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Sega Pro

● Issue 49 ● September 1995

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

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Sega XS

Guides to:

Virtua Fighter

Brian Lara Cricket

Zero the Kamikaze Squirrel

What's small, pink and well hard?

Worms

Exclusive on the Mega Drive!

Plus!

Micro Machines '96: Turbo Tournament

JVC Boxing

All new Saturn games reviewed!

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MEGA DRIVE

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CD Demo
SoulStar

Ever fancied having half of the Intergalactic Empire's firepower directed against you whilst flying at 7, 261, 824 mph in deep space? Then load this demo up, pronto!

As a, how shall we say it? 'taster' of things to come on the 32X, Sega Pro are proud to present the original Mega-CD version of the cracking space shoot-'em-up, *Soulstar*. This demo allows you to play through the entire first level of this classic game. Showing you that, almost a year on from its original release, the playability still shines through even in this day and age.

The basic gameplay couldn't be simpler: viewed from behind your craft, it's your job to blow away any alien scum-suckers that are foolish enough to cross your path. Being aliens, of course, they don't hesitate in returning your fire, so avoid their attacks by flying around the screen as cunningly as you can. I'm sure you know what I mean.

Any 32X owners out there will be glad to hear that Core Design are actually up-dating this Mega-CD corker later on this year with the release of *Soulstar-X*. Bigger, better and far more sexier than the original, it should roar straight to the top of the charts when it comes out. Save yer pennies for it...

No Demo? Order yours now!

If you didn't buy the CD version of SegaPro and have a Mega-CD you'll be wanting to get your hands on a copy of this cool demo. All you've got to do is order it directly from Karen in our mail order department. Write a cheque for £3.95 sterling made payable to **Paragon Publishing Ltd** and send it off to: **SegaPro CD#49 Offer, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth BH1 2JS**.

If you want to save a stamp but don't mind about the phone bill you can pay by Visa/Mastercard by phoning or faxing your order to: Tel: **01202 200200**, Fax: **01202 299955**.

Issue 49

Gout

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Worms

How big is your worm? Ours is massive, four pages massive to be precise in this EXCLUSIVE preview of Team 17's Lemmings beater and an interview with the mad man behind the game!

September 1995

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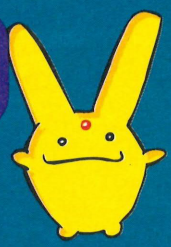

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We've only just got the first installment in the UK when Japan are wowing over the sequel. Sega show us just how cool it really is in this exclusive preview!

Summer Movie Madness

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The cinema is a wash with hot movies for the summer and the games aren't far behind. Grab some popcorn and come to the back seats for a snog with Sega Pro (tongues 'n' all)!

Compos galore!

With copies of *Zero the Kamikaze Squirrel*, *Aero the Acrobat 2* and *Fever Pitch Soccer* along with a mountain of movie merchandise to be won you'd be a fool not to stock up on postcards and stamps!

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Firing The Bullets of Truth!

Front

Sega Pro has been off on tour this month. Staying in dodgy hotel rooms, eating greasy breakfasts, watching lots of late night TV and then trashing the place when we leave. We're just crazy rockers at heart! And all this is so that you can be the most up-to-date readers in the Sega world!

We travelled to Yorkshire and Lowestoft to see Team 17's *Worms* being worked on and came away with part of our brains missing! The game's creator Andy Davidson is absolutely mad! The game is a right belter though, one of the most playable multi-player games I've seen for a long time. And it looks nothing like *Lemmings* at all! You'll be able to get your hands on it in November, but in the mean time check out our preview.

Besides *Worms* (ours are particularly hard by the way) you can take the first look at *Clockwork Knight 2, Virtua Hang-On* and *Wing Arms* on the Saturn this month. How's that for exciting?!

So enjoy reading the mag and don't forget to drop me a line with any comments you might have.

Nick Roberts
Editor

Stop Press!! Smokin'!

Just as we were going to press, our top fighting guru Mat Yeo uncovered a blinding tip for Midway's *Mortal Kombat 3*. Players have been puzzling over the multitude of secrets hidden away in this top-rated arcade hit with the main question on everyone's lips being "How can you play as Smoke?" Well all can now be exclusively revealed. Fighters faced the grey ninja in *MK2* but this time round he's a fully playable character. Here's how to reach him: When a one-player game has finished, Kombatants are told to enter **The Ultimate Kombat Kode**. There are ten boxes in a row, each with a symbol in them. By pressing a certain sequence, the correct Kode may be entered.

On Controller 1, press High Punch once, High Kick twice and Block nine times. Then on controller 2, press High Punch twice, High Kick four times, Block twice, Low Punch twice and Low Kick three times. This will give you the following Kode: MK - Dragon - Skull - Dragon - Yin/Yang - Yin/Yang - Yin/Yang - Yin/Yang - 3 - Question Mark. Do this before the timer runs down and a message will appear telling you that Smoke is now yours to control. Start the game again and Smoke's face will no be in the centre of the character selection screen. Both players may select this purple cyber-ninja.

Smoke's moves are as follows:

Harpoon: Back, Back, Low Punch
Teleport + Uppercut: Forward, Forward Low Kick
Invisibility: (Hold Block) Tap Up, Up + Run
Throw (in air): Block

All move are confirmed on *Mortal Kombat 3* machines with Version 2.0 chips. Keep an eye on ProTips for more top Kombat tips.

Acclaim get big name!

One of the biggest 16-bit video game licences of 1995 has been snaffled up like a truffle by Acclaim Entertainment. *Mortal Kombat 3* on the Mega Drive will now be published by the company this autumn even though they had a big bust up with Williams, the creators of the original arcade machine and lost the Mortal Kombat contract.

Acclaim have wangled the new deal by going though Sony who landed the 16-bit licence by tying up a lock-out deal for the super consoles version. An arcade perfect game will be released on the PlayStation before Christmas but we'll have to wait until next year before we are blessed with the superior Saturn version.

Signing up *Mortal Kombat 3* will give a big boost to Acclaim's poor software line-up. We have yet to see what they do with *Batman Forever* but their *Judge Dredd* game has done abysmally in the high street, failing to reach the top 20 in its first two weeks on sale.

It is also rumoured that the company has done a deal with US giant Capcom to produce a new version of *Street Fighter* for the Saturn! More news soon...

line

Galaxy Fight

- **Marubeni/Sunsoft**
- **Saturn**
- **October**

Originating on the Neo-Geo console Sunsoft's *Galaxy Fight* is yet another beat-'em-up, but this time with a spacey theme to it. The Saturn version has all the same graphics and playability with plenty of hard looking characters to choose from and some of the most spectacular special moves seen so far in a sideways scrolling fighter.

I don't really know why they're bothering with the Neo-Geo game, that machine has enough beat-'em-ups already. Instead they should be concentrating their efforts on finishing the Saturn version so that we can play it! A full preview coming soon.

The boys to entertain you...

Mat Yeo

Mat has been a very busy boy this month, what with researching his massive movie feature and disappearing into an unnamed Bournemouth hotel every night, only to appear in the morning looking all bedraggled. We daren't ask what he's been up to. A gentleman never tell.

Game of the month: Mortal Kombat 3 in the arcades

Nick Roberts

Yup! He's survived to make another issue and had made it his mission to bring colour to Sega Pro. If you look through this issue you should find that some of the boring white backgrounds have been given a new lease of life. Oh, we love our Nicko!

Game of the month: Earthworm Jim 2 on Mega Drive

Mark Pilkington

Mark's been off on his hols (again) so has only really had time for the tips this issue. He did make up for his absence by blowing up X•Gen and Games World's PlayStation on his return. That's what we like to see — some nice juicy sabotage at work!

Game of the month: Power Rangers on Mega-CD

Steve Hardy

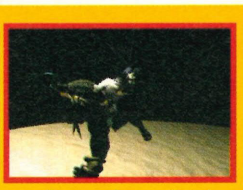
Our newest member has been getting to grips with all the computers around the office. In fact he's been getting to grips with some of the female employees too the sly fox! If things get any worse we're going to have to tied young Steve to his desk!

Game of the month: Bug on Saturn

News

Lobo

- Ocean
- Saturn, Mega Drive
- October



Psycho alert! The meanest and most vicious cartoon character to ever come out of the DC Comics stable has wound up with it's very own console game from Ocean of America. For those of you who don't know Lobo was developed in 1993 and has quickly become one of the most popular comic book series for young males.

He's a futuristic bounty hunter hired to perform tough and dirty jobs no-one else can stomach. Dressed up in chains, steel hooks and semi-automatic weapons and riding his mean Harley-Davidson you'd be a fool to mess with him.

In the game Lobo's arch enemy Vril Dox is out to destroy his reputation once and for all by making all his killings come back to life. If the corpse resurrections continue Lobo will be finished so it's a no-holds barred blast to pop off anything that so much as looks at the comic book star.

The next generation versions of the adventure are looking fantastic. All the characters have been created using state-of-the-art stop motion techniques along with digitising of live actors and polygon work done on a Silicon Graphics machine.

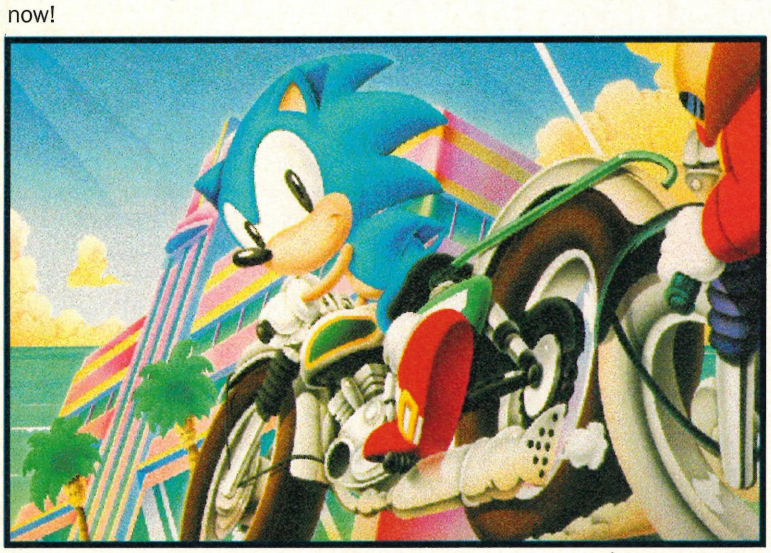
With plenty of scrapping action going on in every screen and the pull of the top DC Comics characters *Lobo* is cookin' on gas! More soon.

Bundled hedgehogs!

Remember Sonic the Hedgehog? He was a blue spiky character that made Sega famous, until they decided to drop him and go with a red imitator called Knuckles. Well, he's making a comeback in a compilation of his greatest moments on the Mega Drive.

Released in August for a mere £39.99 the top value cartridge contains the original *Sonic the Hedgehog*, *Sonic 2* and *Mean Bean Machine*. All great games, and ones that new comers to the world of Sega may have missed. In fact, it's worth paying the asking price for the great *Mean Bean* alone — what a scorcher of a game!

Get down to your local software emporium and catch yourself a copy now!



Virtua Hang-On

- Sega
- Saturn
- TBA

Wey-hey! Another Sega arcade classic makes the conversion to the Saturn. We don't mind as long as they make a better job of this than they did with the brilliant *Rad Mobile*. As you'd expect you get to ride a big bike in *Virtua Hang-On*, only it looks smarter, goes faster and has all the expertise of the Virtua boys behind it in the Saturn game. Again, details are sketchy but a more informative preview can be found in a future issue of Sega Pro (probably).

Top of the Sega pops!

Here are all the charts for this month on all Sega formats supplied by Gallup. We've also included a special Saturn import chart compiled for us by our good pals at The Video Game Centre in Bournemouth. If you fancy any of the games you can call them on 01202 527314.

SATURN IMPORT

1.	Virtua Fighter Remix	Sega
2.	Shin Shinobi Den	Sega
3.	Daytona USA	Sega
4.	Greatest Nine	Sega
5.	Panzer Dragoon	Sega
6.	Digital Pinball	Sega
7.	Grand Chaser	Sega
8.	Victory Goal	Sega
9.	Parodius Deluxe Pack	Konami
10.	Astal	Sega

GAME GEAR

1.	Micro Machines	Codemasters
2.	Desert Speed Trap	Sega
3.	Sonic the Hedgehog 2	Sega
4.	James Pond 2: Robocod	Sega
5.	Sonic Chaos	Sega
6.	Winter Olympics	USGold
7.	Strider 2	USGold
8.	Mortal Kombat 2	Acclaim
9.	Dragon: Bruce Lee Story	Virgin
10.	André Agassi Tennis	Playtime

MEGA DRIVE

1.	Brian Lara Cricket	Codemasters
2.	Theme Park	Electronic Arts
3.	FIFA Soccer '95	Electronic Arts
4.	PGA Tour Golf 3	Electronic Arts
5.	Street Racer	UbiSoft
6.	Rugby World Cup '95	Electronic Arts
7.	NHLPA Hockey '95	Electronic Arts
8.	Fever Pitch Soccer	US Gold
9.	Streetfighter 2 Champion Edition	Sega
10.	NBA Live '95	Electronic Arts

MEGA-CD

1.	Mickey Mania	Sony
2.	FIFA International Soccer	Electronic Arts
3.	Lethal Enforcers	Konami
4.	Star Wars Chess	Mindscape
5.	Powermonger	Electronic Arts
6.	Rebel Assault	JVC
7.	World Cup USA '94	US Gold
8.	Brutal: Paws of Fury	Gametek
9.	Earthworm Jim	Interplay
10.	Animals	Mindscape

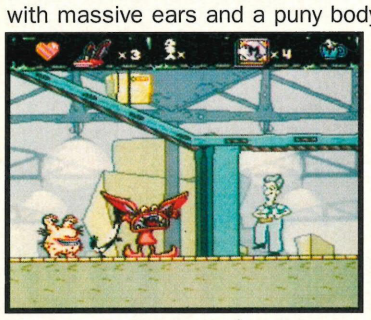
MASTER SYSTEM

1.	Batman Returns	Sega
2.	Desert Strike	Domark
3.	Cool Spot	Virgin
4.	Wonderboy in Monster World	Sega
5.	Desert Speed Trap	Sega
6.	Star Wars	US Gold
7.	Sonic the Hedgehog 2	Sega
8.	Sonic Chaos	Sega
9.	The Lion King	Virgin
10.	Robocop Vs Terminator	Virgin

Cack your pants

Prepare to be very scared! We've all been frightened of monsters at some time in our lives but never before have they been REAL! Yup, the top kids' TV show is coming to the Mega Drive courtesy of Viacom. *Aaahh!!! Real Monsters* (don't forget the three exclamation marks!) follows the lives of three young monsters as they learn the ways of scaring humans.

They study in a school deep underneath a smelly rubbish dump with their teacher The Gromble. The three main monsters go by the names Ickis, Oblina and Krumm. Ickis is an odd creature with massive ears and a puny body, Oblina looks like a candy cane with lips and eyes and then there's the real weirdo in the bunch, Krumm holds his eyes in his hands above his head and has terrible B.O.!



From Nickelodeon, the people behind the cartoon Rugrats, *Aaahh!!! Real Monsters* is a treat to watch, and the Mega Drive game will hopefully be a treat to play. Hopefully we'll have a closer look in the very next issue.

Hard Right!

Hot news this month concerns AM3's forthcoming conversion of the hit arcade racer, *Sega Rally*. As the Sega Pro team's game of the year, we're expecting big things when this title appears toward the end of the '95.

Sega have already proved that they're finally getting to grips with the Saturn's operating system and the recent *Virtua Fighter Remix* is an excellent indication of how far they've come since the glitchy disappointment of *Daytona USA*.

Currently only 10% complete, *Sega Rally* will be produced using the new Saturn development tools that Sega have recently sent out to all their third party programmers. Although the original arcade game was actually created by AM3, the home version is being overseen by Yu Suzuki, the man behind all of AM2's hits including *Out Run* and *Virtua Fighter*.

Obviously the Saturn version won't reach the graphical heights that the Model 2 arcade board is capable of but Sega are aiming to have all the gameplay and speed of the coin-op whilst keeping CD access times down to a minimum. All three courses will survive intact with mirror mode tracks available as an optional extra. Even without the reactive steering wheel and high visual quality of the arcade game, Saturn *Sega Rally* still looks like setting another standard in home conversions.

Endorfun

- **Time Warner Interactive**
- **Saturn**
- **Autumn**

For years the gutter press has talked about computer games being bad for your health, making players nothing but quivering wrecks and triggering epilepsy in some people. Now we have a game from Time Warner Interactive that actually admits to having hidden subliminal messages in it.

These aren't the sort of subliminal messages that you find if you play your heavy metal records backwards though, these are 'feel good' messages that will relax you and can be extremely therapeutic and addictive.

The only objective is to manoeuvre a pulsating multi-coloured cube around a grid so that the colour on the top of the cube matches that of the flashing square on which it must land. If successfully completed you'll absorb part of the life force you need to progress to the next level. It's a race against time and there are hundreds of levels to be sorted.

Hidden inside the ambient 'world music' in the game are voices which can't be heard because of the frequency they've been recorded at. They are however picked up subconsciously by the brain. Phrases such as 'You will achieve your highest goals' and 'Know what you want and it's yours' will leave you with a natural high after every game.

Scientists have found that computer games stimulate the brain to release endorphins, the natural chemicals that relieve pain and give a natural high in life and Time Warner have capitalised on this with this unique game. I just can't wait to play!

News

The Horde

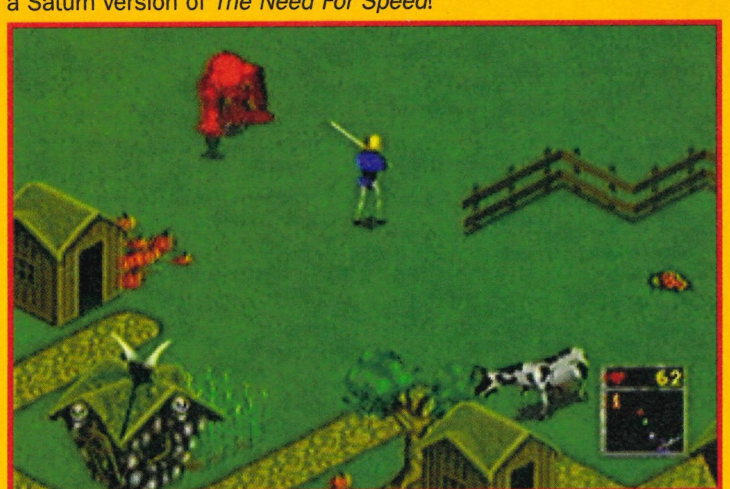
- Crystal Dynamics
- Saturn
- Before Christmas

Monsters, monsters everywhere and not a drop to drink! This issue seems to be full of the things with *Aaahh!!! Real Monsters* making an appearance and then this 3DO conversion from Crystal Dynamics.

The Horde are a bunch of odd creatures that crunch on cows, slurp up crops and basically destroy everything in their path. The task in the game is to swipe their heads off before they have chance to splatter too much of your precious village.

The scene is set with badly acted Full Motion Video with Americans desperately trying to pull of English accents and the in game graphics are seen from a 3D isometric view point and are packed full of detail from the smallest blade of grass to the great cows that you can push around without them flinching!

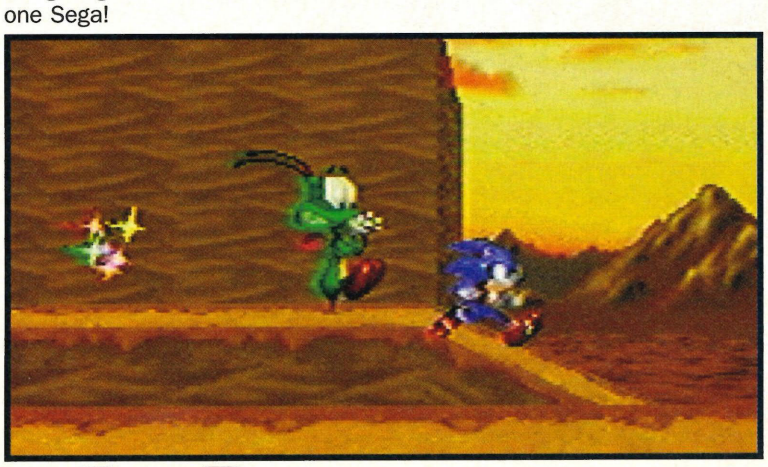
The trend of converting 3DO games to the Saturn seems to be here to stay, and why not when some of the Panasonic console's games are so brilliant? Let's just hope Electronic Arts Canada come up with a Saturn version of *The Need For Speed*!



Saturn Sonic!

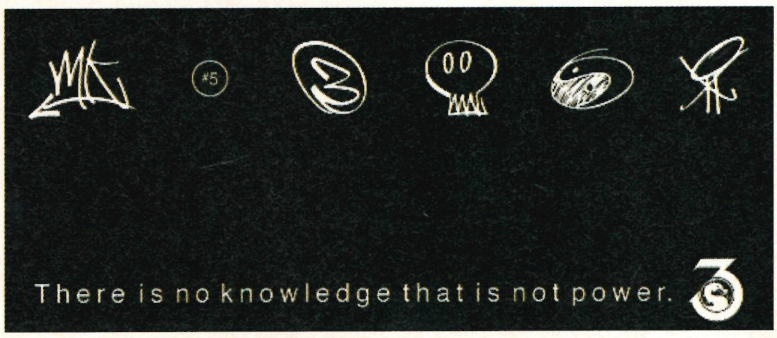
It had to happen sometime, but we weren't expecting it to happen when it did! Sonic has arrived on Sega's flagship 32-bit console, only not in another of his platform romps. The little blue speedy hedgehog has got himself a job as a bonus character in the upcoming 3D platformer *Bug*.

As you can see from the sequence of shots here, Bug discovers a bonus game where he must race against Sonic to pick up power-ups and bonuses galore. Sonic rushes off into the distance, but no matter how hard you try you just won't be able to beat the blighter. Well, Sonic the Hedgehog couldn't be beaten by some new Sega up start could he? Nice one Sega!



Take the hint!

The sequel to one of the greatest combat games in existence has finally hit arcades all over the country, just in time for the summer rush. And Midway are already releasing the Kombat Kodes in all kinds of sneaky ways. Some have been found in their magazine ads across the States, some on the Internet and others in the TV ads. In the future they plan to release codes to hardened fighters at the Mortal Kombat Live tour that is currently doing the rounds in America. A forthcoming Mortal Kombat cartoon series will also carry kodes, if you look hard enough. In the mean time you'll have to make do with the one we have here. Nice, isn't it?



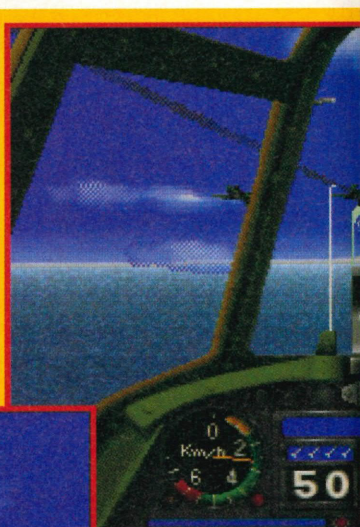
Hot stuff?

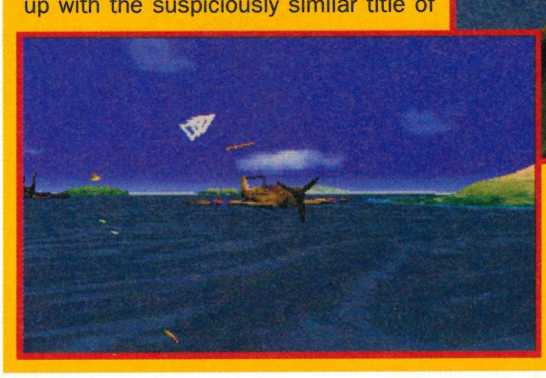
The Saturn isn't just a 3D powerhouse. Oh no. Sega's little darlin' also has a knack of handling 2D sprites better than the PlayStation, with multiple parallax scrolling and thousands of on-screen sprites proving no trouble at all. Hopefully it'll use some of that extra processing power when TecnoSoft's appalling *Hot Blooded Family* makes its appearance on import in early September. This side-scrolling beat-'em-up follows on in the same vein as *Streets of Rage* and features three overly-muscular characters battling it out with a variety of punks and villains. The PlayStation version was one of the first games to be launched on Sony's wonder machine and suffered from serious slowdown, poor controls and appalling visuals. Hopefully, the Saturn game should fare better 'cos let's face it, it couldn't be much worse.

Wing Arms

- Sega
- Saturn
- TBA

Who's been down to the arcade recently? You'll find all sorts of Sega machines down there including a polygon based flying simulation called *Wing Wars*. It was rumoured that this would be converted to the 32X but instead this Saturn game has cropped up with the suspiciously similar title of *Wing Arms*.





Basically it looks like the flat coloured polygon about with various mi enemies to shoot down but keep your eyes glu sometime soon.

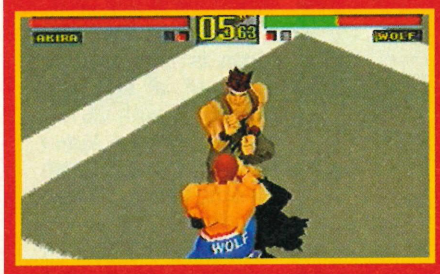
Virtua Fighter Remix

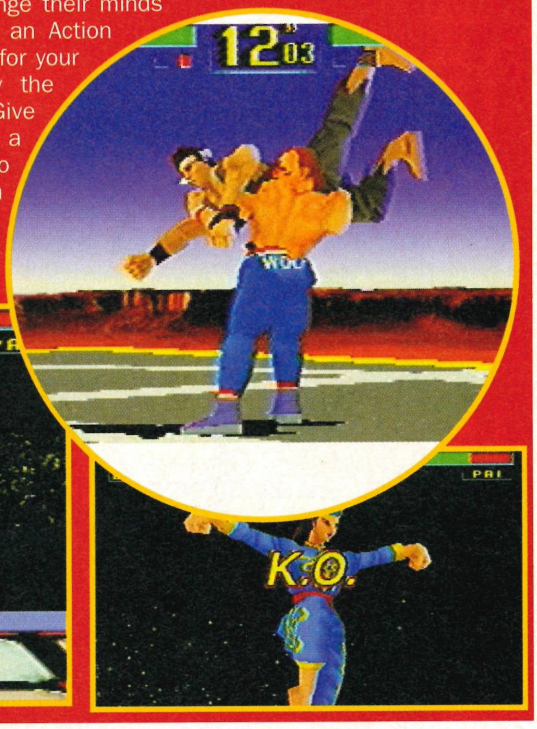
- Sega
- Saturn
- Import NOW!

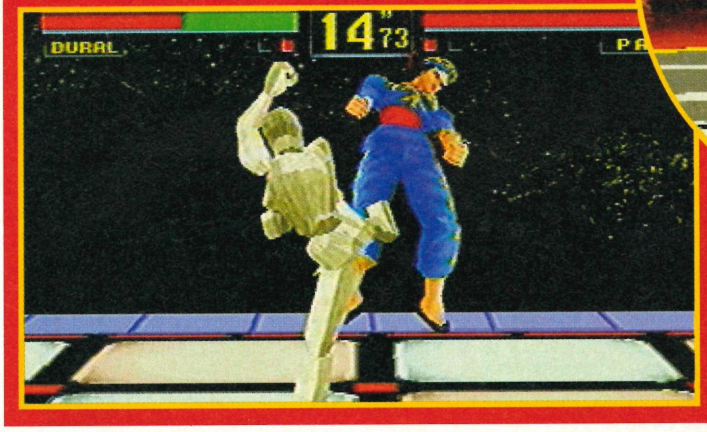
All fans of the polygon fighters will be pleased to know that Sega of Japan's *Virtua Fighter Remix* is now available from an import company near you. The game is out of this world. If you though that the original *Virtua Fighter* was good then you're going to wet your pants when you play this.

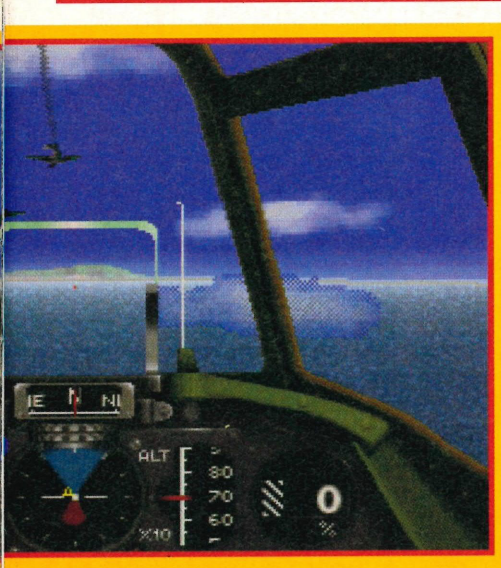
It's a kind of cross between the first game and *Virtua Fighter 2*. It has all the game logic and graphic engine but with added texture mapped fighters and special sketches of them all on the character selection screen. We just can't stop playing it on the office but the only sad thing is that you'll never be able to buy it officially in this country.

Sega have decided that *Virtua Fighter 2* will be coming out for Christmas so there's just no time between now and then to release this game! So unless they change their minds you'd better get an Action Replay cartridge for your Saturn and buy the import game. Give Martin or Andy a call at the Video Game Centre on 01202 527314, they'll sort you out!









Wing Wars, but with texture mapping instead of s. All kinds of planes and choppers can be flown ssions to be completed and plenty of nasty There's no fixed release date for this game yet ed to these pages for a full work in progress

Bargain city!

Who said that Sega were a bunch of money grabbing thieves? Not us! They've just finished a great compilation pack of three of the greatest Sonic the Hedgehog games ever. *Sonic 1*, *Sonic 2* and *The Mean Bean Machine* can be found on one cartridge for the cracking price of £39.99.

Later on in the year, possibly for Christmas, they'll also be a new Mega Drive pack in the shops with a console and the cartridge for only £100. Bargain!

Raunchy Rumours!

Hot Shiny Entertainment star *Earthworm Jim* is heading to a TV screen near you. The mucus covered one is all set to star in his own animated series due to air in the states on September 9th. Cartooning chores are being handled by a Korean company and the show has been commissioned for a total of 13 episodes. It looks like Warner Bros. are already interested in the show after their own successful *Batman: The Animated Series* finished it's run earlier this year...

Hmm... we hear murmurings at Sega again. Although the 32X is still holding its own (barely), it looks like the big S may scrap plans to release the Neptune altogether. The combined Mega Drive and 32X unit was due to be unleashed in early '96 but may now never see the light of day...

Keep your eyes peeled for Sega of Japan's *Dragon Force*. This strange RPG/strategy hybrid features two fantasy warrior teams battling each other on huge scrolling planes. The only thing is that each player has over 100 characters on their team. Confusing or what?

Still on the RPG trail, prepare yourselves for *Lunar* on the Saturn. This top rated RPG has been improved and updated with rendered graphics and a new storyline. Expect this one in December...

Atlus have a *Ridge Racer* style clone lined up for an October release. *King of the Mountain Pass Spirits* (what a mouthful!) is fully texture mapped and should tide drivers over until Namco get their game onto the market.

With a serious lack of shooters on the Saturn, Japanese software company Psikyo have a cool blaster entitled *Gunbird* in the works. Expect plenty of top view action and monstrous power-ups...

As reported in last issues *Raunchy Rumours*, Williams, home of MK 1-3, are hard at work on a new fighting game. Although originally code-named *Tokyo Joe*, the actual title of this combat game is now set to be *War Gods*. Expect real time, SGI rendered visuals and the same Ultra 64 hardware that powered Killer Instinct.

Jap News

ニュース

Cartoon Combat

ネ Fighting fans wanting to forget the fiasco that is *Street Fighter: The Movie* may have heard about the animated SF II flick that came out in Japan around the same time. Although it still isn't available in this country yet you may be able to get hold of a copy from your local video or laser disc importer. The Anime version proved so popular that Capcom commissioned a TV series currently running in Japan at the moment. The show focuses on Ryu and Ken as they arrive in San Francisco looking for excitement and adventure. Expect all your SF II favourites to pop up as the dragon punching duo get into trouble in each action-packed episode.

Followers of all SNK releases will no doubt be overjoyed to hear that there's now a *Samurai Shodown* video available as well. Released by Fuji TV and A.D. Vision, this more adult offering takes viewers to the feudal land of Edo as six legendary warriors are resurrected to battle the fearsome power of Shirou Amakusa.

A new CD out in Japan is also causing a bit of a stir. It's packed with hot artwork of the *Virtua Fighter* characters in various poses. These are graphic files so are only useful to us magazine types but hey! We love 'em!

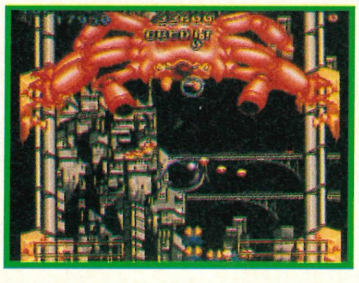
Hari-Kari Hoops!

オ Although usually associated with Nintendo, top toy makers, Bandai are planning their first foray into the world of Sega. Due out in September on the Saturn is *Slamdunk* which is based on a hit Anime series of the same name. Basketball fans may want to check out this title as it features scaling courts, large smooth sprites and could prove an alternative for those of you who are getting a little fed up with *NBA Jam*.

Top of the Pops

Oooooh! Lovely boys playing that bouncy ball game!

ウ *Parodius Deluxe Pack* was such a hit on the Saturn in Japan that Konami are preparing to release yet another collection of console classics. *Pop 'n' Twinbee Deluxe Pack* features the original arcade shoot-'em-up as well as updated versions of this hit series that have appeared on various consoles over the years. Although only 60% complete at the moment this colourful, fast-paced blaster should contain every feature of the originals as the Saturn can easily cope with a vast amount of on-screen sprites. Also expect massive bosses and totally over-the-top power-ups when *Pop 'n' Twinbee Deluxe Pack* arrives at your local friendly importer this Autumn.



Sega Sword & Sorcery

The first arcade game to utilise the ST-V (or Titan) hardware is nearing completion for the Saturn. *Golden Axe: The Duel* looks like a typical beat-'em-up but Sega are promising gamers something special. As the ST-V board features virtually the same chipset as the Saturn this is one conversion that could truly be arcade perfect. There are ten characters to select from, each with the standard special moves you'd expect (mock fireballs and dragon punches) as well as other graphically spectacular attacks. As in most Neo-Geo fighters there's screen-scaling although the Saturn game does seem to slow down somewhat. We should have a complete moves list for *Golden Axe: The Duel* next month so watch out!

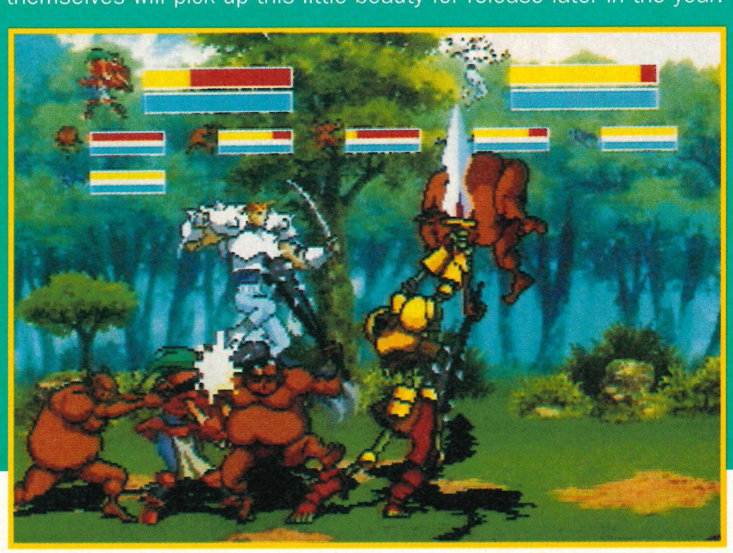
This Virtua Fighter rendered stuff is really snazzy! Tasty bird too!

Batter up!

Yes folks, it's baseball time again! Winging your way from the Land of the Rising Sun later on this year, *Konami Baseball* gives Saturn gamers the chance to experience America's favourite pastime first hand. Unlike it's rival, *Greatest Nine*, this game goes for cute in a big way. The little chubby players are joy to behold as they run around the diamond throwing balls at each other. The English translation isn't yet complete, but the Japanese version we played in the office was playable enough. When it's finally released over here, this looks set to be a bit of a stunner. Baseball fans, start saving your pennies for it now!

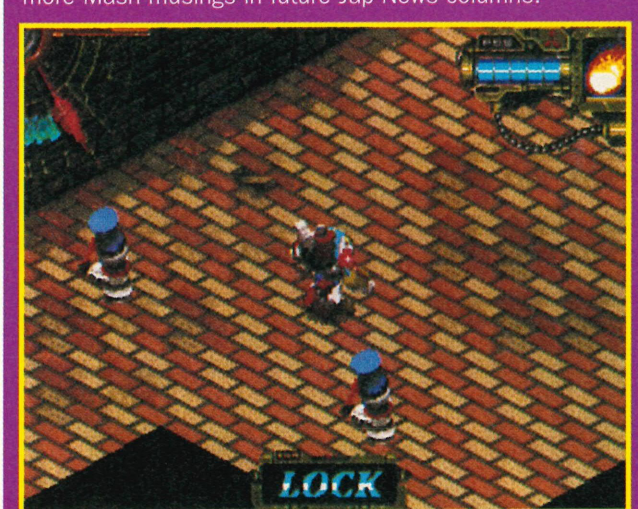
Treasure Hunt

As reported in last issue, Treasure are indeed hard at work on their first 32-bit game and it now has an official title. *Guardian Heroes* is still in the initial development stages but so far this is looking like one hot RPG! Taking an unconventional side-on perspective, *Heroes* follows the adventures of five brave warriors as they explore a mystical kingdom, slaying monsters, righting wrongs and generally being er... heroic! RPG followers will be glad to see all the usual fantasy trappings such as magic spells, combat rounds and quests in this game but they've all been given that unique Treasure touch so expect *Guardian Heroes* to be massive. Hopefully Sega themselves will pick up this little beauty for release later in the year.



Steaming ahead

Way to go Takara! The Saturn desperately needs an icon and *Steamgear Mash* could just be the mech to do it. This title has been in development for nearly eight months now and is also the first Saturn title to be produced by this hot Japanese software company. Similar in looks and gameplay to *Sonic the Arcade Game*, *Steamgear Mash* is a wacky robot who's adventures are set in an isometric world populated with strange creatures, tricky obstacles and many original features. Massive power-ups are also the order of the day as Steamgear lets rip with enough artillery to level a small South American country. Another cool feature of this game is that our hero is able to lock his feet in position and then rotate his body around whilst firing. Maximum carnage! Keep your eyes peeled for more Mash musings in future Jap News columns.



Mega Drive

Preview Exclusive

How hard is Worm

What's small, pink and hard? A worm with a machine gun! Nick Roberts takes the bait and goes in search of total wormage...

The story behind *Worms* is a classic rags to riches tale, well except that creator Andy Davidson wasn't exactly in rags, but believe me he's going to be rich!

In a small bedroom somewhere in Bournemouth (just down the road from the Sega Pro offices in fact) Andy used to tinker around on his Amiga making games for his own enjoyment. Then in August 1993 he started a project that would change his life. He wanted a game that couldn't be finished in a couple of hours, something that would give a different challenge and have a new look each time he played. He choose worms to star in it because a worm had never been in a game back then (until Earthworm Jim barged into the limelight) and a game codenamed *Total Wormage* was born.

Since then the whole thing has escalated into the mega-bucks video game it is today with versions planned for every console and computer imaginable. For the Mega Drive some of the Amiga original elements have had to be dropped, but this is no bad thing. The landscapes were originally created using a fractal generator, this meant that there were a ridiculous number of possible levels, but many of these may only be a couple of pixels different. Due to RAM restrictions on the Mega Drive, Team 17's graphic artists have drawn new landscapes from scratch. This means they can include lots of secret worm holes, hiding places, overhangs and death hollows. The Amiga can also use custom levels drawn by the player and there's a sample option to record voices for the worms — unfortunately this is impossible on the Mega Drive!

● There's only one reason why people go on skiing holidays. They just want to get piste! Oh and get a weird tan around their sunglasses!

● Each worm can be given a name so you know exactly who you're about to blow up! This gives an amazing feeling of satisfaction.

Don't quote me!

Oh, but we have Andy. The world will now know just what a mad hatter you really are! These are just a few of the unintelligible mutters we managed to get down on paper. The rest are only rumours, but Andy has many more where these came from. Nutter!

"Sheep have strangely large pockets — they can pick up mini guns."

"Don't blow up my Joanna Lumley — you'll ladder her stockings!"

"Try Thora Hurd, she's good!"

"I think the concrete donkey in the front garden of my parents' house has influenced many things in my life. I was always quite disturbed by it, I thought my dad had just concreted over a real donkey. To this day I'm convinced I will find black fur if I chip off the concrete! Yeah, that donkey has a lot to answer for."

"Can anyone remember the name of the Banana Splits? It's been bugging me for days now!"

"There should be no wars in this world — all the world leaders should just sit down with a copy of worms and battle it out with them instead!"

yours?

S

it's the banana bombs, exploding sheep and bungee rope that'll keep you coming back for more

● Down in the pits of hell it's pretty hot. Barbecued worms!

What a nutter!

The brain behind *Worms* is Andy Davidson, and he's a completely mad geezer. We sat down and had a nice long chat with him about his life, worms and things that have influenced him to create such a crazy game.

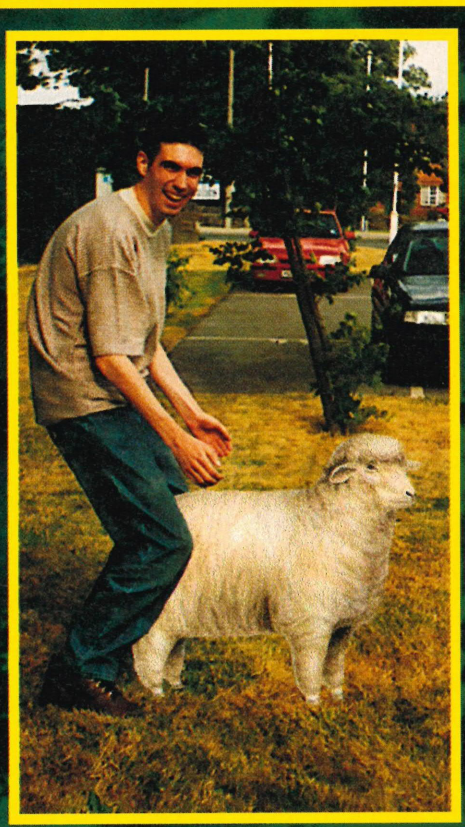
Name: **Andy Davidson**
Age: **22 years old**
From: **Bournemouth, Dorset**
Front door colour: **Dark Blue**
Fave animal: **Worms (obviously)**
First goldfishes names: **Trevor**
Dislikes: **Crap games**

How did you learn to program?
I taught myself. Ever since I had a Spectrum I've messed around with programming, but I only did stuff for myself. *Worms* is the first time I've set out to write a commercial quality game.

Where did the Worms idea come from?
I wanted to write a multi-player game and I liked the old 'Artillery' games on the Spectrum where tanks tried to destroy each other. But they quickly got boring. I thought it would be great to replace the tanks with things that could walk and jump. It's just snow balled from there. *Worms* started in August '93 under the name of *Total Wormage*. I decided to have worms as the 'things that walk and jump' because back then a Worm had never been in a game.

I wanted it to be as stupid as possible — something that was a laugh to play and would appeal to as many people as possible. Extreme violence against small pink Worms seemed to do the job!

I also wanted the game to have as long a life as possible. Many games seem to be easily finishable so that you go and buy another. With *Worms* no two games will ever be the same and there is no end. It has infinite lastability — a testament is that they've been playing the game in-house at Team 17 for 12 months constantly!



What did you do before you showed *Worms* at September ECTS '94?
Back in February '94 I had a version that was very playable, but I was a bit lost with what to do with it. It was then I noticed a magazine was running a 'design a game competition' and I thought this would be a good way of getting it noticed. I entered, but no one noticed it at all!

By September I was getting really fed up, so the ECTS was my last chance to show it to a company. I chose Team 17 because they have always been on the programmer's side. After putting it on for five minutes Martyn said 'do you want it publishing?'. That was a good day!

Now it's going to be on every major platform world-wide, it still hasn't sunk in. I'm just pleased so many people like it. It also shows that, at the end of the day, it's gameplay that matters. A lot of companies seem to think that if a game looks good, then that's enough.

What is your worm-team line-up?
My team captain is Joanna Lumley, she is the mightiest worm in existence and particularly good with a shotgun! She's supported by Cookie Monster, Dribblehead and Bananafish. Having Joanna isn't always a good thing as everyone goes for her!

It's not as bad as having Danny Baker though — he's a dead worm. *Worms* is quite a good stress reliever in that you can shoot famous personalities if you really wish!

What is your favourite weapon?
Well I have to say that it's the most recent addition — explosive sheep. There is simply no better way of finishing off a worm than sending in Larry the Lamb, sheep of doom, on a mission of destruction!

What's your favourite landscape?
The Arctic — sliding the Queen mum down a slope taking other worms with her is always a great feeling.

We've heard that Steve (Team 17 PR) has got hard worms, is this true?
Steve likes to believe this, but we all know that his worms are a bit crap! Besides, he's a bit of a girder boy and resorts to negative tactics, which is why everyone always tries to bump off his worms first.

How many weapons of mass destruction are there then?
There are: Bazooka, Homing Missile, Grenade, Cluster Bomb, Shotgun, UZI, Dragon Punch, Fireball, Dynamite, Mines, Airstrike, Teleport, Blowtorch, Pneumatic Drill, Batrope, Bungee, Girders, Kamikaze, Minigun, Banana Bombs, Killer Sheep and the devastating prod move.

You have to be lucky to get to use the sheep though, as they are only dropped out of weapons crates.

Mega Drive

Preview Exclusive

Worms

Five scenarios are planned with six level maps in each, wow — a total of 30 landscapes to splatter worms over! There may be more, depending on the amount of space left in the cart. The desert is littered with cow skulls, cacti and stagecoaches, all of which can be blown sky high as you go for your worm. Snow has the usual spattering of snowmen, ice blocks and igloos, grass has plenty of trees to hide behind and then there's hell with devils, pools of molten lava and lots of spikes!

If you haven't worked it out already (go to the back of the class) the wonderful world of *Worms* has one golden rule: kill or be killed! It's a turns based game where you choose a team of pink pulverisors and attempt to obliterate the opposition before they splatter you. Each of your worms can be given a name and can pick up weapons dropped into the play area in crates.

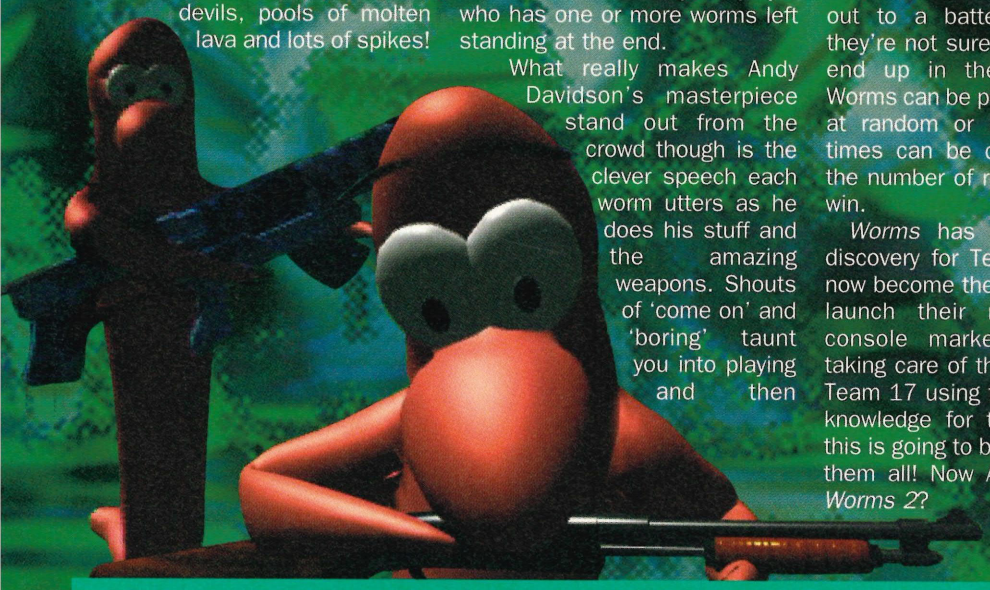
The winner is simply the player who has one or more worms left standing at the end.

What really makes Andy Davidson's masterpiece stand out from the crowd though is the clever speech each worm utters as he does his stuff and the amazing weapons. Shouts of 'come on' and 'boring' taunt you into playing and then there are all the tributes to other games like a worm yelling 'hadoken' as he does a fireball attack.

There are plenty of military style killing machines. You can get an uzi, shot gun and grenades but it's the banana bombs, exploding sheep and bungee rope that'll keep you coming back for more.

Options can be customised to create your unique game and programmers East Point have included the ability to save stats out to a battery back-up, but they're not sure whether this will end up in the finished cart. Worms can be placed on the level at random or in teams, round times can be changed, as can the number of rounds needed to win.

Worms has been a chance discovery for Team 17 and has now become the product that will launch their name into the console market. With Ocean taking care of the marketing and Team 17 using their great Amiga knowledge for the development this is going to be a game to beat them all! Now Andy, how about *Worms 2*?

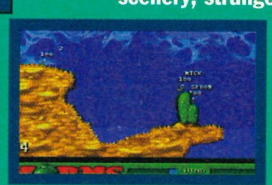


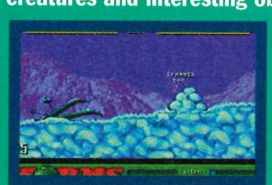
● Here's Nick waiting patiently to make his move on the dreaded Team 17 worms. Go on my son — blast them!

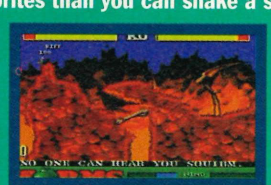
Make a map!

Ever wondered how programmers create the levels for a Mega Drive game? Well your sleepless nights are over! Take a look at these sprite sheets from the guys behind the Mega Drive version of Worms, East Point. Then look at the finished level. Each map is put together from a number of blocks with bits of scenery, strange creatures and interesting objects in them. Put a nice picture of hills or flames in the background and add the water and worms and you've got a finished level! Amazing stuff!

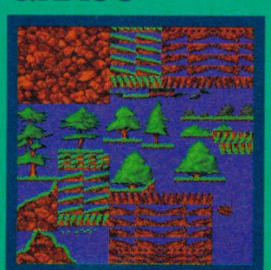
There are around 1500 frames on animation in the game now — and it's not even finished yet! Every worm has to be individually animated with each weapon. More sprites than you can shake a stick at!



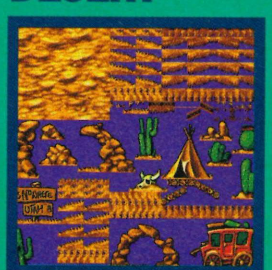




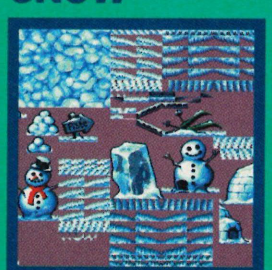
GRASS



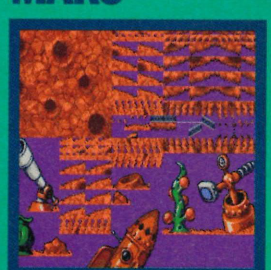
DESERT



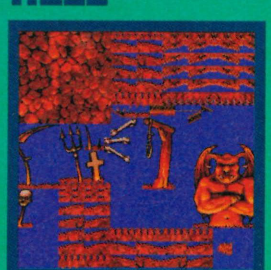
SNOW

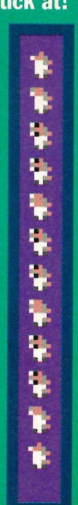


MARS



HELL





● Team 17 ● £TBA
● 16 Mbit ● Nov

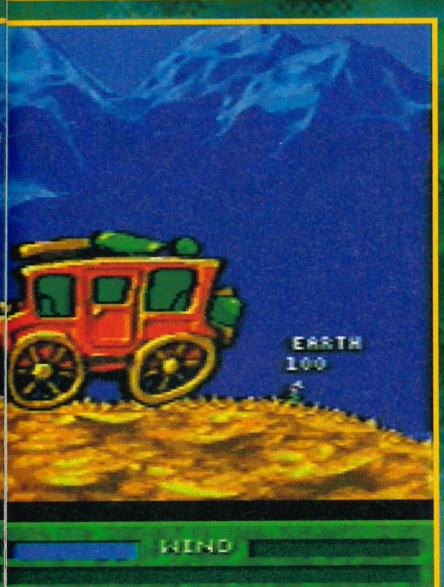
Completion

1st Impressions

Having played both versions I can tell you that the Mega Drive looks and plays almost identical to the Amiga original. Everyone is going to draw the comparison to *Lemmings* but once they've sat down and actually played a couple of games of *Worms* they'll soon realise this is opening a whole new can of worms (groan!). It's fast, it's addictive and it's got plenty of mindless violence against small pink creatures. What more could you want from a game?

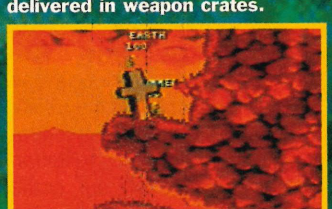
● Left: Each worm carries his name along with him and his current energy level. This way you can tell whether or not you're likely to kill him off with your move.

● The set pieces of scenery like the space ship, stagecoach, snowman and devil really make the game look attractive, and add perfect worm hiding places!



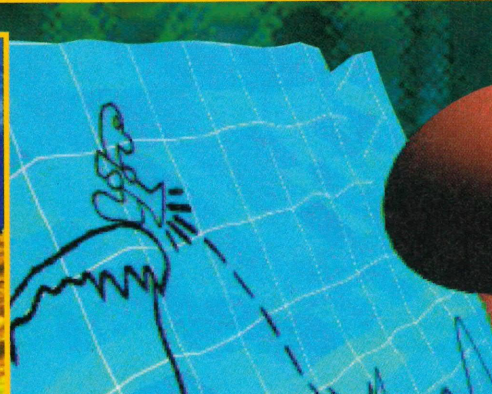
● Hmm, some interesting worm names here. Who's that 'Earth' worm and is his second name 'Jim'? And what on earth is 'Sonic' doing up on that devil's wing? All these questions and more will be answered in an exclusive worms review coming your way in the near future! Keep it tuned to this mag!

● Selecting weapons is as easy as calling up a menu and pressing the fire button on the one you want. The more exciting ones are delivered in weapon crates.



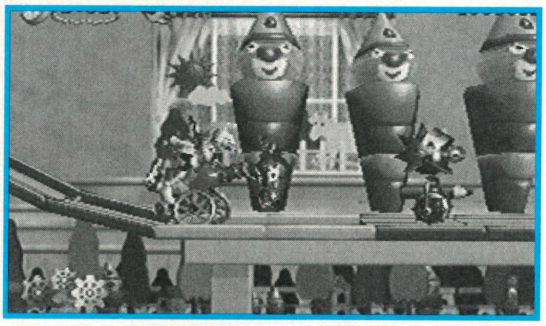
● Favourite weapons that always crop up are the air strike which sprays all the worms on one side of the level with bullets and the kamikaze worm where one of your troopers will sacrifice himself for the good of the team. What a brave little pink wriggler!

● At the end of a busy day playing *Worms* Sonic and Nick retire into the igloo for a well earned drink. Is there something you'd like to tell us about your strange hedgehog/worm relationship Nick?



Get wound up for...

● Left: The early levels are very similar to the original game, just to get you back into the swing of playing a wound up knight.



● The second part to the Clockwork Knight series has plenty of surprises for all platform fans. This mine cart style ride is great fun!

● Whoa! Take a look at that weird end-of-level guardian. A snake-like creature wearing shades with a body made up of building bricks. Those Japs are crazy!

When the people have all gone away, the toys come out to play! We gave Steve Hardy a Toys 'R' Us gift voucher and sent him shopping!

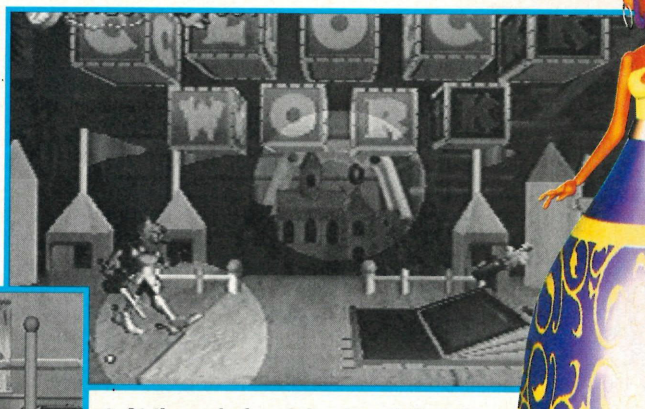
Only weeks after us UK gamers got our hands on *Clockwork Knight*, Sega go and make a bloomin' sequel! This isn't a bad thing though. You see, *Clockwork Knight 2* continues on from where the original game left off, and Sega have been able to tweak the gameplay and pump up the graphics along the way.

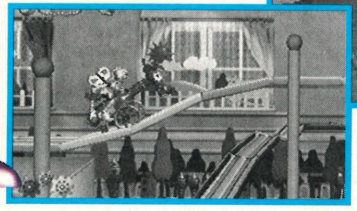
Difficulty levels are one of the major factors in this game. Expect a much tougher challenge and even harder bosses that the first outing. The graphics have retained their own unique style, with realistic parallax backgrounds and even some sections which rotate in full 3D! Our clockwork hero gets to ride a horse/basket contraption mine cart style, which we could only watch in the original. He also gets to explore new areas of the mansion like the library, bathroom and playroom full of manic toys. One of the bosses is looking particularly special, made entirely out of building blocks it twists, turns and rotates, showing off exactly what the Saturn is capable of. All the animation and special effects that made *Clockwork Knight* so fantastic are here, so if it plays as well as it looks *Clockwork Knight 2* could be a real stunna!

● Defeating the snake boss is easier said than done. If there's one thing to be said for this new game, it's a hell of a lot harder than the original. Get practicing!

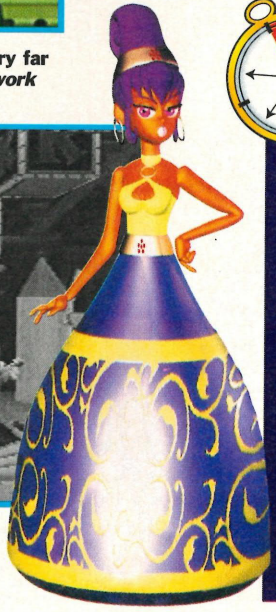
● Wait a minute! That horse isn't going to get you very far if he's facing the wrong way. The animation in ***Clockwork Knight 2*** is out of this world!

● The track your horsey friend rides on twists and turns and then comes in and out of the screen. It's amazing what two 32-bit processors can do, isn't it?





● At the end of each level you'll find the Clockwork Knight logo waiting to be lit up. Take a running jump at the spring board and see what you can score.



Time Line

Past: Clockwork Knight

▲ Well, it has been out on import for a while, but doesn't show its age at all. A graphical splendour of a game, although a bit too easy.

Clockwork Knight 2

● Sega ● £TBA
● 1 CD ● November

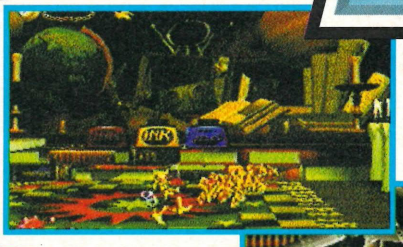
Completion

1st Impressions

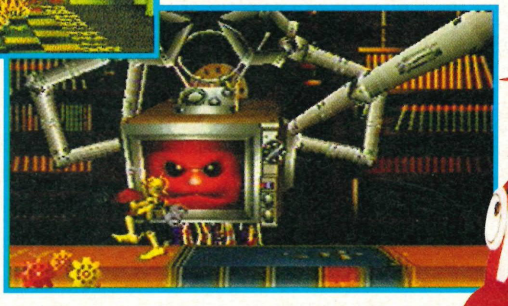
Clockwork Knight 2 is shaping up to be a worthy sequel to what was a stylish but easy game. This time around, fans should get more game for their money and certainly a bigger challenge to find and rescue Chelsea. With more levels and more graphical effects, this won't become one of those platformers that can be completed in under a week. This could be a surprise hit on the Saturn, so keep your eyes peeled for a mega review soon!

Particular mention has to go to the study level, which makes excellent use of lighting in the background, and to the bathroom level which appears to be full of steam! Basically, everything about the game has been improved in one way or another. If you've completed the original and are gagging for more, then this is it. Sequels usually turn out to be a big disappointment, but we should get an even more playable and attractive game this time around putting this right up there with the likes of *Astal* and *Bug*!

Expect a much bigger challenge and even harder bosses!

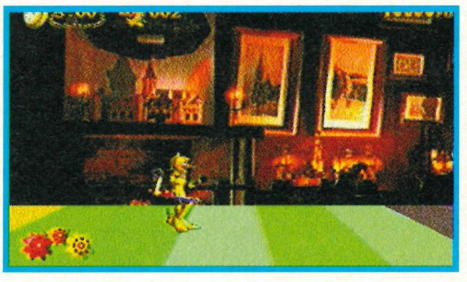


● Another boss character. This time it appears from the ink pots and changes into various disguises including a cat!



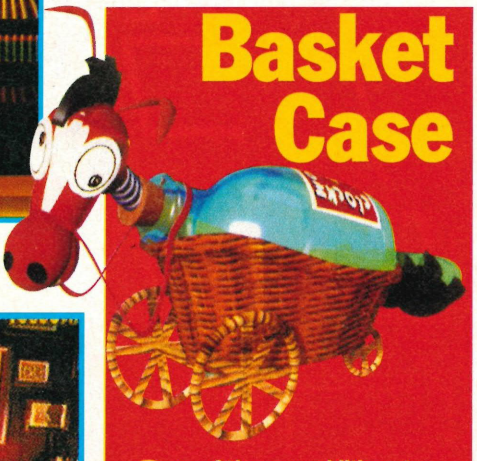
● The nasty television monster with big arms was the final boss in the first part and kicks off this game.

● As usual there are detailed maps of each section for a miniature Clockwork Knight to walk around. Each level has it's own name and location so you can identify what obstacles to expect before you go charging off into the level.



● The backgrounds are beautifully detailed with all kinds of animations to keep your eyes busy.

Basket Case



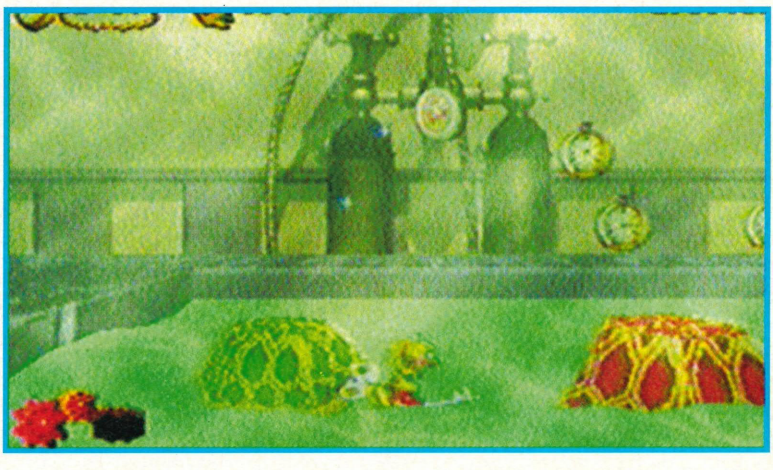
One of the new additions to the game is this horse, made up of a bottle and a basket on wheels. Mad. Anyway, it looks smart and gives *Clockwork Knight* a fast, if clumsy, mode of transport through the toy room.

Present: Astal

▲ This has to be one of the best looking Saturn games going and it plays just as well! Cute Manga visuals with smooth, challenging gameplay make this one a winner.

Future: Clockwork Knight 2

▲ It could become the best platformer for the Saturn yet. More challenge and basically everything that we should have had in *Clockwork Knight*!



Mega Drive 32X

Work In Progress

Powered-down polygons!

A conversion of one of the most stunning arcade games of all time is about to hit the 32X in style. Our man Steve Hardy goes polygon crazy!

Virtua Fighter

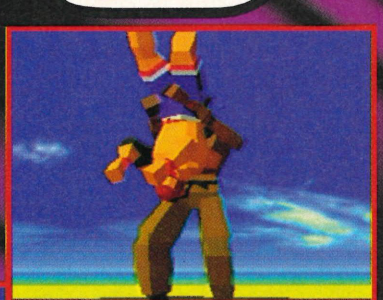
The best games on the 32X have always been polygon-based arcade conversions. Both *Virtua Racing Deluxe* and *Star Wars Arcade* were great. The Mega Drive add-on has been deprived of a really good beat-'em-up though, until now! Sega appear to have created an accurate conversion of their top fighter and in some respects have even improved on the original!

It's mainly in the graphic department that the 32X game looks different to the rest. The glitchy polygon problems of the original Saturn game have been fixed and although there are less polygons used in each fighter the animation and movement still looks outstanding. New features that weren't in the other versions include the option to play an excellent tournament game where you choose your favourite character and battle away in the league, fighting to reach the final and win the tournament. The costume colours of each fighter can be changed and it's now possible to view the fight arena from four camera angles, adding a new dimension to the game. Expect to see all the regular fighters including Akira, Lau, Jacky and Wolf with all their own moves and unique fighting styles, and YES all 700 moves are in this cut down version!

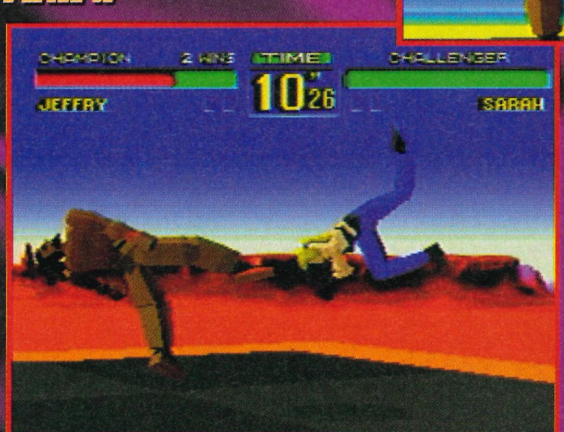
Jacky

Akira

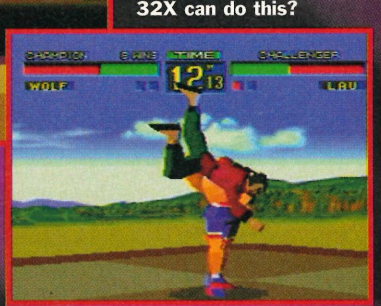
● These 32X fighters may have a few less polygons to show off than their Saturn cousins, but I'd put money on them to win in a scrap outside the kebab shop on a Friday night!



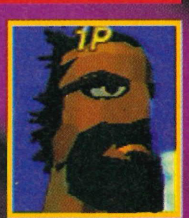
● 'Did you call my pint a poof?' Jeffry doesn't mess around when it comes to bar politics. All 700 moves from the arcade machine are in the 32X game, that includes all the special combinations of throw, punch and kick. Who needs a Saturn when the 32X can do this?



● 'Aarrgh! Stop, stop, my shoe is attached to your hair!' Jeffry and Sarah have a hair-raising experience as they wop each other silly.



● Kage looks really cool in his black and yellow fighting number. It's a pity Wolf can't take a leaf out of his book and cover up that awful polygon chest of his. He'll catch his death of cold!



Jeffry

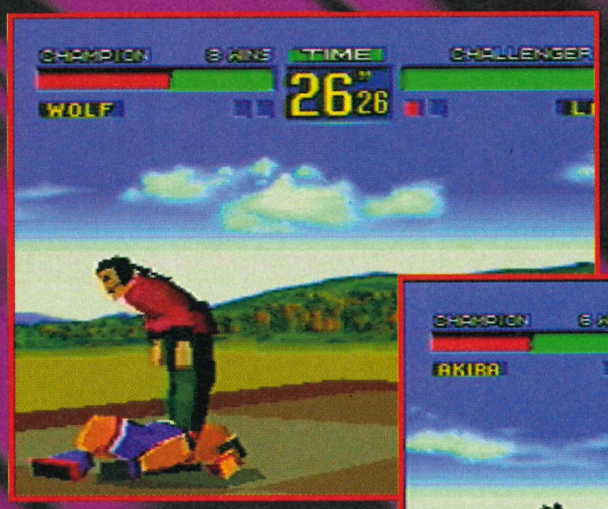
● Sega ● £TBA
● 32 Mbit ● Oct

Completion

1st Impressions

There has never been a really fantastic beat-'em-up on the 32X, although *Cosmic Carnage* came close, and *Virtua Fighter* could certainly breathe life back into the machine. In terms of gameplay and attention to detail, the 32X version has lost nothing. The animation is on par with that of the arcade and all the moves are here, just waiting to be discovered. The game is far from being finished and Sega are bound to improve all aspects of it before release. Soon we could be looking at one of the most impressive games for the 32X to date!

● You always get some birthday presents that you just can't stand. What do you think of Lau's novelty Wolf slippers? I think they're pretty snazzy, but quite unwearable of course!



Lau

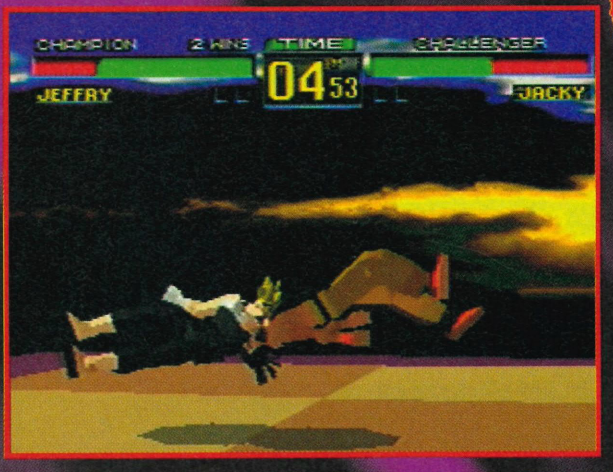
Pai

Kage

Although *Virtua Fighter* 32X is still at an early stage, it's looking fantastic and playing even better! You don't notice the slight decrease in the number of polygons when you're fighting and the new options are an added bonus. Keep your eyes peeled for more info on what could be one of the most surprising releases of the year. I have high expectations for this one.

it's now possible to view the fight arena from a distance

● There's only one feature of *Virtua Fighter* on the 32X that lets the game down, the music. But more about that in a review coming your way soon.



● Of course you can still play a one-on-one game with both players using the same character. This way it all comes down to who can perform the moves properly.

Sarah

Wolf

● There are even more options in this new conversion. You can now zoom in and out of the ring while fighting. Handy for putting off the opposition!

Time Line

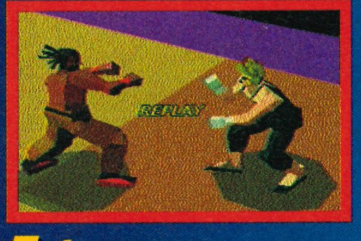
Past...

Virtua Fighter - Saturn

▲ A revolutionary game that took the arcades by storm a few years ago with gorgeous graphics and stunning gameplay to match. Loads of moves all based on real fighting styles.

Present... Virtua Fighter Remix - Saturn

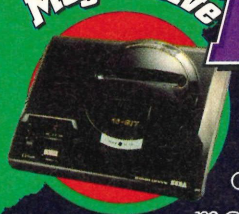
▲ An excellent improvement on the original. The graphics have been tweaked to make the characters look smoother and the gameplay has been improved. Stunning, but only available in Japan at the moment.



Future...

Virtua Fighter - 32X

▲ With refined graphics and gameplay, this should be a real treat for 32X owners and hopefully will show off the machine's power to the full. Sega have a hot one on their hands!



Miniature motor madness in...

Micro Machines 2

Turbo Tournament

The new of one of the most playable and addictive games is soon to be released. We took our miniature staff writer Steve and strapped him into a micro machine!

Yes it's true! The newly updated version of *Micro Machines , Turbo Tournament*, has arrived and it promises to be even more playable and user-friendly! Supersonic Software have managed to cram in an unbelievable amount of options and features. Feast your eyes on this lot...

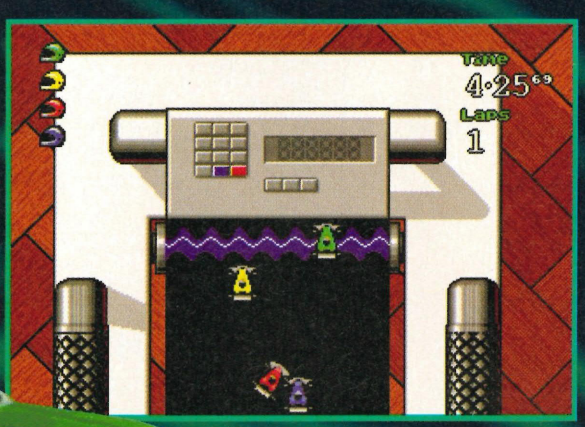
There are now more bonuses and hidden warps scattered through the game which help players stay ahead of the other racers on the track. New characters have been included and it's now possible to view the track before you race it.

Playability has been greatly enhanced. Eight player races are possible, along with time-trials, head-to-head challenges, tournaments and a brand new super-league option. A whopping 65 tracks are included in brand new environments like camping sites, science labs, an office and even an aquarium! These have weird hazards like gas stoves, dumb-bells, Bunsen burners and acid spills.

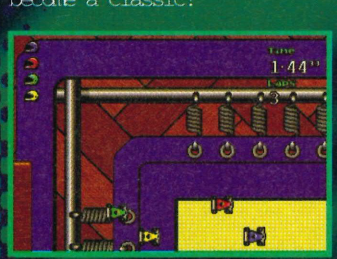
A fantastic course designer option is here to be tinkered with. With the aid of a battery back-up ten tracks can be designed, altered and saved. Obstacles can be placed anywhere on the track and even the racing conditions can be changed to icy or stormy weather. With a bunch of new Micro Machines like jets, police cars and submarines plus the ability to alter their acceleration, speed and grip the game is looking a right corker!

A whopping 65 tracks are included in brand new environments

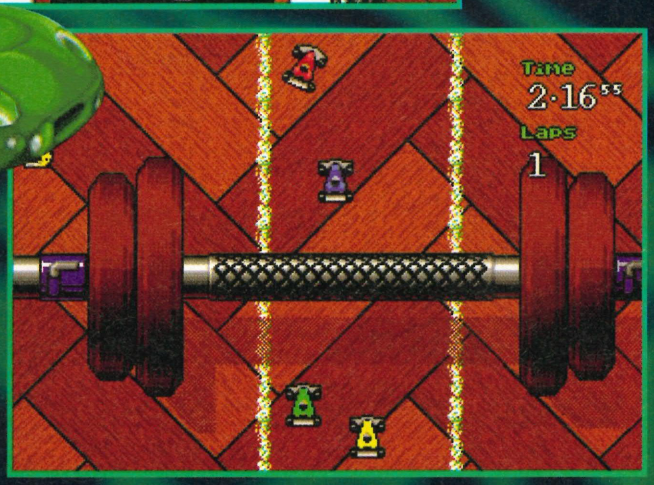
I don't know anyone who doesn't love a good bash on *Micro Machines*. From the day it was originally released on the crumbly old Nintendo Entertainment System it was a roaring success. This hot new version should follow in its' grandad's footsteps and become a classic!



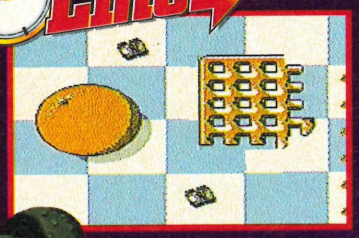
● With a whole new set of levels to race around come a new set of tricky obstacles too. The running machine in the gym needs full acceleration if you're going to make it to the end. Then if they switch the thing off you're going to fly into the distance, never to be seen again!



● Watch out for the springs on the trampoline. If you get your tyres caught in one of these you're going to be out of the race for good with no shiny cup!



Time Line



Past... Micro Machines

▲ The original, and still one of the best racers you can get for your money. This appeared on all the Sega formats and shined in every department.

Present... Micro Machines 2: Turbo Tournament

▲ A fantastic racer which combines smart graphics with addictive gameplay and options galore. Well worthy of the 94% that it scored!

Future... Micro Machines '96

▲ This could surpass *Micro Machines 2* as being one of the most playable games for the Mega Drive. With more options and a course designer included, this could be a real winner!

● Codemasters
● £TBA ● 8 Mbit
● October

Completion

1st Impression

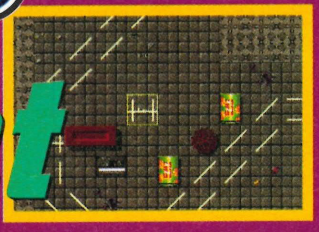
Who would have thought it possible that one of the most stunningly playable games ever could be improved upon? Supersonic appear to have crammed every option possible into this 8 Mbit cart. Like the previous game, the graphics are looking very well detailed, and now they can be modified to make the tracks look even better thanks to the construction kit. The concept is still the same — race your miniature vehicles around life sized courses, whilst avoiding the hazards. However, every aspect has been vastly enhanced to create a perfectly playable game. Expect to see all this and more in the final version. It could become one of the best Mega Drive racing games of all time!

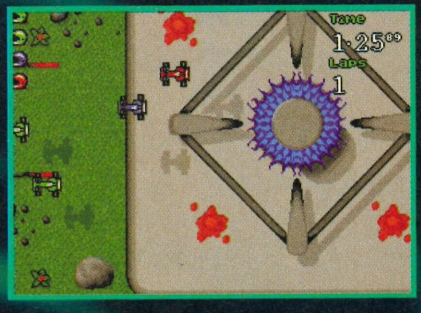
96

ent

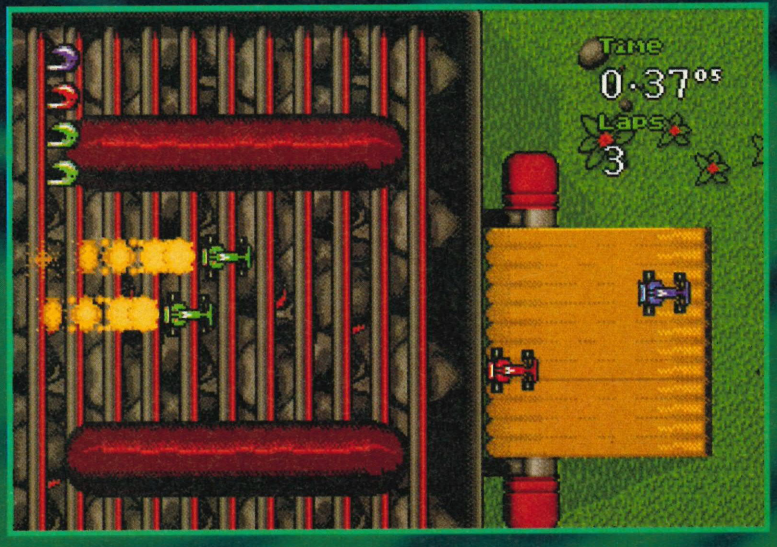
Construction time again

The construction kit should provide excellent long term fun, particularly if and when you complete all the 65 set tracks. The name of the track can be changed, along with the racing conditions. Even the parallax designs can be messed about with.



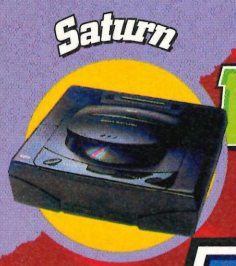


● It's a good job these cars are made out of unmelting plastic. With all these gas hobs, barbecues and hot coals around any lesser machines would be nothing but blobs of bubbling plastic by now! This new *Micro Machines* game should be a real scream to play.



● Back on the grass the race can get back to normal. Just watch out for those pesky wasps, ants and spiders that are always around at this time of year. Now they would make interesting obstacles!

● There's nothing like a barbecue in the summertime. Get a few friends around, get them to race their cars over the hot grill and set fire to their tyres. As long as they don't spoil the sausages. Mmm, sausages.

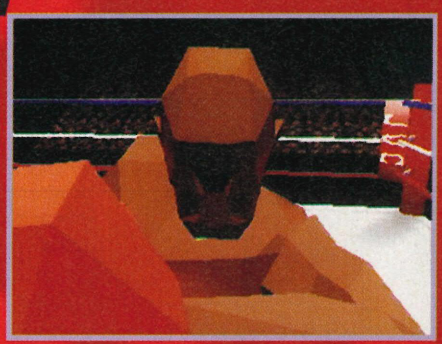


Work In Progress

It's a knockout!

JVC Boxing

Boxing games sure are boring. However, the Saturn's about to get its very own heavyweight contender courtesy of JVC. Mat Yeo guides you around the ring...



● Sega boxing sims have always been uninspiring but *JVC Boxing* aims to change all that with real smasher of a game.

There have always been a distinct lack of decent boxing games on the Mega Drive. *Boxing Legends of the Ring*, *Evander Holyfield's Boxing* and *Toughman Contest* have shown that this is one of the few sports that translates badly as a video game. Either the fighters were too small, the action not fast enough or that feeling of 'being there' was simply missing. So with all this in mind, why do JVC think they stand a chance with *JVC Boxing* on Sega's new wonder machine?

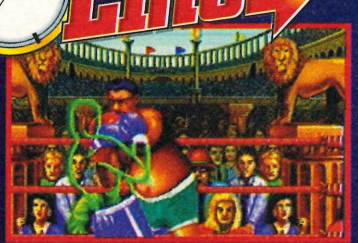
Features the sort of jaw-dropping visuals the Saturn excels at

Well, for starters, *JVCB* features the sort of jaw-dropping visuals that the Saturn excels at. Each fighter has been constructed from hundreds of polygons with the aim being to make them as realistic as possible. After a fight, players are treated to a replay of their match from a variety of angles as we've come to expect from games like *Virtua Fighter*.

There are three main playing modes: Championship, Sparring and Two-Player. However, before the game fighters enter the Debut Mode which enables them to create their very own boxer. Options available include changing your fighter's name, height, weight and fighting style. Once your monster has been cobbled together, his statistics can be saved using the Saturn's handy back-up RAM cartridge. This then enables you to take your prize-winning fighter round to your mates' house and go a few rounds against his boxer. Another definite first for the Saturn is the fact that you may even create a female fighter. Who says video games are sexist?

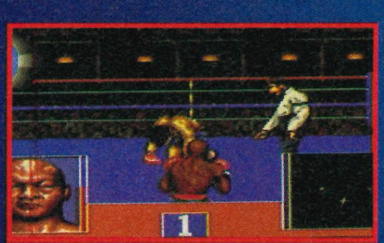
When *JVC Boxing* is released later this year it'll be going head-to-head with *Boxer's Road* on the PlayStation. Will the Saturn game be king of the ring or is there really no place for polygon punch-ups on any console?

Time Line



Past: Toughman Contest

EA are known as the greatest producer of video game sports titles. So why is this 32 Mbit monster such a letdown? Naff graphics and sluggish controls might have something to do with it.



Present: George Foreman's KO Boxing

Acclaim's first boxing game, let down by poor gameplay and unresponsive controls. George's career may have taken off but his game was out for the count in the first round.

Future: JVC Boxing

VB could prove to be a knockout with its realistic visuals and spot-on gameplay. With plenty of fist-flying features, the Saturn could be in for a treat. A great start to JVC's Saturn line-up.

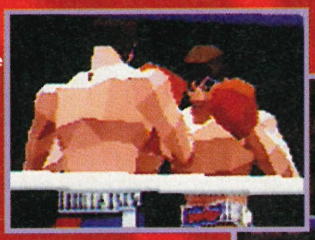
ring

● JVC ● £TBA
● 1CD ● September

Completion

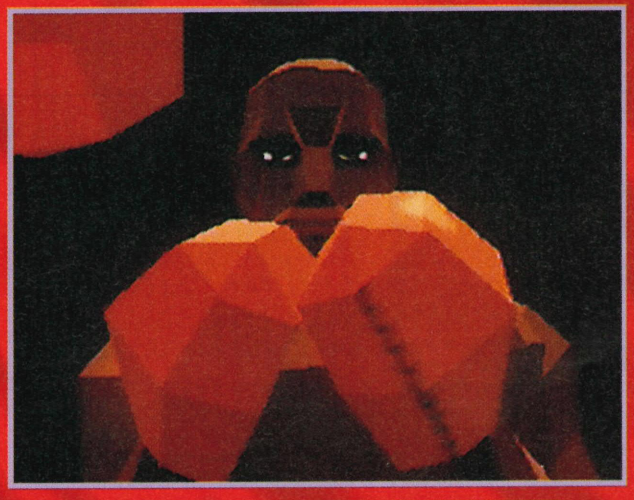
1st Impressions

As a next generation title, *JVC Boxing* certainly seems to satisfy all expectations. Large well-defined characters, smooth animation and realistic sound effects are all indications that the Saturn has some top-notch software to come. The use of the back-up RAM is a great idea and should give the game a long life. The only real stumbling block could be the fact that other boxing games have been poorly received so *JVCB* has to be something special. The fact that this title has been in production for at least 16 months is a definite sign that JVC are making sure not to make the same mistakes their competitors have made in the past. Could this be the future of boxing as we know it?

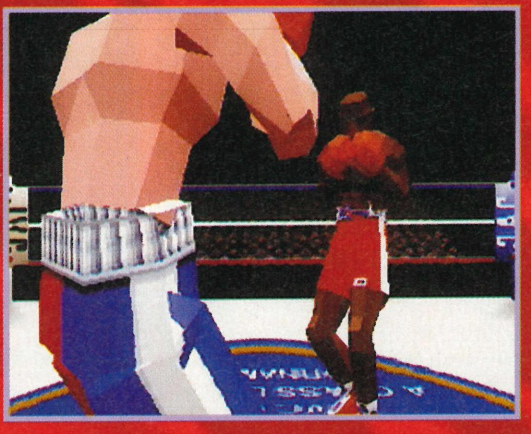


● True *Rocky* rans take note. *JVC Boxing* features the most realistic ring-based action since Sly himself first took on Apollo Creed. By the way wasn't *Rocky IV* the worst one?

● Before stepping into the ring fighters need to work out with their trainer to reach the peak of physical fitness. Aim to improve your overall stamina, power and speed by having a pop at the punchbag.

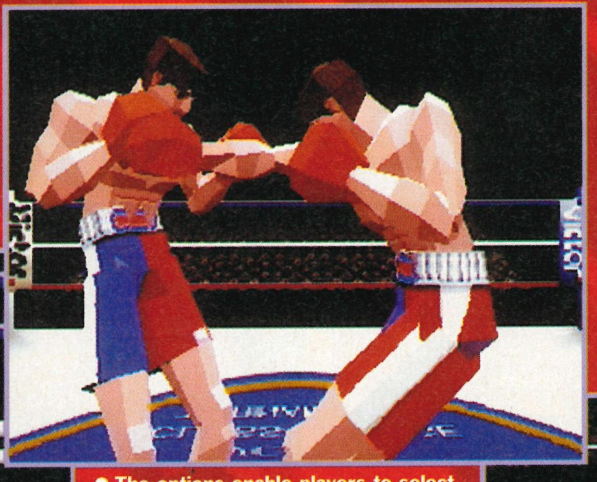


● Easily the best option in *JVC Boxing* is the one that enables you to change the colour of the boxer's shorts. That's gotta be worth shelling out £50 for.

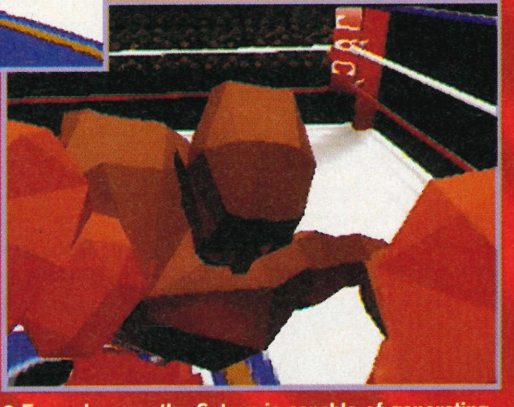


● They say that boxing is a violent sport but it doesn't seem to have done Mike Tyson any harm. Er... except for that short spell in prison that is.

● JVC are obviously counting on the polygonised look of *JVC Boxing* to attract fans of *Virtua Fighter*.



● The options enable players to select unique camera angles before and during the fight.



● Take that you blighter! Give 'em the old one-two when in close. Always keep your guard up and use your gloves to absorb blows. When your opponent is low on energy unleash a flurry of hits and watch him (or her) topple to the canvas. You're out!

● Even close up the Saturn is capable of generating 1000s of polygons, giving the game a realistic feel.

Purple panther pants!

Phantom 2040

He's got a mask, a tight fitting body-stocking and some funky moves to show-off but what about The Phantom? Mat Yeo prowls through the urban jungle...

For those of you not in the know, The Phantom has been around for 40 years in one form or another. Originally published by King Features Syndicate as a daily newspaper strip, he recently appeared in the truly awful *Defenders of the Earth* series battling the diabolical Ming the Merciless.

Although not as popular or as well known as Batman, the purple-suited comic hero has managed to survive nearly four decades and his true fans have been clamouring for a major motion picture to be made for years. Until that happens they'll have to make do with the recently released cartoon series which was designed by Peter Chung, creator of *Aeon Flux*, and features some of the best visuals this side of *Batman: The Animated Series*.

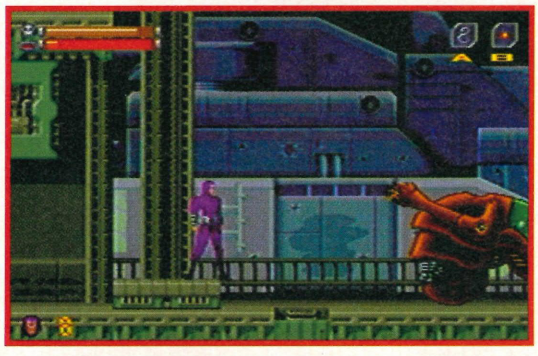
Phantom 2040 follows the plot of the new show closely and sees 'The ghost that walks', as he's called, taking on future foes in his native Metropia City. The sprawling town has been built on the site of the Phantom's legendary Ghost City and, as the 24th in a long line of crime fighters, this super-hero has to fight evil at every opportunity.

Set across seven challenging levels, *Phantom 2040* already seems to have enough solid action to keep platform fans fiddling over their joypads for weeks. Armed with a variety of weapons and useful gadgets old purple pants dashes around each stage disposing of enemies, avoiding death at every turn and tackling the now standard boss characters. Certainly one of the most useful features is the inductance rope, enabling gamers to perform Spider-Man-style swinging and wall-crawling.

Clean crisp visuals, challenging gameplay and intense fire fights are all in store for Mega Drive owners when the Phantom is released later this year.

● Although purple spandex tights look great on super heroes, they also catch fire easily. So avoid the flames, okay?

old purple pants dashes around each stage disposing of enemies



● The ghost that walks has been doing his thang for over 40 years now. He's appeared in newspaper strips, comic books and even a cartoon but this is his first video game. Who knows, If the *Phantom 2040* takes off, Viacom might just treat us with a sequel or even a Saturn version with clips from the cartoon series. Cor!

Barmy 'bots

For tackling armies of robots we recommend the two-legged walker model. It gives plenty of miles to the gallon, has nippy road-handling and furry dice for that lived in look. One careful lady owner.

The level one boss is a doddle to defeat. His flying tactics are simple to avoid and his firepower laughably weak. Stay out of his way, keep your finger on the fire button and blast like there's no tomorrow.

Looks can be deceptive. First appearing as a harmless human, this villain soon returns as a powerful mechanoid. Use the inductance rope and cling to the wall whilst firing and old greenie will soon be history.

● Each level is a bit of a puzzler with more twists and turns than a twisty-turny thing. At times the Phantom finds his journey halted by security doors. The trick here is to locate the computer consoles hidden throughout each section and deactivate them.

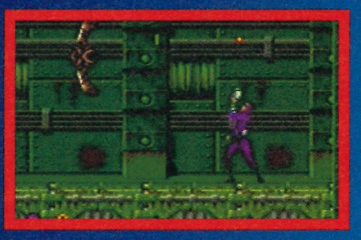
Time Line

Past: Spider-Man

▲ An oldie but a goodie. Came out on the Mega Drive donkey's years ago but proved to be a bit of a hit as it captured the feel of the comics perfectly.

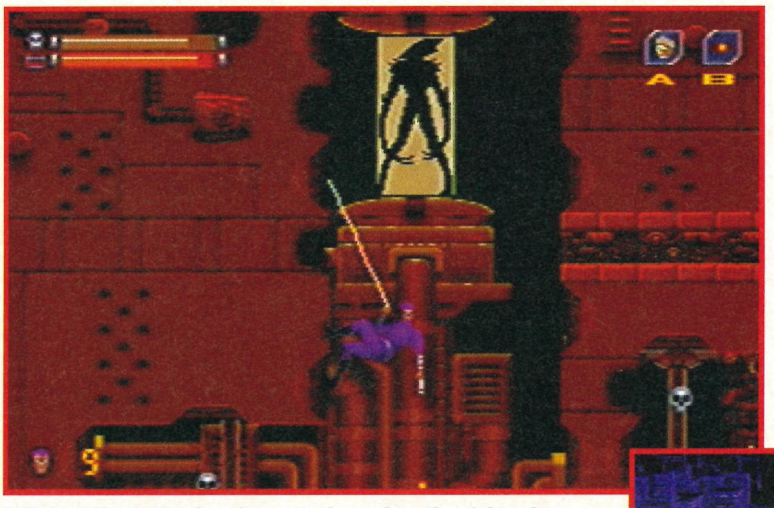
Present: The Adventures of Batman & Robin

▲ Scoring a healthy 75% in the last issue of Sega Pro, this is an essential purchase for any fan of the comics, movies or TV show. Buy it, it's Bat-tastic!



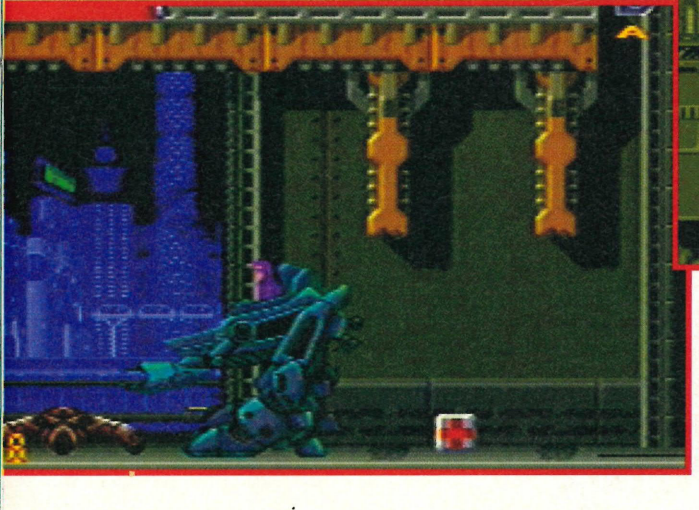
Future: Phantom 2040

▲ A sure fire future hit. If you've seen the TV show you'll know what a corker this could turn out to be. Viacom could well be on to a winner here.

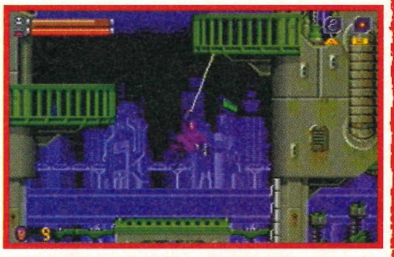


● Below: By destroying the control panel on the right, players open a door elsewhere in the complex. The doors must also be opened in the correct sequence to find the level exit.

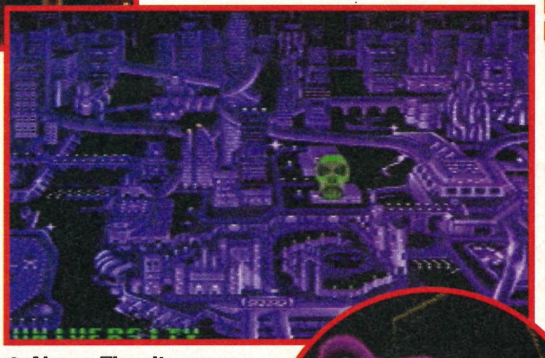
● Below: One of the later levels features this useful two-legged walker vehicle. Hop into the driving seat and proceed to crush all resistance. Unfortunately there's no decent firepower.



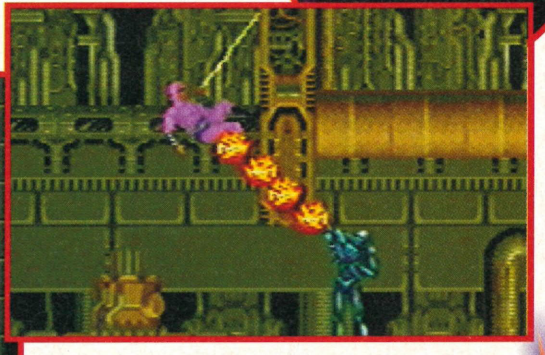
● Left: Is it just me or is that shadowy figure in the background just begging to come alive in a later level and give the Phantom a good kicking?



● Mastering the Phantom's inductance rope is the key to completing some levels. Use it to climb walls and swing from building to building.



● Above: The city map indicates which levels have been completed. To collect extra power-ups the Phantom may return to a previously finished section and stock up on supplies for his mission.



● Above: Aaagh, me bum! Fortunately for the Phantom his asbestos undies prove their worth once more. Although our hero is capable of sustaining substantial damage he isn't indestructible. Take out enemies from a distance and then collect the power-ups left behind.

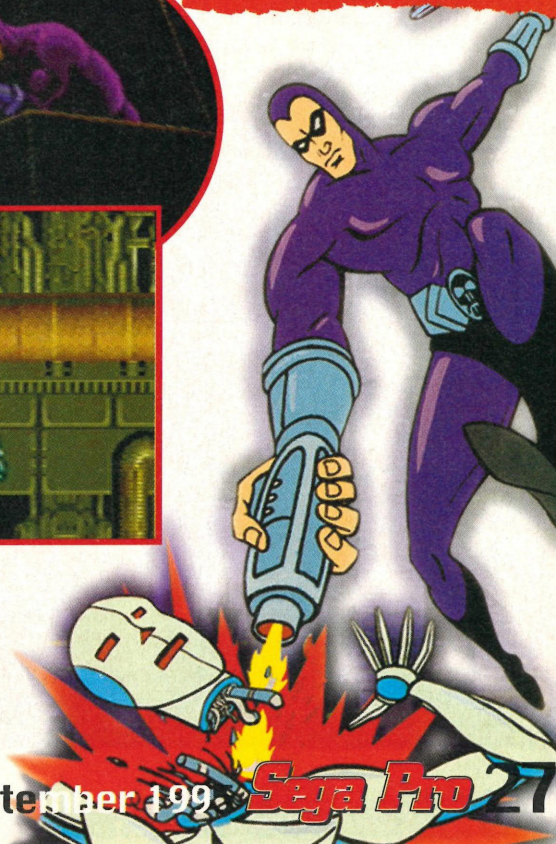
● Viacom
● £TBA ● 16 Mb
● November

Completion

1st Impression

Viacom have taken a fairly second rate super hero and transformed him into a platformer to be proud of. Obviously there are still some graphical glitches and gameplay points to be sorted out but these are only minor problems that should be missing when the finished game hits the shops.

Seven levels may not seem challenging but a high difficulty setting and a host of well-armed enemies will soon drain your limited energy and tax your game playing skills to their limits. *Phantom 2040* may not seem like the highest profile license to snap up but with the cartoon series due to hit BBC1 in the near future, 'The ghost that walks' could be as familiar to gamers as old pointy-ears himself.



Mega Drive

Preview Save the world with EXO S

It's the 22nd century, the Earth is in turmoil and illegal time travelling is the latest menace. We sent Steve Hardy, our very own Marty McFly to sort things out!

What makes *EXO Squad* different from your average platform game? For starters, you get to control a gigantic armoured suit which is armed to the teeth with some wicked weaponry. Secondly, the game is challenging and varied, attributes lacking from many new platformers.

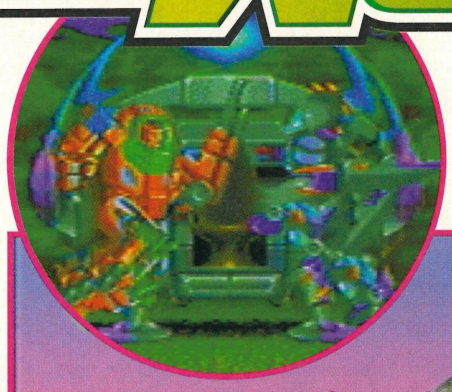
First impressions are looking good — to start with there's a very impressive cinematic intro to set the storyline. A race of cybernetically advanced people known as the Neosapiens are threatening world peace and intend to take over the coolest planets in the galaxy. This is where the three characters in the *EXO Squad* come in, as it's their job to prevent any illegal time travelling shenanigans. Their quest involves battling through the enemy infested levels of time and space to find and apprehend the all-powerful Neosapiens.

Gameplay involves stomping around blasting enemies in the EXO suit and fighting against other armoured robots in a one on one duel. If you're extra hot you'll soon encounter a 3D shooting stage which sees your chosen EXO dude flying through alien infested areas of space, similar to that old classic *Space Harrier.*

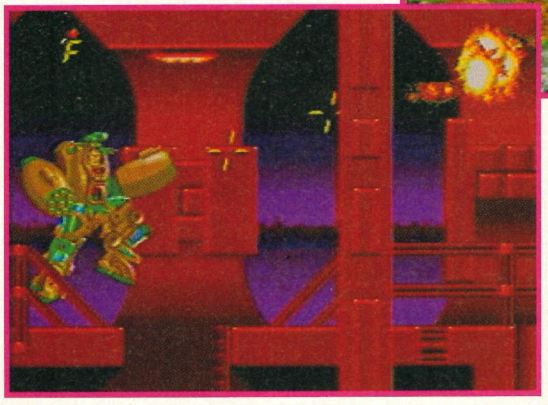
Various moves and abilities are at your disposal. Weapons include a high powered laser shot and a flame-thrower and in the duel mode you take on various Neosapiens who vary in agility and strength. All the straightforward moves are here, but you can also fly and execute a barrel roll to avoid your opponent. The control method is easily mastered, then it's just a case of good aim and timing and you'll be one step closer to those meddling Neosapiens.

Gameplay involves stomping around blasting enemies

A full review of this raunchy robotic rave of a game will be winging its way to these pages very soon.



● it's the clash of the armoured titans in this one-on-one beat-'em-up mode that's been thoughtfully included. Not exactly *Street Fighter*, but still a good option.



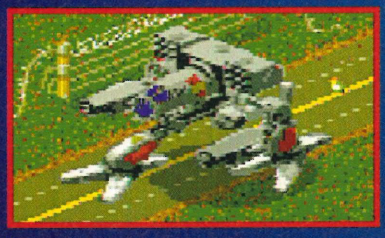
● Left: Lieutenant Marsh destroys a wall mounted missile launcher. Look before you leap!

● Right: This is one of the bosses encountered throughout the game and he's really tough to beat! Well 'ard.

Time Line

Past: Cyborg Justice

▲The only highlight of this beat-'em-up was the fact that you could fight other cyborgs and clip parts of them onto yourself to enhance your powers. Otherwise, it's nothing out of the ordinary.



Present: Battletech

▲ A very impressive game in which you control a massive Mech battle suit whilst stomping around an isometric landscape with a variety of weapons to use and objectives to complete. Nice!

Future: Exo Squad

▲ Playmates' latest Mega Drive outing is shaping up to be a very smart game. With three styles of gameplay plus options and weapons galore this could be one of the most stunning games in recent months.

The EXO Squaddies

The *EXO Squad* actually started off as a popular cartoon series, and their conversion to the Mega Drive appears to have been just as successful. You get to control all three of these rock hard characters in all their EXO suits at some point in the game but Lieutenant J Marsh is the leader and main character in the gang.

1. Lieutenant J Marsh
2. Rita Torres
3. Wolf Bronski

the...

Squad

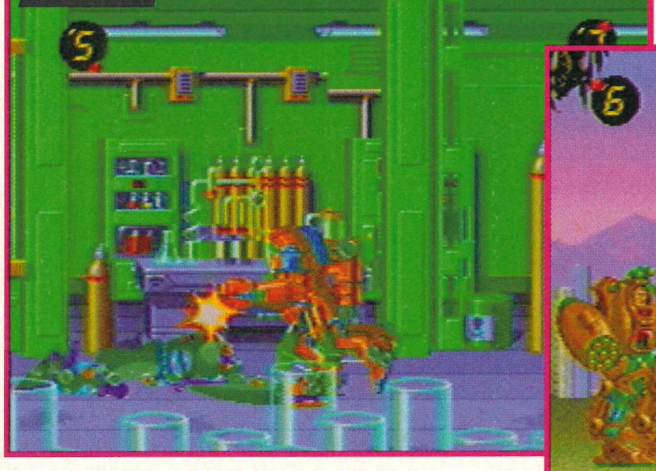
● Right: What's going on through the round window today? A scrap between two rather nasty mechanoid types! E*XO Squad* is not for the faint hearted, but don't worry — these things don't bleed!

● Playmates
● £TBA ● 8 Mbi
● Autumn

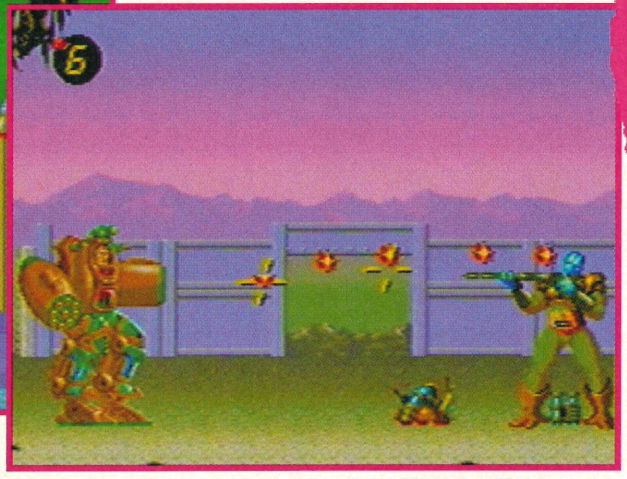
Completion

1st Impressions

EXO Squad is shaping up to be a challenging and, dare I say it, original game. The 3D sections are extremely detailed and the animation is impressive. There are plenty of options including difficulty levels, sounds and the choice of either arcade or duel mode. Graphically it's looking great, with some neat parallax scrolling. Although this isn't the finished version, everything is neat, each level is completely individual and feels totally different to the last. The cartoon atmosphere seems to have been captured perfectly. I can't wait to get my hands on a reviewable version of the game!



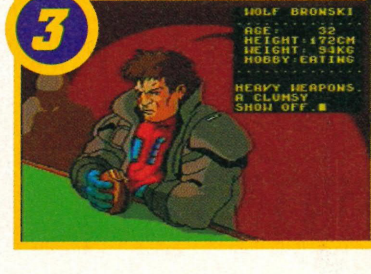
● Left: Top robotic action in the chemistry lab. Just don't cause a spark because you'll send the whole place up in smoke!



● Once this bloke is dead, you can shoot his body off the screen, and walk on top of it! Nope, we don't know why either but it's quite nasty...

● This is the main stomping suit, with some heavy weaponry thrown in. The yellow cursors control the direction and power of the shot.

● Never speak to strangers in the street — or laser blasting mechanoids for that matter!



Feature

Summ Ma

The sun is out, the sky is blue and besides sand in your sandwiches and sunburn it can only mean one thing — the Summer movies are here! Mat Yeo grabs a mega-pack of toffee popcorn and explores a world of movies, video games and webbed fingers!

It's that time again. The few months of the year when the British public get to whip out their Union Jack boxer shorts, turn lobster-red and dash off to such sunny locations as Ibiza, Majorca and Blackpool. Yes folks, the Summer is finally upon us.

However, fans of the paranormal will notice strange happenings during this sun-soaked quarter of '95. People disappearing in the evenings, massive queues outside large, imposing buildings and an almost unhealthy obsession with popcorn. That's right, the Summer movie season has exploded into our lives once again and if you're a follower of all things celluloid then this year is gonna be a real blast!

There's something for all ages. From the slushy sentimentality of *Casper* to the explosive action of *Judge Dredd*, cinema-goers are certainly going to get their money's worth. For the video gamers out there though, the thought of another dozen blockbuster movies may not be what they're waiting for. Sure, everyone enjoys being entertained by their favourite movie star and being whisked away to a far-off fantasy world but for console owners this Summer's movies also bring that most dreaded of items: the film licensed game!

Money, money, money!

Every year the same thing happens. Game companies take a gamble and invest their time and money in producing titles that tie in with the big summer film releases. Unfortunately, although the film itself may be a box-office sensation, the video games that follow shortly after rarely set the world on fire. So what's going wrong?

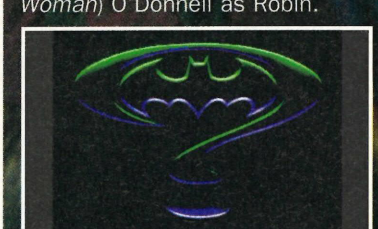
Let's take a look at the evidence. For games companies, producing a movie tie-in would appear to be a license to print money. For instance, if a film such as *Jurassic Park* is on the way, then licensees will scramble to produce anything that features the movie's logo. From action figures to boxer shorts if there was a dinosaur on it then it would definitely sell. However when it comes to video games something strange happens.

Once a game company has acquired the rights to a film they then set about producing what they hope will be a product that mirrors the success of its silver screen cousin. Unfortunately due to the lead times required in film-making the game's programmers very rarely have access to footage of the film or even designs for costumes and sets. This often results in the finished product baring little resemblance to the finished film. Although this isn't always the case as the huge success of *Aladdin* on the Mega Drive proved.

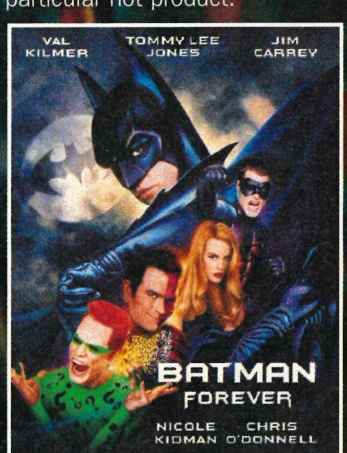
Batman Forever

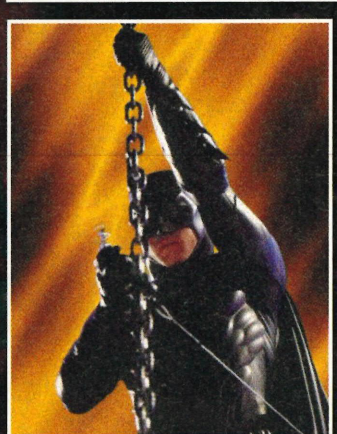
The Bat is back! After a three year absence, the caped crusader returns to the silver screen in his latest outing, *Batman Forever*. Joel (*The Lost Boys, The Client*) Schumacher takes the directorial reins from Tim Burton this time and delivers a flashy action movie packed with special effects galore.

Once again movie-goers are whisked to Gotham City, this time to see our hero taking on the combined forces of the fiendish Riddler (Jim Carrey) and former district attorney turned psychopath, Two-Face (Oscar winner Tommy Lee Jones). When Michael Keaton decided to hang up his super-hero duds for good, Warner Bros chose film veteran Val (*Willow, Tombstone*) Kilmer to fill Bruce Wayne/Batman's boots. Also along for the ride is newcomer Chris (*Scent of a Woman*) O'Donnell as Robin.



This marks the first appearance of the Boy Wonder in the highly successful Batman movie series and, clad in designer Bat-armour, O'Donnell manages to shrug off the weedy image that his TV predecessor Burt Ward firmly etched in people's minds. The cast is rounded out with Nicole (*Days of Thunder*) Kidman as criminal psychologist Dr Chase Meridian who falls for Batman. With *Batman Forever* making over $50 million in it's opening weekend in the States it comes as no surprise that many software companies were keen to get their hands on this particular hot product.

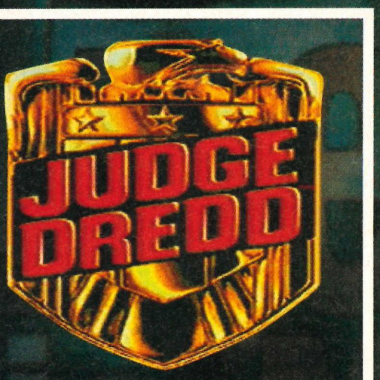




Those masters of the movie licence, Acclaim, have managed to secure this little beauty and are intending to release *Batman Forever* on all Sega formats before the end of the year as well as an innovative arcade game in early '96.

This is the first time that Acclaim have utilised their groundbreaking motion-capture technology for a console game and word is that Warner Bros were so impressed, they used the system to produce stunning effects for the movie itself. The home versions feature a digitised Batman & Robin battling the Riddler and his henchmen as well as the fiendish Two-Face through various Gotham City levels. There's also a two-player practice mode where players may test their combat skills in the Batcave. Fighting fans will be pleased to hear that the arcade version is a one-on-one beat-'em-up in the style of *Street Fighter II*. Expect to see Mega Drive and Game Gear versions of *Batman Forever* in the stores this summer followed by the 32X and Saturn games before Christmas. If this game lives up to all the hype of the film, Acclaim may have a major movie licence hit.

er Movie
dness



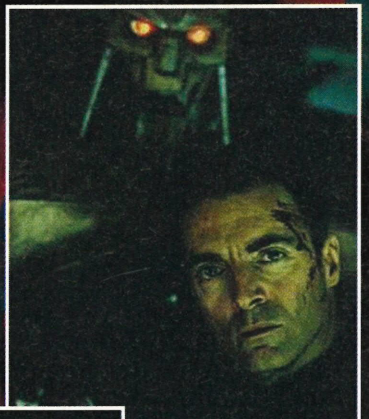
Judge Dredd

It's the third millennium of Mankind. War has left the planet a scarred husk with only a few surviving cities left to house the remnants of civilisation. One of these is Mega City One, built on the site of what was once New York. In this riot-torn urban jungle are the Judges, struggling to keep order in a lawless society. Unlike the police force of centuries past the Judges are now law enforcer, jury and executioner. Amongst them, one man is a living legend: Judge Dredd.

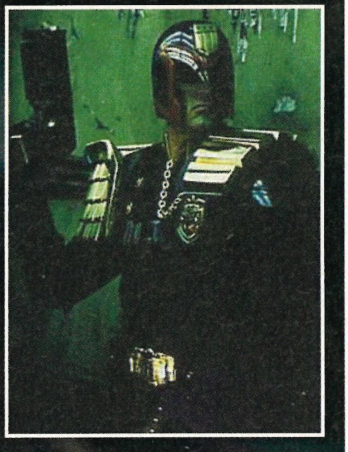
Readers of top UK sci-fi comic *2000 AD* will be more than familiar with the adventures of this futuristic fascist but it's taken nearly fifteen years to finally bring him to the big screen. Directed by young hot shot, Danny Cannon, *Judge Dredd* stars Sylvester (*Rocky, Cliffhanger*) Stallone as the emotionless lawman who dispenses justice with a stony face and a big gun. The film tells the story of how Dredd is framed for murder by his own mutated clone brother Rico and the twisted Chief Justice Judge Griffin. Exiled to a Cursed Earth prison, Dredd breaks free and makes his way back to Mega City One to clear his name and stop two of the most powerful men in the world.

On the way Dredd receives help from familiar comic book faces such as Judge Hershey, Fergie and Judge Fargo as well as facing off against such foes as the Angel Gang and an impressive ABC War Robot.

With massive sets for the movie being built at Shepperton Studios in England, state-of-the-art special effects and an all-star cast, *Judge Dredd* is guaranteed to make mega-bucks and with only *Batman Forever* providing any serious competition this summer, it looks like Dredd could clean up at the box office.



Acclaim have nabbed the rights to all the console versions (again) with the Mega Drive game in the shops now and Game Gear, 32X and Saturn versions following later. Following the plot of the movie fairly closely, *Judge Dredd* is a multi-level platformer that places players in the oversized boots of Dredd himself as he attempts to clean up Mega City. As well as featuring scenes from the movie, the game also contains an extra four levels in which Dredd travels to Deathworld and takes on the fearsome Dark Judges. There's even a Lawmaster section for players to tackle and with a high difficulty level this is one game that won't be completed in a day. There's a full review of Judge Dredd on pages 56 and 57 so check out our score for this latest movie tie-in.



Feature

MOVIES

Summer Movie Ma

Mighty Morphin' Power Rangers

Fresh from their top-rated TV show, the series you all watch but never admit it to your friends, has been transferred to the big screen. *Mighty Morphin' Power Rangers: The Movie* features all of your favourite spandex-clad super heroes in an all-new adventure.

The evil Ivan Ooze is attempting to take over the Earth with his slime-based minions and it's up to our multi-coloured mates to stop him. However, with their command centre destroyed and their powers removed, the Power Rangers must travel to a distant world and save their leader, Zordon before gaining new abilities and stopping their foes cold.

Fans of the show will be glad to learn that all their favourite characters appear in the film but their costumes and all of the sets have benefited from a major overhaul. Expect to see high-quality special effects, superb martial arts action, new Zords and new enemies in what could be one of the top kids' films of the year.

With *Mighty Morphin' Power Rangers* being such a high profile product it's no surprise that Sega themselves are producing a Mega Drive game to tie-in with the movie. Utilising the now-familiar *Streets of Rage* engine, *MMPRTM* (what a mouthful!) takes players through side-scrolling beat-'em-up territory. Pick from one of the six Power Rangers and karate kick your way through Ivan Ooze's hordes in an effort to save the world. Expect to see this one appearing in the shops sometime soon.

The worm wonderman

Red hot programmer Dave Perry and his team at Virgin games were allowed to work closely with the animators at Disney and create a product that was not only entertaining for gamers but also managed to follow the film extremely closely. Superb visuals and near-perfect gameplay nudged *Aladdin* into the Christmas number one slot in 1993.

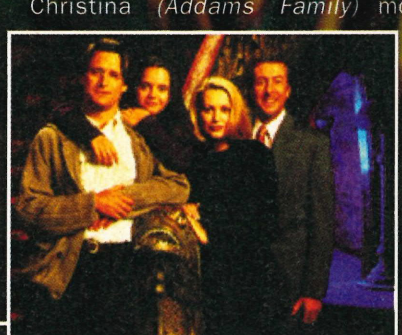
If that wasn't enough, software companies often have very little time in which to prepare their product. For maximum impact and publicity a movie-licensed game would appear at the same time as the film of the same name. This is rarely the case though. Most programmers can either rush out a poor product in time for the movie or, if they want to put some real effort into it, delay the game and bring it out long after the film has been on punter's lips. This is certainly the case with the forthcoming *Tank Girl* game. Ocean are currently working on a Mega Drive version and it should be out by the end of the year but is there still going to be interest in old shaven head in six months time?

Casper

Based on the adventures of a kids' comic book character, *Casper* is doing big business in America at the moment. For those of you who aren't aware, *Casper* is a ghost, not the pant-wettingly scary sort though, he's a friendly ghost. Now while this idea may sound a bit lame, this floating sheet of a character has been around for decades, although Americans will be more familiar with his animated antics from the 60's cartoon show of the same name.

For the 90's *Casper* has been updated by those hotshots at ILM and appears as a computer generated figure throughout the movie. ILM supplied over 400 effects shots for the movie compared to a paltry 56 produced for *Jurassic Park*.

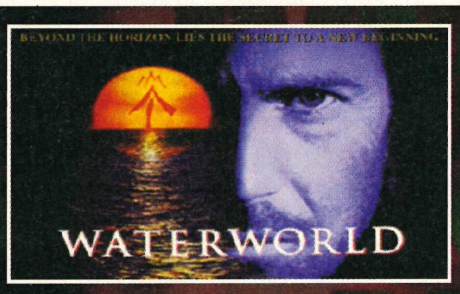
Christina *(Addams Family)* Ricci stars as a young girl who befriends Casper when she moves into a house that her wicked stepparents have bought. When her folks find out that there may be buried treasure beneath the mansion, their attempts to knock it down are hampered by Casper's three nasty uncles: Stretch, Stinkie and Fatso.

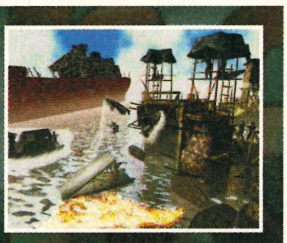


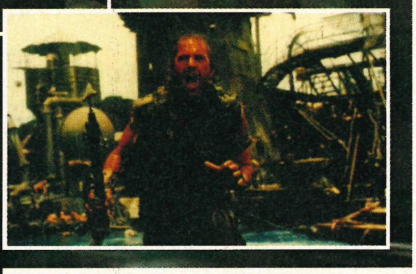
Video game chores are being handled by Interplay, the folks behind *Clayfighters*, and are intended to be a showcase for next generation consoles to show their stuff when it comes to producing transparent characters and realistic 3D environments. Although the Mega Drive and Saturn versions are still a few months away, they should appeal to gamers of all ages when they're releasesd.

dness

Waterworld







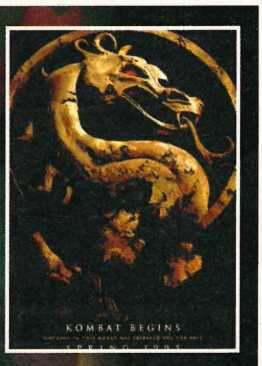
Spending millions on a movie is no guarantee that it'll be a box-office smash. This is certainly the case with *Waterworld*. Universal have pumped a reported $180 million into the production of this futuristic adventure starring Kevin (*The Bodyguard*) Costner as a web-fingered hero known as the Mariner.

Set five hundred years in the future, *Waterworld* introduces us to a planet Earth which has been totally submerged by water, the result of global warming. The remnants of humanity are scattered across the globe and survive by living on huge floating arks. Alas, the seas are a treacherous place and danger in this movie comes in the form of Dennis (*Speed*) Hopper as Deacon, the leader of a band of vicious cut-throats.

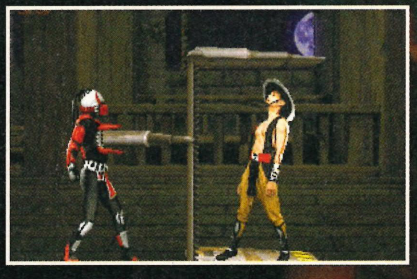
Unfortunately, *Waterworld* has been dogged by disaster from day one. Sinking sets, major script re-writes and director Kevin Reynolds being denied the chance to edit the film by the producers themselves. Kevin Costner is even rumoured to suffer from sea sickness! Whether this movie sinks or swims may rest in the star pulling power of Kevin Costner himself. However, if it fails to pull in the big crowds, Universal will be forced to take a massive loss. Don't hold out for a sequel.

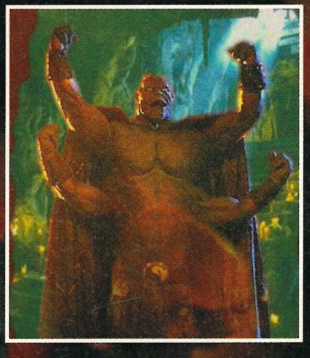
Second only to Acclaim in the movie/video game licensing business, Ocean have been busy beavering away on a conversion of this water-logged wonder. Expect to see Mega Drive and Saturn versions of *Waterworld* before the end of the year. As you can tell from these SGI rendered graphics the visuals are certainly impressive enough but as always the gameplay is the key. If Ocean are able to produce an action-packed cart with some cool features (anyone for a 3D jet ski battle?) then their time and effort will have paid off. It's over to you boys.

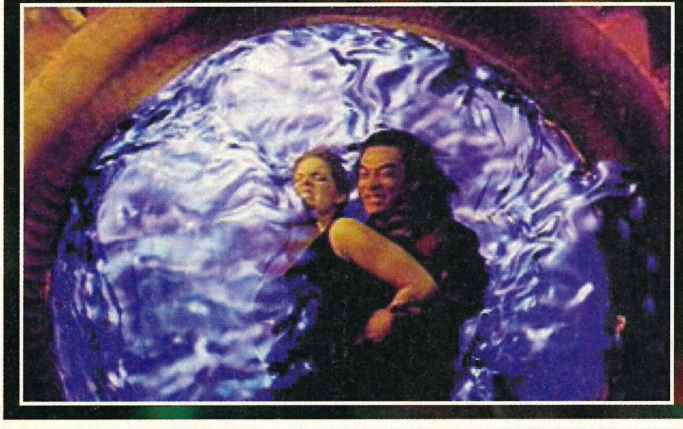
Mortal Kombat



Although all the games featured in this article are based on major movies, there is one exception. *Mortal Kombat* is the forthcoming big screen version of the hit Midway arcade game series. Following in the footsteps of *Super Mario Bros* and *Street Fighter*, MK will have a hard time shaking off the image of video game translations making poor films. Director Paul Anderson has only made one motion picture so far but he's attempting to take the myths and legends that inspired this killer game and incorporate them into a *Star Wars*-style saga.







The film follows the adventures of three main characters: Liu Kang, Johnny Cage and Sonya Blade. These highly trained heroes are recruited by the thunder god Raiden, played by Christopher (*Highlander*) Lambert and sent on a perilous journey to the other-dimensional plain known as The Outworld. There they encounter many of the game's characters including the scheming Shang Tsung, Sub-Zero, Scorpion and the prince of pain himself, Goro.

Unfortunately, what you won't be seeing in the movie will be the trademark violence and bloodletting evident in the arcade and console games. The producers have bowed to pressure so you won't be seeing any fatalities, that's for sure!

Although there's no actual movie adaptation appearing, there is the recently released *Mortal Kombat 3* for fighting fans to freak out on. With 14 characters (and plenty of hidden ones), loads of special moves, fatalities, babalities, animalities, Kombat Kodes and more secrets than Nick's filofax, *Mortal Kombat 3* is a guaranteed hit. Look out for home conversions early next year.

Time to play

Another factor in the equation is the fact that we're dealing with two separate mediums here. A motion picture is a linear piece of entertainment intended to take the viewer from the start of the picture, tell a story and then roll the credits when it's finished. Whilst most films last an average of two hours, a video game is intended to have a much lengthier life span.

Players expect most games to take them hours to complete. Following the plot of a movie however would mean that playing time would be cut down considerably. So the solution for software producers is often to take the essence of a film and use it as the basis for their own product. Adding extra levels to a game or elaborating on the plot may be a good idea but the more that's added the more it detracts from the original source material. For instance, *Jurassic Park* on the Mega Drive features sections that appeared in the original Michael Crichton novel but the main theme of the game still doesn't follow the plot of the Steven Spielberg film very accurately.

The main problem programmers have is that most consumers will be buying a movie based console game expecting it to basically be *the* film. Unfortunately the term 'interactive entertainment' is often tagged onto a lot of console games and when it's applied to film titles in particular, it's actually very deceptive. As an example, a truly interactive movie would surely enable players to move freely around and interact with the same stars they encountered in their last cinema trip. However even this method would alter the gaming experience even further. By providing numerous options and allowing players free reign in their fantasy film environment, programmers are altering the film's plot and providing gamers with a completely different product.

Feature

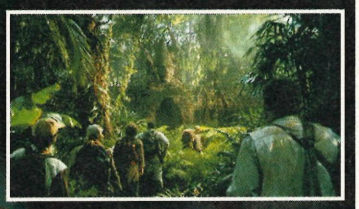
MOVIES

Congo

Based on the novel by Michael *(Jurassic Park)* Crichton, *Congo* is a roller-coaster ride of a movie that takes cinema-goers deep into the heart of darkest Africa.

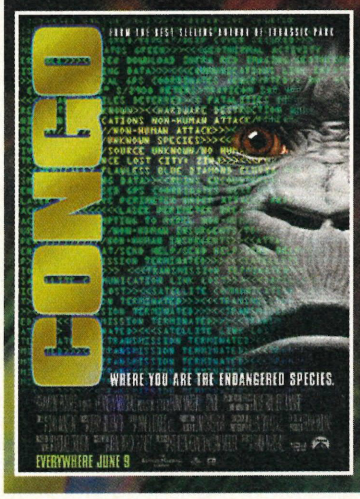
The film follows an expedition of scientists as they attempt to unravel the mysterious disappearance of another team that have been massacred whilst searching for precious blue diamonds. The team is led by Laura Linney as a communications company supervisor, Dylan Walsh as a talented primatologist, Tim Curry as an eccentric explorer and adventurer Ernie *(Ghostbusters)* Hudson. Linney is searching for her missing fiancee who was part of the original expedition whilst Curry is secretly obsessed with finding the Lost City of Zinj, long rumoured to be the location of King Solomon's diamond mines.

The mission changes when the team are viciously attacked and nearly wiped out by a race of intelligent killer apes. The group have to race against the clock to escape the murderous primates, cope with a volcanic eruption and make it back to civilisation in one piece.



Special effects in the film are very impressive with a realistic earthquake sequence featuring computer-generated lava from Industrial Light & Magic and the apes themselves being constructed by FX wizard Stan *(T2, Aliens)* Winston.

As far as the game goes, Viacom are handling the Mega Drive version whilst Sega themselves have opted to release on the Saturn. At the moment though very little is known about either game although the MD looks set to be a platform-puzzler and the Saturn should feature unique digitised footage straight from the movie itself.



Fun comes first

So what's the solution? Well, for a start, truly talented programmers will always be able to utilise their skills to the fullest and provide games that are simply fun to play. Although they're all platform games *Aladdin*, *The Lion King*, and *Alien 3* are examples of movie licences done well.

Also with game companies now having more co-operation from film-makers, video games are finally being produced alongside their multi-million dollar big brothers and at times even borrowing from each other. *Batman Forever* features effects produced using Acclaim's motion-capture technology whilst the console games feature actual costumes and sound effects from the movie. *Judge Dredd* is one of the first games to ever appear before the release of the movie and 3DO *Demolition Man* featured brand new footage of Sylvester Stallone and Wesley Snipes shot specifically for the CD game. This is exactly the sort of cross-pollination that is needed in order for movie licences to really take off. It's just not enough nowadays for a game to simply feature the movie's title on its cover. Consumers are demanding more for their money and if the cost of a cinema ticket brings a few hours worth of thrills then what should we be getting for games costing in excess of £50?

Summer

Over 150 pr

Box Office Bonanza!

This month we've teamed up with the country's top licensees to bring you the cinematic competition of the year! We're giving away much sought after items from this Summer's top movies and any of them could be yours.
So sit back as the lights begin to dim and let's take a look at the goodies that could be winging their way to you very shortly...

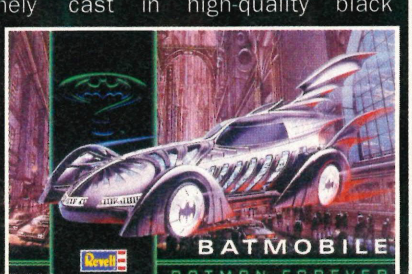
Model Mania!

6 Judge Dredd model kits

This stunning 1/9th scale model of Mega City One's futuristic law enforcer is produced by the clever folks at Halcyon. The kit is extremely detailed and features optional heads, one of Sylvester Stallone's mug and one with helmet, as well as the fearsome Lawgiver gun. These, and other Judge Dredd models including the forthcoming Mean Machine Angel and ABC War Robot, can be supplied by mail order from Model Aerodrome Ltd Tel: 01483 578682.

3 Batman Forever model sets

Any crime fighter worth his salt needs the latest high tech transport and Batman is no exception. Top model-makers Revell have put together a special prize package that includes the Batmobile (1/25 scale), Batwing (1/32 scale) and Batboat (1/25 scale). Each finely crafted vehicle is cast in high-quality black plastic with a fully chromed engine lurking beneath. The models are suitable for age 10 years to adult and come complete with display stands. For more information call Revell on 0181 207 1213.



Movie Madness

izes must be won!

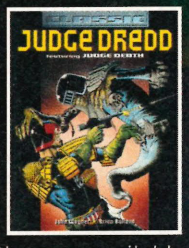
Book Bonanza!

3 Batman Titan packs
10 Batman Forever movie books
5 Judge Dredd Novels & 5 Audio books
5 A-Z Judge Dredd books
3 Judge Dredd Titan packs
4 Mighty Morphin' Power Rangers books

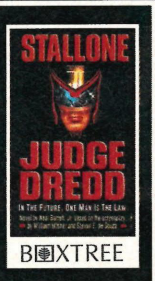
You've seen the movie, now read the book! We've got enough printed material to open a small library here, from movie books to novels they're all up for grabs.

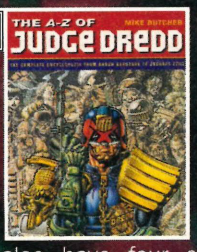
Titan Books have put together two special movie packs for us and there are three of each to win. The Batman Pack includes a copy of Batman: Featuring Two-Face and the Riddler (£9.99) and a poster while the Judge Dredd pack includes a Classic Judge Dredd book (£8.99) plus a giant-sized Dredd poster and a Dredd badge. Both titles are available from all good bookshops.

Hamlyn are a great bunch of folks. We've got ten copies of the Batman Forever movie book (£5.99) and five copies of the A-Z of Judge Dredd (£12.99). Both are available from book shops.



Boxtree have five copies of the Judge Dredd Novelisation for you folks as well as five copies of the brilliant audio novels (£4.99).



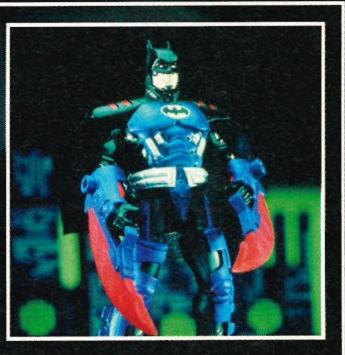


Last but not least we also have four copies of the junior Mighty Morphin' Power Rangers book to give away to one lucky winner. Priced £2.99 these fun books are ideal for the younger members of the family.

Many thanks

A big hug and many thanks go out to all the people who helped with this competition and the companies that supplied prizes including:

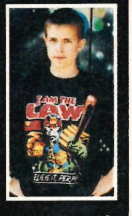
Keely & Deralyn at Hasbro/Kenner
Kate Swanson & Emma Draude at Boxtree Limited
Ruth Cole at Titan Books
Darrell Jones at Bandai UK Ltd
Sonia Pugh at Reed Illustrated Books
Kelli Taplin & Revell
Alison Paine at Amerang
Halcyon Models
Colin Donaldson & Sally at Chester Gate Trading
Chris Douglas-Morris at Statics (London) Ltd
And finally thanks to Alison for being there on the weekends!



Goody Grab!

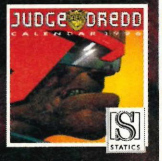
10 Casper Videos
10 Judge Dredd Calendars
10 Judge Dredd T-Shirts

CGT

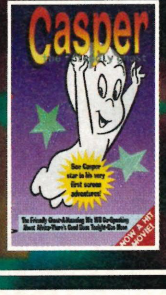


Chester Gate Trading are supplying ten ultra-cool Judge Dredd T-shirts to lucky compo winners. There are a variety of designs all featuring old stony-face himself. Don't be seen out without one punk!

Need to count the days till the next Dredd movie comes out? Well it couldn't be easier with the help of these great Judge Dredd calendars from Statics Ltd, except that these are for 1996!



Retro Video have ten Casper cartoon videos for you, each one priced at £7.99 and featuring six classic 50's animated action with the world's friendliest ghost.



T'rriffic Toys!

3 Batman Forever action figure collections

Kenner have a fantastic range of *Batman Forever* action figures ready for release and we've got three complete sets to give away! Each set features a multitude of characters with weapons including the villainous Two-Face and Riddler with brain-drain helmet. Batman and Robin are ready to tackle any crime situation with new figures including Night Hunter Batman, Hydro Claw Robin, Capture Cape Batman and Street Fighter Robin. Later in the year expect to see amazing accessories such as the new electronic Batmobile, Batwing and a massive Batcave featuring breakaway catwalk, computer console and Riddler's lair.

36 Mighty Morphin' Power Rangers Movie Figures

BANDAI

For their motion picture debut the Power Rangers have been given tough new costumes. Now here's your chance to own one of those new *Mighty Morphin' Power Rangers* as Bandai have supplied us with 36 of the blighters! Up for grabs are 12 limited edition 8" Metallic Movie Figures and 24 limited edition 5" Metallic Movie Figures. Each figure is fully articulated and comes complete with special weapons. Also available in the shops soon are 5" & 8" Movie Edition Evil Space Aliens and Movie Edition Collectible Figures.

All film stills in this feature are copyrighted to their respective film companies. All trademarks and copyrights are recognised.

Ready to win?

To get your grubby little mitts on one of these fantastic movie tie-in prizes before the Sega Pro team do, just follow these simple instructions. Fill in the coupon below with your name, age, address and also tell us what your favourite summer movie of '95 is. Pop the coupon in an envelope and send it to.

Box Office Bonanza! Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS. All entries will be put into the biggest hat we can find and drawn at random by ex-Take That member Robbie Williams (he needs the work). Make sure those pesky entries reach us no later than August 12th, 1995. Have fun film freaks!

NAME: .....

ADDRESS: .....

.....

.....

AGE: .....

FAVOURITE FILM: .....

.....

Fever Pitch Soccer

Word Up!

WIN! WIN! WIN!

- Five copies of Fever Pitch Soccer on Mega Drive
- Ten 'Parlez-Vous Kung-Fu?' T-shirts

We're a generous lot here at Sega Pro, and as we've recently finished *Fever Pitch Soccer* in Sega XS we've decided to give away five copies of the game, plus ten T-shirts with the logo 'Parlez-Vous Kung-Fu?' on them!

Firstly, to be in with a chance of winning one of these beauties just find these ten hidden words in the word search below:

G	L	T	D	A	U	R	P	W	S
P	O	E	X	L	S	Z	E	D	H
I	J	A	A	F	P	M	N	E	E
T	V	O	L	G	O	K	A	T	V
C	U	R	M	K	U	D	L	A	C
H	N	V	W	Z	E	E	T	G	O
R	E	F	E	R	E	E	Y	L	R
S	T	R	I	K	E	R	P	I	N
B	F	O	U	L	J	D	O	E	E
F	X	T	A	C	K	L	E	F	R

REFEREE
PENALTY
TACKLE
FOUL
HEADER
PITCH
LEAGUE
CORNER
STRIKER
GOALKEEPER

Easy, huh? Well, for a tie breaker we'd like you to use your artistic skills to come up with a new player who you think should have been included in the game. Don't forget to include his/her hobbies and nationality. Get scribbling!

Send in your entries to: **Word Up! Compo, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** Please get them to us by 12th September.

The Ed's decision is final, and all that mumbo jumbo.

Another blast of SegaXS bursting with top tips!

100% Tips!

Sega XS

Inside:

Learn all 700 moves and master every character in...

Virtua Fighter on Saturn!

The countdown to zero has begun!

Zero the Kamikaze Squirrel

Tipped and mapped!

All these cheats and moves are for both the arcade and Saturn versions of the game, although they should also work on the new *Virtua Fighter Remix* on the Saturn and the 32X conversion!

When it comes to beat-'em-ups on Sega machines, there's only one serious contender. *Virtua Fighter* beats the likes of *Street Fighter* and *Mortal Kombat* to a bloody pulp with its revolutionary 3D graphics engine. We have printed some of the moves before but this is the first comprehensive guide including every single move. Claimed by many to be even better than its arcade brother, what better way to beat your best buddy to a semi-living pulp of bruised and battered body fluid than to use this fully comprehensive guide? BREAK his bones with Wolf's Crucifix Piledriver! SNAP his spine with Pai's Reaping Throw! And TEAR his arms off with Jacky's Crescent Punch! All these moves (and more!) await you...

Virtua Fighter

JACKY

The best fighter in the game, Jacky is the man to go for if you want combos by the bucket-load. Thanks to his amazing quickness and super strength, you should be able to defeat anyone with this guy — as long as you're on form, of course. His spinning knuckle punch is also a great move that's both quick and easy to perform. A great character, both for the beginner and expert alike.

Name: Jacky Bryant
Country: America
Age: 22
Sex: Male
Job: Indy car racer
Blood Type: A

Hobby: Training
Likes: Guns 'n' Roses
Dislikes: Spandau Ballet

MOVES

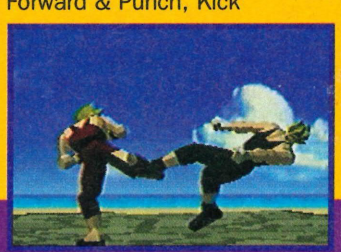
Elbow
Forward & Punch
Backfist
Back, Punch, Punch
Backfist Crescent
Back, Punch, Kick
Backfist Sweep
Back, Punch, Down, Kick
Low Backfist Sweep
Tap Down/Back & Punch
Knee
Forward & Kick
Crescent Kick
Defend & Kick
Roundhouse & Heel Kick
Kick, Kick
Punt Kick
Forward, Forward & Kick
Snap Kick
Tap Down & Kick
Side Kick
Down, Defend & Kick
Backflip
Tap Back/Up
Kickflip
Tap Back/Up & Kick

Throws

Brainbuster
Punch & Defend
Jumping clothesline
Forward, Forward & Punch
Backside Clothesline
Punch & Defend (from behind)

Combos

Single Punch & Sidekick (close)
Punch, Kick
Single Punch & Crescent (far)
Punch, Kick
Single Punch & Sweep
Punch, Down & Kick
Double Punch & Straight Kick
Punch, Punch, Kick
Double Punch & Backfist
Punch, Punch, Back & Punch
Running Punch uppercut
Punch 3 times
Running Punch Elbow
Hold Forward, Punch, Punch, Punch
Elbow & Heel Kick
Forward & Punch, Kick



AKIRA

Hakkyokuken is a strange sounding word, but believe it or not, it's Akira's fighting style. Apparently, he's on a fighting tour of the world to find out just how good a fighter he really is. So, will he win all the matches? Only you can answer that, Mr Gamesplayer! Akira's probably the most versatile of all the fighters. A good, solid choice for the beginner, Akira has a very powerful punch. He may be a little slow at times, but he more than makes up for it with his brilliant shoulder-barge move.

Name: Akira Yuki
Country: Japan
Age: 25
Sex: Male
Job: Kung-Fu Teacher
Blood Type: O
Hobby: Kung-Fu
Likes: Any James Bond film with Sean Connery
Dislikes: Any James Bond film with Roger Moore

MOVES

Elbow
Forward & Punch
Dashing Elbow
Forward, Forward & Punch
Dashing Palm
Down, Forward & Punch
Dashing Body Check
Back, Forward, Forward & Punch & Kick
Punch on the Ground
Down/Forward & Punch
Repeated Punches on Ground
Down/Forward & Punch, Down/Forward & Punch
Jumping Kick
Forward, Forward & Kick
Knee
Forward, Hold Forward & Back & Kick, Release Kick/Tap Back

Throws

Trip
Back & Punch
Pull in, throw out
Down/Back, Forward & Punch
Backwards uppercut
Back, Forward/Down & Punch & Kick

Combos

Punch and Roundhouse
Punch, Kick
Double Punch
Punch, Punch
2 Punches and a Straight Kick
Forward, Forward & Punch & Kick, Punch, Kick
3 Punches and a Spin Kick
Forward, Forward & Punch & Kick, Punch, Punch, Kick

KAGE

Kage, being a ninja, knows a thing or two about the old martial arts! He has several powerful kicking moves at his disposal; but having said that, his punches and special moves are also pretty damn hot. He uses his super-fast agility and quickness to his advantage in fights, particularly with his foot sweeps. In the game, he's out for revenge against the man who killed his mum.

Name: Kagemaru
Country: Japan
Age: 21
Sex: Male
Job: Ninja
Blood Type: B
Hobby: Mahjong
Likes: Creeping around in the dark
Dislikes: Samurais

MOVES

Elbow
Forward & Punch
Double Footed Sweep
Forward, Forward & Kick
Flying Kick
Forward, Forward & All Buttons
Roll Forwards
Back, Down, Forward, Kick (Kick during the roll)
Roll Backwards
Forward, Down, Back, Kick (Kick during the roll)
Heel Kick
Down, Defend & Kick
Hopping Knee
Down, Forward & Kick
Backflip
Tap Back/Up
Forward Kickflip
Tap Back/Up & Kick
Backward flip-kick
Back, Back & Kick

Throws

Hip throw
Punch & Defend
Ten Foot Toss
Back & Punch
Pull out feet
All Buttons
Reaping Throw
Back, Forward & Punch
Torso Take Down
Punch & Defend

Combos

Ten Foot Toss & Jump Kick
Back & Punch, Up/Forward & Kick
Ten Foot Toss & Sweep
Back & Punch, Back, Forward, Forward & Kick
Ten Foot Toss & Heel Kick
Back & Punch, Down, Defend & Kick
Ten Foot Toss & Flying Kick
Back & Punch, Back, Forward, Forward, All Buttons
Roundhouse & Sweep
Kick, Forward, Forward & Kick
Heel Kick & Sweep
Down, Defend & Kick, Forward, Forward & Kick
Single Punch & Roundhouse
Punch, Kick
Double Punch & Straight Kick
Punch, Punch, Kick
Triple Punch & Spin Kick
Punch, Punch, Punch, Kick
Triple Punch & Kickflip
Punch, Punch, Punch, Up/Back & Kick
Running Punches
Punch, Punch, Punch
Hopping Jab & Sweep
Tap Jump, Tap Up & Punch, Forward, Forward & Kick

JEFFRY

Jeffry is one of the strongest characters in the game. His main strength is in the throws and strangle-holds that he performs. Most of his attacks revolve around throws and locks, so be sure to make good use of these in the fights. He has a fair smattering of special moves as well and is one of the games most powerful characters. His only weakness is his lack of speed, but makes up for this with well-aimed blows.

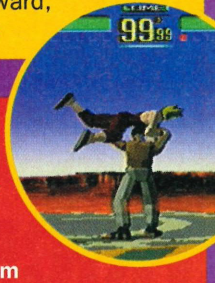
Name: Jeffry McWild
Country: Australia
Age: 36
Sex: Male
Job: Fisherman
Blood Type: A
Hobby: Reggae Music
Likes: Eating
Dislikes: Dieting

MOVES

Lunging elbow & Hammer
Forward, Back & Punch
Dashing low
Forward, Forward & Punch
Uppercut
Down/Forward, Punch, Punch
Knee
Forward & Kick
Toe Kick & Hammer
Tap Down & Kick, Punch

Throws

Fireman's Lift
Defend & Punch
Power Slam
Forward & Punch
Body Press
Back, Back & Punch
Crucifix Piledriver
Down/Forward, Down/Forward & Punch & Kick
Grab face
Down, Punch
Powerbomb
Down/Forward & All Buttons
Knees to the head
Down, Forward & Kick
Backbreaker from behind
Defend & Punch



Combos

Toe Kick of Doom
Down & Kick, Down, Forward/Down, Forward & All Buttons
Single Punch & Roundhouse
Punch, Kick
Running Punches
Punch, Punch
Knee & Dashing Uppercuts
Forward & Kick, Forward, Forward & Punch, Punch

Sega XS Virtua Fighter

PAI

Pai has a bit of a grudge against her father in this game, for some strange reason. Apparently, he's too arrogant for her liking, so she's decided to teach him a lesson by beating him up. Pai is another character who's ideal for beginners, mainly due to her faster than fast speed. You'll find her backflip move coming in handy in more than one occasion. She's good with her kicks, as well. Her roundhouse move is both simple and quick to perform, so make good use of it.

Name: Pai
Country: Hong Kong
Age: 18
Sex: Female
Job: Action Star
Blood Type: O
Hobby: Dance
Likes: Beaches
Dislikes: Motorways

MOVES

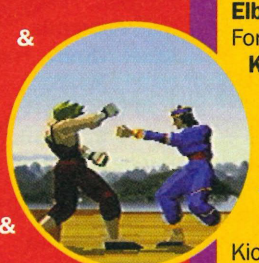
Punch on the ground
Down/Forward & Punch
Repeated Ground Punches
Down/Forward & Punch, Down/Forward & Punch
Crescent Kick
Defend & Kick
Sweep
Down, Defend & Kick
Heel Kick
Down, Neutral & Kick
Backflip
Tap Back/Up
Kickflip
Tap Back/Up & Kick

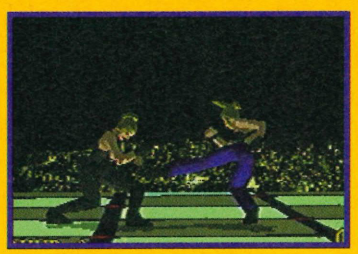
Throws

Wrist Twist
Defend & Punch
Pushover
Back, Forward & Punch
Falling Throw
Forward, Down & Punch
Reaping Throw
Forward, Forward & Punch & Kick
Grab Attack
Back & Punch

Combos

Single Punch & Heel Kick
Punch, Kick
Double Punch & Straight Kick
Punch, Punch, Kick
Triple Punch & Sweep
Punch, Punch, Punch, Down & Kick
Triple Punch & Spinning Crescent
Punch, Punch, Punch, Kick
Triple Punch & Kickflip
Punch, Punch, Punch, Up/Back & Kick
Triple Punch & Mid-Kick
Forward, Hold Forward, Punch, Punch, Punch, Kick
Running Punches
Punch, Punch, Punch





SARAH

If you're looking for a fast fighter with great kicks and, erm... long blonde hair, then Sarah is probably your best bet. She has some rather nifty special moves at her disposal, including a double illusion kick and a brilliant combo which ends in a rising knee. Her agility definitely gives her an advantage over other fighters.

Name: Sarah Bryant
Country: America
Age: 20
Sex: Female
Job: College Student
Blood Type: AB
Hobby: Sky Diving
Likes: Drawing
Dislikes: Having to sharpen pencils

MOVES

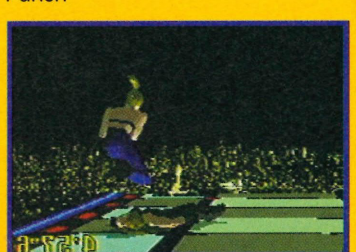
Elbow
Forward & Punch
Knee
Forward & Kick
Lunging Knee
Forward, Forward & Kick
High Snap Kick
Tap Down/Forward & Kick
Triple Kick
Hold Down/Forward, Kick, Kick, Kick
Crouching Side Kick
Down, Defend & Kick
Backflip
Tap Back/Up
Kickflip
Tap Back/Up & Kick
Toe Kick
Tap Down & Kick

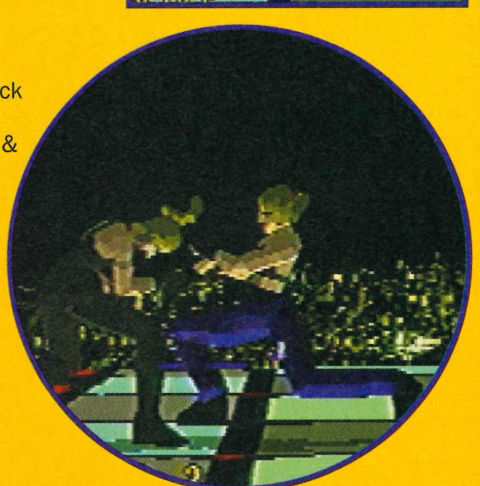
Throws

Suplex
Defend & Punch
Jumping Clothesline
Forward, Forward & Punch
Torso Takedown
Defend & Punch

Combos

Kick & Punch
Kick, Punch
Single Punch & Roundhouse
Punch, Kick
Double Punch & Straight Kick
Punch, Punch, Kick
Double Punch & Low Roundhouse
Punch, Punch, Down & Kick
Triple Punch & Knee
Punch, Punch, Punch, Kick
Triple Punch & Kickflip
Punch, Punch, Punch, Up/Back & Kick
Triple Punch & Hop Kick
Punch, Punch, Punch, Up & Kick
Running Punches
Punch, Punch, Punch
Elbow & Knee
Forward & Punch, Kick, Forward & Punch





TRICKS

As well as the basic fighting moves, there are also a few hidden goodies to discover as well. Read on for the full low-down, folks...

Throw Reversals

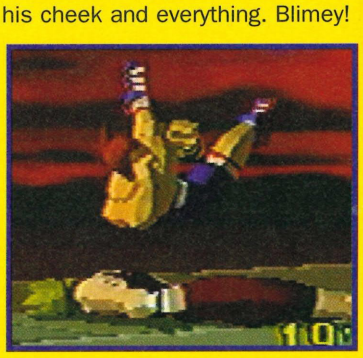
The attacker begins a throw, then the defender counters it and sends them on the floor. Similar to Pai's defensive grab. There is two different ways of doing it, but both methods require split-second timing. You can either press the kick button and then Back or Down, or grab your opponents kick, and then punch them in the face while holding their leg (Punch, Towards and Punch).

Jeffry's Long Distance Hurl

Jeffry can throw opponents half way across the ring after his Ultimate Press (Back, Back & Punch), instead of just dropping them on the ground at his feet. It's really tricky to get working, though...

Kage's Face Mask

It seems that after about 3,000 plays, the mask on Kage falls off instead of just his headband. You can see his teeth and a scar on his cheek and everything. Blimey!



LAU

Pai's father, Lau certainly knows his stuff when it comes to cooking up some ultra tasty meals. But is he any good at fighting? Hey, he wouldn't be in this game if he wasn't! To his credit, Lau is a tough man to beat. His kicks are his speciality, although it's possible for him to come up with some nifty combos as well. He's got a few decent special moves and his punches really put the icing on the cake, so to speak.

Name: Lau Chan
Country: China
Age: 53
Sex: Male
Job: Cook
Blood Type: B
Hobby: Chinese Poetry
Likes: Cooking
Dislikes: Fussy eaters

MOVES

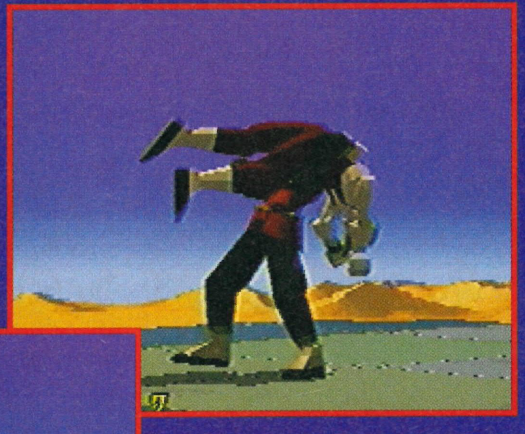
Elbow
Forward & Punch
Crescent Kick
Defend & Kick
Knife Hand
Down/Forward & Punch
Lifting Palm
Down/Forward, Punch
Sweep
Down, Defend & Kick
Heel Kick
Down & Kick
Backflip
Tap Back/Up
Kickflip
Tap Back/Up & Kick

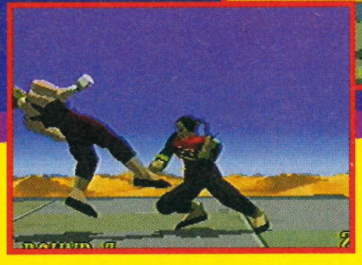
Throws

Flip across shoulders
Defend & Punch
Piggyback Drop
Back & Punch
Face Slam
Back, Forward & Punch

Combos

Single Punch & Heel Kick
Punch, Kick
Double Punch & Heel Kick
Punch, Punch, Kick
Triple Punch & Spinning Crescent
Punch, Punch, Punch, Kick
Triple Punch & Sweep
Punch, Punch, Punch, Down & Kick
Triple Punch & Kickflip
Punch, Punch, Punch, Up/Back & Kick
Triple Punch & Mid-Kick
Forward, Hold Forward, Punch, Punch, Punch, Kick
Running Punches
Punch, Punch, Punch
Knife, Punch & Straight Kick
Down/Forward & Punch, Punch, Kick
Knife, 2 Punch & Crescent Kick
Down/Forward & Punch, Punch, Punch, Kick
Punch & Kick Mania
Punch, Kick, Punch, Punch, Punch, Kick
Hop Kick Flurry
Tap Up/Forward & Kick, 3 or 4 Punches & Kick





WOLF

A bit of a power-house, Wolf is one of the strongest people in the game to play as. He has a number of mean and powerful moves, most notably throws, but he's also a strong kicker. His brilliant uppercut and basic punches give him an edge over most of his opponents.

Name: Wolf Hawkfield
Country: Canada
Age: 27
Sex: Male
Job: Wrestler
Blood Type: O
Hobby: Karoke
Likes: Liz Hurley
Dislikes: Hugh Grant

MOVES

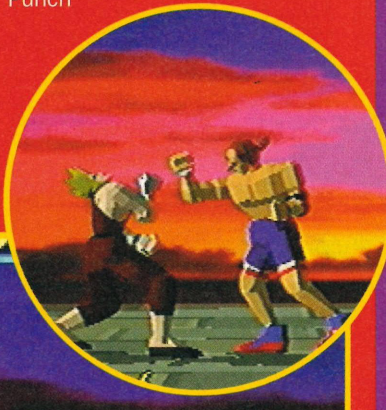
Running Clothesline
Forward, Forward & Punch
Dashing Shoulder
Back, Forward & Punch
Knee
Forward & Kick Uppercut
Down/Forward, Punch

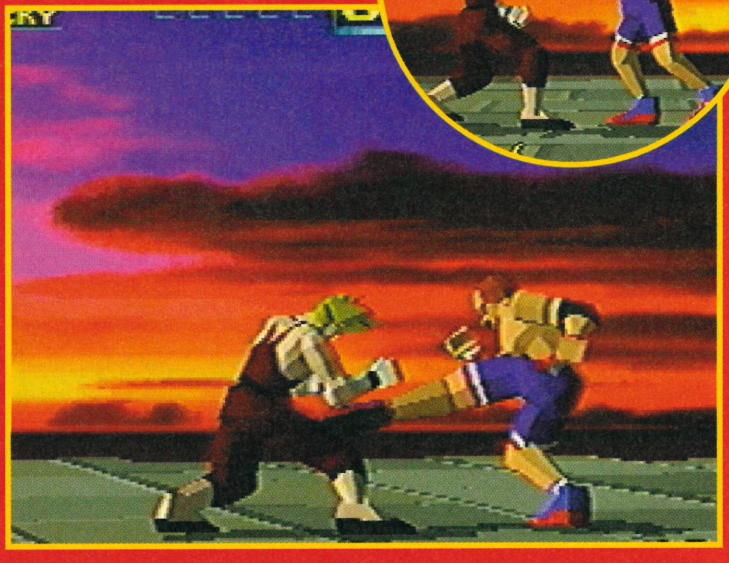
Throws

Backfall
Defend & Punch
Body slam
Forward & Punch
Crucifix Piledriver
Down/Forward, Down/Forward & Punch & Kick
Twirl & Hurl
Back, Down, Forward & Punch
Double Arm Suplex
Back/Down & All Buttons
German Suplex
Defend & Punch

Combos

Single Punch & Roundhouse
Punch, Kick
Running Punches
Punch, Punch, Punch
Knee & Uppercut
Forward & Kick, Down/Forward & Punch





Programmers' Credits

One for all those true saddos out there. Hold down a Start button during the demo screen to get a list of programmers credits to come up. Keep holding the Start button to keep the credits coming, or else they will freeze-up.

Get Kage to Roll

You can get Kage to roll while the demos are running. Just rotate the direction pad, and he'll roll either backwards or forwards, depending on which way you press. Also, on the beginning of the computer intro, you can get Kage to roll off the mat almost before Sarah even tries to kick him. Strange but true.

Dural

Dural is the game's big baddy, but apart from that, that's all the information we have on her. I can only presume that Dural's supposed to be some kind of a robotic woman, and a feisty one at that! Add the fact that her main hobby is pulling the legs off live insects, and we have a definite no-no in the dating front. Doh!

Play as Dural

Yes! You too can play as Dural, the mean and nasty final boss at the end of this game. To do this, start a new game and enter Down, Up, Right, A and Left (spelling out DURAL!). If you've done this correctly, a 'windy' sound will be heard. You've now chosen Dural, and can now use most of the other characters moves.

Play Vs Dural

Beat her and you're treated to an amazing end-sequence. Keep on the ground at all times — Dural's lethal uppercut puts an end to any jumping ideas you might have. Try to deliver plenty of punches to the body and set up a few combos. Dural's best move is grabbing and throwing you, so watch it!

Brian Cric

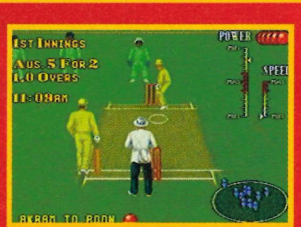
With the sun shining, the birds twittering around our heads and the park calling, the scene is set for a spot of cricket. The only problem is, it's just too sweltering hot to do anything once you get out in the sun — people are even fainting out there! A far better alternative, I think, is to play a few rounds of *Brian Lara Cricket* in our nice, AIR-CONDITIONED office. Ahh, this is the life...

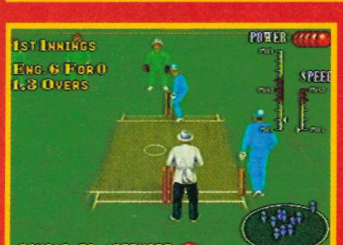
Top Tips

- You should always try for extra runs — if it doesn't seem that you're going to make it, simply run back again!
- The normal, straight-on camera viewpoint is the best for both bowling and batting. You can experiment with the other views, but you'll only find your accuracy the worse for it.
- Learn how your opponent is playing the ball and adjust your fielders appropriately. You'll be able to catch him out much easier now...
- Go for automatic fielders if you want a faster game, as they'll react quicker then manual ones.
- The first batsman that you play on your side are easily the best of the bunch. These guys are capable of knocking up high scores and winning matches!

Bowling

When bowling, always remember to continually shake-up your style — never become too predictable. The last thing you want is the batsman to cotton on to your style, as he'll remember where to hit the next time you bowl. Never repeat the same delivery twice. Use as many different bowlers as possible.





Give your opponent a false sense of security by throwing a couple of weak bowls with a lot of spin. Now deliver a fast bouncer. Play the ball fairly short, and it should reach the batsman at head-height. The batter will now more than likely whack it straight into the hands of your fielders.

Lara Ket

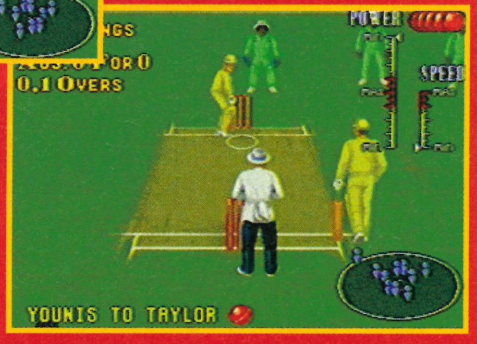
Batting

When batting, don't just hit the ball as hard as you can, otherwise you'll only end up getting caught out by one of the fielders. Everyone will laugh at you as well.

A far better strategy is to play it short and safe and get your opponent to lure all his fielders close in. Use the A button at first for this.

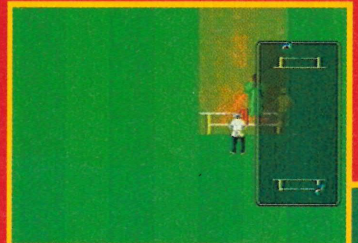
When you feel the time is right, move over to hitting the ball with the B button. The ball will now smash away and over the heads of the fielders. A great tactic for home runs, or whatever they call it in cricket.

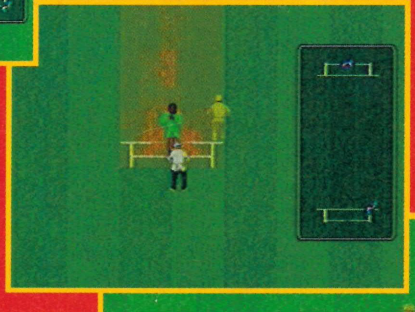
Keep an eye on both the power and speed meteors of the bowlers — this will show you how strong the next ball will be delivered.

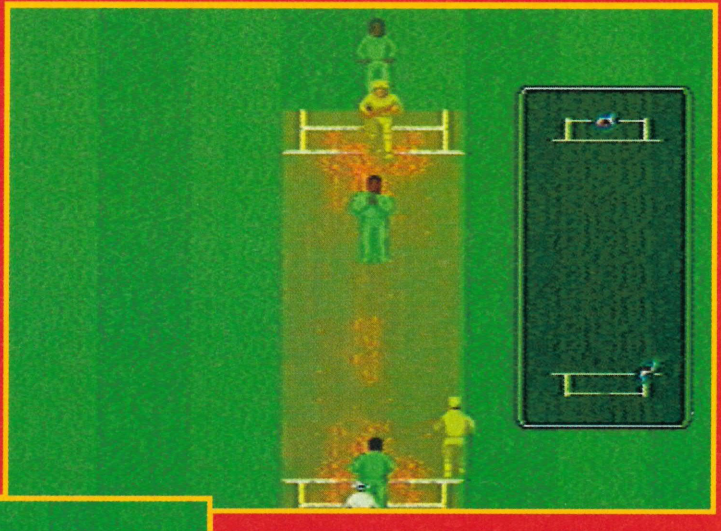


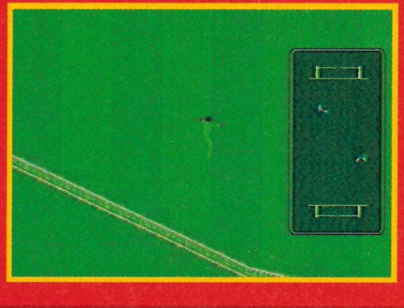
Fielding

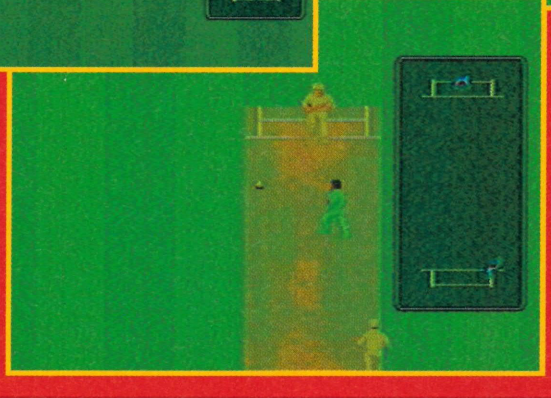
Select Manual fielders (slower than automatic fielders, but who's complaining?). When you pick up the ball walk to the wickets and then walk away. When the batter starts to run, press button B and your fielder will throw the ball back. This will get the batter out every time — even on international level!

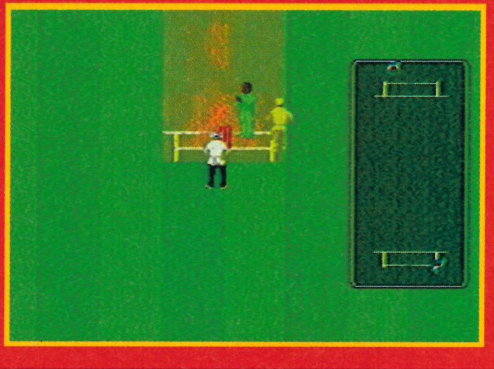












Ze

the Kamikaze Sq

Jacques LeSheets is a vile and evil chap, currently printing counterfeit money on paper made from the rain forest. Enter Zero the Kamikaze Squirrel, hero to millions of small, furry rodents world-wide and determined to rid the world of this menace once and for all. He's probably kidnapped Zero's family or something!

Level by Level...

Level 1

Ever played *Cool Spot*? Well, you'll no doubt recognise this level then — it's virtually identical to the first beach stage, 'Shell Shock'! All you really have to do is collect the power-ups (such as 'Z' coins and ice cream cones) you see and make your way to the right. Throw your shurikens or spin attack into every annoying menace that you come across. That'll be the last time they mess with you!

Top Tips

- There are secret rooms scattered throughout each level in the game. To access the secret rooms, Zero must enter transporters or pump-up doors which must be inflated before entering.
- Whilst spinning, you can collide in to enemies below you by pressing down and then B.
- Press Down and B whilst standing still to use your Nunchaku. This is the most powerful weapon in the game.
- Constantly refill your throwing star inventory in order to keep a healthy stock all the time.
- Zero can throw stars while running, but he always stops when he attacks anyone.
- Hold down the C button and move the D-pad to have a look up and down the level. This way, you'll always know where your enemies are.

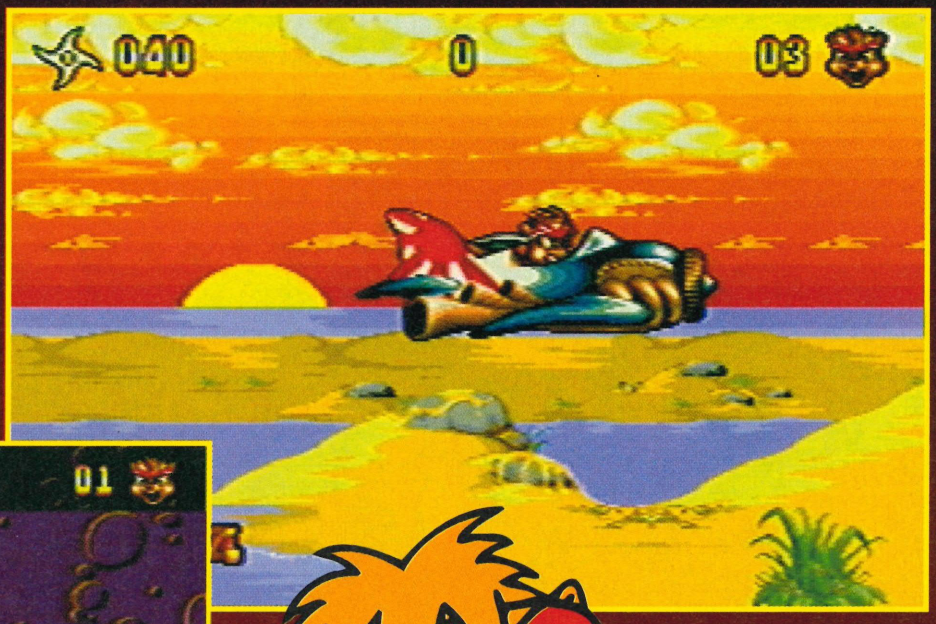
Level 2

Now the game really starts to get tricky! The pressure is really on as you venture underground for this next section. There's more than enough meanies and nasties lurking down here than a squirrel can cope with. However, being a kamikaze squirrel, Zero doesn't take no for an answer! A hell of a lot of jumping needs to be done here, as you'll no doubt find out when you get to the orange flowers. Two big guardians await you here. Kill the wall-climbing spider by jumping across and spinning into it. Kill the two guardian dogs by diving down on their backs.

10 Squirrel

Level 3

You've done well so far! Another underground level here, this time in the scorching hot lava flows far underneath the earth. Don't give up yet — you've almost made it to the paper factory! There's only one route that you can take to reach the end of the stage here, but the sheer number of baddies and tricky jumps in your way is mind-boggling. Dive down on the red knights to kill them with two blows.

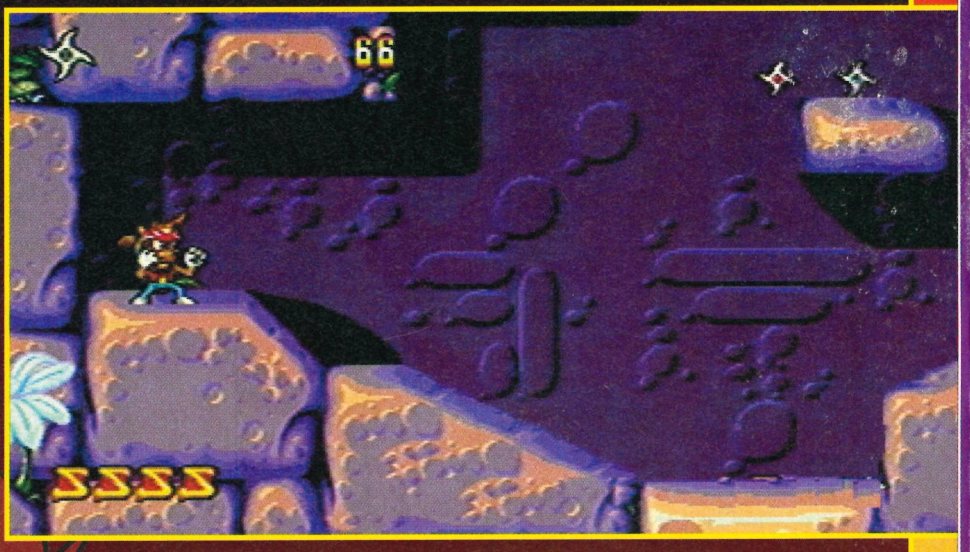


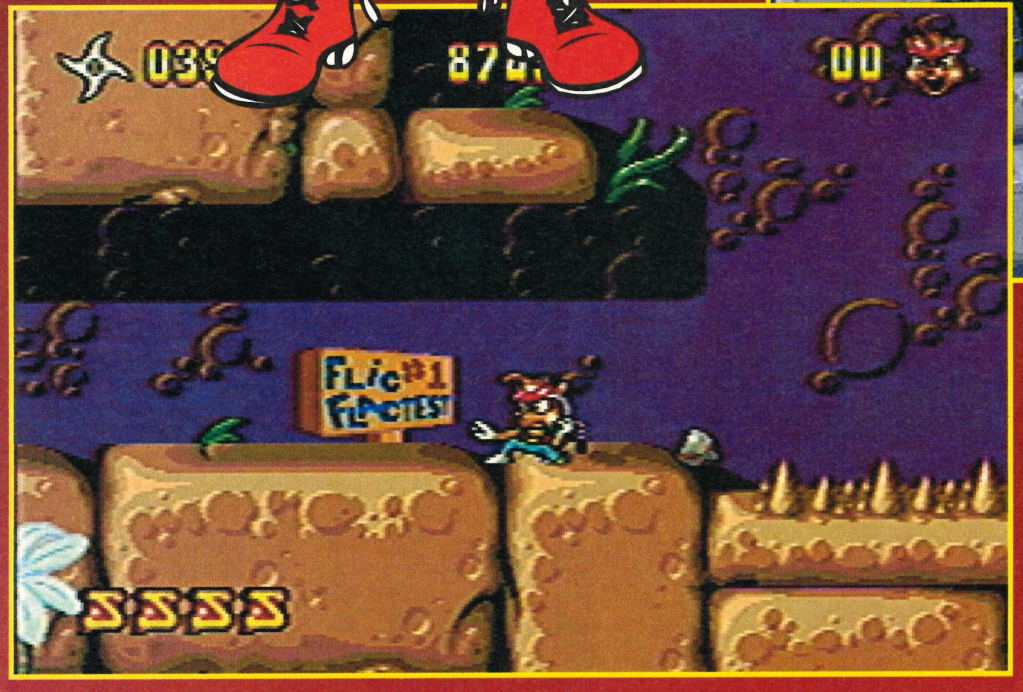
Level 4

A level not for the meek or timid. Shooting down a wild and fearsome river with only a flimsy speedboat for protection, you'll have to guide Zero in and around the various logs and rocks scattered about you. Accuracy is the key for these two stages, so follow your instincts and keep your finger on the jump button. The top of the screen is marginally safer to ride along, so head for there at the nearest opportunity.

Level 5

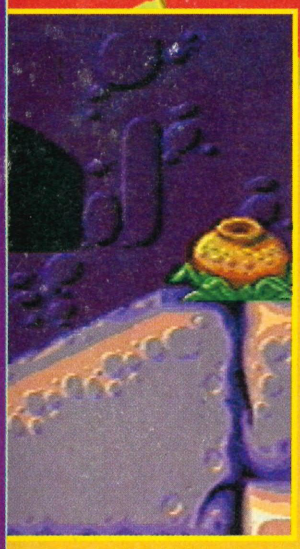
In this level, you'll have to make good use of your flying ability if you hope to get anywhere. The bad guys are either mindless wasps which do nothing but buzz around your head a few times, or bomb throwing robots who have an uncanny sense of aim. Hone your flying skills to perfection and this level will be a piece of cake! Mess up, though, and you'll only end up having to trek through the whole stage again!

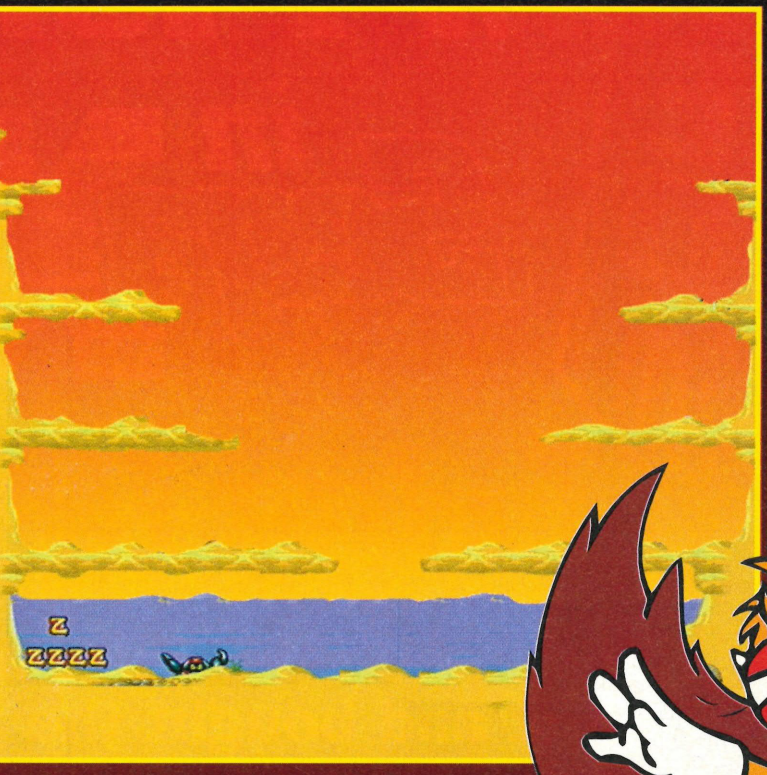




Level 6

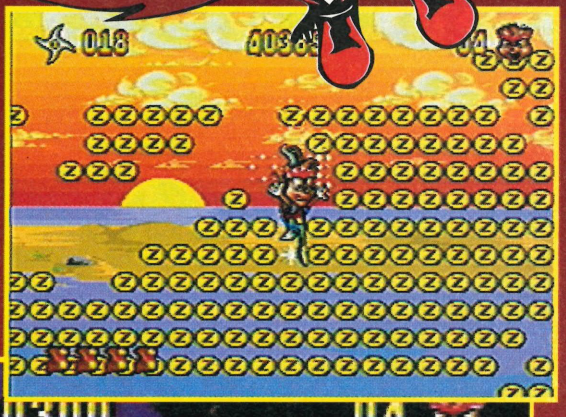
Another side-scrolling water level, but this time instead of a nice, clear river, we have a smelly and murky sewer system. Urrgh! Using the same tactics as before, avoid all the obstacles that get in your way and keep your cool. There'll be a few mad robots who try to dive into the sewage as you fly past, but these guys hardly ever hit you.





Level 7

Inside the paper factory at last, all your favourite old platform puzzles are present, including meanies who'll continually bash you over the head, near-impossible jumps and dropping platforms. There's a set number of rooms which you'll wander through, ranging from small, baddie-filled rooms up to large sections where you have to hit the switch to open the doors.

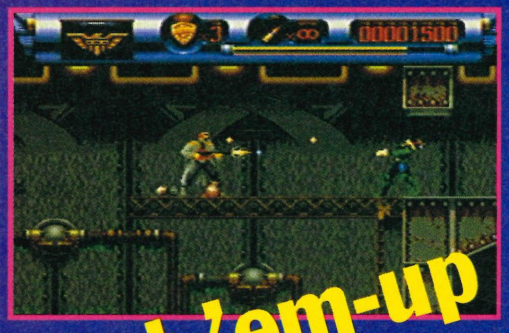


Level 8

You've almost made it now! Watch out for the dancing electricity bolts that erupt from the pylons and kill the flying axe-man as soon as possible. After this, you'll have to leg it up a steep, steep cliff-face, jumping over the falling rocks and fireballs as you go. When you make it aboard the space-ship, rescue you girlfriend and run to the left. You'll now encounter LeSheets — a tricky foe who fires energy bolts before diving down towards you. Spin up into him and eight hits later, he'll defensively roll up into a spiked ball. After he emerges again, deliver the final hit to finish the game. Hurrah!

Next Month in Sega XS

Judge Dredd



You've seen the film, worn the T-Shirt and bought the video game — now read the solution!

Beat-'em-up Special!

Fatal Fury Special

Samurai Shodown

We go fight crazy next month, folks! Not one, but two Mega-CD beat-'em-ups busted wide open...

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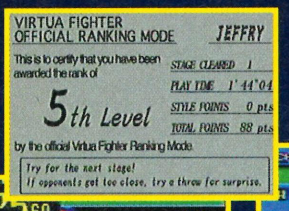
Saturn

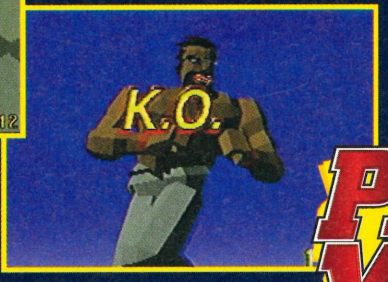
Reviews Update

Virtua Fighter

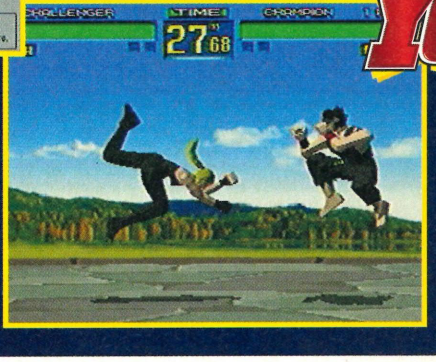
● SEGA ● £FREE ● 1 CD ● Out Now

This is one of the most amazing and impressive beat-'em-ups ever seen on a console. The UK version is finally with us and everything has been included. All the fighters are in here, with over 700 moves just waiting to be discovered! Any glitches that the Japanese game had have been removed and as a result the characters look much smoother — the whole thing just oozes quality. Believe me, screenshots just don't do this game justice. You have to play it to experience the power of the Saturn. An outstanding game that should give Sega a good head start in the race to have the best next generation console.





Pro Yo!



Prospcore 95%

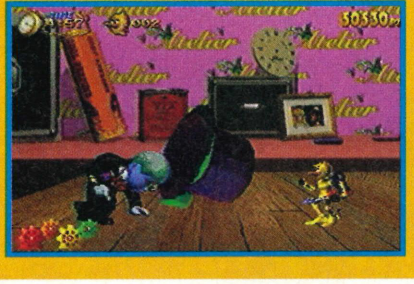
Clockwork Knight

● SEGA ● £39.99 ● 1 CD ● Out Now

For a first attempt at a platform game for a next generation console *Clockwork Knight* is fantastic. The character sprites are all created in 2D with the backgrounds showing off the new machine's capabilities with plenty of 3D trickery.

For the UK version of the game a few changes have been made. For example the first boss is a small child wearing an unfeasibly large hat. In the Japanese game he had a pink face but for the UK he's turned blue so you don't think you're killing a human being! Sensitive so-and-sos us Brits!

Unfortunately *Clockwork Knight* is only the first part of the adventure, thus the lower price tag. Check out the second instalment in our preview this issue.



Prospcore 88%

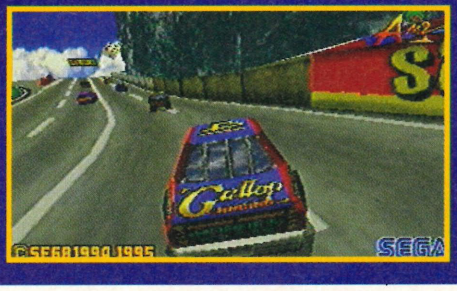
Daytona Usa

Pro Yo!

● SEGA ● £49.99 ● 1 CD ● Out Now

The arcade smash hit *Daytona USA* is one of the only Saturn games that couldn't be enhanced to a full screen game for the PAL system. That explains the black borders around the action. Of course, all the cool graphics and gameplay of the Japanese game are intact and it's running as fast as ever.

The main flaw games players have found with the conversion is graphic clipping. Large pieces of scenery just seem to pop into view as you zip around the track. What they don't seem to realise is that this happened in the arcade game too! In our opinion the Saturn *Daytona* is a perfect conversion of the coin-op, although you don't get to sit in a cool car to play this one!



Proscore 92%

Sega International Victory Goal

● SEGA ● £44.99 ● 1 CD ● Out Now

The crowd go wild as Sega's first Saturn footy game runs out onto the pitch. But will the lad do well? Can he score the all-important goals? Officially released as part of the first batch of Saturn games, *Victory Goal* scored an impressive 88% back in Sega Pro 43. But the true test of a game's merits is how it stands a few months down the line. Some games have a habit of growing on you, whilst others seem worse for wear. *Victory Goal*, I'm sad to say, definitely slots into the latter category.

The graphics may impress you when you play it in a shop, but once you've brought it home and given it a good thrashing, one fundamental flaw arises: It plays worse than running around a field in a wet pair of socks! Maybe we were all just gripped with Saturn fever when we first reviewed it, because by today's standards, this game only gets...

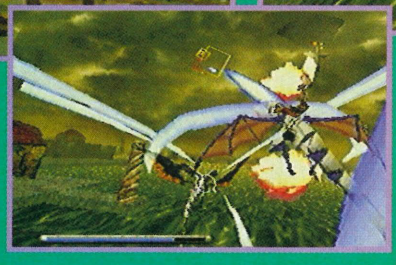
Proscore 71%

Reviews Update

Panzer Dragoon

Pro Yo!

● SEGA ● £TBA ● 1 CD ● Out Now

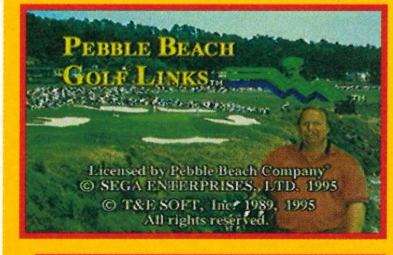


Hardly worth reviewing this one. After all, everybody's heard about this game's legendary playability... or have they? *Panzer Dragoon* the one game on the old 'Sat' that is guaranteed to make jaws drop and eyes pop out. It may have a damned annoying musical score, you may only be able to fly in a pre-designated direction and that on-screen cursor can be a mite awkward, but you can't say it isn't imaginative!

Super-smooth scrolling, mouth-watering graphics and all those other classic Sega Pro clichés run true here. Show this to your PlayStation-loving mate, and watch him eat his hat. And make sure it's a bowler!

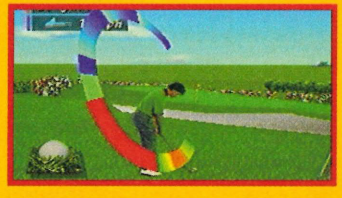
Proscore 91%

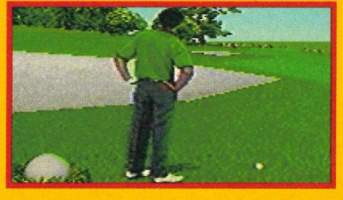
Pebble Beach Golf

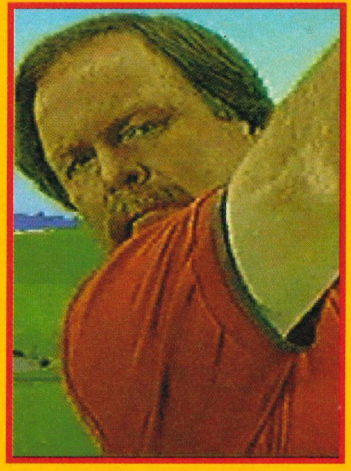


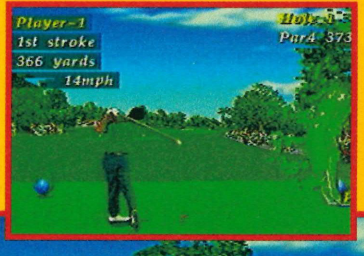
● SEGA ● £TBA ● 1 CD ● Out Now

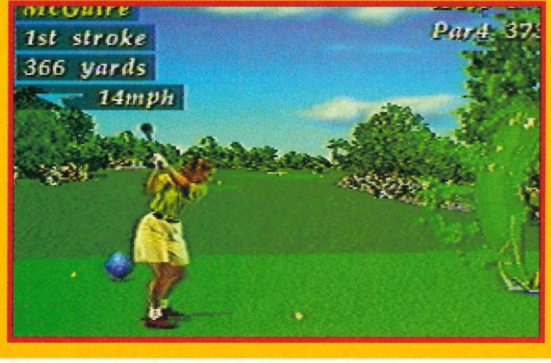
They finally get their 32-bit console out on the market and what is one of the first games to be released? A flippin' golf game! This has been developed by T & E Soft using their famous golf engine that has been converted to every format imaginable. It's all perfectly playable and this version has the added advantage that all the speech is in English — but the lip-synch is still way out! Not quite what a next generation console was made for but someone out there is going to find it playable.











Proscore 67%

Wildlife wonders! with Aero the Acrobat 2 and Zero the Kamikaze Squirrel

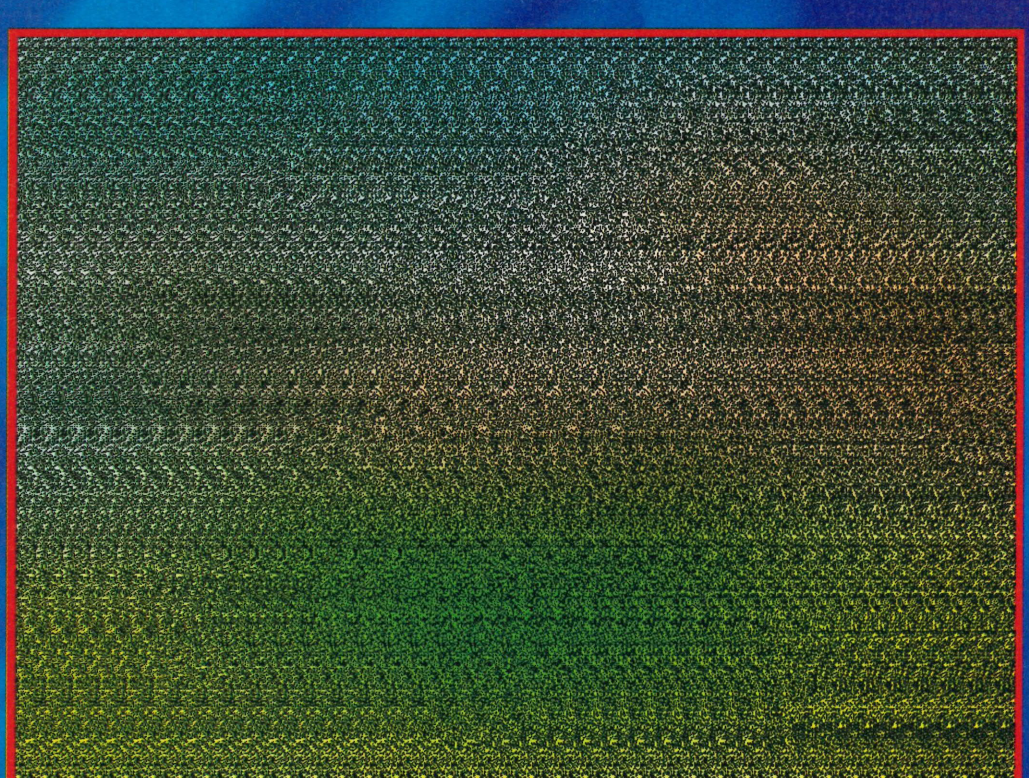
WIN! WIN! WIN!

- 5 copies of Zero
- 5 copies of Aero 2

Can you spot the hidden picture?

You've all heard of 3D Stereograms, right? (A thousand blank faces stare back). They're those funny magic picture things which, whilst they look like a mad splattering of colours and dots at first glance, actually reveal a hidden image after you've stared at them for a little while. By focusing your eyes on a certain point in the pattern, a 3D picture is exposed which literally jumps out of the page at you. A bit like the Mega Drive games *Zero the Kamikaze Squirrel* and *Aero the Acrobat 2*, really!

In conjunction with Sunsoft and Marubeni we're proud to announce a competition where we've got five copies of each of these top games up for grabs. To stand a chance of winning, all you have to do is stare at the magic picture on this page and tell us which scary wild party animal you can see. The first ten lucky winners out of our special Sega Pro hat will win a copy of one of the games. It couldn't be easier!



How to spot the secret picture...

Hold your copy of Sega Pro about a foot or two away from your eyes and really stare at the picture. Now close your eyes for five seconds and then open them again. You should now see an image forming. If it doesn't work, it means you haven't stared hard enough!

Saturn

Review

● SEGA ● £49.99 ● 1CD ● Import

Sushi samurai sword slashing!

Shin Shinobi

The ninja. A group of shadowy warriors who have existed for centuries but are rarely ever seen. Except in video gam es that is. Sega's top sword-slinger leaps into battle once more...

Slice an opponent and you're treated to a gush of blood

Platform games have been a staple diet on the Mega Drive for ages and there's none so famous as the legendary *Shinobi* series. Sega have been chronicling the adventures of the world's greatest ninja for over five years now and at last it's time for their oriental warrior to make the leap to the Saturn.

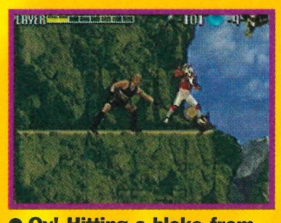
When Joe Musashi learns that his beloved girlfriend has been kidnapped again (this woman's got 'victim' written all over her), he knows that the evil Zeed crime cartel has risen. This time though, their mysterious leader is hoping to drain Mrs Shinobi's psychic powers and use them to destroy our hero. Leaping to the challenge once more, Joe sets off to face new dangers and certain peril.

As with the Mega Drive series, *Shin Shinobi Den* features side-scrolling platform action, combined with flashy ninja moves and a variety of tough enemies. However, instead of trying to wow us with the Saturn's polygon capabilities, Sega have taken a different route and digitised real actors and backgrounds. From the textured rocks in the underground cave level to the lush forest stage, *Shin Shinobi Den* is certainly a visual feast.

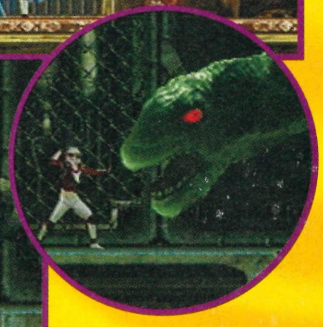
The in-game sprites are also impressive with Joe himself packed with animation and moves including his famous running sword-slash and shuriken-spray. Slice an opponent and you're treated to a gush of blood before the enemy in question disappears in a puff of blue smoke. Players can also expect some truly stunning bosses that rotate, scale and put other platform games to shame.

32-bit fans will also be delighted with the chilling music on each level and the sampled sound effects add to the overall realism. However, *Shin Shinobi Den* does fall down in the gameplay department. Joe hasn't really progressed from his 16-bit days that much and as such players will be used to the familiar, 'battle through to the end of each stage before taking on a boss' scenario. Let's hope that the next *Shinobi* outing pushes the Saturn just that little bit further.

● **Mat Yeo**

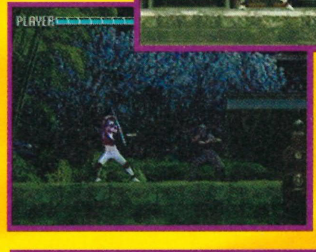


● **Oy! Hitting a bloke from behind just isn't on. Unless Shinobi's doing it that is.**



● **What sort of beastie has an eye like that? I'd hate to meet its mates.**

● **Smashing open the jars in the laboratory reveals yet another foe this time in the shape of a flying demon.**



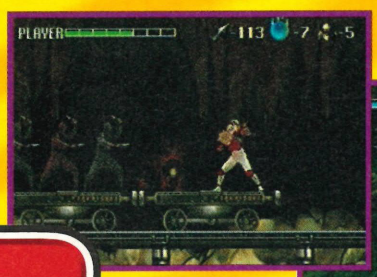
● **Search Chinatown for hidden power-ups and extra lives.**

● **Learning to block is essential to Joe's survival.**

● **Ha! Take that you over-the-top boss type character. Destroying an end-of-level guardian results in a spectacular explosion and access to the next level.**

Contact: The Video Game Centre on

i Den

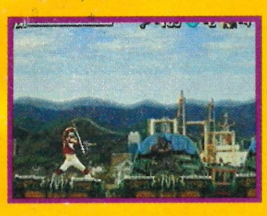


● The mine cart level is fairly tricky. Try to stay in the centre of the platform and constantly sword-slash from left to right. Watch out for extra icons.

● One special power-up increases Shinobi's speed leaving a blurred after image behind him.

● Oh great, the title screen. Thanks guys. How am I supposed to fill this caption now?

● Keep moving in the trees. The branches will only support Shinobi's weight for a few seconds.



● Below: The clifftops are full of lethal obstacles including rockfalls, vultures, barbarians and chasms.

● Right: This first moonlit level is relatively simple and also an ideal opportunity to collect power-ups for use in tougher later sections of the game.

Kung-Fu Klips

Sega have produced a mini movie for the *Shin Shinobi Den* game that precedes each stage. Fans of poor quality FMV and badly dubbed Japanese martial arts movies are in for a real treat...

Banzai Boss Blokes!

Shin Shinobi Den is certainly the tops when it comes to end-of-level guardians. From the smoothly animated demon spirit mask to the lumbering red robot, Joe Musashi needs all of his ninja training to defeat the vile machinations of Zeed!

Prospore 81

Unfortunately, falls just short of being a classic Saturn platformer. Let's hope that Sega take a few more risks with the sequel.

Review

● Acclaim ● £44.99 ● 16 Mbit ● Out now!

He's the Law!

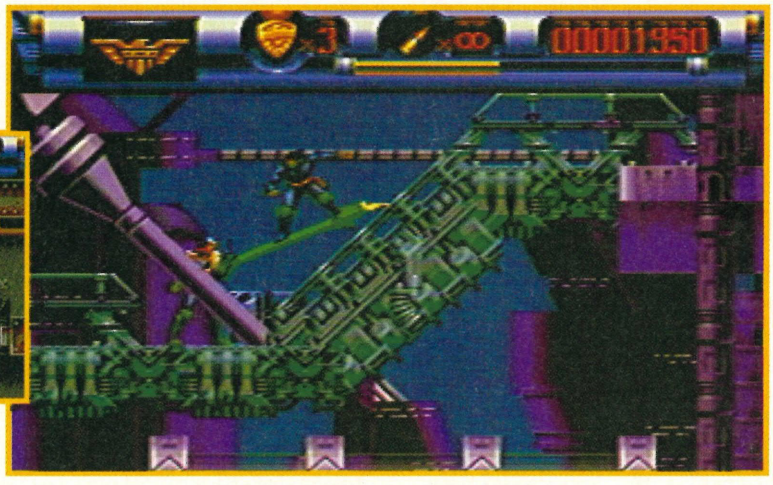
Judge Dredd

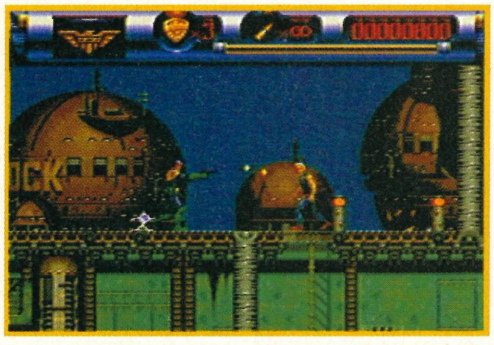
Britain's best kept secret for over a decade and a half, those Yanks have finally got hold of Judge Dredd and turned him into a multi-million dollar film... doh!

It's more than a little sad, perhaps, that our most popular comic character in decades has finally been turned into a world-famous, blockbuster movie. Already the media's going mad over it. Don't get me wrong — being an ex-reader of the *2000AD* comics I'm as pleased to see old JD finally make it big time as anyone else. My main concern, though, is that the character won't be as 'underground' as he used to be. His cult status is lost forever, and with it perhaps the thing that made him popular in the first place — the gritty, black humour. No doubt it'll all be polished over for the family audience. Politically correct, I think they call it.

● Even the sewers are no refuge from the powers of the law. Dredd goes in to arrest some dangerous algae...

● "Drokk! Not another pesky sky surfer! Don't they know they're causing a code 10 offense — showing off in public. There's a law against that, you know!"





● Suddenly, with a heat-seeking bullet heading right for the middle of his temple at 256mph, Sid the Perp decides that maybe swearing at a Judge wasn't that good an idea after all. Doh!

● "Warning citizens, accuracy is the key in this game. Line up your shots correctly to take out the twerps. A missed target could result in the loss of a Judge. This offence carries a sentence of 25 years!"

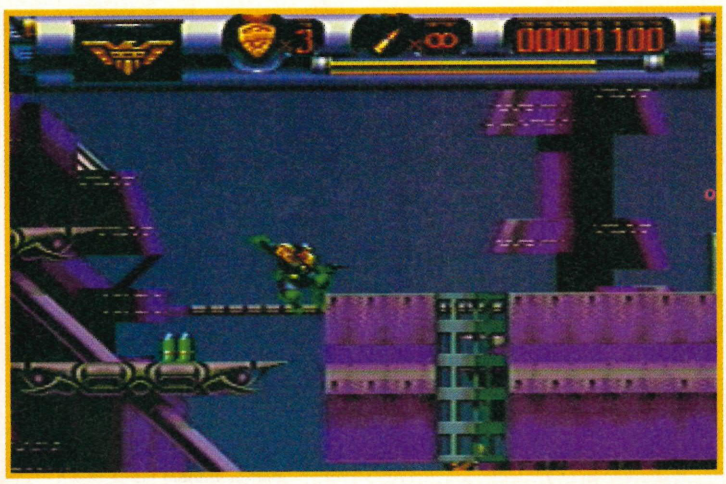
The sentence is... 17 years!

It's 1978. The second issue of IPC's new action comic, *2000AD*, heralded the arrival of one Joe Dredd. A man so dedicated to his job, he even slept with his helmet on! Judge, jury and, indeed, executioner all in one, Joe was a member of Mega City One's elite team of Judges. The Judges are the law in the violent future city, and they'll do whatever it takes in order to uphold justice.

Anybody and everybody's a potential criminal, and with laws such as littering and possession of sugar in rule, it's hard not to be.

The readers were gripped by the antics of this fascinating future cop straight from the word go, and over the years 2000AD has been bombarded with letters from fans demanding to see his real face. The comic's legendary black humour has seen some of Britain's most established writers and artists working on him. He even had his own Judge Dredd comic book launched back in 1991! Gradually over the years JD has grown from a small cult figure into a money-spinning, multi-media concept. The result of which is the Judge Dredd film. Where to next for old iron-jaws? His own theme park?!

● Way-hey! Heroic poses ahoy! Over fifteen years of 2000AD were built around this sort of stuff, you know...



Already the first signs of this have started to appear. The game of the film of the comic book is nothing more than an average platformer. Just take a look at the screenshots — quick-buck time! Taking inspiration from games such as *Flashback*, *Alien 3* and *Gods*, Probe Software have once again disappointed me.

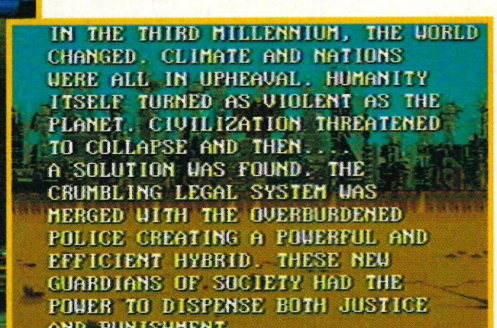
Platform games are two-a-penny jobs nowadays, and more and more of them are film conversions. Where's the originality, for Drokk's sake? I haven't seen the film yet, but speaking as someone who is a big fan of the comic book, I expected more from the game than this. All you ever seem to do is wander around the levels, shooting things. For someone who's supposed to be a Judge, there's precious little investigation to be done.

This game could have been so much better if, say, a slanted 3D viewpoint was used to show the action. Crimes could've been solved, à la *Shining Force* and a few shoot-outs, à la *Skeleton Krew* wouldn't have gone amiss. It would've been so much more involving, believe me. Even better, why not an in-yer-face *Doom* type game. Imagine playing that on the 32X!

At the end of the day, we have yet another mediocre platform game on our hands. Albeit a playable platformer, but that's beside the point. It's much too slow and fiddly for its own good, and it'll leave even the most dedicated fans crying 'Stomm! There ought to be a law against game's like this!'

● **Mark Pilkington**

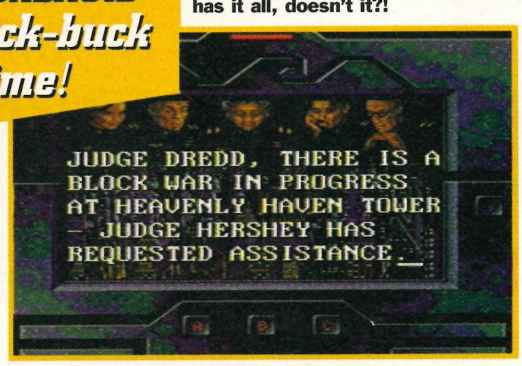
● Left: Dredd feels the call of nature, and quickly pops behind the nearest public phone box. I hope no-one's looking!



● Just in case none of you lot have never read a Judge Dredd comic before, here's what it's all about.

Just take a look at the screenshots — quick-buck time!

● A block war? Crikey, this game has it all, doesn't it?!

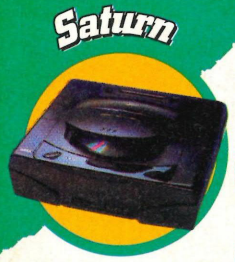


● Judge Dredd silently thanks Justice Dept for including water-proof boots as standard.

Prospore

78

Stomm! I really hope the film's better than the game, for Grud's sake!



Review

● Kaze ● £65 ● 1 CD ● Import

Go flippin' crazy in...

Digital Pinball

It wasn't going to be long before the Saturn got itself a pinball simulator but is this conversion arcade perfect or just a load of old balls?

Pinball sims are either very accurate and arcade perfect, or boring as hell. Unfortunately, *Digital Pinball* is definitely the latter, although it does try to capture the magic of the pinball craze.

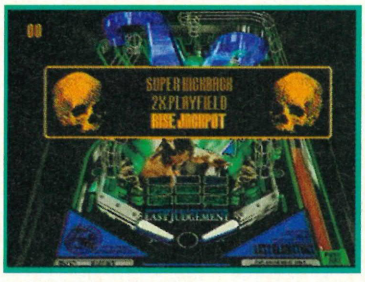
Every table features flashing lights, bumpers, and bonus areas.

For starters there's a choice of four pinball tables to play on, all individually titled. They are: Gladiators, Knight of the Roses, Dragon Showdown and Warlock, each with suitable spooky logos and backboards to show off.

Every one of them takes a different theme. Warlock takes a morbid, death based look and if the ball is shot in the correct place, special features like the deathbringer and undertaker are highlighted on a digital screen, as with most pinball machines nowadays.

My favourite is the Dragon Showdown table. It's got a mystic oriental theme with Samurais, and then Knight of the Roses whisks you off to mediaeval times. All the features to be expected from pinball are here, including multiball action and the chance to go for the big jackpot. The table can be viewed from straight above or at a slight angle, and every machine on the CD features the classic flashing lights, bumpers, bonus areas and extra flippers.

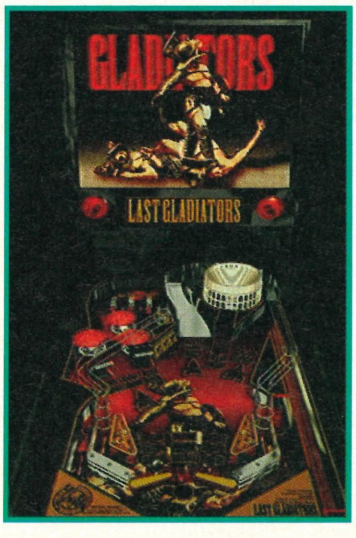
● Each table has a set of these rather attractive digital displays tucked away. If you manage to get your ball into the right hole you'll be rewarded in this way!



● The tables are in 3D, but they're all fixed. This means it's quite difficult to make out what's going on at the top.

● The Last Gladiators table in all its' glory. This might all look really slick and impressive but after a couple of plays you'll be straight back to *Virtua Fighter*.

● Your balls are always in danger! It's a good job this game is full of ball saving and multiple features.



However, don't be fooled! Although *Digital Pinball* seems extremely varied with lots of tables, they are all essentially the same. There aren't enough special features to find, and racking up points becomes dull after a while. None of the games on the CD are interesting or challenging enough. A real disappointment. In fact, I would rather spend all day ploughing money into proper pinball machines. Although it is realistic, it just doesn't have enough gameplay or the addictive qualities we expect from a new 32-bit console game.

● Steven Hardy

● Freeze sucker! You can never really recreate the thrill of winning on a real pinball table. Many have tried and many have failed. This one failed abysmally!

Prospore

52

Hardly ground breaking stuff for a next generation console. Don't waste your money, even if you are a pinball freak.

Contact: The Video Game Centre on 01202 527314

● Imagineer ● £69.99 ● 1CD ● Import

Review

Saturn

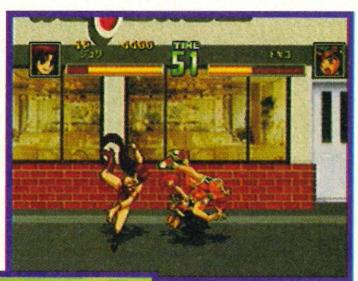
The real foo fighters!

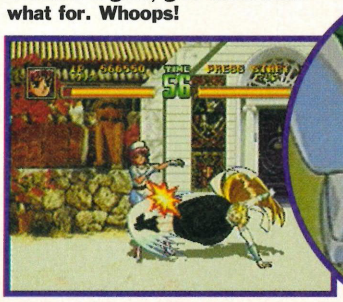
Pretty Fighter X

With Sega desperate to win the forth-coming console war, their 32-bit titles are going to be pushing back the frontiers of video gaming. Then there's *Pretty Fighter X*...

● That's it girls, give each other what for. Whoops!

● *Pretty Fighter X* is quite possibly the worst Saturn game so far. Not bad when you consider how appalling *Side Pocket 2* was.





● In real life you'd have to pay good money to see a fighting nun.

● Hey, didn't your mother tell you it was rude to point? These manga girls have no manners.

● Avoid special attacks or suffer the consequences, such as a chipped nail or smudged eye-liner.

We here at Sega Pro are the first to admit that sexism is rife in video games. The fact that almost every game in existence features some kind of masculine hero shows just what a male dominated industry we're working in. So of course we were overjoyed when *Pretty Fighter X* arrived in the office. Here was a chance for our female colleagues and readers to show that gender makes no difference in the testosterone-packed world of video games.

Unfortunately *Pretty Fighter X* features eleven scantily-clad over-endowed female combatants. The fact that all Japanese men seem to be obsessed with schoolgirls or under-dressed teenage girls is worrying to say the least but this lame Saturn beat-'em-up has some of the most exploited characters ever seen.

There's the nurse, the air hostess, the student... you get the idea. And whereas most fighting games try to wow players with stunning special moves and blood galore, *Pretty Fighter X* seems to enjoy being a step backwards in one-on-one combat games.

The set-up will be familiar to all fighting fans. Opponents come face to face in various (poorly digitised) backgrounds and attempt to beat the living crud out of each other. Win two rounds to become victorious and move onto the next foe.

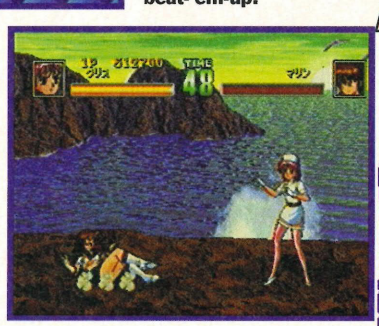
● There are 11 fighters to select from and one boss to beat in this yawnsome one-on-one beat-'em-up.

Pretty Fighter X is just so appalling for so many reasons

Pretty Fighter X is just so appalling for so many reasons. For a start the graphics are a real disappointment with crude anime-style characters having barely any animation to speak of. Fighting is a yawnsome business and players attempting to perform combos or string hits together will be biting their joypads in frustration.

After the initial thrill of such Saturn classics as *Virtua Fighter* and *Daytona USA*, it's a pity that we're now having to put up with dire software such as this. The only plus point with *Pretty Fighter X* is that it'll probably never see an official release over here. What a shame.

● **Mat Yeo**



Prospore 35

Decidedly dodgy second-rate Saturn software. There's no indication that this is a next generation title. Avoid it!

Review ● Sega ● £49.99 ● 16 Mbit ● September

Stay away from the Dark Side

Light Cr

You're about to enter a strange world filled with exotic creatures, lethal traps and perilous pitfalls. Hmm... sounds like the Sega Pro office to me!

With the phenomenal success of *Gunstar Heroes* and *Alien Soldier* under their belts, top software house Treasure, have turned their talents to producing one of the best RPGs to ever hit the Mega Drive.

The action in *Light Crusader* takes place in the medieval fantasy world of Green Row and places gamers in the shoes of David, a warrior in the service of King Frederick. After returning from a dangerous mission in a far-off land, David is shocked to hear the villagers tell of their relatives being kidnapped in the middle of the night. It's a race against time as David must find the missing townsfolk and save the kingdom from the clutches of an ancient evil.

Puzzle-solving plays an important part in Light Crusader

Using a distinctive isometric point-of-view *Light Crusader* takes players into an enchanting mystical kingdom populated with the likes of goblins, trolls dragons and other Tolkien-rejects. Now before you think that RPGs are for boring sad people who never leave their rooms then think again. Treasure have given this game a real user-friendly quality that both beginners and experienced dungeon masters will appreciate. As players explore the game's many levels, they encounter all manner of creatures, some friendly and some not so, collect various magical items and generally solve the mysterious disappearances.

Puzzle-solving plays an important part in *Light Crusader* as some rooms require a bit of lateral thinking to crack. As well as a sword attack, David may use magic spells to defeat his opponents. These are based on the four elements (earth, air, fire and water) and different combinations produce different effects.

After the over-the-top cartoony graphics of *Gunstar Heroes*, players may find the muted colours and simplistic visuals in *Light Crusader* a bit dull. However, both these and the basic sound effects are just what this RPG needs to make it stand out against other top carts such as *Landstalker* and *Soleil*. The only real disappointment here is that this will be the last 16-bit game from Treasure as they now intend to move onto producing (hopefully) even better games for the next generation consoles.

● **Mat Yeo**

● The hapless David explores the enchanted kingdom of green row in search of missing villagers. Who knows what evil nasties lurk within...

Pro Yo!

● David's first stop is the graveyard. By pushing one of the grave stones, a secret passage opens.

● Above: Avoid the flaming stone columns or David's golden locks are gonna get singed.

● One of *Light Crusader's* most appealing features is the puzzle element present in each level.

Usader

Creature Comforts

It's not all work, work, work here in this dungeon folks. Why, there are plenty of friendly folk to chat to whilst on your travels. Take a gander at three of my best mates...

Level 1

What a disgusting blob! This multi-tentacled monster is David's first challenge. Dodge the creatures it launches out and use your magic to hit the one-eye this thing has. A barrage of attacks will soon whittle down its energy.

Level 2

The guy sure looks like plant food to me! Although fixed to the wall this weird plant monster is able to attack from two different directions. Stand your ground and aim to take out the heads one at a time.

Level 3

Flamin' 'eck! This old dragon sure is a tough sucker. Leap onto the floating stone platforms and fool this flying beasty into swooping down. Step out of the way and unleash as many mystical attacks before it retreats.

● Once in the dungeon, David faces evil in many forms. There are animated skeletons, mutated plants, wizards, trolls and creatures that defy description. As well as his standard sword attacks, our hero is armed with a variety of magical moves. By combining spells, devastating attacks may be used.

● Below: Avoid starting a level all over again. Keep sending David to this chamber and saving the game using the back-up memory.

Proscore 90

Treasure have worked wonders with an old genre and proved once again that they are one of the top programming teams in the world.

Saturn

Review

● Sega ● 1 CD ● £65 ● Import

Going for a home run..

Greates

If it isn't a platform game, it's a baseball game. We've had loads of them on the Mega Drive, so it's about time the Saturn had a crack at the whip!

Greatest Nine? Greatest nine what? Greatest nine ways to bore yourself silly while playing on your Saturn? Greatest nine ways to waste your hard earned pennies on a console game? That's the problem with these Japanese games — the original, catchy title always gets lost in the translation. Typical.

Anyway, for those of you who haven't guessed yet, this is a baseball game. If any of you are familiar with games like *RBI '94*, *Super Baseball 2020* and *Super League Baseball*, then it won't be hard guessing the format that this latest Saturn title's going to take.

Let's see now: viewed from behind the batter, the view switches to an overhead perspective of the field when the player strikes the ball. You have control of the batter, pitcher and fielders, making them run, leap and dive all over the shop. What this game does have as an advantage over Mega Drive games is the Saturn itself. Making full use of the amazing scaling and rotation abilities, the field zooms in and out with no slow-down and gives the game an added feeling of speed. So polished you could almost see your face in it!

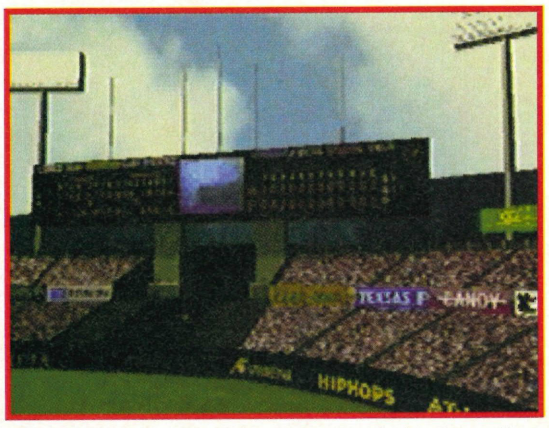
It may be faster than most baseball games, but that doesn't mean it's any better. There are too many niggly bits and bobs to distract you from the actual gameplay. The sampled speech is absolutely terrible, with the mad (and I mean MAD!) Japanese commentators repeating everything they say in three different languages — it all begins to sound a tad jumbled after a while!

There are too many niggly bits and bobs

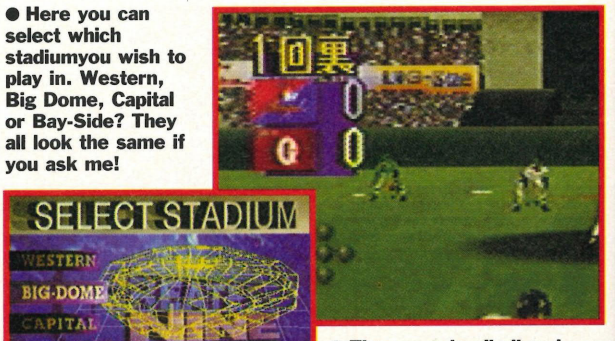
Passing the ball between your markers is a little dodgy to say the least, as well. Most of the time you'll end up throwing to a completely different marker than the one you were originally aiming for! Not too good.

Forgetting all the fancy scrolling and huge player sprites for a moment, the basic gameplay is essentially boring stuff. It's just too repetitive for its own good. This isn't a bad attempt at baseball, especially considering it's a first on the Saturn, but by no means is it perfect.

● **Mark Pilkington**



● Just in case the crowd ever get bored with the endless baseball action, they can always watch the re-runs of classic Starsky and Hutch episodes on the big screen.



● Here you can select which stadiumyou wish to play in. Western, Big Dome, Capital or Bay-Side? They all look the same if you ask me!

● The score is nil-nil and everyone's starting to get fidgity. Thank God they've got SegaPro to read!

● Left: Terry the bowler sniggers as he swings his arm back. Little does Bill the batter know, but Terry always aims for the nether-regions. He's already KO'd ten people!

● Right: Adopting the protective stance, Stan shows Bill just how to play against old Tel!

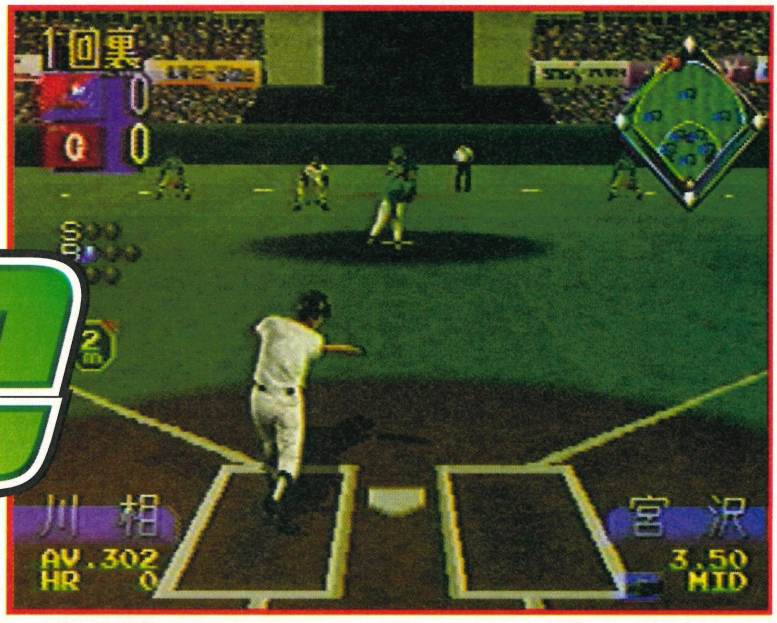
Instant Replay!

Score a home run or something equally as impressive, and you'll be greeted by an instant replay. Cripes, you could almost be watching TV, couldn't you?

Contact: The Video Game Centre on 01202 527314

tNine

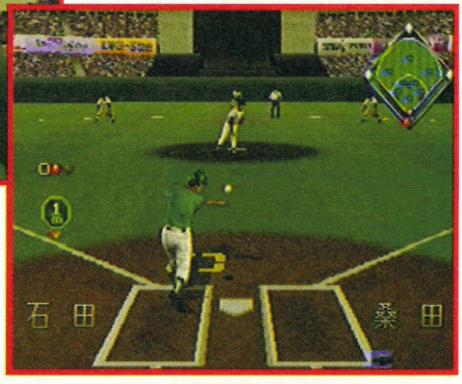
● Now I know these Japs are wierd, but... a naked baby boy with angel wings, a floating hula hoop above his head with bright green hair, holding a baseball bat as a team mascot?! Does that say normal to you?

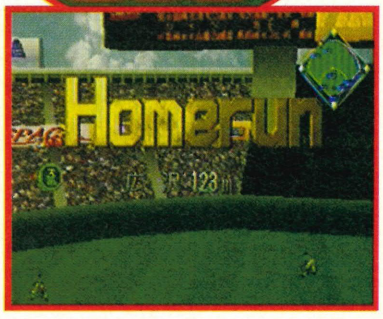


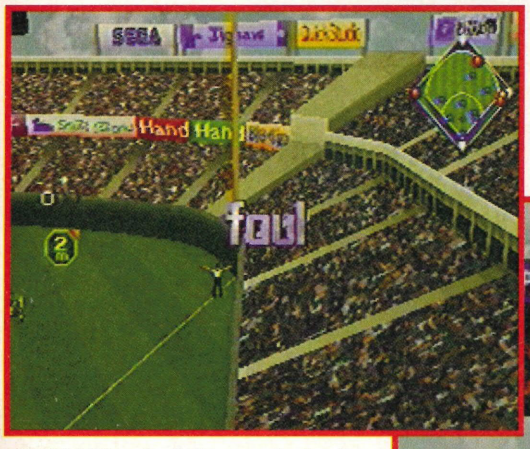
● Ahh, the power of the Saturn! When you hit the ball, the camera scrolls perfectly out to show you the complete view of the stadium. You wouldn't have been able to do this sort of thing on a crummy old Mega Drive you know.

● Arrgghh! Poor old Sid gets stabbed in the heart by his own bat in a freak million-to-one baseball accident!

● Hey kids, it's pick your team time! They've all good groovy logos.







● It's a funny old game baseball, isn't it? A game of four quarters, some might even say — if they were mad!

● FOUL! It's a foul! Go on ref, chuck 'im off the field! Terry the bowler finally gets caught out...

Prosaure 69

Baseball's never been so boring. The computer world's version of getting socks for Christmas!

Review ● Infogrames ● £39.99 ● 8 Mbit ● June

One man and his, err, dog?

Spirou

Disaster strikes as the evil Cyanida threatens to take over the world with her army of robots. The intrepid reporter Spirou is on the case, and yes he's French!

Yep, it's the same old storyline again, only this time you control *Spirou*, a young reporter accompanied by his dog/kangaroo mutant called Fantasio. A short intro explains the disappearance of your scientist friend and the appearance of Cyanida, the maniac who caused all this trouble.

The quest is based around platform levels where the objectives are to collect hats (don't ask me why) and avoid enemies such as mad dogs, electric sparks and clockwork toys. Beginning on the city streets Spirou must enter buildings, climb ladders and swing on electric cables to collect the aforementioned hats and find the exit. For the second level he's shrunk to miniature size and has to explore a gigantic toy room, which looks like a cheap imitation of the Saturn classic *Clockwork Knight*.

Enemies consist of clockwork teeth, bomb dropping planes and a gigantic bowling ball. The majority of the game is mind numbingly straight forward with few surprises then suddenly things get incredibly difficult when Spirou goes down into the subway.

There are 12 levels to conquer in all with our intrepid hero having to visit a swamp, jungle, catacombs and a factory before he can go home for a nosh up of garlic bread and snails. The game offers nothing we haven't seen before, and it's doubtful whether you'll want to persevere right through to the end. Spirou himself is quite well animated and some of the backdrops look good, but after playing the first few levels there is no compulsion to carry on. The sounds are not too grating and a password option is available but at the end of the day this is nothing but a decidedly average platform game.

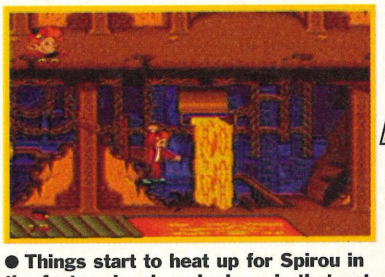
The game offers nothing we haven't seen before

● Steve Hardy

● The subway level causes Spirou loads of hassle, so why doesn't he just go inside the train, eh?

● Spirou takes a leap into the unknown, what a brave little guy he is!

● On the first level, Spirou hits the mean and moody streets while his dog does naff all as usual. Well, that's if it is a dog, we're not quite sure!



● Things start to heat up for Spirou in the factory level, and where is that pet of his when he needs it?

● As Spirou soon discovers, it's a jungle out there! But just what is that thing underneath him? Answers on a postcard please...

Proscore

69

This isn't a really bad game, but it could have been so much better if more had gone into it.

● Sega ● £TBA ● 1 CD ● August

Review

Mega-CD

Let's make toast!

Fahrenheit

In a last ditch attempt to revive the flagging Mega-CD market Sega have a couple of FMV titles to show off. This one's a real scorcher!

You seem to go round and round in endless circles

Full Motion Video games on the Mega-CD have never been brilliant. The machine just can't reproduce video at the quality we expect these days. It always turns out grainy and rough, making any game that uses it look cheap and nasty.

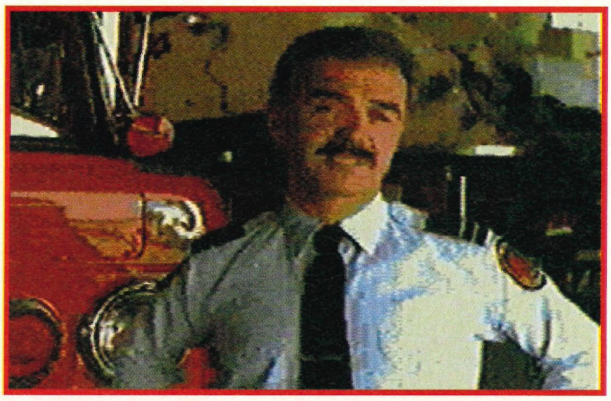
Now that I've got that off my chest I can tell you that *Fahrenheit* is a kind of *London's Burning* on CD. As a fire rescue specialist the objective is to clear dangerous objects from each level and give a fireman's lift to any hapless victims under feet. The story progresses by selecting a direction, or pressing a button at exactly the right moment as the FMV plays. Get it wrong and you seem to go round and round in endless circles, eventually getting a good rollicking from your big boss or blowing yourself sky high!

That's about all there is to the game — it's that simple! The first mission is set in a house with each floor as a new level and as your fire fighting abilities improve you get bigger and more dangerous call-outs. Action sequences are linked with video clips showing panicking husbands and speeding fire engines, just to get your adrenaline flowing.

Unfortunately all this blistering excitement is set in America so the engines and fire-fighters don't look anything like our Blue Watch boys. The controls are sluggish and unresponsive and I lost interest in the life or death of any trapped civilians in five minutes! Keep your cash and save up for a Saturn.

● **Nick Roberts**

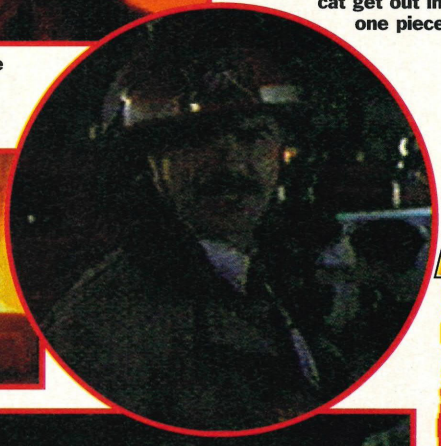
● Meet the gang, 'cause the boys are here — oh, and a girl too!



● This is Butch, probably. He's a guy who really knows his stuff. Ask him anything about fires, flames or lighting farts and he'll come back at you with his sharp wit and lightning tongue. What a nice guy!

● I don't think the side board is ever going to look the same again. The question is, did the cat get out in one piece?

● No, it's not the geezer out of the Halloween movies, this is your friendly neighbourhood fireman as he rescues the victims.



Prospore

29

With the next generation of consoles and CD games already with us this kind of puke needs to be hung, drawn and quartered!

Review ● Sega ● £TBA ● 1 CD ● August

Ooo matron let's go on...

Surgical Strike

Ever dreamed of flying around in a skimmer armed to the teeth, destroying everything that moves? Now you can! Violent FMV action is back courtesy of the nuts at Sega.

There are loads of games on Mega-CD which use FMV but none of them work particularly well. Badly digitised pictures, limited gameplay and cack acting have all given Sega's first CD console a bad name.

Surgical Strike is similar to *Rebel Assault* in terms of gameplay. The hover tank is automatically flown, players simply control the cursor ready to blast bullets into anything that moves. Once a target has been locked on, it's time to let 'em have it with a few rounds from the machine gun or a salvo of tank busting missiles!

A ruined landscape kicks the game off, infested with enemy machine gun nests, tanks and snipers — the main objective is to take out missile silos. After a few minutes of play it becomes apparent that there is no control over the speeder craft, and this lets the game down somewhat. It's very easy to get killed so the positions of the enemy have to be memorised, as well as the constantly changing positions of the missile silos. Once a missile or machine gun nest has been taken out, there are some great filmed explosions and shots of the gun or missiles firing at their target.

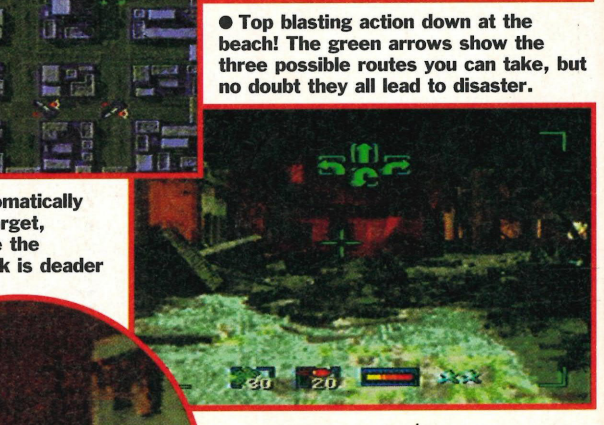
Surgical Strike is similar to Rebel Assault in gameplay terms.

There is an element of skill involved in *Surgical Strike*. Choose the quickest and safest route, but remember that there is only a limited supply of ammo.

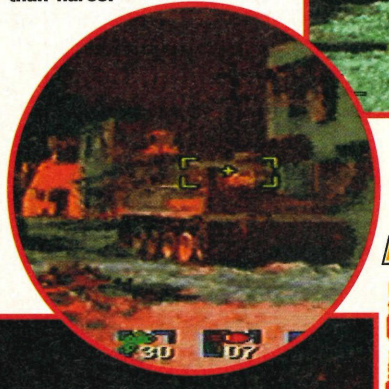
Some smart pieces of action, decent FMV and destruction galore is the way *Surgical Strike* comes across. If you like this sort of game and want a challenge, you could do worse.

● **Steve Hardy**

● **Below is the map screen used to choose your direction and to find the location of the missile sites, but speed is essential. Allow them to take off and you could face prison. You don't wanna do that!**



● **Top blasting action down at the beach! The green arrows show the three possible routes you can take, but no doubt they all lead to disaster.**

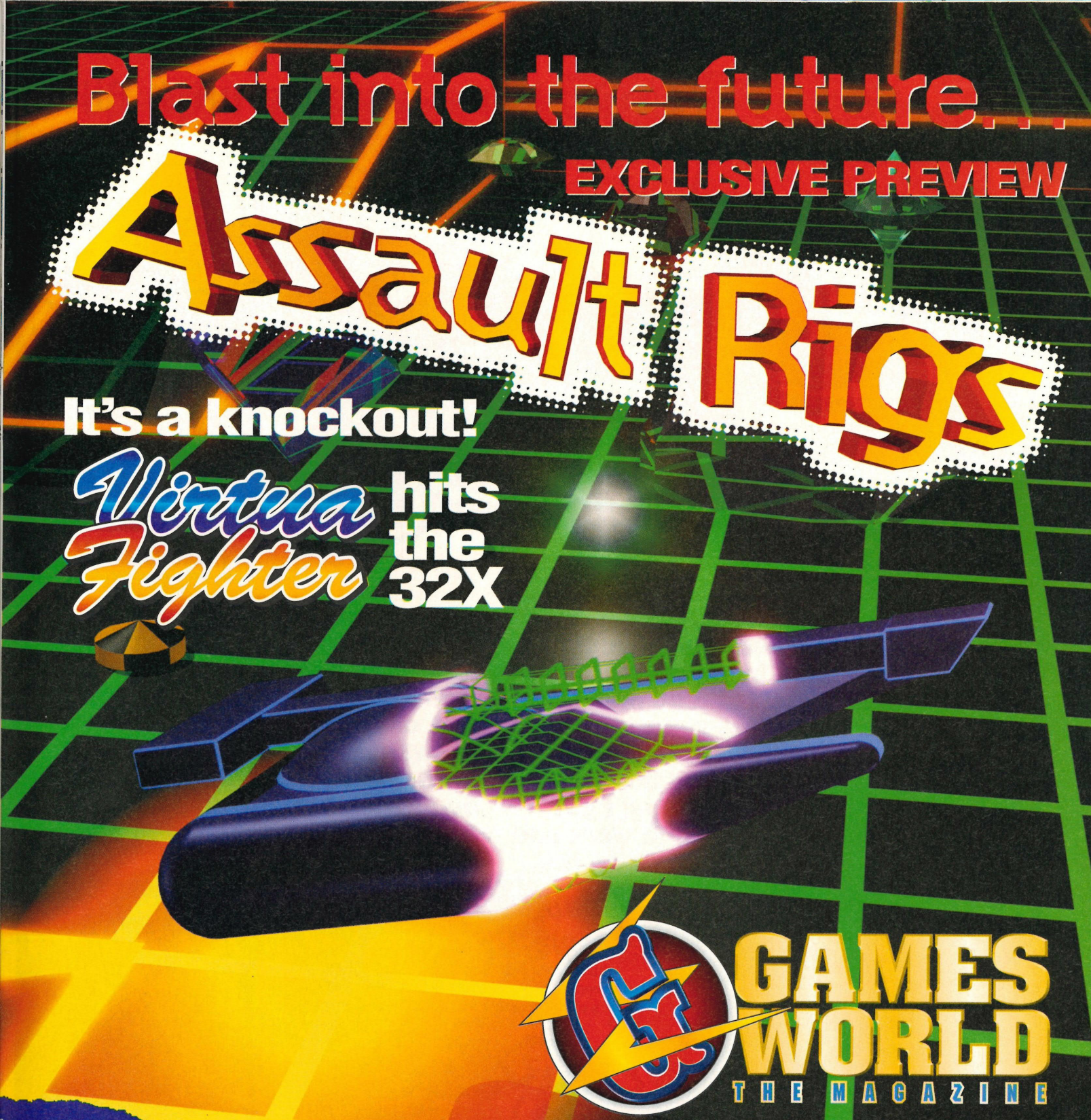


● **The cursor automatically locks on to any target, leaving you to fire the missiles. That tank is deader than flares!**

● **This is the hover speeder in all its glory, armed with missiles and a gatling gun. Don't think about cutting this one up!**

Proscore 64

It could have been so much better if the difficulty had been toned down, but it's still worth checking out.



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Protip

I get up when I want, except on weekdays when I get ruuudly awakened by my alarm clock. *ProTips!* I slip on me trousers, make a cuppa tea and think about leaving the 'ouse. *ProTips!* I get into work and write the tips section, I sometimes write ProHelp too; it gives me an enormous sense of well-bein'. *ProTips!* And then I'm 'appy for the rest of the day, safe in the knowledge that I've done my bit for SegaPro... *All the people! Sooo many people! They all send their letters in, jam-packed with tips and cheats to... ProTips!*

Codemasters are Compo Crazy!

Richard Eddy, top Codemasters PR geezer, has donated five Pete Sampras T-shirts to the lucky winners of this month's Protips. They're winging their way through the post even as we speak, so wear them with pride, people!

It's a Winner!

Send in Yer Tips 'n Cheats 'n Stuff...

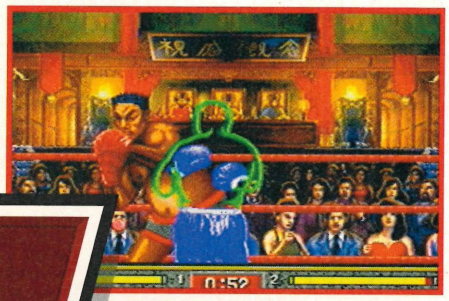
Cor blimey, you lot certainly like yer bloomin' Sega games, don'tcha? In fact, I bet you've got loadsa tips 'n cheats 'n stuff to send in to me, eh? Well, you can bung 'em all in the post to this address: Mark Pilkington, ProTips, SegaPro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Make mine a pie 'n' mash, mate! 'Ave a giraffe!

Cosmic Carnage

Top tipper (my god, I'm turning into Mr Cliché!) **Andy Rose** from **Suffolk** has discovered a way to access three new characters in *Cosmic Carnage*...

Hold X, B and Z down before you switch on the Mega Drive. Now press Start during the introduction. You'll now find some new characters — Jake, Ray and a different Naruto. The game title changes to *Cyber Brawl*, the original American name for the game.

s top tips!



Toughman Contest

Mega Drive 32X

● **Passwords**

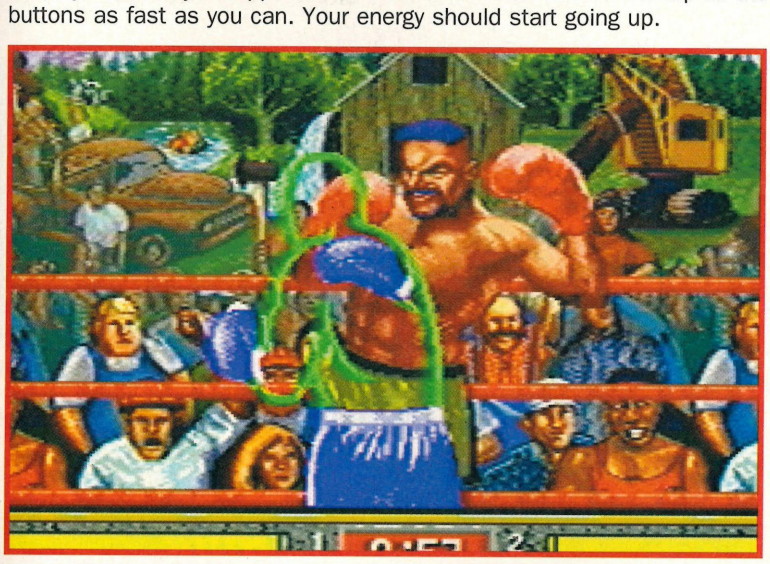
Bloke in the know, **S Bailey** from **Cheshire** has swotted up on *Toughman Contest* no end. He's found all the passwords for it, an' he's also included a few fighting tips as well! What more could you want from a game?!

(You play as Diego Garcia)
2nd fight v Muerte Martinez: BHYS2ASKFDE
3rd fight v Rigo Suave: 3GCCB2LGB
Regional Final v Havana Jones: TGLAWJ

World Championships
1st fight v Bruno Maserati: WEZAS
2nd fight v Chang Fu: NEZS
Toughman Final v Coolio Loc: EKS

Easy Effective Combo
First do the Popeye punch. As your opponent reels back, hold B for an uppercut. It takes a fair amount of energy out of your opponent, but be careful when using this against Nickolai Randinski.

Energy Restore
When you knock your opponent down and retreat to the corner tap all the buttons as fast as you can. Your energy should start going up.



The Jungle Book

Game Gear

● **Level Select**

I luv a good cheat, me. Can't get enough of them. I have a tip for breakfast, one for lunch and a small cheat for dinner. This way, I can be constantly assured that my body's getting the correct amount of level selects and infinite lives to last me for the whole day. Imagine my joy then, when **John Scarratt** from **Suffolk** sent me in this excellent cheat for *The Jungle Book* on the Game Gear. I think I'll save this one for a special occasion...
For a level select, when the Disney screen appears tap in Up, Down, Up, Down, Left and Right. A chime should sound out and then you can press Start for a secret screen. Yum!

Ecco 2

Mega Drive 32X

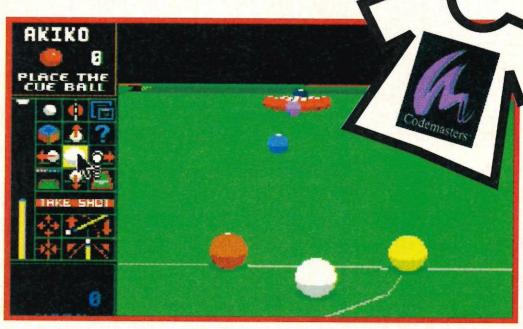
● **Level Select**

A dolphin simulator. That says it all, really. **David Birney** from **Ireland** was impressed by it, so much so that he's even sent in a cracking cheat!
Start playing as normal, make Ecco turn around so that he is facing you and pause the game. Now press A, B, C, B, C, A, C, A and B. Now you have a cheat screen. If you want infinite lives or sonar charge, turn the number to 01. If you want to pick a level you must put teleport Y, teleport X to 00. Now skip those levels!

Jimmy White's Whirlwind Snooker

Mega Drive

● **Perfect 147 break**



A hero to drinkers world-wide, Jimmy can down ten pints AND STILL pot balls left right and centre. Totally the opposite of me, I can just about find the cue, let alone aim it at any balls! Yep, our Jim sure knows snooker. What he can't do, though, is perform a perfect 147 break (whatever the hell that means!). Top, top reader **Tony Hill** from **Sheffield** knows how to, so I'll let him explain all...

"...go to the trick shot table and place all the balls in a line of the correct order. In other words, red, yellow, green, etc, etc... Now when you press the black, the screen should flash red. After this, go to the demo in the main options screen and watch that perfect 147 break!"

Way to go, Tone!

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Micro Machines

Various Cheats

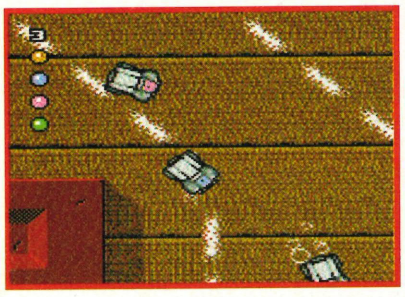
It's a rare occasion indeed to get a Game Gear cheat sent into the office, so understandably we were breaking open the champers when **Steven Douglas** from **Portadown** came up with this lot. Nice one!

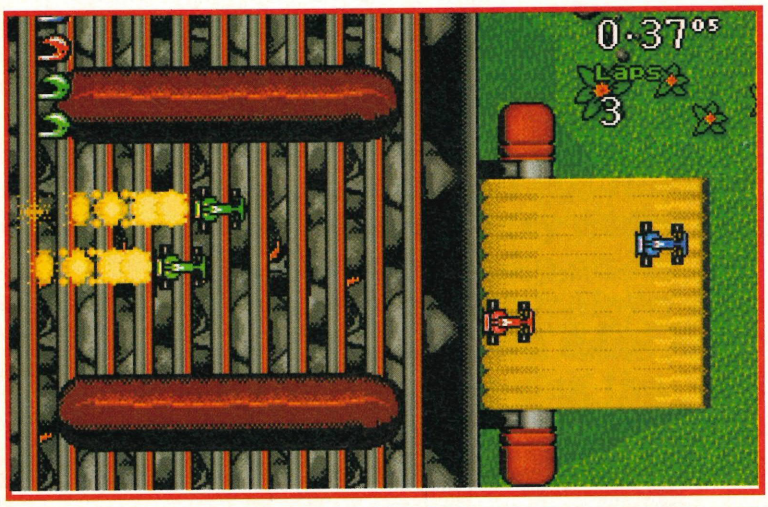
Level Select
On the title screen, press Up, 2, Down, 2, 2, Left, 2, 2 and 2.

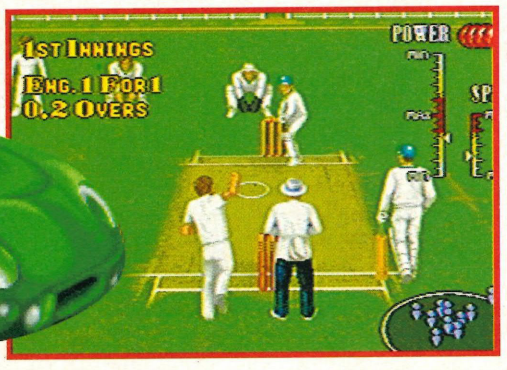
Super Speed
Win the qualifying race by crossing the line in reverse.

Infinite Lives
Fall off the bottom-right corner on the first breakfast table.

Win Every Race
Complete a lap by going the wrong way around the first breakfast table.







True Lies

Cheat Codes

Andrew Francis forgot to include his address when he sent me in these codes for *True Lies*. Doh! What can you do?

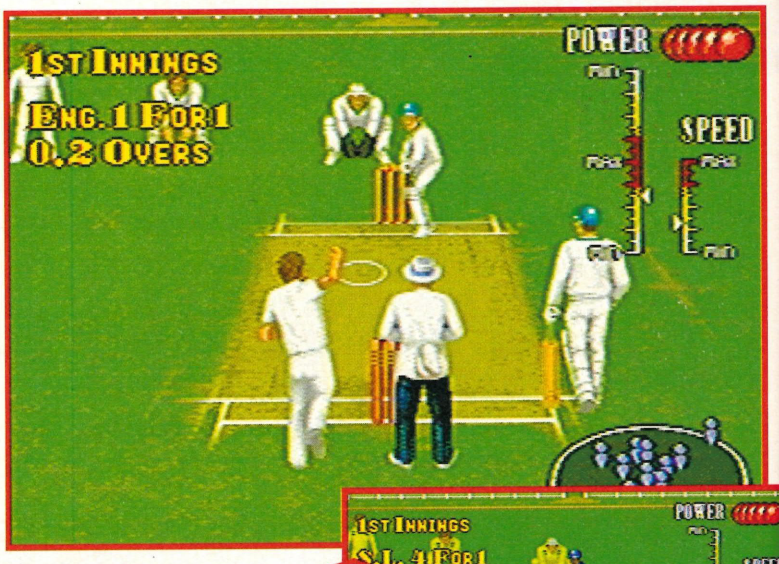
Infinite Ammo: BGWPNS
Infinite Lives: BGGRLY
Infinite Health: BGLVS

Even when the code screen says the code won't work, it will. Try all the codes at the same time to activate everything as infinite.

Keio Flying Squadron Demo

Full game

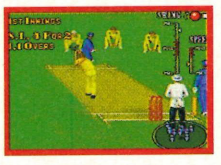
Ray Rowlands from **Chester** has discovered a cheeky little cheatette for our *Keio Flying Squadron* CD demo. Apparently you can play the full game if you try the secret game cheat that we gave away a few issues ago. It'll not only let you play the secret game, but it gives you the chance to play levels two to seven! This basically means we gave away the full game in our cover CD. Doh! I hope JVC don't hear about this...



Brian Lara Cricket

Cunning Tip

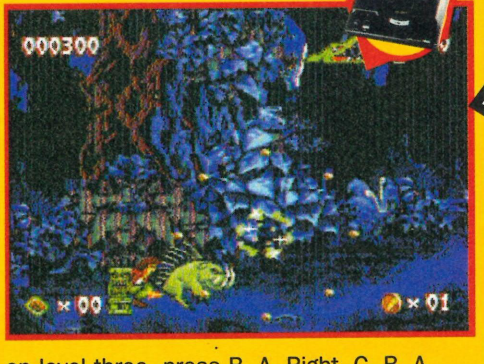
Win every time in this cricket game, thanks to this top tip from reader **Danny Fenton** from **Humberside**. Simply select manual fielders and when you pick up the ball walk to the wickets and then walk away. When they start to run, press button B and it will throw the ball back. This will get them out every time — even on international level!

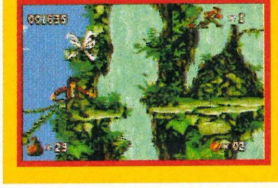


Pitfall: The Mayan Adventure

Level Warps

To go straight to the forest on level two, go to the Start/Option screen and press B, Left, A, C, B, A, Left, Left and Start. To go straight to the waterfall on level three, press B, A, Right, C, B, A, and C. Then move to the Start option and begin on your desired level





Incredible Hulk

Level Select

Grrrr! Me Hulk! Me smash! Me destroy! Me cheat by pausing the game and pressing Up, Right, Down and Left! Now me unpause and lose all lives! Now level select will appear! Me thank Sega Pro reader **Sam Skempton** from **Warwickshire** for cheat! Rrraagghh!

Shaq Fu

Blood Code

Richard Kirkland, he who dwells in **Glasgow**, has come up with a blood code for the Shaq's very own console game. Apparently, all you have to do is enter A, B, C, C, B and A on the options screen and you can bleed to your heart's content.

Pro Action Replay
Designed and Manufactured by DATEL ELECTRONICS

Action Replays, Ahoy!

Pats on the back to **John Tatchell** from **Lancs** for this handy AR code. Geezer!

Maximum Carnage
FFC0380004 – Infinite Energy

Another reader who has earned his place in the ProTips hall of fame is **Si Welburn** from **East Sussex**. Nice one, matey!

Zombies
FFFAAF000A + FFFAC5000A – Infinite Energy

Wiz 'n' Liz
FF34030078 – Infinite Time
FF31E30006 – Infinite Lives on bosses and some sub-games
Mortal Kombat 2
00661A5555 – Infinite Time for Death Moves
Power Drive
FF01C50010 – Clock stops at 10 seconds
FF0825D005 + FF08270005 – Makes the car faster
FF08C7D001 – Computer has infinite laps
FF08390003 – Player has infinite laps

...and while we're on the subject of Action Replays, here're a few from **M Dawson** from **Cleveland**...

Mr Nutz
FFE6FF0001 – Infinite Acorns

Psycho Pinball
FF050B0001 – Infinite Balls

Pitfall
FF3EC50004 – Infinite Lives
FF34BA001E – Infinite Energy
FF3EC60014 – Infinite Sling Stones
FF3EC70002 – Infinite Boomerangs
FF3EC80001 – Infinite Exploding Stones

Animaniacs
FFFB710005 – Infinite Lives
FFFB17003F – Infinite Energy

And to round things off nicely, we also have a few codes that **Simon Compton** from **Gwent** has sent in. What a nice chap.

Sonic & Knuckles
FFFE120003 – Infinite Lives
FFFE210099 – 153 rings. Switch Replay off to collect more.
FFF7630018 – Speed boots.
FFFE240011 – Stop Timer.

John Madden '95

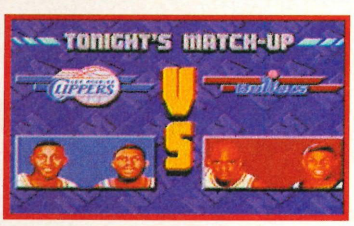
● **One Minute Game**

To be able to play exceedingly short games, go to the Team Match-Up screen and enter B, A, C, A, C on controller one and then on controller two. Then enter the same code on both pads simultaneously followed by the B button on both controllers simultaneously. Now highlight the Game Length option and it should display a new one-minute game length.

NBA Jam TE

● **Unlimited Turbos**

Basketball was all the rage a year ago, and was enthusiastically being touted as the next big thing. These days, though, it's losing followers faster than a goat on steroids. It seems to have wittled down to just another minority sport again, just like American football did in the early nineties. But, hey, that still doesn't stop reader **Ian Tyrrel** from **London** coming up with a rather snazzy cheat for *NBA Jam TE*, does it? On 'Tonight's Match-up' screen, press A 13 times and hold down buttons A, B and C. Now you can turbo away to your hearts content!



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Prohelp

Your pleas for help are answered!

Q:A: ProHelp!

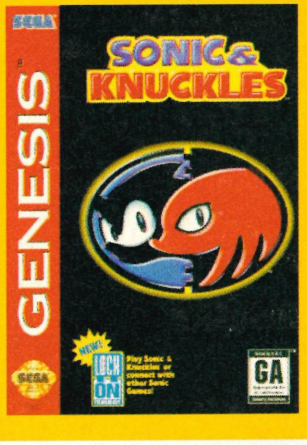
We have a perfect role-model for the young generation working on Sega Pro. His name's Mark Pilkington and, if you believe all the gossip and rumours, he's been known to get plastered after two shandies, fall asleep in parks, get his foot stuck in priceless antique vases, get beaten up, get arrested, crash cars at 100mph, shave his hair off and walk into walls/ doors/ other people. All of which puts him in a perfect position to answer your gaming queries, really! You can write to him at: ProHelp, SegaPro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Trust him!

SuperSonic

Mega Drive

Q: Dear ProHelp!,
Please, please, please X 1,000,000 pleases could you help me on *Sonic & Knuckles*. I can't get past level four, the Lava Reef zone.
Alan Boardmania, Nowheresville!

A: Don't mention the 'S'-word! I still have nightmarish flashbacks to the bad old days of Sega XS when mapping games like *Sonic & Knuckles* was a way of life to me. I still grimace whenever I hear the name *Sonic 3* to this very day! Lava Reef is hot, but unlike Sandopolis the problems here are not so difficult to master and the level can really be attacked at speed. Fireworm Badniks float about in the air, so be careful not to touch them unless you're spinning or landing on their heads. There's plenty of deadly lava to avoid and a few unusual touches to spice up the action, such as big robot drills that break up the ground you stand on and strange lifts that transform you to higher levels. I can't really say much more than that to help you, because I don't know where you're stuck, do I? If you want more help, write in again, but this time tell me exactly where the problem is!



Big Ears

Master System

Q: Dear ProHelp!,
Please could you tell me the level select cheat for *Mickey Mania* on the Mega Drive or another cheat you have for that game. Thank you and keep up the good work!
Allison Hedley, Tyne & Wear

A: Interesting fact No.152: Back in my wild and crazy primary school days, I allegedly used to have ears bigger than Mickey Mouse's! Nowadays, though, I look nothing like said rodent. So take heart anyone out there with big ears — they do shrink after a while! And as for your cheat... Go into the options screen and then select the sound test. Once there, put the music on continue; FX on appear and speech on Take That. Now move onto the Exit and hold Left for five seconds. You will hear a sound to confirm it has worked. Go to the Exit, choose your starting level and press Start.

The Colour of Magic

Mega-CD

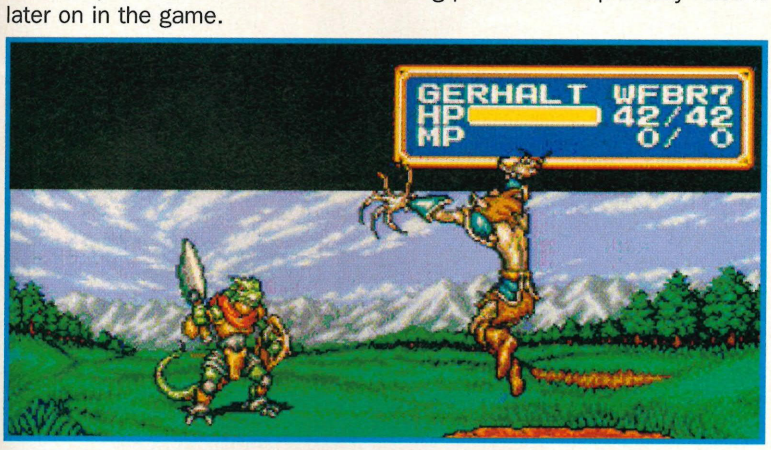
Q: Dear ProHelp!,
In the Guide to '95 which came free with Issue 41 of your magazine, it said that *Discworld* for the Mega-CD would come out in April from Psygnosis. It is now late May (Is it?! — Mark) and it has not yet emerged. Could you please tell me when it will be released?
Daryl Millar, Suffolk

A: Um... try never. Apparently, Psygnosis aren't going to release it on the Mega-CD, instead concentrating on machines such as the PlayStation and PC CD-ROM. A bit of a shame, really, as it looked bloody good.

May the Force be with you...

Q: Dear ProHelp!,
Could you please help me out with a game I have just purchased, called *Shining Force 2* on the Mega Drive.
I have collected eleven members of my party, encountered numerous battles, visited every town and village up to the port of Hassan, the home of Rhode. The part I am stuck on is finding the caravan, so Rhode will acknowledge me. I also understand that I have to find a hidden village, but I am just wandering about aimlessly finding nothing. Please will you put me on the right road? I subscribe to your magazine each month, and find it worth every penny.
P N Bullamore, N Humberside

A: Ha, no worries — just leave it me! I'll have you out of this spot of bother faster than you can say "Cheers Mark, you're my hero!", or something.
Go to the shrine to the right of Hassan, past the desert to the middle of a dense wooded area. You will now have to kill the evil Taros and his gang. With Taros defeated, some more of the game's plot will unravel itself and give you the opportunity to hang up your sword for a few minutes.
Rohde explains the mysterious machine. He'll then climb into the caravan, start it up, and whizz off into the distance! Don't worry, he's only taking it for a test drive. At this point, Rhode joins the force. Remember, from this point on new members of the force may be stored in the caravan, but this means that they cannot be used in battle. At certain points in the game, you'll be able to unload them from the caravan. Before leaving Taros' shrine, open the chest to reveal a healing potion. You'll probably need it later on in the game.



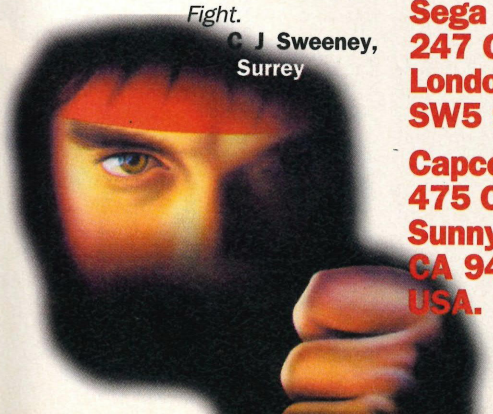
We Know Where you Live!

Q: Dear ProHelp!,
Seeing as you make SegaPro, I was wondering if you could tell me the address of Sega UK or (if known) the address of Capcom Ltd, who wrote *Street Fight*.
C J Sweeney, Surrey

A: Crumbs! I never knew that Capcom produced *Street Fight*! What kind of game's that? Anyway, the addresses you require are...

**Sega UK,
247 Cromwell Road,
London,
SW5 9GA.**

**Capcom USA,
475 Oakmead Parkway,
Sunnyvale,
CA 94086,
USA.**



Waste of Money...

Q: Dear ProHelp!,
This letter is to express my complete disgust at your 'complete solution' to *The Story of Thor* in SegaPro's sister mag, Sega XS. Firstly, your solution covers only the first (easy) levels of the game and secondly, what you DO tip is useless.
If I had read this guide before the game I wouldn't have brought it, and it is a brilliant long quest. Sega XS used to be really brilliant and has saved my sanity many times. Now it is definitely not worth the cover price of £3.95, the most money I've ever wasted. SHAME ON YOU.
Heather Bryant, Royston

A: Hmmm... I guess this isn't a good time to ask you if you like the new look SegaPro then! You're completely right, of course. *The Story of Thor* solution wasn't finished off, and we did only print just over half the final game. There is a reason for this, though, and without pointing any accusing fingers, the person who's responsibility it was to map the game left the company before he had the chance to complete it. Sega Pro was then given the solution by the kind chaps who were then working on Sega XS, and we were told that it was the finished product. We printed it, believing that it was a job well done, and it wasn't until recently that we realised something was amiss. Sorry.
Sega XS — or should I say, Sega XS Classics — is now being used to reprint popular past solutions (the majority of which, funnily enough, I wrote) whereas SegaPro now concentrates on bringing you the latest games via the Sega XS supplement. That's the way it stands, I'm afraid, so put your money where your mouth is and stick with us here at SegaPro!

A Madman Writes...

Q: Dear ProHelp!,
One of your thousands of millions of billions of fans has written to ask if the top Sega mag could shed some light on the subject concerning Saturn games. I am referring to the prices that will be posted on the corner when they are released. I would appreciate this most excellent magazine to reply to this totally devoted to Sega and it's right-hand mag (SegaPro) to stick the answer somewhere obvious in the magazine so people and yours truly can find it. Cheers! Ya best, most incredible fan,
Colin Maslock, Devon
PS. Age 12

A: Do what?! If you're referring to the price of Saturn games when they're released, then expect to pay between £39 to £49 pounds. A lot of money. Much more than I can afford, anyway.

It was pitch blackness by the time Mark left the office. With the stars twinkling above him like epileptic fire-flies, he yawned out loud and decided that it was time to head back home. I would like to say something like "He headed off into the sunset", but it was far too dark for that. Anyhow, he'll no-doubt see you lot again. Same magazine, same pages, different questions, next month!

They said the future

issue 2

The

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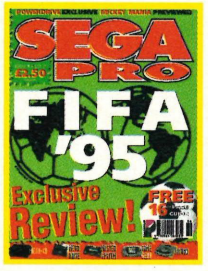

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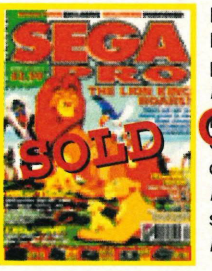

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Exclusive 16-page guide to *Earthworm Jim*, plus review. Special feature on *The Lion King* and exclusive review of *NBA Jam* CD.

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Special book: Guide To '95 with the low-down on the year ahead. First reviews of *Samurai Shodown* and *Virtua Fighter*.

Issue 42 £2.50
Exclusive preview of *MKII* on 32X, plus more Saturn games including *Daytona USA* and *Clockwork Knight* (review). Reviews galore.

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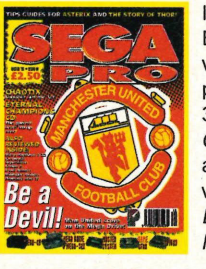
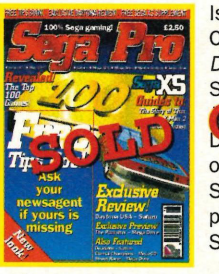


Issue 44 £2.50
Exclusive preview of *Man UTD* plus *Chaotix* on 32X, *Eternal Champions CD* and a full preview of *Panzer Dragoon. Road Runner* too!



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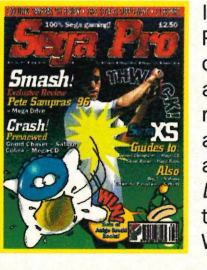
Catch reviews of *Daytona USA* on Saturn, *Street* [illegible] Mega Drive, a feature on the top 100 Sega games plus three SegaXS guides!

Issue 46 £2.50
Our amazing Saturn issue with a feature on Sega's super console plus reviews of *Astal, Chaotix* and *Alien Soldier*. Free XS guide!

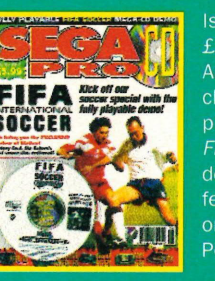


Issue 47 £2.50
Pete Sampras dons the cover and has a top review inside along with *Bug!* and *Parodius Deluxe Pack* on the Saturn. What a treat!

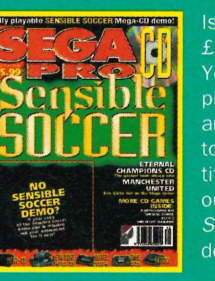
Issue 48 £2.50
With a free cover-mounted book all about the Saturn and exclusive pictures of the 32-bit *Virtua Racing* this is a corker of an issue!

We still have a few copies of early issue of SegaPro available. Order any two of these issues 5, 6, 7, 9, 10, 11, 12, 13 ,15 for the bargain price of £1. Ring Karen on 01202 200200 and order now to get your copies.

SegaPro CD



Issue 43 £5.99
Another chance to play the *FIFA CD* demo (as featured on Mega Power).



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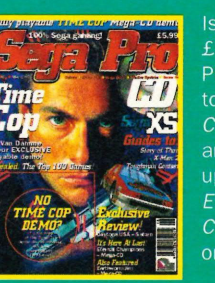

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The second top Mega-CD beat-'em-up from JVC demoed — *Samurai Shodown*.

Issue 48 £5.99
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Protest!

SEGA PRO 31.8.94

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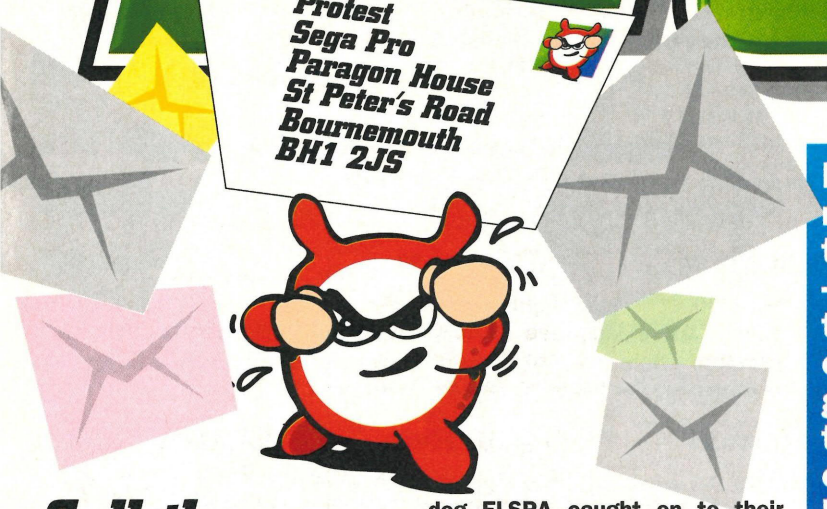


It's been a strange old month this month. We've finally got the Saturn in the shops — the future of Sega gaming — and most of the letters are about the Master System and how great a console it is! What's a matter with you gamers? Well the matter is probably the £399 price tag slapped on the console by Sega. With Sony's PlayStation coming up in September for £299 it's going to be interesting to see whether Sega slash the price of the console down to be more in line with the competition. Either way the games are looking great, and I get to play them all — ha, ha, ha!

If you want to drop me a line write to: Protest, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

Call the police!

Dear Sega Pro,

A friend of mine says that there is a Magic Mega Drive, where you can copy games onto a disk drive. You could just borrow a game, copy it onto disk and save loads of money. If you can get the machine, where can you get it and how much does it cost?

Greg Fowler, Sunderland

Hmm, I know exactly what you're talking about Greg but it's not called the Magic Mega Drive, it's called the Magicom and originates from Japan. The technical wizards over there devised a device that plugs into the cartridge port of your Mega Drive with cartridges plugging into the top of the add-on. A lead then runs to a disk drive and using the on-screen menus any game or saved data can be downloaded onto the disk. Once saved you don't need the cartridge any more! Of course this is software piracy and highly illegal. In the 16-bit console boom these machines were everywhere with versions for the Super Nintendo as well as the Mega Drive. These Japanese companies even booked out full page ads in many of the mags, until the software industry watch dog ELSPA caught on to their game and stamped it out. Fortunately it's much more difficult and expensive to copy the CDs used in the new Saturn and Play Station games so piracy isn't going to be so much of a problem.

My advice to you is to steer well clear of Magicoms. They'll only get you in to trouble. If you can't afford the prices of new games try renting them instead. If you like one enough you can always ask for it as a birthday or Christmas present!

NR

RPG nuts!

Dear Sega Pro,

I know your mag is the greatest there ever was, but I preferred the mag layout from issues 36 to 43. I find it easier to get into and can find what previews I want, plus the issue number on the spine (which is good for putting them back).

Also, I have some questions:

1. Is there an English version of *Landstalker*, and if so will you be reviewing it?

2. Which is the best game out of *Soleil*, *Landstalker* and *Phantasy Star 3*?

3. Are there any other decent RPG games as good as the ones above for the Mega Drive?

Marc Brown, Hartland

A bit of a role playing fan then are we Marc? Well the English version of *Landstalker* was actually released two Christmases ago, acording to our resident RPG nuts Pilky and Steve. Shop around, you'll probably find a good deal on a copy! They think the best RPG out of the ones you mentioned has to be *Phantasy Star 3*, just because of its humoungous size. Another good one to try out is Sega's *The Story of Thor*, bigger graphics but a cracking good storyline and plenty of puzzles.

NR

How to jump!

Dear Sega Pro,

I hope you like my drawing as much as I do. I drew it in the hope that you would put it in your mag. I've just subscribed to Sega Pro and think it's very good.

Oh yeah, I've got a question: Can you give me at least one good special move on *Streetfighter* or *Streetfighter 2*? I've just swapped a game for it and now I know no moves at all.

Please either write back or print this letter as I am

Faster than light

Dear Sega Pro,

Well done on a truly ace mag — it's much better than Mean Machines Sega.

Now I have been nice to you, you can be nice to me and answer these six questions:

1. What does Sonic mean?
2. Which is the best game out of *Ristar*, *Sonic 3*, *Rise of the Robots*, *Mr Nutz 2* and *Fifa '95*?
3. Which is the best racing game and the best fighting game?
4. Will any more good games be released for the 32X?
5. What is so good about *Virtua Fighter 2*?
6. Why aren't Sega producing any more Master System games?

It would be very nice of you to answer and print these as I am new to your mag, and I could change to Sega mag, so you will have to print them now, won't you?

Michael Jacomb, Scunthorpe

I've never been asked what Sonic means before! It does in fact mean something moving at a very fast speed, the speed of sound in air. That's why our little blue spiked friend is so zippy! The best out of the pile of games you asked about has to be *Fifa '95*, it's a hot soccer sim, and probably the best on the Mega Drive.

The best racing game for the Mega Drive is *Street Racer*, it's amazing what Vivid Image have done with the game, for fighting I would have to say *Super Street Fighter 2*, still a fun beat-'em-up.

The 32X is in for a real treat in the shape of *Virtua Fighter*, just wait until you see those polygons fly! As for *Virtua Fighter 2*, it's superior to the original because of the texture mapping added to each character and the backgrounds.

Sega haven't halted production of Master System games altogether, although the third part companies have, there just aren't as many as there used to be.

NR

8-bits are plenty!

To Sega Pro,

In answer to Michelle Logan's letter, you can still get a lot of old and new games for the Master System (ie from Toys R Us and Future Zone). I have a Master System and 132 games, including *Jungle Fighter*, *Ecco*, *Pit-Fighter* and many others.

The Master System is still a great console, better than the smaller screen of the Game Gear. I've had two Mega Drives, but prefer the Master System. By the way, *Aladdin* on the Master System is a load of rubbish, even *Chuck Rock* is better.

Mark More, Lancs

Well thanks for your strong argument for the Master System Mark, it is still a fun console because of course gameplay should always come before graphics. But then we've got a Saturn, PlayStation, Neo-Geo CD, 3DO and Jaguar in our office and I'd play on any of those before a Master System (we share offices with Games World and X•Gen)!

NR

Search for CD

Dear Pro-Dudes,

I was impressed when I first saw Sega Pro CD, it seemed like the perfect alternative to the pathetically sized Mega Power (all 34 pages of it). The double issue at Christmas was very good. I assumed that the £5.99 price tag was because it was a double issue.

Since then you have had three cover CDs, exactly the same as Mega Power (Mickey Mania, Sensible Soccer and FIFA) and the price is still £5.99. Why is the price so high? The standard mag is still £2.50.

Where is the July issue of Sega Pro CD? There is not even one mention of it in the standard mag. Have you stopped publication of it or would you have had to put another duplication of a Mega Power cover CD on July's issue? If you have stopped Sega Pro CD then at least say so, then we the public won't have to waste time trying to find it. I hope you haven't because Mega Power has died a death (there have only been three issues this year).

Andy Rose, Ipswich

Being the new editor of this sparkling mag I really didn't know that there wasn't a July issue of Sega Pro CD. I do know how difficult it is to find demos to go on the cover though, and they are expensive to produce, hence the high price tag. The Mega-CD market isn't exactly the most thriving in the video games industry. Thankfully the Saturn is out now and hopefully we should start having Saturn demo CDs as soon as the third party companies have something to show us. What out for some hot Saturn action on an issue near you very soon! NR

Charlotte Anning of South Drent is a real Street Fighter fan. This picture has to be the best we've ever seen (honest).

desperate. Please!!

Charlotte Anning, South Brent

If you want moves for *Street Fighter 2* then there's not much point in me printing just one move for you. You need all the moves for all the characters. You can find these in Issue 36 of Sega Pro, skip over to page 76 and order it now!

NR

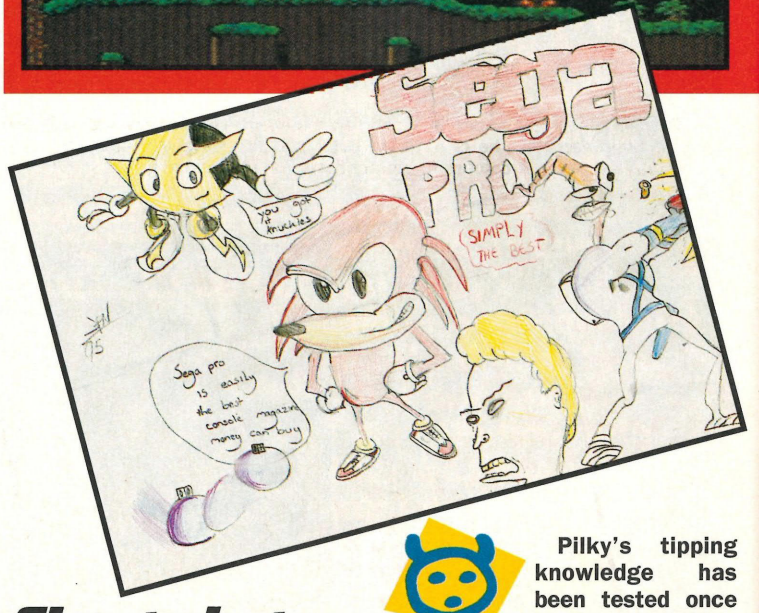
Protest!

We've got readers from all around the world — and they're hot artists too! Prindana is only eight years old and she's come up with this cool Power Rangers pic. Great!

Oops, good old JVC!

Dear Sega Pro,

Give me one way in which everyone could save 40 quid. Stuck? Well, think no longer as I have the answer. Simply shove your demo of *Keio Flying Squadron* into your Mega-CD (From Sega Pro CD) and slowly on the start/options screen press: Right, Left, Right, Left, Down, Up, Down, Up, Right, Right, Right, Right. In the top centre of the screen a number will appear. Move left or right to select the level and press Start. Surprisingly this enables you to play every level from



Competition Winners

Yes, it's that time you've all been waiting for! These are all the competition winners from the compos in the last few issues of Sega Pro (they haven't really been keeping you up to date have they). Have a browse and see if your name is down here, if it is your prize should be winging its way to you as I type!

JAZZ IT UP WITH BUSH!
(Sega Pro 46, June 1995)
1 WINNER OF A BUSH JAZZ 14" COLOUR TV
Brenda Robinson, Kent.
5 RUNNERS UP OF A BUSH SOUND AND VISION DELUXE PACKS
Ian and Nicola Tyrell, Yorkshire; Peter Jagger, Glos; Steve Higgins, Scotland; Stuart Allison, Essex; Louise Ellis, Surrey.
SEGA'S COOLEST COMPO EVER!
(Sega Pro 45, May 1995)
1 WINNER OF A MEGA DRIVE, MEGA DRIVE 32X, 32X GAME AND A SNOWBOARDING VIDEO
Tony Jones, London.
4 RUNNERS-UP PRIZES OF A SEGA SNOWBOARDING VIDEO
Wyn Gravelle, Carmarthen; Stuart Hall, Surrey; Emma Lockley, Woolwich; Nicola Collins, Kent.
FUNK 'N' JUSTICE COMPO
(Sega Pro 47, July 1995)
5 WINNERS OF A COPY OF THE FOLLOWING GRAPHIC NOVELS EACH: JUDGE DREDD, THE COMPLETE JUDGE CHILD QUEST, JUDGE DREDD AND THE ANGEL GANG, BATMAN, DARK JOKER THE WILD, BATMAN, KNIGHTS END, BATMAN, THE DARK KNIGHT RETURNS, BATMAN, COLLECTED ADVENTURES, VOLUMES 1 AND 2, THE MAKING OF TANK GIRL.
Andrew Eddon, Newcastle-Upon-Tyne; Chris Johnson, Cardiff; Mark Boyd, Bexelyheath; Stuart Allison, Essex; Stuart Harding, Dorset.
GENERATION 32X!
(Sega Pro 44, Easter 1995)
1 WINNER OF A 32X WITH A COPY OF METAL HEAD
Pete Arnold, Stoke-on-Trent.
5 RUNNERS UP 32X T-SHIRTS
Carl Styants, London; G Smithies, Shropshire; Bob Higgins, Bournemouth; Simon Read, Poole; Marie, Bexely.
TECHNO TACKLE!
(Sega Pro 47, July 1995)
10 WINNERS OF A TECHNOPLUS MEGA CONTROL PAD
Greg Flett, Orkney; Anne Porteaus, Edinburgh; Roger Palmer, Exeter; Thomas Pike, Surrey; Alan McIntyre, Banffshire; Steven Jones, Liverpool; Ian Pickering, Suffolk; Craig Hill, Kent; Kath Redfern, Chelmsford; Brian Turner, Devon.

Cheat chat

Dear Sega Pro,

You printed my letter in Issue 46 and in answering it, you said that there was no such cheat as the penalty kick cheat. I can now tell you after hours that there is such a cheat. It is: A , B, A, C, A, B, and I also found another cheat for a really stupid team which is: A, B, C, A, B, C, A, B, C.

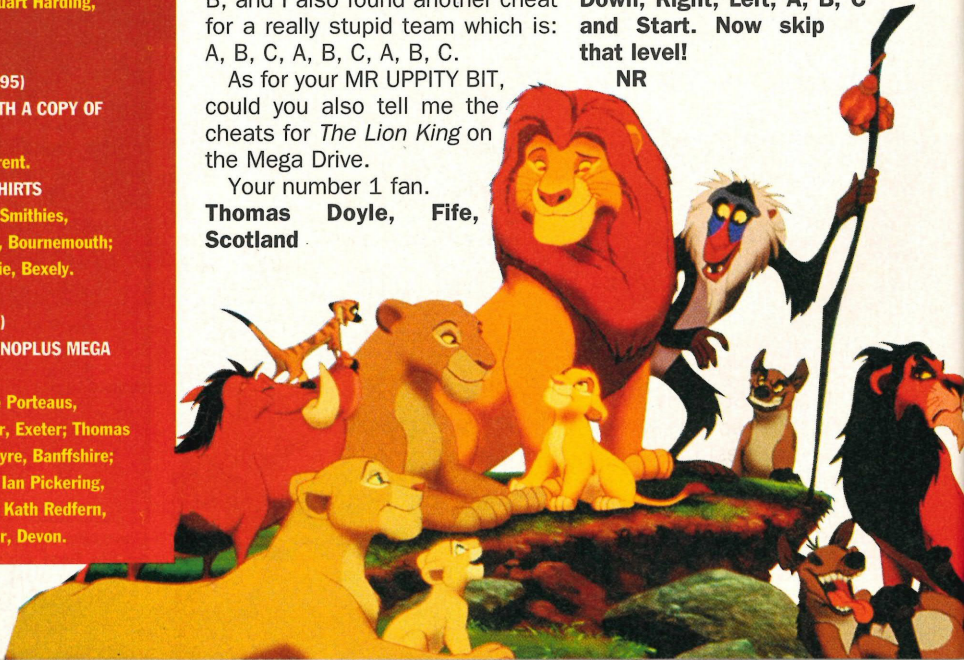
As for your MR UPPITY BIT, could you also tell me the cheats for *The Lion King* on the Mega Drive.

Your number 1 fan.

Thomas Doyle, Fife, Scotland

Pilky's tipping knowledge has been tested once again. Thanks for putting him right Tommy boy! And as a reward here's your cheat for *The Lion King*: to select any level start playing the game, then press PAUSE. Now press Right, A, A, B and Start to skip a level. If that doesn't work go into the options screen and press Up, Down, Right, Left, A, B, C and Start. Now skip that level!

NR



STAR LETTER

the full game. You even get all the cut scenes in between some of the levels and the full ending of the game. You can't play starting at level one because at the end of the level the game stops and displays THE FULL GAME WILL BE AVAILABLE IN OCTOBER. All you do is use the level select and start on level two and you will have no problems.

Is this a great discovery or what? Getting a £40 game from a £5.99 magazine. Will I be put down in history for this, quite possibly? Do you think that this might deserve some type of Sega Pro gift? I leave it up to you. Before I head off could you tell me if there is going to be an all Saturn magazine possibly featuring a CD demo like your own?

Jonathon Bond, Cambridge

Yes, we have since found this out but it's not our fault (honest), good old JVC must have thought they'd be generous and give away a special version of the game especially for loyal Sega Pro readers. Just don't mention it to them — they might try to charge you the extra £30!

NR

Fantastic! Ben Robinson has done an excellent job with his Judge Dredd (or Judge Dred) as he calls him! I hope Sylvester Stallone uses the same fluorescent colours in his costume for the movie!

All cheated out

Dear Protest,

I own a Mega-CD and have just recently bought *Supreme Warrior*. After two days I had completed the game on the easiest level. I would like to complete the game on the hardest level but I find it far too hard, so could you please give me some cheats or tips, preferably a cheat to slow down the signs at the edge of the screen which tell you the best time to kick or punch.

They are just far too fast for me. I would be very grateful.

James Smith, Tyne and Wear

Sorry! There are no cheat for the Mega-CD *Supreme Warrior*, you'll just have to practice some more.

NR

Free Readers' Ads

It's time to take a trip through the Sega Pro car boot sale, without even having to get out of your armchair! Have a browse and see if there's something here that tickles your fancy!

FOR SALE

Sega Megadrive, Mega-CD, 32X, four hand controllers, extensions, 25 games, Game Genie. £475 ono. Phone evenings and weekends: 0181 657 4896.

Master System 2 for sale. 15 games, two control pads, good condition. £65. Tel 01622 813222.

Micro Machines 2 and *Pelé World Tournament Soccer* £30 pair or will swap for *Pete Sampras Tennis*. Write or phone: Tim Dale, 4 Exhall Close, Stratford upon Avon CV377HE 01789 294576.

NBA Jam and *Time Gal* £30 for both. Or... *NBA Jam* £20, *Time Gal* £10. Ask for Mark after 4pm. Ring 01606 331364 or Write to: Cleeve Common Lane, Lach Dennis , Northwich CW97TB

PEN PALS

Hello, my name is Adam. I'd like a girl pen pal aged 8-9 who likes Sega, sport and music. UK or overseas. Please include photo. Adam Owen, 12 Hazlemere Road, Penn, Bucks HP10 8AD

Cute 12 year-old male seeks 11-12 year old female as a penpal. Must be funny and sexy. Can take jokes. Write to: Justin, 612 Arlington Avenue, Narerville, Il 60565, USA. Please send a photo.

Nineteen year old boy looking for girl (17-22) into Mega Drives, any music and pubs. Write to: Tony Gleave, 115 Cadmore Lane, Cheshunt, Herts EN8 9JH. (Photo if poss).

SWAP

Will swap *Mega Games 2* (*Streets of Rage, Revenge of Shinobi, Golden Axe*) for *FIFA Soccer '95*. If interested write to: Sandy Munro, Isle of Coll, The Old School House, Argyll, Scotland PA78 6TE. Will also sell *Teenage Mutant Hero Turtles: Tournament Fighters* for £25 ono (same address).

WANTED

Mega-CD games: *Monkey Island, Mad Dog McCree, Willy Beamish, Who Shot Johnny Rock*. ANY VERSION WANTED (USA or JAP). Call 01282 414086 after 6pm.

Any emulators for all machines ie. PC, Mac, Atari ST, Amiga. Send lists to: Matthew, 19 Garfield Road, North Chingford London E4 7PG. Phone 0181 524 4326 or 0973 301882 (mobile).

Car boot sale on paper!

If you've got something Sega related to sell, a game you want, penpal you want to find or club to publicise then fill in this coupon (one word per box) and send it in to: **Sega Pro Readers' Ads, Sega Pro, Paragon Publishing, Pargaon House, St Peter's Road, Bournemouth BH1 2JS.**

Corky cut-out coupon!

Fill in the grid putting only one word in each square and then either cut it out or make a photocopy and pop it in the post to: Free Readers' Ads, SegaPro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS. Aren't we kind to you?

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and we review Time Warner's arcade conversion of...

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We'll have all the latest news, previews, work in progress and reviews of everything Sega from the smallest Game Gear game to the biggest Saturn release. You know you can count on Sega Pro to deliver the goods!

Watch out for the next cracking issue on sale 7th September!

Sega Pro

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