EURO SOCCER '96 • TOY STORY • BLAM! MACHINEHEAD

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Sega Pro

● Issue 58 ● June '96

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

Euro Soccer '96! Full preview Inside!

Hold onto your seats!

Blam! Machinehead **and** ***Shellshock*** **turn your Saturn into a screaming Rollercoaster!**

Published by Rapide Publishing

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Welcome To Sega Pro

Dino hasn't been very well for the past few weeks (We all think that he has been ill all his life!) and his spell in bed has soured him on many aspects of life. Time to open the flood gates and let it all pour out...

32X owners are familiar with the "Ever had one of those days" syndrome. You know the one; you finally get your dream machine, all gleaming and polished as you take it out of the box and lovingly set it up for the first time. You insert your first game and flip the power switch. Nothing. Nada. Niente. Nula. Zippo. Bugger all happens, in fact. Out comes the manual and a quick read of the "Troubleshooting" section does nothing to help you except for giving you some import insights into just how stupid some console manufacturers like their customers are. "Have you plugged the power supply in?". Erm, yes - I did it while I was teaching my Grandmother to suck eggs, mate!.

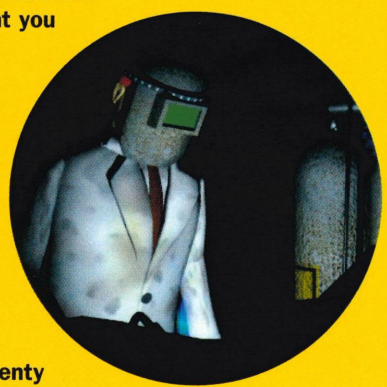


Around half the time, faults like these are down to the console itself. We all know that some publishers are not adverse to releasing a game with the odd bug or two, but the same shouldn't be true of hardware. Hardware is physical, and can therefore be subjected to physical quality tests, yet thousands of faulty consoles still get through the net and end up in the hands of inexperienced consumers who assume that they are at fault. The 32X is a prime example. Somewhere along the line, a design boffin at Sega had a bit of brainstorm and mislaid a few wires (which should be bad enough). The problem was compounded by terrible mass production and absolutely no backup. Stores throughout the UK have reported return rates as high as 70% which is the stuff that nightmares are made of as far as the manufacturers bank balance is concerned.

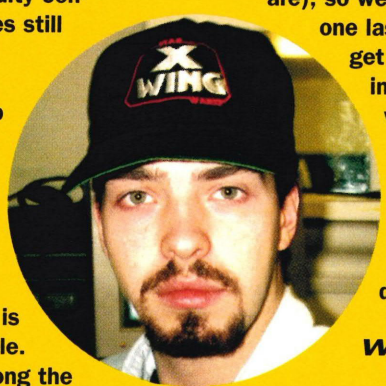




This editorial is a cry for help. Please Mr. Big-Console-Maker, check your product before you start shipping it. It will do you no end of good if you stick to this simple rule, and it may even cut down on your wages bill - just think of all of the customer support people that you can get rid of!



Now that that's out of the way, I feel a lot better. You may have noticed the massive amount of new games that we have in this issue, and rest assured, there's plenty more to come. If you're feverishly looking for the Sega Rally Compo, then I'm afraid that you're going to be a little disappointed - the times we have been getting are appalling (even Miles can do better - that's how bad they really are), so we're giving you one last month to get your entries in. Next month will see the first results, so get on with it and keep the hammer down!



Work hard, play hard!

Dino Boni

Issue 58 June 1996

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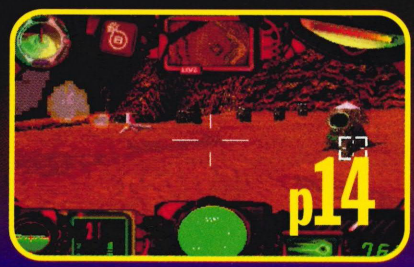
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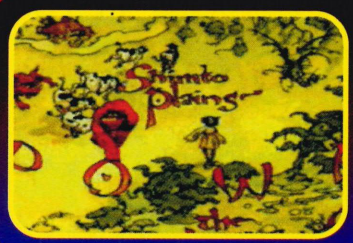
Okay, so we're a bit late, someone forgot to set the alarm! p14

Blam Machinehead

Core Design go blast crazy with their forthcoming release, Blam Machinehead.



p14



The Horde

After a brief outing on the 3DO, BMG's Horde makes it on to a real console! p16

Competition Time

Budding Artists, take part in Our Readers Art Competition and win one of four prizes p16

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To boldly go...

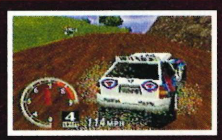
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THE TRUTH REVEALED!

YOU'VE SEEN THEM DO IT BEFORE – THE SEGA PRO TEAM, NOT ONES FOR A LITTLE RIB-TICKLING AT THEIR EXPENSE, CHOOSE TO RELATE THEIR LIVES TO YOU IN THE MOST FAR-FETCHED AND ADVANTAGEOUS VIEW POSSIBLE. NO MORE SAYS THE DESIGNER! HERE'S THE TRUTH ABOUT THE MEN WHO'D HAVE YOU THINK THEY WERE THE MOST POPULAR THREE-SOME (PERISH THE THOUGHT) IN TORQUAY...

THE PRO-TEAM

Dino Boni



Five easy steps to the life of Dino 'Riley' Boni:

1: Snog too many Russian girls and get glandular fever.
2: Bung the doc a free copy of *Sega Pro* in return for a few months worth of sick notes.
3: Convince John 'Gullible' Evans you're dying so he covers all the work.
4: Try not to die. It's not conducive to life.
5: Visit work, read the paper, complain a bit and get back in time for EastEnders. The afternoon repeat, that is.

Game of the Month: Sega Rally

Miles Guttery (AKA Hippy)



Five easy steps to the life of a hippy:

1 Sleep in hedges – it'll give you that 'rough, lived in' look.
2 Sleep in doorways
3 Sleep in your clothes
4 Wake up, wonder where the heck you are, convince the police you're not an escaped inmate from Dartmoor jail, then pop into work complaining about being over-worked.
5 Repeat from step 1

Game of the Month: 'Anything with Bambie in it'

Jon Evans



Five easy steps to getting in trouble with your girlfriend.

1 Say you're working late when *really* you're watching the footy.
2 Say you're working late when *really* you fell asleep listening to Miles' conquest story (note the singular) and Dino's 'When-I-was-in-Bournemouth' tails...
3 Say you're working late when *really* you spent all your time working out if Stevenage could save Torquay United from the big drop.
4 Say you're working late when *really* you heard a calling from the nearest public house and had to investigate. And re-investigate of course.
5 Say you're working late when *really* you spent all day working out five easy ways to actually please her...

Game of the Month: Virtua Cop

Aliens are set to infest the next generation

Acclaim are about to unleash their latest monster-infested game upon the public with *Alien Trilogy*, a cross breed of all three *Alien* movies combined with, dare I say it, a *Doom* like structure. The game will first be appearing on the Playstation, followed by a Saturn version in May. Acclaim intend to push this title hard with advertisements not only appearing in computer press but in other specialist magazines and even on national radio.

ntline

Sega close Denmark HQ

Sega continues to cut the costs with yet another closure this time in Denmark. This already follows closures in Belgium, Holland and Austria and the trend is set to continue. Distribution in Denmark is now carried out by Funware who already handles other software companies products such as Microprose and Electronic Arts and has a very strong distribution network within the country. With Sega now allied with Funware, it certainly appears that they are planning on becoming a greater software manufacturer for other formats, in particular the PC, including their own which should give them a much stronger position within the market. Such expansions into new formats is becoming the trend at present with Sony following suit by allowing the recent Psygnosis titles to be converted to the Saturn. Such determination to break into new formats does not suggest a lack of faith in their own machines, but rather that little money is being made on the new expensive hardware being produced, so the profits are having to be found elsewhere, in particular the software.



Sonic Is Going To Saturn

The original programmers of Sonic for the Megadrive are discussing whether it is viable to produce a 3D version for the Saturn. Preliminary programming has already produced a game which could far exceed anything yet seen on the format as was done for the original on the Megadrive.

Sega 2 Buy or not 2 Buy M2

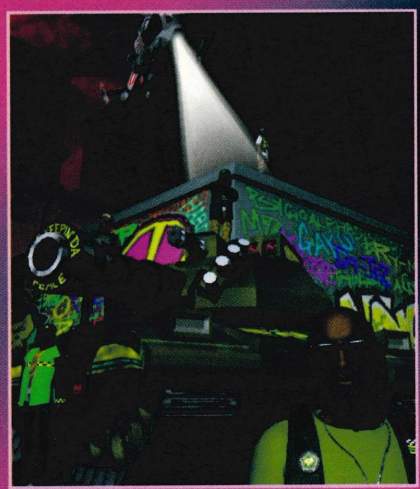
Although it has never been openly admitted that Sega was considering using Matsushita's M2 technology, rumours in Japan always said otherwise but it appears now that communication between the two giants has broken down. Discussions were underway to see whether the two companies could work together through their technology and gaming expertise. Sega had shown an interest in the 3DO M2 technology even before Matsushita bought up the rights, but now their interest seems to have waned due to a more detailed look into the technology which proved less impressive than first thought.

To boldly go...

Front

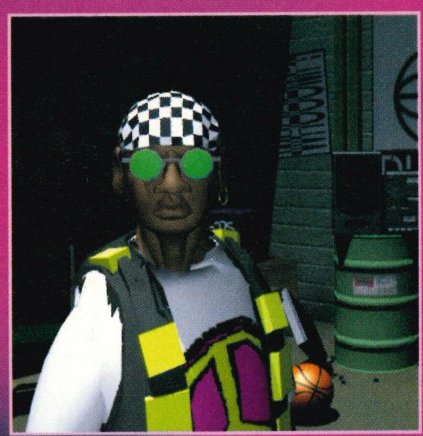


Saturn's turning Cheap





A mark II version of the Saturn is about to be released in Japan but although there has been no announcement as yet, it is expected that it may be released in Europe as early as September. Although the machine has been re-engineered to provide cheaper production costs, its specifications remain identical to the original bar some cosmetic changes such as the colour of the machine which will be cream, like the PC. The price is expected to drop from Y24,000 (£149) to Y20,000 (£125) but whether this will change when it arrives in Europe has yet to be seen as import duties and the like tend to irradicate any large price reductions.





Games get cheaper for the Megadrive



Budget priced cartridges are coming for Megadrive owners who have probably felt a little left out during the past few months with the new 32-bit machines become everybody's favourite. Prism Leisure has signed a deal to distribute eight titles from the Time Warner libraries. These games are going to be *Kawasaki Superbike*, *Ms Pacman*, *Paperboy*, *Hard Drivin'* , *Gauntlet*, *Mega SWIV*, *Dragon's Revenge* and *Lawnmower Man*.

line



Sega soon to Channel its way to the U.K.

Sega Channel is soon to arrive in the UK providing games for the Megadrive through cable companies throughout the country. The channel has just been set up in Canada and provides access to Megadrive (known as Genesis over there) games twenty-four hours a day. Alas, Sega has also introduced a password system that enables the parents to restrict the number of hours the channel can be accessed so expect something similar over here in the next couple of months.



CHARTS

SATURN

1.	Virtua Cop	Sega
2.	Sega Rally	Sega
3.	Fifa '96	Sega
4.	D	Sega
5.	VF2	Sega
6.	F1 Challenge	Sega
7.	Worms	Sega
8.	Thunderhawk 2	Sega
9.	Sim City 2000	Sega
10.	Wing Arms	Sega

MEGA DRIVE

1.	FIFA '96	EA
2.	Sonic & Knuckles	Sega
3.	Tazmania Mars	Sega
4.	Mickey Mania	Sega
5.	Primal Rage	Sega
6.	Micro Machines 2	Codemasters
7.	Ecco 2	
8.	Street Racer	Ubi Soft
9.	Micro Machines '96	Codemasters
10.	Premier Manager	Sega

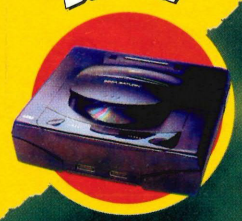
MEGA-CD

1.	Soulstar	Core Design
2.	Eternal Champions	Sega
3.	Mickey Mania	Sony
4.	Brutal: Paws of Fury	Gametek
5.	Ground Zero Texas	Sony
6.	NBA Jam	Acclaim
7.	Sega Classics	Sega
8.	World Cup USA '94	US Gold
9.	FIFA Int. Soccer	EA
10.	Road Avenger	Sega

GAME GEAR

1.	Star Trek Generations	Gametek
2.	The Lion King	Virgin
3.	Sonic Chaos	Sega
4.	Dragon	Virgin
5.	Dropzone	Codemasters
6.	Strider 2	US Gold
7.	Sonic 2	Sega
8.	Ren & Stimpy	Sega
9.	Cosmic Spacehead	Codemasters
10.	Fantastic Adventures Of Dizzy	Codemasters

Saturn



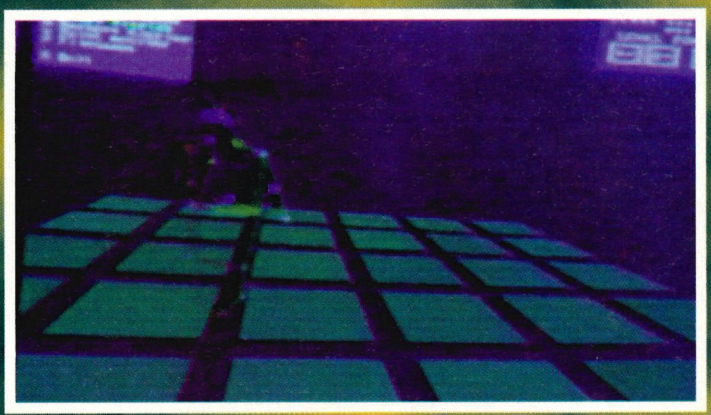
Work in Progress

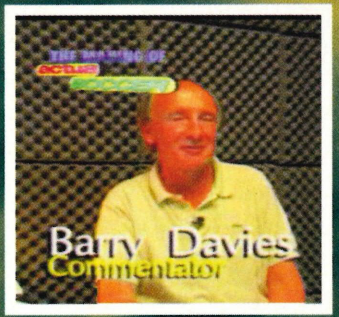
Euro Soccer '96



The Sega Pro offices have been declared a football-free zone by Dino. Still, we never listened to him to start with!

Actua Soccer became the fastest selling CD-Rom game to date and was at the top of the charts on both the PC and Playstation. Now its destined to appear on the Saturn in the near future (under a different name which has yet to be announced). Rumour has it that it will be called *Euro '96* and is planned to coincide with the European Championships due to be held in England this summer. The success of the game was inevitable because of the amount of time and effort that went into making it a success. Apart from the powerful 3D engine running the game, the main claim to fame comes from the revolutionary motion capturing technology used to provide the realistic animation of the players. All



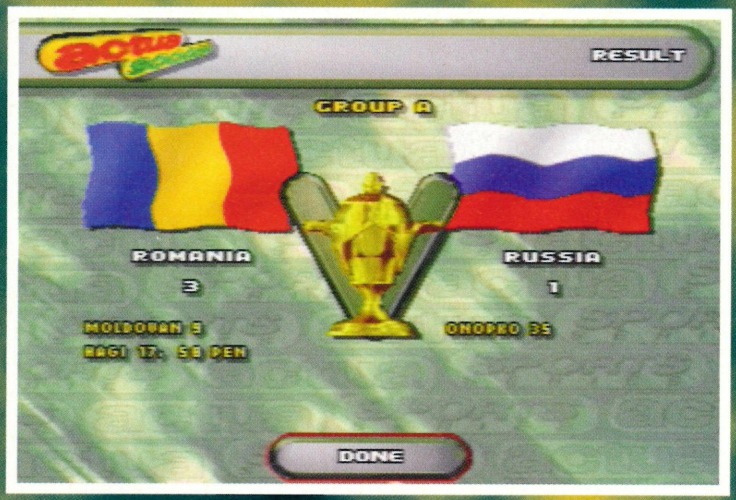


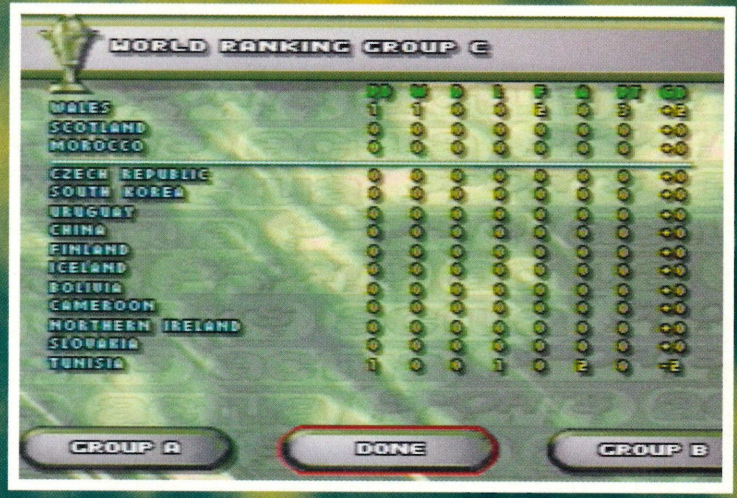


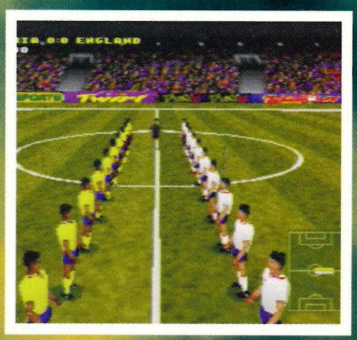




● A programmer. Errm, not a lot you can say about these guys, except for the fact that they earn far more money than I do and get to play with their bits all day! Still, it could be worse - I could be called Findlay as well!





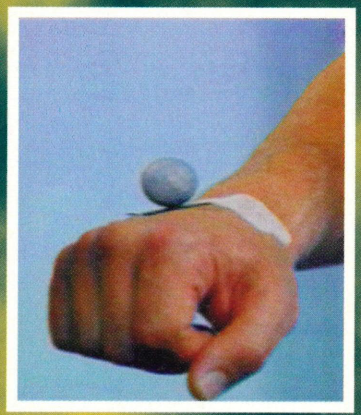


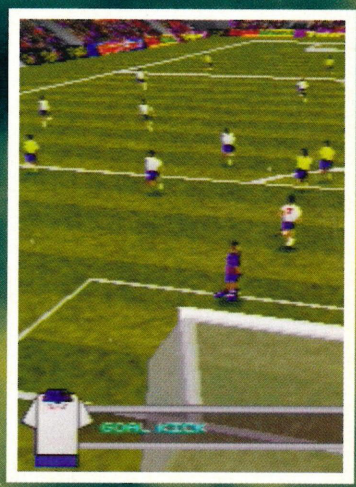
● Just in case you didn't know how many players were in your team, the game even gives you the chance to count them before you start play!

the players are made from polygons, unlike games like *FIFA* which use sprites which go all blocky when viewed close up, and yet are extremely well detailed and are by far the best and most realistic players ever to walk upon the silicon pitch yet. A real life commentator also has the privilege of commentating throughout the game with both sensible and funny comments which lighten up the mood no end. There is also a wealth of options to choose to from such as Cup, League and Practice modes but these will probably be altered to fit in with the Euro Championship theme.

So for all it's glory, are there going to be any changes other than just names and leagues to fit in with the European Championships? Well, we can only hope so as there are a few bugs in the PC and Playstation games which although not noticeable at first, are all too noticeable after a bit of hard' n' solid play testing. The goal keepers, for a start, are all to happy just to let the ball roll past them on occasions such as when it is passed back to him and the commentary can also be out of touch at times. With such bugs now noticed the Saturn version is guarantied to be the best of them all and we looked forward to it when it comes out this summer.

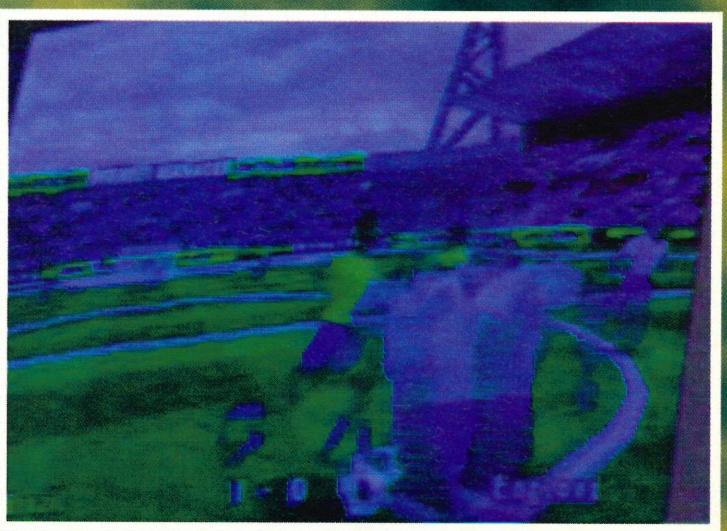
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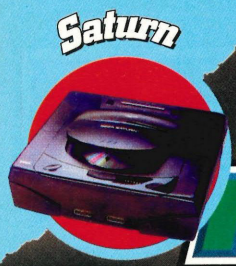












Preview

Toy Story

Hollywood's latest blockbuster, *Toy Story*, is heading for the Mega Drive and looks like being as big a hit as its celluloid brother. Sega Pro investigate ...

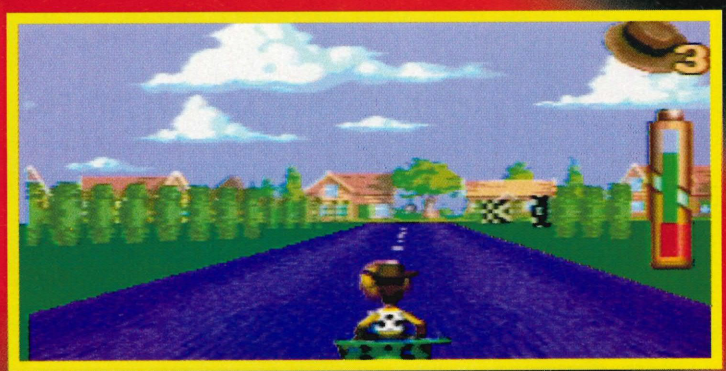


Mega Drive owners may have been feeling a little bit left out recently, what with the Saturn grabbing all the limelight (and most of the new releases), but *Toy Story* is going to bring everyone's feverish eyes lusting after the old machine again. The first totally computer-generated film went down a treat in tinsel town and is likely to do the same when it hits the Mega Drive in all of its 32 Megabit glory full of glorious animation plucked straight from the computers used to animate the film. Sega have worked hand-in-hand with the team behind the record-breaking film and have managed to create a masterpiece of computer gaming as revolutionary and impressive as its big-budget brother on film. The main part of the game consists of a platform style section but there are many sub levels including a 3D racing section and even a 3D maze a bit like *Doom*. Never before has anything so huge ever been on the Megadrive and is likely to turn not just a few but thousands when it hits the high street at the and of March. The theme of the story if you don't know already (where have you been the last year!) is all about a little boys favourite toy called Woody who is a string pulling wiry cowboy whose life is pretty cushy until the little boys birthday when he receives a new toy. This new toy is the latest and greatest with all kinds of gadgets and is known as Buzz who is a bit of a spaceman.

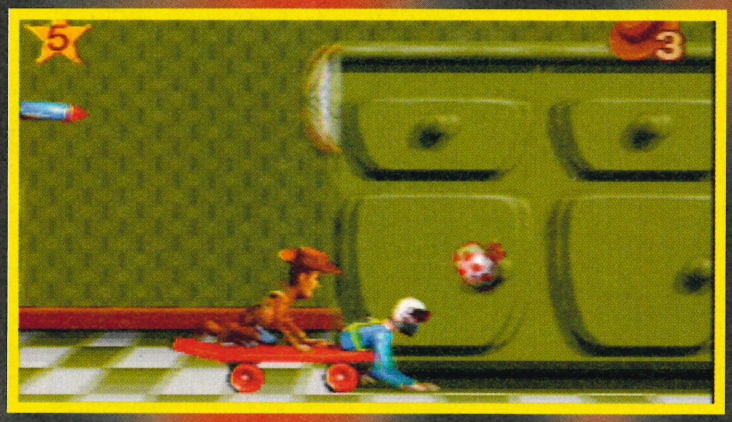






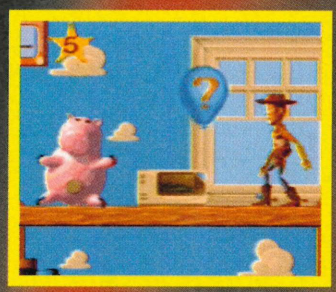


● The animation in this game is like nothing you've ever seen on the Megadrive. All the original computer models have been used to generate the in-game sprites, and it just goes to show just what the humble 16-bit Megadrive can do when you push it. This game is going to set the standard for years to come.











● Toy Story
● £44.95 ● Sega
● April

Completion

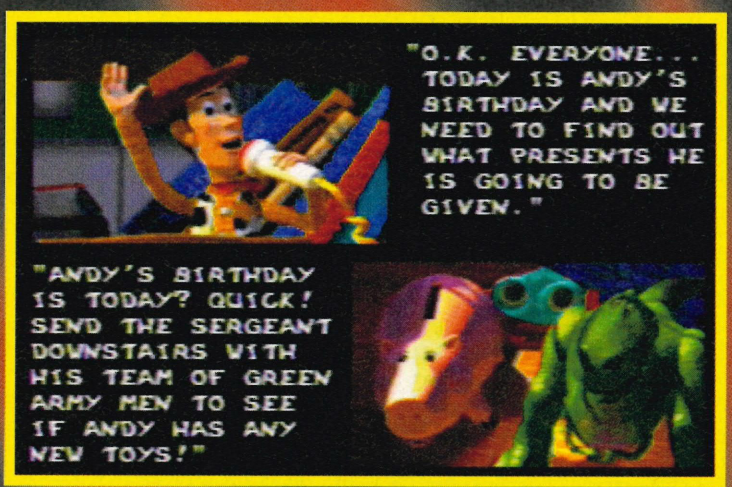
1st Impressions

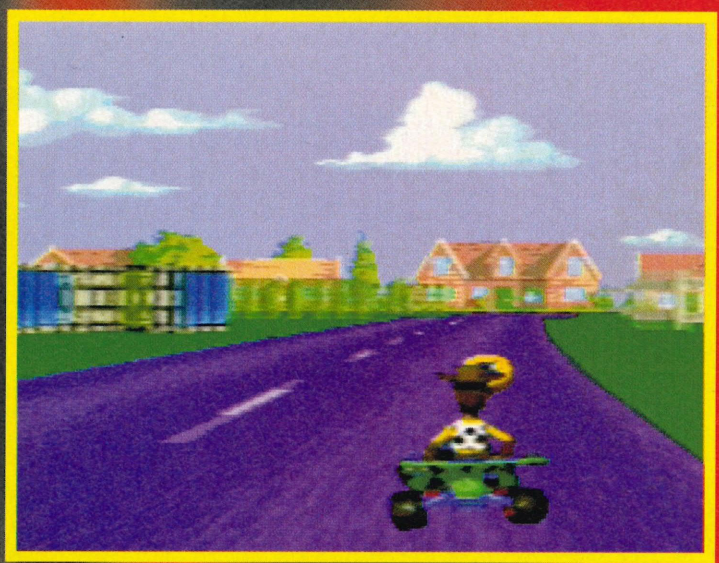
Featuring some of the best graphics ever seen on a 16 bit console, Toy Story will be exploding into a shop near you soon and Games World will be right behind as it has just missed our deadline (typical!). So, we promise we'll have a full review of this amazing title next month. Until then, look and drool at these awesome screen shots.

Thus, a feud begins between the two toys and Woody knocks Buzz through a window into the real world. This distresses the other toys who eventually decide to rescue Buzz and Woody, filled with guilt, decides to help, the film then follows their adventures through the real world.

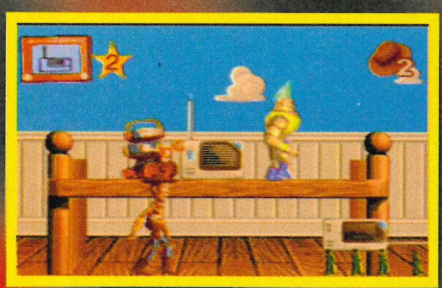
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Featuring some of the best graphics ever seen on a 16 bit console,





● The driving sections are a refreshing change to the platform sections and look every bit as good as you'd expect. A lot of work has gone into this game and it shines from the moment you turn it on.

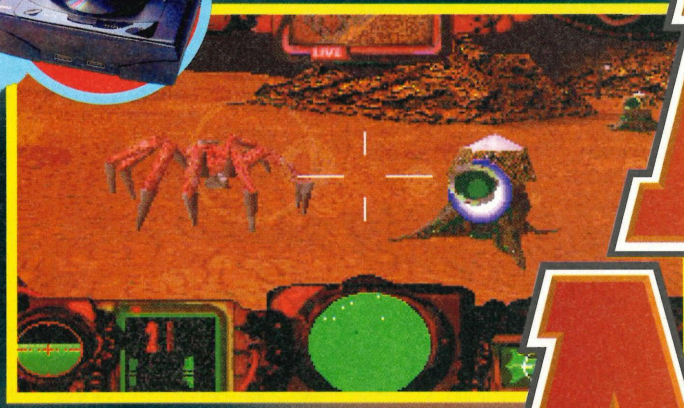


● The game is a mixture of several different genres, but the most prominent one is the platformer. This has been the staple diet of the Megadrive owner for many, many years and doesn't seem to be in any danger of falling from its throne. Still, you can have everything you could possibly wish for in a game, unless you're writing it, that is!

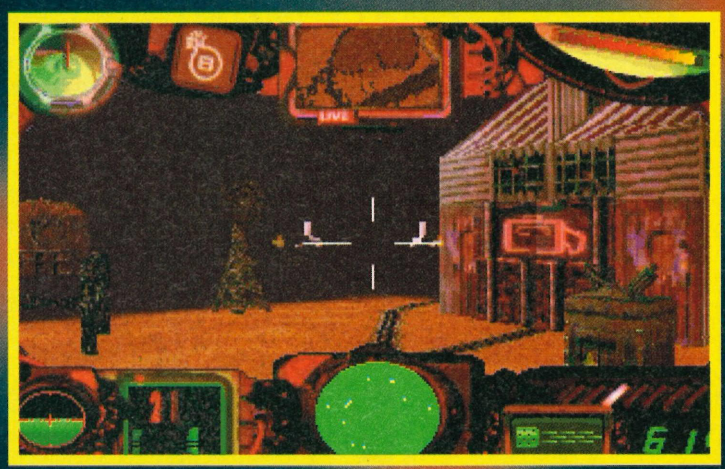


Preview

Blam Machi



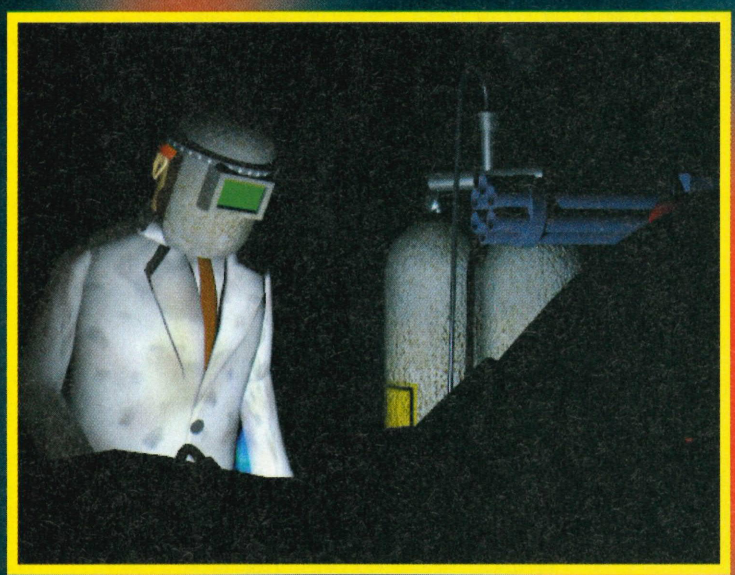
The Saturn is already beginning to build up a catalogue of 3D shoot 'em ups with the like of Panzer Dragoon and Virtua Cop, but there is still room for many more and Core have taken up the challenge with this soon-to-be-released blaster.

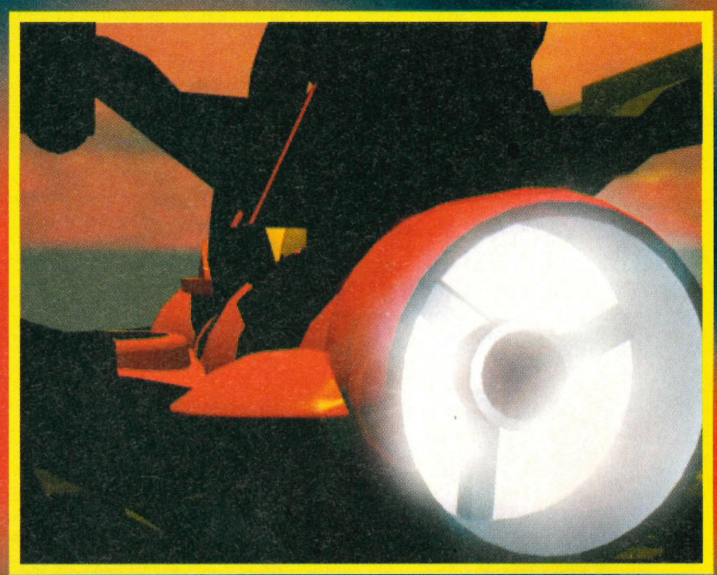


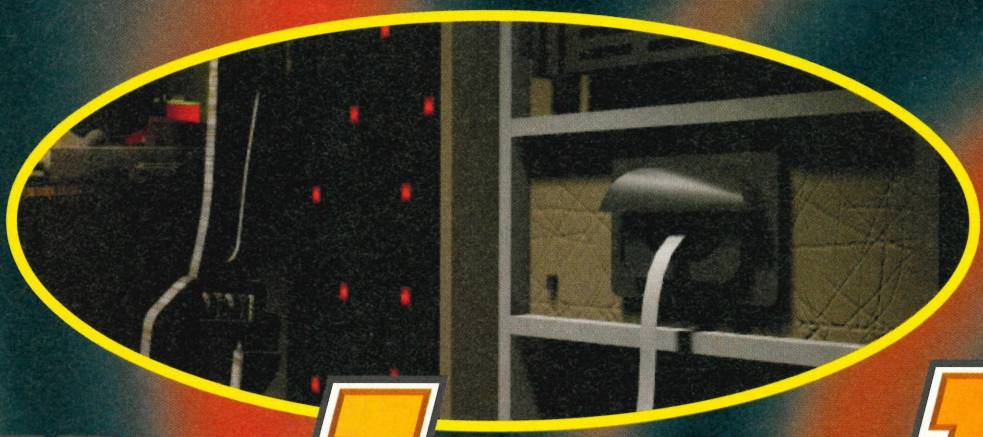
The plot to this game is weird at times to say the least, with a number of zany and disturbed individuals causing havoc for the more respectable members of the community (reminds me of somewhere!). In fact, all life on Earth is destroyed by a man obsessed with chocolate, and whose social contact singularly stems from his fowl sweaty odour (reminds me of someone!) and then promptly becomes a mighty machine known as the Machinehead Core which controls everything on the planet. Nanotechnology, whereby molecules are programmed to perform specific tasks, is the tool with which the chocolate frenzied foul fanatic takes over the world, but, a fortunate few escape his dastardly deeds and set about trying to cure the world of its new found ills. Unfortunately, all attempts such as combating the virus with other genetically encoded viruses prove futile and people begin to lose hope, bar one.

tongue-in-cheek humour, all bound up with strategy and puzzle elements

Dr. Kimberly Stride, a bio scientist determined to destroy the evil killer known as the Machinehead Core which is producing the Machinehead virus, builds an intelligent missile encoded with her own brain patterns which could destroy the source of the virus. Alas, her perverse assistant has his own ideas and renders her unconscious and straps her to the rocket with every intention to destroy the rocket there and then. Thus she is left with no option but to launch the rocket with no choice but to guide the Vorpal Blade herself over and through undulating terrain,







nehead

● Blam Machinehead ● £44.99 ● Core Design ● April

Completion

1st Impressions

Having already released the impressive Shellshock, Core Design look like they're on to another winner with Blam Machinehead. Graphically the game looks sound and the shoot-em-up action is fast and furious enough for all fans of this genre. Most definitely a game to look out for.

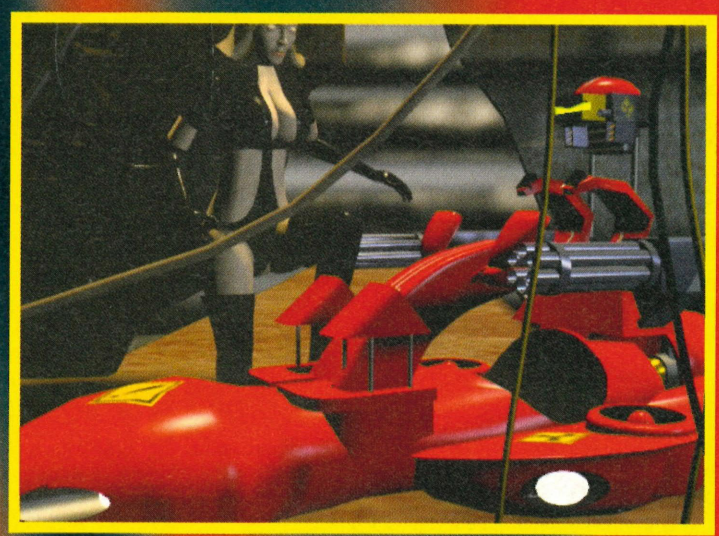
battling through hordes of enemy creations towards her foe.

Flying through a variety of landscapes including both interior and exterior environments, BLAM allows complete 360 degree freedom of movement where war can take place against a mechanised, nanotechnically enhanced army nightmare. The scenery certainly appears to have a brown quality, but this is explained in the plot where the chocolate crazed individual known as Tony 'Flabby' Defresco after destroying the world, decides to create new, strange and individual creatures in a landscape of chocolate, truly an obsession.

Another unique attribute to the game is the ability to change the map during play in what is called Cyberspace. These Cyberspace chambers can be accessed with certain keys (a la Doom) and then segments of the real world which were absorbed by the virus can be pieced together to create something new (although still with a hint of brown), and can then be returned to their rightful place back in the real world.

With the enemies complex and intelligent attack structures, this game is going to be no push over, and will require as much use of strategy as reflexes which is really what players are looking for for their Saturn so things should be getting better. This shoot 'em up certainly looks promising with 15 diverse levels with a B-Movie like plot and distinct tongue-in-cheek humour, all bound up with strategy and puzzle elements which should ensure depth and longevity. Lets just hope that there's the option to destroy all that's brown!





● Dr Kimberly Stride gets astride of the Vorpal Blade. These beautifully rendered animated cut-sequences break up the action throughout the game and help to develop the on-going plot.



● Although the screen shots all look similar, they're simply a taster of what the game has to offer. Expect lots more variety in the finished product.





Saturn

Preview

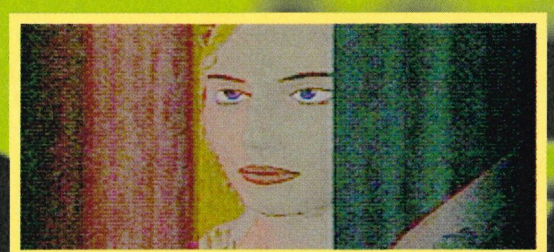
D

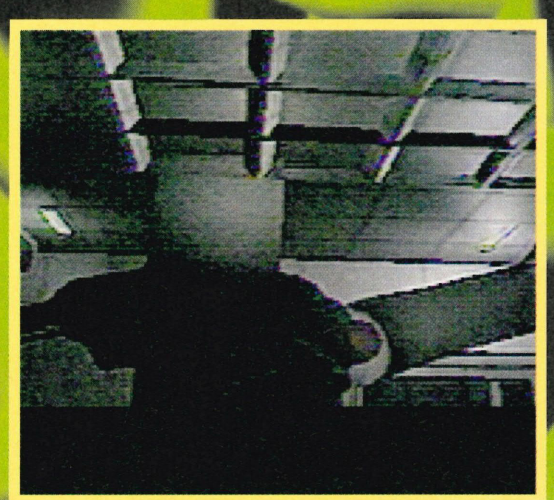
D is one of those games that's a designers worst nightmare. Trying to get a snazzy heading out of a single letter title is never going to be easy. Still, the game looks good and that's all that matters.

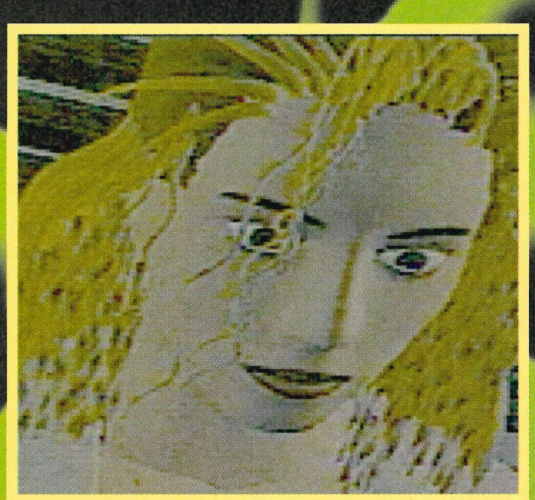
The quest to bring the quality of films to the gaming fraternity has been a mission many programmers have tried, but failed because of the enormous amount of input in time and money required. The cost of making a good quality game has now reached the point where it can equal the cost of making a film but it still appears that companies are willing to invest in what is becoming a more and more popular game type. The interactive film genre has been attempted in a variety of ways using 3D combined with animated pictures but by far the most popular way is through using FMV. Although this has always provided a game with the visual qualities of a film the interaction provided has always been limited to the odd decision being

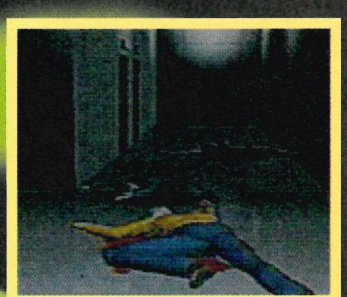












● D is full of dead bodies. When Scott started playing the game, it took him hours to finally meet someone who was alive! Worrying, isn't it?



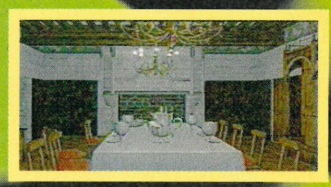


made as to what to interact with or what direction to move in, but as the technologies have improved, so has the ability to interact with the game more.

D is the latest addition to the FMV adventure games and promises to provide the most engrossing plot to date with graphics and sound which promise to provide a truly immersive environment and terrifying atmosphere. All of the FMV has been computer generated with no film stars in sight which should keep all of the graphics in context with one another unlike when you find actors set against a computer generated background.

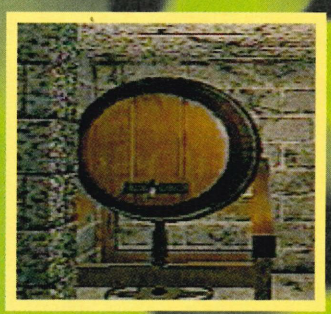
This one's gonna be big!

The heroine of this spine chiller whom the player controls is one Laura Harris who after hearing that her father, a respected and well known doctor, has just committed mass murder, she enters the hospital to find him and discover why he has done such a thing. Whilst walking through the hospital corridors, avoiding the dead bodies strewn around the floors, she finds a warping, mirror like object floating before her which suddenly sucks her into another dimension which is parts of her fathers mind. Thus the story is set and Laura has to find the secrets locked within the dimension which can explain her fathers irrational behaviour and then she has to find a way to escape. Set before her are a wealth of mysteries and puzzles which will tax the brain and chill the soul so be prepared for when dimension D comes to your town. Due next month look out for a review in the next issue. This ones gonna be big!









● Acclaim
● £44.99
● Release March

Completion

1st Impressions

D is a game that's gonna take the gaming industry by storm. The fantastic graphics and compelling plot make it 10 times better than the likes of Myst.
The only problem could be the lack of interaction. There's not many characters to meet and converse with, which makes players feel like they're in a silent movie, rather than a game.



● This foxy temptress is the star of the show. Show being the operative word. D runs more like a film than anything else and is a visual treat that has to be seen to be believed. This, together with the thick atmosphere and eerie sound FX and music, make this a game that wouldn't look too out of place in a Hollywood cinema.





Saturn

Preview

The H

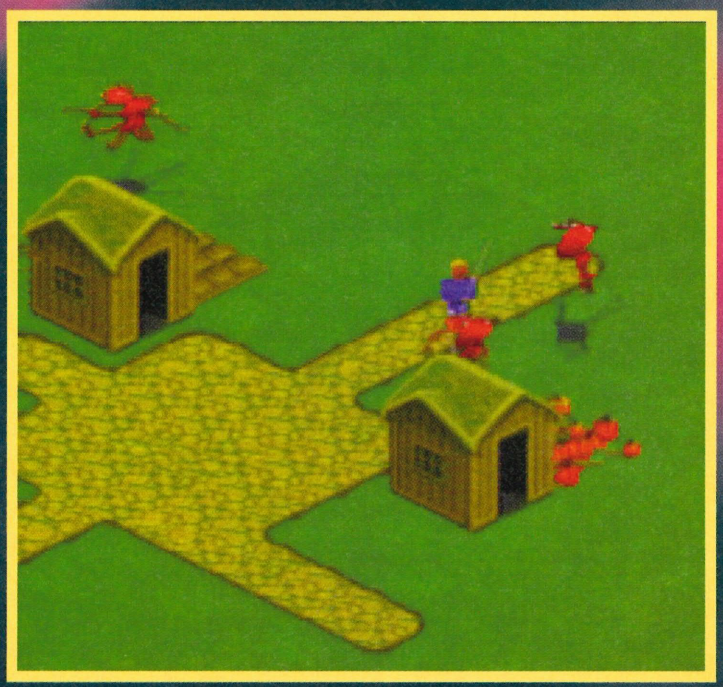


Already critically acclaimed on other formats, The Horde is about to burst onto the Saturn and BMG reckon it's gonna be the best version yet. The Sega Pro team take a look ...

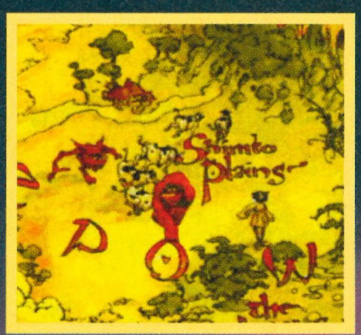
What's red, has extremely large teeth and likes to eat everything that moves? No, it's not the wolf after Little Red Riding Hood, it's a Hordling. Now, 'what's a Hordling' you might ask? Well, it's red, with large teeth and likes to eat everything that moves. Get the picture?

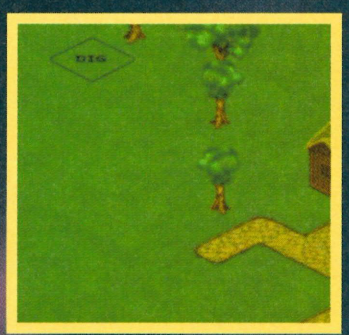
It's these Hordlings that provide the main essence of the game. They're causing havoc throughout the land as they go around eating cows, trees, huts, even you! They must be stopped before they ruin the land and it's up to you to save the day. Armed with your trusty sword, you have to fend of these ravenous beasts and stop them dead in their tracks. To do this you have to have speedy reflexes, quick wits and loads of courage.

Featuring some stunning graphics, with some gorgeous











• With his trusty sword in hand, the hero goes looking for a fight. As you can see, the graphics in THe Horde promise to be quite special. If the game is half as good as the way it's gonna look, it could be another Saturn stunner.

Horde

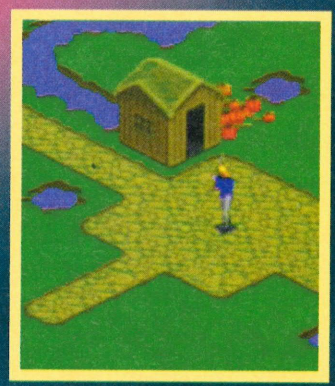
● BMG ● £TBA
● May

Completion

1st Impressions

The Horde has already been seen on the 3DO and was an absolute belter, but the Saturn version should be even better! Having to build up your villages defenses before the Hordlings attack gives the game an extra dimension to other games of this kind. From the early copy we've seen, this could be the game to propel BMG into the big time.





● Before the Horde attack, players have to build up their defenses.







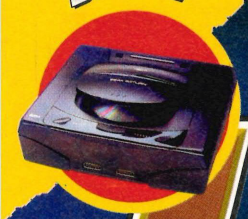
texture-mapped 3D characters and backgrounds, The Horde is a visual treat on a par with anything so far seen on the Saturn. 35 minutes of mind-blowing FMV adds to the impressive aura of quality within the game.

Some kickin' music that buzzes along with the pace of the game and some hilarious sound effects, such as the cow-chomping, make this the most exciting Saturn prospect since Sega Rally.

BMG hope to have the game out within the next couple of months. As soon as they do, Sega Pro will be on the scene with a full and comprehensive review.



Saturn



Review

● BMG ● £44.99 ● OUT MAY

Hang On GP '96

It's time to Hang On tight once again as Sega roles out the old classic and injects a new lease of life into the old blighter.

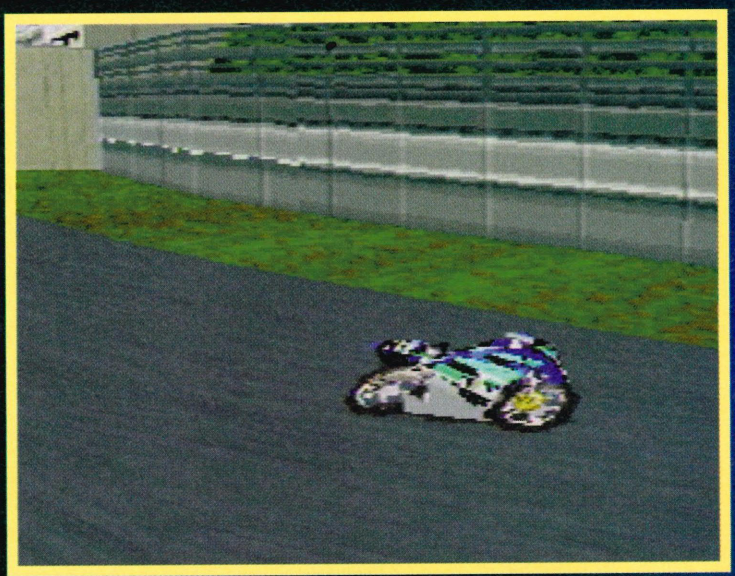
Sega's Hang On series has been hanging around now for eons and has appeared on all of Sega's consoles and other machines besides and has attracted many fans along the way and now it has turned its dark visor to face the Saturn. This latest version takes the old racer to new heights with everything now in glorious 3D with graphics reminiscent of those found in Sega Rally.

Unlike the old versions of Hang On where by there was one bike that raced through a set order of courses, it is now possible to choose not only what course to race on but what bike to use. Each course, of which there are six, has a different scenic theme and difficulty setting but only the first three can be accessed initially until they have been completed and won during the GP race. Albatross Cliff Reef is the first track which consists of a simple circuit winding around the top of a small island, Great Crimson Wall is a slightly more winding track with scenery which looks like a fair ground with castles and balloons and New Dwells is the longest track which runs through a cityscape. The further three courses are variations of the first three with an extra piece of track added to each circuit to make them longer and more challenging.

There are ten bikes to choose from each with varying statistics including brake performance, frame strength, grip, and engine power and each has a different colour theme and build. There are also other options which effect the race such as a difficulty setting which can be set on the usual easy, normal or hard, controls can also be redefined with three other settings. There is also an option to do power slides around the corners which is becoming more trendy in arcades, especially for the Japanese audience and there is also a practice mode accessible through the timetrial option. Also, different views can selected, a la Virtua Racing and the wealth of other games which copied the idea, with three choices of either on bike, slightly behind bike, or further behind the bike.

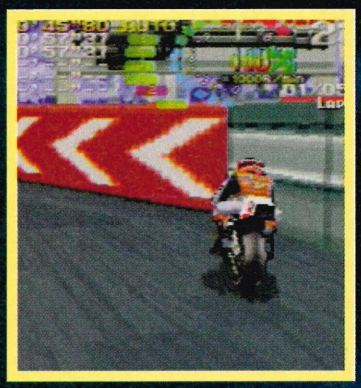
Ten bikes to choose from

Thus, with all of these options, six tracks and graphics on par with Sega's finest Sega Rally, it would of been thought that this game had a winning formula but there is a list of problems which anchor this game into the mediocre bracket. After going through all the option menus which are well set out and easy to use and the course and bike have been selected, when the game finally loads disappointments





● James, our designing maestro, has this cunning knack of picking the dullest pics for captions. I mean, what the hell am I supposed to write about this screen shot. Now that one on the left I could write about, but this one?



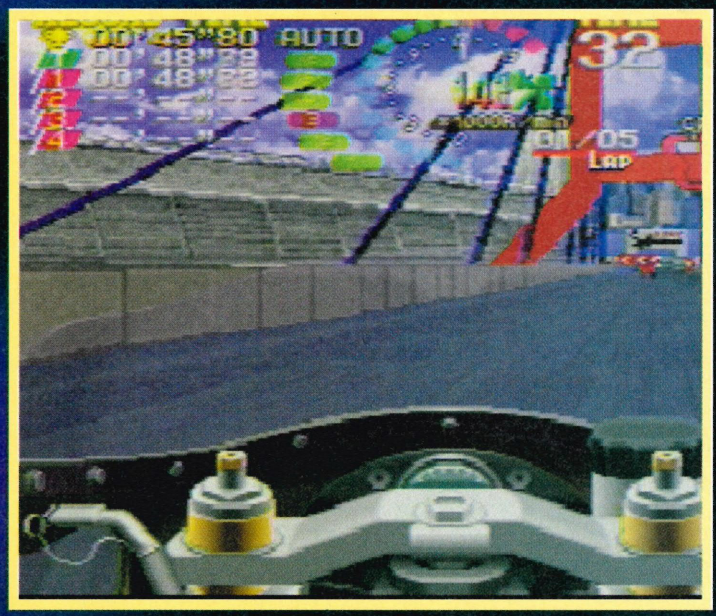


● Looking at these screen shots, Hang On doesn't look too bad, but don't be fooled. The game is not half as good as it looks!

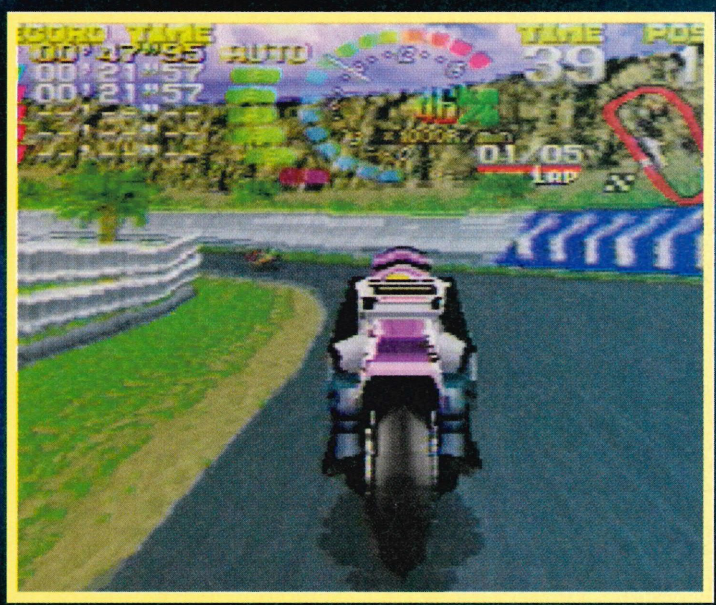


begin to role in. First of all, the music to this game is the usual fare with electric guitars blaring out some bland tune found on a wealth of racing games but its harmless enough, but the sound that the motor bike uses has created a new meaning to the word pain. It's hard to explain how awful it sounds, it's like a sample of 50cc moped running at top revs and then being played through a Gameboy or Spectrum. That niggle aside, the way the game plays and the bike handles don't improve matters. Although the graphics have been improved for the game, the handling of the bike remains like all the other Hang On games, even the original, there just seems to be no weight to the bike which really takes away so much of the feel that could have been there, something which Sega should have perfected by now. There is also little feeling of speed and the way the bike collides with things just looks daft as it bounces around like a rubber ball. The truth is that for all its aesthetic glory, the game plays like any other average racing game, i.e boring.

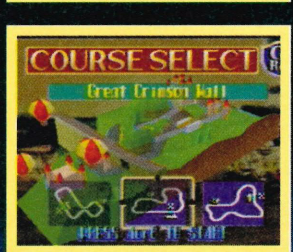


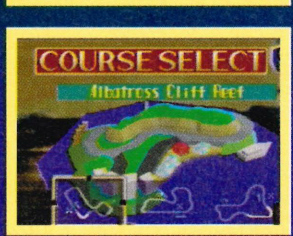


● Hang On '96 boasts 3 different views from which drivers can watch the action; the 1st person perspective, behind the bike, or high camera. Players can change views at any point during a race.



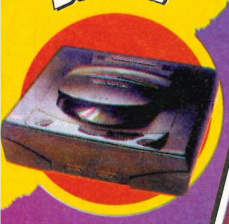






Prosore 70

Hang On for something with a little more by the seat of your pants, not in your pants!



Review ● BMG ● £44.99 ● OUT MAY

Titan Wars







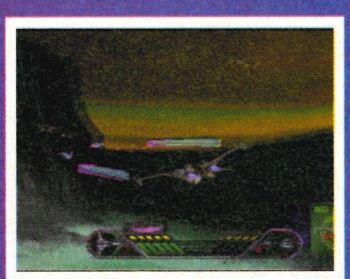
BMG and Crytsal Dynmics join forces once more to do battle with all that is evil in our solar sytem. Jon jumps in his cockpit to find out more ...

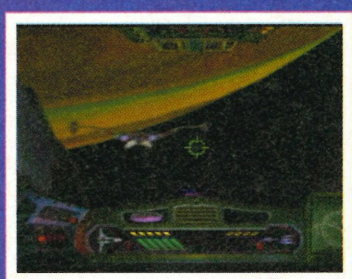
They say first impressions last, but with Titan Wars this doesn't ring true. Diving straight into the game for the first time you could be forgiven for thinking that it's simply Total Eclipse regurgitated in new packaging, but this isn't the case. Okay, so the graphics are similar and the game engine is essentially the same, but the gameplay has been vastly improved in this unofficial sequel. Seeing as Total Eclipse was complete and utter pants, that's probably just as well!

Loading up the game and heading straight off into battle soon reveals one of the main differences - FMV. I have to admit that I'm not a big fan of all these fancy cut-sequences, (they usually they come at the expense of the gameplay) but, in Titan Wars, the exceptional quality and bearable acting actually makes it work. The way the FMV is used to aid in the development of the plot



● Unlike Total Eclipse, the enemy come at you fast and furiously. Skill and quick reflexes are desperately needed to progress in the game.













also contributes to its surprising success.

Enough about all the FMV though, 'what about the game?' I hear you cry. Well, it's not that bad either. Crystal Dynamics have listened to the criticisms levelled at Total Eclipse and have made sweeping changes in the gameplay. One of the greatest flaws in Total Eclipse was the linear pattern to each of the levels. Despite flying a high-tech space fighter, players had no control over the route taken. This isn't the case in Titan Wars though as, although you always end up at roughly the same place, there's a lot of different ways of getting from A to B. This gives the game an added depth and dimension that was sady missing in its disappointing predecessor.

Not only do players have greater freedom choosing where they go, just about every aspect of the game has been enhanced and improved. There's now more weapons, more pick-ups, more enemies, more everything! One of the fundamental weaknesses of the original was that, as a shoot-em-up, it lacked the firepower and fast, furious action that fans of this genre had come to expect - not so with Titan Wars! There's enough death and destruction in here to keep even the most picky shoot-em-up fan happy.

Despite the improved gameplay and stunning FMV, the graphics in Titan Wars are a bit of a let-down. No effort, other than the slightly more intimidating alien ships, has been made to improve them whatsoever. Your own space ship still looks like a lumbering piece of junk with no real animation to give it a more impressive look.

Despite the graphics, Titan Wars is still a decent blast-em-up that should keep conneurseurs of this genre going for quite some time. More casual shoot-em-up participants should beware that the gme is pretty rock hard and can be frustrating. Still, the 8 save game slots allow you to save the game at the end of each level so, if at first you don't succeed, bloody well try again!

One of the coolest features of Titan Wars is the way each mission is flown with other pilots, each controlled by the computer. Nothing new there you might feel, but like StarFox on the SNES, these computer controlled pilots can actually read the situation and help you out. They also keep up a constant barrage of chit-chat via the intercom.





● As Scott struggles to take out the enemy, one of his fellow pilots decides to nip in front of him and lend a hand.









Prospore

79

Don't be put off by the fact that this game follows in the footsteps of Total Eclipse, it's a much better game and well worth taking a look at.

Saturn



Review

● BMG ● £44.99 ● April

Gex

It's was only a matter of time before a tongue toting lizard would leap onto the scene and thankfully he's arrived in style, TV style that is and it's USA all the way for this leathery reptile.

Gex, a platformer originally released on the 3DO has now leapt onto the Saturn but who cares about where it came from even if it was an inferior machine because a good platformer will always translate well to any format. So what's it all about? Well Gex, the hero of this tale, is a lizard with a strange sense of humour who is completely obsessed with TV (a word you will see more of), or as he would call it, the Tube and as you might expect such a flamboyant character has perhaps the largest entertainment set up in the universe with a TV screen which could only be measured in feet, not inches. Unfortunately for him, a rather nasty guy known as Res rigged Gex's Tube to beam him into the TV. Talk about being absorbed into what you are watching! So, Gex's mission is set where he has to fight his way back to reality, if you can call a lizard watching TV and making smart ass comments every ten seconds reality.

Thus, as you might have already guessed the theme of the game is all to do with TV's which represent worlds in which Gex has to clear to move onto the next and so forth. So on the level select screens where there are several TV's to choose from, a screen must be chosen in order to access a certain world. The screens can only be selected in order as each world has a certain objective with which to activate the next TV, which generally come in the form of finding the remote to activate the next TV. Is that clear! Let's just say that there are





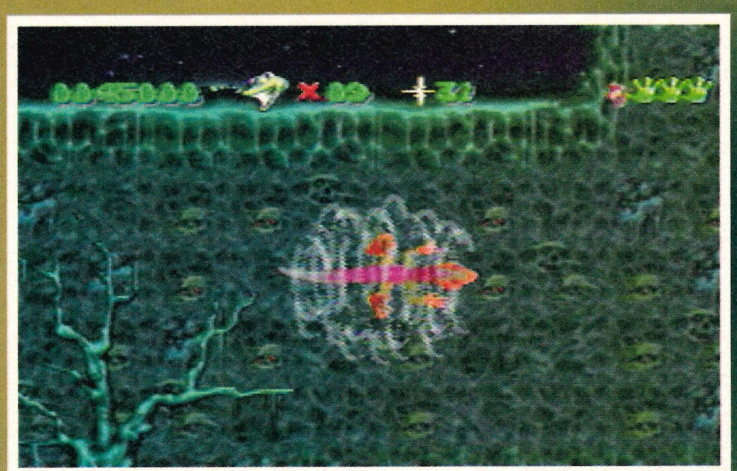
● Gex features loads of varied and intriguing levels. Each one tests players ability to the limits - the slightest slip can result in a painful fall.

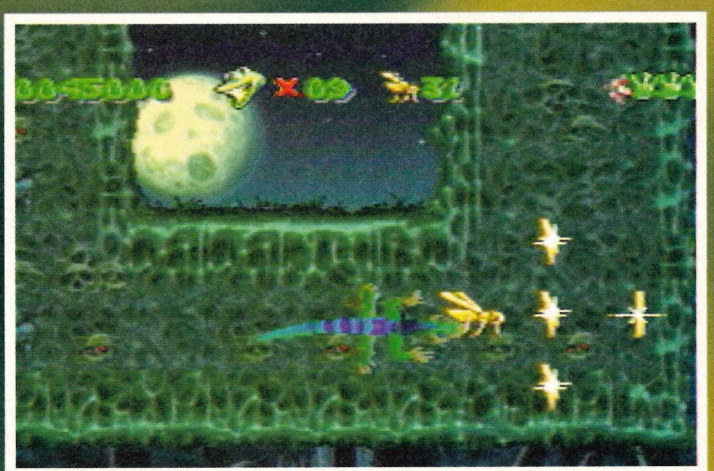


● Power-ups can be found dotted around each of the levels. They provide players with a wide range of abilities that can help get through the game.

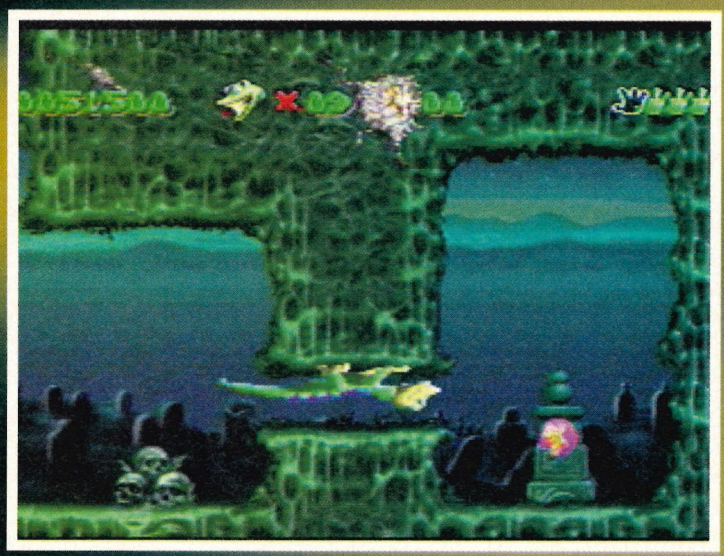


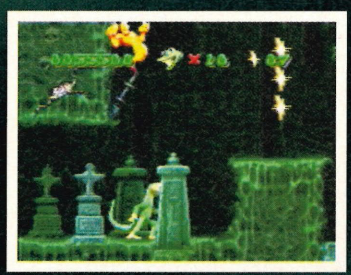












● Gex is something of a graphical triumph. One of the best features is the multi-level parralax scrolling backdrops.



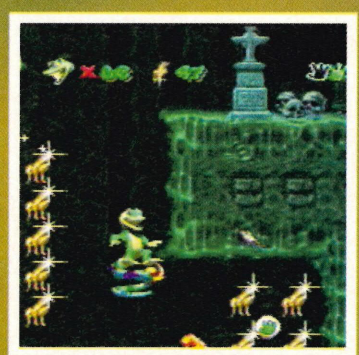
five worlds with different TV nightmare themes, each divided into five levels plus a boss waiting at the end. A classic formula.

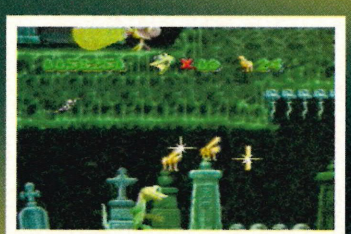
Each world consists of platforms and hordes of evil monsters to destroy which are the basic ingredients of any sensible platformer and there are a wealth of power ups with which to do away with the evil doers which are set before you. These power ups come in a range of attractive colours and give such benefits as becoming invincible and being able to breath fire vindaloo style but these are not the most interesting feature of the game and neither are the monsters or scenery good looking though it is. No, the best and what could be considered main feature of the game, which any platformer needs if it wants to establish any individuality, is through the star of the show, Gex. A lot of time has been spent to give him a colourful character and it would be fair to say that the programmers have succeeded as the graphics and animation are superb but it doesn't stop there. The play mechanics are also unique to this game as Gex cannot only run and jump but can also stick to walls and climb around in any direction, he can even climb along the background in some locations. The only flaw which comes down to personal taste, is the comments made by Gex throughout the game which have that Jim Carrey quality which you either love or hate and after playing the game for a few hours they can become a little tedious, although, that's not to say that its repetitive because there is a large variety of comments.

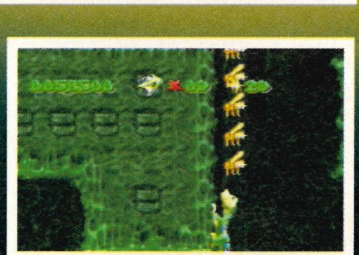
Graphics & Animation are superb but it doesn't stop there

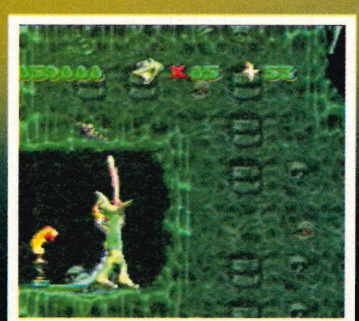
So glossy lizard bits aside, has this game got any real qualities such as those found in the classics such as Sonic and brethren and other unmentionables? Well unfortunately, Gex seems to sit in the middle of the road when it comes to platformers which means its going to end up looking like a rock hard piece of leather baking in the hot sun. The thing is, Gex hasn't got the speed of Sonic or the play mechanics of Mario and the sprite, nice though he is, just feels a little clumsy and cramped mainly due to his large size and the unfriendly scrolling which fails to keep Gex central which limits visibility and hence playability. This is not to say that the game isn't good as the level designs are well implemented and there is a fair depth to the play, it just isn't a classic but then there's yet to be one for the Saturn.







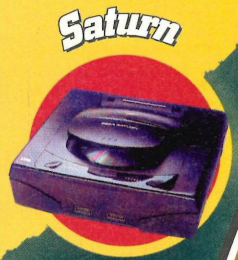




Prospure

80

It's good but not that good. Should have stuck to a Lizards life



Review

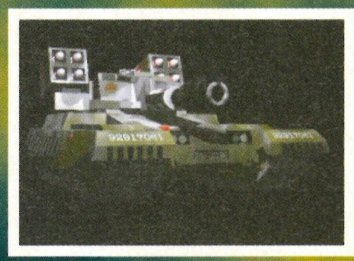
● Core Design ● £44.99 ● March

Shellshock

Can you here a rumbling coming down the street. Is it a tank, or is it a boom box blaring out sweet hip hop music to all the people on the street. Well it's probably both because Da Wardenz are in town!

Are you tired of the corruption and injustices in the world, fed up to the back teeth with the politicians wasting their time talking whilst somebody out there needs help and action now, well if you are then there's a group of people that you might just want to get to know. Da Wardenz, as they like to be known, are very serious about their style and even more serious about their job but why should these guys 'n' gals care? Well they've had their fair share of disappointments themselves whilst during combat they were deemed expendable over some politicians whim so they decided to take on all the evil doers themselves with a little help from the elusive and mysterious 'The Man'. Thus with a little sponsorship from 'The Man' and other sources, Da Wardenz have been able to build up an awesome arsenal of weaponry with the M-13 Predator battletank being the centre of attraction. This little baby can be upgraded to use a variety of weapons including chainguns, cannons and surface to air missiles used to knock out those tricky surface to air missiles.

Everything is run from a disused prison or as they say in America, a correctional facility, and the task of the game is to gain respect from the rest of the

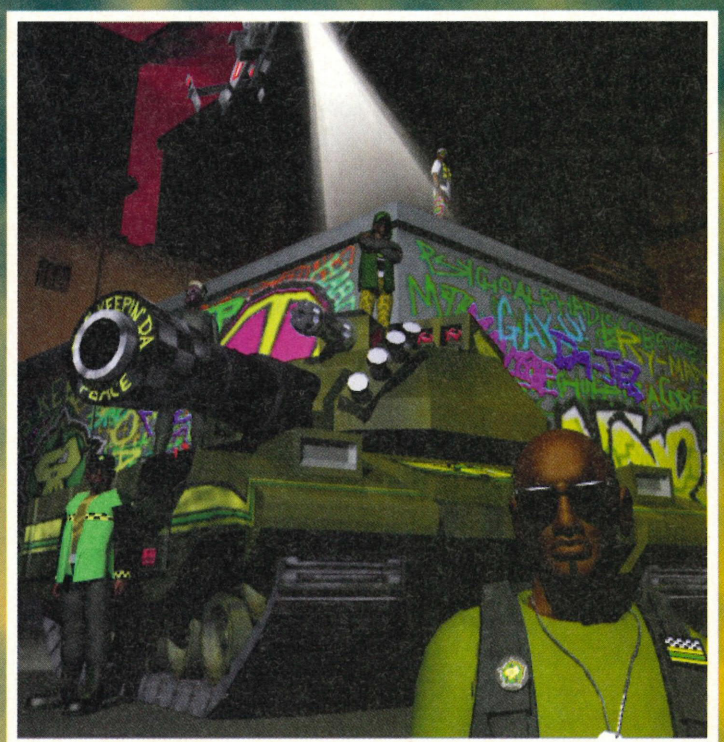


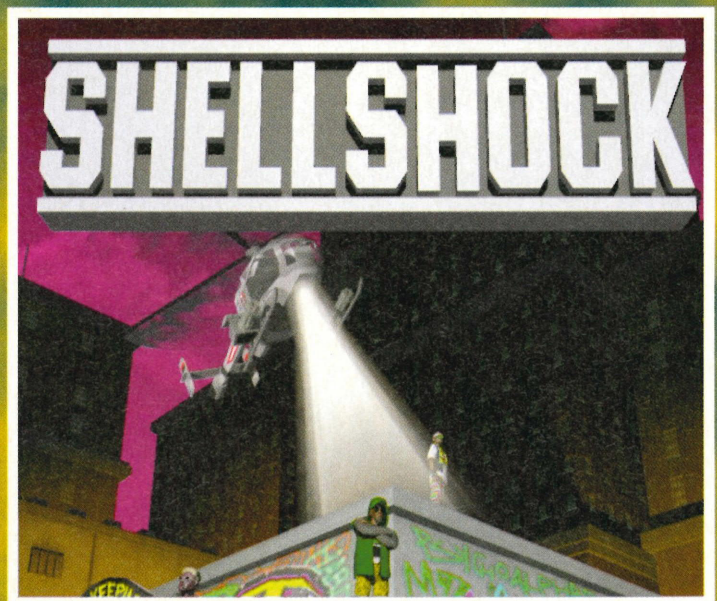


● Packing some awesome firepower, these guys are not to be messed with. Thankfully, they're on your side! Just as well, really.



● During the game, players can call on air support to help them out - if they have enough money that is. I don't know, these mercenary's can really bleed you dry!

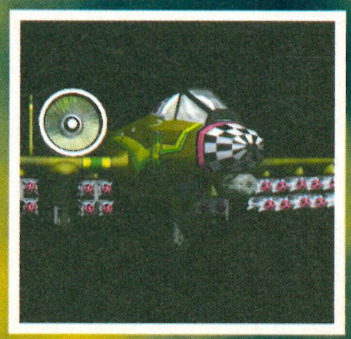




lock







● Best get out of the way when this thing flies overhead. You might get a headache if one of those bombs lands on top!



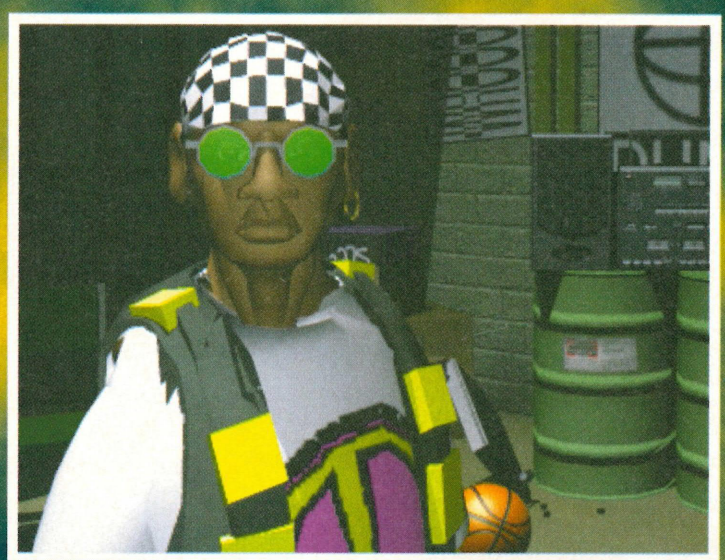
crew and to further your career as a saviour of the world. The members of the crew can all be interacted with during the game and all provide help and good advice, even if their comments are a little cutting at times if you are not doing so well. Dogg-Tag, the captain of the team is a real motivator and has his own reasons as to why he is so keen to do things behind the governments back and he is the only one who knows the true identity of 'The Man'. 9-1-1 is the pilot who provides air support for the ground crew but doesn't come cheap and is a right mercenary like the rest, but, the missions are made a lot easier by the help provided. D-Tour is the mouthiest member of the crew or at least to you as he is the co-driver in the tank. He never fails to pass a comment, good or bad, about any manoeuvre made and can become seriously annoying at times. The man behind the tactics and surveilance is Ear-Shot who is slightly older than the rest of the crew and is particularly cynical about everything but there is some good advice to be had. Props is the man to see when more toys for the tank or elsewhere can be afforded and is definitely a favourite with the crew because of his ability to find anything for anyone at anytime.

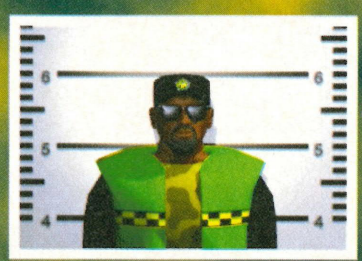
Truly a neat and well implemented idea with great graphics

The game menus are incorporated into the 'virtual' base where the player can roam around meeting the various characters and interacting with computers etc. This provides a greater feeling of involvement than what would of been provided otherwise from a normal menu selection, truly a neat and well implemented idea with great graphics straight from a Silicon Graphics computer and good speech with plenty of character.

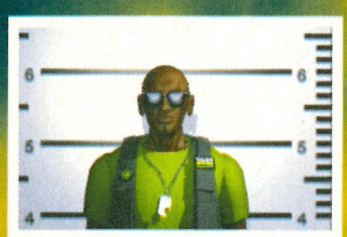
The in-game graphics are quick and detailed but a little sparse and flat in places but the huge explosions which come thick and fast easily make up for this, even the sound of them is huge. In fact, the sound is a definite plus in this game with some truly outstanding hip-hop tunes which could easily be released on an album and probably will be. Three of these tunes even include rap vocals from none other than William Floyd the famous San Fransisco Forty-Niner.

With 20 odd levels to complete with a wealth of options and complementary music, there is plenty to enjoy in this game and if you're looking for a simple good quality 3D ground based shoot'em up then you can't go far wrong.

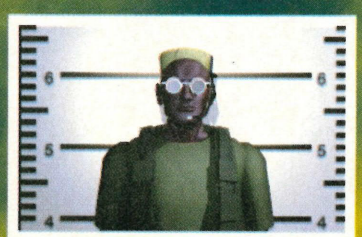




● The Wardenz look a right motley crew, but they're all specialists in their own particular departments and can provide some invaluable help.







Prospore

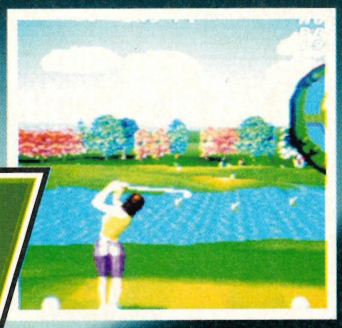
85

Dis game has plenty credibility and even more explosions and all for a good cause.

Saturn

Review

● Core Design ● £44.99
● Out Now



Virtual Golf

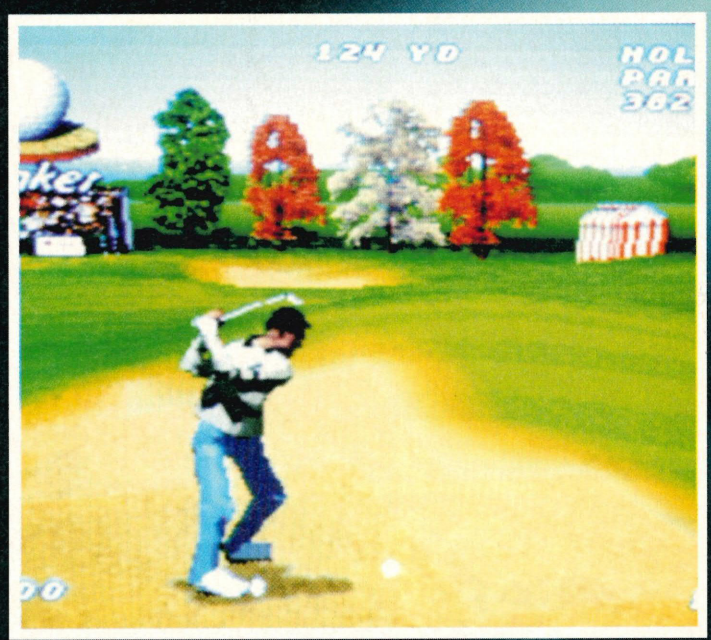
After the mayhem of *Shellshock*, Core Design turn their attention to more tranquil pastimes with the latest in an ever-growing collection of golf sims, *Virtual Golf*. With *Valora Valley* having already scored an impressive birdie, the pressure is most definitely on as Core go for an extremely elusive eagle.

Hoooold it! Before you all turn the page, let's get it clear that this isn't 'just another' golf sim, this is *Virtual Golf* from Core and it's good! Yes, good. So, before you flick over to the next review, keep reading.

Still there? Good, because *Virtual Golf* is a game that will appeal to armchair golf fans and ordinary gamers alike. The reason? Well, Core have gone back to the good old days when gameplay counted. Nowadays we get bombarded with FMV clips and fancy graphics at the expense of the gameplay, but *Virtual Golf* combines the two to produce an authentic and yet hugely playable game of golf.

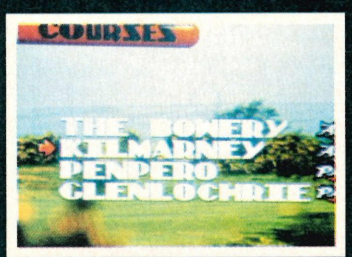
Sceptics among you may be wondering how on earth a golf sim can ever be playable. Well, remember *Leaderboard*? That was all good fun, wasn't it? Okay, so it didn't look too hot, but it was simple, realistic and competitive. The net result of all this was fun by the bunker load. And that, in a nutshell, is what *Virtual Golf* is all about too.

Unlike other 'next gen' golf sims that flood players with options and choices, bars and

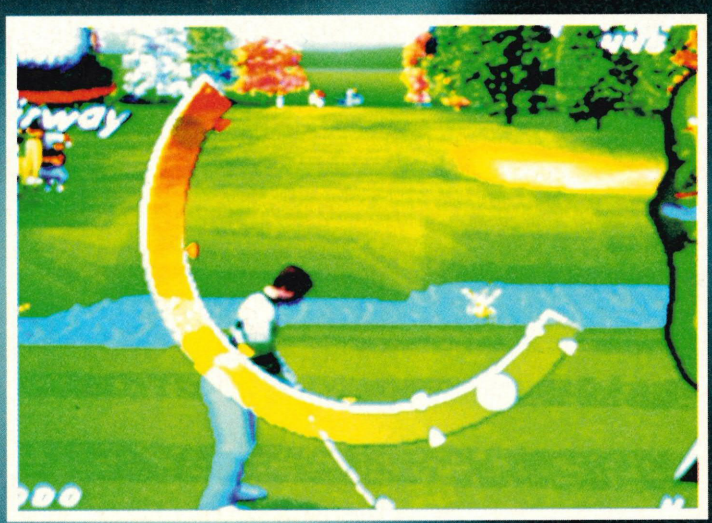


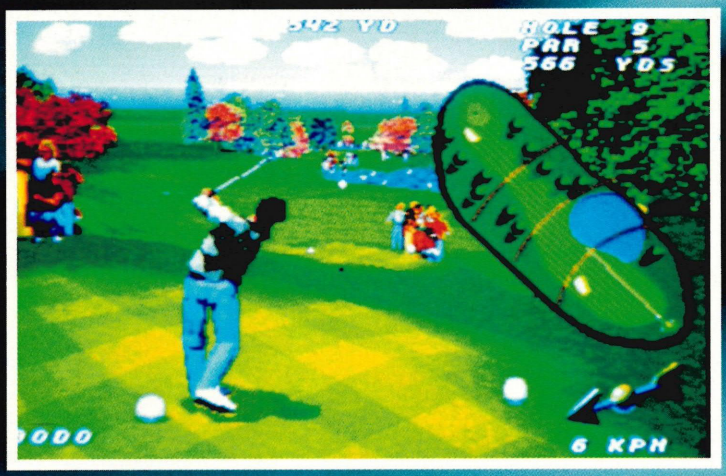
● Bunkers are any golfer's nightmare. Computer golf games normally make these too simple to get out of, but *VG* pitches the difficulty level just right. It normally takes more than just a nibblet to get your ball out of the sand (Red Dwarf fans will understand that last sentence!).

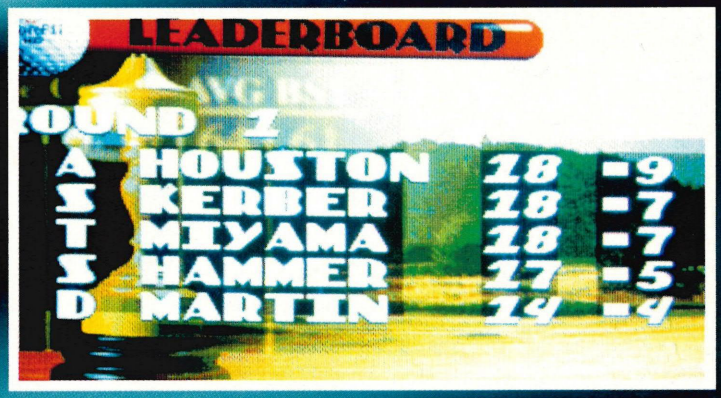




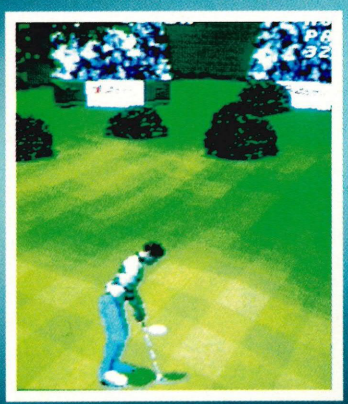


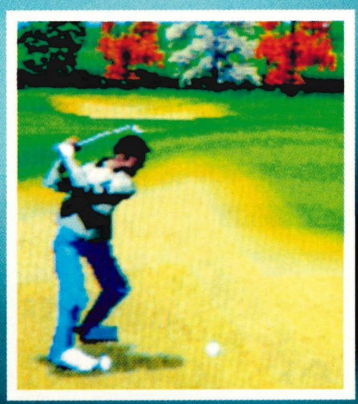


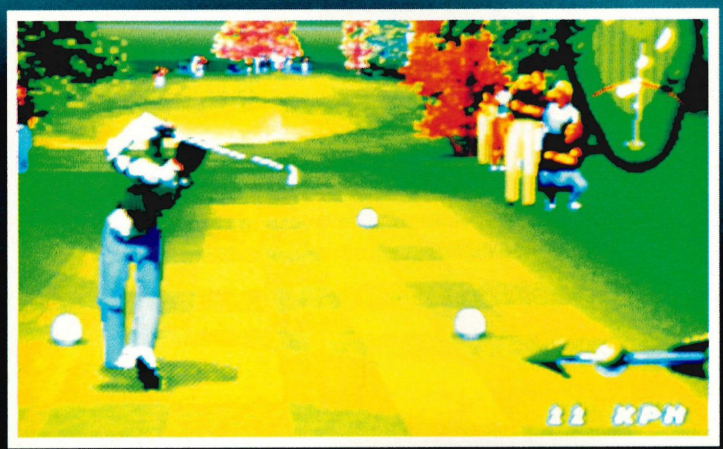


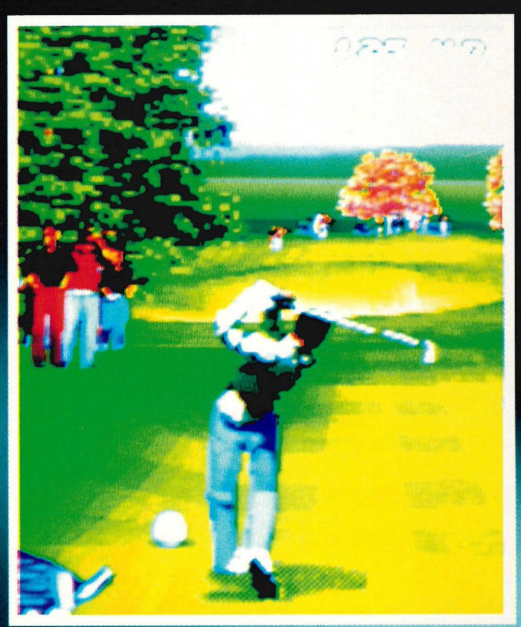


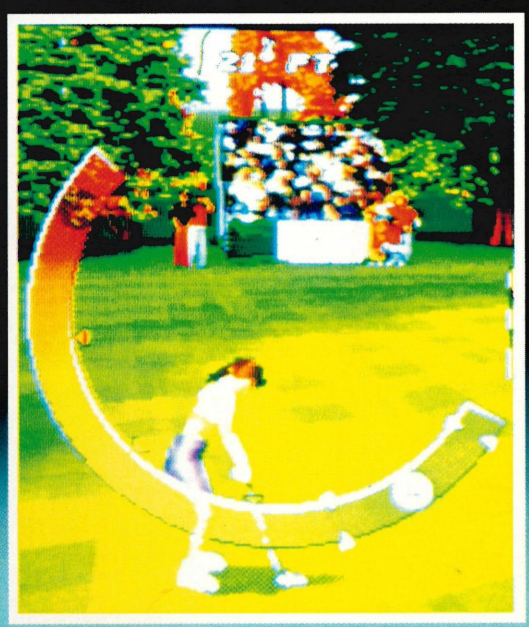
● **Remember to keep you head down and follow-through or your ball will be doing all manner of course changes during its flight through the cold morning air!**











meters, rules and regulations, *Virtual Golf* allows both knowledgeable and ignorant golfers to play with ease. The way Core have done this is by removing all the fiddly controls and incorporating a simple, user-friendly interface that maximises players performance whilst minimalising the fuss. Core have been careful though not to overstep the mark. EA made the mistake, with *PGA Tour '96*, of doing too much for players - clubs were chosen, shots were lined up and the power for each shot was predetermined - meaning players were like robots simply fulfiling pre-planned tasks. *Virtual Golf* isn't like that. Whilst it helps out players to ensure they perform to the maximum of their ability, it never does so much that players are basically following the computers orders.

As well as being easy and fun to play, *Virtual Golf* offers several unique features that make it stand out as the Nick Faldo of golf sims. Firstly, there's four beautifully recreated courses for players to thrash around upon. Each offers varying levels of challenge and difficulty so that professionals and amateurs alike will be able to find a course that best suits their ability.

Another unique feature of *Virtual Golf* is the Derby Scramble. As part of their on-going concern about maximising playability, Core have come up with this unusual mode of play that allows two teams of two players to take each other on over 18 holes. The idea of the Derby Scramble is that each player takes it in turn to play a shot. As well as this, *Virtual Golf* also features all the customary modes of play, such as; tournament, skins, shoot-out and so on. The variety of modes of play, is easily as comprehensive as anything ever seen before.

For any cheats among you, *Virtual Golf* also has a handy save facility which allows players to save information such as which hole your on, which course, who's playing, etc. This means if you end up getting a double bogey, you can simply replay the hole and hope to do a little better second time around. Admittedly, this isn't exactly in the spirit of the game and is not exactly a satisfying way to play, but, hell, we've all done it, haven't we?

Prospore

88

As we head to the 19th hole, the question remains, does *Virtual Golf* get that eagle it was after? Well, not quite, but it's damn close and is still by far the best golf sim yet out on the Saturn.

Protest!

Your Letters! Your Protest

Email: nickr@paragon.com

PROTEST
SEGA PRO
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
BH1 2JS

Good old Saturn

Dear Sega Pro

I have just read your feature on 'Whatever Happened To The 32X?' and just wanted to say that I have had exactly the same problem you mentioned. I bought a 32X last year and was dead excited. You can imagine my disappointment when I finally got home, only to discover the machine didn't work. I took it straight back and swapped it for another only to find this one didn't work either! After this I thought 'Sod it!' and waited for the Saturn instead (which I've no complaints about). I think Sega had better sort the problem out, or, like you said, they could lose a lot of potential buyers. After the 32X fiasco I was unsure whether, or not, to get a Saturn, but I didn't hear of any similar problems with it, so I got one. A lot of gamers though, who bought a 32X, probably won't touch a Sega product ever again, and who can blame them!



Your dead right mate! Let's face it, anyone that goes out and buys two dud machines is unlikely to touch anything made by the same company, Sega included. Fortunately, not many people bought the 32X anyway, so the damage was pretty limited. That's no excuse mind you and Sega should be ashamed of themselves for selling so many faulty machines. Can you imagine what would have happened if the Saturn had been so faulty?

Missing Pages..

Dear Sega Pro

I know you're probably fed up with getting letters like this, but what's going on with the number of pages in the mag? I used to look forward to over 80 pages of lovely Sega reviews, previews and news, but now there's a measly 50. That's 30 pages us readers have lost and yet the price of the mag has stayed the same. Why? There's loads of games to review and preview, so you can't blame a lack of software. Is it you guys getting lazy, or don't you care about the mag anymore?

We've had a lot of letters from peple moaning about the number of pages and contrary to what you may think, this is not down to us being lazy, or us not caring about the mag, in fact, we're just as unhappy about the situation as you. The real problem lies upstairs with the powers-that-be. Until they realise the magnitude of the Sega revolution the mag has to stay at 36 pages. Sorry, but there's nowt we can do about it. Still, at least you can console yourself with the knowledge that they're the best 36 pages dedicated to the world of Sega anywhere in the UK.

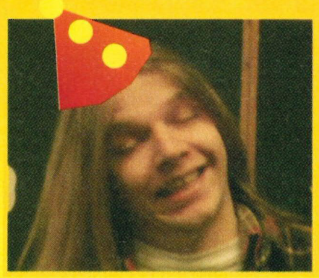
STAR LETTER

Vote of Confidence

Dear Sega Pro

Despite the number of pages falling to 50, I wanted to write in and thank the Sega Pro team for continuing to support all that is Sega. Despite the decline of the 32X and Mega CD and the software shortage for the Mega Drive and Game Gear, I think you've all done a fantastic job of keeping up the high standard Nick and Co set. I've been reading the mag since it first came out (as you can imagine, I'm getting on a bit now and have quite an impressive collection of Sega Pro's) and apart from the number of pages the magazine is as good as it ever was. I think all those people who keep writing in complaining should look at some of the other mags on sale and they'd soon realise what a top notch rag Sega Pro is.

Well, what do you know, a little bit of praise and appreciation. And to think, I was just beginning to feel nobody cared. Cheers for your thanks, Sam, it means a lot to us when people appreciate what we do.



a hard day at the office

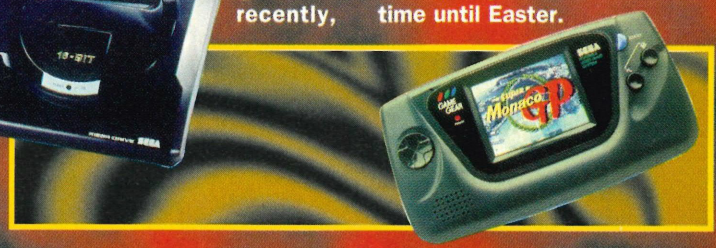
Pics!

Money Misery

Dear Protest
I own a Mega Drive and Game Gear, but can't afford to get a Saturn. Unfortuantely, there's hardly any games coming out for either machine. Sega have completely forgotten about us. All they care about is their beloved Saturn. Don't they realise a lot of us can't afford it and are still quite happy with our Mega Drives. Maybe if they did, they'd start releasing some new games?

As you've obviously noticed, Mega Drive and Game Gear reviews have been a bit thin on the ground recently, but this isn't because Sega are ingnoring the consoles (well, not much anyway), the real culprit is the annual post-christmas blues. Every year we see the same thing, all the publishers rush out there titles before christmas and then we're left with no new releases for months afterwards. There's nothing that can be done about, we just have to bide our time until Easter.

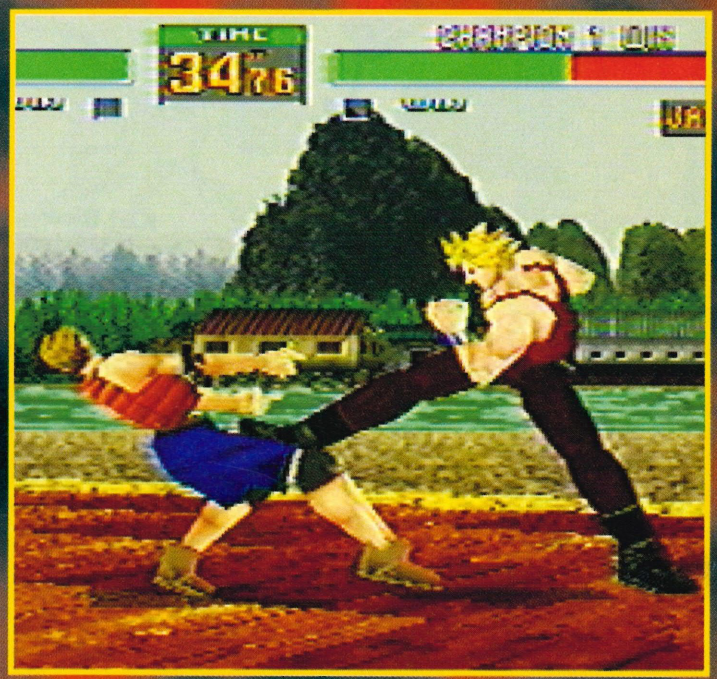




Dont rip me off!

Dear Sega Pro
When the Saturn was launched I rushed out and bought one of the first ones I could lay my hands on. This meant forking out £400, but I didn't mind too much as I thought the machine was unlikely to come down in price for at least a year. Imagine my horror then when, just a couple of months later after the Playstation had been launched, Sega decided to reduce the machine down to £300! I was furious. I know machines come down in price, but to come down £100 after a couple of months was insulting to all of us that had gone out and bought the machine on its release. Another thing, if Sega could afford to sell the machine for £300 why didn't they to start with? It seems like they're more interested in making loads of money rather than satisfying their customers.

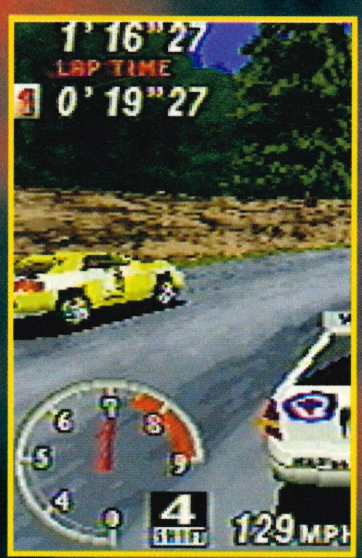
Despite what you may think, Sega aren't trying to rip you off. They reduced the price of the Saturn to £300 so that they could compete on even terms with the Playstation. As far as we know, they're actually losing money on each Saturn sold, but they make this up through software sales.



Birthday Promise

Dear Sega Pro
My birthday is coming up and my parents have promised to buy me a Saturn, they also said they'd get me a game. Which do you think I should get? I was going to ask for Sega Rally, but then I thought of Virtua Cop and Virtua Fighter 2. I like beat-em-ups, shoot-em-ups and racing games, so I'm a bit confused. Which do you think is the best out of these and which one should I buy?

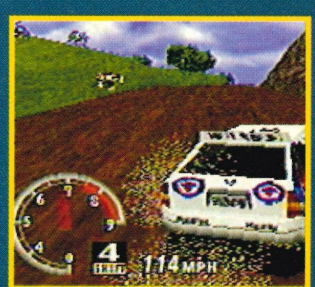
Weeeell, it's a bit hard to say really. Each is a classic in its own right. I think what you have to do is ask yourself which type of game do you really want the most? If you really want a racing game, then Sega Rally is definately the best around. Likewise, if you want a beat-em-up, or shoot-em-up, then you won't find anything better than Virtua Fighter and Virtua Cop. Saying that, you could always try and persuade your mum to get you all 3. Sega are doing a new Saturn bundle that includes 3 excellent games - maybe you should try and get that.



Where have all the games gone ?

Dear SegaPro
Last year I got a 32X for Christmas. I was really pleased with it for a while, but then I realised how few games there were available for the machine. I know it's unlikely, but are Sega Rally and Virtua Cop likely to come out on the 32X?

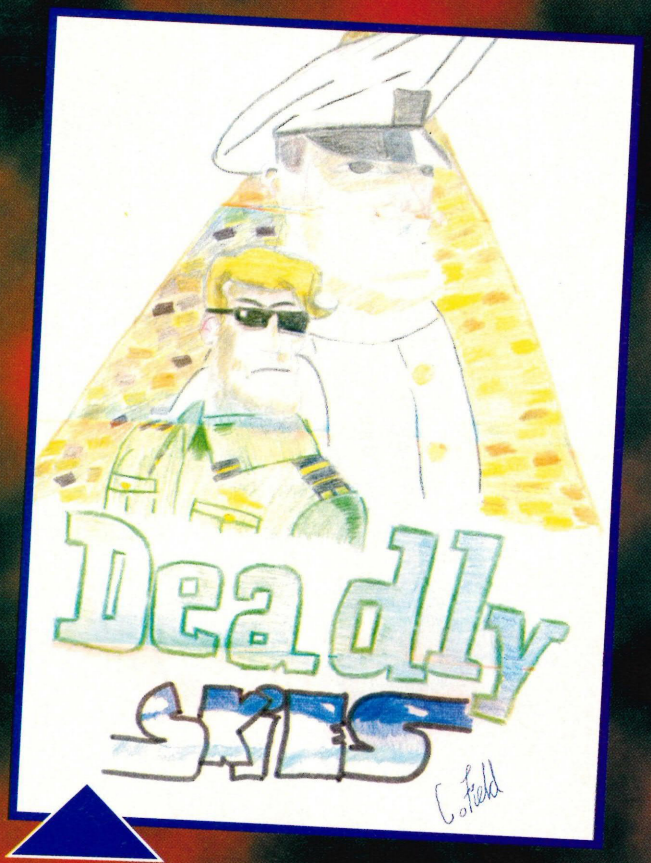
It's extremely unlikely that Sega Rally will ever be seen on the 32X as the machine would struggle to do the game and it's 30 frames of animation per second any justice. Virtua Cop could work though and I wouldn't be too surprised if we saw a conversion in the near future.





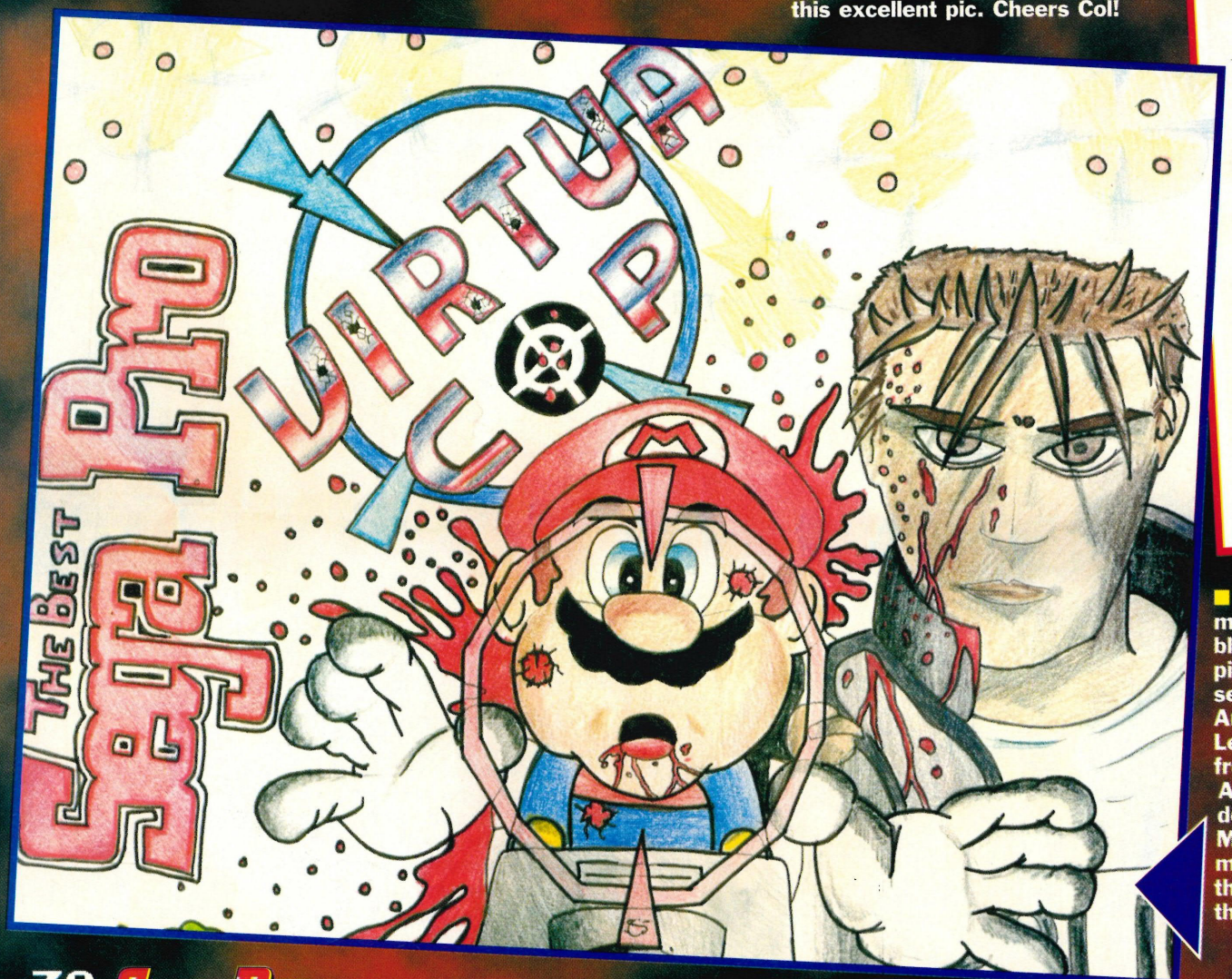


■ Karl Rice from Preston



■ Colin Field Field from Wadhurst was obviously impressed with our Deadly Skies cover a couple of monhs ago. So much so, he's drawn this excellent pic. Cheers Col!

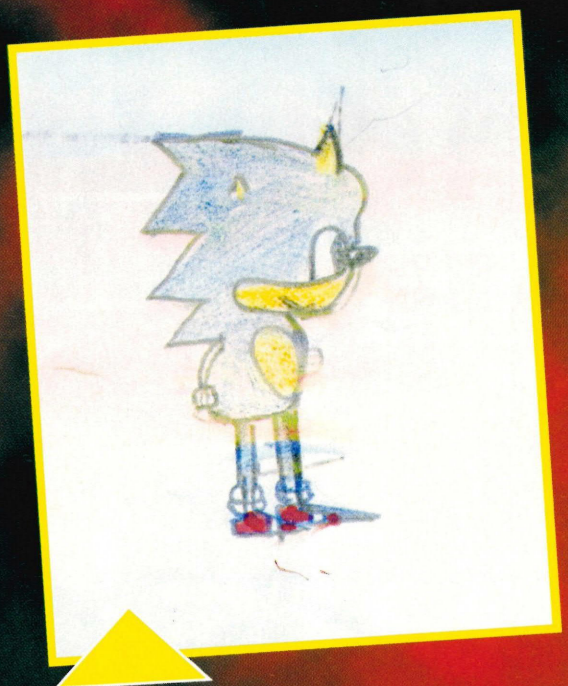




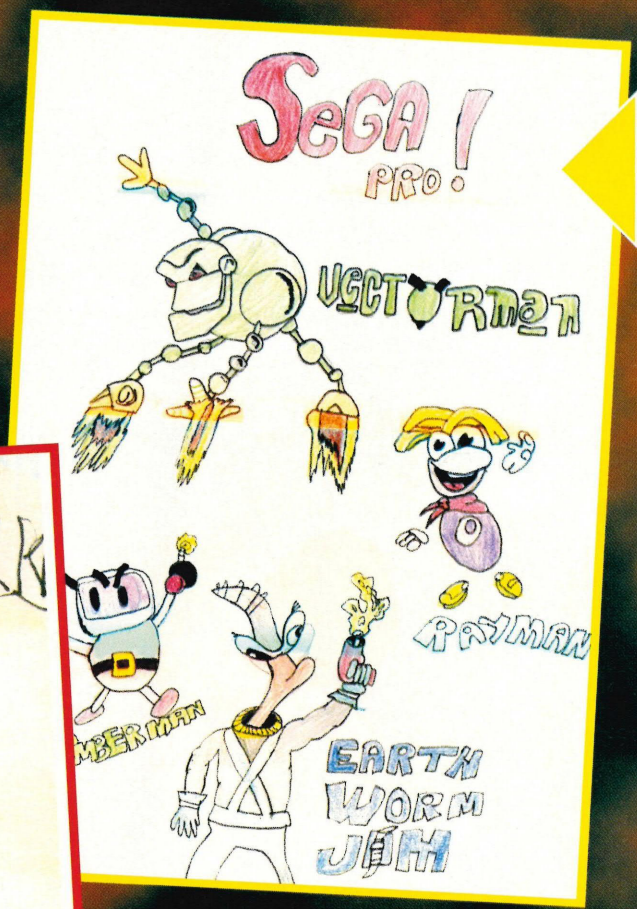
■ This mind-blowing piccie was sent in by Andrew Leng from "Hell". Andrew doesn't like Mario too much by the look of things.

Readers' Art

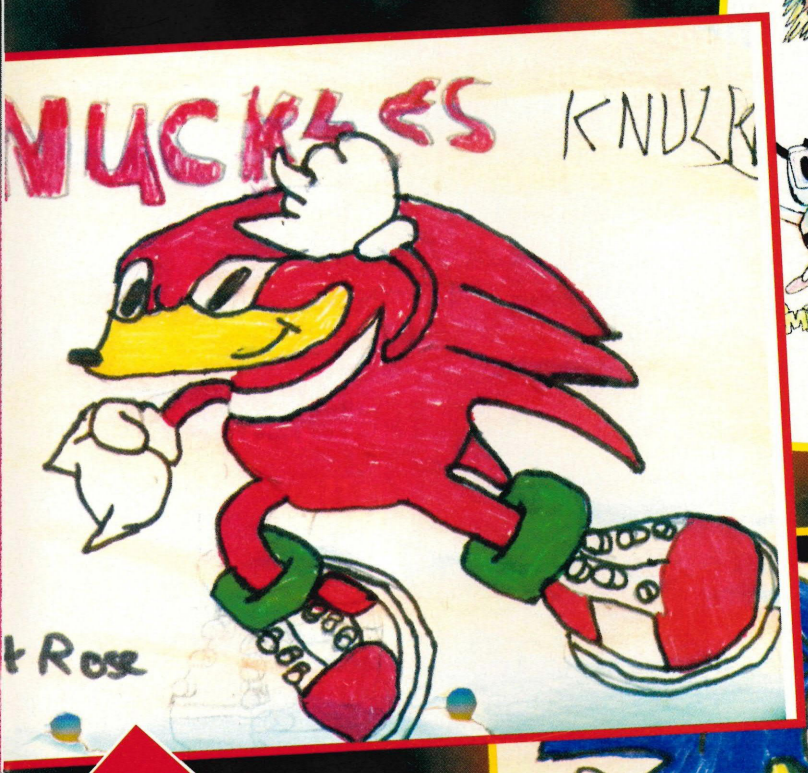
If you fancy yourself as a budding Picasso *(or, in Dino's case, just fancy yourself)*, send your works of art into us at the following address and we'll print a selection every month. Can't say fairer than that, eh? Send them to: Sega Pro Readers' Art, 14a Union Street, Newton Abbot, Devon, TQ12 2JS.



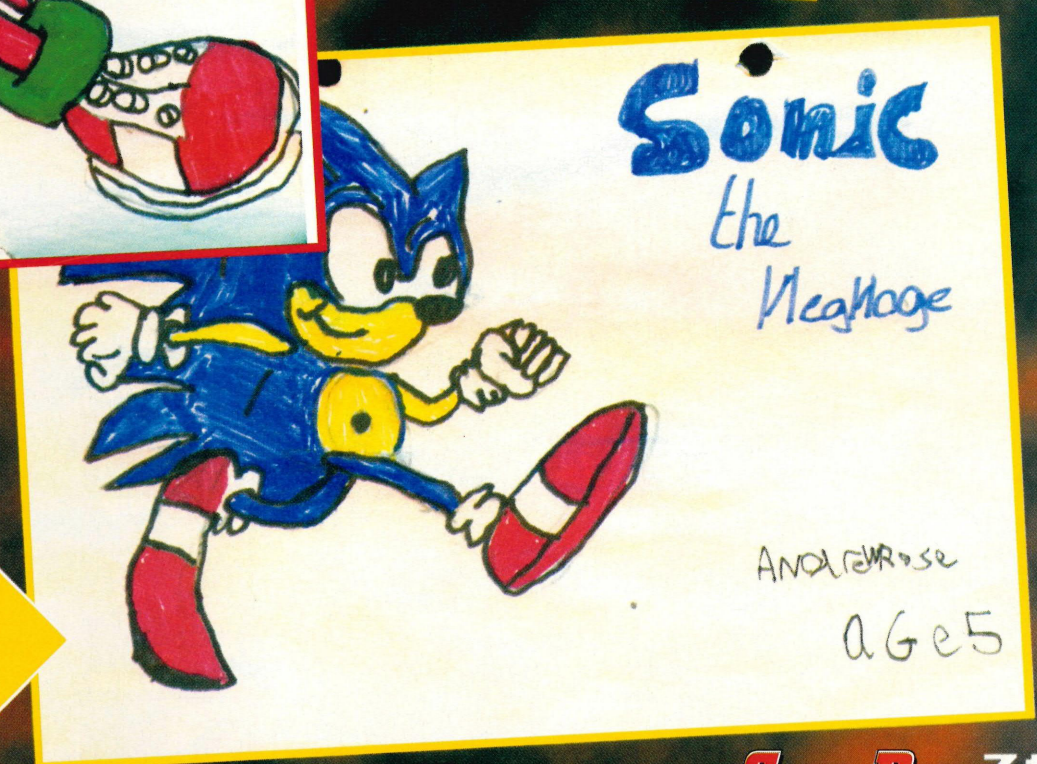
■ Jon's older, I mean younger, brother Michael drew this cool piccie of Sonic. Art is obviously in the Evans clans blood.



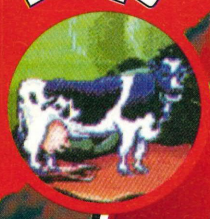
■ Mr Anon Oh dear, sombody forgot to put their name and address down again! Still, all is not lost. The piccie still got printed and rightly so. Rayman, EWJ and Bomberman are all favourite characters of the Sega Pro team.



■ Stuart Rose age 9 is from Paignton in Devon. He's a big fan of Knuckles, although his brother (on the right) is more of a Sonic fan.



■ Andrew Rose age 5



Playing Tips

Protips

One thing we won't produce less of are tips and cheats (unless we don't get any more!) and we'll keep you up to date on the latest and best cheats around. So, send 'em in at the usual address! Send your tips and cheats to:

ProTips, SegaPro, 14A Union Street, Newton Abbot, Devon. TQ12 2JS.

Pretty fighter X

Fight As The Boss

Want to play as the evil bossman in Pretty Fighter X? Well, follow this cool cheat from Mathew Craig in Dorset. On the title screen, press and hold X, Y, Z and Start. You should now be able to select the boss on the character select screen.

Mortal Kombat 3

There's a veritable treasure chest of MK3 cheats this month thanks to the herculean efforts of Ryan Harris.







Smoke Kode

On the screen which says MKIII press A, B, B, A, Down, A, B, B, A, Down, Up, Up. The screen should go brown and you'll hear the word 'Smoke'. Now go to the character select where you should see Smoke.

Cheats

On the screen which says MKIII, Start and Options, press A, C, Up, B, Up, B, A, Down. A new option entitled 'cheats' should appear.

Secrets

On the same screen as the 'cheats', press B, A, Down, Left, A, Down, C, Right, Up and Down.

Killer Kodes

On the same screen as above, press C, Right, A, Left, A, Up, C, Right, A, Left, A and Up.

Endurance Towers

Place the highlighter on 'start game' as if you were going to start as normal and then hold down A, B and C before pressing start. Four towers should now appear. If you get a friend you can play against each other in 'endurance mode'.

Kombat Kodes

No Abuse - SMM SMM
Disable Timer - GGR DDD
No Powerbars - SKR MY3
Disable Throwing - MDD MDD
Disable Blocking - DYD DYD
Winner V's Smoke - YDZ YDZ
Winner V's Shao Kahn - D33 ZG?
Winner V's Motaro - SGG M?M
Winner V's Noob Saibot -RGS 3?Y
Player 1 Half Energy - D33 DDD
Player 1 Quarter Energy - RDR DDD
Player 2 Half Energy - DDD D33
Player 2 Quarter Energy - DDD RDR
Psycho Kombat - SKZ MYZ
No Fear - YKY YKY

Symbols

D - Dragon
M - MK Logo
Y - Ying Yang
3 - Three
? - ?
Z - Lightning
G - Goro
R - Raiden
K - Shao Kahn
S - Skull

Ballz

Here are some hot tips for Ballz on the Mega Drive from Barry Bowles of London (who's just 4!). To become a red belt, go to the title screen and press A, Down, Down, B, B, B, C, Left, Right. If you want to be a green belt, press A, A, Down, C, B, A, Up, Up, Down.

Johnny Bazookatone

David Spence from Northern Ireland has come up with this immense cheat for Johnny Bazookatone on the Saturn. Simply go to the password screen and type in AAAAA and press start. You should have accessed a level select.



Prohelp

Q: A:

ProHelp!

Once more into the breach. The fearless Sega Pro All-Stars step out to make their names and cure your pains. If you've got a problem. If no-one else can help, get Britains top game-tamers on the case. We've got a crack team of elite gaming talent ready to be unleashed on any problem you might be having. Call the Professionals. Get writing to *ProHelp, Sega Pro, 14A Union St, Newton Abbot, Devon TQ12 2JS.*

Q: Dear Sega Pro Help
I own a Mega drive and have Mortal Kombat III and Micro Machines 2 '96. I don't know any cheats, codes, fatalities, friendships, babalities, or pit fatalities, so please could you tell me some.
Jamie Barclay,
Wester Whyntie, Boyndie

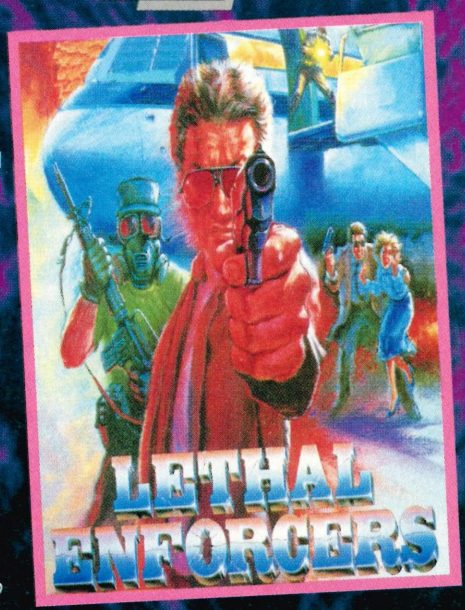
A: *You're in luck Jamie, turn the page to find the Pro Tips page. You should find everything you'll need to know about MKIII. As for Micro machines, try this enter the following codes as your name. Then restart the game as a 2, 3, or 4 player game and you should see the extra options at the bottom of the screen.*
The codes:
GUFDON - Specials
NODROG - Super Specials
ALCHIE - Overdrive
HORDON - Bonus Specials



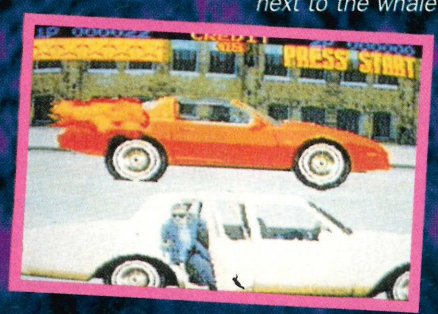
Q: Dear Pro Help
I was in hope that you may have a Level Skip cheat for the Megadrives The Lion King. I always buy your Sega Pro from my newspaper shop, but have not seen any such cheat. Please can you help.
Kevin, Barnstaple, N.Devon

A: *Barnstaple? That's not far from here, in fact it's just down the road, kind of! Anyway, of course we can help you out Kevin. Simply pause the game and press Right, A, A, B for a nifty level skip.*

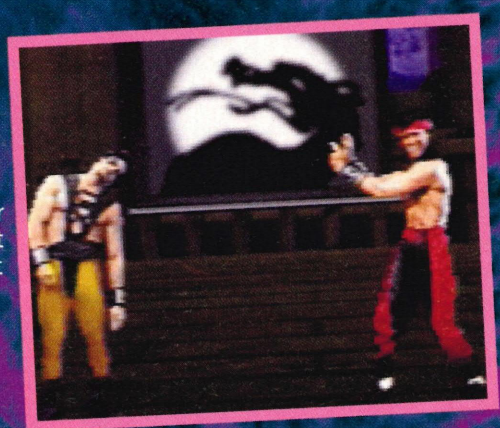
Q: Dear Pro Help
I am having trouble with the games called Lethal Enforcers I and Lethal Enforcers II Gunfighters and if there are any cheats or tips, please could I have them. Could I also have the codes for Ecco the Dolphin.
C Grihault
Harwood, Lancs



A: *Sorry C, we can't help you with Lethal Enforcers, we can't help you too much with Ecco either, except for this intriguing little cheat. When you get next to the whale on level 10, press Up, A, Down, Left, B, Left, C, C and Down. This will give you control of the whale.*



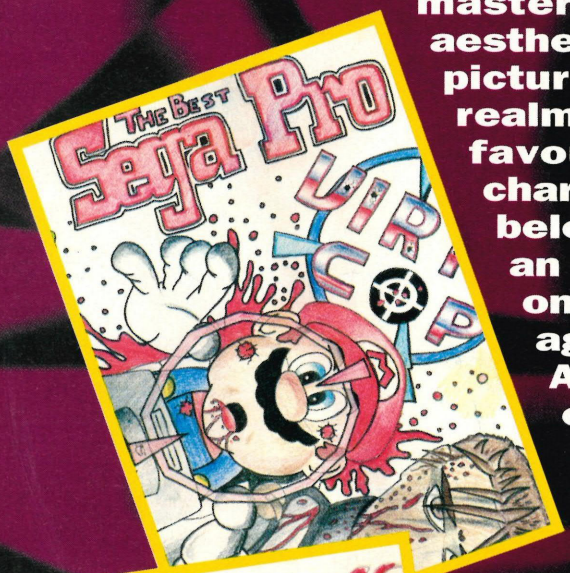
Q: Dear Pro Help
I own a Mega drive and I've tried the cheat for Mortal Kombat II out of your magazine, but I can't get it to work. I don't seem to understand what you mean by Menu. Please can you help.
Daniel Smith Warley, West Midlands

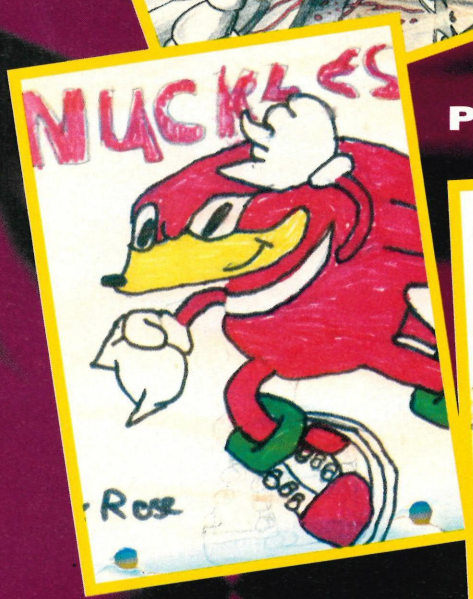


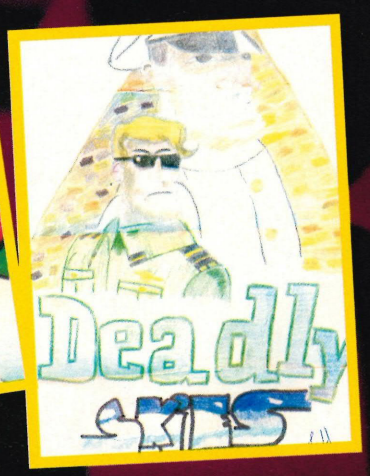
A: *By the 'menu' screen, what we mean is the option screen, you know, that strange place where you can select the difficulty setting and so on. Okay now? For those of you who don't know what Daniels talking about, he's referring to the cheat we had sent in by Brent Dawson from Oz. basically, if you go to the OPTION screen and press C, Right, A, Left, A, Up, C, Right, A, Left, A and Up, this allows you to fight Shao Kahn, Motaro and Smoke. Now, is everyone happy again?*

Sega Pro Reader's Art Competition

We've had such a huge amount of pictures sent in by the more artistic readers out there that there just isn't enough room to show them all in the magazine, so, being the great art critics that we think we are, we thought that it would be cool to run a competition that would test the talents of the great masters of visual realisation and aesthetic appreciation. So, send in a picture of anything relating to the realms of Sega Land (such as your favourite game or computer character) and send it to the address below. The picture must fill at least an A4 size piece of paper and write on the back your name, address, age and what machine you own. Apart from recieving publication of the best pictures, there will be one winner who will recieve a prize relating to the picture drawn and there will be four runners up.





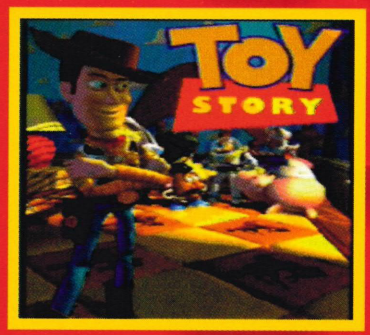


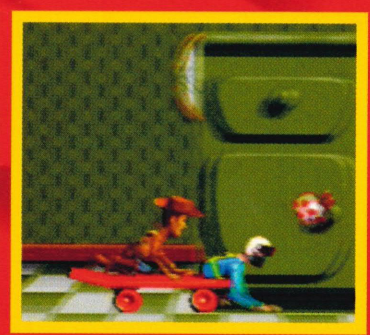
Please send your pictures to -

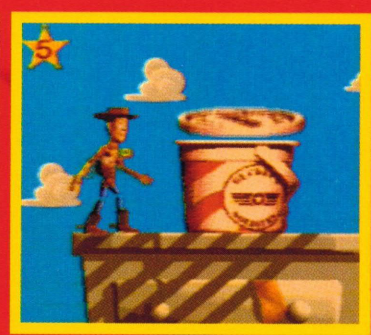
Aesthetic Appreciation Association
Sega Pro
14a Union Street
Newton Abbot
Devon
TQ12 2JS

Next Month









Hollywoods latest blockbuster, Toy Story, hits the Mega Drive next month - don't miss out on our full review!

Plus! **Reviews of Descent & Blam Machinehead for the Saturn**

On sale May 20th

Sega Pro

June '96

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Designer
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Published by:
Rapide Publishing
14a Union Street
Newton Abbot
Devon TQ12 2JS
Tel: 01626 68611
Fax: 01626 51484

Printed by:
St. Ives

Distributed by
Seymour International Press Distributors, Windsor House, 1270 London Road, Norbury, London SW16 4DH.
0181 679 1899

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Sega Pro: ISSN 0964-2641

Special thanks to:
My doctor for the sick notes, Chelsea for giving me a bit of a life and Adrian at Gametek for the top lunch.

Sega Pro



is Published by
Rapide Publishing