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- The ultimate? Final Fight CD inside!

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- Flashback arrives on a 12Mbit cart!

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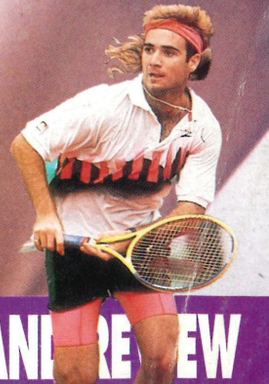

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JUNE 1993

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DINGBATS MESSAGE
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Exit: Two drunks were sitting quietly on Bournemouth pier, Jason walked by and..... *(Complete the story in your own words and send it to us for the chance of a free cart!)*

Final word: why!

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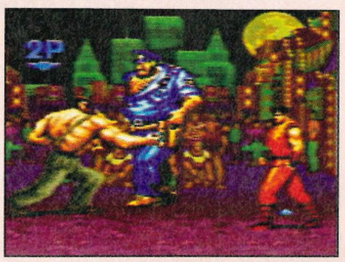

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A big RPG that's an absolute dream.

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SHAPE OF TO COME!

We look into the lives of top CD developers, Psygnosis and Imagitec, to find out just how CD games are made and what we can expect in the future. This CD revelation starts on page 12.

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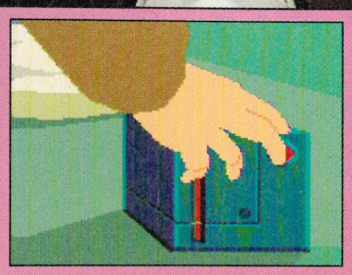

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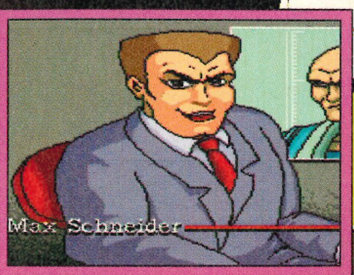

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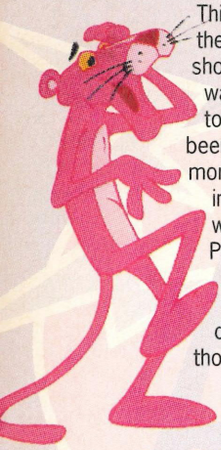
The first driving game on Mega-CD.

pro NEWS

NEWSFLASH... Sega have moved! If you've been trying to get through to the important bods down at the big S, then the new address is: 247 Cromwell Road, London SW5 9GA and the new telephone number is (071) 3733000... **STOP**

SHOW OFFS!



This year's ECTS saw all of the industry's big names showing off their latest wares. There wasn't much to see that hadn't already been shown in the last few months, but a few items of interest did catch the wandering eye of the Pros.

Tecmagik had the most *new* titles on display, even though they are all still under development. *Steven Seagal* was probably one of the most novel games on the stand. It features all-time hard man, Seagal, in a huge beat -'em-up game (surprise!). However, it's not due for release until next year so any budding fans are going to have to make do with beating up their brothers till then. Tecmagik also showed *Sylvester and Tweety* (seemingly *Tom and Jerry* in disguise), and *The Pink Panther*, due to be released in time for Christmas. They are maintaining their undying support to Master System owners by releasing all forthcoming games on the Master System as well as the Mega Drive. Good for them!

Konami are continuing their string of fun releases and were showing off the latest addition to the collection. *Rocket Knight Adventures* features Sparkster, a hell-bent toon who is determined to destroy the Dark Lord. Spooky stuff.

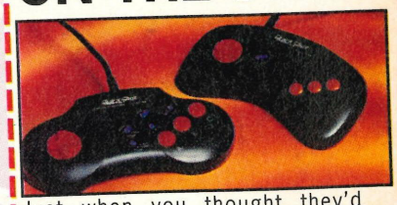
Virgin were more than secretive about upcoming products, but one of the biggest releases for this year should be *Robocop vs The Terminator* on the Mega Drive and *The Terminator* on the Mega-CD. Also planned is a CD version of *Another World*, a roller-skating dinosaur adventure called *Dinoblades* and a Mega Drive version of The Jungle Book.

Code Masters are working on Master System and Game Gear versions of both *Micro Machines* and *The Fantastic Adventures of Dizzy*. More good news for MS owners. Now that their dispute with Sega has been cleared up, expect to see the resurfacing of *Micro Machines* and the release of *The Fantastic Adventures of Dizzy* on the Mega Drive.

And yet more encouraging news for Master System owners! It's true, *Desert Strike*, EA's Mega Drive helicopter shoot-'em-up, is going 8-bit. EA have licensed the game to **Domark**, who hope to have a version out this autumn.

Most surprising of all was the lack of product from Sega themselves. This is probably due to the fact the most stuff comes from Japan or America anyway, but all should change at the end of the year when Sega UK finally get their own development house up to full steam.

QUICK ON THE DRAW



Just when you thought they'd exhausted joystick combinations, Quickshot have gone back to the drawing boards and come up with two more. Thankfully they've kept their prices down, but have still managed to come up with some quality goods!

First up is the Starfighter 3B. This has all of the usual D-pad, A, B, C fire buttons but also has an extended cable – allowing you to play up to six feet away from the monitor. Just £9.99 represents good value.

Next up is the futuristically monikered Invader 3. This has all of the above features, but also includes turbo control, slow motion buttons and an auto-fire option. Guess what, it's more expensive, but at £14.99 you can't argue.

RENTAL BY POST

If there's a shortage of games rental services in your area, you might like to become a member of the first rental-by-post games service.

Supersavers (not to be confused with the remarkably valued-packed – albeit out of date – Super Savers mail order section in SEGAPRO!) allows you to try out all the latest games for as little as £4.99 for two weeks and then gives you the option of buying them at a reduced price.

Becoming a member of the Supersavers club will set you back a steep £19.99, but this does include a voucher for one free rental. There is also a minimum rental of four games per year, but when you think about it, that's only one game every three months! If you want to join the Supersavers club, ring (0978) 312523 and ask for a membership form.

SOFTWARE SCAM?

Yeah, yeah, yeah... So last issue wasn't exactly £1.95, but what's 30p between friends? Suffice to say, £2.25 will now be SEGAPRO's regular price, although it may increase with special promotional issues – unless you are a subscriber! We tried our best, but after 20 issues it just had to happen. If you take into account inflation, and the fact that SEGAPRO#1 (our first £1.95 issue) only had 84 pages, it's not that bad.

Talking of prices, it was interesting to see the artists of the music industry moaning on about the price of CDs this month. If only they knew the price of console games, perhaps they'd feel a bit better.

Sega are always boasting about how *Sonic 2* has sold more units than Simply Red's Stars album, so surely Sega shouldn't charge us any more than Simply Red. By releasing the UK CD games at the same price as the carts, Sega have practically admitted it costs no more to produce a cart game than a CD (unless they're hiking the CD price, of course). Programmers don't demand the high salaries of pop stars, no more people are involved in game production than record production, and both take about the same time to produce.

People are always saying games should be down to a more reasonable level, and if they're selling as many as they boast, this shouldn't be more than £15.

But there's one small problem: no-one is championing the cause to drop prices. Software companies certainly won't, programmers aren't, gutless industry bodies (like ELSPA – for the soft cos – and NASCR – for retailers) are keeping quiet for fear of ruining their industry relationships. When is someone with any power going to do something about it?!

Without condoning the use of piracy devices like the MagiDrive (which we have NEVER owned or used), all we can advise is that you don't buy expensive games.

Nobody bought video tapes when they were £50-60, but as soon as someone thought of selling them at £9.99 a whole new industry took off. The same will happen with videogames. Take some action! We have: nobody on SEGAPRO or its sister mags has bought *Street Fighter II* at £64.95 – who do Nintendo think they're kidding?

THE "angry" PROS

A MONTH IN THE LIFE OF...

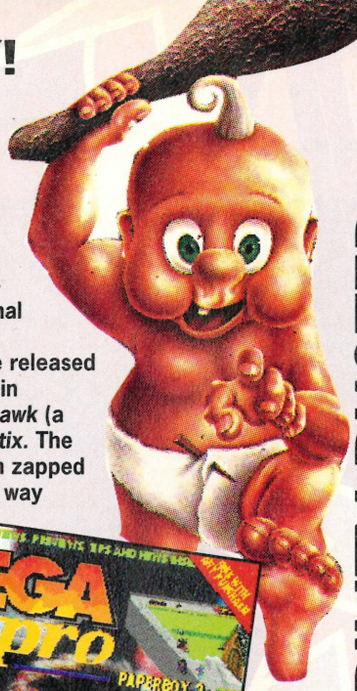
Pat Kelly

Not content with skiving off at the ECTS for a few days, Pat decided to "take a well earned rest" up in Scotland. Ah, the life of an editor, eh? When it's not high-powered executive lunches, it's leaving all the staff writers to get on with the work. It will all end in tears when he gets back though, mark my words.

Fave games: *Jungle Strike, Final Fight CD*

pro NEWS

CORE, BLIMEY!



Core Design may not mean much to you now, but over the forthcoming months they will grow to major Sega stature. With huge titles such as *Chuck Rock* and *Corporation* already under their belts (as developers), they have recently won Sega rights to publish their own material. Their first independent release will be *Chuck Rock II – Son of Chuck*. This continues the Neanderthal theme, but stars Chuck's baby son and his adventures in the Stone Age world. It will be released on every Sega format, surfacing sometime in August. Core are also working on *Thunderhawk* (a flight sim) for the Mega-CD and *Bubba 'n' Stix*. The latter features a delivery man who has been zapped into space by aliens. He must try to find his way back to Earth by solving many complex puzzles. *Bubba* should be coming on the Mega-CD and Mega Drive in early 1994.

SEGAPRO RUMBLED!

You've read the last few issues of SEGAPRO, but did you know that it's not only available in the newsagents? SEGAPRO have recently compiled a special limited edition issue for Mrs Moore and the folks down at Rumbelows. As you can see from the cover printed here, it features loads of recent games, new features, special subscription deals and is available free with any Sega purchase from Rumbelows. Now there's twice the incentive to rush out and buy the latest game!

CD COMPATIBILITY BUSTED

Datel, the masters of console code cheating, are about to launch what could be their most ambitious product yet. Not content with busting just about every game on the Mega Drive, and more recently the Master System, they are about to break into the Mega-CD market. How is this possible?, you may wonder.

Well, the CDX is a cartridge that fits into the Mega Drive on the Mega-CD. By using that old faithful method of flicking the switch at the side of the cart, you will be able to play any game from any country on any Mega-CD set-up AND, ultimately, also bust the thing Datel-style.

Mega-CD owners will be glad to hear that someone's got around Sega's territory protection chip, as this allows any CD owner to play any game, regardless of its origin.

That's not the end of it either! The CDX also allows you to combine any Mega Drive with any Mega-CD, so you won't need to buy a compatible machine if you want to upgrade your console. This is brilliant news for us Sega owners, but Sega are going to be more than a little bit miffed.

Also under development is an Action Replay for Game Gear and the Mega-CD. This allows any potential gamebuster to get extra lives, invincibility and lots more obscure cheats for their system. It may be a while before this appears on the market, as the guys at Datel are having a few teething problems, but they assure us it will definitely be of the same high quality as the Mega Drive version.

In the meantime, expect to see the CDX in the shops very, very soon at around £50.

● Latest info from Datel on (0782) 744324.

SONIC THE NOVEL

Groan. No sooner had *Sonic 2* been released, than a sack full of bandwagon products have wheedled their way onto the market. Most of them are fairly useless and just encourage the masses to part with their hard earned dosh. However, a few may be worth a peek.

Take the latest Sonic book. Mainly directed at the novice Mega Drive owner, *Stay Sonic* provides the background story to the Spiky Blue One's quest. As well as explaining each of the enemies in both *Sonic* games, it also gives the lowdown on that all-time baddie Robotnik.

As if that's not enough, there are tips and cheats for Sonic 2 on the Mega Drive and Master System (you mean the complete guide in SEGAPRO wasn't good enough?).

***Stay Sonic* costs £4.99 and is available in most bookshops. Flick through it and you may be surprised at what you *didn't* know about Sonic.**

BIG MOUTH! NO WORDS!

Could this be the first time The Big Breakfast's Chris Evans is lost for words? Just what could he be saying? Captions on a postcard to Big Mouth Strikes Again, SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF. A bag full of SEGAPRO goodies to the wittiest caption received before June 10.

Dave Perry

Dave is now the Games World UK magazine gamesplaying champion, but could the infamous bandana be a garment of the past now Dave's had his hair cut? This item of clothing has created more controversy than any other part of the magazine, causing readers to inquire whether he has any hair at all! Get ready for a bandana revival later in the year.
Fave game: *Flashback*

Sam Hickman

Sam spent the whole of the ECTS being hugged and kissed by everyone. This was a major embarrasment as she's not used to such attention from such important people. Anyway, now recovered from her terrible ordeal, she's back in the office and is now a normal person, once again. Eat your heart out Dom Diamond!
Fave games: *Shining Force, Flashback*

Jason Johnson

Jason spent most of the ECTS traipsing after Violet Berlin. Jase admits to having a strange fetish for her purple tights ("she wore them two days in a row," he informed us) and her spiky blonde hair, but unfortunately his affections were lost on her. Oh well, she'll come running when you're rich and famous.
Fave games: *Violet Berlin's tights...*

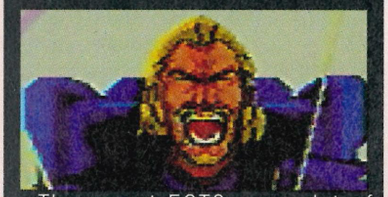
Si Christopher

With the amount of stories our Simon has on the rich and famous, it's a wonder he's not a Sun journalist. One minute it's the time he danced next to Simon Le Bon, the next it was when he was nearly in The Shamen. Oh, and don't forget the time he bumped into Kylie Minogue and male-bonding with The Chippendales!
Fave game: *Jaguar XJ220*

MEGA CD COLUMN

Greetings, fellow CD owners! Now that the Mega-CD has been released, I bet you were expecting to be snowed under with game releases. How wrong you were! Don't despair just yet, though, there are loads of projects in the pipeline.

Remember we reported that *Time Gal* would never be released in this country? Well, it seems developers Renovation have had a change of heart. By the time you read this column, *Time Gal* should be sitting pretty on the shelves.



The recent ECTS saw a lot of encouraging news for Mega-CD owners. It looks like most developers can't wait to get their hands into the latest Sega technology. Expect to see a UK version of *Wonder Dog*, *The Secret of Monkey Island* and *Heimdall*, a huge viking time RPG, all from those slick people at JVC. Read the ECTS article for more info on CD releases.

Where there's a film licence, there's a video game, or something like that. Storm, newcomers to the Mega-CD, are currently working on *The Lawnmower Man II*. Based loosely on the film plot, Jobe, a lawn cutter, is used as a human guinea pig and obtains superhuman powers through the use of a weird VR machine. He then turns into a psychopath and goes on a power-crazed rampage. It won't be ready until at least this time next year, but it definitely seems worth the wait!

Sierra have finally released *Willy Beamish*, a game that takes you right back to your childhood! Avoid teachers, whinging parents and your kid sister and beware – put a step wrong and you'll end up in military school! This will be available for both import and official UK CDs and, take it from me, the graphics are absolutely stunning!

So, on that note, write this little lot on the back of your hand, and look out for them soon: *Night Trap, Road Avenger, Time Gal, Willy Beamish, Dragon's Quest.*
See ya next month...

CD-Pro

NEWSFLASH... Quickshot now have a whole range of games to accompany their Supervision hand-held. Another 13 games all at under £12.99 – all in black and white... STOP

whispers...

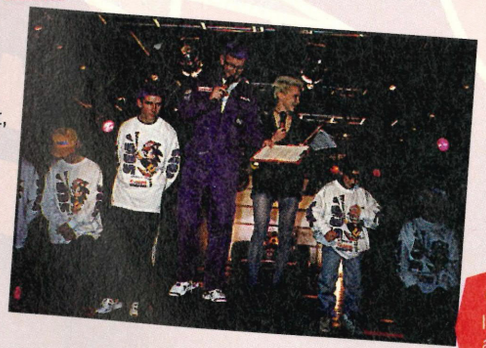
- The Mega Drive version of *Star Wars* has been delayed further and may not appear until next year. It looks as if US Gold will only be publishing the Sega 8-bit versions and no 16-bit publisher seem to have been given the rights by JVC, who will only be publishing on CD format themselves!
- Gremlin Graphics, creators of the excellent Sonic-inspired Amiga game *Zool*, are to undertake their first Sega project. Among the primary releases will be *House of Fun* and *Nigel Mansell's Racing* – and the ledgendary *Zool*!
- Although the Mega-CD is priced at a hefty £269.99, it seems the machines have been selling like hot cakes. Apparently Sega have completely sold out of their stock – although retailers still have some left on the shelves.
- There are still no definite release date for *Street Fighter II* in the UK, but those sly marketing folks at Sega may be looking towards Christmas now!
- Trouble is, Sega also have another little gem for that time of the year, in the shape of none other than Sonic. His third foray, entitled, yeah, *Sonic 3*, will be released in November 1993.
- A new console is being developed in Japan that combines both the Mega Drive and the Mega-CD. Check out News from Japan (p10) for more info.
- Staying in Japan, you might have seen some of their excellent animated films. Stories such as Akira, Fist of the North Star and 3x3 Eyes are hugely popular over there, but only receive a cult following in the UK. Well, that could soon improve. Japanese developers are hoping to release most of the films as Mega-CD games over the next two years.

PINBALL WIZARD

Next time you're down at the local arcade, why not make a change from the latest arcade games and check out the pinball section? You may think that pinball is slightly passé, but get this; the latest pinball machine features the stars from *Street Fighter II*! The whole game has been developed in close association with those arcade monsters Capcom and no detail has been left out. Players have to get past, among other obstacles, Chun Li's helicopter kick and a sub-game involving the car crunch move. There are loads of speech samples, music effects and up to four players can compete against each other in exciting challenges. Street Fighter II Pinball should be in most good arcades now, so get ready for some different *SFII* action!

FURIOUS CHALLENGE

Ten of the best young gamesplayers in the country recently met at motor-racing's top team Williams' garage in Didcot, near Oxford. Coinciding with the launch of Sega's sponsorship of Formula 1 motor racing, this turned out to be quite an event, with the likes of Violet Berlin (Jase's girl) and Chris Evans helping out with the show.



The competition was furious and they battled against each other in an assortment of head-to-head competitions, all for the prestigious title of UK games champ! Talented winners each received a luscious Mega-CD package and Damon Hill's racing helmet.

Games that pushed the experts to the limit were *Sonic 2*, *Thunder Force IV*, *Road Rash II* and *Jaguar XJ220*. The competition was split into two age groups, with the winners of both battling it out for the title of Overall Sega UK Champion. **Carl Roberts**, who also championed the senior section, came out as best man on the day, beating Alan Son in a tense head-to-header. The valiant runners-up were Paul Smith, Nicholas Davidson (juniors), Martin Mathers, Chris Sumner, Kevin Allen and Kevin Martin (seniors). Congrats to all – especially Damon Hill who went on to come second in the Euro Grand Prix a couple of days later.

STORM IN A TEACUP?

Storm, giant software publishers for that second-rate console Nintendo, have come to their senses. They are about to start publishing games for the Mega Drive and with great games like *Super Swiv* under their belt, they're more than welcome! Although there are no plans to release *Super Swiv* on the Mega Drive at the moment, Storm have got other releases up their sleeve. First up is *Troddlers* for the Mega Drive. This is similar to Lemmings, but boasts 175+ levels! Expect to see this hit the Mega Drive in late July. They are also planning *Lawnmower Man II* for the Mega-CD, although this won't surface until January1994 at the earliest.

OOPS!

In the last two issues of SegaPro, we published articles on the Electronic Arts game Mutant League Football, and included several full colour illustrations from the Blood Bowl fantasy football game published by Games Workshop Limited.

We would like to clarify that Mutant League Football and Blood Bowl are two completely unrelated products, produced by two completely separate companies and we apologise for using them without permission and for any confusion the articles may have caused.

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SEGAPRO: WORLD CHAMPIONS!

Well, it's hardly worth reporting, because every SEGAPRO reader knows that their favourite mag happens to have the world's greatest gamesplayers on it. But... Okay, we do have a responsibility to tell you all the news in our well-known and respected unbiased fashion, so here goes...

Viewers of Sky One's top-rated Games World will already be familiar with The Eliminator show airing on a Monday. Here competitors battle it out to the death on a variety of console challenges. Like you, we thought it all looked a bit easy. But, always ones to jump at a thrown gauntlet (particularly one with a £5 note in it), we duly turned up to try our luck against the other console mags who also claim to have the "country's top players". Well, someone just has to put these guys in their place...

As the lights went down and the cheers went up, who was first out the blocks but our very own Dave "wunderkind" Perry, who stormed through Games World's *Cash Dash* challenge. Bitter, twisted and completely last was some slapper from Nintendo Zone, who, like all the other competitors, had a significant advantage over luckless Dave because all the games were either on the SNES, Amiga or Neo•Geo. (Wot, no Sega?) Still, true gamesplaying talent always shows through in the end.

With the best four of the mag world's top players left, the foreign sights of *Asterix* on the SNES presented the next "challenge".

Challenge, pah, what challenge? Conserving energy, our man did the business, this time knocking out the editor of SuperPlay (er, and *Asterix* was on the SNES, wasn't it?). With head bowed, the poor chump vacated the stage, still dazed from the glow created by our gamesplaying animal.

Next up was another mighty dodgy SNES effort called *Addams Family 2*. Still wondering what the hell he had to do, Dave pounced on the joypad and sauntered through to a suitable spot, before deciding to break for a coffee. But before he could find a plastic cup, the sly trickster from Mean Machines had swiped the joypad from his paws, deemed Dave's game over, and started off through the platform game himself... quickly dying about three pixels into the game! So off he went to receive his P45 from EMAP...

Finally, the challenge came down to Dave and GamesMaster magazine's Jim Douglas, a most likeable chap – so much so that Dave almost threw the last game because he thought Jim might cry. Just to make things a bit more exciting our man from Torquay gave Jim the first round of *King of the Monsters II* (Neo•Geo). Needless to say, the next two rounds were not to Jim's favour. We'd go into it in more detail, but the truth would be too painful for Jim Douglas to relive.

As the fanfares blew out, it gave Dave time to ponder on the ease of these non-Sega games. Jim, meanwhile, accepted defeat gracefully. "The best man won on the day," admitted the burly editor.

"Competition?" replied Dave, "Yeah, when does it start?"

● This momentous occasion will be shown on Games World's The Eliminator (every Monday, 6:00pm on Sky One) some time in May/June. (The producers are awaiting transmission approval from the RSPCR – Royal Society for the Prevention of Cruelty to Reviewers.)

DIGITISER SOARS TO NEW HEIGHTS

After a bit of a poor start, the Teletext on 4 videogame service Digitiser seems to have finally got its act together. Boasting an audience of over 600,000 weekly (who knows how they work out these figures?), the service is stepping up its profile to reach even more people. Expect to see celebrity interviews with born-again gamesplayers Right Said Fred and even those bad boys of pop, Carter USM. (Very hip, man...)

Games reviews will now be much more in depth with illustrative graphics – there's even a weekly games gossip column. If you fancy flicking over the pages of Digitiser, turn to teletext on Channel 4, pages 470-475.

NEWSFLASH... Sega have two new joysticks on the market. The Mega Stick is an updated version of the old Power Clutch, the other, the Turbo Fire, is an updated version of the standard Sega joypad. Sega stockists should have them now... STOP

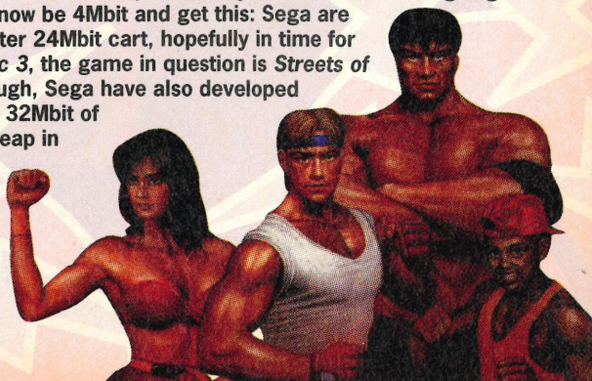
20 SECONDS TO COMPLY

Newsflash! *RoboCop 3* is to be released next month. The screen shots are impressive to look at, but the real interest comes from playing the game. First impressions are that it is similar to the SNES version. Fortunately, the Mega Drive version seems to be far more playable.

Mega Drive, Master System and Game Gear versions are due to be released this June and should be reviewed fully next month.

WHAT'S THIS? 24 MBIT CART?

If you've been buying games for any length of time, then it would be impossible to ignore the changing cart trends. When carts first came on the market, an 8Mbit cart would be something to shout about, but today an 8Mbit cart is the norm. With games like *Jungle Strike* leading the way into even larger carts (*Jungle Strike* will be 16Mbit) it makes you wonder when it's going to stop. Most GG carts will now be 4Mbit and get this: Sega are planning to release a monster 24Mbit cart, hopefully in time for Christmas! No, it's not *Sonic 3*, the game in question is *Streets of Rage 3*! As if that's not enough, Sega have also developed a cart that can utilise up to 32Mbit of memory! With this sudden leap in technology, it makes you wonder why it hasn't been done before. Could it be that the Mega Drive is worried about being overtaken by the Mega-CD?



世界のスーパーヒーローが帰ってきた

NEWS FROM JAPAN

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JAPANESE PRO DATES?

MEGA DRIVE

JUNE

SLAP FIGHT	TENGEN	8Mbit
ELIMINATE DOWN	SOFTVISION	8Mbit
TOP PRO GOLF	SOFTVISION	8Mbit
STREET FIGHTER II	CAPCOM	?Mbit
LAUGHING SALESMAN	SEGA	CD

JULY

THE SEA OF HARIMA	SEGA	8Mbit
GAUNTLET	TENGEN	?Mbit
F1 CIRCUS	NIHON BUSSAN	CD
DYNAMIC COUNTRY CLUB	SEGA	CD
MIGHT AND MAGIC	CRI	CD

AUGUST

BASEBALL '93	SEGA	8MBit
COLUMNS III	SEGA	?Mbit
DEVIL BEACH	SEGA	?Mbit
ROAD RIOT	TENGEN	?Mbit
PANORAMA COTTON	SUCCESS	8Mbit
ROCKET NIGHT	KONAMI	?Mbit
GUNSTER HEROS	SEGA	8Mbit
SONIC THE HEDGEHOG 3	SEGA	?Mbit

GAME GEAR

JUNE

TOM AND JERRY	SEGA	2Mbit

JULY

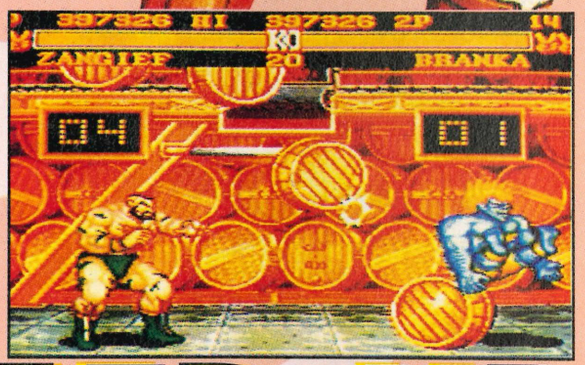
SHINING FORCE II	SEGA	4Mbit
BARE KNUCKLE II	SEGA	4Mbit
JURASSIC PARK	SEGA	4Mbit

STREET FIGHTING!

The totally awesome *Street Fighter II* is to be released in June. It will be available on cartridge in both the States and Japan, so it's sure to be in the shops over here within a matter of days. No other game has given the SNES so much of an advantage over the Mega Drive and now the tables are set to be turned as the Champion Edition, a much improved version, gets the Sega treatment

The major news, apart from the setting of a release date, is that Capcom have supervised the Mega Drive version's development. This is fantastic for MD owners who have been patiently waiting, but were unsure whether the game would live up to expectations.There is now no doubt that this is going to be the best *Street Fighter II* conversion ever!

This is yet another 16Mbit release, but as reported in previous issues, you'll need the six button joypad to play it! Sega are attempting to keep the price of the game and joypad down to below the SNES cart's price of £65. More news soon!



SILPHEED VR

What is hoped to be the best game ever on the Mega-CD, *Silpheed VR*, appears to be developing very nicely. Utilising the Mega-CD's power in all its, as yet, unused glory, the *Star Wing* clone is heading for an autumn release in the UK.

Polygon 3-D graphics and the fractal landscapes are the game's main assets. Fortunately, because of the massive memory space available to Mega-CD games, turning them into a fast and compelling gameplay is set to produce fabulous action. Polygon graphics require such a vast amount of memory, but the Mega-CD is an ideal machine for this. With the limited amount of Mega-CD software available in the UK, this spectacle won't arrive too soon.

This gives Sega an even greater lead over their nearest competitor, Nintendo. It isn't exactly fair to compare the games, *Silpheed VR* and *Star Wing*, but with the Nintendo CD unlikely to make an appearance until next year, Sega are more than one step ahead.

The most amazing attraction of *Silpheed VR* is the detailed fractal landscapes. In just one scene, there are over half a million polygons. You can see from the pictures just how clear and detailed they are, giving you a good idea how impressive the game is going to be.

The product is further enhanced by fantastic audio capabilities, with not only CD quality sound, but continuous stereo Pulse Code Modulation too. Add to this surround sound effects and you're in for one heck of a game. How can Nintendo compete?

Jap Charts

MEGA DRIVE

1	2	SUPER COLUMNS
2	4	SONIC 2
3	3	YUMIMIX
4	1	STREETS OF RAGE II
5	NE	FATAL FURY
6	NE	F-22 INTERCEPTOR
7	NE	WORLD TROPHY SOCCER
8	NE	G-LOC
9	5	SUPER MAH-JONG

GAME GEAR

10	NE	LUNAR THE SILVER STAR
1	1	SONIC 2
2	2	SHINING FORCE GAIDEN
3	3	STREETS OF RAGE
4	NE	SUPER MONACO GP2
5	NE	LEMMINGS

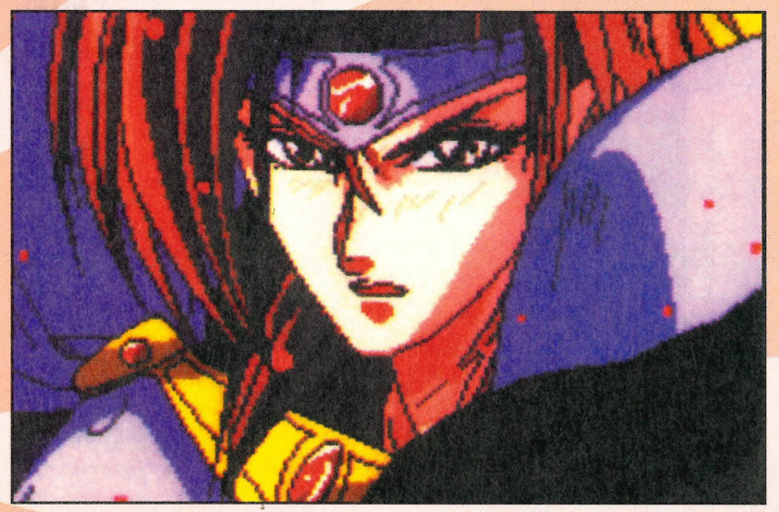
ARCUS 3

The combination of three RPGs in the Arcus series has been one of the most eagerly awaited CDs in Japan. They were originally a huge success on the PC and now the Mega-CD is due for the royal treatment. Unfortunately, there's going to be quite a wait for the official UK version.

The graphics have been improved and new music will make this one of the best games yet for RPG fans.

New additions to the gameplay include an original concept where you mix the current items you hold and turn them into something different. Very strange indeed!

New characters, together with the up-dated old ones, should help make the game bigger. As *Arcus III* isn't likely to arrive in the UK for quite a while, we will all have to be patient or brush-up on our Japanese.



MEGA COMBO

Sega have revealed more information on its new Mega Drive and Mega-CD combo. The machines are much smaller and surprisingly cheaper than first envisaged. In Japan, the hardware is going to cost approximately 40% less. If the UK prices dropped just as much, the Mega Drive 2 would cost approximately £80 and the Mega-CD 2 about £160. Somehow, I don't think so!

The changes to the MD include modifications to the sound port and power supply. The big news for MS cart owners is that, as some circuitry has been omitted, Master System games will not play on the new Mega Drive.

The new six-button joypad will be supplied with the machine. This is likely to become an essential add-on for the Sega 16-bit console, especially with *Street Fighter II* on the way. With the suave and sophisticated look of the new machine and lowering in price, it's sure to be a hit.

The Mega-CD 2 will be a top-loader, in contrast to the front loading Mega-CD. It has the advantage of being able to eject CDs without the need to power-up, but it's more vulnerable to taking knocks. The demo screen will be changed with Sonic likely to make a guest appearance.

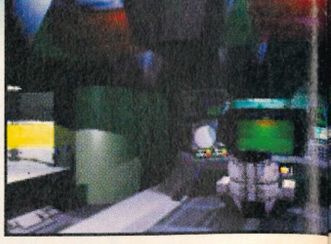
As these details refer to the Japanese machines, we can only assume that the official UK version will differ.

It is possible to combine the new machines with the old. Not only can you attach a Mega Drive to the Mega-CD 2, you can also plug-in the Mega Drive 2 to the current Mega-CD. This will be great news for gamers who want the new Mega-CD 2 without any hassle of having to buy the new Mega Drive.

NIP BITS

- Last month, we brought you details of *J League Pro Striker '93* which utilises the new four-player adapter. The game has now been released in Japan and it appears to be pretty good. It looks remarkably similar to the average *Tecmo World Cup* games, but the gameplay is far more realistic. Loads of stats that may prove useless when the game is translated – if it ever is, but the Sega Cup tournament is likely to create a few office disputes.
- *Boogie Woogie Bowling* is to be released on the Mega Drive. Similar to the SNES version, *Super Bowling*, this is a ten-pin bowling simulator. Taking up just a 4Mbit cart, expectations are low. About 95% of the game has been finished and it's due for release in Japan and the States very soon.
- Sega of Japan have just released an 8Mbit cart for the Mega Drive under the name of *Devil Buster*. It appears to follow a similar idea to the tough *Chakan* adventure, with Fire, Air, Earth and Water portals. Hopefully it's going to be available in this country soon.
- Wolf Team, the creative game designers who bought you *Cobra Command* and *Road Avenger*, are back with *Devastator*, a platform adventure with a heavy shoot-'em-up influence. Whether it's going to follow the team's usual style of digitised graphics and simple gameplay is, as yet, unknown.
- A 3-D view is used in *Heimdall* – an adventure game that has just become available in Japan. There's an option of using up to six characters at any one time. There may be a problem for UK games players as Japanese text contains essential info. It's the same old story of waiting for the UK release, although JVC will be releasing the CD version soon.
- As reported in the last issue of SegaPro, *Ultraman* is here to stay. The Japanese version is now finished and there's very little difference between it and the dire SNES game. If you're unaware of the plot, you take control of Ultraman and fight numerous monsters along the way in a *Street Fighter II* rip-off. Squeezed into a pitiful 4Mbit cartridge, there's little hope of a stunning fight.
- The relatively smooth looking *F1-Circus* is soon to be released for the Mega-CD. Having already made a highly rated appearance on the Mega Drive, the potential of this game is massive. Graphics should be amazing and, of course, the sound effects and tunes are said to be outstanding.
- Golf games appear to be popular in Japan and the Mega Drive and Mega-CD are to be treated to what hopes to be the best yet. *Top Pro Golf II* convert easily for the UK market. So, fingers crossed!

THE MAKING OF CDgames



How are Mega-CD games made? The technology behind games, from storyboard to finished product, has changed drastically over the past year. Sam Hickman peeps into the work rooms of the UK's leading CD developers to find out just how they make Mega-CD games work.

Over the past two years Psygnosis have been recognised as the leaders in CD game development. They now have their first products, *Dracula* and *Microcosm,* ready for the Mega-CD.

Having always been at the forefront of games technology, since being established in 1986, they began publishing games for the Atari ST and Commodore Amiga when most other UK games publishers were still focusing their efforts on the 8-bit market.

Producing high-quality titles has always been their priority and breathtaking graphics have become the trademark of the company. This was especially apparent on games such as *Shadow of the Beast*, which, when first released, won many industry awards for its superb graphics. Although many Psygnosis games featured stunning graphics, the gameplay often left a lot to be desired.

***Lemmings* was soon set to change that! As well as launching the company into a new direction, it also introduced innovative gameplay to a platform-tired gaming world. It won awards left, right and centre and proved that Psygnosis were capable of producing all-round high quality games that were, in fact, playable.**

However, since *Lemmings* arrived on computer over two years ago, the company has been relatively quiet with very few high profile releases. What they have been achieving, though, is nothing short of amazing. They have invested a large proportion of the profits from *Lemmings* into CD-ROM development. After spending the last two years working on new techniques and designing the engine for CD game development, they are now ready to develop a clutch of new generation super games.

SILICON GRAPHICS

Psygnosis develop their CD games in a very different way to any other company. Rather than hand drawing or digitising the background images for games, they are created on-screen using powerful computers. These Silicon Graphics workstations cost a whacking £30,000 and are capable of producing life-like images of 16 million colours in minutes.

Psygnosis have eight workstations for each CD project. This mammoth monetary investment indicates how serious they are about their CD development. Only one other company in the UK possesses the package and, even then, they only own one.

The machines are networked together and, between them, have almost six gigabytes of storage memory. This is the equivalent of 12,000 8Mbit carts. You'd think that with this amount of storage it would take years to fill up, but the development team claim that they are capable of filling the system's storage memory in as little as two days.

NEW MODEL ARMY

Rather than using conventional graphic artists, modellers work with 3-D computer graphic environments, a process more commonly known as sculpting. The modellers work from storyboards and create models of the backgrounds in a 3-D graphics package.

The models can be created for any scenario, from Dracula's castle to a planet in outer space, and use the same technology that's used to create virtual reality environments. In the case of *Microcosm*, this was a model of the internal arteries in the body. The models are created using 3-D computer-generated wireframes that are made up from several objects.

Each of the objects in the model must be given a texture. It is the realism of this texture, more than any other factor, that makes the created images look real. In *Microcosm*, a photograph of the femur bone was used to obtain a realistic similarity of one of the tubes in the body. The artist attempted to draw a reasonable texture on-screen for days, but could not create anything authentic enough. Other textures can be created from a menu in which factors from solidity to reflectivity are taken into consideration.

Once the environment has been created, additional objects, such as space ships, planets, etc, are created and positioned on the 3-D wireframe computer model.

Lighting is applied and by rendering the image at a set camera position using x-y-z co-ordinates, a real-life image is created in 16 million colours. By changing the camera position during short intervals, an animated sequence of screens is created. The camera can be set on a pre-determined path and the 200-frame (200 screens) or so animation rendered at a rate of one frame per minute. The power of the computer is put to use with these large renders as a 200 frame animation in 16 million colours can take quite some time.

TRACING PAPER

Ray tracing isn't new. It started life as a concept over 20 years ago. The process literally traces the path of each ray from a light source, and calculates the resulting reflection on a object. Psygnosis first used the technique in a short animated intro to an Amiga game called *The Killing Game Show*, which was later released on Mega Drive as *Fatal*

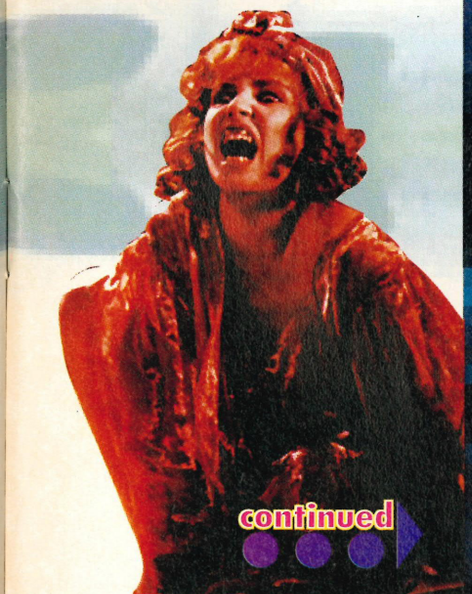
Rewind. The animation was created on the Amiga using the package *Sculpt 4-D*. This was fine for a small intro to a one-off game, but when you're doing this for real on an every day basis, a more powerful set up, such as the Silicon Graphics workstation, is required. Theoretically, what is done on the workstation could be done on a heavily expanded Amiga with a 24-bit graphics card and 68040 processor, but renders would take days rather than hours.

INTERACTIVE CITY

This is not all that's involved, though. With thousands of rendered screens at their disposal, the programmers can run long, realistic animations, but to position sprites, such as bullets etc requires interaction. Because each screen is a single image, rather than being constructed from graphic blocks or vector graphics, there are no variables that the program can take co-ordinates from.

To this end, Psygnosis have created several co-ordinate mapping programs that provide vector parameters from each static screen's 3-D model. These co-ordinate files are saved in the same sequence as the screens. So, if the current screen being displayed is number 200 in the animation, its variables can be taken from the 200th parameter in the co-ordinate table. This process is completed automatically and would be near impossible to achieve manually. In effect, the program is running a vector graphic engine, with interactive sprites displayed over the slick ray-traced backgrounds.

Another useful programming aid that Psygnosis have developed is the screen compression routine. This is



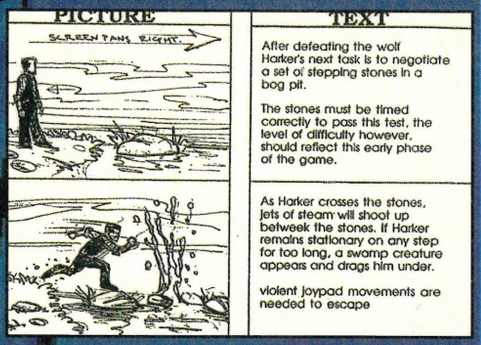
continued

† All of the pictures in *Dracula* have been created on computer as 3-D environments and rendered in 16 million colours. The Mega-CD can't display to that resolution, but the results are impressive.

† Scenes have been carefully and painstakingly created to capture the eerie atmosphere that all Dracula movies are legendary for. This animation of the creeky wooden bridge is but one example.

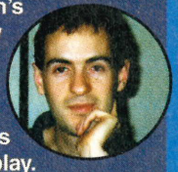
DRACULA

In order to release *Dracula* at around the same time as the film version, Psygnosis had to work very closely with the producers of the film. Sony, who own Columbia Pictures, approached Psygnosis to produce the game for their Imagesoft label. The two companies are now very closely tied and Psygnosis will be working in conjunction with Sony to produce further CD games.



Throughout the development, the programmers were sent rough cuts and stills of the film to work with. From here they could decide which sequences they wanted to use in the film and then set about creating a game around them. The initial idea was to time the game release with that of the film, but this was eventually deemed an impossible goal. With only nine months to create the whole game, the team already had to work to extremely strict deadlines. When the film's release date was brought forward, the programmers realised they were working to unrealistic targets.

Although *Dracula* is loosely based on the film, the game's music isn't taken from the film. The in-house musician, Dominic Mallinson is responsible for creating the music soundtracks. The result was very smooth and adds a classical timeless atmosphere to the gameplay. Dominic wasn't completely happy with it "Because there is so much emphasis on the graphics, it was a hard job to fit the music in as well. We're thinking about releasing a music CD to be packaged with the Mega-CD version. That way you can listen to the sounds and play the game at the same time."

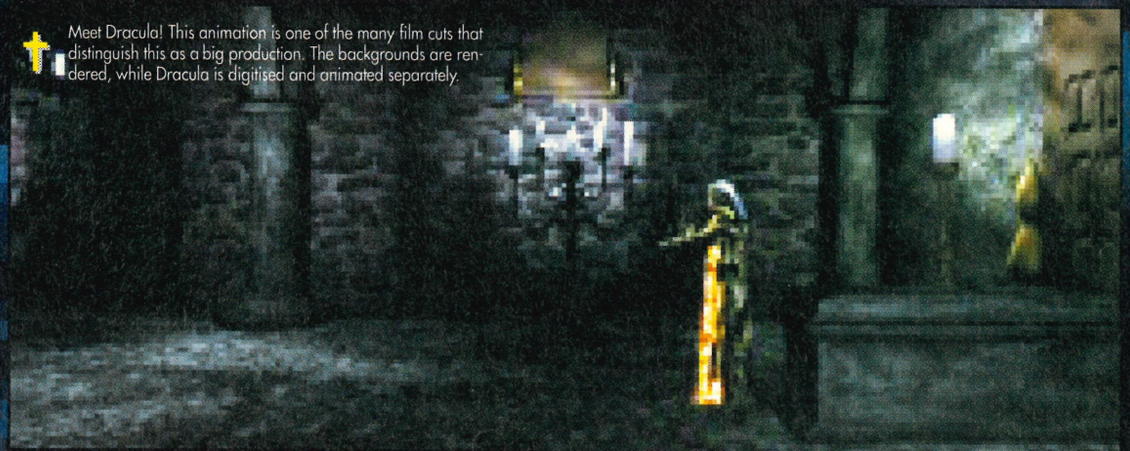


In the game, you play Harker, the love struck young man whose girlfriend has a strange fascination for old Drac. You must seek out all the living Draculas (there are hundreds of these) to rescue her. There are many obstacles to overcome, as well as the bats, dogs and spiders that are strewn around each level.

† The Dracula team. No, it's not Noel Edmonds at the bottom, but the game's musician, Domonic Mallinson!

Harker has over 20 special moves and plays rather like a character from *Streets Of Rage*. Over 500Mbits of graphics and sound data have been used and there is also 15 minutes of film footage for you to feast your eyes on. The result is stunning and the game is presently going through its final completion stages.

† Meet Dracula! This animation is one of the many film cuts that distinguish this as a big production. The backgrounds are rendered, while Dracula is digitised and animated separately.



paramount to the success of realistic animation on a scale such as seen in a scrolling shoot-'em-up,like *Microcosm*.

Animation speed in CD games can be as high as 30 frames per second. Other parts of the games run at a slower rate, usually between 8-16 frames per second, but during the action, the frame rate chops and changes depending on the requirements of the system and, of course, how well each effect looks.

DOWNGRADING

The above process renders graphics in true colour, that's 16 million colours on screen, but most CD systems aren't equipped to handle that much information yet. But when they do catch up, Psygnosis will be ready equipped to produce true-colour pictures.

The Mega-CD can only display 16 colours when animating, so a lot of development time is spent converting each of the 16 million colour screens into measly 16-colour Mega-CD screens.

All of Psygnosis' games will be developed for every CD machine and by creating the graphics at a top level, each version will be downwardly compatible.

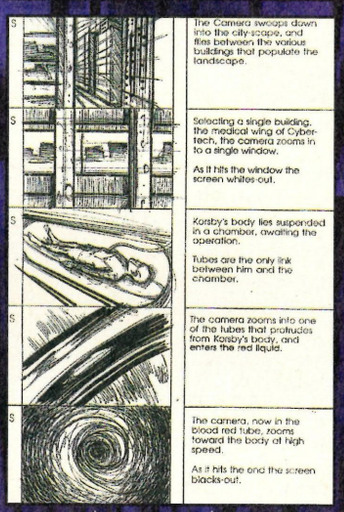
FILM FOOTAGE

In both of the current developments, *Dracula* and *Microcosm*, there are many rendered animations and in *Dracula* there are even several full motion sequences taken directly from the film footage. These animations are incorporated into the theme of the games. In the case of *Dracula*, the desired film footage was chosen and then digitised. Although Psygnosis claim to have perfected this technique, the actual sequences are far from film-quality. They tend to suffer due to the colour and resolution limitations that make the images look grainy, spoiling the clarity of the picture. At the moment, it seems unlikely that the Mega-CD will ever be able to produce film-quality images at all unless different custom hardware chips are designed for it.

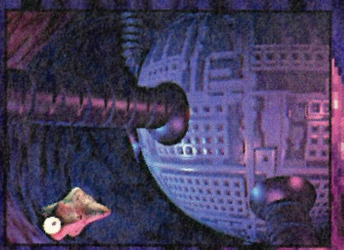
There may also be some surprises on the pricing of the discs. Psygnosis are the first to admit that each CD only costs £0.50 to produce and that the price of the discs could soon fall.

As such, they are looking to eventually target their games at around £20. Surely with pricing like this, cartridges may be phased out much quicker than was previously believed. It will certainly persuade many prospective buyers that the Mega-CD is good value for money.

The *Microcosm* screens are taken from the FM Towns, a Japanese PC with CD capabilities. Although Richard Brown, inset, the game's producer promises great things from the Mega-CD version, it won't look as stunning due to the hardware limitations.



Each CD game must be extensively storyboarded before any work is started on it.



MICROCOSM

Ever wondered what it would be like to walk around the inside of the human body? *Microcosm* allows you to do just that. Taking the role of a doctor in a scenario out of the film Fantastic Voyage, your mini-sub is shrunk to microscopic size and injected into the body of a very important individual. As the doctor, it is your job to blast the infections that inhabit the arteries, taking care not to damage your patient.

The game is described as a simple shoot-'em-up, but one of the best that you'll ever play. There are a multitude of arteries to explore in each of the six levels. The many different paths make the route either shorter or longer, but ultimately all lead to the cause of the illness (the end of level guardian!).

To restore the patient's health to normal, all the infections must be dispelled from the body. It's a huge game, with seven levels and many sub-levels to explore. It has fantastic intro sequences and, to add irregularity, fast cuts are used. These are tiny two or three second sequences showing views of action, such as enemy ships exploding or objects whizzing past you. There are hundreds of these in *Microcosm* and as they are so fast and varied, they add a tremendous amount of variety to the gameplay. They are stunning to watch and fit in well with the whole style of play. Although *Microcosm* should be available in July, there are still many finishing touches waiting to be added.

For instance, to enable the images to run on the Mega-CD, special compression techniques had to be developed. To date, the project has taken two years and the finishing touches still have to be added to its gameplay. Andrew Toone, one of the programmers admits that "We had to learn an awful lot. Besides the art and technical stuff, there was a huge amount of pure organisation involved." From quick glimpses of the near-finished product, it all seems worth it though – it is absolutely stunning.

I never knew biology could be this much fun. This is yet another graphical spectacular.

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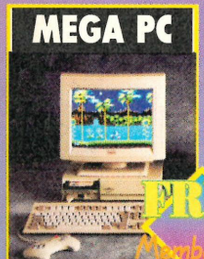

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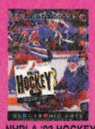

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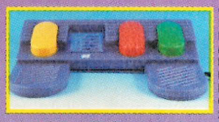

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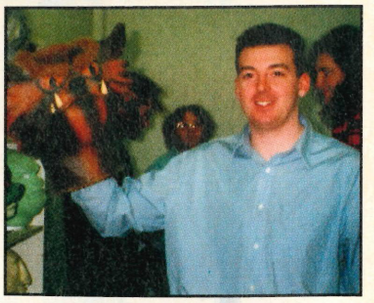
THE MAKING OF CDgames



Our very own Ed! Determined to get into the spotlight, Pat poorly disguises himself as one of the actors.

A few months ago, we featured a preview of forthcoming Imagitec products. One of these was a Mega-CD game, *Space Junk*, that was just in its early stages of development. Seven months later, the basic idea is starting to come together.

IMAGITEC DESIGN INC

You may have already heard of Imagitec. They were featured in SEGAPRO #13, when the idea of *Space Junk* was still in its storyboard form. Based in Yorkshire, the company was founded in 1987 by two programmers who worked on game conversions for big software publishers. They now have 47 employees and have a policy of developing their own original titles.

Space Junk is their first CD project. Many new skills had to be learned and many new processes, not previously associated with game production, are being used. They may be newcomers in the CD games field, but they're learning fast.

Imagitec aim to create a feeling of spontaneity in _Space Junk_ as the characters are based on real human beings! Even the programmers don't escape characterisation! Of the hundreds of characters, over 60 can interact with the player. Like most CD productions, a huge amount of effort and money has been spent the game's production.

GAME SCENARIO

Randolf GRR Zion, a kind of cross between Chewbacca and a fluffy white poodle, is a pilot travelling through space with his partner in their ship, the Righteous Dub. They trade junk or cash with anyone and everyone. After pirates capture the trading ship, Randolf is dumped on a small, sleazy planet with no cash and no sign of his partner.

He must find out who stole the ship, rescue his partner, find out what exactly was in the cargo hold of the Righteous Dub to cause the pirates to steal it and, firstly, must find out what to do on a sleazy planet when he has no money! In doing so, he'll have to work out the many complex and subtle planetary puzzles that crop up.

Space Junk promises to be a huge adventure in which the player guides Randolf through the alien world, collecting clues, picking up objects and talking to other aliens. The dialogue between the characters uses a new process, Real Time Animation (RTA), that will make the game different from your typical cartridge release.

When Randolf wants information, all he has to do is find one of the 60 interactive characters on the planet and enter into dialogue with them. The dialogue screen will show RTA footage of the character and real speech.

The characters have a choice of responses, so Randolf must be careful in what he asks as the gameplay can follow different leads, each of which will make a drastic difference to the outcome of the adventure.

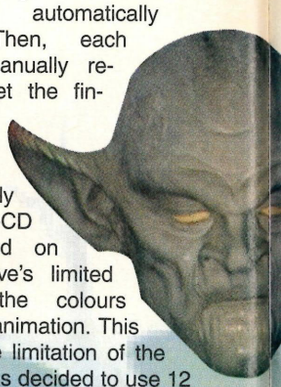
Apart from the interactive characters, there is a lot of junk scattered around the landscapes. Randolf will stumble across many objects which are there to be used in his quest for freedom. The exact nature of *Space Junk* is still being discussed, but it will focus heavily on an adventure atmosphere with strong puzzle elements.

This ambitious project uses many tried and tested adventure elements and incorporates the new process, RTA, that is made possible with CD technology.

IN DEVELOPMENT

Over the past few months, the game's designers have been working on the RTA on the Mega-CD, because if it didn't work, then there was no point in continuing with the project.

For this purpose, several masks were designed and characters were dressed up in costume. Film sequences were taken of various scripts on expensive broadcast quality equipment at Elite TV. The footage is digitised and ported onto the development system. The images were downgraded from 16 million colours to the Mega Drive's 16 colour palette and automatically recoloured. Then, each frame was manually recoloured to get the finished art just right.



Problems arose very early on. The Mega-CD doesn't expand on the Mega Drive's limited palette, so the colours blurred during animation. This was due to the limitation of the palette, so it was decided to use 12 grey scale tones rather than colour. As the Mega-Drive's palette limits the number and shade variance of colours that can be used in animation, companies producing "live footage" Mega-CD animation will tend to use monotones.

Although emphasis has been placed on the real-time animation, work has still continued on the game's development using more conventional design methods.

All backgrounds are hand drawn, painted and then digitised before the palette is modified for compatibility and the graphics loaded into D-Paint on the PC. Graphic artists recolour and touch up each of the level maps. The artist is responsible for anima-

Soft Options the creators of the *Spitting Image* puppets, made these masks. Each mask will only fit the person it was moulded for.

CHARACTER BUILDING

There are over 60 interactive characters. That means that over 60 masks and costumes must be made to fit actors who are then filmed and animated. Each mask must be made to fit and, as such, all employees of the company were asked to act the part of at least one alien. Some declined, but those who accepted were soon to face the joys of having a mould made for their faces. The moulds take almost half a day to fit, but it was found that when they were peeled off, they took away some of the model's hair and skin!

The alien masks are created from clay modelling, before being subjected to the same latex mould process. Once both inner and outer moulds are ready, they are sent to Soft Options who are famous for their Spitting Image puppets. They produce the latex mask.

The masks must then be touched up, painted and characteristics, such as hair and head-gear, added. After that, they are ready to be worn by the model, whose face should fit snugly, and filmed.

Once filmed, the images are digitised and touched up by artists on a frame-by-frame basis. The sound will be dubbed onto the finished animation at a later stage.

This is the finished product. All the actor has to do now is get into costume and get ready for the video shoot.

Each actor has to be plastered so that a cast of their head can be made. After this process is finished, this and the cast from the alien mould will be used to form the mould for the latex mask.

Here are a few of the characters featured in *Space Junk*. It takes roughly half a day to put the masks on and make them look natural.

tion, placing objects on the screen and calculating levels of depth (parallax). The finished graphics are given to the programmer to incorporate into the game.

There's still a way to go yet. All the 60 characters have been drawn and characteristics given, but only ten have been filmed. It is hoped that three new characters can be filmed each week. On top of this, the backgrounds and story have still to be finalised, although most of the plans have been set. The graphic designers are busy drawing the complex graphics and the artists drawing sprites and adding parallax to digitised backdrops.

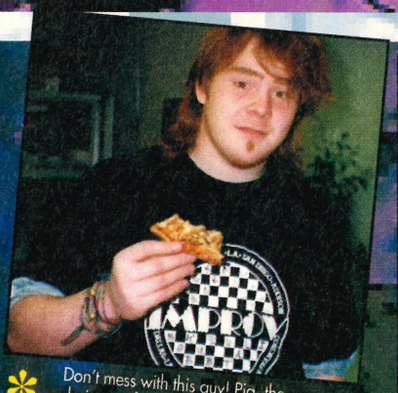
Space Junk looks set to be a huge game in more ways than one. Not only is there the massive game world, the CD features over 60 minutes of real time animation.

The development team promise a monstrous soundtrack and spectacular digitised film images. The aim is to create games that will set the trend for the future and, in the case of *Space Junk*, they should achieve it.

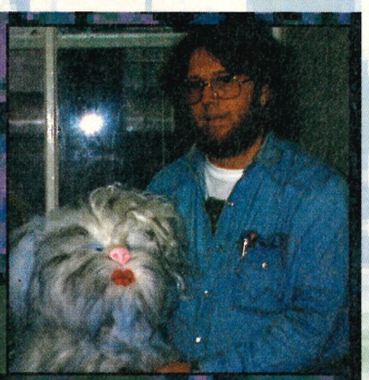
Unfortunately, though, you'll have to wait until at least Christmas before the finished version will surface.

MEET THE TEAM

Behind every great game is a group of great programmers, but in *Space Junk*, there are many different people involved! As well as the game designer, there are graphic artists, film crew, sculptor, mask designers, music composers, editors and the infamous programmers. Where does an idea like *Space Junk* come from? We spoke to designer, Nigel 'pig' Kershaw who informed us that, "We want something that's going to be exceptional. Something to compete with the best CD technology."



Don't mess with this guy! Pig, the designer of *Space Junk*, manages to eat hoards of pizza in his spare time – hence the nickname!



This shifty looking bloke is the talented individual manages the puppet production.

Ady Waterhouse, *Space Junk*'s principal programmer shows us Randolf, the main character.

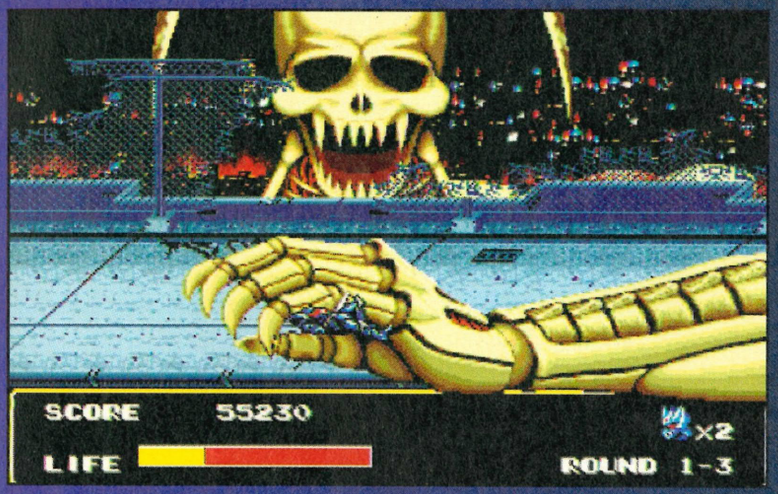
Ady Waterhouse, the game's main programmer agrees: "This type of game could set trends for the future, it's a new approach and we're very excited about it."

With the Imagitec team dedicated to game development, you would think that most were addicts out of the office too. Not a chance: "I hate computer games – the last thing I want to do when I get home is sit in front of the telly playing them", Ady moans. However, he does admit an addiction for RPG's and the odd arcade blaster now and again!

Each character must be hand drawn before being digitised and prepared for the game. The graphic artists animate sprites and recolour the graphics once they are digitised.

MAZIN SAGA

It appears that a close clone of the classic SNES release *Super Probotector* has been launched on the Mega Drive. Jason Johnson raves on about how this game is like *Streets Of Rage II* and *Street Fighter II*! *Mazin Saga* appears to be a mixture of both of these superb fighters. The question is, will it work?



Talk about under the thumb, this has to be the most painful end of level torture ever witnessed on the Mega Drive. Mazinger-X is no terminator and a deadly claw of the hand is likely to knock your energy down to a totally unacceptable level.

MEGA DRIVE

MAZIN SAGA

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TO DO

Mazin Saga attempts to put at least four games together into one extravagant multi-gameplay battle. There are four primary levels and then an extra two fights to follow, offering plenty of originality and it could well appeal to a larger audience than your usual beat-'em-up or street fighter.

The sudden change from a *Golden Axe* style to the end of level guardians that you must fight in *Street Fighter II* is novel. It may just be a one-off, but multi-game carts may be the way of the future.

PROS

Testing your fighting skills in more than one way has rarely been seen. The *Street Fighter II* element combined with a large *Super Probotector* influence is original in that it has never been attempted before, probably because of the compromises that have to be made.

If it all sounds fun, wait until you see how many different moves the main sprite performs. There are the basic slash-and-maim sword attacks, but then you're treated to spin-attacks and an array of close moves. Don't expect to see as many moves as there are in the move-dominated *Street Fighter II*, but this still gives you a huge amount of playability. It's more appealing than the majority of games that follow a pugilistic setting.

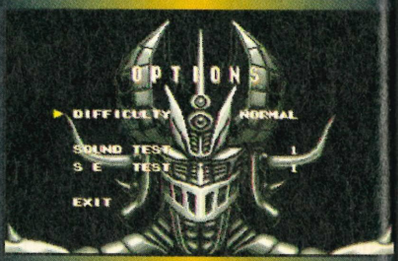
PROPLAY

There are a few quirks that will be ironed out by the time the game is released, but the general gameplay is fast and addictive. Both graphics and sound are lively, although they are unlikely to appeal to everyone's taste. The main sprites are relatively small during the scrolly levels and it's only during the *Street Fighter II* sequence that you are treated to a real eyeful of robotic fighting.

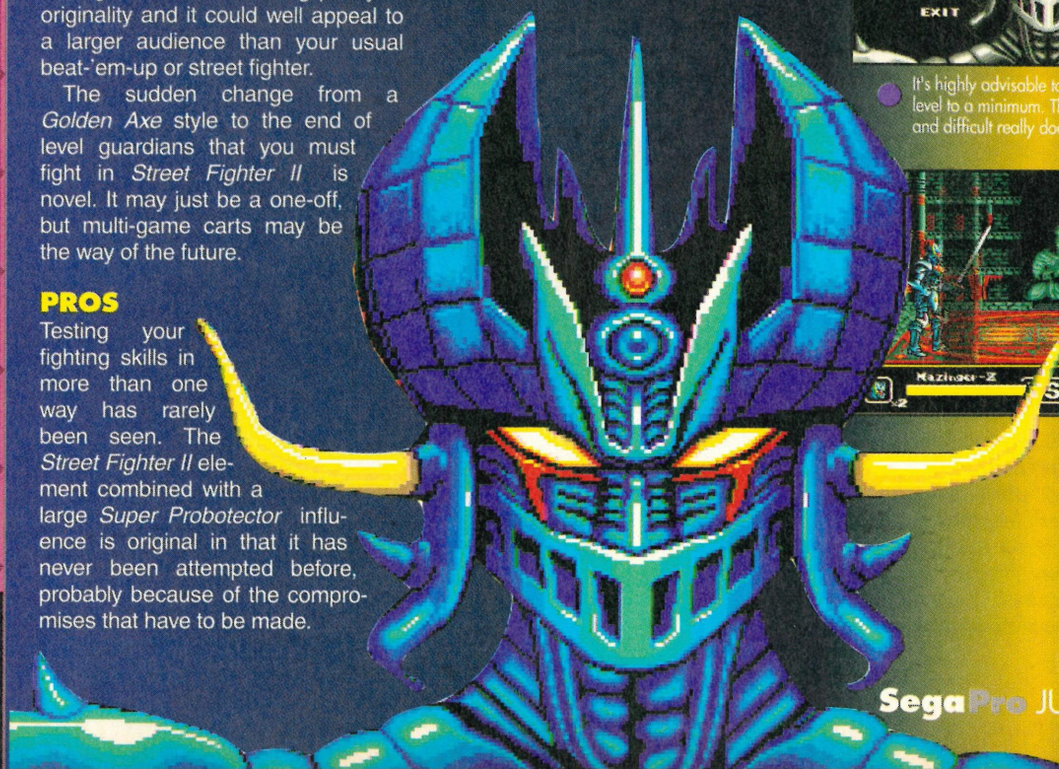
Mazinger cascades backwards through the air as Dino Beast launches yet another full force attack.

A vicious looking character, but without his help in this furious level you're trash. Don't forget to jump as well.

This yogic power has more than joss sticks up her sleeve. An immense force of evil is to be launched in your direction. Yikes!



It's highly advisable to keep the difficulty level to a minimum. This game is no doddle and difficult really does mean difficult.



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PRO DATES

MASTER SYSTEM

PREDATOR 2
ACCLAIM ● £32.99

There's a killer on the loose! Battle your way against the ultimate invisible hunter – the Predator. He's on the prowl in the streets of Los Angeles and it's up to you to get rid of him. *(SegaPro #16, 46%.)*

KRUSTY'S FUN HOUSE
ACCLAIM ● £32.99

Can you help Krusty rid his fun house of rats? He's already got Bart and Homer Simpson helping him, but they're not much use. What they need is some brain power and that's where you come in! *(Reviewed this issue.)*

WORLD TOURNAMENT GOLF
SEGA ● £32.99

For all those armchair sports fans out there! This allows you to play 18 holes in the comfort of your own home, without getting cold, wet and fed up! There's also an option of competing in the World Cup, or if you don't fancy that, pit your wits against the computer.

GP RIDER
SEGA ● £32.99

Get the wind in your hair and the rain in your face with this mean motorbiking game. An alternative to *Road Rash* on the Mega Drive, based on the Sega arcade machine.

WONDER BOY IN MONSTER WORLD
SEGA ● £32.99

Possibly one of the most action-packed games available for the Master System. Whether it's platform RPG or beat-'em-up action you're after, this game has it all. Rid the Wonder Land of monsters and become the world's greatest hero! *(SegaPro #18, 90%.)*

RAINBOW ISLANDS
SEGA ● £32.99

This is the follow-up to the brilliant *Bubble Bobble*. Armed with just a few rainbows, you must rid the world of the evil Black Satin. Oh, there's also the matter of the seven hidden crystals to clear up too! *(SegaPro #19 79%.)*

WIMBLEDON 2
SEGA ● £32.99

The first version of this game was so popular that we still receive cheats for it! This will arrive just in time for the real Wimbledon, so if you're no good at tennis, this could be your moment of glory!

RENEGADE
SEGA ● £29.99

If you think you're a dab-hand at karate, this could be the game for you! Purge the evil infested streets from gang members and other undesirables. Apart from the usual beat-'em-up action, there's also some wicked motorbike scenes. *(Reviewed this issue.)*

STREETS OF RAGE
SEGA ● £32.99

The three ragers set off to end corruption on the streets of the USA. Most of it revolves around the gang's old enemy Mr Big and his fellow gang members – so off they go, bashing their way to the top. *(SegaPro #19, 89%.)*

SUPERMAN
VIRGIN ● £32.99

Yet another classical superhero making his way onto Sega consoles. Help Superman destroy the forces of an evil alien, determined to put an end to life as we know it. This is no match for Superman, though, who has loads of special powers and is as hard as nails!

GLOBAL GLADIATORS
VIRGIN ● £32.99

Mick and Mack dream of becoming just like their Superheroes, the Global Gladiators. When creepy Ronald McDonald offers them the chance to work for him in an environmental clean-up (probably for £1.20 an hour) the two kids just can't resist. *(SegaPro #19, 66%.)*

GAME GEAR

JAMES BOND – THE DUEL
DOMARK ● £39.99

Slick and smooth is the trademark of Bond and this game looks set to be just that. Join James on his quest for baddie-crunching, fast cars and fast women.

TALESPIN
SEGA ● £27.99

Baloo and Kit own their own cargo shipping company, but like everyone else, are suffering from the recession. When they see a competition for a lifetime's contract of cargo, they can't resist! There's only one problem: they've only got one plane and the competition takes place all over the world! *(Reviewed this issue.)*

EVANDER HOLYFIELD BOXING
SEGA ● £27.99

Boxing fans will love this game – it's heavily focused on boxing action and it also takes a new player angle. Instead of seeing the side angle, the opponent is placed directly in front of you! There's also loads of different opponents and a mean challenge throughout.

TOM AND JERRY: THE MOVIE
SEGA ● £27.99

Tom will never give up his quest to destroy juicy Jerry! Now you can add more trouble to their mischief as you join Tom as he gets up to more humorous antics in the house and around the neighbourhood.

LAND OF ILLUSION
SEGA ● £27.99

Castle of Illusion was great, but this is even better. This time Mickey must regain the magic crystal that helps the people to be happy. Fail and they're doomed to eternal unhappiness! *(SegaPro #19, 92%.)*

PREDATOR 2
ACCLAIM ● £27.99

Can you save the hostages captured by evil drugs gangs? I should hope so, because you're the toughest cop in LA! If you don't get to them in time, the Predator certainly will and he'll get you too if you don't watch out!

KRUSTY'S FUN HOUSE
ACCLAIM ● £27.99

Krusty's house isn't much fun since it's been overtaken by rats! Help him get rid of them and turn the fun house back to its usual state! *(Reviewed this issue.)*

SPIDER-MAN 2
ACCLAIM ● £27.99

Spidey is back again and not before time either. Again, he's out to stop the evil gangsters of the city. All of the previous adventure's action is included here and yet again Spidey must prove that he's the toughest superhero on the block! *(Reviewed this issue.)*

MEGA DRIVE

DOUBLE DRAGON III
ACCLAIM ● £39.99

The third episode in the drawn-out *Double Dragon* saga. The action is much the same, with the two heroes battling their wits against evil gang members. They're not completely unarmed, though, their hands are lethal weapons! *(SegaPro #16, 35%.)*

DOUBLE CLUTCH
SEGA ● £34.99

Yet another racing game, with the same principles as all of the others. The aim is to win the race and stop all other competitors from coming anywhere near you.

OUT RUN 2019
SEGA ● £39.99

Will the Out Run series ever come to an end? Would we want them to? *Out Run 2019* is set only a few years into the future, but the action is still fast and furious. Get ready to burn rubber! *(SegaPro #18, 84%.)*

CHIKI CHIKI BOYS
SEGA ● £34.99

Cute and cuddly is the name of this game. Help the Chiki Chiki boys (originally destined to be called the Mega Twins) defeat the monsters that have invaded their land. *(SegaPro #16, 44%.)*

CAPTAIN AMERICA
SEGA ● £39.99

All of the super heroes come together in this adventure, to combat the forces of evil. The freedom of Earth is at stake. One- or two-player action is possible in this action-packed shoot -'em-up. (SegaPro #19, 41%)

GLOBAL GLADIATORS
VIRGIN ● £39.99

Mick and Mack become environmental super heroes in this sign-of-the-times game. Armed with splurge guns, the intrepid heroes set off to clean up the planet. *(SegaPro #17, 94%.)*

SUPER KICK OFF
US GOLD ● £44.99

It's been on every other computer game format and now it's on the Mega Drive! Footie games don't come slicker than this, especially on console. If you can get used to using a joypad to control it, you'll be laughing all the way to the goal. *(SegaPro #18, 83%.)*

SUPERMAN
VIRGIN ● £39.99

Whatever action you're after, you'll find it here. Whether you'll like it or not is a different matter! Superman may be the king of the comic world, but the Mega Drive version is only just up to scratch. *(SegaPro #18, 62%.)*

ANOTHER WORLD
VIRGIN ● £39.99

A particle acceleration experiment goes drastically wrong and you are thrown into another world. Try to find your way out and uncover the mystery surrounding the strange land. *(SegaPro #18, 92%.)*

FLASHBACK
US GOLD ● £44.99

The follow up to *Another World*, sees the scientist plunged into another strange world. This time he's uncovered an alien invasion and finds himself in the midst of the crossfire. *(Reviewed this issue.)*

SUMMER CHALLENGE
ACCOLADE ● £34.99

Who wants to play all of those horrible winter sports when you can play fun summer ones instead? Compete in loads of different sports, or just go for a practise if you're short on confidence.

JACK NICKLAUS POWER CHALLENGE 2
ACCOLADE ● £39.99

Hot on the heels of *PGA Tour Golf II*, Jack Nicklaus has his own challenge. It's his second appearance on the Mega Drive and everything has been improved for the occasion.

STEEL TALONS
DOMARK ● £39.99

You are the pilot of a super assault chopper and your mission is to blast everything in sight! There are 12 missions to complete, so this is no overnight hero. *(SegaPro #16, 69%.)*

PAPERBOY 2
DOMARK ● £39.99

The first version was a huge success, and the second is more of the same. Paperboy has progressed to delivering papers to both sides of the street, but he's still as cheeky as ever! Help him deliver the papers properly, or it's no pocket money for him! *(SegaPro #19, 63%.)*

MEGA-CD

NIGHT TRAP
SEGA ● £49.99

A bunch of young girlies are left alone in the house and it seems as if there's an intruder outside. Another group of girls have already gone missing, so it's up to you to protect this lot. Using your wits and video cameras, you must track down the burglars. *(SegaPro #19, 87%.)*

ROBO ALESTE
SEGA ● £39.99

A frantic shoot-'em-up that is slightly enhanced using the Mega-CD's special effects. Loads of action and a great challenge, but it's still not up to scratch. *(SegaPro #16, 49%.)*

MAY

Pictures Courtesy of :The Gardener, Cosmos, Virgin Holidays and Med Choice.

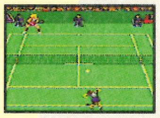
PRO DATES

MASTER SYSTEM

BATTLETOADS
VIRGIN ● £32.99

The evil queen has kidnapped your girlfriend and your best friend, so what are you going to do about it? In the true spirit of Battletoads, you're going to get after them and destroy anyone who gets in your way.

ANDRE AGASSI TENNIS
TECMAGIK ● £32.99



Andre Agassi may look like a wispy-haired ponce, but he plays a mean game of tennis – and when you're that good, no-one's going to argue with you. If you think you can, then get out your racket and challenge him to a game. *(Reviewed this issue.)*

ROBIN HOOD
VIRGIN ● £32.99

A bit of a late release since Robin Hood was last year's hype, but a greatly anticipated release nonetheless. This places heavy emphasis on RPG tactics and looks set to be one of the big games for summer.

TWO TRIBES/POPULOUS 2
VIRGIN ● £32.99

Virgin still can't make up their minds what to call this, but it's basically a sequel to the hugely successful *Populous (One Tribe?)*. The gameplay has been much improved and this should mean it's much more playable.

T2: THE MOVIE
ACCLAIM ● £32.99

The Terminator is on the loose again and he's out to kill John Connor, son of Sarah. If the terminators manage to get to him, the human race could be totally wiped out, so it's up to you to stop them! *(Reviewed this issue.)*

WWF: STEEL CAGE
ACCLAIM ● £32.99

If you fancy watching grown men act like little kids, then this could be just the action you're after. All the blubbing, acting up and showing off you'd see in the real wrestling ring, except it's on the Master System. What more could you ask for? *(Reviewed this issue.)*

BART VS THE WORLD
ACCLAIM ● £32.99

Bart is the angriest young man this side of the cosmos, and boy does it show! This time he's taking his aggression out on the whole world in this action-packed platformer. *(Reviewed this issue.)*

ULTIMATE SOCCER
SEGA ● £32.99

The first soccer game that has been programmed by Sega's in-house programmers. Tournament and single game action has been included as well as a penalty shoot out option.

GAME GEAR

GLOBAL GLADIATORS
VIRGIN ● £27.99

Armed with just a couple of splurge guns, Mick and Mack set out to do environmental justice for the world. Not without the help of Ronald McDonald though who pops up now and again to give the lads a helping hand... *(Reviewed this issue.)*

TWO TRIBES/POPULOUS 2
VIRGIN ● £27.99

Your chance to play a god! Get your tribe to the top of the evolutionary pile before another one comes along and obliterates you!

BART VS THE WORLD
ACCLAIM ● £27.99

Bart's already gotten rid of the Space Mutants in his last adventure and now he's after world domination. Can anyone stop this cheeky blighter? *(Reviewed this issue.)*

CALIFORNIA GAMES 2
SEGA ● £27.99

Choose your favourite from a multitude of sports and then see how well you did compared to everyone else. Loads of summer sports – and a few winter ones too!

GREENDOG
SEGA ● £27.99

The Mega Drive version is over a year old now, but the GG version is finally making its way into the spotlight. This surfin' dude has lost his prized pendant and can't surf properly until he finds it.

T2: THE MOVIE
ACCLAIM ● £27.99

Avoid the destruction of the human race and protect John Connor, the man single-handedly responsible for the demise of the Terminators. They're tough, but hopefully they're not too tough. *(Reviewed this issue.)*

WWF STEEL CAGE
ACCLAIM ● £27.99

These blokes have egos the size of houses, so it's up to you to make sure they win. WWF wrestlers battle it out in a ring surrounded by a steel cage. Why? Don't ask. (Reviewed this issue.)

THE INCREDIBLE CRASH DUMMIES
ACCLAIM ● £27.99

Join this disastrous pair on their journey through the stunt world. If you're successful, they'll live to see another day. If not, just watch them fall apart at the seams! *(Reviewed this issue.)*

MEGA DRIVE

ANDRE AGASSI TENNIS
TECMAGIK ● £39.99

Ponytails and stubble all round in this perfect summertime release. Old Andre seems to pop up everywhere these days – let's hope this game isn't as cheesy as his advert!

HOOK
SONY ● £39.99

Peter Pan is a fully grown man now, but he's still needed in the land of Never-Never. Captain Hook has kidnapped his children and is holding them hostage until Pan returns.

MIG-29
DOMARK ● £39.99

If you fancy having a go in one of the best fighter planes in the world, then *MiG-29* could be for you. There are many missions to complete, all of them dangerous, and all of them packed with action. Could be the first real flight sim on Sega.

JUNGLE STRIKE
ELECTRONIC ARTS ● £44.99

Desert Strike is still one of the most popular games available today, so *Jungle Strike* has got a lot to live up to. By all accounts, though, this completely blows away the likes of *Desert Strike*. *(Reviewed this issue.)*

TWO TRIBES/POPULOUS 2
VIRGIN ● £39.99

Populous on the Mega Drive was a pretty poor affair, but this time the programmers seem to have sorted things out. Improved graphics and gameplay are on the cards, but the finishing touches are still to be added.

SUNSET RIDERS
KONAMI ● £39.99

A brilliant conversion of an excellent arcade game. Step back into the wild west and relive all those childhood adventures of cowboys and indians. Fast and furious with few morals and even fewer survivors. *(SegaPro #18, 87%.)*

TINY TOON ADVENTURES
KONAMI ● £39.99

The toons are a huge hit in America, but as yet are virtually unknown in the UK. Buster Bunny is the main character and he's about to set off in search of the evil Max and also bags of treasure. An instant hit. *(SegaPro #19, 90%.)*

TMNT
KONAMI ● £39.99

This game features all four of the shelled heroes and can be played alone or with a friend. This is an action-packed adventure that will appeal to all arcade-addicted Mega Drive owners. *(SegaPro #17, 86%.)*

COOL SPOT
VIRGIN ● £39.99

This cool dude was featured on the cover of SegaPro#19 – and now seems to be cropping up everywhere else. Spot's game is a quest for ultra-coolness which takes the player through 11 atmospheric levels. Essential stuff. *(SegaPro #19, 93%.)*

SHINING FORCE
SEGA ● £44.99

The Shining Force are a group of talented young warriors who are determined to purge evil from the land of Runefaust. A huge RPG that has some novel touches combined with stunning graphics. *(Reviewed this issue.)*

LANDSTALKER
SEGA ● £49.99

The follow up to *Shining Force*, this massive RPG follows the further adventures of the Shining Force. Here 16Mbits are full of stunning graphics and intense gameplay. *(SegaPro#17, 84%.)*

PUGGSY
PSYGNOSIS ● £39.99

Puggsy was originally a demo on the Amiga, but he's finally made his way on to the Mega Drive. *Puggsy* is now a cute platform game with various difficulty levels and a special training option for beginners.

THE FLINTSTONES
SEGA ● £39.99

Fred, Wilma and all the old favourites appear in this adventure, where Fred has to recover objects missing from the town.

WIZZY AND LIZZY
PSYGNOSIS ● £39.99

Wizzy and Lizzy are two experienced wizards who find themselves in a bit of a pickle. All of the rabbits have been captured and it's up to them to release them. A mean platform puzzler.

SHINOBI III
SEGA ● £39.99

The third instalment in the Shinobi series. The two previous episodes have been an essential part of any beat-'em-up collection and this one looks set to be the same. *(SegaPro #17, 89%.)*

MAZIN SAGA
SEGA ● £39.99

A brilliant mix of beat-'em-up action with platform and shoot-'em-up elements involved too! Looks like you can't go wrong with this one! *(Previewed this issue.)*

MASTER SYSTEM

STRIDER II
US GOLD ● £32.99

This game has been delayed a few months, but no-one knows why. A brilliant mix of platform and beat-'em-up adventure in Strider's second appearance on the MS. *(SegaPro # 17, 75%.)*

COOL SPOT
VIRGIN ● £32.99

Cool Spot tries his best to the make the Master System look cool, after undoubted success on the Mega Drive. Collect as many cool points as you can and you might just do it!

TIN TIN ON THE MOON
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This cute cartoon character is aeons old, but he doesn't lose his charisma. Join Tin Tin and his dog, Snowy, in their adventures on the moon.

WOLFCHILD
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A brilliant scientist is kidnapped for his knowledge of gene transmuting. His son finds out and goes in search of the kidnappers. What they don't know is that he's half man, half wolf!

SUPER OFF ROAD
VIRGIN ● £32.99

All the fun of off road racing now comes to the Master System. Take part in over six different races to become the off road champ. Watch out, Iron Man!

JAMES POND II – ROBOCOD
US GOLD ● £32.99

Eight explosive penguins have been hidden in the toy factory and it's up to James Pond to diffuse them. They are set to explode in just 48 hours so you'd better hurry up!

GAME GEAR

WHEEL OF FORTUNE
GAMETEK ● £27.99

Oh dear. This wasn't much fun on the Mega Drive and, let's face it, it ain't gonna improve much on the Game Gear. A puzzle game that challenges the player to solve the rhymes and riddles presented by Vanna White and her questioning cohorts.

MASTER OF DARKNESS
SEGA ● £27.99

This challenges the other Vampire game, Dracula, and the general storyline is very similar. Purge the world of vampires or be doomed to an eternal quest for blood and young female's necks.

HOOK
SONY ● £27.99

Sony are only just beginning to launch games into the Sega world and what better way to do it than with *Hook*? A brilliant platform adventure that boasts startling graphics and in-depth gameplay.

DOUBLE DRAGON
VIRGIN ● £27.99

The Mega Drive foray is already on its third episode, but this is the first time Game Gear owners will see this classic fighting game. Help the two heroes rid the American streets of violent gang crime.

JAMES POND II – ROBOCOD
US GOLD ● £27.99

James Pond has to be one of the cutest super heroes on the Master System. Join this fishy character in manic platform fun and destroy the explosive penguins planted in the toy factory.

MEGA DRIVE

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS ● £39.99

Instead of your ordinary American football, the teams here are made up of mutants. This means that all sorts of mayhem will be engaged in. The rules are there are no rules! *(SegaPro #19, 72%.)*

DRACULA
PSYGNOSIS ● £39.99

A beat-'em-up that features Harker in his endless task of vampire-bashing. Also heavily focuses on a platform-style gameplay. Follows the film plot to some extent, but also has a few novel touches of its own.

COLLEGE FOOTBALL
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Yet another football game from the masters of sports sims. This time you're trying to make a career in football, so the action is even more serious than before.

ADVENTURES OF B.O.B.
ELECTRONIC ARTS ● £39.99

Help this bungling cyborg escape from the planet he's just crash-landed on. All of the inhabitants are out to get him so he needs to leave pretty quickly!

INDIANA JONES AND THE LAST CRUSADE
SEGA ● £39.99

This game just keeps getting put back and back! It's come from reliable sources that this will be the final release date, so keep your eye out for Indy and the posse.

JURASSIC PARK
SEGA ● £39.99

Finished just in time to coincide with the film release, this is one creepy game. Dinosaurs are being developed in the 20th century and are running wild in the city. Can you destroy them?

INTERNATIONAL RUGBY CHALLENGE
DOMARK ● £39.99

A novel challenge on the Mega Drive. Join up with friends in an endless scourge of beer drinking, abusive language and bum showing. Oh and don't forget there's rugby to play too.

MUHAMMAD ALI BOXING
VIRGIN ● £39.99

Goodness only knows why this one was held up. We saw it over three months ago and it looked pretty finished to us! A brilliant boxing game and a great challenge too!

CRASH DUMMIES
ACCLAIM ● £39.99

If you've ever seen one of those safety belt promotion adverts, then you'll know the trouble crash dummies can get in to. There's just one difference – these particular two actually enjoy falling apart!

TRODDLERS
STORM ● £39.99

The Lemmings bandwagon has started, and everyone is jumping aboard! This is different enough though, there are 175 levels altogether! The troddlers also have magic powers and can walk up walls.

F-15 STRIKE EAGLE II
MICROPROSE ● £39.99

This has been described as "the ultimate fighting sim" and it looks like it might be! You take the role of the pilot and the aim is to blast everything in sight.

ULTIMATE SOCCER
SEGA ● £39.99

Yet another footie game, but this time it's been programmed by Sega's in-house programmers. Loads of game options and many different teams to throw about the dirt.

BALL JACKS
SEGA ● £39.99

This is a strange mix between table tennis, cyborg war and a sports game. That's all we know so far!

MEGA-CD

SILPHEED
SEGA ● £39.99

This looks set to challenge the SNES's *Starfox* and totally blow all othe games into oblivion! Taking the same stance as *Starfox*, you are in control of the ultimate spaceship and must control it through the 3D landscape

SPIDER-MAN VERSUS THE KINGPIN
SEGA ● £39.99

Hopefully Spidey will pave the way for some quality releases on the Mega-CD. Another adventure that puts you in charge of cleaning up the city and destroying baddies.

DRACULA
PSYGNOSIS ● £44.99

This long-awaited release will be hitting the shelves in early July. Arm yourself with crucifixes and a few bulbs of garlic for the occasion.

INDIANA JONES AND THE LAST CRUSADE
SEGA ● £39.99

Yet another release that's been held up for an unknown reason. Hopefully though, it will be worth the wait. Previous Indiana episodes have proved to be fairly successful.

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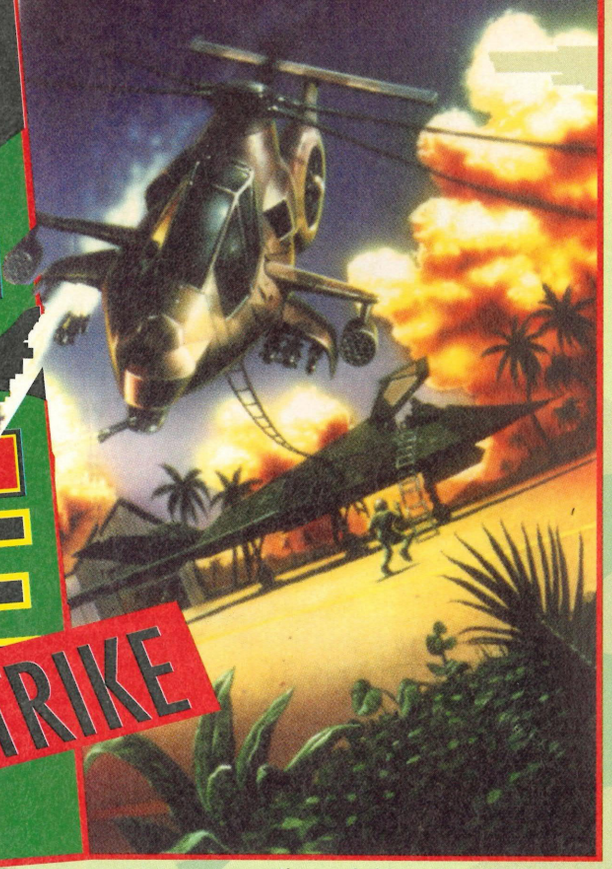
TOTAL

JUNGLE STRIKE

THE SEQUEL TO DESERT STRIKE



It just had to happen. Didn't it? Electronic Arts have updated just about every one of their games that's ever been successful. Now *Jungle Strike* takes the skeleton gameplay from the original *Desert Strike* and applies a new scenario to it.

Pat Kelly, considered somewhat of an evil dictator himself, plugs in this massive 16-bit cart and test drives the new Comanche attack chopper, hover craft, special forces bike and the stealth fighter.

You'd think that Electronic Arts would have had enough out of upgrading and re-releasing their top games by now. Not so, and thankful we are too! However ominous it looks, it has to be said that, although similar to its predecessor, there are many differences that should warrant *Jungle Strike* a credible and worthy sequel.

If you finished *Desert Strike*, you'll know that General Kilbaba has been killed. In this hotly awaited sequel, the madman's son attempts to avenge his father's death. To do this, he enlists the aid of a South American drug baron; controller of the World's largest private army. They wittingly plot the construction a nuclear arsenal to destroy Washington DC.

It's your job, in an all-mod-cons Comanche attack gunship, to undertake a series of covert missions spread across the American continent in an attempt to stop the two evil men carrying out their dastardly plans.

PROS

Jungle Strike has everything that *Desert Strike* had and lots more. The Comanche gunship is new, with more body armour and better agility, making it easier to manoeuvre, but the artillery of 30mm guns, hydras and hellfires remains unchanged. Guess that the weapons worked well the first time round, so why change them?

The three new vehicles – the hover craft, stealth fighter and motorbike – are used in only one level each, meaning that most of your time will still be spent hovering in the air.

There are many additions that make a huge difference to the gameplay. For a start, each campaign is bigger, harder and although the game areas are of similar size to those of the original, more use is made of the space and deeper adventuring is required to find targets and supplies.

Gone are the tinny sounds of the original and in come new improved effects. The cannon sounds more like the real thing, the ladders are lowered and raised with realistic clanging and the explosions add to the already impressive atmosphere.

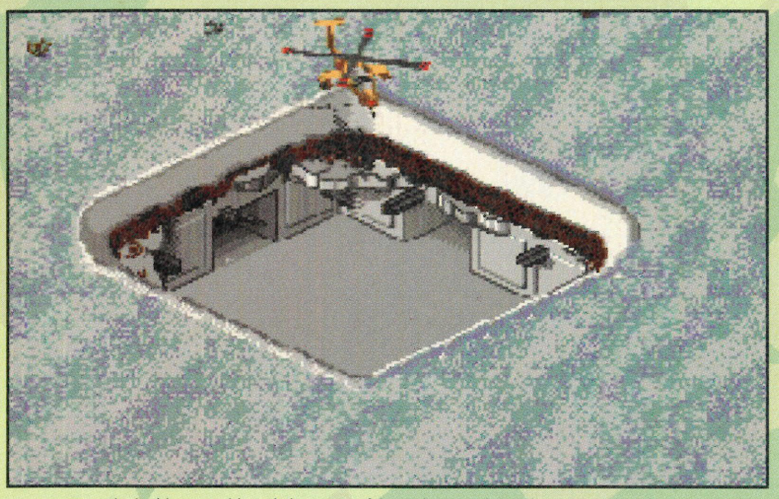
Not only is the sound upgraded, but the graphics too. When buildings are destroyed, instead of totally disappearing, like in some Paul Daniels special, the ruins remain. The detail is superb and the variety between levels, from city to desert to jungle to snow, etc provides the feeling that you're really involved in different campaigns. Another small, and amusing, touch is the soldiers jumping from razed look-out posts.

PROPLAY

Although the ancillary vehicles are only seen on one campaign each, their presence adds a touch more variety. Having spent time on the rotary aero-engine, the controls of these additional vehicles are strange at first. The game is definitely faster and with lots of packed graphics on screen, a lot smoother too.

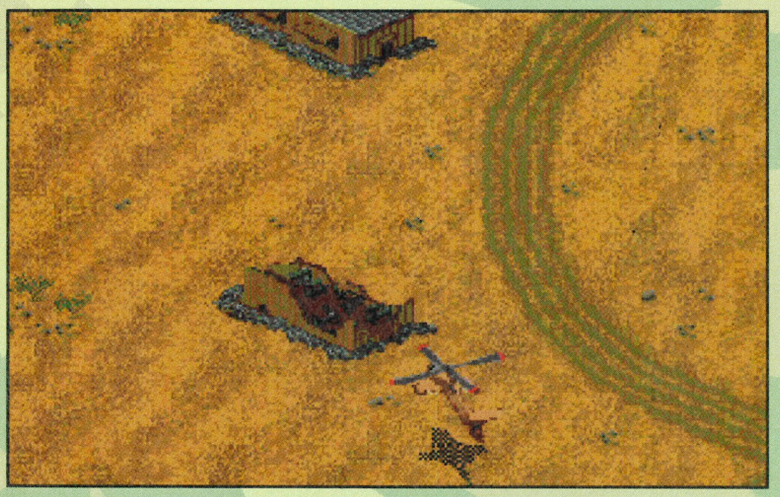
It's amazing to see just what improvements can be made with a bigger capacity cart. *Jungle Strike* is impressive and it seems to be changed enough to make that vital difference. In fact, it's so much bigger and better that I can't see anyone paying more than £20 for its once-classic predecessor.

STOP PRESS... *Jungle Strike* arrived into the SegaPro offices in the final days before going to press. We could have reviewed the guys we are, we decided that a massive preview, detailing what the game is all about, was in order. Next month, we will deliver the full, taken-to-bits review after we've had a full month's playtest on this

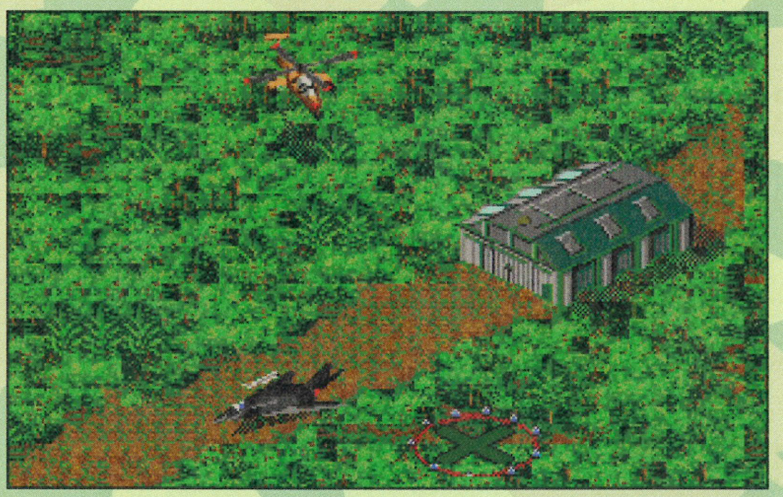


Once the buildings are blasted, the rooms of the underground complex are uncovered. This one looks rather empty, and doesn't seem to contain any of those nuclear warheads that I've been searching half an hour for!

This Aztec monument is found right in the middle of the jungle and it's not just around for decorative purposes. Later on in the campaign – once you pilot the stealth fighter – its presence will become far more apparent.



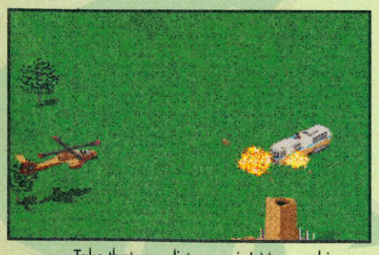
Looks like someone's been here before. The evil drug baron funds this desert training camp for his private army and it's your mission to raze the whole damn complex to the ground.



The stealth fighter is prepared for take-off. All that's needed now is to land the Comanche and take to the skies in the new super plane. The controls are different, as the stealth has a much larger turning circle and it can't reverse!

CAMPAIGNS

In all, there are nine campaigns comprising 62 sub-missions which is a heck of a lot more than before! Well, being more generous than the other mags, here are all the campaigns, missions and objectives in all their glory:



Take that you dirty vermin! Many vehicles that litter the parks in Washington DC aren't what they first appear to be.

1 WHITE HOUSE

Objective:

To prevent terrorist assassination on President

Missions:

Protect monuments, kill terrorists laying siege to government buildings, seek and destroy car bombs, rescue the secret agent, protect the motorcade and capture the sniper who knows more about the madman's plans.

Set in Washington DC, this is a fairly easy level for starters with only six sub-missions. The most notable differences between this and the original soon become apparent. Although some of the ammo and fuel supplies are on the map, there are many that aren't. Moving trucks carry some supplies; they'll have to be tracked down and destroyed before you can replenish your load!

2 SUB ATTACK

Objective:

To foil the enemy's attempt to load nuclear submarines

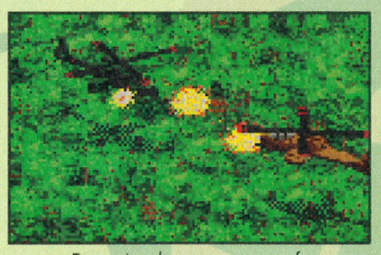
Missions:

Rescue the navy seals, board the hover craft, stop speedboats from supplying plutonium to trucks, rescue the F-22 pilot and blow up five nuclear subs.

The play area is split into two by the bridge and the chopper cannot fly over, under or through it. Armed with guns, missiles and mines, the hover craft is the only option available. Controlled in the normal manner, it can travel across water or land.

The enemy fire comes from gunboats, gun turrets and soldiers, while the new weapon at your disposal is the land and water mines that explode seconds after they are dropped.

Born to be wild! The Special Forces Assault Motorbike is hard to control as the roads are so small.



Enemy Apaches seem to appear from nowhere and there's usually only one option – a standing shoot out.

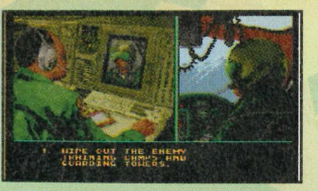
ved it, as we planned to, but no! We thought that it just wouldn't be fair to rush through an opinion of such an important game. So like

massive game. The review will still be out even before the game hits the shelves. It's sure to sell-out fast, so reserve your copy now!

pro PREVIEW

JUNGLE STRIKE

THE SEQUEL TO DESERT STRIKE



The speedboats that carry plutonium to the trucks have to be sneaked upon. Not only does hiding behind the hut protect the craft from enemy fire, but allows it to ambush the unsuspecting enemy sailors.

The Comanche has been specially painted with red enamel so that it can be located on screen in the night missions. Tonight, the enemy are being a little too foolish and the lights from their huts can be clearly seen.

The main status screen has seen little change. The same information is held on it, but the new Comanche is much better designed. This mission is to protect the President's motorcade. Yikes! I only have some canon, a little armour and little hope of a resupply!

The explosion of the hydras hitting the village huts light up the night sky and provides temporary vision. The flare only lasts seconds, though, after which, the sinister blackness of the night returns.

3 TRAINING

Objective:

Destroy training HQ and retrieve nuclear reactor

Missions:

Wipe out the training camps, secure enemy landing zones, knockout mobile radar sites, rescue comms expert from the barracks and airlift to telephone poles, destroy ZSUs as they prepare for battle, knockout further mobile radars, destroy training HQ and retrieve nuclear reactor from enemy warehouse.

Back in the Comanche, this is the first of the large, eight sub mission stages. It's more like the original, with the picking up and dropping off troops en masse and knocking out mobile units. Again, most of the supplies are hidden and the lack of a waterfront, in which you could have travelled without burning fuel, makes the going much, much tougher.

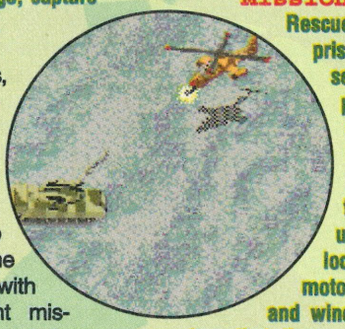
4 JUNGLE NIGHT

Objective:

Destroy nuclear weapon assembly factories

Missions:

Destroy guard towers, rescue green beret scout to secure landing zone, destroy enemy Apache helicopters, rescue nuclear scientists, destroy 15 aircraft assembly buildings, capture weapon's commander.



Now, some games, such as the relatively wimpish Super Mario on the SNES, have dark sections that could be made lighter by turning up the brightness on the TV. This is not so with *Jungle Strike's* night mission. It's pitch black out there and the only light available is that from missile explosions. There's nothing to bump into, but there are plenty enemy guns waiting for you to inadvertently waltz by.

This is possibly the most heart-pounding mission and it'll probably be different every time it's played!

5 DRUG CITY

Objective:

Destroy the drug baron's city

Missions:

Rescue and airlift civilian prisoners to UN trucks, seek and destroy drug processing plants, eliminate counterfeiting plants, shutdown power to city, blast two laboratories and uncover armoured cars, locate and use attack motorcycle to destroy cars and winch up nuclear detonators that they are carrying, blast the armoury and take explosives, drop off co-pilot to destroy drug baron's war room.

Phew! There's lots to do in this mission, including having a spin in the motorbike. It's not like *Road Rash*, though, and controlling the little brute is a mite tricky and although it is essential to use the bike, it's only used for a very short period.

6 SNOW FORT

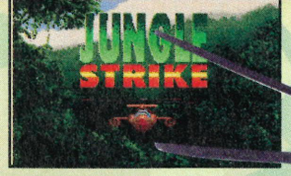
Objective:

Locate and recover nuclear warheads

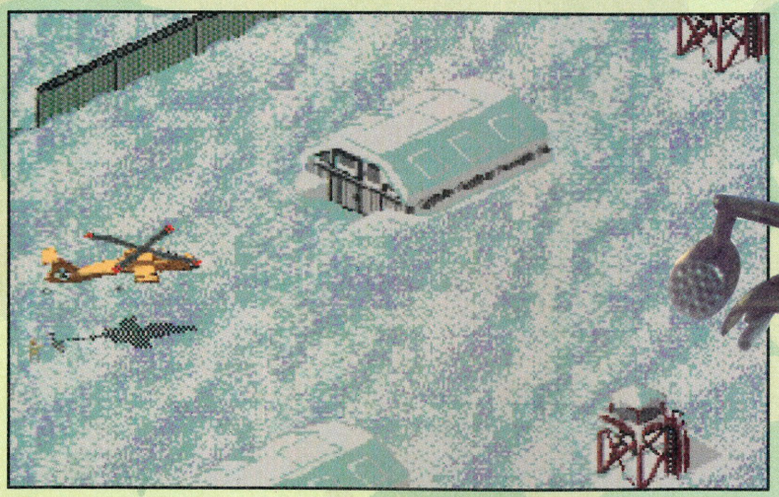
Missions:

Rescue co-pilot, destroy three radar sites, blast five missile depots, rescue Soviet weapons expert, seek and destroy patriot missiles, knock out power sub-station and four power towers, locate six sub-level chambers in underground complex, locate six warheads and reel in.

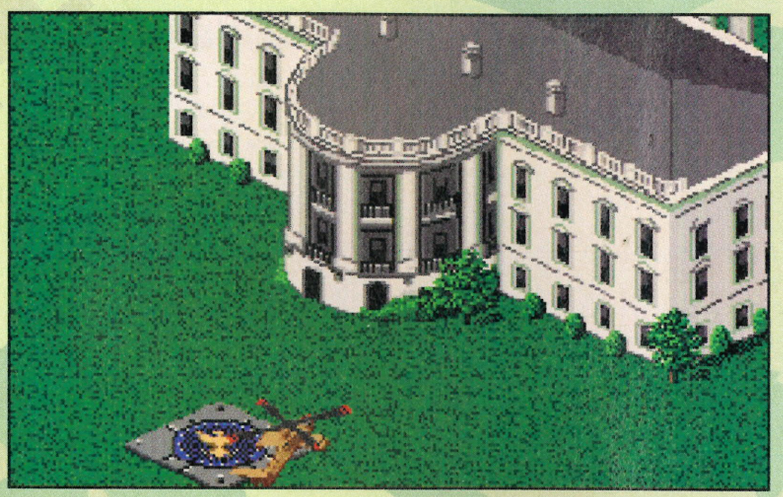
This is yet another big and graphically impressive scenario, set in Arctic conditions. The main dangers come from enemy Apaches and ground



pro PREVIEW



The Arctic complex looks a little too bare. It's a shame to shoot anything, though, because so little seems to be happenning. I'm sure that the soldiers are luring the copter into a well laid trap.



I think I'll just pop in for a cup of tea. Mrs President makes lovely cookies. I think that I should have taken the car, though. Popping in on several million pounds worth of high tec fighting hardware seems a bit overkill!

based tanks. The going starts to become very difficult with very few indications on the whereabouts of supplies!

7 JUNGLE RIVER

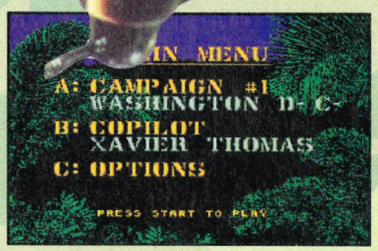
Objective:
Destroy drug baron's processing plants
Missions:
Blow up six bridges, destroy crops and greenhouses, locate the stealth fighter, destroy six SAM missile bunkers, locate entrance to protected are and destroy counterfeiting operations, seek and destroy drug processing plant, destroy missile assembly plant, escape and return stealth fighter.

The stealth fighter is to be found and controlled in this campaign. The controls are different to the helicopters as the turning circle of the stealth is much greater. Manoeuvrability will be the main problem above the Aztec jungle.

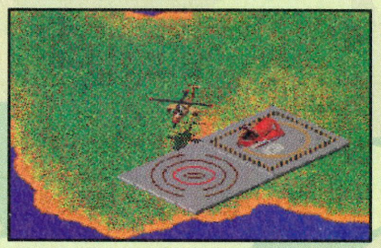
8 MOUNTAINS

Objective:
Capture drug baron and madman junior
Missions:
Hunt down Tomahawk missile sites, destroy power supply that feeds drug baron's villa, blast the villa, capture drug baron, knock out control tower, drop co-pilot to destroy madman's ammo depot, blast open underground hangar.

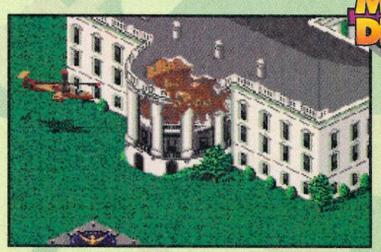
After going through all the preliminaries and getting as far as the hangar, the madman escapes to fight another day. There is relatively less to do in this campaign, but the lack of assists makes the play much harder and time dependent.



Players of *Desert Strike* will immediately recognise this screen where all the game's options and choices are made.

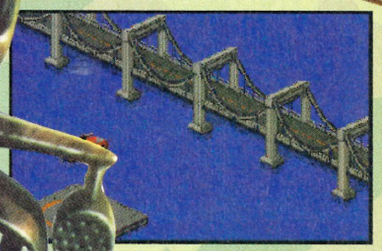


The hover craft is protected and several missions must be completed before it can be taken for a test drive.



What d'ya mean, no cookies? Maybe it wasn't such a bad idea brining along my copter after all!

Just great! While you spend your life in married quarters, the drug baron lives in sheer luxury in the mountains!



9 DC AGAIN

Objective:
Save the World!
Missions:
Stem attacks on Washington courthouse where drug baron is being tried, protect the President's car as the baron escapes, locate and capture commanders in armoured cars, locate and recapture escaped drug baron, find madman and prevent his escape, stop four 18-wheeler trucks headed for the White House!

In a somewhat chaotic ending, everyone has assembled in Washington DC for one reason or another. The main mission here is to patch up the errors and re-capture the fleeing prisoners. If you make it this far without a cheat, you'll have done very well.

JUNGLE STRIKE

MEGA DRIVE EA ● £49.95 ● OUT JUNE

CART SIZE 16Mbit
PLAYERS.....1
STAGES 9
SKILL LEVELS.....1
FEATURES.....password
CONTACT
Electronic Arts ✆ (0753) 549442

AVAILABLE IN UK

ACTION
STRATEGY

DONE
TO DO

REVIEW SYSTEM

INTRODUCTION
Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW
The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS
Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE
All the info you'll need. The phone number given is of the main supplier in the UK and who the Pros got the game from. If the game's on import only, it'll contain an importer's phone number only.
The Action/Strategy bar reflects how much strategical element is in the game – it does not mean that the game is a strategy game – you have to read the review comments to discover a game's category.

PROSCORE
We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!
A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

MASTER GEAR
Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

IMPORTS
If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

Japanese machines will run all UK, USA and Asian cartridges, providing they don't have the notorious "PAL lock" on them.

UK machines will play UK and USA carts without any problems, but can't play Japanese carts without an adaptor. Also, some Jap carts will only produce a picture through the AV socket on the back of the Mega Drive. This means that they can only be played on a SCART TV or a monitor.

The obvious disadvantages with import games become apparent when you try and play a Japanese RPG when you can't speak the lingo! However, shoot-'em-ups, beat-'em-ups and platform games need very little in the way of instructions, so these should be okay.

I WANT A SECOND OPINION
Each game review's score is awarded on the game's own abilities; on how well it was programmed, how well it plays and what it offers the games players. Although the Pros award scores, what we say in the reviews gives you more information to what the strengths and weaknesses of a game are.

By reading the review, you can make a decision whether the game is for you. To help you do this, we have included the second opinion comments. That means that you get the views of not only the reviewer, but also another Pro who thinks that the game might suit them. The opinions give the view of someone interested enough to have a look at an interesting game.

101

MASTER SYSTEM

32 AGASSI TENNIS 84%
The king of bleached hair and hairy stomachs, takes to the Master System. Can he dominate the console world as well as he has the tennis world?

35 CRASH DUMMIES 52%
You know the horrible stunt dummies in those car crash ads? Well, now they're in their own game and coming to a store near you!

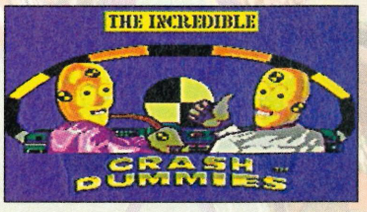
44 WWF: STEEL CAGE 79%
Meet the World Wrestlers in all their glory. This time, a steel cage has been put around the ring, just to make sure their egos don't escape.

55 KRUSTY'S FUN HOUSE 84%
Help Krusty rid his creepy Fun House of rats and he'll be your friend forever. Watch out for special appearances form the Bart himself too.

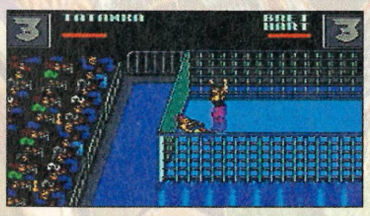
60 RENEGADE 47%
Drug gangs have taken over the city's streets. There is one hope – Mr K has just about had enough of their corrupt and criminal ways.

GAME GEAR

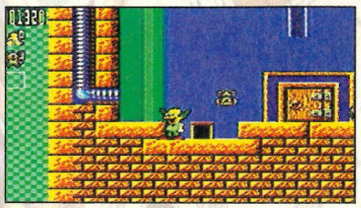
34 CRASH DUMMIES 49%
Calamity strikes the Game Gear in the form of two stuntmen! Will the hand-held ever recover from their destructive antics?



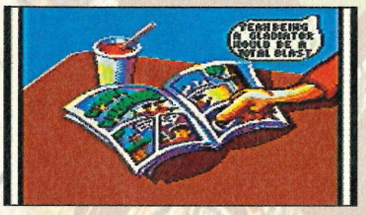
40 WWF: STEEL CAGE 84%
It's hard to believe that these wrestlers are grown men. One thing's for sure, with names like Macho Man and the Undertaker, who's going to argue?



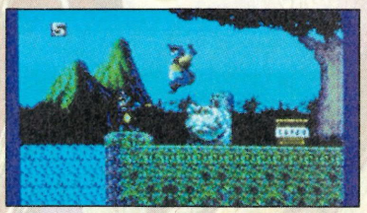
54 KRUSTY'S FUN HOUSE 77%
All Krusty has to do is whisper "Hi Kids" in that menacing voice and the kids run. Now he has to get rid of rats who have infiltrated his house of fun.



64 GLOBAL GLADIATORS 58%
Mick and Mack take on an environmentally friendly adventure. Help them splurge slime, eat burgers and clean up the world.



64 TALESPIN 35%
Baloo and Kit are in the cargo shipping business, but are almost bankrupt, so they enter a competition promising a lifetime's work.



reviews

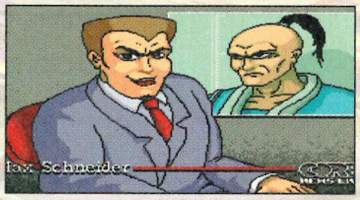
INDEX

30 **FINAL FIGHT CD** 95%
At last – a decent beat-'em-up on the Mega-CD. Read how this knocks spots of the SNES version and shows the coin-op a few tricks too!

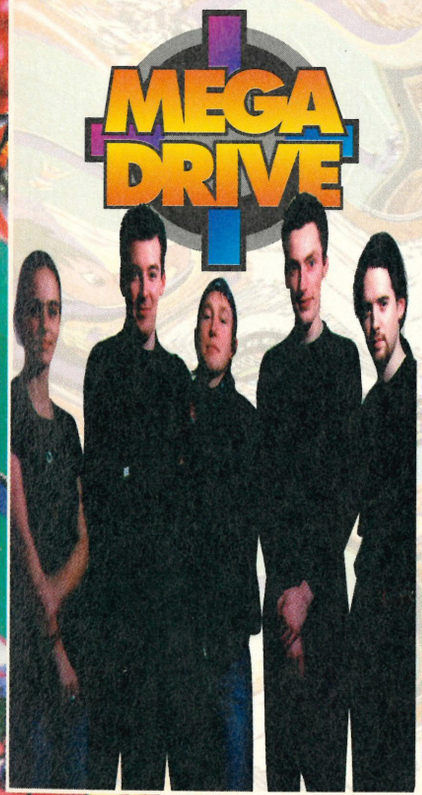
56 **SEWER SHARK** 75%
Travelling along the sewers is the only way to deliver munitions to cut off communes within the city and it's your only hope for freedom.

58 **JAGUAR XJ220** 72%
Compete all over the world to become racing champ number one. The car is a worthy choice for the console and it's the first Mega-CD racer.

59 **WOLFCHILD** 70%
Saul Morrow is a brilliant scientist who is able to merge different species. When he's kidnapped, his son attempts to rescue him.



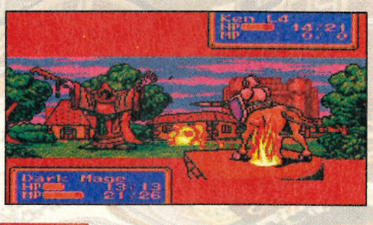
MEGA DRIVE

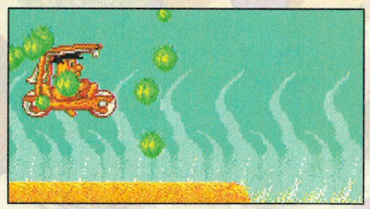


36 **SHINING FORCE** 93%
An amazingly cute RPG that, until now, was in Japanese text and mainly unplayable. Now Sega have released the official cart the UK.

42 **FLASHBACK** 94%
If you thought *Another World* was good, wait until you see this! It's even more atmospheric than the first version with better graphics and animation.

46 **THE FLINTSTONES** 79%
Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Join him in this prehistoric platform adventure.

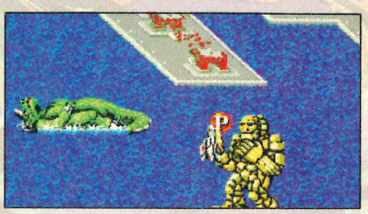




53 **BATTLETOADS** 39%
This could be the first time toads have engaged in gory battle, but stranger things happen. This looks like a slimy and violent adventure.

62 **CYBORG JUSTICE** 68%
A human crash lands on a distant alien planet, inhabited by cyborgs. They capture him and change him into a cyborg too, but it all goes horribly wrong.

63 **KING OF THE MONSTERS** 57%
Are you hard enough to be King of the Monsters? All the building-throwing, showing off and beating up you could ever wish for in one cart!



Final Fight CD

MEGA-CD

Haggar, the town mayor, decides that to rescue his abducted daughter, Jessica, he'll need to do the job himself. He enlists the help of Cody, the girl's boyfriend, and Guy, a ninja friend, to fight on the violent streets of Metro City. If they are strong enough, they'll eventually reach the hoods' leader, Belger, and only by defeating him can Jessica be saved!

The same old tried-and-tested story of the stupid girl gets kidnapped by evil hoods and must be rescued provides the setting for the most hotly awaited Mega-CD release yet! On the SNES, the lack of two-player mode seriously affected the credibility of the machine – especially since the Sega version was to be a two-player affair, albeit on CD.

Hurrah! The long-awaited two-player version of *Final Fight* has reached the Mega-CD and what a corker it is set to be with graphics, sound and gameplay the same as, if not better, than the original coin-op.

Although the superb sound is evident as soon as the CD starts spinning, the introduction is very poor. Rather than the animated strips that are expected from a CD intro, the story unfolds with a sequence of short animated takes.

PROTIP Take care when you attack, because if you're not careful, you could inflict lethal damage to your buddy.

The three characters- Cody, Guy and Haggar- have around five or six attack moves plus a special move. They have differing speed and power attributes which makes their characters and attacks notably distinctive. For instance, Haggar, the wrestler, while being slow, is the most powerful. Jessica's ninja friend, Guy, is fast, but not as strong as the others, and Cody, considered as a normal streetwise bloke, has average power and speed. Choosing your favourite shouldn't be too much of a problem, but if you find that you aren't doing well, you can change your character on the next available continue.

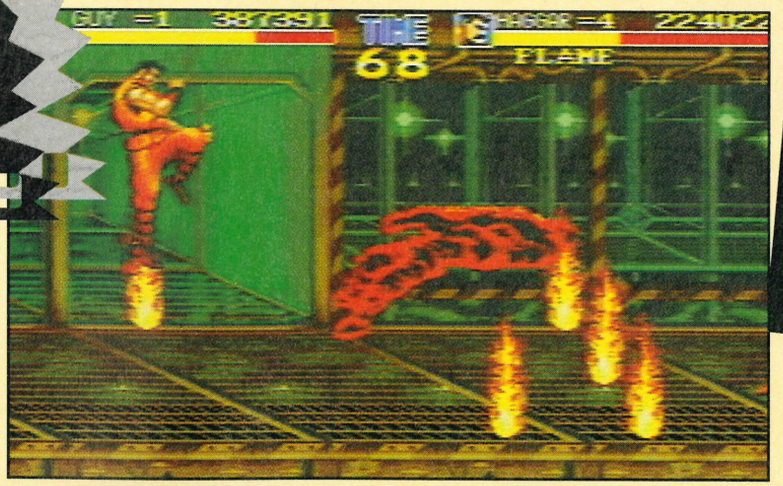
There are only two active buttons on the joypad and the moves are accessed by a combination of D-pad position and button presses. The button configuration can be changed from the menu and each will instigate either an attack or a jump, while pressing both buttons simultaneously will perform the special move.

Each of the seven levels is suitably different enough to provide variety. They start on an easier footing, but progressively become harder to get through.

Ouch! Nothing in life is anywhere near as painful as a solid punch in the groin. Edi.E is going to be hitting the canvas real soon unless he uses that gun he's trying to reach. Does he have the bottle to use it, though?

The graphics are just as you'd find on the arcade and there are no one-player or only-a-few-hoods-on-screen limitations that are found on the SNES version. Of course, only the Mega-CD makes this and the excellent music possible. The soundtrack that accompanies the

Final Fight was only a one player game on the SNES!



Guy gives Flame the old one-two toasting. With fire power like that who needs muscles? Nothing can stop the awesome Guy and just to prove that he's worth every penny of his paycheque he leaves no trace of his victims. What a hero!

action is CD quality again, being far better than that of the coin-op original.

What makes *Final Fight CD* special, apart from the large graphics and CD music, is its challenge. On one-player, it becomes a difficult beat-'em-up, but playing with a friend is probably a necessity if you want to finish the game. Even on easy level, you're only going to last half the way through if you don't have any special ability or some help.

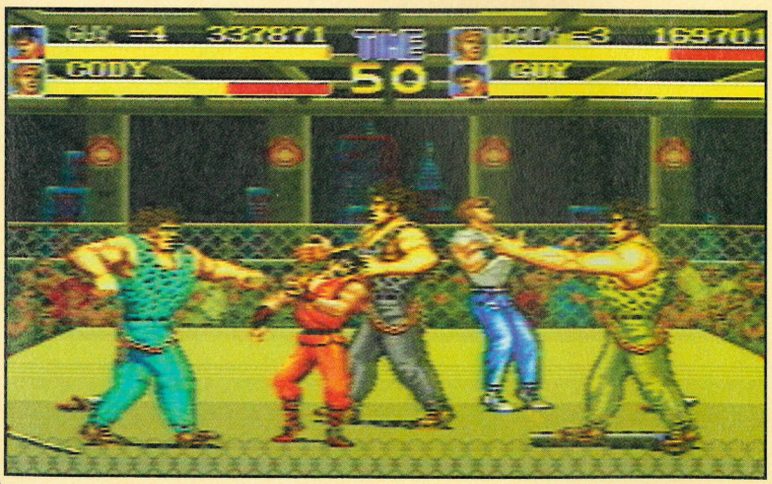
Final Fight CD is probably the best coin-op conversion that's hit any machine, let alone the Sega. It's so true to the original and even surpasses it in minor respects. It's better than *Streets Of Rage 2*, but, then again, it is on CD and not cartridge, and improvements come with the technology. It will keep you busy for days on end and, even then, you'll go back to it again and again.

● **Pat "super-fly Guy" Kelly**

Nobody told this dude that the game is over and everyone has gone home to mend their scars.

Each of these over-sized fighters gladly poses to show off their muscles and moustache combinations.

A daily stroll through the subway tends to evolve into a deadly battle for your life. Take out the punks and beat the other baddies into the ground, collecting the bonus items as you go. Nothing but furious action and blood-thirsty battles from start to finish.



Our heroes don't look as if they're doing very well, do they! The big green giants are ruling the day and it's up to you to give them a doing over. At the moment it's far from hopeful, so get yourself together and pack a punch in quickly.

I WANT A SECOND OPINION

Personally, I find wandering through level upon level of fighting scenarios far from exciting. But it has to be said that this Mega-CD beat-'em-up is something special. Realistic coin-op madness is about to hit your screens with immense power.

The colours are bright and the thumps and kicks are stunningly realistic. With long levels and tough guardians this game is going to keep you at it for hours. The best Mega-CD release to date and an awesome game in itself.

JASON

FINAL FIGHT CD

SEGA ● £44.99 ● OUT JUNE

CD ACCESS...medium
PLAYERS.....2
STAGES 7
SKILL LEVELS.....3
FEATURES.....continues
CONTACT
Sega ✆ (071) 3733000

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 93%

▲ Although the backgrounds are colourful, they don't camouflage the colourful sprites.
▲ True to the coin-op with large sprites that glide around the screen.

SOUND 94%

▲ Truly CD quality soundtracks that have been produced in a studio and not on computers.
▲ A plethora of top quality sound effects, such as the thwacks and thuds, adds to the play.

GAMEPLAY 92%

▲ Lots of variety in the stages with special time challenges thrown in for good measure.
▼ The levels don't seem to be that long and the whole game could be beaten within days.

CHALLENGE 88%

▲ The stages become progressively tougher and the difficulty is set quite high.
▼ Not as easy as *SOR II*, but after you suss out the hoods, it becomes routine.

PROSCORE

95%

Seven levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies.

MASTER SYSTEM

Andre AGASSI Tennis

Sunshine strobes through the clouds, and strawberries and cream are on the menu. Andre Agassi is greeted by an outrageous applause as he strolls onto the centre court. This is the day he has been dreaming of since first touching a tennis racket. Now the opportunity to take the title, Men's Wimbledon Champion, is within reach and is only hours away...

Five tough sets are played before Andre Agassi, the tennis star of the moment, emerges as the victorious champion. He holds the trophy aloft, the sunshine reflecting from it. It dazzles just as brightly as his tennis dazzled the crowd over the past few hours. Now, courtesy of Tecmagik, you can experience the same euphoria without quite so much hassle, or so it is intended.

Each of the main characters is very well drawn and animated. Initially, the controls seem to be very responsive, perhaps too much so, but once the controls have been mastered, they are very controllable. The players are suitably agile and are all to often prepared too launch into a thunderous attack. They can screech over to the other side of the court and rescue a valid point. Agassi may not be this agile for real, but it makes for fast and furious action without being too far fetched.

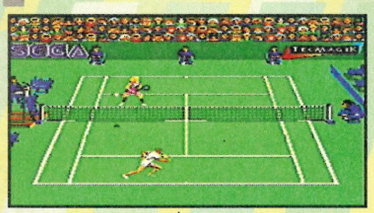
The court is viewed from the usual angled baseline with a crowded stand at the far end. The graphic detail stretches to the umpire's chair and the players' empty seats. It's all very realistic and the perspective is ideal. The limited amount of animation in the crowd adds to the background and atmosphere.

The music starts off well with a very fast and jolly intro tune, but unfortunately there's no crowd shouting out during matches. This gives the impression of a rather half-hearted attempt at creating a realistic atmosphere, however it's more a limitation of the MS than anything else. There is a short ditty between each game and these are different for each style of court. The ball bouncing produces a realistic sound, but generally the sound effects are limited.

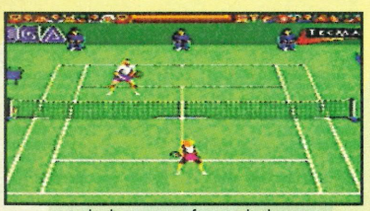
When first taking control of the player, it seems tough to master. Like all games worth its salt, it takes quite a while to get used to the sheer speed of the game and responsiveness of the controls. Once you begin to win rallies and the points start rolling in, you know you're on the way. There isn't a practise mode,

LOVE, DEUCE !

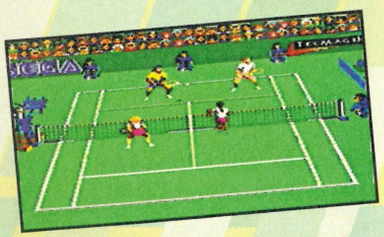
Use the Master Gear and you are treated to a great game of tennis. The gameplay is good and the rallies appear to race along, again, once the controls have been mastered! Fortunately, the ball doesn't just appear like a haze and shoot past you as you may expect. There is going to be a version specially for the GG, but if you can't wait, this is smashing.

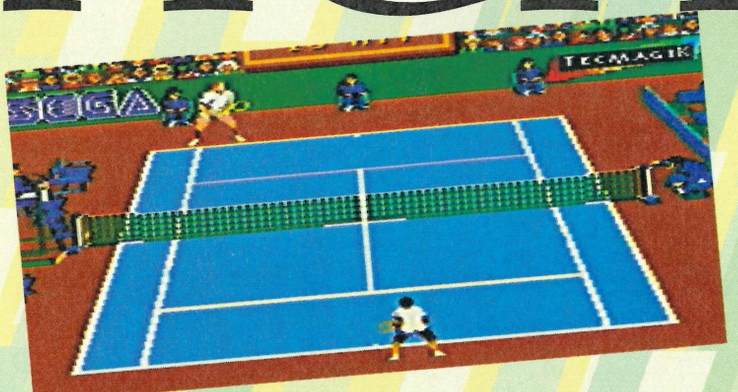


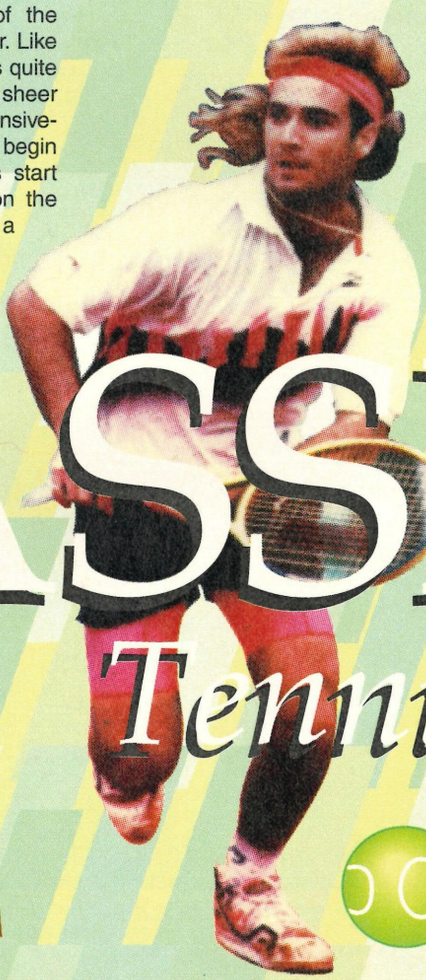
You're running the wrong way matey! And, you're playing the lowest rank player in the match.

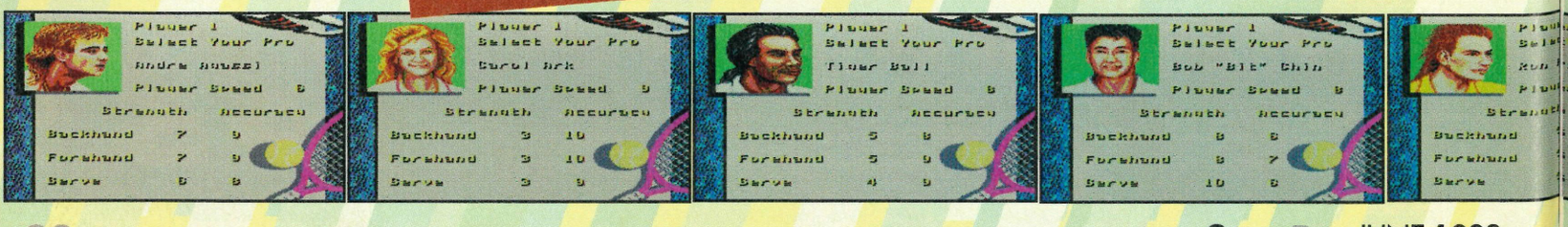


At the beginning of a match, the traditional staring each other out takes place.

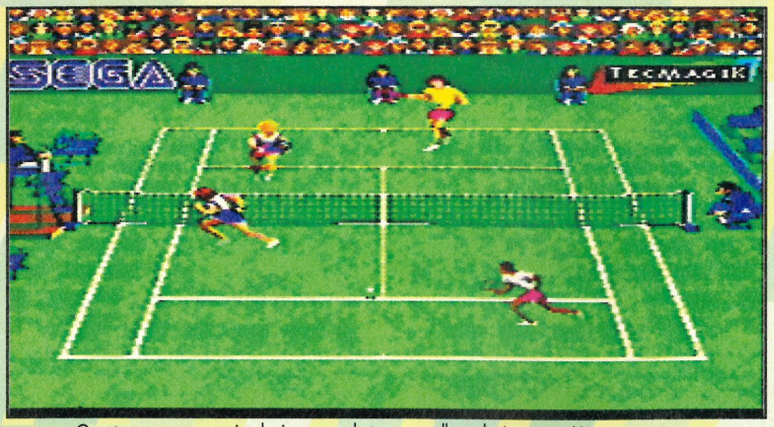




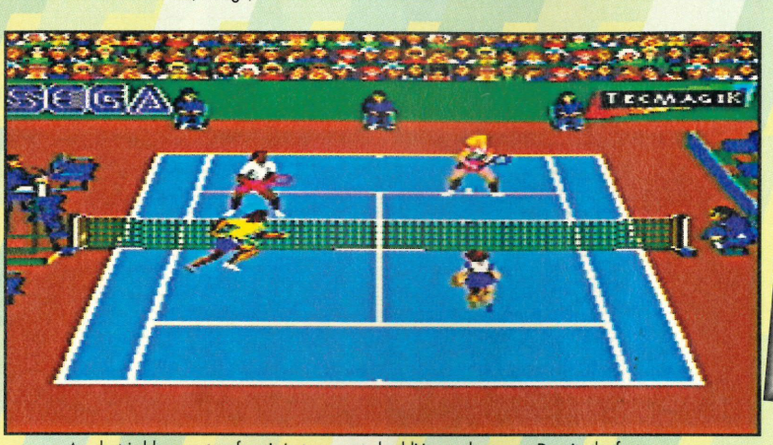




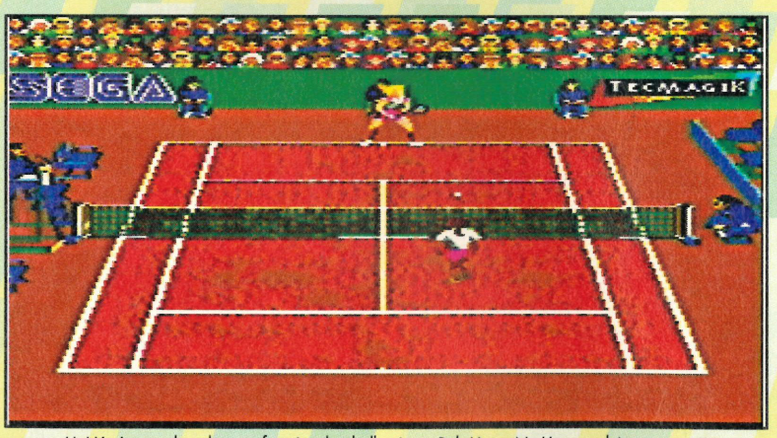
Andre Agassi is the current Wimbledon champion after his 1992 victory.



Our stars are once again playing around at some really pathetic games. Here, we are given a glimpse of the get the Robinson's Barley Water race. The opposing team have had their Lucozade, though, and can't be bothered with it all.



An electric blue court surface is just one sorted addition to the game. Despite the fact that the crowd never make a sound, it's difficult to say whether the match is all it's cracked up to be. I wonder.



Ha! You've got three hopes of getting that ball, misses. Bob Hope, No Hope and Anton Hope! The same old jokes keep on rolling in, but in a game such as tennis if you don't know the old ones you're left out in the cold. Game, set and match to me!

I WANT A SECOND OPINION

Andre Agassi Tennis is one of those games that you have to play and play and play before you become used to the controls. Initially, it's very hard to get into and the player's movements seem over-exaggerated. After a few tries, the control becomes easier as compensation is made for the responsiveness, but it's not totally trouble free.

Agassi Tennis looks very polished on the MS and sports some of the best graphics seen on a tennis game, but the sprites don't move as fluently as they should. For me, *Agassi Tennis* is a well above average attempt, but like many sports games, you have to like the sport for it to be of any interest.

PAT

but you can watch the pros in a demonstration game.

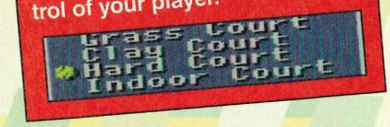
Andre Agassi Tennis can be played as a two-player game. When you start to play, it's very useful to practise against a friend of a similar standard or you'll be totally lost. There are choices of which of the four court surfaces you want to compete on, doubles or singles and finally your player. There is, however, no option to save the game. This is unfortunate and means that you're going to have to play the game from start to finish in one go! There is no option to enter your name, or create your own player – all players have standard names that are preset and cannot be changed.

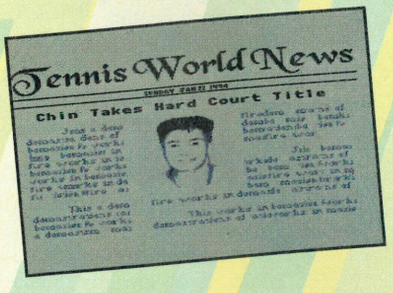
Win or lose, at the end of each match a full-screen newspaper cutting shows the winner's name and picture. A neat addition, but the text below the headline is unreadable and a sample report appearing on-screen could have been more fun.

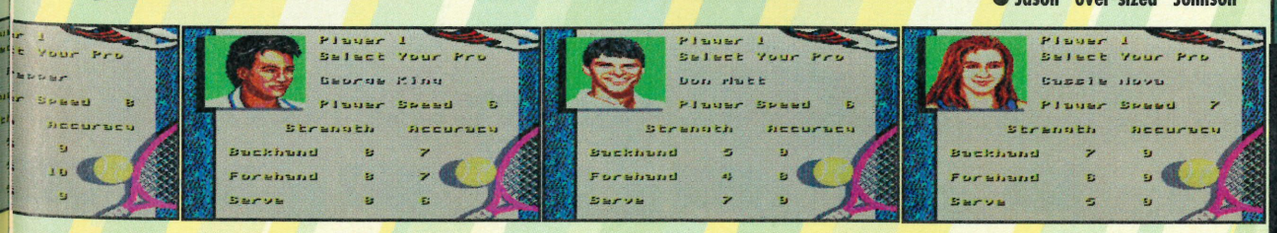
Whether you are a tennis fan or not, there's a reasonable amount of fun to be had from this. This is a great licence that, while having its minor failings, has a lot to offer tennis-starved sports fans.

● Jason "over-sized" Johnson

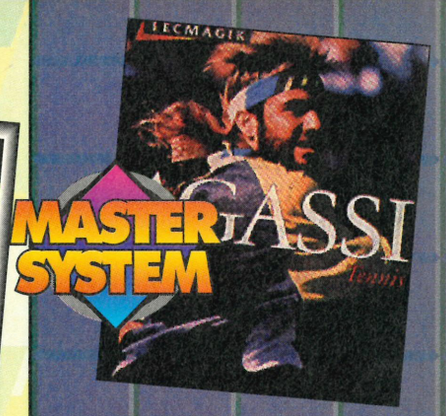
PROTIP Playing on the hard surface will enable you to become more easily accustomed to the control of your player.




Tennis World News
Chin Takes Hard Court Title



Royal Lemmington Spa, near Birmingham, is the original home of Lawn Tennis.



ANDRE AGASSI TENNIS

TECMAGIK ● £32.99 ● OUT JUNE

CART SIZE 2Mbit
PLAYERS.....2
STAGES .....10+
SKILL LEVELS.....1
FEATURES .....n/a
CONTACT

Tecmagik ✆ (071) 2432878

AVAILABLE IN

ACTION

STRATEGY

GRAPHICS 86%

▲ The court is set at a convenient angle and detail is superb for the 8-bit system.
▲ Main sprites, though not amazingly detailed, are very well animated.

SOUND 76%

▲ Exciting introductory music and a reasonably realistic bouncing ball sound.
▼ Severe lack of roars or cheers from the crowd, even when you win a match.

GAMEPLAY 80%

▲ An effective aftertouch on the ball allows you to find the target precisely.
▼ The omission of a password or save game option could be a problem.

CHALLENGE 80%

▲ This is a tough game to get into with its immediately fast and furious action.
▼ There aren't enough players to compete against, possibly making it too short.

PROSCORE

84%

While not as instantly appealing as Wimbledon, this is very playable once the controls are mastered.

CRASH DUMMIES

FLYING EDGE ● £27.99 ● OUT MAY

CART SIZE 2Mbit
PLAYERS.....2
STAGES 5
SKILL LEVELS.....1
FEATURES .....n/a
CONTACT
Acclaim © (0962) 877788

AVAILABLE IN UK

ACTION

STRATEGY

GRAPHICS 78%

▲ Good animation on the well designed sprites which fit the Gear to a tee.
▼ Poor use of sprite frames results in very standardised graphics when units are damaged.

SOUND 73%

▲ The sound effects, while not revolutionary, let you know exactly what is happening.
▼ There is no variety in the main tune and it becomes very annoying after only a few minutes.

GAMEPLAY 45%

▲ Perfect for young kids as the varied levels are kept short and simple.
▼ Ultimately, a waste of a good licence that could have been very good.

CHALLENGE 40%

▲ What's there is moderately challenging as the stunts must be perfected on later difficulty levels.
▼ With very short levels, there isn't enough for those whose age is above single figures.

PROSCORE

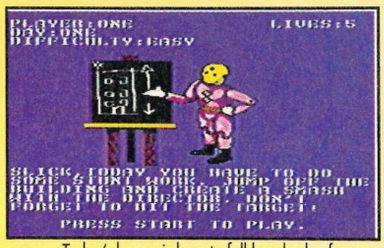
48%

All that's here is a small compendium of very short stages that may interest the very young, but at this price, I doubt it!

GAME GEAR

Before any car can be made, extensive safety inspections are carried out and the vehicles tested to destruction against other cars, walls and just about any lethal obstacle that testers can conjure up. Crash Dummies assist car manufacturers build safer cars so that motorists can subsequently crash with the smug knowledge that they'll probably survive.

Stars in their own right in the States, The Incredible Crash Dummies have their own TV show in which they perform the weirdest and wackiest of stunts. Now the craze is about to hit the UK with a crash, bang, wallop and, for once, the game is set to precede the TV action. The Gear version of Crash Dummies is almost exactly the same as the Master System outing, with only a minor difference in its size of screen.



● Today's lesson is how to fall hundreds of feet from a tower block without a scratch. Staff writers get it far tougher!

PROTIP Perfect each stunt, but try to stick to the main objectives and leave the secondary goals for later.

● This looks very similar to the old classic BBC game, *Thrust*, that had inertia controls and gravitational pull.

With no difficulty setting available, the options are whittled down to a choice between one or two players. The two-player option offers a competitive challenge, but it is based on alternate, rather than simultaneous, gameplay. Starting off on easy level, the aim is to work through stunts collecting performance money. The amount earned for each stunt varies, depending on how well the performance is accomplished. If the stunt fails, either by time running out or the required task not being performed satisfactorily, one of the five lives is lost and the stunt is repeated.

There are only five stunts, but once they have been completed on easy setting, they are repeated all over again, but on an increased difficulty level. Once all lives have been used, a tally of the cash that's been earned is displayed on the high score table.

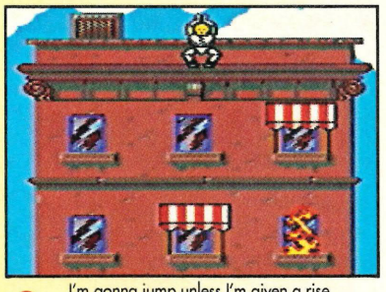
All five levels are very short, with time limits ranging from 40 to 80 seconds, and present no real challenge whatsoever. That's the problem with the game – there's nothing to it. It has very short levels and they aren't very tough. What is there, though, is well programmed for the Gear. The soundtrack is bouncy and spurs on the action and the graphics span from acceptable to very colourful.

The packaging clearly states that this is a game for "ages 3 and up". That, in itself, should warn off experienced players and adults alike. They will find the game far too shallow.

That's not to say that the game is a complete waste. The Incredible Crash Dummies craze will hit the UK and it's the very young that will be affected most. It is towards these youngsters that this game has clearly been targeted and the rest should take heed.

● **Pat "bouncer" Kelly**

● Yet another level completed successfully, but with only two seconds to spare, it wasn't exactly a pushover!



● I'm gonna jump unless I'm given a rise in salary and two extra days holiday per month. I mean it!

Yellow and black are the recognised colours for work in progress and hazardous environments.

The Incredible Crash Dummies™ & © 1993, Tyco Industries, Inc. Licensed through Leisure Concepts, Inc®

REDIBLE CRASH DUMMIES

MASTER SYSTEM

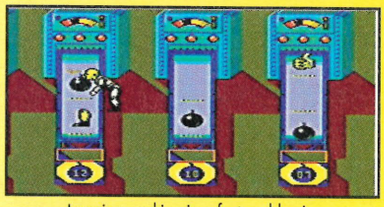
Clunk, clik, every trip. Those wise old words from the road safety department have been heard by millions of people. Due to the most common fashion accessory, a hyper-fast motor car, this warning goes un-noticed. Accidents on the road are far too common place and someone has to do something about it. This is where the Crash Dummies come in.

Originally, and currently, used by all the leading car manufacturers, Crash Dummies assist the designers in finding the ultimate in road safety. Now, these instantly recognisable characters have made their way onto Sega consoles. Acclaim have turned what could only be described as a hilarious and very noticeable advertising ploy by Volvo into a comical video game.

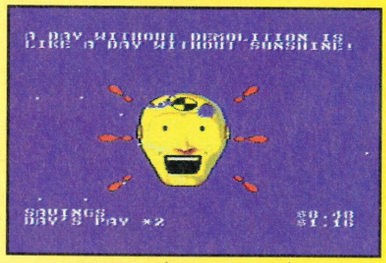
Taking control of either Slick or Spin, depending if you're player one or two, you are faced with five levels to crash through. The ultimate goal being to finish each of the levels in difficult mode. You're unable to select the difficulty level, so the only way to do this is to play the game right through. It can become compelling fun and highly addictive, but it is only likely to hold any long-term appeal to youngsters.

Graphics and sound are of reasonable quality, but neither are particularly impressive. Though basic in design, the animation and collision detection are very good for the Master System.

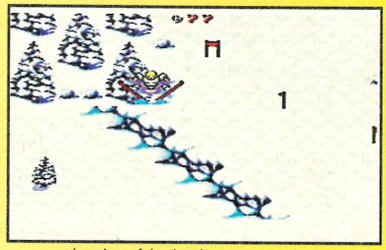
There are five levels, each with its own control method and completely different concept. The first stage requires you to fall from the top of a multi-storey building, somersaulting on the canopies as you tumble downwards. The second is a vertically scrolling car obstacle course, the third is a tricky snow plunge and the fourth a race to blow out fuses on bombs in a factory. The fifth and final level is reminiscent of the all-time classic *Thrust*, which appeared on virtually every format of computer in the eighties.



Imagine working in a factory blowing out the fuses on bombs. Talk about earning your danger money!



Wow man, volunteering to smash cars into brick walls at over 100 mph doesn't half give me a rush!



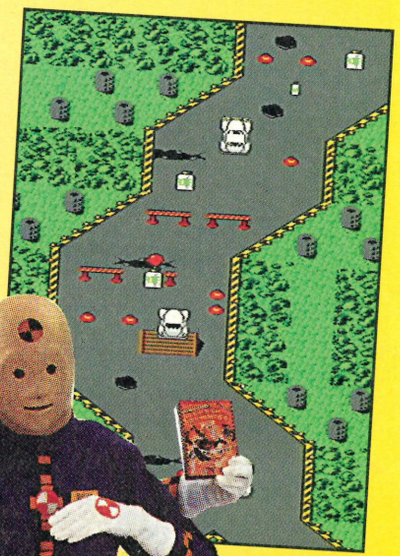
The idea of this level is not to crash into the trees, but no-one told Slick that was the case.

Dummies in a video game could be enough to entice anyone into giving it a crash or two.

● Jason "fall guy" Johnson

PROTIP To collect all of the Air Bottles on the driving stage, make use of the reverse mode.

It has to be said that this would suit younger games players, so if you're an experienced gamer there is going to be very little for you. Even so, the hilarious graphics and even the idea of using the Crash



CRASH DUMMIES

FLYING EDGE ● £32.99 ● OUT MAY

CART SIZE 4Mbit
PLAYERS.....2
STAGES 5
SKILL LEVELS.....3
FEATURES .....n/a
CONTACT
Acclaim ✆ (0962) 877788

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 56%
▲ Slip and Slick are very funny, always appearing with humorous gestures.
▼ The limited detail hardly takes the Master System's graphics to a new standard.

SOUND 53%
▲ Decent intro tune and a reasonable amount of spot effects too.
▼ As with the graphics, the music is limited and unfortunately bland.

GAMEPLAY 49%
▲ Five completely different levels which add to the comedic element of the game.
▼ You are very limited as to the amount of control you have over each of the dummies.

CHALLENGE 48%
▲ The varying gameplay means that you're always swapping control methods.
▼ Nowhere near difficult enough for the majority of games players.

PROSCORE
52%
Great fun for the younger games player, but anyone else will find that, although addictive, it has very little to offer.

Volvo were the first company to introduce Crash Dummies [illegible] general public.

The people of Guardinia have enjoyed ten centuries of peace. After their last battle, Dark Dragon was defeated, but vowed to return to destroy the Rune world in 1,000 years. The townspeople have long forgotten this threat, and now have few warriors and little means of defence.

As the King's favourite warrior, Maximus, you live in the grounds of the castle. You are practising swordplay one day, when you are summoned by the King. The evil forces of Runefaust are making their way towards Guardinia, and Lord Varios is convinced that Dark Dragon is behind it all. Guardinia is heading for almost certain doom unless the forces of Runefaust can be defeated. Only the bravest warrior can stop them.

Max, my good man, you've got the job!

Shining Force begins in a delightful way. A young elven girl tells an ancient folk story and afterwards presents the options screen. This gives four choices: New, to start from scratch; Continue, to start from where you left off; Copy, to clone a saved game; and Delete, to clear the memory of a previous adventure. This introduction will be of no surprise to fans of the game's prequel, *Shining in the Darkness* – a game which was a landmark in RPGs – but as that was only available on import (albeit in American English) most folks won't have actually *played* it. Their loss.

After receiving the background info to the adventure and orders from the king, Max, your warring alter ego, is left to find his war posse. This is done by wandering around the village and recruiting various townspeople. Already this is an RPG with a difference. Here it's useful to talk to every single person, as they could all be potential battle recruits!

Once your band of cohorts, collectively known as the Shining Force, have been gathered, there's only one possible option, defeat evil! Before leaving the safety of the village, though, it would be wise to check out the various shops and taverns scattered about. At this stage, there aren't many great weapons to buy, but as you've only got 100 gold coins in your pocket, it doesn't matter.

As soon as the warriors leave the confines of the village, they are plunged into their first battle. Combat is not fought hand-to-hand, though, here the outcome is left up to the computer. This is a new angle for console RPGs which until now have relied on quick reflexes to defeat a monster! Winning a battle still involves skill, but more strategic moves, like in chess, are needed. If each move is thoughtfully executed, the outcome will probably be in the Force's favour, but throw the wrong man into the ring and he'll be turned into minced meat!

As the warriors fight more battles, their experience points increase, and it's not long before they go up an experience level. This means that their fighting or magical abilities increase, which prepares them for later battles. They also gain money for better equipment.

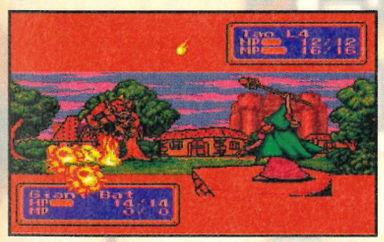
Thankfully, the difficulty of each encounter is very well paced. Often in RPGs, battles are very tough straight away (such as *Rings of Power*) and the character keeps dying before much progress is made. In *Shining Force*, no tasks are administered which are too difficult for the force to complete, which results in an encouragingly playable adventure.

Throughout the adventure extra members of the force can be recruited. This helps to keep interest levels up, although the game doesn't really need it – there are enough encounters to keep you on the edge of your seat! This is nowhere near as boring as the traditional RPG because it's so gripping!

Addiction levels are also greatly helped along by the brilliant graphics in each encounter. Not only are the sprites really detailed, the backgrounds are constantly changing. You will also come across a plethora of characters with which you can interact on your journey through the various scenarios.

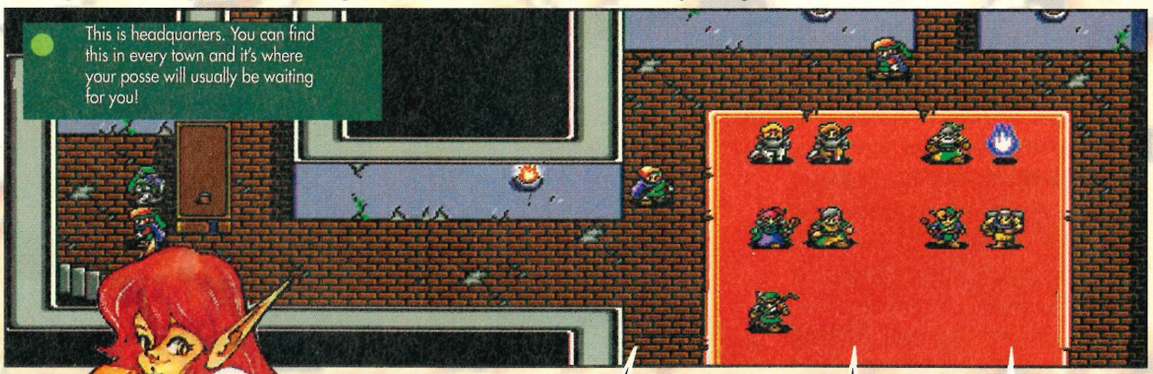
Shining Force has to be the best English RPG to date – yes, even better than *Shining in the Darkness*! To miss out on this would be like not buying *Sonic 2*.

● **Sam "Mage" Hickman**



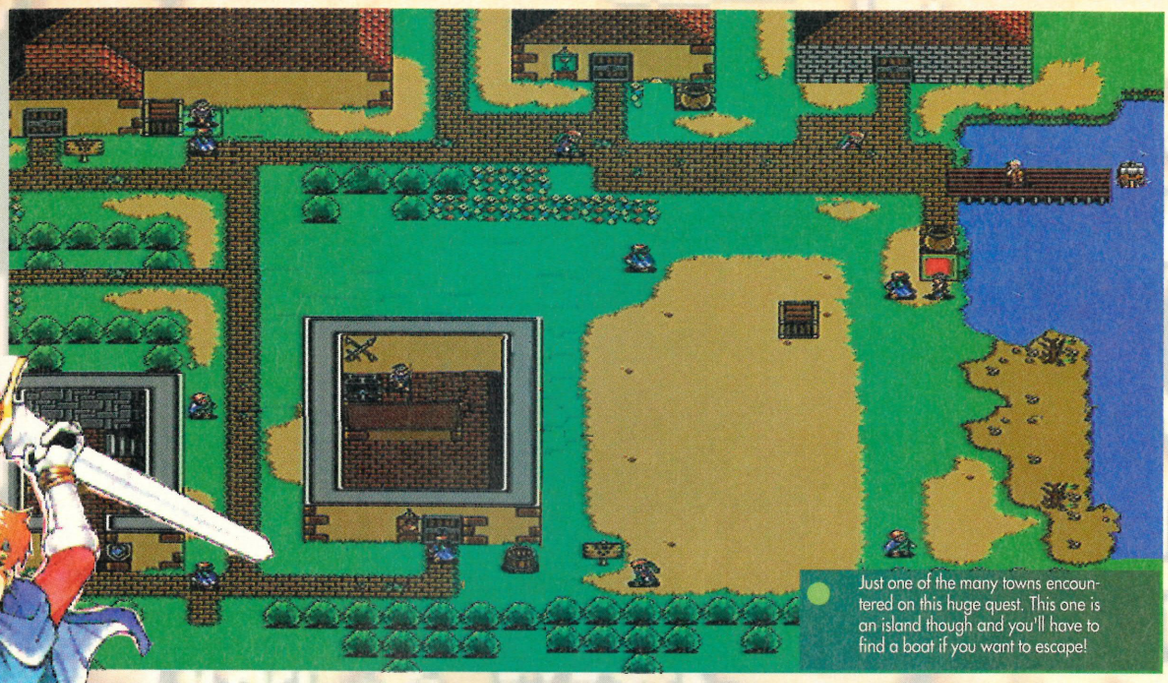
● Tao summons up the Blaze spell and reduces the giant bat to ashes! This is a most effective spell.

● Shining Force has unique battle strategies and this adds much more depth to an already excellent RPG!



SHINING

Shining Force received a whack 92% when the import version was reviewed in SEGAPRO #13.



Just one of the many towns encountered on this huge quest. This one is an island though and you'll have to find a boat if you want to escape!

Yeah yeah, get on with it. First you're going to crush us and then what?

Goblins aren't half as much trouble as they look, especially when you've got warriors like Ken on your side.

FORCE

ROGUES' GALLERY!

Well they're not rogues at all really. Quite the opposite, these are the real heroes of the game. Your Shining Force begins with just five members, but more can be picked up along the way! They've all got special powers and together can defeat the evil forces of Runefaust!

PROTIP

Strange things are afoot at the Circle K... Search the door when you are thrown in prison. You will then be able to get out. Obvious, really...

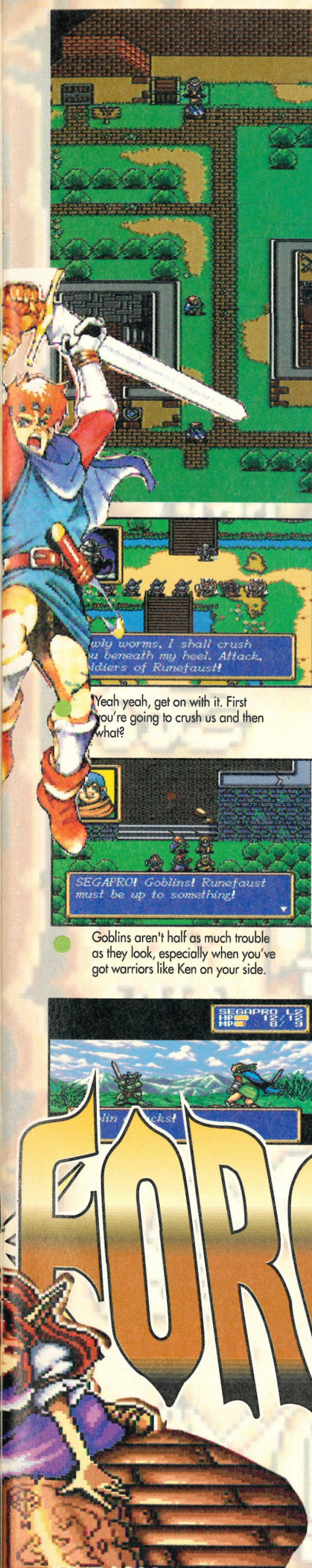
I WANT A SECOND OPINION

Newcomers to the RPG style of adventure are in for a real treat. You can learn how to control your character and fight through the evil forces within minutes of starting. However, this is not an easy task by any means. Experienced players will find a huge game with plenty to do.

The graphics and sound are surprisingly varied, especially the backgrounds. Each and every one of the sprites are extremely well drawn, in fact the whole game pays a great amount of attention to detail.

I can highly recommend this adventure to anyone who enjoys a deep and involving game. Possibly the best yet!

JASON



Shining Force features Yoghurt – watch out for the little rascal!

SHINING FORCE

SEGA ● £44.95 ● OUT JUNE

CART SIZE..12 Mbit
PLAYERS 1
STAGES.....8
SKILL LEVELS....n/a
FEATURES .....Battery
CONTACT
Sega ✆ (071) 7278070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 94%

▲ Great variety in sprites and characters. Huge amount of attention has been paid to detail.
▲ Backgrounds change according to scenario.

SOUND 89%

▲ Mystical tunes suit the game style down to the ground and add tension to gameplay.
▲ Many different tunes, including changing ditties for each battle.

GAMEPLAY 92%

▲ Easy control method and hundreds of options to choose from.
▲ Characters get promoted at regular intervals, so difficulty is paced evenly.

CHALLENGE 89%

▲ A brilliant introduction to RPGs; holds attractions for new and experienced players.
▲ Lots of tough strategic combat with lots of different moves.

PROSCORE

93%

This is the best RPG to date. Brilliant scenarios, great graphics and excellent value for money

20 COMPETITION PRO SERIES II JOYPADS!

WIN!

Win one of 20 great joypads in our finger-throbbing, button-bashing, turbo-boosting joypad compo!

If you're into any game on the Mega Drive or Master System, then you probably have a joypad that's been half-battered to death! When it comes to buying a new one, there's bound to be at least half a dozen games that are higher on your list of priorities! If this sounds like you, then having all the latest games may be great, but you can't get the best out of them when your joypad isn't up to scratch.

This is where the guys at Quickshot come in. The Competition Pro Series II is the latest addition to their joypad collection and, while it looks like a standard Sega joypad, it has many extra features. It can be used on either the Mega Drive or Master System.

Retailing at £15.99, the Competition Pro Series II has 8-way control, turbo fire buttons and a slow motion option located on the underside of the joypad. At £15.99 you can't go far wrong, but how about one for free! SEGAPRO have 20 of these joypads to give away all for the measly price of a stamp. Can't say fairer than that, eh! All you have to do is answer three simple questions, fill in the form below and send it to the SEGAPRO offices.

THE QUESTIONS

1) Who makes the Competition Pro Series II joypad?

2) Name one other joypad they have produced.

3) Where is the slow motion switch for the joypad located?

THE ANSWERS

If you can't answer these questions then shame on you – you must be a completely sad excuse for a SEGAPRO games player. Don't forget, send your entries to:

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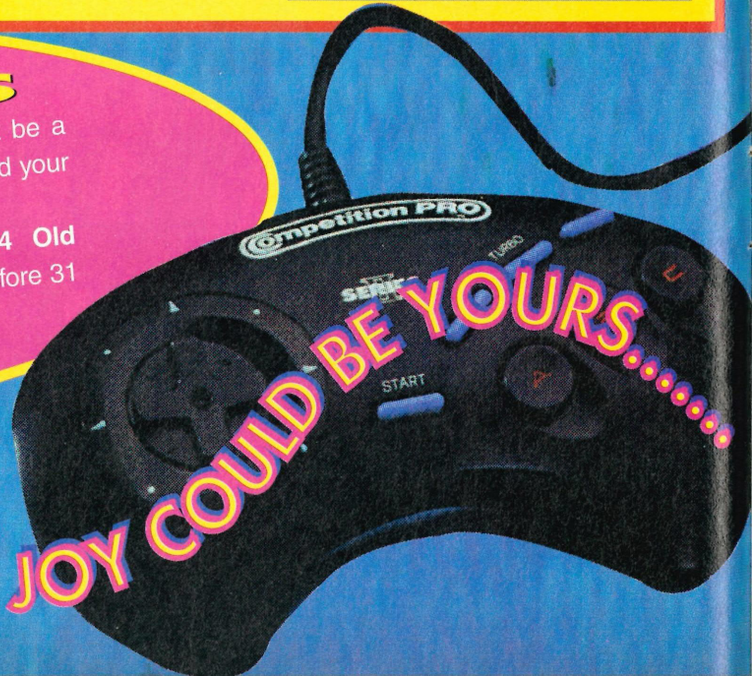

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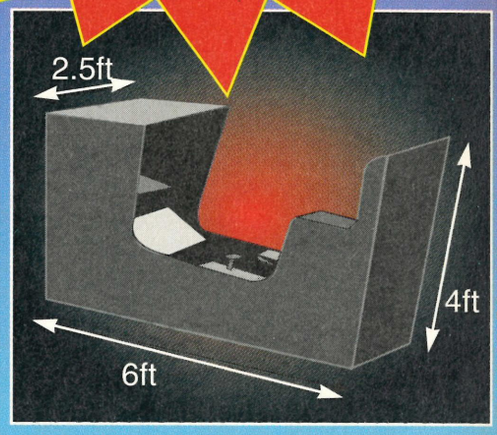

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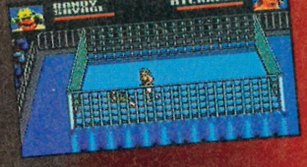

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WWF Wrestlemania has quickly become one of the most popular spectator sports, mainly thanks to the assistance of Sky TV. Huge muscle-bound wrestlers, such as Hulk Hogan and The Undertaker, became overnight stars. The publicity and merchandising took off at a phenomenal rate, with Wrestlemania becoming the craze of the early nineties. Despite the current console domination, WWF is immensely popular and still attracts huge attention worldwide.

Its popularity has, surprisingly, remained high. So much so, that Acclaim have now released this Game Gear version including all the superstars. With similar games having already appeared in numerous arcades throughout the world, this will have to be something special to compete successfully with them. Will the Steel Cage rule supreme, or is it destined for the scrap yard zone?

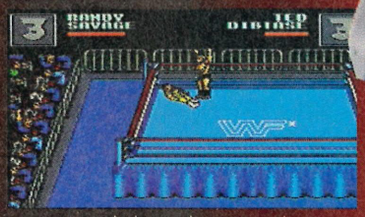
As soon as you switch on, you're blasted with a recognisable intro tune from the NES *WWF Wrestlemania* game. Each character has his own musical accompaniment, so when you toggle through the selection, the music changes accordingly. The WWF stars' music is perfectly recreated and ideally composed for the Gear – even when pause is pressed, the music steps up a beat rather than silencing.

Hulk Hogan and his gang are very detailed, but the sprites are a little small. However, the animation is exceptional with a wide selection of moves on offer. You can even run into the ropes to fire yourself towards the opponent.

As with the Master System version, there is an abundance of options. One or two players can compete by taking separate turns to fight the stars. There is also the option of either fighting in a normal ring, or inside the gruesome cage. Added to this is the option of competing in a one-on-one, tag team, WWF Championship or Tag Team Championship.

PROTIP If in trouble, press the B-button repeatedly to fight your way out.

Hulk Hogan takes a tumble as the new muscle-bound Irwin proves that names aren't everything.

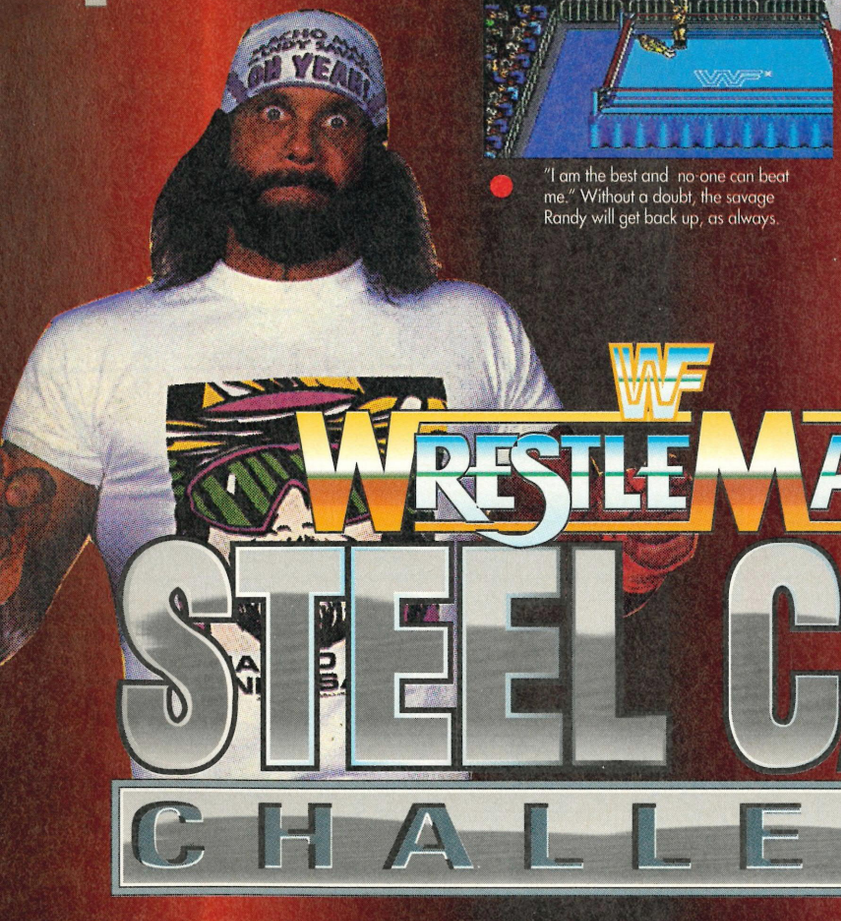


"I am the best and no-one can beat me." Without a doubt, the savage Randy will get back up, as always.

Not only do you have the choice as to which contest to play, you can choose from three difficulty settings. It is advisable to play on at least the normal setting, as otherwise, it's too easy. The difficult level will really test your skills. So with four different contests to master and 10 WWF Stars, you'll be kept very busy.

If you have ever wanted to become a WWF superstar, now is your chance. The Game Gear has been used to its full potential with this excellent take-off of the sport. The best wrestling game yet, but obviously it won't appeal to everyone.

● Jason "The Ref" Johnson



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ACTION
STRATEGY

GRAPHICS 80%

▲ Each of the portrait stills is great and ideal for WWF fans to drool over.
▼ Character sprites are far too small for the Game Gear's screen.

SOUND 92%

▲ One of the best aspects of the game. Different tune for each character and screen.
▲ It has to be said that there's very little wrong with the music. Tinny, perhaps?

GAMEPLAY 82%

▲ Addictive qualities combined with plenty of moves give the game added depth.
▼ Ultimately repetitive, even with so many options the action is similar.

CHALLENGE 84%

▲ Three difficulty settings that just have to be beaten for a change.
▼ Possibly too easy if you're an experienced WWF fighter, but still challenging.

PROSCORE 84%

WWF fans are gonna love this, all the stars and loads of action. But, anyone else is advised to try it out first.

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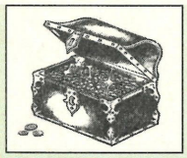

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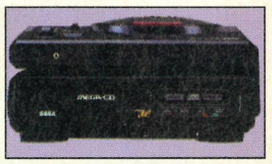

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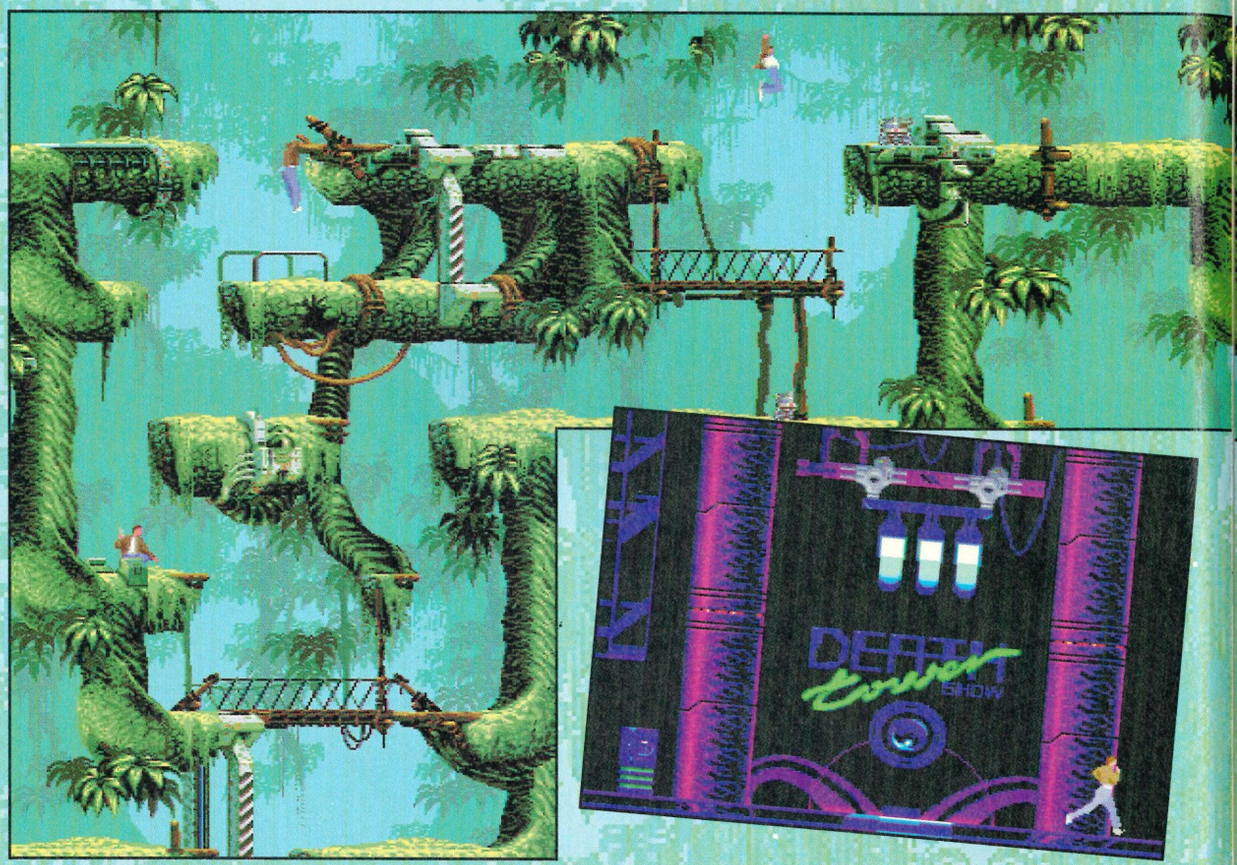
FLASHBA

MEGA DRIVE

Conrad Hart: a graduate of the GBI (Galaxian Bureau of Investigation), and described by many as being rather cool. Having stumbled across one fact too many at a recent presidential rally, Conrad was targeted by an alien sniper. Fortunately, just before being gunned down, a magical holocube with vital details was created to suck Conrad away from the trouble.

You now take control of Conrad in a treacherous venture to unlock the secrets of the alien invasion. Their aim is to rule the world, so you becoming President of the USA should be a good place to start. Fight your way through seven treacherous levels and retrieve a confused and lost memory. The sequel to *Another World* has finally arrived, and will hopefully answer all those troubling questions about your past...



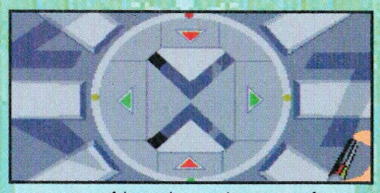
You are immediately struck by the totally awesome animation. Conrad is equipped with clever rolling and jumping techniques which have to be the most realistic sequences to appear on the Mega Drive – yes, better than *Prince of Persia*.

A tremendous opening sequence in charismatic *Another World* style sets the scene. Impressive background music perfectly suits the graphic sequences and gives a classy feeling. Atmospheric tunes accompany you with each level and the spot effects are stunning.

The backgrounds and platforms are slick and smooth, precisely detailed and lavishly coloured. Each of the seven levels are creative and predominately original. There is a noticeable similarity to *Another World*, but this was to be expected, besides the sequel is adorned with far more detail and humour.

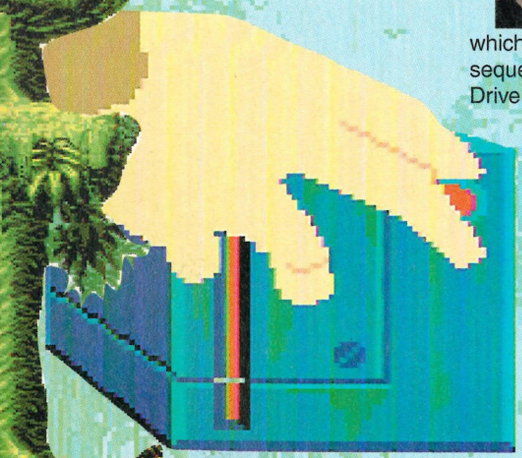
Flashback is viewed from the same side-on angle as *Another World*. The graphical sequences when you pick up items are included,

PROTIP Get familiar with the controls! Practise leaping across small gaps before attempting the longer ones.



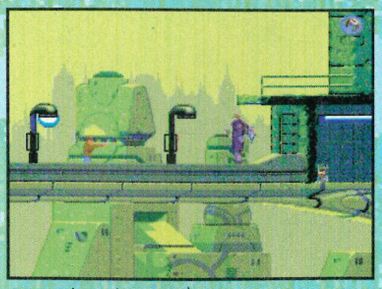
Now if this useless machine says 'refer to your nearest branch' once more, I'm going to get the Abbey Habit!

The headless hero decides to stand around and admire the impressive backgrounds for a while.



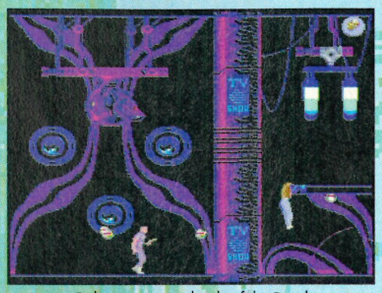
Conrad Hart, the intrepid agent in *Flashback*, is codenamed Flash.

CK

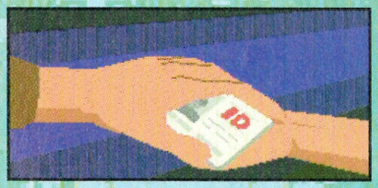


Lunar Jetman makes a guest appearance. The new and improved force-field also takes a solid blast or two.

Here is just a small taster of what to expect when you venture through the opening level.



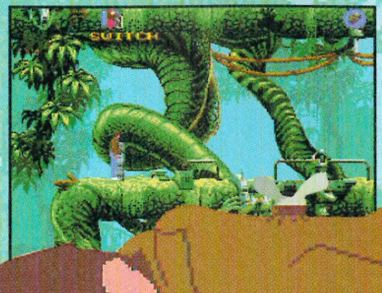
Only seven more levels of the Death Tower to explore and complete. No problem for Mr Hart, or is it?



Dodgy dealings are part and parcel of the incredible journey through time. You wouldn't want to forget your identity!

Conrad is constantly shooting at poor defenceless trees and bushes. How exciting.

"We have a winner! Conrad Hart, come on down." Go on Conrad give us a smile, you boring git.



as are the animated death screens. They're extremely impressive and equally dramatic with harrowing music to suit.

You are eased into the game quite smoothly and there are no severely testing puzzles to solve on the opening level. You are, however, brought around to a way of thinking that you'll need to develop if you're going to finish the game. Players of the original will find *Flashback* simpler to get into, but painfully addictive and involved.

The controls are ultimately simple to use. Daring leaps across huge gaps, just about reaching the other side and clinging on by your fingertips for dear life, it's all frighteningly realistic.

The new and improved gun fire sequence gives you an increased feeling of power and control over your character. It's also more realistic, with a casual revealing of your gun from the inside pocket and a fast aim and fire routine. You can also club your assailant over the head should you feel particularly nasty.

A useful and detailed inventory gives you the low-down on your possessions. Select the pick-ups, of which there are far more than in *Another World*, by using a simple icon system. Having to think about the usefulness of the items you possess gives the game added depth.

Flashback is a game that will be instantly compared to *Another World*, but it is much, much better. Highly polished in every respect, it should appeal to virtually every gamesplayer. The graphics are superb and the sound is stunningly atmospheric. Be prepared for endless hours of teasing fun, but don't expect to complete it in a hurry.

● **Jason "flasher" Johnson**

I WANT A SECOND OPINION

What a visual feast this is. I was very impressed with the graphics on *Another World* but this takes it all one step further. Admittedly, *Flashback* lacks that brooding moodiness that made its predecessor so compelling but the lush backdrops and improved sprite animation more than compensate for a loss of atmosphere. A lot of the animation has, however, been very obviously 'borrowed' from *Prince of Persia* and there are also twinges of déjà vu as the main sprite runs, jumps and climbs.

Not a game for the impatient or easily frustrated but a definiate 'must have'.

DAVE

FLASHBACK
THE QUEST FOR IDENTITY

US GOLD ● £TBA ● OUT NOW

CART SIZE 12Mbit
PLAYERS.....1
STAGES 7
SKILL LEVELS.....1
FEATURES .....continues
CONTACT
US Gold ✆ (021) 6253388

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 95%
▲ Mind blowing graphics which set new standards on the Mega Drive.
▲ Super-smooth animation and colouring that gives the game a real edge.

SOUND 94%
▲ Totally atmospheric music throughout the game along with awesome spot effects.
▲ Music that draws you into the game and regularly changes with the screens.

GAMEPLAY 90%
▲ An assortment of moves which include a clever roll and jump technique.
▼ You may encounter a few problems with the jumping, but that's it.

CHALLENGE 93%
▲ Ideal starting level which gets progressively tougher at a suitable pace.
▲ A game that combines logic with adventure in the best way possible.

PROSCORE
94%

The most impressive game to be released on the Mega Drive for ages, and a worthy successor to *Another World*.

American cart supplied by Video Games Centre ✆ (0202) 527314.

MASTER SYSTEM

In recent years, wrestling has been dragged from an obscure sport to one of the biggest crowd-pullers in the business. People are glued to their TV sets just to get a glimpse of the wrestling stars and getting hold of a ticket to see them is something to die for.

You may wonder how this has come about, especially if you can remember the dull eventless wrestling matches that used to be shown on a Saturday afternoon. Well, there are now a whole new breed of stars, that can make Giant Haystacks look like Mr Puniverse. They belong to the World Wrestling Federation and have turned the sport into a glamorised kind of pantomime where nobody really gets hurt, but it sure looks realistic!

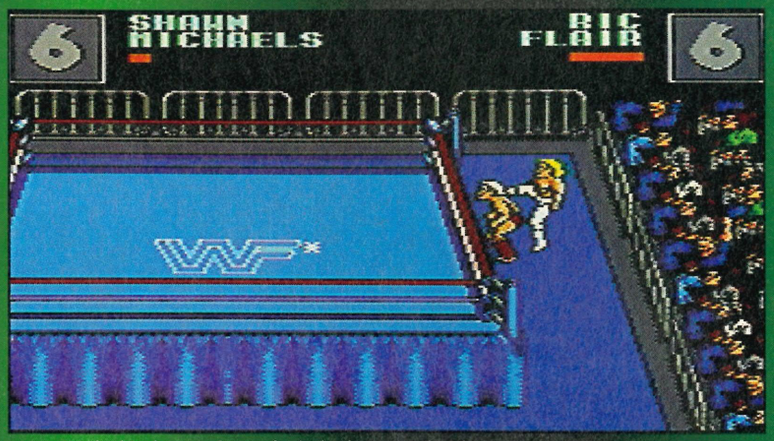
Just who are these stars? Come on, you couldn't have missed them. Well, let's just say that the main good guy is Hulk Hogan and the bad guy is the Undertaker. Oh, and they're just about to hit the Master System, so prepare yourself!

If you turn on WWF Wrestling and wonder what happened to the intro, don't despair – there isn't one! A demo shows most of the various options and then it's straight down to serious business!

Considering that this is a Master System game, there is a phenomenal amount of options to choose from. For a start, there is a simultaneous two-player mode, which is quite a rarity. Then there is the choice of playing standard wrestling, steel cage wrestling or tag team matches. A tag match is a two-on-two wrestling match where the players take it in turns to get into the ring and beat up their opponents. As well as all this, there are three difficulty levels, the choice of singular matches and a WWF tournament mode.

Although there are ten different wrestlers to select from, they all have very similar abilities, so it's merely a matter of aesthetic preference! Of course, there are the obligatory good guys such as Hulk Hogan, but unlike TV wrestling, he's not made of steel!

After you've battled your way through the options screen, it's time to get to the ring! A WWF referee introduces the match and then that's it – baptism by fire!



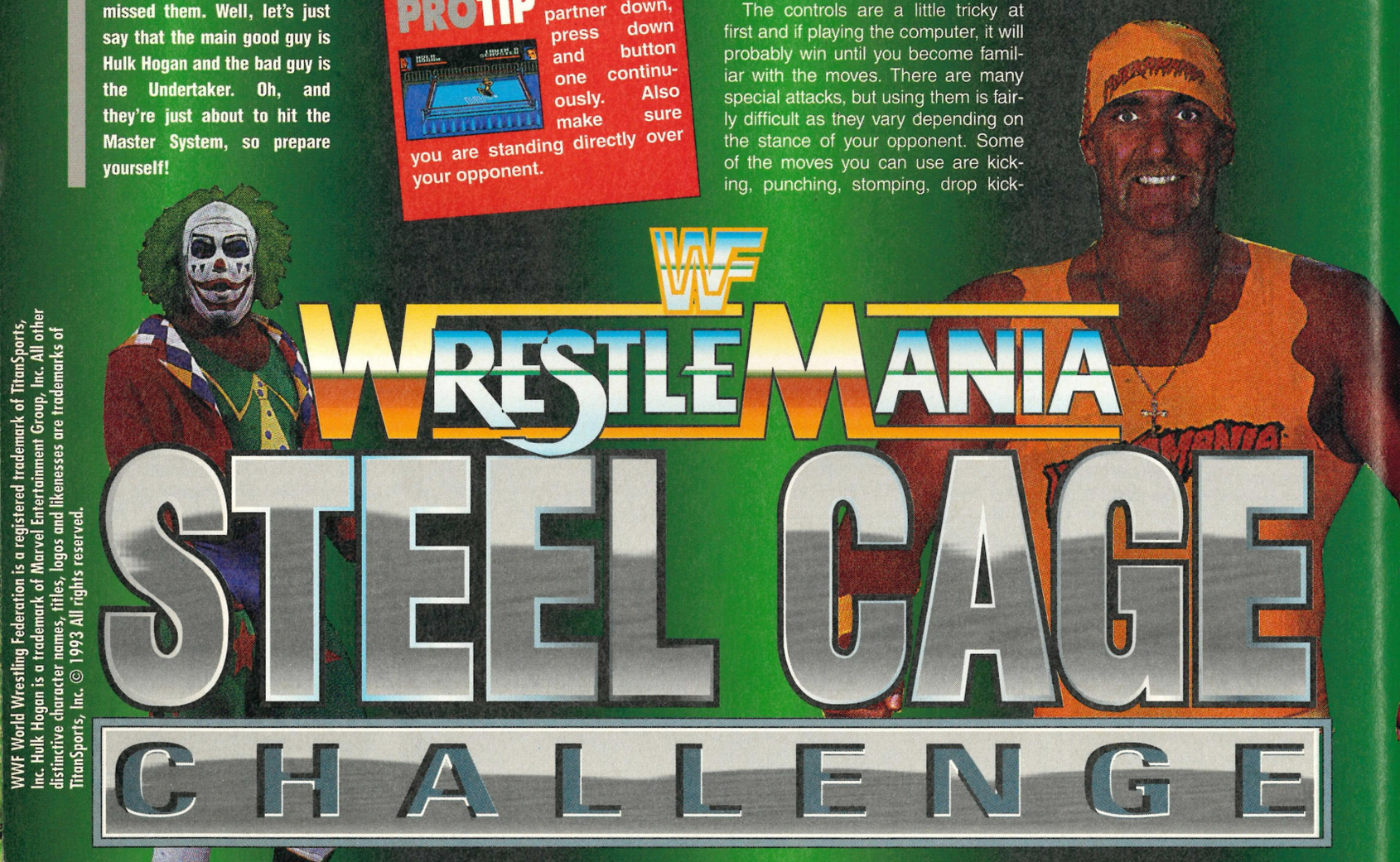
Get back in the ring, I haven't finished with you yet! These beginners eh, don't know how to play the game do they? Think they can just walk in here and take over. It's not all celebrity shopping mall openings and showing off you know.

PROTIP To pin your partner down, press down and button one continuously. Also make sure you are standing directly over your opponent.

Whether you choose to play standard wrestling or steel cage wrestling, the player's view is the same. It is almost an overview angle and the camera is set quite far away from the sprites. This makes them quite small, which is a shame as they are well animated and detailed.

The controls are a little tricky at first and if playing the computer, it will probably win until you become familiar with the moves. There are many special attacks, but using them is fairly difficult as they vary depending on the stance of your opponent. Some of the moves you can use are kicking, punching, stomping, drop kicking, shoulder-butting and pinning. If a regular match is fought, the player can only win by pinning down their opponent for more than three seconds. If the steel cage mode is your game, then victory can only be achieved by climbing to the top of the steel cage!

If there weren't so many options, WWF would probably become very boring very quickly. However, since



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Among the WWF merchandise are hats, belts, boxer shorts...and cookie cutters.

I WANT A SECOND OPINION

The overall presentation is very good. You are given plenty of the WWF stars to choose from and they're all well drawn and animated. Each has their own sinister background music to create a suitable atmosphere that complements the style of the character. This is a very authentic touch.

The wide choice is a huge factor in the enjoyment and variety. The tag team bouts have to be the best fun as the cage is relatively simple. Die-hard fans will love it.

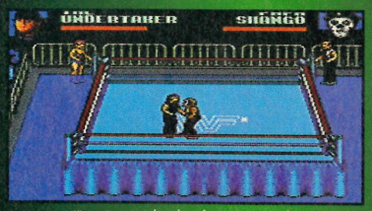
JASON

there are so many wrestlers to defeat and loads of different modes, you get a different game each time you play. Tag mode is also brilliant fun and can be played with another human player or against the computer.

Graphically, this is no masterpiece, but this isn't the main focus of the game. Obviously it would be much more interesting if the backgrounds or rings changed, but at least the different sprites are distinguishable.

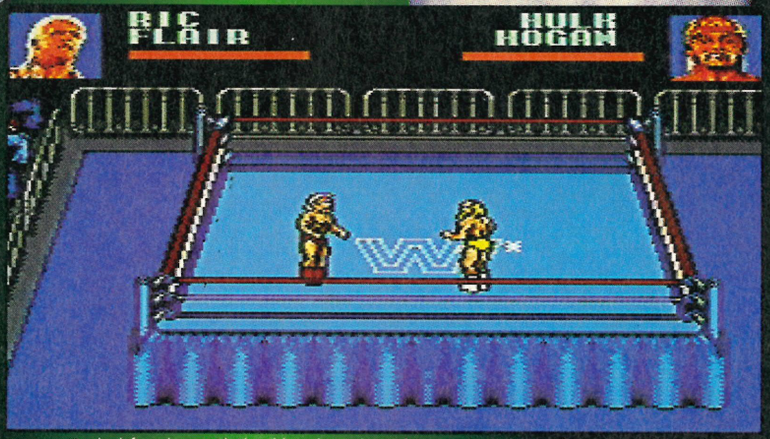
WWF doesn't have the polish of other recent MS releases like *Land of Illusion* or *Streets of Rage*, but it's still pretty good fun, especially in two player mode. If you're looking for a different kind of beat-'em-up, then you could do much worse than this!

● **Sam " Undertaker" Hickman**

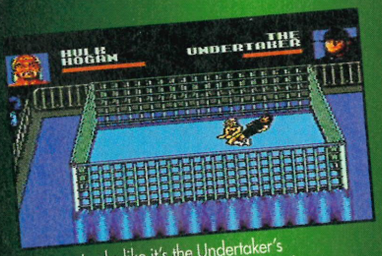


"Don't mistake that lump in my throat for emotion, it'll be your liver!" The Undertaker's favourite quote.

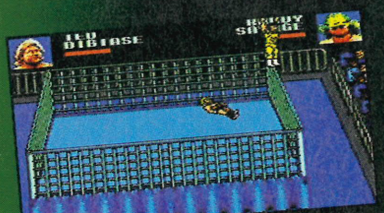
Hulk Hogan tries to pull of Papa Shanko's mask and reveal his true identity. It looks like Papa Shanko can put up little resistance to the wrestling master.



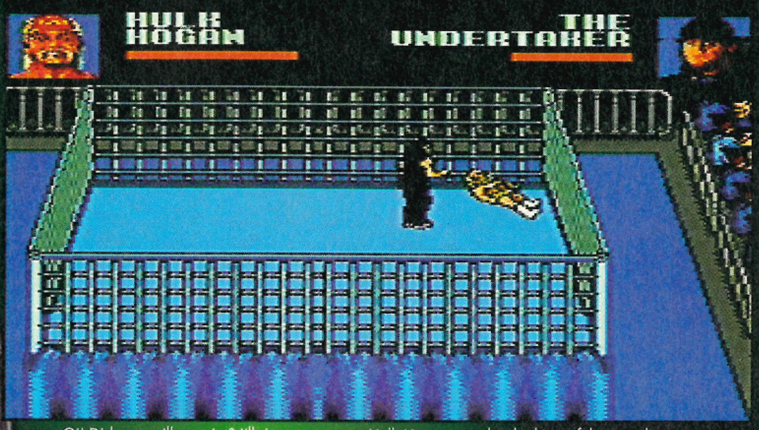
On the left we have Rick Flair, blow-drying king of LA. On the right is Hulk Hogan, sunbed extraodinaire. Whos going to win the battle of the egos? My bet's on Hulk Hogan, but that's only because the good guy always wins.



Looks like it's the Undertaker's funeral. Hogan rushes to his side for some nifty first aid.



Ha, ha you're dead and now I'm the champ! Gloating over opponents is allowed in wrestling.

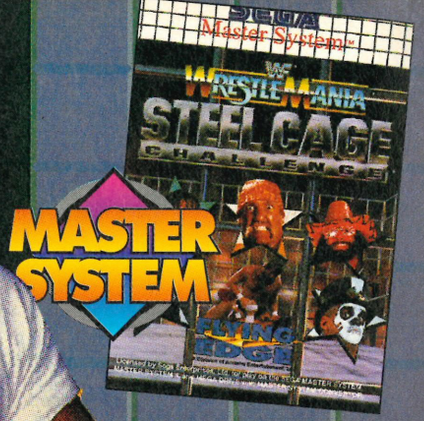


Oi! Did you spill my pint? I'll 'ave you mate. Hulk Hogan may be the king of the wrestling ring, but he's no good when it comes to those good old bar disputes. Better stick to what you know, Hulk.

One of the most repulsive wrestlers is bright pink and known as Mr Perfect.

STEEL GEAR

What a surprise! When Master System games are put through the MasterGear, the result is usually terrible. However, WWF looks good! Although the opening credits are a little too small to read, actual gameplay is great! The sprites are just about the right size for the Game Gear and the colours come across well. Great if you've got both a Master System and Game Gear!



MASTER SYSTEM

Wf WRESTLEMANIA: STEEL CAGE

ACCLAIM ● £32.99 ● OUT NOW

CART SIZE 4Mbit
PLAYERS.....2
STAGES 9
SKILL LEVELS.....3
FEATURES .....vs
CONTACT
Acclaim ✆(0962)8777788

AVAILABLE IN UK

ACTION

STRATEGY

GRAPHICS 75%

▲ Lots of different characters, all fairly well detailed although they are a little small.
▼ The setting is a bit too bland, there are no ring changes or stadium changes.

SOUND 78%

▲ Each character has his own theme tune and some are instantly recognisable!
▲ Other tunes are a fairly average effort for the Master System, but nothing spectacular.

GAMEPLAY 80%

▲ Loads of different special moves and lots of different modes to choose from.
▼ Controls are a bit difficult to get used to, but, once mastered, will be second nature.

CHALLENGE 82%

▲ Tournament mode is the best challenge with over nine opponents to defeat!
▲ Tag mode is fairly difficult and all modes can be altered to suit ability.

PROSCORE 79%

If you're looking for a beat-'em-up, then this isn't the best, but it can certainly hold its own.

MEGA DRIVE

The Flintstones had a brief flirtation with the Master System over a year ago, but after a slagging off left right and centre, they bid a hasty retreat. Now they're back in an all-improved cartoon platform adventure!

Fred is a bit of a bungler at the best of times, but he's in his biggest pickle to date. There seems to be a burglar in the quiet town of Bedrock who has gone and stolen Wilma's, Betty's and Barney's favourite possessions. Although Fred's best friends know he isn't the culprit, they've elected him chief object-finder. Among the missing objects are Barney's lucky fishing hook, Betty's necklace and even Wilma and Fred's daughter, Pebbles!

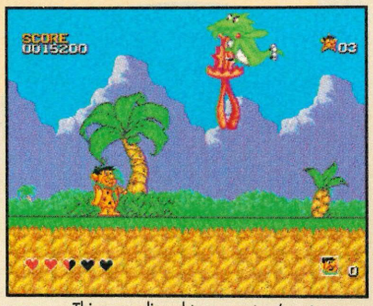
Well, Fred is more than slightly peeved about this, but one thing's for sure: there'll be no more Bronto Burgers until he returns with the goods!

With cartoon characters being so popular game heroes these days, it's a wonder that Fred wasn't snapped up and bunged onto an MD cart ages ago. The Flintstones is among the most popular classic kiddies' cartoons ever made and even before the cartridge is slotted in, it has a lot to live up to.

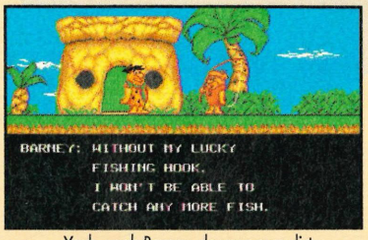
Thankfully all fears are dispelled as soon as the first screens appear. The characters look exactly as they do in the cartoon and the scenery is bright and garish – as in the real Bedrock! There's a choice between difficulty modes the difference between them is astounding. Easy mode allows you to saunter through the levels, but hard mode has loads more enemies and tougher gameplay! This makes for a harder-than-average platformer.

In each level, a specific object must be recovered. However, the aim of each task is not to find the hidden object, but to defeat the level guardian who, when defeated, will release the lost object. Fred can then take it back to Bedrock, return it to the rightful owner and gain some brownie points!

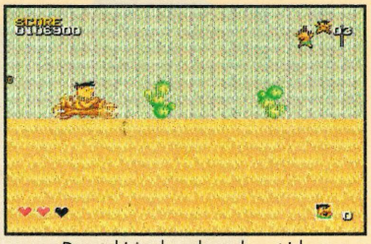
Although this may seem like a simplistic kid's adventure, the game is far from it. In the first level alone there are four different scenarios. This helps distract the player from thinking that it's just an ordinary platform game.



This green lizard-type creature's got a mean look on his face, but it only takes about five hits to destroy him.



Yeah, yeah Barney, do your own dirty work! Cheeky blighter. I don't know, young people these days.



Desert driving has always been tricky, although Fred seems to think he's got it perfected.

Fire underwater? How can this be? Oh well, that's cartoons for you! Run away quickly or be turned to ash!

In level two, you'll have to use your expert navigating skills to find your way.

game.

Each level has a different theme and there are six levels altogether. Fred has various abilities, from underwater swimming to off-road stone mobile driving, with different games playing skills required for each. As in most aquatic platform games, the underwater level is fairly difficult to control due to strong currents, although the sprite itself is fairly easy to manoeuvre. Apart from jumping and clubbing enemies to death, Fred can also climb the side of platforms. He is a fairly slow mover, but then that's half the fun. It wouldn't have been the same if he uncharacteristically whizzed through each level!

Although *The Flintstones* takes many of its ideas from other platformers, it's original enough to keep interest high after the initial novelty has worn off. The graphics are very appealing, with lovely big sprites and great use of colour. Sound is pretty average and could have been enhanced were it more like the cartoon soundtrack.

Fred should keep most sort of games player occupied for a fair while. However, since The Flintstones have an obvious appeal to kids, this is bound to attract the younger player. While other platforms are becoming very serious and arty, this is a breath of fresh air!

● Sam "Wilmaaaaa!" Hickman

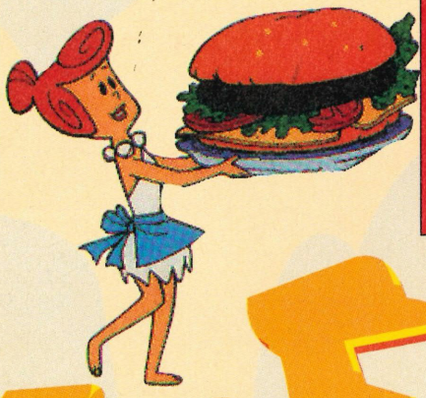
PROTIP If you see any funny egg-shaped objects, run past them, then turn back round and hit them. A prehistoric bird will emerge and take you for a spin!

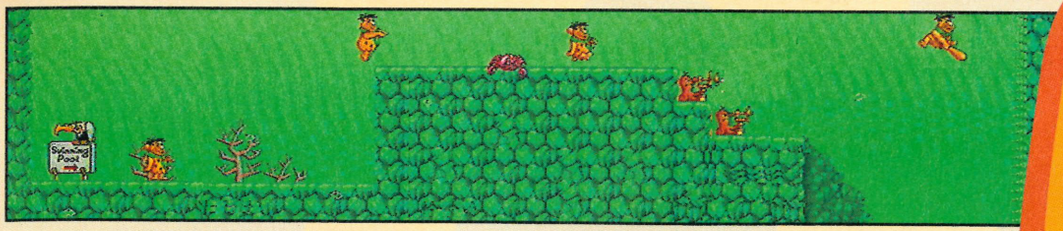
I WANT A SECOND OPINION

There's a definite cutesy atmosphere about this. The *Tiny Toon Adventures* style has been copied and although not quite as polished as the Konami game, there are a lot of nice touches. The graphics are colourful and have plenty humour about them. Fred Flintstone is well drawn and fairly wacky, but controlling him can be annoying at times.

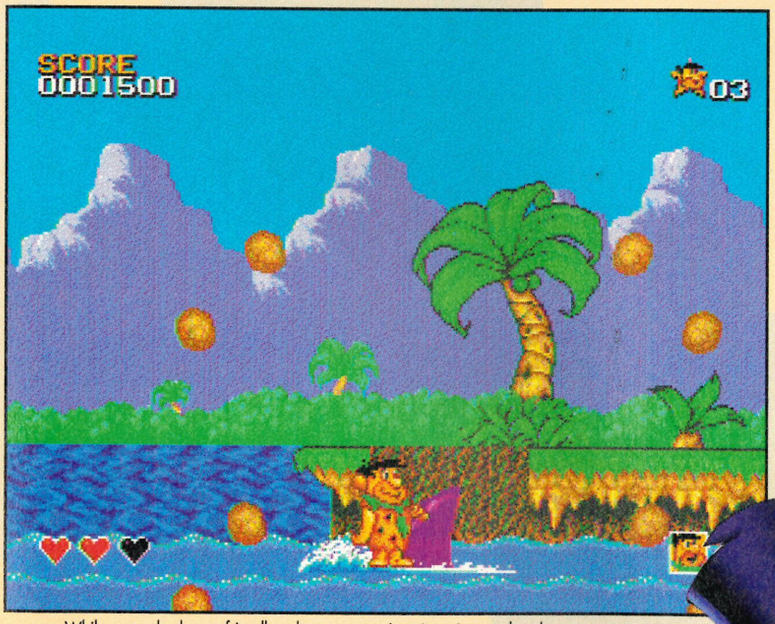
The addition of three skill levels is thoughtful, but it would be advisable to play on at least the normal setting as the easy option is too simple and un-challenging. There is nothing spectacular about this platform game, but younger players are likely to find it fun.

JASON





This dino-beast appears at the end of level two. To get rid of him, bash the clams that he summons from the depths. They will then turn against him and after about three million hits, he'll eventually cop it!



While some sharks are friendly, other ones can't wait to rip your head off! The one above decides to give you a lift over the water, only to drop you into the jaws of a killing machine.

THE FLINTSTONES

SEGA ● £39.99 ● OUT JUNE

CART SIZE 4Mbit
PLAYERS.....1
STAGES 5
SKILL LEVELS.....3
FEATURES .....n/a
CONTACT

Sega ✆ (071) 3733000

AVAILABLE IN UK

ACTION — **STRATEGY**

GRAPHICS 82%

▲ True-to-life sprites and a larger than life Bedrock all make for a brilliant fun adventure.
▲ Backgrounds and scenarios change very quickly, ensuring that there is plenty of variety.

SOUND 80%

▲ Lots of different tunes and each level has its own theme tune with loads of spot effects.
▼ All the tunes provide the same atmosphere and don't change with the differing situations.

GAMEPLAY 78%

▲ Loads of bonuses, pick-ups and other strange creatures to be discovered.
▼ A little slow at times, although this only affects gameplay in certain places.

CHALLENGE 79%

▲ It's as difficult as you want it to be, as the three different difficulty levels are clearly tiered.
▼ Once all the baddy positions are worked out, it will be completed quickly.

PROSCORE 79%

A humorous adventure that should keep you engrossed for hours – even if it may prove to be easy.

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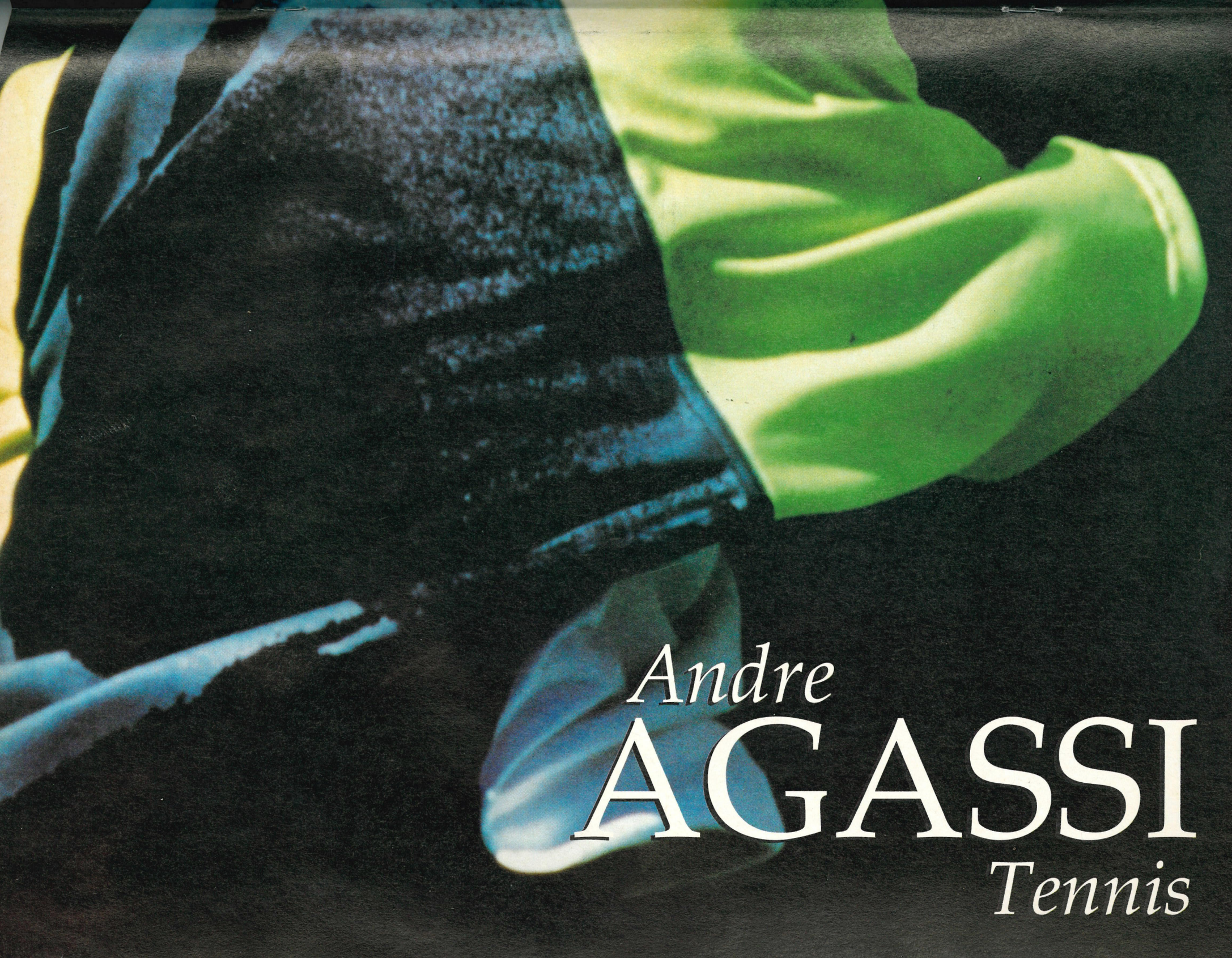
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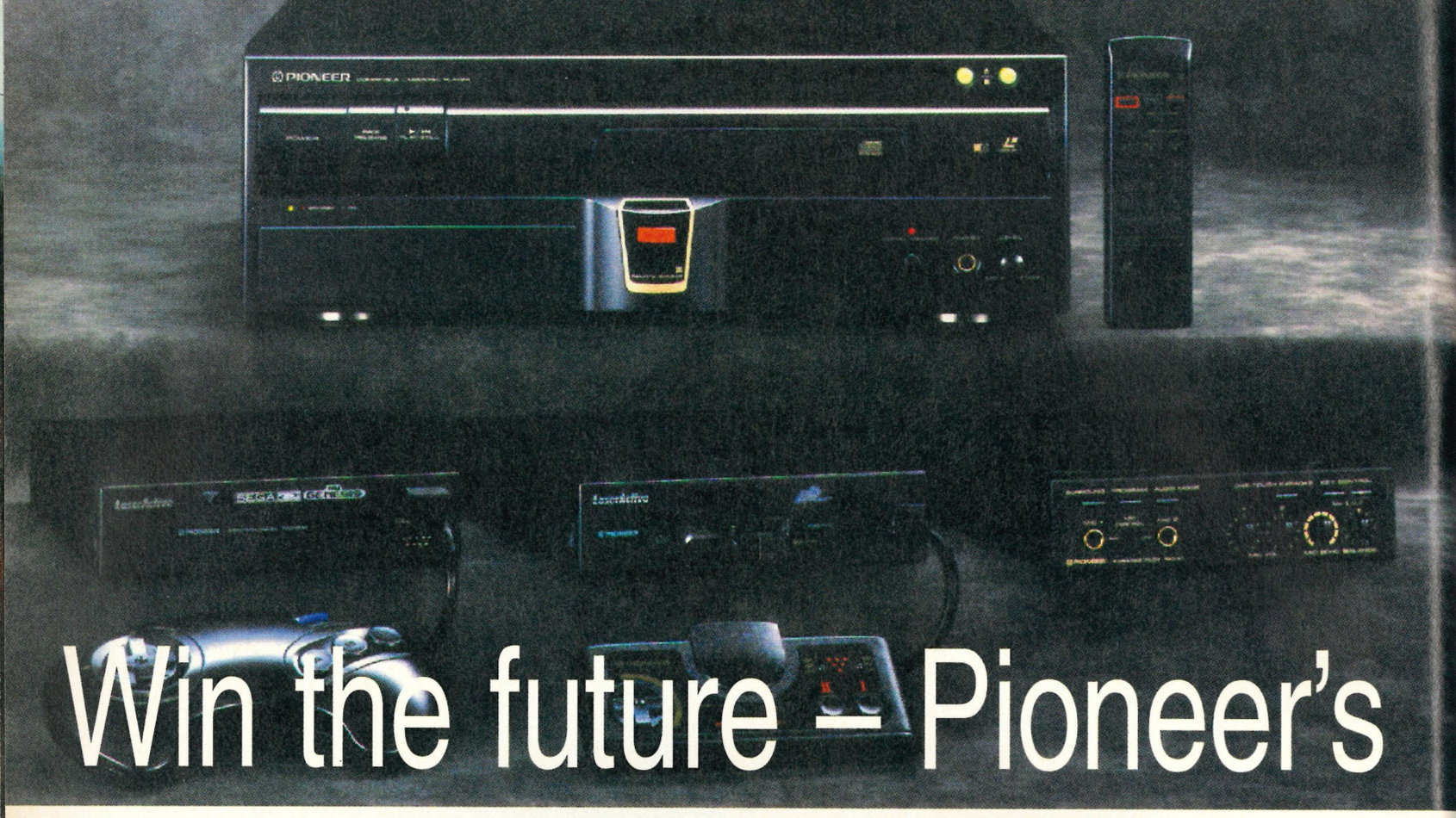

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BATTLETOADS

TRADEWEST ● £39.99 ● IMPORT

CART SIZE 8Mbit
PLAYERS.....2
STAGES 6
SKILL LEVELS.....1
FEATURES .....n/a
CONTACT

see importers

AVAILABLE IN USA

ACTION
STRATEGY

GRAPHICS 55%

▲ The Battletoads are large, very colourful and animated well.
▼ The rest of the graphics are gruesome, very dated and extremely boring.

SOUND 87%

▲ Contrary to the graphics the sound has been thought out and helps atmosphere.
▲ There are many different tunes and all are fairly rock-oriented.!

GAMEPLAY 35%

▼ Starts off fairly interesting, but becomes tedious as gameplay remains the same.
▼ There are no choices between toads, no difficulty levels and no bonuses at all.

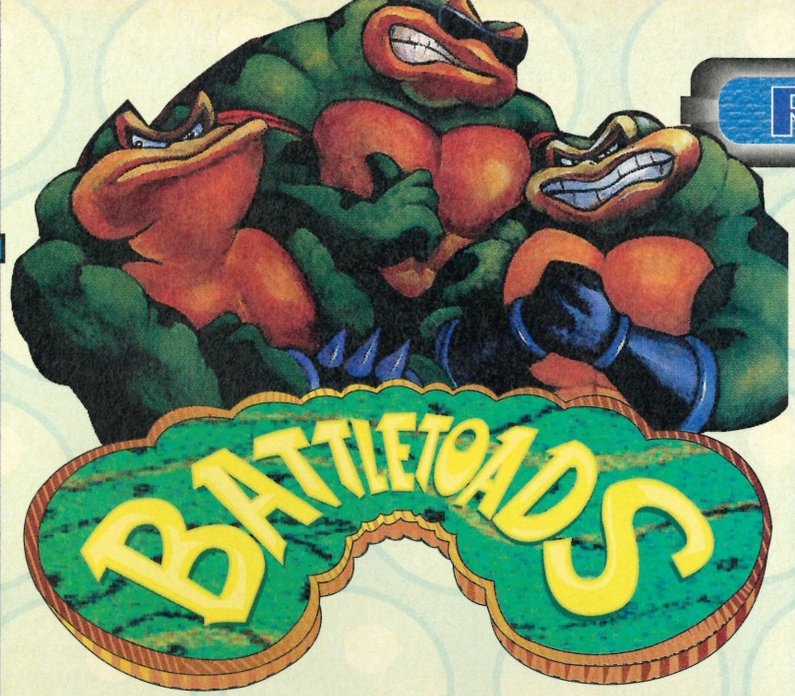
CHALLENGE 60%

▲ There is a very well staggered difficulty curve, but you will probably have lost interest by then.
▼ As the gameplay is so tedious, any challenge there is soon loses its appeal.

PROSCORE

39 %

This will soon be forgotten and a good job too. Even fans will find it hard to appreciate this one.



Battletoads? I've heard of some unlikely heroes in my time, but this lot really take the biscuit. Whoever heard of toads engaging in gory battle for the good of all humankind?

Although the toads do seem to be rather unusual characters, they bear an uncanny resemblance to the current masters of super heroism, the *Teenage Mutant Ninja Turtles.* Surely a clone could not have reached these shores already? Hopefully not.

The storyline is much the same as the heroes in a half-shell; the Dark Queen has kidnapped the most beautiful girl in the world (yawn) and it's up to the toads to save her. It's going to be a tough job, but no self-respecting Battletoad would turn the challenge down. If in doubt, just remember their motto: "Battletoads get real MAD and then they get EVEN!"

Among the many monsters you'll encounter, this is one of the most evil. You can't see it, but you can certainly feel it!

PROTIP After you've terminated the Boss Walkers, you can pick up their legs which can then be used as a weapon against other enemies.

This is plan A and it's what the toads are going to stick to. Anyway, they haven't got a plan B.

Some fairly bland scenes introduce the player to *Battletoads*. The evil queen snarls a few words out and then it's straight back to the control room for your orders. No sooner are these given before the toads are crash-landed onto the strange land of Ragnarok to begin the action.

The first enemies to encounter are the psycho-pigs. They may sound like something out of a Mad Max movie, but they are complete wimps. They look very dated (as do all the graphics in *Battletoads*) and only move from left to right. One side-kick from your toad and the unsuspecting pigs are splattered before they can say "apple sauce"!

All the enemies on screen have to be killed before scrolling onto the next screen. This is unfortunate, as it highlights the slow scrolling method that has been used. It makes gameplay very frustrating and generally highlights the dated style of the game.

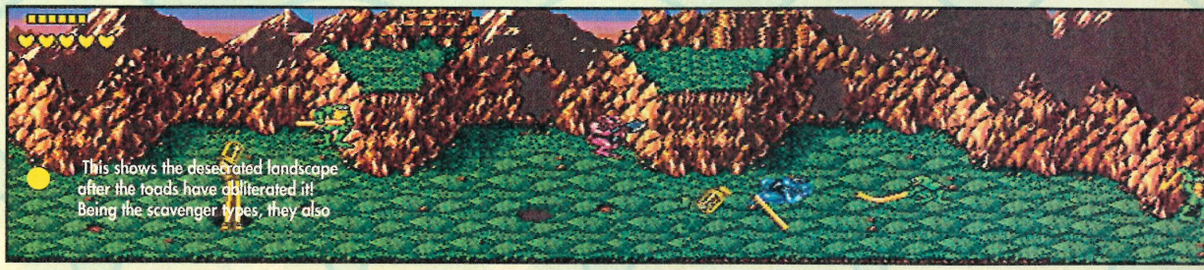
The action doesn't seem to become any more engrossing in later levels either. Admittedly, enemies are much harder to dispose of and they cause more damage, but that's about as far as it goes. Even two-player mode isn't that much fun. There are no differences at all from one-player mode, so there's not enough action to keep interest levels high.

After some serious hype, this is an all-round disappointment and it must be one of the most boring games I have played in a long time. What more can I say? If the choice is either this or *TMNT*, I know which one my money's on.

● Sam "toady" Hickman

After picking up one of the Boss Walker's legs, you can then destroy any psycho-pigs with one fell swoop!

Little does this toady know that he's about to be frazzled. Those funny boxy things are actually electrical chargers!



This shows the desecrated landscape after the toads have obliterated it! Being the scavenger types, they also

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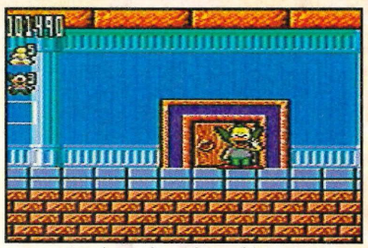
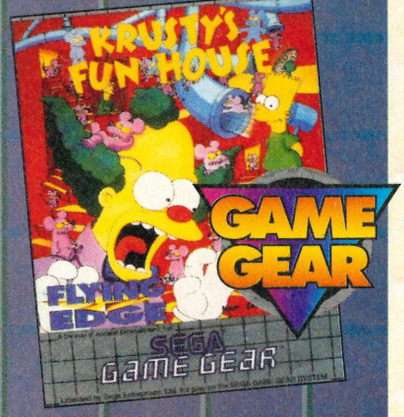
Hey Bart, wanna catch some rats man? OK just stand there then, see if I care.



Standing in front of one of these doors causes Krusty to snarl "Hi Kids" like a child molester.

Hey Krusty, don't you think it would be easier to spend a few quid and hire the pest control?



KRUSTY'S FUN HOUSE

FLYING EDGE ● £29.99 ● OUT MAY

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....16
SKILL LEVELS 1
FEATURES ...password
CONTACT

Acclaim ✆ (0962) 877788

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 90%

▲ Detailed sprites and backgrounds like this are seldom seen on the Game Gear.
▲ Smooth scrolling and very amusing animated traps provide humour.

SOUND 78%

▲ A few bits of sampled speech together with some good spot-effects and tunes.
▼ Some of the music can get annoying after a long playing session.

GAMEPLAY 77%

▲ The reversed *Lemmings* theme works well and the addition of platform action is a bonus.
▼ Can become very frustrating if you grind to a halt on a rather difficult level.

CHALLENGE 75%

▲ Some very difficult levels will keep you up all night until you complete them!
▼ Once you've completed the game, there's nothing for you to come back to.

PROSCORE

77%

A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while.

GAME GEAR

Krusty the clown has a very big problem. His Fun House has been invaded by an army of rats! Krusty has set up a number of traps around his house and invited the Simpsons to man them, ready for the first rat to wander into their death-inducing jaws.

The only problem, now, is that he needs some help to get them to the traps. This is where you come in. You have to control Krusty so the pesky little rats will walk blindly into the traps. The rats will climb over anything smaller than they are, so you may have to give them a helping hand to get over some of the obstacles in the Fun House and then lead them to the traps like lambs to the slaughter!

Krusty's Fun House has been converted for the Game Gear from the Master System. The aim of the game is still the same: lead the rats to the traps in each level and kill all of them before moving onto the next stage. When you complete all the rooms in one level, you're given a password that lets you continue from the new level every time you play, so you don't have to keep playing from the very beginning.

There are other objects in the Fun House that will hurt Krusty. Snakes are the biggest problem but can be killed by throwing one of Krusty's custard pies at it, while the acid drops that fall from the ceiling can only be dogged.

Some other items in the Fun House can be used to ferry the rats to their death; pipes are normally more of a hindrance than a help, fans push the little blighters through the air into traps or pipes and blocks can be used to make steps for the rats to climb.

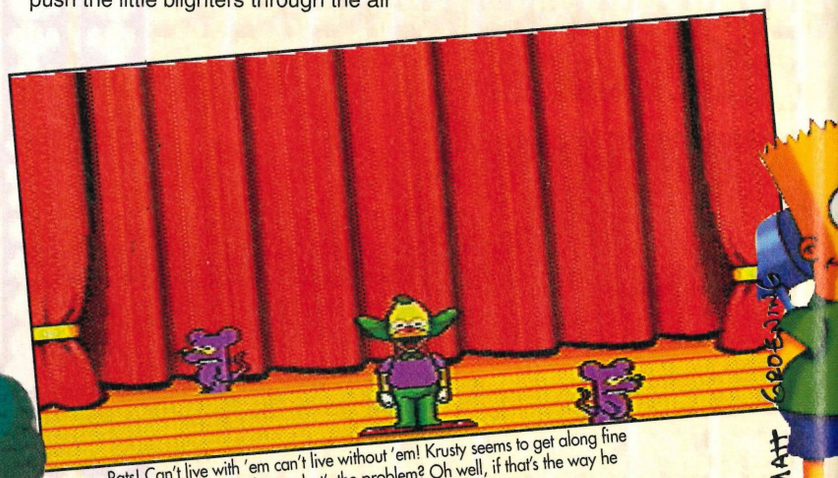
Most of the original levels are present with a few alterations and additions to some of the later stages, but the game is more or less exactly the same as its Mega Drive and Master System counterparts. The graphics are very good for the Game Gear. The sprites are crisp, the backgrounds are detailed and the scrolling is smooth.

The sound is excellent on the hand-held and even includes a few choice samples of Krusty. The only bad thing that can be said about the sound is that the music can become extremely annoying after a while.

The game is still very addictive and is well suited to the Game Gear . It should keep many people happy on one of those long car journeys.

● **Dino "rat" Boni**

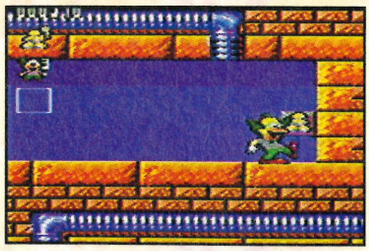
PROTIP Before you start to tackle a problem, find the rats, the trap and any blocks on the level then work backwards from the trap. This will make things a lot easier than jumping straight into a stage without thinking about it.



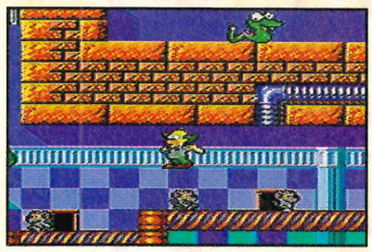
Rats! Can't live with 'em can't live without 'em! Krusty seems to get along fine with these ones though, so what's the problem? Oh well, if that's the way he wants it, then they'll have to go!

The Simpsons cartoon is now shown in six different languages worldwide.

I'm going to Barbados.... Oh dear, Krusty's had a bit of a bump on the head.



Using the many blocks that are strewn around, Krusty can stop the rats from escaping.



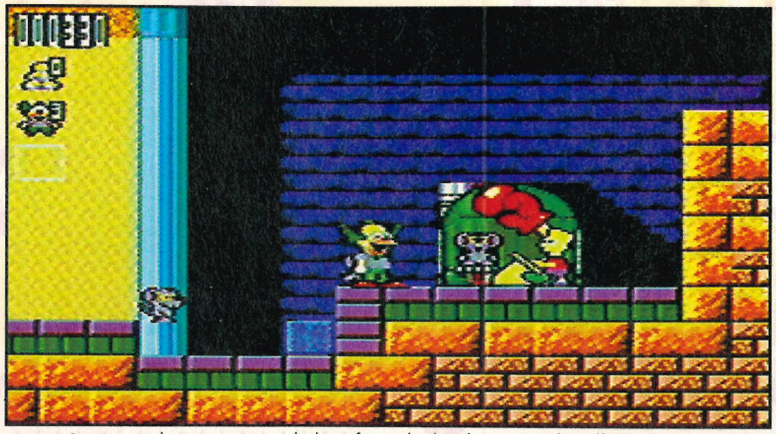
Those **@&* rats! Just when you thought they were gone, they pop up from nowhere!

MASTER SYSTEM

Oh no! Krusty, the nation's most creepy clown, is back! This time he's invaded the Master System! Krusty belongs to the notorious family of characters in The Simpsons. These lot are more than a little known for causing mayhem wherever they roam and Bart often pops over for an afternoon of mischievous mayhem at Uncle Krusty's house!

At the moment, Krusty needs him more than ever. His fun house has been mysteriously infiltrated with hordes of rats and he just can't get rid of them.

The rats are steadily taking over every part of the building and although they are multiplying at a fast rate, they are also extremely stupid. What Krusty needs to do is to lure them into a trap and then squash the blighters!



Bart is a mischevious monster at the best of times, but here he surpasses himself! He's in his element when he's in charge of the rat squasher and doesn't it show!

Krusty's Fun House has been out on the Mega Drive for a good six months now and a fine game, it's still. Initially, there don't seem to be any changes from the MD version, except that the intro sequence is much shorter.

The aim of each level is to steer the rats to Bart's rat squasher. Although this is primarily a puzzle game, *Krusty's* also has some platform gameplay too. There are a few enemies scattered around each level, but these seem to be there to put you off rather than to cause any real damage.

There are 16 stages spread over four different levels. As ever, the first few stages are very easy, but this gives the player a chance to check out contraptions used for capturing the rats! These vary from blocks, which can be picked up and then dropped anywhere around the level, to blowers, which suck up vermin.

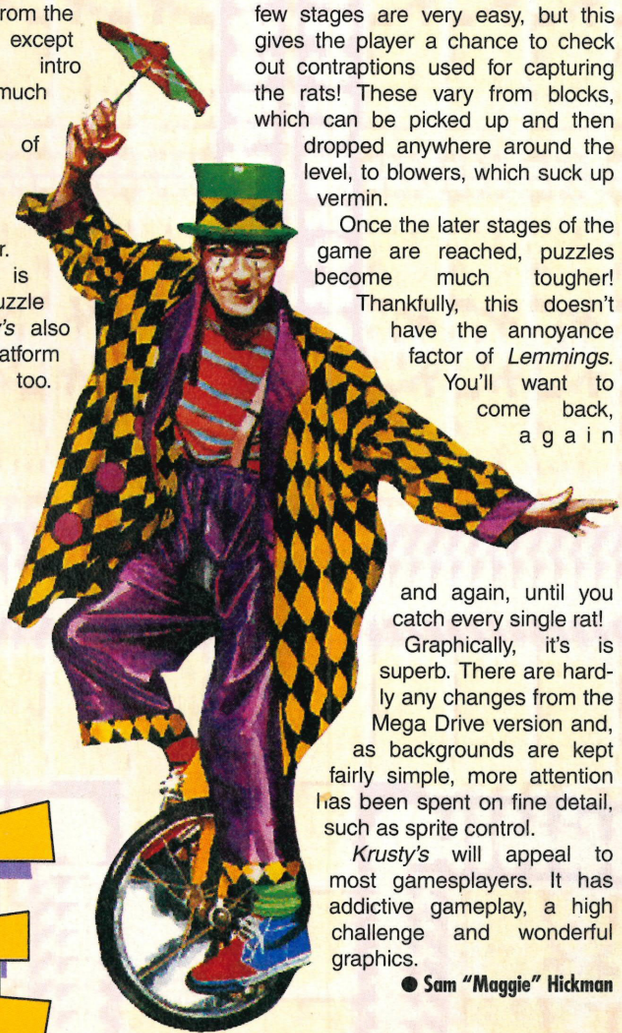
Once the later stages of the game are reached, puzzles become much tougher! Thankfully, this doesn't have the annoyance factor of *Lemmings*. You'll want to come back, again and again, until you catch every single rat!

Graphically, it's is superb. There are hardly any changes from the Mega Drive version and, as backgrounds are kept fairly simple, more attention has been spent on fine detail, such as sprite control.

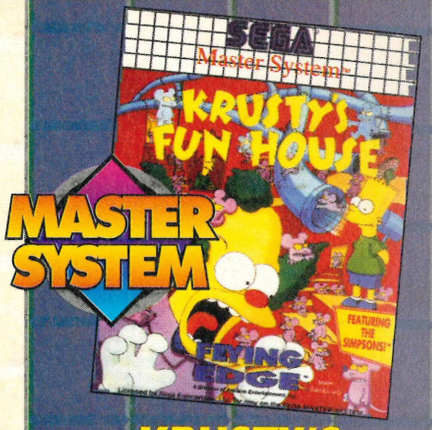
Krusty's will appeal to most gamesplayers. It has addictive gameplay, a high challenge and wonderful graphics.

● **Sam "Maggie" Hickman**

PROTIP Don't forget that most of the blowers have holes in them which need to be covered with blocks – otherwise the rats will escape!



The Simpsons has the highest rating on Sky TV.



KRUSTY'S FUN HOUSE

FLYING EDGE ● £32.99 ● OUT MAY

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....16
SKILL LEVELS 1
FEATURES ...password
CONTACT
Acclaim © (0962) 877788

AVAILABLE IN UK

ACTION / STRATEGY

GRAPHICS 90%
▲ No noticeable changes from the Mega Drive version and lovely cartoony graphics.
▲ Each stage manages to look fairly different from the last with detailed sprites.

SOUND 80%
▲ Thankfully the infamous "Hi kids" speech sample hasn't been left out of this version!
▲ Quite a happy, jolly tune that fits perfectly with the style of game.

GAMEPLAY 82%
▲ Engrossing fun right from the start, with a very smooth control method.
▲ Lots of pick-ups in each level and many puzzles to solve!

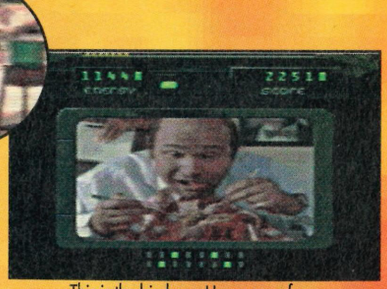
CHALLENGE 80%
▲ Some brilliant introductory levels, even though they are too easy!
▼ Later levels offer a reasonable level of challenge for experienced players.

PROSCORE

84%

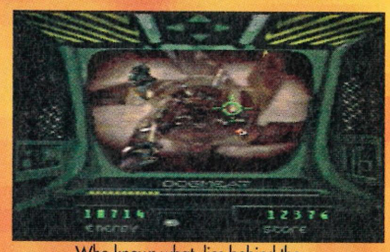
***Krusty's* is one of the better puzzle games on the MS. A brilliant adventure throughout containing tons of challenge.**

Sewer Shark



This is the big boss. He pops up from time to time to dish out the orders! Do what he says or you're dog meat, matey!

Follow the arrows that are shown above the cockpit, or you're likely to get totally and utterly lost.



Who knows what lies behind the green door, as Shaky once said. Whatever, it's not likely to be very nice.

Meet Ghost, the main character in the game. He's the guy who's been employed to do all the nasty stuff, like blasting monsters.

MEGA-CD

The nuclear holocaust was a nasty thing. Nearly the entire population was wiped out by the raging inferno, shock waves and radioactive fall-out. The few who survived sought refuge in the intricate sewer systems of their cities, hoping to salvage some sort of life from the rank tunnels.

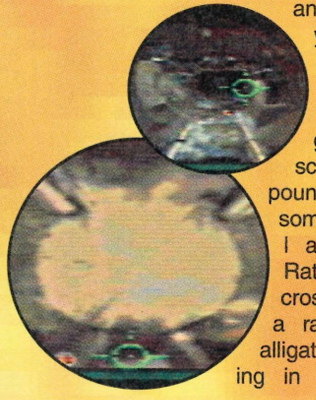
Life went on and over the next few decades, food was in such short supply that a network of high-speed transport crafts were employed to run supplies to and from the underground cities using the network of tunnels that survived the war. At the same time, the creatures that survived the holocaust in the sewers have inter-bred to produce some very nasty mutants that inhabit the sewers.

You are called up to fly a Sewer Shark with a veteran co-pilot who goes by the name of Ghost. The supply missions await you; the supplies must get through. If they don't, hundreds will die and that's not the sort of thing that a sewer jockey likes to think about.

A lengthy, full-action, mini-movie prologue introduces you to the scenario. Your co-pilot, Ghost, is a veteran of the sewers and knows every little twist and turn in the highly dangerous tunnels. Your craft is affectionately named the Hole Hawg. It's a customised Exterminator-class Sewer Shark with twin cannons, hydrogen flares – used to explode the dangerous sewer gases that build up- and an intercom link back to base.

As well as completing your primary mission of flying supplies from city to city, you must kill any vermin you see in the tunnels. Each one gives you a score in pounds, with some of the larger Ratigators (a cross between a rat and an alligator) weighing in at 10,000 pounds! However, a bit of you precious energy is used up each time you fire.

PROTIP Launch your hydrogen bombs as soon as the red indicator light flashes, or you'll end up as fried shark steaks!



Some of these nasty critters will drain your energy if they get a hold on you and after a while, you'll need re-charging. There are a few re-charging points along every mission, but you have to be lightning quick to spot them and then turn into them before you shoot past like a gun in a barrel.

There are loads of filmed sequenced between stages where you are given progress reports and new missions. Controlling the navigation seems to form the nucleus of the gameplay. The proceeding three turns that you must take are called out over your radio intercom. If you miss a turn, you'll be sent back to the very start of the game. There are no continues and no saves.

Sewer Shark is a credible release that shows the potential of CD games without having compelling gameplay. Bodes well, though.

● **Dino "dogmeat" Boni**

Sony Imagesoft produced the game in the States, but Sega brought it to the UK!

SEWER SHARK

SEGA ● £39.99 ● OUT MAY

CD ACCESS .very fast
PLAYERS.....1
STAGES 5
SKILL LEVELS.....1
FEATURES.....none
CONTACT
Sega ✆ (071) 3733000

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 82%

▲ The interactive tunnel sections are realistic and provide authenticity.
▼ The limitations of the Mega-CD palette cause blurry and grainy footage.

SOUND 70%

▲ Speech sounds just as you'd expect from a futuristic post-war environment.
▼ With a full CD, you'd think that a radio-select soundtrack system could have been introduced.

GAMEPLAY 74%

▲ Flying through tunnels is quite intense and a real feel is gained for the mission.
▼ The lack of variety and monotony of shooting same mutants soon becomes apparent.

CHALLENGE 86%

▲ The lack of continues adds to the intensity as you just can't afford to die!
▼ The mutants can't do much damage as long as you shoot at them and use the re-charges.

PROSCORE 75%

This new type of game only made possible with the use of the CD. It's very atmospheric, but there's very little variety in graphics or gameplay.

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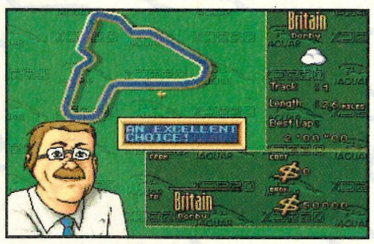
JAGUAR XJ220

How would you like to own a Jaguar XJ220? Only 350 of these cars have been made – and it's the most powerful car to come out of England since... well, EVER! With a top speed of over 200mph and acceleration that would leave Porsches in its wake, this car is guaranteed to attract traffic cops (particularly because it's only supposed to be used on race tracks!).

Yeah, I know, we're talking serious dream territory here, but even if you can't get your hands on the real thing, Sega have come up with the next best option. One of their first UK releases for the Mega-CD puts you slap-bang behind the wheel (or rather the boot) of one of these asphalt-eating beasts. Your only aim: to be faster than all the boy-racing graduates around you. There's only one problem: they know how to drive their cars, and you haven't got a clue. Still, even if you smash this one up, there are another 349 Jaguar XJ220s waiting to pounce onto the track.



Who's this furry old codger? More to the point, what's he got to do with my race? Nothing, that's what!

Okay, let's get one thing straight. There aren't that many brilliant racing games on the Mega Drive; most are either road racers (*The Duel, Road Rash, Hard Drivin'*), arcade variants (*F-1 Grand Prix, F-1 Circus*), or just abysmal (*Ferrari GP, Fastest 1*). After so many attempts, only Sega's *Super Monaco* games and EA's recently released *Lotus Turbo Challenge* spring to mind. It's ironic, considering Sega probably spent the equivalent of Mozambique's national budget promoting the European Grand Prix last month.

It also seems odd for them to throw one of these games onto CD (a medium that isn't exactly sweating at the sight of another arcade game). Okay, so it's not strictly shovelware, but those of you who've played *Lotus Turbo* will immediately feel at home behind the Jaguar.

What the CD version does allow is lots of options. Here you can choose one- or two-player, Grand Prix, World Tour, Practise or Track Editor modes. The latter, I imagine, is where the Mega-CD is so useful. You can also fiddle around with the music, lengths of the tracks and transmission of the car (auto or manual).

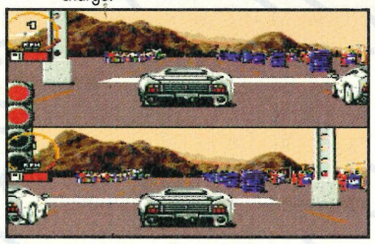
PROTIP Make sure you get off to a good start. If you don't you'll have no chance of catching up later on.

After testing out the Jag on a few practise laps (which should save you a few quid in repair bills), you can enter the real thing.

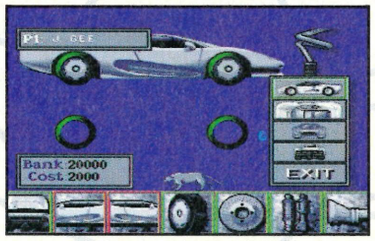
Gameplay is as you'd expect for a game based on this Jaguar: ie, scorchingly fast and totally uncontrollable to start with (hence the practising!). This is probably due to the Mega Drive not having to worry about CD-based routines like music – it certainly *feels* much faster than Lotus. Of course, this could also be due to the dreary graphics: try driving into a "slab" of crowd and you'll bounce off them.

Jaguar is undoubtedly better than *Lotus*, but I'm sure it could have been fitted on a cart. To see this as a game to promote the Mega-CD is a joke. C'mon, Sega, let's *really* push the Mega-CD.

Pit stop! This is no where near as fast as the real thing though! Changing tyres could take all day with these lot in charge!



Two-player mode is probably the most fun you're going to get on Jaguar XJ220. Even that's not much fun!



Even if you come last, you'll still win a bit of money! This can then be used to buy new parts for your clapped out banger.

The jaguar is one of the fastest land animals in the world.

JAGUAR XJ220

SEGA ● £44.99 ● OUT NOW

CD ACCESS.....slow
PLAYERS.....2
STAGES 16
SKILL LEVELS.....1
FEATURES ....RAM save
CONTACT
Sega ✆ (071) 7278070

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ACTION
STRATEGY

GRAPHICS 75%

▲ Some impressive close ups of the car and loads of variety in the tracks.
▼ No extra content or special effects that the Mega Drive couldn't do by itself.

SOUND 80%

▲ A special screen allows the player to select their own tune from a choice of six, a la *Out Run*.
▲ There are tunes to suit every mood, and the sound effects are realistic!

GAMEPLAY 78%

▲ Track editor mode allows you to change the difficulty of the game and add extra obstacles.
▼ Unrealistic gameplay. If you crash into barriers nothing happens.

CHALLENGE 80%

▲ World Challenge mode is tough, with some extremely fast opponents.
▲ Grand Prix mode is also a real challenge as there are so many cars to compete against.

PROSCORE 72%

If you're expecting a supercharged version of *Lotus Turbo Challenge*, you'll be severely disappointed.

WOLFCHILD

SEGA ● £39.99 ● OUT NOW

CD ACCESS.....slow
PLAYERS.....1
STAGES 9
SKILL LEVELS.....3
FEATURES .....n/a
CONTACT
Sega ✆ (071) 7278070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 70%

▲ Some lovely big images with fairly good detail and thoughtful use of colour.
▼ With a whole CD to fill, they should be bigger, more animated and have greater variety.

SOUND 85%

▲ Brilliant speech introduces the adventure. Some neat spot effects throughout the game.
▲ Great themes for each level, although they do sound a little like supermarket music!

GAMEPLAY 64%

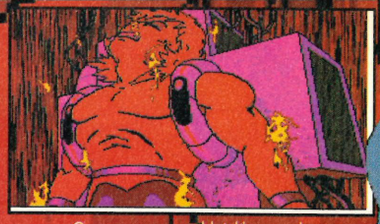
▲ Lots to pick up and many opportunities to turn into Wolfchild ! Oooowl!
▼ Standard platform gameplay, which soon becomes fairly monotonous. Very uninventive.

CHALLENGE 90%

▲ Some really tough mutants to blast and many enemies during the nine levels.
▼ Three difficulty levels ensures that beginners and experts can enjoy this game.

PROSCORE 70%

The sooner programmers stop porting over cart-based games the better. Very disappointing.



Go away, you wouldn't like me when I'm angry! Saul demonstrates the more gentle side of his personality.

These funny robot things turn up from time to time. They give Saul a much needed lift up the tree.

Strange level guardians abound! No-one knows why this odd bird is here, but he's not very nice.

Wolfchild begins with a very lengthy intro, explaining how the merger of the two species has come about. The options screen then flicks up, giving you the chance to increase your life count and alter the difficulty level. From there you've just got your charm and animal magnetism to help you.

As Saul the wolfchild, you must destroy the many mutants that Chimera has posted around each level. If you're in human form, beating up aliens is a pretty tough job. However, this is where Saul's genetic imbalances come in handy. By picking up extra energy, Saul can be transformed into... Wolfchild (ta da!).

Energy isn't the only thing lying around. Other bounty includes a plasma ball that annihilates any enemies, and a smart bomb which completely wipes mutes from the screen!

Although this is a fairly action-packed 3-D adventure, the main sprite is quite slow and of limited agility – Saul can only jump or punch. I also noticed that he can't kill anything if he's too close.

The graphics are pretty poor for the Mega-CD. Although some of the backgrounds are very detailed, there isn't anything here that the Mega Drive couldn't handle. However, there are nine levels in all, which means you won't be completing this first go.

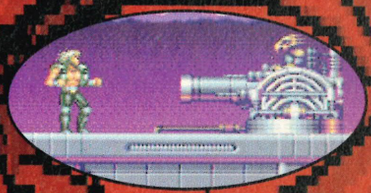
Essentially, though, *Wolfchild* is nothing more than a very average platform beat-'em-up. But with poor visuals and faulted gameplay, you'd be a fool to part with cash for it – especially with the cornucopia of other games of this genre on the Mega Drive.

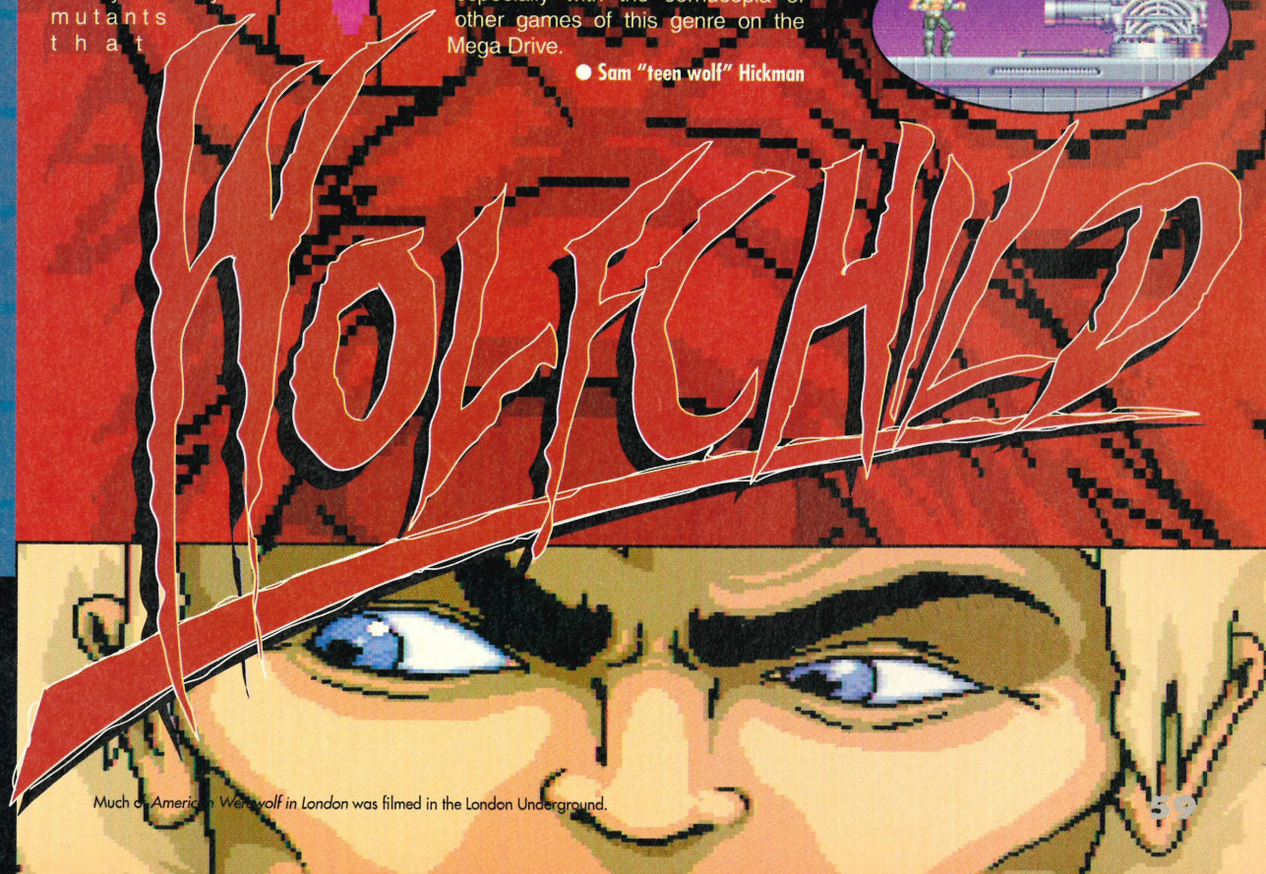
● **Sam "teen wolf" Hickman**

PROTIP Don't forget to blast all the blocks and pods that you find. They often contain extra lives or weapons.

Dr Kal Morrow is one of those weirdo scientists obsessed with altering the human form. So far, his attempts at merging animal with human species have been highly successful. The experiments have resulted in many half-breeds with intellects of human beings and the physical strength of animals. While the two species were combined in harmony for an ultimate fighting machine, the whole operation was kept top secret.

Saul, Kal's son *and* first experiment, returned home for a quick visit to his parent's laboratory. When he arrived there, he was confronted with his mother's blood-spattered body and a video showing the abduction of his father. The terrorist group Chimera had kidnapped the scientist for their megalomanic means. Saul, totally destroyed by the incident, knew that there was only one thing to do: he must find his father and stop the forces of evil. Blah, blah, blah...





Much of *American Werewolf in London* was filmed in the London Underground.

RENEGADE

MASTER SYSTEM

Drug barons running wild in suburban city areas are destroying the community spirit. The only man willing to face the animals, Mr K, is a muscle-bound and energetic member of the local populous, believing that it's his duty to exterminate the scum. This may appear to be obvious, but with the mighty Lucas at their head, the evil hordes have earned their fearful reputation.

This on-going story of near impossible fights against evil overlords lands on the Master System, after appearing on nearly every other computer and console. (*Renegade* first came out on the Spectrum.) Your mission is to single-handedly defeat armies of hoodlums and restore law and order.

All sounds a bit familiar, and so it should do, as this arcade conversion came out in the early Eighties, and a mighty fine game it was too. Trouble is, in the current market, do we need another beat-'em-up...?

"Look, mate, if you mess around with my broad you deserve a week or two's worth of hospital food!"

Nothing much has changed from the Taito arcade machine. *Renegade* is still a side-on scrolling beat-em-'up, using a motor-cycling scenario to distract from the repetitive brawling setting. But with the likes of *Streets of Rage* up against it, it will have to be something special to impress me.

There are several neat additions which try to enhance the gameplay, namely the special moves and two-player option. Sadly, the special moves are extremely basic, and with the poor graphics they fail to offer any spectacular assistance. The individually adjustable difficulty level on the two-player game is a useful consideration (like *Street Fighter II*), although it doesn't have too much weighting.

PROTIP When fighting Jack, stand still and repeatedly punch him until he gets close to you. As soon as he stands up again, continue punching and you'll win without losing any energy.

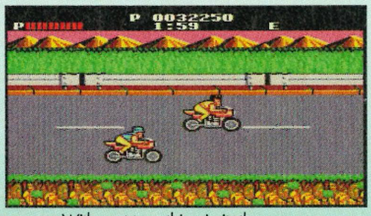
You are taken through the usual subway and dockyard settings, meeting the level guardians in a deserted rooftop or the like. If you die, you're carried off by the thug that killed you and thrown into the trash can. A short and simple screen with balloon text appears to taunt you in the usual manner. It could have been really annoying, but all you're disgruntled about is the graphics.

The characters and objects are very simple and small. Collision problems add to the frustration, which isn't helped by the unresponsive gameplay. Background scenes aren't as disastrous, but don't contain enough animation to be interesting.

The control faults can become unacceptably irritating and totally spoil the game. One moment you're facing left and the next you're awkwardly beating up a thug on the right, without being able to face him properly. The moves are there to be used, but accessing them is too difficult.

Ultimately, this game is just too old to be successful in today's beat-'em-up climate. Nothing could distinguish *Renegade* from any other beat-'em-up, except for the faults. A disappointing game for anyone that remembers the original.

● Jason "Melody" Johnson



With next to nothing in it, there appears to be quite a race on. A quick kick in the groin should be a spot-on move.

"Get off my Armani T-shirt scum, or else!" Mess with the wrong crowd and you're soon thrown to waste.

It's quite simple, really. Wait for the bikers to approach you and perform a special move.

RENEGADE

SEGA ● £29.99 ● OUT JULY

CART SIZE 2Mbit
PLAYERS.....2
STAGES 14
SKILL LEVELS.....3
FEATURES .....continues
CONTACT
Sega ✆(071) 3733000

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 45%
▲ Varied backgrounds with an especially detailed dockyard scene.
▼ No difference between the two-player characters.

SOUND 51%
▲ Jolly tunes accompany you through each of the levels.
▼ Few sound FX with no real heroic thumps or groans of pain.

GAMEPLAY 39%
▼ Moves are frustratingly difficult to access when you really need them.
▼ The majority of collision detection is terrible, resulting in easy victories.

CHALLENGE 49%
▼ No real change in the attack patterns of different gangs.
▼ Even with plenty of skill levels and stages, it's still too easy.

PROSCORE
47%

With *Streets of Rage* just released, *Renegade* suffers in comparison and should have been a budget release.

The computer version of *Renegade* was followed by *Target; Renegade*.

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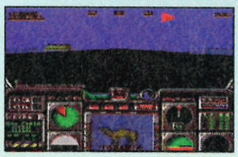

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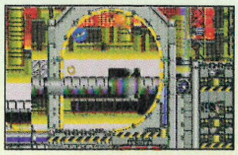

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CYBORG JUSTICE

SEGA ● £39.99 ● OUT MAY

CART SIZE.....8Mbit
PLAYERS.....2
STAGES.....8
SKILL LEVELS.....3
FEATURES.....n/a
CONTACT Sega © (071) 373000

AVAILABLE IN UK

ACTION STRATEGY

GRAPHICS 78%
▲ The silky-smooth animation of the large sprites is extremely impressive.
▼ All robotic opponents looks like they come from the same mould – very unimaginative.

SOUND 75%
▲ A successful attempt at realistic FX, but there just aren't enough of them.
▲ If all you want is mindless, long-haired, heavy rock tracks, you'll be well chuffed.

GAMEPLAY 70%
▲ Hundreds of cyborg parts to choose from, each with different implications and results.
▼ Monotonous gameplay – run, shoot and kill to your heart's desire. Unoriginal implementation.

CHALLENGE 68%
▼ Don't bother with anything but the hardest level; there's just nothing around to keep you busy.
▼ Infinite continues are a bad idea. What little

PROSCORE 68%

Even die-hard beat-'em-up fans will be disillusioned by the lack of original gameplay.

MEGA DRIVE

Far into the future, where space travel has become the norm, the intergalactic highways are packed with spaceships – and behind the wheel of every single one of them, a cyborg. It was during one of these rush-hour gridlocks that a spaceship careered out of control and crash-landed on a nearby planet.

Its driver, #127, managed to survive the crash, but his PCBs were crumpled from the impact, leaving him immobilised. Luckily, some "friendly" cyborgs stumbled across him, and proceeded to rip out his guts and erase his memory, making him into a dumb robot and sending his soul to cyborg heaven.

But something went wrong! A circuit blew! His memory wasn't *totally* erased. It seems that #127 was not any old cyborg – this guy had a history, a violent history! #127 needs to be eliminated. You are cyborg #127.

nticipation is high as *Cyborg Justice* runs through its intro screens. They're slick, colourful and create an impressive futuristic overview. A quick scan of the options reveals useful duel and arcade modes, plus customisable lives, difficulty levels and cyborgs. Yes, that's right, you can even take your droid down the body shop for a bit of servicing (no go-faster stripes, though). In all, you get 216 variations of cyborg, which bodes well for the main thrust of the game, the scrolling beat-'em-up.

As your high-spec cyborg is dropped into the fray, the high expectations are soon dashed. What we have here is a slimmed down *Streets of Rage* clone, with simpler graphics, fewer moves and, ultimately, repetitive gameplay.

When things are going bad, they seem to get worse. You'll just have to build yourself up and fight back to escape ther scrapyard.

What makes *Cyborg Justice* so damn boring is that the cornucopia of robots you're supposed to face actually turn out to be the same old droid with a different paint job. Admittedly, though, they have their own unique add-ons which can be salvaged after you've trashed them. Thing is, you don't really need anymore bolt-ons if you've correctly configured your cyborg to start with.

Usually a duel mode increases beat-'em-up gameplay ten-fold, but the only real fun you gain here is from leaving your "friend" in deep trouble and watching him get a good kicking – ah, the simple pleasures...

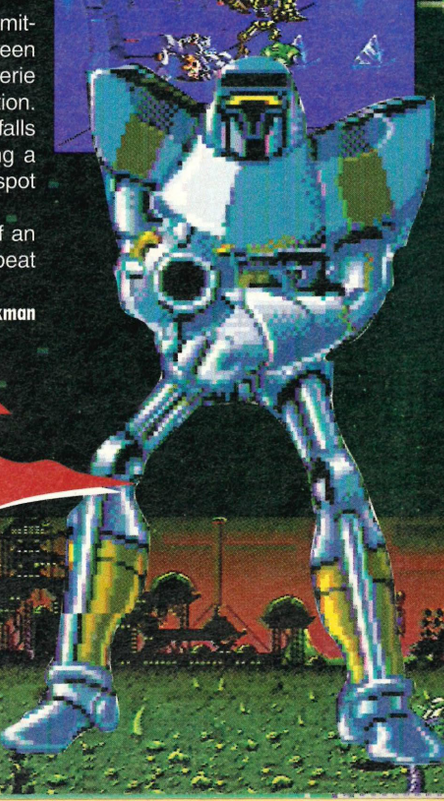
It's a real pity the gameplay is so limiting because time has obviously been spent on the graphics, with some eerie backdrops and beautifully fluid animation. The music tries its best, but quickly falls into the beat-'em-up trap of becoming a heavy, rock track with unintelligible spot effects over the top of it.

Another interesting interpretation of an old theme, but there's still nothing to beat a good bash at *Streets of Rage*...

● **Sam "Hunter-Killer" Hickman**

PROTIP

Don't stand over the drain-holes in any of the levels. If you must ignore this piece of well-chosen advice, you'll be totally defenceless for around ten seconds – serves you right!



CYBORG JUSTICE

Cyborg Justice (US version) was supplied by Lansdowne Computers. ✆ (0202) 556535.

KING OF THE MONSTERS

SEGA ● £39.99 ● OUT JUNE

CART SIZE 8Mbit
PLAYERS.....2
STAGES 8
SKILL LEVELS.....3
FEATURES.....continues
CONTACT
SEGA ✆ (071) 3733000

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ACTION
STRATEGY

GRAPHICS 54%

▲ The monsters are bright and well animated with a good sense of humour.
▼ There is very little variation in the attacking monsters with repetitive backgrounds.

SOUND 48%

▲ The music emphasises the humour of the game and suits the setting.
▼ But it is limited and becomes tediously boring and soon gets on the old nerves .

GAMEPLAY 59%

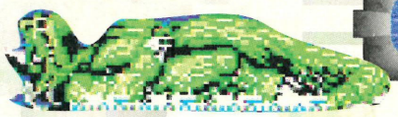
▲ Easy to access moves with a credible one-on-one setting and eight stages.
▼ There's nothing in the way of variation and it soon becomes repetitive.

CHALLENGE 63%

▲ The mania level is very tough and is a reasonable challenge to take on.
▼ Once you have discovered the best moves there's very little else to do.

PROSCORE 57%

An original attempt in its own right, but the initial feeling of hilarity is short lasting and ultimately boring.



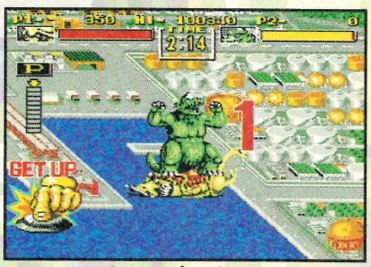
A 3-D view over the city gives a clever impression of how much space there is to cover. The progressively bigger battlegrounds are surrounded by an electrified barrier. Touch this and you're thrown back to the mercy of your opponent. The pitiful tanks and ships, which are a neat addition, fire at you repeatedly.

Controlling your monster is relatively simple, but possibly too much so. They each have their special moves and personal selection of attack methods. With only four monsters to master, you're soon able to get to grips with the controls and techniques. *King of the Monsters* is unlikely to appeal to serious beat-'em-up fans, but younger gamesplayers may find it hilarious.

The size of the monsters compared to everything else on the screen is well designed and although they are big and colourful, there are only four of them. The method of powering up your monster is clever, but unfortunately it can only be done three times during each game. The main scenario is a fresh approach, but the initial feeling of amusement, as with the monotonous music, soon wears thin.

Animation of the monsters is impressive, with differing actions for each move including the amusing running attack. There are limitations to the gameplay in what is available to do. There isn't enough variation or hard hitting action in this game to warrant the cost. A simple eight round tournament is far from ground breaking and *King of the Monsters* is nothing more than average.

● **Jason "meteor" Johnson**



● Krunch! Get up from that one, matey. Mangle your opponent's dino-skin and keep him down to win the bout.

● It doesn't matter which monster you choose to fight with, they're all vicious and ready for a fight to the death.

GET 'ARD

POWER ONE
Start without much power behind you, but not for long...

POWER TWO
Mean and green, so kit some butt and get busting.

POWER THREE
The ultimate in monsters is about to hit the streets. Awesome!

Killer monsters have decided that it's time for a showdown. There is only one way to decide who is King of them all, and that is to fight to the death. Destructive mayhem across the world erupts as the King of the Monsters competition begins. The four favourites are warned from using any foul play and given their guidelines. As if they're going to listen to rules of conduct!

Everywhere you look, monsters with the most awesome of reputations are fiercely competing in their own battles. The mass destruction and chaos are similar to that seen in those Japanese B-monster movies. This may all sound too far-fetched, but that's what it's all about because the failed SNES and Neo•Geo game has now been converted to the Mega Drive.

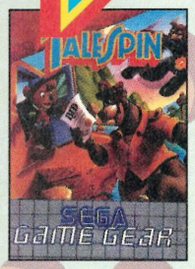
PROTIP

Collect as many of the power-up items as possible to increase your monster's strength.

The most famous monster of all time is the Hollywood star, King Kong.

pro REVIEW

TaleSpin



Baloo and Kit have entered a competition with a difference. A shipping organisation has offered the terrible twosome a lifetime contract for their small cargo company. All they have to do is find and recover nine pieces of cargo scattered around the world. The only problem is that no-one quite knows where they are...

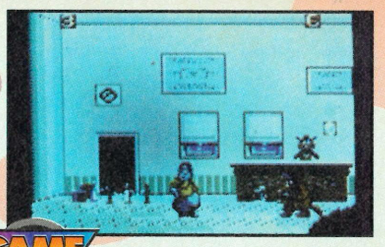
Originally on the Mega Drive and Master System, Tailspin is based on a popular Disney Cartoon.

The first thing that you notice is the size of the graphics! The sprites are tiny, even for the Game Gear and are very difficult to see. Playing this without a magnifier will either give you a serious headache or a permanent squint! The rest of the game's graphics are fairly average, but they are very bright and cheerful. There's quite a bit of variety between levels, which brightens up gameplay and takes the emphasis away from the small sprites.

Baloo and Kit are very hard to control. The programmers have included some sort of inertia to give the game a more realistic feel, but this only goes to make it very frustrating! Some of the jumps require pixel-perfect accuracy that the control method just doesn't allow.

TaleSpin is quite large, with plenty of spacious levels and many creatures to kill, either with Baloo's bat-'n'-ball or Kit's catapult. However, the awkward control method and small sprites make this a definite no-no. If you really want to buy it, I suggest you spend a lot of time in your local shop before your wallet is emptied of money that could be spent elsewhere!

● **Dino "Mowgli" Boni**



"Ha, you can't catch me you Toonland reject." Baloo and Kit just don't come up to scratch.

GAME GEAR

TAILSPIN

SEGA ● £27.99 ● OUT NOW

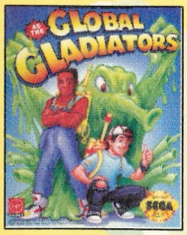
GRAPHICS 67%
SOUND 60%
GAMEPLAY 34%
CHALLENGE 64%

PROSCORE 35 %

The sprites are too small and this causes unnecessary frustration. An average game, look elsewhere.

Global Gladiators

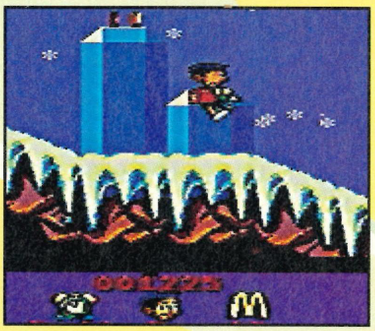
McDonald's



Mick and Mack are back for their third assault on the console world! This time our two intrepid heroes launch a huge clean-up campaign on the Game Gear!

Mick and Mack dream of becoming super heroes, just like their favourite comic characters, the Global Gladiators. Whilst in McDonald's, Ronald offers them a chance to do just that! Without further ado, the likely lads set off into the sunset!

After a glorious entrance onto the Mega Drive, *Global Gladiators* was a rather disappointing affair on the Master System. On first impressions, the Game Gear version is exactly the same as the MS. Choose your sprite from either Mick or Mack and then the action begins.

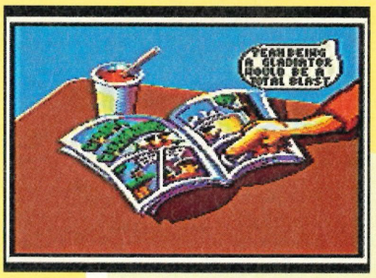


Level one starts in the Slime World. Your gladiator is suitably armed with a splurge gun and immediately sets off to cause major damage to any offending slime! The sprites are both very detailed and are just about the right size! Unfortunately, though, this is about as far as any changes from the MS version go. The rest of the game is exactly the same. Controls are generally very clumsy and unresponsive and the sprite flickers very badly throughout. There are monsters on almost every platform of each level, causing unnecessary chaos and making gameplay very difficult.

While the controls may be awkward to say the least, the graphics are excellent! In each level the detail in the backgrounds and surrounding scenery is splendid, with much variety between levels. However, *Global Gladiators* may look very classy, but the terrible control method completely overshadows the better aspects.

Even if this is one of the most environmentally friendly games to date, it still falls flat on its face in every other respect.

● **Sam " Eco" Hickman**



"Oi! Get out of my way or else I'm going to slap you round the face with a custard tart."

GAME GEAR

GLOBAL GLADIATORS

VIRGIN ● £27.99 ● OUT NOW

GRAPHICS 87%
SOUND 75%
GAMEPLAY 50%
CHALLENGE 70%

PROSCORE 58 %

Although this may look wonderful, it's virtually unplayable. Save your money for something better.

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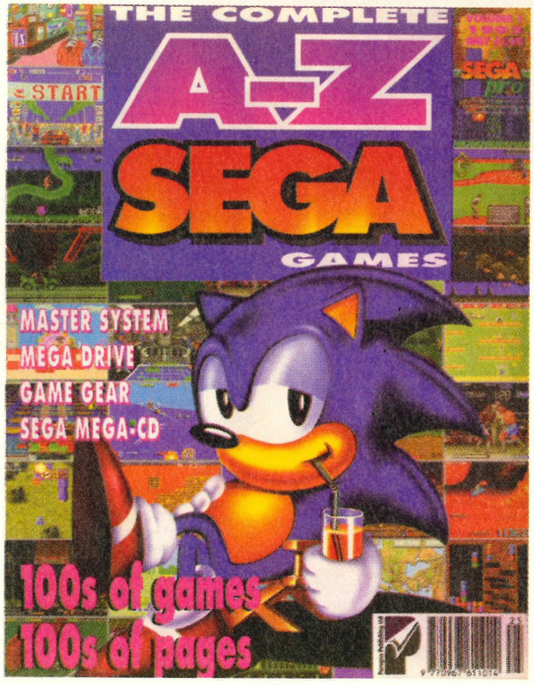

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THE PROFILE

SegaPro is Britian's first Sega magazine to comprehensively cover both official and import games. Our experience and knowledge is crammed into each game review. We know more about Sega games than anyone else and that is reflected in the quantity and quality of the information we provide each and every month.

Definitive? Well, we think so. You won't find a more extensive guide in any other magazine. Every month, we'll update the listings, with all new entries highlighted. Many game ratings will change to reflect long-term interest and dating – most games become less impressive as technology develops and newer games become available. For instance, our top game, Streets Of Rage II, scores a whopping 96%, but it may age in a few months. Each game rating is what we think now, not what we thought when the game was first released.

Regular readers will be aware that ProPick has been replaced. We now print our Top 100 Sega games every month and all ProYo! games (scoring 90% and over) will be highlighted in red throughout the file.

pro CHARTS Not only one, but three charts from the big game retailers Virgin Mega Stores, HMV and Our Price on Mega Drive, Master System, Game Gear and, when it is in full swing, Mega-CD.

GAME MOVES If you are particularly hot on a game. Videotape your favourite sequence and send it in. It could be a super move on *Streets of Rage II*, a super goal in Super Kick Off or a touchdown in *Madden's Football*. A SegaPro T-shirt is up for grabs for any moves published!

pro SCORES Send in your high scores for any game that you think you've mastered. Every month we'll print a list of games that we want high scores for. An overall winner, as judged by the Pros, will receive a SegaPro T-shirt!

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THE PRO

With well over 650 Sega game reviews coverin System and Game Gear, plus charts and oodles of ProMoves, there's only one place to look if you wa

MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA

1943
IMPORT
Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated, but still fun. 64%

688 ATTACK SUB
SEGA £39.99
Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 78%

ADVANCED WW2 SIMULATOR
IMPORT
This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden behind it all. 76%

AERO BLASTERS
IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. 62%

AFTER BURNER II
SEGA £34.99
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 66%

AIR DIVER
IMPORT
Similar to *After Burner II* in both looks and playability. It has more challenging play with a wider variety of opponents and tough guardians. 77%

ALESTE (MUSHA)
IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 80%

ALEX KIDD IN ENCHANTED CASTLE
SEGA £29.99
This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

ALIEN 3
FLYING EDGE £39.99
May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. 77%

ALIEN STORM
SEGA £34.99
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. 74%

ALISIA DRAGOON
SEGA £39.95
Alisia Dragoon is one tough chick. You must help her through eight stages in the style of *Valis*. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST
SEGA £34.99
The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 48%

AMBITION OF CAESAR
IMPORT
Only for real fans of strategy games. Fortunately the graphics are excellent and will keep you enthralled for ages. Sadly, it's very hard to get into. 73%

AMERICAN GLADIATORS
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 72%

ANOTHER WORLD
VIRGIN £39.99
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles. 92%

AQUATIC GAMES
ELECTRONIC ARTS £39.99
James Pond, the fishy star, stars in a series of classy, but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS
FLYING EDGE £34.99
Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 76%

ARCUS ODYSSEY
IMPORT
RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 89%

ARIEL: THE LITTLE MERMAID
SEGA £39.99
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

ARNOLD PALMER TOUR GOLF
SEGA £34.99
One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. 81%

ARROW FLASH
SEGA £34.99
This is a very vacant shoot-'em-up. The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? 29%

ART ALIVE
SEGA £29.99
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the pictures. 39%

ASSAULT-SUIT-LEYNOS
IMPORT
Called *Target Earth* in the States. You are a robot who has to bash similar robots over eight moonscapes. Not much fun, but there are a few neat cheats. 42%

ATOMIC ROBOKID
IMPORT
Yet another run-of-the-mill scrolling shoot-'em-up. Definitely one for blast-'em fans who aim to collect every cart released, even if they're rubbish. 37%

ATOMIC RUNNER
SEGA £39.99
Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

AXIS
IMPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

BACK TO THE FUTURE III
IMPORT
Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

BAD OMEN
IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really gruesome tough nuts to kill. 75%

BART VS THE SPACE MUTANTS
FLYING EDGE £39.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

BATMAN
SEGA £39.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 82%

BATMAN RETURNS
SEGA £39.99
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%

BATMAN: REVENGE OF THE JOKER
IMPORT
Better than all the other Sega versions put together! Large sprites and detailed backdrops show just how a Batman licence should be produced. 84%

BATTLE GOLFER
IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

BATTLEMASTER
IMPORT
Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON
ELECTRONIC ARTS £39.99
Its one advantage over other shoot-'em-ups is toughness challenging evenost gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

BEAST WARRIORS
IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

BIMINI RUN
IMPORT
A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

BIO SHIP: PALADIN
IMPORT
Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

BLOCK-OUT
ELECTRONIC ARTS £34.99
Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

BONANZA BROS
SEGA £34.99
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in two-player mode you'll soon have it completed. 58%

BUCK RODGERS
ELECTRONIC ARTS £49.99
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big challenge. 86%

BUDOKHAN
ELECTRONIC ARTS £39.99
The excellent presentation builds up a terrific atmosphere. It's a shame that beneath it is a very shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS
ELECTRONIC ARTS £39.95
Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

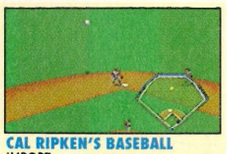
BURNING FORCE
IMPORT
A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. 28%

CADASH
IMPORT
A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

CALIBRE .50
IMPORT
Vertical shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. 33%

CALIFORNIA GAMES
SEGA £39.99
All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS
SEGA £34.99
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%



CAL RIPKEN'S BASEBALL
IMPORT
A decent attempt at baseball, with lots of statistics and sampled effects. One of the best. 83%

CAPTAIN AMERICA
SEGA £34.99
This is a big disappointment that could've been great if only the developers had taken more time with the gameplay. 41%

CASTLE OF ILLUSION
SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. 93%

CENTURION
ELECTRONIC ARTS £39.99
A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

CHAKAN
SEGA £39.99
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76%

CHAMPIONSHIP PRO-AM
IMPORT
This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 75%

CHIKI CHIKI BOYS
SEGA £34.99
This is *Mega Twins* and it's far too cute and far too easy. Younger players should find a challenge hidden within, but this platform adventure offers very little. 44%

COOL SPOT
VIRGIN £39.99
Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%

CHUCK ROCK
VIRGIN £39.99
Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 81%

CLUE
IMPORT
Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 86%

FILE

the Mega-CD, Mega Drive, Master
tras such as ProTips, ProScores and
: to be totally in the know.

RIVE ▼ MEGA DRIVE ▼ MEGA D

COLUMNS
SEGA £29.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. 84%

CORPORATION
VIRGIN £39.99
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%

CRACKDOWN
SEGA £39.99
Wander around *Gauntlet*-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. 82%

CRUE BALL
ELECTRONIC ARTS £39.99
Fast and furious pinball simulator. Tries to better the classy *Dragon's Fury*, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 72%

CURSE
IMPORT
It's a sad day when something as appalling as this is released. Its only purchase value is the novelty of having the worst ever shoot-'em-up. 0%

CYBERBALL
SEGA £34.99
Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 56%

DANGEROUS SEED
IMPORT
Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 86%

DARIUS II
IMPORT
12 levels can be attacked in any order means that there are a variety of possible endings. That alone should tickle the fancy of any shoot-'em-up player. 83%

DARK CASTLE
ELECTRONIC ARTS £34.99
The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 52%

DARWIN 4081
IMPORT
Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics. 83%

DAVE ROBINSON'S SUPREME COURT
SEGA £39.99
The view from the stands may be strange, but it is by far the best way of playing. Brilliant in all areas, but a pity the players aren't real. 91%

DEADLY MOVES
IMPORT
Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack.. Lacks polish. 71%

DEATH DUEL
RAZORSOFT £39.99
A shoot-'em-up which offers more than just a blast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. 62%

DECAP ATTACK
SEGA £34.99
Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 81%

DESERT STRIKE
ELECTRONIC ARTS £39.99
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 93%

DEVILISH
IMPORT
Remember *Break-Out*? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-down fun. 85%

DICK TRACY
SEGA £34.99
Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

DINOLAND
IMPORT
Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DJ BOY
IMPORT
While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates (?) – it is simple and too easy. 59%

DOUBLE DRAGON
BALLISTIC £29.99
A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

DOUBLE DRAGON II
IMPORT
Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29%

DOUBLE DRAGON 3
FLYING EDGE £39.99
Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless, street fighting. 35%

DRAGON'S FURY
DOMARK £39.99
Official release of *Devilish*. Stunningly addictive game that has superb graphics and sound with tons of brilliant bonus rooms. 85%

DUNGEONS AND DRAGONS
IMPORT
Dungeons and Dragons will certainly test your RPG skills to the limit. Superb graphics and unlimited challenge make this a must. 84%

DYNAMITE DUKE
SEGA £34.99
The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

EA HOCKEY
ELECTRONIC ARTS £39.99
This is one of the most accurate sport conversions ever. Due to its realism, *EA Hockey* is immense fun to play in two-player mode, but solo players may find it lacking in challenge. (See *NHLPA Hockey.*) 94%

ECCO
SEGA £39.99
Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics and very original. 94%

ELEMENTAL MASTER
IMPORT
This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%

EL VIENTO
IMPORT
This game not only looks great, it also plays like a dream. The animation and statics encourage you to venture further, even though it is tough. 88%

ESWAT
SEGA £34.99
This conversion of ESWAT is accurate. The parallax, multi-directional scrolling gives the impression of a huge game. Very challenging and addictive. 84%

EUROPEAN CLUB SOCCER
VIRGIN £39.99
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 88%

EVANDER HOLYFIELD'S BOXING
SEGA £39.99
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 87%

EXILE
IMPORT
A strange mixture of RPG, platform and puzzle, makes *Exile* an intriguing game to play. Admirable and well worth seeing. 83%

EX-MUTANTS
SEGA £34.99
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

F-1 CIRCUS
IMPORT
Addictive and playable, *F-1 Circus* is one of the best arcade driving sims yet. With plenty of courses worldwide, it's great fun. 84%

F-1 GRAND PRIX
IMPORT
Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 89%

F-22 INTERCEPTOR
ELECTRONIC ARTS £39.99
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. Dated, but is also the only flight sim. 89%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS £39.99
One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA
SEGA £39.99
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

FATAL FURY
SEGA £44.99
A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

FASTEST 1
IMPORT
Full marks for splitting the screen for two-player racing, but zero for looks and gameplay. Racers are essentially simple, but surely not this basic? 48%

FATAL LABYRINTH
IMPORT
Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

FATAL REWIND
ELECTRONIC ARTS £39.99
Originally titled *The Killing Game Show*, this makes excellent use of the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 88%

FATMAN
IMPORT
This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

FERRARI GRAND PRIX CHALLENGE
FLYING EDGE £39.99
Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. 38%

FIGHTING MASTERS
IMPORT
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

FINAL BLOW
IMPORT
As this is criminally easy, you shouldn't look for value. The boxers look great,

pro TIPS
CHEATS TRICKS CODES

THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

Send your tips and cheats to: ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

The best tips win the sender a free cart or a SegaPro T-shirt. Full game solutions can win you up to three free carts!!!

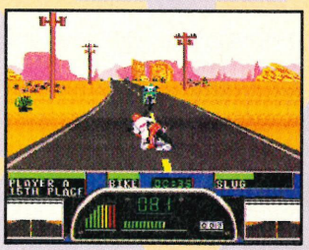
ROLO TO THE RESCUE
MEGA DRIVE
LEVEL SELECT ● INVINCIBILITY ● INFINITE LIVES

Wait until the title screen appears and then hold Up, Left, A and C. Keep the buttons held and press reset. Hold the buttons for a few seconds and press B. You should be taken to a secret options screen with all the above choices included.
S Parker, Chiswick

ROAD RASH II
MEGA DRIVE
LEVEL CODES

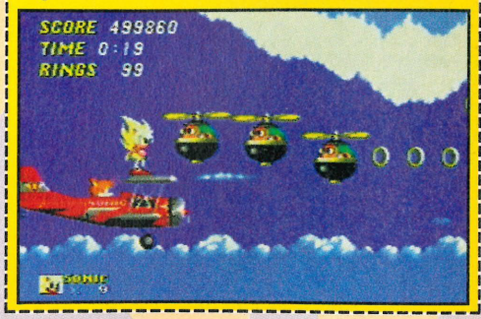
Right! To get to any level on *Road Rash II*, simply enter a few of these codes.

0FIA 39TA	Level 3 with $19,410 and a Banzai 7.11
0P1I 4SKO	Level 4 with $30,810 and a Diablo 1000
0CTQ 4JAG	Level 4 with $17,730 and a Diablo 1000
0H4R 550H	Level 5 with $20,930 and a Diablo 1000



SONIC THE HEDGEHOG 2
MASTER SYSTEM
EXTRA LIVES

Proceed to Sky High Zone Act 2. At the very bottom of the screen you'll find an invincibilty TV. Jump on it to become invincible, then jump onto the ledge directly above it. To the right are some mean looking spikes! Bounce across these to get an extra life. This might sound very long-winded, but the added bonus is that every time you return to that spot, so does the life! I suppose there is something to be said for games full of bugs after all.



THE TERMINATOR
MASTER SYSTEM
LAST LEVEL

To get through the last level of Terminator is a pretty tough job! Keep moving right until you see a platform with two drains underneath it. Jump onto the second drain and then onto the small platform above it. Go down the ladder immediately in front and you'll have to confront the endoskeleton. Get down as low as you can, away from the ladder, and fire! He takes a lot of hits, but as long as you're in good health you should be able to do it!
R Plummer, Staffs.

but their power is so immense no-one stands a chance. 42%

FIRE MUSTANG
IMPORT
Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right. The large graphics slow the gameplay below an acceptable speed. 55%

FIRE SHARK
SEGA £34.99
Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

FLICKY
SEGA £29.99
The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

FORGOTTEN WORLDS
SEGA £34.99
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

G-LOC
SEGA £39.99
More mindless violence! An almost identical version to the arcade simulation. Take to the skies and blast away as many enemies as possible! 80%

GADGET TWINS
IMAGITEC £37.00
Superb graphics and wonderful cartoon FX make this a top title. Hilarious fun to play and totally cute. A scrolling action packer where your hammer takes pride of place. 90%

GAIARES
IMPORT
Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happydespite its lack of originality. 84%

GAIN GROUND
SEGA £34.99
A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 88%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £39.99
A poor attempt at a boxing game that should have been put to sleep the moment the programmers finished. 54%

GALAXY FORCE II
SEGA £39.95
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%

GHOSTBUSTERS
SEGA £34.99
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA £44.99
A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

GLOBAL GLADIATORS
VIRGIN £39.99
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 90%

GODS
IMPORT
Testing platform adventure fun at its best. Stunning graphics with authentic and powerful backgrounds and, as yet, not officially released. Only available from Japan and the States, but is worth seeing. 92%

GOLDEN AXE
SEGA £34.99
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

GOLDEN AXE II
SEGA £39.99
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

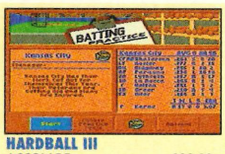
GRANADA X
SEGA £29.99
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 83%

GRANDSLAM TENNIS
SEGA £39.99
Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

GREENDOG
SEGA £39.99
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

GREY LANCER
IMPORT
Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 85%

GYNOUG
SEGA £34.99
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 79%



HARDBALL III
ACCOLADE £39.99
Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 86%

HARDBALL
IMPORT
An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. 38%

HARD DRIVIN'
TENGEN £39.99
Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 86%

HEAVY NOVA
IMPORT
Robots giving each other what for in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better types in this genre. 49%

HEAVY UNIT
IMPORT
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 78%

HELLFIRE
IMPORT
Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

HERZOG ZWEI
SEGA £34.99
You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

HOME ALONE
SEGA £39.99
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

HUMANS
IMPORT
Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 86%

IMMORTAL (THE)
ELECTRONIC ARTS £44.99
The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

INSPECTOR X
IMPORT
This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenaline pumping. 90%

ISHIDO: THE WAY OF THE STONES
IMPORT
Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

JAMES BOND - THE DUEL
DOMARK £39.99
James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES POND
ELECTRONIC ARTS £39.99
This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

JAMES POND II
ELECTRONIC ARTS £39.99
Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's a really fun game to play. A brilliant sequel. 90%

JENNIFER CAPRIATI TENNIS
IMPORT
Run-of-the-mill tennis game, released officially as *Grandslam Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

JEWEL MASTER
SEGA £34.99
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

JOE MONTANA FOOTBALL
SEGA £34.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

JOE MONTANA II
SEGA £34.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative. The side-on view is not as good as *John Maddens*. 75%

JOE MONTANA III
SEGA £34.99
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden 93*. Nice try, all the same. 84%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS £39.99
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy. 84%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS £39.99
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate to the real thing, you only need to use a limited array of passes (not rushes!) to get anywhere. 92%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS £39.99
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden 92*. 92%

JORDAN VS BIRD
ELECTRONIC ARTS £39.99
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent full game option. 78%

JUNCTION
IMPORT
Junction adds a new flame to the fire by mixing a *Pipe Mania* type game with a slide puzzle, resulting in a very challenging game. 81%

KABUKI SOLDIER
IMPORT
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

KA-GE-KI
IMPORT
Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

KID CHAMELEON
SEGA £39.99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 82%

KING COLOSSUS
SEGA IMPORT
Japanese adventure game with a long introductory sequence. Nine stages of pretty, but uneventful, adventuring. Learn the lingo first! 43%

KING'S BOUNTY
IMPORT
A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

KING SALMON
IMPORT
Fishing simulator with Japanese text throughout. Detailed graphics help make it fun to play and ultimately very competitive. 85%

KLAX
DOMARK £39.99
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE £39.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LAND STALKER
IMPORT
Fantastic adventure game with tremendous graphics and a huge game area to cover. Currently in Japanese text, but well worth waiting for officially. 84%

LAKERS VS CELTICS
ELECTRONIC ARTS £34.99
This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE
SEGA £34.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay. 58%

THE LEGEND OF GALAHAD
ELECTRONIC ARTS £39.99
Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

LEMMINGS
SEGA £39.99
The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

LHX ATTACK CHOPPER
ELECTRONIC ARTS £39.99
A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard war junkies. 70%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS £39.99
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

M1 ABRAMS BATTLE TANK
SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

MAGICAL MR TALUROOT
IMPORT
An import platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%

MARBLE MADNESS
ELECTRONIC ARTS £34.99
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

MARIO LEMIEUX HOCKEY
SEGA £39.99
Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves. 73%

MARVEL LAND
IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill. 73%

MASTER OF MONSTERS
IMPORT
A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

MASTER OF WEAPON
IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

MEGA LO MANIA
VIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL
IMPORT
Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an addictive game. 83%

MEGA TRAX
IMPORT
This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

MERCS
SEGA £39.99
Identical to the arcade original, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

MICRO MACHINES
CODEMASTERS £39.99
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. 90%

MIDNIGHT MADNESS
IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

MIGHT & MAGIC
ELECTRONIC ARTS £39.99
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine. 83%

MIKE DITKA FOOTBALL
BALLISTIC £34.99
The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 82%

MONOPOLY
IMPORT
A fairly good representation of the board game with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 74%

MONSTER HUNTER
IMPORT
Controlling a sword-wielding young lass may excite you, but the whole adventure through the greenery soon gets very tedious. 50%

MOONWALKER
SEGA £34.99
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but the game will be completed all too quickly. 84%

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS £39.99
A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden'* too deep, then try this. 72%

MS PACMAN
IMPORT
Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. 28%

MYSTIC DEFENDER
SEGA £34.99
A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 69%

ProMOVES

George Foreman's KO Boxing takes the limelight in our ProMoves this month. Even if George has passed the big 40, his boxing games proves that there's life in the old dog yet!

1 No messing about here, George goes straight in for the kill. A smash right in the middle of the mush.

2 Without any let up at all, George goes right back in for another full-face blow.

3 George relaxes for a moment, relishing in the pain he's caused

NEW ZEALAND STORY
IMPORT
This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 86%

NHLPA HOCKEY
ELECTRONIC ARTS £39.99
The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

NBA ALL STAR CHALLENGE
IMPORT
The lack of tournament option lets it down, but there are lots of challenges against the computer or second player. 70%

NINJA BURAI
IMPORT
An RPG that requires an understanding of the Japanese language. All on-screen instructions, gauges and indicators make life very difficult. 79%

OLYMPIC GOLD
US GOLD £39.99
The MD is short of this kind of sporting compilation, but *Olympic Gold* more than manages to fill the gap. Best played with a crowd of players. 81%

OUTLANDER
IMPORT
An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone! 62%

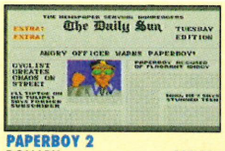
ONSLAUGHT
IMPORT
An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 89%

OUT RUN
SEGA £39.99
This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 80%

OUTRUN 2019
SEGA £39.99
This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 84%

PAC-MANIA
DOMARK £34.99
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to play. 82%

PAPERBOY
DOMARK £39.99
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode. 80%



PAPERBOY 2
DOMARK £39.99
Another fine conversion, but there's still no two player versus mode. Still if you are a fan of the original, then this is more of the same, with very little else. 63%

PGA TOUR GOLF
ELECTRONIC ARTS £39.99
Slightly better than *Arnold Palmer* due to its realism (you even get the occasional bird tweeting) and improved graphics. 88%

PGA TOUR GOLF II
ELECTRONIC ARTS £44.99
A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes, but more courses. 90%

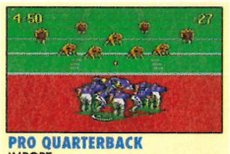
PHANTASY SOLDIER 3
IMPORT
As the majority won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 88%

PIGSKIN FOOTBRAWL
IMPORT
Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

PHANTASY STAR II
SEGA £59.99
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 72%

PHANTASY STAR III
SEGA £49.99
Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak. 78%

PHELIOS
SEGA £34.99
Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%



PRO QUARTERBACK
IMPORT
A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

PIT-FIGHTER
DOMARK £49.99
Improved digitised graphics, gut wrenching sound and the appeal of battering opponents to death. How could this fail to be a winner? 89%

POPULOUS
ELECTRONIC ARTS £39.99
One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

POWERBALL
IMPORT
The graphics are very simple in the sport that is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

POWERMONGER
ELECTRONIC ARTS £39.99
A massive land-conquering mission. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%

PREDATOR 2
FLYING EDGE £34.99
Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. 80%

QUACKSHOT
SEGA £39.99
You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 94%

QUAD CHALLENGE
IMPORT
Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very unplayable. 26%

RAIDEN TRAD
IMPORT
More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 44%

RAINBOW ISLANDS
IMPORT
With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

RAMBO III
SEGA £29.99
Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

RASTAN SAGA 2
IMPORT
Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

RBI 3 BASEBALL
IMPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of the ordinary. 72%

RBI 4 BASEBALL
IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland. 78%

THE REVENGE OF SHINOBI
SEGA £34.99
Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

THUNDERFORCE IV
MEGA DRIVE
SECRET MUSIC
If you manage to finish this game, then you will also be able to access the secret sound test. Simply finish play and then go to the sound test and ten new tunes will be yours! If you're still having trouble, don't forget there's a cheat for 99 lives in SEGAPRO #19!

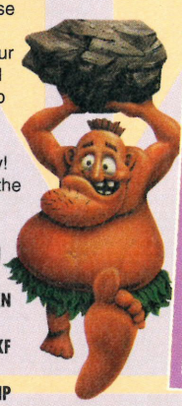
NIGHT TRAP
MEGA-CD
LEVEL TIMES
There won't be any problems with this now that all the times for capturing those unsuspecting hijackers have arrived!

TIME	PLACE	NO. OF HIJACKERS
00:05	Hallway	1
00:25	Living room	2
00:33	Bedroom	1
00:38	Bathroom	1
00:48	Bathroom	1
01:00	Living room	1
01:22	Kitchen	1
01:34	Entry way	2
03:10	Hallway 1	2
03:20	Bedroom	1
03:29	Living room	1
03:40	Hallway 1	2
03:45	Driveway	1
04:01	Hallway 2	1
04:20	Bathroom	1
04:38	Bedroom	1
04:53	Living room	1
05:02	Living room	1
05:25	Bedroom	1
05:35	Driveway	1
05:40	Entry way	Code change
05:45	Living room	1
06:08	Hallway 1	2
06:18	Hallway 2	2
06:49	Hallway 2	2
07:05	Kitchen	1
07:17	Bedroom	2
07:40	Driveway	1
07:48	Hallway 1	2
08:02	Bedroom	2
08:10	Hallway 2	2
08:25	Hallway 1	1
08:35	Bedroom	2
09:00	Living room	Code change
09:10	Living room	1
09:20	Entry way	1
10:45	Hallway 2	1
10:55	Driveway	1
11:00	Driveway	1
11:29	Hallway 1	1
12:03	Living room	1
12:37	Bathroom	1
13:10	Hallway 1	1
13:27	Entry way	Code change
13:55	Living room	2
14:13	Living room	Code change
14:40	Hallway 2	2
15:00	Entry way	2
15:15	Do not trap	0
16:25	Driveway	1
16:35	Hallway 2	2
16:43	Living room	1
16:54	Hallway 1	1
17:10	Bedroom	1
17:25	Living room	1
17:35	Hallway 2	2
17:48	Living room	1
17:54	Bathroom	1
18:00	Hallway 2	2
18:10	Driveway	1
18:15	Driveway	1
18:25	Entry way	2
18;33	Living room	1
19:00	Hallway 1	Wait for second red gauge
19:20	Living room	2
19:50	Entry way	1
20:10	Living room	2
21:14	Bedroom	2
21:30	Driveway	1
21:40	Kitchen	1
21:50	Hallway 2	2
22:05	Bedroom	2
22:23	Hallway 1	2
23:03	Hallway 2	1
23:15	Hallway 1	1
23:30	Living room	1
23:50	Driveway	1
24:00	Living room	1
24:15	Living room	1
24:25	Hallway 1	1
24:30	Bedroom	1
24:50	Bathroom	1
25:08	Hallway 2	1

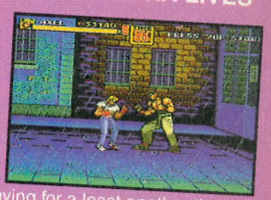
John Brent, Sussex

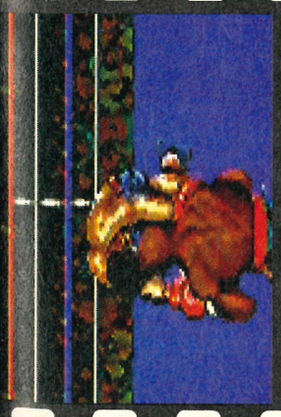
CHUCK ROCK
MEGA-CD
LEVEL CODES
Entering these level codes may spoil your fun, but it will certainly help you get through the game quickly! Here are all the level codes:

Level Two
GJFKFN
Level Three
PDPKKN
Level Four
JWNTXF
Level Five
TSFVNP

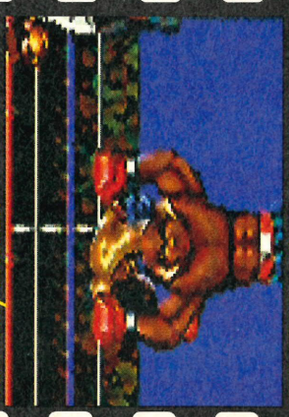


STREETS OF RAGE II
MEGA DRIVE
EXTENDED CONTINUES ● EXTRA LIVES
Having trouble on this beast of a beat-'em-up? No problem! Plug in both joypads, but play in one player mode. Carry on playing until you're about to die and then press start on joypad two. You'll now be able to carry on playing for a least another three lives! Incidentally, this sort of tip usually works on most two-player games so give it a try!
To find a couple of hidden lives follow these instructions sent in by "a devoted reader". On level one kick the first dustbin in to reveal an extra life. The next can be found on the third stage of level two. Jump out of the lorry and then go to the top left hand corner of the screen. Now press punch and an extra life will be yours!



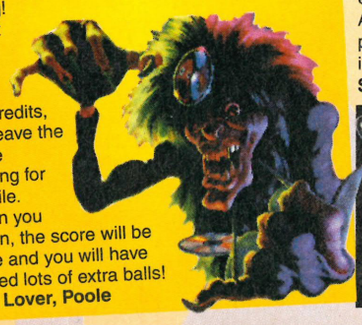


4 And it's all too much for the player in the blue. He hangs his head in shame, a career that lasted no more than thirty seconds.

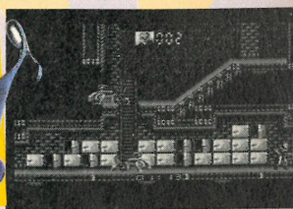


5 Yeah, I'm still the World Champ and no messin' or you'll be next!" Oo-er!

CRUE BALL
MEGA DRIVE
EXTRA POINTS ● EXTRA LIVES
To break the points record, play until you reach level four. Wait for the killer clown to appear and hold the left or right flipper and use the opposite flipper in the middle screen to propel the ball upwards. The ball will keep falling onto the hexagonal block and the killer clown will keep splitting. This can be done as many times as desired, although it may become very boring!
To get loads of extra ball credits, just leave the game running for a while. When you return, the score will be huge and you will have gained lots of extra balls!
Neil Lover, Poole



ALIEN 3
MASTER SYSTEM
INFINITE LIVES
Alien 3 is a tough game at the best of times – which is why it's always handy to have an infinite lives cheat! Play a two-player game and make sure both players obtain a high score (not as difficult as it sounds). When both players' games are over, a screen should appear requesting that the players enter their name. Enter the name ALIEN and when you go back to play the game, you will be invincible!
Sean Finnigan, N. Ireland



RINGSIDE ANGEL
IMPORT
The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited. 60%

RINGS OF POWER
ELECTRONIC ARTS £49.95
Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS
ELECTRONIC ARTS £39.99
Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

ROAD BLASTERS
IMPORT
Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ROAD RASH
ELECTRONIC ARTS £39.99
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 90%

ROAD RASH II
ELECTRONIC ARTS £39.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should keep everyone happy. 92%

ROLLING THUNDER 2
SEGA £39.99
Be prepared for encounters with hoods brandashing sub-machine guns, panthers and 18-wheel juggernauts. Jap machines only. 89%

RUNARK
IMPORT
Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD
IMPORT
An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. 64%

SD VALIS
IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

SHADOW BLASTERS
IMPORT
This is a beat-'em-up which fails to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. 46%

SHADOW DANCER
SEGA £39.99
The addition of a dog to do your dirty work and help you out of awkward situations adds a welcome element to an attractive beat-'em-up. 83%

SHADOW OF THE BEAST
ELECTRONIC ARTS £44.99
Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%

SHADOW OF THE BEAST II
ELECTRONIC ARTS £39.99
The long awaited follow up to the original beastly adventure. Teasing puzzles combined with atmospheric music and mystical graphics. 78%

SHINING IN THE DARKNESS
SEGA £44.99
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Challenging and smart-looking. 88%

SHINING FORCE
IMPORT
The best RPG ever to be released on the Mega Drive. Fantastic graphics combined with brain-teasingly difficult puzzles. Even the combat scenes are fun to play. It's due to be released officially and is fully re-reviewed in this issue. 92%

SHINOBI III
SEGA £34.99
Use mystical powers to conquer over the strength of darkness. Tremendous platform adventure with loads of pick-ups and plenty of ninja magic. 89%

SHOVE IT
IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

SIDE POCKET
SEGA £34.99
Reasonably uneventful pool simulation with a few sexy women. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SLIME WORLD
IMPORT
Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

SOKOBHAN
IMPORT
Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. 59%

SOL-FEACE
IMPORT
A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

SONIC THE HEDGEHOG
SEGA £34.99
Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed, but it has to be experienced. 90%

SONIC THE HEDGEHOG 2
SEGA £39.99
The best game of 1992. Sonic 2 delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SPACE HARRIER II
SEGA £34.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

SPACE INVADERS '90
IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II
VIRGIN £39.99
Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or computer, but play it! 92%

SPIDER-MAN
SEGA £39.99
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%

SPLATTERHOUSE 2
NAMCO £39.95
Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 89%

SPORTS TALK BASEBALL
SEGA £39.95
A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 84%

STAR CRUISER
IMPORT
Very impressive, but completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane because of end of level sequences. 35%

STARFLIGHT
ELECTRONIC ARTS £49.99
Deep space mining is the name of this game. Plenty of combat but also plenty of strategy. Beware of repetition, though. 82%

STEEL EMPIRE
ACCLAIM £39.95
A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 60%

STEEL TALONS
DOMARK £39.99
The MD hasn't been utilised to its full potential and fails to impress as much as the arcade game. Chopper combat at a lower level. 62%

STORMLORD
IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 77%

STREET SMART
SEGA £34.99
This beat-'em-up's gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go. 70%

STREETS OF RAGE
SEGA £34.99
This was widely accepted as the most gruesome beat-'em-up when first released, but it penultimately lacks challenge. Moves are wide-ranging and the sound effects and tunes awesome, but it could all be over on the first go. 90%

STREETS OF RAGE II
SEGA £44.99
An absolutely fantastic beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish. 96%

STRIDER
SEGA £44.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

SUNSET RIDERS
KONAMI £39.99
Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 87%

SUPERMAN
VIRGIN £39.99
Fiddley controls make this hard to play and its high difficulty pushes frustration levels to the limit. A bit of a disappointment all round. 62%

SUPER AIRWOLF
IMPORT
Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 73%

SUPER BATTLETANK
IMPORT
This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE
SEGA £34.99
Small sprites with extras including power-ups and big guardians. Corking good fun for a few hours, but after that your eyes may become weary. 71%

SUPER HANG-ON
SEGA £34.99
Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

SUPER HIGH IMPACT
IMPORT
A total of 18 teams should give American football fans something to find of interest. Good animation, but a lack of challenge due to the omission of a league. 73%

SUPER HQ
IMPORT
It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

SUPER HYDLIDE
SEGA £30
Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few places. Very boring. 49%

SUPER KICK OFF
US GOLD £39.99
May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 83%

SUPER LEAGUE BASEBALL
SEGA £34.99
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled.One of the decent attempts at the sport. 82%

SUPER MILITARY
IMPORT
This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

SUPER MONACO GP
SEGA £34.99
Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

SUPER MONACO GRAND PRIX II
SEGA £49.99
An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

SUPER OFF ROAD
BALLISTIC £29.99
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL
SEGA £34.99
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

SUPER SMASH TV
ACCLAIM £29.99
Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%

SUPER THUNDER BLADE
SEGA £34.99
A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%

SUPER VOLLEYBALL
IMPORT
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you have to play the sport to enjoy it. 84%

SUPER WRESTLEMANIA
FLYING EDGE £39.99
Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 84%

SWORD OF SODAN
ELECTRONIC ARTS £39.99
Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA £49.99
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

TAILSPIN
SEGA £39.99
A completely boring platform game with the nice addition of a shoot-'em-up section. This doesn't improve the situation enough to make it fun. 61%

TASK FORCE HARRIER EX
IMPORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 65%

TATSUJIN
IMPORT
Average verically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. Just another Japanese release. 46%

TAZ MANIA
SEGA £39.95
Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

TEAM USA BASKETBALL
ELECTRONIC ARTS £39.99
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound effects. 70%

TECHNOCOP
IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 70%

TEENAGE MUTANT NINJA TURTLES
KONAMI £39.99
A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 86%

TEL TEL BASEBALL
IMPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

THE TERMINATOR
VIRGIN £39.99
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME
ARENA £39.99
A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

TEST DRIVE 2: THE DUEL
BALLISTIC £34.99
This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THUNDER FORCE II
SEGA £34.99
Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

THUNDER FORCE III
SEGA £34.99
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

THUNDER FORCE IV
SEGA £39.99
The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

THUNDERFOX
IMPORT
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

THUNDER PRO WRESTLING
IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

TIGER HELI
IMPORT
Previously exciting helicopter game. Unfortunately, this has seriously dated and can no longer be recommended to young or old. 28%

TINY TOON ADVENTURES
KONAMI £39.99
A wonderful adventure that borrows a lot of elements from the Warner Bros. cartoons. Fast, furious and completely mad! 90%

TOEJAM & EARL
SEGA £34.99
Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can get tedious, though. 88%

TOKI
SEGA £34.99
Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

TORA! TORA! TORA!
IMPORT
Also known as *Fire Shark*, this is an extremely average shoot-'em-up which has very little to offer to those looking for something a bit different. 75%

TOXIC CRUSADERS
IMPORT
Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TRAMPOLINE TERROR
IMPORT
Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TRAYSIA
IMPORT
An American RPG that offers very little. Unacceptable graphics and lacking gameplay. Leave it! 17%

TROUBLE SHOOTER
IMPORT
Forgotten Worlds updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

TRUXTON
SEGA £34.99
Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

TURBO OUT RUN
SEGA £39.99
The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

TURRICAN
BALLISTIC £34.99
A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 86%

TWIN COBRA
SEGA £34.99
Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%

TWIN HAWK
SEGA £34.99
Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%

TWINKLE TALE
IMPORT
A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%

TWO CRUDE DUDES
SEGA £34.99
The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 89%

ULTIMATE TIGER
IMPORT
Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great fun. 80%

ULTIMATE QIX
IMPORT
This certainly plays like the classic board game, Othello. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. 55%

UNDEADLINE
IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega power-ups and zombie level guardians keep everything alive. 85%

UNIVERSAL SOLDIER
ACCOLADE £39.99
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 89%

VALIS
IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

VALIS III
IMPORT
Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a monotonous arcade adventure. 78%

VAPOR TRAIL
IMPORT
The lack of difficulty pulls the rating down. While fun to play, with some breath-takingly fast gameplay, you soon find nothing challenging in the game. 57%

VARIS SD
IMPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

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VERYTEX
IMPORT
This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 80%

WANI WANI WORLD
IMPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%

WARDNER
IMPORT
A boring platform game which has nothing to offer and purchasing it may prove to be a complete waste of your money. 25%

WARDNER SPECIAL
IMPORT
The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

WARSONG
IMPORT
You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%

WHEEL OF FORTUNE
IMPORT
If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 43%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS £39.99
An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it's boring for the experienced adventurer. Kids won't be fooled. 59%

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS £49.99
You must, yet again, get on the trail of Carmen and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing. 80%

WHIP RUSH
SEGA £34.99
The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too. 85%

WINTER CHALLENGE
BALLISTIC £39.99
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 78%

WONDER BOY III
SEGA £34.99
The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only. 79%

WONDER BOY IV
SEGA £39.99
More fun than the original, or any other for that matter, but it's still too tedious to be considered an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. 82%

WONDER BOY V
SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 75%

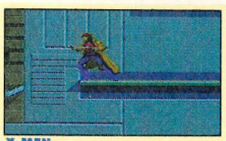
WORLD CLASS LEADERBOARD
US GOLD £39.99
Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 77%

WORLD CUP ITALIA 90
SEGA £29.99
This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it. 80%

WORLD OF ILLUSION
SEGA £39.99
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 89%

WRESTLE WAR
SEGA £34.99
Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

XDR
IMPORT
A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as *X-Dazzldy-Ray*. 54%



X-MEN
SEGA £34.99
A conversion of the *X-Men* arcade machine would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

XENON II
VIRGIN £39.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. 86%

Y's 3: WANDERERS FROM Y's
IMPORT
An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

ZANY GOLF
ELECTRONIC ARTS £39.99
Normal golf is a strange enough game, but this is out of this world. A great party game and a very polished product. 86%

ZERO WING
SEGA £39.95
Horizontal shooter which is flawed by its small graphics and ease. Looks like *R-Type*, but won't give any of that game's fans any problems. 77%

ZOOM
SEGA £29.99
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. 48%

You won't find a more comprehensive and accurate Sega guide anywhere. Why? Because when it comes to games, the Pros know where it's at.
Tune in next month for more top information.

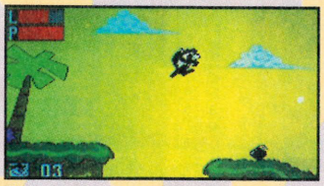
GAME GEAR SECRET OPTIONS SCREEN

To obtain a secret options screen, simply wait until the title screen appears, then press button one and start.

Graham Weber, Kent

TAZ-MANIA
GAME GEAR
EXTRA LIVES

If you're proficient at the first tricky level, then you could try out this cheat. Spin all the way to the opening, but don't jump down it. If you're far ahead of the bomb, walk back and you should see a heart. Take note, this cheat only works if you walk to the very edge.



There's also an extra life on the ice level. When you reach the level guardian, wait until he is little and squash him. This will give you an extra life!

Iain Gillies, Cheshire.

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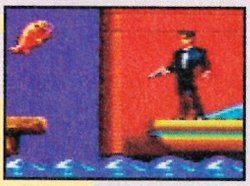
JAMES BOND – THE DUEL
MASTER SYSTEM
LEVEL SELECT

To enable this cheat you either need to swap the joypad about or use two. Using joypad two, hold diagonal left and both buttons. Now using joypad one, press button 1. Hey presto! A level select!



OUTLANDER
MEGA DRIVE
PASSWORDS

To get to any of the four stages, enter these passwords:

Level one FYBY1QZFQ240Q0
Level two 89D020JCYY8CZ8
Level three P69H0SK7YCKCX
Level four TZZY2159Q9YK80

Andrew Speck, Notts

CHAKAN: THE FOREVER MAN
MEGA DRIVE
MAGIC SPELLS

Different combinations of potions perform certain magic spells. Below are all the possible combinations of potions and their uses!

One blue, one green	Slows down enemies
Two blues	Chakan becomes invisible
One green, one red	Fire bombs
One red, one clear	Cold fire sword
Two clears	Restores energy
Two reds	Fire sword
One blue, one clear	Super jumping boots
Two green	Air sword
One blue, one red	Earth sword
One red, one clear	Acts as a restart point

1 Streets Of Rage II
2 Sonic The Hedgehog 2
3 Ecco
4 Desert Strike
5 EA/NHLPA Hockey
6 Quackshot
7 Castle Of Illusion
8 Cool Spot
9 T2: The Arcade Game
10 John Madden's Football '92/'93
11 Road Rash II
12 Gods
13 Shining Force
14 Mega lo Mania
15 Thunderforce IV
16 Speedball 2
17 Rainbow Islands
18 Another World
19 Dave Robinson's Supreme Court
20 PGA Tour Golf II
21 Tiny Toon Adventures
22 Lemmings
23 Revenge Of Shinobi
24 Micro Machines
25 Global Gladiators
26 Sonic The Hedgehog
27 Streets Of Rage
28 James Pond II
29 Taz-Mania
30 Corporation
31 Road Rash
32 Inspector X
33 Ghouls'n'Ghosts
34 F22 Interceptor
35 Pit-Fighter
36 Universal Soldier
37 Gadget Twins
38 Thunderforce III
39 The Terminator
40 Two Crude Dudes
41 Rolling Thunder 2
42 Bart vs The Space Mutants
43 Lotus Turbo Challenge
44 World Of Illusion
45 Onslaught
46 F1 Grand Prix
47 Shinobi III
48 Splatterhouse 2
49 Arcus Oddesey
50 PGA Tour Golf

MEGA DRIVE CHARTS • MEGA DRIVE CHARTS • MEGA DRIVE CHARTS • MEGA

PRO CHARTS

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1 Lemmings
2 European Club Soccer
3 Streets Of Rage 2
4 Sonic the Hedgehog 2
5 PGA Tour Golf 2
6 Road Rash II
7 NHLPA Hockey '93
8 John Madden '93
9 World of Illusion
10 Powermonger

Virgin GAMES

1 Streets Of Rage 2
2 Road Rash II
3 Lemmings
4 Sonic the Hedgehog 2
5 European Club Soccer
6 Desert Strike
7 World of Illusion
8 NHLPA Hockey '93
9 WWF Wrestlemania
10 John Madden '93

HMV

1 PGA Tour Golf II
2 Mega-lo-Mania
3 Rolling Thunder 2
4 Streets of Rage 2
5 Sonic the Hedgehog 2
6 Ecco the Dolphin
7 Strider
8 Side Pocket
9 NHLPA Hockey '93
10 World of Illusion

pro SCORES

Okay, you've played the game, you've finished the levels, you've found all the objects and you've scored all the points. Now it's your chance to become a part of SegaPro. We know our readers are the best in the land and just to prove it, here's your chance to become immortalised in the pages of SegaPro. The first thing to do is be like the Pros and play a game until some ridiculous hour in the morning, racking up a ridiculously high score. Now fill in the form below giving all the details we ask for (if we didn't want 'em we wouldn't ask for 'em). Now take a photo of yourself (or get someone else to take it), preferably as wacky as possible . Be warned, any boring pictures will be doctored for our own pleasure! Get some proof of your score, either a friend's signature or a photo of the screen. Now send the whole lot to ProScores, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

GAME GEAR

COLUMNS
42,925
Darren Walker, Smethwick
47,837
Luca Rosignvolo, Italy
14,208
Robert Rixson, Gwent

DONALD DUCK
899,200 Karen Rae, Cumbernauld
516,400 Matthew Williamson, Telford
385,100 John Marshall, Co Durham

G-LOC
258,440 Steve Kinder, Stoke-on-Trent
169,500 Sean Parris, Surrey

JOE MONTANA FOOTBALL
127-0 (pro) Mat Williamson, Telford
127-7 (easy) Andrew Ship, Newbury
99-0 (pro) Robin Westblom, Chislehurst

NINJA GAIDEN
65,800 Jack Johnson, London
26,800 Nicholas Turner, Leeds

SONIC THE HEDGEHOG 2
629,700 Nicholas Hambridge, Woodstock

STREETS OF RAGE
322,900 Richard James, Cardigan
268,999 Sarah Johnson, Weymouth

MASTER SYSTEM

ASTERIX
710,560 Paul Denney, Durham
6111,100 Matthew Sinton, Cleveland
834,900 Ross Gibbens, London

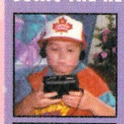
CALIFORNIA GAMES
11250 (Half pipe) Leon Renn, Nuneaton

G-LOC
190,900 Matthew Sadler, Surrey

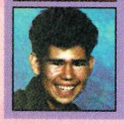
GOLDEN AXE
158 Kevin Fell, Croydon

NINJA GAIDEN
35,312,580 Richard James, Cardigan

SONIC THE HEDGEHOG 2
996,450
Andrew Proom, Farnham



720,300 Jacco Jansen, S. Africa
568,740
Sean Parris, Surrey
414,700
Anthony Smith, S Wales



OLYMPIC GOLD
Pole Vault
5.80 Wayne Hibbs, Bournemouth
Swimming
1.44.44 Wayne Hibbs, Bournemouth

SHINOBI
582,950 Matthew Walker, Chertney
560,450 Christian Weber, Chester
214,750 James Smith, Knutsford

MEGA DRIVE

ALIEN 3
602,070 Carl Souley, Cleveland
6,125,120 Mick Mercer, London
3,567,402 Robert Edge, Eltham

CRUE BALL
359,439,00 Neil Lover, Poole

DESERT STRIKE
3,402,300 Paul Hartwell, Pottersbury
2,800,200 Simon Nicholls, Reading

EA HOCKEY
77-4Jonathon Pugh, Fife
34-0(Poland v Soviet Union Anon!
99-0 (Canada v UK) Ross Killen, Dublin

GOLDEN AXE
379.0 John Smith
357.1 Andrew/Stephen Pryke, Peterborough
315.0 Paul Wheatley Nottingham

JOHN MADDEN '93
326-3 Andy Duncombe, Winchester

KID CHAMELEON
1093,391 Craig Stewart, Aberdeen
899,70 Colin Mackintosh, Leeds

QUACKSHOT
2,242,500 Eric Joe O'Hare, Lancaster
242,500 Anthony Smith, S Wales
1,356,000 Paul Shipman, Cannock

NHLPA HOCKEY
30-0Stuart Mackintosh, Reading
20-1 Dave v Simon, SegaPro (pics)

SONIC THE HEDGEHOG 2
750,400 Christopher Francis, Hants
363,700 Adam Brundell

SHINING IN THE DARKNESS
2,357,732 Spike, St Albans

STREETS OF RAGE 2
812,430 Darren Gwynne, Bedford
541,540 Sally Wilkinson, Surrey

SUPER KICK OFF
63-0James Goodrum, West Sussex

THE TERMINATOR
150,126 Martin Bleach, Petherton
137,300 Paul Smelt
108,870 Jonathon Epworth, Humberside
87,990 Neil Brockhurst, Bolton

TOEJAM AND EARL
1056 David Voss, Leeds
976 Lee Gray, Satchet
670 Colin Newman. Runcorn

TWO CRUDE DUDES
298,650 Chris Flowers, Gillingham
226,020 Lee Turner, Burnley

HI-SCORE CHALLENGE

We want all your hi-scores, but every month we'll print a list of games that are new-ish. If you send in your hi-scores for them we can compare them with those from other readers.

MEGA DRIVE	MASTER SYSTEM	GAME GEAR
STREETS OF RAGE 2	TAZ-MANIA	SHINOBI II
ROLO TO THE RESCUE	SONIC THE HEDGEHOG 2	STREETS OF RAGE
CHAKAN THE FOREVER	PREDATOR 2	CHAKAN
MAN	JAMES BOND THE DUEL	LEMMINGS
PAPERBOY 2	WONDER BOY IN	ALIEN 3
PGA TOUR GOLF 2	MONSTER WORLD	
REVENGE OF THE JOKER		

THE PROFILE

ACE OF ACES
SEGA £32.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics, but in-game graphics are pretty dreadful. 55%

ACTION FIGHTER
SEGA £12.99
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content, though. 51%

AERIAL ASSAULT
SEGA £29.99
Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

AFTER BURNER
SEGA £29.99
Speed and frenetic action of the simple arcade machine still here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

ALEX KIDD IN HI-TECH WORLD
SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

ALEX KIDD IN MIRACLE WORLD
SEGA £24.99
This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD
SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player, though. 85%

ALEX KIDD AND THE LOST STARS
SEGA £29.99
Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. 79%

ALF
TONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with it! 16%

ALIEN 3
ACCLAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

ALIEN STORM
SEGA £29.99
Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended. 87%

ALIEN SYNDROME
SEGA £29.99
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. 85%

ALTERED BEAST
SEGA £29.99
Appalling conversion of a popular coin-op. It's a beat-'em-up, but is severely flawed due to the flickery sprites and jerky scrolling. 50%

AMERICAN BASEBALL
SEGA £29.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. 83%

AMERICAN PRO FOOTBALL
SEGA £29.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

ARCH RIVALS
FLYING EDGE £32.99
Basketball with attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode. 83%

ARCADE SMASH HITS
VIRGIN £29.99
Centipede, Break-Out and *Missile Command* all in one cartridge. All the games are fairly basic in content, but the addictiveness and playability shines through. 82%

ASSAULT CITY
SEGA £29.99
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX
SEGA £29.99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. 94%

ASTRO WARRIOR
SEGA £29.99
Usual shoot-'em-up stuff and there's nothing here to make you think different. Pick up the power-ups, learn the attack strategy and Bob's your uncle. 67%

AZTEC ADVENTURE
SEGA £12.99
Could have been a fun arcade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. 70%

BACK TO THE FUTURE II
IMAGE WORKS £34.99
Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. 24%

BACK TO THE FUTURE III
FLYING EDGE £34.99
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC
SEGA £17.99
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

BART VS THE SPACE MUTANTS
FLYING EDGE £32.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

BASKETBALL NIGHTMARE
SEGA £29.99
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

BATMAN RETURNS
SEGA £29.99
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

BATTLE OUT RUN
SEGA £29.99
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

BLACK BELT
SEGA £24.99
A criminally easy beat-'em-up. Incredibly poor graphics with backdrops containing little more than a wall and some sky. Unexciting and repetitive. 41%

BLADE EAGLE 3-D
SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels, but punishes on the last. 77%

BOMBER RAID
SEGA £29.99
Testing as you try to take out both air and ground targets. Not difficult mentally, but certainly tests patience and quickly becomes exceedingly boring. 33%

BONANZA BROS
SEGA £29.99
Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the loot on ten frantic stages. 90%

BUBBLE BOBBLE
SEGA £29.99
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

CALIFORNIA GAMES
SEGA £29.99
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CAPTAIN SILVER
SEGA £29.99
Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

CASINO GAMES
SEGA £29.99
This should help solve your addiction to one arm bandits in five minutes. After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good. 44%

CASTLE OF ILLUSION
SEGA £29.99
Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

CHAMPIONS OF EUROPE
TECMAGIK £34.99
Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

CHASE HQ
SEGA £29.99
What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

CHOPLIFTER
SEGA £24.99
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

CHUCK ROCK
VIRGIN £29.99
A hilariousNeanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

CLOUD MASTER
SEGA £29.99
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA £24.99
Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%

CYBER SHINOBI
SEGA £29.99
The Shinobi series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

CYBORG HUNTER
SEGA £24.99
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

DANAN: THE JUNGLE FIGHTER
SEGA £29.99
Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE
SEGA £29.99
A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

DICK TRACY
SEGA £29.99
Blurred graphics, jerky animation and is totally unplayable. One of the worst film tie-ins ever. 21%

DOUBLE DRAGON
SEGA £29.99
This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

DOUBLE HAWK
SEGA £29.99
Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

DRAGON CRYSTAL
SEGA £29.99
This seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE
SEGA £29.99
If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

DYNAMITE DUX
SEGA £29.99
A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

ENDURO RACER
SEGA £9.99
Nothing like the arcade as you view your bike from above and race over an obstacle course. Plays surprisingly well, but there's a serious lack of a two-player mode. 68%

ESWAT
SEGA £29.99
A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch. Enjoyable and challenging. 71%

F-16 FIGHTER
SEGA £17.99
Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASY ZONE
SEGA £12.99
For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! A piece of history that can't be ignored. 91%

FANTASY ZONE 2
SEGA £24.99
More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

FANTASY ZONE 3
SEGA £24.99
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS £29.99
Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES
GRANDSLAM £29.99
The quality of programming is evident, except everything is very simple to execute and soon bores you. For the young and inexperienced only. 70%

FORGOTTEN WORLDS
SEGA £29.99
With an abundance of shoot-'em-ups available, they have to be good to sell. This is far too easy and the controls are useless. Try anything else. 32%

GAIN GROUND
SEGA £29.99
You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay and very addictive. 82%

GALAXY FORCE
SEGA £29.99
This coin-op game is excellent fun. Some hideous enemy sprites, but it only makes you more determined to blow them to bits. A great shoot-'em-up conversion. 86%

GANGSTER TOWN
SEGA £24.99
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun, but like most gun games, becomes boring. 65%

GAUNTLET
SEGA £29.99
Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

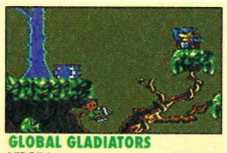
GEORGE FOREMAN'S KO BOXING
ACCLAIM £29.99
Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. The gameplay is okay, but there's nothing new or original. 69%

GHOSTBUSTERS
SEGA £29.99
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%

GHOST HOUSE
SEGA £17.99
Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA £29.99
A great medieval romp through the undergrowth and onto gigantic guardians. It may not have all the special effects, but it plays like a dream. Buy it. 90%

GLOBAL DEFENSE
SEGA £12.99
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%



GLOBAL GLADIATORS
VIRGIN £32.99
It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

G-LOC
SEGA £29.99
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%

GOLDEN AXE
SEGA £29.99
A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85%

GOLDEN AXE WARRIOR
SEGA £32.99
Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

GOLFAMANIA
SEGA £32.99
For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82%

GOLVELLIUS
SEGA £29.99
The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

GREAT BASEBALL
SEGA £24.99
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. For sports fans only. 75%

GREAT BASKETBALL
SEGA £24.99
Die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge, but the computer oppos are easy. 78%

GREAT FOOTBALL
SEGA £24.99
There is no reason to buy this game with the likes of *Joe Montana Football* already out. This is a crinkly attempt that doesn't contain any credible atmosphere. 60%

GREAT GOLF
SEGA £24.99
There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%

GREAT ICE HOCKEY
SEGA £29.99
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

GREAT VOLLEYBALL
SEGA £24.99
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

HANG-ON
SEGA £9.99
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant, but excellent value for those on a budget. 78%

HEAVYWEIGHT CHAMP
SEGA £24.99
Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69%

HEROES OF THE LANCE
US GOLD £34.99
This is very slow and monotonous. Plenty of characters to play with, but even with the combat scenes boring, there's not much hope. 68%

IMPOSSIBLE MISSION
US GOLD £29.99
An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90%

INDIANA JONES 3
US GOLD £34.99
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%

JAMES BOND
DOMARK £32.99
Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%

JOE MONTANA FOOTBALL
SEGA £29.99
If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 78%

JUNGLE FIGHTER
SEGA £29.99
Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58%

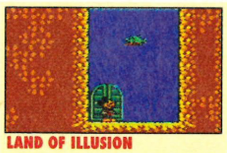
KENSEIDEN
SEGA £29.99
While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up. 64%

KLAX
TENGEN £29.99
Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73%

KUNG FU KID
SEGA £24.99
You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

LASER GHOST
SEGA £29.99
One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%

LEMMINGS
SEGA £27.99
Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. 89%



LAND OF ILLUSION
SEGA £29.99
A brilliant sequel to *Castle of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 92%

LINE OF FIRE
SEGA £29.99
Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but enjoyable entertainment. 82%

LORD OF THE SWORD
SEGA £29.99
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%

THE LUCKY DIME CAPER
SEGA £24.99
Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94%

MARBLE MADNESS
VIRGIN £29.99
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88%

MARKSMAN SHOOTING
SEGA £29.99
One of a limited amount of software released for the Light Phaser. Simple and fun to play, but *Safari Hunt* is far better. 43%

MASTER OF DARKNESS
SEGA £29.99
As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platform game that should keep fans happy for quite a while. 80%

MAZE HUNTER 3-D
SEGA £19.99
Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72%

MERCS
SEGA £32.99
This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73%

MIRACLE WARRIORS
SEGA £32.99
This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82%

MISSILE DEFENCE 3-D
SEGA £19.99
This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

MONOPOLY
SEGA £29.99
Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. It's accurate, but what's the point? 79%

MOONWALKER
SEGA £29.99
Luckily, the game is much better than the film, with attractive graphics and decent sound. 85%

MS PACMAN
TENGEN £29.99
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but all too dated and it shows. 72%

MY HERO
SEGA £17.99
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. If you're the school bully type, you'll love it. 64%

NEW ZEALAND STORY
TECMAGIK £34.99
It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness you could wish for, but it's very hard. 88%

THE NINJA
SEGA £9.99
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics, though. 75%

NINJA GAIDEN
SEGA £32.99
One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. Spot-on difficulty level makes it ideal for young or old. 90%

OLYMPIC GOLD
US GOLD £34.99
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%

OPERATION WOLF
TAITO £29.99
The old Phaser gun should have come into its own, but the light detection isn't too hot. Neat backdrops, although the flickery scrolling is annoying. 73%

OUT RUN
SEGA £29.99
There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available at the same price. 73%

OUT RUN 3-D
SEGA £29.99
Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%

OUT RUN EUROPA
US GOLD £29.99
This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. Refreshingly good racing fun. 90%

PAC-MANIA
TECMAGIK £34.99
An excellent interpretation, but £35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%

PAPERBOY
TENGEN £29.99
Emulates the brilliant coin-op, but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills well into the morning run. 81%

PARLOUR GAMES
SEGA £17.99
Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

PENGUIN LAND
SEGA £29.99
The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun and there's a nice feel to the game. 77%

PHANTASY STAR
SEGA £39.99
It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over. 94%

PIT-FIGHTER
DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%

POPULOUS
TECMAGIK £34.99
A game that you'll either love or hate. This is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender. 88%

POSEIDON WARS 3-D
SEGA £19.99
Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Very simple stuff and not worth bothering about really. 34%

POWER STRIKE
SEGA £24.99
An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 89%

PRO WRESTLING
SEGA £24.99
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56%

PREDATOR 2
ARENA £32.99
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%

PRINCE OF PERSIA
DOMARK £29.99
Packed with 14 massive levels and

SONIC THE HEDGEHOG 2

MEGA DRIVE

OBJECT PLACING CODE

● SPLIT SCREEN CHEAT

Just when you thought the hype was over – he's back! Yes, there are even more codes. This one allows you to change Sonic into other objects and lets you place items all over each level! Enter the level select from the soundtest screen (19, 65, 07, 19). Return to the sound test screen and enter 01, 09, 09, 02, 01, 01, 02, 04 (the release date for *Sonic 2*!) and hold A and Start until the game begins. Now press B to change Sonic into a ring or press A to turn him into other objects. If you decide to change into a TV, beware!

This also acts as an end-of-level marker and hitting anything will take you to the end of the level. To play a two-player game without having to use a split-screen, follow these instructions. Go to the options screen and select Sonic and Tails in one player mode. Now start the game and plug in a second joypad. You'll now find that you can control both sprites!

Alan Bennett, N Ireland

ECCO THE DOLPHIN

MEGA DRIVE

LEVEL SELECT

Yet another way to choose a level! This time, go to the password screen and enter PLEASE followed by any of these letters.

EE	Ice Zone
FF	Island Zone
GG	Pterandon Pond
HH	City of Forever
II	Under Caves
KK	Deep City
OO	Last Fight
QQ	Origin Beach
UU	Marble Sea
WW	Open Ocean
ZZ	Ridge Water

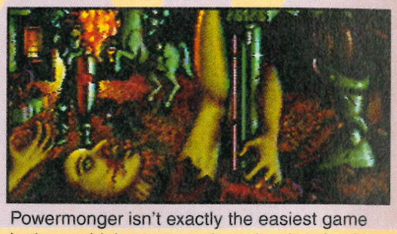
Welcome To The Machine is the last level of the game, but there's also another code that is only given if it is completed. Here it is!

TSONLMLU

POWERMONGER

MEGA DRIVE

LEVEL PASSWORDS



Powermonger isn't exactly the easiest game in the world, but we now have level codes for different stages in the game!

1	HOXTAG
2	HNLTFXQ
3	53SLE6PMLQ
4	5SUCHYT2G
5	KOAPHYTJZPQ
6	KHAJKHO6ZCI
7	K4LAJKOH62G
8	LJLAPHYTJWUUQ
9	44LUCHYTJW7TDY
10	4JLPLE6A7EIABI
11	LSPLE6A7EIDP
12	42AJKOH6GOWQ5GQ
13	ZSEKOH6GOWQJE4BQ
14	ZHFP7X4I7GGOWFSG
15	Z2PLE6A7EII7GZQFA2G
16	Z2AJKOH6GOWQJEXSTVI
17	Z2APHYTJW77EIAG44PVQ
18	Z2UCHYTJW77EIAHY4PHUPG
19	EPKOH6GOWQJEB4PHYTFQQQQ
20	7KLI5E3QJEW7T36LELPNOQQQ
21	TJPKOH6GOWQJEB4PHYTF7GLQQQ
22	TSTP7X4I7GGOWDATI5EZJIPHYQQ
23	UTP7X4I7GOWDATI5EZJIPHYQQ
24	T4PKOH6GOWQJEB4PHYTF7GLEGQQ
25	72PLE6A7EII7GZTJKOHA37TI2O7Q
26	72AJKOH6GOWQJEB4PHYTF7GLRL7BQ
27	TTDPHYTJW77EIAJ3P7XLBJEKDK5KXQ

Don't forget – we need your cheats! What we don't need however is more level selects for *Sonic 2*! Each and every morning we gleefully await opening the sackfuls of tips we receive, only to find that most of them are the *Sonic 2* level select. What a bummer.

SAM HICKMAN'S PROLINE

0891 224727

Updated every Friday, the ProLine gives the latest tips on Mega Drive, Mega-CD, Master System and Game Gear.

(calls are charged at 36p/minute cheap rate and 48p/minute at all other times. Please get permission from the person paying the phone bill before calling.)

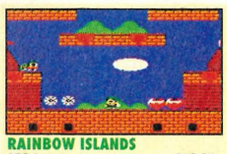
amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%

PSYCHIC WORLD
SEGA £29.99
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. 48%

PSYCHO FOX
SEGA £29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good as an alternative to *Sonic*. 88%

PUTT 'N PUTTER GOLF
SEGA £32.99
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%

QUARTET
SEGA £24.99
Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. 25%



RAINBOW ISLANDS
SEGA £29.99
A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but doesn't quite come up to scratch as it's too easy. 79%

RAMBO III
SEGA £29.99
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction only lasts for weeks. 77%

RAMPAGE
SEGA £29.99
Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. 85%

RAMPART
TENGEN £29.99
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%

RASTAN SAGA
SEGA £29.99
Hac'n'slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. 88%

RC GRAND PRIX
SEGA £29.99
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega slap their name all over the hoardings? 59%

RESCUE MISSION
SEGA £9.99
Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90%

ROCKY
SEGA £29.99
Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. 32%

R-TYPE
SEGA £29.99
This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. Go for it – you won't lose out! 94%

RUNNING BATTLE
SEGA £29.99
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

SAFARI HUNT
SEGA £29.99
Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. 63%

SAGAIA
SEGA £32.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But the game is far too easy for almost any player. 43%

SPECIAL CRIMINAL INVESTIGATION
SEGA £29.99
This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy-peasy for anyone except real beginners. 54%

SCRAMBLE SPIRITS
SEGA £29.99
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better. 44%

SECRET COMMAND
SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting shooter. 85%

SEGA CHESS
SEGA £34.99
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%

SHADOW DANCER
SEGA £32.99
Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog. 69%

SHADOW OF THE BEAST
TECMAGIK £29.99
Despite the obvious limitations of the MS, Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent mood music and even some improved gameplay make it hot property! 90%

SHANGHAI
SEGA £24.99
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85%

SHINOBI
SEGA £29.99
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for most players. 79%

SHOOTING GALLERY
SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round. 70%

SHOOTING GAMES
SEGA £24.99
Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72%

SLAP SHOT
SEGA £29.99
Like its MD counterpart, *EA Hockey*, *Slap Shot* is easy to get into and has all the added extras like brawling and dodgy umpiring. Don't worry if you don't like the real thing, this is pretty manic. 76%

SONIC THE HEDGEHOG
SEGA £29.99
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling. 92%

SONIC THE HEDGEHOG 2
SEGA £32.99
A fantastic version of the most famous game in the world, but it's bugged. *Sonic 2* is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. 95%

SPACE GUN
SEGA £29.99
If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. 56%

SPACE HARRIER
SEGA £29.99
There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. 84%

SPEEDBALL 2
VIRGIN £29.99
Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%

SPELLCASTER
SEGA £29.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and time and even to the land of the dead. 90%

SPIDER-MAN
SEGA £29.99
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%

SPORTS PAD FOOTBALL
SEGA £29.99
Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

STREETS OF RAGE
SEGA £29.99
This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89%

SPY VS SPY
SEGA £17.99
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%

STRIDER
SEGA £29.99
The graphics and sound are about as expected, but the main character is very sluggish and poor, especially when jumping. Long-term appeal is dubious. 79%

STRIDER II
US GOLD £29.99
Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%

SUBMARINE ATTACK
SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound *R-Type* . 68%

SUMMER GAMES
SEGA £29.99
This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. 40%

SUPER KICK OFF
US GOLD £29.99
All the features, bar the all-important playability. The action slows down with three or more players on-screen. 80%

SUPER MONACO GP
SEGA £29.99
A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%

SUPER MONACO GP II
SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPER REAL BASKETBALL
SEGA £24.99
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%

SUPER SMASH TV
ACCLAIM £29.99
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's too hard. 65%

SUPER SPACE INVADERS
DOMARK £32.99
Original waves and a sensational simultaneous two-player option set this above any clone. 82%

SUPER TENNIS
SEGA £9.99
This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA
SEGA £29.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%

TECMO WORLD CUP '93
SEGA £29.99
Very different from the arcade hit, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and, as such, a poor release. 69%

TEDDY BOY
SEGA £9.99
Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%

TENNIS ACE
SEGA £29.99
Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. 83%

THE TERMINATOR
SEGA £34.99
Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself. 90%

THUNDER BLADE
SEGA £29.99
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65%

TIME SOLDIERS
SEGA £29.99
The coin-op was based was a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. 36%

TOM AND JERRY
SEGA £29.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%

TRANSBOT
SEGA £9.99
Oh dear! It has all the usual elements; shoot-'em-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awful. 26%

TRAP SHOOTING
SEGA £29.99
As the title suggests, this is a clay pigeon shooting sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. 45%

TRIVIAL PURSUIT
DOMARK £29.99
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

ULTIMA IV
SEGA £39.99
If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast, challenging and it comes with a great manual and map. 92%

VIGILANTE
SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. 77%

WANTED
SEGA £24.99
Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78%

WIMBLEDON
SEGA £34.99
Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 90%

WONDER BOY
SEGA £24.99
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%

WONDER BOY IN MONSTERLAND
SEGA £29.99
The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. 89%

WONDER BOY IN MONSTERWORLD
SEGA £29.99
An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%

WONDER BOY III: DRAGON'S TRAP
SEGA £29.99
If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

WOODY POP
SEGA £19.99
This may be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. 47%

WORLD CLASS LEADER BOARD
US GOLD £29.99
A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

WORLD CUP ITALIA 90
SEGA £24.99
It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. 77%

WORLD GAMES
SEGA £24.99
This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65%

WORLD GRAND PRIX
SEGA £12.99
This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%

WORLD SOCCER
SEGA £24.99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%

XENON II
VIRGIN £29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. 85%

Y'S: THE VANISHED OMENS
SEGA £32.99
An excellent RPG, but doesn't have the playability of *Ultima*, *Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 84%

ZAXXON 3-D
SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. 42%

ZILLION
SEGA £24.99
The Norsa forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. 67%

ZILLION II
SEGA £24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. 67%

That's about it for the MS, this month. Listed above are most of the games that you'll find in the shops. Shop around and good luck!

MASTER SYSTEM CHARTS • MASTER SYSTEM CHARTS • MASTER SYSTEM CHAR

PRO CHARTS

Can anything knock Sonic off the number one spot? If you think so, then send your version of the charts to us at SegaPro now!

OUR PRICE MUSIC / GAME ZONE

1	Sonic the Hedgehog 2
2	Lemmings
3	Prince of Persia
4	Predator 2
5	Taz-Mania
6	Terminator
7	Ninja Gaiden
8	Super Kick Off
9	The Simpsons
10	Super Monaco GP

Virgin GAMES

1	Sonic the Hedgehog 2
2	Lemmings
3	Taz-Mania
4	Predator 2
5	WC Leaderboard
6	Super Kick Off
7	Prince of Persia
8	Tom and Jerry
9	Ninja Gaiden
10	Heavyweight Champ

HMV

1	Sonic the Hedgehog 2
2	Taz-Mania
3	Lemmings
4	Ninja
5	Transbot
6	Speedball 2
7	G-Loc
8	Action Fighter
9	After Burner
10	Predator 2

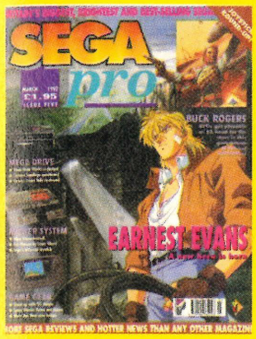
The Pros' TOP 30 (master system)

1	Sonic The Hedgehog 2
2	Asterix
3	The Lucky Dime Caper
4	Prince Of Persia
5	Castle Of Illusion
6	R-Type
7	Phantasy Star
8	Bart vs The Space Mutants
9	Wonderboy III: Dragon's Trap
10	Land Of Illusion
11	Champions Of Europe
12	Ultima IV
13	Sonic The Hedgehog
14	Columns
15	Fantasy Zone
16	Ninja Gaiden
17	Alex Kidd in Miracle World
18	Outrun Europa
19	Streets Of Rage
20	Wonderboy in Monster World
21	SpellCaster
22	Rescue Mission
23	The Terminator
24	Impossible Mission
25	Wimbledon
26	Alien 3
27	Shadow Of the Beast
28	Ghouls'n'Ghosts
29	Fantasy Zone 2
30	Bonanza Bros

SEGA pro

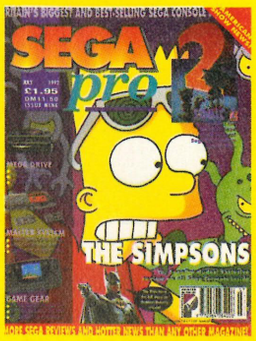
BRITAIN'S BIGGEST, BRIGHTEST AND BEST-SELLING SEGA MAGAZINE IS SCREECHING OFF THE SHELVES. HERE'S YOUR CHANCE TO GRAB THOSE ALL-IMPORTANT ISSUES YOU MIGHT HAVE MISSED!

BACK ISSUES



Issue 5 £2.50

First ever Mega-CD reviews of Earnest Evans, Heavy Nova and Sol-Feace. Also reviewed are Buck Rogers (MD), Rings of Power (MD), Super Fantasy Zone (MD), Toki (MD), Wani Wani World (MD), Alien Storm (MS), Laser Ghost (MS), Line of Fire (MS), Shadow Dancer (MS), Aleste (GG), Heavyweight Champ (GG), Space Harrier (GG)...



Issue 9 £2.50

Simpsons special with exclusive reviews on all Sega formats. Plus a massive preview of every Sega game coming out during the rest of the year. Reviews include Chuck Rock (MD), Olympic Gold (MD), Thunder Pro Wrestling (MD), Prince of Persia (MS), Sagaia (MS), Speedball 2 (MS), Crystal Warriors (GG)...

Issue 15 £3.25

Fantastic Christmas special featuring an essential 16-page pull-out Sonic 2 guide, a massive Sonic 2 poster and a superb Action Replay code book. Reviews include Crüe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD), Pit-Fighter (MS), Batman Returns (GG), Taz-Mania (GG)...

Issue 6 £3.50

Fabulous Electronic Arts sports watch with this issue. Included in the many reviews are Art Alive (MD), Battlemaster (MD), Where in Time is Carmen Sandiego? (MD), Desert Strike (MD), Kid Chamelion (MD), SD Valis (MD), Two Crude Dudes (MD), Funky Horror Band (M-CD), Bonanza Bros (MS), Spider-Man (GG)...

Issue 10 £2.75

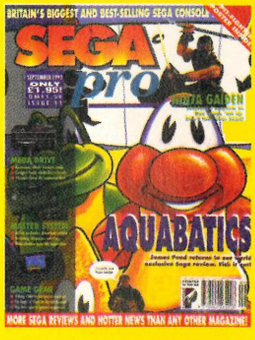
Essential SegaPro shades come with this issue. As do crucial reviews of Batman (MD), Cadash (MD), Ferrari Grand Prix Challenge (MD), Splatterhouse 2 (MD), Taz Mania (MD), Super Monaco GP 2 (MS), Wimbledon (MS), Klax (GG), Marble Madness (GG), Olympic Gold (GG), Paperboy (GG), Popils (GG), Prince of Persia (GG)...

Issue 16 £4.25

Bundled with this exclusive-packed issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...

Issue 7 £2.50

Absolutely free with this month's issue are a collection of super-cool SegaPro stickers. Plus an exclusive look at the sensational Wondermega. Reviews include Arch Rivals (MD), Double Dragon (MD), Ninja Burai (MD), Turbo Out Run (MD), Asterix (MS), Back to the Future III (MS), Champions of Europe (MS), Alien Syndrome (GG)...



Issue 11 £2.50

Huge issue with an exclusive review of the game-cracking Game Genie device from Code Masters and heaps of reviews, including American Gladiators (MD), Aquabatics (MD), Gadget Twins (MD), Thunderforce IV (MD), Alf (MS), Chuck Rock (MS), Ninja Gaiden (MS), Aerial Assault (GG), The Viking Child (GG)...

Issue 17 £2.50

You'll find an exclusive look at Global Gladiators in this issue together with incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many, many more.

Issue 12 £2.50

Superb issue with free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of Superman plus many more...

Issue 18 £3.50

Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD), Tecmo World Cup '93 (MS)...

Issue 13 £2.50

Superb issue bundled with a free fact-packed buyer's guide to Sega games and add-ons. Exclusive reviews of Gods (MD) , Shining Force (MD), Predator 2 (MD), Super high Impact (MD), Super Smash TV (MS), The Terminator (GG) and many, many more. Also a fabulous round-up of the best beat-'em-ups around on all formats.

Issue 19 £2.75

Read the exclusive review of Cool Spot on the Mega Drive inside. Plus Night Trap (CD), Captain America (MD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Predator 2 (GG), Spider-Man 2 (GG), The Humans (GG) and plenty more!

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pro CHARTS

If you're wondering which game is best for you, then check out the charts below!

The Pros' TOP 20

1 Sonic The Hedgehog 2
2 Castle Of Illusion
3 The Lucky Dime Caper
4 Prince Of Persia
5 Super Kick Off
6 Spider-man
7 Bart vs The Space Mutants
8 GG Aleste
9 Columns
10 Sonic The Hedgehog
11 The Terminator
12 Rastan Saga
13 Shinobi II
14 Super Off Road Racer
15 Chakan: Forever Man
16 Streets Of Rage
17 Popils
18 Alien 3
19 Lemmings
20 Halley Wars

OUR PRICE MUSIC — GAME ZONE

1 Sonic the Hedgehog 2
2 Taz-Mania
3 Alien 3
4 Batman Returns
5 Chuck Rock
6 Lemmings
7 Streets of Rage
8 Super Space Invaders
9 Super Kick Off
10 Super Monaco GP 2

HMV

1 Streets of Rage
2 Sonic the Hedgehog 2
3 Lemmings
4 Taz-Mania
5 Batman Returns
6 Shinobi II
7 Ariel the Mermaid
8 Super Space Invaders
9 Castle of Illusion
10 Prince of Persia

Virgin GAMES

1 Sonic the Hedgehog 2
2 Lemmings
3 Super Space Invaders
4 Alien 3
5 Taz-Mania
6 Streets of Rage
7 Super Kick Off
8 Super Off Road
9 Prince of Persia
10 Terminator

THE PROFILE — GAME GEA

AERIAL ASSAULT
SEGA £25.00
Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42%

ALIEN 3
ARENA £27.99
All action platform game with superb graphics and atmospheric tunes. *Alien*^{3} offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME
SIMS CO IMPORT
The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%

ARIEL: THE LITTLE MERMAID
SEGA £24.99
Ariel may look the business, but that's as far as it goes. A waste of a Disney licence and not much fun unless you're a beginner. 71%

AX-BATTLER
SEGA IMPORT
One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

BART VS THE SPACE MUTANTS
FLYING EDGE £29.99
Move over Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with super graphics, great sound and wicked gameplay. 92%

BATMAN RETURNS
SEGA £24.99
Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

BATTER UP
SEGA £24.99
The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

THE BERLIN WALL
KANEKO IMPORT
Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

BUSTER BALL
RIVERHILL IMPORT
Speedball is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION
SEGA £24.99
Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 94%

CHAKAN: THE FOREVER MAN
SEGA £24.99
Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

CHASE HQ
TAITO IMPORT
Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

THE CHESSMASTER
SEGA £27.99
Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

CHUCK ROCK
SEGA £25.00
Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

COLUMNS
SEGA £19.99
Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%

CRYSTAL WARRIORS
SEGA £29.99
Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times, but very impressive overall. 79%

DEVILISH
SEGA £24.99
Far from original, but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) 37%

DRAGON CRYSTAL
SEGA £24.99
A very big game for such a small machine and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to. 80%

EVANDER HOLYFIELD BOXING
SEGA £24.99
Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%

FACTORY PANIC
SEGA £24.99
Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, but make this one tough and enjoyable game. 86%

FANTASY ZONE
SEGA £19.99
Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

FROGGER
SEGA £19.99
Frogger 's attraction is to see your friend get run over on his first couple of goes. After you are familiarised with the timing, it becomes very repetitive and simplistic. 75%

G-LOC
SEGA £24.99
G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GALAGA '91
NAMCOT IMPORT
A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GEORGE FOREMAN'S BOXING
ARENA £24.99
This sad boxing sim (also known as *Heavyweight Champ)* becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%

GG ALESTE
COMPILE IMPORT
Halley Wars pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole *Aleste* experience one you will never forget. 92%

GRIFFIN
IMPORT
A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. 86%

HALLEY WARS
SEGA £24.99
The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP
SEGA IMPORT
This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here. 56%

THE HUMANS
GAMETEK IMPORT
This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. 75%

INDIANA JONES 3
SEGA £24.99
Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%

JOE MONTANA FOOTBALL
SEGA £24.99
Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA £24.99
Overly difficult puzzle game in which you have to rearrange the pieces of a jigsaw. It's fun for a while, but it ultimately drives you insane. 72%

KLAX
DOMARK £27.99
Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

LEMMINGS
SEGA £27.99
Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA £24.99
Cartoon capers with this favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

MAPPY
IMPORT
Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative and there's no playability. 50%

MARBLE MADNESS
DOMARK £24.99
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically superb. 79%

MONSTER WORLD II
SEGA IMPORT
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

NINJA GAIDEN
SEGA £24.99
Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD
US GOLD £27.99
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

OUT RUN
SEGA £24.99
The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

OUT RUN EUROPA
SEGA £19.99
The saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

PAC-MAN
SEGA £24.99
What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY
DOMARK £24.99
Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO
SEGA £19.99
This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 79%

POP BREAKER
IMPORT
Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%

POPILS
DOMARK £24.99
Puzzle fans everywhere should own a copy of *Popils*. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

PRINCE OF PERSIA
DOMARK £27.99
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PSYCHIC WORLD
SEGA £24.99
Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%

PUTT AND PUTTER
SEGA £25.99
When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a

THE PROFILE

AFTER BURNER III
CRS IMPORT
This all-action arcade flight sim isn't very good. Poor graphics and a ridiculous, increasing difficulty level make this nothing more than an average game. Nice music, though. 55%

BLACK HOLE ASSAULT
SEGA £39.99
Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to upkeep interest. 65%

CHUCK ROCK
SONY IMPORT
Not much different from the Mega Drive version. Similar graphics, but nicer intro sequence and better sound. Still playable but doesn't us tthe machine's capabilities. 82%

ROBO ALESTE
COMPILE IMPORT
Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. 60%

EARNEST EVANS
WOLFTEAM IMPORT
One of the first releases for the Mega-CD. Spectacular graphics and a good storyline. Numerous soundtracks and constantly challenging stages make this platformer a real pleasure to play. 75%

FUNKY HORROR BAND
SEGA IMPORT
Far from impressive Japanese RPG. This is mainly due to the text being in the above mentioned language. Unfortunately, the graphics and sound which are great, end up being totally wasted. 33%

HEAVY NOVA
MICRONET IMPORT
A fantastic introduction, as with the majority of Mega-CD games, but little else to offer. Two fighting robots in a one-on-one battle with terrible gameplay. Hardly original and just about bearable. 54%

HOOK
SONY IMPORT
Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay. 69%

KRIS KROSS MAKE MY VIDEO
SONY IMPORT
A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable. 89%

PRINCE OF PERSIA
SEGA £39.99
Totally engrossing, but possibly too challenging. The well-known platformadventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

NIGHT TRAP
SEGA £49.99
One of the first CD games to use full motion video, although highlighting the usual display limitation of the Mega-CD. It's a big game and there's lots of challenging gameplay. 87%

ROAD AVENGER
SEGA free with Mega-CD
Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 81%

SHERLOCK HOLMES
SEGA IMPORT
A welcome change to an action-packed market. Only three cases to solve, but user-friendly interface and complex clues prolong life. 91%

SOL FEACE
SEGA free with Mega-CD
The original blast-'em on the Mega-CD, and a great one at that. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 74%

SUPER LEAGUE CD
SEGA IMPORT
What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%

TIME GAL
WOLFTEAM IMPORT
Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! 80%

THUNDER STORM FX
WOLFTEAM
IMPORT
Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84%

WONDER DOG
SEGA IMPORT
Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound effects, there is nothing that justifies its appearance on CD. 82%

There is sure to be plenty of new releases on CD. Next month, there will be loads of the latest CD games reviewed. Watch this space for all the releases when they happen.

MEGA CD ▲ MEGA CD ▲ MEGA CD ▲ MEGA CD ▲ M

wide range of options make it the best available. 85%

PREDATOR 2
ACCLAIM £29.99
Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%

RASTAN SAGA
SEGA £24.99
Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%

SHINOBI
SEGA £24.99
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SHINOBI II
SEGA £27.99
Totally addictive gameplay with different routes to explore everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SKWEEK
SEGA IMPORT
Also known as *Slider*, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SLIDER
SEGA £24.99
Also known as *Skweek*, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SOLITAIRE POKER
SEGA £24.99
Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

SONIC THE HEDGEHOG
SEGA £29.99
Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

SONIC THE HEDGEHOG 2
SEGA £24.99
As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves Sonic can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

SPACE HARRIER
SEGA £24.99
The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. 71%

SPIDER-MAN
FLYING EDGE £24.99
Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics, but also some enthralling gameplay over five massive stages. 92%

SPIDER-MAN 2
ACCLAIM £29.99
A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

STREETS OF RAGE
SEGA £24.99
Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%

SUPER GOLF
SIGMA IMPORT
Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

SUPER KICK OFF
SEGA £29.99
The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

SUPER MONACO GP
SEGA £19.99
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA £25.99
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

SUPER OFF ROAD RACER
VIRGIN £24.99
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

SUPER SMASH TV
FLYING EDGE £24.99
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

TAZ-MANIA
SEGA £24.99
A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%

THE TERMINATOR
VIRGIN £27.99
One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

VIKING CHILD (THE)
GAMETEK £19.99
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

WAGON LAND
NAMCOT IMPORT
Cute Japanese graphics with rather impressive additional features. Nothing more so than the weapon your user friendly frog fires. 66%

WIMBLEDON
SEGA £29.99
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WONDER BOY
SEGA £19.99
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

WONDER BOY: DRAGON'S TRAP
SEGA £19.99
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right, but unoriginal. 75%

WOODY POP
SEGA £19.99
Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%

WORLD CLASS LEADERBOARD
SEGA £24.99
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

The biggest ever Sega game catalogue will return next month, packed with more info than ever before. With more Protips and more ProMove, can you afford to miss it?

T2: THE ARCADE GAME

MEGA DRIVE

LEVEL SKIP
Wait until "PRESS START" appears on the title screen. Press Up, Down, Left and then Right three times. Now play the game. When you fancy ending the level, press pause, then B and C. You will now be taken to the end of the level. This is a good way to get past that tricky stage on level three!

COBRA COMMAND

MEGA-CD
LEVEL SELECT ● LEVEL SKIP
Wait until the title screen appears and then press Up, Left, Right, Right and Up with joypad one. Start the game and when the level screen appears, press the D-pad right to scroll through all the levels. When this cheat is activated, pressing start will allow you to clear each level all the way through to the end!

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0891 318 404.....STREETS OF RAGE 2 & 1 CHEATS & HINTS
0891 318 405 .....SONIC 2 & 1 CHEATS & HINTS
0891 318 406 .....QUACKSHOT FULL SOLUTION & CHEATS
0891 318 407.....NEW RELEASE/CHEATS (SEGA MEGADRIVE)
0891 318 408 .....MEGADRIVE CHEATS & TIPS (LOTS)
0891 318 409 ..... MASTER SYSTEM CHEATS & TIPS
0891 318 410 .....SUPER NES CHEATS HINTS & TIPS
0891 318 411 .....AMIGA COMPUTER LINE
0891 318 412.....GAMEBOY CHEATS HINTS & TIPS
0891 318 413 .....NINTENDO 8 BIT CONSOLE CHEATS & TIPS
0891 318 414.....GAME GEAR CHEATS HINTS & TIPS

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GAME GENIE CODES

If you have any codes for new-ish games, then don't hesitate, send 'em in! If you're code gets printed then you're in with a chance of winning a prestigious SegaPro T-shirt! We only want codes for fairly new games, so don't copy codes out of other magazines! Send your codes to ProTips.

BART v THE SPACE MUTANTS
FANA EAFO
Sets level three goals to 28
AY1T EAHG
Sets level four goals to five
AENA EAF0
Sets level three goals to one
AE1T EAHG
Sets level four goals to one
BEBT AAEE
Start with nine lives
AYBT AAEL
Start with five coins
AJRT AA6R
Invincibility

EVANDER HOLYFIELD'S REAL DEAL BOXING
BJWA ACFN
BJNA ACHW
Rounds are one minute long
RGKT A6VW
TCKT A4AN
TCKT A4BR
Set up a new career any way you want

NHLPA HOCKEY '93
RH7T R60E
Master code – must be entered
ZJNA CCC2
Clock runs much slower
ZJNA DTL2
Clock runs much faster

SPLATTERHOUSE 2
AX2T AA8Y
Infinite lives
AX2T AA68
Invincibility
BEOA AAGA
Start lives
HH2T BLY8
Hits hurt twice as much

ACTION REPLAY PRO CODES

This month we have the latest Pro Action Replay codes for you to feast your eyes on! If you think you can do better, send us your codes! Any reader who sends us codes will not only have their name immortalized in the pages of SegaPro, they might even win a T-shirt too! This much sought-after prize will go to the month's most useful Action Replay code, so think twice before sending us any more *Sonic 2* codes! Thanks to the bods down at Datel, you can now get codes for your Master System too, so now there's no excuse for not sending your codes to ProTips.

MEGA DRIVE

CHUCK ROCK
FF06D10003
Infinite lives
FF06D50007
Infinite energy

ECCO THE DOLPHIN
FFB7FF0000
Invincible to crushing walls on last level
FFB7C20000
Ignores water "up" currents

JAMES POND
FF87D30005
Infinite lives
FF88AF0064
Infinite time

KRUSTY'S SUPER FUN HOUSE
FF02FD000X
Level Select (Input numbers 0-4)
FF0FF30002
Infinite lives
FFOFF50064
Invincibility
FF0FFD000A
Infinite weapons

RASTAN SAGA II
FF0AC1000A
Infinite time
FF0AC30002
Infinite lives

SHADOW OF THE BEAST II
FF22390080
Every time Action Replay enabled, energy is restored
FF22420002
Second option is always the axe, even though this is not visible.
FF22420004
Second option always restores health.

STREETS OF RAGE 2
FFEF690000
Player 1 never gets hit
FFF0690000
Player 2 never gets hit
FFEF810068
Infinite health for player 1
FFF0810068
Infinite health for player 2
FFFC3C0099
Infinite time
FFFC43000X
Level select (X=1-8)

TINY TOON ADVENTURES
FFB090002
Infinite lives
FFFB0B0002
Infinite energy

THE TERMINATOR
FF147D001F
Infinite energy

WONDER BOY IN MONSTER WORLD
FFDA00000A
Infinite energy

MASTER SYSTEM

ALIEN 3
00C42763
Infinite ammo for machine gun
00C46A63
Infinite energy
00C42D63
Infinite grenades

GLOBAL GLADIATORS
00DF9704
00D0B905
Infinite lives

LAND OF ILLUSION
00C09F03
Infinite lives
00Co902
Infinite hearts

PREDATOR 2
00C47903
Infinite lives

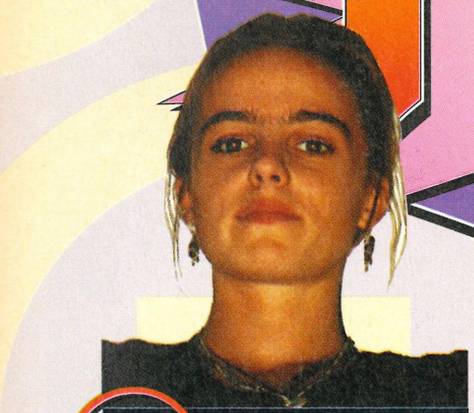
SONIC THE HEDGEHOG 2
00D294803
Infinite lives
00D29905
Sonic always keeps six rings. (Turn Action Replay off at the end of each act and then on again when the next one starts)
00D2950X
Level select (X=1-6)
00D2960Y
Zone select (Y=1-3)

STRIDER 2
00D4E805

TOM AND JERRY
00C43908
Infinite energy

pro TIPS

HELP!



If you have a game problem that's driving you crazy, or if you're just plain fed up with level four of Aliens 3 – drop Sam a line. If a game's worth cracking the SegaPro bods can do it, so get to it!

Write to Sam with your problems at SegaPro, 124 Old Christchurch Road, Bournemouth BH1 1NF. Remember that we can't help you with in-depth solutions over the phone, so this is the ideal opportunity to get your problem solved.

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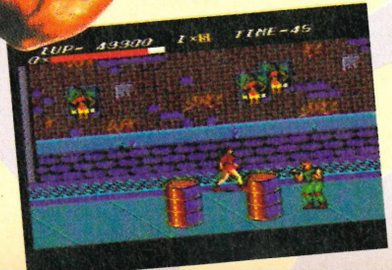
Game Gear
Steets Of Rage
Lemmings

Q On the Game Gear version of *Streets of Rage*, I can't kill the third boss. I've tried and tried, but nothing seems to work. Could you give me any tips for defeating him?

Joanne Kitch, Lancs

A The only way to get rid of all the SOR guardians is by being patient! They all move in the same way, so once you've figured out one, getting rid of them all shouldn't be too hard! As soon as the guardian comes onto the screen, he will begin attacking. Wait until he has finished then start hitting him. This is the only safe way to defeat the guardians and remember to avoid them when they start attacking again.



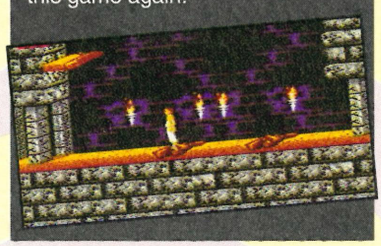
Q I received a Master System converter for my birthday and was given *Prince of Persia* with it. After a hard night games playing, I still can't get past level three. Please could you give me the passwords for all 12 levels, as I am just about ready to throw the game in the bin!

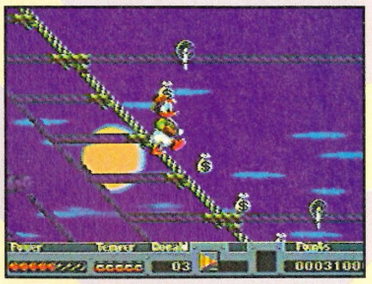
Angelina Turner, Hull

A Right! This is the very last time these codes will be printed, so for all those people who have written in requesting them, here they are!

2 DHKFCL
3 JHLLHI
4 GIFHDN
5 FGBFBC
6 LHJJFZ
7 MHHJFY
8 KDFGCK
9 KBDFBE
10 RHMLHM
11 SLHMHN
12(i) ODFHCP
12(ii) RGLJEF

Aaaargh! I never want to see this game again!

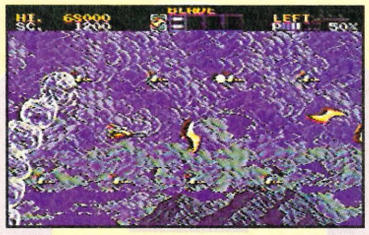




Q I have a problem with *QuackShot* on the Mega Drive. I am completely stuck on the last two levels. On the pirate ship stage, I can reach the trap door, but can't open it to go inside the ship. I think a key is needed to open the door, but I can't find it. There is a key buried in the ice at the South Pole stage, but I can't get that out either. What can I do?

Edward Murray, Inverness

A You can't go into the hold of the ship without the necessary key, which is the one in the South Pole. To get the key, the ice must be melted. Use the sceptre to do this and, before you know it, the sun will reduce the ice to a puddle! Now go back and open the trap door and prepare for battle! The viking ghost lies deep in the ship and won't think twice about annihilating any ducks that get in his way! Oh and by the way, these two levels are nowhere near the end of the game!



Q I've had *Thunderforce IV* for a couple of weeks now and it's beginning to drive me crazy. I'm stuck at the very end of level two. I can get past the bit where the ship is targeted, but I can't destroy the boss at all. Please tell me how to do this!

C Packard, Portsmouth

A This is quite a tough boss considering that he's fairly near to the beginning of the game. To get rid of him, some strategic tactics are needed! Destroy the back end of the alien first and concentrate most of your ammo on the missile opening. When that part is destroyed, go round the front and repeat the process.

Q Please tell me how to get out of Act 2 of the Scrambled Egg Zone on *Sonic the Hedgehog 2*. I have the five chaos emeralds, but that hasn't helped much. Do I need power sneakers? I can't find them anywhere. Please help!

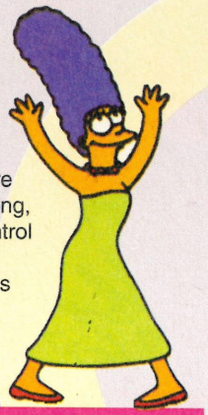
Steve King, RFA Olwen

A This is the most difficult level in the whole of *Sonic 2*! The mass of tubes and pipes aren't exactly conducive to easy games playing and there are hordes of enemies as well. The secret to this level is the direction taken whilst in the tubes. In the first set, push down, right, up and then right. Then jump as soon as you land on the platform. In the next set, don't touch the joypad at all. After doing this, the rest of the level should be easy! Oh and by the way, you don't need any power sneakers!

Q Please tell me how to fire the rockets from the novelty shop in *Bart v The Space Mutants*. I tried to press the D-pad plus A and B (as with the wrench whistle), but it kept flicking back to X-RAY SPECS. What am I doing wrong, my friends think I'm completely awful at games playing.

Paul Cleverly, Oxon.

A To fire the rockets, simply press the C button to bring up inventory and then activate the necessary weapon. Don't forget that you can't use an item and X-ray specs at the same time. This is probably where you're going wrong, because the control method you describe above is the correct way of using a weapon.



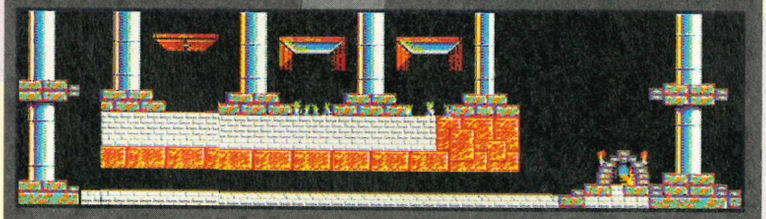
Q *Lemmings* is driving me nuts! I get stuck on nearly every level after the first few and am about to stamp on my Game Gear! What can you do about it? Please help me!

Jonathon Campbell, Brighton

A Oh dear. It seems that the *Lemmings* have been responsible for more than a few nervous breakdowns lately. However, you don't mention exactly which level you're stuck on. If you were a regular reader, you would have already seen the passwords (printed in issue #15), but here are a few more just to keep you going.

TRICKY LEVEL

10	RDGMZSFK
11	FLXPGGGG
12	PFECXPFE
13	BUJTHQEC
14	UIQAABCE
15	JSFKVKUJ
16	THODZTGN
17	HPFDZTHP
18	FEBVLWNB
19	UJTHPFEC
20	WNCWNBVL



ECCO! READ ALL ABOUT IT!

Q Please help me with *Ecco the Dolphin*. I cannot progress from the City of Forever. I seem to be doing everything properly, but I can't jump over the first wall. Is there another way of getting through the level? Also, can you give me the password for the next level?

Amy Wong, Hounslow

A The aim of the City of Forever is to get Ecco into the time machine. Although it may look tough, getting through is actually very easy. Start the level and then take the short cut past the glyph.

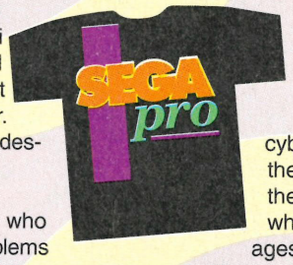
Jumping over the walls takes some huge jumps, so practise by pressing B and then C immediately after it. After a few attempts, you should be able to get over the walls every time!

The password to the next level is CRNQUNLO.

HELP!

NOW IT'S YOUR TURN!

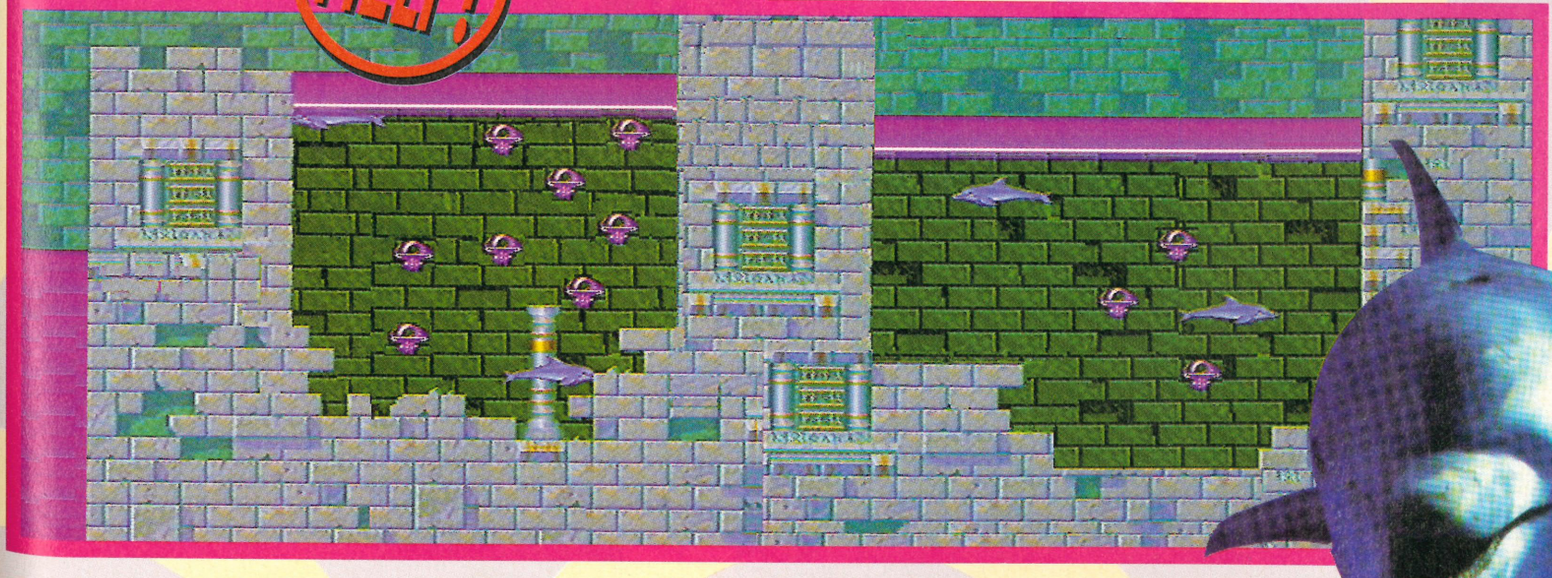
Neil Copsey asks: Can you help me with *Rings of Power?* I can't find the pictures you need to show to the Ring of Enchantment. Also, on the Ring of Will, I know the secret of the Fluffi Tree of Gomez, but I can't make the eight stumps disappear. Please help me, I'm desperate!

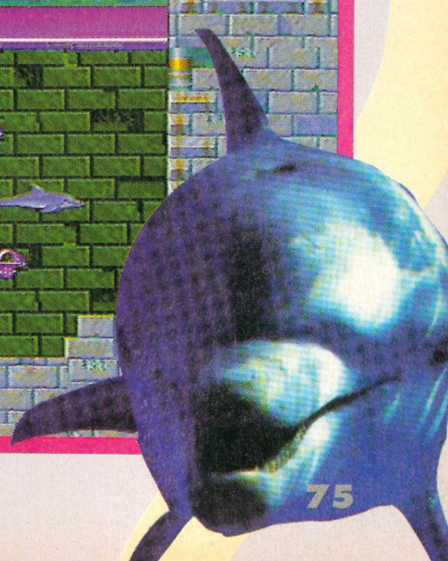


There are so many who write in with problems concerning this game – someone must know how to do it! We printed the full solution to *Rings of Power* way back in SegaPro#8, but, quite frankly, we haven't a clue what Neil's on about! If you've got the answer, or can give Neil any other useful tips for this toughie, write to Sam. If your answer gets printed, we'll send you some well-earned SegaPro goodies for your troubles!

Also, if anyone knows how to get past the final cyborg in *The Terminator* on the Master System, maybe they could help **Steve Pilot** who's been stuck there for ages!

That's all folks! Keep those problems rolling in though and see you next month for some more game strains!





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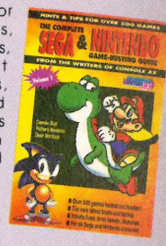

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FORM18APR

CHAKAN

GENERAL TIPS

◆ DOUBLE-ROLL

Press the jump button a second time while you roll in the air. You will roll a second time, enabling you to travel much further and higher. Combine this with the Spin Attack to become deadly.

◆ POTIONS

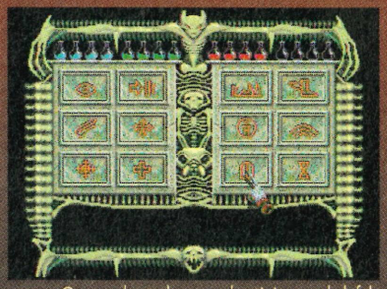
Enter a new level and collect all the potions. Destroy yourself without finishing and re-enter the level to collect the potions again. If you're about to enter a tough level or guardian battle, you can use this tip to collect an abundance of potions. Beware, Clear Air only appears once.

◆ DIFFICULT BOSSES

If you're struggling against a boss or the timer is running out rapidly, use the Doorway Magic. You will exit the battle and are able to re-start the fight with more time and power. However, this should only be used as a last resort.

◆ LEVEL SKIP

Select practise mode and start the game. Move Chakan onto the small platform above and to the right of the sky portal. Press start, select the passage spell and use it. You'll now find that you have skipped the first 12 levels and acquired all the weapons. This makes finishing the game about 100 times simpler.



Once a cheat always a cheat! A super-helpful cheat for *Chakan* will enable you to venture into the latter levels without too much trouble.

MEGA DRIVE

Chakan: The Forever Man **is a mega-tough platform adventure game that has caused more than its fair share of problems. Can the powerful Jason Johnson, who once believed that he was practically invulnerable, beat the forces of evil? Defeat them and he will be rewarded with eternal life. Fail in his mission and he will lose his soul, forever.(Unlucky, Jase!)**

PORTAL 4 ✧ PORTAL 4

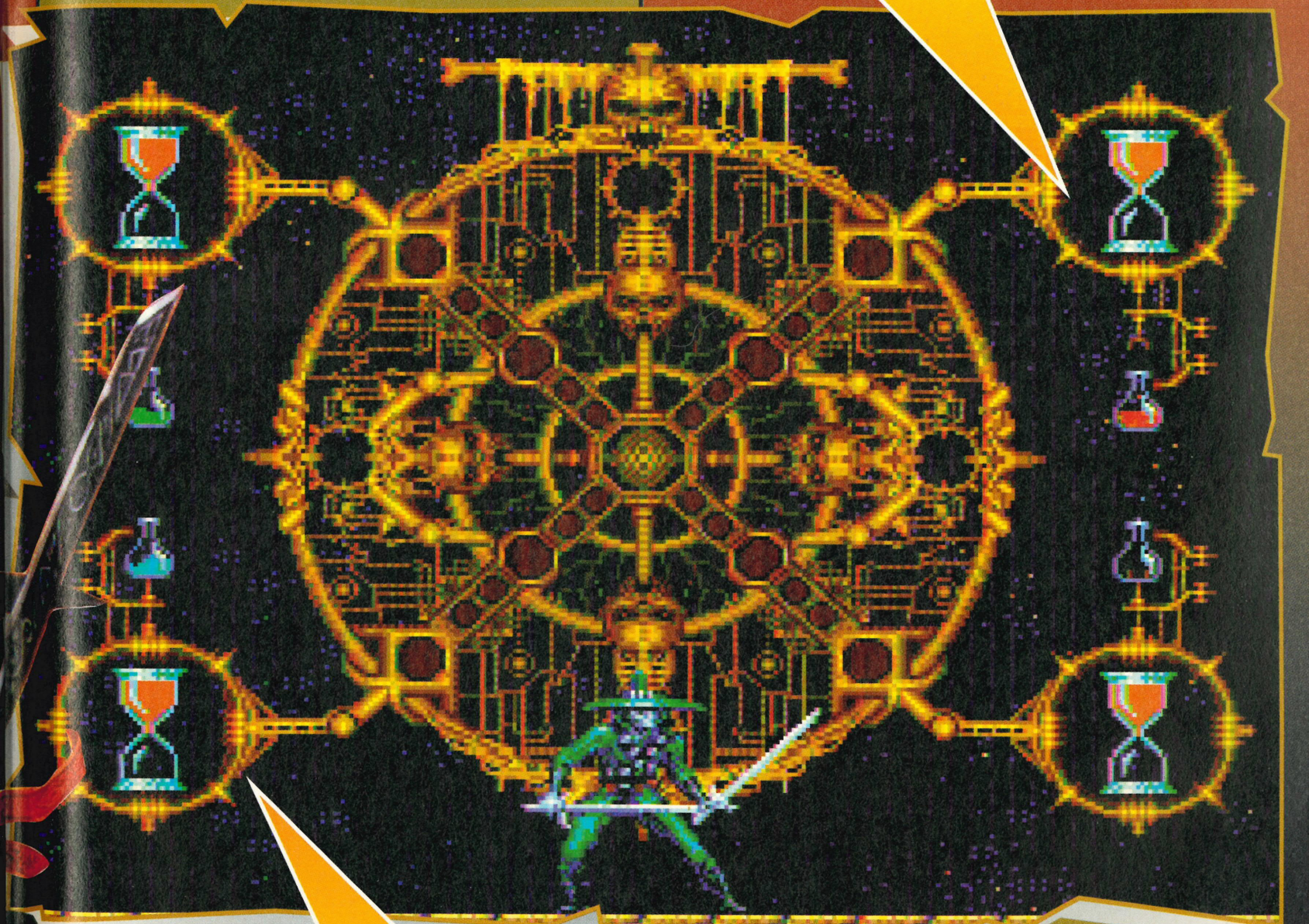
EARTH

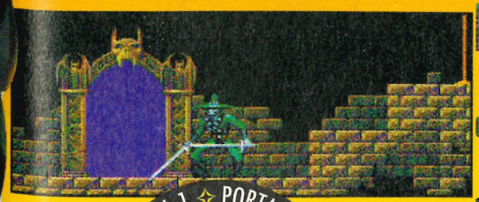
The most hostile land in the world provides the setting for the Earth Portal. Nothing will get out of here alive, unless you follow the rules exactly. Kill the baddies whenever possible, if you dare.

PORTAL 3 ✧ PORTAL 3

FIRE

The most challenging areas of the game lie within this Portal. Every step must be carefully planned and even short jumps are likely to prove fatal. Follow the directions carefully and keep a close watch on the dragon faces in the wall. They are more deadly than they first appear.





PORTAL 1 ✧ PORTAL 1

WATER

Trying to keep your head above water is one thing, but staying out of it is another. Use the platforms as often as possible.

PORTAL 2 ✧ PORTAL 2

AIR

In the Air Portal, use all of your skill to kill off the attacking flying nasties. Remember, though, that they're not all out to get you, or are they?

CHAKAN

CHAKAN
TERRESTRIAL PLANES

◆ WATER PHASE 1

Jump from pillar to pillar or travel underwater. The pillar routine is the best route. Not only is it much faster, but it's safer and there are more potions to be found. Jump to the right and you'll find a Water potion. There's another one a little further along on a low pillar. Continue right until you come across a very high pillar. Jump and roll to reach the top of it, jump to the platform on the left to find an Earth potion. Travel right and kill the Green Fisherman with two hits. Continue right.

Use your Invisibility and stand next to the Tentacle Creature. Destroy it by pointing your sword downwards. Go right and the barrier with the snake heads will sink into the ground, allowing you to collect the Grappling Hook.

◆ FIRE PHASE 1

Kill the ghosts with two hits, continue right and jump to the next platform on the right. You'll come to what appears to be a dead end, but don't be fooled. Press DOWN and then the jump button to drop two platforms. Wait for a moment on the top of the second platform to the right and a moving platform will appear. Jump onto it before it travels upwards.

At the top, go left and drop down. Continue left, jump onto one of the platforms above and continue right. Just above you, to the right, is another area that you should aim for. From your current position, jump to the area above and continue to the top left of the screen.

Kill the ghost and continue as far left as is possible, jumping to yet another area. Go right and fall down the corridor with a moving platform. At the bottom, go right and use another moving platform to take you to the top. Drop and move right, using the moving platform to take you up. Drop down to the last corridor and you'll find the Scythe Weapon.

◆ AIR PHASE 1

Jump to a platform on the right, then to a platform above and to the left. Jump onto the platform above and then to the platform above and right. Now jump to the platform, again, above and to the right. Use your Fire Sword – a few hits will kill the mace-wielding monster. You will be rewarded with two Clear Air potions.

Stand on the point of the highest edge of the brick platform and jump to the platform above and right. Jump to the platform on the left and above to collect a Clear Air potion and a Green Earth potion. Jump to the platform on your left and shoot the Purple Monster with your Fire Sword. Once it is defeated, jump right to collect two Clear Air potions and head right for the wall with an orange gate. You will now be able to collect the Battering Mallet.

◆ EARTH PHASE 1

Drop to the right side of the platform. At the bottom, go right to find a Blue potion and go left then up to the platform where you must drop to the left. At the bottom, go past the spiders and continue to the end, finally going right at the top.

Use your Grappling Hook to swing from the hole in the wall where the spiders drop. Continue across and left while killing the spiders. Drop to the side of the ledge and go right, but jump over the Spider Monster. Continue right and collect the Battle Axe Weapon. Do not attack the Spider Monster.

◆ WATER PHASE 2

Walk right and jump onto the pillar next to the skulls. Avoiding the skulls, jump up and swing the Battering Mallet to knock the ceiling away. Use your Grappling Hook on the gold platform to swing to the platform above. Jump left, avoiding or killing the worms that appear, until you find another gold platform to swing from using your Grappling Hook.

Swing to the platform and travel right. Swing over two gold platforms and jump to the platform above. Go left, past the skull infested area, and swing on the gold platform at the far left to reach the area above. Travel right, past another skull infestation, and collect the Clear Air potion.

Swing and jump up to another area using the gold platform and repeat to reach the next gold platform. Run left, past the skulls, and use the three gold platforms to reach the waterfall. Jump and swing onto the platform that is hidden by the waterfall to collect a Small Gem.

Go right, past the skulls, and jump to a higher platform from where the gold platform enables you to reach the platform above. Kill the first Tentacle Monster and go left and up to defeat the second monster.

◆ FIRE PHASE 2

Defeat the Winged Harpy and continue right. Stand on the thin floor that is about two blocks long and hold DOWN. Press the jump button and you'll drop to another area. Go left, drop down the gap and you'll land on another platform. Drop left and mid-flight press RIGHT to land on a platform between two smaller ones.

Drop right and hold RIGHT. Walk to the right of the platform and use your Grappling Hook to swing to the top right. Go up the corridor using the bulls' skulls. At the top go to the dead end and break the block floor to drop down the gap. The exit is to the far left.

◆ EARTH PHASE 2

Go through the Blue Glowing Orb whilst using the Shield Magic. Do not destroy the Orb or else it will attack you, along with several other nasty surprises flying out of the holes in the wall. Continue left and jump to the ledge on the left. Jump to the ledge above you and then up to the next platform above. From this platform, walk left and drop down to the small platform below. Jump up and left to a small platform higher up, then jump left to the corridor.

Perform a Double Roll across the left gap and jump from this platform to the ledge in the gap above. Jump up and left to the small ledge, then jump up and right to the next platform up. Jump up and right to the platform above and continue right until you reach a large gap. Perform another Double Roll to the far right and continue right where you must drop down the gap. Go left and down another gap, then right to fight the Boss.

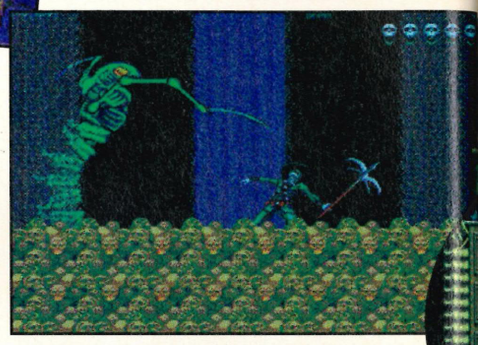
BOSS

Use the Shield and Flame Sword potions to defeat the boss. If you don't have these, use the Spin Attack repeatedly whilst he is in the far right corner of the screen.

◆ AIR PHASE 2

Jump right from the ledge. Break down the door that's to your right with the Battle Axe. Advance four windows to the right and wait for the moving platform. Use it to get to the top so you can reach the upper left platform.

Wait for the moving platform and use it to go upwards. About half-way, jump to the tiny ledge that's to the right. Jump left to the tiny ledge and wait for the moving platform to go up. Jump across to the area above and right to face...



BOSS

Use the Spin Attack to hit the b oss and the Grappling Hook for longer reach. Hit him when the moving platform is nearest the top.

◆ AIR PHASE 3

Wait for the flying Boss. When he attacks you from the right, walk left and hit him with the Grappling Hook. Walk right and fire when you're attacked. Time it correctly and you will escape unmarked. When he charges, stick your weapon out so that he runs into it. The Invisibility or Shield magic will be very helpful against this nasty baddy.

◆ WATER PHASE 3

Drop to the left and you'll land underwater. Go left and use your Battering Mallet to bash away the bricks in both the dead end and to the left. Continue left until you exit the water and reach the door that has a gold platform above it. Swing from the gold platform to the one above.

Jump left to the platform and use a Double Roll to reach the pillar that is next to the fish-head statue. Drop diagonally left to go underwater and continue left. You will eventually emerge from the water near an

INVINCIBILITY
Action Replay Code
FFC0D 0000C

orange tree, but don't go too close as it will attack you. Jump over it to find another fish statue. Take the gems from its eyes, drop back to the tree monster and it will allow you to pass. Take the middle door to find the boss.

BOSS

Swing away from the boss using the Grappling Hook and attack it with the Spin Attack.

BOSS

Constantly use your sword to hit the Spider Queen in the face. Duck and roll to keep up with her. Use the Ice Blade, if possible, and Shield Magic when you're virtually dead. This boss is very tough and deadly!

CHAKAN
ELEMENTAL PLANES

◆ AIR PHASE 1

Stand still and use your Grappling Hook to kill the flying insects. Use the dead insect to transport to the left of the screen where a laser barrier appears. Kill the gunner by flying up and using your Battering Mallet, then fly down. Repeat the process until he dies. The laser barrier will vanish, allowing you to proceed to the next gunner. Continue travelling up and right.

Fly down between the two laser beams, remembering that your insect won't be hit, and defeat the two gunners. Fly up the corridor above and defeat two more gunners to find the exit on the first left.

◆ FIRE PHASE 3

Jump between the platforms aiming upwards until you reach the top. The bull skulls will enable you to use your Grappling Hook whenever needed. When you reach the top, continue left and the boss will be waiting for you.

BOSS

Direct attacking blows will take care of this sword-wielding Winged Witch in no time. Keep on moving to avoid the fireballs she occasionally unleashes.

◆ EARTH PHASE 3

Fall to your right and land on the ledge. Jump up and break the spider's web to reach the platform. Drop down to the right and collect a Clear Air potion. Return to where you started from and drop to the left side of the platform. Break the spider's web and drop down the gap on the right. Continue left, drop down the next gap and continue left. Jump to the platform with the spider's web and break it open to drop diagonally left to meet up with the next boss.

◆ EARTH PHASE 1

Drop down the gap in front of you and then drop again to the lower area. Walk right and drop down the gap to land on a thin green line. Drop through the gap and repeat the process again. Again, drop down the gap on the right and then continue left.

Drop down the gap on the left and then continue right. Drop down the gap and move left. Finally, go right and jump up, then down the final gap, continue right and exit the level.

◆ WATER PHASE 1

Go down the slope and drop to the lower platform. Use your Battering Mallet to break the ice and drop down the gap, holding right on the D-pad. Drop down to the second platform on the right and go down again. Continue right to exit the level.

◆ FIRE PHASE 1

Jump to the far right side. Jump up and right to the platform. Jump up and left and up two more platforms. At the top, jump to the lower platform on the right and right again, falling to the right to land on a small platform. Kill fire birds by holding your sword down. Wait for the moving platform and continue right using the same method until you reach the end.

◆ FIRE PHASE 2

Use your Grappling Hook to swing towards the upper right of the screen. Jump and fall to the right before heading for the upper right side where you'll eventually encounter a slope. Climb to the top and swing to the floor on the right to find the exit.

◆ WATER PHASE 2

Break the ice with your Battering Mallet until you reach the floor with a gap to the left. Fall down it and continue right to find the exit.

◆ EARTH PHASE 2

Drop down the gap on the right and jump to the opposite platform. Swing from the bull's skull to the upper platform. Go right and immediately up, then drop down to finish the level.

◆ AIR PHASE 2

Collect the Clear Air potion on the left and then go to the far right to defeat the flying insect riders. Fly upwards and go left to drop through the lasers and kill the three gunners. At the far left, fly up and kill the gunners. Fly to the top and then right, finally flying to the bottom where you must fly right, up and left to exit.

◆ FIRE PHASE 3

Jump off the platform on the right and then roll left to land on a floating platform. Continue left and when you drop down to the platforms next to the lava, jump to the floating platform. Go right until you reach the solid ground and go left at the bottom, rolling off the edge onto another floating platform. Continue right until you arrive at the Boss battle.

BOSS

Avoid the three fireballs and hold your sword diagonally at the Big Flying Demon. Hit the boss before he gets up and repeat the process until it dies. A total of 27 hits is the normal dosage, so be prepared for a long fight.

◆ EARTH PHASE 3

Continuously drop to the right until you reach a small platform. From here, go right quickly and jump up the gap. Jump to the platform on the right and perform a double roll to the platform on the right. Use the Grappling Hook to go up the first gap and reach a platform. Double roll to a long platform on the right and drop right to fight the next Boss.

BOSS

Touch the wall on the right and hold out your sword in the upper right corner to impale the Giant Claw Worm. Repeatedly impale the boss in this way and it will be easily defeated.

◆ AIR PHASE 3

Jump right to the platform above. Drop down the gap on the right and from the small platform perform a double roll to the right. Kill the gunner and use the flying insect to reach the top. Continue left and kill another gunner, before continuing right. Leave the insect and kill two more gunners. Fly up to kill a gunner and finally fly to the top to face the boss.

BOSS

Use your Earth Lightning Sword, if possible, to shoot the Jousting Insect Rider when he flies at you. Quickly move away when he fires his lance missiles and repeat the process.

◆ WATER PHASE 3

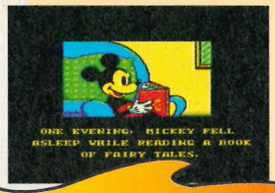
Roll down the slope, up the next one and jump right – across to the red elevators. Use the elevator to the right and travel to the bottom. Use the ice platforms to reach the far right and continue upwards using your Grappling Hook.

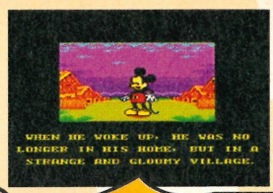
Roll off the edge of the ice slope and kill the monster. Drop into the first gap and then drop to the left. Drop left and hold RIGHT to land on an ice platform. To meet the ultimate final boss, jump to the right of the elevators and fall into the snow area.

FINAL BOSS

Wait on the far left for the Ice Burrower to appear twice. Stand on the right of the waterfall and wait for the monster to appear a third time. Duck to avoid the laser and when it appears again, jump up and roll in the air to avoid its claw. When the monster re-appears, hit it and it'll go into the snow. Repeat this pattern every third time the boss appears. It will then die and you will be free of your curse.

Chakan was supplied by Lansdowne Computers (0202) 556535



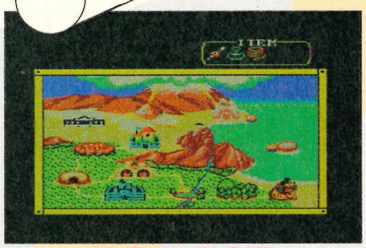


LAND ILLUS

Mickey Mouse and his Disney friends have surpassed themselves yet again in their stunning adventure, *Land Of Illusion*. This, their second adventure on the Master System, comes to you beaten and busted in every way possible. Jason Johnson uncovers what the items do and how to use them to your best advantage. Discover the secrets of the level guardians and discover where you can find those Magic Beans and extra Mickeys.

MASTER SYSTEM

PART ONE



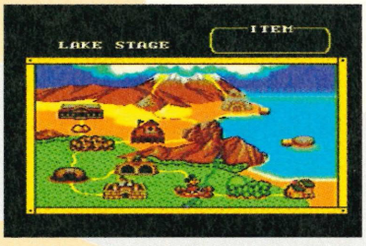
FOREST

This provides a relatively easy introduction to the game, but there are a few hidden dangers that must be taken care of. Snakes and spiders are your main foes and are spread throughout the level. They are prone to appearing at any time and can be killed by using the hip-attack or by throwing a boulder on top of them.

Treasure chests, which are pretty plentiful, include bonuses such as slices of cake and gold coins. The cake gives you an extra star of energy and gold coins give you bonus points. The M pots can be used as a weapon or a stepping platform. Nearing the end of the level when you come across the snake, pick up the apple and throw it in its mouth. Hastily walk over the snake, pick up the key and exit the level through the appearing door.

Wherever you find the key it signifies the end of a level. Here, kill the nasty and swim up to find the door.

Incey Wincey the spider may look harmless enough, but this is just a myth. Grab the pot and run for it.



LAKE

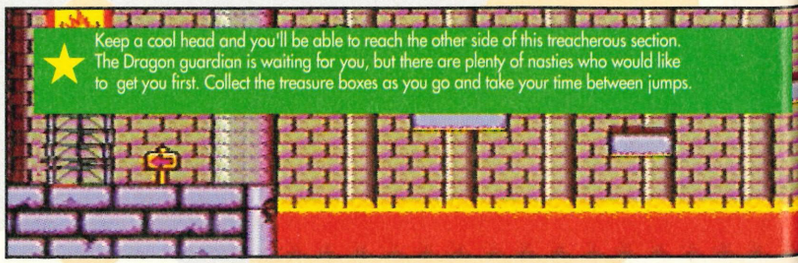
Use the hidden openings to take much needed breathers as often as possible. As soon as your air meter reaches a dangerously low level – one or two bars – swim to a semi-filled cave which has an air pocket. Release the swim button and you'll be able to refill your oxygen supply.

During the first few sections, you must dodge the dangerous spiked baddies at the same time as avoiding the large spikes. The water level rises and falls repeatedly, so use this to your advantage. If you wait for the water to reach its highest level, you can jump safely to the other bank. As for the other nasties in the river, either swim or jump over them.

On reaching the far right of the lake, hip-attack the blocks to allow you fall through to the lower level. A strong current prevents you from reaching the exit in one go. Surface when you reach the middle cave and wait for the current to pass. You will gain some valuable air at the same time. Swim to the far right and exit through the door at the end.

Swim upwards using the rising water level to avoid the spikes and nasties. At the far right, there's what appears to be a dead end. Walk left and jump into the water-filled pit. As you sink, avoid the nasty and pick-up a block. Kill the nasty and the key to the exit will magically appear. Pick it up and leave the level by jumping out of the pit and up the bank to find the door.

Wait for the water level to reach its highest point and then you can jump over the spikes and avoid a premature death. Swim down the gap and you may find a treasure chest enclosing a few goodies, or a nasty who's after your stars. Avoid the spiky thing with a well-timed jump.



Keep a cool head and you'll be able to reach the other side of this treacherous section. The Dragon guardian is waiting for you, but there are plenty of nasties who would like to get you first. Collect the treasure boxes as you go and take your time between jumps.

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OF SION

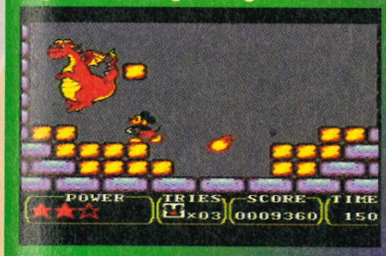
ACTION REPLAY CODES

00C0 9F03
infinite lives
00C0 9902
infinite hearts

★ Red stars will give you the capacity to have an extra heart in your energy bank. How thoughtful.

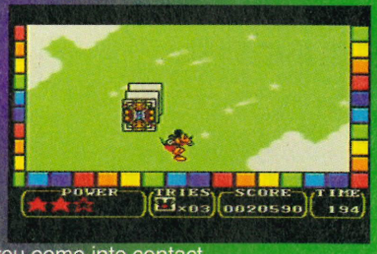
GUARDIANS

These three guardians are the end of level nasties you will meet during the first eight stages.



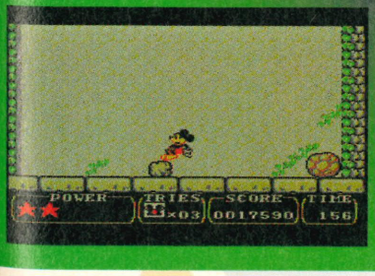
★Dragon

You will meet with the dragon guardian at the end of the Blacksmith's Castle stage. To kill it, pick-up the blocks that are scattered around the room and throw them at its head. Repeat three times and he'll die. Watch out for the fireballs he throws, though, as they will rebound around the room and deplete your energy by one star.



★Cards

Hip-attack the pack of cards when they are bouncing around the screen. They only take three hits before folding. Avoid coming into contact with them as they fly from one side of the screen to the other. While they do this, you cannot attack them and you'll lose a star if you come into contact.



★Boulder

Avoid contact with this stone at all times. When it bashes against the wall, a block falls down. Jump on it to prevent it from moving, pick it up and throw it at the boulder when it grins. Repeat this three times and it will soon stop smiling at you. You're then given the rope as a prize.

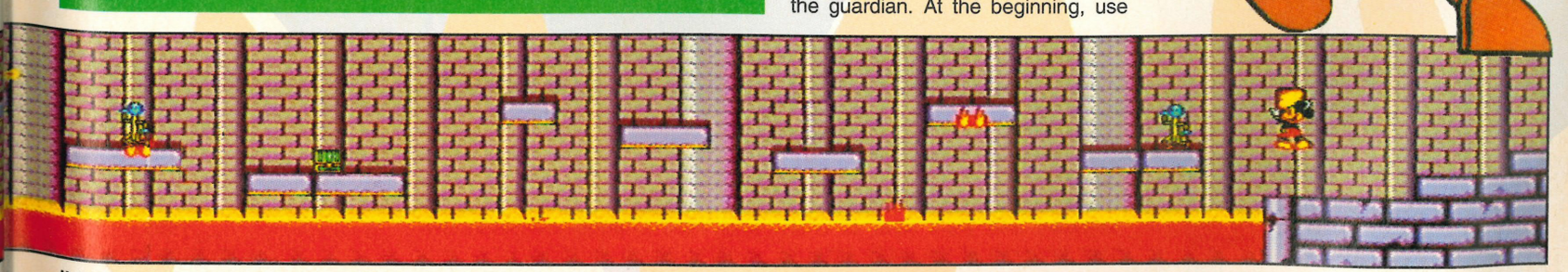
BLACKSMITH'S CASTLE

This fiery stage needs quick thinking and agile movement if you're going to complete it. The flames may look harmless, but they chase after you once they've been disturbed. Jump over them and make a quick escape by throwing the impeding blocks out of the way. You'll reach a shallow pool of water where you can collect a couple of items hidden in the treasure chests.

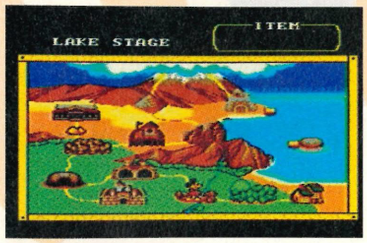
Use any means, such as a spring or blocks, to reach the upper platforms. When you arrive at the second chamber, a star can be found to the far right. You'll then enter a chamber that has several jumps that need to be cleared. The first platform will simply move up and down, but as the second moves, it sinks into the lava, so beware. Wait for it to re-appear before jumping across.

You're now into the final section of the castle and almost ready to meet the guardian. At the beginning, use the block to kill the enemy. Jump onto the platform and continue to the end avoiding the nasties and clearing the gaps. You will arrive at a wooden door so enter the room to fight the dragon guardian.

★ Throwing blocks won't put the fire out, but using the ladder will help you escape certain death.



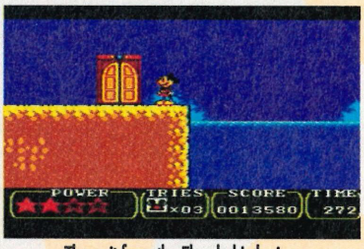
LAND OF ILLUSION



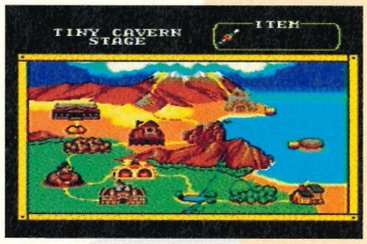
FLOODED LAKE

Once again, you must venture through the lake area, but it's flooded and very dangerous to all, but the intrepid Mickey. As with the original Lake Stage, take care not to run out of air. Use the middle cave to surface and fill up your oxygen supply, then search the top right to find a star item.

Remember to always collect the hidden bonus items in the treasure chests. Avoid the nasties in the lake and surface to find a hidden door at the top left. Use this to exit the section.

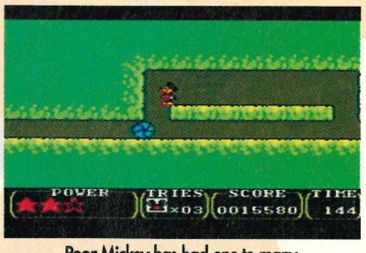


The exit from the Flooded Lake is easily found. A powerful Shrinking Potion is now awaiting.

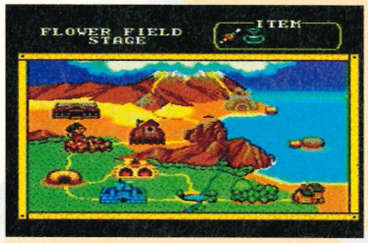


TINY CAVERN

Mickey can now shrink and re-enlarge at any time. This enables him to wander around the low-ceilinged caves freely and easily. You will see a separate passageway in the background which must be entered to reach the exit. Aim for the top-right corner of the screen and you'll eventually reach a dead end. Kill the baddies and collect the bonuses in the usual manner. Push UP and Mickey will fall to the ground, but in a different passageway. Continue left to finish this relatively short and easy stage.

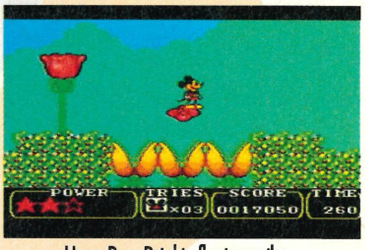


Poor Mickey has had one to many sips of the Shrinking Potion. Stay clear of those appearing baddies.



FLOWER FIELD

In this other short level, you must use the petals to jump from flower to flower and avoid the spiked bushes at the bottom. Floating leaves and dandelion petals will help Mickey reach the other side of any gaps. Continue to the far right and open the last flower by throwing a block at it. The exit key will appear, enabling you to enter the next level.



Use a Rose Petal to float over the flytraps. One slip and you're hurled back to where you came from.

TOY WORKSHOP

Exit the first section by using the M block to hold the button down and, thus, keep the door open. You will need to avoid or kill the baddies as you travel downwards using the water pistols as platforms. You'll arrive at an exit, but there's nothing to find and you're likely to lose some energy should you bump into the boxing gloves.

Continue through to the end of the section and exit through the semi-hidden door.

The next section is made-up of a keyboard and you'll have to cross over the keys at the same time as killing or avoiding the nasties. Beware of the notes as if they are hit, they'll split into two.

When you enter the final section, a key to the exit door will appear. Firstly, use the key to jump to the higher platform by placing it against the wall. When you're at the higher level, step on the button to operate the moving clamp. Use it to lift the key and drop it onto the same level as yourself. Pick it up and run towards the locked door. It will automatically open and allow you to enter the final section – the guardian battle against a set of cards.

ITEMS

Barrel

Not only can the barrel be thrown to kill baddies, it also helps you to reach higher platforms. Just throw it on the floor and use it as a platform from which to jump.

Winged barrel

You can fly through the sky by holding this item. Be careful, it doesn't last for very long.

Spring

Use the spring to reach higher platforms and ledges.

Key

Especially useful when you want to open a door, but it does very little else.

Lamp

An ingenious item that lights the corridors and passages when you pick it up. It can also be used as a weapon or a stepping block.

Clock

Pick this up and everything around you will freeze.

Log

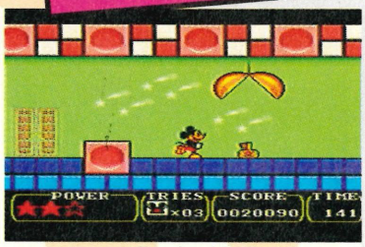
Use his item when you want to float on water. Control your direction by using the D-pad.

Rocks and Blocks

Spread throughout the game and to be used to kill baddies or as stepping stones.

Enemies

Attack certain baddies and they'll freeze after one hit. You can then pick them up and throw them. You can use the hip-attack or throw a brick or boulder to kill the majority of baddies. Beware, some of them don't die after the first hit.



Once you have found the door, you then need to find a key to open it. Throw a block to open the shell.

PALACE RUINS

Your objective with the Palace Ruins level is to find the rope. You can't enter the Craggy Cliffs stage without it and you'll have to defeat the tough level guardian before you can get it.

Jump across the gaps with the spiked pits and kill or avoid the baddies at the same time. To make the bouncing boulders explode and create a gap for you to get through, jump on them using the hip-attack. Climb the steps and avoid the dragon's bubbles.

At the top of the steps, allow the boulders to explode and jump through the gap. Continue left and pick-up the M pot. Carry it up the platforms with you, but when you come across the steps throw it to the platform above. Finally, drop the M pot and use it to reach the top platform, where you must run right.

Pumpkin heads tend to fly directly at you when you least expect it. Don't hang about.

Exit through the door and you enter the final section of the level. Not only will you have to avoid the spikes as you fall down the passageways, but you'll have to throw the boulders out of the way too! If you're blocked, the chasing spikes will deplete your energy. Collect the bonuses as you go. At the end of the passage, the boulder guardian will attack you. Kill him to claim the rope that allows you to enter the Craggy Cliff stage.

NEXT MONTH: The final stages are taken apart.

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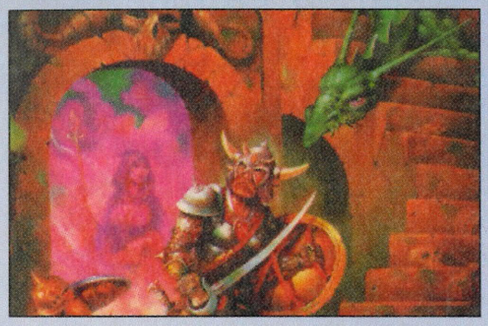

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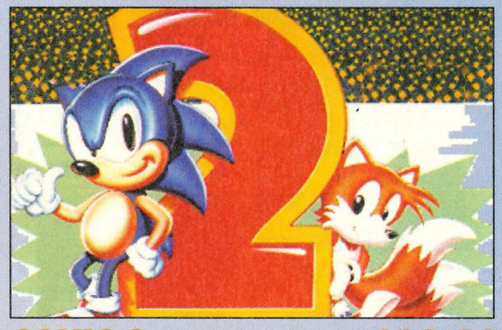

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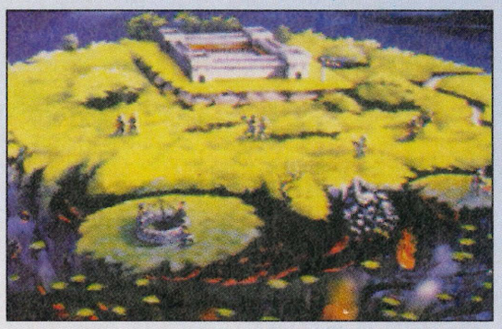

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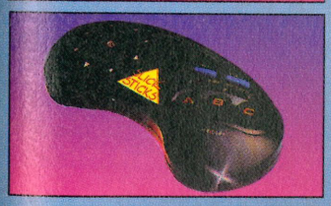

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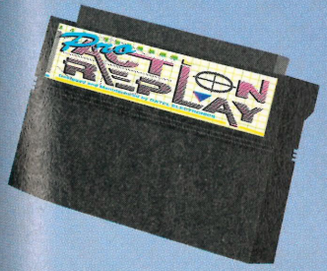

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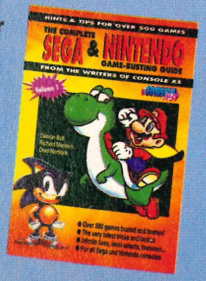

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CONTACT

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Send all submissions to the proper department (see below) to:

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Bournemouth BH1 1NF.

PROTEST
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of anyone who needs advice on console specific problems.
You can ask what games will be available or how to get in contact with a company, but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SegaPro T-shirt, but only witty, cheeky or lively submissions are even considered - you can't win a T-shirt by asking for some advice!

PRODEBATE
In addition to letters, there are the ProDebates, which should be addressed like such: TV Debate, ProTest. Get your views into the open and state your case. SegaPro T-shirts are awarded if we consider a point to be particularly valid.

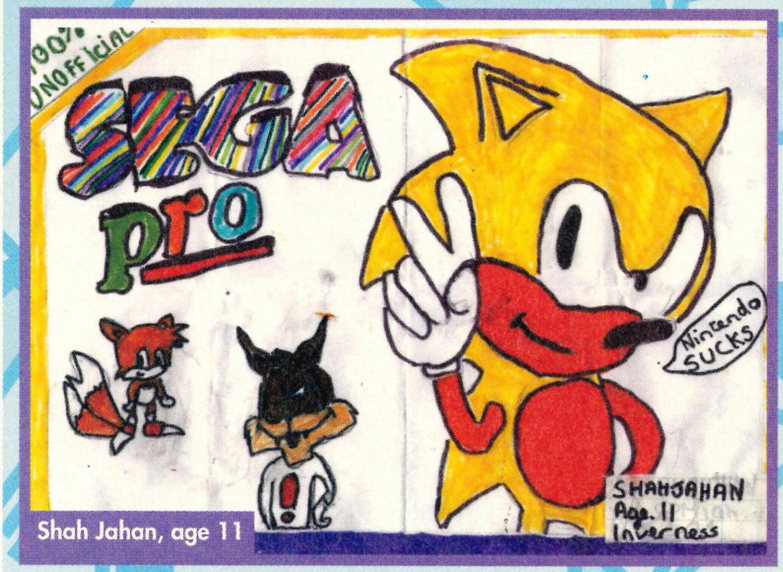
PROART
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art, each month, wins a stupendously brill SegaPro T-shirt.

PROTIPS
There are so many types of tips that can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending.

PROHELP
Our revitalised section is bigger and better than ever! If you are stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

PROSCORES
No prizes here, but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are.

GAME OVER
If you have finished a game recently, why not tape it and, if it is published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.



Shah Jahan, age 11

D Beckett

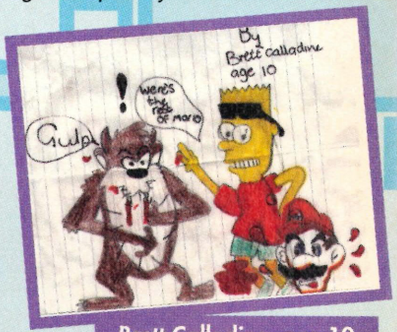
NEW ZEALAND IS NUMBER ONE!

I'm writing to inform you and your readers that New Zealand isn't as boring as you think it is. The comments in the review of *New Zealand Story*, issue 13, are very offensive to my fellow countrymen. New Zealand is a green, clean land and even though it may not be as exciting as Britain, I personally would prefer living in a clean, fresh area compared to living next door to a nuclear power station. Imagine having to count your limbs every morning to make sure that the odd one hasn't grown sneakily in the night?

(The letter continues for around another three pages, all of it slagging off Britain and ends with...)

Anyway, thanks for listening and keep up the good work on the mag!
Ian Clark, New Zealand

Pride is a very powerful force in all of us and obviously the jokes in the review didn't go down too well with this Kiwi! Each SegaPro review is written and presented in a light-hearted manner, hopefully making them more fun to read. Inevitably, someone is going to be offended by comments that are made, although I think you would benefit from taking a more casual attitude to life and not get so upset by a mere sentence!



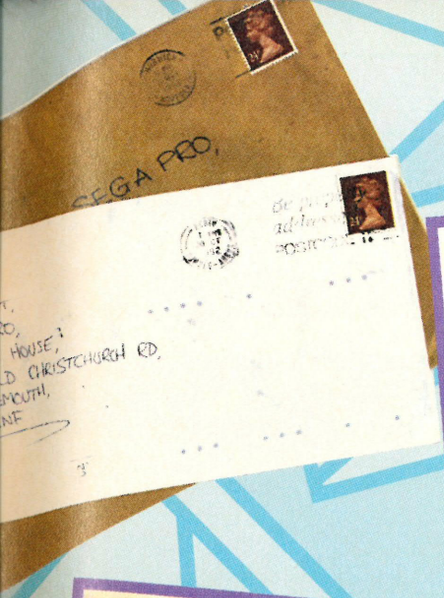
Brett Calladine, age 10

TUT TUT!

I was visiting a friend recently in London when I noticed a Mega Drive perched on his video with a very strange device attached to it. When I enquired what this was, he told me that this was a Cart Dumper. Basically, it means that you could copy the contents of any Mega Drive cartridge onto disk and play them without needing the original cartridge. I was amazed that Sega haven't released something like this onto the market – just think of the low game prices and multi-disk games. What a brilliant idea!

Please could you pass my comments onto Sega so that they could give this idea some thought.
Anon, Manchester.

The Cart Copier you describe is actually a very illegal piece of hardware imported from the Far East, where software piracy is widespread.



Claire Davies

Ashley Mayer, age 12

A Lawrance, age 13

The reason that Sega won't release an add-on such as this is because all their cart sales would drop through the floor and spell disaster for every other Mega Drive owner. Carts are far too expensive as they are and a massive outbreak of piracy would only jack the price up even more, crippling the Mega Drive market for good.

I'm not going to pass your comments over to Sega and I hope that you won't be stupid enough to tell them yourself.

CD ROMMING

After reading quite a few of your Mega-CD reviews, I've come to the conclusion that it's a complete waste of time, energy and money. The games don't seem to be any better than their cartridge counterparts ,except in the musical department, and the only type of game that is suited for CD-ROM seem to be massive RPGs. The SNES CD, on the other hand, can produce some stunning games that will knock the Mega-CD into a cocked hat. Why shell out £270 on a piece of hardware that's based on three-year-old technology when the SNES CD is going to retail at around £100?!

As you've probably guessed by now, I'm a SNES owner and feel compelled to write to you and voice my own feelings. I may be slightly biased towards the SNES, but in my mind it's the better machine by far.

Simon Cradwell, Portsmouth

The Mega-CD hasn't been pushed to its full potential yet, but once developers get hold of it, the real power of the Mega-CD will be unleashed. As for the price, £270 includes almost the same amount worth of software thrown in.

The SNES CD doesn't actually exist yet. There are a few prototypes in Japan, but the entire hype about this CD-ROM drive is based on a preliminary specification sheet and is therefore pure speculation.

By the way, why are you reading a Sega mag? Maybe you've seen the light and are going to sell your SNES for a Mega Drive and Mega-CD!

SIMPLY THE BEST

I thought it would be worth the price of a first class stamp just to tell you that I think your mag is the best is the world and I will continue to read it until I go blind!

Sarah Hewson, Cambridge

Cheers, Sarah! It's always nice to know that our efforts here at SegaPro HQ are appreciated!

GIZ A JOB!

I am writing to you because I would like to know how to become a game reviewer for a magazine like yours. What sort of qualifications do you require and how would I go about getting a job with a publishing company in the first place?

Andy Smith, Cornwall

PS: Have you got any jobs going in your magazine?

Leanne Davies, age 15

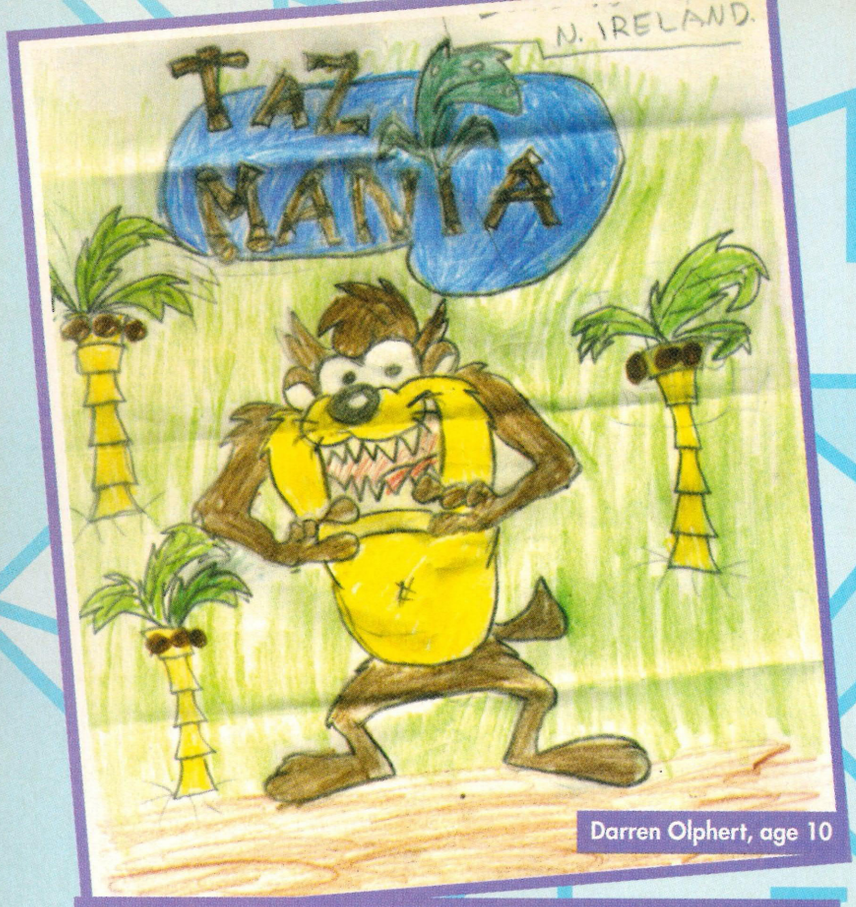
If you are confused about some of the recent developments in the land of Sega, then you can write to the Pros for help. We'll try to solve as many of your problems as we can each month, but if we can't, then we'll know a man who can! If you have any queries or problems then write to the Pros at: PROBLEMS & PROCURES, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

Firstly, a quick piece of advice if you're going to write to us here at SegaPro: please don't ask us to reply personally, either by mail or phone. We try to answer as many Problems and Protest letters as we can, but we have a limited amount of space each month to do it in. If you don't get a reply in the magazine when you write in, don't despair! We read every letter we receive and your comments are duly noted for future reference. If you choose to ignore the above, your stamp will be given to charity!

Right! That's the boring bit out of the way, now down to the serious business of solving all of your problems and answering your queries!

Someone who forgot to enclose their name, but comes from London, wants to know when the Sega Virtuality helmet and Activator will be released over here. As far as we know, the Activator will be released in the States fairly soon but no release dates have been decided for the English version. As far as the Virtuality helmet, don't hold your breath! It's still in the prototype stage.

Dean Steel, from Derby, wants to know when the Game Gear version of the Datel Action Replay cartridge will be available as he's tried every shop he can think of and can't find it anywhere. The Game Gear version is still being developed at Datel HQ, close



Darren Olphert, age 10

Claire Coulter, age 9

Kyung Min, age 11

Gareth Dutton, age 10

The first thing you need to concentrate on is getting good results in your exams, especially English. You obviously need to be able to write and have a good knowledge of console games in general.

As far as getting the job in the first place, type out a CV with a covering letter giving a small amount of information about the job you are after and then post a copy to every magazine you would like to work for. Good luck with your future career!

PS: No. Sorry!

CHEATS NEVER PROSPER

How do cheats get into games? I'm sure that a game developer doesn't intentionally programe a cheat into the game. So, where do they come from? Does some unknown hacker re-write parts of the game before they are released or are they really an intentional inclusion in the game?

Alison Rosier, Lincon

Cheats such as level selects and permanent invincibility are actually written into the code while the game is being developed to give the coders access to the later levels in their game without having to play all the way through.

Play-testers also use these in-built cheats to help the developers produce more playable games and when the game is completed, these are normally left in because it's easier to leave them in than spend more time taking them out.

After a couple of months, the cheat is then leaked to the press and that's how it spreads!

AD PAGE PLEASE?

When are you going to start your advert page? I've seen the forms in the past two issues of SegaPro, but not one advert has been printed. What's the use of including the forms in your brill mag for people to use if you don't print their adverts?! I for one have loads of old Master System and Mega Drive games and equipment to sell and it's gathering dust while you're all wasting every potential advertisers' time!

Tim, Somerset

Something about this letter tells me that this reader is a little bit upset! The classified section is still in progress! Be patient and you will see your Ads page in all it's glory quite soon.

PLASTIC SURGERY

What happened to the old SegaPro?! I have only just returned to England from an eight-month posting in Africa and what was the first thing I did when I landed at Heathrow airport? Phone my wife? Kiss the floor? Watch EastEnders? No, I went into the newsagent in the airport and bought the first copy of my favourite magazine for eight months.

Who are these new guys? I was quite happy to see Dom still listed in the credits and I expect you couldn't get rid of Dave Perry if you shot him through the head, but where did Pat, Simon, Dino, Sam and Jason come from!

I must say that the new look is very appealing as the old style was getting a little bit too predictable, but at least the content of the mag is still of an exceptional standard and is well worth the price. Keep it up!

Corp. D Lacey, Aldershot

In your relief to be back in England, you probably didn't realise that the publishing company that produces SegaPro has moved to Bournemouth and not everyone from the old office could afford to move down with it, so a few people had to leave. Everyone just sort of came together at the same time and had to pick up from where the other guys left off.

As for the new style, we like it a lot and it's obvious from readers' reactions that they like it too, so you're not the first to give us some praise recently!

Ana you're absolutely right about Dave Perry. He's the one constant in an otherwise turbulent mag!

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behind the newly released Master System Action Replay cart. Expect it to appear in the shops very soon.

Rachel Denning from Leeds would like to know where she can get hold of a replacement case for her Mega Drive that was damaged when her house caught fire! Miraculously, the Mega Drive still works, although the case is a bit charred and melted! The only thing we can suggest is to give Sega a ring on (071) 7278070 and see if they can supply you with a new surround for your war-torn Mega Drive.

After the news story in last month's SEGAPRO concerning the Mega Drive modem, we've had hundreds of letters asking us what games will be compatible with the device. There will be eight games supplied with the unit and the modem will be given to some of the top game developers so they can produce special games for the modem. A word of warning to anyone who's considering purchasing one of these fun add-ons: excessively large phone bills can seriously damage your wallet, credit rating and family happiness!

Katie Clements from Nottingham is worried that the new Dream Machines-the Laseractive and 3DO - that we featured in issue 18 will take over the Mega Drive market and her dearly beloved machine will plummet into obscurity! Don't worry Katie! The new machines may be very impressive, but it will be a long time until we see them over here. Even when they do appear, there are so many Sega owners in the UK that we can't see the Mega Drive disappearing off the face of the Earth!

We've run out of space yet again, so you'll have to wait until next month when we'll be answering more of your queries and solving your problems. See you all in around 30 days!

ProGirl
THE DEBATE

ProGirl is taking a well deserved break this month so the debate that was put to you all last month was "Has she done anything for the magazine?". Do you immediately flip to her section every month or just casually glance at her column? Could this possibly be the end of ProGirl as we know her? When are we going to get on with it and stop asking stupid questions? Let the battle commence...

Dear ProGirl
Even though your column has been informative and even funny over the past few months, no-one, myself included, is going to take you seriously until you drop the stupid ProGirl tag and use your real name. I would also like to see some more console related subjects brought up for debate and not the old "What's your favourite TV programme?" stuff. That's for kids in playgrounds, not the pages of a well-respected magazine. Everyone who reads the magazine must have an opinion about something in the Sega world, be it rental, prices or release dates, so why not concentrate on issues like the ones I've just suggested?
Tracy Steepleton, Surrey

Somehow, I don't think that ProGirl would be too bothered about revealing her real name, but we prefer the nickname of ProGirl. It may make her sound like a bimbo, but she's extremely clued up on the Sega world in general and brings up subjects that not only reflect the current state of the console market, but give anyone new to the world of Sega a decent grounding in console knowledge. The subjects you mention have already been covered in the pages of ProTest.

Dear ProGirl
I must admit to being captivated by your good looks, but as far as I can see, that's all you have to offer an otherwise excellent Sega magazine. Until you arrived on the scene, ProTest dealt with many of the debatable issues that crop up every now and then with sufficient swiftness and clarity to close the subject after only one issue. Your debates are left so open-ended that I'm sure that you still get letters arguing a point that was made in your first column.

In short, I think your column's space could be put to better use by being turned over to ProTest to give this great section of the mag more space. Please don't be offended by my comments; after all – you asked for them.
Martin Raul, Brighton

Yes, she is very pretty but that's not all she has to offer. It's been mentioned before but I'll say it again; ProGirl follows the console world very closely and that is reflected in her choice of debates. I can't see how you describe them as being open-ended, although the minute amount of space she gets every month could leave the impression that she doesn't take your comments seriously simply because her answers have to be very brief.

ProTest is already large enough and the extra two columns of page space that would be gained from ProGirl should be about enough for two more letters a month – hardly what I'd call a cost-effective and worthwhile proposition.

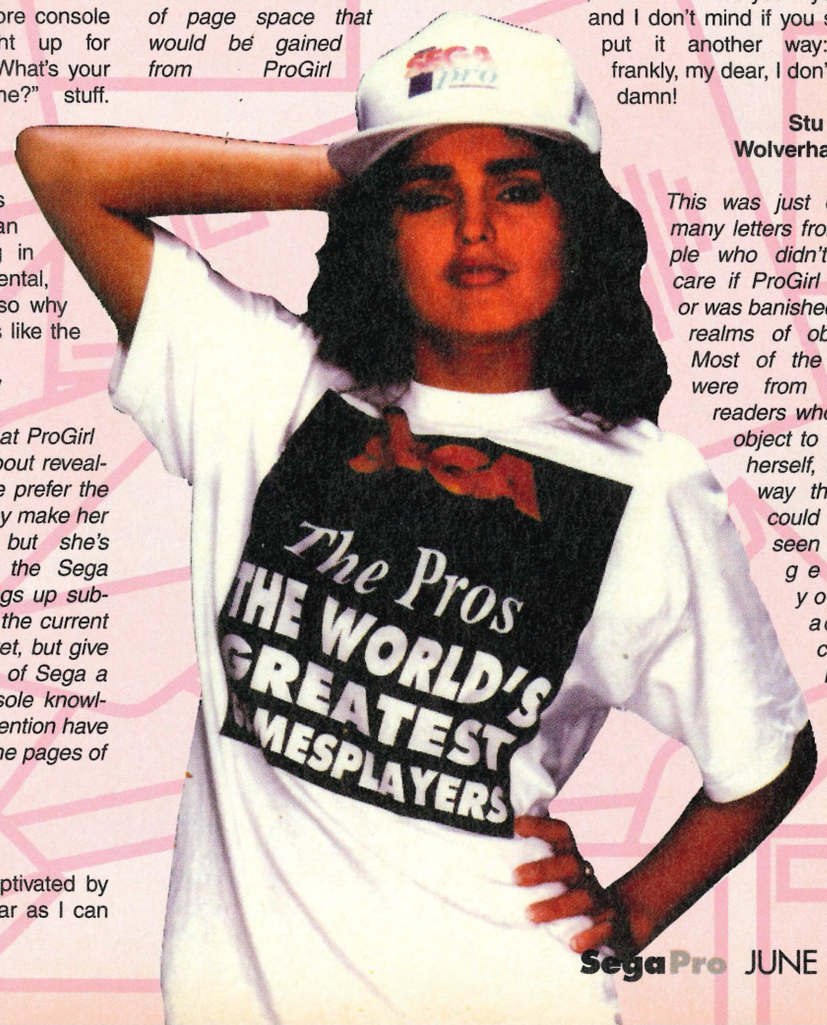
Dear ProGirl
Whenever I get my new issue of SEGAPRO, I always read the ProTest section first. I can't help thinking that it would look a bit sparse again if your little section was deleted. I think the debate thing should be kept, but how about the odd competition now and again – that would spice up your section no end.

I don't think you should go, but you've got to make your addition to this great mag worth keeping my making a few changes!
Mark Stevenson, Halifax

Competitions are a good idea, but as always, the lack of room is enough to keep even the smallest of changes from reaching the page. I know what everyone would like to win in a compo – the chance to meet ProGirl!

Dear ProGirl
I must confess to being completely indifferent to your column. Although your pictures brighten up an otherwise boring section of the magazine, I wouldn't miss you if you went and I don't mind if you stay. To put it another way: quite frankly, my dear, I don't give a damn!
Stu Crane, Wolverhampton

This was just one of many letters from people who didn't really care if ProGirl stayed or was banished to the realms of obscurity. Most of the letters were from female readers who didn't object to ProGirl herself, but the way that she could be seen as targeting young, adolescent boys.



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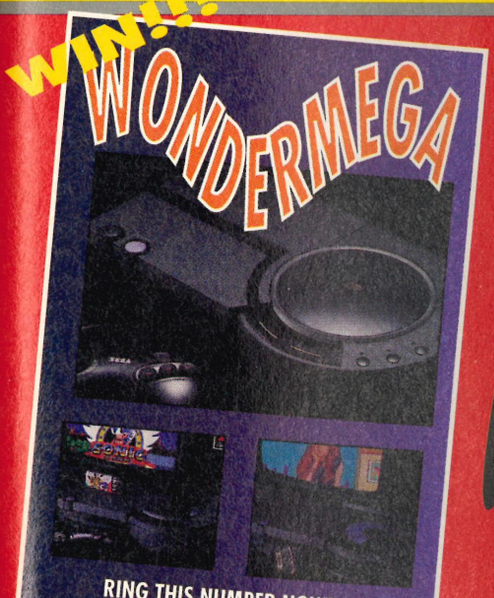

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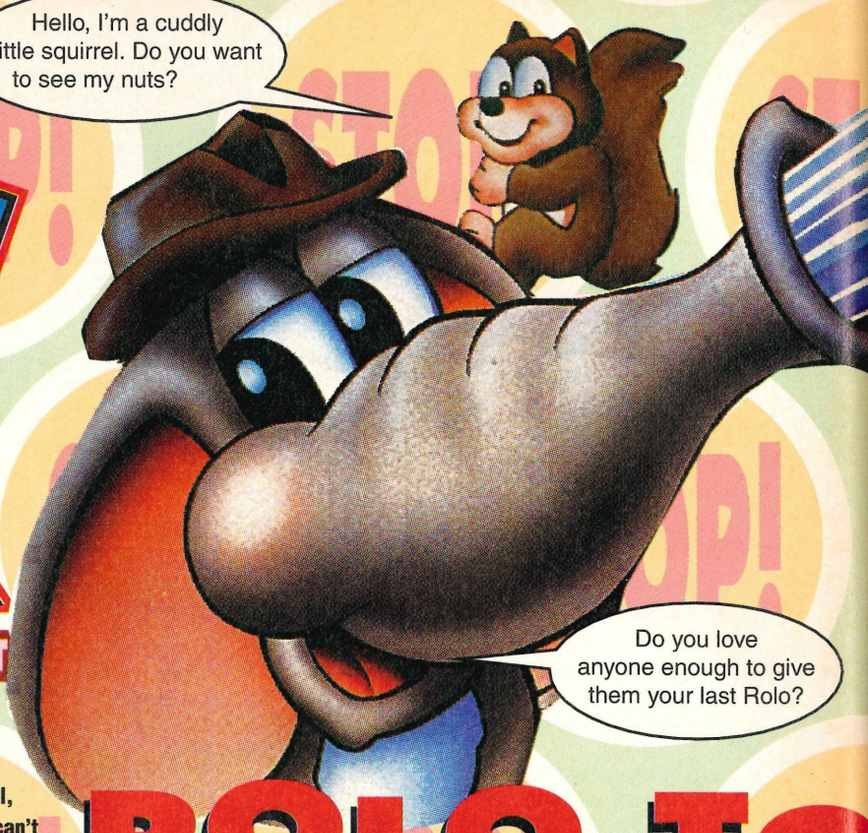
GAME OVER

THE BIG GAMES BUSTED EVERY MONT

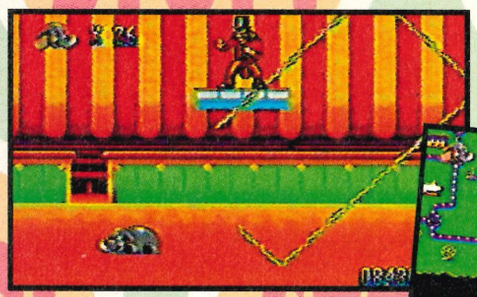


ROLO TO THE RESCUE

MEGA DRIVE

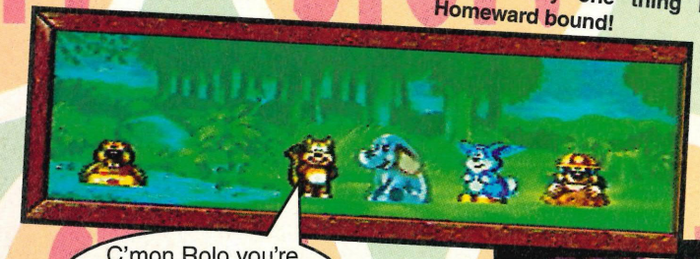
Rolo to the Rescue **is one of those all round cutesy games. Not content with making everyone feel incredibly sorry for him, Rolo also makes the player solve numerous puzzles in the quest to find his mummy. That's not all, though. Krusty, the evil ringmaster, is on the prowl and can't wait to capture Rolo for his cruel animal circus.**

Rolo to the Rescue **was reviewed in in SEGAPRO#17 and since then, it has proved itself to be one huge game! Finishing it was tough, but, yet again, one of SEGAPRO's readers has done it!**

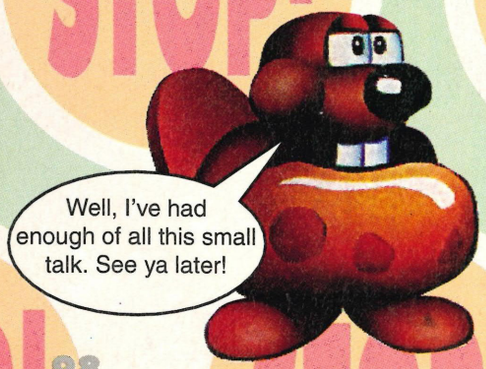


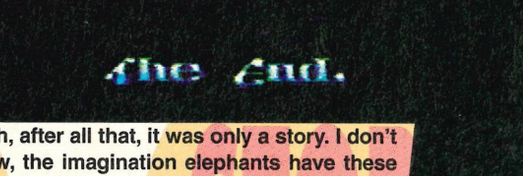
After solving all of the puzzles, Rolo faces his final battle with Krusty. Dodging the ringmaster's whip is tough but it's not impossible!

After crushing the ringmaster, there's only one thing left. Homeward bound!



GAME OVER SCREENS





Aaah, after all that, it was only a story. I don't know, the imagination elephants have these days....

This month's Game Over was sent in by Garran James of Cardiff. A cart is on its way to you! Don't forget, if you have any Game Overs, then send 'em in to us at SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF. There's a free cart if your Game Over is printed.

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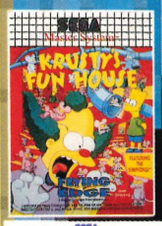
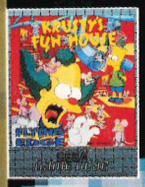


SEGA Master System II



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