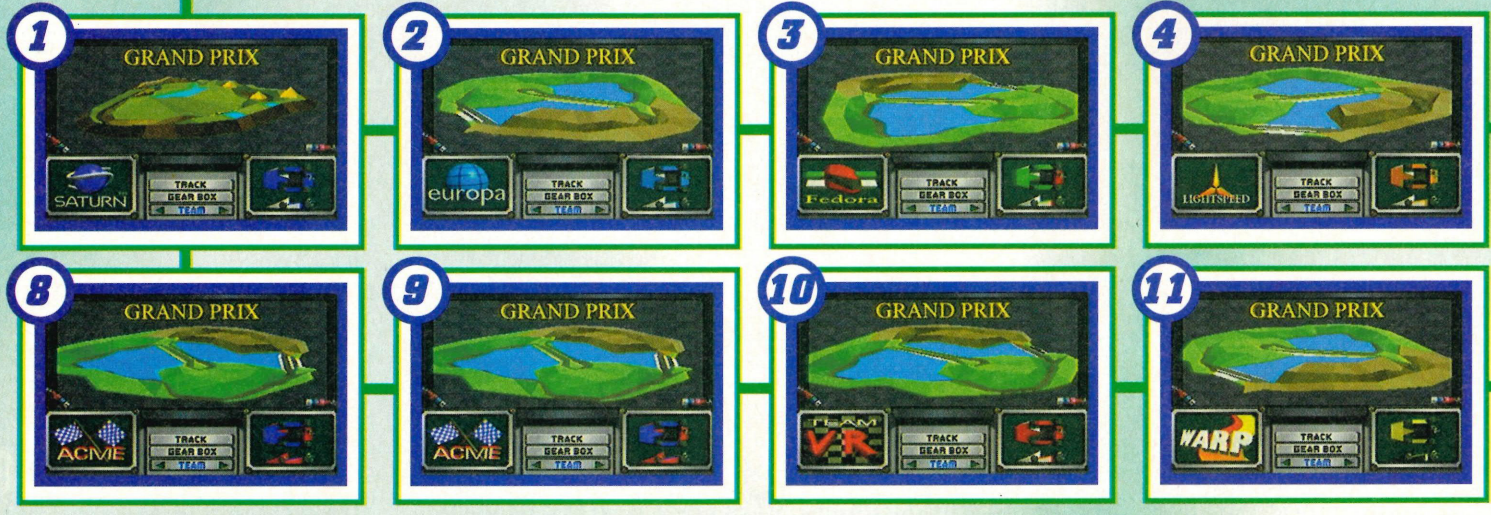
Right on track

There are ten courses to select from in *Virtua Racing* with each track having its fair share of twisty turny bits, assorted weather conditions and other contestants hogging the road. Remember that practice makes perfect!

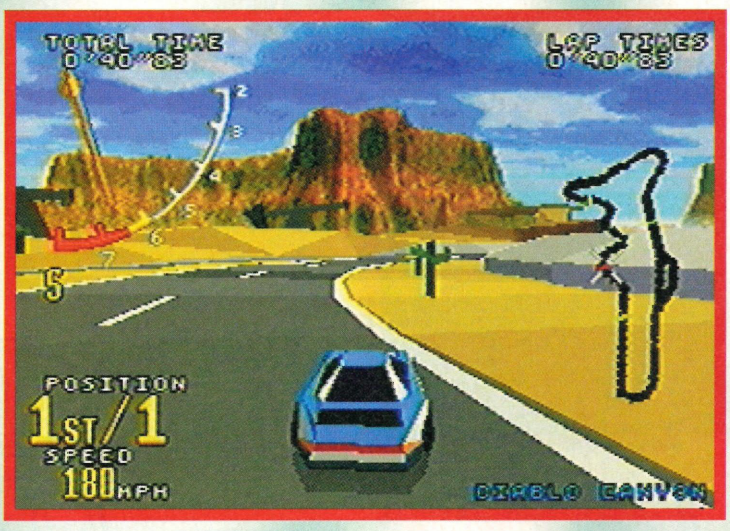
Nowadays most people forget that before the superb technical achievements of *Daytona USA* and *Sega Rally*, arcades all over the world were blessed with AM3's first major coin-op triumph: *Virtua Racing*.

Screeching into arcades in early '93, *VR* wowed players with its realistic road handling, smooth speed and, above all, incredible polygon graphics that paved the way for future titles such as *Virtua Fighter*.

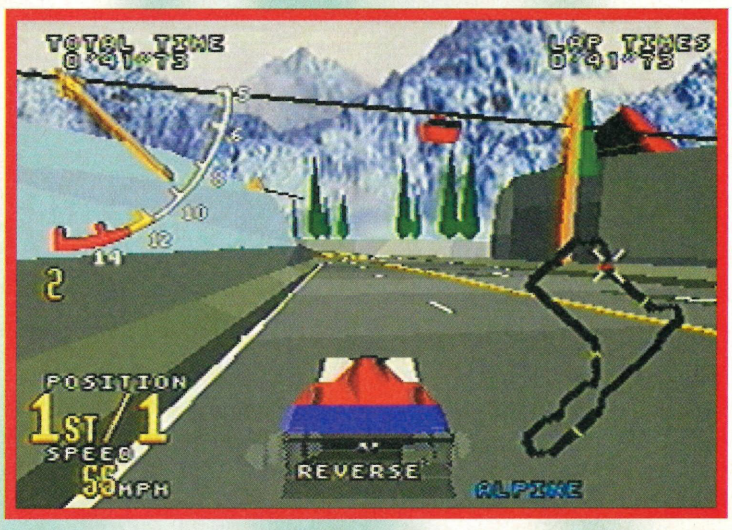
After appearing on the Mega Drive (albeit with the aid of the SVP chip) and on the 32X as the souped up *VR Deluxe*, *Virtua Racing* has finally arrived on the Saturn courtesy of Time Warner Interactive. This version however not only contains the original arcade game but also many other features to give longevity to a product that's over three years old.



Racing







For a start an extra seven tracks have been added to the existing three with new terrain ranging from the slippery Alpine level to the dusty Diablo Canyon. One or two players may take part in a race with no slowdown evident in split-screen mode and there's even a Watch Mode included giving demonstrations of various levels. Other options enable players to select various cars (including the *VR Deluxe* prototype), team colours and automatic or manual gears.

stuck on the starting grid

The Championship Mode is easily the most fun with drivers having to guide mini motorised go-karts around the standard tracks at high speed. Unfortunately this, and the other modes, are let down by poor sound effects such as the unbelievably pathetic whine of every vehicle's engine. Some of these cars are supposed to be world class motor vehicles yet they drone on like a fly stuck in double glazing.

Don't get me wrong, *Virtua Racing* isn't a bad game it's just that after all the waiting and the hype you can't help but think how outdated this polygonised driving experience really is. Sure, *VR* was great in the arcades but times have changed and gamers are demanding better visuals and even more realistic gameplay. Even with a wealth of options *Virtua Racing* is likely to be stuck on the starting grid when *Sega Rally* is released.

● **Mat Yeo**



● **In Practice Mode select from many other cars including the prototype.**











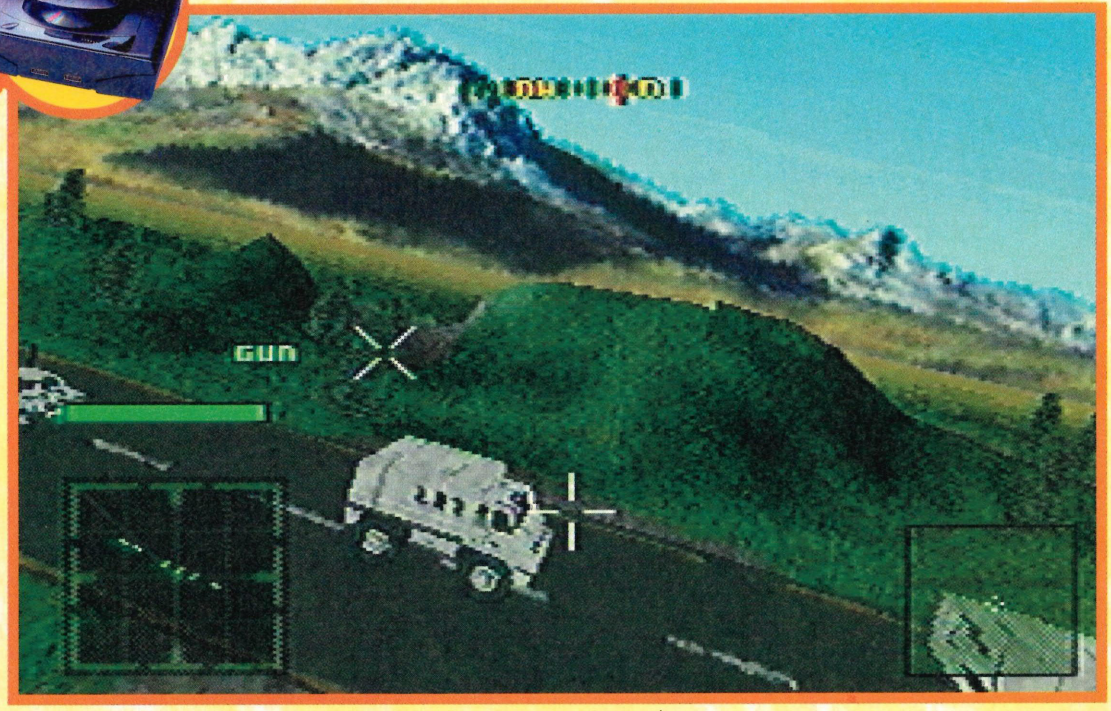






Proscore 80

Okay, it's an arcade perfect conversion of Sega's hit coin-op, but why? The Saturn is capable of much more than this.



● One of the missions is to safely escort this UN convoy across hostile terrain, but it's very tough. They suddenly become bombarded by heavy artillery, so that has to be found and taken out first.



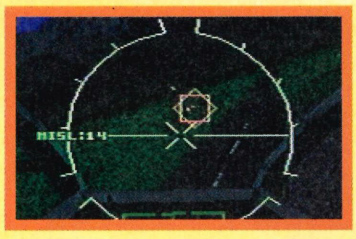
● The cockpit view is one of the many viewpoints available and enances that all important feeling of realism. It swings from side to side so you can see out of the side windows.

Pro Yo! Fires Thunder

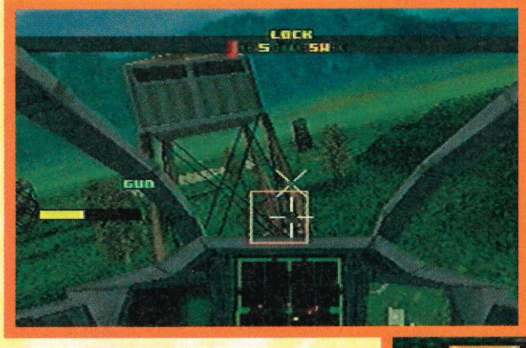
One of the first and best Mega-CD games ever to appear was *Thunderhawk* from Core Design. And with a new, updated version for the Saturn it's looking better and hitting harder than ever before!



● An enemy armoured personnel carrier and missile launcher is locked in your sights and it has no chance of getting away. There are bound to be others around though.



● This targetting system enables you to launch a salvo of tank busting misssiles and sone nifty rockets. Let 'em have it!



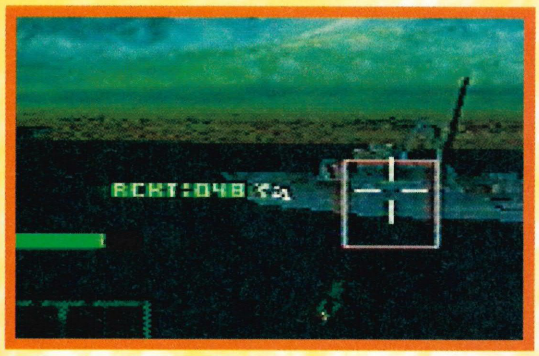


ProMOTION

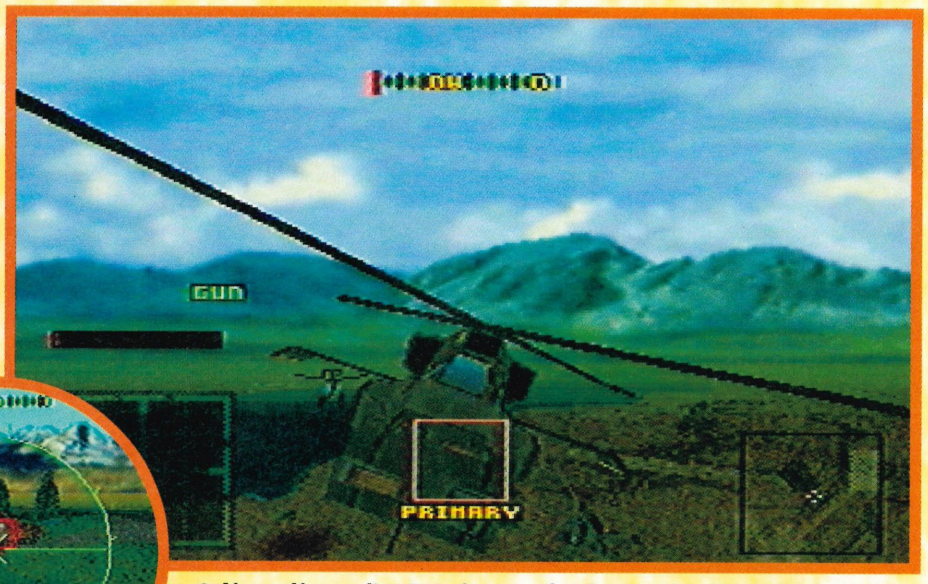
Tank Buster

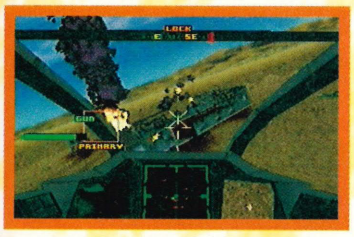
Thunderhawk 2 features a very smooth looking intro, the sort of thing we've come to expect from most Next Generation games. This is definitely one of the better ones though!





● Drug barons are controlling these frigates and they're threatening an innocent cruise liner. They have to be destroyed quickly.





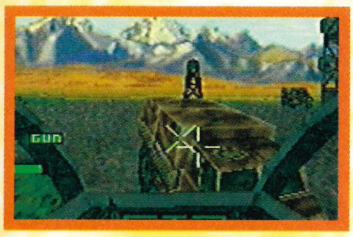


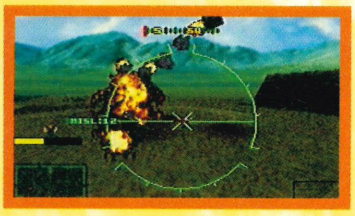
● Another tank about to get blown up, but it's armed with ground to air missiles so you have to be careful.

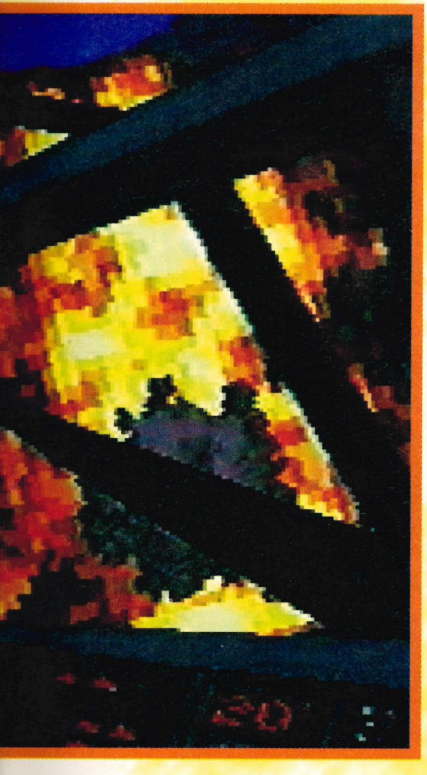
● Above: You can't get much more of a close up than that – this enemy helicopter is an easy target though. Below: Game over I think!



torm: hawk 2







It seems that Core Design have worked hard to produce a worthy sequel to the very successful Mega-CD *Thunderhawk* which appeared a couple of years ago.

Firestorm: Thunderhawk 2 now uses a Virtual Cockpit mode and uses 3D scaling graphics, polygon vehicles and multiple camera angles for enhanced realism. Better still, it has hardly any of the glitches that dog games these days.

Enhanced graphics produce a fluid moving battleground

The enhanced graphics produce a fluid moving battleground that moves perfectly in time to the movements of the cockpit. The helicopter itself can be viewed from any angle, whether it be inside the cockpit, from the outside, or even an all round rotating view. A variety of dangerous missions must be completed using just that one helicopter, and there's no back-up. From escorting a UN convoy across deadly ground, attacking advancing tanks to destroying marauding ships in the Panama Canal every mission is full of enemy vehicles to destroy including tanks, helicopters and missile launchers. There are also main targets that must be taken out to complete each mission.

The chopper is armed with a machine gun and missiles which can take out most targets, but skill and good manoeuvring must be used or your helicopter will be shot down in seconds. The speed and realism is very convincing, and the control system is practically perfect, although it takes some getting used to. This is all backed up by a thumpingly hot soundtrack, although it would have been better without the annoying bloke who buzzes in over the intercom.

Like most games using these new fangled graphic techniques, there is the odd glitch, but nothing that ruins the gameplay in any way. This is a real, no holds barred, frantic, explosive action game that plays brilliantly. It should be checked out by anyone who loves a good blast to relieve tension. The best sky action shoot-'em-up to appear on the Saturn since *Panzer Dragoon*, without a doubt!

● **Steve Hardy**

Prospore

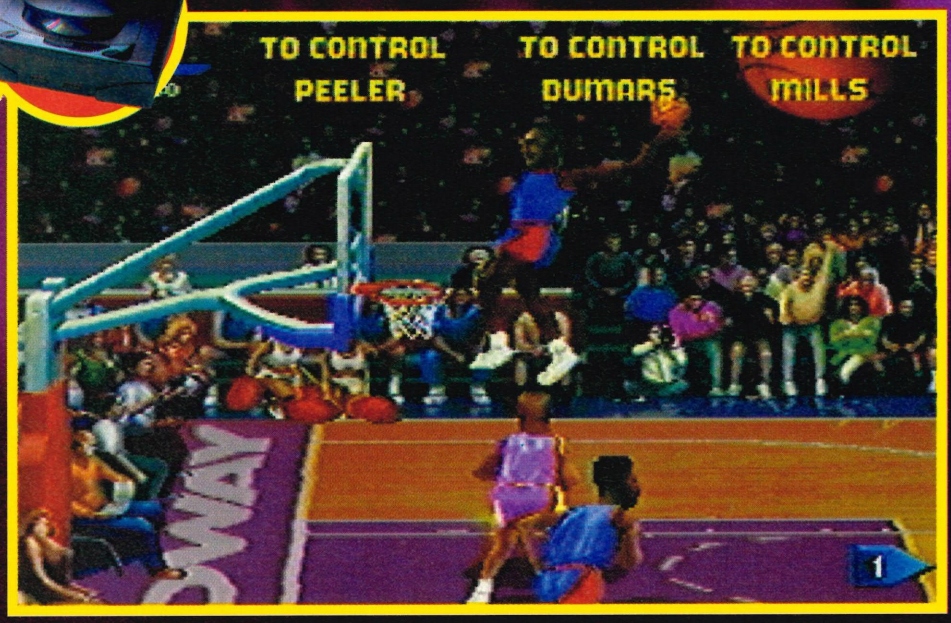
90

***Thunderhawk 2* is a fantastic, playable game. Everything we could want from a shoot-'em-up, and a huge improvement over the original.**

Saturn

Review

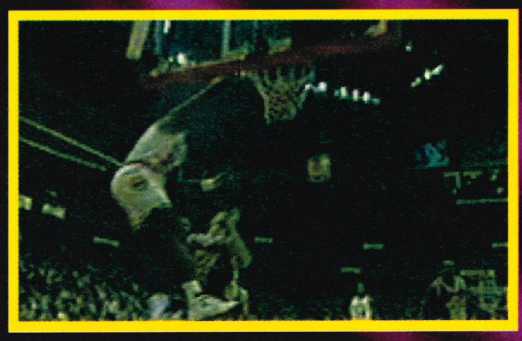
● Acclaim ● £44.99 ● December

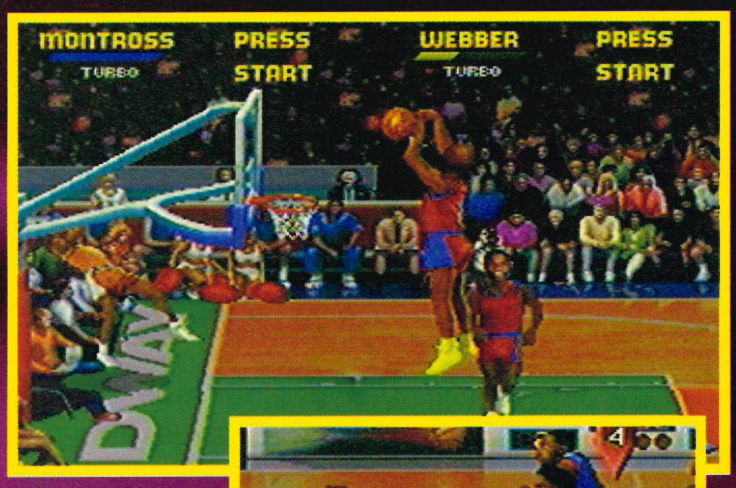


● Ready to take on the best basketball players in the US? No? Well tough 'cos *NBA Jam TE* is full of 'em.

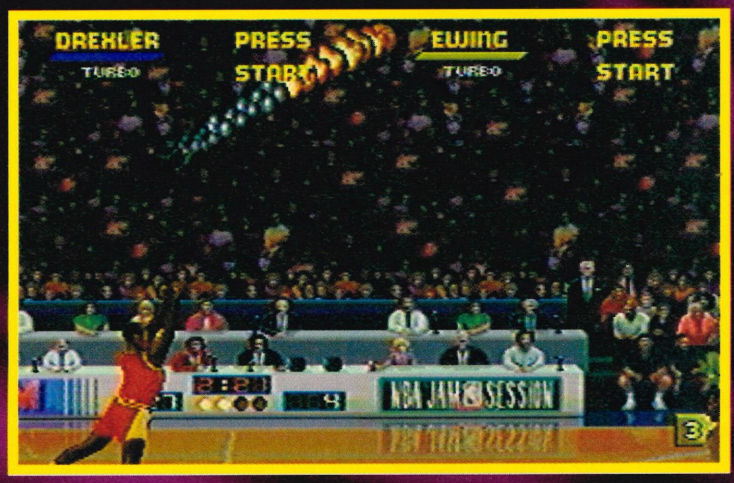


● Unfortunately, there's very little FMV in the game and these sparse clips only appear at the end of every match. Nice one lads!





● When a player scores three baskets in a row he's "On fire!". Further shots are then taken with a flaming ball. Mind those fingers.





● Midway have obviously listened to fan criticism concerning the original *NBA Jam* and have made enough changes to this great basketball game to warrant an even higher score than before.

Teamwork

For true fans of basketball, *NBA Jam: Tournament Edition* features up to date stats on the top teams in the American leagues. Beat all 28 and players get to take on all-star teams made up of the best basketball stars who ever played. Cor!

NBA





Software giants Acclaim have been responsible for some of the first Saturn games to appear in the UK. They've now turned their attention to flaming balls, hoops and squeaky sneakers...

Hands up anyone out there who hasn't got a copy of *NBA Jam* on one format or another? Nope, I didn't think so. Well now it's the turn of the Saturn owners to get their hands on one of the hottest sports games of all time.

NBA Jam itself needs no introduction. We all know what basketball is, and most of us are very bad at it, but this conversion of the hit Williams/Midway coin-op lets players bring the real life court experience home to their consoles. The updated and recently released *Tournament Edition* tightened up the overall game engine and added useful extra options as well as codes and hidden celebrities. There are now over 28 teams to choose from as well as an expanded roster, all-star teams to tax even the best players, all-new power-ups and stunning special moves.

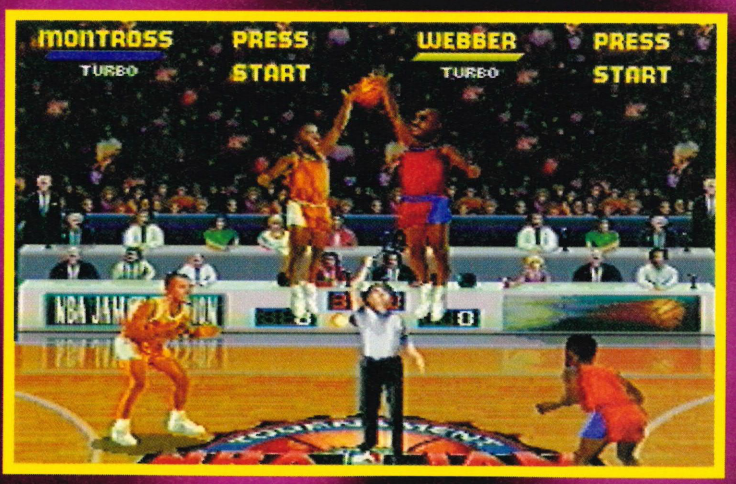
NBA Jam TE on the Saturn mostly adds further graphical touches such as making use of an expanded colour palette and allowing players to smoothly scale into and out of the court just like the arcade version. There's also the added bonus of FMV snippets of actual professional games which are shown between matches.

Other improvements have been made in the area of sound. As all the music and voices are streamed directly from CD, they are, as you'd expect, perfect. Also, plenty of new samples can now be heard and they're much clearer than before.

all-star teams to tax even the best players

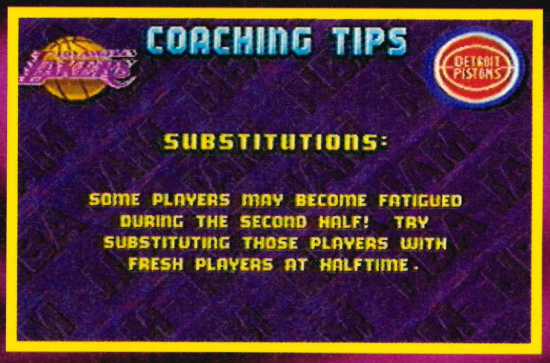
The gameplay is as sharp as it's always been and with the four-player multi-tap option available, there's going to be plenty of life in this old dog for months to come. Also, be sure to check out Protips as we'll be printing new game codes to access the countless secret characters Acclaim have tucked away deep inside this little beauty. It has to be said that *NBA Tournament Edition* on the Saturn really rocks!

● **Mat Yeo**



● **Just like in the arcade game, players scale into and out of the court as the game action hots up. The Saturn easily handles these smooth visuals.**

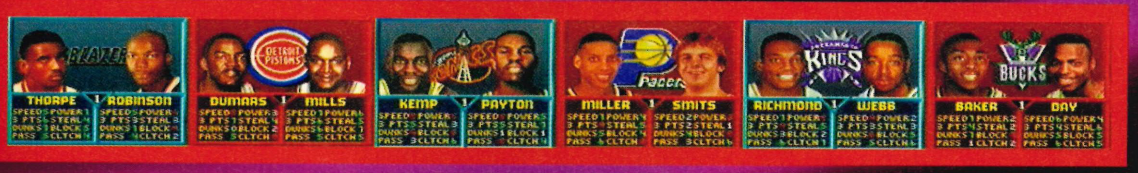




● **Between quarters, players are presented with handy coaching tips that offer useful advice to struggling Shaquille O'Neil wannabes.**



Jam T.E.





Proscore 87

What more is there to say? A perfect conversion of a perfect sports game that the Saturn handles with ease.

Saturn

Review ● Interplay ● £44.99 ● December



● That's Fatso, one of Casper's bad uncles. Naturally, he eats and eats and eats and Casper must find him enough food if he's to get past him.





The loveable and friendly spook Casper is now haunting the Saturn in his own creepy adventure game. Whipstaff Manor awaits...

Yes he's friendly, no he doesn't have any friends, but Casper is happy with the fact that he's raking in the dosh from his highly successful movie. Who needs friends when you're as rich as him?

Anyway, Casper is still in Whipstaff Manor and he wants to make friends with the people who live there. Aaww... Unfortunately, he has three nasty ghost uncles, appropriately named Fatso, Stinky and Stretch. These guys appear throughout the game and in certain rooms, but they aren't the first of Casper's problems.

The house, predictably, is gigantic and needs to be explored thoroughly so that Casper can complete his many quests. The first one is to find a present for the new people so that they will see that Casper is friendly. Other missions involve finding important objects hidden throughout the mansion.

Those who loved the film should give this a look

Viewed from above, Casper can move in any direction, and he looks very spooky (look closely, he's transparent). He must collect keys that will open the many doors, activate switches that open up previously unseen parts of the house, collect food, and piece together old pictures that act as switches. It requires a good memory, patience and a lot of exploration to make any headway. The game really does become compelling after you've got used to the controls and worked out how to use the objects. Music, although repetitive, is superbly orchestral and spooky to capture the atmosphere of the haunted house.

Those who loved the film should definitely give this one a look. It's been well set out, it looks brilliant and it requires a good bit of brain power, without becoming too daunting.

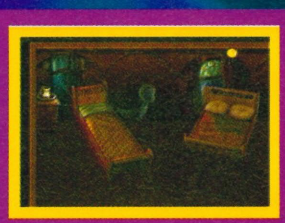
● Steve Hardy



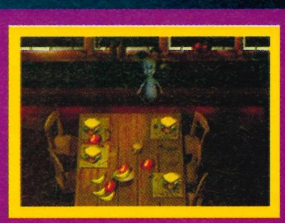
Casper

Who lives in a manor like this?

Whipstaff Manor is a huge place, quite spooky too. Just look at the dazzling arrangement and almost Victorian quality of some of the rooms. Some contain traps, others have switches, special items, and Casper's favourite food – tuna fish sandwiches. No wonder he doesn't have any friends. He must have breath that could stun a yak!



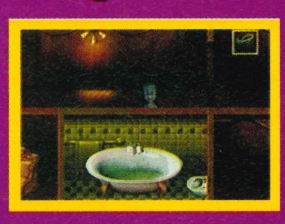
Bedroom



Dining Room



Fireplace Room



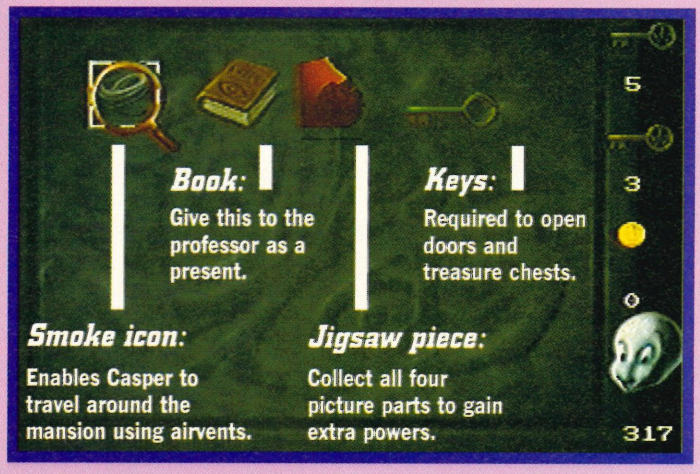
Bathroom



● Parts of the house aren't just for decoration. By moving spears in a certain order, hidden parts of the house are revealed and secret doors can be opened.

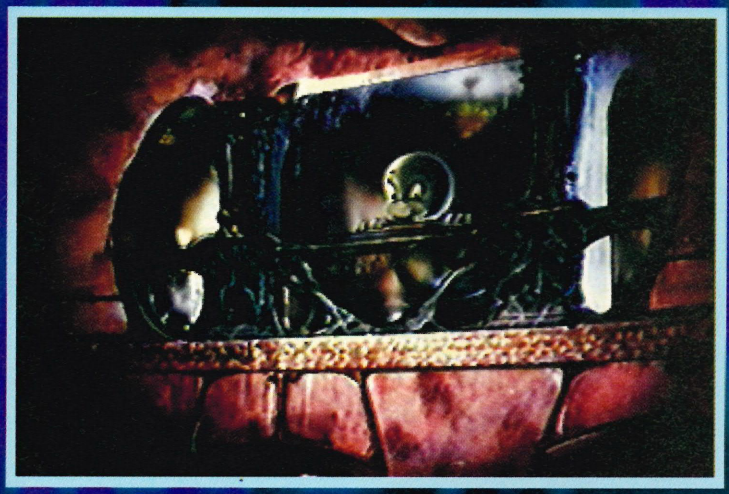
Ghost grabbing

For some strange reason, Casper is able to collect various objects on his journey to aid him in his quest. Quite how an intangible entity is able to lift items such as a one ton weight is beyond us but each object has a specific purpose.





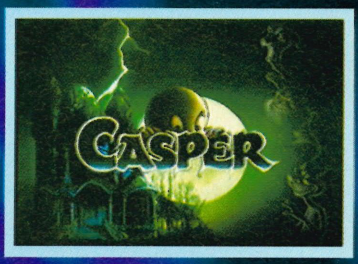
● This is where Casper starts his huge adventure. That picture on the wall doesn't quite seem complete, so Casper has to find the missing bits.

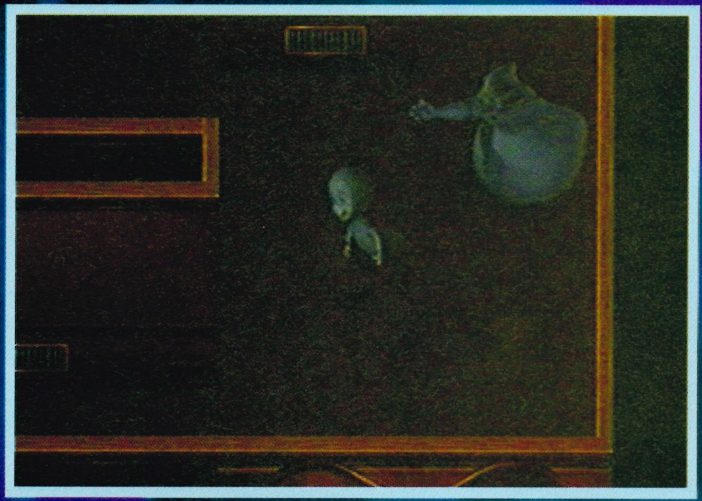


● Casper is chased by his evil uncle Fatso, presumably because he hasn't been given his food. There's no way to stop this spook and Casper has to go back outside to find him more grub.

● Casper can use the air vents around the house. Clever eh?

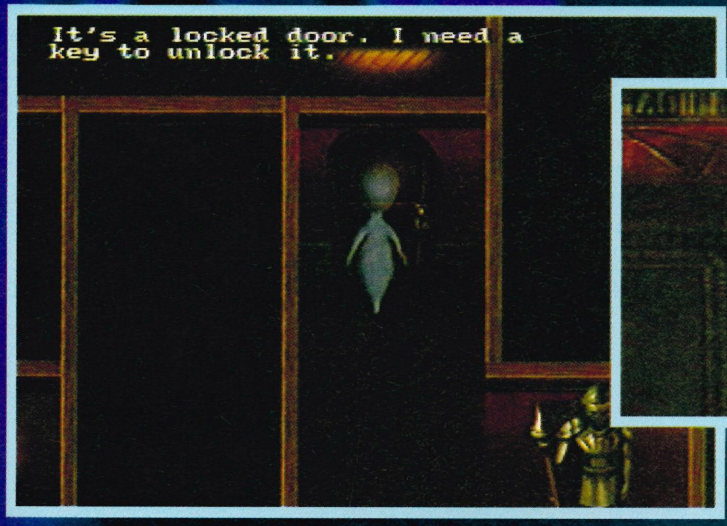




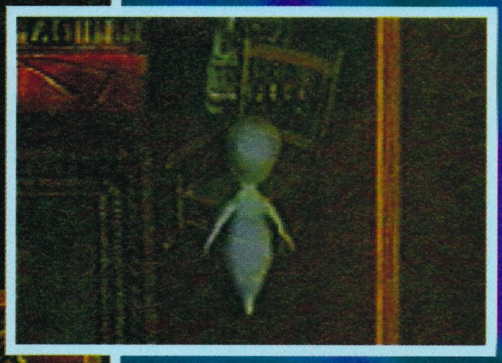




● Scattered around Whipstaff Manor are these old switches that move up or down, but we don't know what they're supposed to do.



● Spooky! This chair moves by itself but we don't know why. There are so many mysteries to solve.



● Left: Casper demonstrates his amazing ability to state the obvious at times. Gosh, isn't he a spooky ghost!

Prospore 84

***Casper* is a great movie licence – challenging, involving, and with some spooky graphics. It gets better as you play too!**

Mega Drive

Review

● Sega ● £39.99 ● December

Power R
The



● The yellow ranger encounters the blue gooey minions of Ivan Ooze in the high street. Get used to seeing these, because they just keep on coming.







Let's face it: we've all watched the series, but like 'em or not, the Power Rangers game of the hit movie is on the Mega Drive. Fans only read on...

● Remember this scene from the film? That was all nicely rendered on powerful computers, but sadly this bit is very basic.



● Cars also pose a problem for the Power Rangers, but they're easy to avoid and don't exactly go very fast.



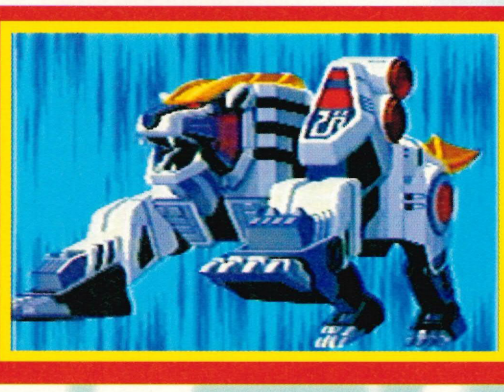
I found that Power Rangers on TV was... well... pretty naff and embarrassing to watch, and certainly not appealing to someone of my age. Still, thousands of youngsters around Britain watch it, and it does usually put a message across.

Last year they were even the most popular selling toys in the country too! Well, this is the game of the film of the TV series. The film was actually pretty decent and featured some smart computer graphics, and the game basically follows the plot quite closely.

Mega Zords

Recognise these from the film and the TV series? They all transform and join together to form one huge robot, called the Hyper Mega Zord or something like that. They looked great in the film as they were computer generated, unlike the TV series.





Rangers Movie

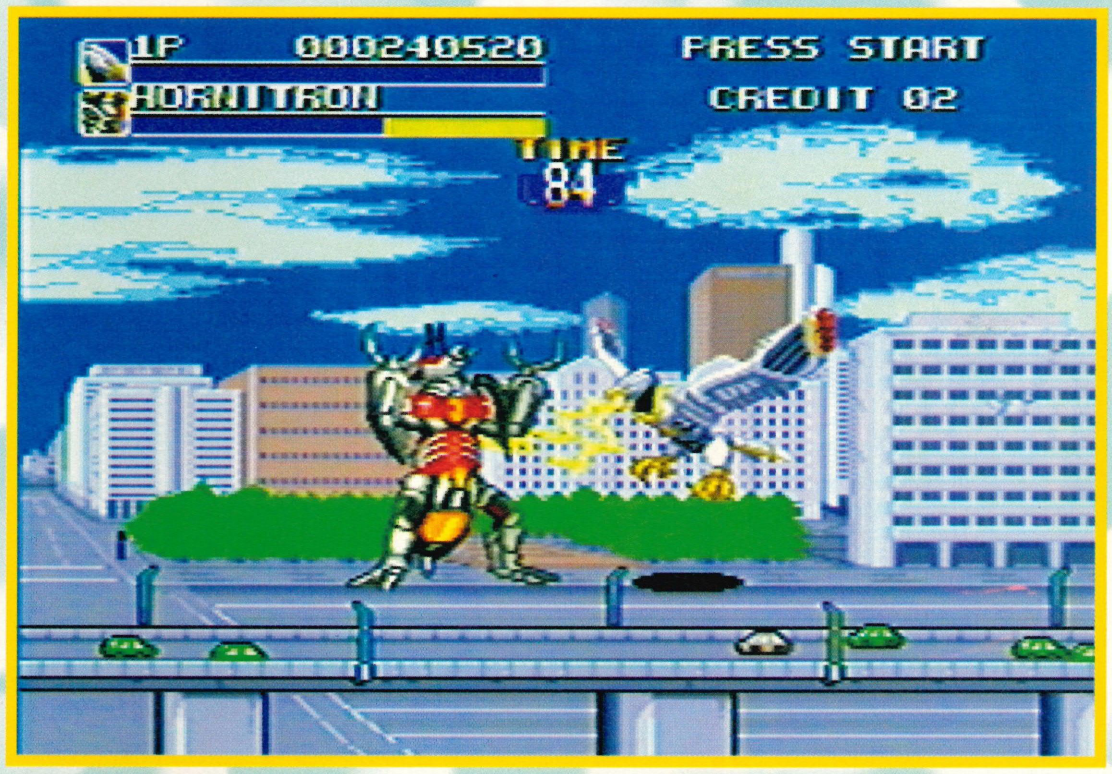


● They don't just use their feet and fists. No, the Power Rangers have pretty powerful guns, which would do a much better job against those putty things.



● These still pics are pretty good, showing off the new Zords rushing to aid the Power Rangers, which is a common sight in the TV series. Not that I watch it or anything!





● This big pic shows the Power Rangers Zord (the bird) fighting the oddly named Hornitron. In the foreground, those cars just go by as if nothing has happened. Doh!

The Power Rangers are up against Ivan Ooze (who was brilliant in the film), a purple mutant bad guy who is threatening the entire world. The six different rangers, armed with their weapons, special moves and gigantic Mega Zords fight Ooze mutants and those irritating Putty Patrols through six different areas. Unfortunately, the game is generally pretty poor, and I wasn't that impressed at all. The cartoon style graphics look basic, which is more than can be said for the backgrounds. The Power Rangers are poorly animated, although they have some special moves when they can be bothered to get them out. Playing the game is worse than being forced to watch endless repeats of The Money Programme – in other words, it's extremely dire and repetitive, not to mention easy.

Extremely dire and repetitive, not to mention easy.

Admittedly, this has been aimed at younger players, and it faithfully recreates the scenes and action from the movie – there's a section where the Rangers jump into a huge Zord robot to battle different monsters and freaks, all of whom appeared in the film. There are also some good stills of the Rangers and their Mega Zords, so younger fans will like it. Sadly, it just doesn't do the movie any justice. A graphic one-on-one fighting game like *Mortal Kombat 3* would have worked wonders. Instead, it consists of walk along, fight, walk along, fight some more baddies, walk along, fight even more baddies.

One for fans only I'm afraid!

● **Steve Hardy**



● Here they are? Some of the new Power Rangers minus the masks. Where's the lovely Kimberley? She's my favourite.



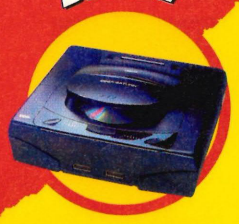
● This is another one of the boss sections where the player takes control of a MegaZord. It's better than the normal sections anyway.

ProScore

62

Power Rangers The Movie is disappointing. One for the younger gamers perhaps. It could have been so much better.

Saturn



Review ● Atlus ● £59.99 ● Import Now

High Velo

● This white (or is it silver?) beauty is probably the best car to have in the performance stakes. Good big wheel in the background as well.





Sexy Motors!

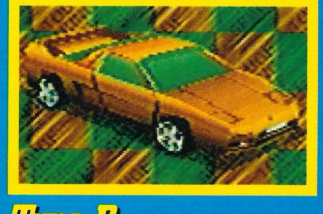
Just have a look at some of the tasty little numbers on offer here. They all handle differently and reach speeds that not even Mark Pilkington would dare attempt.

● Just look at that! Both cars going flat out and there's a very tight bend coming up. Both cars will be lucky to come out of this unscathed.





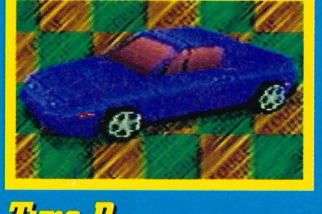
Type A



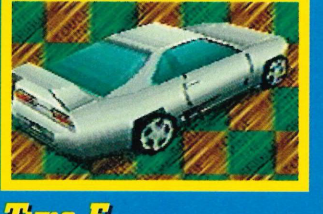
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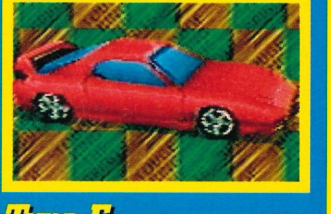
Type C



Type D



Type E



Type F

Contact: The Video Game Centre on 01202 527314.

-city

Everyone has gone racing mad with Sega's *Sega Rally* out this month and some top games on import. Here's a prime example, Atlus' *High Velocity* is a real *Ridge Racer* beater!



● A smart tunnel, and I'm not going to mention *Ridge Racer* or anything... Doh!

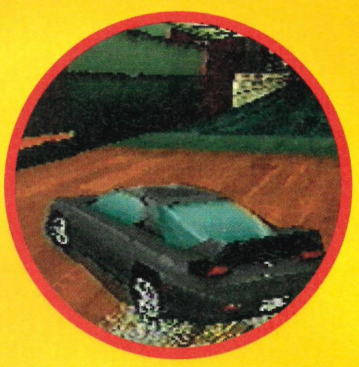
Most racing games for the next generation consoles have had major faults in the form of glitches and clipping. This means that the track ahead does not flow as smoothly as it should do, and it's even possible to see the track being formed. *Daytona* on the Saturn is one that suffers this, and we never thought it could be bettered until we saw *Sega Rally*. Fortunately, *High Velocity* doesn't have this problem, and it has exceeded all our expectations.

● Here we have a good view of the bridge supports. Zzz...



A straightforward race game, *High Velocity* offers a wide choice of snazzy fast cars, which can be raced on a number of tracks, all of which are packed full of detail. As for the track movement, it's just brilliant. Everything flows smoothly and the cars handle perfectly. The usual viewpoints are on offer, including a pretty special freeze frame mode. After each race, this moves the car frame by frame, showing all the bashes or swerves you made, and it can be viewed from all the essential angles too! This is what we like to see in a racing game.

the tracks and speed are awesome



● This black car is a bit of a beast when it comes to speed, and it ends up skidding a lot, just like here.

A versus mode is available, pitting the player against a selected opposition car. One of these races takes place on a downhill track at night, with a huge city all lighted up in the background. It's these effects that make *High Velocity* such a great racing game. There is no glitching whatsoever, and the speed is breathtaking on the downhill tracks, not to mention those on cliff edges! The lighted tunnels from *Ridge Racer* are here, looking just as good. The car's engine also echoes as it goes through the tunne for added effectl.

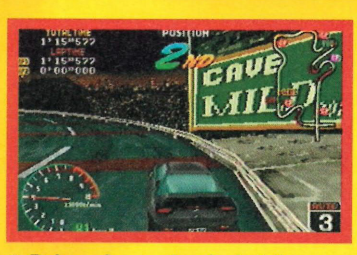
Complaints? Well, a lack of other cars to race against does make it seem boring, but the tracks and speed are awesome – you'll be too gob smacked to notice you're on your own. Fingers crossed that this gets an official release. It's not too well known at the moment, but it soon will be. A brilliant game, and the nearest we'll get to having *Ridge Racer* or *Need For Speed* on the Saturn (for the moment)!

● **Steve Hardy**





● Yes, it's a checkpoint, or some sort of toll booth. Whatever, it presents an obstacle and you have to slow down a bit.



● Below: A sample of what the replay sequence does. Control each race frame by frame!



Prospare

80

***High Velocity* is a responsive and visually stunning racer, which gives the competition a run for its money.**

Protips

Playing Tips

Protips

Oh my God it's 1996 already! Doesn't time fly when you're enjoying writing a playing tips section? I get a big thrill out of supplying all you Sega Proettes with playing tips for games and of course, welcome any phone calls with queries you may have!

You can also write in to me at this address:
ProTips, Sega Pro,
Paragon House,
Paragon Publishing,
St Peter's Road,
Bournemouth, BH1 2JS.

Bug

Saturn

● Extra Continues

Here are some pretty good cheats from **Angus Harding** from the Western Isles in **Scotland**:





For ten continues on each level for *Bug!* on the Saturn press Up, Down, Left, Right, Up, Down, Up, Down, Right, Right, Left, Up, Left, Left, Up, Left, Right, Right, Down, Down and A on the title screen. Phew!



Animaniacs

● Level codes

Mrs **Shirley Baker** sent in such a lovely and well presented solution to *Animaniacs*, but we haven't enough space. Ohhh, I do feel guilty! Anyway, we'll print your level codes instead. Cheers Mrs B!

Y - YAKKO
W - WAKKO
D - DOT

These are for Normal and Hard modes:

Level 1 complete:
D D D
- - -
Y W -

Levels 1 and 4 complete:
- - -
Y - -
Y - -

Levels 1, 2 and 4 complete:
- - -
Y - -
W - -

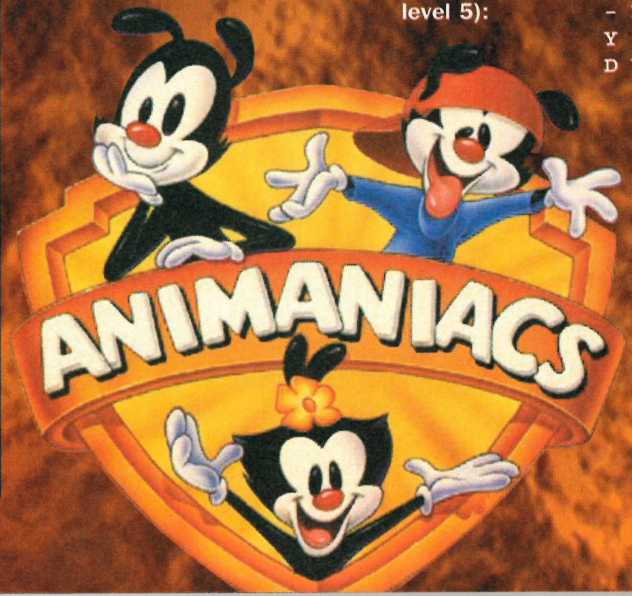
Levels 1 - 4 complete (entry to level 5):
W Y -
Y - -
- Y -

Hard Mode
Level 1 complete:
Y Y D
Y - -
W Y -

Levels 1 and 4 complete:
W Y D
Y - -
D Y -

Levels 1, 2 and 4 complete:
W W D
Y - -
- W -

Levels 1 to 4 complete (entry to level 5):
- D D
Y - -
D Y -



Mega Drive

Panzer Dragoon

● **Level Select**

For this nifty little cheat press Up, Up, Down, Down, Left, Right, Left, Right, X, Y and Z on the Start screen.



Rayman

● **Extra Lives**

This one is a toughie, so you need all the extra lives you can get! For twenty extra lives, pause the game, then press Right on the joypad and B at the same time. Release, then press Left on the joypad, Down on the joypad and R. Release, then press Y, C, then Z.





Virtua Racing

● **Hidden Track**

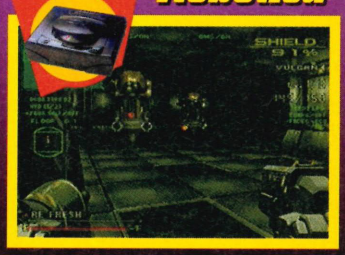
Assuming you've got the game (we're not sure if it's out yet), we'll give you this handy cheat for a hidden track.

On the Amazon Falls track, just after the first big jump (using the Coupe) you will see a road block to the right. Turn around and drive through it to reach a special track with tunnels and huge jumps.



Robotica

● **Cheat Mode**



During play, hold down L and R on controller one, then press:
A to recharge shield
B to recharge generator
C to replenish bullets
X to power up weapons
Y to get level item
Z to get the complete map
Press Start to skip levels!

Theme Park

● **Loadsacash!**

Here's yet another top *Theme Park* tip from **Jonathan Cooper** of **Old Portsmouth**.

To start the game with a wallet bursting 884 million pounds, enter this code: UAAACAA5AAY.
Or try this code for £127, 000, 000: 3APLR29D698. Thanks to **James Jackson** from **Buxton** for that one.



Light Crusader

● **Advice**

Some helpful hints from **James Jackson**, which should make sense to you if you own the game:

● To kill the last boss, attack the four orbs.

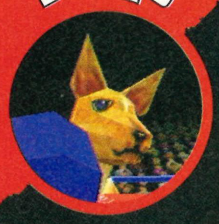
● Outside the door where your character is bombarded by fire, use the Odd Potion.

● When searching for wizards, attack the tank by diving onto the body and attacking the turret. You will need a lot of red potions/necklaces to survive.

HACKS/TIPS/CHEATS/CODES WIN AT CONSOLE GAMES WITH

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0891-318-401 .....SONIC 3, FULL SOLUTION & CHEATS
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0891-318-404 .....GOLDEN OLDIES, GAMES OVER 6 MONTHS OLD
0891-318-405 .....SONIC II & I HINTS, TIPS, CHEATS
0891-318-407 .....NEW RELEASES LINE, CHEATS HELP TIPS
0891-318-408 .....MEGADRIVE CHEATLINE (LOADS OF GAMES HELP HERE)
0891-318-409 .....SEGA SATURN/CHEATS, TIPS, HINTS
0891-318-410 .....CANNON FODDER ALL THE CODES
0891-318-411 .....PLAYSTATION, CHEATS, TIPS, HINTS
0891-318-413 .....MORTAL KOMBAT 3, CODES, CHEATS, TIPS & MOVES
0891-318-416 .....PLAYSTATION, CODES, CHEATS, TIPS

NO MUSIC, WAFFLE & TIME WASTING, JUST STRAIGHT TO THE HELP
PLEASE HAVE PEN & PAPER READY FOR INFO
IF YOU ARE UNDER 18, PLEASE ASK PERMISSION TO USE THIS SERVICE, CALLS COST 39P CHEAP & 49P PER MIN PEAK
HOME GROWN PRODUCTIONS LTD, PO BOX 193 HAYES,MIDDX.



Playing Tips Victory Boxing

Boxing Clever!

JVC's official Saturn Victory Boxing players' guide!

Last issue *Victory Boxing* scored a very worthy 90%, combining top boxing gameplay with those polygon graphics that we are all so used to seeing. However, it's also quite tough to complete, so we've joined together with JVC to bring you a bit of advice and help to get you on the way to beating the champion.

Magic moves

All fighters differ immensely in relation to their height, weight and boxing style. Here are the basic moves:

A - Guard
B - Straight Punch
C - Hook Punch
B + C - Uppercut
X with directional key - Taunts opponent

Combos are essential if you're going to stand a chance of beating the tougher opponents, and here they are:

Punch + Left - Left punch to face
Punch + Right - Right punch to face
Punch + Up - Right Long Punch to face
Punch + Left/Down - Left punch to body
Punch + Right/Down - Right punch to body

Don't just go in constantly hitting. You need to spin around the opponent, put up your guard and use swift jabs:

A + Left - Sway to the left
A + Right - Sway to the right
A + Down - Low guard
A + Up - Duck
A, A + Up - Dash and duck

When you are told to back away, do it quickly. If you leave it for a while or choose to ignore the warning, points will be deducted from your fighter's score card.

Boxing Styles

These all depend on a boxer's strength, personality and so on. For Centre Ring boxing, there are five different styles:

DETROIT: Requirements are tall height and light weight, mid height and light weight, tall height and mid weight.
The boxer holds the left arm horizontally at the waist, and the right arm is held next to the face.

OSCAR: Requirements are tall height and mid weight, and mid height with light weight.
A style in-between Detroit and Open.

OPEN: Requirements are tall height and heavy weight, or mid height and mid weight, or short height and light weight.
The right and left gloves are open and raised to the ears.

PHILADELPHIA: Requirements are mid height and heavy weight, or short height and mid weight.
This is a style between Open and peek-a-boo.

PEEK-A-BOO: Requirements are mid height and heavy weight, short height and heavy weight or short height and mid weight.
The boxer holds both arms up to the face, which are held close to the body.







Pick a boxer!

To help you in your selection of boxer we've compiled a list of all the statistics along with a picture of the fighter in question.

Name: **Premiraf Bennoa**
Height: **176 cm**
Weight: **107 kg**
Status: **Heavyweight**



Name: **Patricia Cunning**
Height: **180 cm**
Weight: **99 kg**
Status: **Heavyweight**



Name: **Saman Popaoin**
Height: **180 cm**
Weight: **109 kg**
Status: **Heavyweight**



Name: **Ping Yi Tang**
Height: **170cm**
Weight: **78 kg**
Status: **Heavyweight**



Name: **Scottie Mahlay**
Height: **180 cm**
Weight: **76 kg**
Status: **Heavyweight**



Name: **Linda Melenday**
Height: **183 cm**
Weight: **112 kg**
Status: **Heavyweight**



Name: **Detroit Jake**
Height: **179 cm**
Weight: **52 kg**
Status: **Bantam weight**



Name: **Charles Oscar**
Height: **179 cm**
Weight: **53 kg**
Status: **Bantam weight**



Name: **Open Sesame**
Height: **180 cm**
Weight: **53 kg**
Status: **Bantam weight**



Name: **Joe Philadelphia**
Height: **180 cm**
Weight: **53 kg**
Status: **Bantam weight**



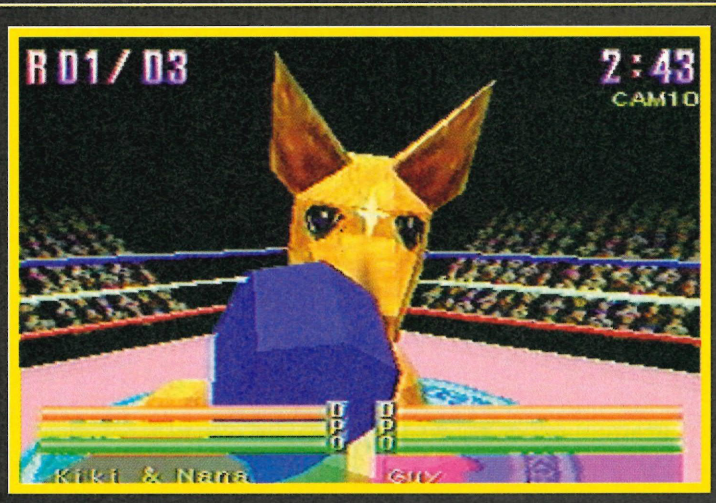
Name: **Peekaboo Johnson**
Height: **177 cm**
Weight: **54 kg**
Status: **Bantam weight**





Playing Tips Victory Boxing





Hidden Characters

Yes, there are some nifty characters hidden away in here. To access them, you have to battle through to the end and beat the champ. Once that's done, these guys appear to take you on, and they all have maximum energy bars!

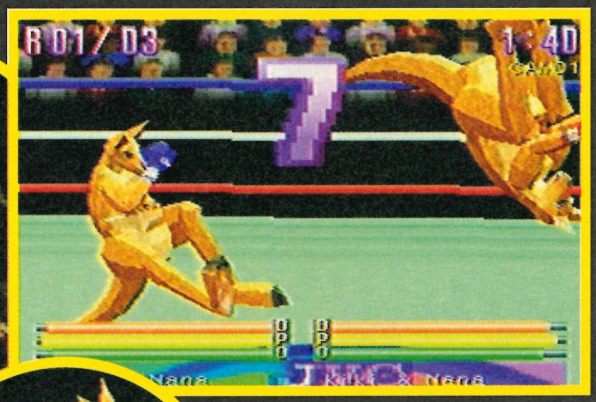
The craziest characters have to be the two boxing kangaroos, **Kiki and Nana**. They have some funny little taunts and both use Detroit style

This rough looking bloke is **Snake**, who won't lose his bottle in a fight (literally)! He uses Open style.

Yamato Mutsu is a supposed to be like **The Karate Kid** – he's light and very agile. He uses Oscar style.

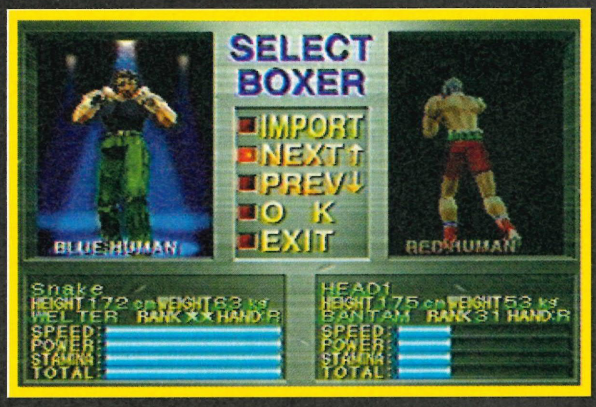
M-0978. This freak, looking exactly like DURAL from *Virtua Fighter* is a worthy contender. There is also a female version, and they both use Philadelphia style.

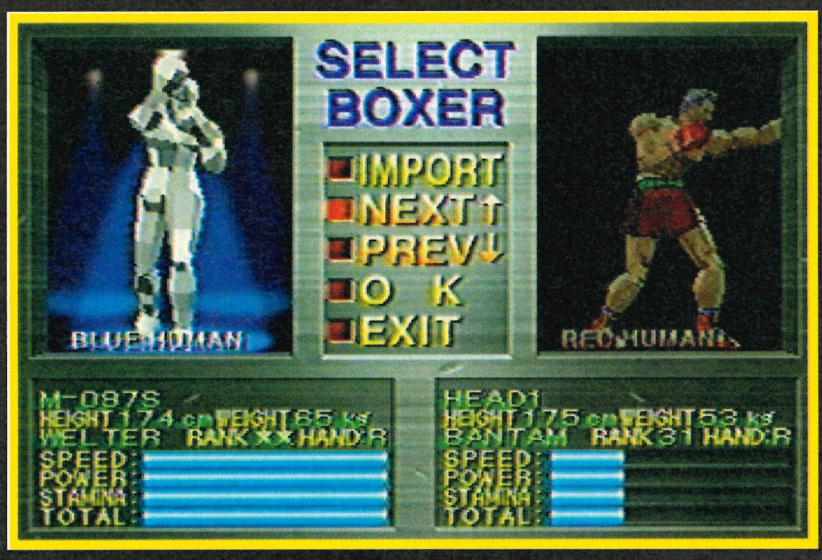


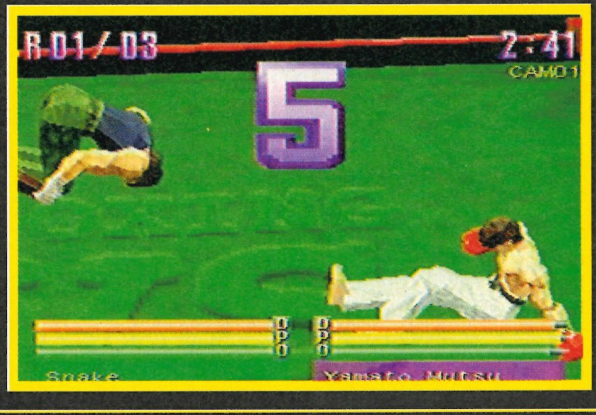












Super Death Punches

In the Main Event mode, when you reach a certain rank, your coach will teach your fighter a Super Death Punch, depending on his/her style.

Combos for DETROIT style:
1. B, RIGHT, B: Straight punches
2. B, C: Straight punches and a left hook
3. LEFT, RIGHT, B: Straight punches, left hook and straight punch
4. UP, DOWN, C: Left hook to body
5. DOWN, UP, B: Straight punch, right hit

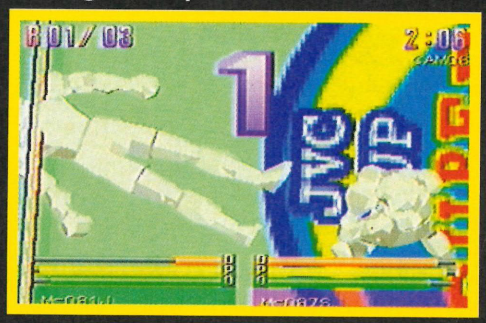


Combos for OSCAR style:
1. B, RIGHT, B: Straight punches
2. B, C: Straight punches and a left hook
3. LEFT, RIGHT, B: Left uppercut and right hook
4. UP, DOWN, C: Right hook with weight
5. DOWN, DOWN, C: Come around and left hook

Combos for OPEN style:
1. B, RIGHT, B: Straight punches
2. B, C: Straight punches and a left hook
3. LEFT, RIGHT, B: three straight punches and a right uppercut
4. DOWN, LEFT, B + C: Smash move
5. UP, LEFT, B: Corkscrew move

Combos for PHILADELPHIA style:
1. B, RIGHT, B: Straight punches
2. B, C: Straight punches and a left hook
3. LEFT, RIGHT, B: Straight punches, left uppercut and straight punch
4. LEFT, RIGHT, C: Straight punches, left hook and right hook
5. UP, DOWN, B + C: Uppercut with big motion

Combos for PEEK-A-BOO style:
1. B, RIGHT + B: Straight punches
2. B, C: Straight punches and a left hook
3. LEFT, RIGHT, B: Straight punch, right hook, left hook
4. UP, UP, B+C: Dynamite uppercut
5. LEFT, RIGHT, C: Punches with body motion.



Hidden Characters

And here are the statistics on all the hidden characters in the game.

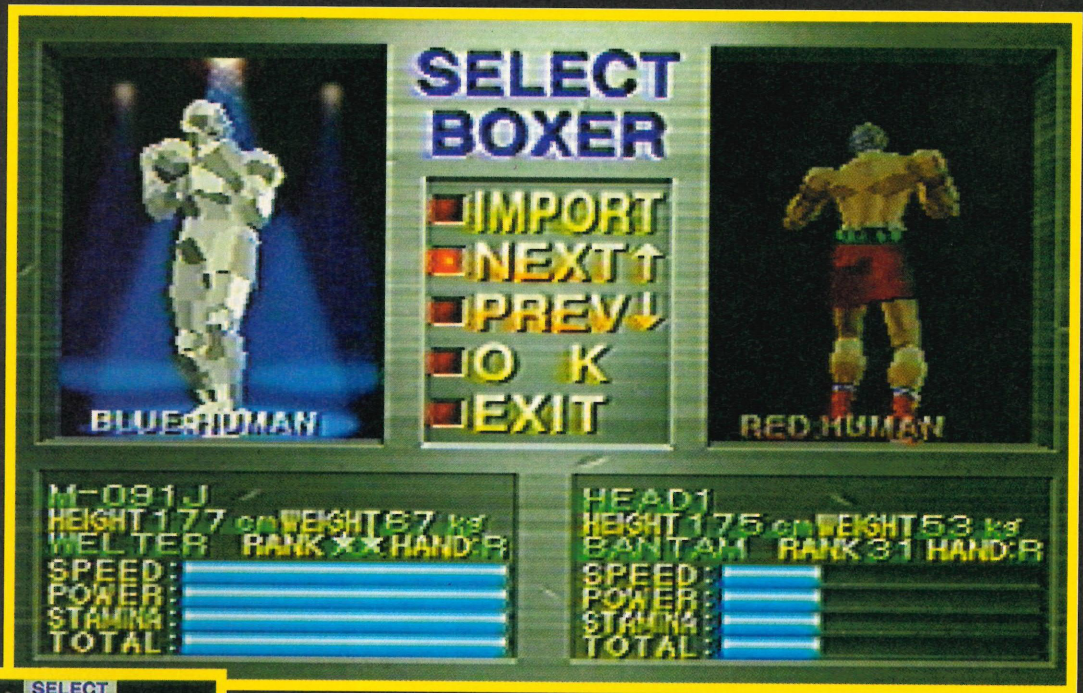
Name: **M - 091J**
Height: **177 cm**
Weight: **67 kg**
Status: **Welter weight**

Name: **M-0978**
Height: **174 cm**
Weight: **65 kg**
Status: **Welter weight**

Name: **Snake**
Height: **172 cm**
Weight: **63 kg**
Status: **Unknown**

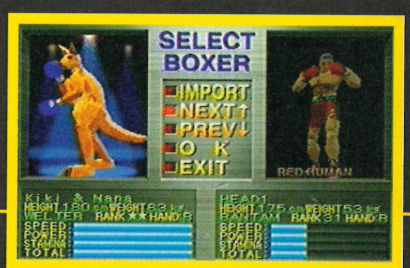
Name: **Kiki and Nana**
Height: **180 cm**
Weight: **63 kg**
Status: **Welter weight**

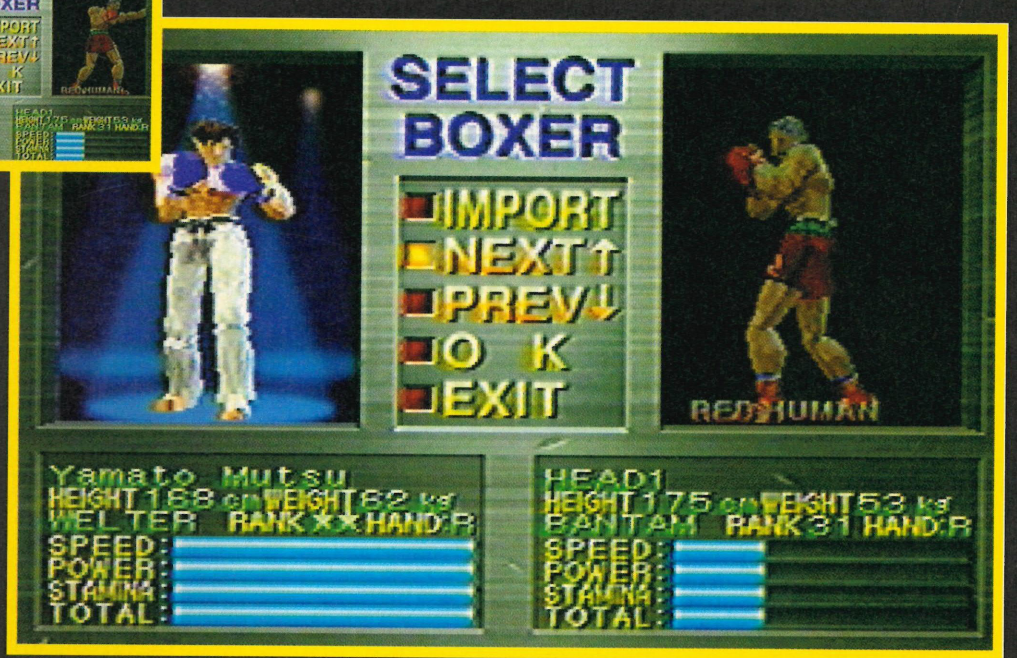
Name: **Yamato Mutsu**
Height: **168 cm**
Weight: **62 kg**
Status: **Welter weight**











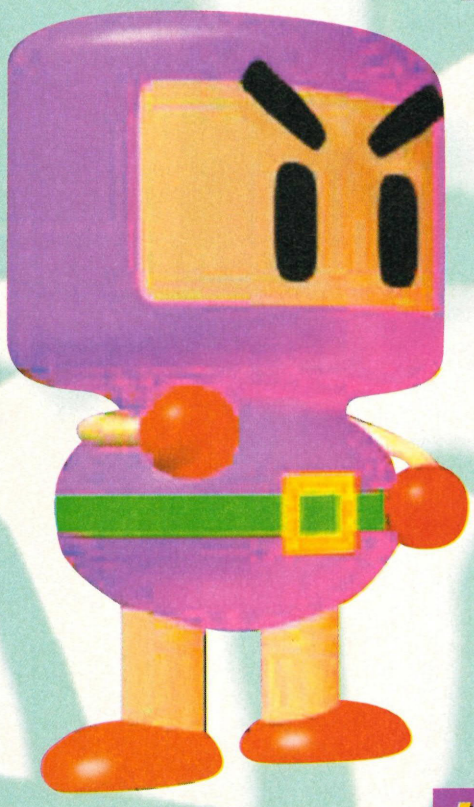
Prohelp Q:A:

ProHelp

Do you need help? Do you cry into the nearest cushion whenever you do badly at a game? Do you trash the whole house in anger, or kick the family dog/cat rabbit/teapot in sheer frustration? If you do, you want to be booked in to a mental institution! And if that doesn't work, don't worry, because there is help – ProHelp!

Send in your requests to:

ProHelp, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS



Multiple cheat time!

Q: Dear ProHelp,
I am having some serious problems with a few games on the Mega Drive: *Mega Bomberman, X-MEN, Probotector.* Any cheats or tips will be appreciated.
Fei Young, Stivichall, Coventry

A: I'll try my best Fei. Try these codes for *Mega Bomberman*:
5.1: **6264**
5.2: **6344**
5.3: **9184**
5.4: **5654**
5.5: **7954**
Final Level: **0515**

Here's a level select for *Probotector*:
On the title screen, press Left, Right, A, B, C, Left, Right, A, B and C.

Cheat codes and level select for *X-MEN*:
Press and hold down A, C and Down on the screen that says Press Start Button. Take out the pad and plug it into the second control port when Magneto. Press Start to choose your level. You should now get infinite health and special powers.



Baldness curse?

Q: Dear ProHelp,
Please print passwords for all the levels of *Desert Strike* on the MD before I pull all my hair out.
Yours Baldingly
Tommy Grimes, Glenrothes

A: Right, we have some codes for you Tommy. Remember, as with all codes, if they don't work, experiment! Don't bombard us with phone calls because we're not a help service – there are special numbers to ring for that, and we're too busy anyway.
For five lives, enter: **IQQQLOM**
Now you can enter codes for the missions!
Level 2: **BQJRAEF**
Level 3: **TLJKOAP**
Level 4: **WTEOVJP**
What about some Action Replay codes?

FF10AB0064:	UNLIMITED FUEL
FF10B70003:	INFINITE LIVES
FFAF1D0008:	UNLIMITED HELLFIRE MISSILES

Hair today, gone tomorrow!!!

Q: Dear ProHelp,
In the immortal words of those legendary Mancunion songsters, John, Paul, Ringo and Geoff. 'Won't you pleeeease, please help me.'
I'm having a real nightmare with *Cannon Fodder* on the Mega Drive. I can complete the first few missions no problem but things soon get hairy! I would be eternally grateful for any level codes you can give me.
Yours 'Hairily'
Simon Percival, Wilmslow.
P.S. Sega Pro is the best.

A: Always glad to help a Beatles fan, Simon. We found *Cannon Fodder* really tough and still get letters about it, so hopefully this will cure some of the pain! Here, for your delectation. are the 23 level passwords. Enjoy.

Mission 1	**PXJND**
Mission 2	**UZHNC**
Mission 3	**JHHJI**
Mission 4	**OFLJA**
Mission 5	**DWKFG**
Mission 6	**EZMBE**
Mission 7	**JBLBD**
Mission 8	**OBSRH**
Mission 9	**TTEFD**
Mission 10	**UTEFD**
Mission 11	**FRLYA**
Mission 12	**EOBJF**
Mission 13	**RYJBE**
Mission 14	**GMEGF**
Mission 15	**FFQRI**
Mission 16	**ICXPA**
Mission 17	**PXJVI**
Mission 18	**IRORH**
Mission 19	**TEOUA**
Mission 20	**CLBGE**
Mission 21	**JMNQG**
Mission 22	**OOLQF**
Mission 23	**NPXFC**
Mission 24	**No Code**

Right, that should put to rest all those complaints and pleas for help for *Cannon Fodder*. How about some pleas for help for *Worms* in the next few months folks? We're (usually) happy to help!

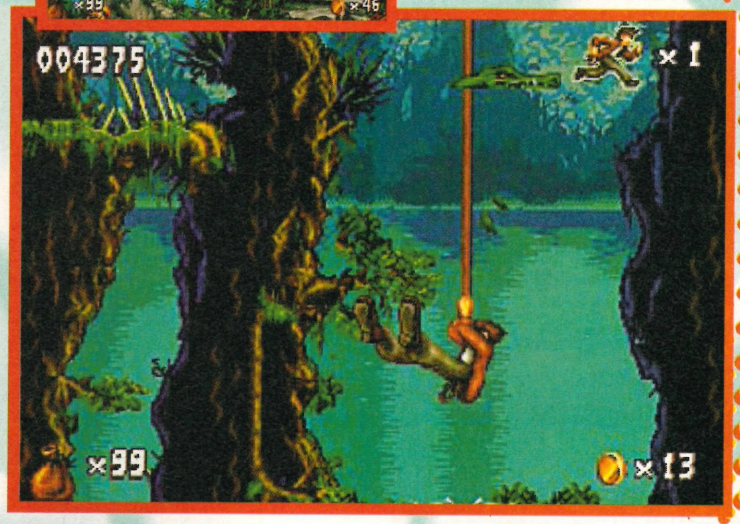
It's the pits!

Q: Dear ProHelp,
Could you print any cheats for *Pitfall* on the Mega Drive. I know you printed the cheats in Issue 48, but I bought the game later. I would really appreciate your help.
Sam Sirah, Eastbourne, Sussex

A: Try out this cheat for extra credits:
Press C, Right, Down, C, Right, Down, Right and Down on the title screen.



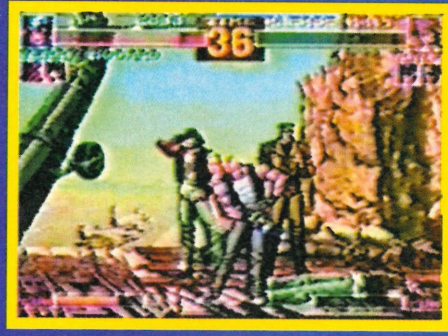




Saturn games not good enough?

Q: Dear ProHelp,
Could you tell me if *King Of The Fighters '94* and *Mortal Kombat* will be released on the Saturn? Also, will Namco and Psygnosis definitely be making games for the Saturn such as *Tekken*, *Wipeout* and *Ridge Racer*?
Darren Nicholls, Bletchingly, Surrey

A: Sega have recently signed a deal with SNK, the makers of Neo-Geo games, so with any luck *The King Of Fighters* will make its way onto the Saturn. Psygnosis have also been putting about rumours that both their big PlayStation games will be on the Saturn soon. In fact Sega Pro has learnt that *Wipeout* is finished on the Saturn but they're not letting anyone near it yet! As for Namco, they also confirmed that all their arcade releases would be converted, but we've seen nothing yet.

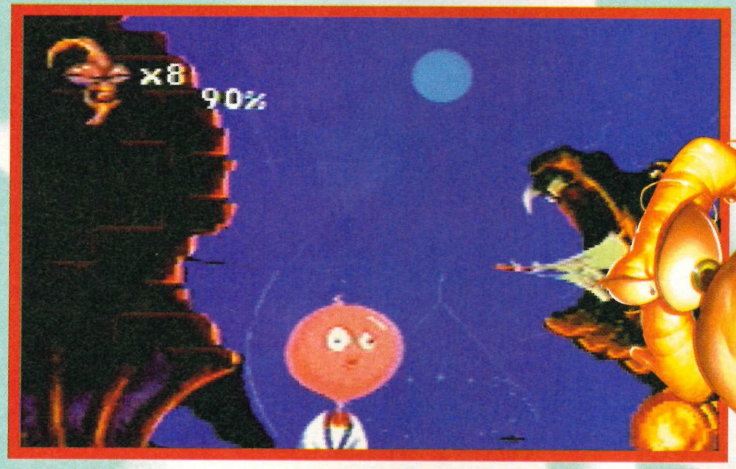


INSTANT RELIEF

We're still getting occasional letters for our new column, so as long as it's popular, we'll keep printing it! Do you crave for just that one cheat or tip for that one game that's driving you crazy? Then write in and we'll see what we can do for ya! Oh, and please, please, please don't ask for any more help with *Mortal Kombat II* because we can't print entire lists of moves, or any other fighting game for that matter... unless it's a cheat. See ya!

Our first plea for help this month is from Pete Simmonds in Norwich. He wants more level passwords for the Hard level on *Mean Bean Machine*. Try these for size:
11: Blue, Yellow, Yellow, Has Bean
12: Green, Clear Bean, Clear Bean, Blue
13: Has Bean, Clear, Purple, Has Bean

We've had lots of letters asking for help with *Sonic Chaos* on the Game Gear: The only one of any use is this code for infinite lives:
3A6 - 24E - 2A2



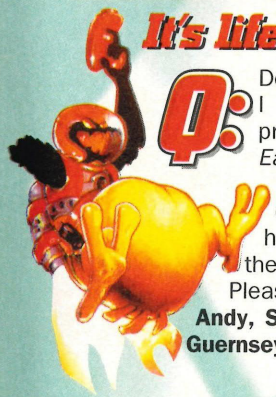
Playing it Sly!

Q: Dear Prohelp,
Most of my friends have completed *Judge Dredd* on the Mega Drive, but I can't seem to get past the first level. If you would be so kind as to print the level codes I could tell my mates that I have completed this superb game.
Paul Slater, London

A: If you're really having problems with *Judge Dredd*, Paul, you could check out our rather handy guide that Mark compiled back in issue 50, but here are all the level passwords anyway. Good luck you cheatin' little monkey!

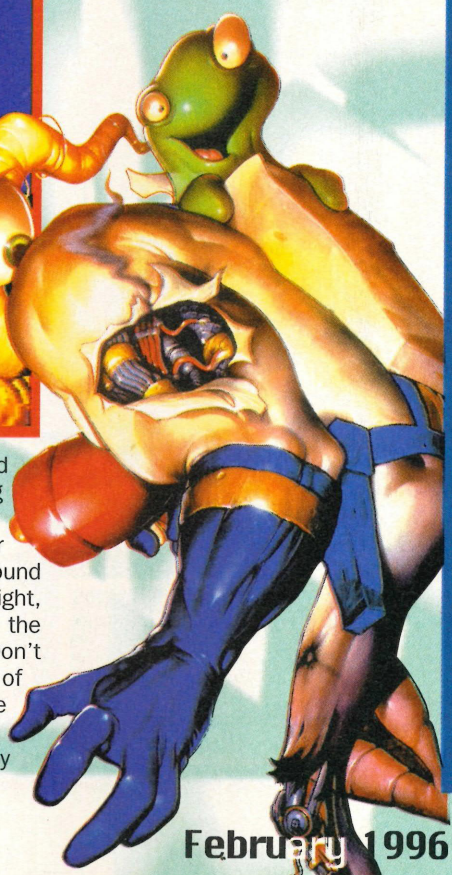
Level 2	KZVDT
Level 3	JRQWNO
Level 4	PSTRVJZ
Level 5	HQWVLT
Level 6	WDRCNPU

It's life Jim!



Q: Dear ProHelp,
I have a problem with *Earthworm Jim*. I cannot complete it – how do you kill the evil queen? Please help me!
Andy, St Sampsons, Guernsey

A: Right, you should be able to swing using a hook somewhere near the queen's back. Rotate around her whilst firing from the right, then from above, then from the left and finally from below. Don't fire for too long, and get rid of the bees by repeating the same process. The queen should finally be defeated by using this process!



Protest!

Protest

Your Letters!



Yeeeesss! 1996 is here – it's time to celebrate with massive amounts of food and drink. Still, the Sega Pro team (or Steve anyway) carries on regardless, working in a freezing cold office by candle light with only a multipack of Coke and a bumper bag of cheese and onion crisps to keep him going. We get no kisses, so spare a thought whilst we're sat here answering your letters eh? Happy New Year everyone! Don't worry about us (sniff) we don't expect any cards from our readers or anything (sob).

A satisfied customer

Dear Protest,
Your magazine is great, and I love the guides that you guys do, so easy to follow. The price of games these days means I can't buy too many at once, and like many of my friends, I must rely on your opinions. So far I have to say you haven't let me down and every choice I have made has been a good one. I am contemplating getting *Mortal Kombat 3* and so I have read your review over and over again. Keep up the good work team!
Allan Costine, Waterford, Ireland

Thanks Allan, it's nice to be of some service.

Panzer pictures

Dear Protest,
I've been chatting with a mate who somehow gets his hands on Japanese Saturn magazines. He can't read any of them, but looks at the pictures and told me there were some brilliant pictures hidden away inside *Panzer Dragoon*. How on earth can I access them on my Saturn. I only have the official UK version of the game, does this mean I won't be able to see them? Please show me the way.
William Dingle, Cork

Of course you can access the pictures on your PAL machine – all versions of *Panzer Dragoon* are the same! All you have to do is go to the main menu screen (the one with the options on it, not the one that says 'Press Start') and key in the following on joypad one: Up, Up, Down, Up, Right, Right, Left, Right, Down, Down, Up, Down, Left, Left, Right, Left. But we've saved you the bother... here are the pictures in all their glory!











ics!

st!

How good is MK3?

Dear Sega Pro,
I have just recently started to buy your magazine and it's... well it's fab! There are two questions I'd like to ask:



1. Which version of *Mortal Kombat 3* is worth buying?
2. Does each version have the same amount of moves, codes and secrets?
3. Sorry, I've got a third question: when are you going to stop making your magazine so darn good?

Tony Milbank, Crawley

Well, we've played the Mega Drive version far more often than the SNES version (well we would have, wouldn't we Steve – Nick), and there should be a version for the Saturn in April. Anyway, Mat gave it a stunning 96% in Issue 51 so it must be brilliant! All the versions are pretty smart, let's be honest. It's ultimately up to you Tony, and how much money you're prepared to spend. Each version has pretty much all the features and codes.

Why is our mag so damn good? Well, it's over to our esteemed Ed, Nick... 'Cos we're blooming ace mate, that's why! Burp!' Cheers Nicko.



Gun confusion

Dear Protest,
I am thinking of buying a Saturn and have a few questions for you:
1. Could a *Lethal Enforcer* or a *Menacer* gun work with any shooting games on the Saturn?
2. I think *Virtua Striker* is the best football game out. Will it be coming out for the Saturn, and will it be arcade perfect?
3. Will the price of the Saturn come down by Christmas?
4. Will *Tekken* be coming to the Saturn?

Thomas Doyle, Lassodie, Fife

Of course those guns don't work with the Saturn Thomas! The Mega Drive is a completely different console and used different control methods – not to mention sockets! But *Virtua Cop* comes with its own gun supplied.

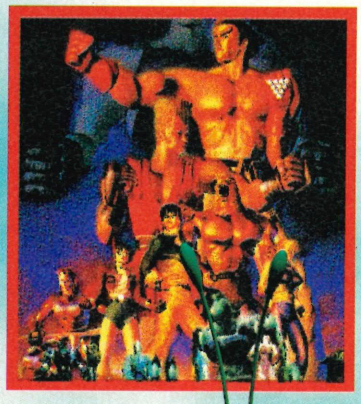




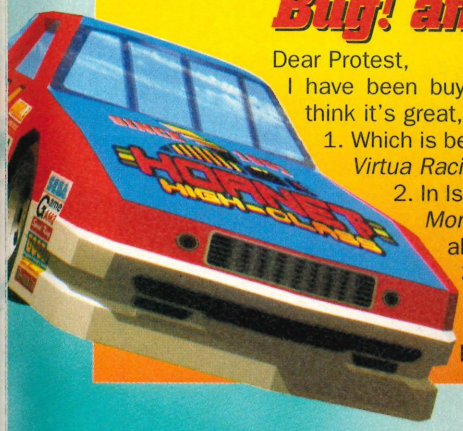
It's doubtful that *Virtua Striker* will appear for the Saturn – we haven't heard a whisper from Sega so far.

The Saturn has come down in price to £299 without a game, but there will be a special pack released before Christmas containing a Saturn and a game for the sum of £349. *Tekken* will eventually be released for the Saturn, Namco sent out a press release stated that all their arcade machines would eventually be converted.





Bug! and Daytona on 32X?!

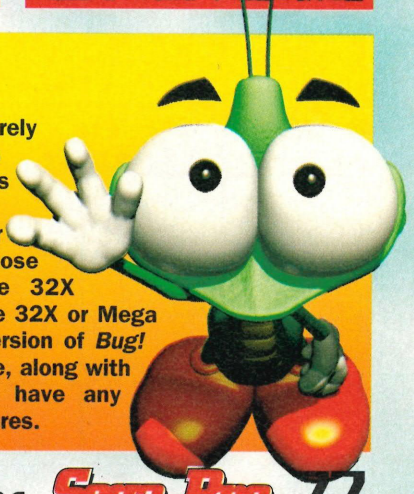


Dear Protest,
I have been buying your mag since Issue 35 and think it's great, and I have a few questions to ask:
1. Which is best on the 32X – *Mortal Kombat 2* or *Virtua Racing Deluxe*?
2. In Issue 37 you printed all the moves for *Mortal Kombat II* on the Mega Drive. Do all these work on the 32X version?
3. Will *Bug!* ever be available on the Mega Drive or 32X?

Chris Bell, Coulsdon

PS. Keep up the good work!

They're both entirely different games – it depends whether you prefer racers or beat-'em-ups doesn't it? Those moves should work for the 32X version, and as for *Bug!* on the 32X or Mega Drive, YES! There will be a version of *Bug!* for 32X some time in the future, along with *Daytona USA* but we don't have any release dates yet, and no pictures.



Protest!

Reader Art!

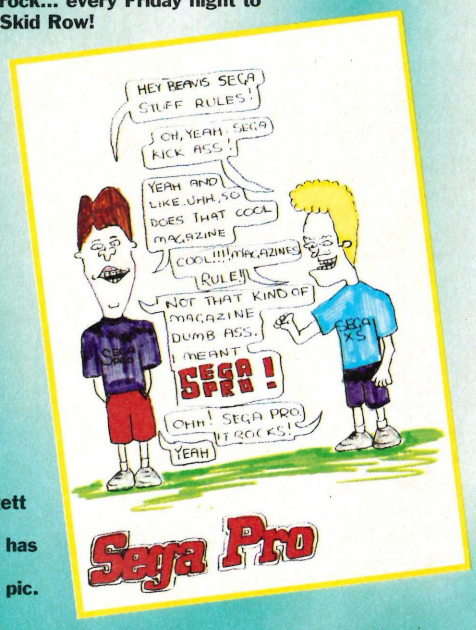


Why does your Earthworm Jim look all sad?, Matthew Moody of Chipping Norton. He's reading Sega Pro – he should be as happy as Larry!



Alex Leggett from Swanwick has done this great Bug pic. Cool!

Thanks to Steven Douglas of Annaghmore for this chat between Beavis and Butt-head. We certainly do rock... every Friday night to Skid Row!



Readers' Ad's

FOR SALE

Mega Drive games for sale: *Bubsy, Sonic 2* and *Super Kick Off* for only £8 each or £12 for 2, or £18 for all three. Tel: 001327 554148 - ask for Tom. Answer phone before 6pm.

Mega Drive and Mega-CD for sale. 13 games including *SSF 2, Sonic & Knuckles, Micro Machines 2, FIFA CD* and *Tomcat Alley*. Whole lot £150! Phone Daniel: 01883 343835 after school. Separate offers accepted (boxed with instructions).

C64 for sale with 100 plus games. Two joysticks and tape deck, all for only £75. Very good condition. Contact Jon Paul Shooter on: 01206 392066. Everything boxed including joysticks.

32X with 3 games: *Mortal Kombat 2, Virtua Racing Deluxe* and *Star Wars Arcade*. £100 – MD games: *Psycho Pinball* £15, Menacer gun £10, *Madden 92* £5. Call Darren on Halifax 001422 350977.

For sale: Sega Saturn game, *Myst*. Brand new in excellent condition. £30 o.n.o. Phone 0117 9273692.

For sale: Mega-CD, *MK1* plus 15 games including *Lunar, Monkey Island, Night Trap, FIFA Soccer, Sewer Shark*. Joypads and loads of mags. £350 Phone 01252 621421.

Mega Drive , 2 control pads and 10 games inc *Street Fighter, Earthworm Jim, NBA JAM, Mortal Kombat, Jurassic Park, Sonic 1* and *2*, and three more games £160. Call Leon on 0181 771 3588.

Mega Drive for sale: 6 button and 3 button joypads, 6 games including *Super Street Fighter 2, Sonic Spinball*, converter for foreign games, 2 large Virgin cheat books. £100 o.n.o. Telephone Phil on: 01684 567633.

Mega Drive and Mega-CD 2 for sale. Over 25 top games including *FIFA 95, NHL 95, Eternal Champions CD, Cannon Fodder, MK, MM*. Sell lot for £500/split. Contact Tom on 01636 76411.

Mega Drive 2 with *PGA 3, FIFA 95, Brian Lara's Cricket, Road Rash 3, NHL 93, NHL 95, Street Fighter Champion Edition*, and 3 key pads – £150. No offers. Tel Richard on 01202 513062 after 6pm on weekdays.

For sale: Mega Drive inc 5 games: *Mega Lo Mania, Speedball 2, John Madden 92*, 2 pads, large selection of mags – £140. Phone James after 5pm at weekdays on 01553 810511.

For sale: Sega Mega Drive games: *SF2, F1, Jimmy White Snooker, FIFA 95, NBA JAM, NBA Live 95, NHL 95*. £15 each. *Road Rash 2, Lotus 2, M.Ali Boxing, Madden 94, Sonic 2, Davis Cup, College Football*. £10 each. Tel: 0131 621 0501.

WANTED

Wanted: *Spiderman and the X-Men*. Will swap for *Tazmania* and Mega Games 1. Tel: 01326 313513

Wanted: Master System game *Phantasy Star* needed. Every price considered. Please phone and ask for Tim on 0121 449 2307.

PEN PALS

Pen pals: 12 year old female looking for a good looking male, aged 13 or over. I like Mega Drives. Reply guaranteed. Send photo if possible: Joanne Linden, 26 Co-operative Street, Hazel Grove, Stockport, Cheshire SK7 4JN.

22 year-old male seeks female Mega Drive owner. Must like Rock 'n Roll plus fun. Contact Philip Smith at 19 Wood Wark Ave, North Lynn, King's Lynn PE30 2BA.

Two teenage females seek two sexy males aged 18+. Must have good sense of humour, nice personality. Must be fun loving and good looking.
Write to: Anna and Charli, 22 Park Crescent, East Kings Heath, Northampton NN5 7NT.

13 year-old male seeks female. Must like dance, rave and all Mortal Kombats. Must be aged 12-13. Write to Matty at: 4 Kent Road, Stapenhill, Burton On Trent, Staffordshire DE15 9HZ.

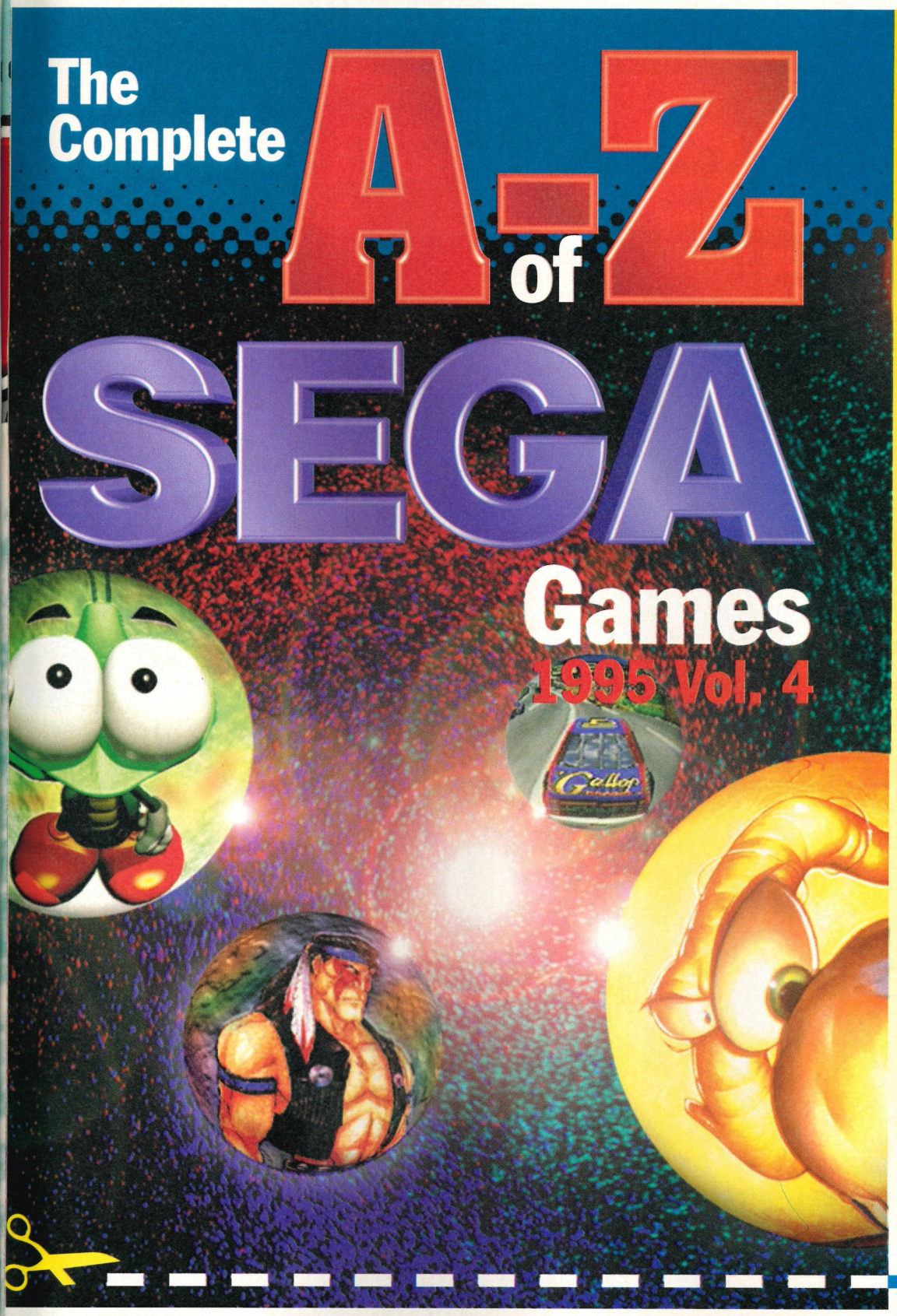
My name is Justin and I'd like a boy or girl penpal who likes Sega Sports aged 12-13. U.K or overseas. Jusin Gutsell, 54 Pomana Street, Invercargill, Southland, New Zealand.

Hi! I'm looking for a10-12 year-old girl or boy, especially if you've got a Saturn. Please send a photo with info to: Mike, 65 Ravenshaw Street, West Hampstead, London NW6 1NP.

SPECIAL MESSAGE

Special Message: For Ms Rebecca Stares of Swanage in Dorset: so good of you to send in those embarrassing photos of me. Hey, it's only about 35 thousand readers! Your star prize should be with you shortly, assuming I let you live that long – Steve Hardy.

If you've got something to sell, want to find a console mad friend or advertise a club, then this is the place to do it! Just fill in this coupon (one word per box) and post it off to: **Readers' Ads, Sega Pro, Paragon House, St Peter's Road, Bournemouth BH1 2JS.**



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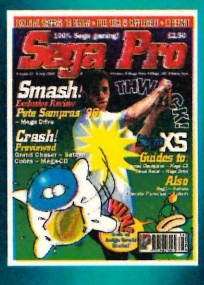
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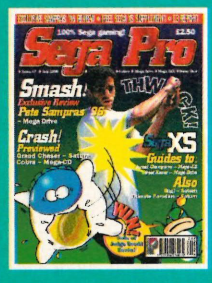
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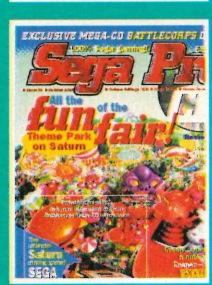
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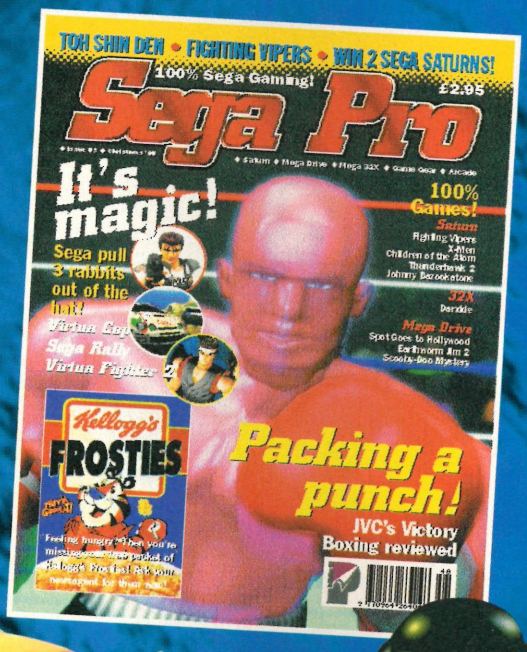
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