MEGA-CD MEGA DRIVE Master System GAME GEAR

SEGA MAGAZINE

#1
JAN. '94
£2.25

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

ETERNAL CHAMPIONS

"Better than Street Fighter II..."

READ THE EXCLUSIVE REVIEW ON PAGE 94!

VIRTUA RACING EXCLUSIVE INSIDE!

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● Other magazines may have printed pictures cut out of Japanese magazines, but we at SEGA MAGAZINE are the only ones who have actually seen and played Virtua Racing. And it's stunning. Check out the exclusive preview on page 18.

● Sega Spy Shots is the place where you'll find exclusive pictures of games you've probably never even heard about! Here's a picture of Prize Fighter, a live-action boxing game on Mega-CD. There's more shots of this game and plenty of others too on page 16.

● Ever heard of Guile's Double Sonic Boom Re-dizzy combo? Find out how to do that and many other stunning master combos in our unbelievable Street Fighter II Combo guide that starts on page 36.

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★ ETERNAL CHAMPIONS 28
Take a detailed look at the characters and features in the game that Megadrive experts consider to be the first real competitor to Street Fighter II!

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★ TOE JAM AND EARL II 44
Take a trip to Funkotron as SEGA MAGAZINE reveals the secrets behind this stunning, ultra-weird Megadrive platform sensation.

★ SPORT MANIA 48
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★ FEED YOUR NEED FOR SPEED 56
If you're an adrenalin fiend looking for super-fast action, we tell you where to get it.

★ MASTERS OF COMBAT 56
Ah! What Master System owners have been waiting for for ages - a truly excellent one-on-one beat 'em up!

★ DONALD DUCK 62
Join Disney's most volatile character on his latest and greatest Master System adventure.

★ GREATEST HEAVYWEIGHTS 64
Oozing with options, features and famous faces, this Megadrive boxing game packs a knockout punch.

SEGA MAGAZINE
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ISSUE 1

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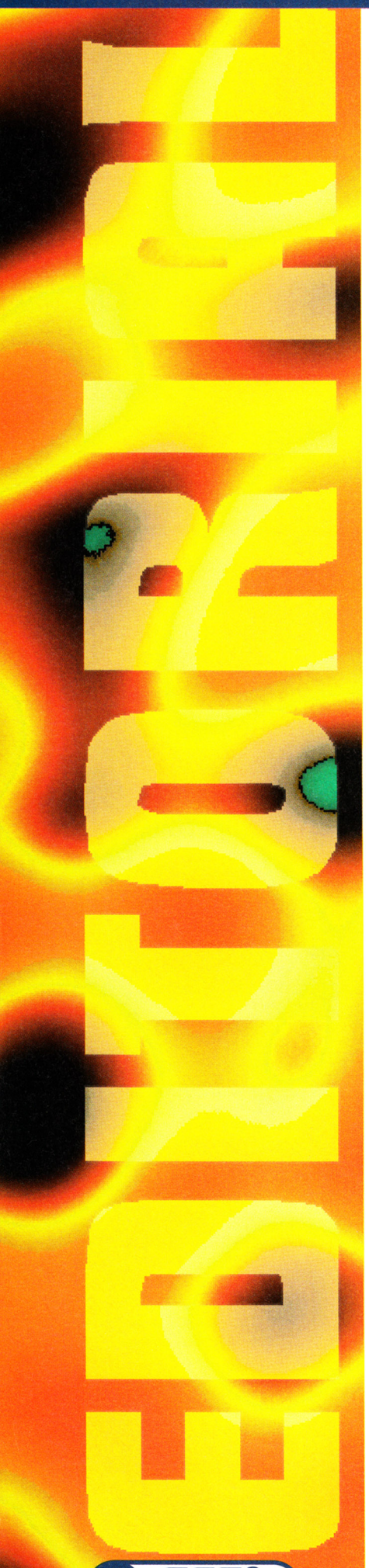

As you probably would have guessed by now by the prominence of the official Sega logo on the front cover, we are indeed an official Sega magazine. Well, not AN official Sega Magazine. THE official Sega magazine - the only one in Britain.

What this means to you is exclusive games reviews and previews and totally accurate, up-to-the-minute information from Sega themselves put together by an independent editorial team who will offer unbiased and honest opinions about the games they cover.

Why us? Well, when Sega decided to grant an official licence they wanted only one group of people to do it: the team who brought you MEAN MACHINES SEGA. So here we are and here it is. Share and enjoy and remember: you ain't seen nothin' yet...

JAZ AND RICH

EDITORIAL STAFF

JULIAN RIGNALL

Editor of the Year and all-round jammy bun, Jazza's history goes back to the time when dinosaurs like the Spectrum and Commodore 64 roamed the Earth. He's edited mags like Computer and Video Games, Mean Machines Sega, Nintendo Magazine System and Megatech and now brings his expertise, cuddly gorilla called Mickey and collection of old-sized five and ten pence pieces to this newest and finest of organs.

RICHARD LEADBETTER

Writer of the Year and all-round chocolate eclair, Rich started his career on Computer and Video Games magazine before moving on to Mean Machines Sega. He owns a collection of videos (including every single Star Trek: The Next Generation tape) so vast that the inhabitants of his home town of Witham are living in fear that its huge mass will cause it to collapse in on itself and create a massive black hole devoid of life. Although it must be said that anyone who's ever visited Witham will no doubt think that's already happened.

LETTERS AND Q+A

We hope you enjoy this first issue of SEGA MAGAZINE and would love to hear your views on it - or any other subject for that matter.
So why not write in and air your views. The address for your letters is: LETTUCE PAGE, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.
If you've got any burning questions you need answering, why not write in to the questions and answers section where we'll solve your quandaries with information from Sega themselves! Send all your queries to: HEY! HEY! Q+A, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

STAFF CHARTS

RADION'S FIVE FAVE PLATFORMERS

Rad's a bit of a platform fan. But enough about his footwear, here's a list of his current fave games involving scrolling screens, ladders and ramps.

- **TINY TOONS**
"Visually the most impressive platform game yet seen and it's got loads of variety in it."
- **GUNSTAR HEROES**
"Ultra-fast, action-packed death fest that's also really brilliant in two-player mode."
- **SONIC CD**
"The best Sonic game yet. It's easy to complete first time out, but finishing it properly with all the Chaos Emeralds is rock hard."
- **WORLD OF ILLUSION**
"The perfect two-player game, and one of the only games I know where both players really have to collaborate to solve the game."
- **ROCKET KNIGHT ADVENTURES**
"Oooh. Packed with tons of different stuff and really imaginative. It's almost like playing a load of mini-games in one cartridge."

RADION AUTOMATIC

Cult of the Year and all-round cheese cake, Rad is a Mean Machines Sega veteran who also worked on Nintendo Magazine System for a couple of moons (or is that morons), though we don't hold that against him - or anything else for that matter because we don't want to get too close. But now Lever Brothers' darling is back twiddling Sega joypads for a living and having the most fun he's ever had since his marigold glove split.

JAZZA'S 'SOMETHING FOR THE WEEK-END' SELECTION

Most Saturday evenings for Jazza and his chums degenerate into an all-night game-a-thon. Here are titles guaranteed to cause a riot...

- **STREET FIGHTER II**
"THE classic fighting game. And you can handicap the better player in your group of friends by insisting that he uses a 3-button joypad. Cheers very much my dear old pals..."
- **EA DOUBLE HEADER**
"A brill, little-known cartridge that features both John Madden's Football and EA Hockey (it costs £39.99)."
- **FIFA SOCCER**
"Get a 4-Way-Play and create friction not only between rival teams, but also with team-mates. Just listen out for such evergreen classics as "I'd have scored if you'd passed to me" and "I thought you said YOU were defending"."
- **OLYMPIC GOLD**
"The 100m, 110m, hammer, archery and swimming make an ideal mini Olympics (the other two events aren't much cop), with much button-bashing, record breaking hilarity. Especially when you use the controversial Rignall 'Lighter Method' for extra speed..."
- **PGA GOLF II**
"A game of skins on EA's marvellous golf title is a fine way to finish a session. It's leisurely enough to help you wind down, but is still incredibly competitive and challenging."

RICH'S BESTEST BLASTERS

When his trigger finger starts itchin', these are the five titles that Rich reckons are bitchin'.

- **AFTERBURNER II**
"Incredibly fast, tons of sprites on screen and gives me a real buzz every time I play it."
- **JUNGLE STRIKE**
"The different vehicles are excellent and the graphics and gameplay are wicked."
- **GUNSTAR HEROES**
"It's arcade quality and totally amazing in every respect."
- **HELLFIRE**
"It's not exactly original, but it's super-playable and highly challenging too."
- **GYNOUG**
"Almost as playable as Hellfire and features some amazing graphics and horribly gory bosses."

SEGA CONFERENCES

How would you like to visit Sega's plush London headquarters, test top secret games and talk to ourselves and the people at Sega? Early in the New Year we'll be selecting a strictly limited number of readers of Sega Magazine to participate in the first in what will become a regular series of Sega Conferences. The reason for this is Sega want to hear your views. Not only on software that's already released, but also on the games in development you'll get the chance to play. So if you want to voice your opinion to Sega and get the chance to shape the face of future software, sign up right away. Simply put your name, address, age and telephone number on the back of a postcard and send it off to: SIGN ME UP FOR THE SEGA CONFERENCE, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

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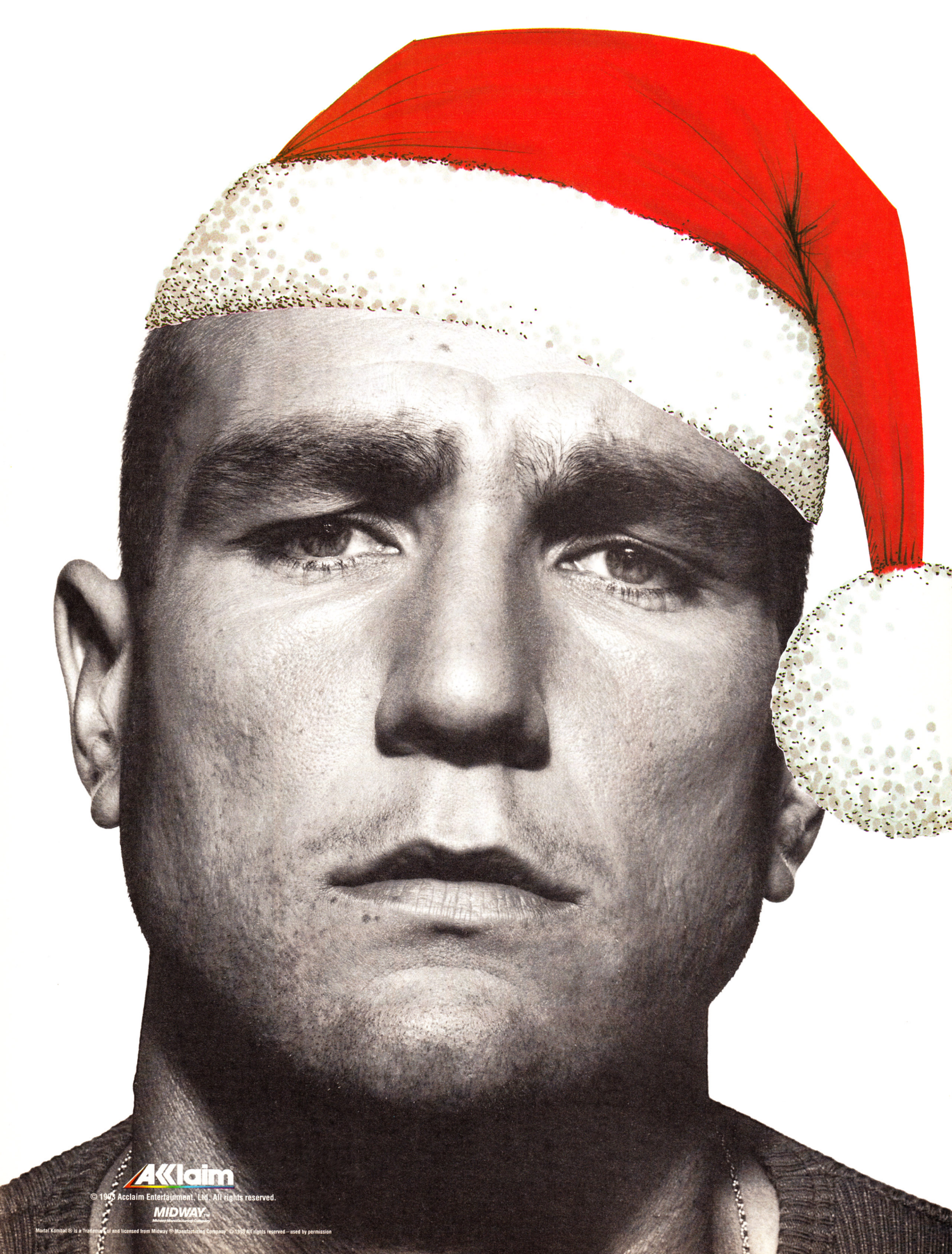
INANE FILLA
This is the last one of these I'll ever write because I'm leaving on a jet plane and don't know when I'll be back again.
Lotsaluv,
Jaz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“...makes the rest look like turkeys”

Vinny, footballer

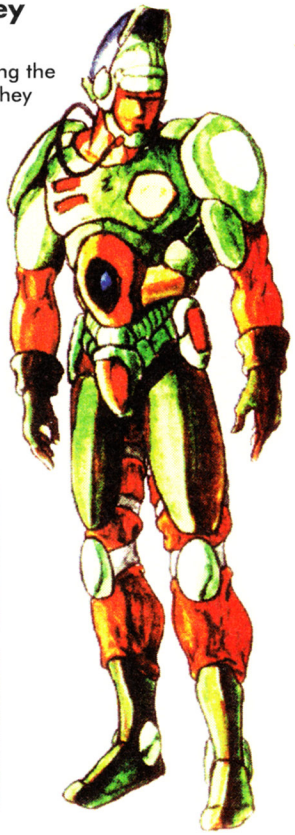
MORTAL KOMBAT®

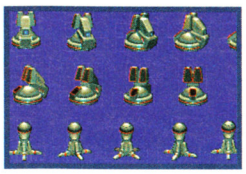
CORE GO INTO ORBIT

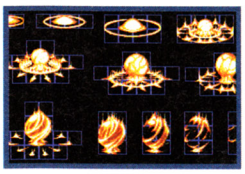
Following something as hot as Thunderhawk was never going to be easy, but Derby-based Core Design think they've got it cracked as they unveil Soulstar - a fast-paced blast for the Mega-CD.

Resembling the old Galaxy Force coin-op, Soulstar is a progressive shoot 'em up with the player controlling one of three hardened pilots out to destroy the evil Myrkoid race. The game's scenario tells of how the Myrkoids jump from planet to planet using their advanced technology to suck the very life force from star systems which they convert to power their battle fleets. As part of a space-based SWAT team, the player has finally managed to corner the galactic vampires for a battle to the death.

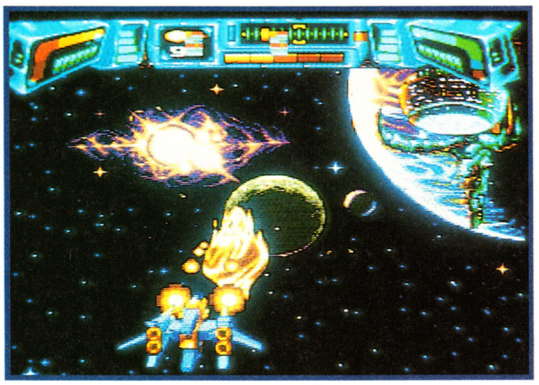
Soulstar uses third-person perspective to depict the action, with the player's ship skating across numerous planet surfaces - including the obligatory ice and fire worlds - as they use their freshly-collected missiles and lasers to pick off the Myrkoid fighters. In addition, no shoot 'em up would be complete without the usual array of smart bombs and speed-ups, and these are conveniently littered across each planet's surface awaiting collection. A release date has yet to be set, but keep your eyes on these pages for a more in-depth look.



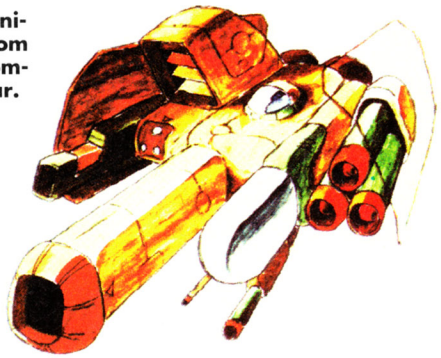




▲ Work in progress animations from the forthcoming Soulstar.



▲ Smart, arcade quality action from Core Design's latest efforts.



A LOT OF GOOD WORK FOR CHARITY...

The first ever Megadrive games charity pack is about to be released.

Featuring Sonic the Hedgehog and Space Harrier II from Sega, Krusty's Funhouse and WWF Super Wrestlemania from Acclaim and US Gold's Indiana Jones III, the pack will be called HELP! and will retail at £49.99! Only 10,000 of these packs will be produced and all profits will go to leading charities, including Childline and the Prince's Trust - so get your skates on and go grab a bargain!

THERE'S A MOOSE LOOSE ABOOT THIS HOOSE

The Sega mouse has just been released with a price tag of £29.99.

This useful item works with Two Tribes: Populous II and Powermonger, and will also be compatible with the forthcoming Bodycount (see preview on page 24 for more details). Other games are being developed with the mouse in mind - we'll fill you in as soon as we have more news.

SUIT FROM HELL

Continuing their series of Marvel hero games, Acclaim and Spider-Man are once again set to team up - this time to do battle with Spidey's arch foe, Carnage.

For those of you unfamiliar with Spider-Man's more recent escapades, Carnage is the living embodiment of one of Spidey's costumes. Confused? Well, apparently our hero went through a stage of wearing a rather fetching black number but this was revealed to be alive and controlled by some sort of alien intelligence. As such, the suit came to Earth where it reproduced another mutated form - Carnage - which promptly went off on a killing spree. Still confused? Well, it's hardly surprising is it! Still, despite these unlikely origins, Carnage is set to take on Spidey in another platform fest. Rumour has it that Deplhine (the lads behind Flashback) are handling the development chores. We'll keep you posted...

▲ More Spidey! Spider-Man CD is out now!

SUPER STREET FIGHTER II IS COMING

Word reaches our ears here at the SEGA MAGAZINE offices that Capcom are currently developing their latest coin-op, Super Street Fighter II, on all major 16-bit platforms, including of course, the Megadrive.

The coin-op version of the game is definitely the greatest one-on-one beat 'em up ever devised - an accolade previously held by Street Fighter II Turbo. The designers of the game took a long hard look at that game and decided that they could do better. The fighters have been completely redrawn and now have even more charisma. The backdrops too have been updated with some stunning new graphics. In terms of gameplay, the coin-op runs a bit slower (to account for strategic play) but has all manner of new bonuses, including first hit, reversal attack and combo bonuses. However, the real excitement of the game is over the four new characters. Fei Long, from Hong Kong, has studied the mystical arts of Jeet Kune Do - the way of the intercepting fist. Cammy from England is something of an enigma. Apparently, she's an ex-lover of the evil M Bison! However, her past is shrouded by a rather convenient bout of amnesia. There's no denying her fighting abilities though. T Hawk hails from Mexico - a large, lumbering character, he more than makes up for his lack of speed with some amazing fighting techniques. The final new participant comes from Jamaica. Dee Jay is a rather happy fellow - no matter how hard you punch him, he's still got an enormous smile over his face!
If Super Street Fighter II is as close a conversion of the arcade as the recently released Street Fighter II: Special Champion Edition, we're in for one hell of a game!

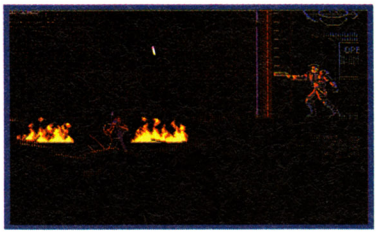
▲ Bison's ex-lover or what?

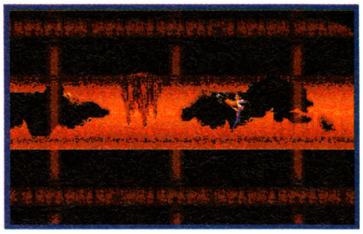
▲ The remarkable DeeJay!

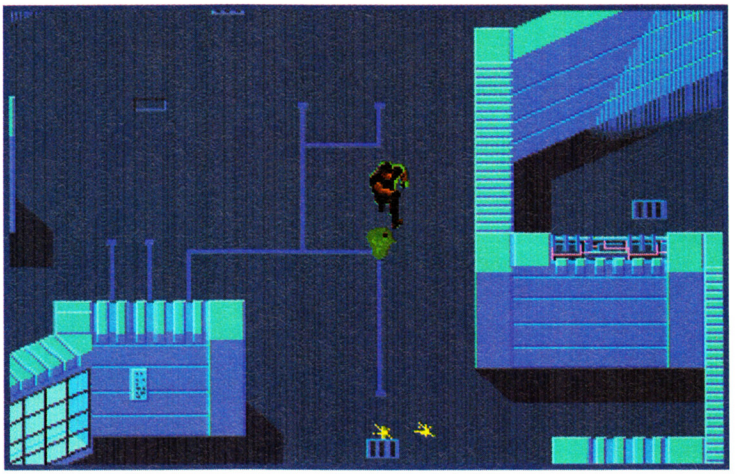
VIRGIN GO INTO THE DEMOLITION BUSINESS

It's all go at Virgin at the moment as they unveil their Megadrive interpretation of Sylvester Stallone's new cinematic biggie, Demolition Man.

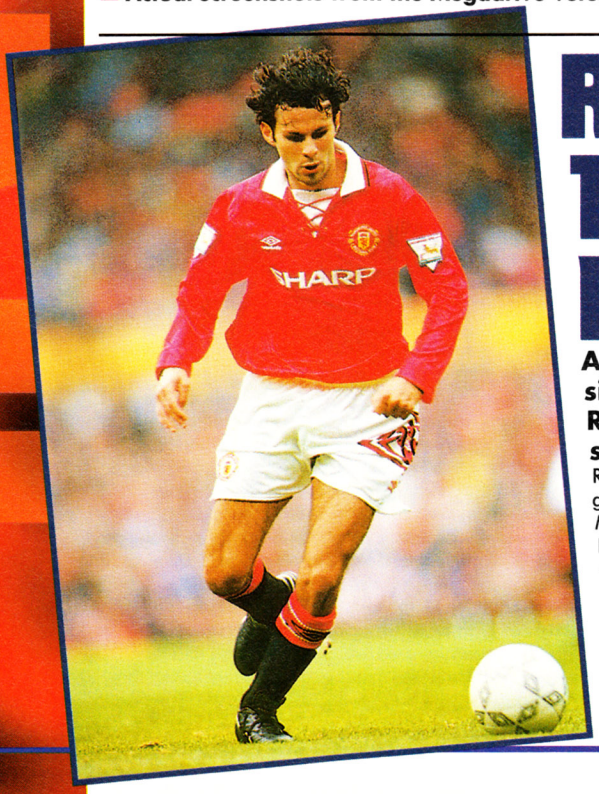
Set in San Angeles, 2032, Sly plays a cop who is frozen after thirty hostages are killed during a confrontation with wanted criminal Simon Phoenix. Both Phoenix and Sly's character, John Spartan, are put on ice for seventy years but when Phoenix is up for parole he escapes into the city - and only Spartan is capable of bringing him to justice. As can be expected, loads of fights and shoot-outs ensue, and Virgin hope to capture the action in a multi-stage scrolling blaster. The game is a cross between Virgin's earlier Terminator licence and a maze game, with Spartan collecting numerous power-ups and weapons in his search for Phoenix. Virgin are hoping for a June release, so expect a review a little nearer the time.







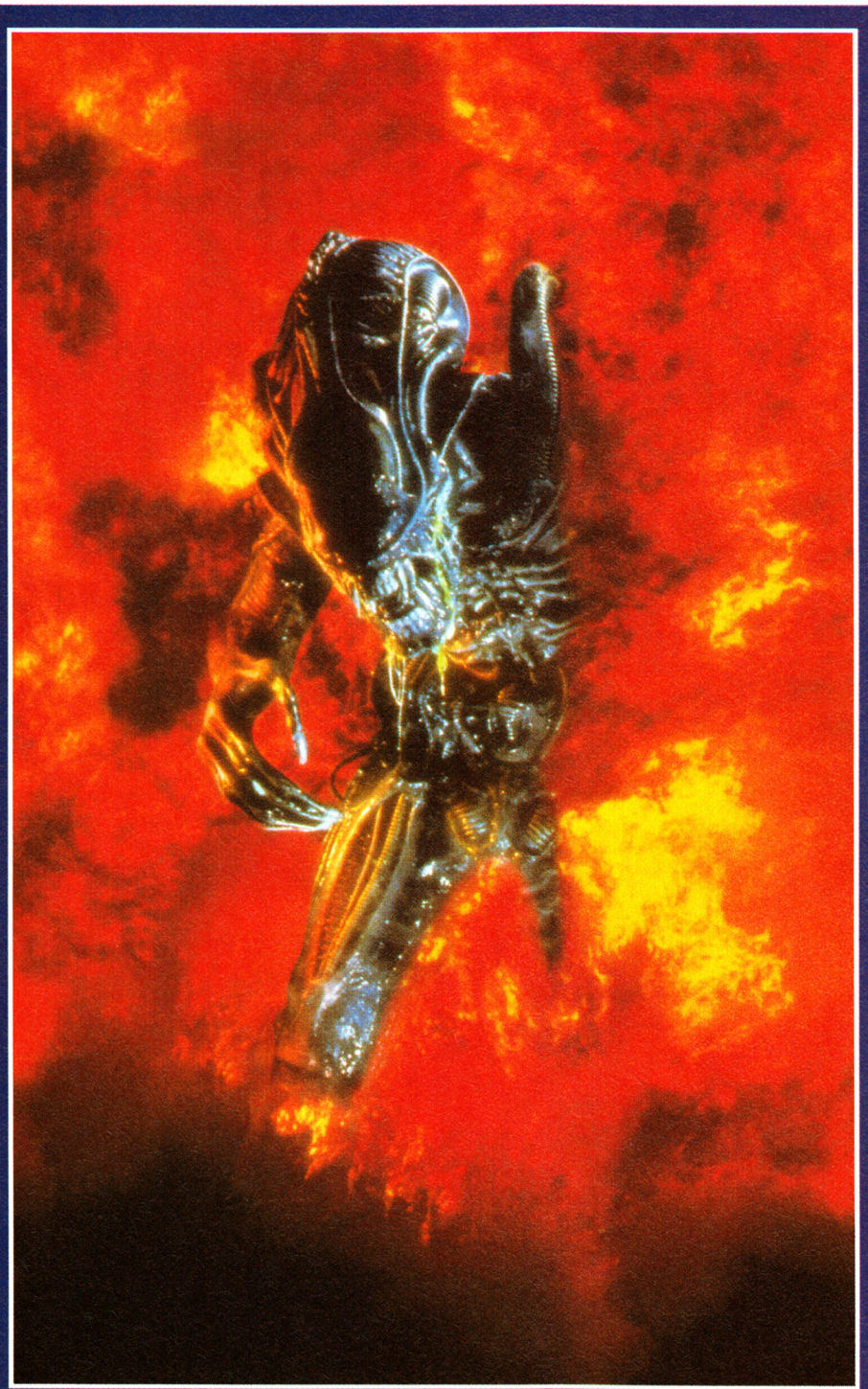
▲ Actual screenshots from the Megadrive version.



RYAN GIGGS TRANSFERS TO MEGADRIVE

Acclaim have just announced that they've signed up Manchester United and Wales star Ryan Giggs to endorse their new Megadrive soccer game.

Ryan Giggs Champion Soccer will be its name and it's being programmed by Park Place, the team who brought you the John Madden's Football and NHL Hockey series and Muhammad Ali Boxing. The game features options to play on a horizontally or vertically scrolling pitch, has advanced controls, comprehensive replay options and in-depth half-time analysis. It certainly sounds good, and based on Park Place's previous performances, the quality is expected to be very high. The game is set for an and of March release, but no price has yet been set. Watch this space for details.



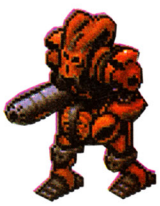
▲ Alien action aplenty is scheduled for the Megadrive, examine the story below...

ALIEN 4?

As Fox Studios ooh and aah as to whether they should start work on the fourth in the Alien series, word reaches us that Acclaim are busy working on an original project based on the acid-blooded critters.

Written by Probe, the game is provisionally titled Alien War and takes the form of a Space Gun-style blast - albeit with a little more depth. The player is given charge of a squad of colonial marines, and the basic aim of the game is to make it to the centre of the Alien nest and kill the Queen. Only the very earliest of demos exists at present, but we'll be keeping a very close eye on this 'un.

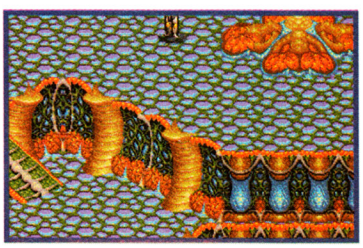
EA'S NOVEL ASPECT



Electronic Arts have teamed up with board game wizards Games Workshop to create a series of RPGs based on the Workshop's classics.

The first off the production line will be Aspect Warriors, which is currently lining up for a March release. Legend tells of a dormant demon which may be summoned whenever evil is running riot. However, to do so, the three special weapons needed to revive it must be located and positioned within its grasp. Well, you've guessed it, evil has indeed starting running riot and, taking control of three disposable heroes, the player is left to find the necessary weaponry. Aspect Warriors is played over a scrolling isometric play area, with all manner of strange creatures inhabiting the land. Armed with whatever you find along the way and using any available means of travel, a huge battle stands between your team and victory. Expect a full review soon.

▲ EA surpass themselves with super, smashing, marvellous graphics and smart gameplay: Aspect Warriors.



YOU WON'T SEE ME WITH SPOTS.

Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash.

Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

ADVERTS YOU'LL NEVER SEE PART ONE

In the UK Sega run the rather brill Pirate TV ad campaign.

In the States, however, different rules and regulations allow them to go for a completely different style of advertising. A type of campaign you'd simply never, ever see in this country. Nintendo owners please note: you may find the following scenes extremely disturbing...

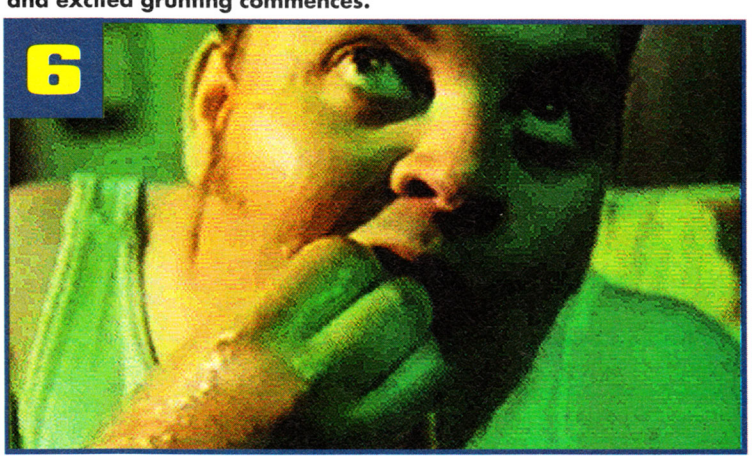
▲ The advert begins with a close-up of this, er, rather unsavoury character, sitting before the television in his lovely, er, green dwelling. Note the "simple" expression on his face.

▲ His rather deprived looking child (check out the clothes!) is using an intriguing looking device. "Some people are content to be entertained by simplt one-colour graphics," says the dry voice-over.

▲ Cut to picture of the Sega Game Gear. "Somehow these people have just never heard of Game Gear, the multi-colour portable from Sega with with tons of new titles," continues the nice man.

▲ The parents in particular are particularly impressed by the following snippets with much Game Gear footage. Much whooping and excited grunting commences.

▲ Cut to the "father", clutching this sinister-looking jar, crammed with some disgusting-looking fleshy things. "Yeah, some people are like that," continues the mono-tone voice-over...



▲ "But then some people like to eat pickled pork lips," concludes the voice-over. Cue "gross" image of man indulging in said activity. Do you think Sega of America are trying to tell us something?

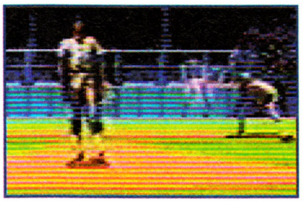
REN AND STIMPY

Ren and Stimpy is a very bizarre cult cartoon in America which hasn't made its way over to these shores yet. That hasn't stopped Sega from producing this rather tasty-looking Megadrive version. Ren and Stimpy is scheduled for a February release, so expect full coverage of review sized proportions next month.

● Ren and Stimpy successfully captures the brilliant cartoon style of the original series.

WORLD SERIES BASEBALL

As we say in our extensive sports feature this month, there aren't many quality baseball games around at the moment, but that situation could well change with the release of World Series Baseball. The game format is much like all the other baseball games, but this title benefits immensely from superbly animated players and Sportstalk-style running commentaries. No news yet on a release date, but we'll give you more news soon.



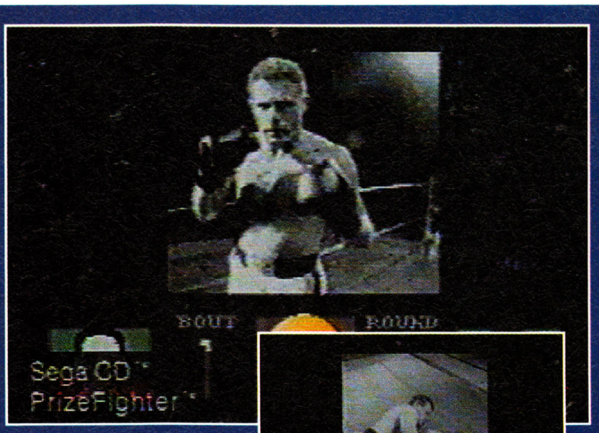
▲ World Series Baseball on the Megadrive is packed full of exceptionally smart animation. This 3D part of the game features fully animated players. The other pitch graphics feature smaller sprites with animation to rival Flashback.

PRIZE FIGHTER

Intriguing is one word that springs to mind when viewing Prize Fighter. It's a first person perspective boxing game similar in style to the ancient Punchout! but with super-smooth full-motion video instead of basic sprites. We haven't any news regarding release dates, but we'll let you know more soon. In the meantime, feast your eyes on these screenshots.

▲ Your opponent is fully animated with the wonders of full-motion video.

▲ All the fun of the boxing ring is recreated in Prize Fighter with full-motion video.



▲ A couple of in-game action shots - the graphics run very smoothly indeed. Check out the status meter in the right-hand corner!

▲ The smoothest full-motion video ever.

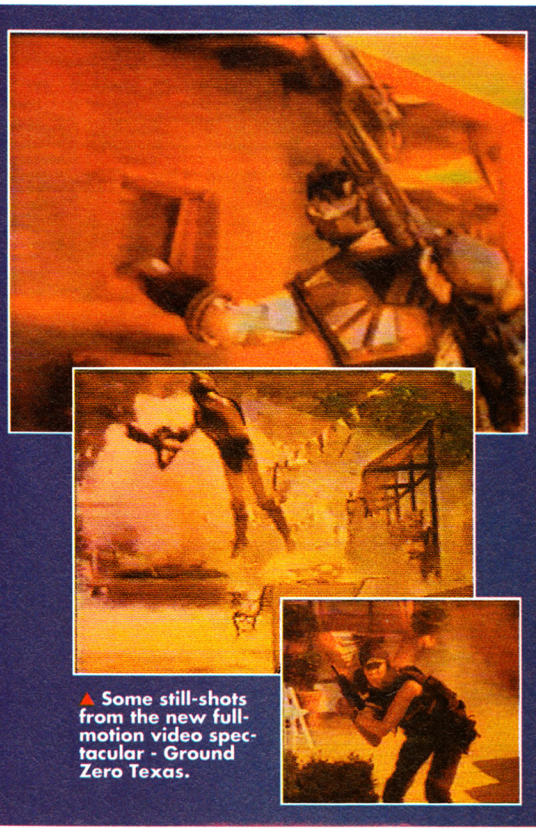
▲ Jurassic Park is packed full of nasty (and indeed large) dinosaurs.

JURASSIC PARK

The Mega-CD version of Jurassic Park looks like being the best version of the game on any format! It's the first game to be fully developed at Sega's Redwood City multimedia studios and the results are superb. The full-motion video is probably the best ever seen on Mega-CD and the sound is absolutely stunning. A February release now looks very likely, so all being well, we should be reviewing the title next month.

GROUND ZERO TEXAS

From the people who gave us the controversial Night Trap comes Ground Zero Texas - a game involving nuclear bombs, aliens and a small town - all put together to form an explosive whole. This game uses Cinepak (tm) in order to produce full-motion video windows much larger than those seen in the likes of Night Trap. The game looks quite similar to the aforementioned title, but also includes some Lethal Enforcers style gameplay. Due out in February, we'll be reviewing this next month.



▲ Some still-shots from the new full-motion video spectacular - Ground Zero Texas.

X-MEN

After a very successful outing on the Megadrive, The Uncanny X-Men are now due release on the Game Gear. The basic gameplay seems to follow the platform game style of the Megadrive version. We can confirm that the graphics have been reproduced brilliantly on the Gear, and the game is very fast indeed. Definitely one to look out for, this game is due for release in February. Look out for a full review next month.

▲ In-game platform action with Sega's adaptation of The Uncanny X-Men.

▲ Great Game Gear graphics for the X-Men's smart title screen.

DRACULA UNLEASHED

Sega have started to employ the use of Cinepak (tm) in their full-motion video Mega-CD games. One of the first titles to use it is Dracula Unleashed. The benefits include smoother FMV as well as a larger action window - as you can see it looks considerably larger than the likes of Sewer Shark and Night Trap. More news soon.

▲ Behold the master of darkness himself: Dracula!

▲ Dracula Unleashed features some smart Cinepak full-motion video. As you can tell from our screenshots, the animated area of the screen is a lot larger than previous full-motion efforts.

PREVIEW

16 MEG

BY: SEGA

RELEASE: MARCH '94

VIRTU

Interesting fact, number one: there currently only two Virtua Racing Megadrive cartridges in the entire world. One of them was in the possession of Sega Europe, who only allowed journalists from SEGA MAGAZINE to get a look at it. To our knowledge, every other Virtua Racing pictures you've seen have been purloined from Japanese magazines. We've actually played it. Here's our report.

Virtua Racing was a milestone of an arcade machine - it combined super-smooth gameplay with the best polygon graphics ever seen in the arcades. Basically, it's an utterly astounding coin-op experience. Now, SEGA MAGAZINE is proud to officially unveil the Megadrive version, which promises to be as innovative and ground-breaking as the arcade original.

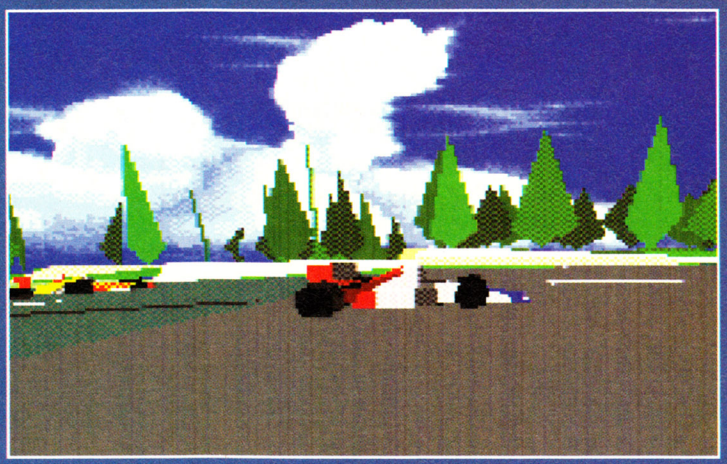
The game is the first title from Sega to make use of a specialised new microchip which enables the Megadrive to produce immensely detailed and animated polygon images - take a look at our exclusive screenshots to see just how amazing the graphics are. That being the case, you won't be surprised to discover that the game is being programmed by the very same team that created the arcade original.

At the moment, the game is a virtual copy of the coin-op - all of the tracks and difficulty levels are in there, as are all the different perspectives (the introduction screens even show off a few more!). The speed of the game easily equals the coin-op. In fact, it looks even faster to the casual observer.

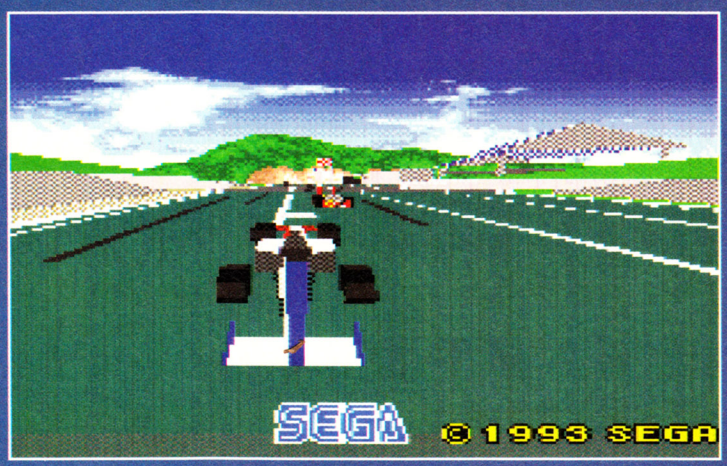
However, gameplay is the all-important factor and we're happy to report that the Megadrive version of Virtua Racing is shaping up to be just as good as its coin-op parent. The update is very smooth and your virtual automobile responds like a dream.

The game is a mammoth 16-meg, with battery back-up to save off your best times. Sega really want to show off with this astounding new product an the innovative technology, so they've reserved a top-specification cartridge configuration for the game.

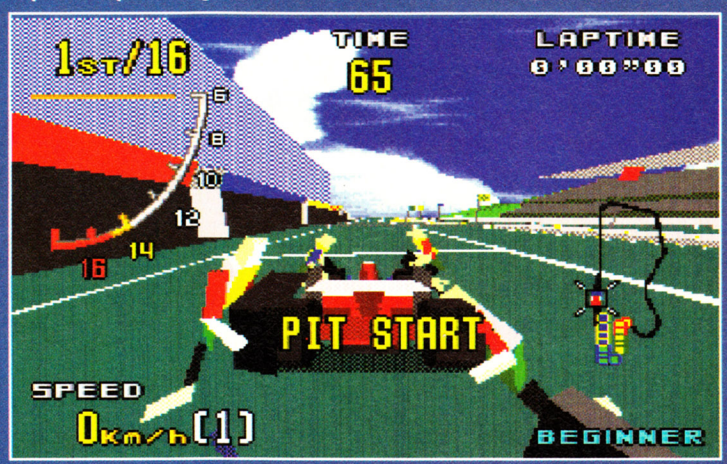
We've had hours of play on the game and reckon that it's shaping up to be one *very hot* title. We have the full review, totally exclusively, in issue three of SEGA MAGAZINE. ➳



▲ The introduction sequences of Virtua Racing show all manner of different viewpoints that are not present during the actual game.

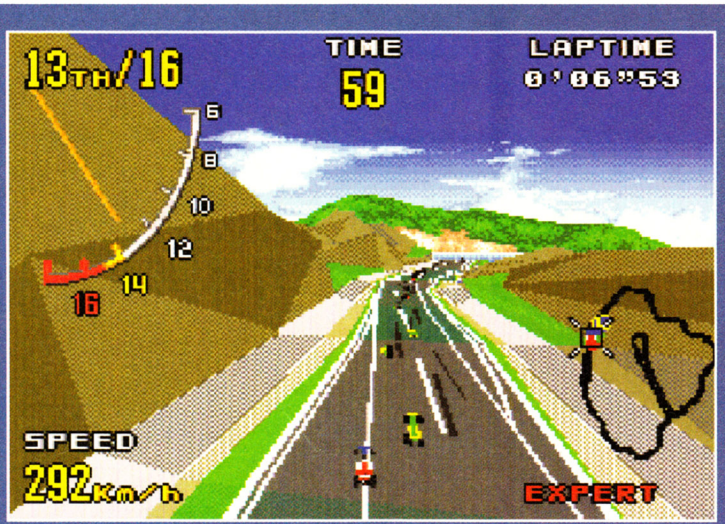


▲ The "camera" pans around the action in the brilliant introduction sequence, really showing off what the Virtua Racing graphics engine is capable of producing.

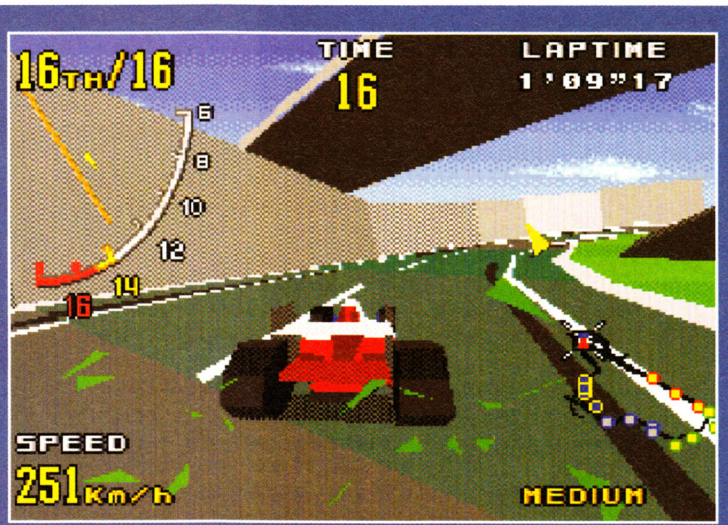


▲ Should your car become damaged in some way, take a trip to the pits and get your car repaired! Check out the "virtual" men who replace your worn tyres with fresh ones!

JA RACING



▲ A "miles away" aerial view of the EXPERT level course. This view enables you to fully appreciate the sheer processing power of the new Sega chip. The speed remains constant no matter how detailed it is.



▲ The MEDIUM level course is set partly in an industrial backdrop - check out that bridge, but mind the concrete walls! Those green polygons are flying patches of grass picked up from the surrounding greenery.

▲ A breathtaking aerial view of the high-speed action. This is the daunting EXPERT course, surrounded (for the most part) by towering cliffs.

▲ The in-car view puts you closest to the action. When you switch view, the action smoothly pans in on the new view - watching the camera "enter" your car is utterly brilliant.

▲ What these shots don't show is the sheer speed of Virtua Racing - the new chip displays polygons at astounding speeds.

▲ Wipe out! The amazing crash scenes of the original coin-op have made their way into the Megadrive version.

▲ The suspension bridge of the original coin-op makes its way into the Megadrive version of Virtua Racing.

SEGA VIRTUAL PROCESSING

The talking point of Virtua Racing is the amazing polygon graphic engine. The results are *very close* indeed to the original coin-op. Played on a large telly, Virtua Racing is simply stunning. The graphics are powered by an all-new microchip inside the cartridge.

Previous known as the DSP chip (DSP standing for digital signal processor), we can exclusively reveal that it is known inside Sega as the SVP - Sega Virtual Processor. Of course, Sega are used to pioneering new technology. The coin-op version of Virtua Racing had the greatest polygon graphics of its time. The new Sega coin-op, Virtua Fighters, features next generation hardware that takes the beat 'em up genre into a whole new dimension. We recommend that you take a look at the game when it hits the arcade near you.

But what of the Sega Virtual Processor? Is its future limited to Virtua Racing? Happily, he answer is a resounding no. Sega's European Product Director, Barry Jafrato told us that there are several SVP games in development, covering several different game genres. We'll be bringing you more precise details in an upcoming news piece.

The big question at the moment concerns the cost of SVP chip, and thus the retail price of products which incorporate it. Sega are trying their best to make the chip both highly powerful and very cheap. However, one idea that Sega are seriously considering means that you buy a special Sega Virtual Processing cartridge which contains the chip along with basic interfacing circuitry. The actual games would only have the actual game code on them. That way, you need only buy the processor once - you don't need to pay for it every time you buy a SVP game.

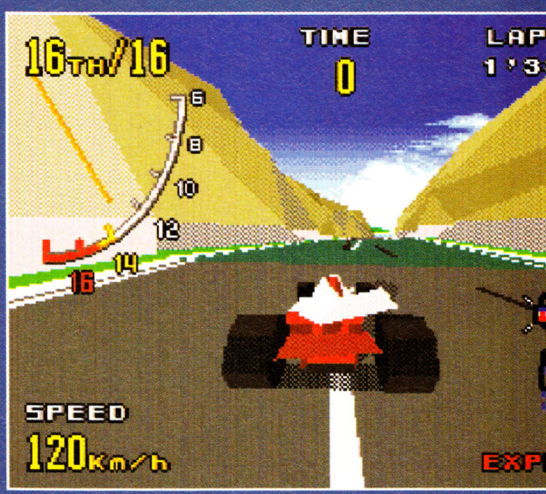
We'll bring you more news on the situation soon.

SEGA

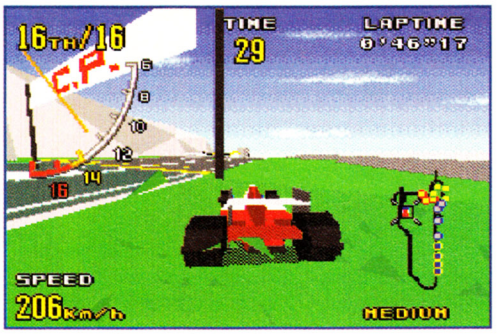
▲ An in-car view of the long tunnel on the MEDIUM level course. This view even shows you your "virtual" hands and steering wheel, which respond to the commands of your joypad.

▲ The attention to detail in Virtua Racing is simply breath-taking. Your wheels bring up some of the turf when you drive off the road. Note the steam on your burning rubber!

▲ The in-car view of the Virtua Racing action offers the player the most exhilirating ride. Since the view is so close to the road, the update is frighteningly fast. What's more, your view of what's ahead is limited somewhat, thus demanding high-speed reactions.



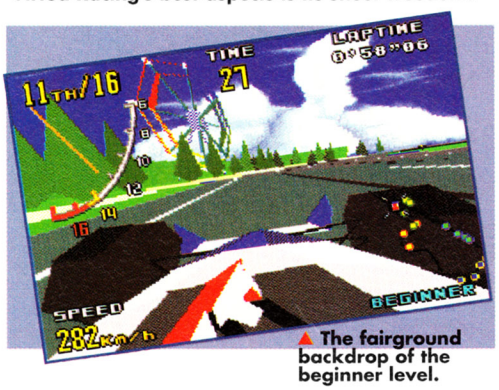
▲ View two, the "chase car" perspective depicts the acti behind your virtual automobile. This view allows you to more of what lies ahead and also lets you check out the any damage you've taken - quite a lot in this picture.



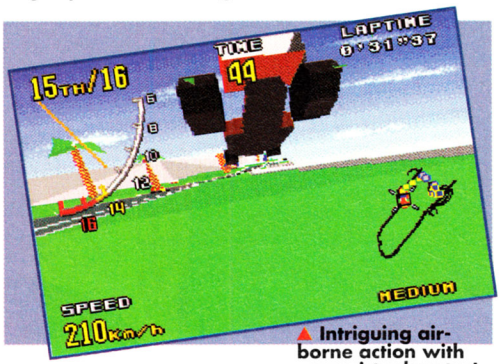
▲ You are free to drive wherever you want to with Virtua Racing. A lot of driving titles don't allow you to do silly things like reverse - one of Virtua Racing's best aspects is its sheer freedom.

▲ The BEGINNER level of Virtua Racing isn't designed to be too taxing - even the bridge is rather wide, offering plenty of scope for some high-speed over-taking activities.

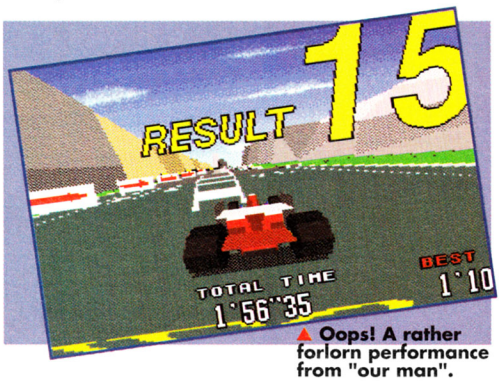
▲ The map in the corner of the screen also makes its way into the conversion - with just a simple look you're able to determine the position of every other car in the race.



▲ The fairground backdrop of the beginner level.

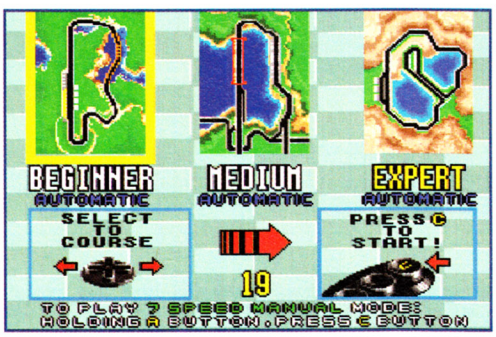


▲ Intriguing air-borne action with your virtual motor!



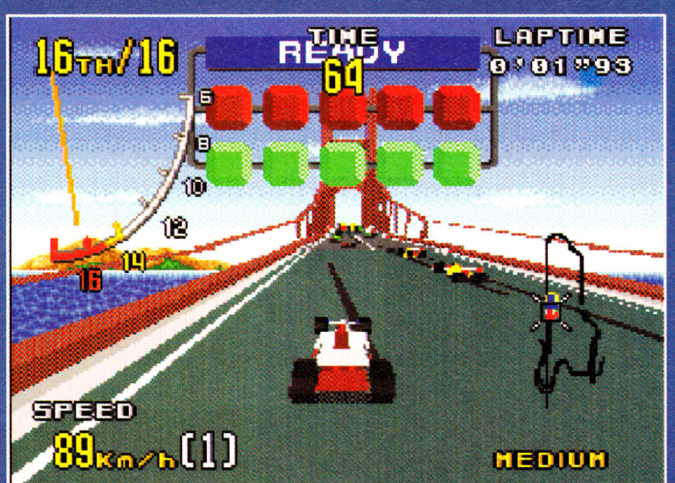
▲ Oops! A rather forlorn performance from "our man".

▲ The BEGINNER race offers you the chance to get to grips with your new car. There are a few sharp corners, but otherwise it's pretty simple.



▲ Virtua Racing's course selection screen. Decide here which track you want to race on, as well choosing between automatic and manual gears.

▲ EXTEND TIME! Strict time limits are given for your racing. It's your job to reach a checkpoint before the time runs out.



▲ The third view shows the action from a perspective quite some way above and behind your automobile. Perhaps the most useful view available, this lets you see quite a way into the distance and shows any cars that are zooming up behind you.

▲ The most impressive view shows the action from quite some way above and behind the high-speed racing action. This view allows you to fully appreciate the virtual world that Sega have created for this game. It's particularly smart on the EXPERT course.

VIEW 3 VIEW 4

PREVIEW

6 MEG

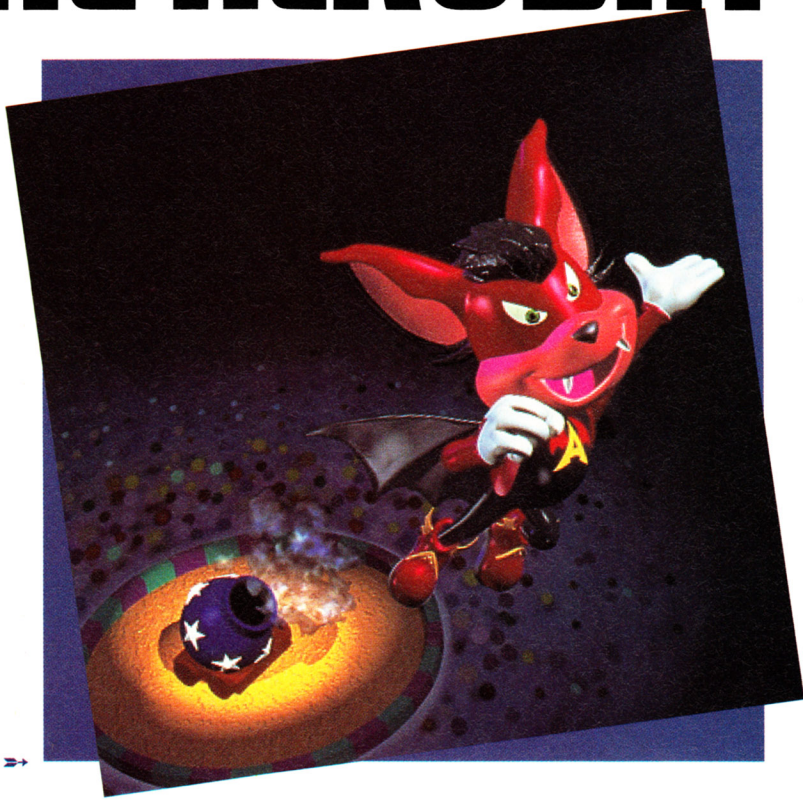
BY: SUNSOFT

RELEASE: SPRING '94

AERO THE ACROBAT

Instead of setting Aero in the regular horizontally-scrolling long platform environment, our hero struggles around various bijou and roughly square circus-based layouts thanks to those lovelies at Sunsoft. Where your average platform hero would be content to just run along and jump on people's heads, Aero has a different task to accomplish every level, whether it be destroying a certain number of Star Platform, rescuing a friend or juggling six kittens at one time (except for that last one).

Once Aero completes a level the player is given a password to save you from having to complete the easy, early missions over and over again to get to the later stages you're having troubles with. However, the missions themselves remain pretty much the same - only the objectives, hazards and layouts change radically. And boy, do they change. From the first couple of big top-bound stages, things rapidly move onto ferris wheels, tightropes and rollercoasters! Aieee! ➵



Master System PREVIEW

PREVIEW

24 MEG

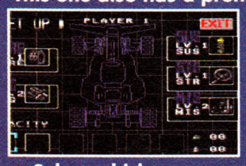
BY: CAPCOM

RELEASE: DEC. '93

BUGGY RUN

The Master System is as yet devoid of Micro Machines, which leaves it a little short in the overhead-view racing games department. In an effort to redress the balance, Sega are soon to release their own effort in the field. The action is seen from a three-quarters overhead view, with the joypad D-button assuming rotational control over the cars. The object of the game is to beat the other three cars in the race over the course of four laps, aided and abetted by your limited-fuel nitro boosters. There's a rather lengthy tournament to play where repeated wins are essential for success, and the tracks become more and more complex the further you get - plus your opponents become more and more cunning. Other than that, this is simple fare, minimalised for a minimum of fuss and lots of high-speed hi-jinks. ➵

▲ This is the title screen. It tells you what the name of the game is and when it was written. This one also has a pretty picture on it.



▲ Select which spare parts to use here.

▲ This shows the status of your car,

▲ Repeatedly press the jump button in mid-air to float gently earthwards.

▲ Once you first press the jump button when inside the cannon a fluctuating power meter appears. Be very careful when you time your second press.

▲ Get ready to use that diving head-butt facility to finish off the evil trapeze artiste of desolation.

▲ Bears in rocket packs holding big fans are a constant threat to Aero.

▲ This level's mission objective - to rescue Aero's little pal.

Aero doesn't jump on things to kill them, like regular platform characters. His only form of attack is a diagonal spin operated by a double-press of the jump button, followed by either up or down on the joypad, depending on whether you'd like Aero to carrying on ascending or dive earthward after his target.

The emphasis of the game is very much on the circus gear. Blowing yourself out of cannons, leaping through flaming rings, riding unicycles on tightropes, you name it, there's a simple way of doing it in Aero. For example, jump on a unicycle. Press left or right. Watch as the unicycle travels in that direction. Climb into a cannon. Press jump. Observe the flying bat.

A lot of the objectives in Aero concern destroying these Star Platforms. Doing this is dead easy, all you have t do is leap repeatedly on the centre block, whereupon the other two revolve. When all the blocks show blank, the platform dissolves.

Being a bat, you'd think Aero would be pretty useless at seeing things, but he's actually got eyes like a hawk. Hold down the C button and press in any direction. The screen now scrolls over that way until Aero touches the edge, allowing you to see what's ahead, or above, or below, or even behind. Hooray.

SEGA

Master System PREVIEW

▲ If you're overtaking on the inside, remember to use a nitro.

▲ Once the pack breaks up a little, use a nitro close to the race start.

▲ This is the between-level shop where you are able to upgrade various aspects of your vehicle.

▲ It's important to start turning early for really sharp corners - otherwise you take way too wide a line and lose time.

Battle Mode, is something of a departure from the usual style of play. The four cars are viewed from above, and the entire course is visible on screen. Around the edges of this area is a bubbling pit of lava. The idea is to use your ramming skills, ably abetted by infinite nitros, to push all the other cars into the molten rock to their doom. However, it's often easy enough to drive straight off the edge of your own accord thanks to the wide turning circle and rapid speed of your car.

In between races, as if by magic, a shopkeeper appears. It's possible to upgrade your tyres, steering, transmission and engine across three grades, plus buy mines and nitros to aid your in-game performance. Extra cargo spaces (essential for carrying nitros and mines) are also available for the right sum.

If you can't be bothered with a long tournament there's always the head-to-head option, a showdown between you and one (computer or human) driver on the course of your choice over any number of laps up to 20. If the idea of all this competitive action doesn't seem like you cup of tea, there's always the time trials to go for, again on any course of your choosing over however many laps, with full timing breakdowns at the end.

SEGA

PREVIEW

8 MEG

BY: SEGA

RELEASE: JAN. '94

BODYCOUNT

Ever heard of Probe software? They're the luminaries behind such greats as Alien 3, Terminator 2 - the Arcade Game and Horace Goes Skiing on the Spectrum (except that last one). And now, they're making a bid to re-enter the world of Megadrive with their latest title, which they've called Bodycount. Bodycount is the latest in the line of Operation Wolf-style first-person perspective shooting games, such as the aforementioned T2 Arcade Game and Konami's rather nice-looking Lethal Enforcers which should be in the shops around about now.

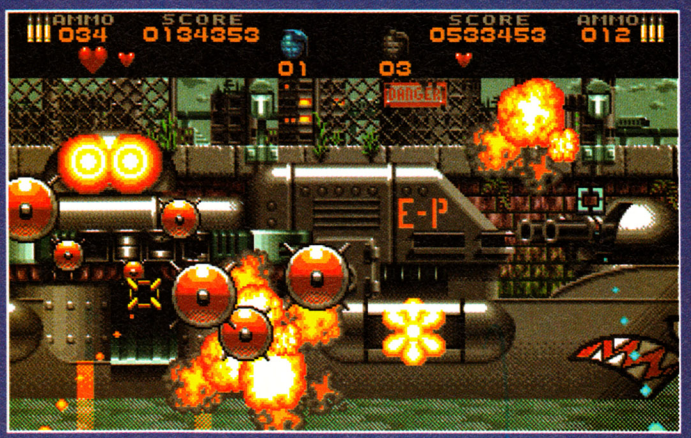
The plot revolves around a sinister alien race who have invaded our lovely blue planet. Your job, as a lone mercenary, is to send them packing (does this sound awfully familiar?). A number of power-ups have been included in each level to aid the player in his or her mission of mercy, including super-powered lasers and mega-grenades. But be careful where you're shooting, as there is a horde of innocent human hostages spread throughout each level.

In an unprecedented move towards controller unity, Probe have made Bodycount compatible with every controller available for the Megadrive anywhere in the world. If you've got a joypad you guide a little cursor sight around the screen with your D-button. If you've got the new Sega Mouse (which you won't have because it's not out yet), cursor control becomes a bit more fluid and a lot easier. But for real enjoyment, Bodycount should be played with the Menacer light gun.

Bodycount is brought to you by the same team who programmed the critically-acclaimed T2 - the Arcade Game conversion. The gameplay to this is in a similar vein to Bodycount, although not mouse compatible. Isn't it nice to know that the programmers have got a proven track record in this field, eh?

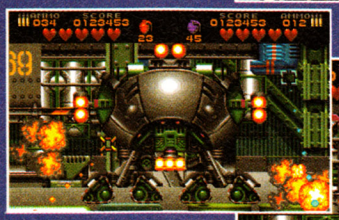
Even if the player drives the aliens back to their own planet there's still a chance the Earth may be destroyed as they leave a giant robot bomb behind! Simply shooting this gets you nowhere. A hidden code, revealed in stages throughout, gives the player the knowledge required to defuse the explosive, by cutting concealed wires in a certain order, whilst the bomb is moving around. This code changes every game, so every time you play it's still essential to search for the secret data. How utterly fiendish.

SEGA



▲ Each boss has several vulnerable areas which need destroying before it bites the dust.

▲ This particular game is being played on the mouse, as illustrated by the on-screen cursor.



▲ As each part of the bosses' bodies are shot, new weapons reveal themselves.

▲ Look out for the hostages who have a tendency to hide themselves from your gaze, resulting in many accidental deaths.

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338A Ladbroke Grove. London W10 5AH

SEGA Master System

SEGA GAME GEAR

PREVIEW

16 MEG

BY: SEGA

RELEASE: MARCH '94

JAMMIT

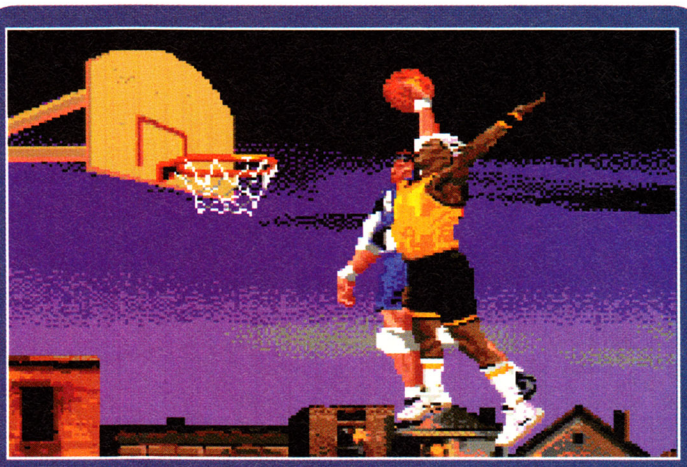
You can try and warn people not to try it at home, but kids are bound to replicate things they see on the TV. For example, after watching the NBA championships of the telly, a group of friends immediately rushed out into the streets for a game of basketball. It's around these easily-influenced children that Virgin's new title, Jammit, is based.

It follows the tykes out onto the streets and details their basketballing exploits, even allowing you, the player, to join the action controlling one of the teams. A neighbourhood league has been set up, and it's your job to take yourself to the top of the block in order to win mega-cred. The game takes the form of a sideways-view representation of the famous American sport of basketball, with the background environment representing the "hard" "streets" "the kids" "live" "on".

Before starting the game, the player chooses one of three different basketballers on offer. All of these chaps have varied special abilities and weaknesses. For instance, one geezer is particularly fond of fouling his way through the games and beating up opponents in his rush to score baskets. Another of the urchins is absolutely hopeless at long ball play, meaning clever footwork and slamdunks are the order of the day. Heed this knowledge well, and be sure to pick the character who best accentuates your own play style.

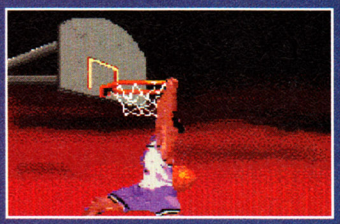
The problem with basketball games is that the generally small sprites can't convey the excitement of a slamdunk attempt. But now Megadrive-owning basketball fans can enjoy all the thrills of real baskets thanks to Jammit. Once your player makes an attempt at a slam the action switches to a cut scene with huge sprites showing events as they unfold in detail. This does make it look really great when you get a basket, but only intensifies how stupid you look when you miss. Doh!

SEGA

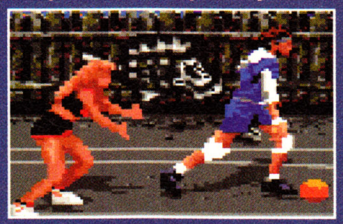


▲ Observe this - one of the many close-up cut screens which show all the exciting action in mega-detail. Very good news indeed for show-offs.

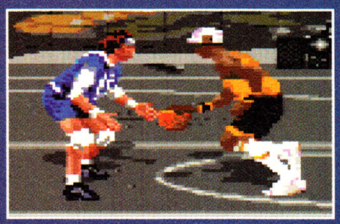
▲ If ever there was a picture begging for a caption...Anyway, in particularly tense moments, the computer flashes up handy advice.



▲ Another cut screen in full effect. This shows what happens when you miss from very close range. You look daft.



▲ Hmm, this chap isn't quite entering into the spirit of things - you're supposed to use your hands.



▲ Once you know what you're doing it's easy to get the hang of the nifty footwork needed to dodge this kind of challenge.

▲ Of course, at the end of the day it's all about cash, so this handy wagering option is included so you can cash in on your successes.

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SHOWCASE

THE GREATEST FIGHTING GAME EVER?

SHOWCASE FEATURE

The demand for fighting games on the Megadrive reached fever pitch during 1993 - the main reason being that this one genre was totally unexploited on the 16-bit system. What releases were available could only be bought on the grey import market, and although some of them were good - Fighting Masters in particular - none of them could match the awesome nature of Street Fighter II.

Sega had recognised this oversight a long time ago. During the autumn of 1992, a new fighting game project was initiated in the Redwood City headquarters of Sega of America. That project was tentatively titled Eternal Champions.

Sega of America's Michael Latham produced a sizeable product guideline document some 800 pages long during November/December 1992. Basically, the document covered every single aspect of the beat 'em up genre, how Eternal Champions would operate and why it would be superior. Part of his research included a detailed study of Street Fighter II. His goal was simple: "To build the most comprehensive and best playing fighting game available on any home system".

Almost a year of intensive programming followed before the game was considered in any way complete. The game, originally slated for a 16-meg cartridge configuration proved inadequate for the concepts suggested. By the summer Chicago CES show of 1993, the cartridge was updated to 24-megabits - Sega of America were so excited by the project they had no problem in committing to this massive investment.

Some of the other ideas suggested for the game evolved - the interactive backdrops suggested became superlative "overkill" scenes - we'll leave these as a surprise for you to uncover when you buy the game. The main objective of the product was accomplished. As you will learn in this showcase and in the review later on in the magazine, Eternal Champions is a landmark game and one hell of a beat 'em up.

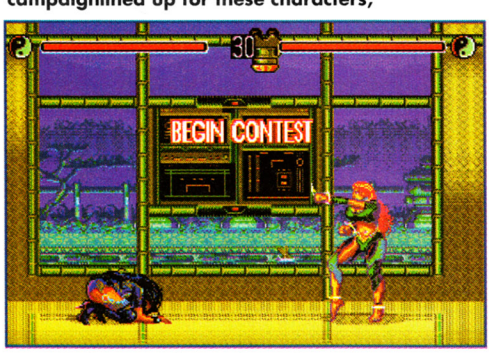
Designed by Michael Latham and programmed by one of Sega Interactive, the aim was simply to create the best fighting game ever devised. Richard Leadbetter examines the results of their labour - the superb Eternal Champions.

INITIAL OBJECTIVES

The Eternal Champions design team attemped to create the ultimate beat 'em up and concentrated on every single aspect of the fighting genre in their efforts. Their aim was to create a product that would meet the needs of any fighting fan. As well as an intriguing storyline and wild characters, Michael Latham came up with all manner of ideas - a lot of which were totally original. The actual Eternal Champions contest became an aspirational aspect of the game. First of all, the player would have to learn their characters back to front. Dynamic training modes (covered later) were added, allowing the player to learn their characters thoroughly before entering the real contest. The team also wanted to make the player have to fight the environment he's playing in as well as the opposing player. It hadn't been done before on a combat game of this ilk and would introduce new facets to the gameplay. Therefore, in the finished game there is the daunting Battle Room - a contained chamber that puts the player up against over 20 different hazards as well as the opponent! From the documentation surrounding Eternal Champions, it's clear that the team have a great respect for what Capcom achieved with

➤

▲ Expect to see a lot more of the Eternal Champions. Sega have an extensive licensing campaignlined up for these characters,



▲ Each character has a distinctive salute to perform before battle commences - adding an extra veneer of personality to the game,

▲ Slash's fighting moves are some of the most entertaining. Based on the "pain" technique, all sorts of down and dirty attacks are used.

their ground-breaking Street Fighter II. However, they felt confident that they could actually improve on it, with better tournament play and superior solo fights. The intelligence of the computer was greatly improved, with sophisticated AI routines that actually learn new offensive and defensive tactics during play!

THE ART OF TRAINING

Training is very important in all forms of martial arts and the programmers wanted to incorporate this into their game. A detailed training program was created, designed to let the player test out the strengths of the Champions and conquer any weaknesses.

DEXTERITY SPHERES

The first form of training allows the player to get to grips with speed and agility of their chosen character. Spheres appear on-screen and the player simply has to hit them. If you're hit by a sphere you lose some energy. When all your energy is gone, you're rated on your performance.

HOLO-TRAINER

The Holo-Trainer is basically a practice mode that enables you to player against the character of your chooser. However, you can change the difficulty level to suit your current stage of development. The speed of the game, special moves, as well as the skill levels of the characters can all be altered with ease. You are graded on your performance, depending on your technique as well as the options you've selected.

PRACTICE SPHERE

Learning to use your moves precisely is very important, hence the inclusion of the Practice Sphere. Here, you choose the area of offense you want to brush up on: jump range, head range, mid range, foot range and moving range. Spheres appear within the chosen range and you have to hit them. Easy.

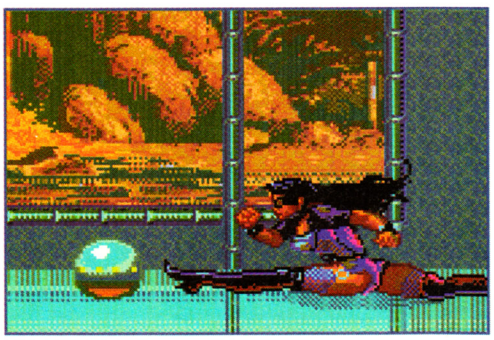
ENVIRONMENTALLY UNFRIENDLY

Eternal Champions' designers didn't want to miss a trick when they set about creating this game. One of their initial aims was to have the player fighting the environment as well as the opposition. This did make it into the actual contest part of the game in a few small ways, however it really came into its own when the coders created the Battle Room.

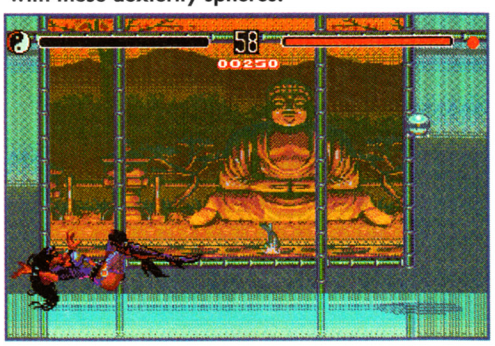
This part of the game incorporates all of the practice options of the holo-trainer, but also introduces 20 new environmental hazards for the player to deal with. Five hazards can only appear at once and these are chosen before battle commences (you can allow the computer to make a random choice if you so desire).

Included in the line-up are scatter grenades, spiked balls, slow motion bolts, life extenders and drainers, transporters and seismic charges! This part of the game is a welcome addition to the standard scenario and very original indeed.

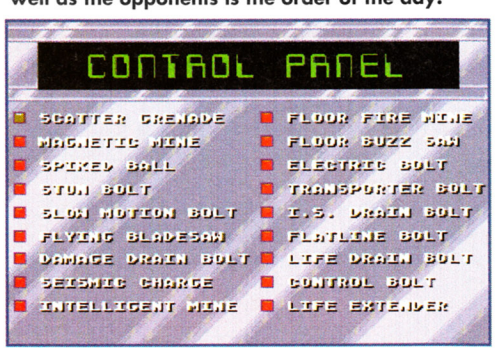
▲ Eternal Champions caters for just about every single fighting option you could possibly think of - including both players using the same character.



▲ The training modes offer plenty of opportunity to hone your skills. Practice targetting your blows with these dexterity spheres.



▲ The Battle Room offers a lot of potential to customise your duels. Taking on the backdrops as well as the opponents is the order of the day.



▲ Here it is - the complete list of options available to add to the basic Battle Room - up to five hazards can be added to the room at once.

▲ A sample of the action on offer in the training mode. The holographic opponents can be programmed to be super intelligent or rather stupid.

THE ETERNAL CHAMPIONS

Sega were very keen on creating the best characters for the ultimate combat game. The team began with 55 character archetypes, with game testers voting for their favourite 20. Pictures of the most popular characters were drawn up with interesting biographies and a diversity of combat techniques. In the end, the suggestions were whittled down to the best nine characters. Then the game designers got to work in establishing each character's fighting techniques and special moves. Every move in Eternal Champions is graphically unique (SFII uses the same frames for different moves - Eternal doesn't repeat any). Examine these established biographies of all the contenders. The final character - the Eternal Champion himself - we're going to leave as a mystery for you to unravel when you buy the game.

NAME: JONATHAN BLADE
OCCUPATION: Bounty Hunter
TIME PERIOD: 2030 AD

FIGHTING STYLE:Kenpo
Known as the "fist" method. Linear as well as circular moves of intermittent power are used, interspersed with major and minor moves that flow with continuity. A very flexible martial art.

BIOGRAPHY: Very dedicated, Blade worked some of the meanest areas of New Chicago in his role as a police officer. However, his propensity for anger caused Blade to brutally assault one his criminal enemies. The result legal action caused Blade to be fired from the police. Moving to Syria he became a bounty hunter - his first case being to stop an evil scientist who possessed a vial that could destroy 95% of the Earth's population. Due to government interference, Blade's attempt to stop the scientist went wrong and the last thing he saw before he died was a smashed vial...

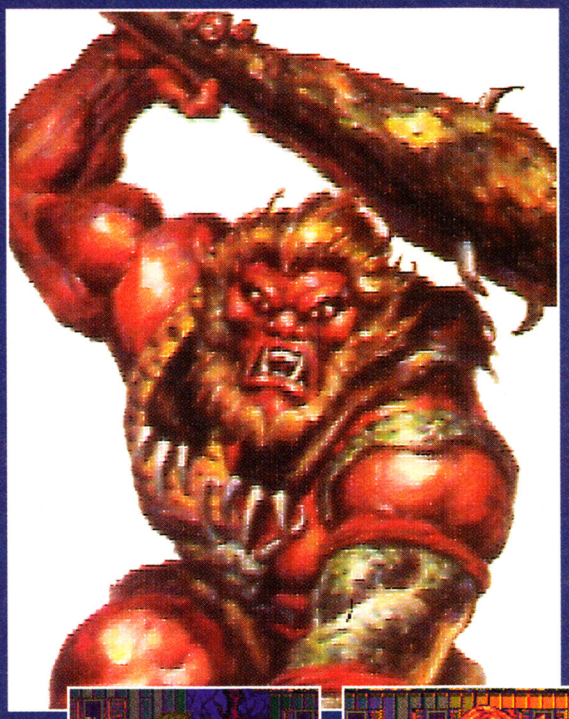
ETERNAL CHAMPIONS

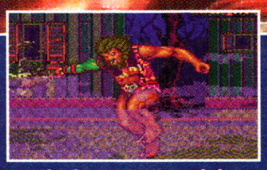
NAME: SLASH
OCCUPATION: Early Man Hunter
TIME PERIOD: 699 BC

FIGHTING STYLE: Pain
An intriguing form of combat that generally involves dispensing maximum pain on the opposition. Eye poking, ear-drum popping, neck throttling and hair pulling are part of this customised fighting style. Slash carries a large club with which to dispense pain.

BIOGRAPHY: Slash was one of the most advanced members of early human society - he was also the greatest hunter and the best fighter of his generation. Early signs of rational intelligence enabled Slash to out-think his opponents - but it also got him into trouble. He sought to radically alter his peoples' way of life by introducing far-reaching agricultural plans. The elders of his people were resistant to change and had Slash stoned to death for being an "evil force".

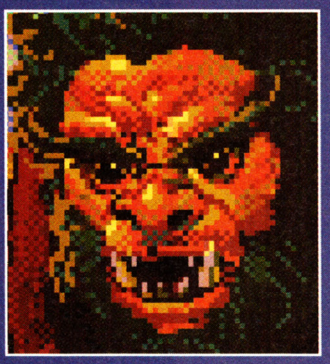
SPECIAL MOVES: Slash can chuck opponents into the air and bat them away with his club! The club is also handy for batting away projectiles fired at him. Slash also has a terrifying "spinal crush" move.

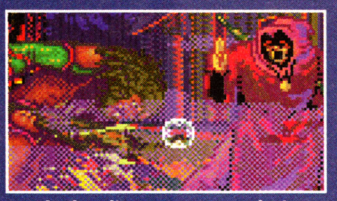




▲ Slash's spinning club attack in action.

▲ Slash is one of the most athletic characters.





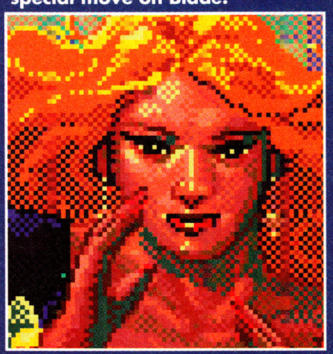
▲ Slash relies more on technique than on flashy special moves - a great starting character.

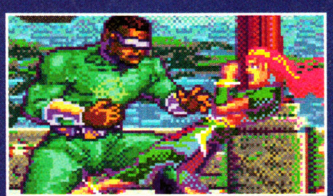
▲ Blade has technology on his side.

▲ Blade in the mist - an intriguing picture.

L MOVES: Blade has special tracking that follow a target before locking on tacking. He also has a power drain hat siphons off an opponent's inner h.

▲ Jetta unleashes a projectile special move on Blade.





▲ Jetta unleashes her true power on an unprepared Blade.

NAME: JETTA MAXX
OCCUPATION: Circus Acrobat
TIME PERIOD: 1899 AD

FIGHTING STYLES: Savate, Pencak Silat
Jetta employs the use of two martial arts. Savate is the art of French hand and foot fighting, noted for its flamboyant kicking techniques. Pencak Silat is the national fighting art of Indonesia. Many of its moves are based on evasion and the warding off of attacks. Its offensive moves involving upsetting the opponent's balance.

BIOGRAPHY: A born rebel, Jetta broke away from her Russian aristocratic upbringing to be a circus performer. During shows in France and Indonesia she learned gymnastics and martial arts. In 1899, the circus visited China during the Boxer Rebellion - where innocent Chinese protected their homes from foreigners. Seeking to find a peaceful solution to the problems, Jetta infiltrated a major Chinese organisation and worked undercover. However, she was found out. During her command performance for the Emperor of China, her tension wire and safety net were sabotaged, causing her to plummet to an untimely death.

SPECIAL MOVES: Jetta's flying choke involves the throttling of an opponent through the use of her bracelets! Her phase attack enables her to double her speed and pile on the attacks.

NAME: SHADOW YAMOTO
OCCUPATION: Corporate Assassin
TIME PERIOD: 1993 AD

FIGHTING STYLE: Taijutsu (ninjitsu) Taijutsu is a form of unarmed combat similar to jujitsu - a forerunner to today's judo. Shadow mixes this technique with ninjitsu - the art of invisibility. The techniques of the ninja involve the use of dirks, darts, daggers, throwing stars, smoke bombs and various poisons.

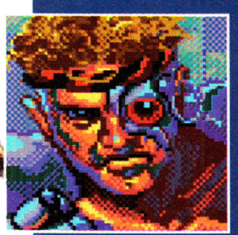
BIOGRAPHY: Shadow was the best corporate assassin in the Black Orchid organisation. Her "elimination jobs" were performed in the interests of big business - ending large company takeovers and suchlike. However, when she learned that she would be "eliminated" if she ever failed, she learned the value of mortality and would not kill again. Because the Black Orchid organisation does not allow resignations, they arranged her fall from the 101st floor of the office building.

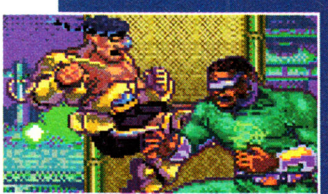
SPECIAL MOVES: Shadow can enter the twilight world of shadow for a short while enabling her to attack with no fear of being hurt. Her twirling fan attack involves flipping over on her feet and lunging forward with a razor-sharp fan. Devastating.

▲ Shadow mode - totally invulnerability to absolutely any form of attack!

▲ The final move of the combination fan attack.

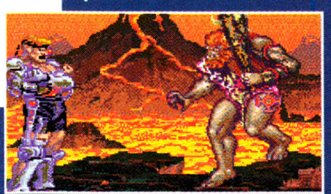
▲ Shadow's superb hybrid martial arts are pitted against the power of cyborg kick boxing!





▲ Rax unleashes his full power.

▲ Taking on the savage might of the powerful Slash!



▲ Rax locks on to the enemy with aid of his laser sight.

NAME: RAX COSWELL
OCCUPATION: Cyber-Fighter
TIME PERIOD: 2345 AD

FIGHTING STYLE: Muay Thai Kickboxing The "sport of kings" in Thailand, kickboxing is a mixture of powerful kicks and devastating body blows with both fists and elbows. One of the bloodiest fighting styles ever witnessed by the all-seeing Eternal Champion.

BIOGRAPHY: RAX (Robotic Artificial Xoskeleton) is a cyborg - part man and part machine. Once, Coswell was one of the best human kickboxers, but the emergence of cyber-fighting caused attendance in human kickboxing to disappear. He underwent painful surgery in order to become a cyborg. During a world title fight, RAX was killed by his promoter, who implanted a virus in his computer subsystems in order to win a bet.

SPECIAL MOVES: RAX's jet knee smash is quite interesting. He kicks in the afterburners and smashes his opponents into the wall! By causing a controlled overload of his sub-processors, RAX can project a devastating pulsing power orb at the enemy.

ETERNAL CHAMPIONS

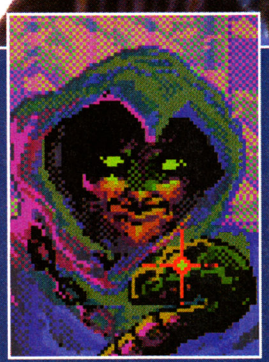
NAME: XAVIER
OCCUPATION: Warlock/Alchemist
TIME PERIOD: 1692 AD

FIGHTING STYLE: Hapkido Cane Fighting
Interestingly, Hapkido emphasises a code of non-violent counter-defence. If the dorce of an attacker's blow is strong, it must be met with a soft reception and counter-move. If the force is soft, it should be met with a powerful defence. This approach leads to the fluid and circular motion and constant mobility of the art. The cane is used in place of the limbs. Almost all hits and defenses are performed with it.

BIOGRAPHY: Xavier's career choices were very strange and all met with failure. He attempted to be a blacksmith, but nailed hot shoes onto the mayor's prize horse! Therefore, he decided to take up science - specifically alchemy - the hidden art of turning base metals into gold. After intense study, Xavier still could not find the formula, but instead created a limitless, clean power source. However, before he could document it, he was tried as a warlock and burned on the stake.

SPECIAL MOVES: Xavier's dragon trap moves causes his cane to ensnare the opponent, holding them for the ensuing attack. However, his most powerful move is the identity change - a move that morphs the opponent into another entity entirely, thus creating mass confusion.

▲ Xavier's staff is his primary weapon of attack.



▲ Xavier's celebration moves are as dark and sinister as the character himself. Behind him is the stake on which he was burned to death.

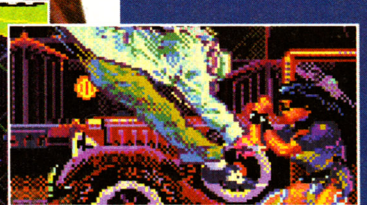
NAME: LARCEN TYLER
OCCUPATION: Ex-Cat Burglar
TIME PERIOD: 1920 AD

FIGHTING STYLE: Preying Mantis Kung Fu
Preying Mantis Kung Fu originated in a shaolin temple and is characterised by fierce grasping movements, clawing attacks and punches. The shaolin priests used these techniques to defend against larger and stronger attackers. They developed it by studying the moves of two fighting mantises, designing this brutal specialised art.

BIOGRAPHY: As a youth, Larcen became embroiled with a Chicago crime boss and under his tutelage, he became a master cat burglar. He performed many illegal jobs like planting incriminating evidence, but he would not kill. Instead he used martial arts to drop his opponents. One day, the crime boss asked Larcen to plant a package on another mafia boss recovering in hospital. However, when he got there all he could find was the crusading police chief. Realising he was probably carrying a bomb, Larcen tried to chuck it out of the window. He was too late and succeeded in killing himself, the chief - and everyone in the hospital.

SPECIAL MOVES: Larcen crawls across the ceiling and drops at speed on his opponents. The grappling hook he carries enables him to swing across the screen. His swinging hammer fists enable him to inflict multiple hits on his opponents.

▲ The grappling hook is Larcen's most useful tool.



▲ Larcen's charging attack is one of his most deadly special moves - a real killer.

▲ Larcen reels from a kick to the face courtesy of Shadow. The female warrior has engaged the shadow mode - making her invulnerable!

▲ Xavier's character has been draped in sinister mystery. His personality is an enigma, as is his range of mystical special moves.

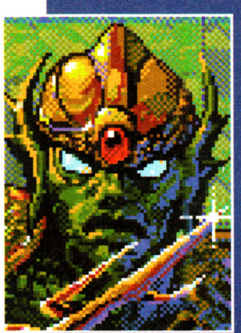
▲ Jetta uses her speedy skills to corner Shadow - one of the Russian's special moves makes her move at twice her normal speed.

NAME: TRIDENT
OCCUPATION: Gladiator
TIME PERIOD: 110 BC

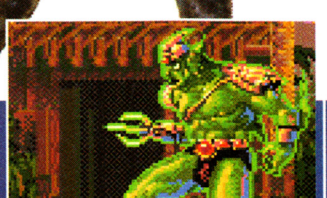
FIGHTING STYLE: Capoeria
A Brazilian form of combat, adapted by African slaves to fight oppression, in which the foot is considered the strongest weapon and the head the weakest part of the body. Thus, the core of this art's strategy involves bringing the strongest force to the weakest point. Somersaults, handsprings as well as kicks are used.

BIOGRAPHY: Trident lost a battle against a shark, resulting in the placement of a trident on his arm. During the age of Atlantis, he was genetically engineered to be the perfect warrior. During this time, the Atlanteans lived above water and competed against the Romans for mastery of the globe - although they sought a peaceful end to the conflict. The Romans disagreed and suggested a battle of champions. They rigged the fight and killed Trident, forcing the Atlanteans to seek refuge beneath the waves.

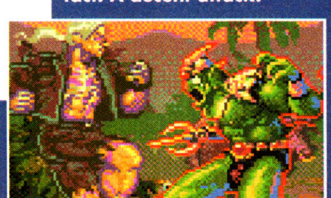
SPECIAL MOVES: Trident is one of the most powerful champions in the game. His plasma bolt is one of the largest and deadliest projectiles in the game. His bizarre liquid mode enables him to become a wall of water and avoid enemy attacks!



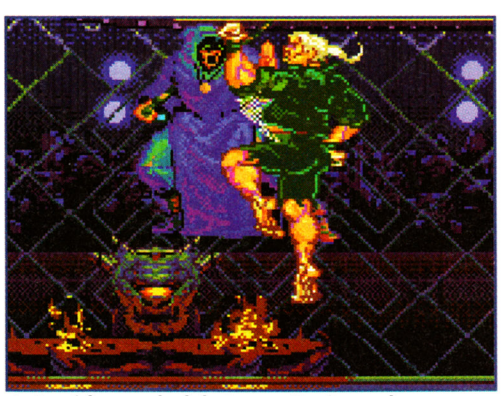
▲ The blue auro slows down an opponent on contact. A decent attack.



▲ Trident has several "auras" - each have a different effect.

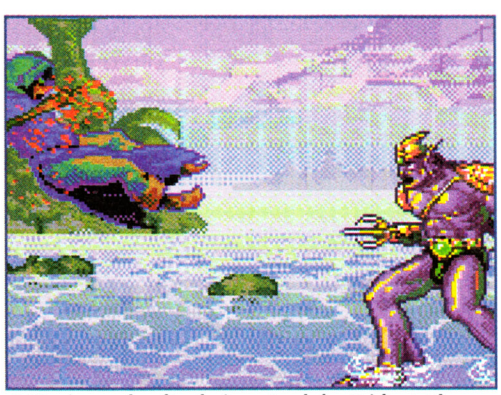


▲ The bio-drain aura dimishes the impact of enemies' blows.



▲ An airborne clash between Xavier and Midknight. Painstaking attention has been paid to every single frame of animation in the game.

▲ Two contenders from our future battle it out. Blade the bounty hunter takes on the airborne might of RAX - the fearsome cyber-fighter.

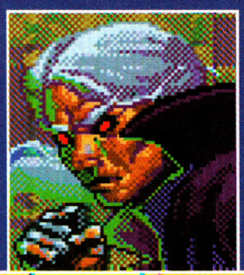


▲ Xavier reels after being struck by Trident. The Atlantean is one of the most deadly fighters in the game. The computer uses him particularly well.

▲ Larcen and Slash have two completely different fighting styles. The Chicagoan prefers long range strikes - Slash is more of a close quarters fighter.

▲ Midknight is another of the game's more sinister opponents. A virtual vampire, his refusal to kill has led to the decomposition of his body.

ETERNAL CHAMPIONS



▲ Midknight has many mysterious mind powers at his disposal.

▲ Midknight can partially drain a foe's energy bar.

▲ Midknight's powerful special moves, coupled with his basic attacks make him a strong fighter.

NAME: MIDKNIGHT
OCCUPATION: Bio-Chemical Scientist
TIME PERIOD: 1967 AD

FIGHTING STYLE: Jeet Kune Do
A martial art developed by the late Bruce Lee - literally translated it means the "way of the intercepting fist". Jeet Kune Do is a collection of basic mental and physical concepts, observations of combat manoeuvres and philosophies of attitude.

BIOGRAPHY: Midknight was a scientist developing a specialised virus aimed at bringing an end to the Vietnam conflict. However, he couldn't bear to see his formula actually used and fled to London with it. In the ensuing chase, Midknight fell into a vat of chemicals. The formula interacted with the chemicals, turning him into a super-strong vampire creature. Refusing to kill another, his body began to rot away, causing Midknight to seek a solution to his curse. Just as he was about to administer the antidote, he was killed by a government agent who drove a magnesium stake through his heart.

SPECIAL MOVES: His uneartly powers give him strange special moves, including the abiltity to become a vapor which attacks the enemy. He can also siphon off some of his opponent's life force.

▲ Flick on the replays and this selection appears after every round. HIGHLIGHT shows off the best parts of the round, AUTO shows the final blows.

▲ MANUAL replay mode is the best! Using the joypad buttons you're able to advance the action frame-by-frame - or a bit faster if you want.

INSTANT REPLAY!

One of the most intriguing new features in Eternal Champions is the replay mode. Using this mode it's possible to review the round at different speeds. It's an excellent addition to the game and allows players the chance to replay and show off their best attacks - a very good feature that isn't present in Street Fighter II. The two screenshots to the left investigate this mode in a bit more detail. The only other game with this feature is Konami's Turtles Tournament Fighters - however, the implementation in Eternal Champions is far superior.

SEGA

I AM THE MASTER!

STREET FIGHTER II

SHOWCASE FEATURE

On the following pages, you'll see just about every combo I've ever witnessed in three years of SFII play. Of course, the real joy in Street Fighter II is developing your own combos and perfecting them. For example, a bit later I'll be demonstrating the Guile double sonic boom re-dizzy - perhaps the most impressive combination assault I've seen in years. However, for the novice I'm sure the biggest question has got to be "How do I do these combos then eh?"

YEAH, BUT WHAT'S THE POINT?

Fool! Learning combos is they only path to Street Fighter mastery. As well as racking up your score, combos inflict loads more damage than normal attacks or special moves on their own. Some of the combos I've seen can drain over 50% of an opponent's energy. Learning these moves is the only way to consistently beat the opposition.

THREE STEPS TO COMBO MASTERY

Okay, you've mastered all the special moves and you're feeling rather happy. However, one thing puzzles you. During play, you often notice your character perform one move after another at high speed and you don't quite know exactly how you did it. This three-step guide should aid you in exploiting your discovery.

STEP ONE: Basic two-hit combos. Select a two-player game to give you a passive target. Choose Ken and attempt a flying high power punch, followed by another heavy punch. Repeatedly tap the punch button AFTER the console has responded to your first punch. Once you've got the knack, you'll have recognised a subtle timing required to get the two hits in quickly. Good work. You're ready to move on.

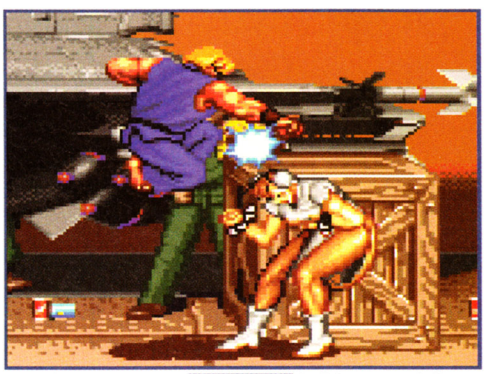
STEP TWO: Remaining with the two-hit combo, attempt a low-power punch close-up followed by a dragon punch. Use the button-tapping technique mentioned earlier to get those hits pounding in at top speed. You'll know when you've mastered this because you'll be using it in real games and your opponent is unable to block both hits. Once the first hit has connected, that's it. The second hit is inevitable. Mastered that? Good. Try a high-power punch followed by a dragon. You'll notice that the strength of the secondary attack dictates the timing required.

Until the arrival of Eternal Champions this month, Street Fighter II was the undisputed king of the beat 'em ups for the Megadrive. However, to get real enjoyment out of the game, you have to master the "combos" - combination attacks that inflict mega damage and perhaps more importantly, look rather impressive. Richard Leadbetter gives an advanced SFII master class.

STEP THREE: You're ready for step three - stringing those moves together to produce three devastating hits. The combo we're going to attempt here is a basic three-hit Ken combo. Come in with a flying high-power punch, keep tapping on the punch button to get your second punch in, keep tapping and perform a dragon movement. With the lessons in timing you've learnt from the previous two steps, you should be able to cope with this combo with ease.

LEFT OR RIGHT HANDED?

The movements you have to perform in order to pull off a combo are quite difficult, requiring speed and precision. Therefore a lot of practice is required - from both sides. Unless you are ambidextrous in your use of the joypad you're going to have problems pulling off combos in a direction you're not used to. My advice is to follow the three step plan detailed above attacking from both sides. There's no point being able to pull off stunning combination attacks unless you're capable of performing them from both sides. ➡



▲ When you start to learn the hidden art of the combination attack, choose Ken (one of the easiest guys to learn combos with). Start out by attempting a high-power flying punch...

▲ After landinf, pump the high-power punch button in order to produce another hit almostr instantaneously. Practise that until you're ready to move on...

▲ The dragon punch is best used in combination attacks. Whilst you're pumping the punch button in the previous step, perform a dragon movement. You should now have a three-hit combo!

CHARACTER CAPABILITIES

I think I've detailed just about every combo I've seen after years of Street Fighter II play and they're all here on the following pages (of course, a lot of people "design" their own based on the basics I've outlined here). Bear in mind though that not all of the characters are "built" for combo potential. Ken, Ryu and Guile are the best to start off with because their moves are so fluid. Mastering the correct timing is not difficult for those guys. However, if you're dealing with guys like Dhalsim, you're bound to have problems. Combos do exist for those characters, but they are very difficult indeed to successfully perform.

RYU

Ryu is very agile indeed and has oodles of combination attack potential. I've outlined some of the basics here and thrown in a couple of very difficult combos for you to master. Some of the best Street Fighter II players I've ever seen use Ryu.

COMBO 1

▲ The basic three-hit Ryu combo. Come in with a high-powr punch and pump that punch button!

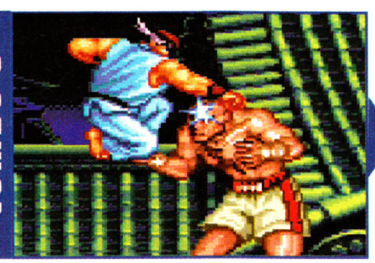
▲ The second high-power hit should now be executed almost immediately after the first.

COMBO 2

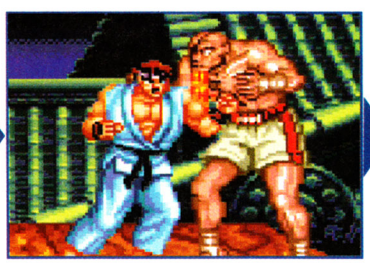
▲ A lot of combos really on jumping over the opponent. However, the attack should still connect.

▲ As soon as you land, perform a mid-power kick. You're still in very close, setting up your next move.

COMBO 3

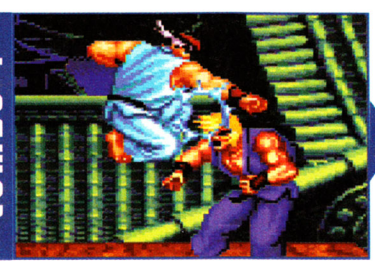


▲ This attack is a simple variation on combo one. Come in with that high-power punch...

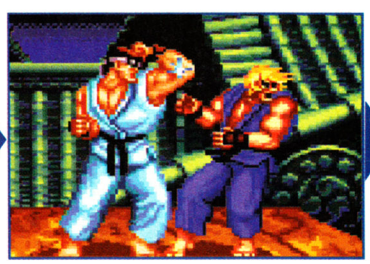


▲ ... and instantly perform a ground-based high-power punch, bringing the tally up to two hits.

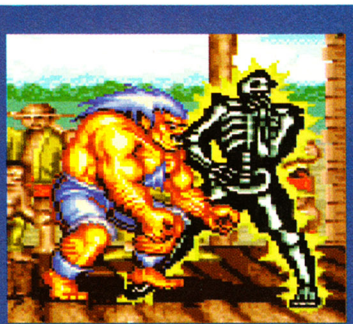
COMBO 4



▲ Perhaps the most bizarre combo I've seen! Come in with the ubiquitous high-power punch.



▲ Perform a jab move (that's the low-power punch) - fast and easy to pull off.



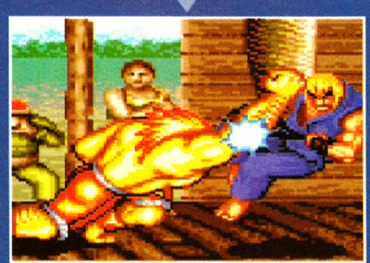
BLANKA

Blanka has all the speed and basic moves you need in order to string together some excellent combination attacks. However, his special moves aren't really as versatile or as powerful as characters like Ryu, Ken and Guile.

COMBO1

▲ Blanka is perfect for some excellent combos. A high-power kick begins this combination...

▲ ... Followed by a mid-power jab to the features. A fast move that easily sets you up for the final blow.

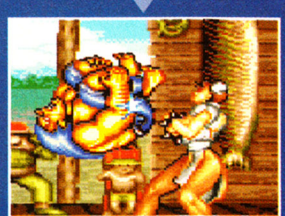


▲ A high-power punch completes the combination attack. A decent three-hit attack for the beastial one.

COMBO 2

▲ Start off with a flying high-power punch and get ready for the second attack.

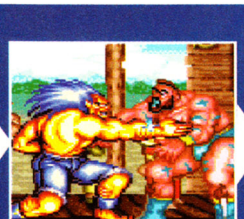
▲ Perform a mid-power kick - whilst simultaneously charging up the spin.



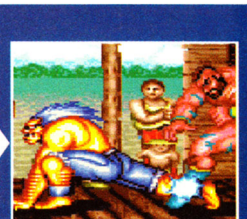
▲ The choice is yours! Finish up with either a horizontal or vertical cannonball spin.

COMBO 3

▲ A simple three-hit combo. Attack with a high-power kick.



▲ Continue your onslaught with a mid-power punch.

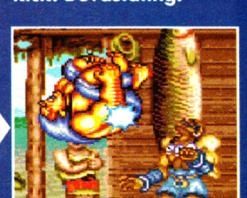


▲ Complete the combo with a high-power kick. Devastating.

COMBO 4

▲ Start with a vertical spin and immediately charge it again.

▲ In the meantime, perform a mid-power jab (keep charging!).

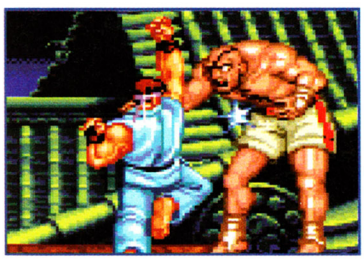


▲ Finish off with the cannonball spin of your choice!

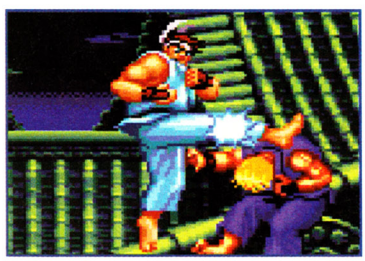
STREET FIGHTER II

▲ Whilst tapping tyhe button, perform a special move - both cyclones and dragons do the trick nicely.

▲ A simple dragon punch or cyclone is enough to complete the combo. Utterly devastating!



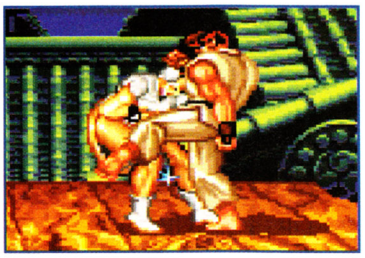
▲ The dragon punch is the perfect move to string into attacks - it inflicts far more damage in combinations.



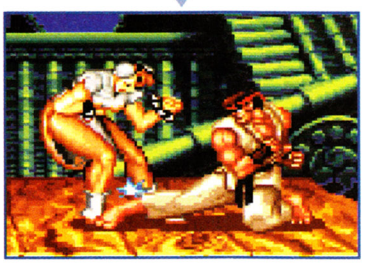
▲ And finish off with a hurricane kick. That's three easy hits - the hurricane may inflict more!

COMBO 5

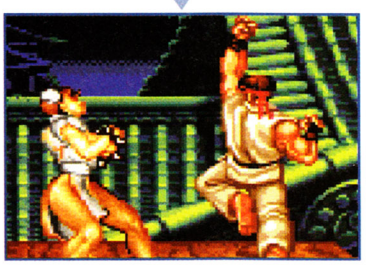
▲ Start off with another one of those very difficult jump kicks over the head in order to begin this combo.



▲ You land right in close to the opponent. Perform a low-power kick before moving on to the next move.



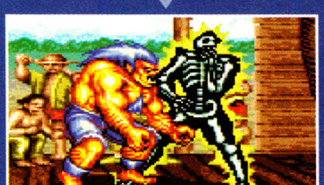
▲ A mid-power foot sweep should be your next move in this combination attack from hell!



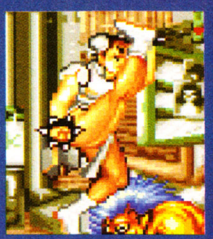
▲ You should have just enough range left to get in the dragon punch. A very powerful attack.

COMBO 5

▲ A mid-power punch starts the combo - pummel those punch buttons to charge up the...



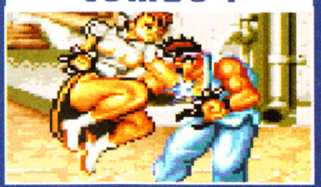
▲ ... Devastating thunderstorm attack! A bit cheesy, perhaps.



CHUN LI

Chun Li has a decent range of combination attacks at her disposal - mainly due to the lightning nature of both her agility and the speed of her moves. The combos I've presented here are the basics you need to know. Feel free to experiment with some of her other moves.

COMBO 1



▲ Start off this combo with a flying high-power punch.

▲ A mid-power punch performs this jab.

▲ The combination finishes with a high-power kick.

COMBO 2

▲ Jump over the opponent's head and perform a high-power kick.

▲ You land very close to your foe - continue with a mid-power punch.

▲ A crouching mid-power kick is the third move in this combo.

▲ This leaves you just enough room for a high-power kick. Devastating.

COMBO 3

▲ Begin with a high-power kick.

▲ A high-power punch is next...

▲ Followed by a spinning bird kick!

COMBO 4

▲ Start with a high-power punch.

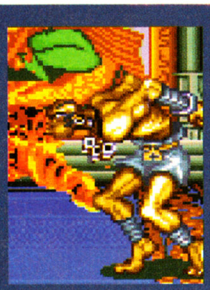
▲ Continue with a high-power punch.

▲ Finish with a hundred foot kick.

COMBO 5

▼ An easy attack. Start with a high-power punch,,,

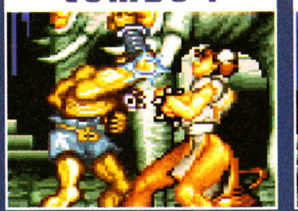
▲ And then perform a bird kick! This could inflict multiple hits.



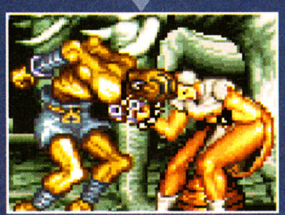
DHALSIM

Just about everyone is agreed that Dhalsim is a bit of a duffer when it comes to combination attacks. There are many you can attempt (try a few of the combos I've presented here), but remember that Dhalsim is a character more suited to long range attacks.

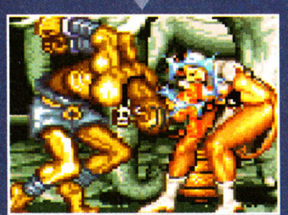
COMBO 1



▲ Get in close and start the combo with a low-power punch to the chops.

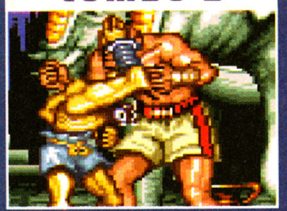


▲ A head butt (high-power punch) is the next move to attempt in this combo.

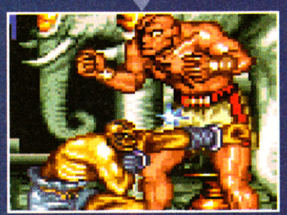


▲ If you're close enough, two hits are inflicted on your foe!

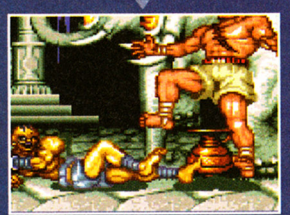
COMBO 2



▲ A low-power punch begins the combination carnage of this attack.

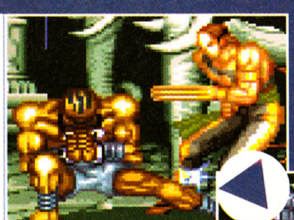


▲ A crouching jab is the next move to perform in this attack.



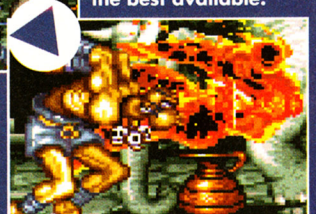
▲ The attack is complete with a high-power sliding kick. Most impressive.

COMBO 3



▲ A crouching mid-power kick initialises this simple combination attack.

▼ Quickly perform either a yoga-fire or yoga-flame move. Simple and relatively effective. Dhalsim doesn't have many combos - this is one of the best available.



COMBO 4

▲ When a foe jumps in, slide under the foe. If the attack connects...

▲ ... Immediately continue with a mid-power crouching kick.

▲ And then finish the attack with either yoga flame or yoga fire!

GUILE

Although his talents seem to have deserted him somewhat in the new Super Street Fighter coin-op, there's no denying that the Guile portrayed in the Megadrive game is a fearsome character. He has all the agility and speedy moves of Ryu and Ken along with some very damaging special moves. Only Guile can inflict five hit re-dizzies in this version of the game!

COMBO 1

▲ Jump in as close to your opponent as is humanly possible.

▲ A second mid-power punch is the next attack to attempt.

COMBO 2

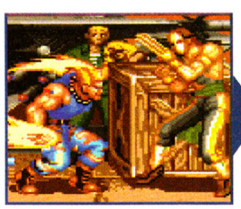
▲ The basic Guile three-hit combo. Jump in and start the attack with a flying high-power punch.

▲ Continue the combo-related onslaught with a mid-power punch to the tender regions.

COMBO 3

▲ Start the attack with a full-power kick, preferably in close.

▲ A mid-power punch is the next order of the day here.



▲ Start charging from your first attack and then release the boom!

▲ A crouching full-power kick finishes off your opponent!

COMBO 3

▲ Your foe must be very dim to fall for this one. Sonic boom!

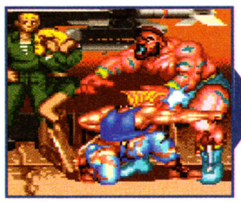
▲ Still charging, perform a high-power punch to the features.

COMBO 1

▲ Begin with a stomach cruncher.

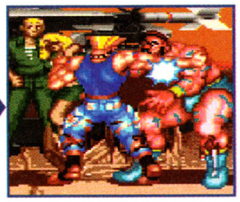
COMBO 2

▲ Lunge over the opponent...


▲ A mid-power punch begins the five-hit combination attack!

▲ Perform a sonic boom and immediately charge up again!

▲ By now your second sonic boom should be charged up!


▲ You should be just in range for a full-power punch!

▲ Charge up during the entire combination and release the power of Guile's mighty somersault kick! A smart attack and very easy to learn.

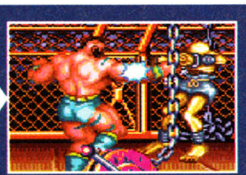
▲ Walk a couple of steps behind the boom and then jump.

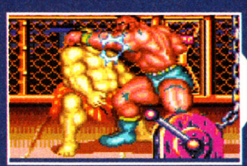
▲ Start charging for another boom. A full-power punch is next.

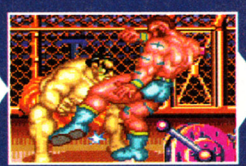
▲ Unleash a sonic boom on your enemy. As soon as it hits...

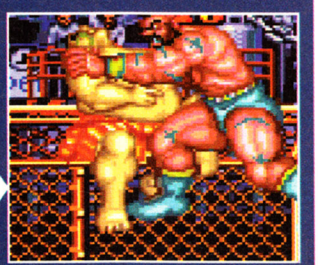
▲ ... Unleash a full-power roundhouse punch! Five hits!

▲ Land with a high-power crouching kick.


▲ Finish off with any lariat you desire.


▲ A high-power punch to the features.

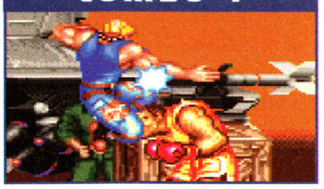

▲ A simple low-power kick follows.

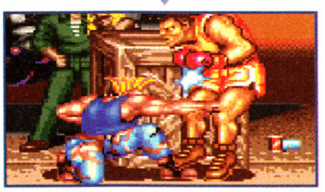

▲ Complete the attack with a spinning piledriver!

ZANGIEF

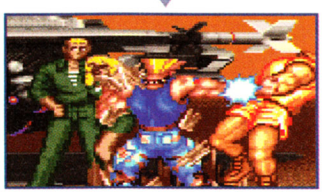
Zangief was long regarded as one of the most useless characters in the Street Fighter II tournament. With the advent of Champion and Turbo Edition, people changed their minds very quickly. Zangief has a whole host of devastating combos at his disposal - and although he's slow, his moves cause the most damage. Incorporate a spinning pile-driver into a combo and you have a major damage inducer.

COMBO 4

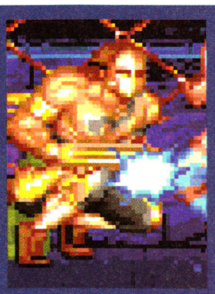

▲ The now classic Guile four-hit combo! Come in with a flying high-power punch!


▲ Land and perform either a mid- or high-power punch. Charge for the sonic boom.

▲ If you're quick enough, executing the boom should be no problem at all.


▲ The combo is complete with the inclusion of this high-power roundhouse punch.

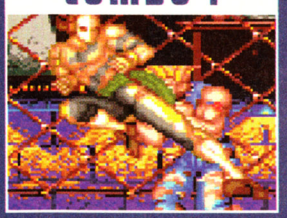
STREET FIGHTER II

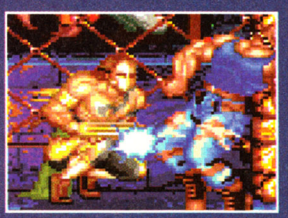


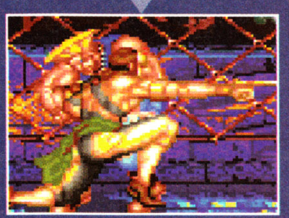
VEGA

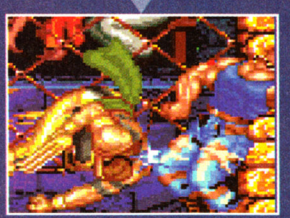
Vega and Chun Li are definitely the fastest characters in the tournament and whilst Chunners has many combos at her disposal, Vega isn't quite so well endowed. However, his rolling crystal flash can be stringed into a rather decent five hit combo that's more likely to succeed than Guile's.

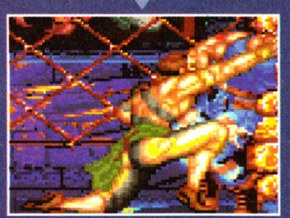
COMBO 1


▲ Charge up as you perform this mid-power flying kick on your foe.


▲ You should now be fully charged - ready to unleash a rolling crystal flash!

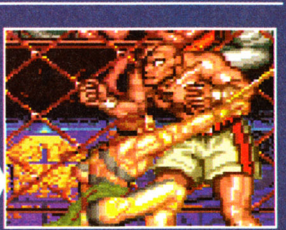

▲ A mid-power punch is required as soon as you land on the ground.


▲ The crystal flash is Vega's smartest combo move - inflicting up to four hits!

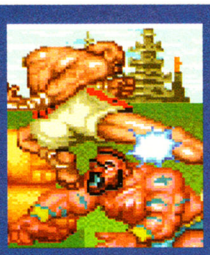


COMBO 2

▲ Jump in with a low-power kick to your foe!


▲ A low-power punch to follow the first move.

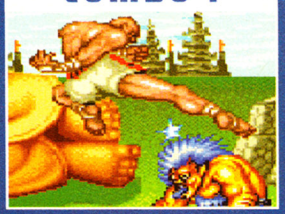
▲ Complete the combo with a sliding full-power kick attack!



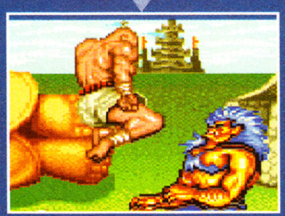
SAGAT

Sagat is another character whose skills are often neglected by the Street Fighter II community. He is actually a very powerful combatant in the right hands. Indeed, just pull off a full-power kick followed by a full-power tiger upper-cut. That's just a two-hit combo and it inflicts quite a bit of damage! If you think that's good, take a look at these combos.

COMBO 1



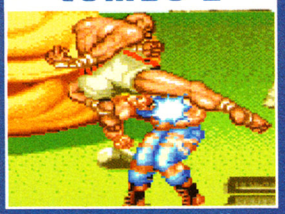
▲ A very simple-to-master combination. Start off with a full-power kick.



▲ And now, perform a devastating tiger knee! There goes one hit...

▲ ... And another! A very simple three-hit combination assault.

COMBO 2



▲ Once again, start off your attack with a full-power kick.

▲ A low-power kick inflicts an easy hit on your long-suffering opponent.

▲ Finish off with a tiger-shot to the face. Not an easy combo, but effective.

KEN

Ken is one of the most excellent fighters available in Street Fighter II: Special Champion Edition. He possesses all the speed and strength of Ryu, but close up his dragon punch inflicts two hits - excellent material for combinations attacks.

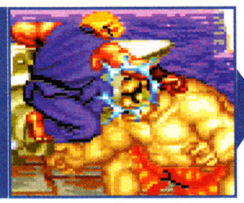
COMBO 1

▲ A simple attack, beginning with a flying full-power punch.

▲ The combo continues with a mid-power crouching kick.

▲ The move is complete with a cyclone punch. A smart combination.

COMBO 2



▲ Come in fast with a flying full-power punch to the face.

▲ Begin to jump over your opponent, but be quick, because...

▲ ... As you jump, you need to get in a full-power punch...

▲ ... Followed by a hurricane kick! A very strange combo indeed.

COMBO 3

▲ Start with one of those difficult-to-pull-off flying kicks.

▲ You land very close, so perform a low-power standing kick.

▲ A low-power crouching kick follows.

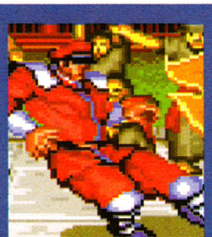
▲ The move is complete with a dragon!

COMBO 4

▲ Begin with a full-power punch. Bear in mind, you need to be very close up to your opponent.

▲ You're still very close to your opponent, so pull off a full power dragon punch.

▲ Because you're so close-up, the dragon punch inflicts two hits! Loads of damage.



M BISON

The speed and agility of Bison are excellent. His special moves can be stringed into some damaging combination attacks. However, players quickly become bored with Bison due to the rather tiresome nature of his special moves.

COMBO 1

▲ Slide to your opponent.

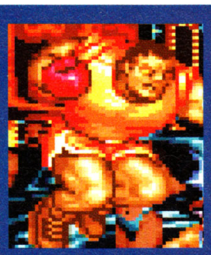
▲ Charge and jab your opponent.

▲ Three jabs are required...

▲ ... Until you're fully charged.

▲ And then perform a scissor kick.

▲ There! A six-hit combination!



BALROG

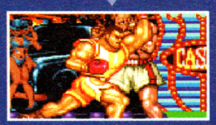
This mean boxer is a character short on variety in terms of moves, but more than makes up for it with fast moves and the potential for some excellent combos. Beware though, Balrog hasn't any kicks and is often vulnerable to lower attacks.

COMBO 1

▲ A flying full-power punch...

▲ ... And jab again! Continue charging.

▲ ... Begin to charge, then jab...

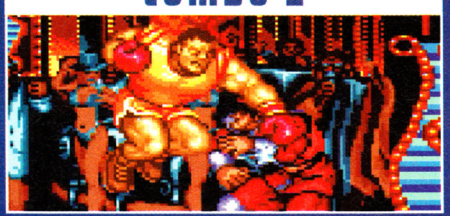


▲ Unleash the dashing uppercut.

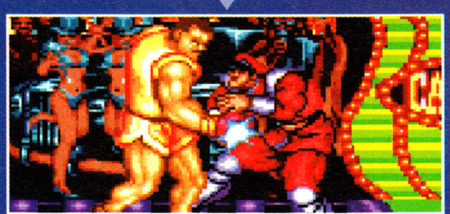
▲ ... Jab again (continue the charge)...

▲ Round if off with a full-power punch.

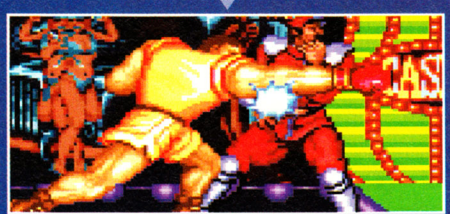
COMBO 2



▲ As you jump towards your opponent, charge up for a dashing straight punch. A flying high-power punch here...



▲ ... Followed by a mid-power jab to their tender regions. By now, the charging time necessary should have elapsed.



▲ Follow up your jab by unleashing the power of Balrog's dashing straight punch! A mighty fine combination.

INTERESTING "CHEATS"

There are three different secret modes that Capcom have added to Street Fighter II: Special Champion Edition. They aren't really cheats as such, but do allow for some intriguing play - for example, have you ever played a match using only special moves? Do you and your pal want to choose the same characters in the Group Play mode? Perhaps you'd like to play Champion Edition with hyper speeds? Check out these fascinating codes.

CHAMPION EDITION WITH HYPER SPEED!

You have to be quick with this code. Turn on the cart and leave the joypad alone until the intro sequence comes to the bit with the scrolling building (pictured). When the screen begins to darken enter the following code: DOWN, Z, UP, X, A, Y, B and C.

Now on the title screen you can add speed stars to the Champion Edition mode! Smart eh?

USE ONLY SPECIAL MOVES IN ONE-PLAYER MODE

Reckon yourself a Street Fighter II master eh? Well try this intriguing little cheat that removes all special moves in the one-player mode. Turn on the cart and wait until the Capcom logo appears, then enter the following code: DOWN, Z, UP, X, A, Y, B and C.

Now you'll find the one-player mode just a tad harder.

USE THE SAME CHARACTER IN GROUP PLAY

In the Match Play rounds you choose multiple characters, but once a player ha chosen a character, he/she can't be chosen again. However, that problem becomes a thing of the past with this cheat. On the screen shown below, enter the code: DOWN, Z, UP, X, A, Y, B and C. You should hear an audio indication that the cheat has worked (Chun Li saying "Spinning Bird Kick" or something).

Now you'll be able to select the same street fighter twice! Excellent stuff. Scrutinise the picture the on the right if you're left in any doubt.

SEGA

SHOWCASE

GET THE FUNK OUT

SHOWCASE FEATURE

TOE JAM AND EARL, THE TWO FUNKIEST DUDES IN THE ENTIRE UNIVERSE, ARE BACK IN THEIR MOST BIZARRE MEGADRIVE ADVENTURE YET, SO WE THOUGHT WE'D BETTER SEND OUR RESIDENT GROOVY CAT SWINGER, PAUL 'I FAVOUR THE HIP, WIDER TROUSER-BOTTOM DADDIO' GLANCEY DOWN TO FUNKOTRON AND SEE EXACTLY WHAT THEY'RE UP TO...

FUNKY HAPPENINGS

Ladies and Gentlemen, meet Toe Jam and Earl, two unsuspecting alien teenagers who recently returned to their home world, Funkotron, after crash-landing their spaceship on the previously unknown planet of Earth and braving untold danger to escape. How little did they know, and how little did their fellow Funkotronians know, that when they returned they brought with them a plague that would place the whole planet in mortal danger - a plague of EARTHLINGS!!

By clinging to the outside of Toe Jam and Earl's spaceship, the Earthling invaders managed to survive the journey between the stars and are now running amok on the surface of Funkotron, scaring the population and screwing up the environment with their unhealthy practices and tuneless singing.

Circumstances took a turn for the worse when it was discovered that Lamont the Funkopotamus, source of all Funk on Funkotron, had gone into hiding, apparently in fear of the Earthling invasion. Without Lamont, the Funk is fading from Funkotron and the consequences of that are too horrifying to consider.

The spread of the plague MUST be halted NOW. The Earthlings MUST be rounded up and sent back to Earth before they do any more damage. Furthermore, Lamont the Funkopotamus MUST be found and coaxed out of hiding so that Funkotron can be saved.

And seeing as they got everybody into this mess in the first place, Toe Jam and Earl MUST be the ones to sort it out... or else!

THE FUNKING NEW STUFF

The boys are back - three-legged Toe Jam and his blobbish homey in jam shorts, Big Earl. Created by the programmers at JVP, the two hip heroes were responsible for a minor hit back in 1991, and like their first game, Panic On Funkotron is Megadrive entertainment in an explore 'n' collect 'em up style. This time, though, there are 16 Megabits-worth of exploring to be done, and a lot of new dangers for the guys to out-cool.

FUNKING GREAT DIFFERENCES

The big difference between this game and the first is that a major platform game element has been added. Instead of just strolling around landscapes, Toe Jam and Earl, either as a pair in two player mode, or on solo excursions, have to hop around gigantic levels set on hilly landscapes, with secret doors, hidden platforms, floating bubble rides and even underground rivers, all waiting to be uncovered.

Toe Jam and Earl are on their home turf, so the only things that pose any danger to them are the Earthlings they're hunting down, and they're usually hiding up trees or in bushes or under manholes. Finding them entails giving the background scenery the odd shake or shove to knock them out of hiding. To catch them, the boys are armed with unlimited supplies of Trap-O-Matic jars which they fling at the invaders until they're sucked in and trapped. Once all the Earthlings are bagged Toe Jam and Earl can head for the end of the level, where a rocket is waiting to ship them back to Earth where they belong, and the boys are then catapulted to the next level.

YO HOMIES!

Remember all those great bonus gifts you could pick up in the first game? Well Sega have carried that idea across to the sequel too. Hidden all over the place are presents which bestow super jars (improved traps ➡

ToeJam & Earl in PANIC ON FUNKOTRON

▲ This "flash" photographer blinds our heroes. Pull DOWN in order to cover your chosen champion's eyes.

▲ Eye, eye! ToeJam has a rather intriguing experience in this particular area of Funkotron.

which do the trick with the first hit), coins, Funk points, Panic points and Funk-Vacs (check out The Power Of Funk box for the details on those) as well as food to boost flagging energy levels. Some gifts are so well hidden that you need to activate a series of switches which appear like big doorbells in the middle of the landscape, or put a coin in a parking meter to reveal them. The guys can also count on the help of their Funkotronian buddies who occasionally appear to give them some useful info about a hidden Earthling or a secret warp.

2 FUNKY 4 U?

As well as including new gameplay elements, Sega have improved the graphics in Panic on Funkotron, building on the crazy style of the first game. The sprites are really big and cartoony, and the bright colour schemes are well in evidence. And, like the first game, great efforts have been put into making the soundtracks suitably groovy, with loads of hip tunes, including some remixes of the original tracks backing the action, as well as new sampled comedy sound effects and even a replay-the-drum-track sub-game. In truth, only the funky will survive.

ENTER THE HYPERFUNK ZONE

▲ ToeJam enters the portal...

▲ ToeJam's all funked out in the Hyperfunk zone.

Every level has at least one warphole in the local space-time continuum. Open it up and you've got a passage to The Hyperfunk Zone where there are presents galore just waiting to be scooped up. B-u-u-u-t, Toe Jam or Earl can only hang in there for a limited amount of time and when the pizza clock turns green in the corner of your screen they get thrown back to their own dimension. So they have to race through the hilly terrain, grabbing those gifts as well as any extra time and speed-up icons they find. B-u-u-u-t (and this is another 'b-u-u-u-t') there are barriers which slow our heroes down, as well as warpholes which take them BACK from The Hyperfunk Zone prematurely, and the only way to avoid these obstacles is to Funk-Move through them.

With the scenery moving faster and faster and the obstacles and presents flowing thick and quick, the test is to see how far you can get in the time limit, snapping up the good stuff and Funking through the junk. This demands fast reflexes as well as the ability to remember what's coming up over the next hill, and, believe me, if you can get past the third section you're doing well.

SEGA

THE POWER OF FUNK

As Marlon Brando might once have said in *On The Waterfront, 'With Funk on your side you can do anything', and as far as this game goes, it's almost true. Collect the right stuff and you can make things so much easier for Toe Jam and Earl with these handy Funk devices. May The Funk be with us all.**

FUNK MOVE

Warps the Funkster a couple of metres to the left or right, out of harm's way. Can also warp him through apparently solid walls to hidden areas.
COST: 1 FUNK POINT

FUNK SCAN

Scans the screen for Funk and Anti-Funk radiation which indicate the presence of hidden presents, Earthlings, secret doors that sort of thing.
COST: 1 FUNK POINT

PANIC

Causes the user to PANIC, running left and right, hurling Trap-o-Matic jars in all directions. Only to be used in cases of dire peril.
COST: 1 PANIC POINT

FUNK-VAC

Plants a Funk-Vac machine in the landscape, sucking in all Earthlings in the immediate locale, trapping them and neatly ejecting the jars for collection.
COST: 1 FUNK-VAC POINT

***If only the line had been in the script.**

TOE JAM AND EARL: A LIFE IN PICTURES

It was thanks to their creators at American developers, JVP, that Toe Jam and Earl were launched onto an unsuspecting audience in 1991 in their first Megadrive game, aptly entitled *Toe Jam and Earl*.

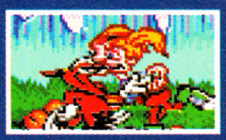
This was a simple collecting game, in which the unearthly stars crash-landed their spacecraft on Earth and had to retrieve the bits so they could get back to Funkotron. It was a minor hit and the crazy mix of two-player exploration, zany gags and wicked sampled sounds earned the boys semi-stardom amongst Megadrive players. Collectors of TJ and E memorabilia may be pleased to hear that this cart is now available on Sega's budget range for less than twenty of your Earth-pounds.

▲ Our heroes as they appeared in 1991's debut adventure - now available at £19.99.

Toe Jam and Earl's only other appearance to date has been a cameo role in the games pack bundled with Sega's Menacer light gun. Their game, *Ready, Aim, Tomatoes!*, was a simple aim-at-the-screen shoot 'em up, but the inclusion of the weirdo baddies and sounds from the first game made this the ace in the pack.

I-SPY EARTHLINGS

Know your enemy! Since Toe Jam and Earl brought the Earthlings to Funkotron the menace from space has swept across the surface of the planet. These are the species our scientists have been able to identify so far.



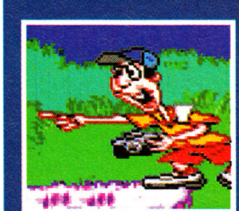
SQUAWKING GIRL
Has taken up residence throughout Funkotron. Habitually leaps out of bushes, giggles and kicks hunters on the shin. Fortunately, very easy to trap.
SCORE: 200 POINTS

BASEBALL KID
More coordinated than the Squawking Girl, this animal can duck the trapper's jars, then takes pleasure in pelting him with tomatoes, yelling, 'Hey!! Catch!'
SCORE: 300 POINTS

PEA-SHOOTER
The Pea-Shooter is to be found around the Slammin' Slopes, where it floats from clusters of balloon-like growths and expels hard pellets through its elongated mouth parts.
SCORE: 300 POINTS

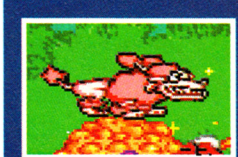
MISSUS FATLADY
Harmless in itself, but has a symbiotic relationship with Fifis (see below). The Missus Fatlady wanders the hillsides calling, 'Coochi-coochi-coo!', apparently a warning cry which encourages its savage pink companions to leap out of the undergrowth and attack without mercy.
SCORE: 100 POINTS

BATH-BOX GUY
A hardy species, this creature sits naked in a cardboard box, polluting the Funk waves with bad opera singing while apparently bathing, until it is disturbed. It then either hurls tomatoes at the potential threat or takes cover underneath the box, marches toward it and politely shoves it out of the way.
SCORE: 1000 POINTS



CAMERAMAN
Lurks in bushes until a Funkotronian passes, whereupon it leaps out and fires a blinding flash of light. Trappers are warned to keep their eyes covered whenever they hear the mating call of the Cameraman which sounds like, 'Say cheese!' Beware the female of the species which is especially dangerous.
SCORE: 500 POINTS

CRAZY OLD WITCH
This strange flying creature is harmless, except for the fact that it likes to drop bags of powder on passers-by. This powder induces involuntary fits of laughter which leave the sufferer immobilised for several seconds.
SCORE: 400 POINTS



THE FIFI
Canine parasites which live off the Missus Fatlady (see above) and which are usually found somewhere near their host in packs of three. The Fifi is small and reasonably easy to trap, but is capable of ferocious biting attacks.
SCORE: 200 POINTS

SPECTRAL COW
This rarely-seen supernatural entity takes the form of a floating Earth-cow which takes nourishment from 'possessing' Funkotronians. Symptoms of Spectral Cow possession are spasmodic head rotation and involuntary moo-ing.
SCORE: 400 POINTS

FLYING DUCK
Incapable of flying under its own wing power, this aggressive bird has evolved the ability to pilot a magic carpet. Any encroachments on its territory provoke terrifying dive bombing attacks.
SCORE: 900 POINTS

BOGEY MAN
A shadowy creature shrouded in mystery. Appears out of thin air, usually behind its unsuspecting victim, waves its arms and cries, 'Boogey boogey!', thus putting the wind right up him something chronic, sir.
SCORE: 300 POINTS

FUNK ME RAGGED!

▲ Peabo - the triple-eyed funk maniac of Funkotron is on hand for a most entertaining funk session with ToeJam.

HEY! YOU! Running low on those essential Funk Points? In today's busy world where the Funk is draining away minute by minute, it's all too difficult to keep sufficiently funky for those workaday Funk Moves and Funk Scans. So take our advice and let TJ and Earl earn some free Funk by jamming out with their buddies!
When the fellas run into Peabo or Sharla or one of their other space-pals, they're shown a sequence of new moves which you have to remember and repeat on your joypad with the A, B and C buttons. A meter at the top of the screen rates your performance and if you get the sequence of Shakas (on the A button), Booms (on B) and Claps (on C) correct, AND get the rhythm right, you can expect an AWESOME rating and seven extra Funk points. A complete wipe-out rates a LAME, which leaves the guys' reputations in tatters and earns less Funk points than a Norwegian Eurovision entrant.

TOE JAM AND EARL IN PANIC ON FUNKOTRON IS REVIEWED ON PAGE 100

SHOWCASE

SPORT MANIA!

SHOWCASE FEATURE

The range of sports simulations available on Megadrive is vast to say the least - but which ones are the best of their kind? To help you make the right choice, and at great personal hardship so he says, Jaz Rignall has been playing every Megadrive sports game in existence to sort out the winners from the also-rans.

MULTI-EVENT SPORTS

There are plenty of games containing several events on one cartridge, but by far the best of the bunch is California Games. This great-looking and highly unusual collection of West Coast sporting past-times provides great entertainment in the form of rollerskating, skateboarding, hackey sacking, BMX-ing and surfing. All are fun and, more importantly, are completely different from one another. California Games also boasts multi-player options, great playability which gives you plenty of scope to improve your scores and go for world records and a dinky £19.99 price tag - which makes it a must!

The other games of this ilk are based around Olympic-type events. Accolade's Games: Winter Challenge takes us on a chilly eight-event Olympic tour encompassing speed skating, downhill, luge, cross country, bobsled, biathlon, giant slalom and ski jump. The game is enjoyable, but the lack of variety between events (the luge and bobsled are very similar, as are the two skiing sections) and patchy graphic quality means this is for Winter sports fans only.

Summer Challenge, also from Accolade, is much better. The overall quality is better and there's far more variety, even if the emphasis is mostly on bashing the buttons as fast as you can. Javelin and archery stand out as the pick of the events, but pole vault, equestrian, speed cycling, hurdles and canoeing are still enjoyable, if occasionally frustrating due to the tricky timing and controls.

TENNIS

For ages, Megadrive tennis games were as thin on the ground as the hair on Paul Daniels' head, but over the last year the genre has burst into life with the release of four tennis games: Andre Agassi, Grandslam, Wimbledon and Davis Cup.

Andre Agassi's Tennis from Tecmagik is plagued with poor graphics, unresponsive controls and fiddly gameplay, and when you consider that this is the same price of the other three - £39.99 - it simply doesn't warrant consideration. Sega's Wimbledon, on the other hand, does. It has plenty of moves, play options and multi-player modes (with up to four simultaneous participants if you've got a Sega Tap) and overall it's a very good, if sometimes frustratingly hard game that expert players will undoubtedly enjoy.

Grandslam Tennis is right up there with Wimbledon - it's a fast, slick, enjoyable tennis game, and although it lacks the four-player mode of Wimbledon, it's still an excellent buy.

Saving the best 'til last, we move on to Domark's Davis Cup Tennis. Jam-packed with feature, play options and sporting marvellous gameplay and excellent graphics, this highly playable and very addictive simulation is the best Megadrive tennis title by a wide margin. If you're a fan of racquet sports, this is an absolute must!

BOXING

There are two titles slugging it out in this category: Greatest Heavyweights and Muhammed Ali Boxing.

The former is jolly good indeed and is reviewed on page 108 if you want more details. The latter is even better! Featuring full 3D graphics seen from a TV camera-type perspective which rotates around the boxers to pick up the best view of the action and terrific

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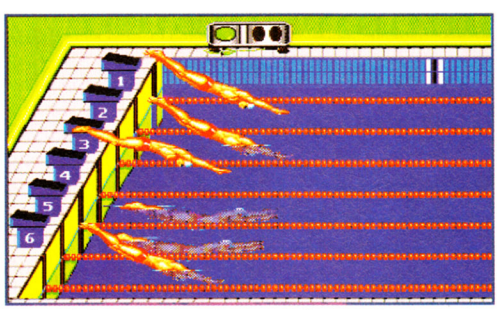
▲ US Gold's Olympic Gold has an excellent archery section.

▲ Olympic Gold's hammer throw event requires fast button-bashing and split-second timing...



▲ ...while the swimming puts the emphasis on strategic pace-setting.

sound, this game really generates a big fight atmosphere. The controls are excellent, the gameplay is tough and there's enough variety to keep even the most pernickety of pugilists happy for weeks.

FUTURE SPORTS

Now it's time to take a trip to the future and participate in sports that have yet to be invented! Electronic Arts' Mutant League Football is a sort of John Madden Football with monsters. Based on the sport of American Football, but with rule-bending, player-rending gameplay, this graphically pleasing title provides plenty of fun and tongue-in-cheek violence. The only downside is the slightly limited play options which dampen long-term appeal.

Super Baseball 2020, also from Electronic Arts is a version of future baseball (surprise!) played by maniacal robots who can throw and bat at rocket speeds. The visuals are terrific, and with plenty of options and solid gameplay, this is not only a decent game in its own right, but is also a viable alternative to the 'real' baseball games on offer on Megadrive!

The third and best of the trio is Speedball II from Virgin, a cross between rugby, football and a bar brawl. The object is to take control of an armour-clad team of hoodlums and beat a similarly-kitted crew by scoring more goals than them. It's simple, fast and brilliant, with great graphics, tough opponents, full league tables, player training menus and multi-player options. It's a genuine classic, and at £34.99 is well worth checking out.

FOOTBALL

For ages Megadrive owners had only one football game to buy: the rather naff, over-head-viewed World Cup Italia '90. These days the soccer scene is fair bursting at the kilt with stunning software, the best of which are Sensible Soccer, Super Kick-Off and FIFA Soccer.

Sensible and Kick-Off both use similar types of overhead views and both feature very fast action. Sensible (Sony Imagesoft) is the easiest to master and plays rather like a very fast arcade version of football. Playability is absolutely superb and there are plenty of options and features. Kick-Off (US Gold) is an expert's game. The tricky controls and tough difficulty level makes this very hard to master, but persevere with it and you'll find it an incredibly rewarding game to play, with months and months of lasting appeal.

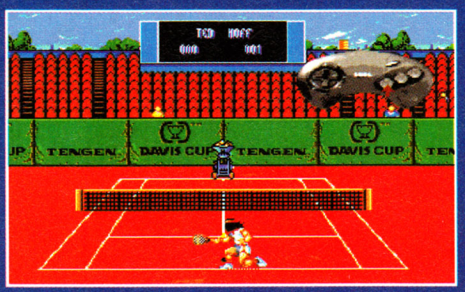
But brill both those may be, the newest and greatest Megadrive football game is Electronic Arts' FIFA Soccer. If you want to know more about it, turn to the two-page review on page 94.

GOLF

There are a number of decent golf games available on Megadrive, but only one is a truly essential purchase: PGA Tour Golf II from Electronic Arts. I cannot praise this game highly enough. It is the game that I have played more than any other videogame this year. It has one of the best-designed control methods in the history of videogam-

TENNIS

▲ Davis Cup is the best Megadrive tennis game on the market. It's packed full of features, including a split screen two-player mode.



▲ This is Davis Cup Tennis in single-player practice mode. Note the full screen action for solo play.

FUTURE SPORT

▲ 2020 Baseball was originally a hit on the Neo Geo, but is now available on Megadrive through Electronic Arts.

▲ Mutant League Football is a futuristic American football game where rule-bending and foul play are encouraged!

▲ Annoyed by dodgy decisions? In Mutant League Football you can always take revenge on the referee!

FOOTBALL

▲ Utilising a unique, highly realistic view-point, FIFA Soccer is a truly revolutionary football game.

▲ FIFA Soccer features an incredible amount of different moves. Don't expect to master it instantly!

WRESTLING

▲ Those famous WWF Wrestling superstars get to grips with one another on Megadrive.

BOXING

▲ This tender moment is taken from Muhammed Ali Boxing - the best boxing title ever written.

▲ Greatest Heavyweights is extremely enjoyable too, and is reviewed on page 112.

RUGBY

▲ Sensible Soccer features fast arcade-style gameplay and a host of playing options.

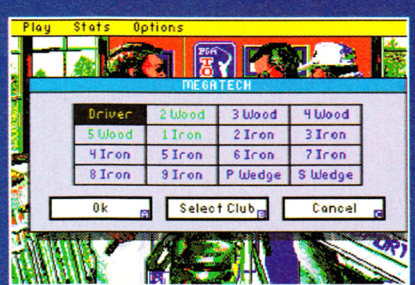
▲ International Rugby Challenge is the only Megadrive rugby game available. Fortunately it's pretty good!

▲ Short on graphics, long on gameplay, Sensible Soccer is the fastest football game available.

GOLF

▲ The control method is easy to use but has incredible flexibility to allow experts to pull off amazing shots.

▲ WWF successfully captures the over-the-top action of the massively popular sport.



▲ Get rid of the 3 and 4 Woods and select 2 Wood and 1 Iron instead - they're far more useful.

▲ No onto the green in two for Joey. In fact it looks as though the ball's going to drift into the bunker!

ing. It has the most protracted and consistent long-term appeal of any game I can think of. It also has seven 'real' skill-taxing courses, auto-saving player stats, practice, tournament and skin modes and a four-player option (without the need of a Four-Way-Play or Sega Tap). And it's golf. Unbelievable, I know, but just play it and I defy you not to be hooked. PGA II is one of the greatest videogames ever. If I was stuck on a desert island with only a Megadrive for company and could have only one game to play on it, it would be this without a shadow of a doubt.

RUGBY

If it's a rugby game you're after, there's only one choice: Domark's International Rugby Challenge. But it isn't a bad game by any stretch of the imagination and Domark have successfully captured the feel, pace and action of the sport. The computer opponents are challenging, the titchy graphics are okay and the control method is fine once you're used to it - rugby fans go for it!

WRESTLING

Join me as we enter the Spandex Zone where Wrestle War, WWF Royal Rumble and WWF Wrestlemania grip 'n' grapple with one another to see who's best. In the blue corner, sporting a £19.99 price tag is Sega's very own conversion of one of their more obscure coin-ops, Wrestle War. Graphically it's good, the playability is fine, but the difficulty level is a wee bit low, making it rather easy to compete.

In the red corner there's WWF Wrestlemania, the first of Acclaim's WWF games. It sports a number of WWF stars and different play modes, the graphics and sound are good and the game is pretty good fun to play. The only down-side is that the emphasis is on bashing the buttons as quickly as you can and the wrestlers all have the same moves.

In the yellow corner is WWF Royal Rumble, brand spanking new and much, much better than its predecessor. It still has button-bashing gameplay, but features more wrestlers (each with their own custom moves), improved graphics and far more play options (including a brilliant free-for-all which is major havoc). It's definitely the best wrestling game around and is highly recommended to grapplin' fans.

US SPORTS

AMERICAN FOOTBALL

When Electronic Arts launched the first John Madden's Football game in January 1991 they set new standards of excellence for others to beat. So far, nobody has come close, and it's not difficult to see why: stunning graphics, great sound, tons of different moves, superb gameplay and a beautifully designed control method that easily lets you dictate every aspect of the game make the John Madden's games some of the finest sports simulations seen on any system.
So let's see what makes up the series. First of all, there's the original John Madden's Football. It's still a superb game, and although the computer opponents are easier to beat than subsequent versions, it's well worth getting if you're new to American football and see one going cheap.

John Madden's '92 was next, improving on the original with the help of more teams, more moves, replay option, rough play option and faster and more intelligent computer teams.

A year later and the '93 version appeared - but amazingly it wasn't as good as the '92 version! It featured more teams and more speech, but the game actually ran slightly slower!

The latest installment, John Madden's '94, released only two weeks ago, has a new graphics system (which isn't as good as '92's), more plays and a four-player option (with EA's Four-Way-Play), but offers very little improvement over Madden's '93 very in terms of gameplay and difficulty.

So which version is best to buy? Well, for solo players the slightly speedier Madden's '92 gets my thumbs-up, whereas if you're the sort of person who always has friends around, I'd be tempted to go for the latest edition.

Although this sector of the sports marketplace is dominated by Madden's, honourable mentions must go to EA's Bill Walsh College Football (very similar to John Madden's '94 with different teams, plays and tactics) and Sega's Joe Montana Sportstalk Football, an easy-to-grasp, ideal-for-beginners American football game that, thanks to the fact that there are over 150 words and phrases packed into the cartridge, features a very impressive full running audio commentary throughout the game.

BASKETBALL

Although it hasn't the following of American football in this country, there are still plenty of Megadrive basketball games around. Electronic Arts has the three of the best: Bulls Vs Lakers, Bulls Vs Blazers and Team USA Basketball. All are very similar in principle and offer great graphics, fine animation and polished gameplay. If you're a basketball fan, look no further than any of these - I'd personally go for Team USA first because I think it's ever so slightly better than the other two.

Taking a different approach to the game is Jordan Vs Bird, a one-on-one version of the sport. It's fun, especially with two players, but unless you're really clued-up on the subtle intricacies of one-on-one basketball, you'd be bet-

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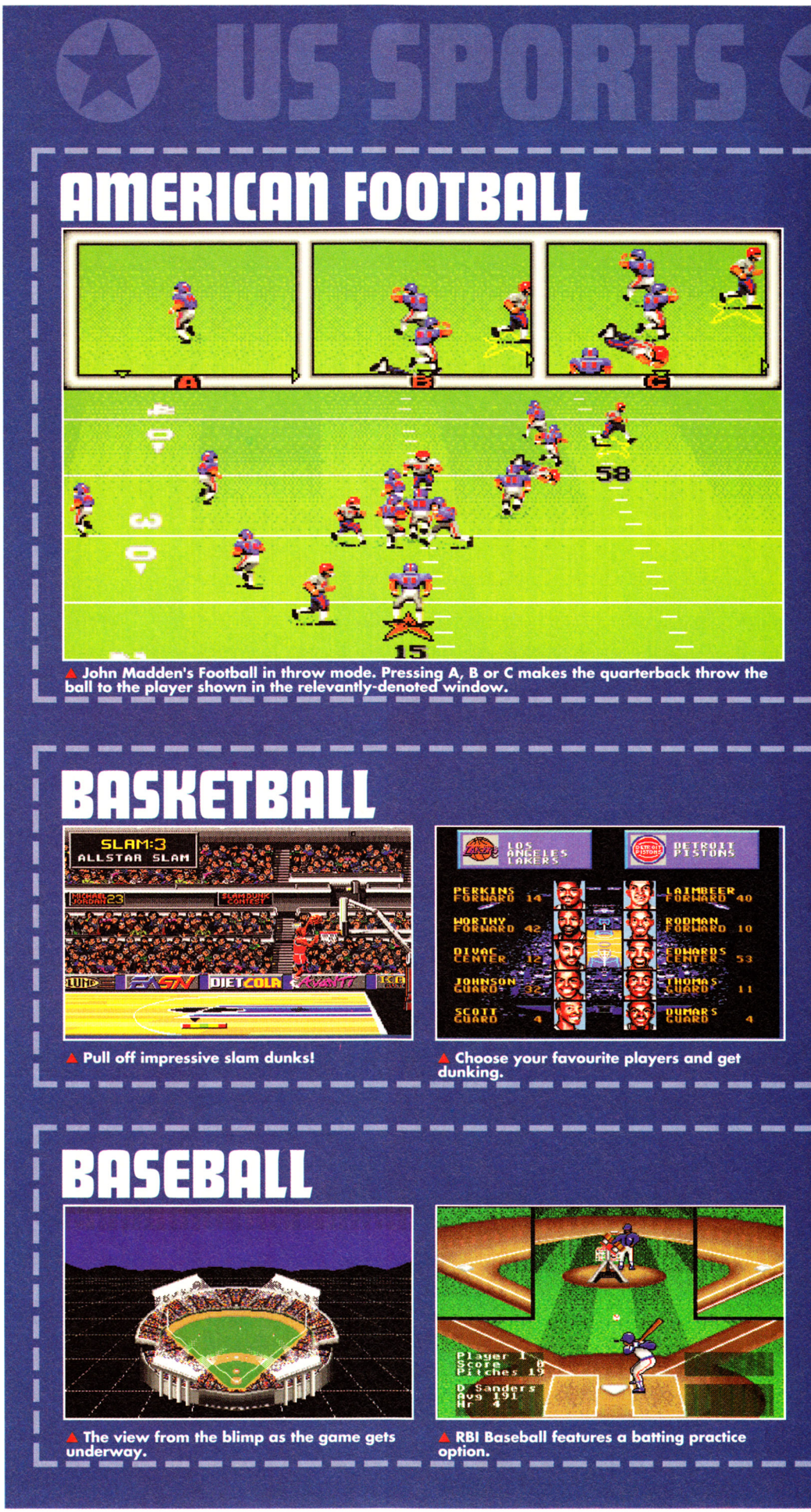


▲ John Madden's Football in throw mode. Pressing A, B or C makes the quarterback throw the ball to the player shown in the relevantly-denoted window.

▲ Pull off impressive slam dunks!

▲ Choose your favourite players and get dunking.

▲ The view from the blimp as the game gets underway.

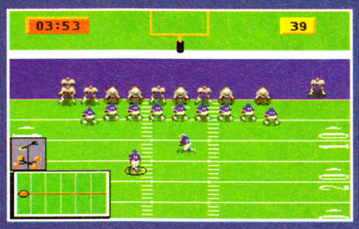
▲ RBI Baseball features a batting practice option.

US SPORTS

▲ The player has just returned a punt and now has the opportunity to decide on an attacking move.

▲ John Madden's features an extensive replay mode so you can see exactly what went right... or wrong!

▲ The crowd get annoyed as the player's quarterback is sacked.



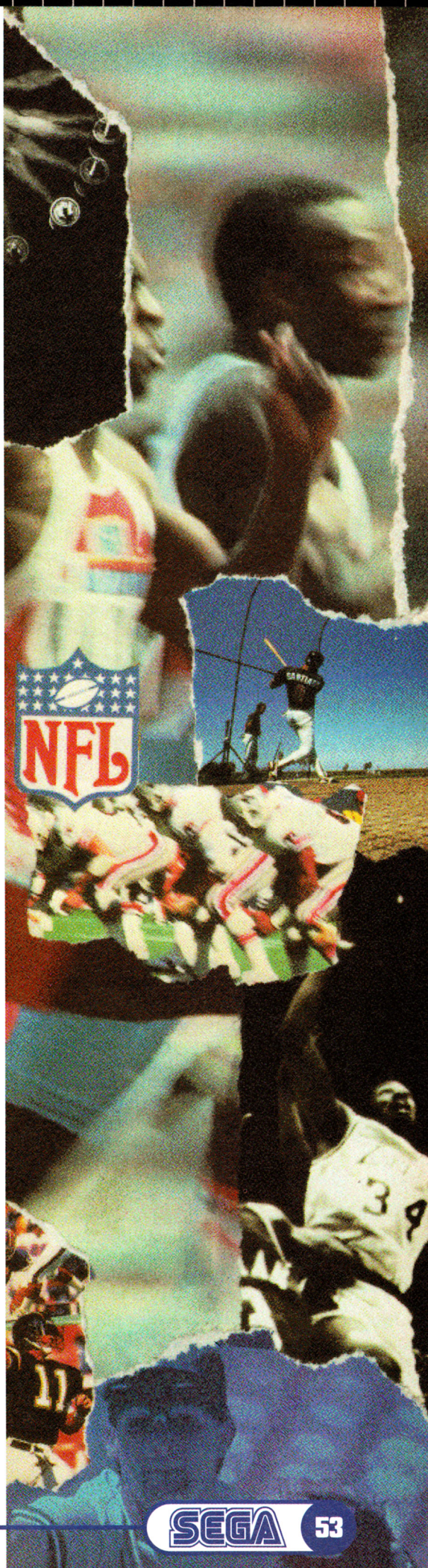
▲ The first Joe Montana Football. The new version features speech.

▲ Electronic Arts' Team USA Basketball is the best game of its type available on Megadrive.

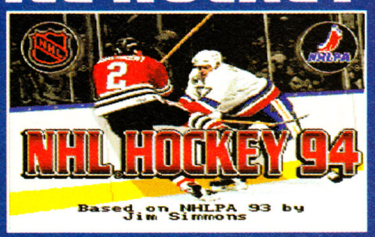
▲ The instant replay option allows frame-by-frame examination of your finest moments.

▲ Bottom of the first and no score.

▲ Up to the plate with bases loaded. This is when to hit a home run!



ICE HOCKEY



▲ NHL '94 is similar to NHL '93, but features a four-player mode.

▲ NHL '94 is packed with accurate stats and facts.

▲ There are three ice hockey games available from Electronic Arts, each different in its own way. EA Hockey, the first release, is the fastest and most straightforward. The latest, NHL '94, is slightly slower, but has far more options and facts and figures.

ter off checking out one of the other three, which offer more gameplay breadth and variety.

BASEBALL

There isn't exactly a surfeit of baseball titles on the Megadrive - the only decent one being Accolade's Hardball III. It boasts Sportstalk-style sampled commentary, but it isn't anywhere near as good as the Joe Montana speech - the limited number of phrases means that you start to hear the same thing over and over again, which gets rather annoying - but presentation, graphics and playability and all top-notch, and the high level of detail and challenge make this one of the best baseball games available on any machine!

ICE HOCKEY

Once again, the mighty Electronic Arts' Sports label has the stranglehold on this slice of the games sector, this time with their NHL series.

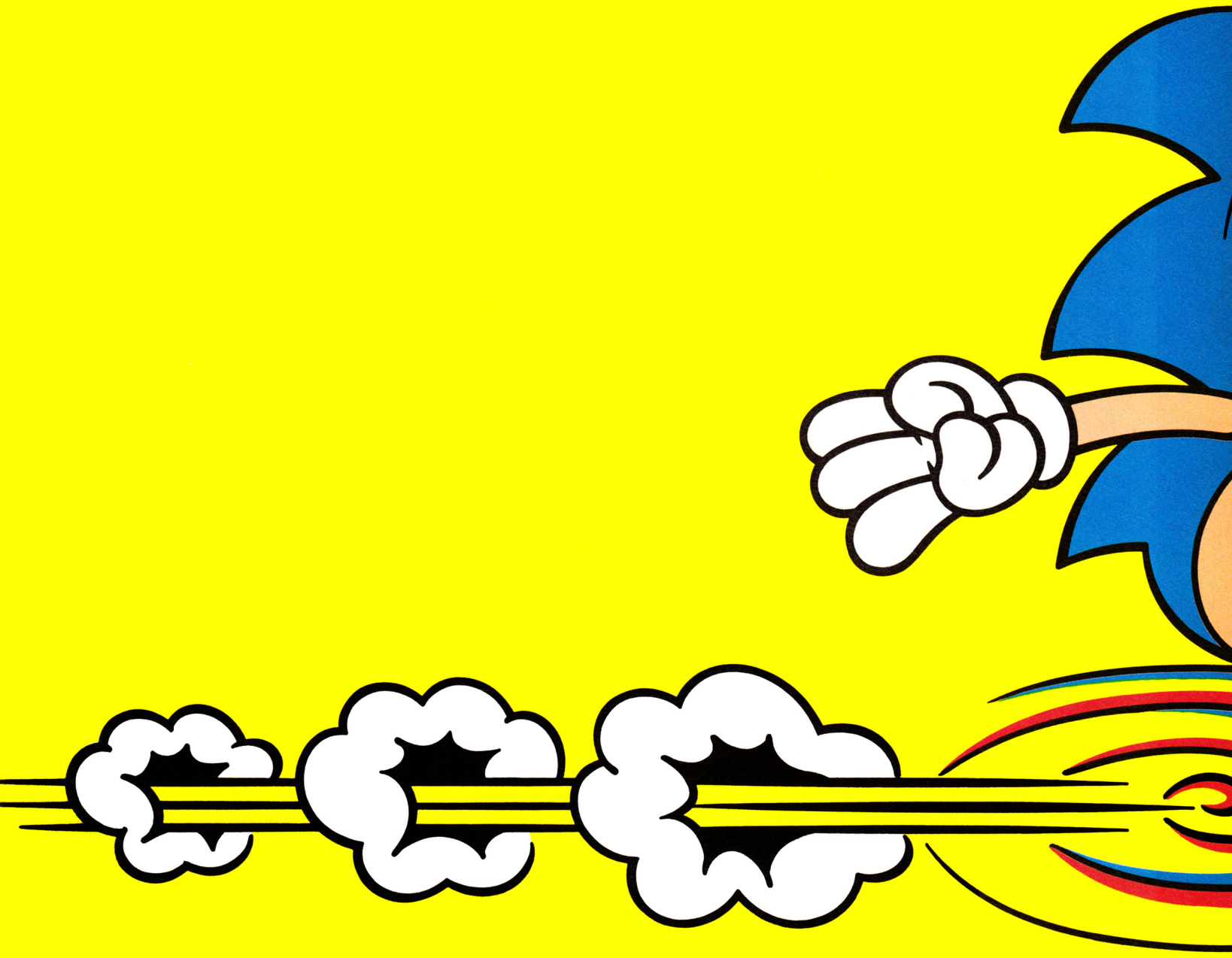
The first of the series was released in this country as EA Hockey: a fabulous, fast-action game with super graphics, stunning gameplay and loads of brilliant touches - especially the fight sequences.

Having signed the worldwide NHL licence, EA's follow-up a year later, NHLPA Hockey '93 sported all sorts of super-accurate team stats programmed into the game. The only trouble was that these slowed the game down a bit - and also the NHL insisted that the fight sequences of the original game were removed! Like fights never happen in ice hockey!?!

Bringing us bang up to date is the newly-released NHL '94, which (like all other new EA Sports games) utilises EA's Four-Way-Play to give the facility for up to four players to simultaneously participate. But apart from that option and a few cosmetic improvements this is very similar to last year's release - and it still isn't as fast as the original version!

The verdict? Multi-player fans should definitely buy the NHL '94, but single players who care more about speed, playability and fights and less about accurate stats and facts are recommended to hunt down the oldest and cheapest of the lot, EA Hockey.

SOON...



SHOWCASE FEATURE

FEED OUR NEED FOR SPEED

SHOWCASE

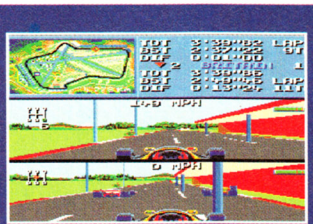
When it comes to games involving high-speed action, no console comes close to the sheer thrills and spills on offer on the Megadrive. Resident warp-velocity enthusiast Jaz Rignall tests the quickest fast-action games around.

First of all may I please state for the record that I'm not covering every single game on Megadrive that runs at more than a trot. This is partly because this feature is going to be squished like one of those piles of bread on the telly advert into a small bran-filled bowl that is a double-page spread, and partly because in this low-fat, high fibre article I only want to cover the very fastest and the very best games. If you feel the need for speed, look no further than the games listed here for an adrenal kick into the middle of next week.

THE GRANDEST PRIX

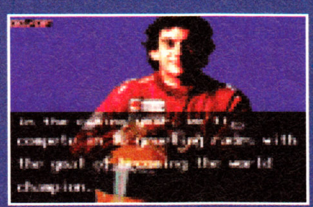
There are a few Grand Prix games doing the Megadrive circuit at the moment, but there are only two that really shine: Ayrton Senna Super Monaco GP and F1. Sega's Ayrton Senna (£39.99) has been knocking around for a while, but has only recently been ousted from the number one slot. It has plenty of tracks to race on, options to fiddle with and a save game feature for ongoing campaigns. The graphics are fast and although they lack detail overall, they do give an excellent feeling of driving a fast car.

However, brill though Ayrton Senna's is, the new top-of-the-range racer is Domark's F1 (£49.99). Officially licenced from FISA, it features 'real' Formula One drivers like Hill and Senna and enough tracks to make up an entire Formula One season. The graphics are ultra-smooth and incredibly rapid, the 3D is highly realistic, and with bags of options and highly challenging gameplay, it's THE best racing experience available on Megadrive. A must!



▲ For sheer speed, Domark's F1 cannot be beaten - it's superb!

▲ Not quite as nippy as F1, but smart nonetheless...



▲ ... Ayrton Senna's Super Monaco GP II.

WARP SPEED WITH A DIFFERENCE

There are plenty of original fast action titles on Megadrive, but the two that provide the most exhilarating experiences are Micro Machines and Afterburner II. The former is available for the quite reasonable sum of £34.99 and has plenty of capacity to tickle any adrenalin freak's fancy. Although it's overhead-viewed, the action is incredibly fast and furious and cat-like reflexes are the only thing that stands between you and the 'Game Over' screen. One-player mode is fun enough; two-player mode is a real scream! A stunning game with months of lastability!

Afterburner II is the fastest action game on Megadrive bar none. It's also the only game here that requires a pilot rather than a

▲ A lot of people aren't really that keen on Afterburner II. However, the SEGA MAGAZINE team are all avid fans of this ancient, yet classic title. Kick in those afterburners and feel the speed!

▲ On later levels, the screen is absolutely packed with enemy 'planes - and there's no slowdown!

▲ There are over 20 levels of brilliant, super sonic shoot 'em up activity in Afterburner II.

▲ Road Rash II is an utterly amazing ride for Megadrive speed freaks! Simultaneous two-player action heightens the excitement.

▲ One of the very first Megadrive titles ever released was Super Hang-On, a close conversion of the original Sega coin-op.

▲ Combining speed with some amazing crashes, Road Rash II MUST be bought - it remains one of the greatest 16-bit games ever!

▲ Although it's showing its age now, there's no denying the adrenalin rush this game gives you. And it's only £19.99! Bargain!

▲ Use the code in the Tips Section to access the hidden Wild Thang super-bike - definitely the fastest thing on two wheels.

▲ The best part of this game involves igniting that nitro boost when you hit 280 kph! Speed up to 324 kph for ultimate speeds.

driver. Basically the idea is to take to the skies in a jet fighter and take on an entire enemy airforce. It's all unbelievably rapid - planes, missiles and helicopters zoom out of nowhere at Mach 5 and you really have to work hard to survive. The action is relentless, variety is thin on the ground, but this really gets your heart pounding. It's a brilliant game and although it's been deleted from Sega's stocklist, there are still copies available in shops. Hunt it down and check it out.

TWO-WHEELED TERROR

Clench your cheeks and join me for a pillion ride on the wildest motorbike racing game yet seen, Road Rash II from Electronic Arts. With one- and simultaneous two-player options, oodles of tracks and a veritable showroom of motorcycles to choose from, this fast and realistic game combines gratuitous violence (bash your opponents with clubs or chains as you race past them), very high speed action (use the 'Wild Thing' cheat detailed in the tips section for nostril-swivellingly high velocity) and a complete disregard for the law (the 'burn 'em off or bash 'em off' ethos is most entertaining) to produce a classic that simply should not be missed. And all for a fairly jolly £39.99!

Staying on two wheels, but racing on Grand Prix tracks rather than the highways of America, we move on to Sega's very own Super Hang-On. An arcade conversion of old, this crusty, yet trusty race game has four different tracks to tackle and also sports a rather nice Grand Prix mode where you have to earn money to improve your bike by winning races. These days the graphics are a bit on the sparse side, but the road routine is fast and realistic, the sprites are big and the game is incredibly challenging on top settings. But the real appeal is the price tag - a mere £19.99 gives it by far the best performance-per-pound ratio of any Megadrive racer!

SEGA

MASTER CLASS

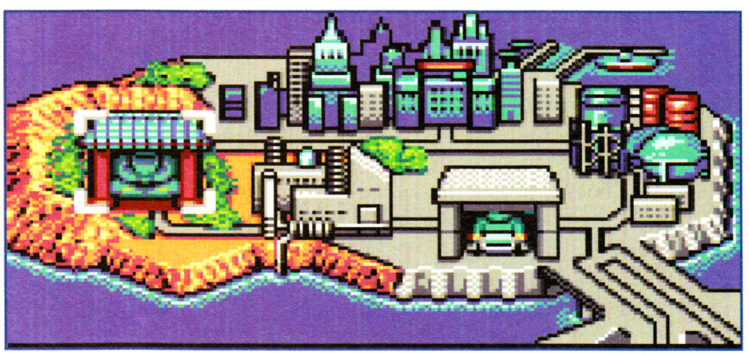
SHOWCASE

MASTERS OF COMBAT

SHOWCASE FEATURE

Master of combat, spells and illusion, or so the theme to Defenders of the Earth went. And then it continued - the enemies crumble in fear and confusion Defenders of the...yes, well. That part of the rousing chorus was of course dedicated to Mandrake the Magician, the token moustache-twirling Englishman in the team assembled from around the world - although oddly enough they all had American accents.

▲ As in most games of this type, get in close, push toward your opponent and hit the attack button to throw your foe.



However, whilst Mandrake's position as master was never once contested, things have recently been thrown into turmoil by the cancellation of the Defenders of the Earth cartoon. Mandrake has been relegated back to his old job as a kiddies' entertainer on Margate pier, and is now master only of snappy comedy routines based largely on pulling loads of hankies out of someone's nose. Not realising the bloodshed and brutality that their foreclosing of the unpopular Saturday morning serial would lead to, the TV bosses refused to reinstate the Defenders. And so now, a mighty contest has been announced. The winner shall be proclaimed the new Master of Combat, and granted the ability to make enemies crumble in fear and confusion. In this new Master System beat 'em up from Sega, you are one of the hopeful contestants. Your task is to beat every one of your opponents in a one-on-one combat game style situation - your aim: to steal Mandrake's crown as master of magic, spells and illusion. Did I say magic? I meant combat. Yes, combat. Honest.

GUESS WHO'S COMING TO DINNER

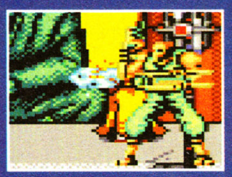
There are four player characters to choose from, each one radically different in their powers and abilities. Each character has a whole host of special moves and a different style of play. But we can't be bothered telling you about them, to be honest. Ha, just our little joke, full profiles of all the characters are listed below.

HAYATE
"YOU'RE STILL NO MATCH FOR ME - COME BACK WHEN YOU'RE REALLY READY TO FIGHT"

Hayate is Mister Special Moves and no mistake. Whilst his attacks are generally trickier to pull off than the other characters', they're generally more spectacular in their results. Hayate is one of the fastest characters, but his regular attacks do very little damage, and he has to rely on his specials to get anywhere.

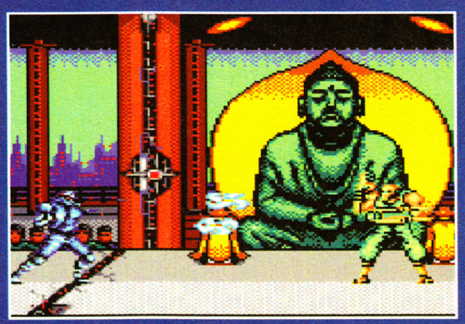
Lightning Punch: Hit the attack button rapidly and Hayate launches into a super-fast volley of punches, ending with a devastating uppercut. Best used against stunned opponents.
Laser Shuriken: Hayate is able to charge his shuriken with kinetic energy and launch them at his foe.
Super Shuriken: A double shuriken attack which launches two projectiles at once. Aieee!
Dragon Punch: Some things never change eh? A swift half-turn on the old joypad produces this chestnut of a move.
Lightning Kick: Pull down for a half-second, then push up and attack. This results in a mega volley of super-charged kicks. Easily blocked but deadly if unchecked.
Burning Fist Punch: A charging punch in which Hayate focuses all of his energy into one of his fists for major damage.

▲ Lightning Punch


▲ Laser Shuriken

▲ Lightning Kick

▲ Dragon Punch

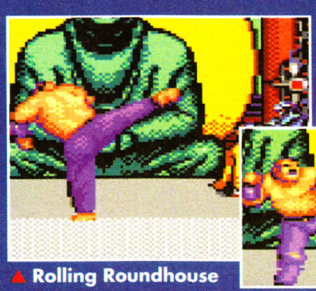

▲ This is an example of the Super Shuriken attack in action. It's pretty difficult to do, but well worth practising thanks to it's damage potential.

▲ Burning Fist Punch

GONZALES
"YOU FOOL, YOU CAN NEVER MATCH BLOWS WITH ME"

Gonzales' massive bulk belies his surprising turn of speed. Gonzales is best at mid-range where he can use his earthquake attack to weaken the opposition, then use one of this many charging attacks to score mega hits.

Charging Kick: Push forward with your kick and Gonzales shoots across the floor, driving his foot into his opponent's body.
Rolling Roundhouse Kick: A slower but much more powerful version of the charging kick, this attack is also capable of delivering up to three hits at a time.
Earthquake: Roll the joypad down from pressing backwards right around to pressing forwards and Gonzales drives his fist into the floor, sending a seismic seizure hurtling towards his enemy.
Charging Machine Gun Punch: A rapid-fire combination of punches, which is string in effect, but takes a short while to charge up, leaving Gonzales defenceless.


▲ Rolling Roundhouse

▲ Charging Kick

▲ Earthquake

▲ Machine Gun Punch

▲ Attack enemies with your fists and feet to do damage to them. Hit them right and they momentarily glow red, like this.

▲ Should a character take too many hits in too short a time, they're temporarily stunned, indicated by a star circling above their head.

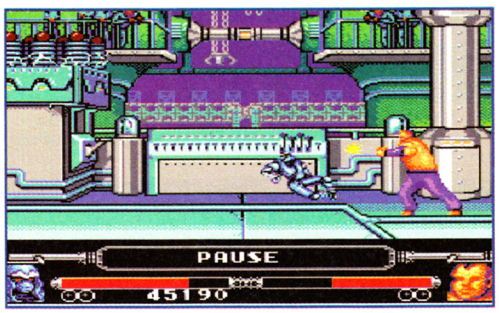
▲ Some religions see fighting in places of worship as sacreligeous. But obviously not this one.

▲ Masters of Combat allows players to choose the same character. Here we have two Gonzaleses pitted against one another.

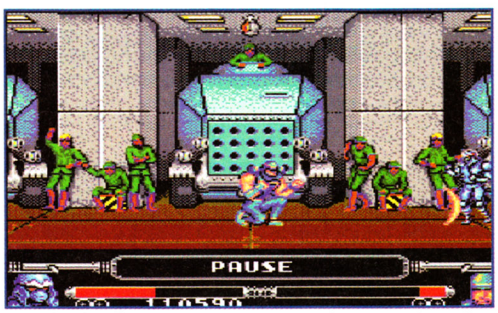
▲ By pushing forward or back together with the jump button the player can make their character slide rapidly across the screen to attack or escape.

MASTERS OF COMBAT

SHOWCASE FEATURE



▲ Pull away from your opponent to defend against blows. This puts a stop to fist-in-face incidents as pictured.



▲ Oh-oh - forgot to say. You need to crouch and pull back to defend against low attacks. Sorry Hayate!

▲ Oh yes, and it's completely impossible to defend against a throw. Ooh, that looks nasty.

SMASH THE TRUCKIE IN THE LEFT-HAND SIDE

After the third battle of the game, you're given a chance to earn some extra points. Your challenger is placed inside an almost empty warehouse, with a tempting looking fork-lift truck also on screen. You now have thirty seconds to smash the truck into little tiny pieces. Strangely enough, rapid attacks like Gonzales' machine gun punch don't seem as effective as loads of little tiny normal punches, despite the case being the opposite for the human opponents. The faster you demolish the truck, the more points you score, and if you totally marmalise it there's an extra bonus.

MASTERS OF COMBAT IS REVIEWED ON PAGE 100

HIGHVOLTMAN

"THERE! I'M SURE YOU UNDERSTAND NOW WHY WE DON'T BELONG IN THE SAME RING"

The tallest character in the game, and also the slowest, Highvoltman's only real advantage is his combination of missile attacks. Once his opponent is stunned, his other moves should be brought into play.

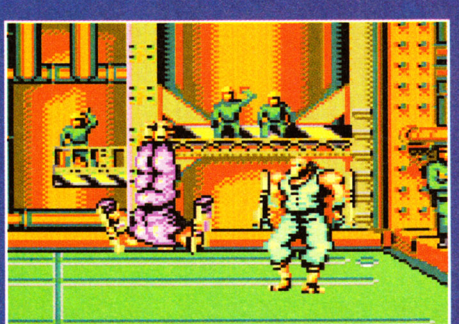
Low Beam: Highvoltman fires a blast of electric energy at leg-height. This is pretty difficult to dodge.
High Beam: Highvoltman fires a blast of electrical energy at head height. This is easy enough to block, but also very hard to duck in time.
Blast Fist: Highvoltman charges his fist with electricity and delivers a lethal rabbit punch.
Somersault Kick: A high-jumping fest in which Highvoltman flips himself upside down, crashing his foot into his foe's chin.

▲ That Low Beam in full.

▲ Straight in at number seven - it's the High Beam!

▲ Why it's the Blast Fist special move!

▲ It may look like he's slipped on a banana peel, but this is actually Highvoltman's Somersault Kick.



▲ Bungy jump with no bungy? Nope - it's a Somersault Kick.

WINGBERGER

"I'M NOT EVEN WARMED UP, WHAT A WASTE OF TIME"

The token robot of the game, Wingberger is endowed with telescopic limbs, which allow him to strike at great distances. Sadly, this advantage means he suffers a little in the special moves department.

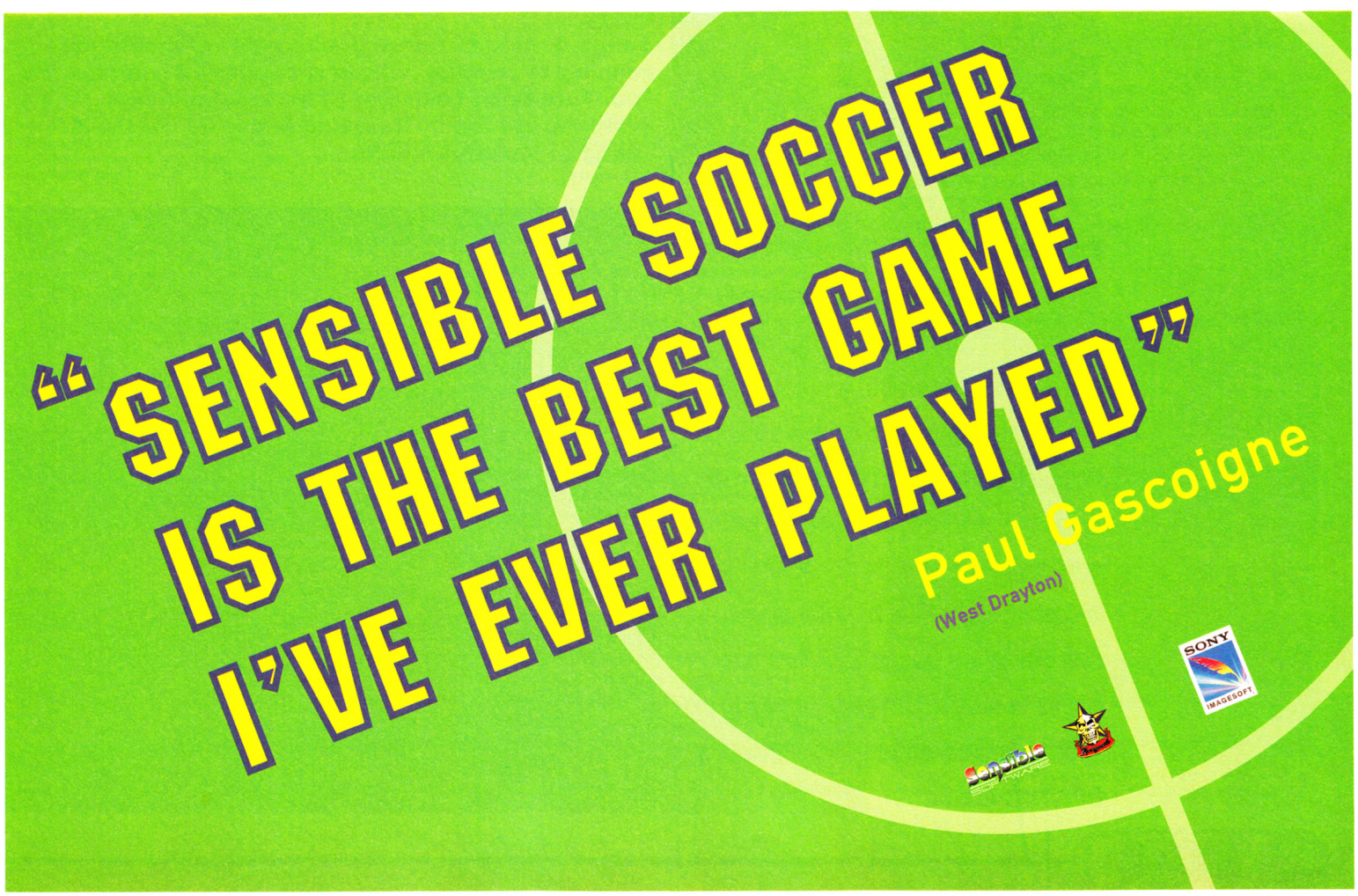
Somersault Kick: Not unlike Highvoltman's move of the same name, Wingberger flips his feet up to connect with the victim's head.
Leaping Cartwheel Kick: Wingberger jumps into the air and spins around, kicking the recipient five or six times before landing... the little whirling dervish.
Fireball: This move is very powerful and floors whosoever it strikes. Unfortunately, the force of the blast always drops Wingberger to the ground, leaving him open if the attack is dodged.

▲ Who says bereakdancing is dead? This Leaping Cartwheel Kick is a fine display of body-popping action.

▲ Fireball.

BIGGER

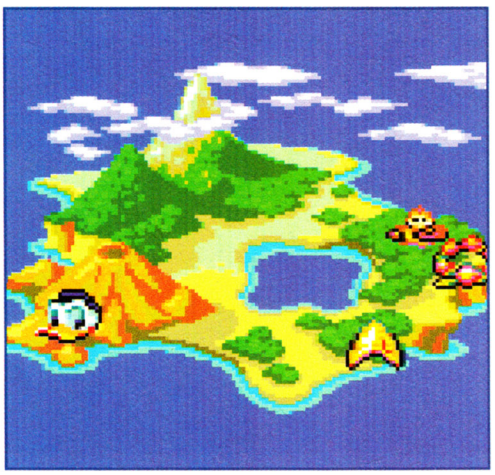
...MORE COVERAGE OF THE GAMES YOU WANT TO READ ABOUT.



DEEP DUCK TROUBLE

DEEP DUCK TROUBLE

SHOWCASE FEATURE



▲ The game offers you four different starting points - choose on this screen.

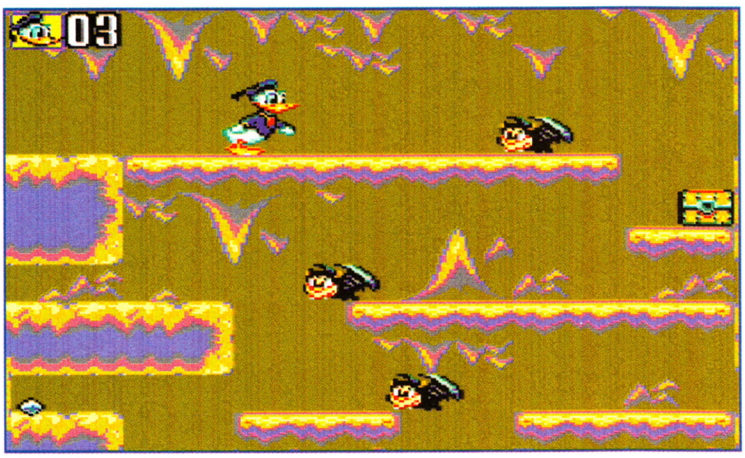
Sadly, Donald has once again underestimated the cunning of Scrooge, whose shopping list contains The Four Forbidden Treasures of Makatakalakhan. So it's off to the old family boat and heave ho for the lost island of Makatakalakhan...

Poor old Donald Duck. You'd think forty years of being cartoondom's most bad-tempered and dumped-upon character would have taught him something. But no, he's still just as much of a sucker for punishment as ever. Consider the evidence before you. Donald's elderly Uncle Scrooge telephones, asking him to pop out and get a few things for him. Ever eager to stay in the good books of his totally-loaded-and-nearly-dead relative, he agrees.

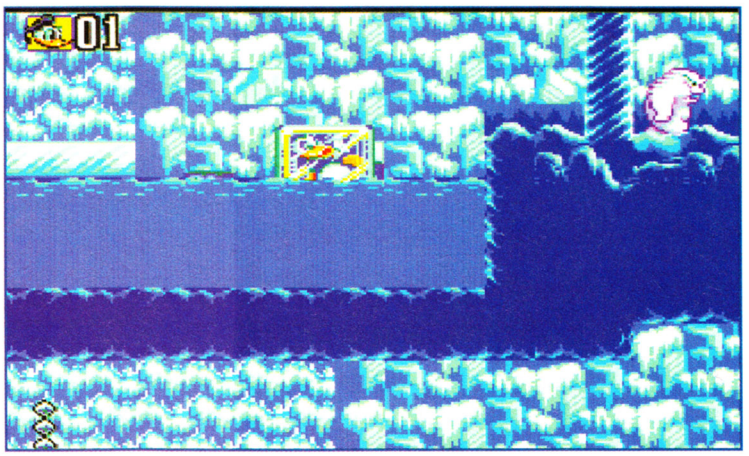
COP A LOAD OF THAT CHEST

If there's one thing Donald Duck loves it's smashing chests, splintering the lid and looting the contents. It would appear that our old water fowl pal is in luck with his little jaunt to Makatakalakhan, as it is littered with booty abandoned by previous explorers of the forbidden island, beyond the ken of mere mortals. Chests conceal any number of fascinating items, all of which are detailed here.

- **DIAMONDS:** These chunky gems boost Donald's points total by a generous amount, thus making him a rich man.
- **CHILIS:** Eat one of these and Donald goes into a severe psycho flap for a few seconds, smashing all and sundry that lies before him.
- **ICE CREAM:** Obviously kept fresh by the cool, refridgerator-like conditions inside the chests, these ice cream cones replenish one of Donald's three life points should any be lost.
- **CHICKEN:** We all know eating chicken without thoroughly heating it first is dangerous, and for

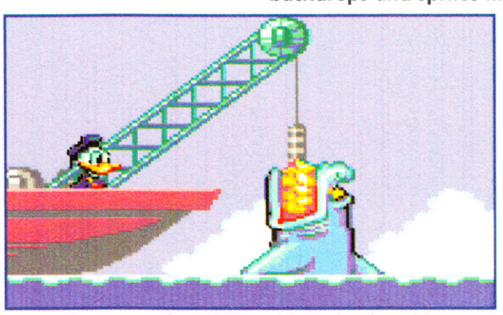


▲ The volcano level offers plenty of opportunity for mischief. As well as dealing with these bizarre inhabitants of the volcanic realm, it's down to Donald to avoid the deadly lava pools...



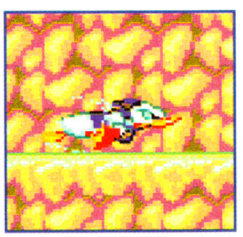
▲ Gorgeous graphics abound in Deep Duck Trouble. Perhaps the most impressive visuals are found here in the ice caves - brilliant definition on the backdrops and sprites make for a stunning-looking game.

▲ The end of the underwater level sees Donald swiming for all his worth back to the surface - the problem being that a rather large shark is right behind him, intent on a tasty snack...

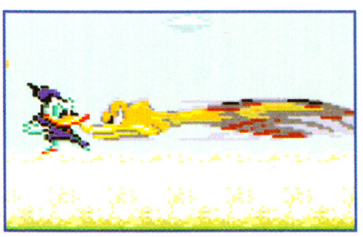


▲ ... However, should Donald get back to his trusty boat in time, his sea-faring nemesis meets with a rather chilling end! All of the bosses are dealt with in this sort of way,

▲ The amount of hazards in the volcano isn't to be believed. Cross those lava pools with this rock...



▲ Eat some chili and Donald becomes literally unstoppable!



▲ These high-speed animals cause Donald some problems, jump on their backs in order to escape.

CHASE ME, CHASE ME

There are three treasures to find on the island, and each one is guarded by a mighty end-of-level boss who must be defeated. But not in the normal way. Oh no! These showdowns take the form of an almighty chase, with Donald pegging it for all he's worth! The first one has Donald escaping the attention of a killer gorilla, who swings through the trees above Ducky's head, dropping deadly apples as he goes. Survive long enough and the simeon-like one eventually runs into a tree, taking himself out completely!

After this, there's a race against an ever-rising lava tide where Donald runs with all haste from raft to raft to rock to platform in an effort to keep himself out of the molten goo.

Lava's more solid cousin, rock, makes another appearance in a further chase as Donald legs it down a succession of cliff faces to avoid being crushed by boulders.

The best of the lot, thought, has got to be the shark chase, in which Donald strives to swim back up to his boat before being eaten by a giant shark *and* having to avoid the poisonous sea anenomes that surround him.

SEGA

Donald there's an extra hazard - it might be somebody he knows! Still, it's easy for him to ignore this moral conundrum since noshing one replenishes his entire energy bar.

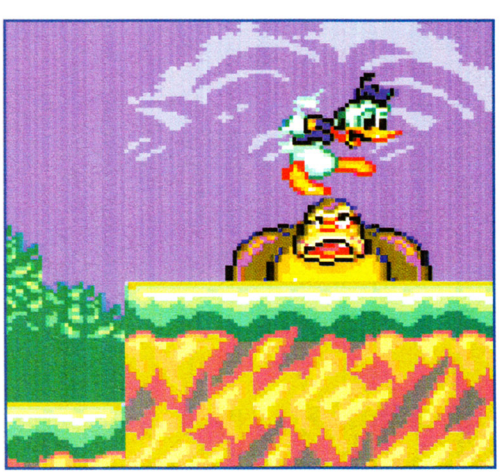
● **EXTRA LIFE:** A little Donald Duck head denotes an extra life for our little pal. Chests containing these reset themselves when you die, so remember their locations and keep yourself well stocked.

● **MENTAL BLOCKS:** Donald's mighty webbed feet might make him a pretty good swimmer, but in his latest title, Donald's flippers are far more useful in the booting department. Y'see, Makatakalakhan translates roughly as "Isle of Many Blocks", and it's easy to see why, as blocks of every kind abound throughout the territory. Generally, it's a very, very good idea to kick any block you see, because each block has a function which we've usefully listed below.

● **ROCK BLOCKS:** Kicking these blocks sends them up through the air, and they shatter upon landing. Rock blocks are multi-purpose, and are best used either as a weapon, by kicking them onto someone's head, or to smash chests that are just out of Donald's usual range.

● **METAL BLOCKS:** These indestructible blocks slide around the floor for eternity once you've hoofed them. Like rock blocks they're useful as weapons, but metal blocks are best used for crossing pits of spikes, making an ideal moving platform over otherwise impassable gaps. Certain icy slopes need the help of metal blocks to ascend, as Donald's flappy webbed tootsies are a tad on the slippery side on this friction-free surface.

● **ICE BLOCKS:** Ice blocks behave, to all intents and purposes, like rock blocks. However, sometimes you find a diamond frozen inside a block of ice. Also, ice blocks are formed by watery drips from the ceiling, so once you've smashed the block, another one takes its place.



▲ Donald Duck has a bizarre habit of upsetting other creatures - this usually leads on to some "running away" type end-of-level boss action! Leg it until Don's foe runs into a tree or something.

SHOWCASE

IT'S A KNOCKOUT!

SHOWCASE FEATURE

GREATEST HEAVYWEIGHTS

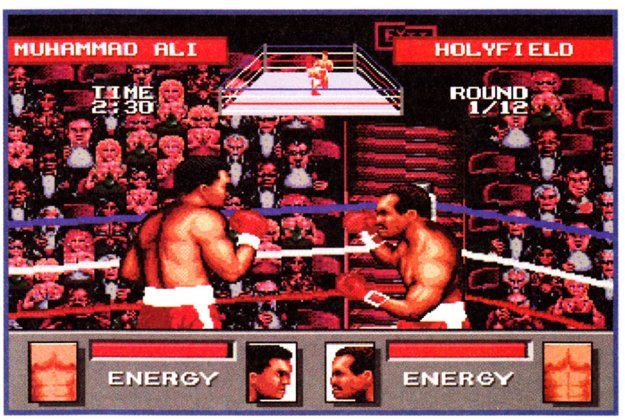
Featuring not one, but eight of the best boxers of all time, Greatest Heavyweights - in all its 16-meg Megadrive glory is a serious contender as the best boxing simulation ever! Radion Automatic examines the title in greater depth.

Wowow, wouldn't it be great if you could get the eight greatest heavyweights of all time into the ring with each other, to battle it out and find out just who really is the greatest? Mind you, slightly younger boxers like Evander Holyfield might find they have the advantage over chaps like Rocky Marciano who are, quite frankly, dead.

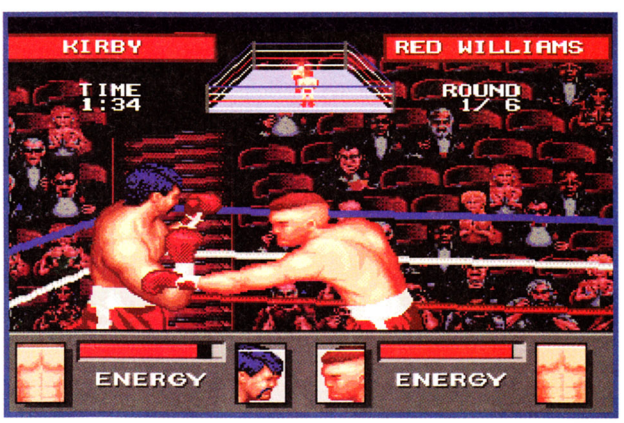
So, actually, it probably wouldn't be that entertaining to have the eight greatest heavyweights of all time hold any sort of competition. But it would be great if there was some way of holding the contest in a place where the ravages of time had not yet done their worst, a parallel dimension if you will. One where all the combatants remained at the apex of their abilities. The Megadrive title, Greatest Heavyweights, is the realisation of that intriguing idea.

OOH, LOOK AT THIS BIT!

Are you one of those really irritating people who insists on going on and on about every video game victory you've ever had? If so, you'd be chuffed to little mintballs with Greatest Heavyweights, thanks to its instant replay option. The replay has quite a large memory, so you can rewind quite a way and go over the events of the last half a round or so. This means you can annoy your friends no end by constantly pausing the game and showing off whenever you lay a particularly alright barrage upon them.



▲ Each boxer instinctively defends himself against jabs unless they're throwing a punch themself.



▲ If your opponent is defending their face, the best way to do real damage is to jab to the body and follow with an uppercut.

▲ As the boxers take more and more head damage vicious cuts appear over their eyes and their noses break!

▲ Occasionally, one of the Greats appears to offer advice or taunt you.

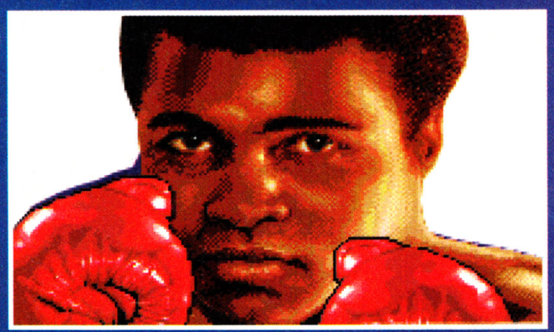
▲ This pre-match screen lets you know what you're up against.

▲ A newspaper photo is culled from the last few seconds of each match.

▲ It's important to learn the best combinations in the training room.

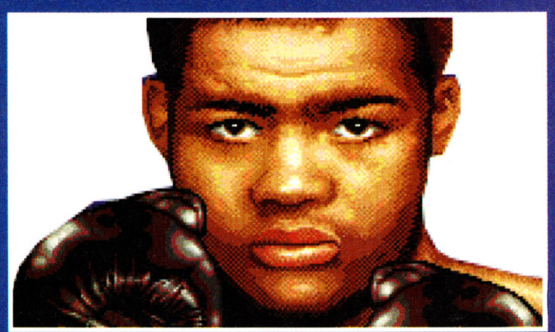
THE MAIN CONTENDERS

As you should know by now, there are eight champion boxers to choose from in Greatest Heavyweights. So here, we present something of a guide to each boxer, including their strengths and weaknesses, for people who are interested in that sort of thing.



MUHAMMED ALI (WORLD CHAMPION 1964-67, 74-78, 78-79)

"I am the greatest" said Ali, quite frequently. In fact, he's still saying it now, thanks to the rucks of sampled speech from each boxer! Butterfly/bee syndrome comprises Ali's style, with no real emphasis on powerful hooks, but zillions of jabs to wear you down.

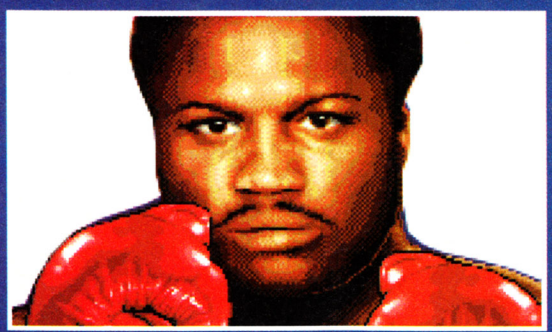


JOE LOUIS (WORLD CHAMPION 1937-49)

There obviously weren't many challengers around in Joe's day judging by his lengthy term at the top. He's still a fine exponent of the old 1-2 jab combination, though, which is just about his only tactic.

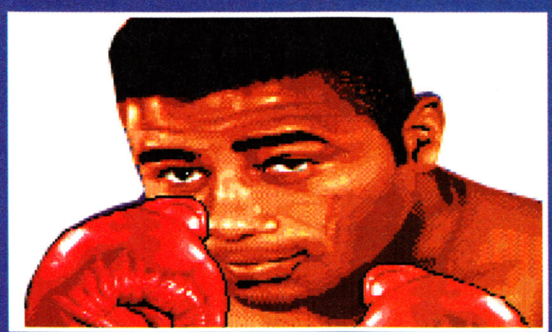
JACK DEMPSEY (WORLD CHAMPION 1919-26)

A big of a workhouse is our Jack, being rather on the powerful side. However, his defence is rather lacking, so just make sure you lay out as many punches as possible because a great proportion are liable to hit him.



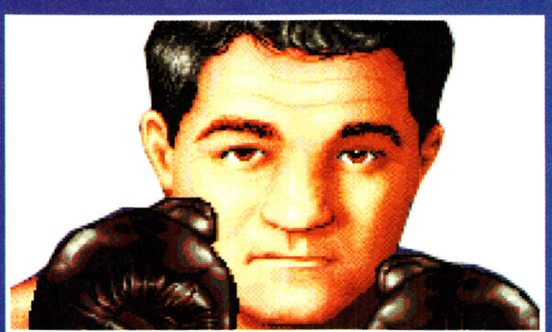
JOE FRAZIER (WORLD CHAMPION 1970-73)

Frazier's main asset is that he has the constitution of an ox, so you can hit him as many times as you like and he nary shows the effects. Use plenty uppercuts for maximum head damage and hope for a towel-throwing incident.



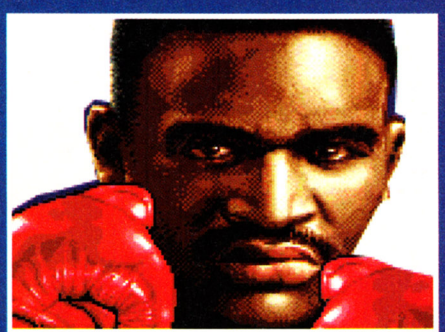
FLOYD PATTERSON (WORLD CHAMPION 1956-59, 60-62)

Another super-fast geezer. Floyd is another real contender, and has a habit of getting in under your guard and slapping you with a load of stomach blows. Bit of a glass jaw, though.



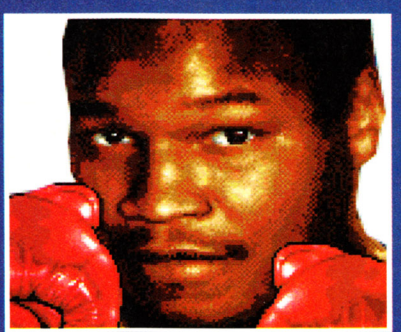
ROCKY MARCIANO (WORLD CHAMPION 1952-56)

Very famous, and also a completely mental benny lunatic. Bit of a shorty by heavyweight standards, so Marciano depends on getting in close and hammering away with great power. The strongest puncher in the game



EVANDER HOLYFIELD (WORLD CHAMPION 1990-92)

He may be champion right now, but Evander doesn't really match up to the panache of some of the opponents on offer. He relies on rapid body blows to have his wicked way.



LARRY HOLMES (WORLD CHAMPION 1978-85)

A real veteran of the ring, Holmes is one of the best boxers going. He's also about four hundred feet tall, and his incredible range is his main advantage. Get in close and he's dead, though.

▲ Taunting your opponent causes them to leg it after you, a very good way to entice a stubborn opponent your way for a bit of face bashing.

▲ While it's easy to score a hit with a jab - all important in the points stakes - they do very little damage and the punchee recovers almost instantaneously.

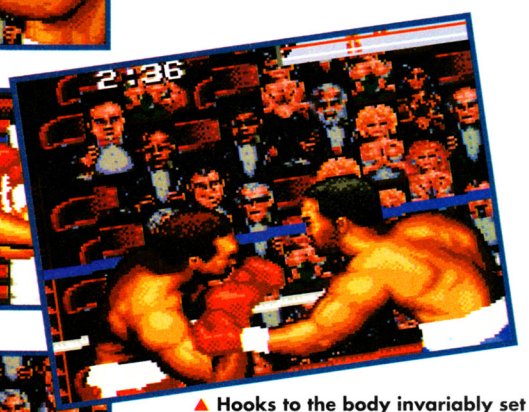
▲ Hit!

▲ Hurt!

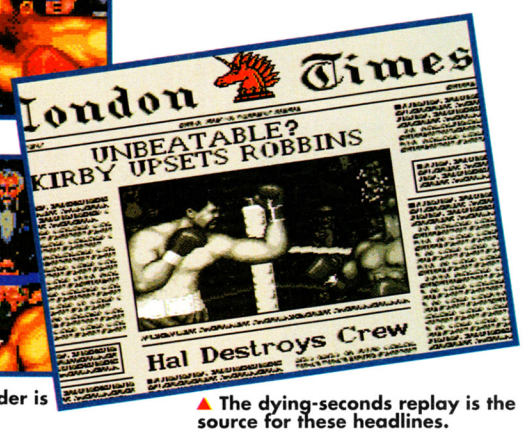
▲ Oofyah!

▲ But the plucky left-hander is victorious!

GREATEST HEAVYWEIGHTS



▲ Hooks to the body invariably set the victim up for a nasty uppercut.



▲ The dying-seconds replay is the source for these headlines.

OOYAH! THAT SMARTS!

There's more than one way to skin a cat. Unfortunately, RSPCA regulations forbid us to mention most of the more interesting techniques, so we'll just have to leave that analogy for now. However, just as there's a number of ways to muller your pets, there's also a number of ways to bash your Greatest Heavyweights opponent into submission. Each player has three energy meters. The first is your general endurance bar. Every hit you take knocks energy from this, although only temporarily. The more you get hit, however, the shorter your energy bars maximum limit gets. Once this bar is emptied you're knocked to the canvas, so as you take a hammering it means fewer and fewer punches are required to floor your boxer. If this sounds a bit too much like hard work - only uppercuts do any real damage to this meter - it's best to concentrate on your jabs. The other two energy bars for each boxer are the head and body blocks. As you take more and more unblocked punches, the picture in the box starts to turn grey, starting from the top. Once the whole head or body has been pasted the referee calls the bout to a close. It's pretty easy to see when you're running out of time, though, as cuts, bruises and general blood-type happenings appear on the long-suffering fizog of your brawler.

THE NOBBY SLUGGA STORY

If you'd rather carve a name for yourself in the rough world of professional boxing rather than sponge off the established names on offer, there's an option for you in this here cart. The Career option allows you

▲ Here's the build-a-boxer bit. The power, speed and stamina bars are yet to be altered.

to design and train your own boxer and lead him to victory in the World Tournament. First of all, give your bloke a name. Now pick a body frame from small (fast but weak), tall (average but decent reach), and huge, hulking chunk of man (powerful but slower). Next are the cosmetic details, pick a head, hair colour (if any), and skin tone spanning not just the normal range of shades, but any end of the spectrum including purple, green and blue! Finally, select the colour of your trunks and you're almost ready to go. The last detail before the thirty-match tourney begins is to set the level of your power, speed and stamina bars. Raising one of these bars lowers the other two proportionally, so it sometimes takes a while to get a balance you're happy with. Not that this matters all that much once you get into the training sections, though.

TRAIN SPOTTING

After every successful match in the Career campaign, your boxer is allowed to select three activities from a menu of trainings on offer. The items on the menu change around quite regularly, but they all have the same effect, boosting the levels of your power, speed and stamina bars. the prospective effects are shown by green top-ups on your existing stats, and this is pretty handy as different combinations of trains have different effects. For example, loose weights might improve your power, but combined with a high-protein diet they'll also help out your stamina, on top of the effects of the diet as well. Learning the best combinations is essential if you want a fully powered-up contender.

SEGA

THINK YOU CAN

Berkamp, Baggio, Papin? So you know your goal scorers. Matthaus, Guillit, Platt, and your midfield maestro's.
But did you know that Dixons stock the premier football games?
FIFA Football, Ultimate Soccer, Super Kick Off. The boys done good? But the boys done even better if your bag is golf, motor racing, ice hockey, American football, athletics, or skiing.
In fact Dixons has more choice for sports games than any other store.

...THEN YOU'LL BE OVER THE MOON

* We will refund the difference on the spot if you can find the same product with the same offer, cheaper locally. Just come back to us within 7 days of purchase, with the details. The product must be new, complete and available for immediate delivery. This guarantee excludes mail order prices/offers.

THRASH THIS TEAM?

Our boys will also do you proud when it comes to value for money.
With more stores in more towns we always get the best deals on Sega games.
And with our price promise, if you can get a game cheaper, we'll refund the difference*.
So, as they say in this funny old game: if you don't pop along to Dixons for your sports games, you're likely to be as sick as a parrot

AT **Dixons**

TIPS

Welcome to the first SEGA MAGAZINE tips section! We aim to bring you the very best hints and tips. This month we have compiled a vast tips library for Sega games old and new. There should be something here for everyone!

We need tips - be they maps, level selects or passwords! Each month we'll be giving away over £150 worth of Sega games. Send your tips to TIPS, SEGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

ABRAMS BATTLE TANK

During the demo mode press B, B, C, B, C, C, C, B, C, B, B and C to make life easier.

AFTERBURNER II

Hold down A, B, C and press START on the title screen and when you start the game you should be able to select which level you want to start on.

ALIEN 3

Go to the options screen and plug in a second joypad. Press C, UP, RIGHT, DOWN, LEFT, A, RIGHT and DOWN on pad two and you should hear a noise. Now when you pause the game and press C, A and B you're taken to the next level.

ALIEN STORM

Plug both joypads in and when you're on your last life, press start on the other joypad to continue onwards.

ALISIA DRAGOON

You need a second joypad to take advantage of this cheat, but the results are worth it.

Switch the Megadrive on and when the Sega logo disappears hold down A until the words Game Arts vanish. Now hold down B until Gainax disappears. Hold down C until Music Composed By goes and press START when the stars erupt from the crystal.

Start the game as usual then press C on joypad two. If you've done everything correctly the screen should go blank. You can either just sit back and wait for the next level to start or you can try out one of these ace combinations.

C - Warp to stage one
B - Warp to stage two
B and C - Warp to stage three
A - Warp to stage four
A and C - Warp to stage five
A and B - Warp to stage six
A, B and C - Warp to stage seven
START - warp to stage eight

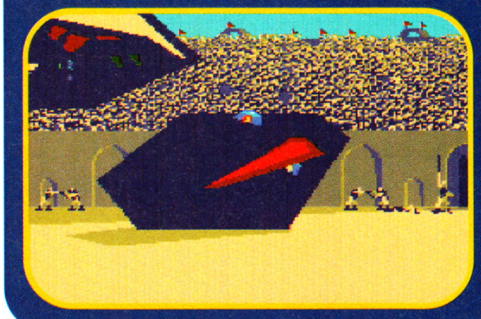
Or press A on pad two at any point during the game. This should pause the action and let you try out these cheats.

Pad two: B - Carry on playing
Pad one: Up, Pad two: B - Loads of hit points
Pad one: Left, Pad two: B - Raise lightening level
Pad one: Right, Pad two: B - Increase current monster's level
Pad one: Lightening button: Pad two: B - Power up lightening
Pad one: Monster select button, Pad two: B - immortality

ANOTHER WORLD

Escape to safety with the minimum of hassles by employing this bite-sized codes.

Level 2: HTDC
Level 3: CLLD
Level 4: LBKG
Level 5: KDDJ
Level 6: FKLC
Level 7: KLFB
Level 9: BFLX
Level 10: BRTD
Level 11: TFBB
Level 12: TKHF
Level 13: CKJL
Level 14: LFCK



ALTERED BEAST

On the title screen, press B and the START buttons to access the options screen where you can select the difficulty, start level and the kind of beast you want to play as.

ARNOLD PALMER'S GOLF

Bored with the same old courses? Go to the password screen and fill the top row with lowercase "f"s and the bottom one with "9"s. This will take you to a completely new set of holes.

On the other hand, you could try your hand at a completely different game. If you've got some time to kill, try taking 100 shots on one hole. On the final stroke the course will melt away and you're presented with a version of that well-known shoot 'em up Fantasy Zone.

BACK TO THE FUTURE III

Should Marty start to come unstuck at any point in the game, pause the action and press UP and A simultaneously, followed by DOWN and A, then LEFT and A and RIGHT and A. This should transport him out of danger and to the next level.

BATMAN

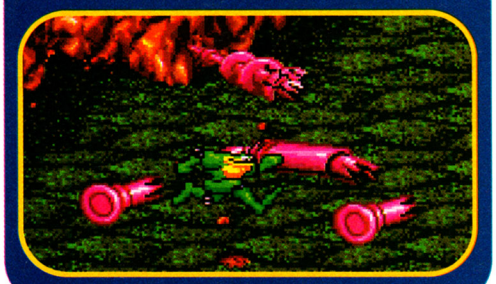
Pause the game, hold down B and press START. You find that the foe Batman's currently facing can't hurt him any more.

BATMAN RETURNS

In the abandoned building on the first level, collect all the weapons which are behind the wall at the start, then go to the vent further down. Now don't block - allow yourself to be sucked up instead. You find that the power-ups have returned and that you can keep doing this until you have maximum everything!

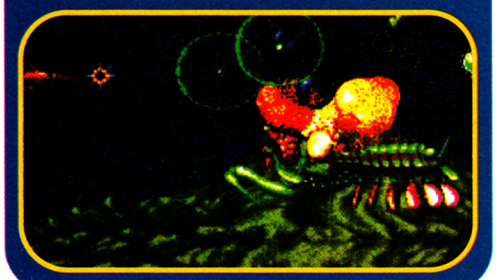
BATTLETOADS

For a quick warp from level three to five, steer the toads onto the Jet Turbo after killing the rats and Space Invaders. Keep an eye out for the fifth section which should be marked with white dots. Enter and be warped!



BIO HAZARD BATTLE

Here's a simple way to find level select on this slick and icky blaster. On the title screen hold down C, rotate the D-pad to the right and press START. Quick, easy and excellent.



BONANZA BROTHERS

This cheat's a bit tricky to get working, but it's a good way to get yourself out of a tight spot. Position yourself next to a rake then tread on it just as a bullet is about to hit you. You should now be impervious from to damage until you collect some treasure.

BUBSY THE BOBCAT

Here are the chapter codes.
Chapter 3: SCTWMN
Chapter 6: JMDKRH
Chapter 9: DBKRRB
Chapter 12: SLJMBG
Chapter 15: BTCLMB

BUDOKAN

Choose Bo as your weapon and hold down A, B or C and push left to block every move your opponent throws at you. During this time your Ki builds up. When it reaches the top, hit your opponent once to beat him.

BULLS VS LAKERS

Having to work your way through all the play-off matches is utterly dull, so here are a few codes that take you straight to the final with the team of your choice with three wins under their belt.

Bulls 3 v Suns 1: HXOVPBBB
Lakers 3 v Pistons 1: NLOWFBBL
Blazers 3 v Celtics 0: DBOBPBBC
Utah Jazz 3 v Bucks 0: WVOB5BBB
Bucks 3 v Blazers 0: CDOBFBBB
Celtics 3 v Lakers 1: DNOZPBBB
Rockets 3 v 76'ers 0: 12OBFBBB
Spurs 3 v Hawks 0: IGOBFBBB
Hawks 3 v Lakers 0: T4OBFBBB
Nicks 3 v Lakers 0: TFOBKBBB
Suns 3 v Bulls 1: 2ZOV5BBB
Super-sonics 3 v Celtics 0: GQOBKBBJ
Pacers 3 v Blazers 0: POOBFBBB
Warriors 3 v Hawks 1: O6OV5BBB
76'ers 3 v Lakers 1: J8OV5BBB
Pistons 3 v Jazz 0: ISOV5BBB

BURNING FORCE

Press A, B and C together for a level select.

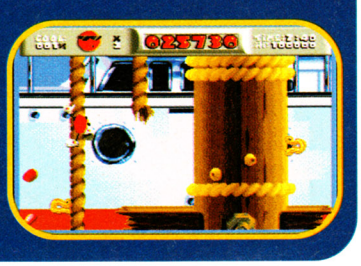
centurion: defender of rome
Enter this code for a mega-powerful Empire:
TAGV V6P5 QAAA
AH3K VKVA MIES

CHAKAN THE FOREVER MAN

Guide Chakan to the small platform above the sky portal and use the Passage spell. You should be transported twelve levels further on and given all the weapons.

COOL SPOT

Pause the action at any time and press A, B, C, B, A, C, A, B, C, B, A, C to move to the next stage.



CORPORATION

As daunting as it seems at first, Corporation can actually be completed very easily.

1 Update your access card on level five and take the lift to level four.
2 Update your access again on level four.
3 Take the lift back to level five.
4 Take down the password in the lift and reset the game.
5 When the game starts enter the password and repeat the process. You can keep doing this and update your access card to allow you to go anywhere.
6 Go to level -3 and pick up the embryo.
7 All you need to do now is get to the car park to complete the game.

CHUCK ROCK

If Chuck's paralysed with fear at the roar of the sabre-toothed tiger, hold down RIGHT and press C to get him mobile again.

More useful is this level select. On the screen where the band is playing, press A, B, RIGHT, A, C, A, DOWN, B, RIGHT and A. Now hold down A, B and C and press start. When the game begins pressing UP and A will take you to the next level.

CRUEBALL

Go to the sound test and play tune six. While it's running press A, C, A, B and START. Now when you play the game press B and UP simultaneously to advance to the next stage!

CYBERBALL

Enter this code: 65BB BXII BFEX to go to the Superbowl match!

CYBORG JUSTICE

Make your robot-smiting activities a lot easier by calling up the hidden options menu. Pause the game in arcade mode and press C, B, B, C, C, A, C, B.

DAVID ROBINSON'S SUPREME COURT BASKETBALL

Skip the boring early rounds with this code UAR123YIF which takes you to the tournament final as LA against Detroit.

Providing you don't mind playing LA there's a near foolproof way to score every time. Get the ball to Bullseye Bond as soon as possible. When he's got it, run him to the edge of the three-point box and shoot. He scores nine times out of ten.

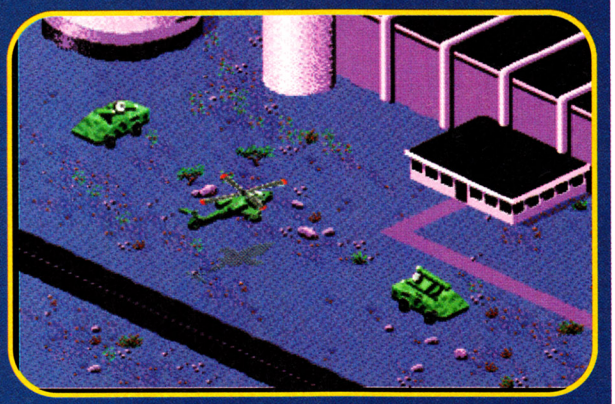
TIPS

DECAP ATTACK

There are oodles of extra lives to be had if you know what to do. Jump onto the springy poles and as you hit the top keep bouncing up and down. Bits of the pole should light up. When you've lit up several you're awarded a bonus life.

DESERT STRIKE

To get a little extra help when going up against the madman, enter the code BQQQAEZ which lets you start the game with ten choppers.



ECCO

Not only will these codes take you to different parts of the game, they also prevent Ecco drowning.

AAAAAAAA: The undercaves
AAAAAAUU: The vents
AAAAAAOO: Ocean
AAAAAAWW: Marble sea

By entering six A's followed by two letters of your choice you can transport to almost any point in the the game.

Or, if you don't want to cheat, here are the normal codes.

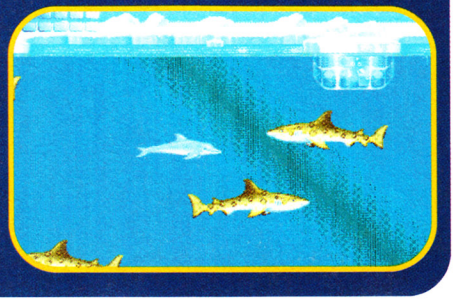
TROPICAL STAGE
The Vents: GOWLACCF
The Lagoon: MBNAQVCQ
Ridge Water: JFMBWIAF
Open Ocean: OBSMWIAX

ARCTIC STAGE
Ice Zone: WIRMOFBB
Hard Water: TRZIOFBL
Cold Water: TPHFOFBO
WMZKNFBX
Deep City: KGUPNFBS
City Of Forever: KVBBOFBB

PREHISTORIC SECTION
Jurassic Beach: QUVARCBC
Pteranodon Pond: QWSERCBC
Origin Beach: TSPIRCBC
Trilobite Circle: ATHNRCBH
Dark Water: USCRRCBZ

TROPICAL STAGE
Island Zone: BDTILF-BW
Deep Water: UWFQLFBC

ATLANTIS STAGE
Marble Stage: XEOUNFBC
The Library:



EUROPEAN CLUB SOCCER

Give your team the most unfair advantage imaginable by equipping them with super-shot capabilities. All you have to do is enter this code on the password screen.

THREE
SHREDDED
WHEAT

If you enter QUITTER as you password all you need to do to win a match is score one goal then select quit.

Alternatively, use these codes to go to the round of your choice.

1st Round 2nd Leg: 3ITAQBDBHA
2nd Round 1st Leg: JCMRABDCGA
2nd Round 2nd Leg: OWNRQBDDKQ
Quarter final 1st Leg: FKNSABDEAA
Quarter final 2nd Leg: R8BSQBDLFQ
Semi-final 1st Leg: OSNTABDGHA
Semi-final 2nd Leg: KWNTQBDHCA
Final: J8NUABDIAE

And still there's more! Forget those boring league teams, you can play with Brazil or Argentina instead! Simply set the game to simulation mode then go to the password screen. Now select the entire alphabet from A to Z then one to nine and you're given either of these international sides for your next game.

EVANDER HOLYFIELD BOXING

Forget any normal boxer, use this cheat to create a mega fighter. Go to the boxing generation screen and name your fighter 'THE BEAST'. Select end and you should be given a boxer whose energy bars are at maximum in every area.

To win each fight without shedding any blood, pause the game and select resume, then pause it again and select quit. This takes you to the gym and registers the fight as a victory in your favour.

F-22 INTERCEPTOR

Take a tour of duty anywhere on the planet with these codes.
USA: GPGE202
Korea: BIOF8P
Iraq: GTGE8V
Russia: HSQGIV
Ace's Challenge: MHOIKI

FATAL FURY

There's no way you can become an ace-hard combat master without know the special moves, so here they are.

JOE HIGASHI
Hurricane shot: LEFT, DOWN/LEFT, DOWN, DOWN/RIGHT, RIGHT and A
Hundred fist punch: Press A rapidly.
Fire kick: DOWN/LEFT, UP/RIGHT and B
Tiger kick: DOWN, DOWN/RIGHT, RIGHT, UP/RIGHT and B

TERRY BOGARD
Burning fist: DOWN, DOWN/LEFT, LEFT and A
Fire wall: DOWN, DOWN/RIGHT, RIGHT and A
Body slam: DOWN, UP and A
Flying kick: DOWN, DOWN/LEFT, LEFT, UP/LEFT and B

ANDY BOGARD
Super kick: DOWN/LEFT, UP/RIGHT and B
Energy shot: DOWN, DOWN/RIGHT, TIGHT, UP/RIGHT and A
Shoulder barge: DOWN, DOWN/LEFT, LEFT and A
Spin attack: DOWN/LEFT, RIGHT and A

FLASHBACK

Activate your hidden alien-killing weaponry by entering PIXEL as your code. When the game starts, every enemy alien is destroyed. If you don't want to cheat that much, you can use the level codes instead.

EASY:	CYGNUS	BIJOU	ACRTC
BETSY		BUBBLE	BLOB
PANCHO	NORMAL:	CLIP	STUN
STUDIO	FALCON	CYGNUS	MIMOLO
TOHO	DATA		HECTOR
AKANE	MILORD	EXPERT:	KALIMA
INCBIN	QUICKLY	CLIO	CYGNUS

FORGOTTEN WORLDS

In two-player mode, let one player collect all the zennies so that he buys all the best equipment in the shop. At the end of the level, make sure the poor player dies, and he will appear just after the start of the next level with all the equipment of the rich player!

GAIN GROUND

Press A, B and C together to access the level select.

GALAHAD

Keep a jump ahead of your enemies in this platformer with these codes.To gain infinite lives use the code LTUS. You can skip levels by holding down A, B and C and pressing START.

GHOSTBUSTERS

Enter DN as your initials and then the following code: 315879632.

GHOULS N' GHOSTS

Go to the options screen and select exit four times. Then press A four times on the title screen followed by UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT. Now hold down B and press start. Sir Arthur is invincible.

GLOBAL GLADIATORS

To advance to the next level pause the action and press B, C, B, A, B, B, C, B, A, B and unpause. When the bit with the SEGA logo appears, press C, B, A, C, B, A, C, B, A, C, B, A and a secret menu appears!

GOLDEN AXE

It's possible to begin this fine beat 'em up with nine continues! Simply select a one-player game, choose arcade mode, then press and hold the bottom-left corner of the control pad, making the warriors spin continuously. Next press A and C simultaneously; then let go of everything and press start.

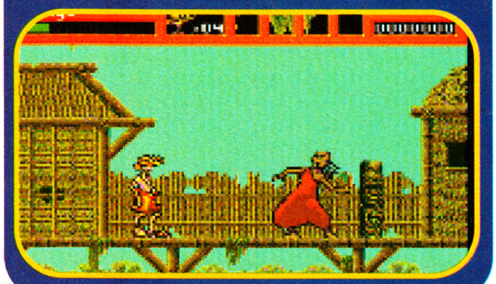
GOLDEN AXE II

Here's a level select. When the intro starts, hold down A, B, C and press START. Keep holding A but release B and C. With A still held down press B and C again to get to the option screen. Still holding A highlight exit and press B and C to return to the main menu. Don't let go of A yet, press B and C to select the number of players. Now, keeping all three buttons held down, press START. Highlight your character (without letting go of the buttons) and push UP and START. By keeping A and C held down you should now be able to select your start level.

GREEN DOG

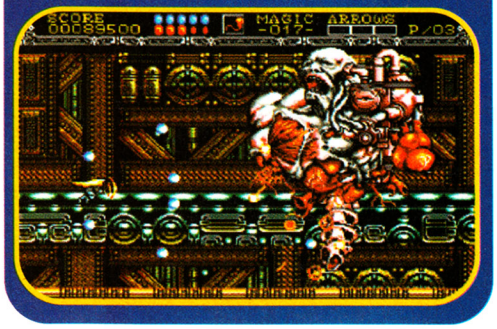
Make life easier for yourself by using this cheat to earn bags of continues. The first step is to get to the caverns on the first level, and pass the first gargoyle by lobbing your frisbee in its mouth. Now keep going right, jump over the gaps, onto the spring and land on the platform on the left. You should find a treasure chest containing an extra life and a continue. Collect them both and kill Dog. When you return to that room you find that the life and the continue have reappeared.

There are also two secret chambers just before the boss in Curacao. Go to the far left and jump through the wall to find a continue, while leaping through the far right wall yields a super disc and an extra life.



GYNOUG

Highlight the difficulty setting and press A, B, C and START together. Additionally, you can get infinite credits by holding down A, C and LEFT on the game over screen. Finally, to get the level select screen, go to the controls option and hold down A for fifteen seconds.



HARD DRIVIN'

To spice up the practice mode hit B, C and START to begin the game. You should now find yourself pitted against the vehicles that appear in the race.

HELLFIRE

This cheat takes near-perfect timing to activate, but it makes the game much easier. When you've zapped the boss at the end of level one, wait for the last part of the sprite to vanish off the screen and fire several Hellfires. Just as you launch the second one the screen should flash yellow.
If you're timing's right you should now be invincible, although you lose it if you launch another Hellfire. There is a drawback, you can't pick up any power-ups once the cheat has been activated.

HERZOG ZWEI

Use this code to go straight to the final battle: LHJKINAFAMA.

THE IMMORTAL

Trapped by the tribulations of dungeon exploration? Here are the level codes and a solution to the particular tricky final stage.

Level Two: 757FC10006F70
Level Three: 6E1EC210000E10
Level Four: D9BE53101EB0
Level Five: B57F9430000EB0
Level Six: 563FF53010A41
Level Seven: C250F63010AC1
Level Eight: E011F73017BC1

The eighth level is by far the toughest in the game, requiring a steady hand and split-second timing. When you enter the dragon's cave, select the blink spell straight away. When the dragon pulls his head back it means he's about to incinerate you, so use a blink spell at this point. You have to this six times, then select the fire protection spell. This time the dragon's head goes back twice. You must use the spell just as he breathes the fire at is only lasts for three seconds. When you've survived that hold up the amulet, but don't read the runes.

When Mordamir has finished talking select the statue spell. When the second Mordamir's lightening spell vanishes off the top of the screen, cast the statue spell. He fires three bolts of lightening in all, and as soon as you've survived the last one select and cast the sonic protection spell. Next, reselect the statue spell to protect yourself from the next two lightening bolts and the grim reaper. When Mordamir nicks the amulet cast the magnetic hands spell.

INDIANA JONES AND THE LAST CRUSADE

As soon as the Lucasfilm logo appears when you switch on press A, B, C, B, C, A, C, A, B. The screen turns blue and you're able to select what level and stage you want to play.

TIPS

JAMES 'BUSTER' DOUGLAS BOXING

For a real knock-out blow press A, B and C at once.

GRAND SLAM TENNIS

Try this code which pits you against 24 new and extremely skilful computer players.
GRAND. SLAM.. ...
... ...
... ...

If you've bitten off more than you can chew with the super-players, enter this code to generate one of your own.
I.(heart symbol) .CA PRI ATI ...
... ...
... ...

JOE MONTANA 2

Forget about using someone else's code, you can make your own! Enter the code as ?AA?AAAAA. Simply replace the first question mark with the number or letter of your chosen team and the second one with the week you want to play

A - Atlanta	K - Kansas City	S - New York N	Fourth letter	L - Eleven
B - Buffalo	L - Houston	T - New York A	B - Week one	M - Twelve
C - Chicago	M - Los Angeles	U - Philadelphia	C - Two	N - Thirteen
D - Cincinnati	A	V - Phoenix	D - Three	O - Fourteen
E - Cleveland	N - Los Angeles	W - Pittsburgh	E - Four	P - Fifteen
F - Dallas	N	X - San Diego	F - Five	Q - Sixteen
G - Denver	O - Miami	Y - Seattle	G - Six	R - Playoffs
H - Detroit	P - Minnesota	Z - San Francisco	H - Seven	round one
I - Green Bay	Q - New Orleans	0 - Tampa Bay	I - Eight	S - Playoffs
J -	R - New	1 - Washington	J - Nine	round two
Indianapolis	England		K - Ten	T - Sega bowl

JOE MONTANA '93

Head for the big time at the Segabowl with these codes, which take you and New York straight to the finals.

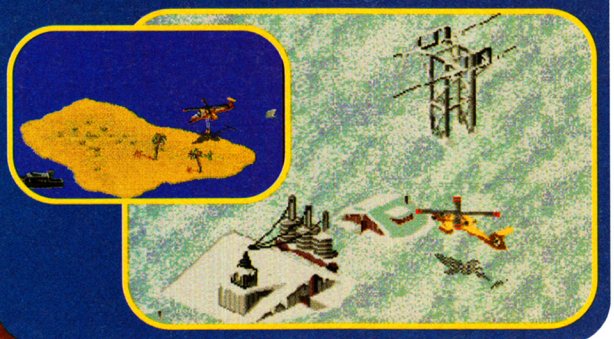
VS DETROIT: X25DCBBBBD
VS PHOENIX: X25FFBBBBD
VS DALLAS: X25GHBBBBD
VS PHILADELPHIA: X25MTBBBBD
VS WASHINGTON: X25J?BBBBD
VS SAN DIEGO: X25K?GBBBD
VS MINNESOTA: X25L?GBBBD
VS PHOENIX: X25M?KBBBD
VS LA RAMS: X25N?TBBBD
VS SEATTLE: X25P??BBBD
VS SAN FRANCISCO: X25Q??CBBD
VS DENVER: X24S??KBBD
VS DALLAS: X25T??TBBD

JUNGLE STRIKE

Take on the terrorists armed with more than just your chopper - here are the level codes!

Level 2: RLMJBRXTPJK
Level 3: 9VMKNL6PF3N
Level 4: XTPJKV74JK
Level 5: VNZJBXTMPJK
Level 6: WJ6GFVLWN4CDV
Level 7: THDXTGPGCDV
Level 8: 7CYV4GJFDBG
Level 9: N46P3LMHPJK

Or you could cheat. Enter you code as BNSH3N6MHJK to start the game on level one with four lives and a choice of all four co-pilots.



JURASSIC PARK

Enter this code: 02160016. Select options and leave the screen straight away. Change the player to Grant and start the game. A level select is now presented.

KID CHAMELEON

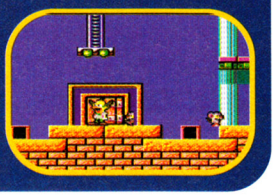
All you have to do to use this cheat is be good enough to get to the second level. Once there, jump onto the block above the flag at the end of level. Hold down B, C and DOWN/RIGHT and you should find yourself transported to the lair of Plethora, the final guardian.

KING OF THE MONSTERS

Press A, B, C and START on the title screen. Pressing A now selects the options screen.

KRUSTY'S FUN HOUSE

Even with help from the Simpsons, Krusty-style rat-bashing can be pretty tough. Find out just how hard it gets with these level codes. Level 2: WHOAMAMA. Level 3: FLANDERS. Level 4: BROCKMAN. Level 5: SIDESHOW. Alternatively, type SMAILLIW to open all the doors. Or try WILLIAMS for invincibility.



LAKERS VS CELTICS

If you're not bothered by playing as the Suns or All-Stars you can use this trick to score at almost every attempt. Get the ball to Tom then position him just outside the halfway point of the left-hand three-point line. Shoot from there and the ball goes through the hoop almost every time.

LEMMINGS

They may be at their cutest just at the point when they blow up, but now you can have the fun of terminating your lemming clan on any level you want.

FUN		TRICKY	TAXING
1 -		1 KTDVD	1 VFDTD
2 QWKYN	2 MSJXK	2 ZJKWP	
3 NDDTD	3 KFDWF	3 CRDQF	
4 SWKYN	4 TSJYK	4 DNKWP	
5 FDTVN	5 YVDKN	5 VKDSN	
6 KMKBX	6 HMKZG	6 BSLPD	
7 HDTVM	7 SYDKN	7 DZDJR	
8 MMKBX	8 PMKZG	8 FWLPB	
9 VDDTD	9 LKDWF	9 SNDHJ	
10 ZWKYN	10 DMKBP	10 TRKKT	
11 KDDTD	11 PYDMJ	11 WYDDK	
12 CKKYN	12 LMKBP	12 KVKKT	
13 PDTVM	13 LPDPR	13 PSDGS	
14 TMKBX	14 YFKRK	14 VLKBX	
15 RTDVM	15 KSDPR	15 KSDVM	
16 WMKBX	16 GGKRX	16 TPKBX	
17 VHDVD	17 SGDPJ	17 GLDVD	
18 ZZKZN	18 GFKNC	18 DPKKP	
19 XHDVD	19 RRDLK	19 GWDRF	
20 CBKBP	20 NFKNC	20 HSKKP	
21 PKDWM	21 NHDNS	21 VPDTM	
22 TQKCX	22 BYKPL	22 FLKQB	
23 RKDWM	23 MLNDS	23 HFDLR	
24 WQKCX	24 JYKPL	24 JBLRB	
25 FJDVD	25 FWDLK	25 WSDJJ	
26 KBKBP	26 KJJCK	26 XWKLT	
27 HJDVD	27 JWDZD	27 ZDDGK	
28 MBKBP	28 FKJCK	28 BBKMP	
29 YKDWM	29 FMDCN	29 SKDHS	
30 DRKCX	30 SCKFG	30 FKKFK	

LOTUS TURBO CHALLENGE

Sometimes the opposition just isn't good enough, so go straight to the challenge of your choice with these codes.

Race 2: SLEEPER
Race 3: HERBERT
Race 4: BUSINESS
Race 5: APPLEPIE
Race 6: STANDISH
Race 7: MALLOW
Race 8: TEA CUP

Or simply enter MANSELL to advance to the next track.

MEGALOMANIA

Being a god was never so easy, especially if you use these codes.

Scarlet
2nd Epoch: ZTYCAAVMHTR
3rd Epoch: AJBBOJKUKNP
4th Epoch: KSSCECKGOTV
5th Epoch: IKSCICKRJBH
6th Epoch: CIRASDDKDBL
7th Epoch: HUGCKLUBBBJ
8th Epoch: TOEBULTSZGT
9th Epoch: RNTBIEBUYGB
Megalomania: CPFDGLLMWMX

Oberon
2nd Epoch: INPAGGJAEBZ
3rd Epoch: MLNDATZJQTF
4th Epoch: RVICWOBCKTT
5th Epoch: MOOACGVVBUR
6th Epoch: CDOBIDWHODJ
7th Epoch: ORMIDYPZRJUT
8th Epoch: WNEDYOSBZHL
9th Epoch: QAKDVLFKOQ
Megalomania: XXEDVBJSBGS

Madcap
2nd Epoch: CQFAPSVSGHK
3rd Epoch: HDNBHWGZPBW
4th Epoch: EWJAJVJFEUK
5th Epoch: MWYBVBRAFIC
6th Epoch: CANDHORMIOC
7th Epoch: VJNAVDGKIIM
8th Epoch: YMGBHOWUEOB
9th Epoch: ZAQDZPCQIOE
Megalomania: IQFDUDYUMMJ

Caesar
2nd Epoch: IHGABUPCHKE
3rd Epoch: ZEEAPRMHSNE
4th Epoch: OFDARQPJAIQ
5th Epoch: MKMCPVQUFOK
6th Epoch: KPIMCHXWUFOG
7th Epoch: PEPAJISOKCE
8th Epoch: GKFAOPJTZHJ
9th Epoch: HLPCFZTPTBR
Megalomania: XGDOMBVSENX

MERCS

If, for some incredible reason, you actually find this game too easy, go to the title screen, select Original Mode and hold down A, B, C and START to play in near-impossible mode.

MOONWALKER

Wait for the title screen then hold UP, LEFT and A then press START. Now when the 'Stage One' screen appears you should be able to select your starting level by pressing RIGHT and LEFT.

MORTAL KOMBAT

Press A, B, A, C, A, B, B on the grey intro/story-line screen to enter the gore mode. Press DOWN, UP, LEFT, LEFT, A, RIGHT and DOWN on the title screen to access the hidden options screen.

MUHAMMAD ALI'S BOXING

How about a real challenge, eh? Enter your code as H070007Z. You now find yourself controlling Muhammad himself, ranked at number one with a win/loss record of zero. His next fight is against another boxer called Muhammad, only this guy has white shorts, white hair, white eyebrows and is harder than depleted uranium.

NHLPA HOCKEY '93

Give yourself the ultimate unfair advantage by wiping out the computer goalie for the entire game! Plug your controller into Port 2 at the start of the game then flatten the computer goalie. He's taken off injured and won't be replaced. Also, if you've got a fair way into a tournament and are suddenly being thrashed, wait until the Exit Game option appears then reset the machine. You should now be able to carry on from where you left off, only at the start of the match where you were so comprehensively beaten.

PITFIGHTER

Play the game with Kato or Tye, then get rid of all the weapons, including boxes and bikes, on your current level. Walk up to your nearest enemy and hit them with a flying kick (A+B). Stomp on them twice when they're on the ground then somersault away by pressing the D-pad twice in the opposite direction. Keep repeating this and you soon finish your opponent off and pick up an excellent brutality bonus.

POPULOUS

If you want to tackle some of the seemingly impossible higher levels, select a new level, and when it asks you to put in a password, keep the B button pressed and you're able to enter numbers instead of letters. It's a bit of a trial and error thing - 1978 for example is level 394 - but it lets you see levels that you otherwise mightn't reach!

POWERMONGER

For the ultimate challenge, use this code to get to the last level. TJ3DP2TJW7TI5PJ3DJFPJLI-JPHAKJEKOGO.

PREDATOR 2

Give Danny Glover a helping hand in his fight against drug dealers and extraterrestrial scum with these codes.

Level 2: KILLERS
Level 3: CAMOUFLAGE
Level 4: LOS ANGELES
Level 5: SUBTERROR
Level 6: TOTAL BODY

REVENGE OF SHINOBI

Give the ninja master a helping hand in his quest by setting his shurikens to 00. Wait a few moments and it changes to an infinity symbol (that's a sort of side-ways eight) and he's awarded with unlimited shuriken.

ROAD RASH

Have the bike of your choice without the pain of saving up. Go to the options screen and select a two-player game, then select a bike you can't possibly afford. Now return to the options screen and select a two-player 'take turns' game. When you've done that, select a solo game and start it. You should now be the proud owner of the bike of your dreams.

ROAD RASH 2

To earn yourself a bucket of cash without having to lift a finger, take your existing code and replace any 00's with EI. This should provide a healthy boost to your bank account. Also, on the title screen hold down UP, A and C and START together. When you start the game you're astride the loony, top secret 225 mph Wild Thing motorcycle. If that doesn't work enter 009N 1V00 on the code screen.

ROBOCOD

Rip this game apart with these two ultra-excellent cheats. Start by activating the super-shield, which is done by collecting the cake, hammer, Earth, apple and tap which are on the roof near the starting point (make sure you gather them in that order). Now you can warp to the end of a level by pausing the game and pressing A four times, B four times, C four times then holding down A, B and C then pressing start. Or, enter the first room, then walk left. Collect the star and go through the exit there. Now, as if by magic, all the doors in the game open up.

TIPS

ROCKET KNIGHT ADVENTURES

When the KONAMI logo appears, press DOWN six times, UP twice and DOWN twice. There will now be a 'Very Hard' setting in the options.

What's more, if you enter LEFT four times, RIGHT four times, LEFT seven times, RIGHT once and LEFT once whilst on the Konami logo, then a 'Crazy Hard' difficulty setting will appear.

These cheats actually appear when you complete the game on 'Hard' and 'Very Hard' respectively, so if you haven't beaten the game on Hard yet, then it's hardly worth trying these higher difficulty settings out, is it?

ROLLING THUNDER 2

Bizarre passwords, but an excellent game. MI-5 have just submitted these classified codes to all agents.

1B - A ROLLING PROGRAM SMASHED THE GENIUS
2 - A MAGICAL THUNDER LEARNED THE SECRET
2B - A CURIOUS RAINBOW LEARNED THE FUTURE
3 - A NATURAL FIGHTER CREATED THE GENIUS
3B - A MAGICAL ISOTOPE BLASTED THE DEVICE
4 - A ROLLING NUCLEUS SMASHED THE NEURON
4B - A PRIVATE LEOPARD PUNCHED THE NEURON
5 - A CURIOUS PROGRAM PUNCHED THE POWDER
5B - A SLENDER FIGHTER ELECTED THE GENIUS
6 - A LOGICAL LEOPARD BLASTED THE SECRET
6B - A DIGITAL RAINBOW MUFFLED THE SECRET
7 - A PRIVATE ISOTOPE DESIRED THE TARGET
7B - A LOGICAL THUNDER SMASHED THE POWDER
8 - A NATURAL RAINBOW ELECTED THE FUTURE
8B - A ROLLING MACHINE DESIRED THE FUTURE
9 - A MAGICAL MACHINE MUFFLED THE KILLER
9B - A SLENDER NUCLEUS BLASTED THE TARGET
10 - A DIGITAL NUCLEUS PUNCHED THE DEVICE
10B - A CURIOUS ISOTOPE CREATED THE KILLER
11 - A PRIVATE THUNDER CREATED THE POWDER
11B - A NATURAL PROGRAM DESIRED THE NEURON

ROLO TO THE RESCUE

How about this for a corking cheat. Not only does it open up the entire map, it also makes Rolo invulnerable with infinite lives. All you have to do is press and hold UP/LEFT, A and C. While holding these, press RESET (presumably with your nose). Keep everything held down for another five or six seconds then press B. A super options screen should now appear.

SHADOW DANCER

You can earn up to three extra lives on the bonus stage, and here's how to do it. Move to the far-left of the screen and hammer the fire button as fast as possible. This way you should be able to kill all 50 ninjas. To activate the level select press A, B, C and START on the title screen.

SHINING FORCE

1. With the machine still off, hold down the direction pad, UP and START on the second joypad. Now switch the machine on and keep the buttons pressed until the Sega logo appears.
2. Before the Sega logo disappears, press A and C on the second joypad. Now start the game.
3. Now, when the little girl on the options screen appears, carry on from where you left off and then press A B or C. The A button brings up a Chapter Select, the B button brings up a Battle Select and the C button accesses the ending.

Unfortunately, you can't actually save any of these positions, so you'll still have to play the game properly if you want a good saved position.

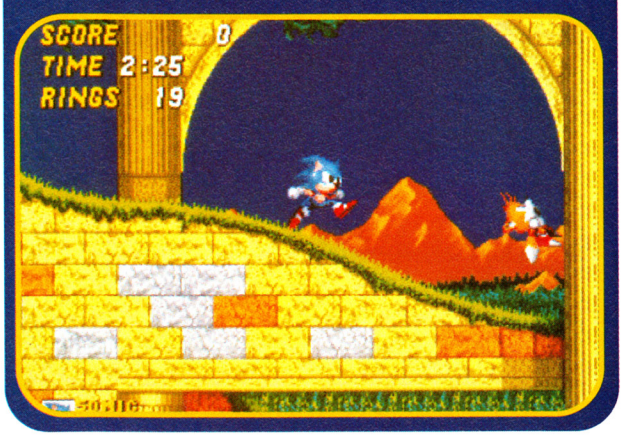
SMASH TV

This isn't really a cheat, but it's useful to know all the same. Kill all but one guy during a level, then you can collect the bonuses in peace as they appear, regardless of how many people are on the screen.

SONIC THE HEDGEHOG

There are two main cheats for this classic, the first being an easy-to-activate level select. On the title screen press UP, DOWN, LEFT and RIGHT, then hold down A and START. Simple, eh?

This next cheat is a bit tougher to get going, but what it does is basically allow you to redesign the game's levels. On the title screen press UP, C, DOWN, C, LEFT, C RIGHT, C followed by A and START together. Now when you start the game press B to enter design mode and A to change Sonic into different sprites. When you've found the graphic you want, press C to plant it on the screen. This also lets you fill the screen with enough rings to get Sonic to the Special Stage, and once you're there pressing B lets you go through walls!

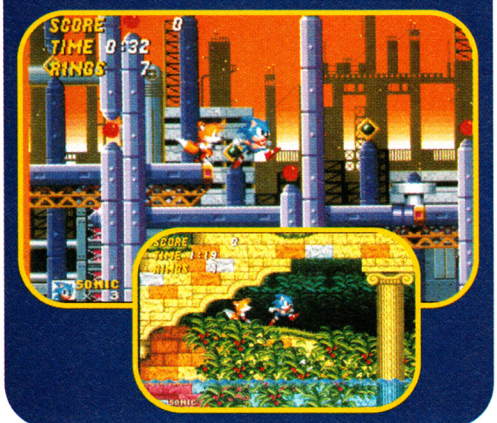


SONIC 2

Here's the easy way to get Sonic to the level of your choice. Switch on and go to the options screen. On the music test select tune 19, then 65, 09 and 17, pressing C to confirm each choice. Press START and when the title screen appears hold down A and press START.

Like the first game Sonic 2 also has a level designer. To find it go to the sound test and select tunes 01, 09, 09, 02, 01, 01, 02, 04 pressing C after each one. Now choose the level you want to start on and hold down A and press start. Now press B followed by A to change the sonic graphics into something else and use C to place it on the landscape. Pressing B takes you back to the action.

You can also take a short cut to Super Sonic by activating the level select cheat, then playing tunes 04, 01, 02, 06. Now all you have to do is collect 50 rings and jump to get Super Sonic. Or perhaps infinite lives are more your thing? Activate the level designer then play a single game with Tails and Sonic, then take Sonic to the first bridge where the mashers are bouncing around. Press B to activate the designer and turn Sonic into a masher. Next, place loads and loads of mashers on the same spot. Finally, plug the joypad into port two and activate Tails, who should be indestructible. Use him to wipe out all the mashers then repeat the process. You amass so many points you get all the lives you need. And even if you don't, this cheat can be repeated as often as you like.



SPACE HARRIER II

When you start off in the space ship at the start of the game, press A, B and C together and move the joypad left or right to select a level.

SPLATTERHOUSE 2

Gore galore, and codes to match!

Level 2: EOK NAI ZOL LOL
Level 3: IDO GEM IAL LDL
Level 4: ADE KOE ZOL OME
Level 5: EFH VEI RAG ORD
Level 6: ADE NAI WRA LKA
Level 7: EFH KOE IAL LDL
Level 8: EOK VEI IAL LDL

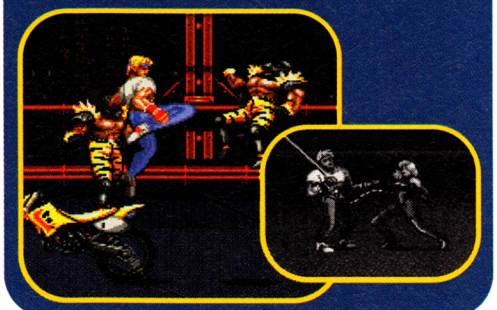
STARFLIGHT

Go to a starbase and pause the game. Now press A, B, B, A, C, UP, DOWN and C. Ping! You should now have a rather healthy amount of money and a full tank of gas.

STREETS OF RAGE 2

When the title screen appears press START on control pad one. Now plug it into port two and highlight 'options'. Hold down B, A and press START (keeping B and A held down). Eventually the level select option appears.

Additionally, you can also play a two-player game with both people having the same characters. To get the clone mode working hold down RIGHT and B on controller one and A and LEFT on pad two. Now press C on pad two. Keep everything held down and eventually the first option screen appears. Select a two-player game and you should find you and your partners can play with the same characters.



SPEEDBALL 2

Qualifying for division one can be a real pain, so use this code to go straight there.

LCLI CWAF O6KE ya3q
2b5t -is1 gGVt MQMQ

SPIDER-MAN

On the options screen choose the difficulty level, then press the D-pad UP/RIGHT and press A, B and C on controller one. At the same time keep pressing Start on controller 2. Exclamation marks should appear. Now start the game and pause it then:

A - restore web
B - restore energy
A and C - invincibility
A, B and C - skip level

EMPIRE OF STEEL

For a very useful 99 bombs plug in a second controller and press C, A, C, A, START and B on the ship select screen. Alternatively, for 99 lives simply set the options to; Difficulty: Hard, Stock: Two, Credit: One, Sound Test: 65.

STRIDER

At the beginning of the game, while the Master is laughing, press the joypad down, then press Buttons A, C, B, C, and A: you should now be able to start where you died, with full energy.

SUPER HANG-ON

On the title screen hold down A, B, C, and start, and a menu appears allowing you to choose the level, time, sounds, and the text. To complete the game in original mode enter this code:

5FF3F546F35564FF0S-LPIMFJQNKS.

SUPER MONACO GP

If you want to see the driver holding up his head instead of the winner's cup, press and hold down the A and B buttons after he's crossed the finish line in wet conditions.

SUPER MONACO GP II

Go to the World Championship option and enter HANG-ON! in the name entry screen. Save it and RESET. Go to Free Practice Image Training and after setting the number of laps and the grid, press DOWN and A until the transmission select screen appears. Select your transmission and hey presto, you get to ride the Super Hang-On motorbike against GP cars!

Did you know there's a training mode in this game? Select Japanese text from the options screen then enter free-practice mode. If you press DOWN to scroll through the text you should see a flashing red arrow on the map which denotes the toughest corner on that circuit.

How about a contract to join the special team? Enter this code!

0Q63 NBCG E100 0000
0B0H 00HC 2435 E689
7ABD FG90 0000 0001
0000 0000 R200 19C0

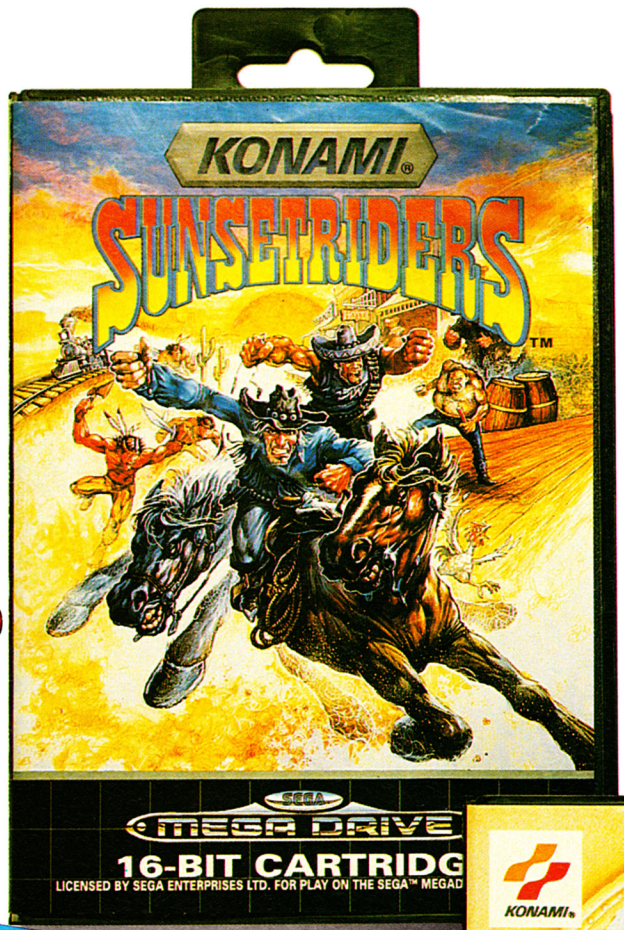
Or perhaps you'd like to see the film sequence at the end of the game?

0Q76 2ILM F200 0000
0070 H10F B324 5D76
CR89 EGC1 0000 0002
0000 0000 F200 2CAC

KONA

SUNSETRIDERS

It has obviously had a lot of attention paid to every aspect of its production... it's superb.
MEGATECH 87%
Very impressive SEGA PRO 87%



ROCKET KNIGHT ADVENTURES

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Good clean amphibious fun. SEGA PRO 87%

Turtles really is a visually stunning game

MEGA TECH 87%

TINY TOON Adventures Buster's Hidden Treasure™

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a fast paced platform game that is similar to Sonic, but....better fun.

Mega Drive Advanced Gaming 93%

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TIPS

SWORD OF SODAN

Get a highscore and enter HINANP as your name. If you have a joypad stuck into port, pressing START on it skips levels.

SWORD OF VERMILION

When the title screen appears plug a controller in port two and press A, B, C and START together. Then you make the game utterly easy and give yourself loads of extra lives as a reward for being so smart.

TAZ-MANIA

You need a second controller to get this cheat working. Plug in both pads and hold down A, B, C and START and the game makes a ringing sound. Start the game then pause it. Now press A, B, C followed by the START button to take you to the next stage, B to make Taz invincible and C to call up a stage select screen.

TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST

Here's a handy level select which takes the hard work out of beating up the Foot Clan. When the Konami logo appears press C, B, B, A, A, A, B, C. When the title screen appears press A, B, B, C, C, C, B, A.

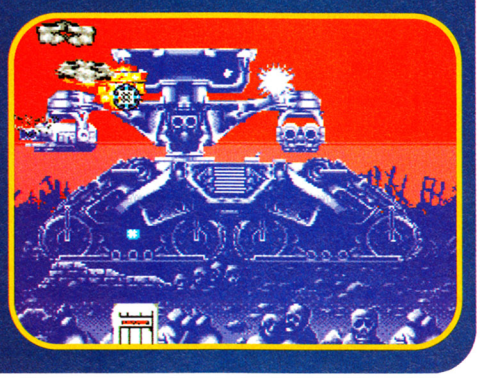
TERMINATOR 2

Warp to the future with this level select. Press UP, DOWN, LEFT and RIGHT three times at the 'press start' message. If you get it right you'll hear Arnie say 'Excellent'. Start the game the pause it and press B and C to finish that stage.

TERMINATOR 2: THE ARCADE GAME

In most people's opinion the toughest part of the game is overcoming the HK's on the truck escort level. If you can keep up, here's the directions they come on from - it's the same every game.

LEFT, RIGHT, LEFT, RIGHT, RIGHT, LEFT, RIGHT, LEFT, LEFT, LEFT, RIGHT, RIGHT, LEFT, RIGHT, LEFT, LEFT, RIGHT, LEFT, RIGHT, LEFT, LEFT, RIGHT, LEFT.



THUNDERFORCE II

Press button A and START on the title page to access the options screen.

THUNDERFORCE IV

To grab an extra 96 lives, press A and START and call up the option screen, then set the Ship Stock to 0. When you start the game you have all those extra ships.

There's also this nifty cheat which gives you every weapon except the Thundersword. Don't do anything when the stage select screen appears, just wait for the game to start. When it does pause it and press UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP, B, UP.

TINY TOONS: BUSTER'S HIDDEN TREASURE

There are simply loads of codes for this excellent game, and here they are in their entirety.

Stage 1:
1: ZMGL, DLLL, DDDD, LDDL, DLGD
2: NBKL, LDDL, DDGL, LLDL, DLVD
2 EXTRA: MNQG, LDLL, LDZL, LLLD, LLNP
3: JNWG, LLLL, LDZD, LLDL, LLNP

Stage 2:
1: PHQK, DLDL, LLWG, DDLD, LLTV
2: YRWB, LDLD, LLQK, LDDL, DDTZ
2 EXTRA A: PJWQ, WDLL, LLQW, XLDL, LDDG
2 EXTRA B: VNQQ, WLDD, DLQW, KDDL, DLDG
3: HHQB, MLDL, LDWB, PDLL, LLMD
4: BNWW, WLLD, DDWQ, BDLL, DDVG
5: KZWW, QLLL, LLQQ, BLDD, DLVG

Stage 3:
1: XNQW, QGLD, DLWQ, QLDD, LDJP
1 EXTRA: YJWW, WBLL, DLWQ, WGDL, LDJH
2: DQWW, WWGL, LLWQ, WZDL, LDZK
3: PJQQ, WWDD, LDQW, WKDL, DLJK
4: ZZWW, WQGD, LDQW, QQDD, DDXQ

Stage 4:
1: DTWW, WWKL, DLQW, QQGD, LLDD
1 EXTRA: NXWW, WQWD, LDQW, QQKD, LDTD
2: PTQW, WQWQ, LDWW, QWBD, LLPP
3: HTWQ, QWWG, LDWW, WQQD, DLNP

Stage 5:
1: JTQW, WWQK, LDQQ, WQQG, LLNY
2: HXQQ, QQWB, LLWQ, WQQK, DDNZ

Stage 6:
1: XQQW, WQQQ, GLQQ, QWWW, LDZQ
2: HDQQ, WQQW, GLWW, WWQW, DLZQ
2: EXTRA: BQWQ, WWWQ, BDWW, QWWQ, GDPD
3: TDQQ, QQQQ, QDWW, WQWQ, YLTD
4: VTQQ, QQQQ, QDQQ, QQQW, BLDG
5: HGWQ, WWWW, QGQW, WQQQ, QDRP

Stage 7:
DPQW, WWWQ, WKWQ, QQWQ, WGRY

TOEJAM AND EARL

Go one step cooler than the rest and take a jammin' holiday on level zero. To get there pick up a pair of rocket skate and shimmy over to the bottom-left corner of the map. There you should come across an island with a hole in the middle. Drop through it to arrive on island zero. If you enter the jacuzzi there your energy gauge is refilled, while going to the lemonade stand gets you an extra life.

If you finish the game you're taken to a final level where you follow a yellow brick road which leads to your space ship. Instead of going straight there, try talking to the aliens. Alternatively, swim to the bottom right of the map (you can't drown on this level) an you find Toejam and Earl's ultimate babe, Trixie!

TRUXTON

To get rid of the end-of-level guardians, press B to create a skull smart bomb and instantly pause the game so that the skull is frozen in place. Leave the game for ten seconds or so, and when you restart the action the guardian will be completely decimated.

UNIVERSAL SOLDIER

Cut down wear and tear on weapons by warping to the level of your choice.

Level 2: CHSGM
Level 3: MKSNS
Level 4: SGGBY
Level 5: JLGPH
Level 6: JDRSD
Level 7: PKSND
Level 8: CWBPN
Level 9: SFTMP
Level 10: CMVDG
Level 11: BYTCM

Alternatively enter the code PWRZS to make your soldier invincible.

WARP SPEED

Here's a guide to the black hole destinations.

Galaxy Alpha: 1B leads to Beta.
Galaxy Beta: 7D leads to Alpha. 3H leads to Beta.
Galaxy Gamma: 5C leads to Alpha. 5D leads to Gamma. 4B leads to Beta.
Galaxy Delta: 3C leads to Alpha. 6G leads to Beta. 2F leads to Omega.
Galaxy Omega: 4B leads to Delta. 5C leads to Alpha. 4D leads to Epsilon. 3E leads to Beta.
Galaxy Epsilon: 2C leads to Alpha.

There's a hidden black hole in Gamma 4,9 which leads to Galaxy Psi. Go through this one last. In case all this is beyond you, here are the campaign codes.

1: W4D HLX VDX
2: W6N CWK IKM
3: W67 G5R 4DQ

WARRIOR OF ROME

Create the world's greatest empire by cheating! Plug in a second controller and when the selection window appears press START on pad one. Move the cursor to the far right of the Load Data option. Hold down START on pad two and press A on pad one followed by START. Now, instead of commanding legions, you find yourself playing a dodgy tug-'o-war game.

WARRIORS OF THE ETERNAL SUN

Provided you've got a little way into the game and your party has a good set of weapons and spells you're able to use this trick to earn loads of experience points. When you've completed the Azcan Temple stage enter the secret cave which is located between the bridge and large rock in the north-west of the map. Inside you find plenty of spells useful items.

Once you've taken what you need, enter the dragon's cave and kill the beast within.The character which strikes the killer blow will earn 5000 experience points.That's not the end of it though, go outside an re-enter and, lo and behold, the dragon's reappeared and you can kill him all over again.

WORLD OF ILLUSION

Three times the game and three times the level codes for Mickey, Donald and both together.

STAGE ONE
Mickey: Q Spades, K Hearts, Q Hearts, K Spades
Donald: K Hearts, Q Spades, Q Hearts, K Clubs
Both: K Hearts, K Diamonds, K Spades, K Clubs

STAGE TWO
Mickey: K Clubs, Q Hearts, K Hearts, K Diamonds
Donald: K Spades, K Diamonds, K Clubs, Q Spades
Both: K Spades, K Hearts, Q Spades, K Clubs

STAGE THREE
Mickey: K Hearts, Q Hearts, K Diamonds, K Clubs
Donald: K Clubs, K Hearts, Q Hearts, K Spades
Both: K Diamonds, Q Spades, K Hearts, Q Hearts

STAGE FOUR
Mickey: Q Hearts, K Diamonds, K Spades, K Clubs
Donald: Q Hearts, K Diamonds, K Hearts, K Spades
Both: Q Spades, Q Hearts, K Clubs, K Spades

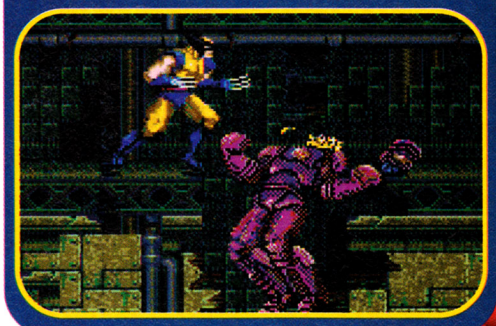
STAGE FIVE
Mickey: K Diamonds, K Clubs, K Hearts, K Spades
Donald: K Spades, K Hearts, K Clubs, K Diamonds
Both: K Clubs, K Diamonds, K Spades, K Hearts

WWF WRESTLEMANIA

When the match starts, leave the ring via the left side and stand against the railings. Your opponent won't attack you. Kick him three times so he falls over and get back into the ring. When he gets back in the ring repeat the process. You can keep doing this until he's got no energy left and is easy to pin.

X-MEN

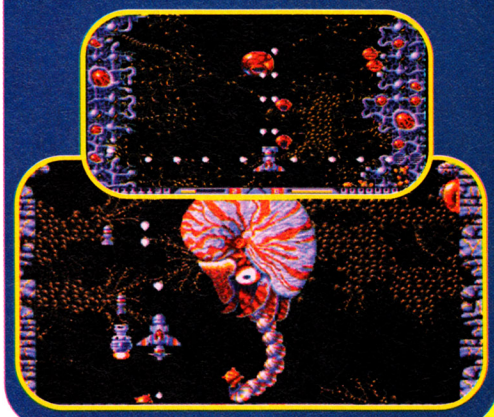
Hold down A, C and DOWN on pad one then, without releasing them, switch your Megadrive on. Press START, then unplug the pad and shove it in port two and hit START again. When you enter the control room use the panels to warp to any level.



XENON 2

Enter your name as ARM on the highscore table, then get a score slightly lower than that one, so you're in next place behind it and enter OUR (ARMOUR, geddit?). Wait for the attract sequence to start and press reset. Now when you start the game you're invincible.

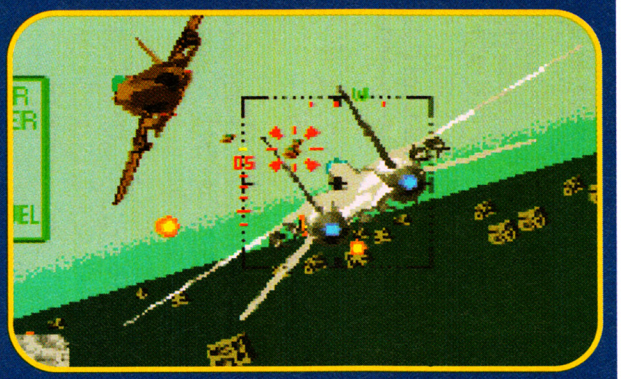
Use the same method to enter OLD AGE and reset when the attract mode starts. This time when you play you'll have infinite lives.



TIPS

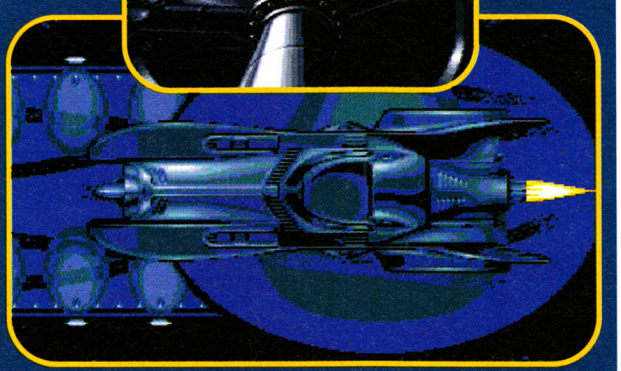
AFTERBURNER III

Go to options and set the view mode to Cockpit and the rolling mode to Free. When you take off push your afterburners to full and angle the plane to around 45 degrees. All you have to do now is keep the fire button pressed. The only time you come unstuck is when a plane comes up behind you.



BATMAN RETURNS

Go to the options screen and set it to the Driving game. Now press and hold LEFT and hit B. Next move down to difficulty, hold LEFT again and press B. Do this on all seven options, then do them from top to bottom. If you've got it right you hear a ringing sound. When you're playing the game now C will advance you to the next stage!



BLACK HOLE ASSAULT

Go to the code screen and enter BIGNET, AZY and MUTEKI. When you play operation BHA, select Bignet and plug a second pad into port two. Now when you're fighting press START on the second pad and your opponent crumbles into dust. Choose Muteki instead and START makes him invincible. And doing the same thing with AZY warps you into a version of Breakout called Black Ball Assault.

COBRA COMMAND

On the title screen press START so the words CONFIG MODE appears then press UP, DOWN, LEFT and RIGHT. If you've done it correctly you'll hear an explosion. Now when Config Mode appears you should also be able to select Training Mode, which makes the game a lot easier.

JAGUAR XJ220

Go to the part of the game where you name your driver, erase the current name for player one and enter MAR instead. Now if you pause the game at a start of the race just as the lights go green, press A, B and C together and you automatically qualify on that course.

KRISS KROSS MAKE MY VIDEO

This isn't really a cheat, but it does show you loads of video footage of how the game was put together. Simply press A, B, C and RIGHT on the caller screen to get it going. Not only that, there's even more film to see if you press START while it's running.

ROAD AVENGER

Play the game like a video and fast-forward to any level you want by pressing UP on the title screen, entering the options display, highlighting 'Players' then pressing A six times. Now start the game and it asks you what stage you want to play on.

It doesn't end there, though. Do the same the previous cheat but only press A five times and hit B once. Now when you start the game you can sit back and what the hold cartoon without having to touch the joypad.

SHERLOCK HOLMES

Track down General Farnsworth Armstead, who's at the French embassy which is listed under 'E' in the directory, then pay a visit to the Grand Hotel, listed under 'H' and stop of at the Princess Theatre on the way home. Now go to court and answer Phillip Arneau, B, D and C. Piece of cake this detective lark.

The Mummy's Curse
And what a curse it is! Solve it by first visiting Henry Ellis at London University. Next, call on Jardin at Matheson and CO, who are listed under Shipping Companies. Then stop off round Andrew Weatherby's place. Now go to the judge and answer, in this order, Philip Travis, C, Philip Travis, D, Philip Travis, B. Ooh that Philip Travis, what a fiend!

The Mystified Murderess
Why was she mystified? Find by first visiting Sir Frances Clarendon, then Edward Hall, the Hallidays Hotel, S Goff (listed under S), Porky Shinwell and Dr Percy Trevelyan. When you're in front of the judge answer: Loreeta Nolan, C, B, Guy Clarendon, B. Simple, or what?

SILPHEED

During the opening intro enter DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B, START and a 'stage select' option should appear on the Game Start menu. Move right or left to set the stage and A,B or C to start the game. The bad news is that you can only play the level you selected. However, if you select any stage above number 13, you can watch the fabulous full-motion intermissions - good, eh?

There's a smart way to keep those life-saving shields up throughout the game. During the intro, press RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP and START. Now, whenever you press the A button on the second joypad the shield will go up by one unit. By hitting the A button on the second joypad quickly enough, you can effectively fly an invincible Silpheed ship.

When you're down to your last continue, wait until the opening demo starts up and enter RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A, and START. This will instantly knock the number of continues up to 10. You can use this cheat as many times as you like.

Press A, B and C on the second joypad when the title screen appears, and go to the options. The sound test will now be a voice test. You can even adjust the speed of the voices using the second joypad.

During the opening intro, press B, B, A, C, UP, LEFT, RIGHT, DOWN, C, UP and A on the second joypad. Now, when you play the game, the last digit of the score will become a 1 and the game will be rock-hard!

SOL FEACE

Press A, B, C, A, B, C, B, C, B on the title screen. Now go to the options screen and you should find stage and lives select options. If you press A and RIGHT simultaneously you're able to activate the invincibility mode.

TIME GAL

To give the temporal travelling girlie a hand you can activate a level select by first getting onto the Game Start/Options/Visual Mode screen then pressing UP, LEFT, RIGHT, RIGHT and UP. If you've got it right you hear a chime. And if you just want to watch, here are the visual mode codes.

BC 70,000,000: DODZILLA
BC 65,000,000: DINOSAUR
BC 30,000: STONEAGE
BC 1300: ELEPHANT
BC 44: OSIRIIYA
AD 500: HARWORK
AD 666: DEATHOUL
AD 1588: SOUTHERN
AD 1941: WORLDWAR
AD 1991: LANDMINE
AS 2001: RECKLESS
AD 2010: ASTEROID
AD 3001: MURDERER
AD 3999: BRANCHER
AD 4000: STARWARS
AD 4001: THANKYOU

WOLF CHILD

On the options screen, press A, B, A, C and A and B simultaneously. If you've done it right, an explosion is heard. Now you can select a level in this way.

Level One: Press START
Level Two: Press B and START
Level Three: Press C and START
Level Four: Press B, C and START
Level Five: Press A and START
Level Six: Press A and START
Level Seven: Press A, B and START
Level Eight: Press A, C and START
Level Nine: Press A, B, C and START

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ACTION FIGHTER

Try these passwords: DOKI-PEN HANG-ON GP-WORLD SPECIAL

AFTERBURNER

It's possible to go from levels 1 to 12 without getting hit by holding the joypad in a diagonal position (but keep firing off everything you've got and dock with the tanker for those hit-counts - you should be able to get an extra life by stage 12). From stage 12 onwards, however, this method doesn't work. Instead, at the beginning of stage 12 climb as high as possible, and as soon as you see the first missiles launched towards you, dive as low as possible. You can out-fire and out-climb the missiles, which disappear off the top of the screen. Then stay down until the next lot of missiles appear and repeat as before - except climb hard. If a missile does manage to follow you, dodge it by going up or down, and then in the opposite direction as it gets close to you. You may find yourself going continually up and down, but it works!

ALEX KIDD IN HIGH-TECH WORLD

Some of the clouds on the ninja section are yellow. Shooting them five times reveals a box worth 200 GP's.

ALEX KIDD IN MIRACLE WORLD

Collect 400 coins during the course of the game. Now when the GAME OVER screen appears, press UP and button I. Rapidly press button II. A continue option should now appear.

To reach the wonderful world of surprises, use your invincibility power and punch the first octopus on third level in the face five times. When it dies, go to the top of the bowl and press DOWN three times. A secret door should now open.

ALTERED BEAST

To continue a second time press the lower left diagonal D-button and both buttons. To continue a third time press the lower right diagonal and both buttons. The fourth and final continue is achieved by pressing the upper right diagonal and both buttons. When the words "Sega Master System" appear, circle the directional pad and repeatedly press button 1. You should now have five lives instead of three.

ALIEN III

Select CONFIGURE on the title screen, select two players then go to the start of the game and lose all of your lives. Now go back to the CONFIGURE screen and select CONTINUE. Now both players should have infinite lives.

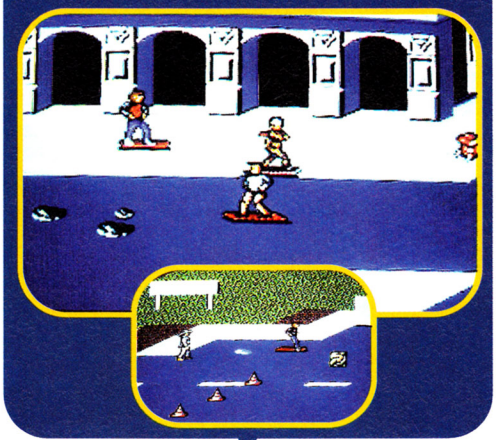
ASTERIX

Fancy 99 lives for this quality platform game? Follow this mini-guide.

Go to the Cannon Level 4-2. After killing the man on the carpet, enter the cannon pointing UP-RIGHT and blast off. You land behind two cannons, one pointing up, the other up-right. Jump in the cannon pointing UP to take you to the clouds. Pick up the pot to get the extra life and then fall down before the pot disappears.When you land, go to the same cannon and blast off again. Repeat this process to get a maximum of 99 lives! Smart.

BACK TO THE FUTURE II

Want a level select for this crusty cow-pack of a cart? On the first level press PAUSE and then UP and DOWN. The next level now appears before your very eyes!



BLACK BELT

When you come to the opponent in the room with the picture here's how to beat him. Trap him in the corner of the screen and duck and punch him in the stomach. Once his power is used up comes the confusing part - how can a man with no power fight back? We don't know either, but after you complete the next move he won't be fighting back. When he jumps up and tries a flying kick to your head, copy him. If you make contact he stops dead in mid-air - and then and only then can you beat the hell out of him.

Here's another useful cheat. Press fire on the title screen to start the game. The usual red screen showing lives and levels should appear. When this screen flashes off for a second, press RESET before the game screen comes up. Things will go a bit messy, but sort themselves out later. Now you can have a whole load of kung-fu fun and frolics.

BUBBLE BOBBLE

Enter this code to select your starting level: 3V35NLLE.

For an easier game of Bubble Bobble simply lose all of Bub's lives without continuing. Begin a new game and you'll find that the game is a lot easier and Bub has a holy water potion!

On the PLAY/SELECT screen move the cursor to the password option. Press PAUE and push I, LEFT, DOWN, UP, I, UP, I, UP.

Want a password for level 199? Enter 3V9K4MMB

CAPTAIN SILVER

To utilise the continue option, push up and press both buttons at the same time. This works on all levels past the first one, and restarts the game at the start of each level.

CASINO GAMES

For an unlimited supply of money, enter this code: MR SEGA 8314853112.

CHAMPIONS OF EUROPE

Every time you score an own goal, it registers as a goal for you, not your opponents!

Get to the semi-finals and make sure it's a 0-0 draw at half time. Now select QUIT and voila — you're in the finals!

CHOPLIFTER

On the second stage, fly behind the battle ship, fire and up comes Jaws! On level 3, travel backwards past the lava pit. Shoot the first enemy rocket base several times, and after a while Superman appears. The prisoners will now run twice as fast.

DEAD ANGLE

Plug in two joypads and turn on the machine. When the title screen appears, move both pads left and right until you hear a noise effect; then press any button on joypad one. Now you should be on a later stage!

DOUBLE DRAGON

On the fourth level, jump up and down 30 times and you'll become invincible.

ENDURO RACER

If you want to jump levels, on the title screen press RESET, then UP, DOWN, LEFT, RIGHT on control pad 1. You can now choose the round you want to play.

FANTASY ZONE

To get loads of lives, wait for the opening demo to scroll up the screen. Now waggle the joypad UP and DOWN at least 50 times and press START. Play the game and get as much money as possible. When you enter the shop you can buy lives at a measly $1000 each.

TIPS

FLINTSTONES

Here's a level select. On the title screen, press UP, RIGHT, RIGHT, DOWN, DOWN, DOWN, LEFT, LEFT, LEFT, LEFT. While playing the game, press PAUSE and hold down buttons 1 and 2 while pressing one of the following: UP for level one, RIGHT for level two, DOWN for level three or LEFT for level four.

FREE GAME

This is an oldie that works on the old-style Master System. Turn on the machine (without a cartridge in the slot) while simultaneously pushing the control pad buttons and pushing upward - a maze game scrolls from the right and you can play away...

GHOSTBUSTERS

Enter AA as your initials and enter this account number: 1173468723. When you start the game, you'll have $1,975,800! Now you can really go and bust some ghosts!!

GHOSTHOUSE

Punch the light bulbs to freeze all the characters on screen. This works three times a level only.

If you jump on the arrows, Oli eventually turns golden giving you invincibility for a short time.

GOLDEN AXE

To get an extra credit, wait until the game over screen then press the joypad diagonally up and left.

A level select mystically appears when you press LEFT, RIGHT, DOWN and RESET on the Magic Select screen.

GOLVELLIUS

This code gives you 500,000 gold with the capacity for nearly two million!

ZC3Y E4XF 76JQ CUG3
AAQ6 CFL5 2Q86 28G4

On the other hand, if you just want to get hold of the seven crystals, try this code:

J7VZ HEQV AUPJ 4258
36AL PQLH MRLY

For a really crazy cheat, try entering the following code:

QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQK

KENSEIDEN

Climb big Buddha and push up for a secret screen!!! If you want to access the round select feature, turn off the Master System, press and hold button 1 and 2, then turn the system back on and continue to hold buttons 1 and 2 down until the title screen with the figure appears. Release buttons 1 and 2 and press the top left hand corner of the directional pad and button 1. Round select followed by a number will appear. You can select the level with the directional pad and push either button 1 or 2 to start the game. The game offers training sessions (rounds 5,6,8 etc.). Use these sessions before you begin to battle the levels. If you are able to get through these training sessions, you will not only be ready to fight the warlocks, but you'll receive lots of energy and possibly even an additional life! There's a hidden item on round four - take the stairs in this round all the way up four levels. On the very top level in the upper right corner on a platform is a Kokeshi (wooden doll). This will give you one additional life.

LEMMINGS

A level select for Lemmings? No problem. On the title screen hold down buttons I and II. Now rotate the D-Pad until you hear a "dink" noise — the same noise is made when you select a skill icon in the game. This should take about 20 rotations. Now go to the LEVEL CHANGE option on the title screen to select a level. Go to the NEW LEVEL box and a screen appears with the credits and level select on it!

MARBLE MADNESS

Go to the options screen and select TEST FX 2 And TEST MUSIC 5. Now you should be able to access a SELECT LEVEL option and... hey, select a level!

MASTER OF DARKNESS

Once the Master of Darkness logo is on screen, press UP and buttons I and II together. The options screen contains a level select, an invincibility option, a sound test and the option of increasing the amount of starting credits.

MOONWALKER

Plug both control pads into the Sega and turn the machine on. On pad one press UP, LEFT, button 1 and START on pad 2. Now press START on pad 1 and a level select appears.

MY HERO

When you come to fight the end of screen yob, only use kicks to the head and don't get trapped in the corner of the screen. Using the kicks to the head you will beat him faster; and the faster you beat him the more lives you collect. When you fight Mohican, use the punch or the high kick only, and afterwards you'll get an extra life as well as the one you get normally.

PACMANIA

Select Blocktown and play as usual, but DON'T eat any power pills. Once all the dots are gone and you have just four power pills left, a giant pill should appear. Eat this and you enter the secret level known as Coin World.

POPULOUS

A code of intrigue of Master System Populous: JOSAME takes you to world 5122!

POSEIDON WARS

To continue a game, just push the joypad, DOWN, DOWN, DOWN, RIGHT, RIGHT, RIGHT, UP, UP and LEFT. To access the sound test, push the joypad, UP, LEFT, LEFT, DOWN, DOWN, DOWN, RIGHT, RIGHT, RIGHT and RIGHT.

POWER STRIKE

To begin the game with ten lives, push joystick DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, RIGHT and button 1 twice.

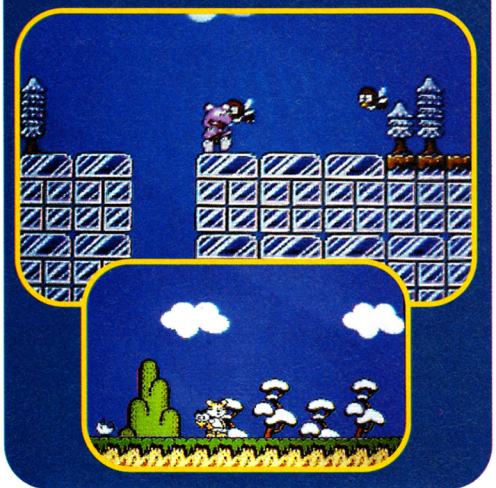
PRINCE OF PERSIA

Here are some level codes to see you all the way through to the end:

LEVEL TWO: GHMIFZ
LEVEL THREE: GJJIEU
LEVEL FOUR: FHEGCI
LEVEL FIVE: HHMIDV
LEVEL SIX: LJPLGK
LEVEL SEVEN: IFJHCP
LEVEL EIGHT: OKJMHK
LEVEL NINE: QKQNIV
LEVEL TEN: OHLKFF
LEVEL ELEVEN: QULGI
LEVEL TWELVE: THOIR
END FIGHT: ODFICQ
PRINCESS: PDCCO

PSYCHO FOX

At the top of the tower of spring boards is a warp. Choose a tube and as you descend you appear on a certain level!



QUARTET

Push PAUSE four times on the title screen and any button on joypad two for sound test. To begin the game with wider shots, press pause 14 times when the title screen is showing. Mark Jones and Simon Donavon from Leicester were the kind dudes who posted that one to us.

RAMBO III

Shoot the cavern roof above Sergeant Koloff to kill him!

RAMPAGE

Whenever you can, pick up a woman from a window and just hold her. If you don't eat her your score will be boosted. Don't eat bombs or punch trains, as these drain your energy. When jumping off a building, keep the up button depressed and you will climb the building nearest. When a tank fires shells at you, jump into them and you won't get knocked out.

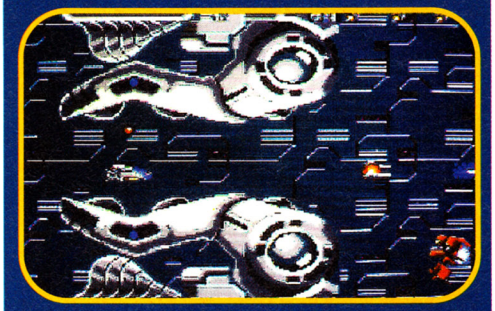
For a continue press both buttons together on the GAME OVER screen. For a second continue, press UP-LEFT on the D-Pad and button 1.

RASTAN

For unlimited continues, switch on the machine and, when the Sega logo appears, hold down buttons 1 and 2 and push the control diagonally down-left.

R-TYPE

Before switching on the Sega, put both joypads in and hold control pad one diagonally down and right, hold control pad 2 up and left and hold down button 1. Keep holding them all down and switch on the Sega, and keep everything pressed until the R-Type logo comes on screen. Now start a game and you're totally hard! At the end of level four you reach a screen packed from top to bottom with green dots. About half way through at the top of the screen is a gap in the landscape - fly up and go into it and you're transported to a bonus level! On the continue screen (after the game over screen) a countdown starts. At this time, rotate the directional pad counter-clockwise until the countdown stops (it stops automatically). Release the directional pad and you enter the sound test. To change sounds, rotate the directional pad right to left and push button I. There are 17 sounds to listen to. There are two continue modes. The first allows between 10 and 12 continues. When you have died three times and the continue screen appears, rotate the directional pad of control pad I clockwise quickly and you will receive between 10 to 12 continues depending on how quickly you rotate the pad.



SHINOBI

On the title screen press Down and Button 2, and you're able to start wherever you like!

SPACE HARRIER

To get the continue mode, move the joypad up, up, down, down, left, right, left, right, down, up, down and up. If you watch about five demo games, the Space Harriers appear - all of the characters in the game are displayed, and the whole thing is quite a laugh. Call up sound test and select tunes 7, 4, 3, 7, 4, 8 and 1. Now a screen pops up which allows you to change parameters.

If you want to get a 10,000,000 point bonus, on the bonus screens shoot five trees only. A space craft zooms across the screen near the end of the level, and if you manage to blast it, all those lovely points are yours.

SPY Vs SPY

When you are selecting difficulty and number of players, choose the option so that the airport room can be found from the start. Find the airport room and seal it off with traps and wait in an adjoining room. Wait for the opponent to find all the goodies, then when he tries to come through the door, he's killed and you can go and get the lot and head for the airport.

TEDDY BOY

The GAME OVER screen appears and the music is playing... Now repeatedly press UP, DOWN, LEFT and RIGHT until a continue screen appears!

TENNIS ACE

Here's a password which takes you to the very last game. What is it? Well, it's: NKOF VVLG LKGS FCKK

THE TERMINATOR

On the title screen hold down button II and press button I. The screens should go black for a few seconds. When it does press LEFT, LEFT, UP, UP, RIGHT, RIGHT, DOWN and DOWN. Two zeros should now appear on-screen. Use LEFT and RIGHT to change the level.

THUNDERBLADE

When approaching the end of level fortress, move up to either top corner and hover there. The fortress should now blow up without you touching it. In the second half of stage one (the city) you can dodge the tanks' missiles by moving in an anti-clockwise square around the edge of the screen. As in Afterburner, however, keep firing for those valuable hit-counts!

VIGILANTE

To get to any level, push the joypad top left, and push Buttons 1 and 2 at the same time.

TRANSBOT

When you reach the first city, three devicers appear called Hiluns. If they're blasted with weapon system D, the mission will then continue on the underground level.

WIMBLEDON TENNIS

When serving on your player's right hand side of the court, opt for a looping serve. As soon as you hit the the ball, move into the centre of the court. Your opponent misses this shot every time (presumably when you're playing the computer).

To give your player the ultimate stats, use the following code: EFJ DEF XHA

WONDERBOY

On title screen press button 1, then press button 1 again twice, and then button 2 twice. Hold both buttons down at the same time, and press the D-Button up for a higher round. In Wonderboy you need to collect a total of 36 dolls (one each round). On area nine, round four the doll is actually found in a fire. If you have all 36 dolls after killing the monster at the end of Area 9 you go onto round one (area 10). From now on you can't jump up levels or rounds - you can only go down!

WONDERBOY II

If you plug a controller into port two, start the game and press button 1 on controller two you'll bring up the status screen. Do this 45 times and you'll get 45 gold coins. DO this as many times as you like to get zillions of coins.

WONDERBOY III

To instantly control all you alter egos, with loads of dosh and a complete armoury, type in WE5T ONE 0000 000 on the password screen.

Fancy seeing what other forms you can transform into? Check out these codes:

2CKF 7L4 80OZ: Lizard-Man (one heart)
L1Z4 C15 EG6V 4FU: Mouse-Man (three hearts)
G1ML X7V ERA2 D2G: Piranha-Man (four hearts, dragon mail)
E0OX D07 AKDB R4O: Lion-Man (three hearts, Thunder Saber, Hades armour)
TH7 YHZ CKGJ TVO: Hawk-Man (three hearts, Thunder Saber, 4096 gold)

WORLD CUP ITALIA 90

If the group you're placed in is too tough (or not tough enough), press the pause button. The screen then shows your team in a different group. Keep pressing pause until you're happy with the group.

XENON II

At the shop, DON'T bother buying autofire, super nashwan power or Bitmap Shades. All of them are useless. Here's a list of goods available in each level. Use this guide to avoid buying something in the shop that's available for free on the next level.

STAGE ONE: Three speed-ups, rear shot, smart bomb. Whole heart, free cannon.
STAGE TWO: Two whole hearts, smart bomb, whole heart. Whole heart, smart bomb, whole heart.
STAGE THREE: Smart bomb, whole heart. Two whole hearts, whole hearts.

CHUCK ROCK

Intrigued by the prospect of some level codes for this game eh?

LEVEL TWO: 7G09M
LEVEL THREE: NNGE3
LEVEL FOUR: B4AKC

LEMMINGS

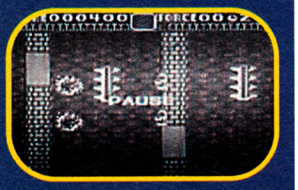
Try these eyebrow-raising level access codes for this chucklesome puzzle game.

FUN: PFECKODY
TRICKY: NBUIRDHO
TAXING: DHODZTHP
MAYHEM: WMZTHPFE

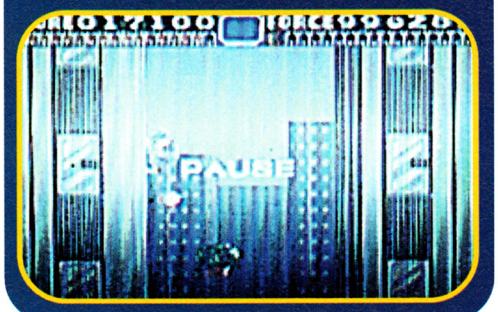
NINJA GAIDEN

To quote Lieutenant Commander Data: "Intriguing". Here are some level access codes for Ninja Gaiden.

LEVEL TWO: NINJA
LEVEL THREE: GIDEN
LEVEL FOUR: DRGON
LEVEL FIVE: SWORD
END CREDITS: MONTY



Aha, but the code you really want is for invincibility! Try NODIE.



PRINCE OF PERSIA

What? Level access codes for Prince of Persia? Yes indeed!

LEVEL TWO: DHJFCK
LEVEL THREE: FHKHDG
LEVEL FOUR: IJFJFU
LEVEL FIVE: JIMJFB
LEVEL SIX: IGGHDO
LEVEL SEVEN: HECFED
LEVEL EIGHT: LGMIEZ
LEVEL NINE: PJMILHM
LEVEL TEN: KDEFBH
LEVEL ELEVEN: KCFBC
LEVEL TWELVE: RHKLGJ
FINAL LEVEL: RELJED

PUTT 'N' PUTTER GOLF

Here's a novelty. Some codes for Putt 'n' Putter Golf.

STAGE FOUR: OBNAR
STAGE SEVEN: SBQAP
STAGE TEN: JLJKK
STAGE THIRTEEN: JLMKH
STAGE SIXTEEN: BLPKI

SHINOBI II

Enter the code as 9F8BB and you start the game with five rescued ninja, five recovered crystals and ten energy blocks!

SONIC II

A level select? Amazing! On the title screen press DOWN-LEFT on the D-Pad and press down buttons I and II. Keep them held down and press the START button when Tails's eye is shut mid-wink. That's it! Easy!

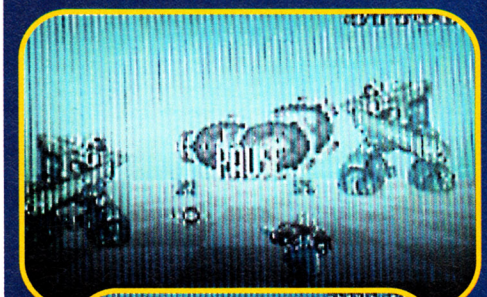
On Green Hill Zone I, stop before the first loop and you'll find a ramp. Spin off this and press RIGHT. You should spin onto an extra life on top of the first loop. Scroll the telly off the screen by going right and walk right to the edge of the platform. Walk back and the 1-UP has mysteriously reappeared! Repeat the process to cream in lots and lots of lives!

SPACE H ARRIER

There's not much we cc say about this apart from "some codes for S ice Harrier".

LEVEL TWO: EAGF
LEVEL THREE: CHFA
LEVEL FIVE: DGBC
LEVEL SIX: HBGA
LEVEL SEVEN: FBHE
LEVEL NINE: BFCH
LEVEL TEN: HGDA
LEVEL ELEVEN: AGEC

Would you like to choo: between an EASY and HARD difficulty setting? urn off the Game Gear and then hold down bu on I and START as you power-up the machine. Wait until the Sega logo appears on-screen and len press button I and START again. The logo ll fade out and the word HARD will appear 'ress button II and START to change to the ASY mode.

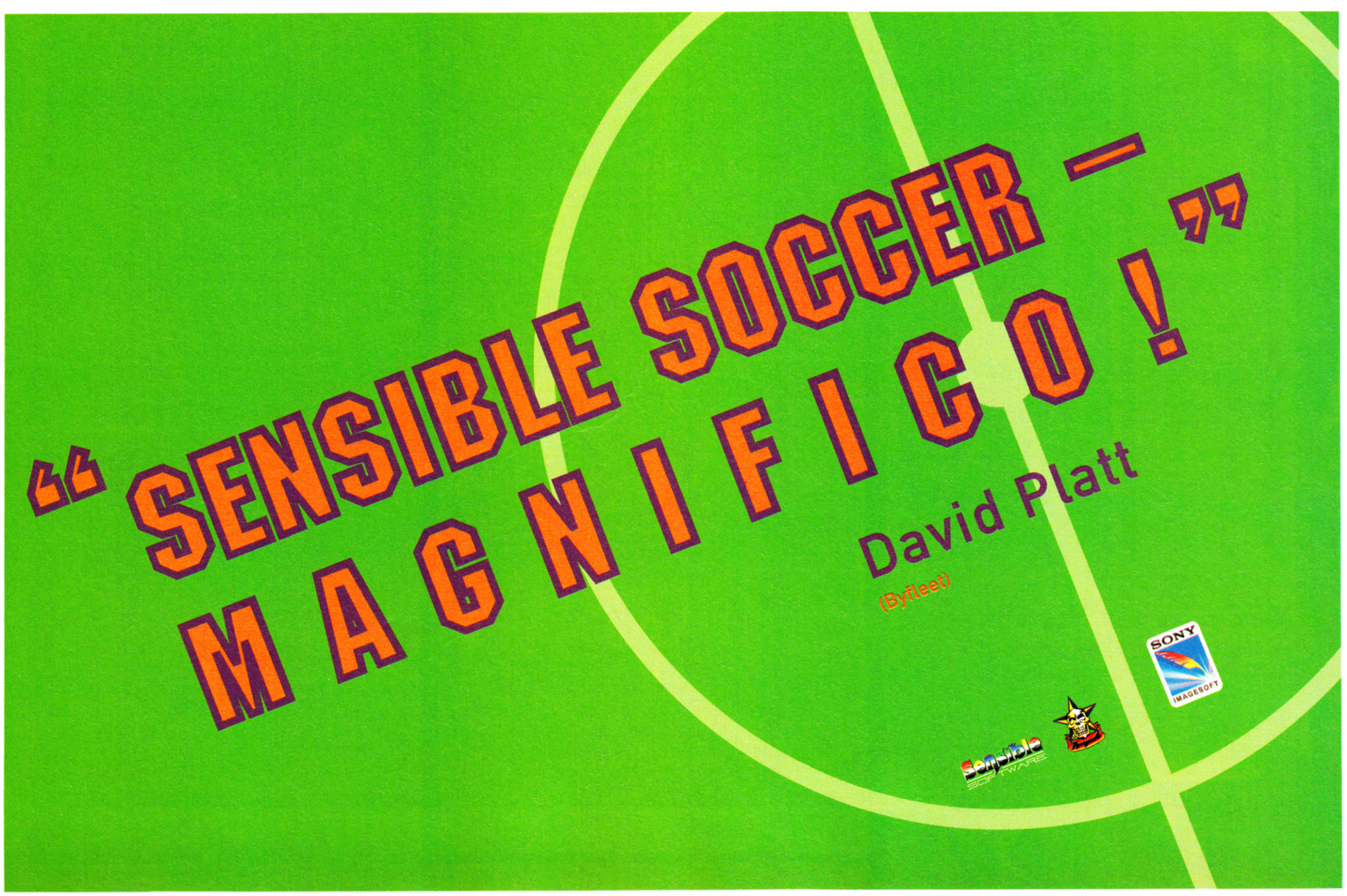


STREETS OF RAGE

On the options screen play tracks 00 and 01 and press both buttons whilst playing track 11. Two more options should now appear — a level select and an infinite lives/time cheat!

BETTER

...ACCURATE INFORMATION FROM THOSE IN THE KNOW.

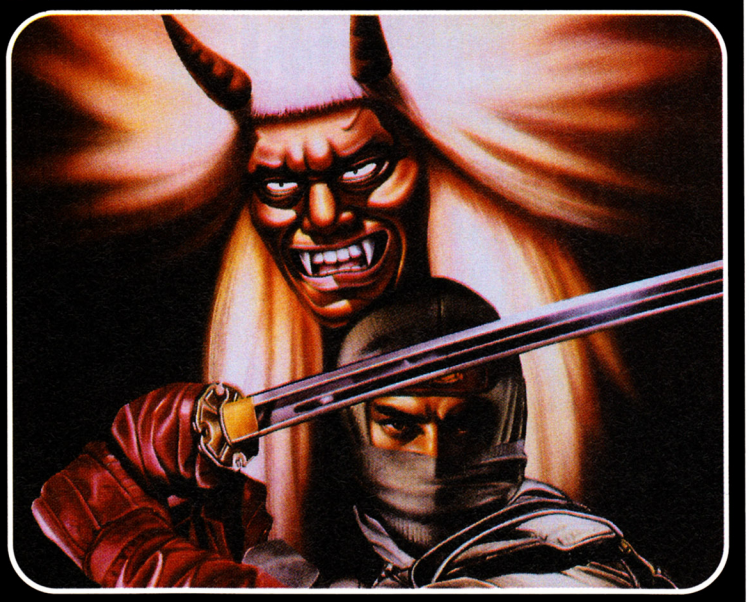


BUDGET GAMES

So... you've got a spare fifteen or twenty quid in your pocket and you're not sure what to do with it. You'd really like a new game, but they're all above forty quid (at least on the Megadrive). WRONG! Sega have a vast range of console games for all formats starting at the rather reasonable sum of £14.99! Smart eh? Rad Automatic takes a look through Sega's back catalogue and chooses the classic Megadrive, Master System and Game Gear titles available at the new, wallet-friendly prices. These are his findings...

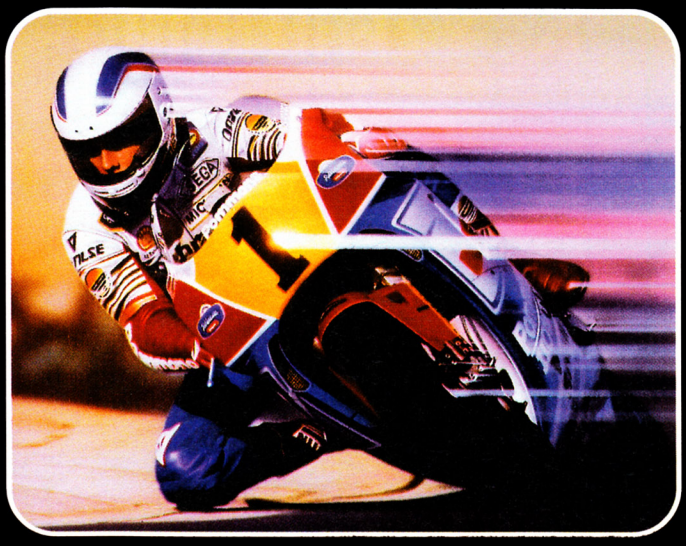
REVENGE OF SHINOBI - £19.99

This was one of the very first Megadrive games ever released, and it's amazing that it's still considered a classic even now, putting many of its contemporaries to shame. The game is very big, the graphics are lovely, and it packs a huge challenge. Revenge of Shinobi is one of the most atmospheric games on any console, and you really do get a kick out of the story developing. Despite not having as many features as the new sequel, Revenge of Shinobi is stuffed with secret bonuses and hidden goodies and is about as much fun as ninja action gets. A lot of people are put off buying older games, even though they may be better than the latest muchly-hyped piece of software, but at this new budget price Revenge of Shinobi is something everyone should look up.



SUPER HANG-ON - £19.99

Recently, there's been a spate of racing releases on the Megadrive. Some of them are really good, and some of them are absolute pants. Super Hang-On was criminally overlooked when it was first released, and this is now the perfect opportunity for Megadrive veterans to make up for lost time and newcomers to check out a fantastic piece of software they may never have heard of before. Not only does Megadrive Super Hang-On contain a full conversion of the coin-op of the same name, it also has a completely original tournament mode, similar to the one in Super Monaco GP. The controls are great and the scrolling is superb - super-fast and very smooth. An absolute bargain at this price.



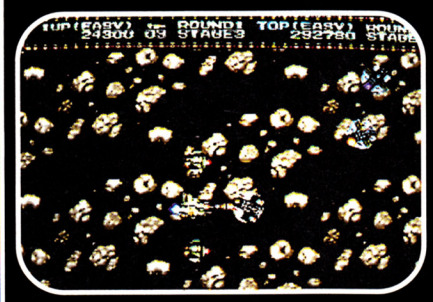
GYNOUG - £19.99

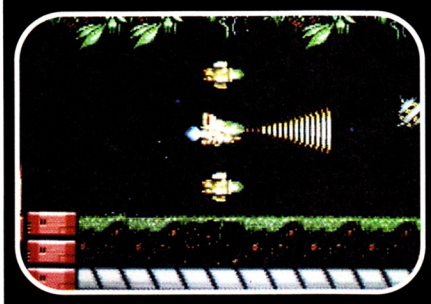
Gynoug caused a bit of a stir when it first came out thanks to the disturbing gory graphics inherent therein. Of course, after the whole Mortal Kombat episode, this looks pretty tame, but the dark, Gothic visuals are probably what makes this game so much fun to play. That and the huge array of weapons and enemies. And indeed, the absolute rock difficulty of the game, especially on the toughest level. You might reckon you're a bit of shoot 'em ups expert, but Gynoug is probably the most challenging game of this type on the Megadrive. If you're short on patience, this might just frustrate and irritate you, but if you don't mind sitting there for days plugging away at a game until you clock it (ie - most right-minded people), you should glean a large amount of enjoyment from Gynoug. Check it out.

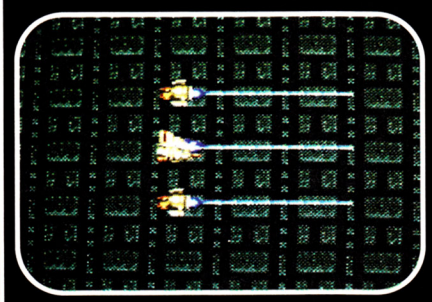
BUDGET GAMES

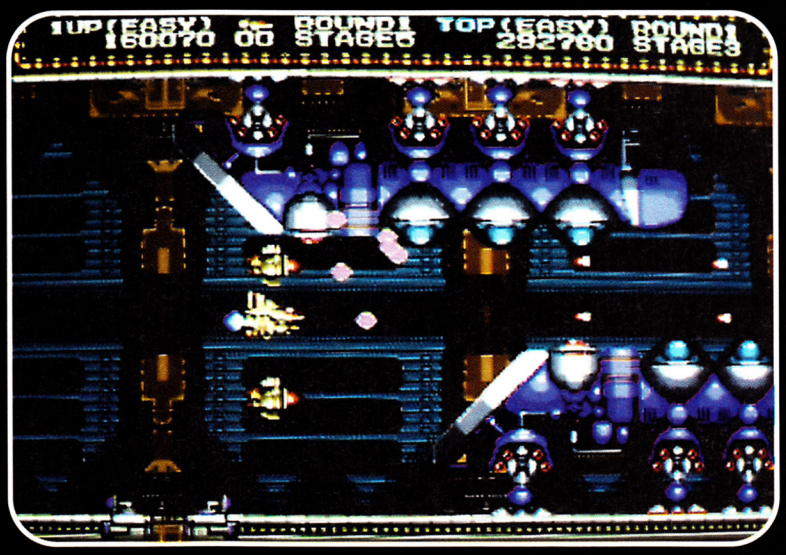
ZERO WING - £19.99

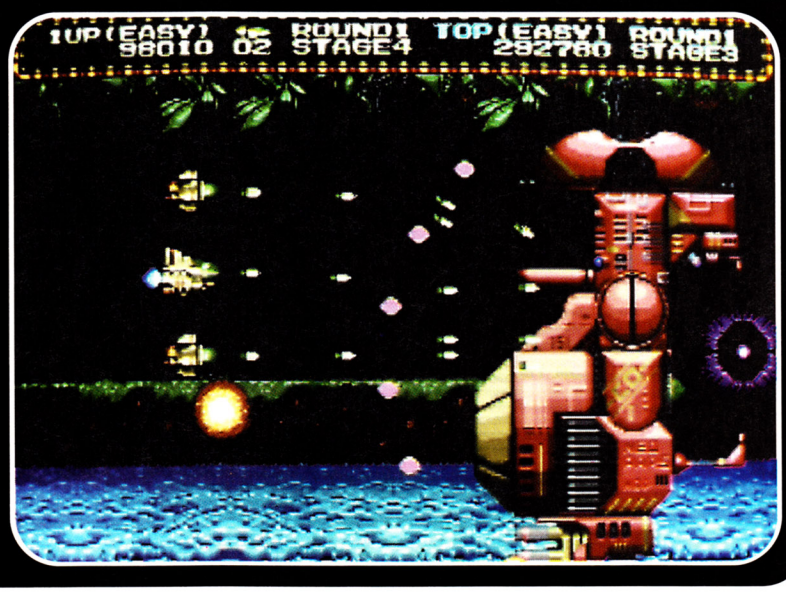
Another forgotten classic, Zero Wing caught the tail-end of the huge shoot 'em ups boom a while back, and was bought by practically no-one. This is despite the fact that it was one of the most impressive, innovative and challenging games of its type released. Nowadays, it has been surpassed by Thunderforce 4, Gunstar Heroes and the like, but it certainly suits the new budget price. Compared to some of the newer stuff, this is a pretty no-frills space ship blaster, although that's not to say there aren't hoards of mega-powerful weapons to shoot with and herds of mega-powerful aliens to shoot at. The intro and inter-mission sequences add a fair bit to the polish and atmosphere of the game, and even decent gamers should find this a bit of a challenge. If you're not a big shoot 'em up fan, this won't convert you, but if you like a good destroy, this is for you.





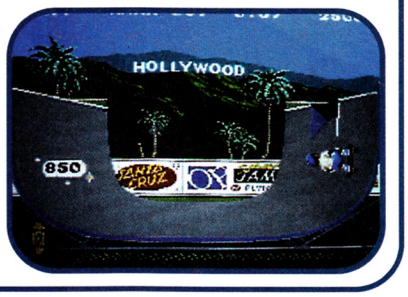






CALIFORNIA GAMES - £19.99

California Games has been shunted down in price to make way for the full-price entry of the new sequel. However, this was a bit of a strange move, because the first game of the two is far superior. Graphically, this is one of the best days the Master System has ever seen, with large, clear and very colourful sprites. The game has a real sense of humour running through it, which fits in with the rather unorthodox selection of events, including surfing, skateboarding, footbagging and roller-skating. There's no 1P Vs Computer option, but it's possible to have up to eight humans competing against each other, and a battery back-up means there's always your highscores and time records to beat if you're playing on your own. This is only really recommended if you're going to have someone else around to play it with, but if you have, it's an essential purchase. In fact, it's one of the best games for the Master System.



GOLDEN AXE - £19.99

Not to be confused with the disapponting Golden Axe Warrior RPG which has also recently had it price slashed (to a fiver below Golden Axe). This is one of the turning points of beat 'em up history, and also one of the best Master System games ever released ever ever. The graphics are superb, almost matching up to their Megadrive counterparts, and the sound is actually quite good, despite the music being a little on the weedy side. Playability-wise, this is brilliant. It's missing the two-player mode of the arcade, but has everything else in it, including some huge enemies to hit and loads of action all the way through. Fast paced, with plenty of moves and some interesting diversion, this is the sort of thing a horizontally-scrolling beat 'em up should be, but don't expect it to last you forever, as the challenge level is set a little over on the easy side of the street.

SHINOBI - £14.99

This is nothing like the Megadrive Revenge, being a conversion of the original coin-op which absolutely everyone loved. The conversion to the Master System is surprisingly faithful, having all the levels of the original, including the ninja shooting gallery bonus level, the programming of which must have been some feat. The Master System isn't short of the odd horizontally-scrolling platform beat 'em up these days, but Shinobi is easily one of the more quality titles, especially if you're a bit short on the old moolah. So, all in all, a very worthy purchase. However, whatever you do, don't confuse this with the inferior Cyber Shinobi which has also just got the budget treatment.

AERIAL ASSAULT - £14.99

This shoot 'em up was originally released on the Master System, where opinion was divided as to whether it was brilliant or rubbish. It is reasonably challenging and has a decent selection of weapons and some pretty smart bosses to it, but some people thought the game itself was too sparse in the action department. However, it translates pretty well to the small screen - providing you've got good eyesight. While the reduced space of the game Gear means the game is much more action-packed and frantic, it does mean there's a slight problem with seeing the enemy bullets and missiles - especially on the sunset level with its (admittedly very well done) orange background. There isn't really much for you on the Game Gear if you're a big shoot 'em up fan, and fifteen quid Aerial Assault isn't a bad choice... but don't expect the earth, that's all.

FANTASY ZONE - £19.99

If you're after a shoot 'em up and you've got an extra fiver to spare, forget Aerial Assault and get your hands on a copy of this classic. The Fantasy Zone has been the subject of Lord knows how many arcade machines and console games, and this one is as good as any. Once again, it's a conversion of the Master System original, but that cartridge was so incredibly polished and playable that it's no bad thing. The screen of the Game Gear perfectly accentuates the bright colours of the game, which looks like it's been designed by a 6 year old. However, these primary school looks belie a game which is very frenetic indeed. If you're a shoot 'em up novice this may not be a good place to cut your teeth, as some of the later levels are stuffed with aliens and very tricky to beat. Quite possibly the best shooter on the Game Gear.

NINJA GAIDEN - £19.99

This may seem like a poor man's Shinobi - and that's exactly what it is. It's just like Shinobi, but five quid cheaper. It also has more in the way of weapons and magic, plus a plot which slowly unfolds in cinematic episodes in-between levels. This is typical of the excellent presentation which runs throughout the title. The graphics are a little rough, not nearly up to the standard of GG Shinobi, with wobbly sprites lacking in detail and icky animation which spoils the atmosphere slightly, and the sound isn't exactly going to have you rushing for your headphones or anything. However, Ninja Gaiden is fast-paced, action-packed and hard enough to keep you going for a couple of weeks at least. In all, not a bad buy at all.

REVIEW

24 MEG

BY: SEGA

PRICE: £59.99

RELEASE: JANUARY

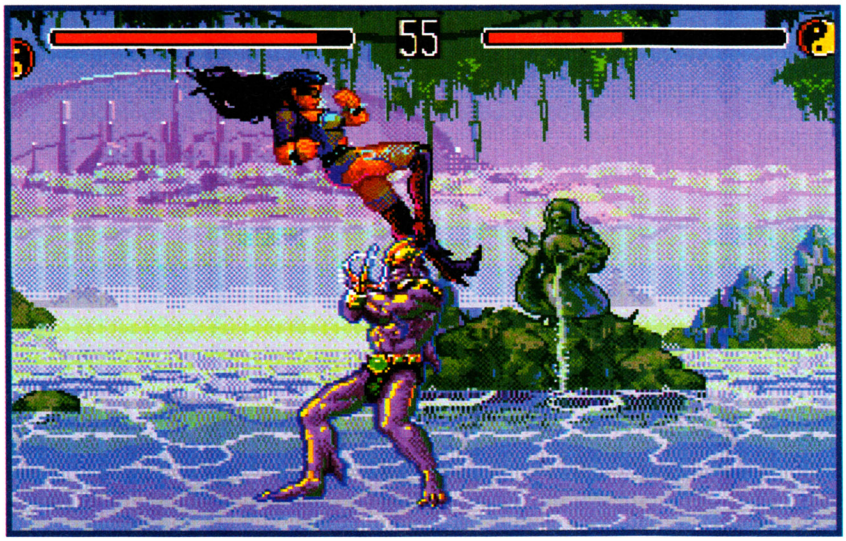
STYLE: BEAT'EM UP

PLAYERS: 1–2

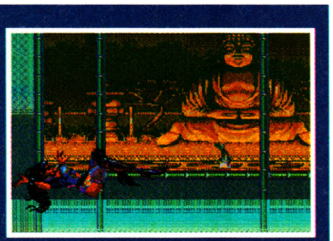
CONTROL: 6 BUTTON PAD

CONTINUES: INFINITE

Eternal Champions was designed and programmed with one aim in mind - to be the ultimate beat 'em up available for a home computer system. What's more, Sega of America's crack programming team have just about done it - creating a product that almost matches Street Fighter II in terms of gameplay and totally outstrips it in terms of presentation. The storyline is rather novel. The Eternal Champion presides over the balance of good and evil, but has made a grave miscalculation. Now evil is winning big time. He decides to ressurect key figures in Earth's history who were killed prematurely before instigating a major coup for world good. With just one of them alive, the predicament the Champion faces would be over before it even began! The eleven challengers must be whittled down to one contender who must defeat the Eternal Champion in battle in order to get their life back. The player(s) chooses a character and then must face up to the others in a series of Street Fighter-esque battles. However, the real fun of Eternal Champions is in exploring the vast options on offer which radically alter the gameplay. We've covered just about the lot in our showcase earlier in the issue - but believe us when we say that this game is the most flexible fighting game in existence. Eternal Champions is as much a landmark product as Street Fighter II and recommended without even a nanosecond's hesitation.



▼ **The range of original special moves in Eternal Champions is very impressive.**



▲ **Eternal Champions boasts loads of training modes - including battles against holographic representations of other characters, dexterity spheres (designed to test reflexes) as well a battle room, where the player is pitted against a whole host of lethal unknowns.**

▲ **The game is tough - a lot more difficult than Street Fighter II in one-player mode. Although the game has infinite continues, you have to defeat the last two opponents again should you lose - a subtle, but very effective lastability booster.**

▲ **The manual gives you some of the special moves in the game, the others you have to work out - an ingenious touch. For example, Shadow's disappearing act can be player controlled. You've got to work out how to do it.**

▲ Larcen's grappling hook has multiple uses.

COMMENT

RICHARD LEADBETTER

If someone told me that a beat 'em up had been created to compare with the mighty Street Fighter II, I'd have laughed in their faces. However, here it is. Eternal Champions is utterly superb - the characters are great and learning them all takes ages. The vast range of practice options (all of them useful) and the brilliant battle room add even more value to the package. The action is fast, fluid and compelling - right up there with SFII. The only thing that isn't so good is the music - the effects are great though. Overall, this is a superlative product - better than SFII in one-player mode and compares favourably with two players at the console.

▼ Availability of special moves depends on how much inner strength you have. Special moves use up different quantities of inner strength which is symbolised by the ying-yang icons in the corner. Opponents can also drain inner strength by insulting you!

▼ Add a bit of spice to the action in the Battle Room. Sawblades, spiked balls, stunbolts - in fact there 20 different hazards you can introduce to the environment. In Eternal Champions, the environment as well your opponent must be defeated!

COMMENT

JULIAN RIGNALL

As soon as any new one-on-one beat 'em up comes along, you immediately ask the question, is it better than Street Fighter II? Well, in this case the answer is that Eternal Champions isn't better than SFII - but it's easily just as good! Surprised? Well, I was pretty taken aback myself, but since it came in a few weeks ago I've been playing it solidly! It's not just the fabulous new characters, each a true, highly original individual, the massive amount of innovative special moves to master (all of which are refreshingly new and not just sad SFII rip-offs) or even the excellent combo potential that make this a classic. It's also the fantastic presentation, multiple play modes and incredibly challenging gameplay. Eternal Champions is a fabulous game that oozes class and is the first beat 'em up ever that is a real alternative to Street Fighter II. Check them both out and see which one you prefer...

98 **Presentation:** An enormous range of options and great storylines - check out the showcase in this issue.

93 **Graphics:** Superb. The animation, backdrops and sprites are all amazing.

70 **Sound:** The music is lacking, but the sound effects are excellent.

77 **Originality:** The basic action is very SFII - the battle room and practice options are ingenious touches.

96 **Playability:** Awesome. Immediately addictive and immensely compelling.

95 **Challenge:** The hardest beat 'em up available for the Megadrive.

95 **Lastability:** Complete the game AND explore all the options? Months at least.

OVERALL:

95

An utterly stunning product, incorporating EVERYTHING a beat 'em up fan could possibly desire.

REVIEW

MD

BY: ELECTRONIC ARTS

PRICE: £44.99

RELEASE: DECEMBER

STYLE: RACING

PLAYERS: 1–2

CONTROL: JOYPAD

CONTINUES: 0

LOTUS II RECS

Ah! The open road! The open Frosties! All this - apart from the cereal - can apparently be yours when you take the controls of a simulated Lotus Esprit or Elan in this racing sequel to Lotus Turbo Challenge.

The idea, of course, is to use your driving skill and judgement to get from the start line to the finish as quickly as possible, hopefully ahead of a field of twenty other hopeful drivers, one of whom can be a co-human if you've got the split-screen two-player mode activated.

Lotus II: RECS is very similar to the original game, but the programmers at Sheffield-based Gremlin Graphics have included some new kinds of track, a new car, the fictional M200, and RECS, the Race Environment Control System. RECS is a course designer, though unlike similar features in other games, this presents the player with a set of bar graphs which can be adjusted to make a track more hilly or make the bends sharper.

COMMENT

JULIAN RIGNALL

The main flaw with Lotus II is that, in sticking with Lotus' contractual stipulation that none of their cars ever gets visibly damaged in the game, the programmers have cut out most of the excitement. In this game you never seem to crash, and the steering's so good you hardly ever run off the track so there's never any problem completing the course. Actually you do crash occasionally, but not so's you'd notice. Hit a rock and the car appears to go straight through it, unaffected. The illusion of speed is also lacking too. You'd think that the two-player option would save the day, but the fact is that the race remains very dull. I'd rather play Domark's F1 instead of this any day of the week.

COMMENT

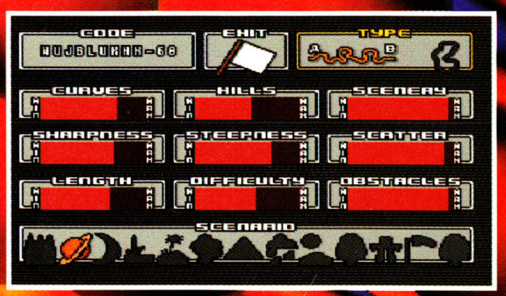
RICHARD LEADBETTER

Road Rash II, Super Monaco GP II and Domark's astounding F1 game prove that road racers can be exhilirating, testing and lastable. Lotus RECS is an admirable attempt to improve upon EA's last game, but ultimately fails because the basic road racing action lacks the buzz required to make games of this genre work. If it's a racing game you're after, go for one (or preferably all!) of the games I listed above.

▲ Looks familiar? Before each race you can select one of four soundtracks on the Jaguar XJ-220-style in-car stereo. They're all a bit naff really, and your best bet is to leave it switched off so that you can hear the sound effects.

▲ The split-screen two-player mode in all its glory... which isn't much. Player two is in the lead, and there's not much chance of him running off the road so he's probably won already. And, hey, what about those colour schemes, eh? Esprits in purple? Yummy.

▲ You can't fault the options screen. There's everything here you could possibly want: manual or automatic gearbox, one or two players with name entry, championship or single race mode, and at the bottom of the screen, access to the RECS control screens.



▲ Meet RECS. Just adjust the bar graphs until you get the right mix of hills and curves, and then pick a scenario. It's certainly not as interesting to tinker with as Jaguar XJ-220's track designer, but creating tracks is a lot simpler.

90 Presentation: Every option your heart desires. The RECS course constructor is simple but not very satisfying to tinker with.

77 Graphics: Some of the weather and course effects are good, and in spite of some gaudy colour schemes and chunky graphics, the game generally looks good.

55 Sound: All of the background music tracks are insipid, and the roaring engines sound like buzzing Flymos.

52 Originality: To all intents and purposes this is the first Lotus game with some new tracks and a simple course editor

60 Playability: There's no thrills to be had because the obstacles don't pose any threat and the driving is so easy to handle.

51 Challenge: Minimal. Finishing the championship is exceptionally easy.

50 Lastability: You'll maybe play it for a day, then get bored with it.

OVERALL: 52

A poor sequel which adds little to the original and subtracts most of the excitement.

FASTER

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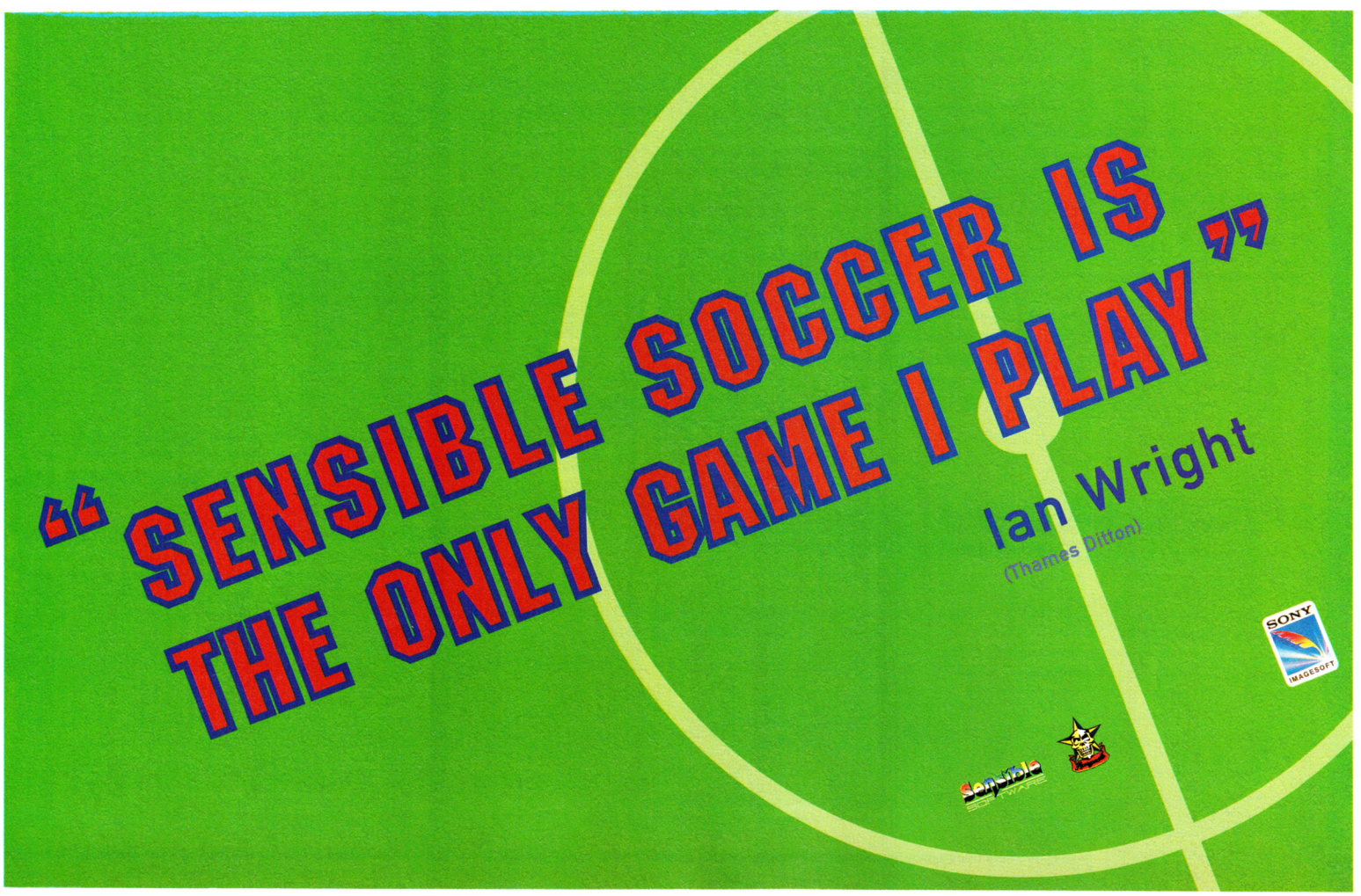


REVIEW

16 MEG

BY: ELECTRONIC ARTS

PRICE: £44.99

RELEASE: OUT NOW

STYLE: FOOTBALL

PLAYERS: 1–4

CONTROL: JOYPAD

CONTINUES: N/A

FIFA I SOC

The Megadrive football scene has exploded of late with a proliferation of soccer simulations, but the one that has created by far the most interest is Electronic Arts' FIFA Soccer.

It's instantly apparent the minute you boot up the cartridge that this is a football game with a difference: the viewpoint is completely original. In the past we've had everything from overhead views, side-on scrolling playfields and even a playing angle seen from above and behind the goal - but never action seen from the position of how a real live football match is shown on TV. It's as revolutionary a perspective as John Madden's Football was when it first came out and immediately makes all other Megadrive football games look dated. But the visuals don't just stop there. FIFA Soccer hammers more nails into the coffins of its predecessors by way of its superbly drawn and animated players: the end result is about as close as you're likely to get to Match of the Day this side of Saturday evening.

Fortunately though, unlike Match of the Day there's no Jimmy Hill to listen to between games; instead there are oodles of options to fiddle with. For a start, choose up to four persons (as long as you've got the EA Four-Way-Play multi-tap). After that, select a team from the roster of 48 international sides and then pick a play mode: Exhibition for a one-off match, Tournament to enter a 24-team World Cup Final that features all the leagues and playoffs of the real thing; Playoffs, an eight-team knockout tournament and League, an eight-team mini-league.

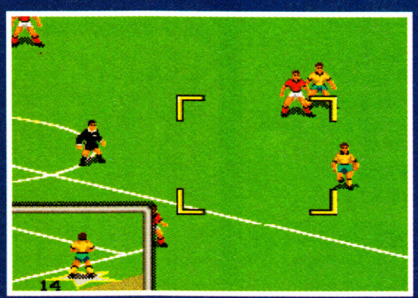
After that there's another series of menus that allow you to change all sorts of match parameters from the teams, tactics, formation, and player coverage to the length of game, type of fouls available and whether or not the offside rule is included. These menus are incredibly comprehensive.and cover virtually every aspect of the action.

We cannot stress the brilliance of FIFA too much - it is in every way a classic sports sim.

▶ FIFA Soccer depicts corners brilliantly. The player(s) positions his footballers in the main window, with the player taking the corner shown in a box in the corner.

▼ If this magazine had a volume knob and it was turned up, you'd be able to hear the amazing sampled crowd that roars and chants throughout the match. But it hasn't, so you'll just have to take our word for it when we say that the atmosphere the sound generates is truly awesome.

▲ The goalkeepers are brilliant... when you have them on computer control. Until you really master the game, manual keepers are a no-no, unless you want the opposition to stick about 15 past you before half time!



▶ 'The player kicks the ball' would probably be the caption for this picture in any other magazine. But here at SEGA MAGAZINE we offer more than the average caption and will happily tell you that the ball in this photo is flying towards goal on an inward curving parabola. In other words you're able to bend the ball, hence the cheeky slang term 'banana shot'.

◀ This strange box-like object is the kick target. At any set piece this marvellous piece of software jiggery-pokery is used to aim the ball at the area of your choice.

TERNATIONAL SOCCER

Here we have a taste of four-play any way you like it. Any combination of players and teams are available, from two-on-two, to three-on-one to even four-vs-Megadrive.

Each team has individual stats programmed into the game based on real-life performance. Consequently teams like Qatar and Hong Kong sport a level of skill and ability that make them look like Sunday League simpletons when compared with the clinical professionalism of mighty giants like Argentina and Brazil.

As with all recent EA Sports games, there's an extensive replay option which allows you to see your silky skills or blatent buffoonery from different positions and at varying speeds.

COMMENT

JULIAN RIGNALL

What makes FIFA so great is the way that it really captures the big match atmosphere. The sampled crowd with its roars, chants and songs is simply awesome and the stunning graphics and superb animation make it one of the best looking sports simulations ever. This, of course, wouldn't be worth much if the gameplay was a pile of old cheese, but fortunately FIFA Soccer's delivers here too. The control method features a wealth of different moves, the computer players are intelligent and there are an absolute ton of options to fiddle with. And with its multiple options, heaps of teams and different play modes, FIFA's long-term interest is guaranteed to keep you playing all season - and beyond!

COMMENT

RICHARD LEADBETTER

Basically, this is an utterly brilliant game and definitely the best sporting simulation I've ever played. The graphics are superb - the animations are the most detailed I've seen and the isometric viewpoint puts a whole "new perspective" on the genre. The control method is brilliant as well - very simple, but providing a lot of scope for some fiendish footwork. The best sports sim since EA Hockey.

Presentation: 98

Absolutely stunning, with pages and pages of options and parameters to fiddle with.

Graphics: 94

The player graphics are beautifully drawn and are animated in the most realistic fashion.

Sound: 95

Stunningly authentic chants, roars, boos and cheers make this volume-crankingly atmospheric.

Originality: 85

EA have essentially revitalised computer soccer with a new look and standard-setting gameplay and presentation.

Playability: 92

The game seems to run away with itself at first, but practice reaps massive rewards.

Challenge: 85

The computer opponents are good - try playing Hong Kong against Argentina!

Lastability: 92

Multi-player appeal, different game modes and huge scope for player improvement keep this fresh for months.

OVERALL: 92

A stunning new footy game which sets the standards others must now follow.

REVIEW

2 MEG

BY: SEGA

PRICE: £

RELEASE: DECEMBER

STYLE: BEAT'EM UP

PLAYERS: 1–2

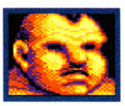
CONTROL: JOYPAD

CONTINUES: THREE

MASTER C

The poor old Master System has been somewhat neglected in the recent rush of one-on-one beat 'em ups, with only really Mortal Kombat carrying the torch, but, hurray, here comes Masters of Combat to give Mortal a run for its money!

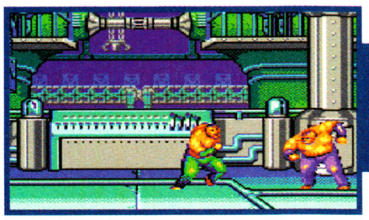
There's no real surprises here for any aficionado of the mano-y-mano fisticuffs scene. There's a choice of characters, each with their own advantages and selection of special moves pulled off by complex joypad combinations. There's actually quite a good number of specials in Masters of Combat, and they're pretty easy to pull off once you get the hang of the directions involved - it isn't a hit-miss-affair as in some games of this type. The selection of characters is somewhat limited though, with only four different protagonists to choose from, although the differences between them are very wide.



Visually, there's quite a lot of difference between the blighters too, but it's pretty difficult to make it out, because the sprites are a bit on the small side, although there's quite a wealth of colour which makes up for it.

Obviously, the two-button joypad of the Master System does restrict the number of moves available somewhat, especially as the B button is used to jump! However, pressing up or down allows an extra two heights of attack, and each character has any number of special moves which make up for the seeming lack of attacks.

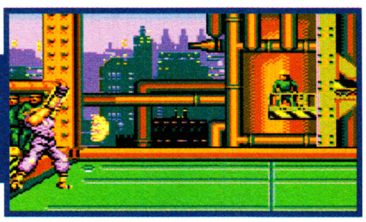
However, nothing really makes up for the lack of opposition. If you're thinking of playing this one player mode, you've got another think coming. After defeating the four player characters, you have to take on two boss opponents. This makes a grand total of six matches, which even a complete weedy wet could handle in their first day - especially since they're very much on the easy side.In two-player mode, this is a great Master System title, what with all the specials to master, but it falls flat as a single person cart.



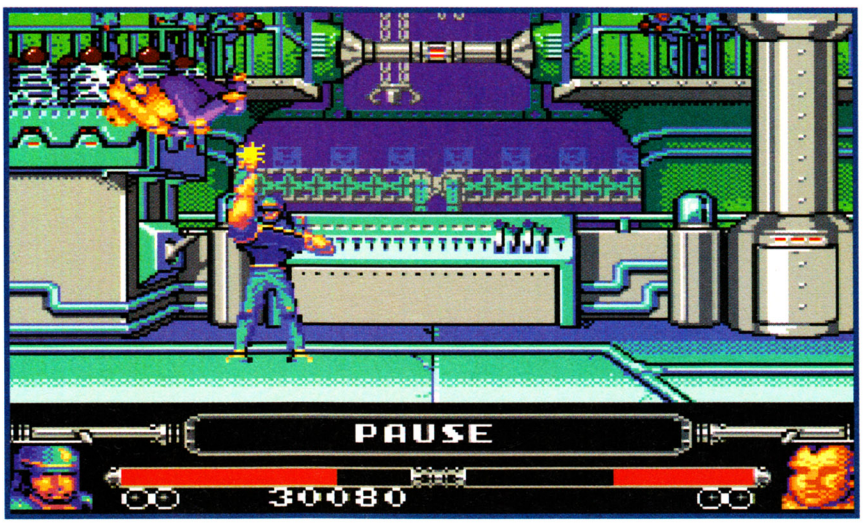
▲ This is Wingberger's industrial background.

◀ Pressing forward or back in conjunction with the jump button makes your little chappie slide rapidly into or out of combat. A very useful evasive manoeuvre.

▶ The better a special move, the harder it generally is to pull off. This game is best played with a Power Stick to make things easier.



▼ Mind the oranges, Marlon.



S OF OMBAT

COMMENT

RICHARD LEADBETTER

It's about time the Master System got a really first class Street Fighter clone of some description, and Mortal Kombat excepted, there's no competition for Masters of Combat. Unfortunately, nowhere near enough time was spent on the one-player version of the game, with is very easy. As a two-player game it works very well thanks to some cool characters and special moves, although maybe another couple of chaps wouldn't have gone amiss. If you've got lots of pals who like beat 'em up action this is a good investment, but if you're on your own, go for Acclaim's more challenging title.

COMMENT

JULIAN RIGNALL

Mortal Kombat has more characters and more game in it, but Masters of Combat is my preferred title simply because it's a lot more fun! The gameplay is utterly superb. Each of the characters has distinctive, highly impressive special moves which can be strung together to devastating effect. As such, as a two-player game, it's brilliant. However, as Rad says, the game is a tad lacking in substance with just the solo player at the Master System. Overall though, a fine combat game.

▼ **Wingberger's stretchy limbs are shown to full effect in the inset.**

90 **Presentation:** Nice intros and intermission, plus plenty options. Yes, this is a well presented game.

68 **Graphics:** Small sprites, but alright backgrounds. At least there's plenty of colour throughout.

63 **Sound:** The Master System sound chip is struggling here with a lacklustre scramble of tunes.

48 **Originality:** Not unlike Street Fighter in many ways, it must be said, but there are some pretty cool new moves.

90 **Playability:** Fast moving and quite deep, there's a lot to Masters of Combat, and it's great fun.

32 **Challenge:** Virtually none, this is one of the most diminutive and straightforward games in the history of the whole world.

91 **Lastability:** However, as a two-player game, there's enough here to keep you and your pals occupied for absolutely ages.

OVERALL: A fantastic two-player game with loads of appeal, but not enough game for solo players.

86

REVIEW

SILPHEED

A terrorist organisation headed by the evil genius, Zacarte, has infiltrated federation space. Boasting a vast army of small fighters as well as enormous dreadnoughts, Zacarte has taken the Earth defence forces completely by surprise and is set to destroy life as we know it.

Only a squadron of SA77 Silpheed fighters is available to head off the onslaught of Zacarte's space fleet. As the player, you take control of one of these fighters. The SA77 is the fastest fighter ever created, fitted with super-adaptable interfaces that enable it to carry a whole host of power-up weaponry (from scatter bombs to three-way fire and smart explosives).

The basic gameplay is very much like Galaxians - just take on legions of sprites that zoom on-screen. The end of each level presents you with the ubiquitous boss to reduce to its component polygons. Adding to the gameplay are aspects of interaction with the passing scenery. Avoiding hazards, like rampaging asteroids, solid walls and protrusions from the landscape are the order of the day in that particular department.

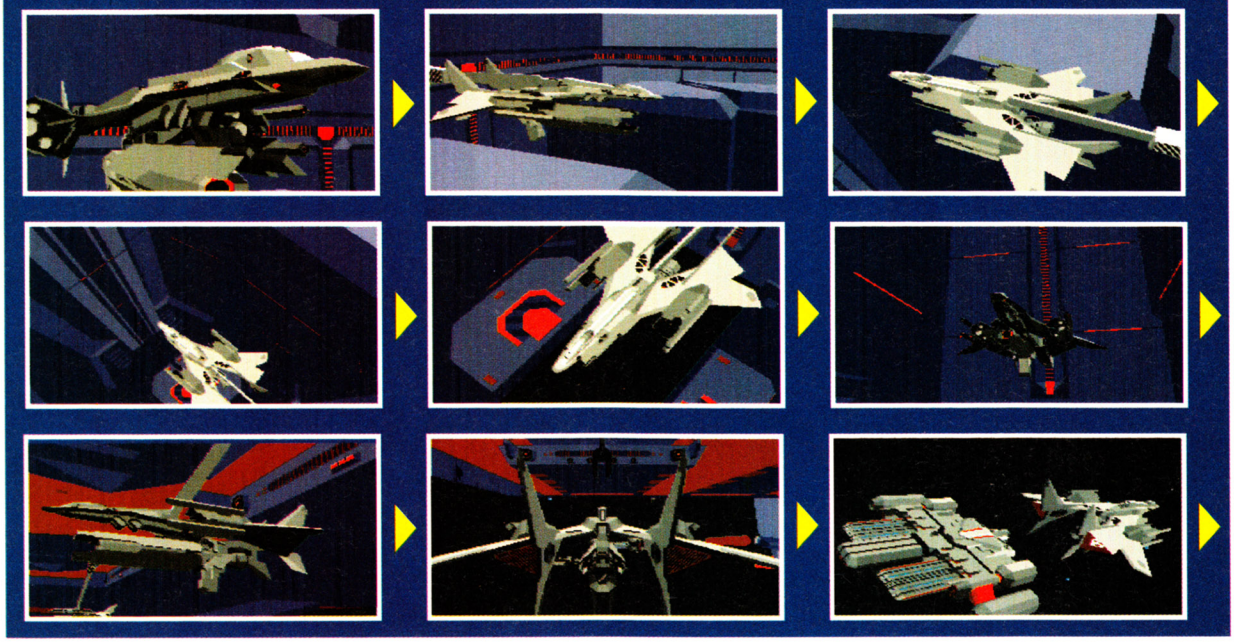
The main talking point of Silpheed however are the graphics. Definitely the most stunning looking game yet released for a home console, does the all-important gameplay come up to scratch?

The stunning graphics engine (with its 500,000 polygons!) could be the basis for some potentially astounding Mega-CD games ever. Just imagine a racing game with these sort of graphics...

On some parts of the game, Silpheed copes with displaying up to 500,000 polygons at once! The effect is amazing and makes Silpheed the greatest demonstration of the Mega-CD's power.

What with enormous space freighters and suchlike, you'd be expecting some rather exciting end-of-level bosses. This is what you get. Rather small, titchy little spaceships. Oh well...

There are several smart animations in the game. Created with the same polygon technology as the in-game visuals, they're just amazing - definitely the best on Mega-CD.



CD

BY: SEGA

PRICE: £49.99

RELEASE: OUT NOW

STYLE: SHOOT 'EM UP

PLAYERS: 1

CONTROL: JOYPAD

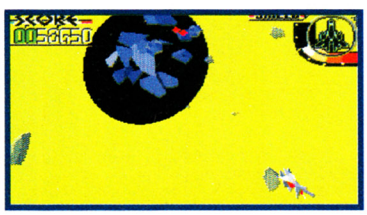
CONTINUES: 3

SILPHEED

Games like Cobra Command offer very little in the way of interaction with the backdrops. On the other hand, Silpheed has the player flying down narrow tunnels, dodging enormous laser beams and the like. You still can't choose where to go, but at least the backdrops do make a very significant difference to the gameplay.

▲ The SA-77 participates in a full frontal attack on the vast enemy fleet.

▲ Strafing the enemy,



▲ Destructive Silpheed action.

COMMENT

RICHARD LEADBETTER

Whenever I want to impress my mates with the power of the Mega-CD, Silpheed is the first disc I reach for. The graphics are utterly superb, and the update is remarkably swift. A shame then that the gameplay is relatively shallow. The combination of blasting and dodging is initially great, but wears thin after a couple of weeks. However, I do recommend you buy it, especially if you have a large, decent telly and smart hi-fi because basically it's a whole new gaming experience and you will come back to this time and time again just because it is such a fab audio/video extravaganza.

COMMENT

JULIAN RIGNALL

When you look at the gameplay on its own, you have to admit that challenging though it is, Silpheed is basically a straightforward shoot 'em up. The 3D polygon backdrops are truly fabulous - just check out the screen shots and imagine everything moving past smoothly in perfect perspective. So what does straightforward gameplay plus titchy sprites plus mega backdrops equal. Well, normally I would have to say a visually impressive bore. But not in this case. Why? Well, Silpheed is far more than the sum of its parts. When you play it the sheer splendour of the scenes and the fact that most of the backdrops are interactive give the impression that you're participating in some kind of epic space battle. You really get drawn into the action, and the desire to see what's on the next level makes it a very addictive game indeed. Silpheed is a stunning game - buy it and your Mega-CD will love you forever.

93 Presentation:
A fair range of options to explore, but it's the stunning intros that are going to win the awards.

96 Graphics:
Probably the best graphics seen outside of an arcade. The polygon graphics are simply stunning.

73 Sound:
The music is a tad sad. However, appropriate sound effects more than make up for it.

90 Originality:
Not that original at all. The blasting action is reminiscent of Galaxians (remember that?)

90 Playability:
The SA77 is very fast and responsive and there is a certain amount of fun in the carnage.

75 Challenge:
Initially it's very difficult, but you do get used to the high-speed action quite quickly.

84 Lastability:
Quite easy to complete, but the excellence of the graphics keeps the disc in use for many months.

OVERALL:

An excellent blaster, and a whole new experience for Mega-CD players. You must buy this game!

85

REVIEW

16 MEG

BY: SEGA

PRICE: £49.99

RELEASE: DECEMBER

STYLE: PLATFORM

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: PASSWORD

ToeJam & Earl in PANIC ON FUNKOTRON

Having returned from their escapade on Earth, Toe Jam and Earl have been living it up on their home planet of Funkotron, blissfully unaware that they brought back some hitch-hikers. A few of those crazy Earthlings managed to cling to their spacecraft all the way from Earth, and now they've spread all over the planet and are causing chaos. Even worse, the invasion has caused Lamont, the Funkopotamus who is the source of the planet's Funk, to retreat into hiding, and now all the Funk is draining out of life!

▲ **Earthlings of all descriptions home in on a defenceless ToeJam.**

The Funk Scan in action. A large part of the fun of Toe Jam and Earl 2 is finding all the hidden stuff, but you can be sure that even after you've completed the game there's bound to be some secret level or door that remains hidden.

Toe Jam and Earl, either as a team (if you're playing the two-player mode) or as solo artists, have decided that, seeing as they got the Funkotronians into this mess, they've got to get them out of it. And so we find them crossing vast tracts of Funkotron's platform country, searching high and low, in trees and under manhole covers for the Earthlings before snaring them by hurling Trap-O-Matic jars at them so that they can all be deported on a rocket back to Earth. Toe Jam and Earl's buddies are knocking around to offer words of advice, but the hard part is down to you. Don't let Funkotron become unfunky!

Surrounded! It takes a few levels before you find yourself in sticky spots like this, but after about level seven (which is when the main part of the game begins anyway) things get especially tricky, especially when there are packs of savage poodles snapping at your heels. Hey, like, intense man!

Extra touches like the Simon-like beat-copying game and this little fungus trampolining competition provide a couple of minutes of relief from the frantic business of Earthling-trapping. The guys get stacks of points for all those fancy mid-air twists, but don't come down on your head or the show's over and the judges demonstrate their disapproval with a piddly score.

COMMENT

JULIAN RIGNALL

This game is r-e-a-l-l-y weird. But it's also r-e-a-l-l-y brilliant. It's packed with so many amazing features, hidden items, subplots, bonus games and other surprises I'm surprised the cartridge doesn't implode and create a black hole. The graphics are fab, with great animation and loads of mega touches and the sound is speaker-bustingly brill, boasting bags of beautiful samples and stonking tunes. The platform action is full of spicy things to do, and there are so many things in it that I just kept on coming back time and time again to find out what I'd missed - even after I finished the game (which wasn't exactly a breeze, but more like a howling gale, really). Fabulous stuff! Buy it and get the funk out!

The graphics in TJ&E2 are tremendous. The animation on the characters is ace. Earl's cool, rolling gait is perfect, and it's even synchronised to the rhythm of the background music. In fact the soundtracks and the crazy sampled effects account for a lot of the game's appeal.

▲ **Arrows sometimes point the way to hidden bonuses.**

COMMENT

RICHARD LEADBETTER

It's amazing that a game which is really quite simple as a concept should prove so addictive, but Panic on Funkotron manages it with ease. It's really just a collect 'em up, but it gives you so much stuff to find that you just can't stop looking for secret doors and passages and presents. In fact, you can spend ages just on one level pressing buttons, shaking trees, lifting manhole covers, trying to Funk Move through walls and putting coins in slots to see what happens. The fact that the graphics and sound are both tremendous help a lot. The sprites are big and bold and animate brilliantly, and the music and sound effects are perfect. I lost a life the first time Earl was possessed by the Spectral Cow but it was worth it just to see his eyes glaze over, his head revolve and to hear him mindlessly calling, 'Mooo. Moooo.' It's all good, clean, simple fun and if you can get a second player to join in you're in for a load of laughs. Put it this way - it's welcome in my cartridge slot any day of the week.

A trip through a hidden door and here we are in the Hyperfunk Zone where one of the guys has to leg it, non-stop, over hill and dale, dodging the obstacles and collecting as many presents as possible in the time limit (shown on the pizza clock in the corner of the screen). Every time you enter the Hyperfunk Zone you start at the beginning so after a few trips you tend to remember where the good stuff and the hazards are, which is just as well because things can get so fast that you don't get much time to think!

REVIEW

Presentation: 89

Smart intro graphics. The scene-setting animation is great fun. Options are great and there's even a L'il Kid mode!

Graphics: 90

All the wacky style of the first game, only more of it. Brilliant sprites, backgrounds, and colour schemes.

Sound: 90

Cool soundtracks and brilliant sampled effects which add a lot of humour to the game.

Originality: 85

Hey, it's a platform game - but there are enough original clever touches to lift this above the crowd.

Playability: 90

Pretty simple stuff, but there's so much to do in each level that it gets quite addictive.

Challenge: 87

Easy for the first six levels or so, but after that it gets tough. The game is easier in two-player mode, though.

Lastability: 87

It's not super-difficult in two player mode, but there's still a lot to come back for once you've reached the end.

OVERALL: 88

A brilliant sequel, which is great fun for one or two players. 'Way cool!' as they say on Funkotron.

REVIEW

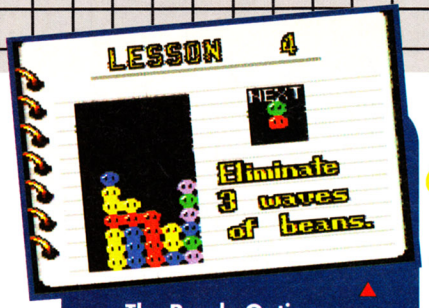
BY: SEGA
PRICE: £29.99
RELEASE: DECEMBER
STYLE: PUZZLE
PLAYERS: 1-2
CONTROL: JOYPAD
CONTINUES: PASSWORD

Dr. Robotnik's Mean Bean Machine

Hand-held consoles are the best platform for puzzle games, by necessity having to keep things clear and easy to follow, and also allowing the player to pass the time by exercising his or her brain wherever they are. So it's quite surprising that this is one of the first Game Gear puzzle releases in ages.

Obviously, the main body of the game is the same as the Megadrive title. Saving beans is the name of the game, and this task is performed in true Columns/Tetris style. Line up two beans of the same colours in a horizontal or vertical line and they link together. Link four or more beans and they disappear. Should you persistently fail to link like-minded pulses the beans pile up to the top of the screen and it's Game Over.

The main game is the SCENARIO option, which pits you against Robotnik's top twelve bean-catching robots before the final showdown with the good Doctor himself. The object of the game here is to outlast your opponent - once his beans reach the ceiling you move onto the next opponent. If you manage



The Puzzle Option, played within the pages of Robotnik's robot instruction book, is a welcome addition to Game Gear Mean Bean Machine. It adds a new challenge to the game and works quite differently to the com-

Whilst Bean Machine seems simple enough, there's actually quite a strategy behind building up the essential multi-wave combinations. It takes a little while to get used to this, but it's very rewarding once you crack it.

MEGA DRIVE

REVIEW

BY: SEGA
PRICE: £44.99
RELEASE: DECEMBER
STYLE: PUZZLE
PLAYERS: 1-2
CONTROL: 3-BUTTON
CONTINUES: PASSWORD

STOP PRESS! DOCTOR ROBOTNIK IS INSANE SHOCK! Yes indeed, the mad doctor has stopped persecuting Sonic the Hedgehog and his cuddly pals (for the moment at least) and has instead decided on ridding the planet Mobius of... beans.

Robotnik's bean infatuation started when he discovered a strange species of intelligent bean indigenous to Moebius. Intrigued by the prospect of these new life forms, Robotnik created a Mean Bean Machine - a device used to study these new lifeforms and then turn them into robo-beans - the ideal bean feast for the doctor.

The innards of the Machine are displayed on-screen in a familiar Tetris-style pit form. Beans fall down from the top of the pit and it's down to the player to arrange them into rows of four. Create a line or block of four inter-connecting beans and they disappear. Should you allow the beans to reach the

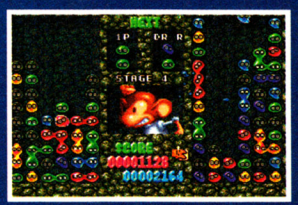
▲ One of Robotnik's cute minions.

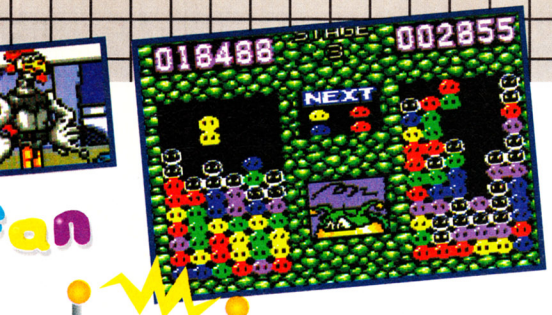
very top of the pit, you've lost the round (or the entire game in one-player mode).

Several game variations are on offer. For the one player, the SCENARIO option is the one to check out. This version of the game pits the player against various characters, from Robotnik's most pathetic henchman of all, Arms (so called because of his large, clumsy extremities) right through to the master bean player - the insane doctor himself! If you're no match for Robotnik's minions, a special practice mode is on offer.

The real fun of this game is in the two-player game. Creating chain reaction combination attacks is brilliant and unleashes large amounts of "dud" beans on your opponent's screen. Excellent fun indeed - a phrase that sums up the whole game.

The most satisfying aspect of the game is undoubtedly the combination bean attacks. Get a line or block of four beans and they disappear. Any beans on top fall down. Now, if they fall down into another line or block of beans you get loads of extra points and it really piles on the dud beans on your opponent's screen!





to score a combo of waves - having each line disappear trigger off another score when the beans above fall into place - a number of refugee beans land in your opponent's screen. These clear beans don't group together, and only disappear when a bean next to them does the same. Needless to say, the passport to victory is building up clever wave patterns and dumping millions of these deadweights onto your rival. Once the player has defeated a robot the passcode for the next level is printed on-screen. Whilst this saves lots of faffing about having to take on foes you've thrashed a thousand times, it does shorten the longevity of the title, and with only thirteen opponents Bean Machine can't really afford to do that.

However, the challenge in this game definitely comes from the two-player mode.

COMMENT

RICHARD LEADBETTER

Mean Bean Machine is the perfect title for the Game Gear. The action is simple enough to be handled perfectly, but challenging enough to make it a fascinating game. This is certainly the ideal travelling companion, especially with the addition of the agonising Puzzle Option. There's been a spate of good Game Gear releases recently, but this is one of the best.

COMMENT

JULIAN RIGNALL

Playing a bit like Columns with jellies rather than jewels, Mean Bean Machine is superb. Okay, so it's not a fast action game. Okay, so it hasn't got mega graphics or sound. But it's extremely playable, is incredibly addictive and has kept me at the Game Gear longer than any other game has for ages. Highly recommended.

Presentation: 88
Great title screen, intermissions, password screens and so on. Very well presented indeed.

Graphics: 67
The in-game graphics are small and not very detailed, but they're clear and you can see what's going on, which is the real point.

Sound: 72
There's not particularly any effects to speak of, and the music gets a little grating after a while, but it's not all that bad.

Originality: 34
Hmm, I haven't seen this concept ever before. Except in Tetris. And Columns. And Block Out. And Tetris 2...

Playability: 92
It gets very fast moving and furious, but the controls react speedily enough and it's great fun.

Challenge: 90
Whilst thirteen opponents may not sound many, they do get very hard to beat. The puzzle mode is not very easy.

Lastability: 90
The two-player mode lasts forever - and the one-player mode is very lastable too.

OVERALL: 92
Not what you could call groundbreaking stuff, but brilliantly executed and great fun to play.

MEGA DRIVE REVIEW

COMMENT

JULIAN RIGNALL

This has been the number one selling game in Japan for absolutely months, and it's pretty easy to see why. In the absence of any decent Megadrive Tetris clones since the deletion of the excellent Block Out this is a most welcome release. It's much more reflexes-orientated than Tetris as the action speeds up very rapidly and you really have to think fast. If you think you're quickest on the mental processes draw this is certainly one for you.

COMMENT

RICHARD LEADBETTER

This game has almost become a national institution in Japan and its easy to see why. Dr Robotnik's Mean Bean Machine is a super-playable puzzler — easy to get into, playable and mega-addictive. As a two-player game, it's second to none. There's nothing better than unleashing a mega mean bean combination on your opponent and watching those tons of dud beans come piling on down! A superb game that is definitely the greatest Megadrive puzzle game available.

▲ Player one is building up a big combination...

Presentation: 90
Superb. Loads of memory has been spared for the presentation. As a result, plenty of charisma is added to the game.

Graphics: 82
The presentation screens are super, whilst the in-game graphics are best described as functional.

Sound: 81
A tribute to Kraftwerk's 'The Robots' is on the title screen. The in-game music is decent and the sound effects and speech are fine.

Originality: 20
Take Columns, add a bit of Tetris and you have Dr Robotnik's Mean Bean Machine. Not very original at all.

Playability: 94
Getting into this game is simplicity itself. The action is smooth and very addictive indeed. It's especially good in two-player mode.

Challenge: 72
The real challenge is in beating your mates in the two-player game mode.

Lastability: 90
As a two-player game there are months of play in there in Mean Bean Machine.

OVERALL: 91
Quite frankly, Dr Robotnik's Mean Bean Machine is the best puzzle game available for the Megadrive. One of those "must buy" type of games.

REVIEW

8 MEG

BY: SONY IMAGESOFT

PRICE: £44.99

RELEASE: NOVEMBER

STYLE: SPORTS

PLAYERS: 1–2

CONTROL: JOYPAD

CONTINUES: BATTERY BACK-UP

▲ A nice touch of Sensible Soccer is the automatic replay option. Spank a goal into the back of the net and a replay of your deed is automatically shown for all to see. If you don't want to see it, press the button and the game continues.

▼ Having no official licences, Sensible Soccer contains no real teams, though some of them are familiar. Highbury, for example are a team not unlike Arsenal, though the real-life counterpart of Old Dear's Menu (pictured) is a mystery.

Sensible SOCCER

◀ If you fancy scoring with a bender, simply keep the shot button depressed after your player has kicked and move the joypad left or right to curl the ball in that direction. With practice you can bend the ball right around the keeper into the back of the net.

This time last year there weren't many soccer games available on Megadrive, but recently, thanks to World Cup fever, a whole gaggle of them have hit the shops. Sensible Soccer is the latest, converted from the immensely popular 1991 Amiga hit.

Compared to some of the new super-games in the field, Sensible Soccer looks pretty basic. Sure, there's a whole host of tactical options and formation choices, three leagues and five cups to enter. Yes, there's an option to edit any of the existing teams or make up your own, but Sensi isn't in the league of stuff like FIFA Soccer for presentation and available options.

But Sensi is still great though, in a very pie-and-mash sort of way. It belongs to the sticky ball club of soccer games, with the sphere attaching itself to the player's foot once won, which makes dribbling a more important aspect of the game. The pass controls are well set, with your computer-controlled team-mates reacting intelligently by running into good positions ready to be passed to, and even running for the ball if it's rolling free! There are a lot of shot options too, thanks to the variable kick power and aftertouch controls. The longer you hold the button for a kick, the stronger the kick is. Keep the button pressed after you've taken a shot and the ball responds to your joypad commands, allowing you to pull off some nifty banana shots.

If you don't mind not having a four-player mode or more options than you know how to deal with, Sensible Soccer is a smart game. It's very fast and brilliant fun, with a good sense of humour and a lengthy challenge - more of a soccer *game* than a soccer *simulation*.

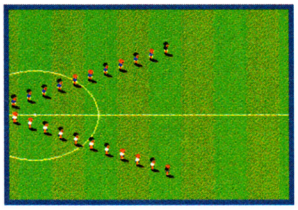
▲If you fancy substituting a player or changing your tactics in the middle of a match, press sideways twice on your controller whilst the ball is out of play. This calls up the Dug Out option with which you may alter these very aspects.

COMMENT

RICHARD LEADBETTER

Sensible Soccer was great on the Amiga two years ago, and this is a perfect conversion. And this is its only fault, really, as it should have been much more than a perfect conversion to keep up with this market which has moved on significantly in those two years. The game is still as playable as it ever was, the controls are fluid and easy to get to grips with, and the action is pretty realistic. If you're a single player and like arcade-type games, this is well worth looking at, but fans of two- (or three-, or four-) player games will probably be seduced by FIFA Soccer.

▲ Bad Words Utd, as well as having chosen a hopeless name, are also lumbered with a rather tasteless kit.



COMMENT

JULIAN RIGNALL

Taking an arcadey emphasis rather than going for the realistic simulation angle of FIFA Soccer, Sensible provides super-speedy action, slick gameplay and a tough challenge. It's incredibly good fun and is very easy to pick up and play. The computer players act intelligently, the computer teams are tough to beat and there are enough play modes to keep even the most demanding football freak happy for weeks. But fab though the gameplay is, the graphics (titchy stick men and a no-frills pitch) and sound (dreadful white-noise cheering and average music) are extremely weak and when you compare the game to the identically-priced FIFA Soccer, it simply doesn't offer as much value for money.

▶ The league system is very comprehensive. There are three in all: League of Nations, Super League and Booby League. If you want to play in one you can select any number of teams to control, and also set the number of points awarded for a win (two or three), whether teams play each other once or twice and the month that the league starts (which affects pitch weather conditions).

87 **Presentation:**
All the options you'd expect, with oodles of play modes.

56 **Graphics:**
Tiny sprites and a bare pitch, but very little else.

69 **Sound:**
Decent tunes, but the crowds make noises like listening to the ocean in a sea shell.

37 **Originality:**
There are a few new twists, but essentially this follows the Super Kick-Off theme.

87 **Playability:**
Fast and fluid, Sensible Soccer is very easy to pick up, but there are many gameplay intricacies to master.

90 **Challenge:**
Huge one-player challenge which should keep anyone happy - top level is very hard!

85 **Lastability:**
Tough computer teams and the entertaining two-player modes give this plenty of long-term appeal.

OVERALL:

A brilliant soccer game that unfortunately has been overshadowed by FIFA Soccer.

86

REVIEW

MD

BY: ELECTRONIC ARTS

PRICE: £49.99

RELEASE: DECEMBER

STYLE: FLIGHT SIM

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: PASSWORD

F-117 NIGHT STORM

Megadrives and flight simulations don't usually go very well together - it's all that complex maths and the vector graphics - but EA have already shown that they've mastered the techniques with F22 Interceptor and LHX Attack Chopper, both very creditable air combat games.

EA's third such game is based on the F117 Stealth Fighter, which has to fly surgical strikes, taking out specific targets in Korea, Libya, Iraq, Panama and Bosnia-Herzegovina, ie the usual places where Americans think they should be kicking butt.

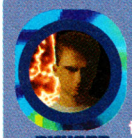
Most of the missions in the game (which has a campaign mode as well as a Construct-Your-Own-Mission arcade mode) are bombing runs, in which you simply fly over a target and line up the laser designator, so that when the bomb is automatically released it homes in on the reflected laser light. There are a couple of dogfighting missions, which involve more blasting.

COMMENT

JULIAN RIGNALL

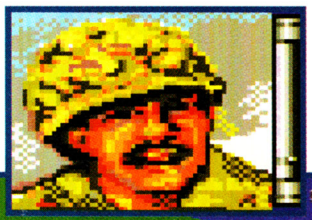
When F22 and LHX came out I marvelled at how EA had squeezed reasonable vector graphics out of a machine which was supposedly limited to sprites, but it looks like they've tried to push the machine too far this time. All the game displays run really slowly and the jerky screen update and dead-slug controls completely ruin any potential enjoyment. The missions are pretty feeble, amounting to bombing run after bombing run, all of which are pretty basic and even the hardest of which you'll beat on your second or third attempt. To be honest, I'm not impressed and I'll stick with F22, thank you.

COMMENT



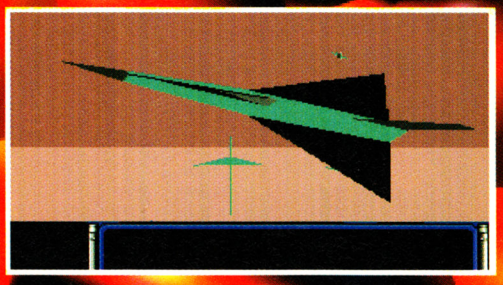
RICHARD LEADBETTER

I applaud what EA are trying to achieve with F117 Night Storm - an attempt to create something new on the Megadrive. However, without specialised hardware chips the Megadrive can't cope with polygon graphics of this detail. As such the simulation is slow and ponderous. Later missions offer intriguing tasks and plenty to do, but simulations of this sort really do require swift response and speed. Personally, I prefer both LHX Attack Chopper and F22 Interceptor to this.



▼ The picture boxes at the bottom of the screen might look odd but in fact they're Night Storm's best innovation. From the conversations displayed in the box you can tell what's happening elsewhere on the battlefield, which is useful in missions which have a little twist in the tail, such as this one, in which the stolen F117, supposedly in the hangar you were bombing, is actually shooting down your wingmen. Intriguing.

▲ When the campaign begins the F117-A comes with only a pair of Paveway bombs, but once you've traded up to the F117-C a few missions later you can tool up with this lot. The best stuff includes Sidewinders, Paveway bombs and the cannon. When you're accompanied by other bombers you can also use their weapons by spotting the target for them to bomb.



▲ The vector graphics are fairly detailed but the price you pay is jerky screen update, especially when there are more than three objects in view, and control response which is so slow you wonder whether there's something wrong with your joypad.

46 Presentation: Major control problems, slow display update in the game and minimalist manual. Some nice ideas in there, though.

50 Graphics: Reasonably complex vector graphics which the Megadrive appears unable to handle. The slow and jerky screen update ruins any potential realism.

77 Sound: The digitised announcements and the spot effects are good, but the music certainly won't get you humming along.

79 Originality: Flight sims are rare on the Megadrive, but there aren't many features in F117 which weren't in F22.

55 Playability: This would have been quite an entertaining game if it wasn't completely ruined by the slow controls and jerky graphics.

50 Challenge: The missions themselves are mostly very easy. The only skill that takes much mastering is the wrestling with the controls.

49 Lastability: We finished most of the missions in a day before giving up in despair.We finished most of the missions in a day before giving up in despair.

OVERALL: 50

So many flaws ruin what could have been a smart game. An uncharacteristic air biscuit from EA.

SENSIBLE SOCCER MAKES OTHER GAMES LOOK LIKE PRE-SEASON FRIENDLIES.

SONY IMAGESOFT

SEGA game gear
SEGA Master System II

MEGA – "ABSOLUTELY SUPERB TO PLAY, FANTASTICALLY PRESENTED AND ONE OF THE MOST PROFESSIONAL PIECES OF SOFTWARE EVER" – 94%

MEGA MACHINES – "IF I COULD ONLY TAKE ONE GAME TO A DESERT ISLAND, IT'D BE THIS ONE." – 97%

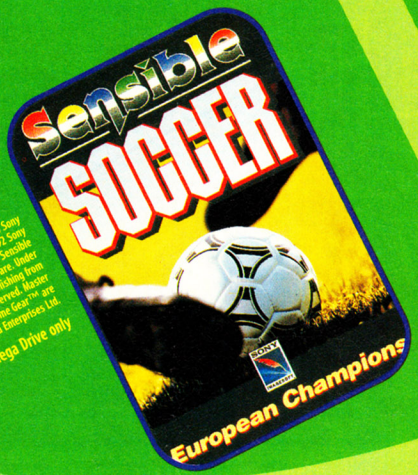
SEGA POWER – "...SENSIBLE SOCCER IS, FRANKLY, THE FINEST FOOTBALL SIMULATION EVER." – 94%

ENGLAND MAY BE OUT,
but Sensi's still the best soccer sim you can tackle.

You want a sweeper system? Job done.
You want two wingers? Job done. TWICE.
You want a flat back four? Job done.
You want Man U vs AC?* Job done.
You want the Maida Vailables vs 12 Angry Men? IT'S WEIRD, BUT Job done.

YOU CAN HAVE UP TO 64 PEOPLE PLAYING, WITH100 REALISTIC TEAMS TO CHOOSE FROM.
OR YOU CAN HAVE YOUR OWN CUSTOMISED TEAMS IN YOUR OWN CUSTOMISED COMPETITION.*
All this with Premier playability and Giggsian after touch ball control.

You can score spectacularly in the San Siro in sunshine, or make with the groin–high slide tackle at Plough Lane when it's slashing down.
You can high–five in front of adoring fans at home, or give it the old Reverse – V – for – Victory after your second Yellow away.



You can do what you want,
but you can't do without
SENSIBLE SOCCER

There is no substitute.

Sensible SOFTWARE

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*Mega Drive only

REVIEW

GREATEST HEAVYWEIGHTS

16 MEG

BY: SEGA

PRICE: £49.99

RELEASE: JANUARY

STYLE: BOXING SIM

PLAYERS: 1–2

CONTROL: JOYPAD

CONTINUES: SAVE GAME

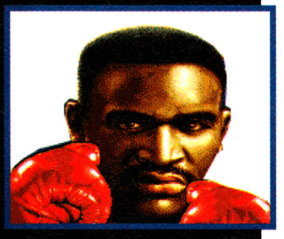
The world isn't exactly swimming with brilliant boxing games, although there are plenty of contenders. One of the more notable also-rans of last year was Evander Holyfield's Boxing, which featured huge, detailed sprites and an array of campaign options. Now, the engine of this not-altogether-bad game has been revived and revamped to the tune of 16 megs and given the new title of Greatest Heavyweights. And now, instead of carrying a single boxer license, Greatest Heavyweights is endorsed by eight of the best boxers of all time, from Rocky Marciano to Muhammed Ali.

The game itself is fairly simple. The top halves of the two protagonists are viewed from the side, and it's up to the player to duck, block and throw punches of all varieties. The new improved version is compatible with the six-button joypad, but instead of packing in extra moves, the programmers opted simply to refine the control system, which previously had the player pressing two buttons at once for an uppercut and so forth. Still, Greatest Heavyweights moves with quite a surprising turn of speed, especially considering the size of the sprites, which leaves little time for contemplating the contents of your pugilistic arsenal. Even so, it might have been a nice idea to

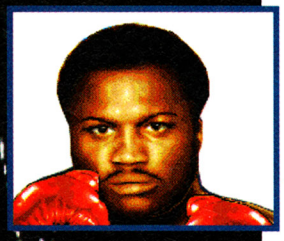
▲ **The ring radar at the top of the screen shows the boxers' positions in the ring. It's useful if you're trying to box your opponent into a corner, the better to pummel him into submission. However, the rather indistinct figures make working out the details too distracting and time-consuming in the middle of a round.**

▲ Jack Dempsey

▲ Floyd Patterson



▲ Evander Holyfield



▲ Joe Frazier

▲ Joe Louis

▲ Muhammed Ali

▲ Rocky Marciano

▲ In-between rounds your performance thus far is calculated and shown in this handy statular form. This makes working out your percentage hit-rate a piece of pie.

introduce a signature move for the eight main contenders just to make their capabilities different. That said, the boxers are all very different from each other. Whereas just about everyone in Evander Holyfield's was the same size, the frames of the masters here are completely different, as are the ways they're used, which lends the game a far more strategic bent.

Whilst Greatest Heavyweights isn't the most amazing of games in terms of depth, for some reason it's actually all rather enjoyable.When you land a really good string of punches you do get quite some satisfaction out of it, and the campaign where you're able to design and train your own boxer to tangle with the best is quite intriguing - not to mention ridiculously rock hard after about the first four bouts. Whilst this isn't up to the grade of the fantastic Muhammed Ali's from Virgin, it's a worthy enough and very well presented title. It certainly aroused a lot of interest in the SEGA MAGAZINE offices, where just about everyone was intrigued by the compelling action.

COMMENT

RICHARD LEADBETTER

There is something strangely compelling to Greatest Heavyweights. It probably has to do with the satisfaction gleaned from landing a decent punch, thanks to the big and detailed sprites. Then again, when it all goes wrong, it all goes horribly wrong and frustrates like you would not believe. If you've got an unhealthy interest in boxing, and a lot of patience, this could be a future purchase for you.

COMMENT

JULIAN RIGNALL

Any game that lets me build a boxer who's got purple skin, a blue mohican haircut and pink shorts and who goes by the name of Sloggi Nicks has got to be good - and Greatest Heavyweights certainly is! Featuring a large number of options, multiple play modes and a wide variety of challenging opponents, this game is no flyweight. The visuals are pretty decent and the sound is excellent, with plenty of samples adding to the big fight atmosphere, but it's in the playability where this one is strongest. Once you've beaten a couple of the glass jaw early opponents, the challengers start to toughen up and you have to box tactically rather than just wade in with fists flying if you want to stay standing. Muhammad Ali is still the best boxing game available on Megadrive, but this one is beaten only by a marginal points decision.

93 Presentation:
Loads of options and presentationy-type stuff, like intermissions and replay options and that.

88 Graphics:
Large and detailed sprites, but the background is a bit dull, and waves around when you move, and the animation is pretty stiff.

89 Sound:
The speech is brilliant and really adds a lot to the atmosphere, although the effects are a big muffled and the music is almost non-existent.

46 Originality:
Boxing must be, oooh, *years* old, and this title is based almost exactly on the old Evander Holyfield licence. So no points there.

79 Playability:
Controls are good enough, especially with a six-button pad, and it's all rather jolly until you start to receive an inescapable pasting.

82 Challenge:
Should takes yonks to get to the top of the Career mode, but the Greatest Heavyweights league is a complete-on-first-go pushover.

78 Lastability:
The two-player mode adds a bit of longevity, and it is difficult, but you'll probably get bored before you can be bothered finishing it.

OVERALL:

A nice try at converting a difficult sport. Second best in a two-horse race, though.

79

REVIEW

BY: VIRGIN
PRICE: £32.99
RELEASE: DEC. '93
STYLE: PLATFORM
PLAYERS: 1
CONTROL: JOYPAD
CONTINUES: EARNED

The Jung

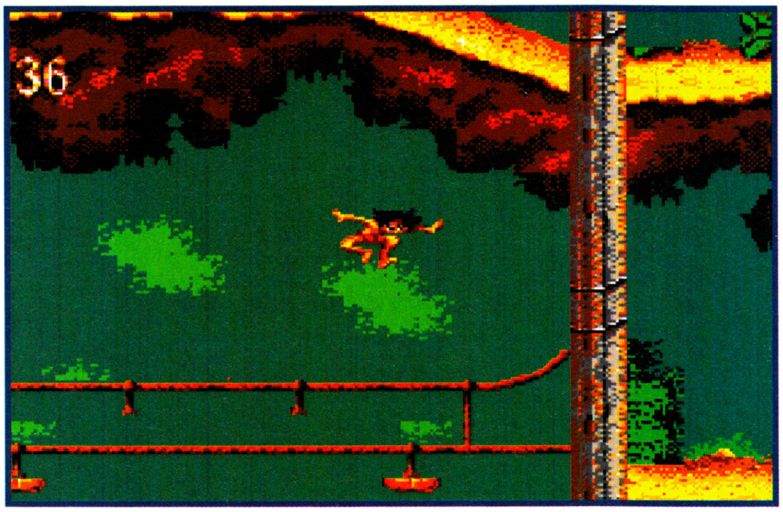
The Jungle Book on the Master System is an 8-bit translation of the monster movie, just released on video. As you can see, the graphics are magnificent, capturing the atmosphere of the movie perfectly. For an 8-bit console they are basically excellent.

However, in terms of basing the game around the plot of the movie, Virgin Games have taken several liberties. Far from being the innocent harmless child he was in the movie, Mowgli the Mancub is now a rampaging banana-spewing psychotic maniac, his in-game mission involving the destruction of just about all forms of jungle life that dares cross his path.

Each platform level charges young Mowgli with a mission. This could be to just collect some crystals or each a certain part of the stage. Sometimes the missions take on more sinister overtones, for example, your instructions for one level are simply DESTROY KAA! The basic lay-out of the levels is simple. There are two main stages to complete before facing up to the game's evil bosses. Kaa the snake is the first overlord of evil to tackle. Later on, King Louis makes an appearance in his jungle palace.

Helping Mowgli in his task are loads of power-ups, cunningly hidden in bunches of bananas! Simply use a banana to blast these bunches open and all the benefits of power-up weaponry, extra energy and credits are yours for the taking.

Do you have the platforming skills required to beat this game? (Cue predictable "pay-off" line). It's a jungle out there - and you're only armed with the bear necessities.



▲ Arghhh! The most frustrating part of the game is definitely on these collapsing bridges. Press that jump button extremely quickly to move on to the next collapsing bit... and you still fall through! Special Tip: hammer that jump button and hope for the best...

Game Gear

REVIEW

BY: VIRGIN
PRICE: £29.99
RELEASE: DEC. '93
STYLE: PLATFORM
PLAYERS: 1
CONTROL: JOYPAD
CONTINUES: EARNED

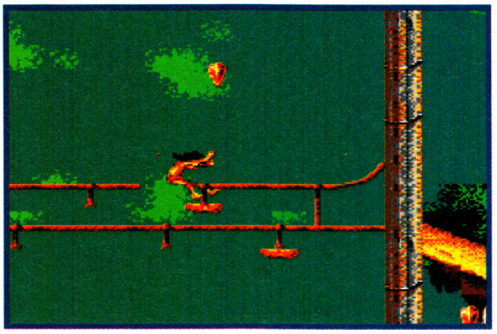
In terms of looks and gameplay, The Jungle Book on the Game Gear bears an uncanny resemblance to the Master System version reviewed on these pages. The basic idea remains the same. Each level endows Mowgli the Mancub with a mission. These tasks range from collecting eight jewels, to reaching a certain part of a level. Completion of the task leads Mowgli on to pastures (and indeed levels) new.

However, the difference between the two versions becomes apparent as soon as play commences. The Game Gear version of The Jungle Book is fast, and by that we mean *fast*! Mowgli now moves at a frightening pace through the jungle and the game takes on a whole new frenetic pace that's considerably more subdued on the Master System. This is down to the fact that although the basic technical architecture of the Game Gear is similar to the Master System's, the portable actually runs around 17 percent faster!

Although the gameplay isn't well endowed in the originality department, there's no denying that the game offers a good challenge and fabulous, testing gameplay.

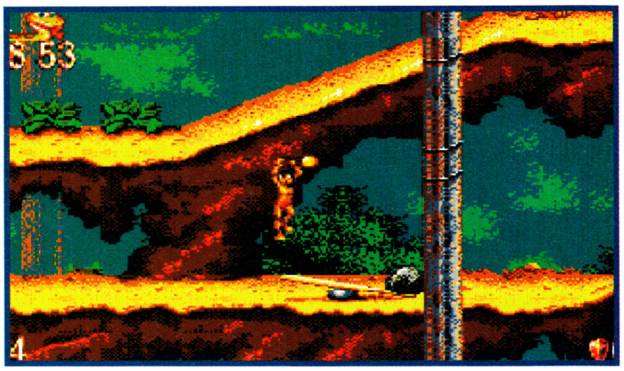
Excellent Game Gear action.

▼ The Jungle is packed with hazards to negotiate, like these collapsing bridges. Other features, like coiled snakes (to spring you to higher levels) are a lot more helpful.



▲ Although the action doesn't stick closely to the plot of the Disney movie, all of your favourite characters make an appearance. King Louis and Kaa are on hand for some end-of-level boss-style action.

le Book



▲ Smart Master System visuals.

COMMENT

RICHARD LEADBETTER

There are loads of quality platform games out there for the Master System: Mickey Mouse, Donald Duck, Asterix, Sonic... However, the sheer looks and great gameplay of The Jungle Book are enough to make this worthwhile. The game benefits from some superb graphics. For a Master System, this game is a visual stunna. The gameplay is very entertaining too and should keep you occupied for a fair old while. Overall, a decent buy.

COMMENT

JULIAN RIGNALL

Combining beautifully animated graphics with fast and addictive platform action, The Jungle Book is brilliant. There's a decent array of levels to conquer and a nice, carefully balanced difficulty curve. Although the game offers little in the way of original features, The Jungle Book is still well worth checking out - it is rather good.

77 Presentation:
There is a nice look to the game what with all the excellent graphics, and there are a few options to tweak.

90 Graphics:
Topper. The 8-bit technology is pushed to create the smart backdrops and fairly decent graphics that The Jungle Book possesses.

78 Sound:
Swing your loincloth to Master System's intriguing renditions of the movie's top musical numbers.

28 Originality:
Hmmm. Platforms. Ladders. Smart graphics and whizzo scrolling... traits shared with a lot of Master System games.

88 Playability:
Easy to get into and initially very addictive. However, the controls are a tad unresponsive at times.

80 Challenge:
The first couple of stages are ridiculously easy to complete. However, later levels are rather tough indeed.

82 Lastability:
There are quite a few levels on offer for your money and a lot of variety. Definitely a few weeks' play in this one at the least.

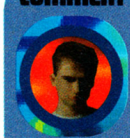
OVERALL: 84
Graphically stunning, The Jungle Book is a solid, playable, well produced specimen of carthood.

COMMENT

JULIAN RIGNALL

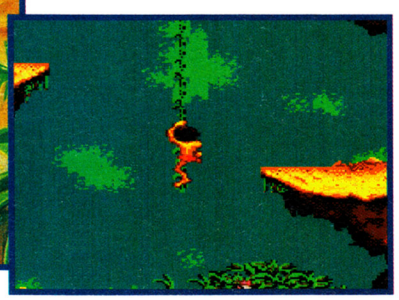
Rampaging through the forest armed with bananas of doom is a most enjoyable experience when it's as slick, fun and challenging as this. Add great graphics and decent sound and you've got a game that's a must for your Game Gear.

COMMENT



RICHARD LEADBETTER

I'd been playing the Master System version of The Jungle Book for quite a while and was taken aback by the sheer speed - it's hyper fast. Just like the Master System game, there aren't many new ideas in the gameplay - but that's no bad thing when the game is as polished and playable as this.



77 Presentation:
A small range of options to explore, but a slick feel to the game overall.

91 Graphics:
Excellent renditions of the favourite characters and superb backdrops. One of the best-looking Game Gear titles we've seen.

78 Sound:
Simplistic, but still quite appealing renditions of the classic Jungle Book musical numbers.

28 Originality:
Like the Master System version, there's nothing new on offer here but it doesn't really detract from the appeal of the game.

89 Playability:
It's very easy to get very involved in the hand-held action The Jungle Book proffers.

83 Challenge:
The Master System version wasn't a pushover - this is much the same but even quicker, making for a tougher challenge.

81 Lastability:
Once you've completed it, you're unlikely to come back to the game, but actually accomplishing that task takes quite some while.

OVERALL: 85
Very similar to the Master System version, but the jacked-up speed setting makes for a more enjoyable, frenetic conversion.

REVIEW

BY: SEGA
PRICE: £29.99
RELEASE: JANUARY
STYLE: PLATFORM
PLAYERS: 1
CONTROL: JOYPAD
CONTINUES: INFINITE

DEEP DUCK TROUBLE

Scrooge McDuck is a bit of a treasure hoarder - there's nothing he likes better than patrolling the Earth digging up treasures and expanding his already considerable wealth. His last escapade has gone wrong... very wrong. By collecting a cursed pendant in some faraway backwater, Scrooge has suddenly been bloated to incredible proportions. Only by returning the treasure to its rightful place will he be returned to his normal stature.

Donald Duck, on the lookout for a rippingly good adventure and keen to free his Uncle from the flab-inflicting curse, makes his way to the mystical island from whence the pendant came... only to find it packed with all manner of platform-related traps and treachery. It's your job to guide him through and return Scrooge's cursed pendant to its mystical shrine.

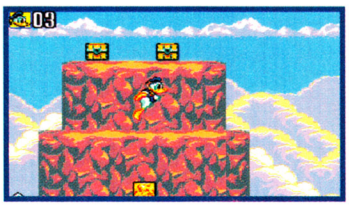
Easy... or it it?

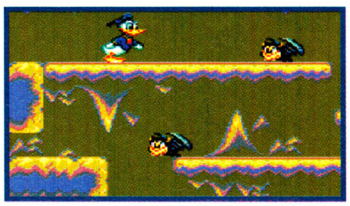
▲ Most of the game is played at a sedate pace, however the action really hots up in these chase sequences. Donald isn't the bravest cartoon character of all time and prefers to run away from bosses until they take themselves out - a nice touch.

GAME GEAR

REVIEW

BY: SEGA
PRICE: £29.99
RELEASE: JANUARY
STYLE: PLATFORM
PLAYERS: 1
CONTROL: JOYPAD
CONTINUES: INFINATE





▲ Dangerous encounters for Donald in the volcano level.

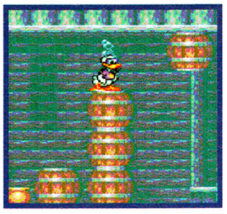
The Game Gear isn't suffering from what you would call a platform drought, so what is there about Deep Duck Trouble which justifies its existence?

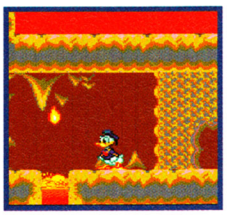
Well, it has some good ideas in it for starters. The basic premise is nuts-and-bolts platform stuff - traverse the levels of platform action, jumping on things' heads to remove them from the scene and trying not to lose any of your three life points, let alone one of your three lives. At the end of each level (composed of three stages), Donald faces a gargantuan boss-type challenge of some description. This, though, is where usual platform conventions and Deep Duck

▲ Smashing these chests reveals all manner of helpful things, from point-giving diamonds to ultra-rare extra lives. Chests containing 1-UPs are usually hidden away, so search every avenue for them.

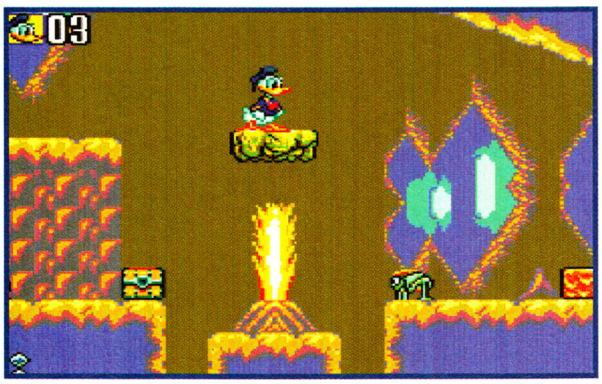
▲ Eating chili makes Donald invincible and also turbo-charges the little chap. Unfortunately it's usually impossible to change direction whilst under the influence, but it's very handy for breaking through rock walls, killing enemies and such like.

▲ As Disney fans know, Donald isn't exactly the most good humoured of characters. Patience isn't one of his better traits - leave Donald standing around and a huge frown soon crosses his furrowed brow. There are loads of nice comic touches like this dotted throughout the game.





▲ Lava pools cause many problems.



COMMENT

RICHARD LEADBETTER

I was a great fan of The Lucky Dime Caper and this sequel is very similar in terms of graphics and gameplay. Fast, slick and visually stunning, Deep Duck Trouble is a joy to play. The only problem with the game is that it's quite easy and getting through to the final level only takes a few days at the most. Still, it's a good game and highly recommended to younger players.

COMMENT

JULIAN RIGNALL

As a Lucky Dime Caper fan, I've been looking forward to playing this. And with good reason - it's truly excellent, with superb visuals and loads of neat touches throughout the game. The only niggle is the low difficulty setting, which makes this ideal for beginners rather than hardened Master System veterans.

80 **Presentation:** Not a lot options, but the presentation screens are superb.

91 **Graphics:** The backdrops range from good to excellent and the sprites are great.

68 **Sound:** Some innocuous tunes warble away in the background. Appropriate effects.

50 **Originality:** Very similar in concept and execution to The Lucky Dime Caper, but incorporates some nice new features.

93 **Playability:** Deep Duck Trouble is instantly playable and highly addictive.

65 **Challenge:** It's not that difficult to get to the final level - then things get a lot tougher.

70 **Lastability:** A nice game, but the moderate difficulty setting means only younger players will be taxed by the action.

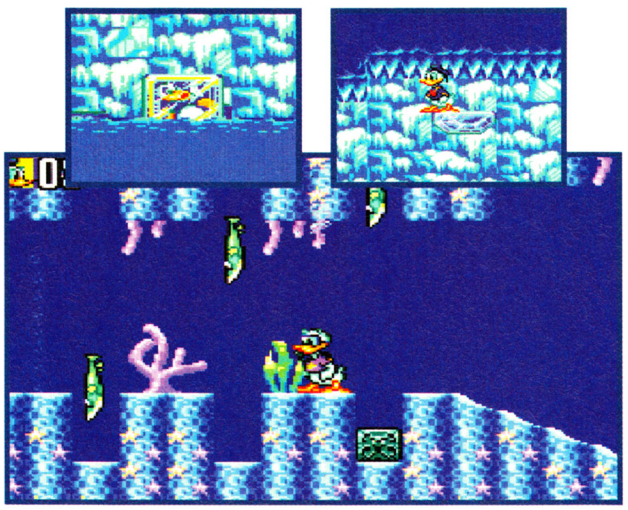
OVERALL: A superb platform game and a great sequel to the classic Lucky Dime Caper. It's just a tad too easy, that's all. **80**

Trouble part company. This is more of a puzzly-type game where you don't have to be a particularly deep thinker, just a very fast one, to make it through to the end. Often you find your little character plummeting down a slide or plunged into a cave full of enemies and you've got to find a way out in no time at all.

There are puzzles to solve too, most of which with concerned with Donald's kicking abilities that allow him to hoof the various blocks and chests which the litter the landscape to varying effects.

Sometimes, a well-aimed feat of booting is required to smash a certain chest or destroy a wall blocking your path

Deep Duck Trouble's original features make it a good diversion from the usual platform fare.



▲ Donald in action!

COMMENT

RICHARD LEADBETTER

Deep Duck Trouble is one of the best platformers I've played on the Game Gear for ages. What I like is that the game constantly throws new things at you, and with its puzzle elements, it's ideal for those who like their action varied and challenging. A good Game Gear purchase.

COMMENT

JULIAN RIGNALL

Mixing platform action with puzzles, Deep Duck Trouble provides a challenge for both your reflexes and your grey matter. The cosmetics are fine, with slick graphics, a nicely animated Donald and jolly tunes accompanying the action and the gameplay offers plenty of variety. The "running away" boss sections are excellent! Platform fans should definitely check it out.

80 **Presentation:** Quite a nice story intro and map screen between levels, but no options or anything.

91 **Graphics:** The main sprite is great, and most of the backdrops are excellent.

68 **Sound:** Quite a jolly little tune accompanies the proceedings, although it's a bit sparse on the sound effects front.

50 **Originality:** Whilst platform games are rather notorious for their derivative nature, Donald has a number of pleasant surprises.

93 **Playability:** It takes a bit of getting into, but once you've got the hang of the puzzles it becomes very addictive.

65 **Challenge:** It's not the biggest game in the world, but the puzzle elements give it more lasting appeal than the average platformer.

74 **Lastability:** Deep Duck Trouble's secret screens and fun gameplay mean you'll come back to it even after you've finished it.

OVERALL: A decent platform game which has novel features, nice graphics and, most importantly, is really good fun to play. **81**

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REVIEW

CD

BY: SEGA

PRICE: £44.99

RELEASE: OUT NOW

STYLE: PLATFORM

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: INFINITE

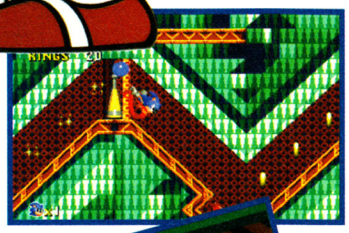
Sonic the Hedgehog's back - and this time the foul Dr Robotnik has gone (you guessed it) too far! He's taken a trip to the Little Planet and has created an enormous time machine. With this foul invention he seeks to locate all seven time chaos crystals and enslave Moebius throughout all time.

Obviously, Sonic's not too happy about it - especially when Metal Sonic (evil version of our hero - Robotnik's henchman) takes off with Sonic's girlfriend, Amy Rose!

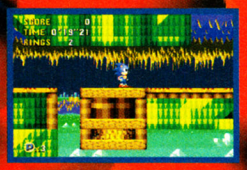
As you've probably gathered by now, it's your task to track down Robotnik, his time machine, Metal Sonic and the Time Chaos Crystals. And rescue Amy. Traverse the platform levels at high speed, duffing up the evil Badnik's and defeating Robotnik's twisted bosses and basically save not just the day, but all days past, present and future!

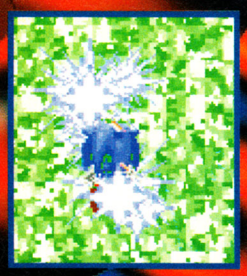
Sonic's able to take advantages of ruptures in the fabric of space/time to visit three different time zones on each level.

This is definitely Sonic's largest adventure yet and a potentially classic platform game.



▲ Behold Metal Sonic!





▲ The graphical style of each zone in the game changes dependant on the time period - past, present or future.

▲ Sonic the Hedgehog CD boasts some of the most remarkable Robotnik creations ever seen in the Sonic series. This bipod is fully animated and most impressive to behold.

▲ Welcome to the special zone - a fantastic use of the Mega-CD's custom graphics chips. The 3D view is exceptionally smooth, the action fast and fluid. Destroy Robotnik's UFOs in order to collect the Chaos Emeralds.

93 Presentation: A great Time Attack option that enables you to better times on specific zones. Slick presentation throughout the entire game.

93 Graphics: Utterly superb. The sprites are excellent and the diversity and range of backdrops is astounding.

95 Sound: The best music on Mega-CD yet. Loads of tunes ranging from hardcore techno to rave and Latin disco!

72 Originality: The special zone is quite original and the time travel is quite novel. The basic gameplay is similar to the previous Sonic titles.

92 Playability: Superb. Fast and slick, Sonic CD is easy to get into and a joy to play.

75 Challenge: Seeing the entire game, time zones and all, is the real challenge here.

85 Lastability: A few days is all it takes to complete the game. But the different time zones and the Time Attack really boost the lastability.

OVERALL: 87

Sonic CD is still a great platformer - probably the best game of its type available on Mega-CD.

COMMENT

JULIAN RIGNALL

With Sonic CD you can have it your way! Amazing new 3D bonus screens? You've got it! Brilliant time travel option? You've got it! Better graphics? Superb sound? Bigger playing area? Even more playability? You've guessed it - you've got it! Sonic CD is an absolute must for Mega-CD owners, so if you haven't got it, you'd better get it!

COMMENT

RICHARD LEADBETTER

If you enjoyed the first two Sonic outings, you'll love this. Sonic CD is faster and just as playable as Sonic II with the established blend of hectic platform gameplay and superb graphics. The sound is amazing. Japanese band Miki provide some amazing dance/rave tracks that really set the pace and the atmosphere of the game. The continue option reduces the game's lastability, but completing the game with all the chaos emeralds AND checking out all the time zones will take a long while. I must admit, I prefer Sonic II to this, but Sonic CD is definitely the best platform game on CD.

REVIEW

8 MEG

BY: VIRGIN GAMES

PRICE: TBA

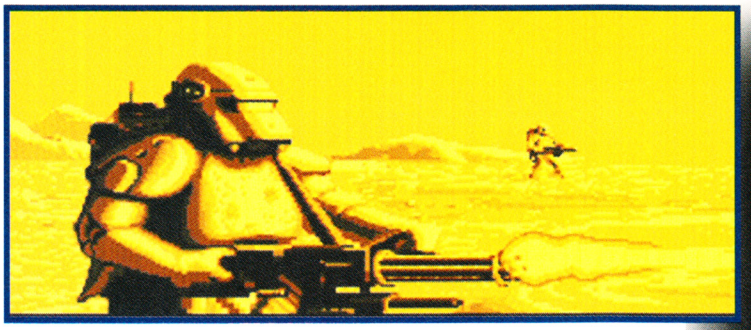
RELEASE: JANUARY

STYLE: STRATEGY

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: PASSWORD



DU

The Battle

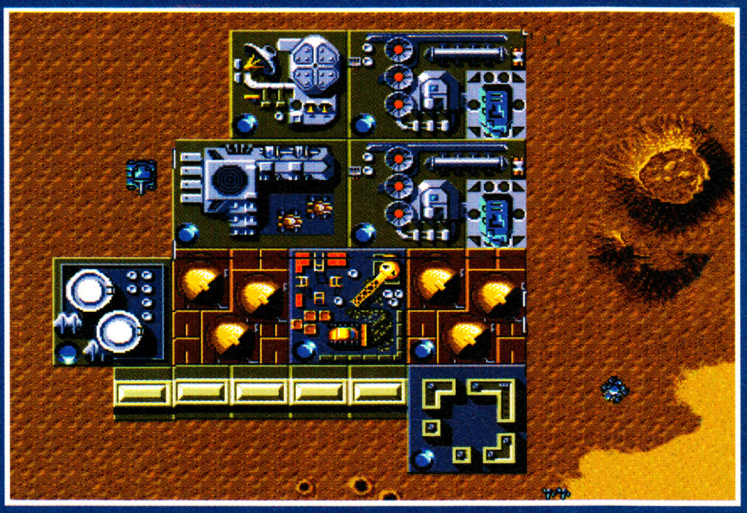
If you're after something a little different from the usual arcade/platform/blasting fare, we highly recommend you check out this latest offering from Virgin.

Three major powers are vying for power on Arrakis, the only planet in the universe upon which the legendary, life-enhancing spice, Melange, is found. Those three powers are the Atreides, the Harkonnens and the Ordos. The Atreides are honour-bound to carry out a fair administration, the Harkonnens are born dictators and the Ordos... well, they're somewhere in-between.

Using an interface that resembles the legendary computer game Sim City, the player creates an operation on Arrakis. Using wind-traps for energy, your job is to create an effective spice-mining force and military defence/offensive machine.

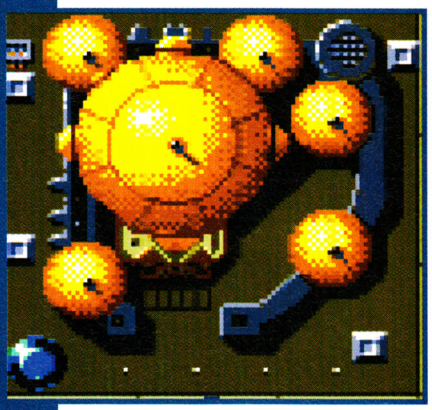
Each level gives you a different objective, ranging from the collection of a certain amount of spice to the destruction of the enemy houses that have encroached on your territory.

We firmly believe that Dune II: Battle For Arrakis is a ground-breaking title. Although not amazing in the audio-visual stakes, the gameplay is simply outstanding, combining easy-to-use icons with straightforward, but highly rewarding strategy to create a wholly original, tremendously addictive title.Even the most brain-dead pure arcade game fans (ie Jaz) were hooked on this - we highly recommend you try it!



▲ Building up your base is definitely one of the most satisfying aspects of Battle For Arrakis. Early levels only require small bases. Later levels mean bigger bases and far more buildings are available to erect.

▼ One of the more advanced structures the game has to offer.



COMMENT

JULIAN RIGNALL

I don't normally like games of this sort - they're usually long on tedious instructions and strategy and short on action. But this one I love. It's surprisingly easy to get into and quickly draws you into the game. Before you know it, you're controlling a vast army and plotting to take on all comers! It's incredibly addictive and wallet-seducingly scrumptious.

NE

or Arrakis

COMMENT

RICHARD LEADBETTER

I'm all for originality on the Megadrive, and Dune II: Battle For Arrakis has it in abundance. The graphics might not look like the best ever, but the gameplay just grabs you and doesn't let go. It's best described as a cross between the awesome Sim City and some of the high-end strategy titles available. The result is simply superb - an easy-to-get-into title that oozes class. There's nothing better than creating an enormous battalion of tanks to take out an enemy base, or deploy your massive tank on a special mission to run over enemy troops! An inspired release that must be bought immediately.

◀ These "Mentat" figures arrive between levels and provide you with intriguing hints and tips. The chances are that you'll have picked up those tactics during the last level, though!

▼ This box of tricks is your little building calculator. If you ever need to know what a windtrap generator costs to build, how much energy it produces and how heavily armoured it is, this is the screen for you.

▲ Military strategy is definitely required. Build the right tanks, deploy the right troops in the right places... Any mistake could entail a disastrous sneak attack from the enemy.

REVIEW

Presentation: 77
A fair amount of options and suchlike and intriguing Mentat hint screens for each level.

Graphics: 61
Small, but well-formed. It's not great to look at, but the graphics serve their purpose just fine.

Sound: 70
A few snippets of sampled speech and functional effects.

Originality: 82
Similar to Sim City in concept - but there's nothing really like this available for the Megadrive,

Playability: 93
Easy to get into and thoroughly absorbing. You'll be chasing those Harkonnens to the final man!

Challenge: 90
The challenge varies subtly according to which of the three families you're playing as.

Lastability: 90
A joy to play - you won't stop until you have completed every level of the game with every House.

OVERALL: 93

An inspiring, utterly addictive release that proves that strategy games can be accessible to everyone.

REVIEW

CD

BY: SEGA

PRICE: TBA

RELEASE: JANUARY

STYLE: SPORTS SIM

PLAYERS: 1–2

CONTROL: JOYPAD

CONTINUES: N/A

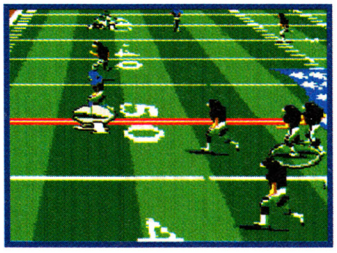
JOE MONTANA'S NFL FOOTBALL

Joe Montana is renowned in America as one of the greatest quarterbacks in American Football's long history - not surprising therefore that Sega should choose him to officially endorse their range of American Football simulations. Joe Montana CD is the latest version of the sport, incorporating all of the fast, violent action and tactics of the sport. Sega's programmers have used the Mega-CD's custom chips and superior audio capabilities to create an impressive audio/visual experience. The Mega-CD's custom ASIC graphics chip has been used to good effect - both the player sprites and the pitch itself use the excellent sprite scaling and rotational hardware. Endorsed by the mighty NFL, this has the potential to be one of the greatest American Football simulations of all time. Can it dethrone the mighty John Madden Football?

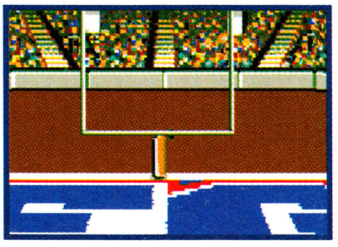
COMMENT

JULIAN RIGNALL

With its impressive sprite-scaling graphics and decent presentation features, Joe Montana CD is a very good American football simulation. But while it's easily the best looking game of its type, it hasn't the amazing playability, options, challenge and sheer lasting appeal of the classic John Madden series.



▲ Fifty yards to go to the touchdown!



COMMENT

RICHARD LEADBETTER

The Megadrive has the best American Football game in existance, ever - namely John Madden Football (the '92 edition, specifically). Joe Montana CD is very similar in execution, but is far superior in the visual stakes. The pitch and players are excellent and move extremely well - better than Madden's easily. In terms of strategy and depth of play though, Madden's easily is the winner. If you're after a detailed involving sim, go for John Madden '92. If you're after more of an action-orientated game that's great to look at - investigate this game.

▼ The Mega-CD creates a smooth, flowing pitch and realistic players. A bit blocky close-up, but excellent nonetheless.

▲ There are extensive replay options which allow to see your marvellous moves from all angles - including a sort of balls-eye view! This is a rather smart addition and really shows off the graphics engine.

▲ When you want to choose a side you're given detailed facts and figures regarding every aspect of each team's performance. Here, it's rather obvious that Dallas have the advantage over San Francisco.

73 Presentation: A modicum of options and some great full-motion video moments.

88 Graphics: Although sometimes quite blocky, Joe Montana's sprite-scaled players and pitch are very impressive.

79 Sound: A great, rousing hard rock soundtrack on the opening screen. The in-game effects do the job well.

65 Originality: Very similar in concept and execution to John Madden's, with the strategy toned down and action emphasised.

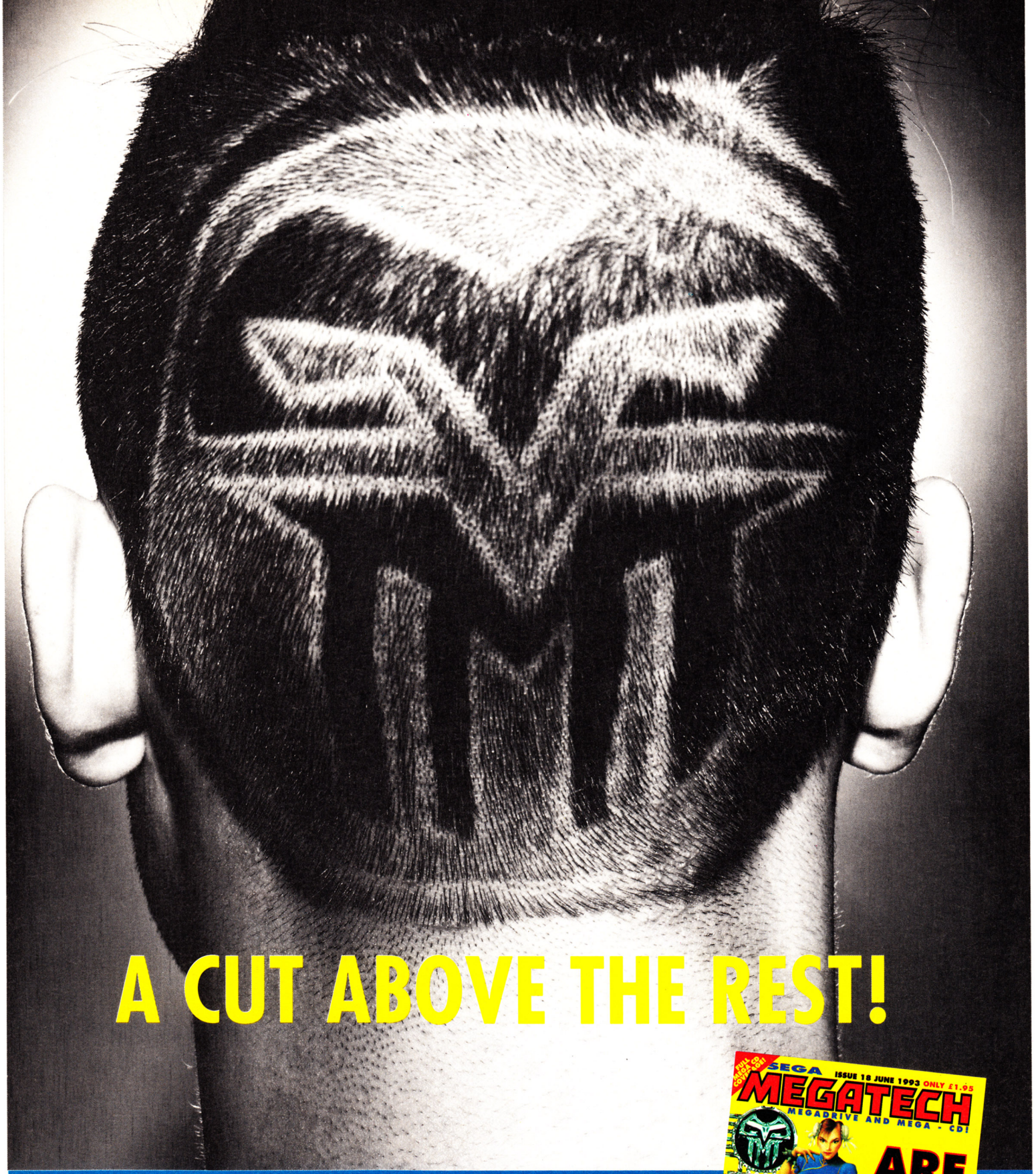
79 Playability: The controls are slightly unresponsive, but some of the plays are great to perform.

85 Challenge: Even on rookie level the teams you're pitted against are no push-over.

80 Lastability: The obligatory two-player mode boosts lastability - you'll be coming back to this one for quite a while.

OVERALL: 80

Not as superb overall as John Madden '92, but a graphically great, enjoyable action game.



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OUTLOOK

STREET FIGHTER II

SYSTEM:MEGADRIVE
BY:SEGA
PRICE:£59.99

If anything, this conversion of the most successful video game in history is better than any other version outside of an arcade. Graphically, it's just as good as you'd expect from a 24-Meg cart. The animation is missing a few frames, but when the action is running at full speed it's impossible to notice. The sprites are nice and big and all the detail is there - including the much more impressive Turbo-style title screen character portraits. The only place where the game is slightly lacking is in the sound department. All the samples and tunes from the coin-op have been included, but at a low sample rate, so don't expect arcade quality.

However, that little indiscretion fades into a distant, hazy dream once you start playing the game. Running at top speed, Special Champion Edition is faster than the Turbo arcade cabinet - no mean feat. This means even if you've thrashed the game backwards there's a new challenge in coping with the pace.

The fluidity of the coin-op has been completely retained, with no "punch pauses" when you score a hit and arcade-perfect combo potential. Of course playing with a three-button joypad makes things pretty tricky, so you're best advised to buy a six-button pad to go with it. Actually, for maximum enjoyment you're better off buying two six-button pads, as Special Champion Edition really comes into its own as a two-player game. The six-button pads also make the special moves easier to pull off thanks to the rolling base of the D-pad, so real experts shouldn't be without at least one. Anyway, you should already know how great this is, so just nip out and buy it, eh?

FIRST ENCOUNTER: September
DATE NOW: End of November
LONG-TERM TEST COMMENTS: Still utterly brilliant!

OVERALL: 96%

▲ Superb beat 'em up action.

MEGADRIVE RELEASE OF THE MONTH

SEGA TAP

SYSTEM:MEGADRIVE
BY:SEGA
PRICE:£24.99

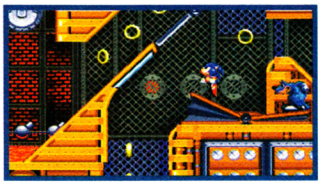
Not actually, strictly speaking, a game at all. This is in fact the much-touted four-player adaptor from Sega. It's retailing at but a penny under £24.99, and allows you to have up to four players participating in any games that have a four-player facility - three are available at the moment (Gauntlet 4, Ultimate Soccer and Wimbledon Tennis) and there are plenty more in the pipeline.

Don't forget that Electronic Arts are soon releasing their own four-up tap, which won't be compatible with the official Sega one or its games. It will, though, allow you to play the range of EA four-player games, including John Madden's '94, NHL PA '94 and FIFA Soccer.

FIRST ENCOUNTER: Mid-August
DATE NOW: End of November
LONG-TERM TEST COMMENTS: A great concept that's an essential ingredient for any gregarious gamer's 'Bring a Joypad' party.

OVERALL: 85%

▲ Sega's new four-player adaptor in all its glory.



SONIC SPINBALL

SYSTEM:MEGADRIVE
BY:SEGA
PRICE:£49.99

Crossing a platform game with a pinball game might sound like quite a bizarre idea, but it's just another step in the increasing diversification of Sonic games. The action is basically pinball, although unlike silverball games you're able to bend Sonic after he's spanged off a bumper, after-touch-style, to get him going in the direction you want.

Sonic Spinball is certainly a very novel and original concept. With four massive levels to keep you going, loads of different hazards and bonuses to go for and a constantly changing environment, even players with a tiny attention span should be kept interested.

FIRST ENCOUNTER: Mid-October
DATE NOW: End of November
LONG-TERM TEST COMMENTS: Great fun, but only four levels means most players should complete it within a week or so.

OVERALL: 82%

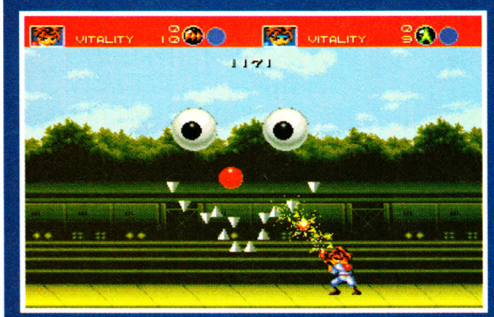
GUNSTAR HEROES

SYSTEM: MEGADRIVE
BY:SEGA
PRICE:£44.99

Programmed by an ex-Konami team called Treasure, this has all the hallmarks of a classic from the people who brought you Zombies. Graphically, it's hard to fault. While most of the sprites are quite small, they're impeccably detailed and very well shaded. The bosses are undoubtedly the most impressive sprites ever in this type of game - huge and well-defined, each one with a character of its own. Anyone who thought the Megadrive couldn't handle sprite scaling is also proved wrong thanks to the main enemy The Seven Force, who rotates and shrinks and grows again like the great Sprite Scaling Monster from the planet Zod. The sound is put to great use, enhancing the atmosphere considerably with some brilliant tunes (best appreciated through headphones) and some of the loudest, most rumbly explosions going.

Gameplay-wise, the already high standards are bettered. The game is incredibly fast, and the action is non-stop, with challenges hitting you thick and fast right the way through the game. The controls are logical and very instinctive, which is just as well given the difficulty of the game. Even our old friend Johnny Originality gets a good look in, as Gunstar features a whole host of bright new ideas that conspire to make things surprising and lend a real incentive to see the next level.

Gunstar Heroes is a title no self-respecting Megadrive owner can afford to be without, and only misses out being Release of the Month due to impossible competition from Street Fighter II.



FIRST ENCOUNTER: Beginning of September
DATE NOW: End of November
LONG-TERM TEST COMMENTS: Superb fun, and very challenging on top difficulty setting. Future games from Treasure, the programming team behind it, are definitely ones to watch out for in the future.

OVERALL: 94%

MEGADRIVE RELEASE OF THE MONTH II

KRIS KROSS MAKE MY VIDEO

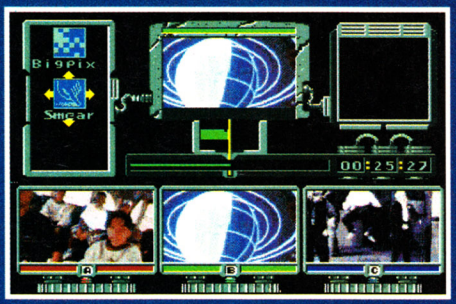
SYSTEM:MEGA-CD
BY:SONY
PRICE:£44.99

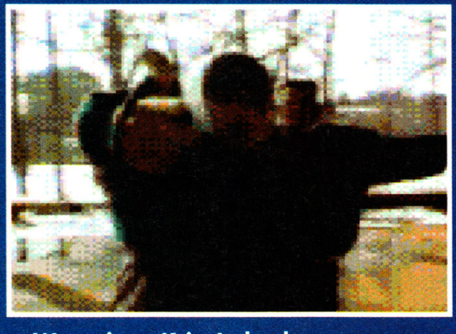
Having now reached puberty, and their careers taking a new turn (down a road marked "Nowhere" wethinks), here's your first and last chance to get totally Krossed out on Mega-CD. Containing three of their hit singles - well their one hit single and their two other single releases - you get the chance to take the controls of a video mixing desk and make your very own Kriss Kross video. First check the requirements of your target audience, and then mix away from reels showing video footage, old cartoons, black and white movies and all the usual MTV-style gubbins. There's a load of video effects to play with too, just to make things more interesting.

Interesting is certainly the word, actually. For a couple of days anyway. By then the limited options, the fact there's only three songs on it and that playability is limited has you thinking about all the other Mega-CD games you could have spent your wad on...

FIRST ENCOUNTER: August
DATE NOW: End of November
LONG-TERM TEST COMMENTS: Although innovative in its design, the game is not very lastable.

OVERALL: 41%





▲ Warm it up Kris. Indeed.

OUT NOW

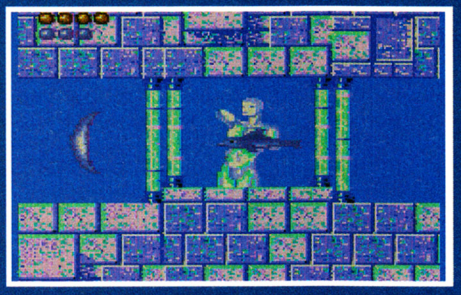
ECCO THE DOLPHIN

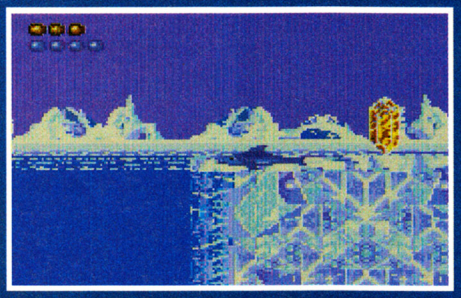
SYSTEM:GAME GEAR
BY:SEGA
PRICE:£29.99

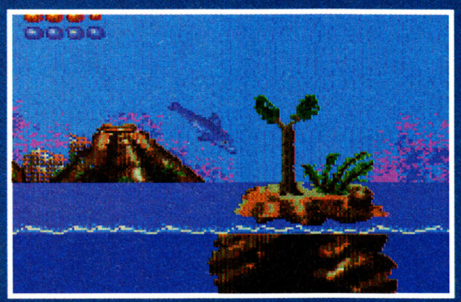
Megadrive Ecco originally stunned players with its incredible graphics and gameplay to match. But how does this stripped-down 8-Bit version compare? The answer is, "very well indeed, thank you". The visuals are ace, the puzzles are excellent and the gameplay, if anything, is improved to make it an awesome hand-held game.

If you're more of an arcade freak you might not quite appreciate Ecco, as it really taxes the brain after the first couple of levels and you really have to think on your feet (or flippers). However, if you're willing to devote a large portion of your life plugging away at the game until you finally, finally complete it, Ecco will keep you and battery manufacturers happy for months.

FIRST ENCOUNTER: Beginning of November
DATE NOW: End of November
LONG-TERM TEST COMMENTS: A massive game that packs a huge challenge and massive long-term appeal.
OVERALL: 93%







GAME GEAR RELEASE OF THE MONTH

SONIC CHAOS

SYSTEM: MASTER SYSTEM/GAME GEAR
BY:SEGA
PRICE:£29.99

At long last, Miles "Tails" Prower gets a full appearance on the Master System. Sonic Chaos continues in the best tradition of the Sonics before it. The graphics are highly polished and a lot of work has gone in to getting the feel of the game right. It must be said that it's very atmospheric, and the speed and smoothness of the scrolling are only to be applauded. Sonic Chaos is also highly playable and a lot of fun, complete with all the usual running very fast and collecting rings gems you'd expect. Highly recommended to Sonic fans!

FIRST ENCOUNTER: Mid-October
DATE NOW: End of November
LONG-TERM TEST COMMENTS: Very entertaining, this had us coming back for more even when we'd finished it.
OVERALL: 80%

MASTER SYSTEM RELEASE OF THE MONTH

THE FLASH

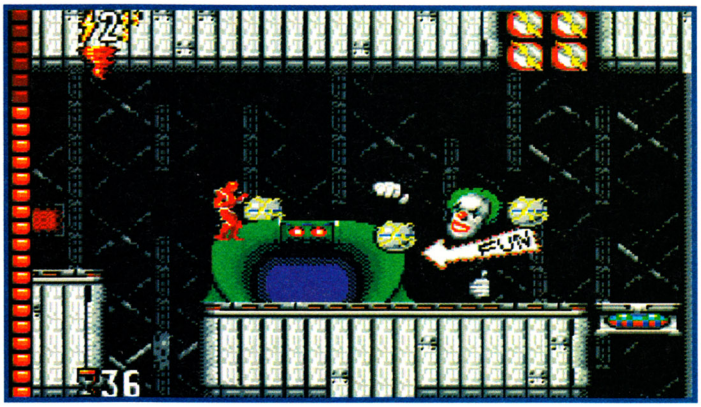
SYSTEM:MASTER SYSTEM
BY:SEGA
PRICE:£29.99

Graphically, The Flash isn't going to blow anyone's mind. In fact, it's probably have trouble blowing out the candles on its nephew's birthday cake if the visuals are anything to go by. The sprites are flat and jerky, the backgrounds are samey and it all looks very drab.

Luckily, the programmers were obviously concentrating more on getting the gameplay right to worry about the graphics because when you play it, you find its actually pretty good fun. It's more of an all-directions scroller than this month's main rival, Sonic Chaos, and has lots of exploration and shooting in it as well as a fair turn of speed.

Not exactly an inspired game design perhaps, borrowing as it does from many sources, but The Flash is very well put together and offers plenty of enjoyable and challenging action.

FIRST ENCOUNTER: Beginning of November
DATE NOW: End of November
LONG-TERM TEST COMMENTS: Don't be put off by the graphics - this is actually a really good, fun game that kept us amused far longer than we ever thought it would!
OVERALL: 82%



▲ Not particularly special but worth a look - that's The Flash.

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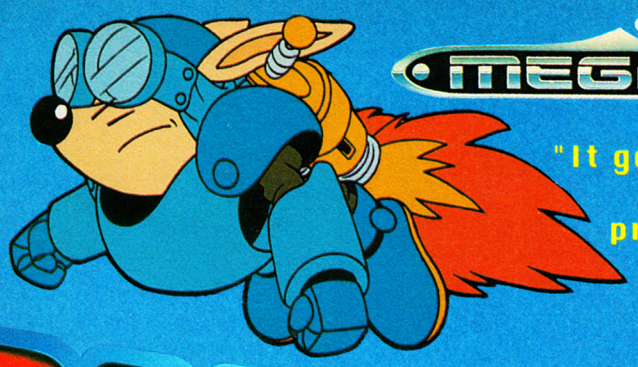

"It gets a top mark because it is a top class product with attention to detail second to none....Amazing."

Mega Action, September 1993 94%

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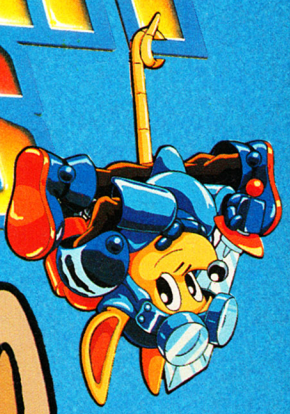

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Mean Machines, September 1993

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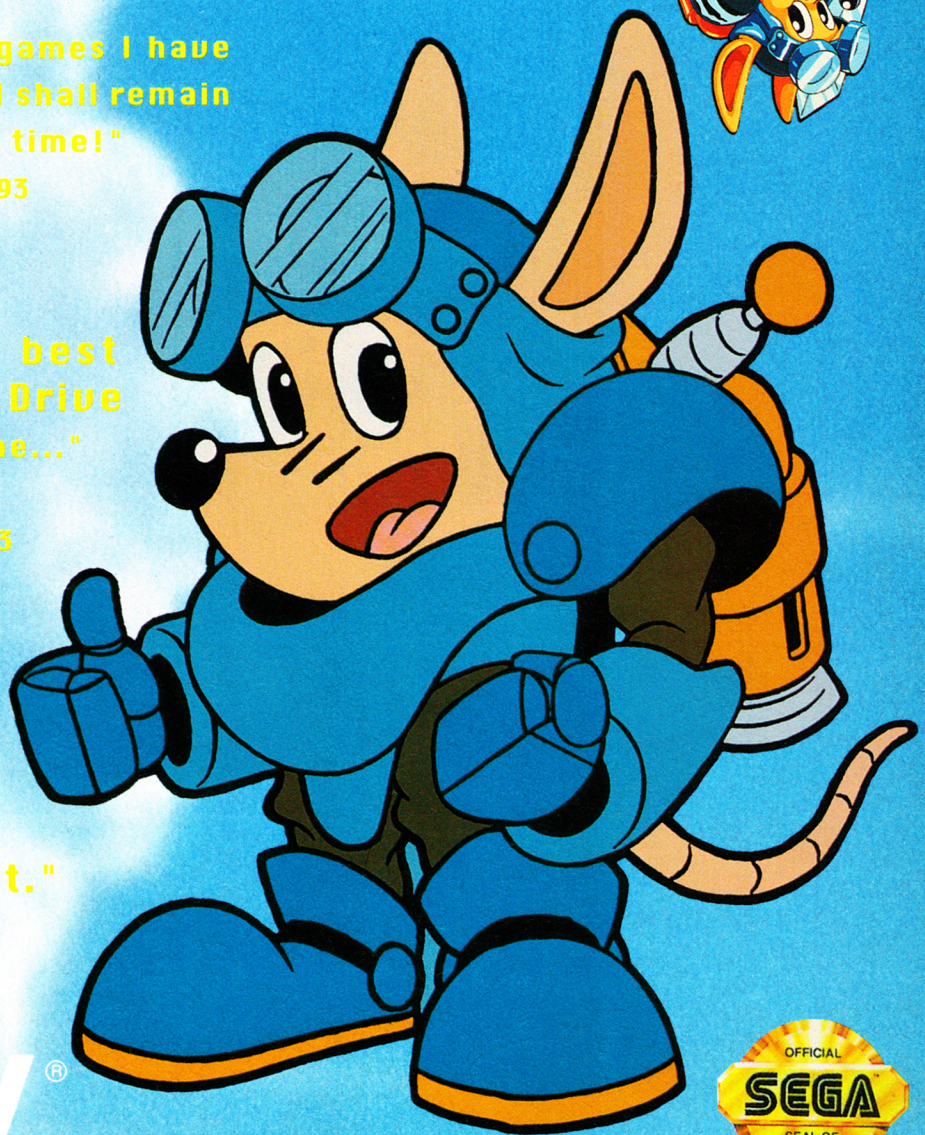

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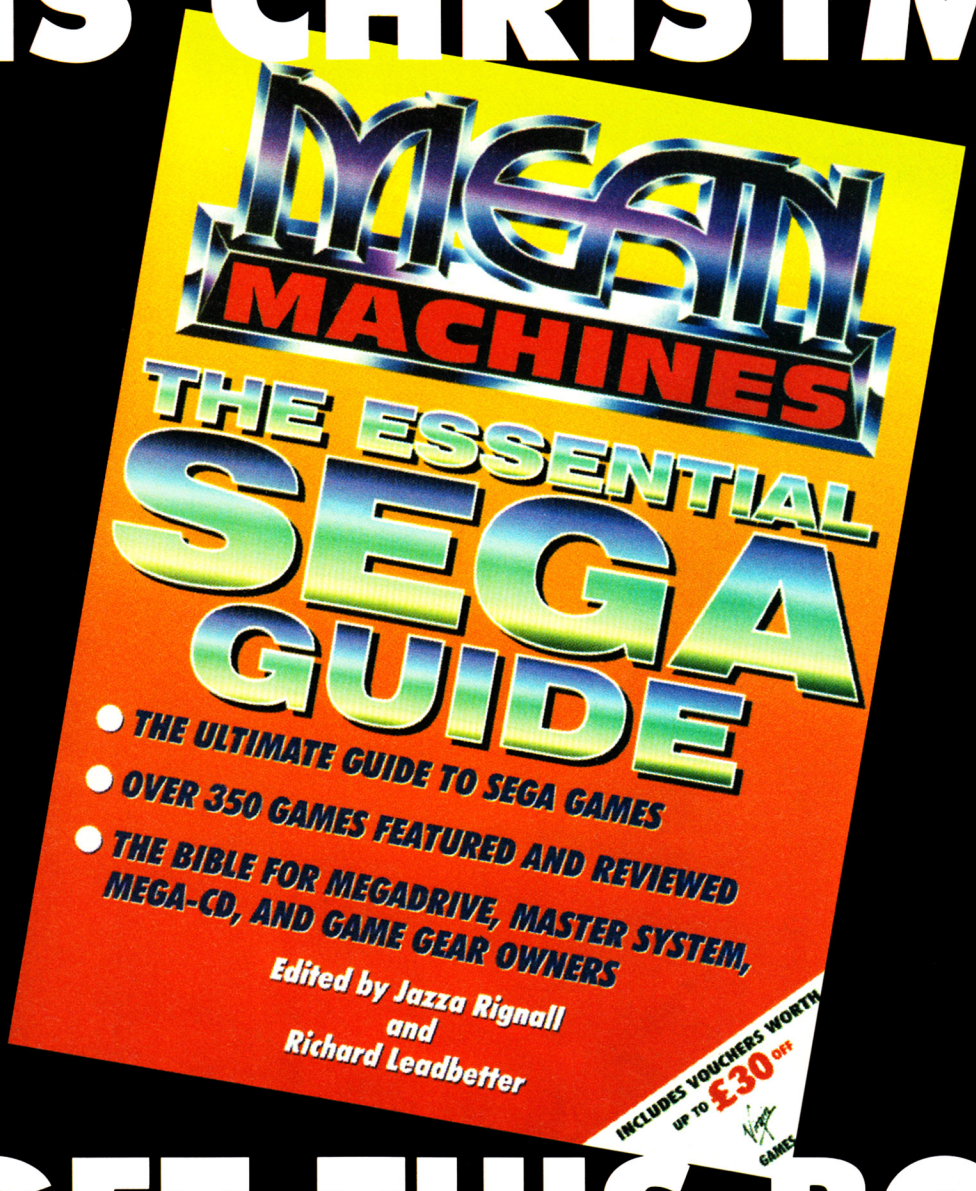

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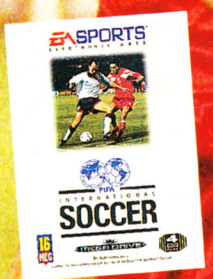

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FIFA INTERNATIONAL SOCCER

82%

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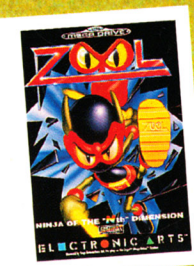

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