

4-PAGE URBAN STRIKE PREVIEW!

SEGA PRO

JULY '94
£2.50
ISSUE 34
DM 14.00

EXCLUSIVE!

BORN TO BE WILD

Rock 'N' Roll Racing - first look inside!

EXCLUSIVE!

STREET FIGHTER II TURBO

Free
Mortal
Kombat
Comic

SMALL IS BEAUTIFUL

Micro Machines 2
dissected

START YOUR ENGINES!

Outrunners arrives for its
SEGA PRO pit-stop!

WHISTLEBLOWER

We exclusively unveil FIFA CD

Also Reviewed:

Sensi CD

Dragon - all formats

Ecco MS

Mortal Kombat CD

and Drop Zone GG



24



MEGA
CD



MEGA
DRIVE



MASTER
SYSTEM



GAME
GEAR



SATURN

ISSUE 2 OUT

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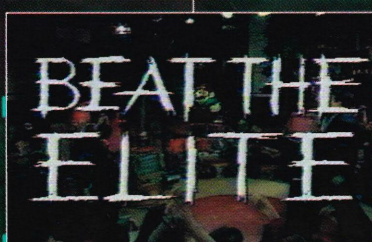
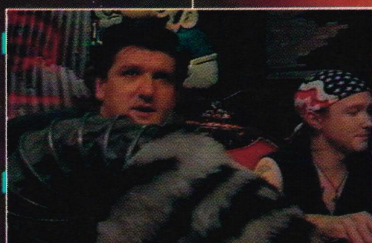
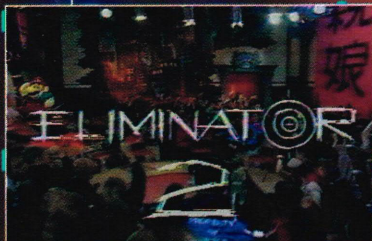
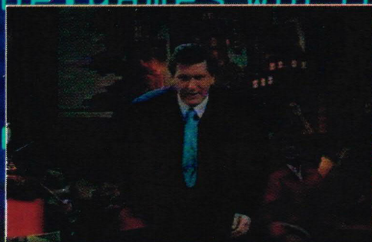
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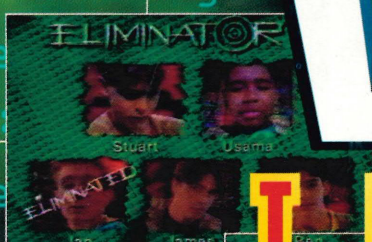
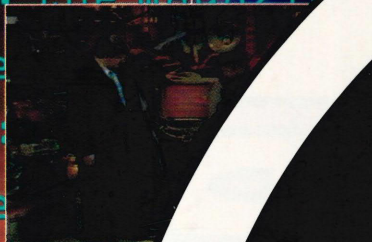
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games world:
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ELIMINATOR

Stuart

Usama

ELIMINATED

Ian

James

Ben

GAMES WORLD

THE M A

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COMPO

WIN A MEGA
DRIVE, SONIC 3
AND LOADS OF
OTHER GOODIES!
Just turn to page
53 and get on
with it!

STREET FIGHTER II TURBO



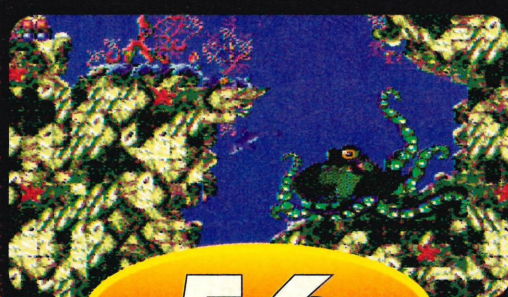
It's the sequel to the
biggest beat-'em-up
ever and we've
got the latest
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MORE GAMES THAN ANY OTHER MAG!



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A VERY CD BUSINESS

It eventually had to happen. We've just been sent a press release by ELSPA, the games industry's overlords, detailing the worrying rise in the illegal copying of CD-based software. It's easy to copy and blow your own CDs (the equipment costs about £2,500) – it's the duplication that's tricky, but not impossible. What is worrying the industry is the possibility of placing a vast number of pirated games cart titles on CD and flogging them off for next to nothing. This is especially worrying when you consider the number of 'new technology' machines which will be CD-based. I can only hope that it doesn't take off – it would kill the business and raise prices. I suppose we'll find out soon enough. **SP**



If he wasn't an editor Nick would undoubtedly have become a bank robber. This is due to his rather violent theories about wealth distribution (ie give all your wealth to him) and definitely not because he looks like a Crimewatch photofit – it's just a foul rumour.

Nick R's furtive ways and devil-may-care attitude could have easily secured him a post as a secret agent. We reckon the stuff about working for a now defunct mag is pure hog-wash – he's always on the phone to someone codenamed 'Mother'.



Pete would obviously love to be a champion racing driver but this seems unlikely given his amazing ability to crash any racing sim seconds after taking hold of the controls. "Wouldn't have happened if I'd had traction control" he sniffs. Yeah right.

Everyone agrees that Mark would make the perfect waiter. Tactful and charming, his superb service would only be spoiled by his falling asleep in the soup. However, that obstacle safely avoided he'd enjoy rolling the napkins. Answers on a postcard.



Claire could've ended up designing anything: from skyscrapers to those little rubbers on the end of pencils. Strangely, she seems to rather enjoy designing videogames magazines. Never mind, she's probably still got the number of that eraser manufacturer...

GOOD GUY?

No Manga this month – but anime fans need not worry yet, because a new company, Animania, is jumping onto the Japanese bandwagon with its first release, Guy.

Guy is being touted as an 'adult' anime game. Judging by the plot though, this is not because it contains a particularly mature storyline but because there are lots of nekkid broads in it. Anyway, it so happens that our hero Guy and his sex-bomb sidekick have landed on the feared prison planet Geo. But before they can do anything, they have to deal with the sinister Helga Heel who runs an illegal empire based on slave-trading and the exploitation of inmates for her own pleasure.

Luckily Guy has an Overfiend-like ability to turn into a six foot slaving monster and you can be sure that this will be enough to win the day.

If you fancy getting your hands on this kind of puerile wish-fulfilment, be prepared to pay £12.99 for 70 minutes of the first two episodes.



And to think people reckoned our Progrrl poster was bad!



So, you think you're good at EA Sports games like FIFA then? Time to put your money where your mouth is...



A NEW FIFA CHALLENGE

So you think you're good at FIFA Soccer do you? Or particularly marvellous at Madden – or any other of the vast range of EA Sports games for that matter? Well, now's your chance to find out how good you really are because Electronic Arts are setting up a Tournament Club just for you.

All you have to do is get yourselves to Birmingham, London or Manchester between now and August on any Saturday. The top eight players from each regional group will go on to an all-expenses paid National Final where you will be able to battle it out for prizes totalling £2000. The overall champion can also look forward to an array of prizes totalling £2500.

Local clubs are being set up all over the country – membership fee £8.99 per annum. If the big tournament sounds like your kind of thing, be prepared to fork out £7.99 for the entry fee.

More info can be obtained from Steve Bibby on (051) 420 4831. See you there!

ARCADE NEWS

I hope you've been saving up your £1s because it's time for another trip down to your the world of arcade gaming with SEGA PRO. There are some great new machines coming out with impressive texture-mapped polygon graphics and stunning sounds. The arcades are really going to be rocking this Summer!

If you've seen an impressive coin-op or you know something about arcades that you'd like to share send your info in to: Nick Roberts, Arcade News, SEGA PRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

JURASSIC PARK

Arriving much too late to cash in on all the hype surrounding the movie but still guaranteed to be a smash hit in arcades everywhere is the new Jurassic Park 'moving theater' ride from Sega.

Two people can sit together on the ride while they're transported back onto the dinosaur infested island the movie stars left behind. The object is to reinstate the dinosaur security system and capture all the rampant reptiles with a high-powered tranquilliser gun.

The graphics look okay, but aren't spine chillingly realistic and everything is accompanied by roaring dinosaur sound FX straight from the movie. The feature that will really

attract people to the machine is the moving seat. As players progress through the park and get attacked by Raptors, Dilophosaurs and the dreaded T-Rex the special motion-based seat responds by throwing them all over the place! I must admit that I just felt stupid sat on a vibrating seat trying to aim at a dinosaurs head. It's a bit tricky to say the least and after missing a few first aid packages it's all over.



SUPER MARIO ON THE MEGA DRIVE?!

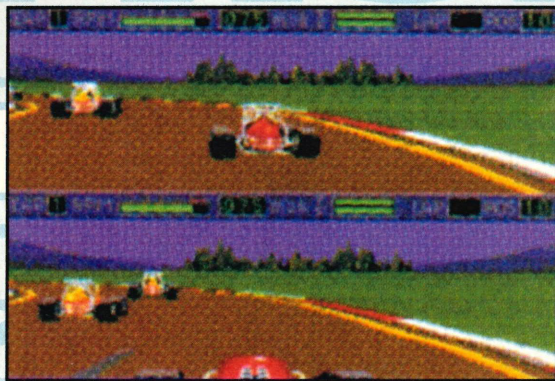
Well now, there's a headline to get your attention, but sadly it's not THE Mario but a lesser mortal, famous on the American IndyCar circuit.

Mario Andretti is the name on EA Sports' new racing release, *Mario Andretti Racing*, and it will be available on the Mega Drive in August.

The game comes with three racing options, different track surfaces from concrete to slip-

pery mud, a split-screen two-player mode and a full fifteen racing tracks to get to grips with.

Look out for this for a neat £44.99



Mario Andretti's son, Michael, really wasn't much cop at Formula One was he?

NEWS FLASH

Rumour has it that Electronic Arts are working on a *FIFA Soccer 2*, which they hope to have available for later this year. EA are being a bit cagey about it at the moment but we wouldn't be surprised if some of the *FIFA CD* enhancements were in it (see this issue). More info as we get it....

VIRGIN PAYS UP

This is a little cautionary tale intended to illustrate some of the mad sums of money that are now involved in the computer/console games business.

Check this out: Virgin reportedly paid Disney the whopping sum of \$21million for the videogame rights to Disney's upcoming animated film, *The Lion King*. Pretty staggering, eh?

For that much dosh you could have a movie by Bruce Willis, a painting by Van Gogh, or even a face like Julia Roberts's. But we all know you'd prefer another cute Beauty and the Beast cartoon, don't we?

THE MAX

When you sit down to play a shoot-'em-up like *Ranger-X*, you're unconsciously harking back to the very earliest shoot-'em-ups, which first appeared in the late Seventies/early Eighties.

The shoot-'em-up has been developing for a long time, since the original *Tempest* (now on the Jaguar). *Space Invaders* was the first arcade game to go ballistic and for a time after that, all you could find in arcades were shoot-'em-ups of one description or another, including *Missile Command*, *Asteroids*, *Moon Cresta*, *Galaxians*, *Gorf* and the first two real horizontal scrollers, *Scramble* and *Defender*.

Scramble had you flying over a mountainous terrain bombing rockets, shooting at enemy ships while watching your fuel gauge carefully. It became one of the most popular early computer conversions with the Vic-20 getting in there early with a version from Rabbit Software. A classic Spectrum version soon appeared from crafty codesters Melbourne House - *Penetrator*. Games eccentric Jeff Minter even adapted the idea onto the Commodore 64 with his *Llama* series of games.

Defender was equally popular, being much faster than *Scramble* with additional features (like having to rescue people) and superb graphics and sound (for the time). But the mould wasn't really broken for a long time - until, that is, *R-Type* came along. So next time you plug a shoot-'em-up into your Sega system, don't forget how it all began...

Next month's Max:
Maze games



The new Game Gear shooter *Drop Zone* is a straight *Defender* clone with knobs on.

STAR WARS



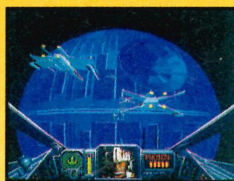
How many years is it since the original film was released? Too many to even start to count I think, but guess what? Sega have just this minute finished a snazzy new arcade game of the film.

Some of you may remember a *Star Wars* arcade machine many years ago. It had vector graphics and was quite fun and addictive too, for its time. Well, this new *Star Wars* experience brings the space quest

bang up-to-date with a virtual reality arcade game that oozes 3D graphics at

180,000 polygons per second.

Players get to fly one of the Rebels' X-wing fighters and do battle with the Empire with scenes similar to those in the film. In a one-player game you must be both the pilot and the gunner using the joysticks and throttle to blast your way around space. With two-players one becomes the pilot and the other the gunner; giving both a much better chance of successful zapping.



★★★

VIRTUA FIGHTER

Taking the beat-'em-up genre into a new dimension is the slick Sega coin-op, *Virtua Fighter*. With eight hot fighters



to choose from and stunning 3D graphics created by a 32-bit CPU and (yes, you've guessed it) running at 180,000 polygons per second this is a game that draws a crowd.

The fighters have been selected from all over the world and each has special moves and characteristics to appeal to different players. Of course beat-'em-ups have been seen many times before, the most famous being *Street Fighter II*. But you will never have seen one with graphics like *Virtua Fighter*. Each character is made up of polygons and the camera view constantly circles around the action while a battle is in motion, then you get yet another angle for a breathtaking action replay.

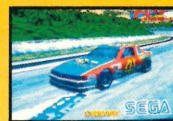
The fluid movement really impressed me and with the backgrounds and characters changing all the time this is a game that you'll want to come back to again and again.



ESS...STOP PRESS...STOP PRESS...STOP PRESS...

DAYTONA USA SPECIAL MODE!

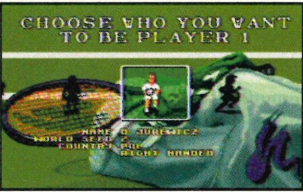


While chatting with

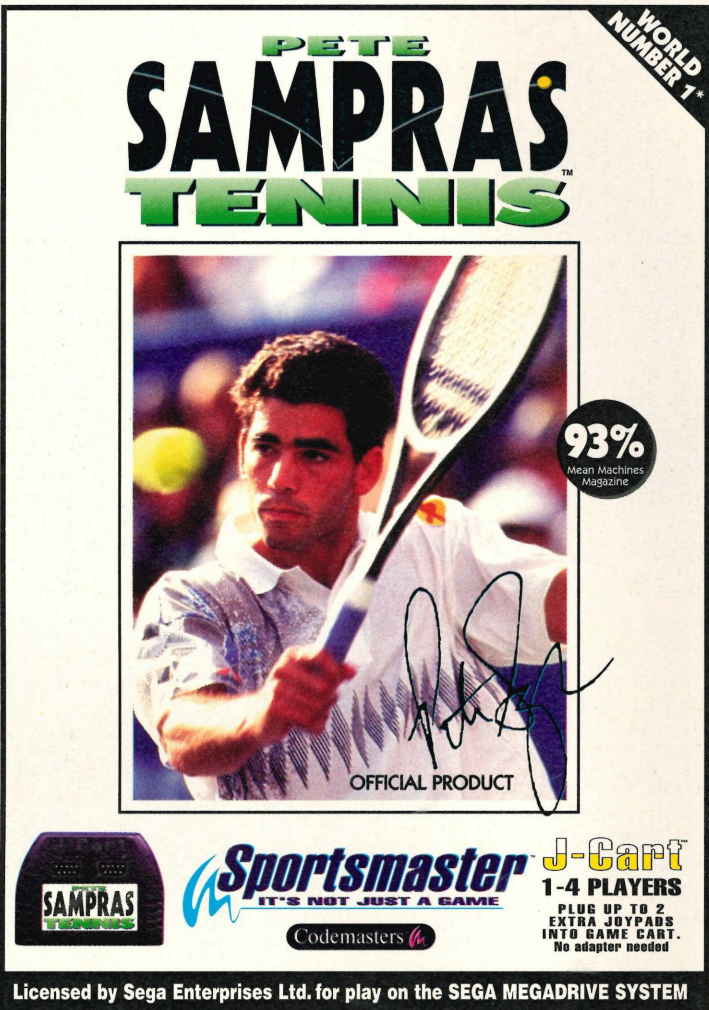



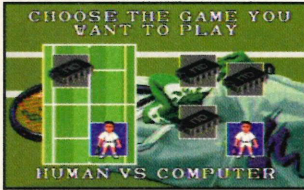

people 'in the know' at Sega Amusements' Open Day Nick managed to find out how to access a secret Time Lap Mode in the excellent *Daytona USA* arcade smash hit. As long as the arcade owners have the dip switches inside the machine set correctly you can access it by holding

the steering wheel to the left while you press START. Now you can zoom around the track without any other cars to get in the way and really clock up some super-fast speeds!

This summer's most competitive simultaneous four-player sports game.



Available on June 16 at

WOOLWORTHS

your centre court for the action

Pete Sampras Tennis is not only the hottest competition sports game you've seen but it's the first game on J-Cart - the world's only games cartridge which features a four-player adapter built in. Challenge your mates on one, two, three or four player games and experience the sheer tension and excitement of world-class competition tennis.

"The most challenging tennis game you'll ever experience"

- Pete Sampras, World's number one tennis player*

93% Mean Machines Sega magazine • 92% Official Sega Magazine

Sportsmaster
IT'S NOT JUST A GAME
Codemasters

Bribe of the month

Well. You'd have expected loads of bribes this month with the ECTS and all that, but sadly, it was not to be! Still, we managed a couple of items...

GREMLIN

A neat little coaster from Gremlin soon snuck its way under Pete's mug this month, which would have been good news if we were referring to crockery. Unfortunately, we are referring to Pete's face and the unfortunate accident when Nick R threw the coaster across the room frisbee-fashion, lodging it up Pete's nose. Pete now looks like one of those rainforest Indians Sting is so keen on, so to disguise the injury, he's now taken to prancing around in a grass skirt singing about the Amazon River. Pete will be away for the next few months under medical supervision (*that's about the only way I'll get a holiday 'round here - Pete*).



CODEMASTERS

More mayhem from the bunch behind the *Micro Machines* when Nick R visited them for a gander at *Micro Machines 2*. Never ones to miss out on the chance of a good party, the Codies' Richard Eddy was soon pouring fine Codies wine and Christmas cake down Nick's gullet. Nick claims it was only one bottle, but we don't believe him, particularly since the Codies are claiming they'll now need to put the price of *MM2* up to £650 just to cover the costs. You know who to blame...

We got this much wine from Nick, ie none.

ELECTRONIC ARTS

Ahem. EA have showered the SEGAPRO team with gifts this month, to such an extent that we're starting to get very nervous about what they want in return (we'll sell them Mark if we have to). It all started quietly with some *Urban Strike* jackets, a bandana, a model helicopter and free pizza before escalating into a day trip to Paris and ending with a free stick of rock. Next month - *Urban Strike* scores 350%, and wins our game of the century award. And that's before it gets released.



SONIC ON MARS!

Bit of a hot rumour this one... make of it what you will. We've heard stories that *Sonic 3* is already a Mega Drive 32 game! Yes, those secret levels you are unable to access will actually work - on the new Sega machine! If this is true, it will be one of the smartest marketing moves for a new machine ever.

MEGA DRIVE

1	FIFA International Soccer	EA	£44.99
2	Sonic 3	Sega	£59.99
3	PGA European Tour	EA	£39.99
4	NBA Jam	Acclaim	£49.99
5	Sensible Soccer	Sony	£39.99
6	Aladdin	Sega	£49.99
7	Micro Machines	Codemasters	£34.99
8	Zool/James Pond 3	Telstar	£44.99
9	Jungle Strike	EA	£44.99
10	Subterrania	Sega	£44.99
11	Cool Spot	Virgin	£44.99
12	Road Rash 2	EA	£39.99
13	F1	Domark	£49.99
14	Rambo 3	Sega	£39.99
15	X-Men	Sega	£39.99
16	Bubsy the Bobcat	Accolade	£39.99
17	Sonic 2/Bubsy	Telstar	£39.99
18	Mortal Kombat	Acclaim	£49.99
19	European Club Soccer	Virgin	£39.99
20	Batman Returns	Sega	£39.99

MASTER SYSTEM

1	Sonic Chaos	Sega	£29.99
2	Micro Machines	Codemasters	£29.99
3	Outrun Europa	US Gold	£29.99
4	Mickey Mouse	Sega	£29.99
5	Desert Strike	Domark	£29.99
6	Shinobi	Sega	£14.99
7	Mortal Kombat	Acclaim	£34.99
8	Jungle Book	Virgin	£32.99
9	Batman Returns	Sega	£29.99
10	Aladdin	Sega	£29.99

GAME GEAR

1	Micro Machines	Codemasters	£29.99
2	Aladdin	Sega	£29.99
3	NBA Jam	Acclaim	£34.99
4	Sonic Chaos	Sega	£29.99
5	PGA Tour Golf	Tengen	£29.99
6	Hook	Sony	£27.99
7	Desert Strike	Domark	£29.99
8	Sonic 2	Sega	£27.99
9	Jungle Book	Virgin	£29.99
10	F1	Domark	£29.99

MEGA-CD

1	Ground Zero Texas	Sony	£49.99
2	Sonic CD	Sega	£44.99
3	Night Trap	Sega	£49.99
4	WWF Rage in the Cage	Acclaim	£49.99
5	Lethal Enforcers	Konami	£54.99
6	Thunderhawk	Core Design	£44.99
7	Silpheed	Sega	£49.99
8	Road Avenger	Sega	£39.99
9	Ecco	Sega	£44.99
10	Microcosm	Psygnosis	£49.99

OH MO! ANOTHER LAWN CONVERSION

If you've been waiting for the *Lawnmower Man* for the Mega Drive, you might will be better off looking forward to the *Lawnmower Man* on Mega-CD instead! This time, it's Mega-CD newcomers The Sales Curve coming up with the goods.

As you can see, the game features some superb graphics and we're assured the sound is pretty good too. We'll just have to wait and see what the gameplay is going to be like.



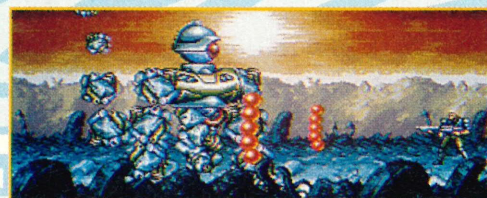
Heck, we like bees here on SEGAPRO, but not any longer!



The Mega-CD's graphics should put the Mega Drive's to shame.

GUNNING FOR THE TOP

Fans of the SNES *Probotector* will be pleased to know that Konami have finally gotten around to whipping up a Mega Drive version which should be available this October. Featuring a 16Mbit cart full of huge sprites and total shoot-'em-up mayhem, we're certainly looking forward to getting our hands on a version when it finally becomes available for review. Watch this space...



Top SNES shooter Probotector is on its way!

SPARKING UP

Remember *Rocket Knight Adventures*? Well as we reported in the last issue, the sequel, *Sparkster*, is revving up for a release later this year, and we are now able to bring you the following screenshots.

The story goes that the land of Elhorn has been plunged into civil war with bands of Devotnidosaurs marauding about causing aggro. Luckily Sparkster has a few new moves in his armoury and is raring to get in there and sort the bad guys out.

The new game features 8Mbits of fun, eight stages and 13 different backgrounds. Check out the full release this October.



Sparkster now has a new move - a spin attack.



These Devotnidosaurs are mean - show no mercy.

PRO DATES

JULY

MEGA DRIVE

GLOBAL GOLF (Codemasters)

TIN HEAD (MicroProse)

ITCHY AND SCRATCHY

(Acclaim)

BENEFACITOR (Psygnosis)

FLINK (Psygnosis)

CARDCORE (Psygnosis)

GAME GEAR

HULK (US Gold)

WORLD CUP SOCCER (US Gold)

MASTER SYSTEM

HULK (US Gold)

BATLEMANIACS (Virgin)

MEGA-CD

WORLD CUP SOCCER (US Gold)

SENSIBLE SOCCER (Sony)

SECOND SAMURAI (Psygnosis)

AUGUST

MEGA DRIVE

SKELETON KREW (Core Design)

VIRTUAL BART (Acclaim)

GAME GEAR

EXCELLENT DIZZY

(Codemasters)

MASTER SYSTEM

EXCELLENT DIZZY

(Codemasters)

IMPORT (Out Now)

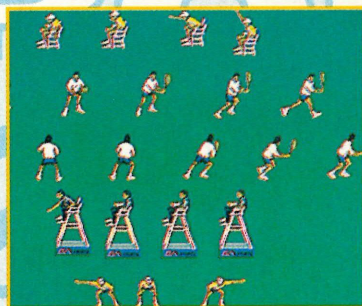
MEGA DRIVE

OUTRUNNERS

MEGA-CD

HEAVENLY SYMPHONY

COURTING TROUBLE



EA are paying a lot of attention to the sprite animation in EA Tennis.

It's the summer, it's England – that can only mean one thing – Wimbledon. Although the rest of the world rather enjoys tennis year-round, we only stomach it for two weeks a year, so to cash in on the tennis thang EA Sports are lining up with EA Sports Tennis for the Mega Drive in August. Player sprites have been rotoscoped, there are sixteen player venues and it will support EA's 4 way Play. This is going to be packed with gameplay options – so watch out for it soon.

JOLLY HOCKEY

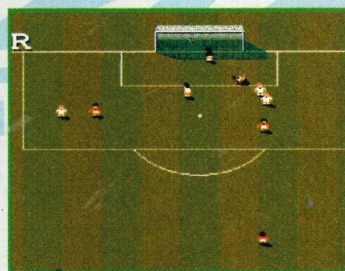
EA, in a fit of corporate goodwill, have kindly decided to sponsor the Oxford City Stars ice hockey team. Despite their lack of financial resources, the team has done well since it was set up in 1984, winning League Division One in 1990/1.

EA told us they were doing it because, "of our success in our range of ice hockey videogames. With this success we are delighted to be sponsoring a leading UK ice hockey team." Jolly kind of them.



NEW SENSI SOCCER ON ITS WAY

If you fancy yourself as a bit of a Sensi Soccer fan, check this out: Sony are releasing a new *International Sensible Soccer – Limited Edition* for avid fans of the game who fancy collecting another version. It'll be available for the Mega Drive in July and will include updated teams, new strips and so on. Sony are stressing that it really is only for avid fans or non-owners though.



Another Sensi game? When will it ever end!

A NEW TOON



They're cute but not a patch on their predecessors.



Konami are lining up a new *Tiny Toons* game for an October release on the Mega Drive. You'll be able to catch Buster, Babs and co in *Tiny Toon Adventures – Acme All Stars*, where the aim is to take on allcomers in loony soccer and basketball matches. There'll be sub games, two player options and each character will have his or her own special moves. More info as we get it...

Wabbit wabbit wabbit wabbit (You're fired – Ed).



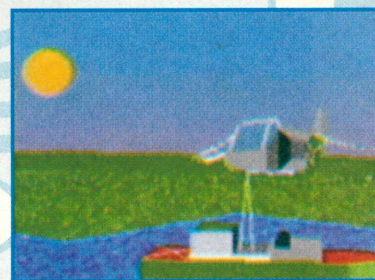
It's looking good so far. Review coming up soon!

DEAL US IN

If you're tired of the usual shows which claim to offer the computer user what s/he wants but usually ends up being an ego trip for a few overrated writers while costing you a fortune, then get your heads around this: There's a new show in town and it's called Computer Deals '94. The show's organiser, Tony Newmark, says, "We are attempting to get back to basics with this show. Our plan is to return to the era where shows were all about offering bargains which would repay your admission price many times over."

You will be able to swap your old games, get cheap deals on new software – and Paragon Publishing, our illustrious owners, are sponsoring the event!

So don't forget to get yourselves down to the Show at Olympia in Earl's Court from 22 to 24 July. See you there!



WHAT A NIGHTMARE

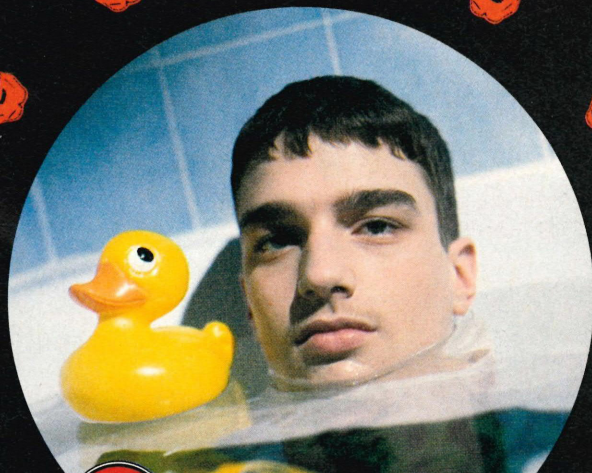
The latest news from our friends at Domark: Look out for the following soon: *Flying Nightmares* (previously *AV8B Harrier Assault*) – out in Sept for the Mega-CD, *Bloodshot* (Mega Drive, that's out in October), *Marko's Magic Football* for the Mega-CD and Game Gear (also out in October) and *F1 '94* for the Game Gear and Mega Drive – another October release.

GREED,



Sue
14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.



Steve
17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

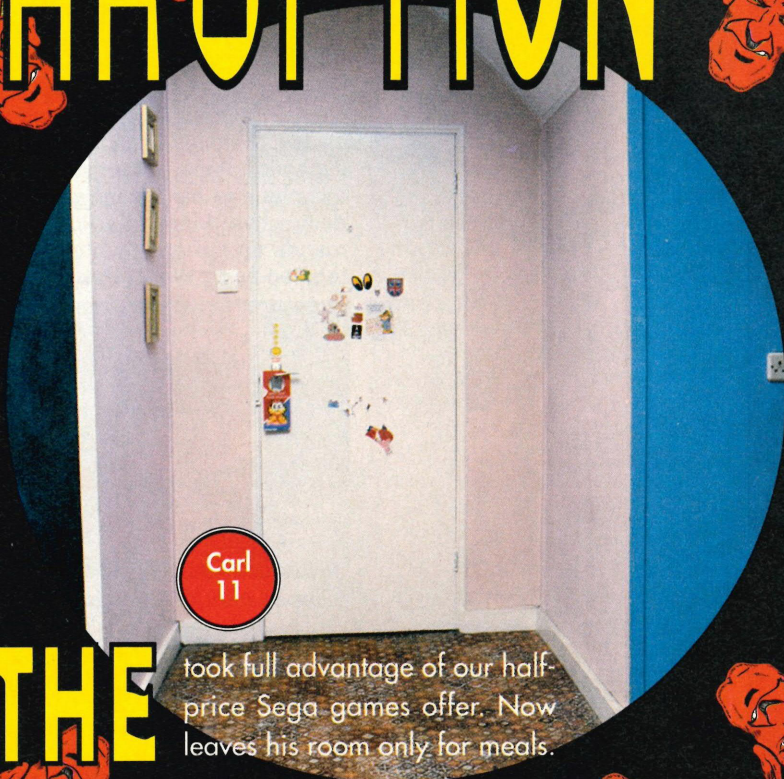
CORRUPTION

&



Joe
15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price



Carl
11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

THE MIDLAND LIVECASH DEAL

Can you handle it? Opening a LiveCash account will bring you many things. Free gifts, competitions. Big money off Sega, Nintendo and Amiga. But it can also bring out the worst in you. You have been warned. Find out more by sending the coupon to Midland Bank plc, FREEPOST, Customer Information, Silver Street Head, Sheffield S1 1AY, or by asking at your nearest Midland branch, or by calling us on 0345 180 180. Lines are open 8 am – 8 pm, Monday to Friday. All calls charged at local rates. LiveCash is available to 11 – 18 year olds.

NAME (MR/MISS/MS)

ADDRESS

POSTCODE

SEGA PRO / 7



MIDLAND
The Listening Bank

member HSBC group

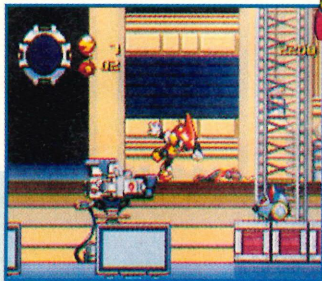
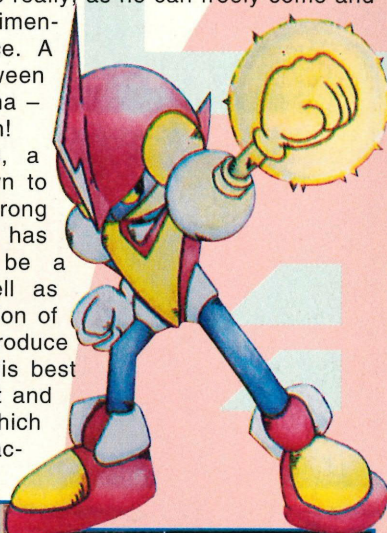
PULSEMAN

No, not a new *Socket* clone, but a man who's on the charge! Pulseman is everything electrical, born from the computer world, and now set free in this side-scrolling action game.

Dr Waruyama (occupation; full-time evil scientific genius), plans to conquer space by using computers to cause universal havoc. He's even got his own secret society!

So, who can stop this evil biological disease (sorry, scientist) from doing his dirty deeds huh? Well, it can only really be one person, and that person is... PULSEMAN! Yep, a superhero of the electrical variety rises from the insides of capacitors and diodes, and well, computers really, as he can freely come and go between normal three dimensional and computer space. A death match begins between Pulseman and Dr Waruyama – the great electrical war is on!

When Pulseman arrives, a lot of interest will be drawn to his Comical actions. A strong animation programme has meant that this should be a pleasure to watch as well as play. Pulseman's combination of simple moves can produce dynamic attack patterns. His best technique is his flamboyant and destructive 'Pulse attack' which rounds up the enemy characters led by Dr Waruyama.



Pulseman struts his funky electrical stuff, vanquishing evil (yawn).

PULSEMAN'S TECHNIQUES

DASH:

The most basic action. This quick movement enables Pulseman to run through a group of enemies without too much damage being inflicted on himself. His dash also generates pulse energy because of friction with the air.

PUNCH:

Pulseman's punch is a wild technique as the pulse accumulated in his body is shifted to his hands! This causes a super-rush of pulse power to explode in the face of the enemy (ouch!).

JUMP:

Pulseman will stay in the air when he jumps depending on how long the button is pressed. This technique is used to avoid traps and pick up items. When he turns backwards at the peak of a Jump, the technique is called a 'handspring'.

SLASH ARROW:

After generating buckets of pulse energy from his 'dash' attack, Pulseman can produce a pulse ball and, subsequently, target the enemy.

VOLTAIKER:

This is another technique where the energy is produced from the 'dash' attack, but this time Pulseman turns into a sphere and bounces at his enemies in a very effective and destructive manner! Pulseman can also combine this with his jumps to get over the huge traps scattered throughout the game.

Pulseman looks like an interesting project for the MD. It's due for release in Japan on 17 June by Sega, and has a capacity of 16Mbit. Look out for it soon in SEGA PRO.

GUNSTAR HEROES

Gunstar Heroes, the successful MD shoot-'em-up, is being released on the Game Gear towards the end of the year. It's expected to be an almost perfect conversion of the original with the stage structure, choice of weapons and characters being

exactly the same. Characters like Seven Force should look as good as on the MD – clearly a lot of effort is going into this handheld title. Only 5% of the game has been completed at present, so there's still a long wait yet for the final version. We hope to bring you some more details as soon as we get them.



Remember the original *Gunstar Heroes*? Well, you'll soon see it on GG.

PRO DATES



JUNE

THE LEGEND OF THE HUNGRY WOLF
SUPER STREETFIGHTER II
LAGUNA SENTY
FIFA SOCCER
CHUCK ROCK II
THE AGE OF THE GREAT VOYAGES II
PULSEMAN

JULY

J LEAGUE PRO STRIKER 2
STAR WARS REBEL ASSAULT

AUGUST

LANGRISSER II

ARCADE CHARTS

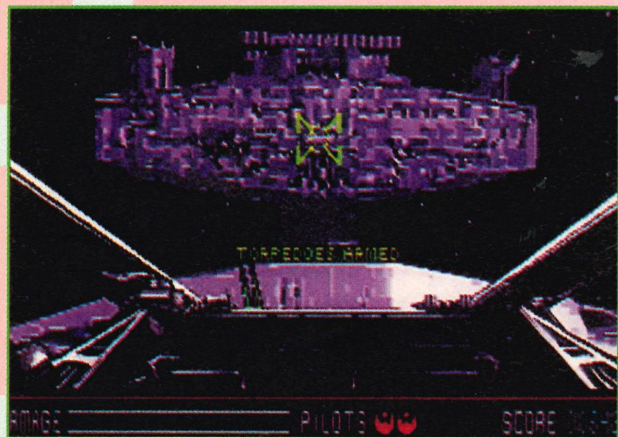
- 1 VIRTUA FIGHTER
- 2 DAYTONA USA
- 3 SUPER STREETFIGHTER II X
- 2 RIDGE RACER
- 5 FIGHTER'S HISTORY DYNAMITE

JAP CHARTS



- 1 NE VIRTUA RACING (MD)
- 2 NE BARE KNUCKLE III (GG)
- 3 3 FANTASY STAR (MD)
- 4 NE A TIN OF GAMES VOL 2 (M-CD)
- 5 NE A TIN OF GAMES VOL 1 (M-CD)
- 6 NE VAMPIRE KILLER (MD)
- 7 4 PUYO PUYO (GG)
- 8 NE V FIVE (MD)
- 9 NE GUNSTAR HEROES (MD)
- 10 NE AX-101 (CD)

Is it a skyscraper? Is it a space station? No, it's an Imperial Star Destroyer. Oh dear, I think it's seen us.



STAR WARS: REBEL ASSAULT

This July *Star Wars: Rebel Assault* will be released over in Japan by Victor Entertainment. It's a 3D shoot-'em-up based on the *Star Wars* film script and your objective, as a Rebel Alliance pilot, is to undergo an extensive training programme and then destroy the secret weapons of the Imperial Army.

CHAPTER ONE

Fly through the narrow ravines and gorges in one of the Rebel army's top Drill fighters. The robots you'll shoot down are purely for target practice.

CHAPTER TWO

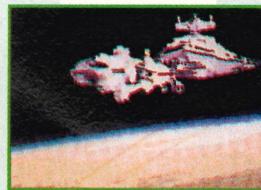
Now your training turns to space where you'll need to destroy various targets whilst avoiding approaching meteorites. Your reactions need to be red hot!

CHAPTER THREE

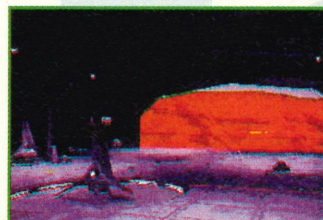
By this stage your training programme will be complete and you'll have the chance to fly an A-Wing fighter! Follow the movement of your captain's fighter to complete your skill test in avoiding obstacles.

CHAPTER FOUR

From now on the space war is for real. Climb into the X-Wing, the Rebel army's standard fighter, and obliterate the Imperial Star Destroyer. This is a huge battleship with awesome defences.



Yeheh! Target that sucker! Drill fighter practice is always fun.



Star Wars: Rebel Assault should be a big Mega-CD title this summer with powerful combat sequences and smart graphics, plus 16 cleverly crafted stages using special FX techniques. Many of the pictures and sounds are taken from the original films (*Star Wars* and *The Empire Strikes Back*) – so it's looking like a very promising film-based release. Watch out for a full preview soon!



Great ball control, fabulous passing... but the map's still useless.



J League 2, this time Gary gets angry and breaks a few heads. (Not really).

AND FINALLY... J LEAGUE PRO STRIKER 2

Remember the first *J League* title? It was one of the best import titles ever, and certainly the best footy game available on import. Anyone who got their hands on a copy would undoubtedly agree that this was an extremely realistic and playable simulation, with the added bonus of four-way play – the first footy title to utilise the new technology.

The good news now is that the second season of the *J League* is about to start in Japan – and so we bring you news of *J League 2*, due for release this July. We can tell you first that this version is twice the size of the original, with more variety in the movements of the players, and a re-vamped set of sound samples so the crowd songs and cheers are given a more realistic sounding – much like *FIFA*'s! These attributes should make *J League 2* an even more realistic simulation – something any avid tactician with a love for the game will be looking for. We'll keep you posted!

NIP BITS

● A tie-up GG product with Coca Cola will hit the streets in Japan this coming August. It's called *Coca Cola Kid*, and the leading character is given the name 'Cokie'. So, what's all the fizz about? Well, Cokie is a popular schoolboy (bit like the Milky Bar kid!) who goes to Scout School in Coke City. As the coolest swigger in town, he ventures into enemy territory to rescue his teacher – kidnapped by a group of thugs. Only 20% of the game has been completed at present, but when it does arrive, this could well quench the thirst of many handheld owners! Watch this space for further news.

● In the Readers' Race Charts this month, voters have rated *Virtua Racing* as the top-notch racer. In response to this, Sega have released a 'VR plus one pack' – you can now buy a Mega Drive 2 with a copy of *Virtua Racing* thrown in! The idea is to generate more interest in the new technology – namely the SVP chip that has taken the capabilities of the standard Mega Drive into a new dimension. It's only a limited edition, but the offer should go down very well with users in Japan. Lets hope we see similar offers over here in the UK very soon!

● Like the ECTS, Japan are launching their own major software show, the Tokyo Toy Show. It is expected that each company attending will exhibit some of their next generation games machines. It will be open to the public on 4 to 5 June.

● Last month we brought you news of the 'Galbo' theme park that opened in the Japanese town of Osaka. Now we can bring you more detailed news on some of the big attractions. The first, *Ghost Hunters*, gives the public a chance to ride in a self-operated 'Tarbo Buster' car. You travel around inside a ghost house and the idea is to shoot down ghosts projected from a special ride screen.

Another attraction is the Virtual Shooting venue that features 'Space Police' protecting the earth from a band of aliens. Equipped with a special head-set and beam gun, you must work your way through a battle-field with 170 targets.

● Game Gear fans, brace yourself! The classic Japanese footy game, *J League Pro Striker*, is set to be released on the handheld very soon! It's a 1994 version to coincide with the second exciting season of the Japanese *J League*. The game will feature all the real players, plus the latest *J League* rules.

THIS IS THE SUBTERRANEAN
REALM OF KUATAN, A
PROVINCE OF OUTWORLD.

IN THIS DARK AND DANGEROUS
PLACE, SPECIES FALL INTO JUST
TWO CATEGORIES...

**EXCLUSIVE
MORTAL
KOMBAT
COMIC!**

THE HUNTED...

...AND THE HUNTERS.

NOWHERE ON EITHER
EARTH OR HERE ON
OUTWORLD...

...IS NATURAL SELECTION
SO COLD AND BRUTAL.

7



HA! THAT WAS NOT MUCH OF A CHALLENGE!

I EXPECT MORE SPORT FROM YOUR KIND, LITTLE ONE.

STILL, I SUSPECT YOU SHALL MAKE A FINE MEAL.

A FINE MEAL FOR GORO.



WHA...?!?



EXCUSE THE INTRUSION TO YOUR REPAST, GORO...

...BUT **RAYDEN** WOULD LIKE TO HAVE A FEW WORDS WITH YOU.

LIGHT & DARKNESS

writer • **CHARLES MARSHALL**

penciller • **PATRICK ROLO**

inker • **BOBBY RAE**

letterer • **DAVE LANPHEAR**

color design • **SCOTT SAVA**

interior color • **'BU TONES**

editor • **MARK PANICCIA**

MORTAL KOMBAT®

2



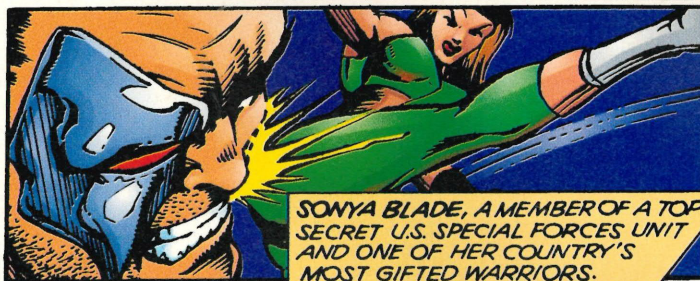
RAYDEN?
WHAT BRINGS
THE THUNDER
GOD TO GORO'S
LAIR?

AN INVITATION
FOR YOU TO JOIN
THOSE WHO ARE
FIGHTING ON THE
SIDE OF THE
LIGHT.

THEY ARE
TRAINING NOW,
READYING THEIR
BODIES AND
SPIRITS FOR
THE RIGORS OF
MORTAL
KOMBAT.



JOHNNY CAGE--THE MARTIAL ARTS
MOVIE STAR TRAINED BY GREAT
MASTERS FROM AROUND THE WORLD.



SONYA BLADE, A MEMBER OF A TOP
SECRET U.S. SPECIAL FORCES UNIT
AND ONE OF HER COUNTRY'S
MOST GIFTED WARRIORS.



LIU KANG, ONCE A MEMBER
OF THE SUPER-SECRET WHITE
LOTUS SOCIETY, REPRESENTING
THE INTERESTS AND PHILOSOPHIES
OF THE ORDER OF LIGHT.

AND WITH
MIGHTY GORO
ON THEIR
SIDE...

...THE TREACHERY
OF SHANG TSUNG COULD
BE ENDED FOREVER.

I'VE TOLD
YOU BEFORE, STORM
WARRIOR: I AM A
CREATURE OF
DARKNESS.

THE LIGHT
BOTHERS ME.

YOU
BOTHER
ME.



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If it's fast paced, addictive racing action you're after then you can't do much better on the Mega Drive than the excellent *Micro Machines*...

until Codemasters came up with the sequel that is! These miniature racing rascals started out life as tiny collectible models that came in all shapes and sizes of vehicle. These were such a success in the States that a game wasn't far behind, originally on the NES and soon converted to all Sega formats. Now it's time for the next instalment!

This new game has many enhanced features to brag about so we sent Nick Roberts to Codies HQ with a need for speed!



Okay, I'll admit it. I simply adored *Micro Machines* from the first moment I played it on the Nintendo Entertainment System (spit) a couple of years ago. Of course the Mega Drive version has slicker graphics, more speed and better gameplay so it instantly became a classic.

When I heard that the boffins at Codemasters had come up with a sequel my joypad thumbs started twitching instantly – and boy is it a cracker of a sequel too! The number of tracks has almost doubled with 54 to race around in total. They have all the usual hazards like books to jump, pencil sharpeners to dodge, logs to avoid and (of course) the dreaded edge of the kitchen table. In addition to these there's a whole host of new features too. The most obvious differences are the power-ups scattered around each track. In the

original game there were orange-juice stains to slow you down and oil-slicks to spin you but now you can pick up extra speed, extra traction, become twice as heavy and pick up limited bullets to blow away the competition. There will also be power-ups to collect that will affect everyone on the track, although they won't know it until it's too late!

There are new vehicles to race, new locations to race in and a special Champions' League complete with a cup for players to compete for. Contenders all line up at the start of the game for you to choose your opposition. Playing against the computer is all very well but Codemasters have incorporated their cool new invention – the J•Cart – for simultaneous four-player head-to-head-to-head-to-head games! **SP**



Micro Machines 2

THE MORE THE MERRIER!



1 PLAYER



2 PLAYERS

PLEASE SELECT NUMBER OF PLAYERS



3 PLAYERS



4 PLAYERS

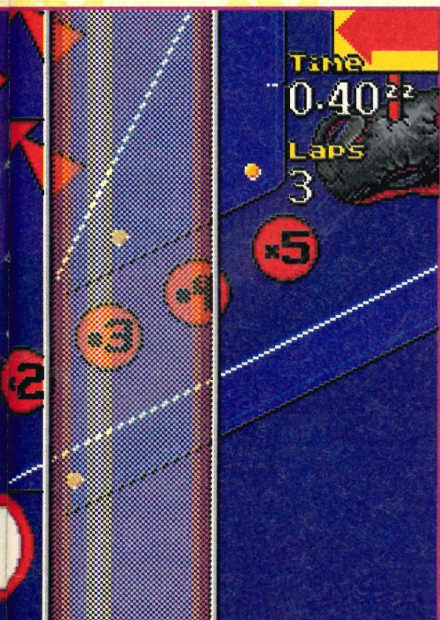
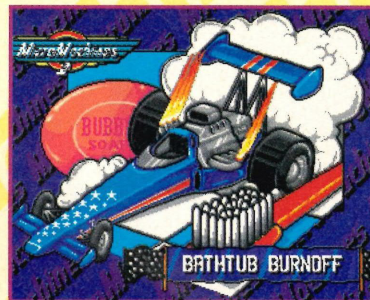
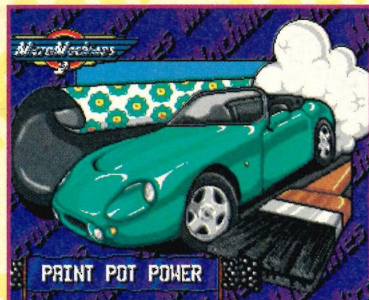
Select the option you want and get straight into the crazy racing action!

The days of playing videogames being a solitary hobby are numbered. Multi-player linked games are getting more and more popular. You only have to watch the frenzied excitement at the Sega World arcade when four people are linked together in a *Virtua Racing* battle to notice that, one invention that's destined to give multi-player games an enormous boost on the Mega Drive is the new J•Cart from Codemasters.

They've already made great use of this invention in *Pete Sampras Tennis* and now *Micro Machines 2* is set to get the four-player treatment. The J•Cart isn't something that you have to add-on to your Mega Drive before you can take advantage of the four-player option – it's actually built into the cartridge! Both *Pete Sampras* and *MM2* come in a

special cart incorporating two extra joypad sockets. Add these to the two normal sockets and there you have it! Four players playing at once. Because the J•Cart uses a hardware system to give the four-player option rather than a software alternative with joypad adaptors it's fast too. All four players can compete with no slow-down – just fast, nutty racing action!

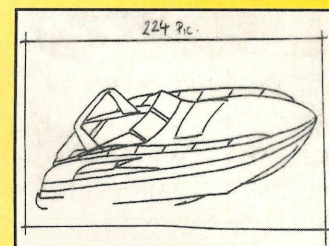
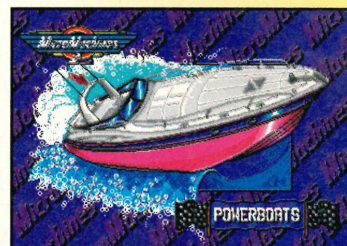




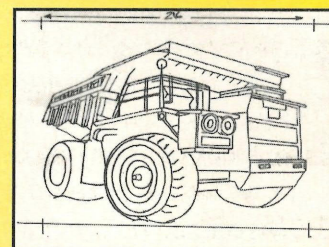
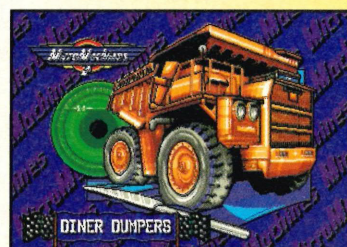
FROM PENCIL TO PIXEL

Back in October the programming team of MM2 started work with a few pencil sketches of the kinds of vehicles they would like to see in the sequel. In January of this year they actually started coding and now they're adding to the game every day. To give you some idea of the amount of work that goes into making a game just take a look at these sketches of some of the vehicles and the finished graphics that they became.

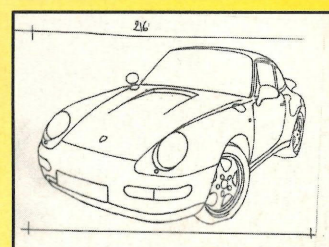
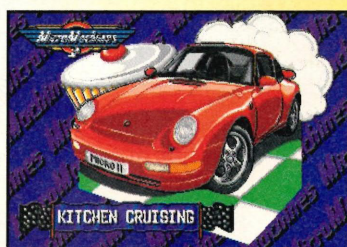
Racing around a working pinball table?! That should cause a few problems for these mini-racers.



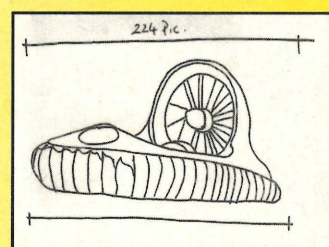
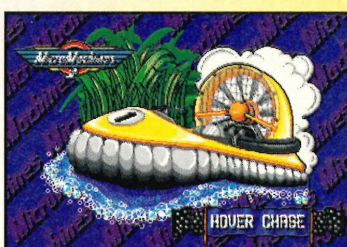
POWER BOAT



DUMPER TRUCK



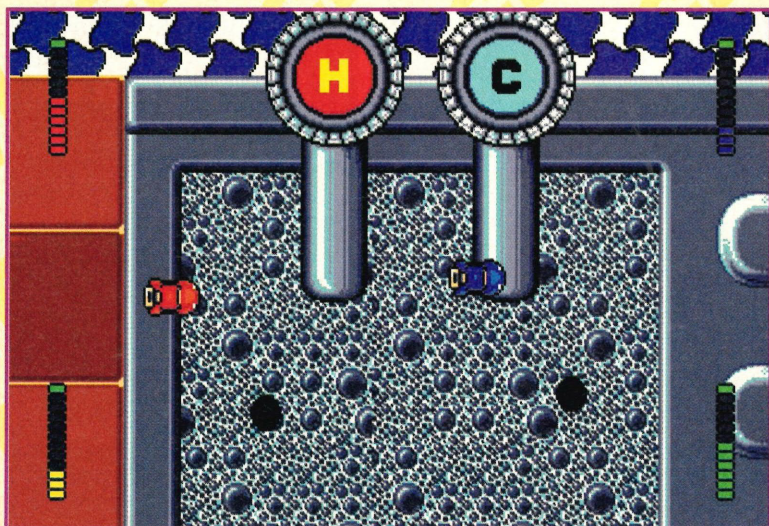
PORSCHE



HOVERCRAFT

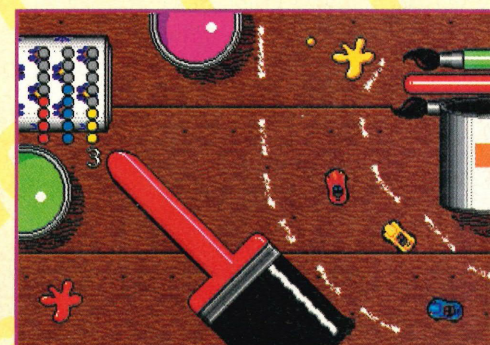


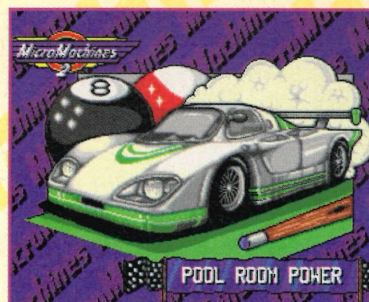
Hmm, don't you just love corn on the cob? Well not when it's spinning around and it's the only way between tables I don't!



These hot and cold taps don't seem to bother the Micro Machines as they zip straight past.

With paint spots, nasty bends and spinning rollers that need lots of acceleration to clear, this is a tough track.





There are added hazards when you get outside like buzzing flies and giant dog turds! (Are you sure about that last one Nick? - Ed)

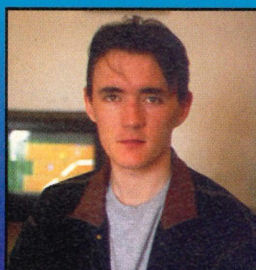
ATTENTION!
DON'T FORGET OUR AMAZING DESIGN A-MICRO MACHINES 2-TRACK COMPO! SEE YOUR TRACK INSIDE THE GAME! TAKE A LOOK AT THE LAST ISSUE FOR FULL DETAILS.



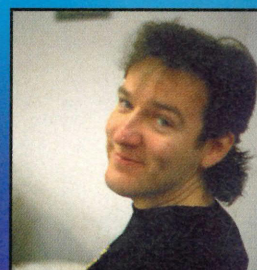
In the treehouse you'll find knots in the wood that fall out when driven over. This makes the course even trickier the second time around.

THOSE MAGNIFICENT MEN

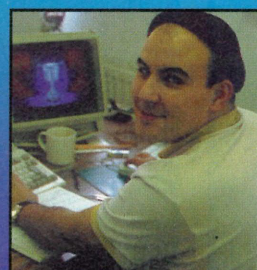
No doubt you've played *Micro Machines* at some time and I'm sure you can't wait to get your hands on *Micro Machines 2*. But have you ever stopped to think of the people behind the multi-coloured pixels? The people who slave day and night to bring you a game (and then take home a very tidy pay-packet so don't give them too much sympathy). Well here's the development team called Super Sonic Software who are busy putting together *MM2* for Codemasters.



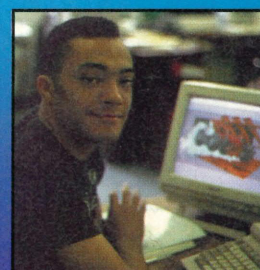
PETE WILLIAMSON
Programmer



ANDREW FUSSEY
Programmer



KHALID KARMOUN
Graphic Artist
(presentation)



DARREN YEOMANS
Graphic Artist
(presentation and sprites)



**CODEMASTERS
£TBA
OUT: NOV**



COMPLETION



1ST IMPRESSIONS

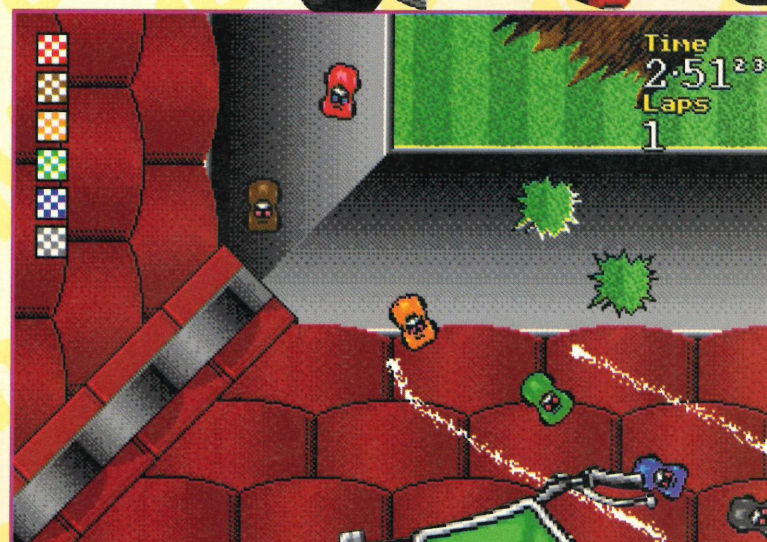
As I sat down to play a few games of *Micro Machines 2* with the programmers I just knew it was going to be something special – and I was right. They only had ten of the 54 levels completed but with all four of us zipping around the new animated tracks it was a racing fan's paradise. With more interaction with the backgrounds, lots of playing options and exclusive tracks designed by SEGA^{PRO} readers this game is going to be hot property!



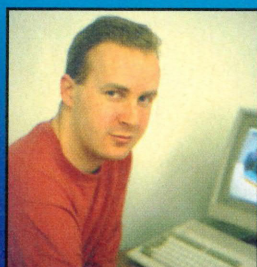
Jellybeans and sweets scattered everywhere don't make racing any easier.



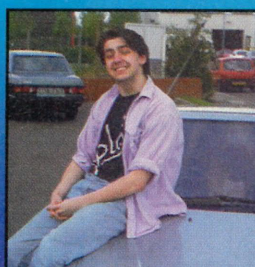
It's a tight squeeze onto these small branches when there are four cars playing at once.



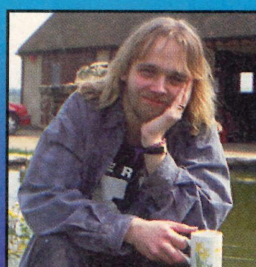
Racing along the roof guttering you'd better watch out for those holes or it's curtains for you.



GORDON HARGREAVES
Graphic Artist
(presentation and sprites).



MARK NEESAM
Graphic Artist
(courses)



TIM BARTLETT
Musician





URBAN STRIKE

It wasn't going to be easy. The boss had called me in yesterday. "Nick," he said, his eyes shining redly, "we've heard rumours about a new top secret electronic helicopter device. We want you to find out about it."

"Are you kidding?" I yelled. "I'm not crawling into some Russian military base for anyone. I quit!" "You can't," the boss said, fingering my contract like it was a pair of ladies' underwear. "You only quit when you die. I own you."

"Yeah? We'll see!" I dived to one side and incinerated the contract with a carefully aimed blast.

The boss smiled evilly, another contract in his hand. "A copy. You can't beat me that easily."

Defeated, I slumped back into my chair and waited to hear the worst...



It took some doing. After the boss convinced me that I didn't actually have to break into Russia at all, it was just a matter of infiltrating the Slough HQ of Electronic Arts. Mission: Extract details about the terrifying new electronic helicopter device, codenamed Urban Strike. Copy them. Return to base with the plans.

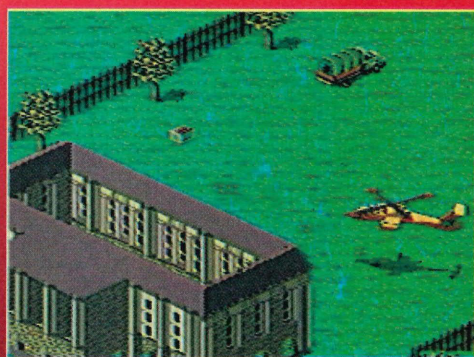
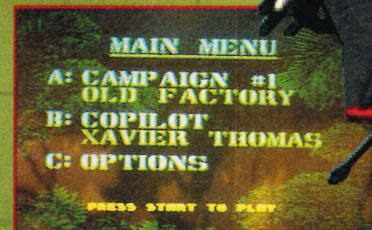
The guise I chose was a simple one. Blend in with the scenery the manual instructs. So, disguised as a cheap carpet, I lay on the floor and listened to the primary briefing.

The new *Strike* has supposedly been designed to meet the threat of media mogul John Smythe. It's the year 2006, all is peaceful across the world but John Smythe has gone

loopy, buying up all the redundant defence workers and spending his billions building up an awesome arsenal which he intends to use to attack the USA.

The latest news is that he's boobytrapped Las Vegas, San Francisco, oil rigs, areas in Mexico and has plans to down Airforce One and kidnap the President. And this is considered criminal? I might offer my own services...

The new helicopter is modern, deadly and (luckily) yours!



Sneak up behind enemies and blast them away with a well-aimed missile.



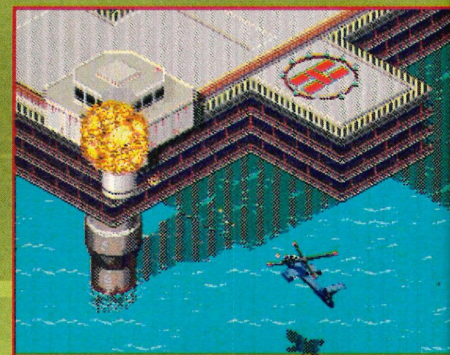
TECHNICAL INFO

The *Urban Strike* electronic device contains 16Mbit of code with a full thirteen levels of compressed deviousness. Although the plan is to remain in the helicopter for the majority of the missions, there are concerns that the pilot is going to have to spend time outside the cockpit, engaging the enemy on foot or within combat vehicles laid on for the task.

To complete the missions outlined in *Urban Strike* is estimated to take some 40-60 hours – all in all, this new version is some 50% bigger than the now defunct *Jungle Strike*. The CIA deny any involvement... yeah, right!

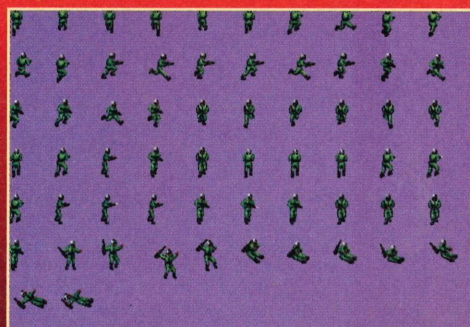


Airforce One is down and there's a President to rescue! Fly about to find the crash site.



Attack the Madman's oil platforms from the outside, then enter on foot to clean-up the mess.

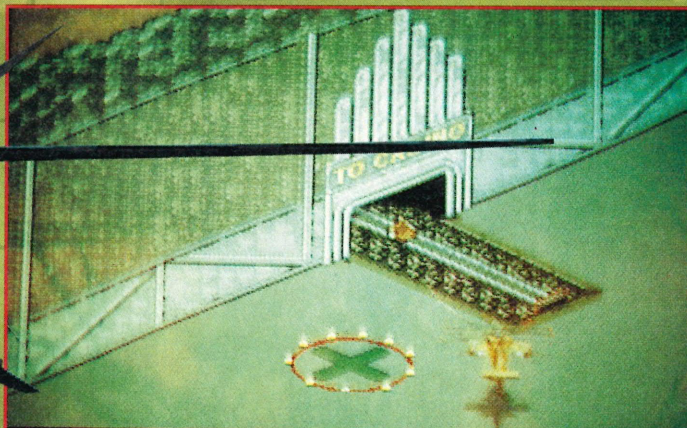
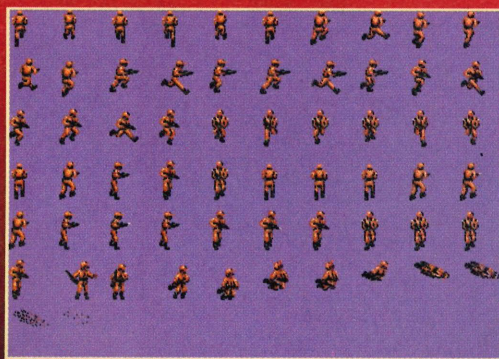
NEW GAME FEATURES



Electronic Arts have added plenty of sprite animations for that fluid feel.

Technical improvements over its predecessor, *Jungle Strike*, include a new head-up display, timed missions, new visual FX (car explosions, flame-outs) and a much wider variety of gameplay with the new on-foot sections. Also, there's day changing to night and paratroopers dropping. In all, there are some dozen enhancements to the last *Strike*.

Again, attack the exterior of the building before going in on foot to achieve all your mission objectives inside.

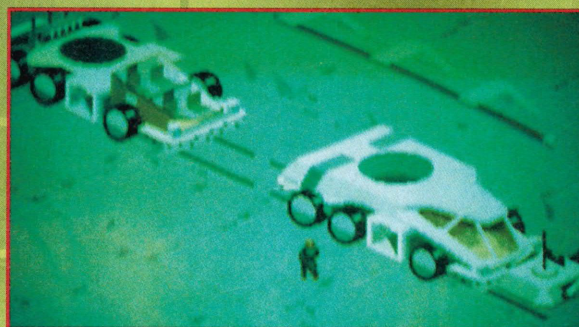
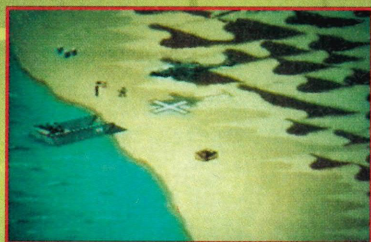


The control screen has been redesigned slightly to bring it into the Twenty First Century. It still serves the usual purpose though.

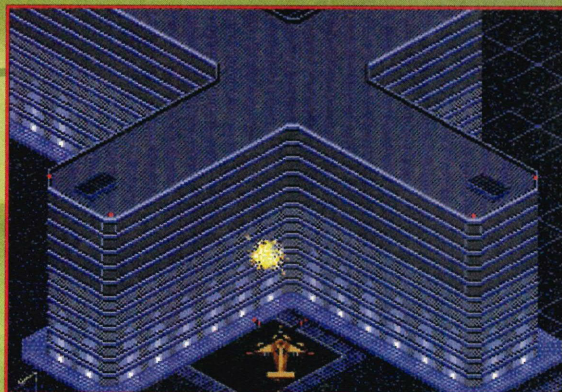
In Mexico, you're expected to jump into these vehicles carelessly left lying about and use them in your urgent mission.



Attack landing craft and go in search of hostages in this *Desert Strike*-ish backdrop.



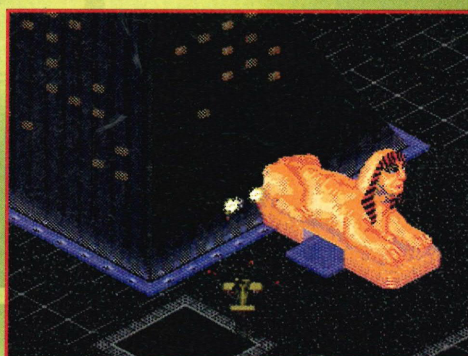
The Vegas scenes all take place at night so you have to navigate by the neon lighting.



Another Vegas landmark, the MGM Hotel, also gets the treatment. Some programmer clearly isn't a good gambler.



Be careful – the rig will fire back! Show no mercy in your own weapons selection.



It's the Luxor Hotel in Las Vegas! Now, I never did like that fake Sphinx much anyway...

Terrorists have no conscience and they'll happily take potshots at you from a New York skyscraper.

Careful analysis of the *Urban Strike* mission parameters has allowed me to discover the following about where John Smyth is expected to cause trouble: Warning – this list is not complete!

★★★ NEW YORK:

Rescue people from the tops of skyscrapers and avoid the missile attacks from the madman's henchmen on top of famous landmarks like the World Trade Centre and the Empire State Building. Defuse bombs in timed missions.

★★★ OIL PLATFORMS:

The madman has boobytrapped several oil rigs and is holding a bunch of oil workers hostage! Attack with care and be careful of enemy battleships cruising around. Then go in on foot to rescue the poor geezers relying on your rescue.

★★★ LAS VEGAS:

Use the neon glow from the bright lights of the big city to banish all the fear and loathing caused by those evil henchmen. Enter the casinos on foot and attack beautiful landmarks like the Luxor and MGM hotels.

★★★ AIRFORCE ONE:

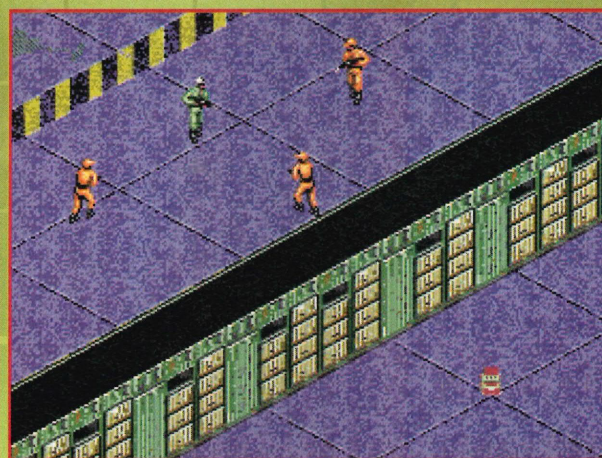
The President has been shot down! But fortunately, not by an ex-girlfriend. You'll need to pluck him from the wreckage and save his life! But you have to find him first amongst the scattered debris.

★★★ MEXICO:

The madman has built up a huge weapons stash in a disguised automobile factory over the border in Mexico. Go in on foot to steal the ground attack vehicles and destroy the munitions.

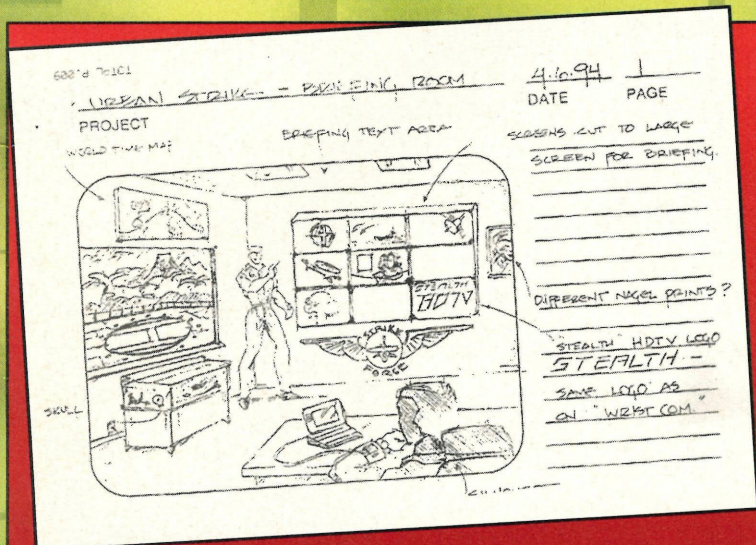
★★★ HUMANITARIAN RELIEF:

Rescue stranded people as you climb into a new, slower (but larger) chopper and go in to extract them. Luckily it has plenty of space with some 20 seats.



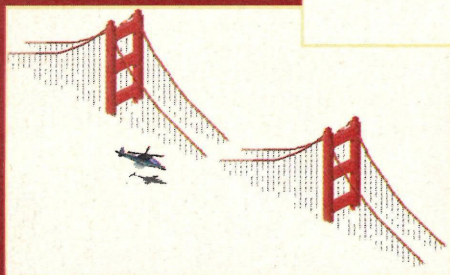
The baddies only need to be dealt with in one simple way – a quick bullet in the brain (Charming! – Ed).

Scope the terrain ahead of you first, before you fly around too much wasting valuable fuel.

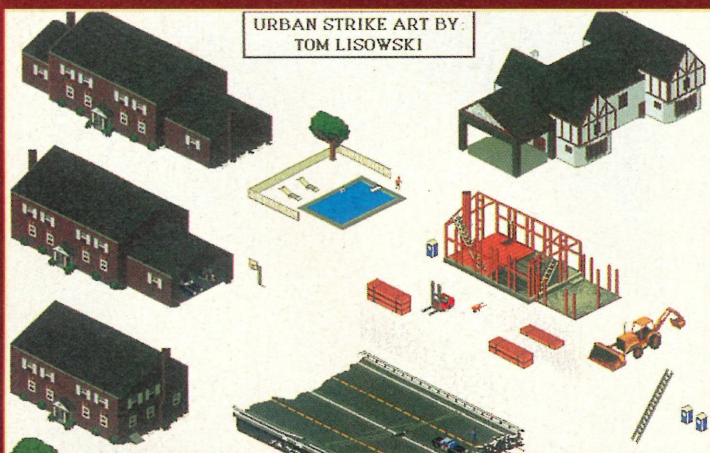


BUILDING THE GAME

EA have designed a new game creator for this new *Strike*, meaning they can assemble new scenes and landscapes in a matter of days. Here, you can see backgrounds for New York and San Francisco being put together.



The Golden Gate Bridge is one of the many real landmarks to make their appearance in the new *Urban Strike* game.



TACK

★★★

HAWAII:

No info at present. Recommend follow-up undercover mission.

★★★

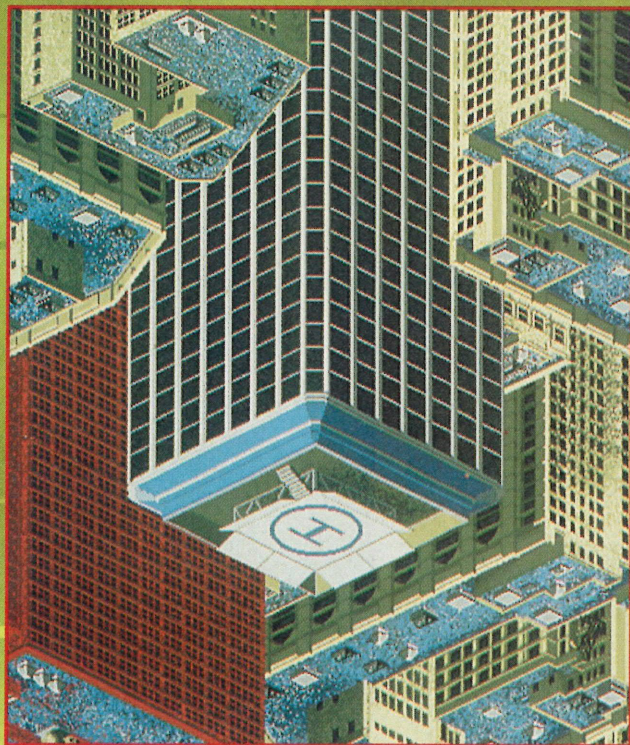
ALCATRAZ PRISON

The rock returns to haunt those whom it confronts (stirring music). The challenge will be tough. And you'll need the courage of a Clint Eastwood to do the business and make good your escape.

★★★

SAN FRANCISCO

Fly over the famous Golden Gate Bridge and be careful of the fog as you tackle the henchmen in the Sunshine City. Car chases not included this time.



THE ARSENAL

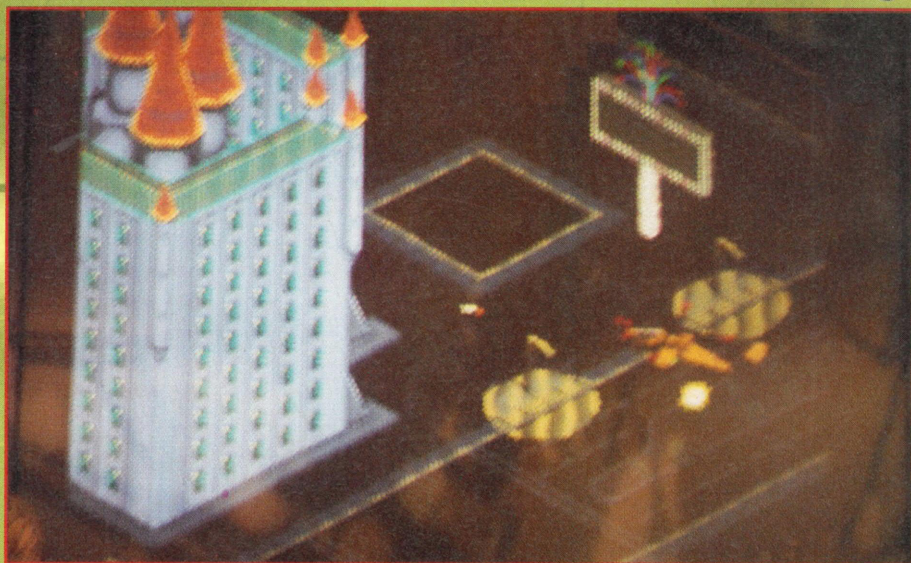
The *Urban Strike* device will allow access to these newly-developed top secret, Twenty First Century weapons, developed by the peaceful nations (or something).

- Phoenix Thunderhawk Attack Chopper
- 20 seater Osprey III Transport Chopper
- M-4 Armoured Assault Tank

You now have the ability to pick up and drop items on a winch.

John Smythe has been hard at work on his own weapons programme and is expected to deploy electromagnetic rail guns, satellite-mounted laser weapons, plus the latest in smart missiles. This means that the enemy is now much more agile and able to dodge your fire.

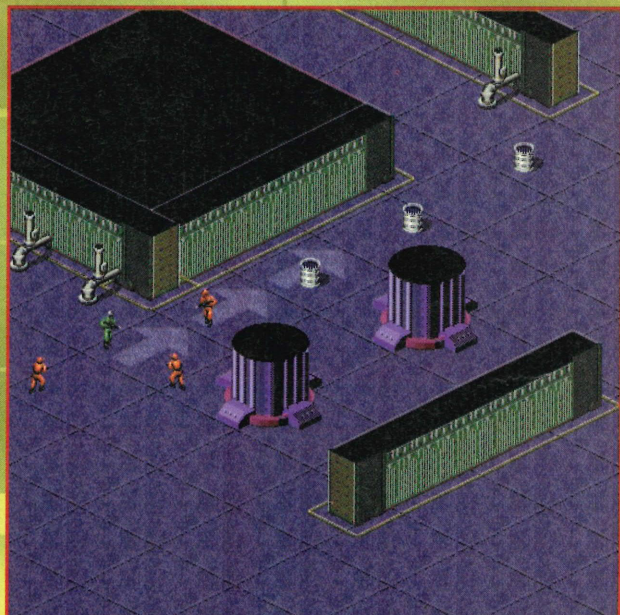
More neon – I can start to understand just why the programmers want you to destroy the place.



Even in New York there's plenty of opportunity to land the chopper at discreet locations.

The secret to these oil platforms is stealth. Be careful because there are battleships parked just off-screen.

Some interior levels require you to interact with computer terminals and the like – to extract vital information.



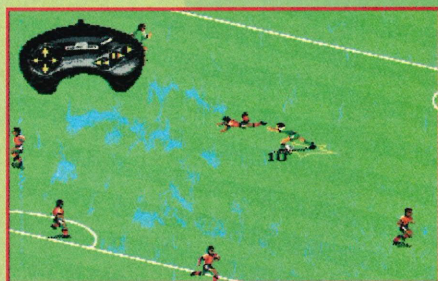
EA
£TBA
OUT: OCT

URBAN STRIKE

COMPLETION

1ST IMPRESSIONS

Even at this early stage, this is looking like it's going to be the best *Strike* yet. Masses of new gameplay, extra levels, neat touches (like the 36 chopper angles and scaled shadow) and an interesting storyline will make this a must-buy. It's obvious that a lot of attention is being lavished on the game so if you're a *Strike* fan, all you'll need to know is where you can buy it. A chipper chopper would be hard to find.



Ouch! These players show no mercy in their tackling. If this is what improved AI means, I want nothing to do with it!

VIDEO NATION

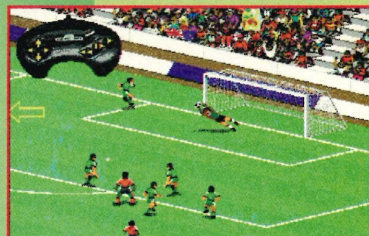
Check out some of the excellent new FMV sequences in the CD intro. It's all about adding extra atmosphere...



FIFA. That acronym can refer to one of two things – either the bunch of elderly nutters who are intent on destroying our Beautiful Game by letting those darn Americans get their flabby hands on it, or the greatest soccer videogame in the world. Well, Electronic Arts – the programmers – are back with a second helping of *FIFA International Soccer*, for the Mega-CD this time and, unlike other CD footy conversions, this has had more than a few FMV sequences added to it. EA have tweaked, cleaned and polished *FIFA* into what is an even better product. They're hoping *FIFA* will have the same success on CD as it did on cart Nick Merritt decided to take on the EA team...



Choose from the usual myriad options. Extra options appear as you come across them in the game.



The goalies have also been improved with much faster reflexes. It's hard to put one by them!



Select the player you want to receive the throw-in with the help of the crosshairs.

I'm on the edge of the box... what a header! One of the improved functions in the new game.



FIFA INTERNATIONAL SOCCER

If you were one of those people who went out and pushed *FIFA International Soccer* to the top of the Mega Drive charts this Christmas, you may well think that it's not worth investing in this new CD version. That opinion could very well be an enormous mistake, because EA have taken a good look at *FIFA* and have made some subtle – but telling – enhancements.

There's FMV, new teams, improved gameplay and myriad other improvements – to find out what they are, you're just going to have to start reading from here! **SP**

ADVERTISING BREAK

Who would have believed it? OK, so many games include advertising messages in them these days, but a whole FMV sequence for a football boot? And at half-time?

Well, the advert is looking like it's going to be for the new Adidas Predator. If you saw QED a couple of months ago, you'd have heard all about ex-Liverpool player Craig Johnson's new rubber boot. Apparently, it allows more power and spin to be put into your shots – now you'll be able to find out all about it from *FIFA CD*.

ALL IN A GAME

The new version of *FIFA* contains an additional 16 teams (taking the total up to 60), including the chance to choose your 'best' continent-based teams. For instance, you can choose the best players from Africa if you want and play them against the best players from Europe. There's also the usual 4-way play option, and much of the artificial intelligence has been re-vamped – making the computer players far tougher to play against. The CD game also plays noticeably faster than the

cart version with a new, souped-up aftertouch added and headers that have been much-improved.

A new 'secret' facility also makes its debut. We can't say too much about it at the moment (as EA have told us that you'll have to find out for yourself) but to give you an idea, it will allow you to alter the rules of football in certain ways. An example (and this is only the most basic one) – you may get the chance to play five-a-side rules when you reach the correct stage of the game.

Once you have found a secret feature, it goes to join the other more normal options on the various selection screens, allowing you to pick and choose your set-up easily. Oh, and don't forget about those new *NHL-Hockey*-style FMV highlights!



FIFA has become far more of a passing game now but you'll still need to win those midfield tackles.



FMV sequences pop up within the game now showing match highlights.



As ever, you can change all the usual strategies, formations and all that jazz. But now with up to 60 different teams!



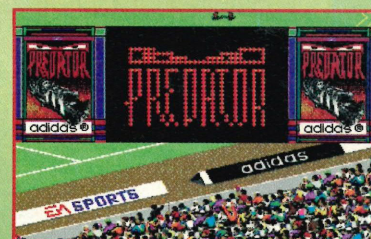
EA SPORTS
£TBA
OUT: JULY



COMPLETION

1ST IMPRESSIONS

I really didn't think it would be possible to improve on the mighty *FIFA International Soccer*. After all, SEGAPro voted it our game of the year for 1993. But it looks like Electronic Arts have taken a good look at their favourite child and have added an extra touch of gloss to what was already looking like a totally waterproof game. If you own a CD, like football and don't already have a copy of *FIFA*, this could very well be the title for you.



The new Craig Johnson rubber boot makes its advertising debut within the game. Is this a new trend?



Look familiar from *FIFA* of old? Well, for one thing, that 'Highlights' option should turn a few heads.

INTERNATIONAL SOCCER



Scoring from close-up as opposed to a long-range strike is, allegedly, easier. Hmmm.

Ahhhhhh! Donkey! This goalie isn't as good as he thinks he is.

COMPARISON

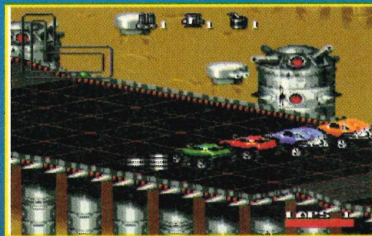
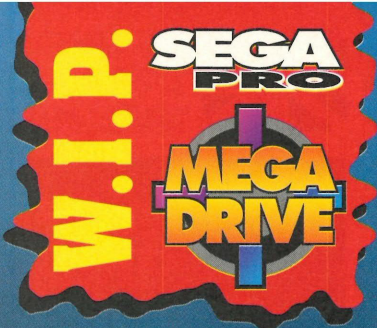
There's only one other footy game on CD and it's being reviewed in this issue! The move to CD has improved both *Sensi* and *FIFA*, but in our books *FIFA* still seems to have the edge. Quite remarkable stuff from EA once again.



GRAPHICS AND SOUND

The most memorable thing about the cart *FIFA* was the atmosphere and EA certainly haven't forgotten about this, adding Dolby Surround Sound, some new crowd chants, CD quality music, the obligatory FMV sequences (done very well, it must be said), enhanced animation (players do more celebratory moves on scoring a goal for instance) and 150 video clips.

Everything fits together seamlessly and adds perfectly to that footballing atmosphere. This should encourage you to score even more frequently (as if you needed any incentive).



The best time to hassle the opposition is right at the start. Show no mercy.



It's an alien-esque landscape which sure gave me the heebie-jeebies when I zipped around it.

MULTI-PLAYER OPTIONS

Well, like most games of this sort, things only really take an entertaining turn when you get another player involved. Then you get the chance to take a bit of aggression out on your mates. However, this differs from *Micro Machines* in that the two player option is split-screen and not 'on the same track'. How this works we aren't yet sure!

It might be a good idea in theory to bump these suckers out of the way but I'm unarmed!



EXCLUSIVE

All the other software companies are mightily sick of Codemasters having all the cutesy racing games to themselves. And who can blame them – *Micro Machines* made a packet for the Darling brothers. So it was inevitable that someone else should also have a crack at the dinky racing theme, and as *Rock 'n' roll Racing* did so well on the SNES, the Mega Drive version is appearing in a cloud of dust, pencilled in for a Christmas release.

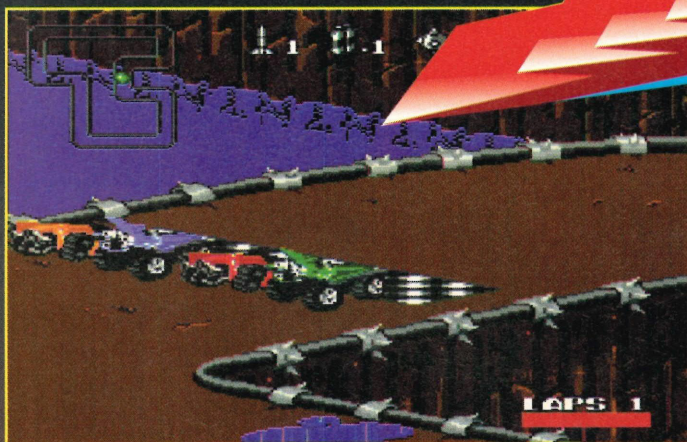
So, it's unsurprising to find out that SEGA PRO has had the UK's first play at Virgin's latest stormer, lovingly laid out for you over the next four pages. Nick donned his leathers and pumped up the volume...

Interplay first released *Rock 'n' Roll Racing* onto the SNES in October last year, and you can still see it on sale now, proving that it's gone down a treat with the (admittedly inferior) SNES crowd. Our sister magazine SuperPro (RIP) gave it 90% and it's easy to see why as the Mega Drive conversion is on its way to being pixel-perfect.

The action is set on three different planets (don't ask us why) and the aim of the game is to win races, collect points and progress from one planet to the next. However, it's not just a matter of driving quickly – you can buy weapons for your cars too, making the conditions even more hazardous for your fellow drivers.

So if you fancy a race to the (possible) death on a large number of environments and track variations, it could be that *Rock 'n' Roll Racing* might be your kind of game! **SP**

Whoa! It's start time and I'm already thinking about losing! Come on lad, get a grip!



The graphics have been nicely drawn with jump shadows and explosions when you blow a competitor out of the way.



ALL IN A GAME

Rock 'n' Roll Racing is being released in November this year by Virgin as an 8Mbit cart. You are one of four racers battling it out on a variety of alien planets in your buggies. You can tailor your cars to the terrain by either adding bits to it or by choosing a totally different machine. Then it's just a simple matter of stepping on the accelerator and racing to win!



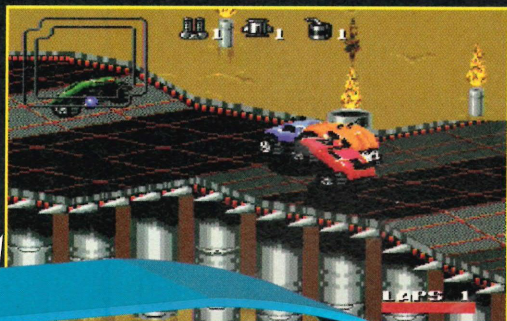
I, for one, would like to know just who the devil Larry is and why he's here!



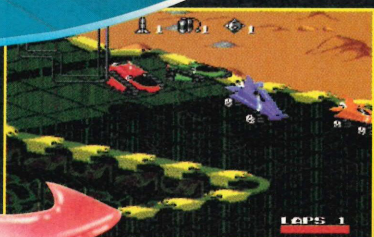
The scummy orange car has won, just when I thought I'd done enough to steal the race.



When you pause, you get a little screen just like this one.



Wahey! There's nothing better than taking to the air when the going gets a bit tough.



You get to choose these other vehicles in later parts of the game.

GOODIES & BADDIES

Your co-drivers are a collection of the worst kind of slime found on the inside of a festering sock. Attracted by the thought of battling against some of the other most feared drivers in the Galaxy, they have congregated into this group of six:

Jake Badlands: Jake is so handsome women throw themselves at his feet, which is a pity because Jake prefers women throwing themselves at his lips. Jake is only really happy when behind the wheel of a large car feeling the power throb through his body though. He is also a bit sad.



Cyberhawk: The Hawk, Cyber or Hawkster to his mates, he's an alien from Serpentis which is a problem with the ladies because inter-species relationships are frowned upon. Shy and with a slight stutter, he hates people who make up things about him. Ahem, see you later...



Ivanzypher: Feared across the galaxy by people who haven't even heard of him, he's so mean he could steal the handbag off an old lady (boo! hiss!). Ruthless when behind the wheel, you'll need to show a sharp sense of timing and a few rich swear words if you're to beat him.



Katarina: The only lady in the race, Katarina is angry with her token appearance and is out for vengeance. Outside the track, she's warm and friendly, although she does confess to once killing a man who looked at her sideways. "But he was very ugly though," she says with a chuckle. Swoon.



Snake: Snake is called Snake because when he was a lad he used to like playing with rattles. But it is not considered advisable to say this to his face as he's invested a lot of time in subsequent years in an alternative story about killing reptiles with his bare hands. Sad... but very dangerous.



Tarquinn: He likes to be known as 'The Proud', after a famous Roman character which is strange when you consider he's from Catford. Okay, he isn't really but then that's what happens when you present yourself as a man of mystery. Who is Tarquinn then? Who cares?

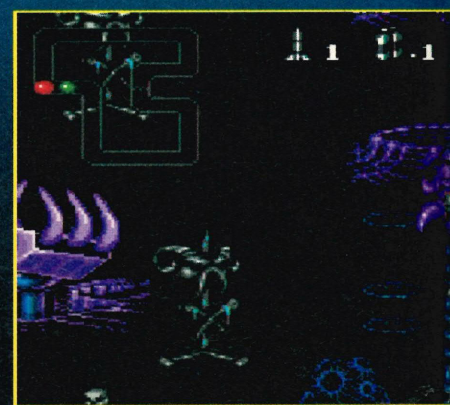


RICK N' ROLL RACING

This map shows a complete level of the game. As you can see, this is a relatively basic track although others do have harder corners, jumps, spikes and things on the road.

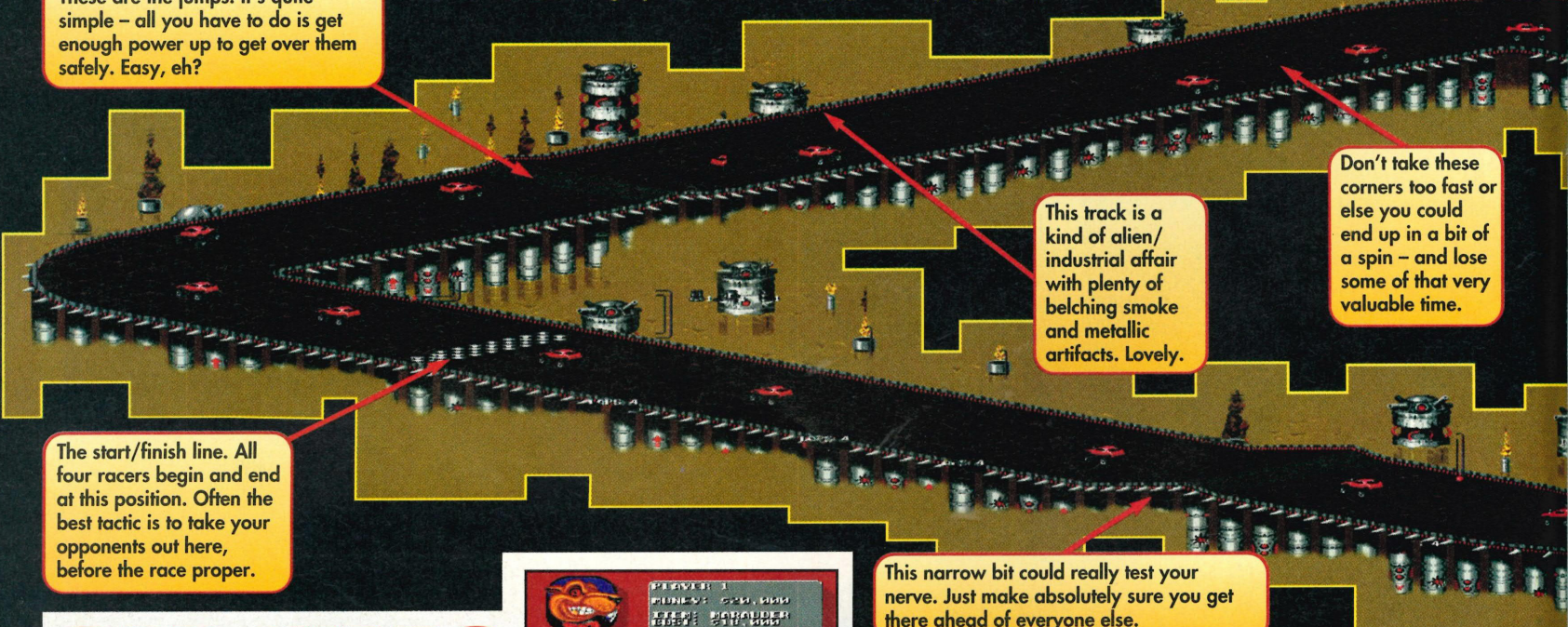


Jumping on top of the opposition doesn't have any effect, sadly enough.



These are the jumps. It's quite simple - all you have to do is get enough power up to get over them safely. Easy, eh?

It's a little embarrassing if you don't have enough power to get up a jump.



The start/finish line. All four racers begin and end at this position. Often the best tactic is to take your opponents out here, before the race proper.

This track is a kind of alien/industrial affair with plenty of belching smoke and metallic artifacts. Lovely.

Don't take these corners too fast or else you could end up in a bit of a spin - and lose some of that very valuable time.

This narrow bit could really test your nerve. Just make absolutely sure you get there ahead of everyone else.

CAR WARS

So you'd like a new motor? To choose a new vehicle or upgrade the one you have is going to require two important things - dosh (from winning races) and these little options screens here.



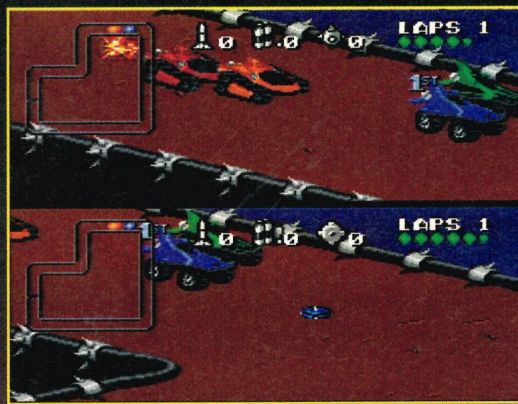
This screen allows you to add weapons, tyres, speed and so on to your selected car. In later levels, extra missiles and speed make for a very fast and incredibly tricky game.



You get to choose your car. Each varies depending on abilities and price (the Air Blade is the best all-round vehicle). And you also get to choose the paint job! (on the left).



Aargh! Landmines! Right, own up, who's been leaving these little blighters everywhere? You'll really have to keep your head to hold your car together.



Get off my back! Wacky Racing was never like this...

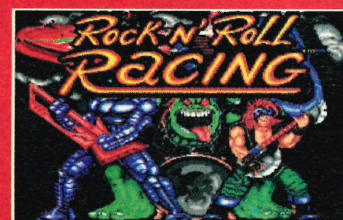


COMPARISON

As you'd expect, the only real competition will come from the incredible *Micro Machines*. Much about the game is similar, with a variety of tracks and little cars, but *Rock 'n' Roll Racing* uses an isometric track which *Micro Machines* doesn't. Like *Micro Machines*, this game is best in two player mode and it is of course set on alien landscapes. But it's only in *Rock 'n' Roll Racing* that you get to blow up the opposition with any regularity!



VIRGIN
£TBA
OUT: NOV



COMPLETION



1ST IMPRESSIONS

Well now, this might not be appearing until later this year but it's already looking like joining *Micro Machines* as one of those dinky racers that everyone should have in their games collection. With neat graphics, sound and addictive gameplay, you can be sure that Virgin are expecting to score another hit with this little number. Look out for a full preview on this within the next three months or so – and get those driving fingers ready in the meantime!



You might think a quiet zip around the seaside might be a good idea – not when you play this though!

Whoops! Must be careful not to go over the edge. Could be very nasty indeed.



This track is relatively easy, wait until you get to the 'figure of eight' one!

Of course, trying to bash your opponents against the corner wall is always a good idea. Helps you turn as well!

Several jumps in a row can slow you down considerably unless you hit them at just the correct speed.

It might be bubbling mud or primeval soup or something. Whatever it is you don't want to fly off the track and find out!

All this gets a lot more risky on this slippery track.

THE SOUND The sound has to get a special mention in the game because of the game's title (of course). There are several tracks that play throughout the game and if you have a good ear for your dad's favourite dodgy rock tracks, you may recognise George Thorogood's *Bad To The Bone*, the classic *Paranoid* by Black Sabbath, *Steppenwolf's Born To Be Wild* and *Peter Gun* by Henry Mancini (who, incidentally, also composed the *Pink Panther* theme tune. Ah well). Each track does lose something in the translation, it must be said, but you'll have the volume up on ten anyway whatever happens.



Oooh, it's a lovely snowy track. Anyone for *Café Hag*? Dust off that snomobile.



This is the innovative split screen mode used to make multi-player racing easier.



"I've been hit!" Some so-and-so has decided to fire off a missile at me. It's not fair!



Following in the footsteps of such greats as *Sonic Spinball* and *Pinball Fantasies* this new pinball challenge has to be pretty darn good to succeed. But when you discover it has been created by the team behind the original *Micro Machines* you know it's got to be something a bit special. *Psycho Pinball* is on collision for a Christmas release and the clever money says that it'll be a smash hit. The programming team have rescued pinball from the manic flashing lights and crazy sound FX and harnessed it to a realistic tilt mechanism – they've even got a real pinball table to check it measures up. Nick Roberts found out more...

Due for release later on this year and next in line after *Pete Sampras Tennis* and *Micro Machines 2* for the J-Card four-player game challenge is a snazzy little title called *Psycho Pinball*. The programming team have been working on the game for the last three years, developing the ball routines and coming up with some wicked sprites and tables.

The finished product will have five tables in all, each one with its own theme, plus loads of hidden bonuses and panel games to discover. The Wild West table is a real gun-totin', horse ridin' rodeo of a pinball game complete with its own jail and bank. If you manage to blast Psycho into the jail house he busts out all his buddies and balls fly everywhere!

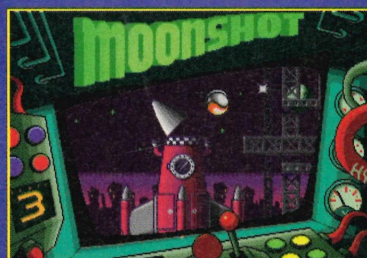
Then there's the Moonbase table with astronauts moon-walking, planets revolving and aliens to keep at bay. Players will have to watch out for the black holes as they ricochet off bumpers too!

Psycho Pinball promises to be a very challenging pinball simulation for one-player and a mad frenzy of ball-bashing for two to four players. I can't wait to get to grips with the finished game!

SP



Here's a tricky sub-game with lots of rockets, moons and Swiss cheese. The aim is to collect the ten million points, and what do points make?



As Psycho lands on the moon he pops out of the top of his rocket ready for a spin.



Psycho Pinball

CODIES QUARTET

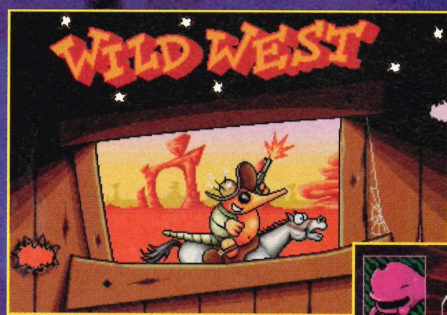
These are the blokes behind this great new pinball extravaganza. They've been hard at work on the game for over three years now (well the programmer has anyway, the others spend most of their time playing pinball – for research purposes, of course). From left to right they are Tim Bartlett (musician), Shane O'Brien (programmer), Andrew Graham (programmer) and Paul Adams (graphic artist). Gosh, don't they look like pop stars in that pose?!



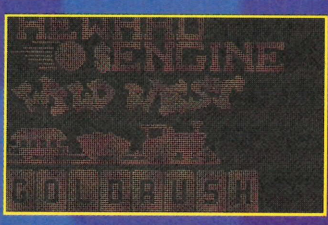
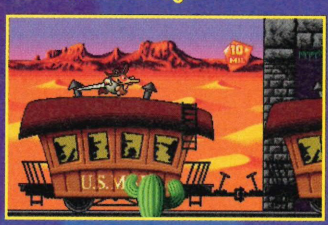
Bust your Psycho pals out of jail and all hell breaks loose with three balls playing at once!

Light all the letters in the word REWARD and you'll send your score through the roof!

Keep those flippers flying. If you miss him on his way down it could be curtains for Psycho.



A mad dash across the roof of a train is the basic idea of the Wild West sub-game. Watch out for those tunnels though!



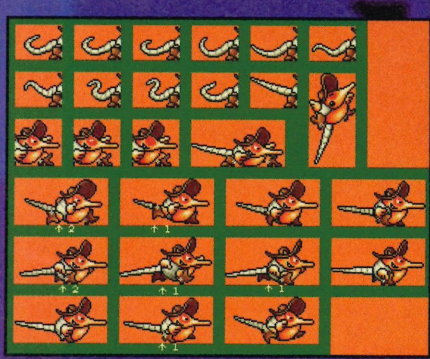
Each table has realistic panels that light up with different messages – just like the real thing.

Each sub-game has its own cartoony intro sequence. They're a real scream.

Inside the whale's belly sub-game Psycho comes across the famous Codemasters crab, first seen in the Dizzy games!



Psycho needs lots of animation to put him through his paces as he changes his outfit on each table. This is the Wild West outfit.



CODEMASTERS
£TBA
OUT: NOV



COMPLETION



1ST IMPRESSIONS

Graphically, *Psycho Pinball* is looking very impressive. All the sprites and backgrounds are really cool with a nice cartoony feel to them that fits into the various themes. The ball routines are spot on too with realistic movement around slopes and rebounding from bumpers. It's the wacky sub-games that are going to set this way above the realms of normal pinball simulations though. There's certainly lots of variety and plenty of challenging action. All pinball wizards take note: *Psycho* is coming!

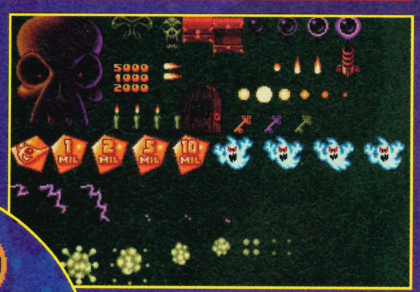
WHAT IS PSYCHO?

Okay, so the game looks good but what on earth is this thing called Psycho that whizzes around the tables? Well he's a sort of Armoured Armadillo not an armoured dil... (snip – Dep Ed). He's just crazy about pinball and rolls into a ball to zip around each table. When he discovers a sub-game the pinball table is swapped for the crazy antics of Psycho as he tries to reach a high-score.

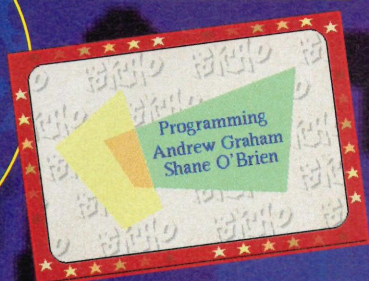
There's a runaway train to bounce over in the Wild West table, a game set inside a Whale where the water level must rise to reach bonuses and a spooky Terror Towers game similar to the ancient *Splat* on the Spectrum (if anyone out there is old enough to remember-it!).



Lots of creepy bits 'n' pieces are needed to give Terror Towers its eerie feel.

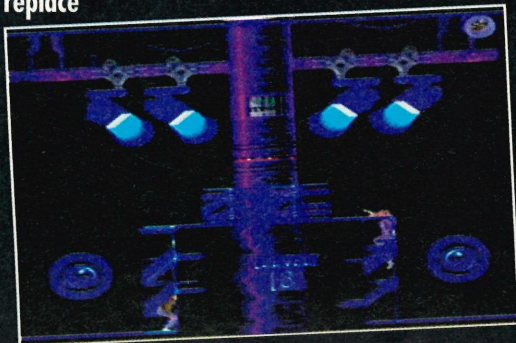


The Terror Towers game is one of the toughest. Psycho has to roll around the maze but the tricky part is that the whole level moves by itself and changes direction randomly – yikes!

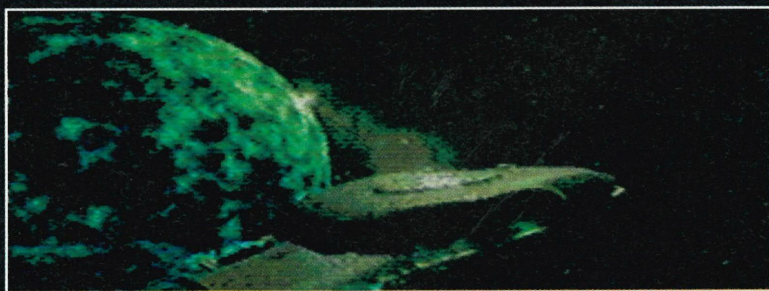


The best has just got better! Delphine Software brought us the excellent Mega Drive *Flashback* in June of 1993 – one year on and they've got something even more special up their sleeves. The Mega-CD version of the game with hot new animations and sound to melt your eardrums. As with most CD enhanced games the basic mechanics have remained the same as the cartridge original, but Delphine have excelled themselves in the presentation department with some highly impressive rotoscoped animation sequences to replace the simple (but effective) cartoons. Nick Roberts revved up his new screenshot grabber and got to work on this CD masterpiece.

Fighting around a TV studio of the future – borrowed from *The Running Man* perhaps?



As Conrad arrives in the studio all the spotlights land on him – he's the star of the show.



It's stunning scenes like this that make those £10,000 Silicon Graphics work stations worthwhile (no, really).



Don't look now but I think that lizard man's giving you the eye!



Conrad ducks and rolls down the corridors – it's the best way to avoid enemy fire.

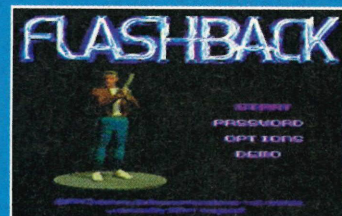


The lavish backgrounds and excellent animation make the game a joy to play.

FLASHBACK



**SONY
£TBA
OUT: AUTUMN**



COMPLETION

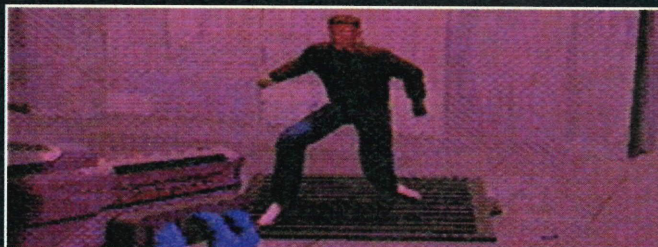
1ST IMPRESSIONS

When a game that stunned the Mega Drive world like *Flashback* makes the transformation to CD it has to be something special to create that feeling all over again. That's why Delphine have put so much effort into improving the graphics and sound. All of the sound tracks and FX have been re-recorded at the Delphine Records in-house studio and, coupled with the wonderful Silicon Graphics visuals and addictiveness of the action game's puzzles, tricks and traps Delphine and Sony have another award-winner on their hands.



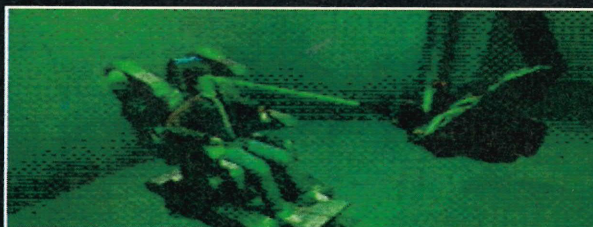
Conrad's just hanging around waiting for an alien to shoot.

This is a video camera, honest. It's certainly not a high-powered laser rifle.



Pick up that gun before your enemies have a chance to use theirs.

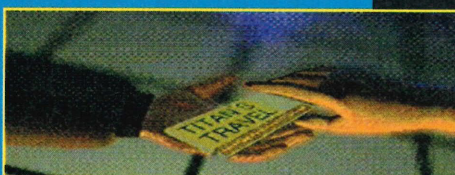
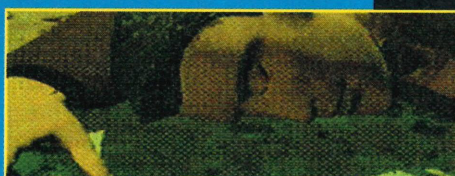
Flippin' heck! These drunk drivers should be shot - he only just missed the hero of this story.



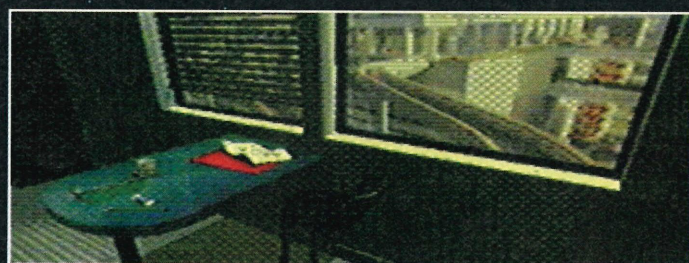
SEXY SILICONS

Underneath all the glitz and slick visuals of *Flashback* there's a really playable action adventure, but it's still nice to have such impressive presentation to give the game that polished feel. Well if you thought the original game was highly polished you ain't seen nothing yet! With the Mega-CD Delphine have really gone to town.

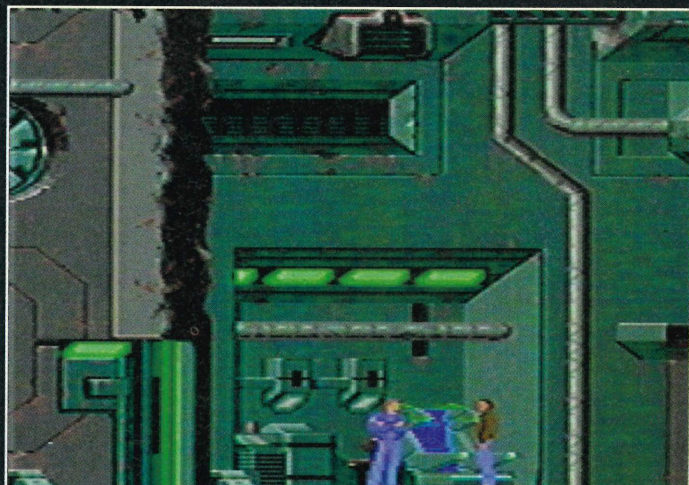
They've taken each of the cinematic animated sequences used for the introduction, flashbacks and plot links and totally reconstructed them using a state of the art Silicon Graphics work station. This high-tech graphics engine creates visuals with stunning detail and lots of atmosphere. Even simple tasks in the game like picking up a gun now have a Silicon Graphics sequence to make them look even more stunning. There's only one word to describe the intense atmosphere and sense of achievement that this gives *Flashback CD* - wow!



Televisions of the future are really bad for your eyes.



What a nice view to have from your office window.



We caught them in the hotel lobby just as they were leaving for a rendez-vous somewhere in Europe.

"I don't give interviews."

T Hawk bristled, "Really, we're sworn to secrecy"

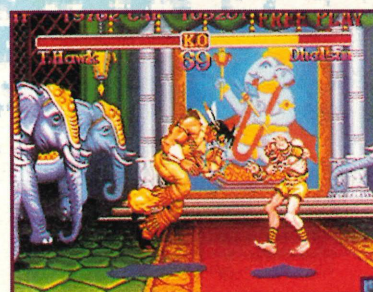
Cammy confided "Hey! wanna here my latest album?" everyone groaned as Dee Jay produced a V-shaped guitar...



Ryu, the popular all-rounder. Could Cammy or Fei Long be as talented?



That was how Pete Wilton and Mark Hill met the new challengers, contenders in the greatest fight tournament ever; *Super Street Fighter II*. They had style but that alone wouldn't keep them alive "I fight with emotion..." Fei Long stated "like some tea?" So, for the hour or so before their private jet landed we talked shop – pure street fighting.



No, not a charging elephant but an enraged T Hawk. I think I'd prefer to fight the elephant.



Hawk and his evil twin brother bash it out on the set of Baywatch.

THE NEW CHALLENGERS

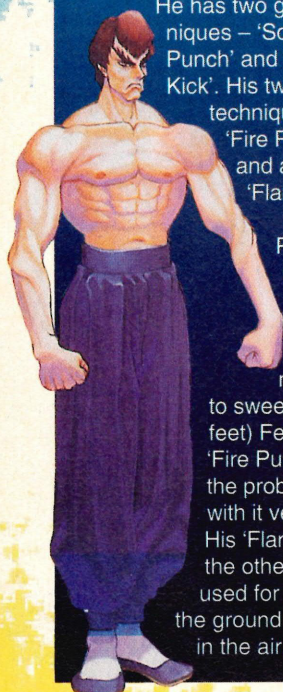
FEI LONG

A Kung Fu action star from Hong Kong.

As his Kung Fu fighting style suggests, Fei fights without any weapons, solely depending on his body to do the business.

He has two general techniques – 'Squat and Punch' and 'Jump and Kick'. His two advanced techniques are a 'Fire Punch' move, and a devastating 'Flame Kick'.

His 'Fire Punch' can be used up to three times in a row. When an opponent misses (trying to sweep Fei off his feet) Fei will drive his 'Fire Punch' swiftly at the problem, and deal with it very effectively! His 'Flame Kick' on the other hand is used for fighting on the ground rather than in the air.



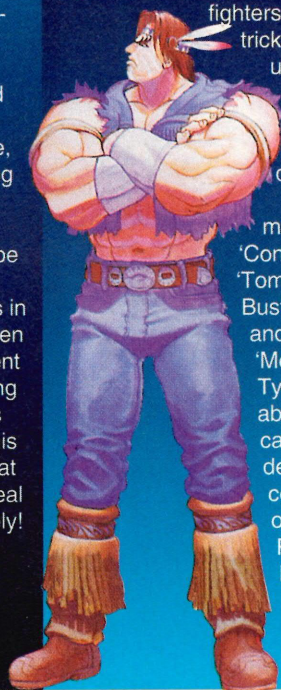
T HAWK

A lonely soldier with the strength of ten warriors.

This bandy-legged powerhouse is a giant who's even bigger than Zangief! His attacking power is one of the strongest out of all the fighters. He has many

tricky techniques up his sleeve; making counter-attacking very difficult.

His best moves are a 'Condor Dive', a 'Tomahawk Buster', and a 'Mexican Typhoon'. His abilities overall can be described as a combination of Zangief's, Ryu's and Ken's fighting styles – Ouch!



CAMMY

An ex-British Intelligence Service officer.

At last we have a British fighter joining in! Cammy is the only woman out of the new characters, and she's very strong – like most female characters in fighting games. She has many strange techniques, namely her 'Jump and Punch' move, and also a set of kicks that automatically hit her opponent. An inexperienced player will not even be able to touch her – she's that good!

She has a weak point because her 'Plunge Attack' move tends to make her slow on her feet when jumping. Her best moves are the 'Accelerative Spin Knuckles', 'Spiral Arrows' and 'Cannon Spikes'.



DEE JAY

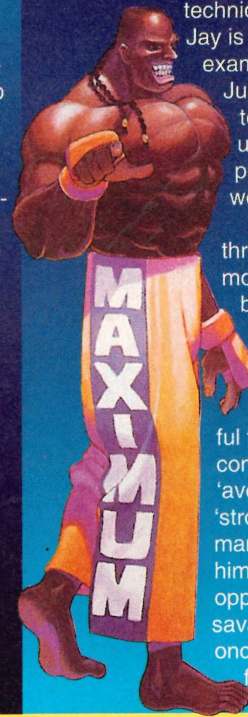
A professional musician and kick-boxer.

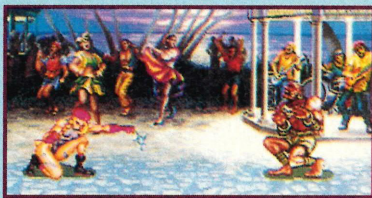
In comparison with the 12 old characters, the four new ones are credited for their general techniques. Dee Jay is a perfect example; his

Jump and Kick technique used against projectile weapons.

Dee has three superior moves, the best being the 'Double Rolling Sobott'.

This powerful technique is controlled by an 'average' or 'strong' command, enabling him to give his opponent two savage kicks at once without falling over!





"Whadda ya mean you don't like creepy-crawlies? Wimp!"



Since its arcade debut in 1991, *Street Fighter II* has gained immense popularity. But now, as arcades start to welcome a *Super Street Fighter II X* edition, Sega owners need not feel left behind – *Super Street Fighter II* is on the way! It promises to be enormous in more ways than one with new fighters, new special moves and improved graphics and sound (see 'All in a Fight!' for more details).

Just whether this can improve on *Street Fighter II*: SCE remains to be seen when the playability comes under review-level scrutiny. Right now it looks like this new fighter is set for a toe-to-toe confrontation with that other new bruiser; *Mortal Kombat II*. Last time public opinion suggested that *Street Fighter* came out on top and, with its new challengers and overall re-vamp, who would bet against its all-star fighting team doing it again? **SP**



Backgrounds have been given a spring-clean with more animation than ever.

ALL IN A FIGHT!

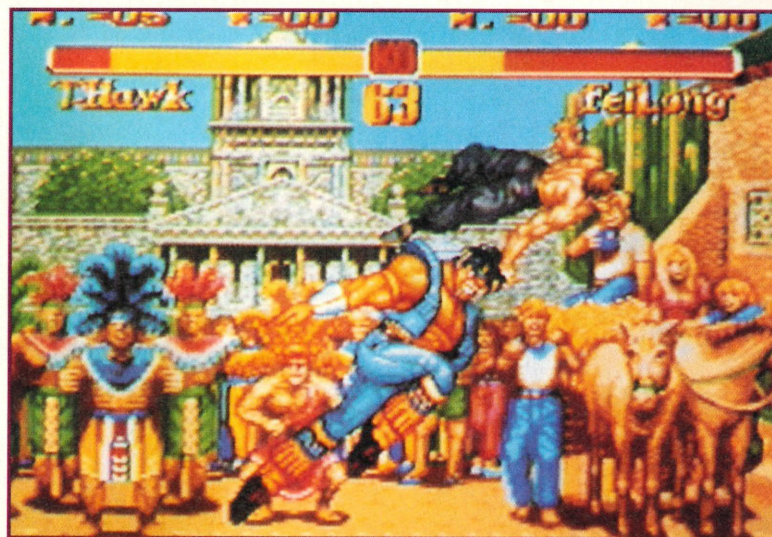
We were amazed to learn that *Super Streetfighter II – The New Challengers* will appear on an enormous 40Mbit cart! What improvements need such a gigantic step up in hardware?

There are a number of changes that have been made over the original *Street Fighter II* game. For instance, the four warriors – Vega, Balrog, Sagat and Bison – all have some new special techniques. Graphically, most of the fighters have been enhanced. The backgrounds and music have been renewed too with 3D Q-Sound.

On a final note, there's also a new bonus points system. A 'first attack bonus' is given when your primary attacking move is successful during a bout. The new 'combo bonus' makes scoring a lot more intelligent and gives players more incentive to turn on the style! A 'combo bonus' is given depending on how many consecutive techniques are piled accurately one on top of another.

There's also a 'recovery bonus' and a 'reversal attack bonus'. The 'recovery bonus' is given when you regain consciousness before your opponent's attack, and the 'reversal attack bonus' is given when you manage a special move in a tight situation (mainly when getting up!).

Look out for more news on *Street Fighter II – The New Challengers* very soon. It's sure to be simply huge!



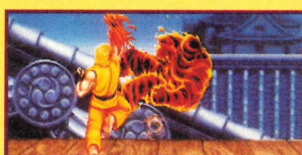
Dee Jay is happy to inject some kick-boxing into the proceedings.



Mr B and Chunnors have also had a bit of re-touching to look even meaner!



That naughty knee catches Fei Long a bit unprepared. Painful.



Like Ken, Fei Long can always turn up the heat with his 'Flame Kick' when he gets in a spot of bother.



CAPCOM
£TBA
OUT: JUNE



COMPLETION

1ST IMPRESSIONS

Bigger and even better than before this has everything you've ever wanted in a beat-'em-up. Having a British contender will certainly be no disadvantage when it comes to UK sales – the other new challengers also look like adding that extra dimension to a title that seemed to have been everywhere and done everything. It could even disprove that old myth about sequels not being as good as the original. Who knows, we might have to re-vamp our score system for marks over 100%...



You too could be right up there with all the best street fighters.



Now you see the spiral attack that Cammy has up her, er... sleeve (!)

PREPARE YOURSELF



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THE COMIC BOOK



NOW AVAILABLE
AT YOUR LOCAL COMIC BOOK SHOP
FROM MALIBU COMICS!

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SEGA PRO

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1. The clearest and most detailed reviews ANYWHERE!
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HERE'S HOW IT WORKS!

INTRO TEXT:

Provides a detailed background to the game and its characters.

PROSCORES:

A break-down of the strong and weak points of each release.

PROVIEW:

Second opinions on the game so that everyone gets a say.

RELEASE INFO:

All you need to know to be able to track down and buy your copy.

REVIEW
SEGA PRO
MEGA CD

MORTAL KOMBAT

Come on everybody after three I want you to all stop! I'll out loud: One, two, three... A-O-R-T-A-L K-O-M-B-A-T! Phew, that was fun wasn't it? Why did I ask you to do that? Well if you've seen the advertisement that Acclaim ran for the game a few months back you'll remember the geezer standing in the middle of an empty street shouting at the top of his voice. Well, for the Mega-CD release of the game Acclaim have digitised a special version of the advert complete with shouts! It really gets you going for a good scrap with Goro, Shang Tsung and the MK crew.

The rest of the game is pretty much the same at first glance. All the characters and their moves are going through their paces in style and they've all still got their original gruesome death moves to thrill gameplayers and get parents everywhere, writing in to complain!

With the colossal storage capacity of the CD many more animation frames have been used for each character making everything move much smoother than the cart game. Backgrounds are now animated like the original arcade machine too, and there are lots of other mini-animations when you see the profile of each character.

What about the gore code? I hear you all cry. The answer is: What gore code? For some reason the big boys at Acclaim have decided to take the code out of the Mega-CD game so you get splatterings of blood all over the screen, all of the time. Now I don't want anybody moaning and complaining about the buckets of red stuff game - you've got to have it if you want an arcade-perfect provision.

Get out the COPY of SEGA PRO WITH ALL THE SPECIAL MOVIES AND DEATH MOVES IN IT. THEN TAKE ONE CHARACTER AT A TIME AND LEARN THE BUTTON COMBINATIONS FOR THE MOVES. NOW YOU CAN SHOW THEM WHO'S BOSS!

There are other bits and pieces that have been slightly enhanced. Fall down into the pit and what was a sparse spiked screen on the Mega Drive is now full of all kinds of horrors: men hanging like chunks of meat from the walls and decapitated heads on spikes sozing blood. This is definitely not a game for the easily offended!

On the down side, the access is a bit slow. At the start of each new bout you get a cut, look! There's that slimy Reptile, but how on earth do you find him a love a fight?

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On the down side, the access is a bit slow. At the start of each new bout you get a cut, look! There's that slimy Reptile, but how on earth do you find him a love a fight?

Wouldn't you have a winner (drum roll please)! It's Liu Kang from sunny Spargemouth!

Oh, sorry mate my hand slipped. Don't lose your head over it!

Look, mate, everybody's got electricity running through my fingers - and it doesn't half singe too.

Liu Kang decides the only way he stands a chance of beating Goro is to pray to the Gods first.

It's just one tough battle to fight the ugly old man at the top of the table.

Loading... message on screen and have to wait for the stage and characters to load into memory. I haven't seen tedious messages like that since my days playing on the old ZX Spectrum! Now that's going back a bit.

So is it worth shelling out for the enhanced Mega-CD version if you've already got the Mega Drive one? Of course not, but if you've been saving yourself for the CD game then get out there and snap up a copy while they last. This is the most arcade-perfect conversion I've had the pleasure to play.

Nick "Blood Thirsty" Roberts

ACCLAIM
£45.99
OUT: MAY

MORTAL KOMBAT

CD ACCESS:medium
PLAYERS:2
STAGES:12
SKILL LEVELS:5
FEATURES:continues
CONTACT:Acclaim
(0962) 877788

Preview

NICK **★★★★**
Nice bit of gore. The bashing action and lightning moves are tremendous!

PETE **★★★★**
Great title - although the FMV advert almost got me off.

MARK **★★★★**
The added CD polish perfects this classic '80s beat-'em-up.

Proscore

GRAPHICS 94%
A smoother animation and a grainy but impressive intro sequence add glamour. The backgrounds are now animated too and there's a lot more gore!

SOUND 94%
A beefed-up music and sound FX is given that authentic arcade atmosphere. They could've re-recorded all the songs instead of keeping the old cart versions.

GAMEPLAY 95%
All fans of a good, bloody battle won't be able to get enough of the game. Using the start button to block still causes a few problems on some joypads.

CHALLENGE 90%
A lot of move combos to master including the gory death moves. If you've already mastered the MD game there's nothing new to conquer.

93%

A w/ enhanced version of the Mega Drive game and probably the most arcade-perfect conversion on any console format.

POSH PROMOS

Acclaim's new sales and distribution company ADI successfully organised the largest single-day multi-format launch of a videogame ever in the industry with Mortal Kombat. The day was called 'Mortal Monday' and shops everywhere were swamped with gamers frantic to get their hands on a copy. As part of the advertising campaign Acclaim made a promo video with Mortal Kombat players running through the streets shouting the game name at the top of their voices. Now this promo has been digitised and put into the Mega-CD game. Just take a look at these stills - they look better when they're moving!

Now that's magic that would even make Paul Daniels a little bit jealous.

THE REVIEW:

The clearest and best reviews. We aren't on an ego trip!

PROTIP BOX:

An invaluable hint for those tricky playing situations.

BOX-OUT:

Giving additional detail about the game; its features and development.

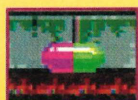
PROSCORE:

Provides you with a clear buying recommendation.

David Banner was subjected to deadly Gamma radiation that changed his life forever. When he gets mad, boy, does he get mad. Well, if turning green and growing eight-foot tall (with muscles that make Arnie look like the guy from the Mr Muscle ad) isn't getting a little peeved then I don't know what is! Marvel Comics created the original character and then a TV series followed on from its success. Now US Gold have given him his own videogame. The Hulk is re-vitalised, ready to battle through five levels of robot-smashing action. Prepare to ripple a few biceps...



CAPSULE CRAZY!



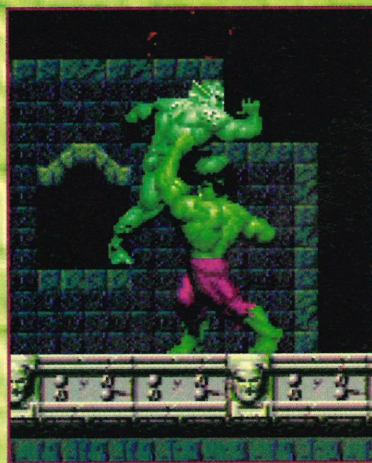
This is what you've been looking for – a super-strength capsule.



A room under the city. Smash the crate to find this capsule that makes Hulk change back into Banner.



The Hulk finds some green capsules. They won't give him super-strength, but they do replenish a little energy.



The Hulk shows his strength by shattering the US Gold logo with an exploding fist. Gosh!

With normal strength, the most effective move is the uppercut. Guardians won't like these!



THE INCREDIBLE

The strength and power of the Hulk immediately comes to light when the opening screens flash up. The green monster smashes the US Gold (publishers) and Probe (producers) logos into oblivion, then he give us his eerie bear-like roar. An impressive Comic sequence follows showing the Hulk's expanding body strength. The buttons pop, his shirt rips, and suddenly there's a predator on the loose!

The Hulk uses a multi-scrolling platform format much like *Robocop*. The big difference is the Hulk sprite. When all the other enemy sprites either run or shoot in basic movements, the Hulk is more like a *Street Fighter* character. He has a number of moves that finish off his foes quickly and effectively! Firstly, he can perform a Zangieff style pile-driver. Then, he can also

PROTIP

ON THE FIRST LEVEL, URBAN CITYSCAPE, GO DOWN THE SECOND MANHOLE UNDER THE CITY. JUMP UP AND LEFT AND YOU'LL GO THROUGH A SECRET PASSAGE TO FIND A SUPER-STRENGTH CAPSULE.



This is one of the Hulk's trades – telephone-booth throwing. Take out a group of enemies with this.

give the opposition a bear-hug that'll snap most enemies in two. But that's not all. He is also able to shoulder-charge and slap enemies aside, so the choice of fighting moves is quite varied for a mere platformer!

If these moves could be pulled off all the time, the five levels here would be simple to master. But even as a super-hero, life is never easy. Look at the top of the screen and you'll see a long energy bar divided by various shades of brown, green and white. If the Hulk has maximum strength (by finding those green and purple pills), he can perform any move he wishes. At this strength most of the sprites are destroyed in one move. When the bar is at a medium, the Hulk has Normal strength (find green capsules to

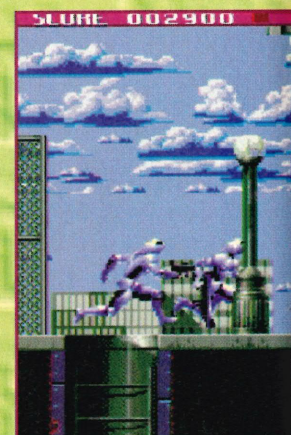
restore a little energy), and so it takes about four or five punches to defeat a sprite. If the energy bar is low, Hulk turns back to the human Banner. Weak, feeble and reliant on a small gun with only a couple of bullets, he can scramble to safety and crawl through narrow gaps to find extra lives and pills.

The combination of moves Hulk can perform enhances the playability of this. The big green sprite looks impressive on-screen. He stamps on the ground with every jump and the whole screen shakes to emphasise Hulk's sheer weight and power. His image is also carried across by the way he can pick up telephone boxes and trucks. Defying the law of gravity, he'll pick up a truck, throw it towards a group of attacking enemies and



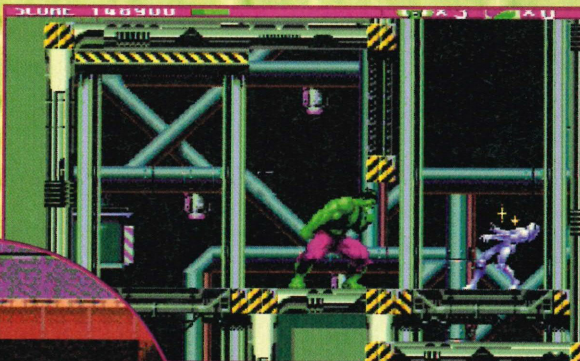
You won't like this toy. A skinhead appears with a ball on a chain – it extends further than you think!

There's little you can do when you change back to your human self except crawl back to the sewer!





The Hulk meets a guy with a few tricks of his own. Even so a couple of flying fists will see this boss in tears.

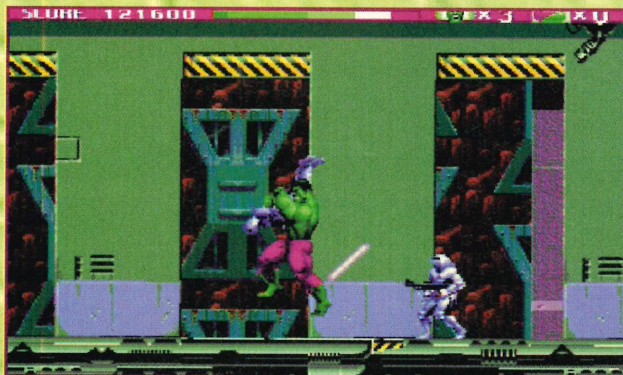


Slap! The Hulk likes to swat baddies like flies. What an impact!

The Hulk will let nobody block his path. A good head-butt here sends this humanoid reeling backwards.



During his super-strength phase, the Hulk can snap his prey in two just like they are match-sticks.



With super-strength you can perform devastating moves like this pile-driver. A real crusher!



US GOLD
£39.99
OUT: AUG



CART SIZE: 16Mbit
PLAYERS: 1
STAGES: 6
SKILL LEVELS: 5
FEATURES: none
CONTACT: **US Gold**
(021) 6253388

PROVIEW

NICK ■■■■■

A good bit of bashing ensures you'll get fired up over this release.

PETE ■■■■■

Solid sprites but not quite enough variety to keep you battling through.

NICK R ■■■■■

Radioactively good fun. But like his strength its charms could fade.

PROSCORE

GRAPHICS 78%

▲ The Hulk sprite is smart! He comes across as a big, mean, killing machine.

▼ Repetitive usage of sprites. You meet the same humanoids over and over again!

SOUND 78%

▲ His realistic roar and his earthquake stamp on the ground suits Hulk's image.

▼ The music does little for the game, and there's a lack of special sound FX too.

GAMEPLAY 79%

▲ Changing from Hulk to Super-Hulk means many different moves.

▼ The level designs look like a *Robocop* platformer – old and repetitive.

CHALLENGE 80%

▲ You'll need lots of power-ups – it's tough, especially with normal powers.

▼ There's little variety in this challenge – most of the levels play the same.

80%

This is as tough as Hulk himself. The platform designs are old-fashioned, but there's plenty of shirt-splitting fun!

DRAGON



"MOVE AWAY FROM THE GIRL!"



"GET ONE OF YOUR OWN!"



"SHE IS ONE OF MY OWN"

This is not an FMV spectacular, but the pictures have that shiny, photo look as the Lee story unfolds.



Don't worry folks, it's all an act... or is it? Bruce is on the film-set with some acrobatic girlie doing some interesting tricks with a stick.

The greatest beat-'em-up ever was *SFII*. The best blood battle of all time was *Mortal Kombat*. The turtles stepped onto the bout scene with *Turtles Tournament Fighters*, but this was just another spin-off from *SFII* and offered nothing new. Can Virgin's latest hit – *Dragon* – breath new fire into an ageing concept? This beat-'em-up focuses on the story of Bruce Lee, the martial arts guru who was born in Hong Kong but brought up in America. His challenge is to find and defeat the evil Phantom – a spirit who has haunted his ancestors throughout the ages. Can the king of Kung-Fu use his 'Jeet Kune Do' mastery to take revenge?

It's not the first time we've seen Bruce's sweaty chest and flexible limbs moving across a video screen. There was a CBM64 title called *Bruce Lee*, but that was a platformer. This is more the typical MD one-on-one beat-'em-up, with options to introduce two or three players too so that team-work plays its part.

So, slap in the old cart, and what do you see? You don't have a choice of character for starters. And, in truth, this is predictable right from the outset. There are the old energy bars, a few smart moves, a bit of a screen shake here and there to emphasise the impact of slamming your opponent to the floor, but what's new? In a word, nothing much. You beat an opponent, then go on to the next. By the time you reach the Phantom (your evil spirit), you wonder why there are barely any bonus

levels or special moves. A training option does arise, allowing Bruce to build up his strength and skill which is a sort of bonus game, but with so few incentives there's little to enjoy.

In comparison to *SFII* I can tell you this just isn't as realistic. Lee had over 40 attack and multiple combinations at his disposal, but in a frantic bout this doesn't show. The sprite movements aren't as smooth as I would have liked, and the delay between joystick and Mega Drive action is a little slow and unconvincing. The fights just don't seem to be in the same heavy-weight class as other beat-'em-ups. There's no use for a six-button pad of any sort here anyhow.

You can look at the

PROTIP

DURING A FIGHT, THERE'S A GOOD WAY OF GETTING INTO THE THICK OF IT WHILE ENSURING YOU'RE THE FIGHTER TO INFLICT THE FIRST DAMAGE. ALWAYS GO IN WITH A FLYING KICK, OR AT LEAST, A JUMP IN THE AIR.

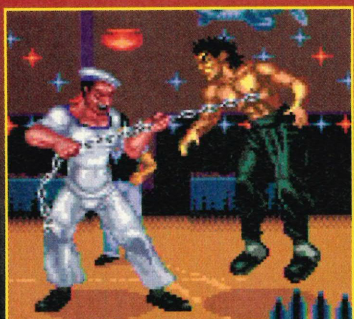


Giving your opponent the chop routine is a smart move. Just make sure the jump is accurate, otherwise you'll cop it first.



Once you're in the alleyway, you get to fight two opponents at the same time. You've got to be good here.

BRUCE'S TOP SEVEN HITS



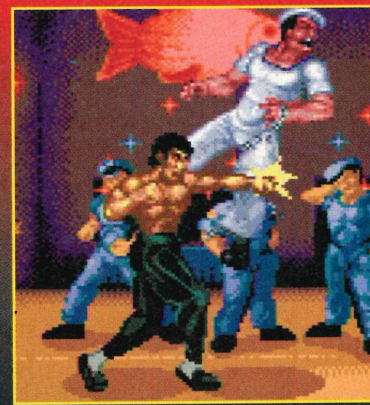
★ Get the cane with a chain. This is one tough sailor-boy.



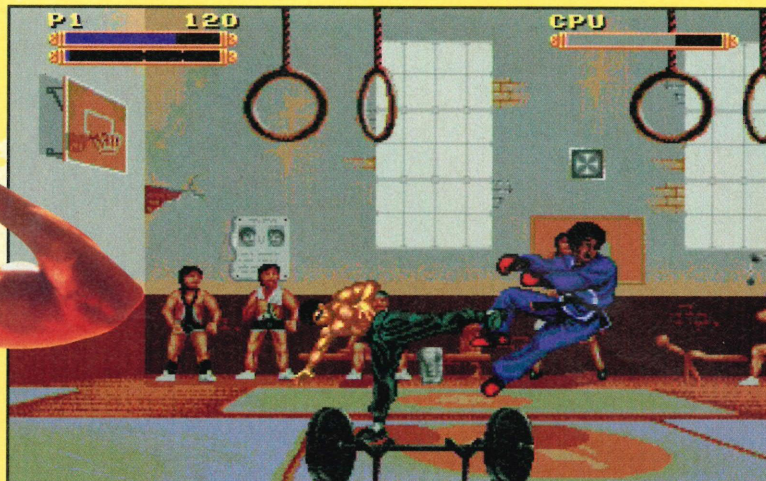
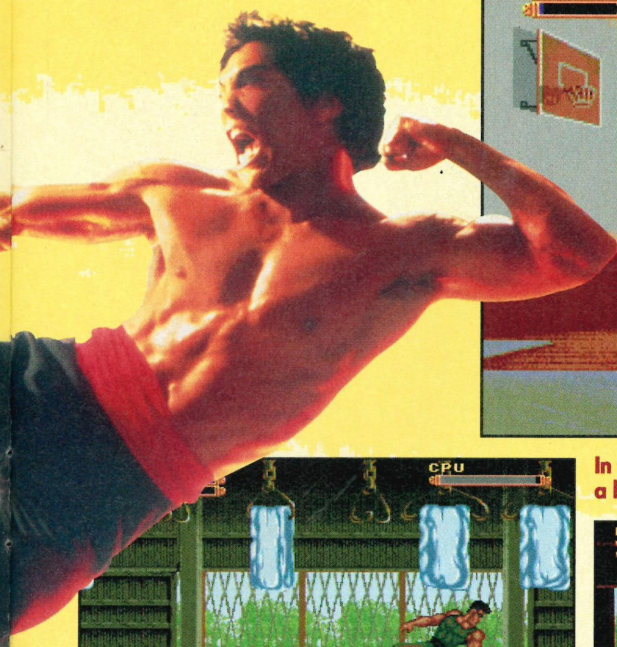
★ Do the Kung-Fu chop for a 'slicing' effective move.



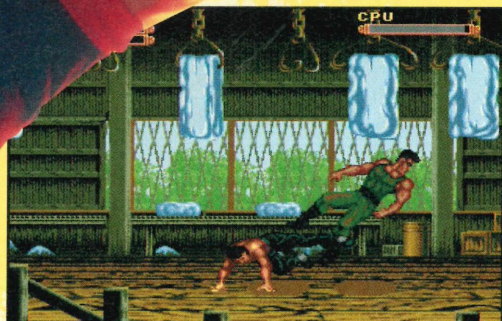
★ A flying kick that can knock 'em right into orbit.



★ Just a punch, but this is pretty effective all the same.



In the Gym, Bruce gets into shape by giving Mr 'get fit quick' himself, a bit of the old side-kick. Hyyaaaa!



After kicking ice to get to the chill factor inside, Bruce defrosts the problem with a lethal low kick.

sprites and see the splendid shading, bold colour and 110 pixel-high frames and then think, what a shame, this could have been great! It's not bad to watch, but it does little to get the adrenaline flowing.

Fortunately, the battle mode, (where two players can fight it out for trophies) is a lot more playable. There's also a challenge where two or three players (compatible with EA or Sega's tap) can fight as a team against the various opponents. A one-one-one with a friend takes your mind off the tame CPU efforts and turns a slugging contest into a real fight. Here, Lee even gets the chance to interact with some of the background characters – so you can chop it out as one of the chefs!

You'll relish meeting all the 30 different fighters; the sailors with fists and chains and the leather-clad, stick-wielding women are two of the impressive opponents. When you reach the icehouse things

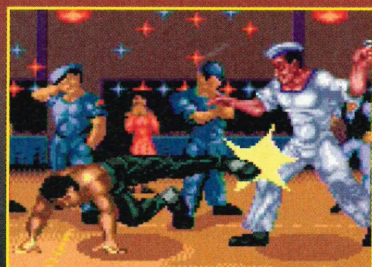
change too as you get to kick a bit of ice before reaching your opponent, but all-in-all there's not quite enough here to keep you amused.

In a beat-'em-up you need a choice of character, a variety of bonus levels and a series of hidden moves that look spectacular to give players a bit of flexibility in a fight. Unfortunately, the thrill of discovering these combos is very limited here. *Dragon* has a few tricks up its sleeve, but in the end its long-term playability may turn out to be a phantom.

Mark "Karate Kid" Hill SP



Two-player mode starring Bruce with blue trousers, Bruce with Red trousers and Mr Sailor with the outfit.



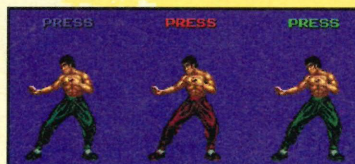
The low kick is a winner for escaping from tight spots.



Here's a little stamina test, kick the ice to reach the nasty person inside... come on, focus your mind.



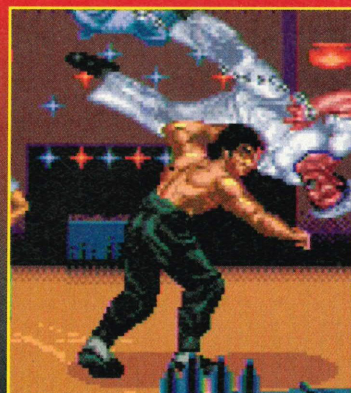
Yep, there had to be a temple scene in this. A bit of Japanese writing on the wall, the red rug, a dragon symbol...



If one Bruce can't handle the brute force out there, then three will. Let three players pick up a pad.



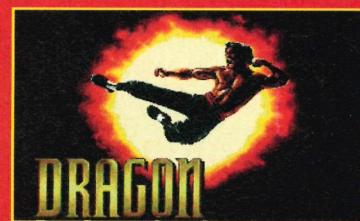
This is a sort of bonus level. You can train with this rotating coat-stand to build up strength. Hmm, interesting.



Throw 'em to the ground, then hit 'em again.



VIRGIN
£44.99
OUT: OCT



CART SIZE: **16Mbit**
PLAYERS: **3**
STAGES: **12**
SKILL LEVELS: **4**
FEATURES: **multi-tap**
CONTACT: **Virgin**
(081) 9602255

PROVIEW

NICK ■■■■

Great central character but not enough features to keep you fighting for long.

PETE ■■■■

A distinct lack of polish and feel makes playing this a very mixed pleasure.

NICK R ■■■■

Sadly this is a beat-'em-up you'll soon get bored with. Stick to *SF II*.

PROSCORE

GRAPHICS **86%**

▲ The sprites stand out well. The detail and colour is superb everywhere.

▼ Pulling off the moves is not as smooth and satisfying as *SFII* or *Mortal Kombat*.

SOUND **71%**

▲ A good selection of tunes accompany the 12 different fighting scenarios.

▼ A weak variety of sound FX and no sampled speech. Disappointing.

GAMEPLAY **69%**

▲ As fighting games go, this is fun at first as there are over 30 opponents.

▼ *Eternal Champions*, *SFII* and *Mortal Kombat* all tower above this tame effort.

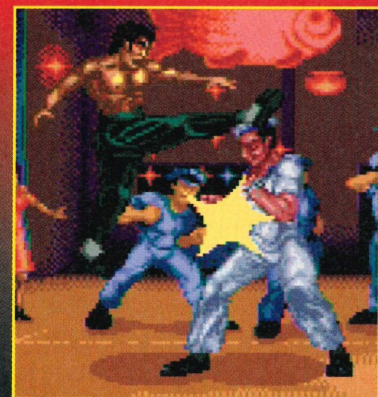
CHALLENGE **74%**

▲ A tough challenge. You'll need a lot of practice to outwit your opponents.

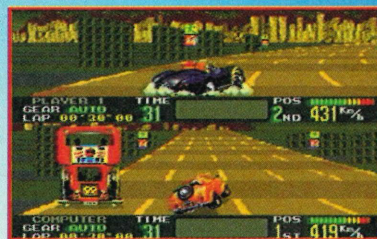
▼ This lacks many beat-'em-up features. Namely bonus levels and special moves.

70%

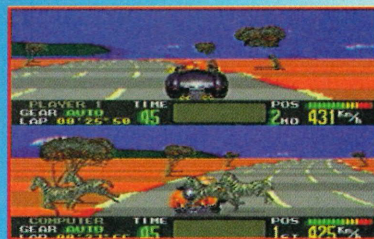
A rather tame beat-'em-up that fails to capture the exciting and absorbing gameplay of *SFII* and *Eternal Champions*.



With a bit of practice, you too could kick this high.



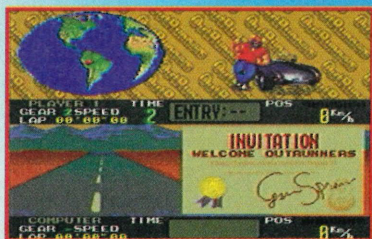
Taking the corners on this track is tough because these buses have mad drivers!



Out on safari in your car you encounter elephants in the middle of the road and zebras run across the screen!

OutRunners

One of my ambitions in life is to one day own my own *OutRun* arcade machine because I just love the game so much. The stand up version costs £500 these days but I think I'd have a bit of trouble getting it up the six flights of stairs to my flat! I thought Sega had squeezed all they could out of the *OutRun* saga with *Turbo OutRun* and *OutRun Europa* but nope, the arcades have just been hit by the latest instalment called *OutRunners* – and the Mega Drive has already got its own conversion! Let's get revving...



Play a single track and you get to choose which one to race on from a rotating globe.



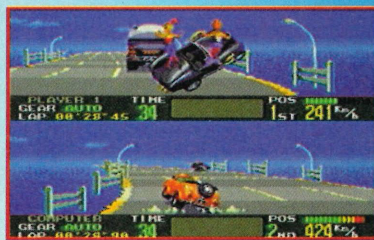
At the end of each race you get a run through of each track you've visited. This is a really neat touch to the game.

Console racers have never been brilliant in my book. Okay, there has been the odd exception like *Micro Machines*, and *Virtua Racing* isn't too bad (although the price will put most people off). Now here comes an arcade conversion of the latest in the *OutRun* series – but is it any better than the rest?

OutRunners is very close to the coin-op original visually with nicely animated cars (eight in all) to choose from. They each need to be driven in a different way as they vary in size and weight and have different gear boxes. This adds more variety to the game straight away.

On the very first check point of the game you get the choice of travelling East or West across the world. Each direction has 16 courses to race through but you'll only ever get to see five in one game. The whole game is played in a split-screen mode, whether you play a two or one-player game. Choose one-player and the bottom half of the screen is played by a computer

Crash your car in *OutRunners* and the people run along the side and jump back in again! They must be fast runners!



ProTip
SIMPLY HOLD DOWN YOUR D-PAD TO THE LEFT ON A LEFT HAND TURN AND TO THE RIGHT ON A RIGHT HAND TURN WITH THE ACCELERATOR ON FULL ALL OF THE TIME. NINE TIMES OUT OF TEN YOU WILL SAIL RIGHT THROUGH.

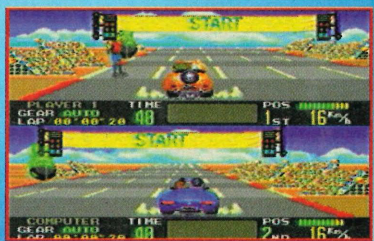
opponent. I think this is a good idea as you have something to race against instead of the clock but I would have liked the option of playing a full screen game.

My main quibble is that many of the courses are just too sparse to get my adrenaline flowing with hardly any hills and dips in the road and nothing exciting on the track side. There is the occasional nice surprise as you race along though – in the safari level you've got to dodge through a herd of elephants and zebras run across the road and a wild west level has cowboys and wagons. These make a refreshing change from the usual cars and lorries of previous *OutRun* games.

OutRunners is a fun two-player racing game for a while, but I was soon beginning to yawn. A full screen option would have bumped up the playability for me.

Nick "Boy Racer" Roberts **SP**

Zoom off from the start line before your competitor and you'll get to choose which direction to take at the check point.



SEGA
£49.99
OUT: NOW



CART SIZE:8Mbit
PLAYERS:2
STAGES:34
SKILL LEVELS:3
FEATURES:none
CONTACT:Video
Games Centre
(0202) 527314

PROVIEW

NICK **■■■■■**

An arcade classic that has produced a rather mediocre MD clone.

PETE **■■■■■**

The arcade machines are ten times better than this dull racer.

MARK **■■■■■**

You'll vroom around for a bit but then get very bored with the poor controls.

PROSCORE

GRAPHICS **79%**

▲ Almost perfectly drawn cars and animation with lots of colour and detail.

▼ Some stages don't have enough scenery making the game look empty.

SOUND **82%**

▲ All the tunes of the arcade original with remixes of the old *OutRun* music.

▲ You can change the tune at any time during the game!

GAMEPLAY **74%**

▲ There is some playability in choosing a route you haven't tried before.

▼ You don't have enough control over the car to give this lastability.

CHALLENGE **72%**

▲ Double the number of tracks in the original game to keep speed freaks happy.

▼ A trained monkey could play the game with its eyes shut it's so easy.

76%

A good looking conversion of the new arcade game with lots of tracks but it's so simple to control that you'll soon get bored with it.



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MORTAL KOMBAT

Come on everybody, after three I want you to all shout it out loud: One, two, three... M-O-R-T-A-L K-O-M-B-A-T! Phew, that was fun wasn't it? Why did I ask you to do that? Well if you've seen the advertisement that Acclaim ran for the game a few months back you'll remember the geezer standing in the middle of an empty street shouting at the top of his voice. Well, for the Mega-CD release of the game Acclaim have digitised a special version of the advert complete with shouts! It really gets you going for a good scrap with Goro, Shang Tsung and the MK crew.

The rest of the game is pretty much the same at first glance. All the characters are here going through their paces in style and they've all still got their original gruesome death moves to thrill gamers and get parents everywhere writing in to complain!

With the colossal storage capacity of the CD many more animation

frames have been used for each character making everything move much smoother than the cart game. Backgrounds are now animated like the original arcade machine too, and there are lots of other mini-animations when you see the profile of each character.

'What about the gore code?', I hear you all cry. The answer is, 'What gore code?', for some reason the big wigs at Acclaim have decided to take the code out of the Mega-CD game so you get splatterings of blood all over the screen, all of the time. Now I don't want anybody moaning and complaining about the buckets of red stuff either – you've got to have it if you want an arcade-perfect conversion.

Given the freedom of

putting music and sound FX onto compact disc the musicians have gone wild with this version of *Mortal Kombat*. All the background music from the original Mega Drive game is here plus some new funky tunes of pure digital CD quality – so plug in your headphones and pump up the volume! Sound FX are much improved, they must have been sampled straight from the arcade machine with those shouts of 'Finish him' and 'Get over here' sounding great.

PROTip

GET OUT THE COPY OF SEGA PRO WITH ALL THE SPECIAL MOVES AND DEATH MOVES IN IT. THEN TAKE ONE CHARACTER AT A TIME AND LEARN THE BUTTON COMBINATIONS FOR THE MOVES. NOW YOU CAN SHOW THEM WHO'S BOSS!

There are other bits and pieces that have been slightly enhanced. Fall down into the pit and what was a sparse spike-filled screen on the Mega Drive is now full of all kinds of horrors; men hanging like chunks of meat from the walls and decapitated heads on spikes oozing blood. This is definitely not a game for the easily offended!

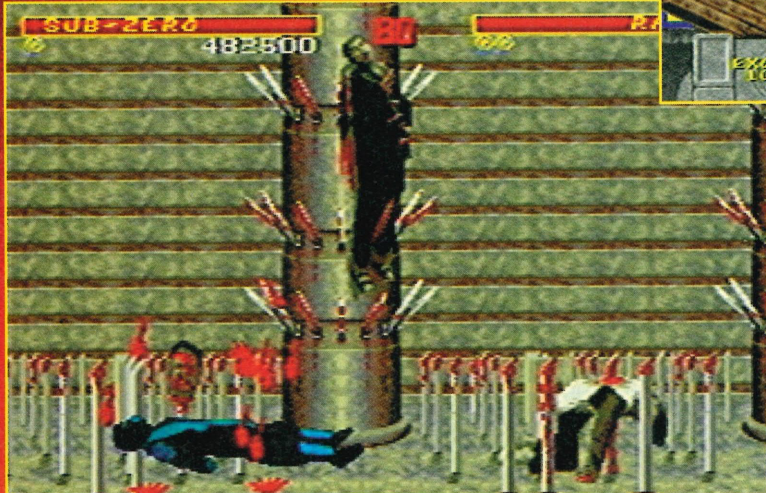
On the down side, the CD access is a bit slow. At the start of each new bout you get a Oooh, look! There's that slimy Reptile Man, but how on earth do you find him to have a fight?



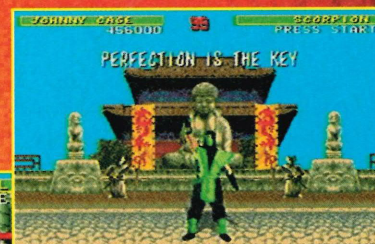
Stop blubbing you cry baby – you didn't really use your spinal column much anyway!



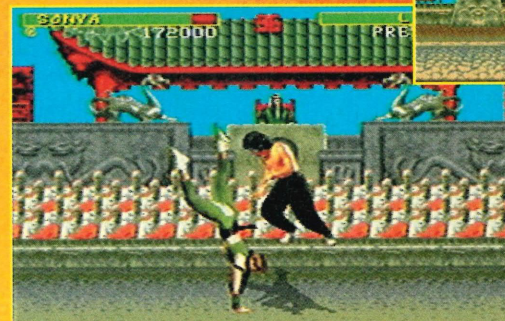
You'll never need an axe for chopping wood again, when you become a *Mortal Kombat* champion.

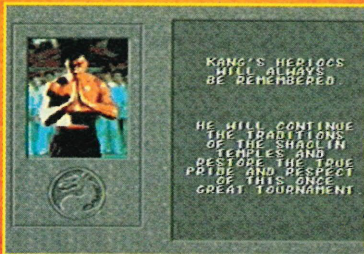


I've heard of lying on a bed of nails to impress people – but this is ridiculous!



"Hey Sonya, your slip's showing!" She'll never tumble for that old gag.





Woah! We have a winner (drum-roll please) it's a Mr Liu Kang from sunny Bournemouth!



Liu Kang decides the only way he stands a chance of beating Goro is to pray to the Gods first.



It's just one tough battle to fight the ugly old man at the top of the table.

'Loading...' message on screen and have to wait for the stage and characters to load into memory. I haven't seen tedious messages like that since my days playing on the old ZX Spectrum! Now that's going back a bit...

So is it worth shelling out for the enhanced Mega-CD version if you've already got the Mega Drive one? Of course not, but if you've been saving yourself for the CD game then get out there and snap up a copy while they last. This is the most arcade perfect conversion I've had the pleasure to play.

Nick "Blood Thirsty" Roberts SP



Oh, sorry mate my hand slipped. Don't lose your head over it!

Look at me everybody! I've got electricity running through my fingers – and it doesn't half tingle too.



You can rip out a man's heart and show it to him before he dies. That'll teach him!



Now that's magic that would even make Paul Daniels a little bit jealous.

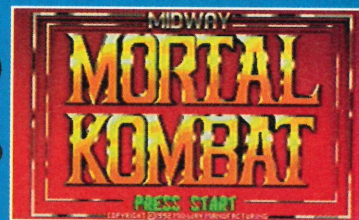
POSH PROMOS



Acclaim's new sales and distribution company ADI successfully organised the largest single-day multi-format launch of a videogame ever in the industry with *Mortal Kombat*. The day was called 'Mortal Monday' and shops everywhere were swamped with gamers frantic to get their hands on a copy. As part of the advertising campaign Acclaim made a promo video with *Mortal Kombat* players running through the streets shouting the game name at the top of their voices. Now this promo has been digitised and put into the Mega-CD game. Just take a look at these stills – they look better when they're moving!



ACCLAIM
£49.99
OUT: MAY



CD ACCESS:medium
PLAYERS:2
STAGES:12
SKILL LEVELS:5
FEATURES:continues
CONTACT:Acclaim
(0962) 877788

PROVIEW

NICK ■■■■■

Nice bit of gore. The bashing action and lightning moves are tremendous!

PETE ■■■■■

Great title – although the FMV advert almost put me off.

MARK ■■■■■

The added CD polish perfects this classic arcade beat-'em-up.

PROSCORE

GRAPHICS 94%

▲ Smoother animation and a grainy but impressive intro sequence add glamour.

▲ The backgrounds are now animated too and there's a lot more gore!

SOUND 94%

▲ Beefed-up music and sound FX to give that authentic arcade atmosphere.

▼ They could've re-recorded all the songs instead of keeping the old cart versions.

GAMEPLAY 95%

▲ All fans of a good, bloody battle won't be able to get enough of the game.

▼ Using the START button to block still causes a few problems on some joypads.

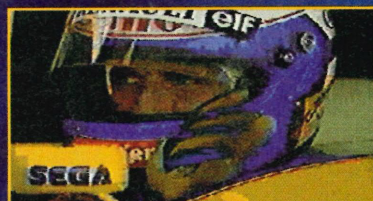
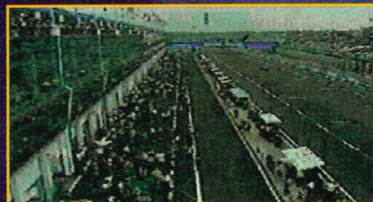
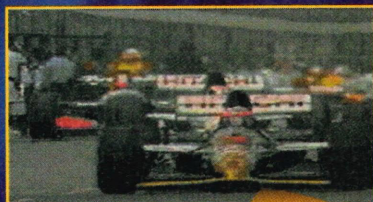
CHALLENGE 90%

▲ Lots of move combo's to master including the gory death moves.

▼ If you've already mastered the MD game there's nothing new to conquer.

93%

A well enhanced version of the Mega Drive game and probably the most arcade perfect conversion on any console format.



HEAVENLY SYMPHONY

FORMULA ONE WORLD CHAMPIONSHIP 1993

And lo, the console journalist put the CD into the drive and started up the machine, and the colours were bright, and the sound was good. He had found videogame heaven, and it was a motor racing game from Japan. Strike up the orchestra, let us hear the – *Heavenly Symphony*.

There has been an influx of racing simulations lately and each one has taken the genre one step further towards ultimate realism. We were all wowed by the technical achievements of *Virtua Racing* and had a fast and furious time with the comical *OutRunners*, and now this has arrived on import. For

fans of Formula One this is the bees' knees!

Whizzing past the crowd you should give them a friendly wave of appreciation!

I was amazed when I first loaded up *Heavenly Symphony*. The quality of the digitised FMV sequences is excellent. Usually Mega-CD fancy introductions are grainy, badly coloured and only use up a fraction of the screen – not very impressive at all. All the way through this game you are treated to scenes of racing with driver interviews and multiple camera angles, just like the real thing!

There're lots of menu screens, presentation and options to get through before you even come to the racing but they all add to the scope of the game. Three main playing options are available. Choose Grand Prix and you become a racing driver and you'll have to qualify and battle your way through the 17 tracks to win the cup.

1993 Mode is a clever one that should get fans of F1 racing all excited. You can choose a particular race and driver of the 1993 Formula One Grand Prix and play out the final laps of their race. If you do well they'll win or if you mess it up you've ruined everything they

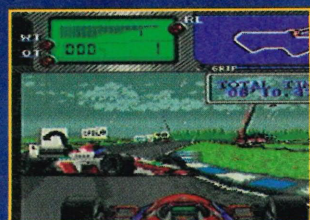
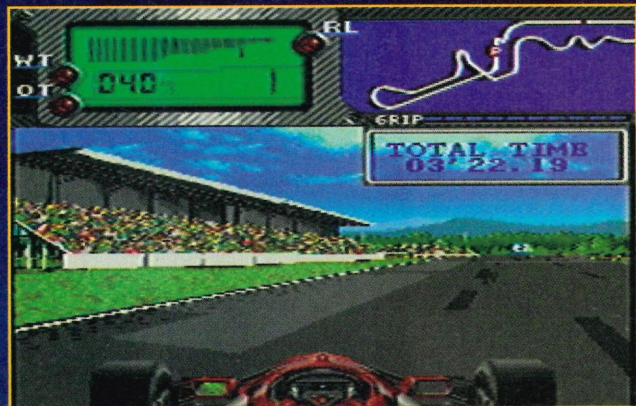
PROtip
TAKE IT STEADY ON YOUR FIRST COUPLE OF LAPS OF THE TRACK, GET TO KNOW THE CORNERS AND PIT LOCATION. THEN SLOWLY INCREASE YOUR SPEED AS YOU GAIN CONFIDENCE IN YOUR DRIVING ABILITY.

have worked for!

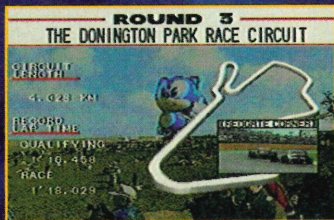
The final option is a free play where you can practice any of the tracks in any weather condition. It's probably best to take a few practice laps around the circuit before diving right in at the deep end of a race.

Racing the cars is really tricky at first. The controls are ultra-sensitive and you're bound to crash into everything on your first go (I did)! But with a little practice and perseverance it soon becomes clear that *Heavenly Symphony* is the best racing game ever on the Mega-CD.

Nick 'Brum, Brum' Roberts SP



Before each race you get a breakdown of the track with each tricky corner explained. Notice the cute Sonic inflatable.



Strange, isn't it? Sega always seem to put cows into their racing simulations!



You can set up the car how you like. Each section is highlighted as you move around the car.



SEGA
£49.99
OUT: NOW



CD ACCESS:medium
PLAYERS:1
STAGES:17
SKILL LEVELS:1
FEATURES:save
CONTACT:Video
Games Centre
(0202) 527314

PROview

NICK ■■■■■

Tremendous, fun-packed racing with a real difference; all that FMV!

PETE ■■■■■

Being able to play out events in the 1993 season is just the icing on the cake.

MARK ■■■■■

You'll get plenty of driving action in this. Playability's massive!

PROscore

GRAPHICS 92%

▲ Superb digitised sequences at the start of every single race! How did they do it?

▼ Crash and come close to the track side and they become terribly pixelated.

SOUND 89%

▲ Perfect CD quality soundtracks and speech set the mood for furious racing.

▼ The usual complaint; the sound of the car's engine will drive you crazy!

GAMEPLAY 88%

▲ You get a great sense of achievement when you complete a track.

▼ You'll need plenty of practice laps before you can make it in the Grand Prix.

CHALLENGE 92%

▲ A really challenging Grand Prix mode where it'll be tough to come out on top.

▲ The 1993 Mode will give all F1 racing fans a real thrill.

90%

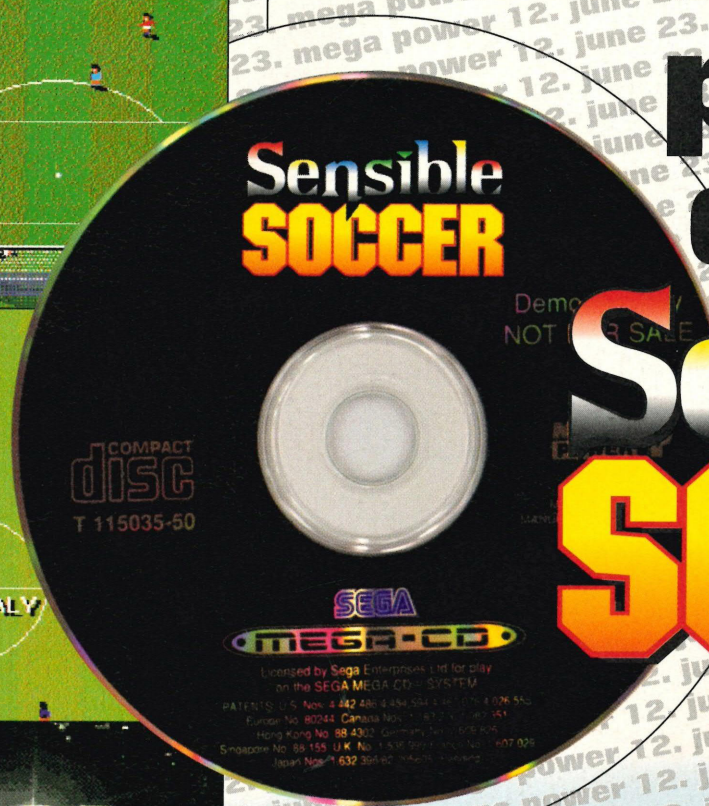
Packed with loads of original options and special features. Definitely the only racing game worth buying for the Mega-CD.



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XS

ISSUE 8 ON SALE 23 JUNE



SPIN

&

WIN!



Spin into action this summer with the latest craze around – it's Sonic Spinner madness from scrumptious Kellogg's Frosties! Check out these high-powered, wacky and totally unique gizmos... they're grrreat!

Tony the Tiger has joined the *Sonic 3* team to offer an exclusive set of four Sonic Spinners with special packs of the cereal. Enjoy the megafamous superstar designs of Sonic, the infamous spiky blue hedgehog and Tails (his faithful buddy). Plus, Dr Robotnik, the totally insane mad scientist, joins the gang with the world's number one fan of Kellogg's Frosties... Tony the Tiger!



To get your hands on your own exclusive Sonic Spinner, just collect eight tokens from Kellogg's Frosties special packs (+20p postage). Then, loop the string around your finger, flick the spinner out and let it go! You can make Sonic spinball into action just like in his latest Mega Drive videogame. Not only does this fantastic gadget light-up as it travels through the air, but you can perform the ultimate spinsational tricks... and all at super-sonic warp speed!

To get you all revved up for this wicked Frosties promotion, we have got some fantastic prizes from Kellogg's Frosties up for grabs! All you have to do is answer the following questions correctly and you could win one of the Mega Drives with a copy of *Sonic 3* and a Sonic Spinner or one of the totally amazing Sega 'Lock-on' laser quest games.

QUESTIONS

1 What does Sonic the Hedgehog collect in his games?

- A: Kellogg's Frosties
- B: Rings
- C: Tigers

2 What sort of animal is Tails, Sonic's best buddy?

- A: A skunk
- B: A racoon
- C: A fox

Please send your entries on a postcard to:

Kellogg's Frosties Comp
SEGAPro
Paragon Publishing
124 Old Christchurch Road
Bournemouth BH1 1NF

Entries must reach us no later than 14 July.

Once upon a time there was a bloke called Bruce Lee who was rather good at Kung-Fu. But I guess you knew that. You may not remember an old two-player Spectrum title called *Bruce Lee* that was pretty excellent at the fight game too.

Now Virgin have brought *Dragon* to Sega users – and the good news for lagging MS owners is that they get a look-in as well. Step into the shoes of the master and challenge Mr 'I'm an evil spirit' Phantom and his cronies to a game of kick 'n' punch fighting. Can *Dragon* live up to Bruce's standards? Enter the 8-bit....

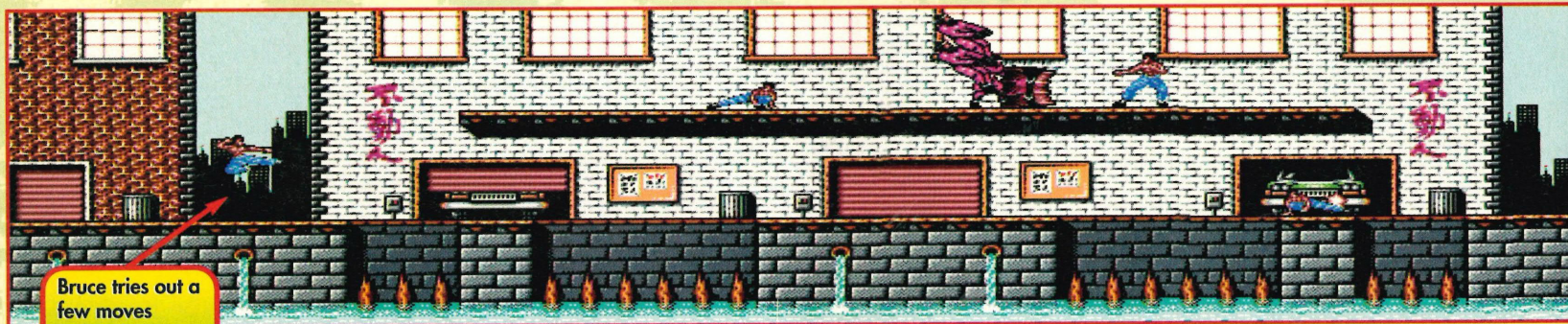


The final level takes Bruce Lee through a graveyard. Expect little change in the dull gameplay!

The stick woman is as easy as any boss you'll meet. Just keep close and kick high.

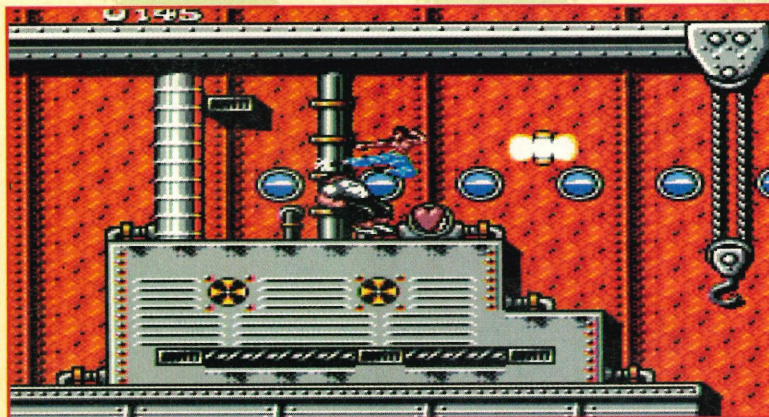
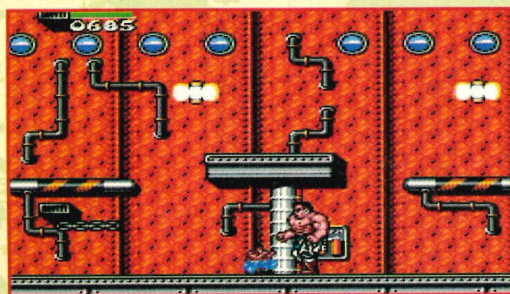


DRAGON



Bruce tries out a few moves before he goes into battle for real. It's flying kick time!

The guy with the chain is as dumb as he looks. Keep close and he won't use it!



Bruce Lee gives one of the gang a flying kick just as an energy restoring heart comes into view.

As the MS starts to fade in the shadow of the Saturn's rings, we can look back and pick out a few cracking titles. *Micro Machines* hits the mark for racing enthusiasts but how about the avid beat-'em-up fan? *Mortal Kombat* certainly gets a mention, as does *Streets Of Rage*. But in the dying embers, Virgin are getting ready to put a new spark into the MS market with *Dragon*. Let me breathe some fire onto the subject...

You've got four levels, each split into three sections. As Bruce Lee, the task is simple. Walk from left to right and fight against every sprite jumping out of a door, a window, or from the edge of the screen. Carry three to five lives around with you and replenish any energy you lose by picking up hearts.

So, that's the concept but how

does it work in practice? The Bruce Lee sprite is quite a versatile guy and his moves look good. It's only when you perform the super-jump for the first time on level one that you realise this is a bit naff. Bruce leaps right up to the ceiling. What a guy! Who's been training him? Some retired Japanese war-hero with a pointy beard? It's a daft move, and even dafter since there are only certain places where you can jump like this.

PROTip
TRY AND COLLECT ALL THE OBJECTS. THEY WILL ENHANCE YOUR COMBO ABILITIES, AND IT HELPS RELIEVE THE TEDIUM OF DEFEATING THE MANY SPRITES WITH A SINGLE HIT! ENJOY THE MOVES AS THEY'RE THE BEST BIT.

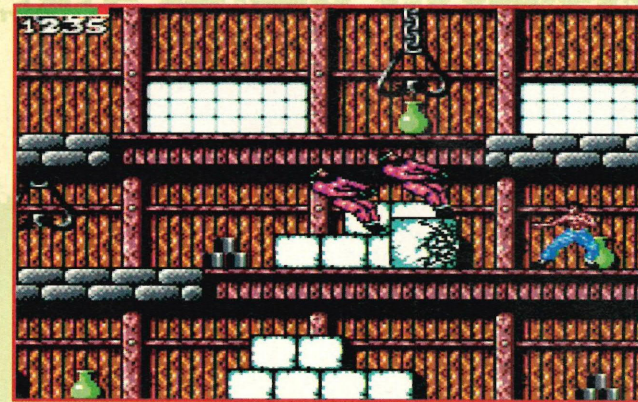
The enemy sprites are all the usual thugs with knives, exploding fists, chains... lots of New York alley types with little intelligence moving in the same old attack patterns.

On level one (the Steamer) you meet groups of identical sprites that take one or two hits to kill. Then there are the odd somersaulting maniacs trying to trick you with a pattern of leaps that get more complex as the battle continues.

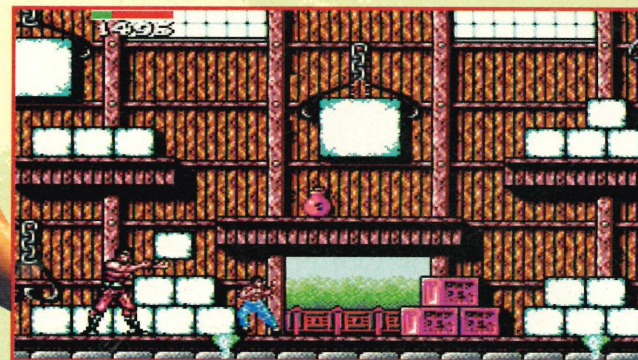


On the Victoria Harbour stage, some of the sprites throw knives. Only in a boring diagonal direction though.

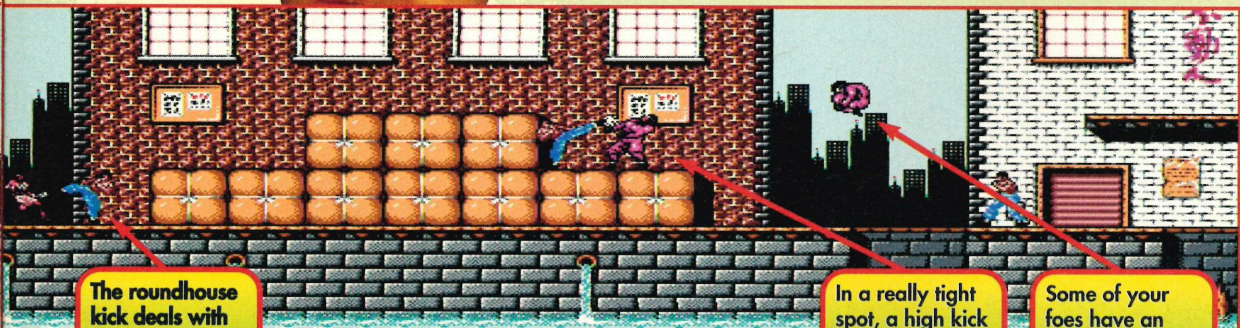
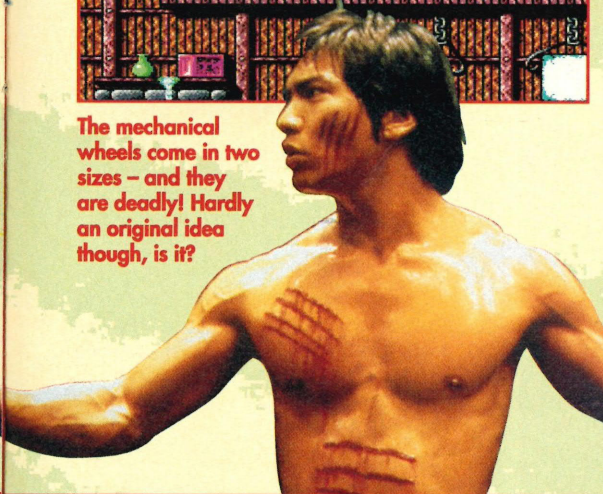
Kick the blocks scattered about to clean up a ledge of sprites in one go. Makes the job easy I suppose.



The boss at the end of the Icehouse stage likes to throw over-sized ice cubes at your head. Chill-out dude.

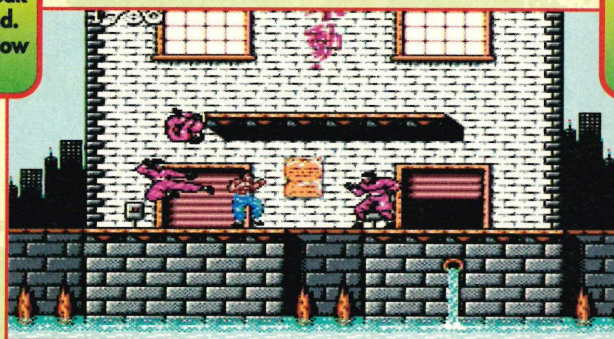


The mechanical wheels come in two sizes - and they are deadly! Hardly an original idea though, is it?



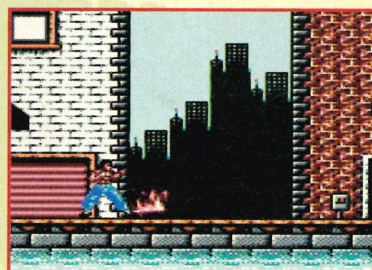
The roundhouse kick deals with thugs who sneak up from behind. Ensure you allow space to turn.

Three-on-one, that's no problem. Cover your back and give these guys a roundhouse kick in the face.

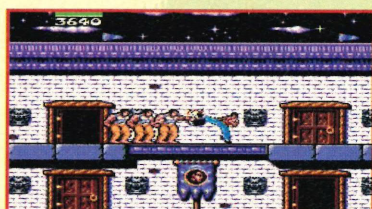


In a really tight spot, a high kick often gets you out of trouble. Here's a perfect example.

Some of your foes have an impressive spinning jump - it can leave you kicking thin air!



This brazier is one of the objects that'll enhance your combat abilities. You'll have no problem finding them.



Typical of a rusty platformer, three sprites standing together like so many shop-dummies.

Mechanical arm and leg actions speed up but the inadequate animation remains the same. Only the bosses at the ends of each level rise above the boring henchmen.

In many ways this is similar to *Terminator 2*. The levels all contain ledges, pits, ledges, pits and more - even more! - ledges. There's a block and crate or two to kick at sprites, but this becomes tiresome as the same old items crop up throughout the levels. In this age of programming, backdrops are often the least important consideration but here it's worth pointing out that the

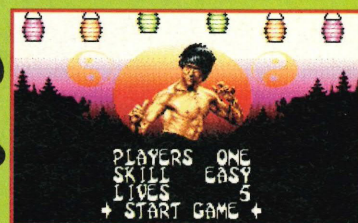
only incentive to get to later levels is to see a change of scene!

You get the idea, this is an improvement over the diabolical *Terminator 2*, but a long way behind *Mortal Kombat* or *SOR*. Bruce Lee can perform, but the enemies, backgrounds and level designs can't. So why bother? On a final note, don't expect sound, all I could hear was a crackle on my monitor. I don't think this will rise above the ashes, it's more likely to end up in some forgotten corner of a Spectrum software museum by mistake.

Mark "Death Punch" Hill **SP**



VIRGIN
ETBA
OUT: SEPT



CART SIZE:2Mbit
PLAYERS:2
STAGES:4
SKILL LEVELS:3
FEATURES:gear-link
CONTACT:Virgin
(081) 9602255

PROVIEW

NICK ■■■■■

Too little to keep you occupied in this shallow platform-beater.

PETE ■■■■■

Ugly sprites and monotonous gameplay should be given the chop.

NICK R ■■■■■

A sort of watered down *SOR*. There's no comparison really.

PROSCORE

GRAPHICS 57%

▲ The animated moves Bruce performs are not bad for the MS.

▼ Old level designs, repetitive use of sprites, and unoriginal backgrounds.

SOUND 29%

▲ You can listen to your walkman as you play and know you're missing nothing.

▼ Record someone playing Ping Pong, it'll sound a lot more realistic.

GAMEPLAY 46%

▲ There is a little incentive to power-up combos by collecting the various objects.

▼ Bruce deserves a better role. This is predictable from start to finish.

CHALLENGE 48%

▲ You can team-up with another player, and fight for points...

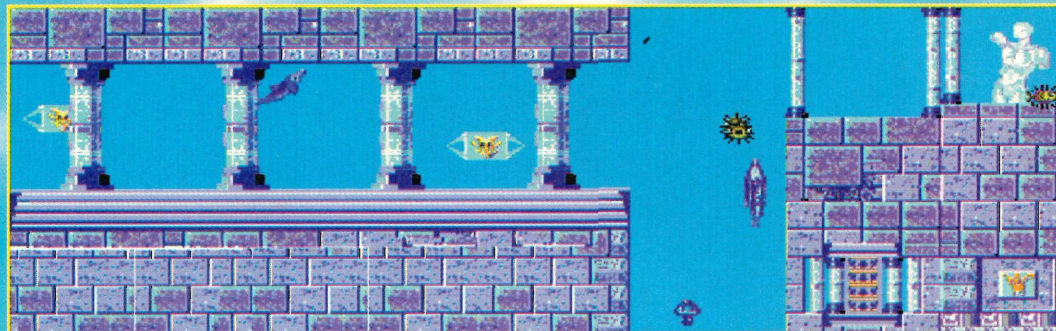
▼ ... on your own, even a satellite TV shopping channel can distract you.

47%

2Mbit and too old. With so little memory, this is missing that killer punch a beat-'em-up needs. A fighter with little staying-power.

If it's true that violent beat-'em-up titles like *Street Fighter II* and *Mortal Kombat* turn you into an axe-wielding psychopath, the perfect antidote would have to be *Ecco the Dolphin*. It's the kind of game that lets you unwind, dreaming of going scuba-diving around the Great Barrier Reef.

Ecco is an innocent little Dolphin taking the plunge into the ocean blue to find his family. His story has already been told on the MD and GG, but MS owners have been made to wait for their underwater fantasy swim... until now that is! Swim as the dolphin's do, it can be quite good fun...



On later levels Ecco gets to see an under-water city. I wonder how old this place is?

The sight of dolphins acrobatically launching themselves out of the water and then plunging back in with a curling dive had to be seen to be believed on the MD and CD versions of *Ecco*. Sleek graphics, emotional background sound tracks and imaginative underwater scenes made the whole game an ocean of tranquillity – you'll find no thugs with whips or chains here, or have to put up with

dull, uninteresting platform play. *Ecco* is a light-hearted and original approach to videogaming. So, sit back and relax.

On the MS, the opening sound sample of a Dolphin communicating in the squeaky voice they use is superb! It just goes to show how even a primitive Sega machine can match a MD sound sample with a bit of effort. It's a sure sign that the rest of the game could fall into the same quality bracket.

Level one, Musuda bay, is a sight for saw MS owners' eyes. When you see the dolphin sprites you'll just

marvel at the animation.

When it comes to synchronised swimming, Ecco and his rescued friends put on a gold-medal display of follow-my-leader – even if it does turn into a lengthy

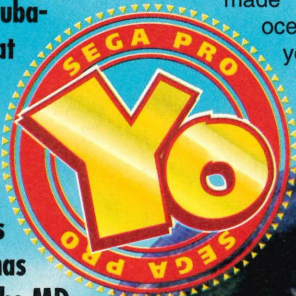
swimathon out in the open seas!

The pretty movements are not all you'll find living beneath the deep blue sea either. Sea beds do their best to match the glorious colours made familiar by a thousand undersea documentaries. Here we find all the colourful plants that make this a scuba diver's paradise, as well as the schools of fish that innocently blend into the aquatic background.

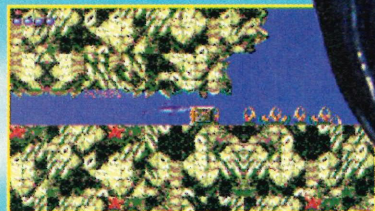
Controlling Ecco is almost soothing as you watch his sleek moves through the water. He can attack the various sea creatures by darting ahead in one convincing lunge, or slowly accelerate when he decides to go cruising. *Ecco* is highly playable because it gives you just the right amount to think about. There's always lots to do, like catching a breath of fresh air (easy to forget about when you're busy exploring uncharted waters!), finding the

PRO TIP

ALWAYS ALLOW PLENTY OF SPACE FOR ATTACKING A SEA CREATURE. THEY MAY BE SMALL AND EASY PREY, BUT PRESSING BUTTONS 1 AND 2 TOGETHER ISN'T ALWAYS THAT EASY TO PULL OFF IN A REALLY TIGHT SITUATION.



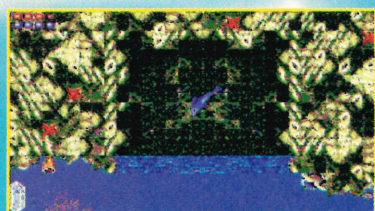
ecco



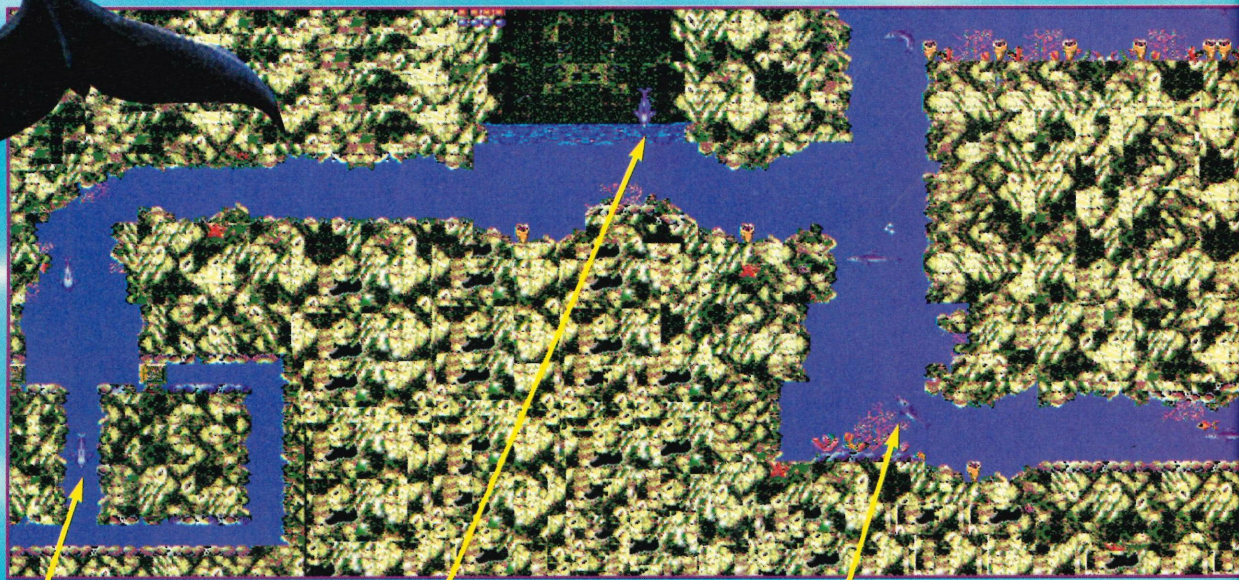
Find these stone cubes and use them to clean away the dangerous plants. They crop up a lot.



Ecco attacks the barrier of sea plants with his darting thrust. Hopefully this leads somewhere...



If poor Ecco runs out of air, he dies. So, find a cavern to catch your breath whenever possible.



Stone cubes serve a purpose – trapping sea creatures perhaps?

Flip out of the water now and then to restore air supplies.

There's nothing quite like a bit of marine exploration.



keys to move crystals, playing with stone cubes – and learning to pass the writhing octopus very slowly! Communicating by Sonar keeps you involved with other characters too – they give you a clue as to what you need to do next – but they never give too much away.

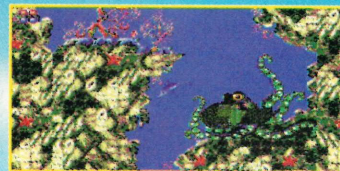
The challenge of discovering how to overcome the levels and perfect that swimming technique is huge. I think Sega have released one of their best-ever MS titles. With a password after every level, and a promise that even the huge blue whales feature in this too, there's incentive aplenty to keep you plugging away. I don't think this superbly converted aquatic enchantment will let you down – it's flipping great!

Mark "Bottle-Nose" Hill **SP**

There are power-ups in this too. Find energy replenishes on the ocean bed using your Sonar.



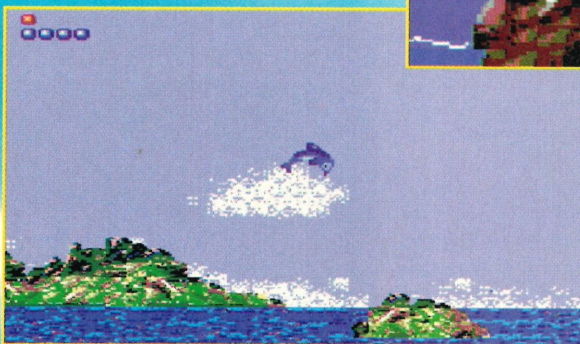
At the very start of the game, Ecco will need to be flipped into the air for a touch of magic to occur!



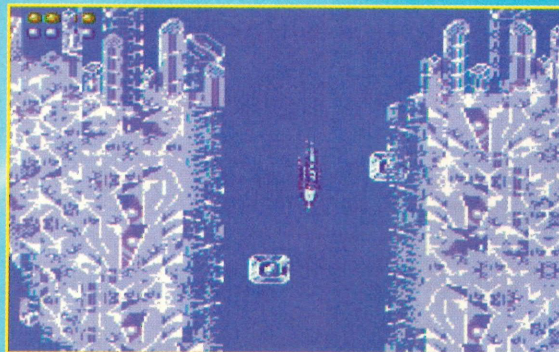
The Octopus is a strange beast that only lets Ecco past if he swims very slowly. Sorry to disturb you sir!



Look out for the big bird giving Ecco a lift to new waters! That's it, get a grip on life...

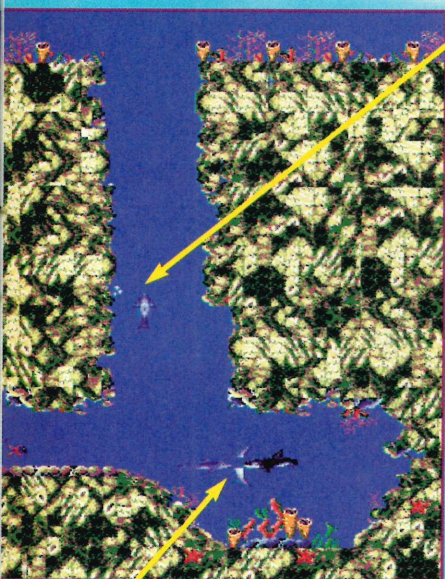


This is a glorious sight. Not exactly CD spectacular, but impressive for the MS all the same.

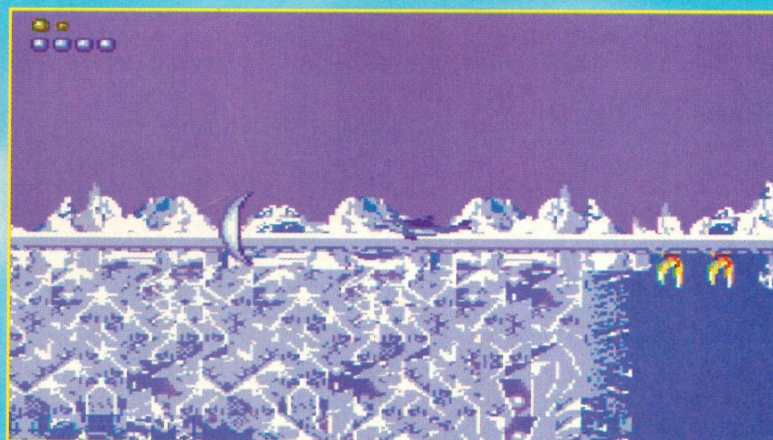


The cold waters present more problems for Ecco. Ice blocks have the ability to trap him in the backgrounds!

I reckon it's time to indulge in some military experiments – should be a good for a blast.



It's a good idea to communicate with your fellow sea creatures.



In a cold region, Ecco is able to slide across to a new area on the ice. Clever stuff really!



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OUT: NOW



CART SIZE:4Mbit
PLAYERS:1
STAGES:15
SKILL LEVELS:1
FEATURES:password
CONTACT:Sega
(071) 3733000

PROVIEW

NICK ■■■■■

Not my thing but still it's got great MS animation and (some) good sound.

PETE ■■■■■

Thar she blows! Excellent whaling action without a harpoon in sight.

NICK R ■■■■■

An amazing achievement for the MS. Splash out on it now!

PROSCORE

GRAPHICS 90%

▲ All Ecco's dolphin movements look excellent on the MS. What a performer!
▲ Harmless fish and a bit of pretty plant life put Ecco's scenario into perspective.

SOUND 82%

▲ The intro screen is accompanied by an incredibly realistic dolphin sound sample.
▲ Some pleasant music plays along with each of the levels.

GAMEPLAY 92%

▲ This plays fast! Controlling Ecco is fun due to his flexible swimming style.
▲ Many many levels of marine fun. You won't be satisfied until this is complete!

CHALLENGE 88%

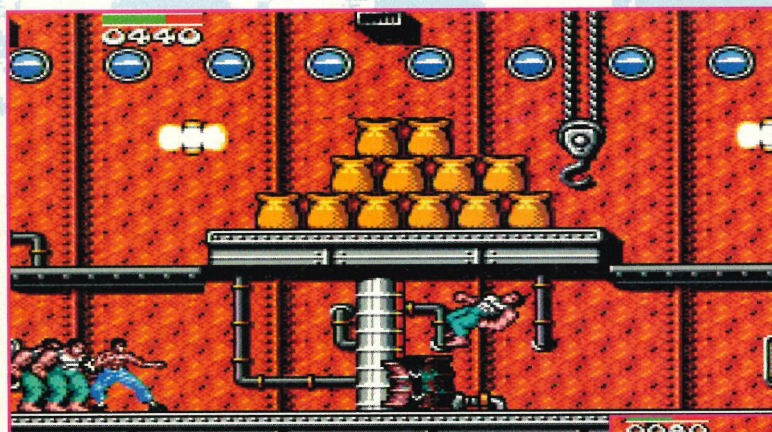
▲ Ecco has underwater adventuring, skilful swimming, puzzles and attacks.
▲ The password system ensures you'll keep calm to see this gem through.

91%

If you're looking for a decent MS title, look no further. It's so playable it raises the MS from its watery grave.

DRAGON

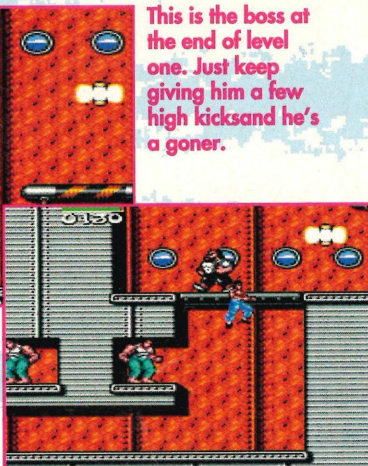
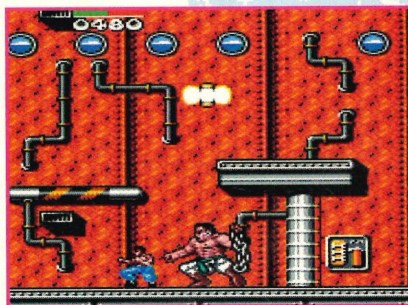
Welcome Bruce Lee, the American hero whose life revolves around flying kicks and high-powered roundhouses. He's a martial arts expert, eager to reach the evil Phantom, a spirit who's haunted his ancestors for years. Stepping into Lee's shoes, you've got to give every moving sprite you see a taste of your multiple attack combinations. Perform a roundhouse kick, a sweep kick, a high kick or a flying kick. Give 'em the exploding fist routine as well. Lee is about to put on a one-man Kung-Fu show. The big question is, does this display of martial arts come anywhere close to the blood, gore and all-round fun of *Mortal Kombat*? Time for Bruce to strut his stuff...



These cans can be kicked into the path of a group of enemies. It beats repeatedly kicking and punching these guys.



Two-player mode is a little more interesting. Team-work can get you through this faster.



This is the boss at the end of level one. Just keep giving him a few high kicks and he's a goner.

Here's a really stupid aspect of the game - Lee's super-jump. How can anyone jump so high?

Handheld owners have had their fair share of decent beat-'em-ups in the past. Titles such as *Streets Of Rage* and *Mortal Kombat* immediately spring to mind. *Dragon* is another beat-'em up using multiple attacking combinations, but this time in a platformer. Playing as Bruce Lee, you must fight your way through the levels, kicking and punching every sprite you see.

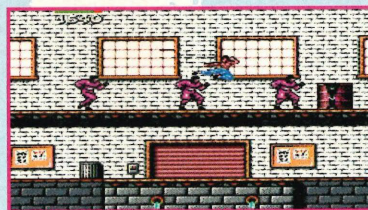
I was expecting some great things from *Dragon*. Sadly, there was very little that caught my attention. As platformers go, this is the most basic I've seen in a long time. The backdrops are bland, the levels all look and play the same and the same objectives crop up over and over again. Sprites all attack in a similar fashion, and objects that need picking

up do little to enhance your enjoyment. When you walk along a ledge kicking away the overlapping cardboard sprites with an IQ of two, memories of the awful *Robocop* come to light. The ridiculous super-jump you can perform from the floor to a high ledge really sums this up!

Bruce Lee's moves put a little fight into this. He can perform a few different kicks and punches, and combine them for greater gameplay. Objects that lie scattered on the ledges will also give Lee more power. Finding the right objects and then pulling off a combo knocks most sprites out in one go, so there is a little incentive to build up an effective fighting technique, but only a little!

You'll be looking to team up with a friend to keep any interest here. *Mortal Kombat* and *Streets of Rage* are far better alternatives. For 2Mbit, you don't get a lot.

Mark "Segal" Hill SP



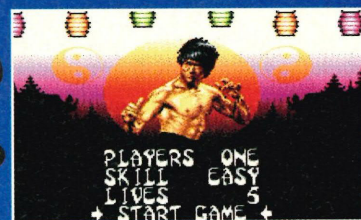
At Victoria harbour, don't expect a great deal of difference in the gameplay. It's all the same thing unfortunately.



High kicks are an effective means of attack. Who needs to do a combo when this does an effective job?



VIRGIN
£TBA
OUT: SEPT



CART SIZE:2Mbit
PLAYERS:2
STAGES:4
SKILL LEVELS:3
FEATURES:gear-link
CONTACT:Virgin
(081) 9602255

PROVIEW

NICK ■■■■

I mean really. This is a very lazy effort from the developers. Avoid.

PETE ■■■■

The two player is the only real high point in this mediocre release.

NICK R ■■■■

Very unimpressed with this offering. Nothing original or interesting.

PROSCORE

GRAPHICS 55%

▲ The animated moves Lee performs look good for an 8-bit machine.

▼ The levels are all the same with old platform designs and basic backdrops.

SOUND 55%

▲ The opening tunes playing along with the intro screens aren't bad.

▼ Sound FX are weak - punch or kick and it sounds like you're sanding wood.

GAMEPLAY 48%

▲ It's nice to be able to perform a variety of moves in a platformer.

▼ This sucks. The fights just don't have the stamina of other beat-'em-ups.

CHALLENGE 50%

▲ With three to five lives and no continues, this is frustrating and tough.

▼ No incentive to play this through and little satisfaction from finishing it.

52%

Not as bad as *Robocop*, but still a lightweight title with little muscle and very unoriginal gameplay. A disappointing beat-'em-up.



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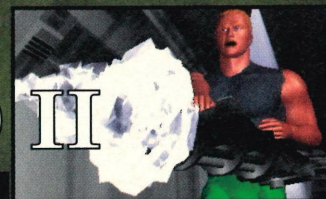
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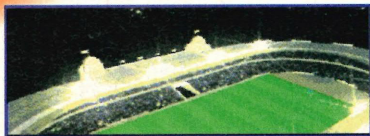
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What a fine stadium. If only there were more like this. This is about as close to the San Siro as we'll ever get!



Here we have a little sequence giving a player's eye-view of entering the stadium.

To really capture the atmosphere of a football match on console, you need CD quality sound. Psygnosis have come up with the goods. They've taken the MD version of *Sensible Soccer* and turned it into a football carnival – the pitch is now a cauldron of real noise and excitement!

So, step onto the hallowed turf and take part in a number of International and European tournaments. Wire up your state-of-the-art stereo speakers, or get the NICAM TV on full volume and capture a bit of the old surround sound in your own home. Booting leather past the keeper is sure to be rewarding now as it's all real-life sampled sound! Time to enter the venue of legends...

From European to International level, there are many club and national sides to play.

CHOOSE FRIENDLY MATCH TEAMS.

ALBANIA	AUSTRIA	BELGIUM
BULGARIA	CROATIA	CYPRUS
CZECHOSLOVAKIA	DENMARK	ENGLAND
ESTONIA	FAROE ISLES	FINLAND
FRANCE	GERMANY	GREECE
HOLLAND	HUNGARY	ICELAND
ISRAEL	ITALY	LATVIA
LITHUANIA	LUXEMBOURG	LATVIA
N. IRELAND	NORWAY	POLAND
PORTUGAL	REP. OF IRELAND	ROMANIA
RUSSIA	SPAIN	SCOTLAND
SLOVENIA	SWITZERLAND	SWEDEN
		UKRAINE

Sensible Soccer

Solo runs are tricky to perform in *Sensible Soccer*. Pass in triangles to annoy the opposition!

Play a passing game in the opposition's penalty area to put yourself in a good goal-scoring position.

You'd look at the little sprites on the pitch and realise they are the most basic seen in any CD release. Don't ever let such a little thing fool you though, *Sensible Soccer* is one of the most playable footy titles ever released, and it proves the point that what you see doesn't have to be complex when the mechanics behind the game are very clever.

On CD in comparison to the MD version, the sprites are all the same, the pitch is the same and all the options are the same. There are just two tweaks – packaging and sound. The packaging encloses the MD version with some glitzy introduction sequences; firstly, showing us a rotating helicopter view of Wembley Stadium and then taking a splendid look at one of the American venues. When this is over get ready to wade

It's Reykjavik versus the UEFA cup. We're

The quick one-two passing technique down the wings is effective if you want to give your forwards more space to try a shot.

Aftertouch is a popular feature in any footy title. Curve the ball around players, and fool the keeper in the process.

As Manchester are only sixteenth in the league, they're out for some extra training on the pitch!

EURO SUPERLEAGUE

TEAM	P	W	D	L	F	A	PTS
MUNICH	16	9	4	3	21	10	22
LISBON	15	8	5	3	19	12	21
MADRID	14	7	6	3	17	11	20
GLASGOW	13	6	7	3	15	13	19
MARSEILLE	12	6	6	4	16	14	18
MILAN	11	5	7	4	14	15	17
BREMEN	10	5	6	5	13	16	16
TORIN	9	4	7	5	12	17	15
MONACO	8	4	6	6	11	18	14
BARCELONA	7	3	7	6	10	19	13
PARIS	6	3	6	7	9	20	12
BUCHAREST	5	2	7	7	8	21	11
ANDERLECHT	4	2	6	8	7	22	10
HIMMELSTADT	3	1	7	9	6	23	9
ALAND	2	1	6	9	5	24	8
MANCHESTER	1	0	7	9	4	25	7
AMSTERDAM	0	0	7	9	3	26	6
ISTANBUL	0	0	7	9	2	27	5
BIRMINGHAM	0	0	7	9	1	28	4

Goal Keeper

– knee deep – in the usual sea of different options screens.

Competitions range right from European club tournaments to International duties and there aren't many countries or clubs missing from the list here! All the players have differing abilities and the varying skills of various teams are easily recognisable on the pitch. If you wish, there's a custom option too, where all the clubs have stupid names (like Pizza Toppings UTD), – I guess you could call this option fantasy football – it's pretty daft!

On the pitch the controls are simple. Long pass, short pass, volley, header, lob, thumping drive... you can do them all. Don't rely on the animation of

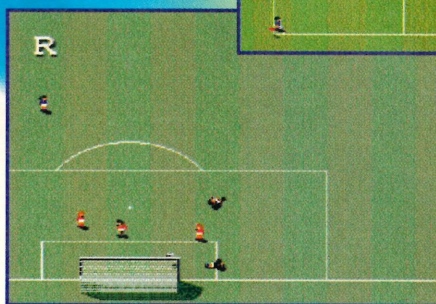
Tel-Aviv in the first round, second leg of just waiting for the whistle to blow.



GOAL!

It's a goal! No really impressive goal-scoring sequences but the celebrations are terrific!

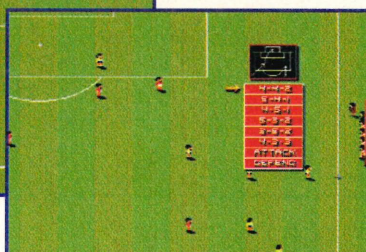
Sofia have the corner as they push hard for their first goal. UEFA competition can be very tough.



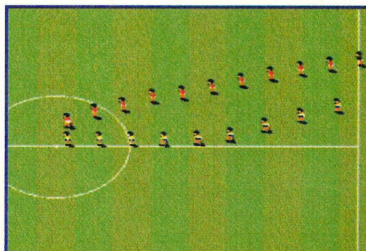
From the corner the Italians get on the end of a loose ball. This looks sure to go in with the keeper still on the floor.



The Irish team make a four-man wall as the English forward prepares a direct shot on goal.



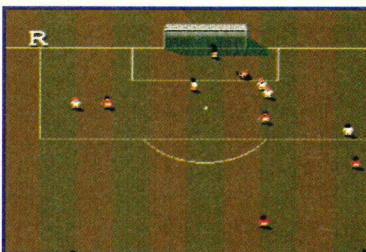
Bring on the subs bench to select a team formation. There's an attack and defend option too.



The teams run out onto the pitch ready to do battle. Take my word for it, the crowd are in full song!



Pick your starting eleven and instruct your team to attack or defend in your chosen pattern.

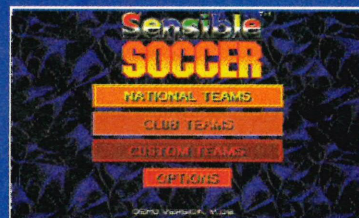


On a rather damp pitch this speedy Manchester forward nips past the defence to poke a shot past the helpless keeper. An opportunist's goal.

Mark "Lager Lout" Hill SP



PSYGNOSIS
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CD ACCESS:.....**fast**
PLAYERS:.....**2**
STAGES:**n/a**
SKILL LEVELS:**3**
FEATURES:.....**save**
CONTACT:.....**Psygnosis**
(051) 7095755

PROview

NICK ■■■■■
Sensi is a classic and although the CD doesn't add much this is still a cracker.

PETE ■■■■■
A good kick-about but they could've done much more with the CD.

NICK R ■■■■■
Could have made better use of the CD and the players look a bit too small to me.

PROscore

GRAPHICS 84%
▲ The small sprites, including the ball, move very smoothly on the pitch.
▼ Graphics are probably the most basic you'll see in any CD release.

SOUND 93%
▲ The sound samples have a 'from the terrace' realism that's second-to-none.
▲ The opening tune accompanying the options menus is pretty good too.

GAMEPLAY 87%
▲ Sensible Soccer allows you to play a great passing game.
▲ The many options screens give you plenty of room for strategic planning.

CHALLENGE 83%
▲ The European league tournament is a superb challenge that'll really test you!
▼ One thing's missing – a multi-player option. Shame it's only for two.

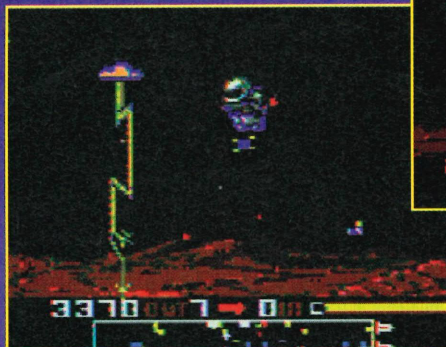
86%

The life-like sound and lasting playability give this an atmosphere to savour. The first CD footy title – it sets a very high standard.

The year is 2085, and only a handful of the people have survived the devastating robot wars. In a final bid for human survival, the people of the earth unite to develop the ultimate transportation, a Tacheon propelled star cruiser capable of overcoming relativistic limitations by travelling to fresh and uncharted star systems... What a mouthful! This the sort of long-winded sci-fi jargon you'd find on any old shoot-'em-up cassette inlay from the early Eighties. But this is *Drop Zone*, a shoot-'em-up classic brought back to life by the Codies ten years after its CBM64 incarnation. Have a blast from the time of *Pacman* and *Defender*...



The Tacheon drive needs these rare blue Ionian crystals with quarks to power it. Drop them off here.



This is probably the most impressive graphic in the game – your ship exploding into bits!



When a wave is completed, it's time to go on to another – for more of the same.

A lightning cloud. Now I don't think you want to go under that.

You're a lone jet packed spaceman, patrolling the surface of Io – Jupiter's second moon. Your mission is to defend a group of scientists from swarms of incoming aliens and, in the meantime, collect valuable Ionian crystals.

Travelling at speed over the horizontally-scrolling moonscapes to find and drop-off the scientists is simple, attacking the waves of aliens mind-

less. The volcanoes shower you with droplets of deadly lava, most of the small invaders buzz across the landscapes like bluebottles, and some will stick to you like glue and follow you until terminated. The colour-key radar pin-points all the action over this distant satellite – including the band of aliens who specialise in destroying the scientists you are trying to rescue.

Escorting men and crystals back to the drop zone (moon-base landing pod) is your objective for each level. Three lives, no continues and aliens that have more complex attack patterns the longer you survive – yep, typical shoot-'em-up characteristics designed to give you a tough time. But what's the point in all this in today's videogaming era?

It seems the Codies haven't changed anything about this classic – so why sell it at modern day prices? When we are so used to today's mind-bending visual wonders, with a whopping 32-bit Saturn on the horizon, this 64K Jupiter saga is just too out-dated and yawningly repetitive.

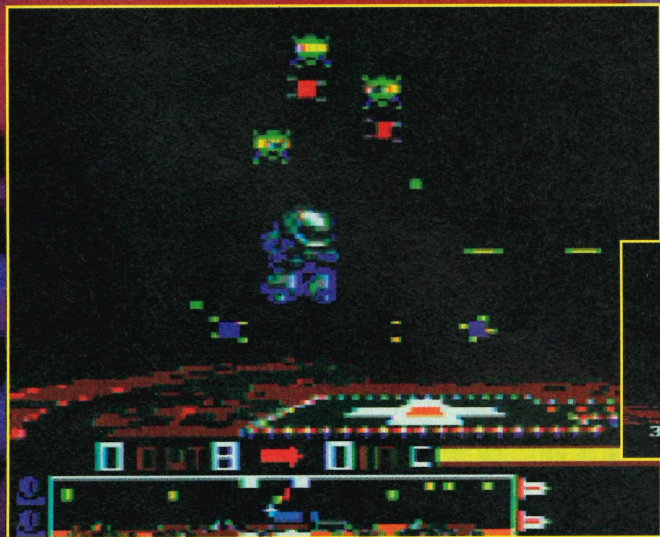
You squint, trying to pick out the tiny bullets, but it's all too busy on the small screen. The basic, frustrating play will soon have you reaching for the off button. A compilation of arcade classics would have satisfied all ancient software enthusiasts, but I can't see anyone being happy after buying this. One to make you drop off.

Mark "Blip!" Hill **SP**

PROtip

TRY NOT TO THRUST TOO MUCH, OTHERWISE YOU'RE REDUCING YOUR REACTION TIME TO DEAL WITH ONCOMING ALIENS. THRUST OCCASIONALLY AND CLEAR UP EACH AREA OF ALIEN ACTIVITY AS YOU FIND IT.

Yep, a bit past it. Black screen, coloured blips, same old scrolling landscape. Call it attack wave 99 and be done with it.



Here's a rain cloud. Is it acid rain or a passing shower... Who cares?



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DROPZONE

CART SIZE: **2Mbit**
PLAYERS: **2**
STAGES: **99**
SKILL LEVELS: **1**
FEATURES: **none**
CONTACT: **Code masters**
(081) 7802222

PROview

NICK ■■■■■
Grief, this is going back a bit. Perhaps too far, I think.

PETE ■■■■■
No nostalgia please. You can't see a darn thing as you chug about..

NICK R ■■■■■
Sigh. This is no Codies extravaganza unfortunately. Dull.

PROscore

GRAPHICS **45%**

▲ The jet-pack sprite and landscape look good and the screen scrolls smoothly.

▼ Old basic enemy sprites, very little change between stages. Very unoriginal.

SOUND **34%**

▲ When you're hit and explode into bits, the explosive sound FX are good.

▼ The few other sounds do little to lift the atmosphere.

GAMEPLAY **24%**

▼ On the small screen, avoiding the shower of bullets is often impossible!

▼ Doing the same thing, level after level, makes this ancient blast tiresome.

CHALLENGE **31%**

▲ Like all bullet-shower shoot-'em-ups, your concentration must be very sharp...

▼ ...but with so little incentive to play, it's unlikely you'll complete this.

26%

Shoot-'em-ups like this had their day years ago. The graphics are basic, your objectives dull and the gameplay extremely limited.

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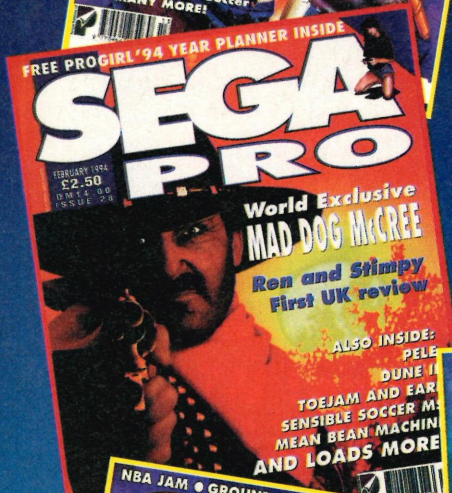
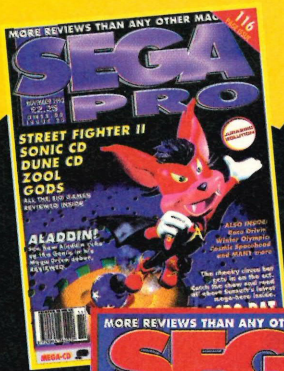
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PROTIPS PROTIPS

Can you imagine just how difficult it can be sometimes to get a tip for your favourite game? A lot of tips are published with passwords or joystick combinations. Programmers create test codes so they can access various parts of the game, then these codes leak out and become 'cheats'. Not every title has such cheats – many software companies take them out of the finished version (boo! hiss!). Those that are left in are often the best ones though! We aim to find as many new cheats as possible and this month we've got some cracking *Prince of Persia* cheats for you, plus our usual range of hot hints and tips to keep all Sega owners up-to-date on the games-busting scene. Enjoy!



MARK'S THE MAN

Send your tips to Mark Hill at the usual address:
PROTIPS,
SEGA PRO,
Paragon Publishing Ltd,
Durham House,
124 Old Christchurch Rd,
Bournemouth BH1 1NF

WE NEED YOUR HELP!

If you've got a really cracking tip that's not been seen or heard by anyone else, send it to us! Exclusive tips will win you carts. If you feel you can produce a guide on any of the latest Sega games, send it in too. We give prizes out for all kinds of tips – guides, pieces of advice, passwords, joystick cheats ETC.

OVER THE PHONE

Give Mark a call on (0202) 299900 if you've got a tip you'd like to give over the phone. If it's original enough and worthy of a space on these sacred pages then you could still win a free cart!

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Our victim – I mean sponsor – this month was Electronic Arts. They've promised to provide us with prizes to give away for the very best tips appearing in these pages. Cheers to EA for being so generous and just make sure you find us some original tips that are really worth a prize, we're just gagging to give stuff away – honest we are!

PRINCE OF PERSIA

EXCLUSIVE CHEATS

There's a superb set of cheats you can activate whilst playing *Prince of Persia*. First start playing a level, then PAUSE the game and input the following on the joystick:

- | | |
|-----------------|---|
| CACBBACC | ADD AN EXTRA ENERGY POINT! |
| AABACAAC | OPEN ALL THE GATES ON A LEVEL. |
| ABACCACB | KILL ALL THE GUARDS ON THE SCREEN. |
| BAABCBBB | START AN EARTHQUAKE. |

SONIC 3

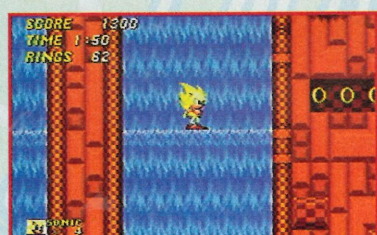


SUPER-SONIC

To become Super-Sonic, collect seven chaos emeralds, then get 50 rings and jump in the air. Sonic will turn yellow and become the superior hedgehog – just like in *Sonic 2*.
Chris Sansbury, Liverpool

SONIC 2

SUPER-TAILS



Enter the cheat for the level select, editing mode and Super-Sonic cheat. Then go to any level and turn Sonic into Super-Sonic. Now use the editing mode to change him into a teleport box. Put a teleport box on the screen and jump on it.

Tails will now turn into Super-Tails! Sonic will be yellow too, but only with normal powers. Get hit and he will lose all his rings. Collect 50 more rings, and turn into Super-Sonic again. You will now have Super-Sonic and Super Tails.

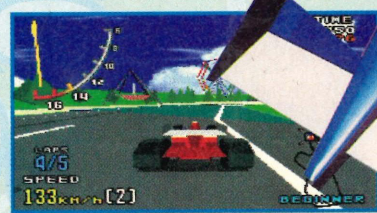
Matthew Bennett, Seer Green

VIRTUA RACING



MIRROR COURSES

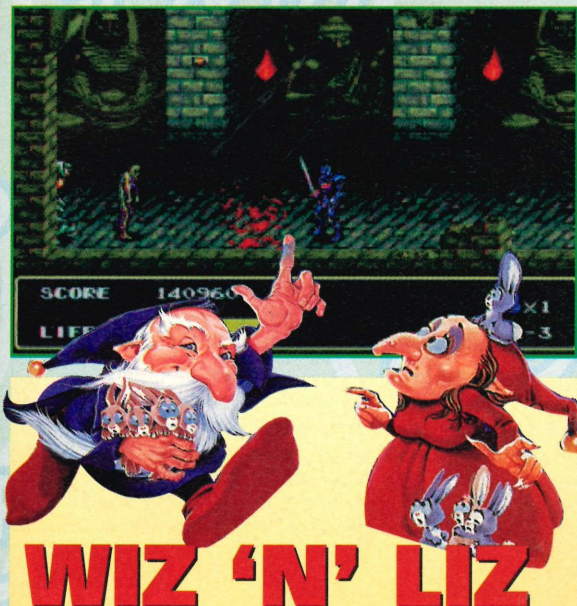
To play the mirror courses, you need to win all three original courses on a medium difficulty level. A reversed *Virtua Racing* Icon will appear on the set-up screen when the reverse courses become available to race on.



MAZIN WARS

BOSSES ONLY

This tip allows you to play the bosses only in large mode. First go to the title screen, then move the cursor to "Options". Press START in the Options, set the sound test to 18 and the SE test to 72. Now exit the Sound Test and go back to the title screen. Start the game and play in large form only!



WIZ 'N' LIZ

PASSWORDS

MGTPGLLS

Last round of the last level and end game sequence.

TCDTGBBS

Baddy select.

CBKLGQD

Clue (found from Letter Basher).

MQHSPKDN

Clue (found from Rabbit Invaders).

BBBBBBBB

For those looking for cheats!

TTTTTTTT

For those who have looked!

THE BEST SPELLS

Carrot - Pear

Wabbit Invaders.

Apple - Mango

75 Stars.

Apple - Cherry

150 Stars.

Pear - Avocado

200 Stars.

Banana - Potato

Open hint shop.

Banana - Onion

Catch!

Orange - Mushroom

Tube Skiing.

Cabbage - Cherry

Shadow Lands.

Lemon - Cherry

Disassembly Clue.

Avocado - Mushroom

Extra life.

Avocado - Avocado

All bonus letters given.

CHEATS

Pause the game and hold A, B and C buttons to quit. Then hold START and press C to enter 'BUY' area of the shop and halve the fruit prices (listen for the distinctive 'yeah!' sound).

When starting any round of a world except the first one, hold A and C as you press START (to play) to get all the bonus letters. Yeah!

Look up and press A to release the extra time ball - but only when you need it as it gets harder each time!

Hold down START and enter the final letter of a password with the C button to open the shop door and start with 100 stars.

Hold down A, B and C as the Sega screen fades to access the Super Wizard levels!



BARE KNUCKLE III

0003826700

Allows you to play the Jap version.

0006DE6700

Use with code above.

FFDF6C0032

Unlimited energy for player one.

FFDF8B0005

Infinite lives for player one.

FFE06C0032

Unlimited energy for player two.

FFE08B0005

Infinite lives for player two.

COOL SPOT

FF07140035

Unlimited time.

DRACULA

FF096F0005

Infinite health.

FF09790006

Infinite life.

FF0AAF000A

Infinite missile.

ETERNAL CHAMPIONS DEAD CODE

(ACTION REPLAY II ONLY)

Input the following codes in the correct order as shown below. There should be no spaces between them. Dead Codes are the only situation where this is important. You must always enter 'DEADC0DE' with the other codes. You can only enter one Deadcode per game.

DEADC0DE

00FE0E1000

XXXXXXXXXX

XXXXXXXXXX

4EB9000006

F04EF90000

FE14000000

Replace X's with one or more cheat codes listed below:

13FC009900

FF9CAD4E71

Time always at 99 (input both codes).

13FC006800

FFABEB4E71

Unlimited energy player one.

LETHAL ENFORCERS

FFA09F0005

Infinite lives for player one.

MORTAL KOMBAT

FFAB310001

Fight before 'Fight'.

FFAB890003

Fight after you win.

GRIND STORMER

UNLIMITED CONTINUES

To get unlimited continues, go to the title screen, hold down buttons A, B and C and press START 100 times. Then, go to the options screen and you'll find you can select a new option that's called 'Free Play' in the Credit limit menu.

Kevin Richardson,
New Jersey



SHINOBI 3

INFINITE SHURIKEN

Go to the options screen, put the SE Test to Shuriken and set the number of Shuriken to 00. Then wait a few seconds



and the zero symbols should merge together forming an infinity symbol.

This is the everlasting Shuriken. Press START to use it in the game.



JUNGLE STRIKE

SUB-HUNT IN THE COMMACHE

As you all know, you need the hovercraft to go under the bridge during the Sub-Hunt level. But, if you complete the first two missions (Navy Seals and Power Grid), then switch to hovercraft and immediately go back to your Commache - you'll be able to bust the bridge! Just fly to the top corner of the screen, ram the bridge seven times and then reverse in. Now complete the missions with the Commache.



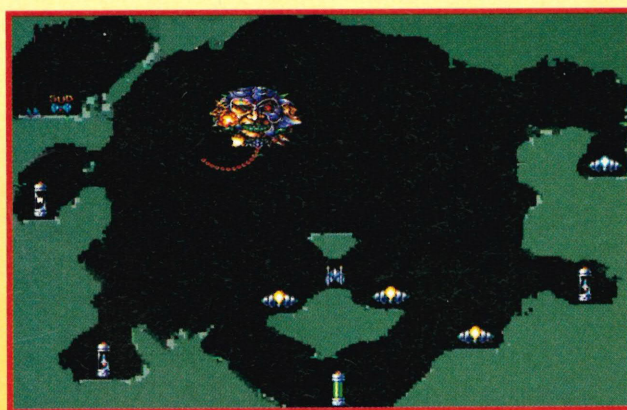
The aliens have invaded a vital subterranean mining colony, and now the miners are reliant on your light-speed reflexes and total concentration. Fly the prototype fighter built to tackle the nine deadly caverns of the underworld, and rescue all the sub-modules and troops.

Subterranea is a reincarnation of *Thrust* – and what a superb shoot-'em-up it is too! Some of the levels are hard, some are simple. With no continues though, restarting can be heart-breaking. Mark Hill eases the pain with a few hints and tips on one of the year's big titles. Welcome to the war down under...

SUB TERRANIA

TIPS: LEVEL GUIDE

LEVEL 2



After a tame opening, level two offers far more explosive and skilful gameplay. The first thing you should do from base is travel to the right gate, destroy it with normal firepower, and then duck in and nick the ten missiles (needed for the guardian) while avoiding the alien guarding the cavern. Next, go to the bottom of the play area and collect the 'Green' fire-power from the Weapon Enhancement pod. Now you are twice as powerful with missiles as well!

After this, go to the bottom left of the play area and find another ten missiles, then destroy the left gate just above and nip into the cavern to grab a much-needed extra life. Now you are ready to continue and tackle the guardian.

The huge guardian can be tricky, but as you've got the most sensible fire-power (Green), the job should be quite easy. Hit the ugly space-junkie with all your guided missiles, and then position yourself to the left of right of his head. As gravity slowly pulls you downwards, shower your bullets in an arc onto his head. Don't thrust too much – keep a steady control. If your shield is low, find the Replenisher that's in the top right of play area (see map) for a half-time top-up!

When the guardian finally breaks-down and drops like a sack of spuds onto a ledge above base, the section dividing the main cavern from the SUB and captured colonists will disappear. Pick up both and return to base. Done!



Through the right gate you can pick up ten missiles.



Destroy the left gate to find a much-needed extra life.

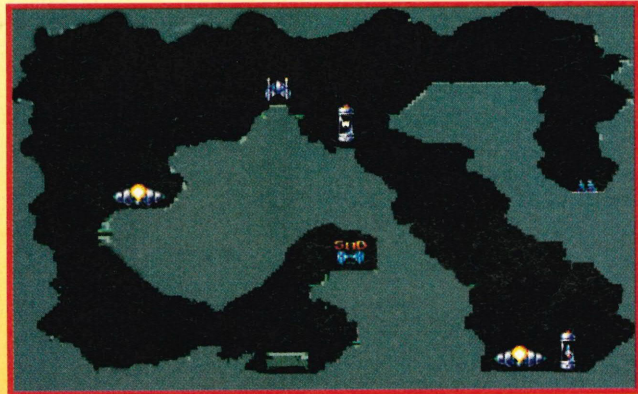


Use green fire-power on this big ugly space-junkie.



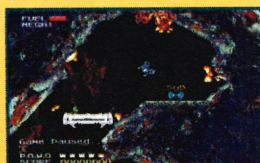
The SUB and troops can now be picked up.

LEVEL 1



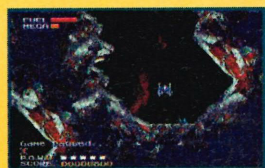
Now you aren't likely to find many problems with this level. It's really easy! If you've ever played *Thrust*, getting to grips with the gravity factor will take some time. If not, level one is perfect for practicing. The best handling advice is this – move your craft with short bursts of thrust to save on fuel, and take the most direct routes since fuel supplies are limited. You can see from the map that there's plenty of space to go on a test-thrust!

From base, fly to the SUB whilst dealing with the mobile platforms. Shoot them so they'll move out the way, and keep out of their path too – they can zap your energy if you get stuck! After this, fly up and around to the far right of the map and pick up your miners before returning to base.



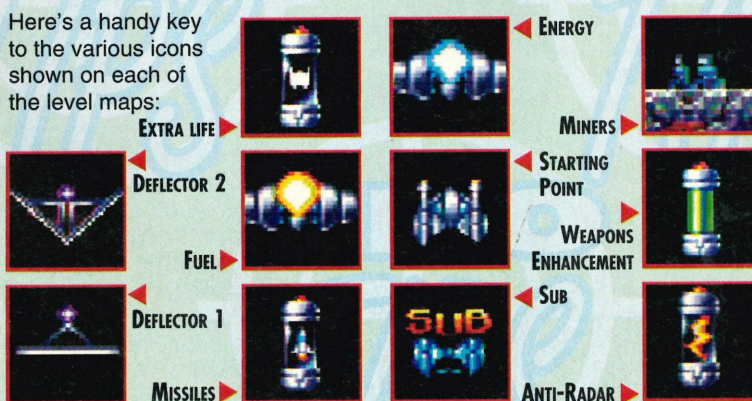
Simply shoot the mobile platforms to get by.

Picking up your mates has never been so easy...



KEY TO POWER!

Here's a handy key to the various icons shown on each of the level maps:

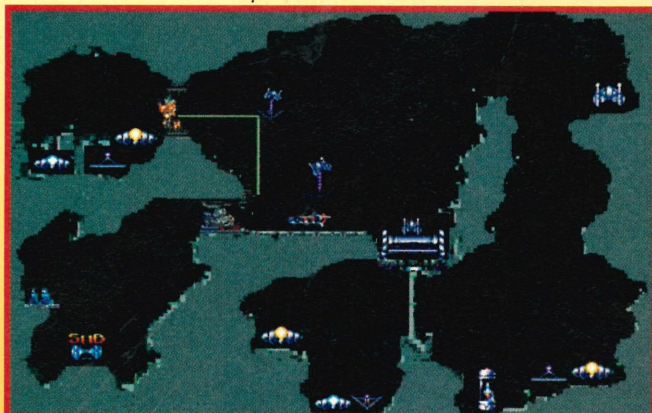


CHEATS

Here are a couple of codes to help you crack the underworld:

FF00350005
INFINITE LIVES.
FF5ECD0027
INFINITE ENERGY.

LEVEL 3



This is the most constructive and enjoyable level yet! It's also tricky, and can prove to be frustrating if you're not sure how to reflect the big laser! Starting from base, drop straight down to find a deflector. Pick this up and take back up the cavern channel, and left to the truck and laser machine. Suspend the deflector over the



Detect the laser like this to bust open the gate below.



truck (precision is not vital), and simply drop it. The deflector will automatically attach itself to the truck.

Once the deflector is in place, land on the metal platform just to the right of the truck. After a couple of seconds, the platform will drop under your weight, and open the dividing beam below. You can now fly back past base, and then

turn left where you found the first deflector to access the now open cavern.

In the new cavern, first pick-up the new triangular deflector, then replenish your energy just to the left of this. You may find that you've got a fair amount of fuel left, but as the next task requires a fair amount of thrust, you're better off getting the fuel supply (just above) first.

Take the triangular deflector back around to the laser machine. Now you face the toughest challenge this level has to offer. Ignore the group of space-bandits circling the area just position your craft and suspended the deflector above the truck with the first deflector. To bust open the dividing gate to your left, ensure you are suspending the deflector at the correct height. Now, if your positioning is correct, the laser beam will bounce



Once through the gate, destroy the space station.



The third deflector will destroy the laser generator.



vertically upwards off the truck, and then turn 90° left to smash through the gate (see map). Clever stuff!

When you enter the new cavern through the gate wreckage, start shooting at the space station. Clear all the debris to uncover a Shield Replenisher and yet another deflector. Don't forget the fuel either – you should need it by this stage!

With this third deflector you can destroy the laser generator. Position yourself in a vertical line above the truck as before, then watch the laser beam bounce back on itself, and effectively blow itself to pieces! Now enter the cleared channel to find the SUB and miners. You can now return to base to finish the job.

LEVEL 4



This level requires skilful manoeuvres on your part to survive. Starting from base, the route upwards is narrow. At the top you'll find a Weapons Enhancement pod. Select 'Blue' as your fire-power. Tanks explode on just one hit from this and the guardian will be easier to defeat.

Find the big beast, known only as 'The Thing' in the middle of the play area. Go for his head and attack as you did with the guardian on level two. When you've won the fight, find the SUB. It's hidden somewhere under all the space



structures assembled in the rock. You'll find it below the defeated guardian, in the bottom-left corner. Clear all the space junk away to pick it up.

The miners are waiting for you in the bottom-right corner of the level. Pick up the fuel supply in the top-right corner first, then go straight down to

find them. If you're looking for an extra life, there's one shown on the map. Like the SUB, this is hidden under part of the wrecked space structure – just blast your way through to pick it up. When you've done this, return to base.

LEVEL 5



The big problem with this level is fuel – there's only one supply! Your objective is to destroy the power station located in the bottom-right of the play-area. From base, go to the top-right corner of the play-area (see map) to find the Anti-Shield Fire power-up. Now you can bust through the power station's force field!

When you've cleared the shield, destroy the station and uncover a spiked ball. Now pick up the ball like you would a deflector and carry it over to the far left of the play-area and drop it

on the large mutant beetle creature. As this ball is so heavy, you'll need more fuel. Get the one fuel supply directly above the

remains of the power station en-route to the creature.

The creature will explode and you'll be able to pick up the SUB. Now pick up the two sets of miners, ensuring that you don't shoot them first. Once this is done, return to base to complete the mission.



Catch the remaining four levels to this *Subterranea* solution guide in next month's issue!



FFCB020001

You can be the Reptile if you select Sub-Zero or Scorpion for player one.

FFCC020001

You can be the Reptile if you select Sub-Zero or Scorpion for player two.

SONIC 3

FFFFB10007

FFFE210063

Use with above code.

STREETFIGHTER II

FF80710000

Player one can't be dizzy.

FF82F1000

Player two can't be dizzy.

FF80430000

Player one dies on one hit.

FF82C30000

Player two dies on one hit.

FF80BC000A

Player one fireballs faster.

FF833C000A

Player two fireballs faster.

TEENAGE MUTANT

HERO TURTLES:

TOURNAMENT FIGHTERS

FF89110000

You always win.

TOEJAM AND EARL 2

FFA92D0010.

VIRTUA RACING

0202EA6606

Lets you play the Japanese version on US machines.

FFD0550063

Time is always at 99 seconds.

FFD30C0001

Player one's race position is always first.

FF902B0004

FF902D0004

Only one lap for each race.

FFFDC80080.

Practice reverse races.

ZOOL

FFEA670005

Infinite lives.

FFEB6900BD

Stops the clock.

FFED530003

Permanent health bar.

FIFA INTERNATIONAL SOCCER

SCORING TIP

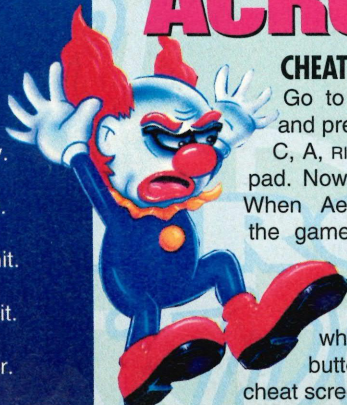
Richard Dixon of Lowestoft has found a tip for FIFA that you may find useful. When playing a game he often found himself taking 25 shots at goal before scoring. Now it only takes him two or three shots! Why? Well, he reckons that by taking a shot without putting any angle or swerve on the ball, he can hit the back of the net, no problem. Leaving the D-Pad alone and hitting the ball straight at the keeper is a good policy, but he does say the type of keeper in goal makes a difference too. Well, its a method you can try. Mr Dixon claims he's not lost a single match since discovering this tactic - he managed to beat Italy 8-0 with Chile!



AERO THE ACROBAT

CHEAT SCREEN

Go to the options screen and press C, A, RIGHT, LEFT, C, A, RIGHT, LEFT on the joystick. Now start the first level. When Aero appears, pause the game and press UP, C, DOWN, B, LEFT, A, RIGHT, B. Now keep the game paused whilst holding down buttons A and C. A cheat screen will come up.

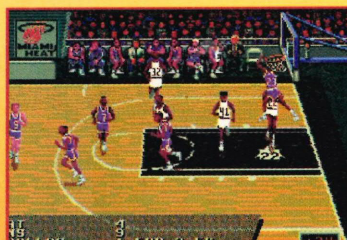


NBA SHOWDOWN

EXCLUSIVE CHEAT!

Here's a superb cheat that'll make the CPU players look really stupid! First start playing a match, then pause the game and press button B. Then unpause the game... and then pause it again and press B again! Change the controller option to CPU's team, then go to the defensive match-ups and make every CPU player mark the same person. Then change the controller option back to your team. When you unpause the game, and start to jam, guess what? Every CPU player follows one of your players like a pack of zombies! This leaves you with all the time and space you need to dunk, and dunk, and dunk...

Russell Underhill, Waterlooville



VIRTUA RACING

MIRROR COURSES

As we all know, there are three 'reverse' courses you can race on in Virtua Racing providing you win all three normal courses on a medium of difficult skill setting. Winning a race is a tough challenge though, so with this cheat you can play the mirror courses as soon as you switch your console on!

When the Sega logo flashes up, press and hold A, B and UP simultaneously, then press START (always holding these buttons down). The 'mirror' mode will then be activated so that you can start racing the reversed courses. The new 'sixth box' with words written backwards will appear on the main options screen.

Steven Marke, Peterborough



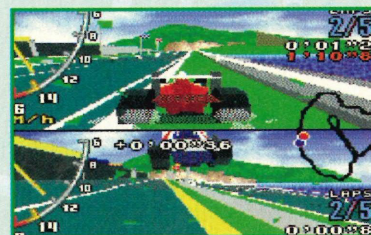
BOB

VARIOUS CHEATS

Change the second digit to 9 on any valid password of EA's Bob, and you will start playing with 75 single shots, 25 for every other weapon, 6 lives, 4 trampoline remotes, and 1 of every other remote. Not bad, eh?

- | | |
|----------|--------|
| 1 | 171058 |
| 2 | 950745 |
| 3 | 472149 |
| 4 | 672451 |
| 5 | 272578 |
| 6 | 652074 |
| 7 | 265648 |
| 8 | 462893 |
| 9 | 585172 |
| 10 | 743690 |
| 11 | 103928 |
| 12 | 144895 |
| 13 | 775092 |
| 14 | 481376 |

Tom Chamberlain, Nottingham



EA SPORTS
ELECTRONIC ARTS

ELECTRONIC ARTS CART WINNER

-MODE SELECT-

Virtua
Racing

Free
Run

2Players
VS.

Records

Options

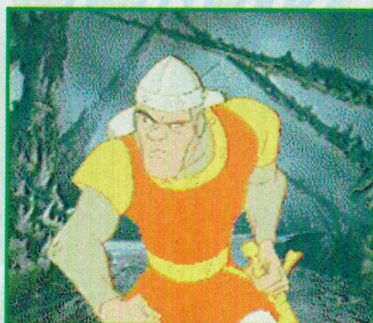
mirrV
racing



MEGA CD DRAGON'S LAIR

GUIDE

Here are the moves to help you finish *Dragon's Lair*. Most screens come in the order listed – for the rest refer to the description.



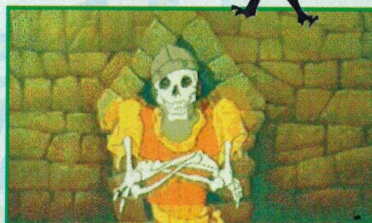
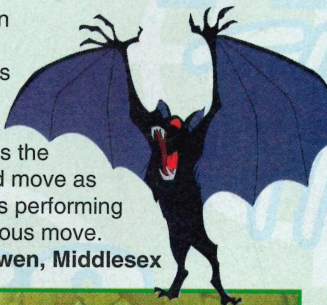
† Use sword.
* In these scenes, left and right directions can be reversed.

DRAWBRIDGE†, UP
END OF CORRIDORRIGHT
DRINK MERIGHT
TENTACLES FROM CEILING
†, UP, RIGHT, DOWN, LEFT, UP
BUBBLING OOZEUP, †, †, RIGHT
SNAKE ROOM†, †, RIGHT
THRONE ROOMRIGHT, UP,
RIGHT, RIGHT
SLIDING STAIRS
LEFT, †, LEFT, LEFT
WOODEN PLATFORMSUP, UP,
†, RIGHT
FLYING HORSE*LEFT, RIGHT,
LEFT, RIGHT, RIGHT
CLOSING WALLUP, UP
CHEQUERED FLOOR KNIGHT*
LEFT, RIGHT, UP, RIGHT,
LEFT, RIGHT, LEFT, †
ROLLING BALLSDOWN, DOWN,
DOWN, DOWN, DOWN, UP
BATS†, LEFT, LEFT, †, LEFT
THE GIDDY GOONS
†, RIGHT, UP, †
THE SMITHY* ...†, †, †, RIGHT, †, †
THE LIZARD KINGLEFT, RIGHT,
RIGHT, RIGHT, RIGHT, RIGHT,
UP, †, LEFT, RIGHT, DOWN, †
HAUNTED HALLWAYUP, †, UP,
†, LEFT, †
SPINNING BATONS UP, †, DOWN, UP
POOL OF WATER* ALEFT, UP, RIGHT,
UP, LEFT, UP, †, UP
CHEQUERBOARD CORRIDOR
DOWN, UP, LEFT

PHANTOM HORSEMAN .LEFT, LEFT,
RIGHT, RIGHT
THE FIRE ROOM ...RIGHT, DOWN, UP,
LEFT, LEFT
LAVA FIELD OF MUDMEN
†, UP, UP, UP, UP, UP, UP, UP
THE ROUND CAGEUP, UP, LEFT
RAPIDSUP, UP, UP, UP
WHIRLPOOLSRIGHT, LEFT, RIGHT,
LEFT, RIGHT
THE DRAGON'S LAIR UP, LEFT,
LEFT, DOWN, DOWN, DOWN, LEFT,
UP, DOWN, RIGHT, †, †, LEFT, †

Note: in some screens you'll need to press the desired move as "Dirk" is performing a previous move.

Neil Owen, Middlesex



SONIC CD

ID QUIRK

Whoops! First we have an apology to make. If you read our tips section in issue #31 of SEGAPro you would of seen a Sonic ID Quirk cheat for *Sonic 2* on the MD. This cheat was meant to be in our CD section. It's for *Sonic CD*, not *Sonic 2*! If you missed out on issue #31, then here is a similar set of ID Quirks:

Do the sound test cheat by pressing up, down, down, down, left, right and button A. Three options should appear: FM, PCM and DA. Use the following combinations to activate the following things...

FM	07	PCM	07	DA	07	SECRET SPECIAL STAGE
FM	42	PCM	04	DA	21	SINISTER LOOKING SONIC
FM	42	PCM	03	DA	01	COOL SONIC
FM	44	PCM	11	DA	09	VERY NICE SONIC
FM	46	PCM	12	DA	25	HUMAN FACE SONIC

Stuart Brown, Warminster

PRO TIPS PRO TIPS

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• NES • CD 32 • NEO GEO • ATARI JAGUAR • MASTER SYSTEM •

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ALL FORMATS CHEATLINES JUST SAY "YES" FOR YOUR SYSTEM

0891 101 234

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JUNGLE/DESERT STRIKE.....0891 445 953
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GUIDING LIGHT COMPUTER SERVICES LTD,P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW
If you are under 18 please ask permission to call. Maximum call charge at peak rate £3.68. Calls cost 39p per min cheap rate, 49p per min at all other times.

COSMIC SPACEHEAD

PASSWORDS

BKPETEREEWILLIAMS9X
Cape carnival.
C3ZETERADEWILLIAMS6X
Passport control.
CVC3TEEALDWILOIYMST4
Dodgey City.
SSCLJEE6WWWILS8VM76Q
Caves.
SSH4EE6WW8ILSW8M7TW
No Man's Causeway.
DGHF4FE6WWLILRW8MM19
Staff Room.
DGHFCFEWWLWLRW8IM6H
Kitchen.
DGHFFFE6WWLJLRWFIDOL
Space Station.

Jonathan Nickson,
Newcastle



MORTAL KOMBAT

Invincibility player 1.
00C48848
Invincibility player 2.
00C48A48
Starting point.
00C424XX
Replace XX with:
00 for first fight.
01 for second fight.
02 for third fight.
03 for fourth fight.
04 for fifth fight.
05 for mirror match.
06 for enduro 1.
07 for enduro 2.
08 for enduro 3.
09 for Goro.
0A for Shang Tsung.
15 for end sequence.
(turn code off when you've selected you starting point).
One hit win.
00C41415
Opponent starts one round up.
00C41215
You start with one round won.
00C41015

MASTER SYSTEM





INDIANA JONES AND THE LAST CRUSADE

00C98806
Unlimited lives.
00C9C230
Protection from falls.

MICKEY MOUSE LAND OF ILLUSION

00C09F03
Unlimited lives.
00C09902
Infinite energy.

ROAD RUNNER

00C02902
Infinite lives.

STREETS OF RAGE 2

00C98617
Infinite energy.

TAZ-MANIA

00C3097F
Infinite spin.

VAMPIRE MASTER OF DARKNESS

00DFBA03
Infinite lives.
00CA3A20
Infinite energy.

CANYON - BLUE

Use Green. Go right, jumping from ledge to ledge. Pass the first door and continue right when you see a second door. Jump up onto the ledge (a really high jump), and continue right past two more doors. Now you'll find an item container holding the Transport Marker. Continue all the way right to find a red arrow pointing to the right. Follow this to find the boss.

BOSS: ARMOR DILLO

Use Green. Hit the boss in the face with your shuriken. Stand next to him and when he turns into a ball, jump and somersault over him as he rolls to the opposite side of the screen. Then, he will shoot missiles from his back. If they come straight at you, jump over them. If they go towards the ceiling, stay where you are to avoid them. Repeat this process until the boss is defeated.

(Now that you have saved all the

MEAN BEAN MACHINE

END SEQUENCE

To see the end sequence in puzzle mode, enter the following password:

RED, GREEN, STAR, STAR.

To play against Dr Robotnik straight from the start, just enter this password:

YELLOW, RED, GREEN, BLUE



ECCO THE DOLPHIN

PASSWORDS

ESBBJ	Medusa Bay.
UACFV	Undercaves.
SFVYD	Ridge Water.
IIESB	Open Ocean 1.
MOFSB	Cold Water.
GSRYG	Open Ocean 2.
EYHSR	Deep Water.
KCROI	Forever City 1.
SOFYJ	Origin Beach.
ESKWF	Dark Water.
KWOKM	Forever City 2.
IKOSS	The Tube.
GWOIP	The Machine.
AWQGW	The Vortex.



SHINOBI II TIPS GUIDE: PART 2

Ninjas, go back to all the levels and retrieve the crystals).

CASTLE - PINK: CRYSTAL LEVEL

Go right through the door, then change to Yellow and drop to the right. You will land on top of the water. Walk to the left across the water, drop down, and get the heart on the bottom right of the screen. Then, head left and drop down and go right through the door. Change into Blue and swing right to the door. Change into Yellow and go down and towards the left across the water. Continue left and somersault over the wall to find the Crystal. The water level will drop so you can head right to the door. Go back through the door and take the door on the left. Climb all the way up to the top and then go through the door.

BUILDING - YELLOW: CRYSTAL LEVEL

Use Blue and head to the upper right corner, swinging across the gap. Enter the door and go right and down to another door. Search for items and power-ups as you get to know the room. On the far right side, you will

find a large gap in the ceiling. From there, climb up and to the right to get into the top of the hole (use the pegs to get up). Fall down the hole and to the left to find an item container with the Crystal in it.

CANYON - BLUE: CRYSTAL LEVEL

Go right to the first door. Enter and you should be in a U shaped room. Change into Yellow and walk on the water to the door in the upper right corner. Enter the door and drop down and head right. At the end, drop down and head left. At the end, drop down and head right. In the far corner, you will find the Crystal. Once you have the Crystal, head back to the left and climb up the mountains while avoiding the falling rocks.

FACTORY - GREEN: CRYSTAL LEVEL

Head to the upper right corner of the door. Go right into the dark room and enter the next door. Drop down and go right to another door. Enter the door and you will find another door. Enter that door and you'll find yourself in a big room. Head to the upper left

REN AND STIMPY: QUEST FOR THE SHAVEN YAK

PASSWORDS

AURGHH	Stinking Dry Desert.
ZONNNK	Stinking Wet Bayou.
YYYOWW	The Perilous Mount Hoek.
ZOWCHH	The Great Frozen North.



corner and through the door. Head left to the edge of the ledge and use Green. Jump and somersault to the left. The object is to land on the ledge above you on the left hand side. Take the door here and you will be in a room that will turn dark. Use Blue's magic to get up to the left container to find the Crystal. The exit for this round is in the big room on the right side.

ENEMY'S BASE

At the beginning of every scene, there is a letter on the door. Those letters are the ones used on the map.

SCENE A:

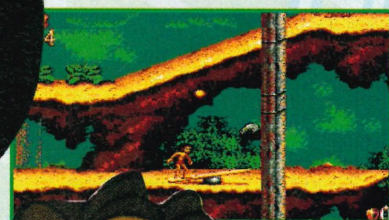
Use Red. Walk and jump to the right. Door goes to Scene B.

SCENE B:

Use Pink. Drop down and land on the ledge below you. Jump and stick to the bottom of the moving platform. Repeat this procedure throughout the whole scene and you'll eventually you'll reach a part with two moving platforms. Take the one to the right and jump and stick to the ceiling. When the other one comes, drop off the ceiling and take it to the right to the door. The door goes to Scene C.

SCENE C:

JUNGLE BOOK



LEVEL SELECT

Ok, we've already printed this level select once, but still the letters requesting this cheat come flooding in. Ok, so here it is again. When the Walt

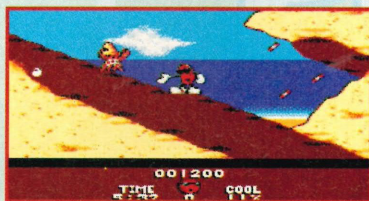
Disney logo fades away, press UP, DOWN, UP, DOWN, LEFT, AND RIGHT on the D-Pad. You will hear a jingle. Go to the options screen and change them to your liking. Then exit and go to the start. Press left and right on the D-Pad to select a level.

CHEAT SCREEN

Go to the options screen, point the arrow at the 'music' option and press UP, UP, UP, DOWN, DOWN, DOWN, UP, DOWN, UP, DOWN. A cheat screen should come up allowing you to skip levels, give yourself infinite lives and become invincible!

Neil Wilcock, Kent

COOL SPOT



Use Green. Head right and break the barriers with magic. If you take the top route, you will find a 1-up, but the bottom route is easier! The bottom door goes to Scene E, and the top goes to Scene D.

SCENE D:

Use Blue. Go all the way down, using the pegs to avoid the spikes. The door at the bottom goes to Scene F.

SCENE E:

Use Green. Head right, somersaulting onto the next moving block. Stay on the bottom blocks as much as possible, as a perfectly timed jump and somersault will land you onto the next one. The door on the right goes to scene G.

SCENE F:

Go right, avoiding the moving electricity. The top door goes to the Armour Dillo boss, while the bottom door goes to the Spider boss. After you defeat the Armour Dillo boss, you will be put in Scene L. After you defeat the Exo-Skeleton Spider Boss, you will be put in Scene M.

SCENE G:

Use Green. Go right to avoid the swinging balls. The bottom door goes to the Giant Robot boss. The top door goes to the Giant Worm boss. After you defeat the Giant Robot, you will be put in Scene O. After you defeat

the Giant Worm, you'll be put in Scene N.

SCENE L:

Go right, jumping all the way from ledge to ledge. Use Blue's magic if things get tough. The door on the right goes to Scene P.

SCENE M:

Use Yellow. Go right, and when the waves take you up, pull down on the controller. The door on the right goes to Scene P.

SCENE N:

Use Blue. Go up, using a ninjitsu. Then, head right using two ninjitsus to get to the door. The door leads you to Scene Q.

SCENE O:

Use Green. Jump up the tree all the way to the top door. Don't stop to pick up the item boxes. This door will lead you to Scene Q.

SCENE P:

The bottom door goes to scene F, the top door goes to Scene R.

SCENE Q:

Use Green. Go all the way to the right. The top door goes to scene G, while the bottom door goes to S.

SCENE R:

Use Yellow. Head right, ducking to avoid the enemy fire. The bottom door goes to scene G, the top door goes to Scene T.

CHEATS/TIPS/HELP/CHEATS/TIPS

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SCENE S:

Go up through the little maze while avoiding the boulders. The door on the left goes to Scene F. The door on the right (it will open the second time in that room) goes to Scene T.

SCENE T:

Use Green. Use the ledges to get over the spikes where you can. Where you can't, jump and somersault and change to pink. Use Pink to stick to the ceiling and go to the next set of ledges. The door goes straight to the last room!

SCENE U: THE FINAL ROOM

There are five doors in this room. One in the upper right, and four at the bottom. They are marked on the map as UR (upper right), FL (far left), L (immediate left), R (immediate right), FR (far right). Door FL goes to the Blue's Boss; door L goes to the Yellow's; door R goes to the Pink's; door FR goes to the Green's. Once you have beaten all the bosses, the door in the upper right will open. This door leads to the Red's boss and the last boss. Each of the bosses requires ten hits to defeat.

NOTE: Each boss has a certain pattern. Watch and learn the patterns to help you defeat them.

DOOR FL:

Use Blue. Stay close to the boss and continuously attack.

DOOR L:

Use Yellow. Use the magic (to make you invincible), then continuously hit the boss.

DOOR R:

Use Pink. Stay close to the boss, hitting him while avoiding the bottles he throws.

DOOR FR:

Use Green. Wait for him to land, then hit him. His pattern is the easiest to pick up on.

DOOR UR:

Use Red. Walk towards him and duck. Then, hit him and jump to avoid his attack. Eventually, he will change patterns. Keep hitting him until defeated. Once he is defeated, he will turn into the final boss!

FINAL BOSS:

Use Red. This mean boss attacks in three different ways. Firstly he'll throw out the flame ball - just as the worm does. Secondly, he'll shoot waves of electricity from his mouth, and finally, he'll shoot bolts of lightning. Avoid the ball as usual, duck for the wave of electricity and move left or right for the bolt of lightning while hitting his mouth.



Are you stuck on a Sega game? Lots of gamers out there are because the Prohelp post box is always overflowing with mail for all formats and all kinds of games. If there's a certain section of a game you can't suss out or you'd like a cheat then drop Nick Roberts a line at:

PROHELP
SEGA PRO
 Durham House
 124 Old Christchurch Road
 Bournemouth
 BH1 1NF

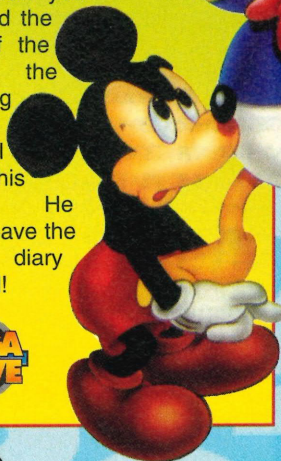
QUACKSHOT

Q Please help me! I can't get past the Viking boss on *Quackshot* (the one who keeps falling apart). I've tried all weapons but without success. Please tell me how to do it before I go mad!

Amanda Geww, London

A No problem Amanda. Anything to help a damsel in distress. The evil Viking captain's weakness is when he bares his head. If he throws an axe, duck or jump accordingly and then leap up and shoot at his head while you're in the air. If you've timed it right, you'll smash him in the face and he will fall to pieces before being able to reassemble and attack again.

Alternate between the left and right of the section, depending on which side he chooses to stand and do his stuff. After smashing him in the face with ten hits, it's all over. Now you have rid the ship of the ghosts the Viking captain will reveal his secret. He didn't have the Viking diary after all!



SHADOW OF THE BEAST

Q I am stuck on *Shadow of the Beast* for the Master System. I can get past nearly all of the bosses except the evil one himself, Maletoth the Beast Lord. Every time I attempt to hit him he gets me with his club and if I don't attempt to hit him, he still gets me when he digs his club in the ground. So please help me.

Thomas Lansley, Timbersbrook

A I can't tell you exactly how to kill the Beast Lord, Thomas, but I've got a couple of tips for you that might



help you to collect a few more lives before you go to visit the nasty creature. At the start of level three you'll find a well. If you drop a coin down it you will be rewarded with an extra life. The high-jump potion will help you get past the monster at the end of level four as long as you've also got the gun. The jet-pack and mask can be found outside the entrance to level five. Put both of them on before entering or you will die instantly. I hope this is some help.



ZOOL

Q I am writing to you to see if you have any tips or cheats for *Ren & Stimpy*, *James Pond 3*, *Paperboy 2* or *Zool*. I hope you do. Thank you.

Michael Donoghue, Middleton

A Wow! You don't want much really do you Michael? Let's have a look through the archives of SEGA PRO to see what I can find to help you. Well, there's a password, save game and warp cheat for *James Pond 3*. This password gives you all agents rescued, all cheese mines destroyed, three stiltonium machines destroyed, five treasures collected and six lives with a maximum of five hits on each. The password is: Blue skull, red moon, red moon, red UFO, green rocket, yellow cake, red star, blue hand, red moon, yellow bottle, red book, green heart, green mushroom, yellow dog, red fish, blue mushroom, red boot, red fish, blue sweet and red pickaxe. To save the game at any time go to a boss stage and defeat it. The easiest boss is



KID CHAMELEON

Q I am writing to you about the Sega Mega Drive game *Kid Chameleon*. Can you give me any cheats to get me past the level 'The Crystal Craggs II'. I would be very grateful, you are my last option you see. I have asked over 150 people and been in about 27 shops. There's nobody out there who can help me. Please, please will you try?

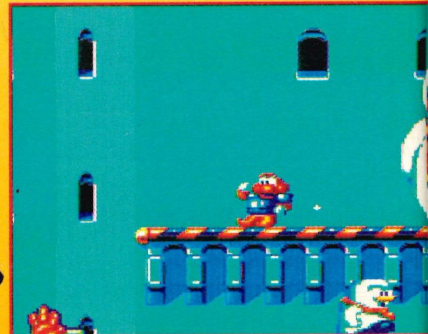
WC Francis, Manchester

A Well WC (is that your real name, you poor thing) you should have come to me in the first place, shouldn't you? I don't have any cheats for *Kid Chameleon* but I have got the complete solution to The Crystal Craggs II level.

Go right until you come to some bricks blocking your way. Get the red Stealth mask in the block just before and then start destroying all of the bricks around the hole in the ground.

the Mush-beast. To warp to the final boss, go to the far top-right of the map and play through the Neapolitan Peninsula level. At the end use the spring boots to bounce up high next to the exit to find the secret piece.

On the Gremlin classic *Zool* I've got lots of cheats. First, start playing the game, then select PAUSE and hold down the START button. Keep START pressed down and input the following using the D-pad and ABC buttons... To get one extra life - DULLARD: DOWN, UP, LEFT, A, RIGHT, DOWN. To set the energy to six (but only three will be displayed) and add 30 to the time - BARRACUDA: B, A, RIGHT, RIGHT, A, C, UP, DOWN, A. To activate the level select - CRAB-BALLAD: C, RIGHT, A, B, B, A, LEFT,



Inside there are some prize blocks, walk onto the platform and go right towards the wall. Go through the hole and collect the first prize block you come across. Now you will see two others above a disappearing platform; be sure to collect these blocks as they contain an extra life and a continue. Head right and enter a cavern. If you have the sword, smash through the blocks here and kill the bad guy waiting for you. This area contains prize blocks galore so make sure you jump in every corner to find them all. Retrace your steps to get out into the open again. Use the rubber blocks near the entrance to the hole to get some extra height and reach all the platforms above. The way out is to keep walking right and destroy all of the blocks to fall downwards to the flag.

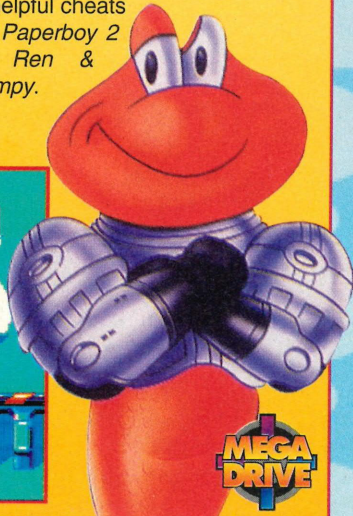


JAMES POND 3



LEFT, A, DOWN (On releasing the START button the first two digits can be set to the world and the level numbers. Press A + B + C while paused to return to the title page and the game will start on the requested level). For maximum energy and time try - RADAR-BLUR: RIGHT, A, DOWN, A, RIGHT, B, LEFT, UP, RIGHT.

Sorry, but I couldn't find any really helpful cheats for *Paperboy 2* or *Ren & Stimpy*.



T2 - THE ARCADE GAME

Q Please could you help me. I am stuck on *Terminator 2 - The Arcade Game* on the Mega Drive. The stage I can't get past is stage three, I can not seem to get past the car part. Please could you help me? Please, please, Prohelp!

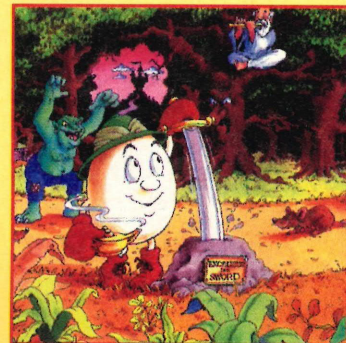
Robert Newton, Ipswich

A Here's a little cheat that might help you out Robert, the only thing is you'll need a rapid-fire joystick or joypad to make it work. All you've got to do is activate your rapid-fire and your gun will never over-heat. This is effectively an infinite gun cheat. Perhaps this will help you get past the car.



FANTASTIC DIZZY

Q You are my only hope in preventing my imminent insanity. I am a keen Sega gamer but have been literally tearing my hair out for the past few months trying to solve the otherwise excellent and massive adventure game *Fantastic Dizzy* on the Game Gear. I have phoned the help-line supplied with the game which did help to a certain extent, but the information given is very rapid-fire and a touch confusing to say the least.



I have collected most (but not all) of the objects in the first part of the game (golden egg, can, crossbow, etc.) but am stumped as to what to do now. Am I missing the blindingly obvious, or are the clues too subtle for me? I am finding it difficult to complete any further than this with only three lives and in the absence of any save facility would love to know if any infinite lives or level select cheats exist. Failing this I would be forever in your debt if you could possibly let me have a few pointers before I go completely bald.

Anyway, keep up the all good work with your excellent reviews and tips magazine.

Mark Anniss, Stoke

A Between them Dizzy and Sonic account for 90% of the letter I get sent. People always seem to be stuck

somewhere in the game. For you Mark, the best thing I can suggest is to collect the ham from underneath the tree house. Drop it near the charging monster to make him run off for a snack. Now collect the bag of gold coins from next to the waterfall and give them to the guard in the first door you come to in the town. He will move out of the way. Now you have opened up the way to the streets where you'll find lots more objects and more tricky puzzles to solve...



CAN YOU HELP?

Here's a strange letter from Chris Moore of Shanklin on the Isle of Wight. Either he's found an amazing cheat for *Mortal Kombat* on the Mega Drive or he's gone completely stark raving mad! If you think you can help him out, or you know a good psychiatrist who could help, then write in to the usual address. You could win yourself some SEGAPro goodies for your trouble.

Q Could somebody please help me? I own *Mortal Kombat* on the MD. I can complete the game easy but I am having trouble getting to Reptile Man. I have put the D, U, L, L, A, R, D cheat in, activated flag four and made sure I would go to the pit first time. I made it easy as I put the two-player game in. When I started the match. I saw Santa Claus go past, then I saw a UFO

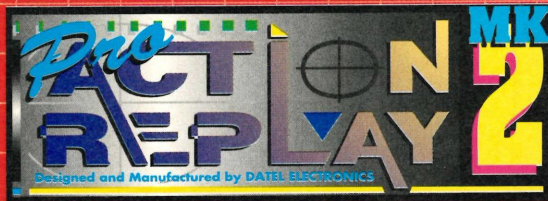
go past. I didn't use a block or lose a drop of energy. I finished my opponent off with my death move. I reset the machine then saw Peter Pan, Wendy, John and Michael, a witch, a rocket and a Zeppelin hot air balloon sailing past. I have tried this hundreds of times but Reptile Man has not come down yet. Please help me.



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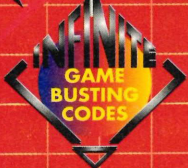


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Mega Drive games. Ecco £22, Superman £20, Alisia Dragoon £15, Super Wrestlemania £20. The lot – £75. Wanted... Master System Sonic games 1-2- Chaos. Tel: (081) 886 1691.

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Mega-CD with 13 games for sale, including Lethal Enforcer game and gun, Final Fight CD, Night Trap CD and others. All boxed in excellent condition. £300 ono. Ring Joan on (071) 732 3416.

Master System games for sale: Taz-Mania £7, Pit-Fighter £5, Shadow Dancer £9, Prince of Persia £10. Contact Jonathan on (0506) 415760.

Mega Drive games for sale. James Pond II £25, NBA Challenge £20, Alisia Dragoon (USA) £15, Super Wrestlemania £25, Shadow Dancer £20, Revenge of Shinobi £25. Call (0442) 865270 – ask for Jo.

For Sale: Sega Game Gear with mains adaptor and nine games. All for £160. If interested, please call (0263) 87610 after 6pm only.

For Sale – Mega Drive with two joypads, NHLPA Hockey, Lemmings, Sonic, Super Hang-On and two others. £100. Phone Karen on (071) 607 3531. Buyer collects.

Game Gear for sale with nine games, including Sonic 1 & 2, Fantastic Dizzy and Donald Duck. Everything boxed, very good condition – £175 ono. Call after 6pm on (0690) 760320.

For Sale – Taz-Mania and The Simpsons, Bart vs The Space Mutants, both for Mega Drive. Each game for £20. Tel: (0724) 859213.

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For Sale – Master System with ten great games – £50 the lot. Ring on (0533) 865879.

Mega Drive Streets of Rage £15, Bio-Hazard Battle £20 or I'll swap either for Flashback and chuck in Batman Returns FREE! Call Matthew on (081) 878 3708 – London only.

For Sale – A selection of Sega Mega Drive games: Spiderman £15, Mega-lo-Mania £22, Sonic 1 £9, Quack Shot £16 or will swap for Spiderman/X-Men or X-Men. You can ring Oliver on (0954) 200156. If interested please call after 6pm.

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I will swap my Master System with seven games, two control pads, one gun for your Game Gear or MD with game. Call on (0474) 535545 after 6pm.

Swap Sonic 2 for Super Monaco Grand Prix 1. Please ring (0438) 814845 – ask for Ian.

I will swap Captain America and The Avengers, Ghouls and Ghosts, Super Thunder Blade for Strider II, Batman or Batman Returns. Please ring Andrew on (0634) 672374.

PENPALS

Hi, I'm Lynn and I'm 18. I like the Mega Drive and I guarantee I'll reply. So if you're bored write to Lynn Jensen, 4 Crawford Crescent, Barrmill, Near Beith, Ayrshire, Scotland KA15 1HR. Remember, write soon!

Hi! I'm looking for a penpal aged 10-13 years who's into Mega Drive stuff. Photo if possible. Write to Angela McGough, 4 Miller Fold Avenue, Accrington, Lancashire BB5 0NT.

Hi! I'm looking for an 11-13 year old penpal. Must be a 'silly' male. I'm interested in music, surfing, rollerblading, Sega. Write to: Kirsty Parker, 3 Channel View, Woolacombe, N. Devon EX34 7EQ.

CLUBS

Attention! A brand new Game Gear magazine, Forbidden, is out now. Just send 95p to D Breen, 20 Fenwick Close, Woking, Surrey GU21 3BY.

HELP

Please will somebody give me a cheat for Ghouls and Ghosts, also Jurassic Park. Send to Cupressus, Maypole Rd, Tiptree Essex or ring Ashley on (0621) 818210.

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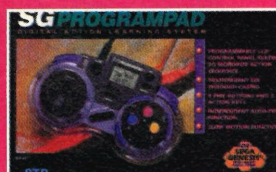


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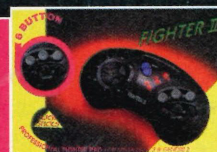
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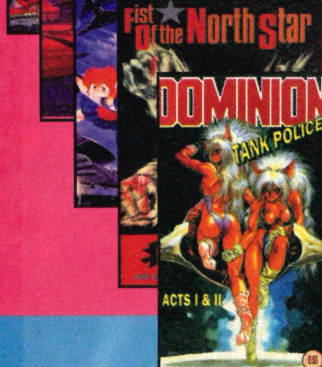
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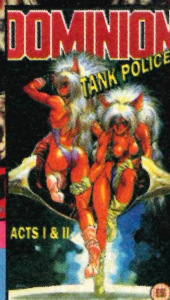
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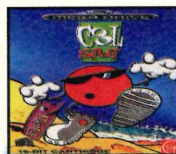
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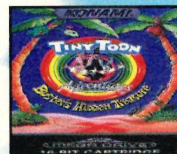
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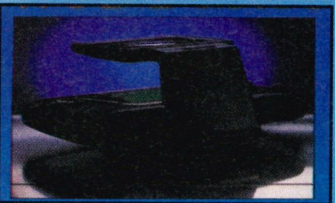
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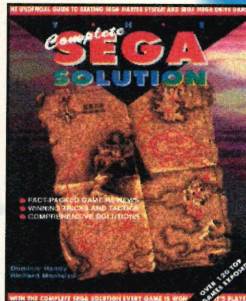
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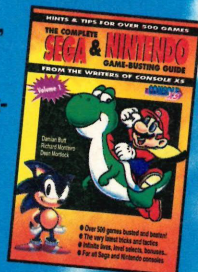
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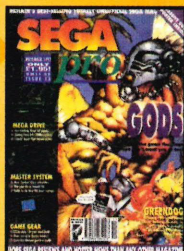
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ISSUE 18 £2.00
Yee-hai! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD)...



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Read the exclusive review of Cool Spot on the Mega Drive inside - only in SegaPro. 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), Spider-Man 2 (GG), The Humans (GG) and plenty more!



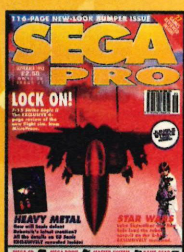
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Be amazed at the eight-page poster pull-out on the most awaited game of the year, Street Fighter II. And then read essential, fact-packed reviews of Marky Mark: Make my Video (CD), Willy Beamish (CD), Andre Agassi Tennis (MD), Captain Planet (MD), Muhammed Ali (MD), Tecmo World Soccer (MD), Home Alone (MS)...



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Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal Kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS) and many more!



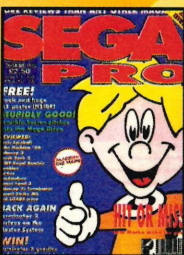
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Amazing new-look SegaPro which comes with an essential Street Fighter II T-shirt transfer (three designs to collect; only one with each issue!) 116-pages of pure adrenalin, 27 full reviews, 4 pin-up SF II posters. Reviews include Devastator (CD), Ecco (CD), Make my Video: INXS (CD), Night Striker (CD), General Chaos (MD)...



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Packed 116-page issue featuring 25 top reviews. Included in the line-up are Silpheed (CD), Bart's Nightmare (MD), Chuck Rock 2 (MD), Fantastic Dizzy (MD), Haunting (MD), Shinobi III (MD), F1 (MS), Wolfchild (MS), Andre Agassi Tennis (GG), Mortal Kombat (GG), James Pond II (GG), Star Wars (GG)...



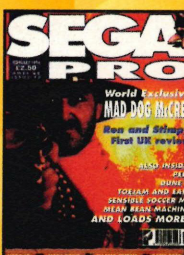
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Packed 116-page issue featuring 27 top reviews. Included in the line-up are Sensible Soccer, Sonic Spinball, John Madden '94, Chuck Rock 2, Zombies Ate My Neighbours, Landstalker, James Pond 3, Desert Strike (MS), Terminator 2 (MS) and loads more stuff that's just too good to mention...



ISSUE 27 £3.25
Packed 116-page issue featuring 21 top reviews. This month we took a squint at the perennial Dragon's Lair, Aero the Acrobat, Lethal Enforcers, Microcosm and the brilliant FIFA International Soccer. But better than that, we announced the best game of the year and provided our biggest-ever free book! Phew.



ISSUE 28 £2.75
There's no stopping SegaPro when it gets in its stride. So we just had to beat everyone to the world's first look at Mad Dog McCree, Ren and Stimpy, as well as in-depth looks at Dune II: Battle for Arrakis, Mean Bean Machine, Sensi Soccer for the Master System and... you'll just have to buy it to find out!



ISSUE 29 £2.75
The big news from Sega this month was the release of Virtua Racing and Sonic 3, two games previewed in-depth to check the hype from the tripe. Also, we gave away free stickers of Tengen's Dragon's Revenge pinball game and checked out Eternal Champions, Micro Machines (MS) and NHL Hockey (CD).



ISSUE 30 £2.75
A new look this month and yet another freebie - this time a cable winder for your joypad. But the main story was the first in-depth look at the Saturn, an exclusive first look at Another World II on CD and an exclusive squint at the mighty Mortal Kombat on the Mega CD! With games like these it's no wonder we're the best!



ISSUE 31 £2.75
There's no messing around this month as we bring you our best-ever tips guide, ProTips Unlimited, compiled by top tipster Jason Johnson himself. We also have the world exclusive look at Space Ace, as well as in-depth glances at RBI '94 and Jimmy White's Whirlwind Snooker (amongst others!)



ISSUE 32 £2.50
More exclusives than you can shake a very long stick at, with the first in-depth looks at The Hulk and Virtual Bart, exclusive reviews of Shadow of the Beast 2 CD, Jammit and Ryan Giggs's Champions, and to round it off, an exclusive look at Argonaut's and Psygnosis's new Saturn games! Sometimes even we wonder how we do it.



ISSUE 33 £2.50
An amazing world exclusive this month as we become the first magazine to take a look at David Perry's stunning new platform game, Earthworm Jim. Plus, we have the latest ECTS gossip, tons of stuff from Psygnosis and Virgin and the first reviews of Wing Commander CD and GP Rider GG. It's too good to be true...

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PRO FILE



MEGA DRIVE

1943

IMPORT
● Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated but still great fun. 64%

688 ATTACK SUB

SEGA
● 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. 68%

ADDAMS FAMILY

ACCLAIM
● With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay for all platform lovers. Only the standard jump 'n' collect concept pulls this down from the likes of Mario. 84%

AERO THE ACROBAT

SUNSOFT
● Get in on the circus act in this platformer. A lot of ideas from other games but you'll still enjoy shooting from a cannon and jumping through the odd flaming hoop. 84%

AEROBIZ

IMPORT
● An air business simulation with some great strategic features. It's a unique offering with mediocre graphics that function very well. Certainly worth a look. 82%

AFTER BURNER II

SEGA
● Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 62%

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 some tough guardians. 73%

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. 77%

ALEX KIDD IN ENCHANTED CASTLE

SEGA
● 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
● May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the greenest beginner. 77%

ALIEN STORM

SEGA
● This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics look pretty good, but it'll all be over too soon. 74%

ALISIA DRAGON

SEGA
● Alisia Dragon is one tough chick. You must help her through eight stages in the style of Vals. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST

SEGA
● The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free - nuff said... 48%

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. 67%

ANDRE AGASSI TENNIS

TECMAGIK
● Each computerised competitor was digitised from real life action. Sprites are well drawn but they move much too quickly. 59%

ANOTHER WORLD

VIRGIN
● Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 91%

AQUATIC GAMES

ELECTRONIC ARTS
● 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
● 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. 65%

ARCUS ODYSSEY

IMPORT
● RPG in the style of Gauntlet. Two players simultaneously vandalise eight graphically excellent levels. There's a much needed password save. 84%

ARIEL: THE LITTLE MERMAID

SEGA
● 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
● 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%

ART OF FIGHTING

IMPORT
● A classic Neo Geo beat-'em-up transformed into a very average MD game. Only for NG fans and those seriously into nostalgia. 67%

ATOMIC RUNNER

SEGA
● 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%

AWESOME POSSUM

IMPORT
● An ecological platformer it may be but awesome it ain't. This is a truly dire game. Recycle the cart - you could use it as an ice hockey puck or something. 25%

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

SEGA
● 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%

JAM

ACCOLADE
● Playable basketball sim that's unfortunately weak on challenge. Only worth a look if you've got three bored mates and a four-way tap. 77%

BALL JACKS

SEGA
● A strange game if ever there was one. Stealing spheres from your opponent's robot starts as fun at first, but soon becomes a futuristic bore and very, very tiresome. 28%

BART VS THE SPACE MUTANTS

FLYING EDGE
● 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%

BART'S NIGHTMARE

ACCLAIM
● Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 75%

BATTLETOADS

SEGA
● This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

BATMAN

SEGA
● This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 78%

BATMAN RETURNS

SEGA
● 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 other Sega versions which isn't saying much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. 82%

BATTLE GOLF

IMPORT
● A golden-olde 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
● Its one advantage over other shoot-'em-ups is toughness challenging even the most 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%

BLADES OF VENGEANCE

ELECTRONIC ARTS
● You've hacked and slayed the legions of darkness before (yawn) but EA give you another chance with this platformer. The scenario is tired but the two-player saves it from complete death. 64%

BLASTER MASTER 2

IMPORT
● A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's just so easy. 62%

BLOCK-OUT

ELECTRONIC ARTS
● 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%

BOB

ELECTRONIC ARTS
● A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 59%

BONANZA BROS

SEGA
● 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 the two-player mode you'll soon have the lot completed. 58%

BOXING LEGENDS OF THE RING

ELECTROBRAIN
● A well put-together fisticuffs package with big sprites and plenty of guts. Just lacks that killer instinct and flashy style. 78%

BUCK RODGERS

ELECTRONIC ARTS
● 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 task to perform. 82%

BUBBA 'N' STIX

CORE DESIGN
● Play delivery man Bubba in this extremely puzzling platformer. The very intelligent gameplay and undeniably top-notch presentation will have you exploring level after level. 84%

BURBY

ACCOLADE
● Guide Bubby around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over lastability. 81%

BUDDKHAN

ELECTRONIC ARTS
● The presentation builds up a terrific atmosphere. It's just a shame that beneath it's only a shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS

ELECTRONIC ARTS
● 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%

BULLS & BLAZERS

ELECTRONIC ARTS
● A very realistic basketball sim - fast and superbly simulated. The wide variety of shots, dunks and slams gives you a great choice of options making the game an extremely playable affair. 89%

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 again. 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
● Vertically scrolling 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
● 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
● 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%

CAPTAIN PLANET

SEGA
● Join the Planetarians in an all too typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless back-ground. 39%

CASTLE OF ILLUSION

SEGA
● If you haven't got this, what have you been doing? This game has absolutely everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. More than this, it's good fun too! 93%

CASTLEVANIA

KONAMI
● Travel to Transylvania to stake out the naughty old Count in this very pretty platformer. Choose to be whip-lashing Johnny Morris (!) or spear-poking Eric battling through countless spiralling levels. 84%

CENTURION

ELECTRONIC ARTS
● 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
● 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. 67%

CHAMPIONSHIP BOWLING

IMPORT
● An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 69%

CHAMPIONS WORLD CLASS SOCCER

ACCLAIM
● Ryan Giggs's endorsement doesn't improve an average footy game. Lacks the precision of Sensi and the passion of FIFA. You'll score a lot though. 80%

CHESTER CHEETAH

IMPORT
● A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at Rocket Knight Adventures for a decent alternative. 35%

CHIKI CHIKI BOYS

SEGA
● This is Mega Twins and it's far too cute and easy. Younger players may find a challenge hidden within, but this platformer offers very little. 44%

CHUCK ROCK

VIRGIN
● Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 79%

CHUCK ROCK 2

CORE DESIGN
● A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 71%

CLUE

IMPORT
● Cluedo, the popular whodunit board game, makes its way onto the MD. Has some failings as other board-to-console conversions. 76%

COOL SPOT

VIRGIN
● 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%

COLLEGE FOOTBALL

ELECTRONIC ARTS
● A half way experiment between Madden '93 and '94 that allows you to play college teams against the all-time greats with more strategies and an updated presentation. 91%

COLUMNS

SEGA
● Such simple puzzle games as this never seem value for money, but when you'll play them for ages like this it all becomes clear. 82%

CORPORATION

VIRGIN
● 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%

COSMIC SPACEHEAD

CODEMASTERS
● Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. 83%

CRACKDOWN

SEGA
● Wander around Gauntlet-style levels, shooting everything that moves. The graphics are detailed and the gameplay addictive. 77%

CRASH DUMMIES

ACCLAIM
● Old platform styles revisited in this smash-'em-up. Entertaining and varied gameplay coupled with some good animation makes for fun. The only question about this is whether it's a bit too easy. 81%

CRUE BALL

ELECTRONIC ARTS
● 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. Yuck! 69%

CYBERBALL

SEGA
● Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

CYBORG JUSTICE

SEGA
● This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

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. 80%

DARK CASTLE

ELECTRONIC ARTS
● 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. 50%

MEGA DRIVE	DARWIN 4081 IMPORT ● Shooting those classy little aliens can prove to be a chore at times, but with <i>Darwin 4081</i> it's simply a pleasure. Spectacular graphics and gripping action. 81%	MEGA DRIVE	EA HOCKEY ELECTRONIC ARTS ● Was, in its day, one of the most accurate sport conversions ever. However, the improved <i>NHLPA Hockey</i> puts it down a few points. 85%	MEGA DRIVE	FINAL BLOW IMPORT ● As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%	MEGA DRIVE	GRANDSLAM TENNIS SEGA ● Run-of-the-mill tennis game, unofficially released as <i>Jennifer Capriati Tennis</i> . Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%	MEGA DRIVE	INSTRUMENTS OF CRAOS IMPORT ● One of the worst platformers you're ever likely to meet. Ought to be bull-whipped. 39%
MEGA DRIVE	DASHIN' DESPERADOES IMPORT ● A two player 'collect the items' format where you race each other across a split-screen. Awkward controls and pretty dull tasks make this more than a bit of a bore. 59%	MEGA DRIVE	ECCO SEGA ● 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 enhance a refreshingly original game. 93%	MEGA DRIVE	FIRE SHARK SEGA ● Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%	MEGA DRIVE	GREENDOG SEGA ● Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%	MEGA DRIVE	INTERNATIONAL RUGBY DOMARK ● This rugged sim is the first of its kind and hopefully the last. It lacks any stadium atmosphere and scoring a try is so straightforward and easy. Any strategic capabilities go out the window here. 39%
MEGA DRIVE	DAVE ROBINSON'S SUPREME COURT SEGA ● The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 84%	MEGA DRIVE	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%	MEGA DRIVE	FLASHRACK US GOLD ● If you thought <i>Another World</i> was good, wait until you see this! It has more than the first version with better graphics and animation. 94%	MEGA DRIVE	GREY LANCER IMPORT ● Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 83%	MEGA DRIVE	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%
MEGA DRIVE	DAVIS CUP TENNIS TEKMOV Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 83%	MEGA DRIVE	EUROPEAN CLUB SOCCER VIRGIN ● 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. 82%	MEGA DRIVE	FLICKY SEGA ● The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%	MEGA DRIVE	GRIND STORMER IMPORT ● Blaster that's way past its prime. Fine a couple of years ago but totally out of place now. 57%	MEGA DRIVE	J LEAGUE PRO STRIKER IMPORT ● Soccer is becoming big in Japan and this game coincided with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. It's faster on Jap machines! 90%
MEGA DRIVE	DEADLY MOVES IMPORT ● Poor attempt at a <i>Street Fighter II</i> clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%	MEGA DRIVE	ETERNAL CHAMPIONS SEGA ● A strong contender for the <i>SFII</i> 'best beat-'em-up' title. Very neat sprites, special moves and features make this a really exciting bash! 94%	MEGA DRIVE	THE FLINTSTONES SEGA ● Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%	MEGA DRIVE	GUNSHIP US GOLD ● A below-average helicopter adventure that never gets off skimming the ground. Various arcade missions that lack depth and challenge. 49%	MEGA DRIVE	JAMES BOND - THE DUEL DOMARK ● James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%
MEGA DRIVE	DECAP ATTACK SEGA ● Same game as <i>Magical Flying Hat Turbo Adventure</i> with Gothic graphics and gory killings. Big and very playable. 75%	MEGA DRIVE	EVANDER HOLYFIELD'S BOXING SEGA ● Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 84%	MEGA DRIVE	FORGOTTEN WORLDS SEGA ● Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%	MEGA DRIVE	GYNNOUG SEGA ● At the end of each level there are some disgusting guardians. This alone makes the game-play fun. Gels well and is worth a look. 76%	MEGA DRIVE	JAMES POND ELECTRONIC ARTS ● 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%
MEGA DRIVE	DEATH STRIKE ELECTRONIC ARTS ● 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. 90%	MEGA DRIVE	EX-11 IMPORT ● A strange mixture of RPG, platform and puzzle, makes <i>Exile</i> an intriguing game to play. Admirable and well worth seeing. 78%	MEGA DRIVE	G-LOC SEGA ● More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%	MEGA DRIVE	HARDBALL IMPORT ● A distinctly average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the <i>RBI</i> series. 32%	MEGA DRIVE	JAMES POND II ELECTRONIC ARTS ● Some said this was better than <i>Sonic</i> - one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's really great fun to play. A brilliant sequel. 90%
MEGA DRIVE	DICK TRACY SEGA ● 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%	MEGA DRIVE	EX-MUTANTS SEGA ● Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%	MEGA DRIVE	GADGET TWINS IMAGITEC ● Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 89%	MEGA DRIVE	HARDBALL III ACCOLADE ● Baseball games come and go, but <i>Hardball III</i> will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 80%	MEGA DRIVE	JAMES POND 3 ELECTRONIC ARTS ● The aquatic agent returns in a new 100 level game. Excellent speed and graphics go to make a top notch pick-'em-up adventure. Not quite as good as <i>JP II</i> though.. 83%
MEGA DRIVE	DINOLAND IMPORT ● <i>Devil Crash</i> 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%	MEGA DRIVE	F1 DOMARK ● Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 86%	MEGA DRIVE	GAIAIRES IMPORT ● Yet another coin-op conversion. <i>Gaias</i> , however, is an impressive shoot-'em-up which should keep all blast-'em fans happy despite its lack of originality. 81%	MEGA DRIVE	HARD DRIVIN' TENGEN ● 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. 83%	MEGA DRIVE	JAMMIT VIRGIN ● A different view on basketball as you jump in close-up to jam it in. Not enough moves and a one-player that's incredibly easy spoils a reasonable title. 80%
MEGA DRIVE	DINOSAURS FOR HIRE SEGA ● Basically your average shoot-'em-up with good animation and an excellent difficulty level. Despite the score long-term lastability could be a problem. 83%	MEGA DRIVE	F-1 CIRCUS IMPORT ● Addictive and playable, <i>F-1 Circus</i> was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's great fun. 82%	MEGA DRIVE	GAIN GROUND SEGA ● A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 87%	MEGA DRIVE	HAUNTING ELECTRONIC ARTS ● Vito and Flo have made sure their brother has a nasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 75%	MEGA DRIVE	JEWEL MASTER SEGA ● Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%
MEGA DRIVE	DISNEY'S ALADDIN SEGA ● This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. 94%	MEGA DRIVE	F-15 STRIKE EAGLE II MICROPROSE ● This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 88%	MEGA DRIVE	GALAXY FORCE II SEGA ● 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%	MEGA DRIVE	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. 68%	MEGA DRIVE	JOE MONTANA FOOTBALL SEGA ● One of Sega's first attempts at an American football game, but not even the great <i>Joe Montana</i> can save it from being unplayable and totally boring. 57%
MEGA DRIVE	DOUBLE CLUTCH SEGA ● Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 78%	MEGA DRIVE	F117 - NIGHT STORM ELECTRONIC ARTS ● Pilot the stealth bomber through numerous special missions. More strategy than seat-of-the-pants flying as you use the latest laser-guided weaponry. For hardened flight-sim fans. 83%	MEGA DRIVE	GAUNTLET IV TENGEN ● With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 83%	MEGA DRIVE	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%	MEGA DRIVE	JOE MONTANA II SEGA ● This Sportstalk game from Sega includes some real-life running commentary. Very innovative, but it's far from making it a big hit. The side-on view is just nothing like as good as the <i>John Madden</i> s. 75%
MEGA DRIVE	DOUBLE DRAGON BALLISTIC ● A real treat for big 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%	MEGA DRIVE	F-22 INTERCEPTOR ELECTRONIC ARTS ● Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 72%	MEGA DRIVE	GENERAL CHAOS ELECTRONIC ARTS ● The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft shade of humour that makes this an original piece of software for the collection. 91%	MEGA DRIVE	HERZOG ZWEI SEGA ● 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%	MEGA DRIVE	JOE MONTANA III SEGA ● A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's <i>Madden '93</i> . Nice try, all the same. 84%
MEGA DRIVE	DOUBLE DRAGON II IMPORT ● Everything is bad - even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29%	MEGA DRIVE	THE FAERY TALE ADVENTURE ELECTRONIC ARTS ● 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%	MEGA DRIVE	GEORGE FOREMAN'S KO BOXING ACCLAIM ● A poor attempt that should have been put to sleep the moment that the programmers finished it. No comebacks please. 54%	MEGA DRIVE	HIGH SEAS HAVOC IMPORT ● A dull <i>Sonic</i> clone that you'll soon tire of. Some of the backgrounds and sprites might cheer you up but the challenge and gameplay is very depressing. 68%	MEGA DRIVE	JOHN MADDEN FOOTBALL ELECTRONIC ARTS ● Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy to score touchdowns. 84%
MEGA DRIVE	DOUBLE DRAGON 3 FLYING EDGE ● Hopefully the final episode in the abysmal <i>Double Dragon</i> battle. Five stages of repetitive and graphically useless street fighting. 35%	MEGA DRIVE	FANTASIA SEGA ● Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%	MEGA DRIVE	GHOULS 'N' GHOSTS SEGA ● 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%	MEGA DRIVE	HIT THE ICE IMPORT ● This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, there's no incentive to progress. 32%	MEGA DRIVE	JOHN MADDEN FOOTBALL 92 ELECTRONIC ARTS ● An update on the graphics and sounds of <i>JM</i> . Although it's very accurate, you only need to use a limited array of passes to get anywhere. 92%
MEGA DRIVE	DRACULA PSYGNOSIS ● Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. 65%	MEGA DRIVE	FANTASTIC DIZZY CD-ROMASTERS ● Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and puzzles. 90%	MEGA DRIVE	GLOBAL GLADIATORS VIRGIN ● 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. 89%	MEGA DRIVE	HOOK SONY ● If you play this you'll probably wish Peter Pan would grow-up. A very ordinary platform adventure with awkward controls and little variety. Small, slow sprites don't help the make-believe. 64%	MEGA DRIVE	JOHN MADDEN FOOTBALL 93 ELECTRONIC ARTS ● Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have <i>Madden '92</i> , but if you haven't got one, buy this. 92%
MEGA DRIVE	DRAGON'S FURY DOMARK ● Official release of <i>Devilish</i> . Stunningly addictive pinball game that has superb graphics and sound with tons of brilliant bonus rooms. 81%	MEGA DRIVE	FATAL FURY SEGA ● A fairly credible <i>Street Fighter II</i> 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%	MEGA DRIVE	GOLDEN AXE SEGA ● In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%	MEGA DRIVE	HOMELAND SEGA ● Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%	MEGA DRIVE	JORDAN VS BIRD ELECTRONIC ARTS ● Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent set of full game options. 78%
MEGA DRIVE	DRAGON'S REVENGE TENGEN ● The sequel to <i>Dragon's Fury</i> is just as addictive and furious as its predecessor. Lots of diverting bonus levels. Just a shame it's only got the one pinball table. 87%	MEGA DRIVE	FATAL LABYRINTH SEGA ● <i>Fatal Labyrinth</i> 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%	MEGA DRIVE	GODS ACCOLADE ● A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzler, but there is little variety in the game format. 81%	MEGA DRIVE	HUMAN IMPORT ● Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 80%	MEGA DRIVE	JUNCTION IMPORT ● Junction mixes <i>Pipe Mania</i> with a slide puzzle, resulting in a very challenging game. 81%
MEGA DRIVE	DUNE 2 VIRGIN ● A cracking strategy release that has you building a space complex on Arrakis and trying to wipe out rival clans. 90%	MEGA DRIVE	FATAL REWIND ELECTRONIC ARTS ● Originally titled <i>The Killing Game Show</i> , this makes excellent use of the machine's capability. Head-banging wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 86%	MEGA DRIVE	GOLDEN AXE II SEGA ● 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%	MEGA DRIVE	HYPERDUNK KONAMI ● Although lacking flair this is a very solid eight-player basketball release. Non-stop action combined with a fair dose of strategy and challenge will keep you dunking. 83%	MEGA DRIVE	JUNGLE BOOK VIRGIN ● Incredibly well-animated platform adventure. Fantastic to watch. Only let down by not quite enough challenge. 88%
MEGA DRIVE	DUNGEONS AND DRAGONS IMPORT ● <i>Dungeons and Dragons</i> will certainly test your RPG skills to the limit. Superb graphics and unlimited adventuring challenge make this a Mega Drive must. 84%	MEGA DRIVE	FIDO DIDO KANEKO ● A very inventive platformer with lots of puzzles to solve and bonus mini-games to play for extra points. This could keep you jumping about for hours. 83%	MEGA DRIVE	GOLDEN AXE III IMPORT ● The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 62%	MEGA DRIVE	INDIANA JONES: LAST CRUSADE US GOLD ● A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent gamers players. 72%	MEGA DRIVE	JUNGLE STRIKE ELECTRONIC ARTS ● Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from <i>Desert Strike</i> . 96%
MEGA DRIVE	DYNAMITE DUKE SEGA ● The <i>Op Wolf</i> -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%	MEGA DRIVE	FIFA INTERNATIONAL SOCCER ELECTRONIC ARTS ● SEGAPro Game of the Year 1993 and probably the best footy sim available. End-to-end action with 4-way play and the ingenious 'run faster' button. Exciting and addictive. 94%	MEGA DRIVE	GRANADA X SEGA ● 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. 77%	MEGA DRIVE	INSPECTOR X IMPORT ● This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to the task like a limpet, the graphics continue to surprise and the sound just keeps that adrenaline pumping. Almost essential kit. 90%	MEGA DRIVE	JURASSIC PARK IMPORT ● The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 85%
MEGA DRIVE	EARNST 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%	MEGA DRIVE		MEGA DRIVE		MEGA DRIVE	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%	MEGA DRIVE	

<p>▼ ROLLING THUNDER 2 SEGA ● Be prepared for encounters with hoods brandishing sub-machine guns, panthers and 18-wheel juggernauts. 88%</p> <p>▼ RUMARK 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%</p> <p>▼ 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%</p> <p>▼ SD VALIS IMPORT ● This is a very sad little Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%</p> <p>▼ SENSIBLE SOCCER SONY ● A fun soccer game that goes for the arcade approach rather than real simulation and strategy. You could moan about the small sprites but the user-friendly are great. 84%</p> <p>▼ SHADOW DANCER SEGA ● The addition of a dog to do your dirty work and help you out of those awkward situations adds a welcome element to an attractive (if unoriginal) beat-'em-up. 83%</p> <p>▼ SHADOW OF THE BEAST ELECTRONIC ARTS ● Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%</p> <p>▼ SHADOW OF THE BEAST II ELECTRONIC ARTS ● The long awaited follow up to the original beastly adventure. Teasing puzzles combine with atmospheric music and mystical graphics but all in an ancient style. 78%</p> <p>▼ SHINOBI III SEGA ● Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. 80%</p> <p>▼ SHINING IN THE DARKNESS SEGA ● 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. Very challenging, smart-looking and addictive. 88%</p> <p>▼ SHINING FORCE SEGA ● The best RPG game to be released on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combat scenes. 93%</p> <p>▼ 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%</p> <p>▼ SIDE POCKET SEGA ● Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%</p> <p>▼ SKITCHIN ELECTRONIC ARTS ● An action packed race game along the lines of <i>Road Rash</i> only on skateboard. Fast moving and frantic only the lack of invention on later levels lets this down. 84%</p> <p>▼ SLAPFIGHT MD IMPORT ● A typical old-fashioned vertical scrolling shoot-'em-up with imaginative sprites and backgrounds plus loads of options. It may be a little too easy to finish. 71%</p> <p>▼ 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%</p> <p>▼ SNAKE, RATTLE AND ROLL SEGA ● A blast from the past really in the way you have to gobble up objects as a snake whilst avoiding the footmen. It may be dated, but the action is fairly addictive. 78%</p> <p>▼ SNOW BROS IMPORT ● Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still hugely addictive and brilliant fun! 79%</p> <p>▼ SOCKET IMPORT ● Sonic clone that still manages to be challenging, fun and even a bit original. Packed with super-fast action. 84%</p> <p>▼ SOL-FAECE 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%</p> <p>▼ SONIC THE HEDGEHOG SEGA ● 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. Has to be experienced. 90%</p> <p>▼ SONIC THE HEDGEHOG 2 SEGA ● The best game of 1992. Few faults in this brilliant release. Hyper-speed platform adventuring at its best. Everyone should play it! 94%</p> <p>▼ SONIC THE HEDGEHOG 3 SEGA ● Die-hard fans will love it but everyone else may feel the <i>Sonic</i> style is getting rather tired. Still, it's full of excellent graphics and animation even if it'll only last a day or two. 87%</p>	<p>▼ SONIC SPINBALL SEGA ● Sonic goes pinball crazy zapping through warps and crashing through gates. Some nice unexpected touches although only four levels might damage its latability. 79%</p> <p>▼ SPACE HARRIER II SEGA ● 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%</p> <p>▼ 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%</p> <p>▼ SPEEDBALL II VIRGIN ● Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also pretty weird. Play against a friend or the CPU, but play it! 92%</p> <p>▼ SPIDER-MAN SEGA All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%</p> <p>▼ SPIDER-MAN AND THE X-MEN FLYING EDGE ● A fun platform adventure with a lot of variety. The style may be a little dated, but this should still appeal to Marvel hero fans. 80%</p> <p>▼ SPATTERHOUSE 2 NAMCO ● Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 86%</p> <p>▼ SPORTS TALK BASEBALL SEGA ● A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 80%</p> <p>▼ STAR CRUISER IMPORT ● Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%</p> <p>▼ STARLIGHT ELECTRONIC ARTS ● Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 80%</p> <p>▼ STAR TREK: TNG IMPORT ● Jean Luc never looked so stiff (OK, he did). Tedious treklike yam with pathetic action and little to tease your brain. 52%</p> <p>▼ STEEL EMPIRE ACCLAIM ● A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 50%</p> <p>▼ STEEL TALONS DOMARK ● The Mega Drive hasn't been utilised to its full potential and fails to impress as much as the old arcade game. Chopper combat at a much lower level. 54%</p> <p>▼ STORMLORD IMPORT ● A cutesy adventure game with intriguing, but not tricky, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 73%</p> <p>▼ STREET FIGHTER II SEGA ● The first ever 24Mbit cart is used to maximum effect to produce a superb conversion of an all-time classic arcade game. When first out the graphics were astoundingly superior and gameplay is still super-fast. 95%</p> <p>▼ STREET SMART SEGA ● This beat-'em-up gameplay is limited due to the too small array of martial arts moves at your disposal. It's also very easy to complete the game on your first go. 67%</p> <p>▼ STREETS OF RAGE SEGA ● This was widely accepted as the most gruesome beat-'em-up when it was first released, but it penultimately lacks real sound FX and tunes quite awesome, but it could all be over on your very first go. 83%</p> <p>▼ STREETS OF RAGE II SEGA ● A good beat-'em-up-til-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Gameplay and versus modes make the overall game something to relish, if that's what you like. 87%</p> <p>▼ STREETS OF RAGE III SEGA ● Some claim it's a real improvement on what's gone before, others reckon it's just a re-hash. Fans will love it while we'll complain the game-play's too similar. Take your pick. 82%</p> <p>▼ STRIDER SEGA ● 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%</p> <p>▼ STRIDER II US GOLD ● This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no passwords, so it's going to be a fair while before you finish it. 76%</p> <p>▼ SUB TERRANIA SEGA ● Time to dust off those <i>Thruster</i>-ers and go spinning around in an underground shoot-'em-up. Great fun with lots of power-ups, obstacles and slimy nasties. 88%</p>	<p>▼ SUMMER CHALLENGE ACCOLADE ● Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 52%</p> <p>▼ SUMO IMPORT ● Although all in all this isn't a well-rounded game you might still find this Japanese wrestling art strangely fascinating. 59%</p> <p>▼ SUNSET RIDERS KONAMI ● 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! 85%</p> <p>▼ SUPER AIRWOLF IMPORT ● Also known as <i>Crossfire</i>, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics make it a winner, but it ultimately lacks variation. 53%</p> <p>▼ SUPER BASEBALL 2020 ELECTRONIC ARTS ● Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being over-priced. 82%</p> <p>▼ SUPER BATTLESHIP IMPORT An attempt to put a spin on this ancient game of hit and miss. Tries to bring a bit of battling to the sailing about. Goes down with all hands. 36%</p> <p>▼ 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%</p> <p>▼ SUPER FANTASY ZONE SEGA ● Small sprites with extras including power-ups and big guardians. Corking good fun for quite a few hours, but after that your eyes may become weary. 67%</p> <p>▼ SUPER HANG-ON SEGA ● 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%</p> <p>▼ SUPER HIGH IMPACT SEGA ● A choice of 18 teams should give American football fans some interest. Good animation, but a lack of challenge due to the omission of a league. 73%</p> <p>▼ SUPER HQ SEGA ● It's been over four years since <i>Chase HQ</i> was in the arcades and <i>Super HQ</i> certainly reminds you of this fact and offers very little. 52%</p> <p>▼ SUPER HYDLIDE SEGA ● 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 locations. 49%</p> <p>▼ SUPER KICK OFF US GOLD ● 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. 77%</p> <p>▼ SUPER LEAGUE BASEBALL IMPORT ● 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%</p> <p>▼ SUPERMAN VIRGIN ● Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 80%</p> <p>▼ 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%</p> <p>▼ SUPER MONACO GP SEGA ● 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%</p> <p>▼ SUPER MONACO GRAND PRIX II SEGA ● An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%</p> <p>▼ SUPER OFF ROAD BALLISTIC ● 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%</p> <p>▼ SUPER REAL BASKETBALL SEGA ● 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%</p> <p>▼ SUPER SMASH TV ACCLAIM ● Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%</p> <p>▼ SUPER THUNDER BLADE SEGA ● 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%</p> <p>▼ SUPER VOLLEYBALL IMPORT ● Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you'd really have to want to play the sport to enjoy this. 84%</p>	<p>▼ SUPER WRESTLEMANIA FLYING EDGE ● Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 80%</p> <p>▼ SWORD OF SODAN ELECTRONIC ARTS ● Unsurprisingly 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%</p> <p>▼ SWORD OF VERMILION SEGA 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%</p> <p>▼ TAILSPIN SEGA ● A completely boring platform game with the nice addition of a shoot-'em-up section. Though this still doesn't improve the situation enough to make it fun. 61%</p> <p>▼ 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. 45%</p> <p>▼ TATSUJIN IMPORT ● Average vertically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. 46%</p> <p>▼ TAZ MANIA SEGA ● Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%</p> <p>▼ TEAM USA BASKETBALL ELECTRONIC ARTS ● Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound FX. 70%</p> <p>▼ 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%</p> <p>▼ 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. 51%</p> <p>▼ TECMO WORLD CUP SOCCER IMPORT ● The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 51%</p> <p>▼ TECHNOCLASH ELECTRONIC ARTS ● This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 84%</p> <p>▼ TEENAGE MUTANT NINJA TURTLES KONAMI ● A superb beat-'em-up in the <i>SOR</i> style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 83%</p> <p>▼ 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%</p> <p>▼ THE TERMINATOR VIRGIN ● 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%</p> <p>▼ TERMINATOR 2: THE ARCADE GAME ARENA ● 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%</p> <p>▼ TEST DRIVE 2: THE DUEL BALLISTIC ● This will test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%</p> <p>▼ THE GREAT WALDO SEARCH IMPORT ● An awful fantasy adventure with simple sprites, barely any music, jerky movements and incredibly easy levels. Don't waste £40. 19%</p> <p>▼ THUNDER FORCE II SEGA ● Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%</p> <p>▼ THUNDER FORCE III SEGA ● 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%</p> <p>▼ THUNDER FORCE IV SEGA ● The latest offering in the <i>Thunderforce</i> adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%</p> <p>▼ 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%</p> <p>▼ 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%</p> <p>▼ TIGER HELI IMPORT ● Previously exciting helicopter game. Unfortunately, this is seriously dated and can no longer be recommended to young or old. 28%</p>	<p>▼ TINY TOON ADVENTURES KONAMI ● A wonderful adventure that borrows a lot of elements from the Warner Bros cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 90%</p> <p>▼ TOEJAM & EARL SEGA ● Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 88%</p> <p>▼ TOKI SEGA ● 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%</p> <p>▼ TOM AND JERRY: FRANTIC ANTICS IMPORT ● Good animation could have saved this from complete obscurity but sadly it looks almost as dull as it plays (that's almost an achievement in itself). 58%</p> <p>▼ TONY LA RUSSA BASEBALL ELECTRONIC ARTS ● Very stats heavy sim that you'll have to really be into baseball to enjoy. Lots of tables, some animated snippets of play and more tables. The pitches are uninteresting and the gameplay slow. 64%</p> <p>▼ TOXIC CRUSADERS IMPORT ● On dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%</p> <p>▼ TOYS IMPORT ● Yes, it's all about childhood objects, but it's not that much fun. Graphics are dull throughout each level and the animation is very poor. Avoid at all costs. 25%</p> <p>▼ TMNT: TOURNAMENT FIGHTERS ● The turtles return to face their own clones for a beat-'em-up in Dimension X. Furious <i>StreetFighter</i>-ish fun with a lighter style and some superb animation. Cowabunga! 89%</p> <p>▼ TRAMPOLINE TERROR IMPORT ● Despite the title, this has nothing to do with trampolines and there's even less terror involved. Specy games are better than this. 20%</p> <p>▼ TROUBLE SHOOTER IMPORT ● <i>Forgotten Worlds</i> updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%</p> <p>▼ TRUXTON SEGA ● Know as <i>Tatsujin</i> 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%</p> <p>▼ TURBO OUT RUN SEGA ● The first <i>Out Run</i> was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%</p> <p>▼ TURRICAN BALLISTIC ● 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. 81%</p> <p>▼ TWIN COBRA SEGA ● Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%</p> <p>▼ TWIN HAWK SEGA ● Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%</p> <p>▼ 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%</p> <p>▼ TWO CRUDE DUDES SEGA ● The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 88%</p> <p>▼ TWO TRIBES VIRGIN ● A physiological battle where the aim is to diminish the opposition's population. A well constructed strategic game with simple, yet creative, backgrounds and hundreds of stages. 88%</p> <p>▼ ULTIMATE SOCCER SEGA ● Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. 70%</p> <p>▼ VIRTUAL PINBALL ELECTRONIC ARTS ● More construction than pinball thrills. The pre-set tables are dull as dishwater but it is possible to make some more exciting ones. Be warned, needs patience beyond the call of duty. 74%</p> <p>▼ VIRTUA RACING SEGA ● A solid conversion of probably the best racing coin-op in the world. A few niggles (price and no link for multi-player) but essential nevertheless. 89%</p> <p>▼ ULTIMATE TIGER IMPORT ● Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weaponry. 80%</p> <p>▼ UNDEADLINE IMPORT ● You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter drastically. Power-ups and tough zombie level guardians keeps everything alive and kicking. 85%</p>
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PRO FILE

WONDER BOY V

SEGA

● 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 p

WORLD CLASS LEADERBOARD

US GOLD

● 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

● 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 trying at least. 76%

WORLD CUP USA '94

US GOLD

● You get lots of options in this comprehensive footy sim. Unfortunately, annoying quirks in the gameplay boot this below FIFA standard. 83%

WORLD OF ILLUSION

SEGA

● 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%

WORLD SERIES BASEBALL

IMPORT

● A very enjoyable bit of batting and fielding. Easy to get into and especially fun on two-player mode. Only problem is it's way too easy. 80%

WRESTLE WAR

SEGA

● Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

WWF ROYAL RUMBLE

ACCLAIM

● Disappointing fight sim. Not enough characterisation and moves that are rather unsatisfying. Still, if you like the wrestlers you'll enjoy them flexing their sprites. 70%

XENON II

VIRGIN

● Only the worst of poor collision detection and occasional incident of screen slowdown prevent this from being essential. 80%

X-MEN

SEGA

● A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

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

● Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. 66%

ZOO L

EA

● This Amiga classic has been converted to console and continues to express a bizarre world with hundreds of hidden bonuses and a lot of interactive fun! 84%

ZOO M

SEGA

● 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%

ZOMBIES

KONAMI

● The arcade adventure that'll frighten the living dead out of you! Amazingly addictive gameplay and a huge playing area make this one for your collection. 91%

AFTER BURNER III

CRS

● 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. 45%

AFTER BURNER III

IMPORT

● Never in the history of games has there been a shoot-'em-up as static and boring as this one. Nice images that move at a horrendously slow and awkward update. Don't buy it. 5%

BATMAN RETURNS

SEGA

● Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. 86%

BILL WALSH COLLEGE FOOTBALL

ELECTRONIC ARTS

● A pretty straight conversion from cart makes this a very playable American Football game. The CD only adds that extra bit of FMV coaching (and some advice on college life). 88%

BLACK HOLE ASSAULT

SEGA

● Superb visual sequences to see and back-ground music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to keep up interest. 45%

CHUCK ROCK

SONY

● Not much different from the Mega Drive version. Similar graphics but nicer intro sequence and better sound. Still playable but doesn't use the machine's capabilities. 72%

CHUCK ROCK II: SON OF CHUCK

IMPORT

● The same old platform style is relieved by some polished graphics and difficult levels. The best thing about this release though is the terrific cartoon intro. 80%

CLIFFHANGER

SONY

● Only half a game really, by a long way the better half being the snowboarding section that's pretty impressive. The beat-'em-up bits are just plain sad. 77%

DARK WIZARD

IMPORT

● Bizarrefantasy RPG set in the 'Magical Kingdom' of Cheshire. Fight off unconvincing sprites and even worse accents. 73%

DOUBLE SWITCH

IMPORT

● Very *Night-Trap*-ish FMV game that adds a few twists of its own. The challenge and constant switching around gets tedious after a while. 74%

DRACULA

SONY

● The blood-sucking Count gets resurrected this time to star in a formulaic scrolling beat-'em-up. No change of style or gameplay will bore you to undeath. 76%

DRACULA UNLEASHED

IMPORT

● This time you have to foil the Count in an FMV adventure. Collect clues, solve the mystery and marvel at the terrible cockney accents. Bloody good fun. 78%

DUNE CD

VIRGIN

● A great CD release featuring a space-age interactive adventure on a desert planet. It's a futuristic quest with plenty of strategy and some novel and well constructed sci-fi ideas. 91%

FINAL FIGHT CD

SEGA

● Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 91%

GROUND ZERO, TEXAS

SONY

● One of the most absorbing and original FMV games to date. The usual camera switching is combined with vicious *Lethal Enforcers* style shoot-'em-up and some passable (very Fifties) character acting. 89%

HEAVY NOVA

MICRONET

● A fantastic introduction, as with the majority of Mega-CD games but not much else to offer. Two fighting robots in a one-on-one battle with absolutely terrible gameplay. Hardly original and just about bearable. 34%

HOOK

SONY

● Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay. 50%

JAGUAR XJ220

SEGA

● This first Mega-CD racer isn't too bad, but apart from the course designer and nice music, there's little in it that couldn't have been done on a cart. 72%

JURASSIC PARK

IMPORT

● Another step on the FMV ladder with all-round rendered graphics QSound and tons of puzzles to solve. Guaranteed to give you goose-bumps as the dinos advance! 87%

KRIS KROSS MAKE MY VIDEO

SONY

● 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. 56%

LUNAR: THE SILVER STAR

IMPORT

● A brilliant RPG that will transport you to a fantastic anime world. Loads of townspeople to talk to, very slick presentation and a good plot – its only imperfections are the weak combat sequences. 93%

MAD DOG MCCREE

IMPORT

● A fun FMV trip through the Wild West. Shoot the bad guys, miss the good guys and don't get bushwhacked. Graphics aren't quite arcade quality. 83%

MARKEY MARK: MAKE MY VIDEO

SEGA

● Despite the superb motion video while you edit Markey's video, gameplay is dull. Even if you're a fan of insipid pop music, this won't offer much! 49%

MONKEY ISLAND

LUCAS ARTS

● The old point 'n' click Amiga adventure game gets onto CD and loses all sense of playability on the way. Disk access is excruciatingly slow. Yawn. 61%

MYSTERY MANSION

SEGA

● A rendered adventure along *Jurassic Park* lines. The problem is that it's confined to a small area and solving the mystery won't keep you busy for long. 57%

NFL'S GREATEST: SAN FRANCISCO VS DALLAS

IMPORT

● A real FMV turkey. Supposedly you've got the chance to re-live some classic NFL confrontations, instead you just flick through grainy repetitive sequences. 33%

NHL HOCKEY

ELECTRONIC ARTS

● Another more-or-less unchanged arrival from cart with FMV trimmings. Essentially a good ice hockey sim but the power of the CD seems to have been wasted. 82%

NIGHT STRIKER

IMPORT

● A very easy shoot-'em-up where the graphics are too pixilated and the challenge is far too easy. The scaling works well, but CD gamers will be disappointed with this drive. 36%

NIGHT TRAP

SEGA

● One of the first CD games to use full motion video, although highlighting the usual display limitations of the Mega-CD. It's a big game and there's lots of challenging gameplay to get to grips with. 60%

POWERMONGER

ELECTRONIC ARTS

● A huge strategy sim that it'll take ages to complete. The downside is just how repetitive the gameplay is. 79%

PRINCE OF PERSIA

SEGA

● Totally engrossing, but possibly too challenging. The well-known platform adventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

PRIZEFIGHTER

ELECTRONIC ARTS

● Excellent two-listed action that cleverly uses black and white FMV to give that authentic Raging Bull feel while saving loads of memory (with a small screen). Bags of atmosphere and some brutal opponents. 81%

RACING ACES

IMPORT

● Biplane racing sounds fun but incredibly slow screen re-draw means you only find out you've flown into a hill 30 seconds later. Bail out. 31%

REVENGE OF THE NINJA

IMPORT

● Good-looking but far too easy *Dragon's Lair* clone with the same 'wait and move' controls – this time with a too helpful arrow to point the way. 32%

ROAD AVENGER

SEGA

● 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. 60%

ROBO ALESTE

COMPILE

● 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%

SEWER SHARK

SEGA

● Grainy graphics provide the feel of a futuristic adventure. Atmosphere and story are great but gameplay is too shallow. 62%

SHERLOCK HOLMES

SEGA

● A welcome change to an action-packed market. Only three cases to solve but user-friendly interface and complex clues prolong life. 78%

SHADOW OF THE BEAST II

PSYGNOSIS

● Merely a deluxe version of a very familiar platform game. Definitely hasn't aged too well. Better off in the vault of videogames history. 59%

SHERLOCK HOLMES II

SEGA

● Three more cases await Holmes in a sequel that boasts impressive film sequences (totalling an extra one hours worth). Shame the challenge is limited. 79%

SILPHEED

IMPORT

● Behind the spectacular and deceptive polygon shapes, this is really a straight forward, old fashioned shoot-'em-up. The effects are worth seeing but the gameplay is just too dated. 69%

SOL FEACE

SEGA

● The original blast-'em on the Mega-CD. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 44%

SONIC CD

SEGA

● A brilliant new adventure featuring the hedgehog in a time-travelling adventure. Great ideas, plenty of chaotic action, incredible speed and totally absorbing audio effects. 90%

SPIDEY VS KINGPIN

SEGA

● Big in quantity (lots of levels) but sadly lacking in quality. Nothing the MD couldn't do much, much better. Doesn't use any of the Mega-CD's real capabilities. 37%

STELLAR-FIRE

SIERRA

● A truly awful title that crawls along a boring landscape and occasionally meets some blocky alien attackers. Ugly. 19%

SUPER LEAGUE CD

SEGA

● 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%

SWITCH

IMPORT

● Perhaps the most bizarre Japanese game ever! No gameplay in the traditional sense and getting through each level relies on luck! The graphics and wacky sense of humour are brilliant! 67%

TIME GAL

WOLFTEAM

● 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

● 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%

THUNDERHAWK

CORE

● An explosive and action-packed warfare release that uses advanced scaling techniques to enhance the perception of war through the eyes of a chopper pilot. Starts off as great blasting fun, then becomes a little repetitive and eventually much too easy. 79%

THE ADVENTURES OF WILLY BEAMISH

SIERRA

● Willy must avoid a barrage of do-gooders in his quest to compete in the Nintari championships. Solutions to his problems are often far too easy, and there is a long wait between interactions. 55%

WING COMMANDER

ELECTRONIC ARTS

● Fun space arcade sim that'll have you saving the galaxy (again). Bit of a shame about the poor scaling though. 79%

WOLFGHILD

SEGA

● A suitable attempt at a CD platform, where as the Wolfchild you mutate between man and wolf. Nothing special. 70%

WONDER DOG

SEGA

● Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound FX, there is nothing that justifies its appearance on CD. 82%

WWF: RAGE IN THE CAGE

ACCLAIM

● Perhaps surprisingly this kind of showbiz wrestling transfers rather well onto CD with some good intros and enjoyably silly holds and moves. Very entertaining. 81%



ADDAMS FAMILY

ACCLAIM

● A puzzle platformer every bit as good as the MS version. The crystal screen doesn't detract from the kooky-spooky atmosphere and general adventuring. 77%

ANDRE AGASSI TENNIS

TECMAGIK

● A poor tennis release with major flaws in the opponent's skill-level difference and sprite display. Without a gear-link as well, this does not deliver the goods on the small screen. 48%

ALADDIN

SEGA

● Lack of challenge really leaves this in the doldrums. Pretty, but not enough to do or see. 60%

ALIEN 3

ARENA

● All action platform game with superb graphics and atmospheric tunes. *Alien2* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME

SIMS CO

● 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

● Ariel may look the business but that's just about as far as it goes. A waste of a Disney licence and not much fun unless you are a complete beginner. 71%

ASTERIX

SEGA

● Yet another standard platformer that will have you yawning. Some nice bits but overall too little thought has gone into this. 55%

<p>▼ BATTER UP SEGA ● 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%</p> <p>▼ THE BERLIN WALL KANEKO ● Mega-colourful and crammed with cutesy bad guys and <i>Bubble Bobble</i> style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%</p> <p>▼ BUSTER BALL RIVERHILL ● <i>Speedball</i> is a game that's not out on GG, but <i>Buster Ball</i> 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%</p> <p>▼ CASTLE OF ILLUSION SEGA ● 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. 93%</p> <p>▼ CHAKAN: THE FOREVER MAN SEGA ● 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%</p> <p>▼ CHASE HQ TAITO ● Basically <i>Out Run</i> 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%</p> <p>▼ THE CHESSMASTER SEGA ● 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%</p> <p>▼ CHUCK ROCK SEGA ● Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamer. Challenging levels throughout and totally addictive. 87%</p> <p>▼ CHUCK ROCK 2 ● Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as on the MS though. 78%</p> <p>▼ CJ ELEPHANT CODEMASTERS ● You won't pick this up again in a hurry. It'll shock you with its samey structure and slap you about the face with its far too easy-ness. Yuk. 44%</p> <p>▼ COLUMNS SEGA ● Very tough and challenging puzzle game in the style of <i>Tetris</i>. 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%</p> <p>▼ COSMIC SPACEHEAD CODEMASTERS ● A superb portable interactive adventure that's as appealing and attractive as the <i>Dizzy</i> saga of releases. It's very colourful and the variety in gameplay is solid and addictive. 85%</p> <p>▼ CRASH DUMMIES ACCLAIM ● All that's here is a small compendium of very short and addictive stages that may interest the very experienced but at this price, we really doubt it! 49%</p> <p>▼ CRYSTAL WARRIORS SEGA ● Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times but very impressive overall. 79%</p> <p>▼ DESERT SPEEDTRAP SEGA ● Looks better on the small screen but this platformer still suffers from too few levels. The animation will make you forget its failings for a short time. 76%</p> <p>▼ DEVILISH SEGA ● 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 enjoy reminiscing over Break-out (!) 37%</p> <p>▼ DEFENDERS OF OASIS SEGA ● A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 88%</p> <p>▼ DINO BASHER CODEMASTERS ● This platformer looks prehistoric even with extra-speed, power-ups, spells etc. Not enough quality or quantity. 10%</p> <p>▼ DOUBLE DRAGON VIRGIN ● A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the badies is just too dated and unoriginal. Gameplay is also much too slow and frustrating to bare for any length of time. 45%</p> <p>▼ DRAGON CRYSTAL SEGA ● A very big game for such a small machine and well worth the attention of RPG buffs. Lots of pick-ups and plenty of people to talk to. 80%</p> <p>▼ EVANDER HOLYFIELD BOXING SEGA ● Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%</p> <p>▼ ECCO SEGA ● The aquatic softy swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 92%</p>	<p>▼ FACTORY PANIC SEGA ● Gorbey is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, making this one tough and enjoyable game. 86%</p> <p>▼ FANTASY ZONE SEGA ● 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%</p> <p>▼ FANTASTIC DIZZY CODEMASTERS ● Even on the small screen <i>Dizzy</i> makes for a great portable adventure. The interactive cartoons are great fun to puzzle out and the sprites are graced with character and sparkle. 92%</p> <p>▼ FIRE & ICE VIRGIN ● Graphically pretty, gameplay dull. Same old story of another platformer that gets annoying and tedious. 66%</p> <p>▼ F1 DOMARK ● Brilliant racing sim with Grand Prix tracks, pit-stops and complete car set-up with wings, torque/power and tyre type. Tough opposition given by computerised versions of the top Grand Prix drivers. "It's all quite remarkable Murray..." 81%</p> <p>▼ G-LOC SEGA ● 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%</p> <p>▼ GALAGA '91 NAMCOT ● 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%</p> <p>▼ GEORGE FOREMAN'S BOXING ARENA ● This sad boxing sim (also known as <i>Heavyweight Champ</i>) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%</p> <p>▼ GG ALESTE COMPILE ● <i>Halley Wars</i> pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole <i>Aleste</i> experience one you will never forget. 92%</p> <p>▼ GLOBAL GLADIATORS VIRGIN ● The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%</p> <p>▼ GP RIDER SEGA ● An average bike racer that's unlikely to break any track records. Fun to start with there's just too little detail and scenery to differentiate one track from another. 76%</p> <p>▼ GRIFFIN IMPORT ● A brightly coloured shoot-'em-up, and a playable one too. Big sprites, staties of foxy young Japanese girls and addictive gameplay make this a great game. 86%</p> <p>▼ HALLEY WARS SEGA ● 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%</p> <p>▼ HEAVYWEIGHT CHAMP SEGA ● This sad boxing sim (also known as <i>George Foreman's Boxing</i>) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%</p> <p>▼ HOME ALONE SEGA ● Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 42%</p> <p>▼ HOOK SONY ● A very average platform game that's way past its sell-by date. Initially watchable enough, you'll soon be frustrated and bored. 68%</p> <p>▼ THE HUMANS GAMETEK ● This above average puzzler may look the part, but it is lacking the playability that <i>Lemmings</i> offers. It's also frustrating. 75%</p> <p>▼ INDIANA JONES 3 SEGA ● Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. 78%</p> <p>▼ JAMES BOND DOMARK ● James in small sprite form fails to make much of an impression in this only average platformer. Won't leave you very shaken or stirred. 70%</p> <p>▼ JAMES POND II US GOLD ● This is a terrific handheld adventure for anyone. Agent Robocod must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 90%</p> <p>▼ JOE MONTANA FOOTBALL SEGA ● 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%</p> <p>▼ KINETIC CONNECTION SEGA ● Overly difficult puzzle game in which you have to re-arrange the pieces of a jigsaw. It's fun for a while but it ultimately drives you insane. 72%</p>	<p>▼ KLAX DOMARK ● 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%</p> <p>▼ KRUSTY'S FUN HOUSE ACCLAIM ● A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 77%</p> <p>▼ LAND OF ILLUSION DOMARK ● It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 94%</p> <p>▼ LEMMINGS ● Take control of the <i>Lemmings</i> and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%</p> <p>▼ THE LUCKY DIME CAPER SEGA ● Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%</p> <p>▼ MARBLE MADNESS DOMARK The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically absolutely superb. 79%</p> <p>▼ MEAN BEAN MACHINE SEGA Excellent puzzle action with great characters, strategies and mind-bending action. Full of beans, best against a mate. 89%</p> <p>▼ MONSTER WORLD II SEGA ● 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%</p> <p>▼ MORTAL KOMBAT ACCLAIM ● The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 91%</p> <p>▼ NBA JAM ACCLAIM ● Great dunks and moves really work well on the GG. A basketballer so addictive it should have a health-warning. From downtown... 88%</p> <p>▼ NINJA GAIDEN SEGA ● 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%</p> <p>▼ OLYMPIC GOLD US GOLD ● Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%</p> <p>▼ OUT RUN SEGA ● The classic racer loses nothing in translation to the small screen - except its difficulty. Even so, it's very exhilarating and miles better than <i>Super Monaco GP</i>. 77%</p> <p>▼ OUT RUN EUROPA SEGA ● The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes. It will fail to impress the majority of game players. 64%</p> <p>▼ THE OTTIFANTS SEGA ● Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and detract from the appeal. 63%</p> <p>▼ PAC-MAN SEGA ● 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%</p> <p>▼ PAPERBOY DOMARK ● Die-hard <i>Paperboy</i> addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%</p> <p>▼ PENGU SEGA ● 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 SLPAs laws, but it sure is a gas. 79%</p> <p>▼ PGA TOUR GOLF TENGEN ● This is one for a long journey as this portable game of golf will provide golfing fans with a worthwhile and well constructed interpretation of the PGA event. 85%</p> <p>▼ 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%</p> <p>▼ POPPIES DOMARK ● Puzzle fans everywhere should own a copy of <i>Poppies</i>. 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%</p> <p>▼ PRINCE OF PERSIA DOMARK ● 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%</p>	<p>▼ PREDATOR 2 ACCLAIM ● 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%</p> <p>▼ PSYCHIC WORLD SEGA ● 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%</p> <p>▼ PUTT AND PUTTER SEGA ● When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%</p> <p>▼ RASTAN SAGA SEGA ● 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%</p> <p>▼ REN & STIMPY SEGA ● Funny animation doesn't a great game make - this proves it. Under the surface there are no new ideas. 68%</p> <p>▼ RC GRAND PRIX IMPORT ● Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well in this game. This has all the right elements, but doesn't manage to keep you glued to the controls. 59%</p> <p>▼ ROBOCOP 3 ACCLAIM ● No originality in this game that re-hashes a tired old format. Poor, even taking into account the limitations of the small screen. 55%</p> <p>▼ SHINOBI SEGA ● Works well on the Game Gear, although it's a little short and will soon be completed by any one who's played any of the series before. Still, it becomes very addictive. 84%</p> <p>▼ SHINOBI II SEGA ● Totally addictive gameplay with different routes to explore taking you everywhere. Rescue your fellow ninja and find those Elemental Crystals to let you enter the final battle. It's addictive, but as with the first, it may be too easy. 90%</p> <p>▼ SLIDER SEGA ● Also known as <i>Skweek</i>, it has colourful graphics that are a tad on the small side. All the addictiveness of <i>Klax</i> with 30 password levels. 82%</p> <p>▼ SOLITAIRE POKER SEGA ● Yawnrama 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%</p> <p>▼ SONIC THE HEDGEHOG SEGA ● 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%</p> <p>▼ SONIC THE HEDGEHOG 2 SEGA ● As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves <i>Sonic</i> can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%</p> <p>▼ SPACE HARRIER SEGA ● The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. Better take-off and land somewhere else. 71%</p> <p>▼ SPIDER-MAN FLYING EDGE ● 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%</p> <p>▼ SPIDER-MAN 2 ACCLAIM ● 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%</p> <p>▼ STAR WARS US GOLD ● With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A hit with any fan of the movie. 90%</p> <p>▼ STREETS OF RAGE SEGA ● 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%</p> <p>▼ STREETS OF RAGE II SEGA ● A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. 88%</p> <p>▼ SUPERMAN VIRGIN ● Good old Superman has finally made his way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 77%</p> <p>▼ SUPER GOLF SIGMA ● Golfing made simple. Not as realistic as <i>Leaderboard</i> 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%</p>	<p>▼ SUPER KICK OFF SEGA ● 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%</p> <p>▼ SUPER MONACO GP SEGA While there's certainly speed, it lacks everything else - especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%</p> <p>▼ SUPER MONACO GP II SEGA Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Last again, Ayrtorn. 71%</p> <p>▼ SUPER OFF ROAD RACER VIRGIN 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%</p> <p>▼ SUPER SMASH TV FLYING EDGE Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%</p> <p>▼ TALESPIN SEGA Disney games are renowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%</p> <p>▼ TAZ-MANIA SEGA ● 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%</p> <p>▼ TENGEN'S WORLD CUP SOCCER DOMARK ● Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. 85%</p> <p>▼ THE TERMINATOR VIRGIN ● One of the finest platform blasters ever to arrive. Absolutely superb sprite animation and some totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%</p> <p>▼ TERMINATOR II ARENA ● A mediocre release that tends to fall into the same category as many other film-based releases with the standard platform action and only a reasonable attempt to adapt the movie plot. 71%</p> <p>▼ T2: JUDGEMENT DAY ● Twice as flickery, just as dull and tedious this must be one of the worst releases for the GG ever. There's no excuse for lack of effort. This game should be terminated. 20%</p> <p>▼ TOM AND JERRY SEGA ● A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. 80%</p> <p>▼ ULTIMATE SOCCER SEGA ● A playable soccer sim that has all the stats and option but fails to match the appeal of <i>World Cup Soccer</i>. Controls are fiddly and sprites are a little shoddy. 78%</p> <p>▼ VAMPIRE MASTER OF DARKNESS SEGA ● Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 85%</p> <p>▼ VIKING CHILD (THE) GAMETEK ● 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%</p> <p>▼ WWF: STEEL CAGE CHALLENGE ACCLAIM ● The Gear is 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. 84%</p> <p>▼ WIMBLEDON SEGA ● 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%</p> <p>▼ WINTER OLYMPICS US GOLD The same lack of variety in events stalks this release making the snowy ride an awkward and annoying one at times. 78%</p> <p>▼ WOLFCHILD VIRGIN ● Like the MS version, this is really a basic platformer that lacks ideas and gets pulled down with dull and lifeless gameplay. Not one for the collection unfortunately. 59%</p> <p>▼ WONDER BOY SEGA ● 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%</p> <p>▼ WONDER BOY: DRAGON'S TRAP SEGA ● 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%</p>
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PRO FILE

WOODY POP

SEGA
● 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
● 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%

ZOO!

GREMLIN
● Colourful and smooth this still loses out with too much repetition and too little content to be truly entertaining. 75%



MASTER SYSTEM

ACE OF ACES

SEGA
● MS flight sims have never been complex and this isn't breaking any new ground. In-game graphics are pretty dreadful. 55%

ACTION FIGHTER

SEGA
● Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content. 51%

THE ADDAMS FAMILY

ACCLAIM
● Enjoyable platform adventure where some things are perhaps too hard to find. Quite a challenge for puzzle-freaks, not for action types. 75%

AGASSI TENNIS

TECMAGIK
● The king of bleached hair and hairy stomachs takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

AERIAL ASSAULT

SEGA
● 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
● Speed and frenetic action of the simple arcade variety here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

ALADDIN

SEGA
● What's great on MD gets re-worked into mediocrity on the MS. A different game with much less platform fun to offer. 58%

ALEX KIDD IN HI-TECH WORLD

SEGA
● 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
● This is undoubtedly his most successful attempt. It was designed in competition to Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD

SEGA
● 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
● Usually Alex Kidd provides you with a testing challenge that will last for months on end. Not in this! Finding the lost stars won't take you long. 79%

ALIEN 3

ACCLAIM
● 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
● Massive "save the human race" game, with cool visuals, but a bit eas. A sort of *Golden Axe* in the 21st century. Recommended. 87%

ALIEN SYNDROME

SEGA
● If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy alien-infested ships. 85%

ALTERED BEAST

SEGA
● Bad conversion of popular coin-op. A beat-'em-up that's severely flawed by flickery sprites and scrolling. 50%

AMERICAN BASEBALL

SEGA
● Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bit of bat and pitch play. 83%

AMERICAN PRO FOOTBALL

SEGA
● 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
● Basketball with an attitude as rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player. 83%

ARCADE SMASH HITS

VIRGIN
● *Centipede*, *Break-Out* and *Missile Command* all in one cart. All the games are basic but addictiveness and playability shines through. 82%

ASSAULT CITY

SEGA
● 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
● Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics are like a comic book, and the incidental music is more than just that. 94%

ASTRO WARRIOR

SEGA
● Usual shoot-'em-up stuff. Pick up the power-ups, learn formations and Bob's your uncle. 67%

AZTEC ADVENTURE

SEGA
● Could have been a fun arcade adventure if you didn't return to the start every time you die. If the graphics weren't good, it would be insufferable. Good graphics rescue it. 70%

BACK TO THE FUTURE III

FLYING EDGE
● 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
● 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
● 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
● An innovative approach which is inspired by the film, *Ten Wolf*. Monster teams line up against each other. Solely to make you laugh. 88%

BATMAN RETURNS

SEGA
● Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good license. 53%

BATTLE OUT RUN

SEGA
● 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%

BLADE EAGLE 3-D

SEGA
● Addition of 3-D graphics pulls this shoot-'em-up above the level of the usual. Little challenge on the early levels but punishes on the last. 77%

BOMBER RAID

SEGA
● Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes boring. 33%

BONANZA BROS

SEGA
● Great graphics and extra bonus stages. Really a two-player game it's also brilliant in one player as you try to loot all ten stages. 90%

BUBBLE BOBBLE

SEGA
● Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

BUGGY RUN

SEGA
● An enjoyable run over some sandy courses. As usual, these kind of races are more of a laugh (and a challenge) on two-player. 79%

CALIFORNIA GAMES

SEGA
● Six events – skateboard, football, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CALIFORNIA GAMES II

SEGA
● Hanging ten may be fine in California but it's not very interesting on the Master System. Every event looks dated and gameplay is simple. 58%

CAPTAIN SILVER

SEGA
● 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
● This will help solve your addiction to one arm bandits in five minutes. After playing all of the games, you'll be sick of the sight of them. 44%

CASTLE OF ILLUSION

SEGA
● 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
● 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
● What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the drugies' car and if you mess up it takes ages to relocate them again. 72%

CRASH DUMMIES

ACCLAIM
● A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 52%

CHOPFLIFTER

SEGA
● 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
● A hilarious Neanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

CHUCK ROCK 2

CORE
● Chuck's son brings some stone-age humour to the MS. Excellent platform action from start to finish. If you liked the original... 83%

CLOUD MASTER

SEGA
● 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
● Possibly the best Sega machine implementation of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when playing in two-player versus mode. 91%

COSMIC SPACEHEAD

CODEMASTERS
● A brilliant interactive cartoon with a solid plot and plenty of simple, yet addictive, puzzles to work out. You'll also find many different styles of arcade action here. 93%

CYBER SHINOBI

SEGA
● 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
● 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
● Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unhelpfuls. Good, if a little repetitive. 72%

DEAD ANGLE

SEGA
● 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%

DEEP DUCK TROUBLE

SEGA
● Fun — if a more than a little samey — sequel to the playable *Donald Duck*. The only real quibble with this well constructed platformer is that there isn't enough of it! 86%

DESERT SPEEDTRAP

IMPORT
● A neatly-presented platformer that, unfortunately, isn't as good as it looks. Too few levels will mean the fun won't last. 74%

DESERT STRIKE

DOMARK
● The classic wargame is brilliantly recreated on the MS. Everything from the MD version has been included. A real achievement and top of any MS owners list. 93%

DINOBASHER

CODEMASTERS
● Despite some decent graphics and sprites the constant repetition of levels and enemies will see boredom set in far too early. 57%

DOUBLE DRAGON

SEGA
● 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
● 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
● This seems lost and vacant in the abyss of a TV screen. Even so, there's probably enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE

SEGA
● 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
● 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
● Nothing like the arcade as you view your bike from above and race over an obstacle course. A serious lack of a two-player mode. 68%

ESWAT

SEGA
● 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%

F1

DOMARK
● A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. A basic race sim. 61%

F-16 FIGHTER

SEGA
● 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%

FANTASTIC DIZZY

CODEMASTERS
● The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. Great! 92%

FANTASY ZONE

SEGA
● 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! 91%

FANTASY ZONE 2

SEGA
● 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
● 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
● 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
● The quality of programming is evident, except everything is very simple to execute and soon bores you. 70%

GAIN GROUND

SEGA
● You and a friend have to choose from a band of warriors and attack a number of strongholds. Good teamwork and very addictive. 82%

GALAXY FORCE

SEGA
● This coin-op game is excellent fun. Some hideous enemy sprites but it only makes you more determined to blow them to bits. 86%

GANGSTER TOWN

SEGA
● 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
● 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
● Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. Gameplay is okay, but nothing new. 69%

GHOSTBUSTERS

SEGA
● 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
● 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
● A medieval romp through the undergrowth and onto gigantic guardians. May not have all the special FX, but plays like a dream. Buy it. 90%

GLOBAL DEFENSE

SEGA
● 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
● 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
● 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
● 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
● 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
● 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%

GOLVELLUS

SEGA
● The evil Golvellus has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

GP RIDER

SEGA
● The riding stakes may be high, but the flickery sprites and poor graphics let *GP Rider* down. There's little variety between races and an annoying control method. 58%

GREAT BASEBALL

SEGA
● 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. 75%

GREAT BASKETBALL

SEGA
● Die-hard fans will be more at home here. The two-player mode makes the game a real challenge, but the CPU opponents are easy. 78%

GREAT FOOTBALL

SEGA
● There is no reason to buy this game with the likes of *Joe Montana* already out. This is a crinkly attempt without any atmosphere. 60%

GREAT GOLF

SEGA
● 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
● 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
● 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
● 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
● 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
● 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%

HOMER ALONE

SEGA
● Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Homer Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 63%

IMPOSSIBLE MISSION

US GOLD
● An excellent conversion packed with everything from the original, even the speech. The animation is second to none

LINE OF FIRE SEGA ● Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but thoroughly enjoyable entertainment. 82%	PARLOUR GAMES SEGA ● 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%	R-TYPE SEGA ● 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. 94%	STAR WARS US GOLD ● This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 89%	T2: JUDGEMENT DAY ● You wonder why they bothered to send him back in time to fight flickery sprites with only a pathetic punch and a pop-gun. Gives new meaning to 'tedious'. 35%
LORD OF THE SWORD SEGA ● This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%	PENGUIN LAND SEGA ● The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun. 77%	RUNNING BATTLE SEGA ● 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%	STRIDER SEGA ● The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79%	ULTIMA IV SEGA ● If you like RPGs such as <i>Phantasy Star</i> and <i>SpellCaster</i> , then you should have this in your collection. It's vast and challenging. 92%
THE LUCKY DIME CAPER SEGA ● 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%	PGA TOUR GOLF TENGEN ● A superb golfing tournament for the MS. Plenty of effort has gone into the structure with fine graphics and realistic stats. 90%	SAFARI HUNT SEGA ● Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise. 63%	STRIDER II US GOLD ● Very similar to the original <i>Strider</i> in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%	ULTIMATE SOCCER SEGA ● Plenty of options and challenging competitions make this a well put together footy sim that has good graphics and addictive gameplay. 84%
MARBLE MADNESS VIRGIN ● Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88%	PHANTASY STAR SEGA ● 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. You'll be coming back to this. 94%	SAGAIIA SEGA ● What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. Far too easy. 43%	STREETS OF RAGE SEGA ● 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%	VIGILANTE SEGA ● This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment. 77%
MASTER OF DARKNESS SEGA ● As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platformer that should keep fans happy for a while. 80%	PIT-FIGHTER DOMARK ● A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%	SPECIAL CRIMINAL INVESTIGATION SEGA ● This <i>Chase HQ</i> sequel has poor graphics and dodgy controls. Full of action, but easy. 54%	SUBMARINE ATTACK SEGA ● You take charge of a submarine and progress through the seaworld, while shooting anything that moves. A poor water-bound <i>R-Type</i> . 68%	WWF: STEEL CAGE ACCLAIM ● Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79%
MAZE HUNTER 3-D SEGA ● 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%	POPULOUS TECMAGIK ● A game that you'll either love or hate. This is very accurate to the original, but takes ten times as big. 88%	SCRAMBLE SPIRITS SEGA ● Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. 44%	SUMMER GAMES SEGA ● This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. 40%	WANTED SEGA ● 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%
MEAN BEAN MACHINE SEGA ● The king of puzzlers transfers to the MS with bags of style. It's the frantic gameplay that'll keep you bean-ing against your mates (and the CPU characters) for days! 90%	POSEIDON WARS 3-D SEGA ● Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Simple and not worth bothering with. 34%	SECRET COMMAND SEGA ● This is very close to the Capcom <i>Commando</i> coin-op; it's even based in a jungle with huts and everything. Essential carnage. 85%	SUPER OFF ROAD VIRGIN ● Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper. Sprites are a little shoddy, but the speed compensates for this. 84%	WIMBLEDON SEGA ● Centre court has never been so good on the MS. Realistic graphics and superb animations made even better by super-fast play. This is a tennis sim of the highest standard. 90%
MERCS SEGA ● 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%	POWER STRIKE SEGA ● An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 82%	SEGA CHESS SEGA ● 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%	SUPER KICK OFF US GOLD ● All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. 80%	WINTER OLYMPICS US GOLD ● The game that spawned awful TV ads. All the bob and ski events could do with a re-vamp as they're much too similar. A bit frozen. 77%
MICRO MACHINES CODEMASTERS ● A really great racing title that proves addictive from day one. Superb graphics and difficult tracks will keep you hooked. 90%	POWER STRIKE II SEGA ● A great shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour action and detailed sprites. 89%	SENSIBLE SOCCER SONY ● A very playable game of footy. Presentation is kept simple but effective and you still have all the different styles and formations. 88%	SUPER MONACO GP SEGA ● A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%	WOLFCHILD VIRGIN ● A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average and a little dull. 72%
MIRACLE WARRIORS SEGA ● This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82%	PREDATOR 2 ARENA ● Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%	SHADOW DANCER SEGA ● Suffers from flickery graphics and bad response rate, but there are pleasing effects and a lightning quick dog. 69%	SUPER MONACO GP II SEGA ● A useless motor racing simulation. The graphics are dire and the whole game should be avoided at all costs. 21%	WONDER BOY SEGA ● This still holds much appeal for many arcade adventures. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%
MISSILE DEFENCE 3-D SEGA ● 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%	PRINCE OF PERSIA DOMARK ● Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%	SHANGHAI SEGA ● 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%	SUPER REAL BASKETBALL SEGA ● Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%	WONDER BOY IN MONSTERLAND SEGA ● 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. 89%
MONOPOLY SEGA ● Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. What's the point? 79%	PSYCHIC WORLD SEGA ● Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy bombs. 48%	SHINOBII SEGA ● There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with that should be a doodle. 79%	SUPER SMASH TV ACCLAIM ● A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's much too hard. 65%	WONDER BOY III: DRAGON'S TRAP SEGA ● 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%
MORTAL KOMBAT ACCLAIM ● A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 93%	PSYCHO FOX SEGA ● This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. 88%	SHOOTING GALLERY SEGA ● This is highly over-priced. Only four simple rounds of shooting various targets. 70%	SUPER SPACE INVADERS DOMARK ● Original waves and a sensational simultaneous two-player option sets this miles above any clone. 82%	WORLD CLASS LEADER BOARD US GOLD ● 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%
MS PACMAN TENGEN ● 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 dated. 72%	PUTT 'N PUTTER GOLF SEGA ● A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%	SHOOTING GAMES SEGA ● Hone your light gun skills with three varying types of game – marksmanship shooting, trap shooting and safari hunt. Excellent value. 72%	SUPER TENNIS SEGA ● 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%	WORLD CUP ITALY 90 SEGA ● It's a lot easier to control the ball in this than <i>Kick Off</i> , but ultimately you feel more like you're playing a table-top pub game than anything close to the real thing. 77%
MY HERO SEGA ● This game looks dreadful. It's a really simple beat-'em-up and not very taxing. 64%	RAINBOW ISLANDS TECMAGIK ● A highly cutesy follow-up to the very cutesy <i>Bubble Bobble</i> . Bright, cheerful and fun throughout, but much too easy. 79%	SLAP SHOT SEGA ● Like its MD counterpart, <i>EA Hockey</i> , Slap Shot is easy to get into and has all the added extras like brawling and dodgy umpiring. 76%	TAZ-MANIA SEGA ● 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%	WORLD GRAND PRIX SEGA ● 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%
NEW ZEALAND STORY TECMAGIK ● It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness anyone could wish for, but it's very hard. 88%	RAMBO III SEGA ● Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addition doesn't last. 77%	SLAP SHOT SEGA ● Like its MD counterpart, <i>EA Hockey</i> , Slap Shot is easy to get into and has all the added extras like brawling and dodgy umpiring. 76%	TENNIS ACE SEGA ● Forget <i>Super Tennis</i> . 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%	WORLD SOCCER SEGA ● A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%
THE NINJA SEGA ● For just a tanner you can have this bargain bonanza of Samurai-warmed forest awaiting your blade-blowing talents. Poor graphics though. 75%	RAMPAGE SEGA ● Everyone has a destructive nature in them somewhere. You control one of two gorillas who must smash up apartment blocks. Fun. 85%	SONIC CHAOS SEGA ● Play as Sonic or Tails in the hedge's latest MS incarnation. Great graphics but gameplay hasn't changed and it's all just too easy! 69%	TENNIS ACE SEGA ● Very different from the arcade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. 69%	WORLD TOURNAMENT GOLF SEGA ● Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master. 75%
NINJA GAIDEN SEGA ● One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. 90%	RAMPART TENGEN ● A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%	SONIC THE HEDGEHOG SEGA ● Totally excellent conversion proving that the MS can retain some originality. This mini-arcade adventure is fast and instantly compelling. 92%	TEDDY BOY SEGA ● 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%	XENON II VIRGIN ● You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some very dodgy collisions here. 85%
OLYMPIC GOLD US GOLD ● Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%	RASTAN SAGA SEGA ● Hack 'n' slash romp through many varying landscapes, but this is one of the best games of its type. Longer lasting fun. 88%	SPACE GUN SEGA ● If you're a dab hand with the Phaser, this title should bring a smile to your face. 56%	THE TERMINATOR SEGA ● Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Amie fans will be happy it's just about as tough as the man himself and won't be completed in a hurry. 90%	Y'S: THE VANISHED OMENS SEGA ● An excellent RPG, but doesn't have the playability of <i>Ultima</i> , <i>Phantasy Star</i> and <i>SpellCaster</i> . Even so, it's a real puzzler. 84%
OPERATION WOLF TAITO ● The old Phaser gun should have come into its own but the light detection is poor. Neat backdrops, but flickery scrolling is annoying. 73%	RC GRAND PRIX SEGA ● Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega have ads everywhere? 59%	SPACE HARRIER SEGA ● There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. 84%	TOM AND JERRY SEGA ● 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%	ZOO! GREMLIN SEGA ● Easy access platform action that's let down by too little originality and a sorry amount of challenge. No surprises. 78%
OUT RUN SEGA ● 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. 73%	RENEGADE SEGA ● After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47%	SPEEDBALL 2 VIRGIN ● Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%	TRIVIAL PURSUIT SEGA ● This game is ideal for a large group to play, but not for solists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%	
OUT RUN 3-D SEGA ● Keeps to the original formula of <i>Out Run</i> , but it is 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%	RESCUE MISSION SEGA ● Protect medical supplies that are being distributed to the troops. The graphics are great and the game's spot on. Got a Phaser? Got a road? Get this! 90%	SPIDER MAN SEGA ● Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%		
OUT RUN EUROPA US GOLD ● This European interpretation of <i>Out Run</i> comprises more vehicles and a longer route. It also tags on a more plausible storyline. 90%	ROBOCOP 3 ACCLAIM ● Yet another film release without much originality. Very basic gameplay makes this sad. 52%	SPORTS PAD FOOTBALL SEGA ● 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%		
PAC-MANIA TECMAGIK ● An excellent interpretation, but 35 for such an old concept is asking a bit much. If you don't mind pashing over, you won't be disappointed. 88%		SPY VS SPY SEGA ● The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%		
PAPERBOY TENGEN ● Emulates the coin-op but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills. 81%				

CONTACT

We get an Everest of mail every day so much so that a large part of our time is spent sorting it into the correct bundles.

Send all submissions to the proper department (see below) at:

SEGAPro,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth
BH1 1NF.

PROTEST

The letters sent here are usually some silly git rabbling on about how jealous they are of someone else, some poor guy needing help with their console and probably just about 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!

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 your work 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 wins a SEGAPro T-shirt!

PROTIPS

There are so many types of tips which 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 get sending!

PROHELP

Our revitalised section is much bigger and better than ever! So if you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem.

PROSCORES

No prizes here but you get your high score branded around the country.

It's issue #34. Incredible really because it was only yesterday that I was working on issue #33. Anyway, while other tired and shoddy magazines relentlessly pad out their drab pages with any old rubbish, we very carefully select the rubbish we print. Here's a selection of some of this month's best and worst comments from our mostly insane (although highly cultured) readers.

Send your letters to:

Nick Merritt,
Protest,
SEGAPro
Paragon Publishing,
124 Old Christchurch Road,
Bournemouth,
BH1 1NF.

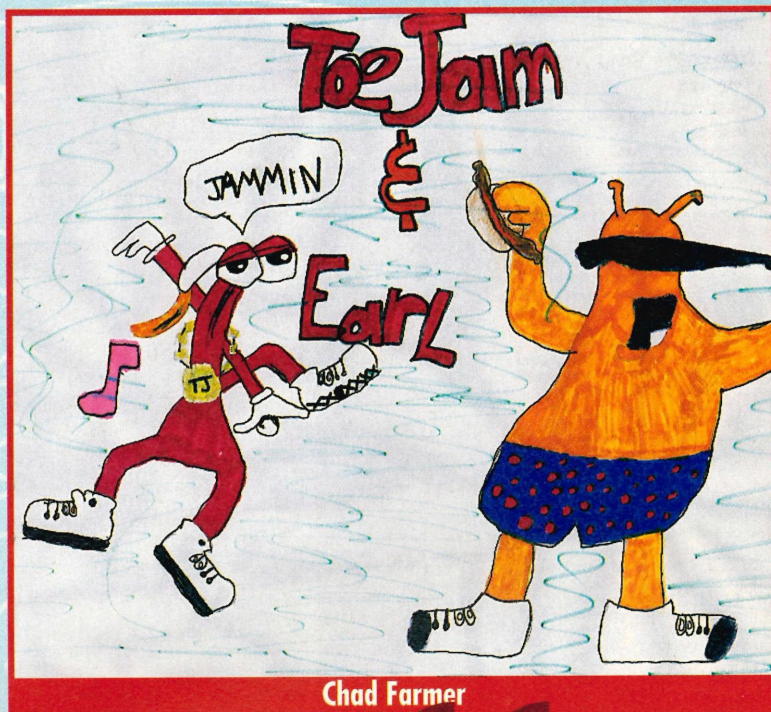
SONIC TONIC

I have been reading your great mag since issue #4 and I really think that the changes you have made to the magazine have really improved it. One complaint that I do have though is about the software - or the lack of it. The last decent release was *Sonic 3* at the end of February. Anyway, I thought you might like to read my views on two of the best newer releases - *Virtua Racing* and *Streets of Rage 3*.

Rory McNulty, Huddersfield



David Passam



The current lack of software has one very simple reason - nobody is buying many games at the moment. There are a lot of anguished letters doing the rounds in the trade press - software people moaning that nobody is buying their games, that what's happening is a crash on the scale of what happened to the market in the mid-Eighties - and so on.

Well, frankly the software producers only have themselves to blame. In another magazine I used to edit, I warned over nine months ago (when cart prices jumped to £45) that people couldn't be expected to fork out these sums of money for much longer. Nine months later, we have games retailing at £70! This is absurd and it makes me very, very angry. The greed and stupidity of the software producers is breathtaking. They all jump onto successful bandwagons like a bunch of lemmings, expecting people to continue to buy the same tired old ideas indefinitely for ever-increasing prices. Frankly, I don't know how people managed to buy games priced at £45 a throw anyway - I certainly couldn't afford to myself and I'm not 14 years old!

PROQUOTES

"PS. Spell my surname right this time."

Leon Pozniakow, Bath
Spell 'surname' right next time and we might consider it.

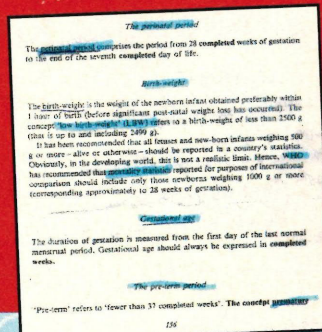
"Please tell me where I could repair my Mega-CD, preferably near Frankfurt."

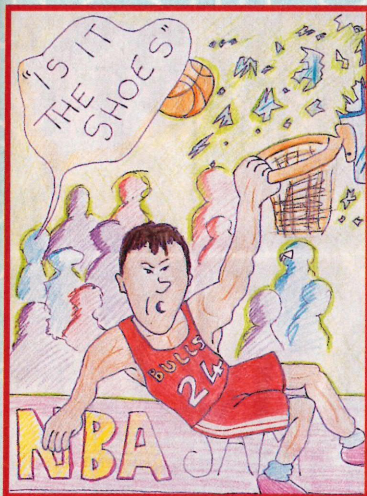
R Scarborough, Germany
I believe there's a handy little place in Botswana.

"DAMN GOOD MAGI!"

Chris Flowers, Wigmore
DAMN NICE COMMENT!

PROQUOTE SPECIAL:
Why did Lyndon from Blagowerie send his letter in on the back of this? We'll never know!





SECOND RATING

I am a 19 year old male caucasian with a point to make. This point is connected to your plea for readers of your illustrious magazine to air their views on the subject of game certification.

Well, I am just one of the many Sega-vegetables existing today and I believe very strongly that games should receive only one rating. This rating would not instigate age restrictions but would simply be connected to the price and affordability of the games themselves. There is so much rubbish available in the shops these days, and although we can always refer to reviews and the like, I have paid through the nose for games that have been utter pants.

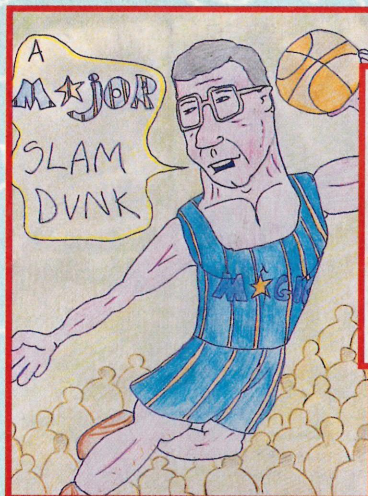
Why should the Government want to spend even more taxpayers' money just to stop kids seeing games they shouldn't? They're all going to see them one day anyway and games we can expect in the future are likely to be even more violent than some of the 18-rated films we see now.

Gripping aside, there's absolutely no point at all in rating games. We will always be surrounded by violence and as God himself intended when he said, "Go forth and multiply", sex.

Mr Christopher Ritchie Esq

(PS. Please print the word "b*****ks" in your magazine.)

A couple of things: Your idea for rating games on price and affordability would be completely unworkable. Who would do the rating? Besides, games are already rated in that way - it's called a price



sticker. There is only one sure-fire way to tell if a game is worth buying or not - try before you buy. Any shop worth its name should allow you if you ask.

Secondly, there *IS* a point in rating games. It's simply this: If we (the games industry) doesn't, the Government will. However much we might not like it, I'm afraid that's what the choice boils down to. Mind you, I wouldn't be surprised if the Government decided to rate them anyway - they seem to have this terrible fixation with interfering with stuff that they know absolutely nothing about at the moment.

Thirdly, we may be surrounded by violence (we aren't actually), but do we really have to put up with it? Have you ever had a knife pulled on you? It's not nice. And in fact, I doubt that games of the future will be more violent than ones today. I have a feeling that opinions on violence on TV etc. are changing and are becoming less tolerant towards gratuitous violence. Which I generally think is a good thing.

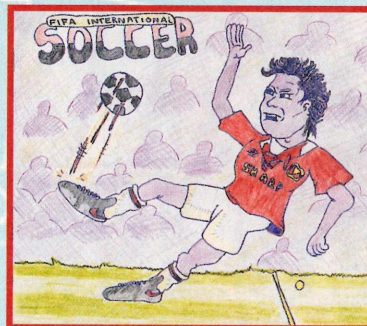
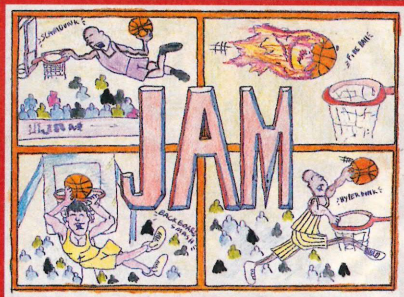
PS. "Buttocks?" Weird.



RUNNING RINGS

Can you tell me if any of the following companies are developing games for the new Saturn console? Sony, Virgin, Acclaim, Accolade, Konami, Domark, Electronic Arts, US Gold, Gremlin. Please give us a nice colour photo of the Saturn. So far it would seem that the console might feature a wireless control pad system. Am I right? When will the machine become available to us Sega maniacs?

Paul Williams



I know it has a 12 Mbyte videoRAM but does this mean it will be able to show videoCD like CDi for example? And what is the difference between the Mega Drive 1/CD1 and Drive 2/CD 2?

Gerrit Olivier, Pretoria, S Africa

Yes (through Psynopsis), Yes, Yes, No, No, No, Haven't decided, No, No. As far as the wireless control system is concerned, I think you've over-read the artist's impression we printed. We haven't heard of such a thing. Check out the pix in last issue or below.

The Saturn won't be available until 1995. Sega want it to be a high-end multimedia machine while the Mega Drive 32 does all the usual games type stuff.

I think you are also confusing what videoRAM is. It doesn't mean you can play videos - what it means is the machine has enough memory to display decent graphics, still or otherwise. 12Mbyte should allow very high res, colourful pix. For video compatibility, the words to look out for are MPEG (Motion Picture Expert Group) and DV (Digital Video). The Saturn is rumoured to support the MPEG DV standard.

There is no significant difference between the Mega Drive/CD 1 & 2. The change was made for cost reasons.



Answering your questions is one of the most important jobs at SEGAPRO as we really do care about our readers' points of view. Although it's hard when it gets nice and sunny.

In this section we aim to help anyone with a problem. If the family Mega Drive just isn't working properly, your Game Gear is constantly posing problems or you're after that elusive import game, this is the section to write to. Send your problem posers to:

Problems and Procures,
SEGAPRO
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth,
BH1 1NF.

Peter Borrer Cross from Kingston-upon-Thames writes in with the following question:

"I wish to enquire about the game that you previewed in issue #31, called *Space Ace*. A few days ago, I was watching a programme taped five years ago in Australia in which *Space Ace* was advertised! I did not see the format but I was wondering if this could possibly be *Space Ace*?"

Well, it could indeed. *Space Ace* has been around for yonks, originally coming from the arcades. So it's perfectly possible this advert was the *Space Ace* you were thinking of.

Jamie Corcoran from Poynton (aha! I know the place well!) wants to know the following: "How long does it take to do an issue of SEGAPRO? Is *Sonic Spinball* coming out on the Master System? Which is best - *Road Rash* or *Micro Machines*? When *Sonic 4* comes out will it be two player on the MS?"

Well, staggeringly easy questions, these ones: Firstly, it takes 28 days to do an issue of SEGAPRO (including weekends). But because we're such an unusually efficient mag, we often do it in 20, and usually less. No late nights in this office! (unless you're Pete, poor sod).

Secondly, just the Game Gear at the moment - in June. Thirdly, depends what you're after. In single player mode, *Road Rash* rules supreme. In two player, *Micro Machines* kicks butt. Finally, the question doesn't arise. 'Sonic 4', whatever that is, will never hit the Master System. It's unlikely that even *Sonic 3* will.

Andrew Dalton from Ashington wants to know if we'll send him an *Eternal Champs* cart to "help him with a school project we are doing." Enough said. No. Sorry. (That was a pathetic blag).

PROCURS COMPO!



OK then varmint, this is your chance to win a SEGAPRO T-Shirt! All you have to do is write down on a piece of paper all the different sentences that have come after the "...we really do care about our readers' points of view" bit in the intro to this column since the October '93 issue. First five correct answers out of a hat wins da goodies. Answers on the back of a postcard/dead animal to the usual address.





David Skelton

REVIEW SCHMOO

Please, please, please can I come and help review some games and possibly review some that aren't in the shops. I'd really love to come and see around the place. You would be like a "Jim'll Fix It" to me. Please write back because I'd be disappointed if you didn't. Thanks very much. Oh, and before I forget could you please tell me a couple of things:

- 1) Are there any cheats for *Sonic 3* on the Mega Drive?
- 2) Can you use the films that are on the CD on the Mega CD?
- 3) What is a better buy – the Mega CD 1 or 2?

Scott Thompson, Gourrock

Ho ho, now then, now then. What have we here? What have we here? (Blows huge cancerous cloud of cigar smoke into young child's face). Hey now, just how would you get down from Scotland to Bournemouth? Have you any idea how far away it is? You are welcome to send in your own reviews on paper though – we'll print 'em if they're good enough!

1) Yes. Try this for a level select: On the intro screen, do the following moves on the D-Pad very quickly: UP, UP, DOWN, DOWN, UP, UP, UP, UP. It's not easy to get it but it does definitely work.

2) No. Are you kidding after seeing Night Trap?

3) CD 2 I guess. Shop around.



Wai Ming Chan

MOAN MOAN

Unfortunately, I have to write in to complain about several things:

1) In the recent survey, you asked readers to rate sections of your brilliant mag. How am I supposed to rate Profile when it doesn't exist? Why did you have to get rid of it?

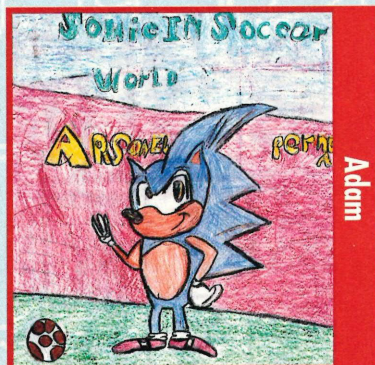
2) I thought that this was a Sega mag. Well, why did you print adverts on bodybuilding classes etc.? Please get rid of them now!

3) I recently took out a subscription only to discover that if I had waited a month or two I could have got a T-Shirt too!

4) This is to all my fellow Game Gear owners – "Stop whinging about only getting short reviews. At least they're something!"

Ewa Holender,
Newcastle-under-Lyme

PS. I still reckon your mag is great – keep up the good work!



Adam

Phew. Well now –

1) I wanted to get rid of the Profile for a bit so we could cram more into the magazine. As you can see, it is back for the moment, although after the summer, it will probably go in only once every two or so months. I don't really believe that people assiduously read the Profile every month – they might just dip into it occasionally though.

2) Don't blame me. I have very little to do with what adverts go into the magazine. I have however passed your concerns onto our advertising manager.

3) Tough luck, mate. It's the luck of the draw. Sorry.

4) Now that we have our funky Game Gear grabber, we are printing full reviews of the better Game Gear games. Hope that satisfies you!



Richard Snafell

PRO SCORES

It's back and better than ever! To kick things off, here's the list from the last time we printed ProScores – if you think you can beat any of these suckers, send in your score (we need Mega-CD scores!) on a coupon with photographic evidence and maybe you'll see your name here! The best score of the month wins a SEGA PRO T-Shirt!



JOE MONTANA FOOTBALL

127-0 (Pro) Matthew Williamson, Telford
127-7 (easy) Andrew Ship, Newbury

99-0 (Pro) Robin Westblom, Chislehurst

SONIC THE HEDGEHOG 2

629,700 Nicholas Hambridge, Woodstock

STREETS OF RAGE

430,000 Karl Benat, Whitechurch
414,000 Jonathan Owen, Crewe
144,200 Bob Porter, Brisbane

TINY TOONS

6,190,200 Richard Sheldrick, Birmingham

WORLD CLASS LEADERBOARD

10 under David Wheeler, Sunderland
9 under Peter Lavendor, Burn Moor



ALIEN 3

602,805 Johnathan Place, London

ASTERIX

710,560 Paul Denney, Durham
611,100 Matthew Sinton, Cleveland
834,900 Ross Gibbens, London

CALIFORNIA GAMES

22,500 (Half Pipe) Richard Murland, Coventry
11,250 (Half Pipe) Leon Renn, Nuneaton

GOLDEN AXE

230 Matthew Alan, West Drayton
158 Kevin Fell, Croydon

SONIC THE HEDGEHOG 2

618,900 Jonathan Place
642,100 Chris O'Byrne

SUPER KICK OFF

134 - 3 Tony Carrington



CASTLE OF ILLUSION

150,700 Andrew Brown, Pontypool

COOL SPOT

378,600 Chris Flowers, Gillingham
234,000 Carlos Madrid, Bournemouth
156,300 Edward Richards, Liverpool

JOHN MADDEN '93

326-3 Andy Duncombe, Winchester
145-7 Alex Jasper, Bournemouth
139-15 Tony Allingdale, Bristol

JUNGLE STRIKE

8,113,000 Jonathan Place, Sunderland
7,415,600 Mark Hill, SegaPro
5,620,550 Craig Tarrant, Newcastle

KID CHAMELEON

1093,391 Craig Stewart, Aberdeen
899,70 Colin Mackintosh, Leeds

PGA TOUR GOLF 2

-37 A Marson, Barnsley
-31 Kenny Carman, Chichester
-26 Andy Stephens, Kidderminster

SONIC THE HEDGEHOG 2

724,600 Andrew Brown, Pontypool

STREETS OF RAGE 2

999,990 Chris Flowers, Gillingham
833,810 The Harlequin, London
812,430 Darren Gwynne, Bedford

TOEJAM AND EARL

1056 David Voss, Leeds
976 Lee Gray, Satchet
670 Colin Newmian, Runcorn

PRO SCORES

(remember your photo evidence!)

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Game:

Score:

Machine owned:

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£40.50

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FISHY STORY

I am writing in response to your answer to my letter in issue #34. Please could you send me *Sonic 3*, or if you can't because something weird happens, like Zargon, leader of the Orken warrior clan invades Earth and sacrifices all the carts to Satan, could you please send me *Eternal Champions* instead.

And by the way, the reason my binary was written with 1s and 2s is that it is pre-pastdirectional binary and mere mortals such as yourselves could never hope to realise its vast superiority. Anyway, ta muchly for the game.

Rooney "Pilchard" Wimms, Cambridgeshire

There I was, about to bung *Sonic* in the post, when you'll never believe who turned up. Anyway, Satan is having a pretty good time in the Carnival Night Zone at the moment. And there I was about to put *Eternal Champions* in the post when – gasp – a bolt of lightning struck the cart vaporising it and three square feet of the mail department (RIP).

Actually, only joking. The cart is on its way. Oh, and by the way, mere mortals don't get to become editors of great Sega games magazines – and the binary still doesn't make any sense.



Shawn Lee

DATE RATE

Let me begin by saying how great your mag is, especially the Prodates. At Christmas I bought a SNES (I used to own a Master System). But I was so sad to have stopped reading *SEGA PRO* that I part exchanged the SNES for a Mega Drive 2. But I have now found out that the SNES is far superior to the humble Mega Drive. For instance, the Mega Drive has 512 colours while the SNES has a big 16 million. So is there anything else a SNES can do that a Mega Drive can't?

Jamshid Iqbal, Chingford

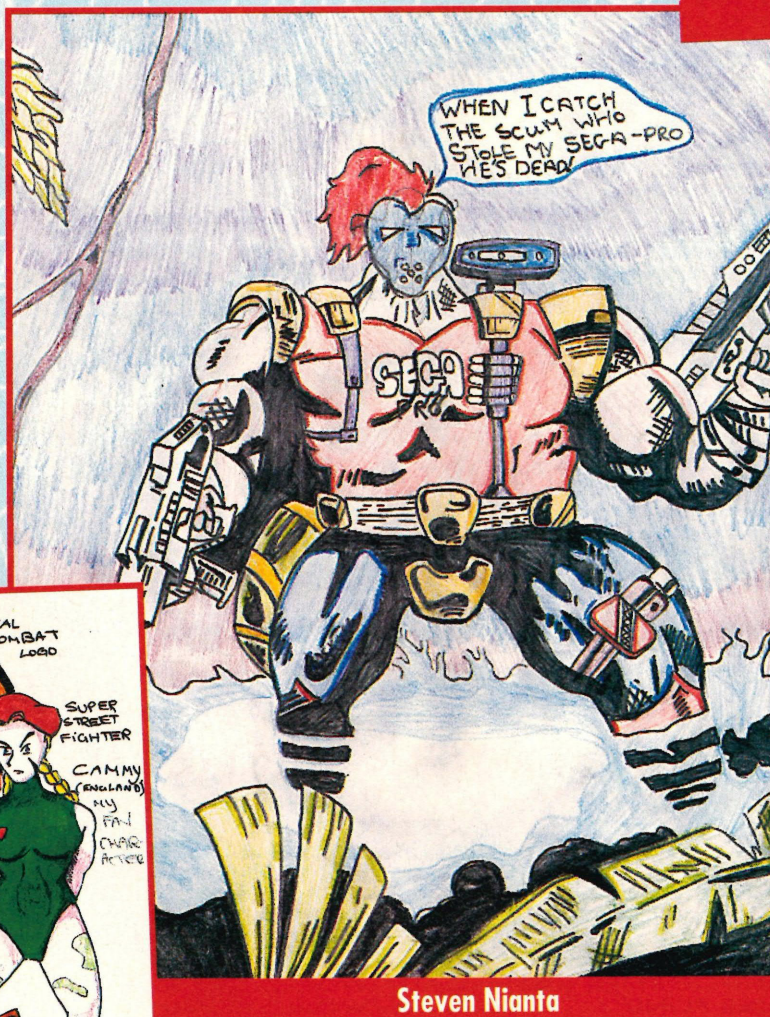
You mean all that work we put in month after month, redesigns, new ideas, exclusives and so on and YOU ARE CONGRATULATING US ABOUT THE PRODATES?!! Something that only takes FIVE MINUTES TO WRITE! AAAAAR-RRRGGGGHHHH!!!!

Well, thanks. (By the way, my commiserations for living in Chingford.)

Right, OK, let's bite the bullet. Yes, technically the SNES is a better machine than the Mega Drive. (Dunno about this 16 million colours business though). But let's face it, who gives a damn what the machine is like? What it comes down to is games, and the Mega Drive has more of them, to a higher quality at a cheaper price. Besides, you'll need a Mega Drive to work the new Mega Drive 32 add-on, and that is going to blow the SNES off the planet. Need I say more?



Steven Mianta



Steven Nianta

SINGING THE BLUES

Hi there *SEGA PRO*! (Hi! – *SEGA PRO*.) Before I start complaining I'd like to say that your mag has improved in leaps and bounds in recent months. It's even better than the first six or seven great issues (*Shucks – Nick*).

I have some questions and points I'd like to raise:

1) When I looked in the issue #31 cheats section, I saw the *Sonic 2* cheat for the Mega Drive. But, no matter how many times I tried, I could not get this cheat to work at all.

2) In the brilliant guide for *Mortal Kombat* (issue #24) you missed out Lui Kang's flying kick and Sonya Blade's flying punch. The kick is: Tw, Tw, 2. The punch is: Tw, Aw, 1. Ta da!

3) Do any of the crew like the Spin Doctors?

Greg Dow, Maldon

PS. I've enclosed a £50 note so that you print my letter.

Why has the magazine only improved in leaps and bounds? There are far more interesting ways for it to have improved, like in a hop skip and a jump, a backflip, a leap over a hurdle, a high jump, a judo throw, a 100 metre sprint, a synchronised swim, a game of darts – you know the kind of thing. Anyway:

1) Our mistake. This cheat was actually a Mega-CD cheat and was accidentally printed in the wrong bit and under the wrong name. Sorry.

2) Thanks. That's worth a *SEGA PRO* T-Shirt!

3) No.
PS. Send us £100 next time and we won't chop it in half!

FAIL SAFE

I have thought up a few more software failure type things for your column:

- Bimbo 3 (*Rambo 3*)
- 2 Rude Nudes (*2 Crude Dudes*)
- Melted Feast (*Altered Beast*)

Neil Dolley, S Africa

PS. Compliments to all the staff for such a MARVELOUS mag.

I give up. We'll stop doing the failure things when we stop getting them!

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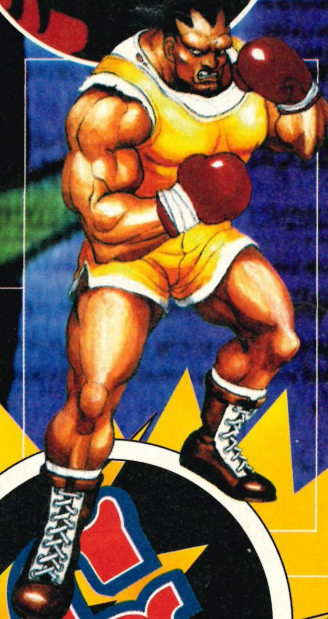
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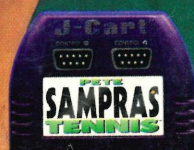
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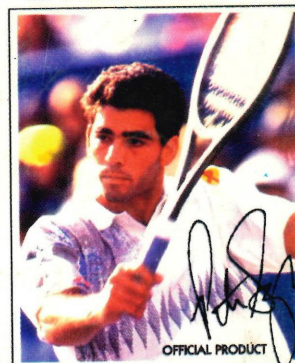


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