SEGA RALLY COMPO UPDATE • ECTS SHOW ROUND-UP

100% Sega Gaming!

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Sega Pro

● Issue 59 ● July '96

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

Night Warriors

Street Fighter with Jokes! Capcom's newest beat-'em-up shows just what can be done with the Saturn.

Also Inside!

Saturn

Wipeout

Galaxy Fight

Earthworm Jim 2

Burn:Cycle

Tunnel B1

Megadrive

Mortal Kombat 3

SEGA RALLY

FIRST SEGA RALLY COMPO LEAGUE TABLE

BURN:CYCLE

The game that made the CD-i worth buying makes its way onto the Saturn. Exclusive preview inside!

20

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Issue 59

Cool

Previews

Burn Cycle

Your brain's going to explode in two hours! Time to get into cyberspace!

p 8

Dark Stalkers

Ever thought that *Street Fighter* could do with a little bit more humour? Well, if so then this is the game for you.

p 10

Earthworm Jim 2

The Megadrive console classic arrives on the Saturn. Be prepared to play this game till you can't take any more.

p16

Tunnel B1

Neon are a new force in the developing world, and if their first games are anything to go by, then these guys are going to be around for a while!

p 18

Competition Time

It's the first *Sega Rally* league table and we've been snowed under by video tapes from all around the world! If you've sent in a tape, then check out this page to see if you made into the first *Sega Rally* table.

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Eats

Reviews

Galaxy Fight

Anyone for a Neo Geo conversion? *Galaxy Fight* is one such game, but will it be able to cut the mustard on the Saturn.
Turn to page 20 and see..

p 20

Mortal Kombat 3

Mortal Kombat has long been the best 2D beat-'em-up around and now every Megadrive owner can get their hands on this new and improved version of this classic game.

p 22

Wipeout

Finally, after months and months of waiting, previews, waiting some more, news stories, another preview and some more news, the final version of this game is with us for review.

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ECTS Report

p 12

News

SEGA PRO STILL THROWS THE EXCLUSIVES AT YOU WHILE LESSER MAGS FOLLOW OUR LEAD. WE HAVE A SUPERB RECORD OF BRINGING YOU THE BEST FROM THE SEGA WORLD EVERY MONTH, SO IT'S TIME FOR THOSE RESPONSIBLE TO TAKE A BOW AND BE RECOGNISED FOR THEIR EFFORTS.

THE PRO-TEAM



Dino Boni - Ed.

Dino's had a bit of strange time lately. New friends, a new band (we haven't got the heart to tell him that his guitar playing sounds like a bad techno record played backwards) and a new girlfriend have all conspired to rid him of every nugget of energy that remains in his body. It doesn't seem to be complaining as much as usual, but that could be because he's too exhausted to say anything.

Game of the Month - Working All Hours Of The Day and Night For No Thanks And Little Money©



Scott Mackintosh Trainee Slave

Scott is new to the publishing world. You can tell this by just taking one look at his fresh-faced features. He hasn't been around long enough for the constant deadlines and late nights to take their toll on his complexion. It's only a matter of time before he starts looking like a shrivelled prune. Time will creep up on him eventually - until then, he'll be lumbered with all the crap jobs that none of the rest of team want to do.

Game of the Month - Taking Three Days to Write Two Pages©



James Hewings Temporary Designing Slave

James is yet again designing Sega Pro, but so far we haven't seen him for more than a few minutes. He seems to keep to a different time system to the rest of th world so when we're all ready for work early on a Monday morning, he's still out with the lads and getting ready to hit the odd club or two. Somehow, this magazine will be designed, even if Dino has to do it himself.

Game of the Month - Not Being Around To Design the Mag With Only One Day Until Deadline©

Warp four, M

Pro

Spring ECTS is no more...

The Spring version of the ECTS has taken its final curtain call. No more will we have two fixes a year of the best trade show around. Despite a record attendance figure of 9,827 over three days, the show will now run on an annual basis. This year saw some of the major publishers in the Sega world stay away from the show. Some of them took up residence at the Hilton hotel just down the road, but many publishers have become dissolusioned with the spring show and are applauding the decision to make it an annual event. We'll just have to wait until the 8th September to see what happens.

ECTS
The Showguide

Your vital partner to this year's event.

The Showguide lets you route your way around the show with the floorplan and gives you the low down on just who's here and what's on show. Invaluable on the day.

The CD ROM is packed with interactive features on the top companies, electronic press kits, the lastest demos and CTW interactive interviews.

Letting you take a little piece of the show home with you.

Mr. Sulu..

ntline

Interplay to hit the Big Screen

The US firm has set up a new film and TV production company to develop movies and shows based on its software titles. The firm has teamed up with MediaFour plus the actor/producer Jason Harvey (best known for his role in *The Wonder Years* as Kevin's older brother, Wayne). They are currently working on several projects, but were unavailable for comment.

Tune in, Switch Off, Drop out...

Kids in the US are watching less TV and playing more video games than in the 80s. A recent report has found that on average, a child aged between two and eleven watches 21 hours 38 minutes of TV a week which is a full 18 per cent lower than the 1980 figure. The drop has been attributed to the growing interest in video games, although TV still remains the biggest activity for kids.

AND NOW, THE END IS NEAR...

Sega have officially discontinued production and distribution of some of their older products. The 32X, Master System, Mega CD and Game Gear have all been shelved and the company is now concentrating on the Saturn, Pico and Megadrive. The Mega CD and 32X were blamed for hindering the launch of the Saturn and while thousands of 32Xs were sold in this country alone, the software support has never really been up to scratch. Couple this with hardware problems, and the 32X was doomed right from the start.

The other systems are considered just too old now to hold their place in an ever increasing market, and the cut-down is allowing Sega to keep their prices reasonable while concentrating on their key products.



News

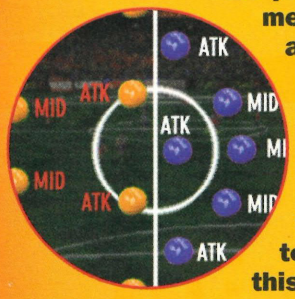
Euro '96

SHOTS
SHOTS ON TARGET
POSSESION
BOOKINGS
SENDING OFFS
GOALS

■ Gremlin ■ Saturn ■ JUNE '96



Gremlin have been busy people lately. Not only have they released the first shots of *Loaded*, their new Football game, *Euro '96* is also getting the pre-release treatment. Based around the excellent *Actua Soccer* game, *Euro '96* will be available in time for the real European Championships that are due to be held in this country in the summer. Boasting all the teams and players that will be taking part in the real tournament, we can see this game making a big splash this summer. Expect a full review next month in Sega Pro.



UEFA Champions League

■ Philips
■ Saturn
■ TBA

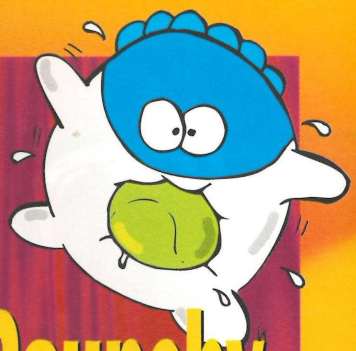
Philips Media have just signed a deal with the football body UEFA to publish and distribute a computer game based around its football tournament. Due out on the PC at the end of the year, it will also be converted for the Saturn at the same time. Although the Saturn is no stranger to football games, you can never have enough of them, so a new one in the pipeline is good news for any self-respecting footy addict. The game is only just starting to be developed so firm details are very thin on the ground at the moment, but we'll have a full preview of the game as soon as we can.

Loaded

■ Gremlin
■ Saturn
■ TBA

Loaded is still one of the better games on the PlayStation and has generated a remarkable following in the short time since its release. As we reported a few months ago, Gremlin have been working hard on the Saturn version of this superb top-down view shoot-'em-up and have now released the first pictures of the Saturn version. As you'll no doubt agree, they're looking even better than the PlayStation version. The game should be ready for review in next month's issue, so until then, we'll leave you with these screenshots so you can drool over them.





Raunchy Rumours

Well, what with the ECTS just a faded memory now, many people in the industry are suffering from horrific bouts of delayed recall. Miles is one of these people who, along with Jon and Mark, decided to drink the night away before hitting the show on Sunday. All three of them racked up a bar bill totalling £100 for one night and promptly missed half the show on the Sunday. Some people just don't know how to hold their drink.

There were subversive mutterings around the show about the supposed next Sega console. Even though Sega have officially denied that they are working on a new machine to replace the Saturn, there was still talk amongst developers of specs sheets being leaked out of the Sega Japan offices. Sadly, a whole afternoon trying to get hold of one of these little beauties was in vain, so we'll just have to wait for some kind person to stick one in the post to us.

Rumours that Sega will be keeping the new low price of the Saturn were confirmed at the ECTS. Sega recently dropped the price of the console down to £249 to compete with the PlayStation as an experiment, but it was so successful that they have decided to make the change permanent. Retail outlets are also slashing the price further and offering discount package deals for substantially less than it would cost to buy a Saturn and the respective games . Check out Dixons if you don't believe us...

Finally, the ECTS awards were presented at London's Porchester hall. The award for the 'Most Original New Title' went to Team 17 and Ocean for Worms while the Bronze Marketing award went to Sega themselves. The PlayStation featured heavily in the honours list as did Virgin and Psygnosis, but with the new influx of top titles soon to be launched for the Saturn, next year could be very different if things go according to plan...

Q.A.D

■ Philips ■ Saturn ■ TBA

No, it's not a typo - Q.A.D stands for the *Quintessential Art of Destruction*, a new game from Philips that is due to be released on the Saturn before Christmas. The story is somewhat strange - The planet is being invaded by vacuum cleaners, transvestites and estate agents with bad wigs. The tax inspectors have taken over your computer and kidnapped your flonge (!) processor. You must disguise yourself as a fridge magnet, sort out the napkin salesman, avoid some rather nasty thermonuclear frozen rats and rescue the hostages. Just remember to take your teapot with you!

The game is being designed by award-winning producer Jon Ritman, one of the very few people who can claim that their games have sold over a million copies. Details are somewhat sketchy at the moment, but we'll bring you more as soon as we get it.

Slipstream

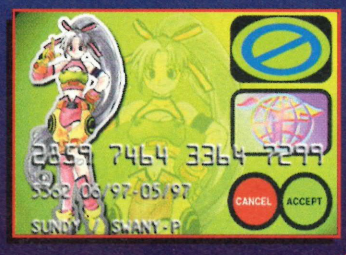
■ Gremlin ■ Saturn ■ TBA

Not another game from Gremlin! *Slipstream*, one of the best racers of '95, is set for release on the Sega Saturn. *Slipstream* is the current working title for the conversion of this classic game, so don't get it confused with the techno group or the Amiga Demo crew!

Gremlin has completely revamped the title for it's console debut. The game has been completely redesigned and features greatly enhanced gameplay and graphics. Needless to say, the conversion takes advantage of all the graphical and technical capabilities of the consoles, making this game a pleasure to watch and play.

Slipstream is a fast and furious true 3D racing game set in the near future. Gamers can choose one of 10 selectable pilots, competing in a gruelling 10 race season to become the Ultimate Slipstreamer. The race tracks feature famous locations from round the world. You can zoom down the River Thames in London, shoot past the Sphinx in Egypt or fly at breakneck speed down the Grand Canyon. Ships are fitted with standard blasters, with more advanced weapons available for the right price and special weapons specific to each ship. The competition is intense and your counterparts will think nothing of blowing your ship out of the sky. Expect a full preview next month.





CHARTS

SATURN

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

MEGA DRIVE

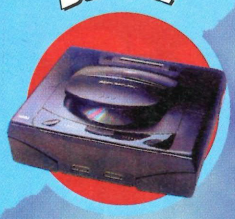
1.	Toy Story	Sega
2.	FIFA '96	EA
3.	Sonic 2	Sega
4.	Sonic & Knuckles	Sega
5.	PGA Tour '96	EA
6.	Micro Machines 2	Codemasters
7.	Mickey Mania	Sega
8.	Mortal Kombat 3	Acclaim
9.	Street Racer	Ubi Soft
10.	Ecco 2	Sega

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

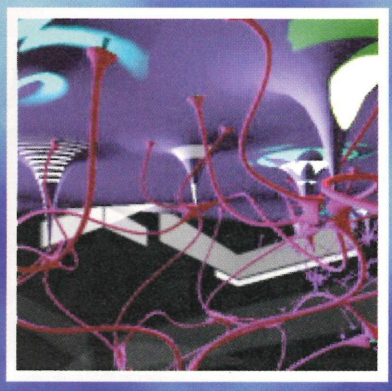
GAME GEAR

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



Preview

Burn Cycle



William Gibson has a lot to answer for. His book, *Neuromancer*, stared the entire Cyberpunk sub-culture of science fiction. It also paved the way for games that are based around his universe, and *Burn: Cycle* is no exception.



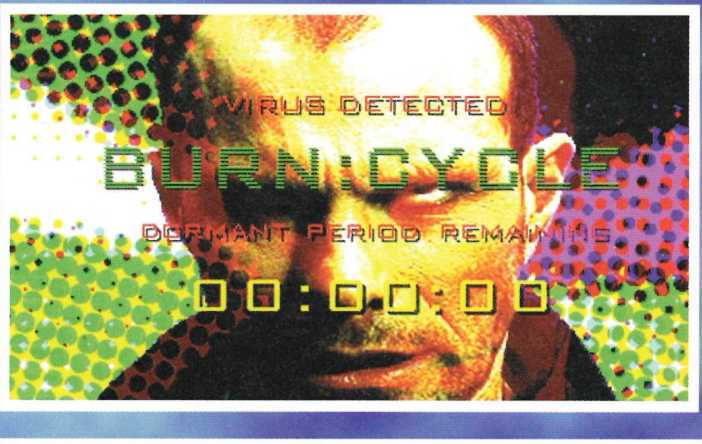
The future is a bleak place, but we already know that. Nearly every other game that has appeared on any format you care to mention is in some way linked to the future. Nearly always, though, their storylines are made to fit the game, rather than the other way around.

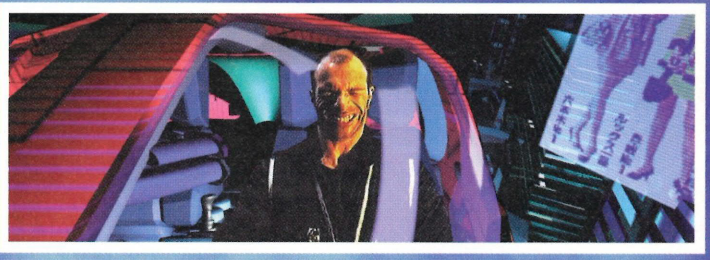
Burn:Cycle is a different kettle of monkies altogether. Set in a cyberpunk world where information is the key, you play the part of Sol Cutter. He's a thief, but not in the normal sense. You see, Sol steals data. He steals anything that he can sell on, but that doesn't mean that he breaks into an office block and runs off with their hard disks. Technology has moved on you see, and now Sol can download data directly into his mind via a cybernetic implant lodged in his brain.

Together with his associate, Chris, he targets one of the major corporations now left on the Earth a a prime target. However, during the raid, something goes wrong. Chris is killed and he is chased away before he can go find out why. The data in Sol's head is not quite what it seems. He visits a 'friendly' neurosurgeon who tells him exactly what he doesn't want to hear - the data that Sol downloaded into his brain contains a virus called Burn:Cycle. In just two hours his brain is going to explode under the massive data influx that this virus generates - in other words, Sol has just two hours to find out why this virus has been downloaded into his brain, who did it and why. Turning off the countdown would also be a good idea as well.

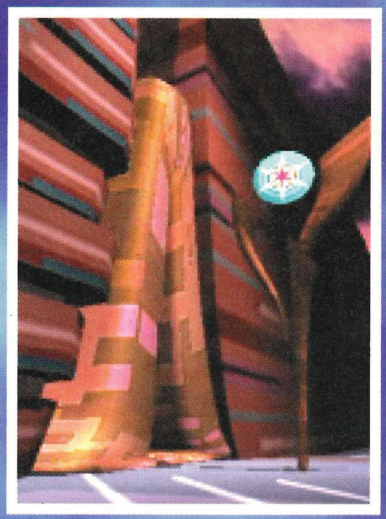
I have been a firm fan of *Burn:Cycle* ever since I played it on the CD-i a few years ago. The PC version followed soon after and now the Saturn is getting a version too. The game is primarily a point-'n'-click adventure, but it uses full-motion video of live actors and actresses throughout. This video is displayed on top of rendered backdrops, giving the game a marvellous, techy feel.

As well as the adventure side of the game, *Burn:Cycle* also has a fair amount of puzzle solving and action sequences. On more than one occasion, you'll have to fend off attacks from enemy hover cars as you make a bid for freedom. The puzzles are also very good and range from the pretty simple

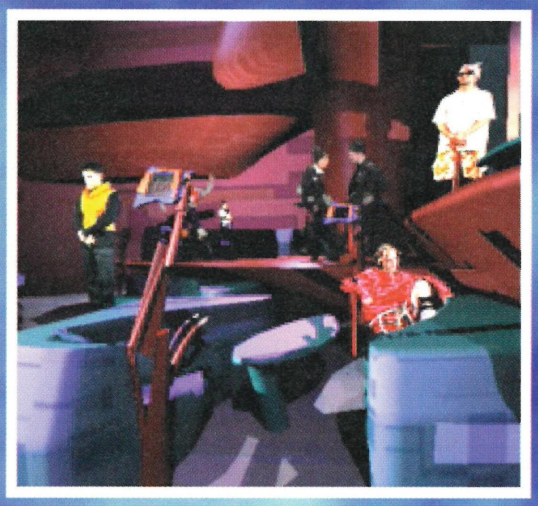


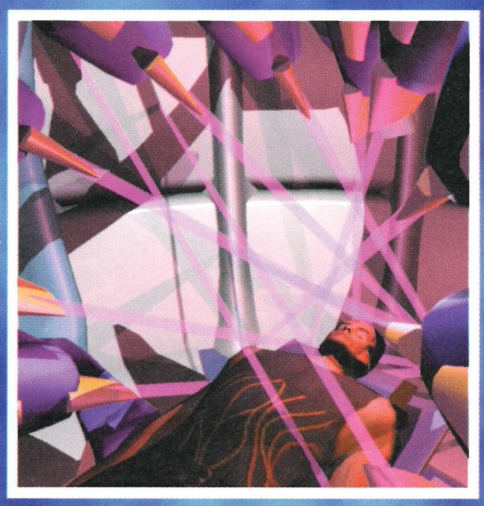


▲ Your hover sled is used more than once in the game. Here, Sol has just realised he's left the petrol station without buying any cigarettes beforehand! Doohh!º











▲ Doc lives in here, but before you can get in, there's a rather nasty puzzle set in the door lock for you to solve. These types of puzzle appear throughout the game and range in difficulty.



combination lock type to the downright tricky one where you have to re-route a laser beam to four different receptacles in order to get your hover car started. I can remember this one keeping my stuck to my seat in front of the telly for a couple of days until I hit upon the solution by accident!

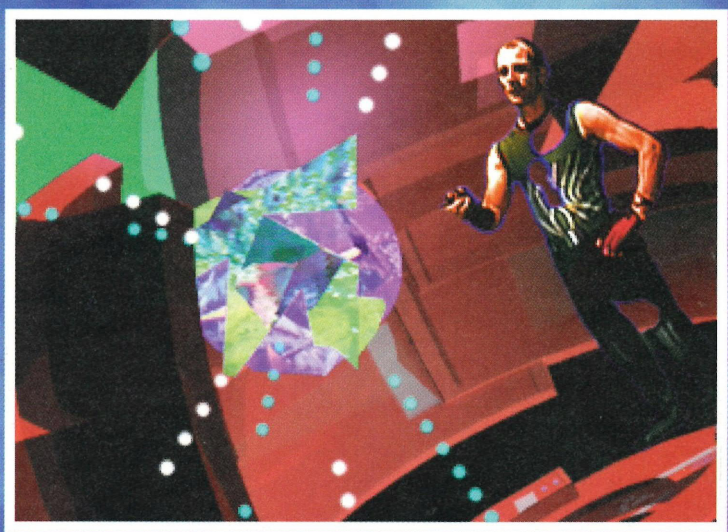
Burn:Cycle is a superb game for a number of reasons. The graphics and FMV are excellent, the standard of acting is very high, the puzzles are set at just the right amount of difficulty, the storyline is as compelling as any book you care to mention and above all, it's damn good fun! The plot has some unexpected twists and turns, and the ending is one of the most awesome I have ever seen - if you're a fan of plot twists and surprises, then you'll love this.

Burn:Cycle is due for release on the Saturn in the Autumn, but I'm sure that after seeing these screenshots, you'll be just as impatient as I am. Just take comfort in the fact that Sega Pro will bring you a review of this superb ground-breaking adventure game just as soon as we have more information.

The plot has some unexpected twists and turns







● Philips ● £TBA
● Autumn '96

Completion

1st Impressions

Burn:Cycle **breathed life into the CD-i when everyone thought it was long dead and buried. The Saturn version looks set to capture all of the magic that made this such a breathtaking game. The storyline is second to none (In fact, the film *Johnny Mnemonic*, borrowed heavily from it!) and the acting is first-class. The only problem with the CD-i version was that you needed a DV cart to run it. Hopefully, the Saturn version will be just as good.**

Saturn

Preview

Dark Stalkers

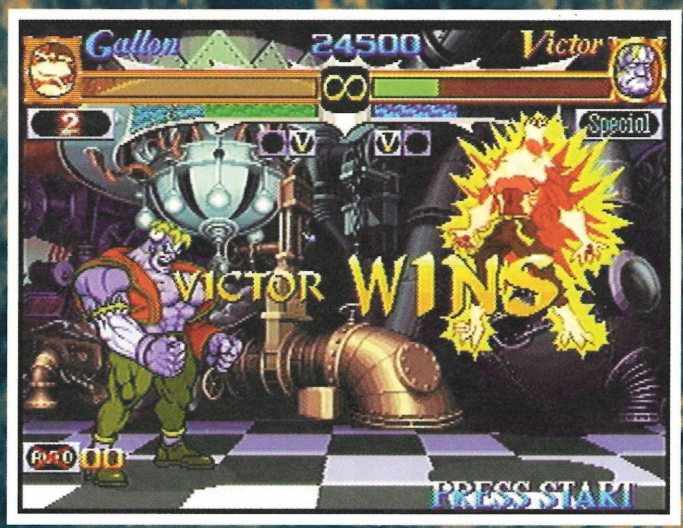
Who needs another beat-'em-up? We do! The more beat-'em-ups in the world, the better as far as we're concerned! However, *Darkstalkers* is a beat-'em-up with a little extra something that is not normally found in this genre - humour...

Ever since the days of *Way of the Exploding Fist*, *IK+* and *Uchi Mata*, beat-'em-ups have been part of the staple diet of every home computer or console owner in the world. Next to platform games, the beat-'em-up has a pride of place in our hearts. I can still remember the first time I played *Way of the Exploding Fist* on my battered Commie 64 - it was like a little slice of heaven had been cut off and implanted in my portable TV. Many a happy hour was spent playing this game and beating up the opposing sprites. Even Saturday afternoons were set aside to kick seven different kinds of proverbial out of my friends, and so the trend continued throughout the ages.

Darkstalkers has given birth to another bout of beat-'em-up addiction.

Then came *Street Fighter* on the SNES. The beat-'em-up was re-born in many people's eyes and it flourished all around the world. No one really questioned the *SF* series of games. They're the pinnacle of beat-'em-ups, but at the same time, they were a serious test of one's reflexes, skill and general gamesplaying ability.

Darkstalkers has been developed by the same group of people that made the *SF* games. Yes, Capcom are back in the beat-'em-up business, and by the looks of things, time has stood still. The sprites are large, colourful and full of channelled menace that is just waiting to be unleashed on an unsuspecting computer opponent or friend. The moves are more devastating than ever before and you find yourself pulling the same one off time and time again just to see the effect



▲ OKay, so he's big, gray and stupid, but at least he's strong! If brains don't get you anywhere in life, then the only other option is to use your muscles and get to the top that way.

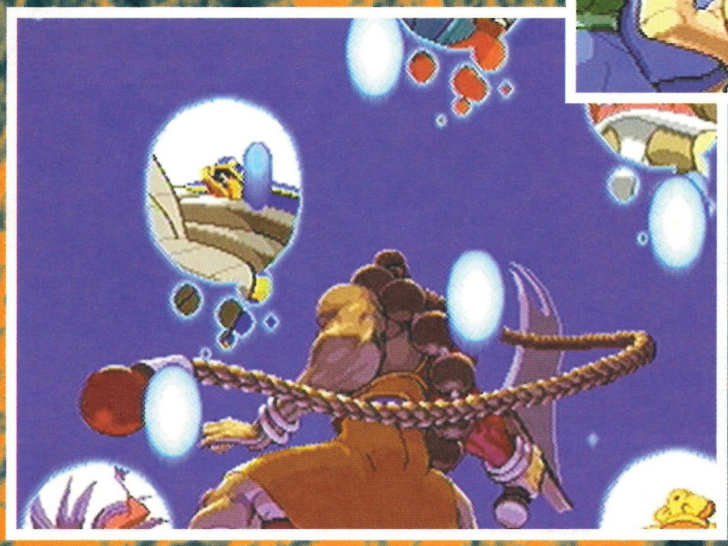












▲ Capcom have put all the usual addition features into this game and it immediately stands out as one of their products. Even the cartoon-style graphics betray its origins right from the word go.

● Virgin ● £TBA
● June '96

Completion

1st Impressions

Virgin are correct in saying that *Darkstalkers* is "*Street Fighter* with jokes!". The game is full of light-hearted humour that makes the sheer effort of playing even more enjoyable than before. With its massive sprites, superb backgrounds and powerful moves and combos, *Darkstalkers* looks like a Capcom game and boy, does it play like one.

the game as "*Street Fighter* with jokes! If the Marx brothers had designed a beat-'em-up, it would be *Darkstalkers*!". Ten very comical warriors are awaiting your guidance in this game that provides every option that hard-core beat-'em-up fans are used to. The arcade game has already taken the world by storm, and judging by the first glimpses of the Saturn conversion, this console game will be doing the same.

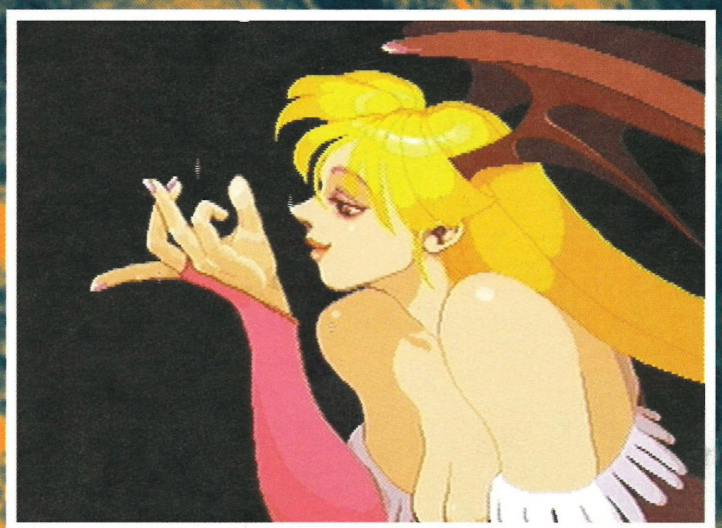


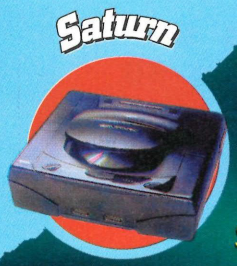
it has on your luckless opponent. Yes, *Darkstalkers* has given birth to another bout of beat-'em-up addiction.

The other thing that sets *Darkstalkers* apart from *SF* (and indeed the rest of the genre) is that it is decidedly light-hearted. In fact, Virgin themselves are plugging









Feature

Spring - you can feel it in the air. Birds are singing, the flowers are coming out and the weather changes more quickly than Miles' mood after a few pints of cheap cider. It also means that the spring ECTS is also with us, and out roving reporters headed to London to check out what's on offer in this, the major trade event in England.





ECTS

Olympia has held many different shows in its massive halls, and the ECTS is just one of them. Formerly held in the Business Design Centre, the ECTS moved to Olympia last year and has continued to grow, although there are plans in progress to turn it into an annual show. Until then, however, there was plenty to see and drink, as Miles found out...



The first of the computer industry's bi-annual parties is over and various members of staff are currently stumbling around the office nursing dicky heads and dickier consciences. All except yours truly who, with an iron constitution, is ready to do it all over again but for the fact the weekends £250 booze bill is still resting heavy

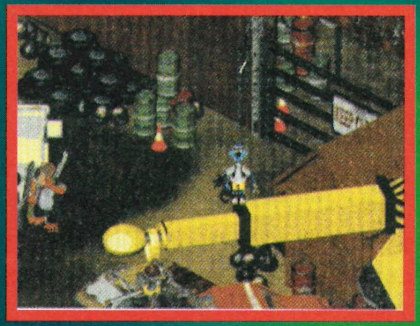
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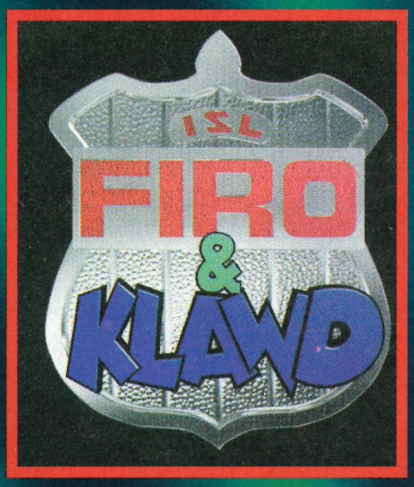
on the old bank account.

In terms of software this wasn't an event to go down in legend. The absence of major players like Sony, Sega, EA, Acclaim and Virgin made it a lower key affair than usual but still the bird-count was impressive. Telstar's naughty nurses handing out 'hangover remedies' on Sunday and Monday certainly proved popular with the predominantly male journo contingent. These so called medicinal offerings were in fact comprised of various spirit measures designed to numb the senses rather than settle the system so, as you can imagine, things became somewhat slurred as the days progressed.

Sunday was a bad day. After a night of drinking and debauchery, we staggered into the show. The first thing that you noticed was that it seemed very busy for an early Sunday morning. Most of the people at the show were either from retail outlets or from the retail trade in general. The organisers of the show were giving out free CD-ROMs at the door which included some electronic press kits, screenshots and features on the show, but this ECTS was very PlayStation and PC CD-ROM orientated. There wasn't an awful lot for the Saturn and



considering that major companies such as Virgin didn't attend the show, we were lucky to get what we did! Still, something is better than nothing.



PSY-Q

We would all like to become programmers. Dino used to be one, and this stand would've had



him chomping at the bit! PSY-Q are a division of Psygnosis and Sony who manufacture and sell development systems for all the major new systems on the market. For a messily £3500 (of course, that doesn't include the host PC or Silicon Graphics Indigo system - that will set you back another cool £4000 or so!) you can have the power to develop games for the Saturn or 32X. The system uses the immensely popular 'C' computer language which is then converted into machine code that can be dwonloaded into the console, or you can get your PC to pretend its a cartridge or CD.

Although this is out of the question to most people, the development systems are interesting because you can get to see just how programmers produce the games you play. It's not all glamour and royalties as many people think it is. Developing games takes a high degree of skill and dedication, but looks great fun all the same.

By the way, if PSY-Q ever read this, Dino wants to know if he can borrow one for a few months - he's got some greats ideas, can program in C and wants to get in on the act! Call him at the office if you're interested, guys!

GREMLIN

Euro '96 was getting a lot of attention on the Gremlin Stand. This new and improved version of Actua Soccer is only going to be released on the Saturn, so there were loads of PlayStation owners, retailer and journos looking on in envy at this exception soccer sim. Due to be released in time for this summer's European Championships, *Euro '96* is a complete rewrite of *Actua Soccer*, yet many people thought that it wasn't as good as the original. We'll have to wait and see...

Another surprise in store for Saturn fans was the news that *Loaded*, one of the PlayStation's best-selling games is now being converted for the Saturn. This top-down Doom-type game was a massive hit on the PlayStation and features some of the most gruesome heroes to every grace a computer game! Due for release sometime in the summer, there weren't any copies up for grabs at the time, but no doubt Gremlin will carry on being good chums with Sega Pro and send us a copy as soon as they can.





BMG

Crystal Dynamics are having a field day on the Saturn at the moment. No sooner had they released *Titan Wars* they were announcing yet more products to be distributed and published by BMG. The first, *Slam N Jam '96* is, as you've probably guessed, a Basketball game. The players are all digitised using the latest in Rotoscoping techniques and are twice the size of many other Basketball games. The game also features in-game commentary from Van Earl Wright and all the well-known players from the world of Basketball.

One of the more well known titles, *Blazing Dragons*, also made it to the show. This game is the creation of Terry Jones, the erstwhile ex-Python person. Bags of humour is the order of the day, and Mr. Jones certainly delivers more

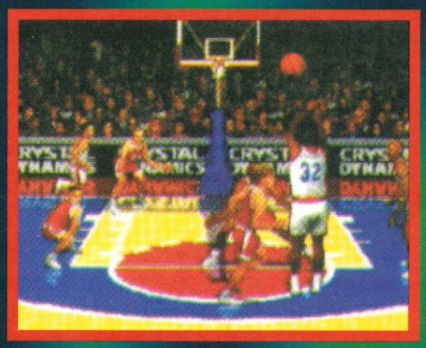
than enough of this. *Blazing Dragons* is set in a world where Dragons are the dominant race and humans are relegated to the status of underlings. Cartoon graphics and some nifty speech should make this point-'n'-click adventure one of the funniest yet. The characters themselves have been created by Nelvana Limited, one of the world's top animation houses, so you can guarantee some superb animation and backdrops. If this wasn't enough, every character in the game (and there's over 40 of them) has



their own unique voice over and the launch of the game has been timed to correspond with the screening of the the *Blazing Dragons* cartoon series in England later on this year. No doubt with Terry Jones' help, *Blazing Dragons* looks set to fill a much need gap in the adventure market.

One of the slightly less well-known developers for the Saturn, DMA Design, is in the process





of producing a driving game with a difference. In *Grand Theft Auto*, you can either become a cop, a thief or a delinquent and (depending on which you choose) either try and steal or stop over a dozen different vehicles, including cars, buses, trucks, semi's and even motorcycles. Three different cities are available for you to practice your handbrake turns in and the game uses a top-down view to aid playability and gameplay. This game is in the very first stages of development and isn't due out in the shops until October this year, but from the looks of things so far, everything is going well.

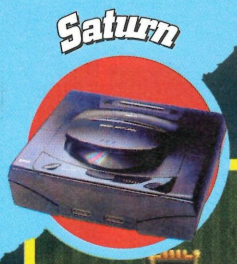
Firo & Klawd concerns the antics of two low-life animals who after an unfortunate run-in with Crocodillo mob, skipped town with everything they could get their hands on. Sadly, all the cash they grabbed was counterfeit and now they're both being hunted as they try and find the hideout where they're printing the stuff. This game is a mixture of a 3D isometric platform game and a first-person perspective view that is reminisent of *Doom*. Two players can play together without the need for any link-up technology and the world



in which you play is filled with strange weapons and even more bizarre creatures. This game is so new that a release date hasn't even been considered, but we'll bring you more news as we get it.

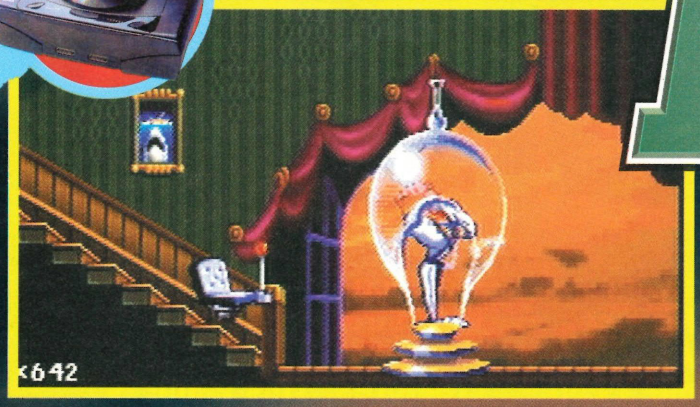
Lastly from BMG is *Exhumed*. The Saturn has been without a decent Doom clone for to long and Lobotomy Software have decided to make this problem their own and produce this stunning looking game. The storyline revolves around the ancient Egyptian city of Karnak. It has been seized by unknown powers and great turmoil is spreading into neighbouring lands, posing a threat to the whole planet. Military forces from all parts of the globe have entered the Karnak Valley and yet none of them have returned. With no other options, world leaders have chosen to drop you into the valley via a helicopter in an attempt to find and destroy the threatening forces and resolve the mystery that has engulfed this once peaceful land...

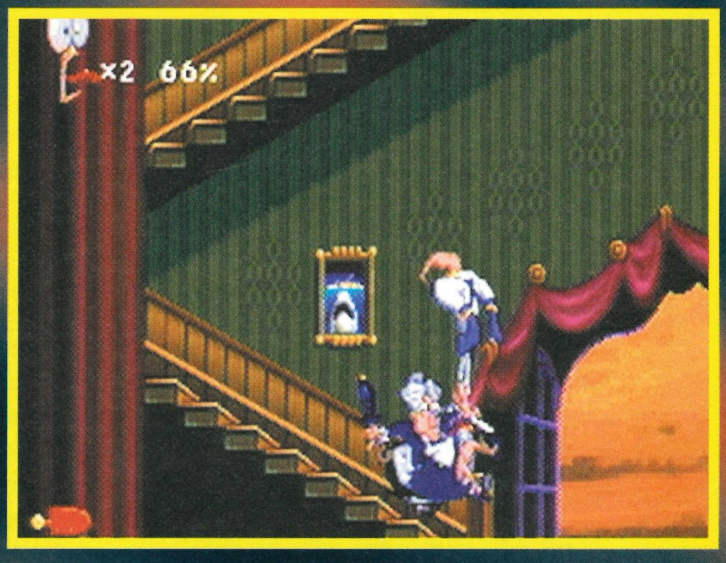
So far, everything is going well on *Exhumed* and is due for release in September of this year. We can't wait! ■



Preview

Earth





Every console has its own platform hero. The Megadrive had Sonic, but we've yet to see one emerge for the Saturn, unless you like the Clockwork Knight and his toy buddies. Maybe this chap could fill the vacancy for us.

You may be wondering why Virgin have chosen to Release *Earthworm Jim 2* without even considering releasing the first game. I mean, to have a sequel, you really need to have a game to write a sequel for. Maybe I'm being pedantic, but that's my feelings on the subject, and I'm sticking by them.

This hasn't stopped *Earthworm Jim 1 & 2* causing massive waves on the Megadrive and SNES. This seemingly simple platform game was the brainchild of Dave Perry, founder of Shiny Entertainment in California. His unique character brought new life into an otherwise increasingly stale genre and gave Megadrive owners a reason for keeping hold of their dated consoles.

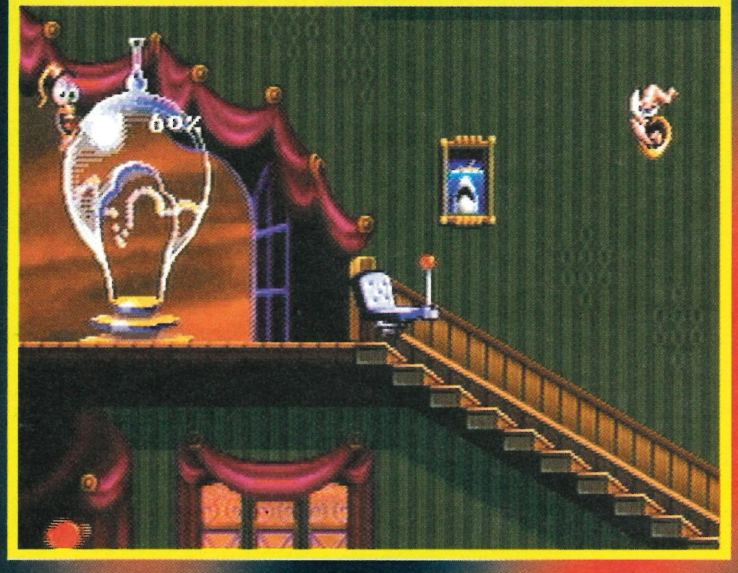
The story behind the game is rather strange. After Jim lost his job, he decided to go to the Planet of the Monsters in search of the Divine Revelation. Contrary to what you might be thinking, he didn't find exactly what he wanted. What he found was monsters. Lots of monsters of all shapes and sizes, which proves that the planet's name was not just a clever play on words.

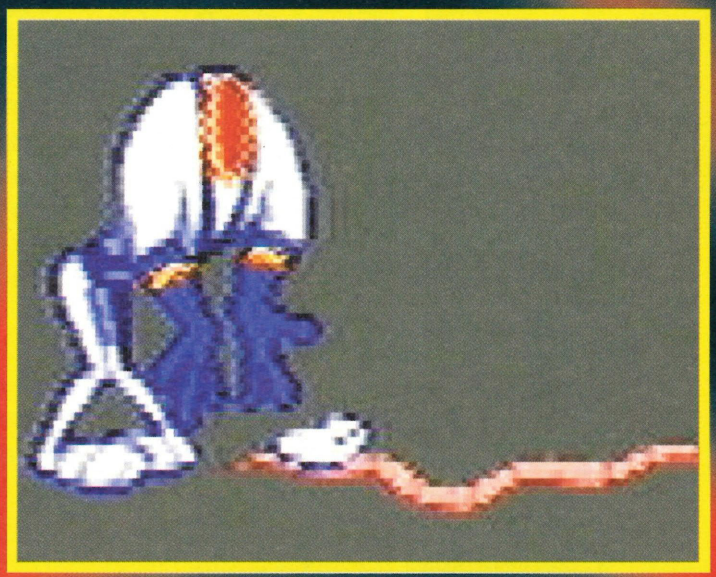
If you think this bit is strange, then it gets worse

Meanwhile, Jim's friend Peter Puppy had a litter of six hundred pups. Like the seahorse, the males of Peter's race have the puppies and they can transform into monsters as a natural defence when threatened. Pyscrow, the evil space bird, stole Peter's litter and threw them off a three story building! Only Earthworm Jim can save them using his giant marshmallow of love to break their fall and keep Peter from transforming and making a mess of the whole world.

If you think this bit is strange, then it gets worse. The press release that goes with this game is strange to say the least, but at the heart of the problem is the Psycrow. Somehow, during all this bedlam, he's arranged a marriage with Princess What's-her-name. Jim must stop the marriage, save the puppies, find a buried treasure, turn into a flying salamander, traverse a weird fun house and take on the IRS!

Judging by the twisted plot, Shiny must've been using some chemical-based stimulants when they came up with the plot and storyline for this game. You can see the influence of this pyscheldelic drug reflected in the game as well. Jim's sprite is huge and very well animated, but some of his enemies look like they have come straight out of someone's nightmares. Jim





● Time to get into your suit, Jim. You're not going to be able to save the world again looking like a leftover bit of noodle from a rather bad CHinese takeaway! Still, it could be worse; you could look like Dino!

Worm Jim 2

● Virgin
● £TBA
● Out: May '96

Completion

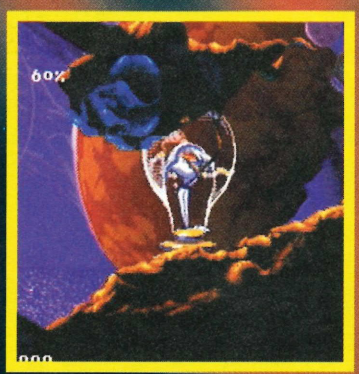
1st Impressions

While the platform genre has been a little abused of late, a new refreshing approach with a touch of humour is nothing to be sneered at. *Earthworm Jim 2* promises to be everything that games like *Gex* weren't; fun, attractive and filled with new things to do and places to explore.

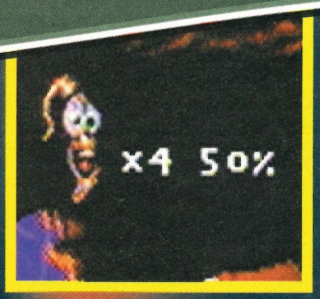
has loads of weapons at his disposal and can bounce around with the best of them.

Of course, a game is only as good as it plays, and many platfomers have stunned us with great graphics but let us down on the gameplay front. There's nothing worse than buying a game that looks fantastic only to find that it plays like a game of football in a swimming pool filled with custard. *Earthworm Jim 2* is not one of those games.

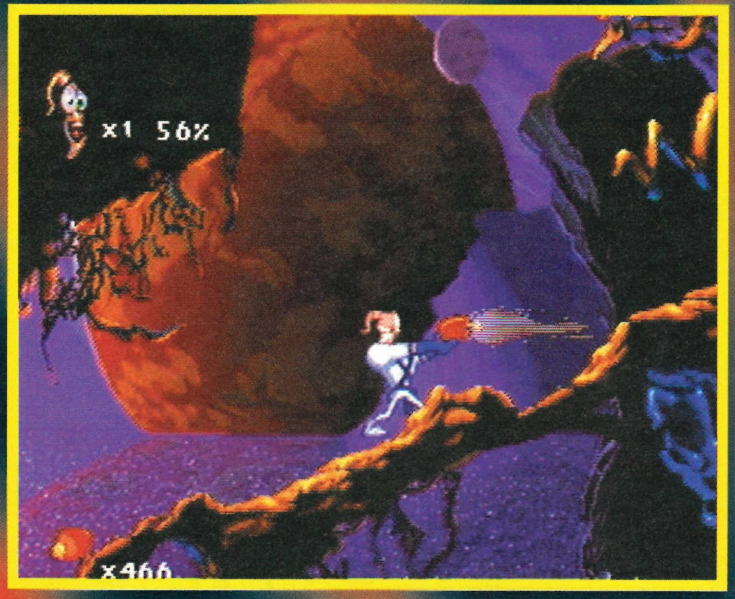
The Saturn has quite a few platform games available for it, but none of them are really worth playing for any length of time. *Earthworm Jim 2* gives you just what you need; a good solid challenge with the right degree of difficulty, puzzles, physical challenge and fun. This is what platform games are supposed to be like, and it's taken Shiny and Virgin to kick the rest of the Saturn world up the butt and remind them of what games should be like. If everyone else tried to better this game, then the Saturn world would be full of fantastic games that everyone would want to play. Until then, let's hope that there's an *Earthworm Jim 3*.



● Anyone for a giant lightbulb? What do you mean you don't eat glass! What are you, a man or a mouse?

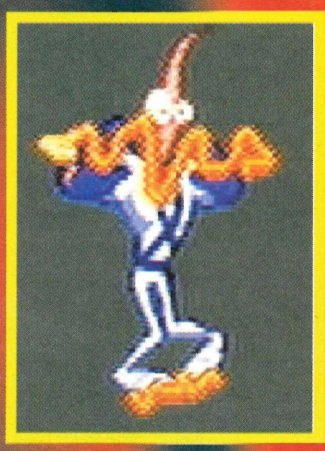


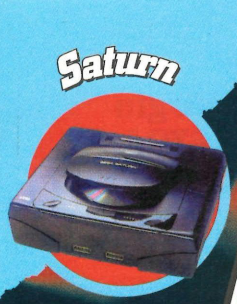




● The backgrounds in a platform game are just as important as the main sprites.







Preview

Tunnel B1

Industry veterans, Ocean Software, have produced some of the most renowned games in software history. And some of the most horrific. With this in mind, Alan Bunker visited Ocean's HQ with some trepidation to investigate their new Playstation title, Tunnel B1...

Their are some Ocean games I remember with fondness. Early 80s classics like *Match Of The Day* and *Daley's Decathlon* are still vivid memories. These foundations flourished into a full-blown publishing company, producing hits such as *Head Over Heels*, *Elf*, *The Addams Family* and Nineties wondergames *TFX* and Worms. At the same time, many a movie license crashed and burned. The company were dogged with inconsistency, making the gamesplaying public somewhat wary of any new release. With the launch of Playstation and Saturn, however, it has opened up new avenues which Ocean can explore and hopefully, with the right attitude, set about solidifying a shaky reputation.

Their present line-up looks certain to push Ocean to the forefront of the Playstation development and publishing hierarchy. Having witnessed one of the finest 3D engines on any console, I urge you to listen to what I have to say...

Tunnel B1 is a futuristic first-person perspective, action-packed blaster. The plot revolves around an evil dictator who, as you would expect, is quite keen to take over the world. Presumably then, NATO have mangled their military forces amid Middle Eastern armour, rival dictator, Gadaffi, is on holiday in the Scottish wilderness somewhere and China are still too busy transforming Hong Kong into a devestated Communist wasteland. As for the old Soviet Union - well, they're too busy fighting among themselves to worry about any impending threat to the world!

So anyway, Mr Dictator has built this Super-Weapon and is waving it around, shouting abuse. Your duty is to leap into the cockpit of your fighter craft and infiltrate the enemy's underground lair. This results in some spectacular action sequences, in-your-face explosions and frenetic joypad bashing!

Even though *Tunnel B1* is, essentially, a shoot'em-up, it's smattered with strategic elements. Paul Tresise, the game's producer, took me through one of the earlier missions: "Here, you have to destroy four generators - the problem is that they rebuild themselves after five minutes. You have to destroy all four in order to be able to go out through the exit door."

At this point, Paul cuts short the small talk and gets down to the real business of annihilating a cavern full of tanks and other armour units. Missiles fly back and forth with Paul's craft taking some hefty damage, indicated by the power bar. As the enemy fall apart, flames and fireballs provide the stunning effects, lighting up the cavern and sending the adrenaline rush into overload.

Paul whirls his craft back around to the cavern's exit and, with the smoothness of a pint of Caffrey's, his craft slips back into the claustrophobic confines of another tunnel. "The other problem is that a generator is radioactive," he continues, destroying an enemy in a flurry of gunfire. "So to destroy it, you need to pick up a particular kind of weapon. Then lock-on, fire and get out! Because of the radiation, the door shuts so you have to be quick to get out or you'll get locked in."

After a short while, Paul's jubilation at destroying two generators is evident. However, the other two generators are located on the opposite side of the map, a journey which is not only dangerous but also timely - and time is something you are always fighting against. Scanning the map, the route to the other generators can be planned. A







● Isn't it weird how designers expect you to write captions for the most boring pictures. Maybe I'll get James to write the next lot and see how he likes it!

network of tunnels weaves its way about this game section. Avoiding the dead-ends and proceeding with some urgency, Paul lets loose gunfire at oncoming enemies. Upon entering another cavern, he is confronted by tanks and static guns. And in a fine demonstration of how not to do it, Paul's craft is crippled by a missile and then mercilessly finished off.

Having been shown *Tunnel B1*, I am truly looking forward to seeing more of this excellent game in the near future. Enemies come in many forms including bikes, armoured vehicles and even helicopters. But to counteract their strength in numbers, you have a wide array of weapons which you must collect along the way: machine-guns, lasers, missiles, Smart Bombs and more death-dealing weapons. In all, *Tunnel B1* will feature five different scenarios: Industrial, Tunnel, Sewer, Chemical and City. In the final version of the game, each of the levels will feature a progressive mapping system where passageways are only displayed as and when you pass through them. And for that additional touch of interest, expect a number of secret locations which the player will have to discover.

I have to say that the graphics are wonderfully atmospheric

I have to say that the graphics are wonderfully atmospheric with some superb light-sourcing, complemented by powerful sound effects and music. At this preview stage, some of the enemy sprites looked a little ordinary but this is hardly an earth-shattering problem. The game's engine has actually been in development for two years. Interestingly, Ocean are keen to point out that "The 3D engine is unique in so far as it has been developed to this advanced state without any technical assistance from Sony. All the features and effects have been developed from scratch and are pushing Playstation development even further than Sony had envisioned."

As yet, though, there's still a lot of gameplay to be moulded and programmed but, there's one thing that's certain, the 3D engine is very competent. The game is being developed by French team, Neon. Their other game, *Viper*, utilises the same engine so make sure you read all about that for what could well turn out to be another magnificent offering from Ocean. Expect a full review very soon indeed.





● Okay Mr. Tank, what do you think of my new heat-seeking, AP missiles. Pretty good at blowing things up, aren't they? What? Oh, you say that it hurts! Never mind, eh?

● Ocean
● £TBA ● TBA

Completion

1st Impressions

***Tunnel B1* looks set to redefine what the 3D shoot-'em-up is all about. Not only have Neon outdone themselves on the graphics front, they have also spent a lot of time contemplating the gameplay of *Tunnel B1* in an attempt to make it as playable as possible. This should make *Tunnel B1* one of the most attractive and playable shoot-'em-ups ever seen on the Saturn so far in it's short life.**

TUNNEL VISION

Ocean's PR Manager, Declan Brennan, removes a veil of secrecy to tell all about what to expect in their forthcoming Playstation extravaganza, Tunnel B1...

The Industry Section

"This section has tall walls with wide, sweeping curves. There will be numerous power-ups to collect as well as a wide variety of craft to destroy including helicopters and hover-tanks."

The Sewer Section

"This will be a fast section with very narrow walls, tight junctions and tight corners. There will be open areas with spectacular robot enemies and other assorted targets to destroy."

The Chemical Section

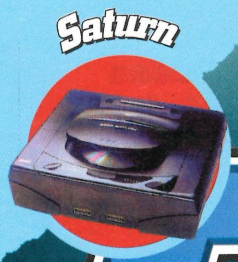
"The Chemical levels will be similar to the Sewer sections but will feature helicopters and flying laser sentries attacking you at every turn."

The Tunnel Section

"Crammed full of weapons as well as power-ups and speed-ups. There will be a massive amount of strategic targets to destroy and some missions will be time based. In fact, some of the missions will combine both elements; you will have to destroy particular sections and then retreat to a safe distance in a specific amount of time before your next mission objective is revealed to you."

The City Section

"The final City section will feature the biggest and badest enemies and bosses - they're by far the most difficult levels of the whole game. These levels will take place in far more built-up environments than the other levels with high buildings and a myriad of streets and alleys to discover. Naturally, there will be a spectacular final enemy to end the game, followed by the now obligatory FMV end sequences."



Review ● MARUBENI ● £44.99 ● OUT JUNE

Galaxy Fight

Anyone for another beat-'em-up? There's more of these games than you could shake a stick at, so does the King of the next-gen consoles need another one. Dino still isn't too sure...

Fair enough. There's plenty of beat-'em-ups on the Saturn, but what with *Ultimate MK3* waiting in the wings, it seems a little bit silly to release another one so soon. Or is it?

Galaxy Fight is a Neo Geo conversion which for the most part, should guarantee excellent quality graphics and some stunning effects. The Saturn is more than capable of handling direct Neo Geo ports and this game proves it. *Galaxy Fight* doesn't differ too much from any other beat-'em-up that you've ever played, although it is a lot bigger than average.

The Neo Geo influence is apparent almost immeadiatley. The sprites are huge compared to most games of this genre. In fact, the only game that I can think of which uses bigger sprites is *Children of the Atom*, but that's a different story. The plot, as always, is pretty obsolete in a beat-'em-up, so I won't bore you with the details. The options in the game are pretty standard as well. One player and two player modes are on offer as well as the usual smattering of options screens and config menus.

Beat-'em-ups have become a little bit stale in this format. Now that *Virtua Fighter 2* has become the most played beat-'em-up on the Saturn, it seems strange that sprite-based games of this ilk are still selling. There is obviously a market for them, but the tried and tested format seems a little bit stale now.

Anyway, more about the game. There are eight characters, each with their own complement (as





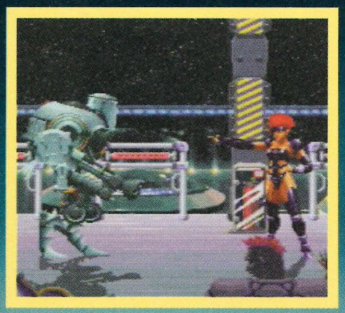


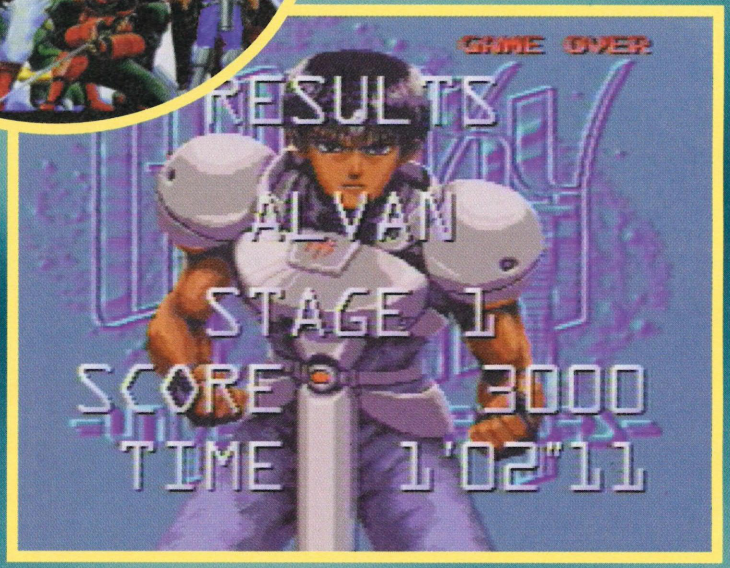
● Listen mate - you may be some kind of Ninja bloke, but I've got a really stupid name and these special jets on my arms that make my punches really hard. God knows how they don't rip my arms out of their sockets!











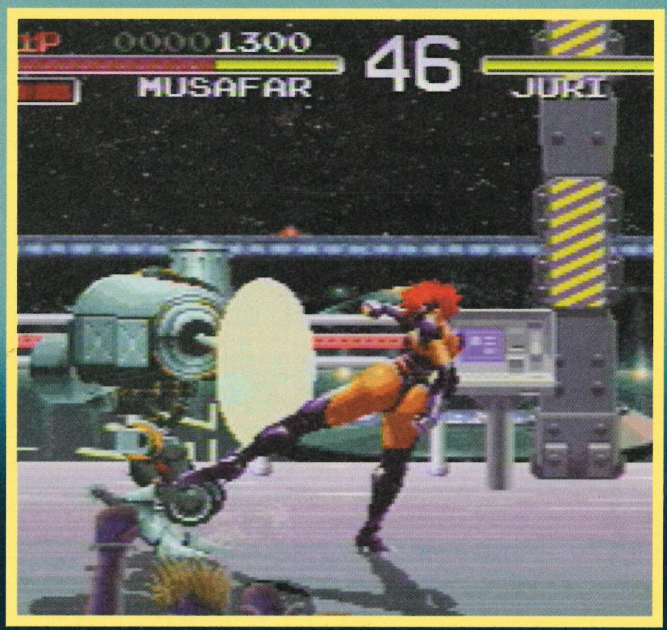
● Oh dear. I only got to the end of the first fight. I think a little bit more practice is needed before I can get anywhere near finishing this ruddy game.

ever) of special moves. The particularly difficult ones can be assigned to either the X or Y buttons, but you can't have more than two. The rest of the moves have to be performed manually by your good selves. Both of the playing modes are very familiar. You pick a character and then get matched against the other characters in the game. If you make it through the lot, you get to finish the game. Not much to it, is there?

The special moves in *Galaxy Fight* are very remenisant of *Street Fighter*. Rolf, the main 'good guy' has a version of the Dragon Punch, Fireball (well, he actually fires a pistol and Hurricane Kick. The other characters in the game also bear a striking resemblance to characters from SF. Not in looks, however. The thing that gives this massive influence away are the moves; every one of them seems to be a complete rip-off from SF, even down to the way they are performed.

Visually, *Galaxy Fight* is very good. The big, bold sprites and colourful backgrounds are definitely Neo Geo in style and the game is splatered with music and sound effects - a few samples even make themselves heard from time to time. The problem with *Galaxy Fight* however, is not in the presentation. This game has been reincarnated under different names so many times that even without a manual, you can pick up the special moves and character traits without even thinking about it.

If just a little more thought had gone into this game's production, then it would've been a real winner. A tournament mode or even some special stages would've made a change, but as it stands, Galaxy Fight is not different enough from the rest of the herd to make it a worthwhile purchase. Wait a few months and save up your money for *Ultimate Mortal Kombat 3* instead.



Prospore

68

The same as virtually ever other beat-'em-up ever released. Too stale and not enough new features to make it worth looking at.

Saturn



Review ● ACCLAIM ● £44.99

Mortal Kombat 3

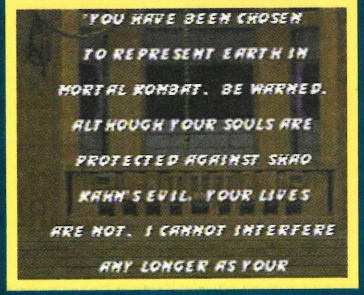
It's been flaunted, plugged, previewed and previewed again just for good measure, and now it's finally with us. Yes, *Mortal Kombat 3* is now up for grabs on the Megadrive!

When the first *Mortal Kombat* game hit the street, everyone and his kid sister was up in arms about the sheer amount of violence and blood that the game contained. The problem was that this was the exact reason that it was so popular. 'Soft' beat-'em-ups such as *Street Fighter* have had their day and *MK* was the first game to hit the target with an all-out, struggle to the death style. It's fun to knock out your opponents, but it's even more fun to rip them to shreds!

MK2 improved on the first game only in very subtle ways. In many respects, *MK2* was not worth the bother if you already owned a copy of the original, but that didn't stop thousands of people from buying the game. Around the end of last year, however, *MK3* was announced and everyone stopped in their tracks. We've all seen how good the PlayStation version of it is, but can the third installment of the bloodiest beat-'em-up in console history make PlayStation owners quake in their boots?

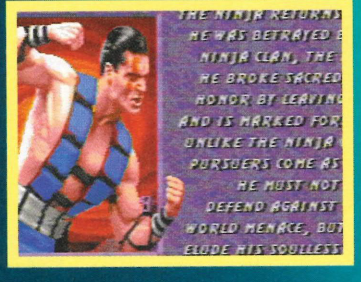
Loads of new characters are on offer in the newest version.

Loads of new characters are on offer in the newest version. Stryker is an LA SWAT-type while Sektor and Cyrax are couple of droids from outer space. Then there's the sinister Sindel who bears an uncanny resemblance to Lily out of The Munsters. Fans of the old game are catered for however with the inclusion of old favourites Kano, Liu Kang, Sub-Zero, Kung Lao and Jax. Pervy fans will be well chuffed to learn the delectable Sonya Blade makes her return after being dropped for the last game (which was the sole reason why Miles refused to play it!). Red Indian Night Wolf, Shang Tsung, Kabal and Sheeva (a female version of Goro) make up the rest of the challengers out to defeat Shao Kahn and his monstrous henchman Motaro.











● Sektor is one of the new characters that make their debut in *MK3*. He's an android with a surprising amount of weapons about his person, but his fatalities have to be seen to be believed!



● **Outstanding! All the little features that make *MK3* such a great game in the arcades have been squeezed into the Megadrive version. This is the beat-'em-up of beat-'em-ups as far as the Megadrive is concerned.**

In essence, *Mortal Kombat 3* flows better than its predecessors. Though it retains the essential *MK* feel, it's been completely re-written for the Megadrive so moves are more intuitive and logical than before. This game is probably more special move-orientated than a lot of beat-'em-ups and this can be daunting at first, especially with two players. Certain characters have moves which seem ridiculously effective, however, countermeasures can soon be learned to stop those players who continually repeat the one special move they know you can't handle.

One of the main aspects of the game is in learning to block effectively. Veterans of previous *MK* games will be used to having a block button but those more accustomed to the SF-style back-to-block method will find it takes some getting used. Even we at Sega Pro (who all have previous *MK* experience by the truck-load) took a little time to get back into the swing of it.

Every character now has two death moves as well as the Babalities and Friendships from *MK2*. Quite a lot nastier the deaths are too! A new recruit for the finishing brigade are the Animalities. When the famous 'Finish Him' message appears the characters can now transform into various beasts, each of which disposes of the vanquished adversary in its own unique way. The Pit Fatality has also been schlocked up a bit. No longer does the character simply fall onto a set of spikes. Now spinning spiked wheels await which dice up the hapless victim into a shower of flesh and bone.

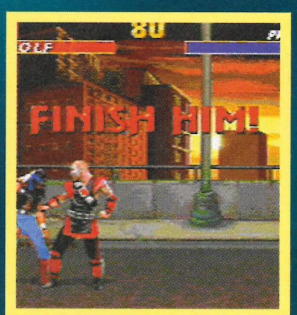
Overall, the game is superb in every way. *Mortal Kombat 3* proves that the humble 16-bit Megadrive can still pack 'em in when it wants to, but the ultimate question still remains - Is there still a place for the 2D beat-'em-up in a genre now dominated by *Virtua Fighter*? If *Mortal Kombat 3* is anything to go by, the 2D sprite-based beat-'em-up is far from dead. Whether it'll survive another installment remains to be seen but if you fancy an *MK3* machine in your bedroom, you can't really go wrong for 45 quid!

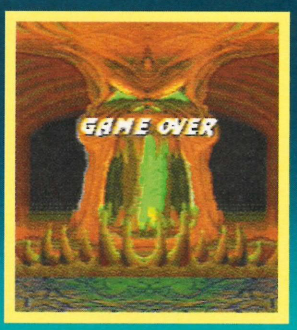




● **Sonya comes back in this game which pleased Miles quite a bit as she's his favourite character. He promises that it's not because she's a cute blonde but because her moves are so good. Yeah, right Miles!**





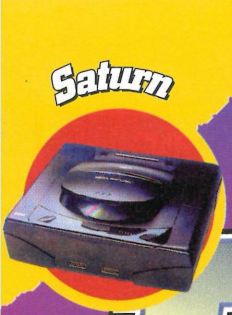


● **Game over dude! This screen will be very familiar the first few times you play this game. Time to get out the programmable joypad!**

Prosure

93

Superb in every respect. Now Megadrive fans can start shouting 'Finish Him!' at the tops of their voices along with everyone else!



Saturn

Review

● Psygnosis ● £44.99 ● OUT MAY

Wipeout

We were the first with the news that Psygnosis were going to convert this stunning racing game to the Saturn and here we are again with a massive, 4-page review of the finished version. Hang onto your hats, for it's time to Wipeout...

Wipeout has been the subject of heated debate for many months now. While we here at Sega Pro told our readers of the planned conversion of this stunning PlayStation game, other Sega mags decided to contradict us and say that we were wrong. Now, a few months down the line, who's turned out to be right all along? You guessed it!

The Saturn has lots of great games available for it, but the king of the racing genre has long been *Sega Rally*. *Wipeout* is a racing game, but not in the same style. *Wipeout* is set in the future where Formula One is a thing of the past and vehicles with wheels are confined to museums for schoolchildren to titter over on outings. You see, the future of transport is Anti-Grav. It all started as a military experiment until news of its existence was leaked to the public. They demanded that the technology be made available for everyone as it was probably the single most important discovery since man invented the wheel.

As the years went on, it was put to many uses, but the question of a sport-related use hung around in the air for a while. Now of course, everyone knows about the F3600 Anti-Gravity Racing League. It's fast, furious and just to spice it up a little, the racing sleds are also equipped with weapons! Can you imagine Mansell firing a heat-seeker at Hill? No, neither can we!

The Saturn has lots of great games available for it,

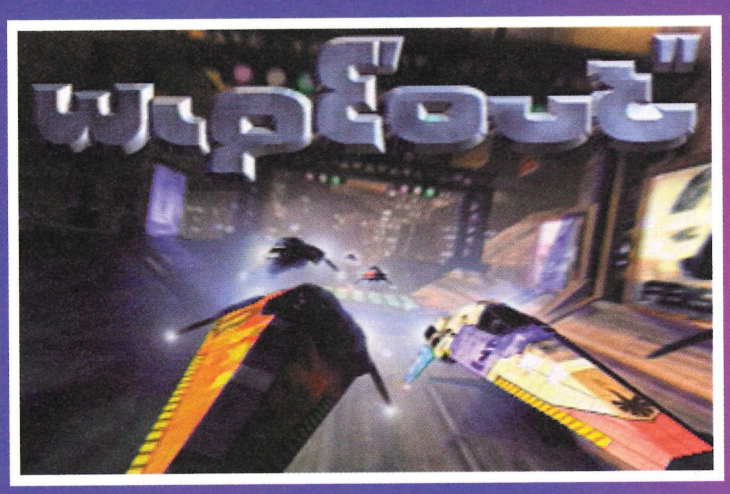
You start the game with the







● The start of the race is just as crucial as the rest of it. Get off to a bad start here and you'll have a hell of a job to catch up with the other pilots. Just don't over-rev your engine and keep a cool head.









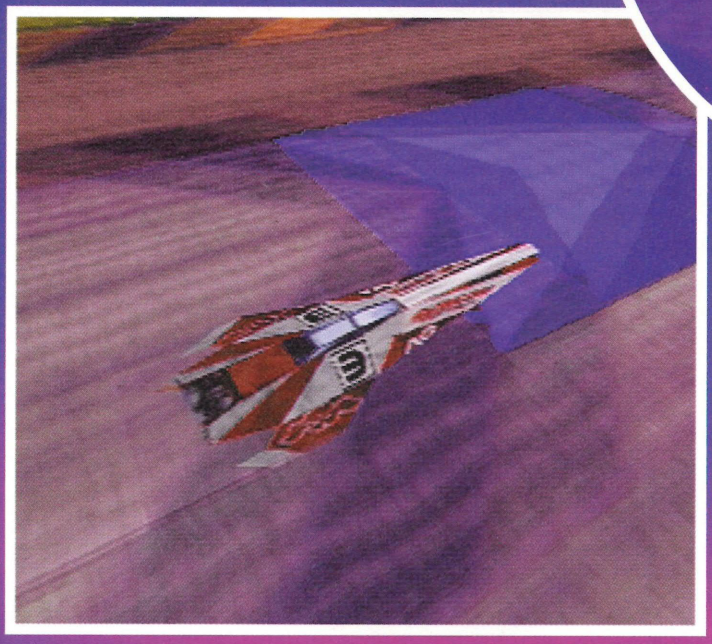
obligatory intro and title screen, which melts into the usual selection screen. You can choose to either drive a single race, a time trial against the clock or go for the full championship. Once you've decided which mode to play, you are then taken to the team selection screen. There are four teams to choose from and each team has two different pilots to play as. Each team and pilot has different characteristics as far as handling, top speed and general playability is concerned, so a lot of trial and error will be needed to find the sled and pilot that is best suited to your driving skill.

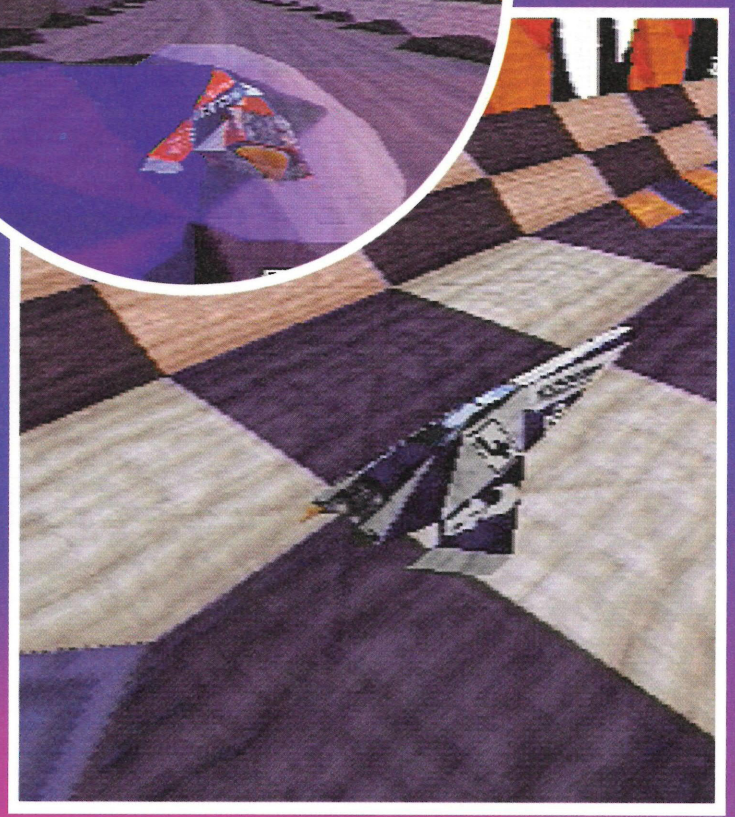
Once you've chosen your alter-ego, you get transported to the first track. As per usual in racing games, you get to start the race in last place, and I can't help but wonder why no one has included a qualifying lap in games such as these so you get the chance to be able to start the race from first place. As the lights go green, step on the accelerator button and hold on! Steering your sled is done with the left and right controls while the top two buttons activate the air brakes which are useful for getting you around tight corners. The tracks aren't limited to two dimensions either; they rise and fall in some frightening hills that remind you of a rollercoaster, but *Wipeout* is much, much faster.

the Saturn has a game to rival Sega Rally,

On the surface of the track are various icons. These activate the weapons that are store on each sled, but only one weapon can be used at a time and it can only be used once. When it has been used, you must fly over the relevant icon again to activate it. The weapons have various effects and are great for slowing down the competitors in front of you so you can slip past them on the bends. You can't destroy anyone in *Wipeout*, but this adds a little realism otherwise all you'd have to do is fly around, wait for someone to pass you and let them have it! There are also a number of speed-up icons on each track that give you a massive burst of speed for a short amount of time. If you can run over two or more of these, then the game really shows off its true colours.

If you play in the Championship mode, you must come in either first, second or third to qualify for the next





● **The outside view is only really useful for showing off the game to fanatical PlayStation owners who didn't think that it would be possible to play *Wipeout* on any other console!**

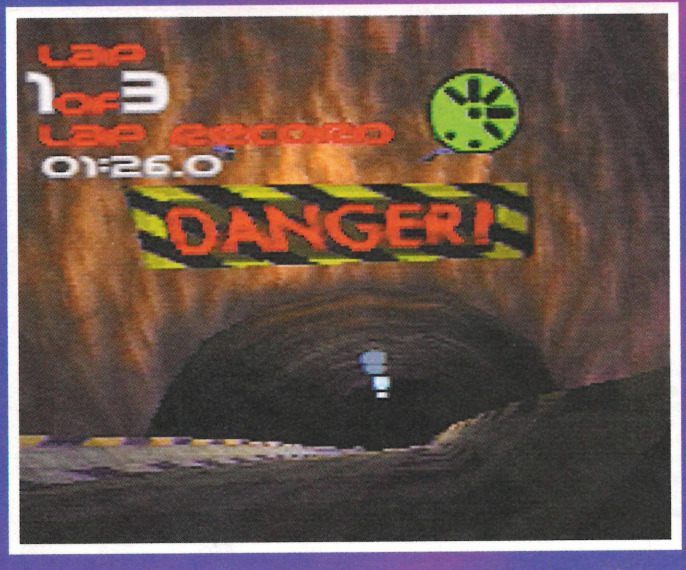
Wipeout

race. Points are awarded for placing and if you finish all the tracks and win the championship as well, you can upgrade your class of sled and race the faster versions. You also get a new track to race around, and this is where *Wipeout* starts to really get hairy! The tracks start off pretty simply, but as you progress through the game, they get progressively more and more difficult with twists, turns, cross-overs, tunnels and even more hazardous things to avoid and negotiate. Controlling your sled around these tracks takes a lot of practice, but one you get the hang of using the airbrakes to ease you around hairpins then the control system is a joy to use.

Wipeout is stunning visually from beginning to end.

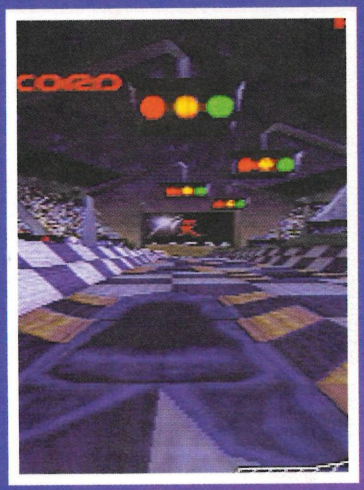
Wipeout is stunning visually from beginning to end. From the main opening screens and intro to the actual game itself, *Wipeout* shows many of the features that have made the Saturn the number one console in the world at the moment. The background, while being as detailed as any game you care to mention (and then some), moves with such speed and fluidity and grace that you could almost be tricked into believing you are watching a SGI demo. The craft itself wouldn't look out of place in a new George Lucas film, especially when you crank it up to full speed and really throw it into



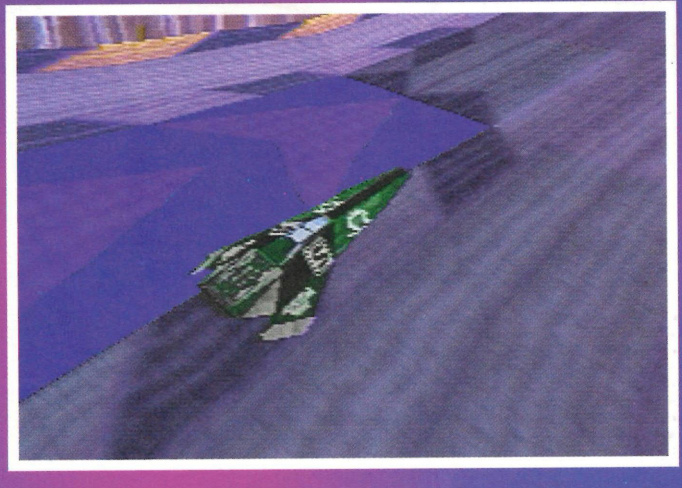


● I think that sign is trying to tell me something. Maybe I should press down on the joypad around now and try not to put my sled into some very hard concrete walls.









THE TEAMS

AG SYSTEMS
Country of Origin: . . . . . .Japan
Engine Spec:
BHP 1200
Number of Engines . . .2
Boost . . . . . .Re-heat

PILOTS
John Dekka
Daniel Chang

AURICOM RESEARCH
Cnty of Origin: USA/Canada
Engine Spec:
BHP 330
Number of Engines . . .3
Boost . . . . . .Re-heat

PILOTS
Arial Tetsuo
Anastasia Cherovoski

QIREX
Country of Origin: .Russia
Engine Spec:
BHP 1700
Number of Engines . . .1
Boost . . . .Super Re-heat

PILOTS
Kel Solaar
Arian Tetsuo

FEISAR CONSORTIUM
Country of Origin: . . . . .European
Engine Spec:
BHP 1400
Number of Engines . . .2
Boost . . . . . .Re-heat

PILOTS
Sophia de la Rente
Paul Jackson

SLED STATS

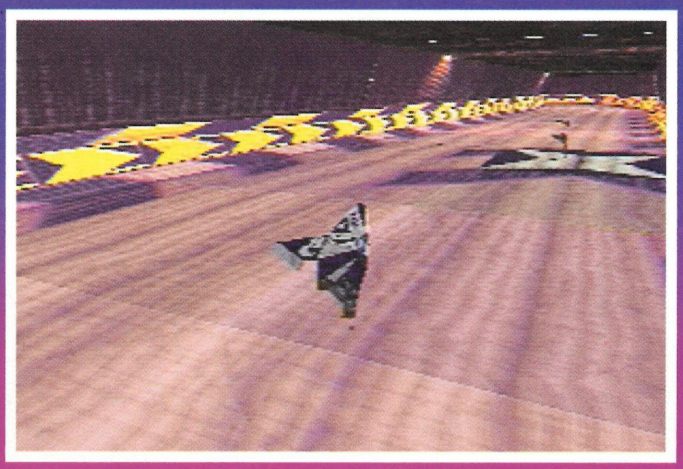
TEAM	ACCEL	TOP SPEED	MASS	TURNING CIRCLE
AG Systems	★★★★★	★★★	★★★	★★★★
Auricom	★★★	★★★★	★★★★★	★★★
Qirex	★★	★★★★★	★★★★	★★
FEISAR	★★★★	★★	★★	★★★★★

the curves. The soundtrack also deserves a mention; its thumping beat really inspires you to put the pedal to the metal, while the copious quantities of sound effects really make you wonder why anyone else would want any other console on the market in the first place.

So there you have it; the Saturn has a game to rival *Sega Rally*, but does it replace the current king of racing games at the top of everyone's wish list. Well, if you're very fussy about gameplay (and judging by previous Psygnosis games sales, some of you undoubtedly are), then *Wipeout* will fill you with awe and disappointment all at once. It's great fun to play, but the options in the game are very limiting. Once you've completed all the tracks, there's very little else to do. The two-player link-up option has been left out of the Saturn version and it was this that gave the PlayStation version that extra little kick when it needed it. However, if you're like me and prepared to put up with a bit of muck to get the rose to grow, then *Sega Rally* has a very tough time ahead of it. *Wipeout* is one of those games that you simply must have in your collection, even if you already have the trusty *Sega Rally* in your collection. Well done Psygnosis; we salute you.



● Choosing your team and pilot is a compromise between speed, handling and turning power.



Prospore 92

A superb conversion of an already excellent racing game. The lack of a two-player option is a little disappointing, but *Wipeout* is still an excellent game.

Protest!

Your Letters! Your Protest

Email: cfacts@mazza.demon.co.uk



The postie's life is a hard one. Not only does he have to keep up with the massive amounts of mail that we receive here at Sega Pro, he's got to contend with all the games we get sent as well. Still, at least he gets a hefty Christmas bonus, unlike us...

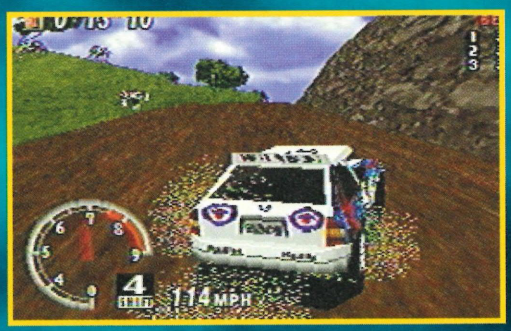
Sega Rally

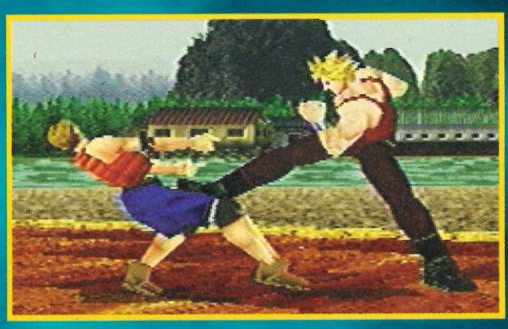
Dear Sega Pro

Thanks for an excellent mag and may I say how great the Sega Rally competition is, although I'm not so sure whether or not my times are good enough to enter. I have never been one for consoles before such as Megadrives and Gameboys, but after seeing *Sega Rally* in my local shop, I just had to have one. Two of my friends recently bought PlayStations with *Toshinden* and *Ridge Racer* and I nearly bought one myself, but after seeing *Sega Rally*, I just had to have that instead. The graphics on *Sega Rally* are just out of this world and the speed that it goes at and how real it feels is just unbelievable. Even my friends are jealous because *Ridge Racer* makes no comparison and I bet *Virtua Fighter 2* beats *Toshinden* hands down. I'm writing in to find out about the peripherals available for the Saturn and which ones are the best to get. Please could you tell me about the Virtua Stick and Arcade Wheel. Also, is it worth getting an extra memory card to complement the internal memory and what are its advantages?

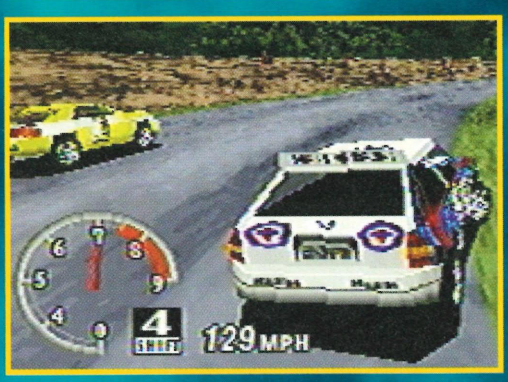
James Smith, Sunderland

You're quite right that *Sega Rally* beats *Ridge Racer* hands down and just proves what we all knew anyway - the Saturn just kicks butt. *Ridge Racer* is about to be Revolutionised but we've seen it and still reckon it doesn't come anywhere near the quality of *Sega Rally*. The same goes for *Toshinden* which is completely slaughtered by our still favourite game, *Virtua Fighter 2*. As for peripherals, it really depends on what your favourite games are. The Arcade Wheel is ideal for you as you love *Sega Rally* so much and it really enhances the game once you get used to it. The Virtua Stick was intended for beat-'em-ups and is the best thing to use if you are serious about your playing. The memory card is an essential purchase especially once you've got more than one or two games as they all require some memory space and the Saturn's memory is quite small and soon becomes cluttered.









Pics!

Attitude Problem...



Dear Sega Pro

I have written into you many times but have yet to have a letter published. I'm making a special effort so please print this letter. I know it has all been probably said before but I must write in to complain about Sega's attitude towards people who have bought there machines. It really worries me to read about the lack of software coming out for the 32X which I unfortunately purchased. I really wish it would just brake like so many others so that I could take it back and get something else. When it first came out, I felt that it was a new beginning for the Megadrive (which is still I believe a great machine) which still offers so much especially with games like *Toy Story* and easily competes with some of the recent 'next generation' games of late. Why is it that a game like *Toy Story* isn't further improved for the 32X which could make it awesome? Have Sega decided to try and hide the fact that the 32X has been an embarrassment to one and all including both Sega and the people who bought the machine. Are Sega planning to bring out the once mentioned Mars console which combined the Megadrive and 32X into one unit as it might encourage more games to come out for it?

I would really like to say that Sega were going to continue supporting the 32X but they have just officially announced that from now on they will no longer be doing anything for the 32X, Game Gear or Master System. It's fair enough that they are no longer supporting the Master System which is outdated by a long way now, but the Game Gear and especially the 32X deserved better. Sega's excuse is that their budget can't handle such a wide variety of hardware and that they need to concentrate on their core machines, namely the Megadrive, Pico and Saturn. What this means is that from now on any development for the Game Gear or 32X will be only be done by third party developers so things may not be too bad as long as games still sell. Still, for owners of the other machines, things are certainly looking rosier than ever especially for the Megadrive. Unlike the SNES which is being more or less ignored by its maker, the Megadrive is still receiving strong support from Sega with a new Megadrive pack just being released which includes the great title *Toy Story* with other crackers soon to follow.

Virtual Saturn ?



Dear Sega Pro

Every time the new copy of Sega Pro comes to my local newsagents I promptly pop down and buy a copy and low and behold all my old favourites are there such as Frontline, Reviews, ProTips, ProHelp and ProTest. I believe that the ability to write in and not only ask for help but voice your views whether they are praising or moaning is the kind of interactivity that all magazines should have. I have written in before enquiring about whether Sega are going to release a Virtual Reality system for the Saturn but I never got a reply. Is the Saturn powerful enough to run Virtual Reality games and if it is, is there any chance of something like Sega Rally being released. Another thing I want to ask is Sega Pro soon going to become a Saturn only magazine because it seems of late that that is all that you are reviewing. Maybe it's because that is all there is to play but I feel you're doing it because they're more fun to see and play.

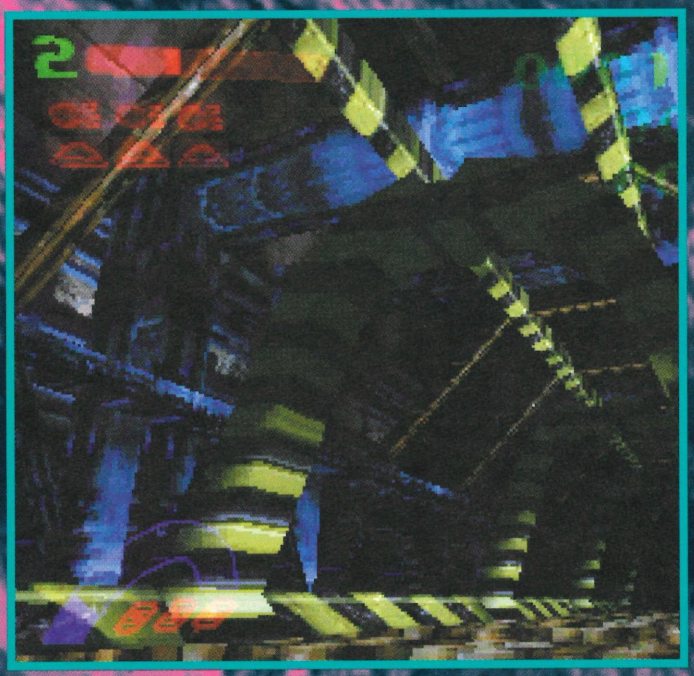
It's very true that we greatly appreciate correspondence as long as it's written because we never have time to talk on the phone and we have always tried to encourage readers to voice their opinion whether it's good or bad. In that way we get to know what the readers want and don't want to know about which at the end of the day makes a better and more interesting magazine. Sorry that we haven't printed one of your letters before but there are so many we don't get to read them all in time to be answered in the magazine. But you're in luck this time and to answer your question about any virtual reality things coming out for the Saturn, the answer is possibly. There are rumours circulating that the company who were originally working on the Atari VR set, Virtuality are now having talks with Sega so there may well be come kind of VR system but whether it will be a piece if hardware designed for the Saturn has yet to be seen. As for the reason behind there being more Saturn reviews than other machines is not because we prefer to play them, but that few games have come out on the other machines of late but things are soon to change with Sega's new marketing strategy. So that means that Sega Pro will not be becoming a single machine magazine and we always try to include as much of a varied number of games as we possibly can.

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 Britain's 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.



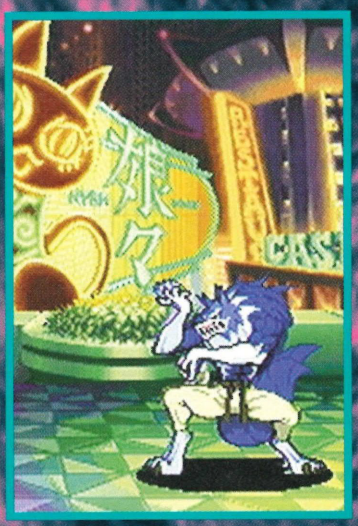
Q: Dear Sega Pro
I've been reading your magazine for some time now but have never bothered to write in before but it seems to work out for other people so here's my request. Please could you tell me if there are any cheats for Ecco the Dolphin 2 on the Mega CD and if so please could you print them. The games really cool but I'm getting fed up with trying to get through the mazes.

A: *Well there's not much to give about this aging game but here's a little cheat for invincibility. During the game press Pause and then enter A, B, C, B, C, A, C, A and B*

Scary Monsters

Q: Dear Sega Pro
I need help really bad as I've had this game for a while but have had no success whatsoever. The game I am referring to is which is causing me no end of hassle. Please can you help me before I go even more insane Wibble! Wibble! Please, Please, Please can you give me some cheats or something and I will love you forever.
Iman Idiot, Thickville

A: *I don't think there has ever in the history of this magazine ever been a letter where the game requiring help has been forgotten to be mentioned and the only reason that it has been published is because it gives a good excuse to give some classic cheats for Ghouls 'n' Ghosts on the Megadrive. Your a plonker, and you know who you are but for the sake of the amount of abuse it would cause we're not going to mention you're real name. To get invincibility, on the title screen press A four times, Up, Down, Left, Right. When it chimes press B and Start. To get to the any level, on the title screen press A 16 times, Up, Down, Left, Right and then wait for the chime. Then for level 2 press Up, A and Start, level 3 press A, Down and Start and for the final level press Down-Right, A and Start*





Still a good read

Q: Dear Sega Pro
It's good to see your trying to keep the mag up to scratch even if those above have reduced the number of pages, there's always plenty to read and there's plenty of games reviewed and previewed. I have recently bought the game Magic Carpet for my Saturn and am finding it quite difficult. Are there any tips or cheats that you could give me that would make it any easier.
Ivor Nobrain, Southampton

A: *The Saturn's version of Magic Carpet is great but as yet there have been no cheats released that we know of but we've all played the game to death so here's some of our own handy hints which might be a bit short but we just haven't got the space.*

1 - When building our castle always ensure that it is built in the sea as this acts as a moat which prevents land based enemies such as the undead from being a threat. This may not seem necessary on the earlier levels but becomes essential in the later ones when you can't spend as much time defending.

2 - During combat try and use the slide motion to avoid enemies missiles whilst ensuring to keep pointing at them and keep some distance. It takes some practice but once mastered can save you a lot of damage.

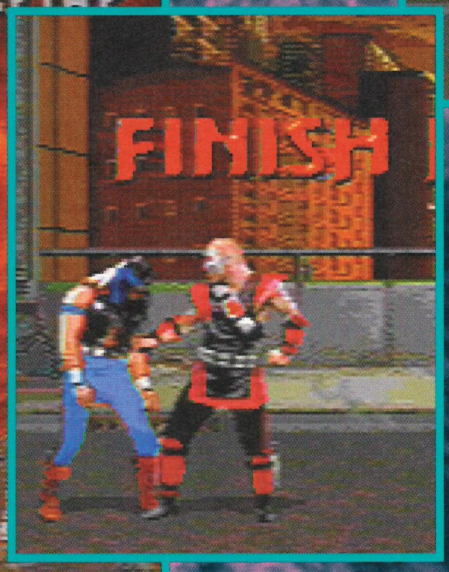
3 - Instead of waiting for your magical powers to slowly recharge, return to your castle as there, your powers will recharge much more quickly as will your health.

4 - Never let pride get in your way and if your health gets too low and you can escape the fight, return to your castle to recharge.

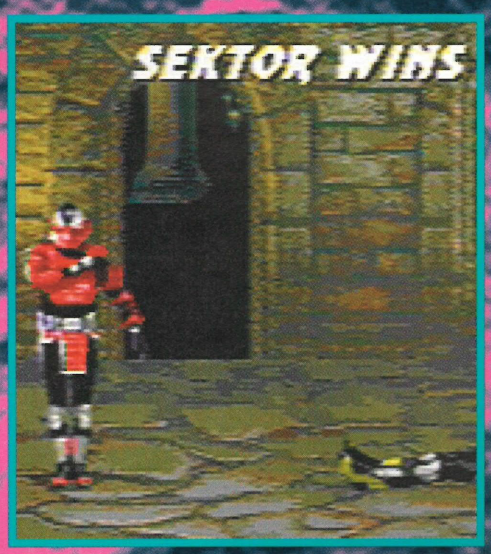
5 - The best way to deal with flying enemies such as bees and birds is to fly backwards whilst letting loose a flurry of fireballs. The fireballs will home in to a degree which mean that you don't have to bother aiming too much.

6 - Always ensure to claim the citizens of the worlds buildings because this not only increases your power but ensures that they don't attack you unless of course you demolish their buildings.











Mortal Kombat

Q: Dear Sega Pro
I know that this isn't probably going to tax your vast knowledge much but recently I bought a second hand copy of Mortal Kombat and some other games with a Megadrive for £50. Please could you tell me any cheats because all that seems to be in the magazines is cheats for Mortal Kombat II and III.

A: It sounds like you haven't got a bad deal there and because we're just so nice here's a little antiquated cheat to help you on your way. To activate the cheat go to the options/game start screen and press Down, Up, Left, Left, A, Right and Down. You will know if you have entered it correctly because the message Cheats Enabled will appear. Select this message and a weird cheat selection menu will appear.



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.

Blackfire

View animation sequences: At the title screen press START and enter Z, A, Z, A, B, A, B, Y, C, A, C, A. It will now play the FMV screens.

Reload/Refuel:

At the PRESS START screen input L(shift), A, Z, Y, A, Down, Down. Then simply PAUSE/UNPAUSE during the game to refuel and reload.

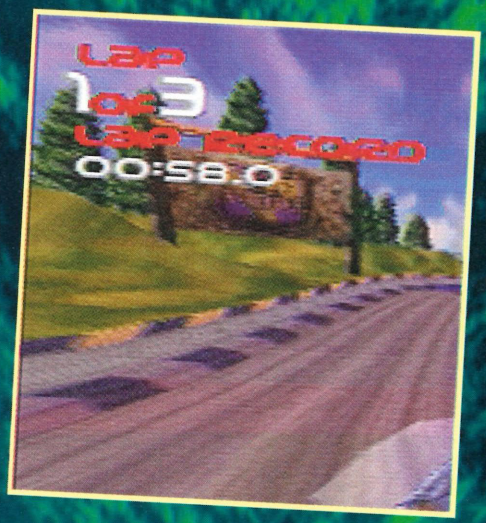
Level Skip: At the PRESS START screen press and hold C, press and hold B, press and hold A, press and hold Up, press and hold L(Shift). Then, release A, release C, release L(Shift), release Up. A voice should say "Blackhole Engaged". During the game press and hold A+B+C+Up+L(Shift) to advance, or hold X+Y+Z+Up+L(Shift) to go back.

God Mode:

At the PRESS START screen press and hold A+B+C, then release them in reverse order. Follow this with B, A, B, Y, X+Up then Down, release X then Down.
A voice should then say "you are in the wrong team"

Toshinden S
- Saturn

Yes, Yes, Yes we know it's not quite out yet but we couldn't resist telling you this cheat to gain the three hidden characters. On the title screen press Up, Down, Up, Down, Right, Left, Right, Left. You should then hear Ellis confirm that the cheat has been entered correctly. You should then be able to select Gaia and Sho from the character selection menu. To select Cupido go to Sho and press up any any button.





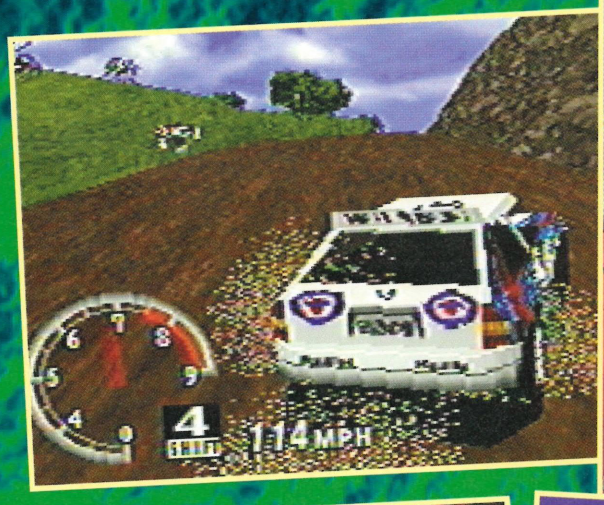
Virtua Cop
Saturn

Cheats are never going to stop appearing for this game and here's a new cheat which allows you to select any weapons anytime during the game. The cheat must be entered on the screen showing the Sega logo by itself and it must be entered quickly. Hold C and press Down, Up, Right, Left, Up, Up, Left, Right. The Gun Select option will then be accessible from the cheat menu which everyone by now should know how to activate.

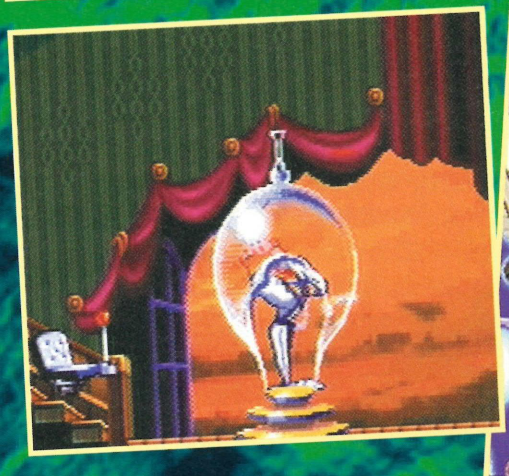


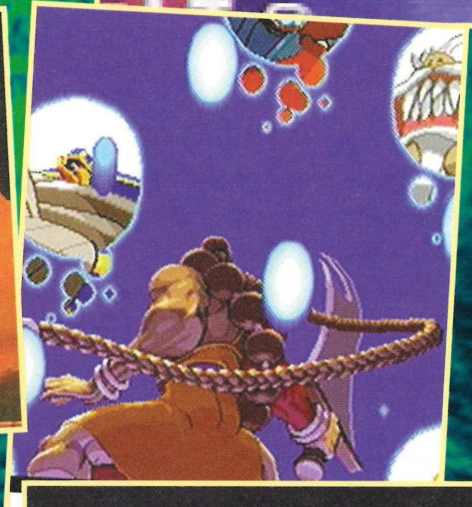
Sega Rally
Saturn

If you thought you had mastered Sega Rally like we did then think again because here's a cheat to access another opponent who's amazingly fast. Select Time Attack and choose any car and and any course. Then highlight 3 Laps and press X+Z+C together and you'll go to the Desert course and be humiliated all over again.









Batman and Robin
Megadrive

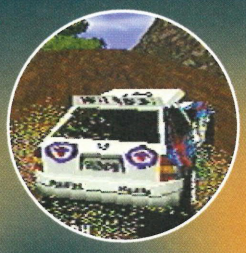
To skip any level that you a presently playing press Pause and enter B, A, Up, B, A, Up, Left, Down, C and you will automatically leap to the next level.

Beavis and Butthead
Megadrive

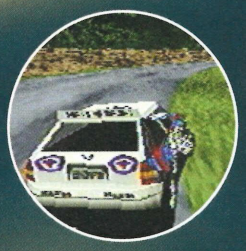
Hu, Hu, Hu-pause-Hu, Hu yeh right! Hears a few level codes for this amusing little game.
Level1: e7EKY iP2qe taVYF
Level2: Js2Nt 9SArV fDTRi
Level3: GvKlh fuhli G7jPC
Level4: W2mub SRhdk GINOh
Level5: 4369E vlfDk QPOWk
Level6: mlvOI mp2yH Xy7IQ







Competition



The times have been appaling. We're not going to beat around the bush with this statement because maybe it will kick you into gear and really get you going. We need some better times and we know that our readers are amongst the best gamesplayers in the world, so get racing!

1' 06" 04	Simon Jacobs, London
1' 06" 13	Mathew Richards, Australia
1' 06" 14	Jason Rushcombe, Leeds
1' 06" 27	Lorrenzo Bragalli, Italy
1' 06" 31	Maria Watson, Cardiff
1' 06" 43	Melanie Rose, Devon
1' 06" 54	Neil Longman, Dorset
1' 06" 64	James Broughton, Isle of Man
1' 06" 90	Andrew Lord, Yorkshire
1' 07" 33	David Parker, Marlow

As you can see, Simon is right there on top of the heap at the moment with the pretty respectable time of 1' 06" 04. This is a good time, but we know that you can do better. No one yet has broken the 1' 05" barrier and the first person to do so (judging by the times we have received so far) will be the winner of this compo. The only advice we can give is this - practice! We only have one more month to go before the winners are announced, so you'd better get going or you're going to be overtaken by someone faster!

In case you missed the March issue in which this compo was run, then here are the rules again. We want you to grab hold of your copy of Sega Rally (What do you mean you haven't got one! Go out and buy it right this very minute!) and get practising. We're holding the Sega Pro UK Sega Rally Championships. All you have to do is video your fastest lap on the Mountain course and send it in to us.

Just in case you don't know how to video your gaming, here's how to do it. Connect your Saturn's SCART cable to the port in the back of your video and then set the channel on your video to AV (It's sometimes called E1 or E2, depending on how many SCART sockets you have on the back of your video). If you're using your Saturn through a regular TV (with the RF lead, in other words), then things are pretty much the same. Connect the RF lead coming out of the Saturn to the 'Antenna In' socket on your video and then tune a spare channel on the video to the Saturn (your video's handbook will tell you how to do this). All you have to do now is press Record on your video and everything you do will be recorded onto tape! Simple, eh?

Right, now that you've videoed your record-breaking time, send it into us, but don't forget to put a sticky label on the cassette with your name, address and telephone number on it so we can get hold of you if you are one of the finalists. Tape should be sent to:

Sega Rally Challenge, Sega Pro, 14A Union Street, Newton Abbot, Devon, TQ12 2JS

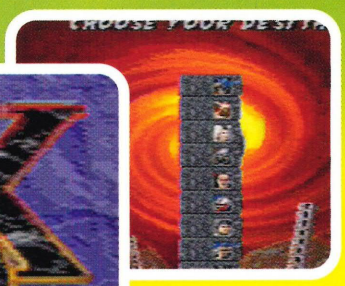
RULES:
1. You must be in the Time Attack/3 Lap mode. This gives you a clear track to race on. The options screen must be set to: Handling - Normal, Difficulty - Normal, Ghost Type - A, Time Compare - On.
2. If you don't want to video the entire race, we will accept videos of lap times using the Replay feature.
3. The only car you can use is the standard Celica with Auto gears. No manual or tuned cars (we will be able to tell from your top speed, so cheats will be instantly disqualified).
4. The race must be conducted on the Mountain course.
5. The UK version of the game must be used along with a UK PAL Saturn. The NTSC versions use different time bases, and will throw the timing clock off.
6. Please don't phone us and ask for the latest times. We haven't got the time and besides, the suspense in waiting for the first league table will give you something to think about.
7. The Editor reserves the right to disqualify any entrant who he feel has cheated by using any type of tuned car. This rule also applies to entries submitted using an import version of the game.
8. You can enter as many times as you like, but only your fastest time will be entered into the league table.

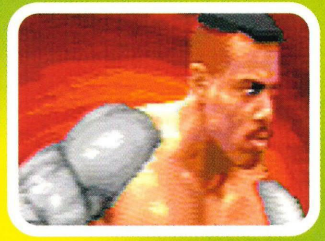
Next Month

The best just got better



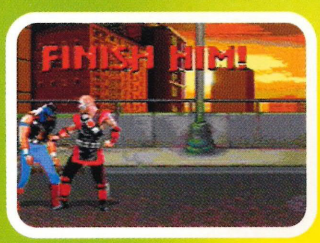






Ultimate **MK3** is just around the corner. This **stunning game** that has long set the standard for beat-'em-ups is now even better. Full of enhancements over the original **game,** this new Saturn Stunner will be getting the full **Sega Pro** treatment **next month.** Don't miss it!





Sega Pro

July '96

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