SEGA MAGAZINE

#12
DEC '94
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BRITAIN'S ONLY [illegible]INE

MEGA DRIVE 32X

IT'S A RACE...

VIRTUA RACING DELUXE

IT'S IN SPACE...

STAR WARS ARCADE

AND HE'S GONNA EAT YOUR FACE...

REVIEWED!

DOOM!

MEGA DRIVE 32X THE FEAST BEGINS INSIDE

EVEN MORE REVIEWS

- LETHAL ENFORCERS 2
- WOLVERINE
- BLOODSHOT
- PITFALL
- POWER RANGERS
- ANIMANIACS
- PSYCHO PINBALL
- EYE OF THE BEHOLDER
- POWERDRIVE
- LEMMINGS 2
- MICKEY MANIA CD
- KEIO FLYING SQUADRON

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FREE! MEGA DRIVE 32X EXCLUSIVE PREVIEW SUPPLEMENT

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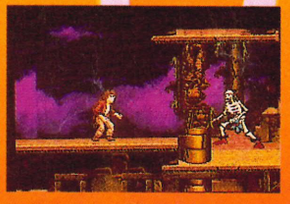

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SEGA MAGAZINE
BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE
ISSUE 12

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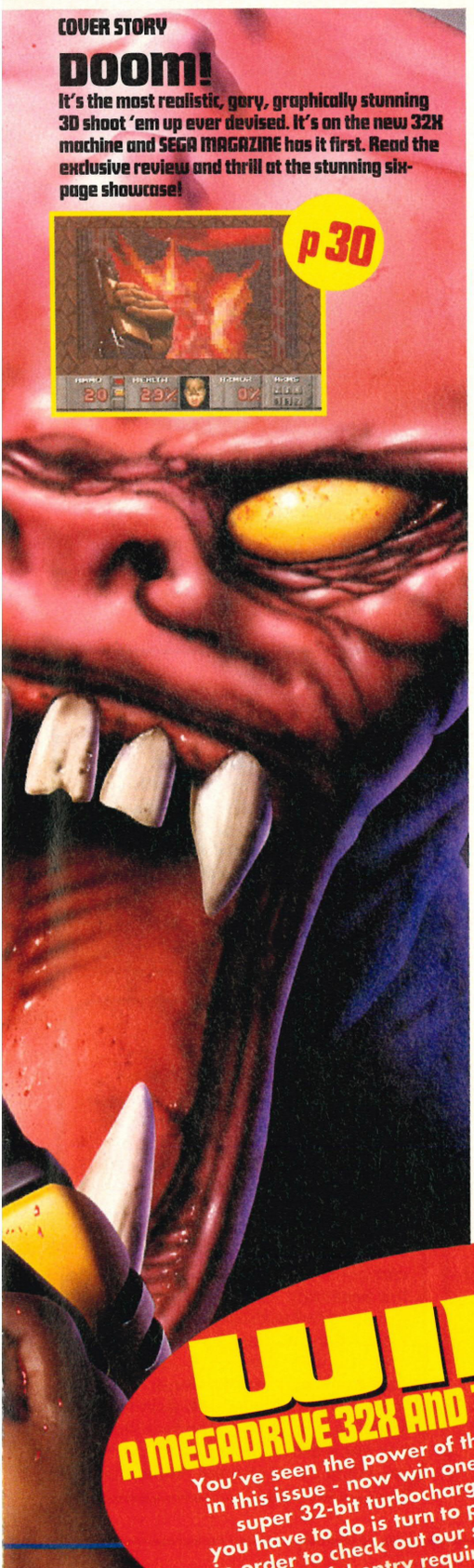
DOOM!

It's the most realistic, gory, graphically stunning 3D shoot 'em up ever devised. It's on the new 32X machine and SEGA MAGAZINE has it first. Read the exclusive review and thrill at the stunning six-page showcase!



win!
A MEGADRIVE 32X AND THE FIRST GAMES! p77

You've seen the power of the 32X in this issue - now win one of the super 32-bit turbochargers. All you have to do is turn to page 77 to order to check out our strange, entry requirements.

EDITORIAL

HAPPY BIRTHDAY

As you can see from the colossal advertisement adorning the right hand page, space is a little limited this month, so I won't waste any more space.

Basically, this month's issue is a special collectors' edition to commemorate our first birthday - as well as the arrival of the Megadrive 32X. We've pulled out all the stops on the 32X coverage this month, with full reviews of the first three 32X titles - including exclusives on Virtua Racing Deluxe and the game everyone wants to play: the all mighty Doom! But that's not all - as well as the reviews and the top-detail showcases, SEGA MAGAZINE is also bundled with a special Megadrive 32X preview supplement, which contains coverage of some of the 32-bit games coming your way in early 1995. Oh, and all the 32X screenshots you see in SEGA MAG are actually of the *real* games: no misleading PC or arcade shots have been printed whatsoever. And since this is Christmas, we've bundled yet another special supplement in with the magazine, centring on the title that some reckon will be the Christmas number one videogame: The Lion King.

We've worked ourselves into the ground to get this spectacular issue out, so we hope you enjoy it.

RICHARD LEADBETTER

RICKY

Richard has spent the majority of this month moving house. He reckons he just needed a crash pad and didn't see the point in continuing to pay for his previous, larger, accomodation. We, however, know for a fact that the only reason he ever moved out of Castle Doombase was because it didn't have enough plug sockets to power his awesome audio-visual Rich-O-Matic system. "With extra sockets, the omnipotent Power Cosmic will soon be... Ricky's!" he said, before laughing hysterically.

SAM

Tired of Rad continually refering to her as some kind of kitchen slave in the editorial, Sam this month challenged our masculine staffwriter to a test of stength. After a series of bouts involving such tasks as rodeo bull-riding, long-boat rowing and gorilla-wrestling, the two of them were still equal on points. Such was Sam's fury, she picked Rad up, span him around her head and threw off a cliff, before screaming "By Odin!" and dunking her head in a barrel of beer. Crikey.

TOMMY G

Tom's every dream came true this month when his parents took him to Disneyland. So this was obviously mind-opening experience for the young lad, then? Well, not quite. Apparently, at the first sight of Mickey, Tom rushed towards the halpless helper at top speed, arms outstretched, grabbed hold of the poor tyke in a bear hug and refused to let go for two weeks. It took a further three days to get the black fun fur and nose plastic out from under his fingernails.

TOMMY C

Another month, another triumphant performance from Slow Boat to Barnet (and indeed, from Mean Machine's art editor Oz Browne as well, but that's another story). Yet again the crowd seemed to know all the songs and cheered joyously for their favourites. This, sadly, was because once again the only people to actually turn up were the long-suffering pals of the band, forced to sit through the set one more time in the name of friendship.

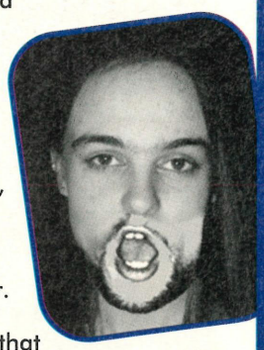
CLAIRE

After the shocking defeat of art warrior, Jeff, by successor Petrea in last month's exciting trial by fire, things turned even more bizarre this month when Claire challenged Petrea to combat in the designers' arena in the basement. Unnatural howls and the sound of wishbones snapping were heard before Claire emerged and took over her duties. The fact that she had a human finger hanging from her mouth didn't scare us one bit. Nor the fact that her ear wasn't on properly, revealing some strange animal fur.

TO US

OOH, THAT ITCHES!

It's chinnywig mania at the SEGA MAG offices at the moment. Tom C, Tom G and even Rad have all commenced sprouting facial hair in some sort of bizarre bonding ritual. The two Toms' are coming along quite nicely thankyou, with C-Boy having a slight edge in consistency but a bit of a ginger tint (always a bad sign) compared to Cheesey's prickly black goatee. Rad, however, is lagging behind somewhat. In fact, even Sam has a better beard than our kid's laughable peach-fuzz effort. Mind you, Sam's got more facial hair than the rest of the crew put togther. In Rich's sage words – "Shave that bloody thing off Tom. You look like an ass."



RAD

Something very strange happened to Rad this month. Halfway thorough the month, he told us all that the time had come for him to go. He then went into the Games Room to prepare himself. It was only later, when we heard Tommy Cox screaming that we took a look inside. Where Rad had been, lay a huge pulsating pod which split open to reveal a cluster of potatoes. Yes, Rad had given birth. Well, we've buried them in the garden and next year, we'll no doubt have the sound of pattering potato feet in the office.

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FORGET URBANS, JUNGLES & DESERTS

STRIKE OUT...

SATURN GEARS UP FOR JAPANESE LAUNCH

Sega's latest 32-bit powerhouse - Saturn is almost ready for launch in Japan. Available to begin with in Japan only - with an official launch looking likely for the Autumn of next year, the Saturn looks like being the ultimate 32-bit console.

Gearing up for the Japanese launch, Sega of Japan have issued a new set of incredible screenshots - as well as our first look at the system's front end - all of which are reproduced on this page for your delectation.

Sega is used to a mass market in Europe and the United States, and they believe that the next generation console won't become mass market until sometime in 1996. At the moment, people just haven't got the money to shell out around £400 for a new console.

It is for these reasons that Sega chose to release the Megadrive 32X. This ingenious technology gives players the 32-bit gaming experience they want - at a price they can afford. And because of this cheap price point, it makes the proposition of buying a Megadrive even more appealing. After all, how many competing systems offer a 32-bit turbocharger?

Saturn is being released in November in Japan, because Sega haven't established a mass market presence over there yet. Unlike the UK, the Megadrive isn't the dominant games console in Japan, so Sega of Japan have effectively jumped straight to the next generation of console. Happily for the rest of the world, current Megadrive owners get to experience 32-bit gaming with the cheap, yet highly powerful 32X upgrade.

So, the message is, Sega won't officially release the Saturn until they believe that there is actually a decent-sized market out there for a £400 machine. Until then, Megadrive 32X will spearhead the Sega's Next Generation console battle. Take a look at our supplement to get a look at some of the 32X games out now and in development. Sega alone have over 40 games in production as we speak, with scores more being promised by third party companies like Acclaim, Core, Virgin, Konami and Sony.

THE FRONT END

Saturn boasts a highly sophisticated, yet easy to use front end that appears when you power up the machine. It's kind of like the Mega-CD front end, but a lot more sophisticated - even offering a choice of language! Saturn has a built-in battery-powered clock as well.

PERIPHERAL VISION

Because the Saturn has all-new joypad ports, Sega have had to create new peripherals for Saturn... and here they are. New joypads, multi-player taps, driver's yokes (for Daytona, evidently) and enhanced fighter pads are all promised. And here they are.

UP FOR SE LAUNCH

Even powering up the Saturn is a spectacular experience. Hundreds of polygons arrive on-screen, creating a planet which is then superimposed with a Sega Saturn logo. Then you get this lovely screen.

BUT WHAT ABOUT THE GAMES EH?

As well as releasing shots of the system, Sega have also unveiled new shots of some of the hottest videogames you're ever likely to see. And see them you shall in this news special...

VIRTUA FIGHTER

After last month's preview, you'd think there isn't much more of the game to show. Well, you'd be wrong. The game is totally complete and ready to ship with the Saturn itself. Overall, it's a bit blockier than the arcade version, but it moves just as fast and it looks totally stunning.

...& ENTER THE RED ZONE

BETTER GRAPHICS

ADVANCED GAMEPLAY

SPECTACULAR THRILLS

Forget the rest.

Red Zone leaves them all in the dead zone. Struck down by the most incredible helicopter shoot-em-up you've ever seen.

That's why Mean Machines chose it as the best Mega Drive title at this year's American Consumer Electronics Show.

Nuff Z.

SEGA MAGAZINE 94%

RED ZONE

MEGA DRIVE

Time Warner Interactive, 1 Rushmills, Bedford Road, Northampton NN4 7YH.
Tel: (0604) 602800. Fax: (0604) 602832.

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TIME WARNER INTERACTIVE

RUGBY WORLD CUP 1995

EA SPORTS™
ELECTRONIC ARTS

Contains scenes of graphic action

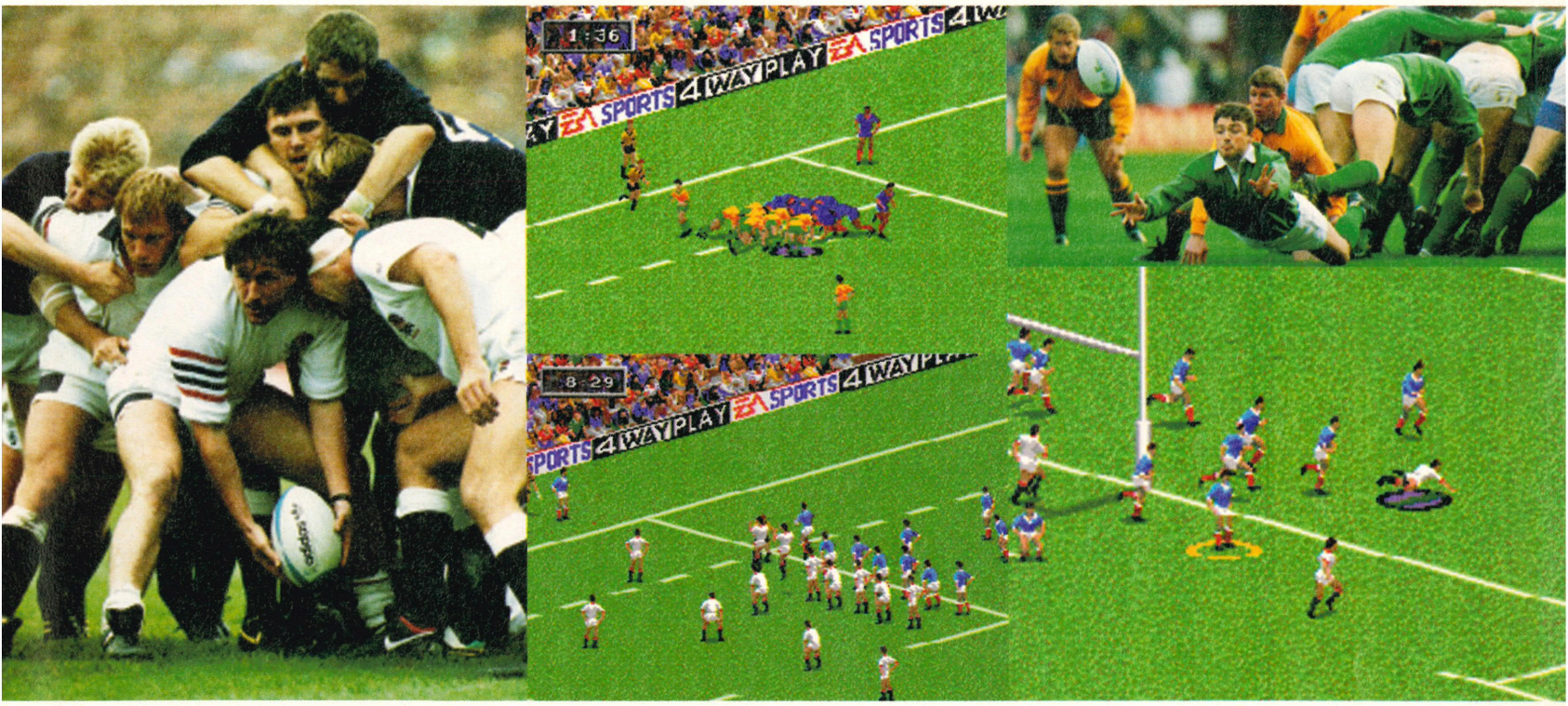
It's the world's toughest team-sport. Excellence on a rugby pitch requires exceptional pace, skill and tactical ability. It's also the only place that thirty grown men can ruck, scrum and maul one another into oblivion without alerting the local police. And when the world's best gather in South Africa for Rugby World Cup 1995, expect scenes of explicit action that will have the censor sharpening his scissors.

EA SPORTS™ Rugby World Cup 1995 captures all the heart-stopping speed and hard-hitting excitement of top-class rugby. The incredibly detailed, 3D-modelled players perform 100 different rugby moves, tackling, passing, running and kicking just like their real-life counterparts. In fact the animation's so smooth, you'll be surprised they're not playing in tuxedos. Developed in Europe and exclusively licensed to guarantee authenticity, it includes 30 rugby playing nations and all the Rugby World Cup 1995 qualifiers.

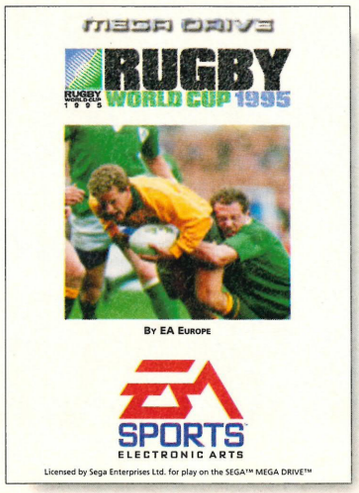
Rugby World Cup 1995 – Some scenes may be unsuitable for people of a nervous disposition.

90%

"A superb simulation which captures the rough'n'tumble nature of the real thing perfectly."
Mean Machines



The official videogame of the RUGBY WORLD CUP 1995



if it's in the GAME, it's in the GAME™

EA SPORTS™ ELECTRONIC ARTS

For more information about Rugby World Cup '95, call 0753 546 465 or write to Electronic Arts, P.O. Box 835, Slough, Berks SL3 8XU • The Rugby World Cup emblem is a trademark of the Rugby World Cup Ltd 1986. EA SPORTS, the EA SPORTS logo, and "IF IT'S IN THE GAME, IT'S IN THE GAME" are all trademarks of Electronic Arts • Electronic Arts is a registered trademark of Electronic Arts

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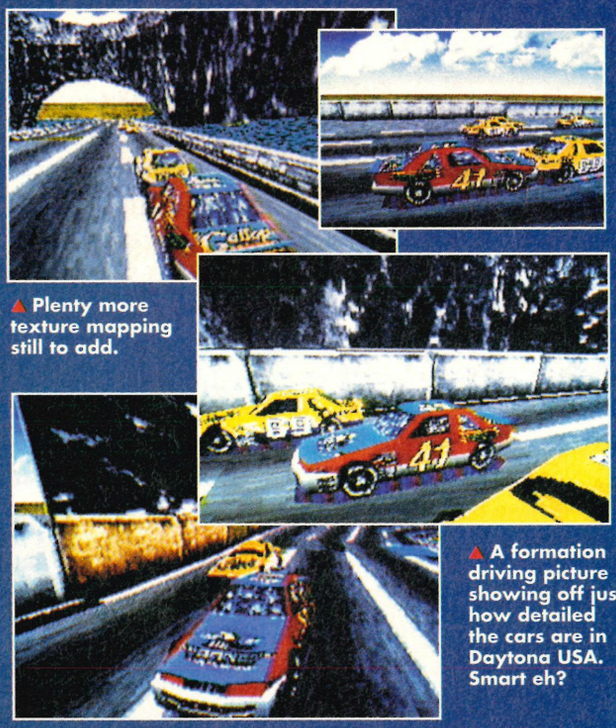
NEWS

DAYTONA USA

This is still extremely early in development, but work is continuing at a frantic pace. You saw the 10% complete shots a few months back in SEGA MAGAZINE and the work has moved on significantly. A lot more texture mapping has been incorporated over the basic polygon frames and the result is a lot more impressive. More pictures soon...

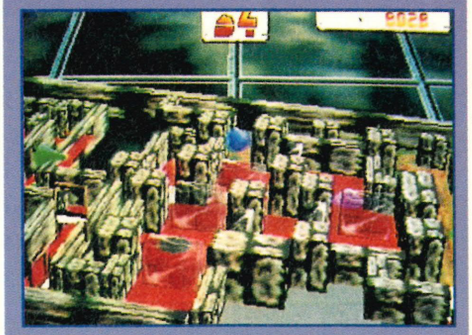


▲ Plenty more texture mapping still to add.

▲ A formation driving picture showing off just how detailed the cars are in Daytona USA. Smart eh?

STORY OF TAMA

A very odd-looking polygon-based puzzler from Time Warner. Looks quite interesting...

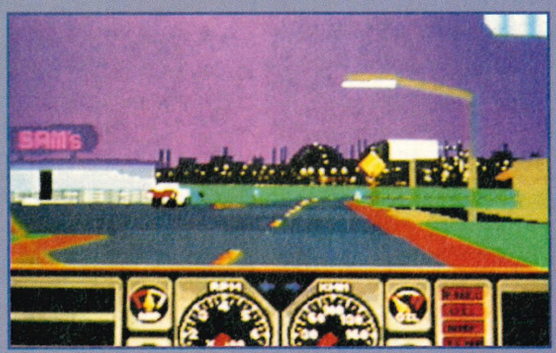


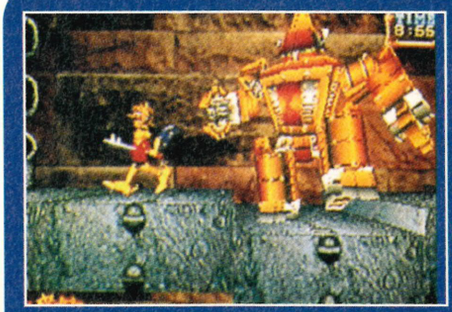
▲ Best looking puzzler ever? We find out soon.

▲ More 3D puzzle based action here.

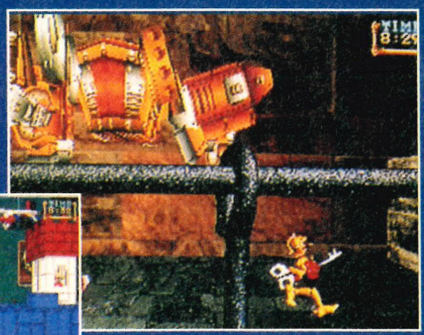
RACE DRIVIN'

It's just like the coin-op. Make of that what we will. It looks arcade perfect, but in these days of Virtua Racing and Daytona USA, is there really a market for Race Drivin'?





▲ One of the first Saturn games announced, Clockwork Knight (previously known as Action Game) looks great.



One of the games definitely slated for release with the machine in Japan. It's looking like a right lovely platformer with some superlative polygon-based texture mapped hazards.

CLOCKWORK KNIGHT

GET TO GRIPS WITH

POWER DRIVE

"A refreshing new approach to the genre... a great real driving game... we like it!"
NMS

"It's fast, furious and most of all, fun!"
SEGA PRO

"U.S. Gold looks to get into top gear with Power Drive"
MEAN MACHINE

"A unique blend of speed and strategy make this a rally game to beat all others. Definitely no stick-in-the-mud!"
PC ZONE

IBM PC

CD-ROM

AMIGA

S.NES

MEGA DRIVE

GAME GEAR

Rage Software

U.S. GOLD

YOU'LL KNOW WHEN IT'S TIME...

U.S. GOLD

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SEGA MAGAZINE
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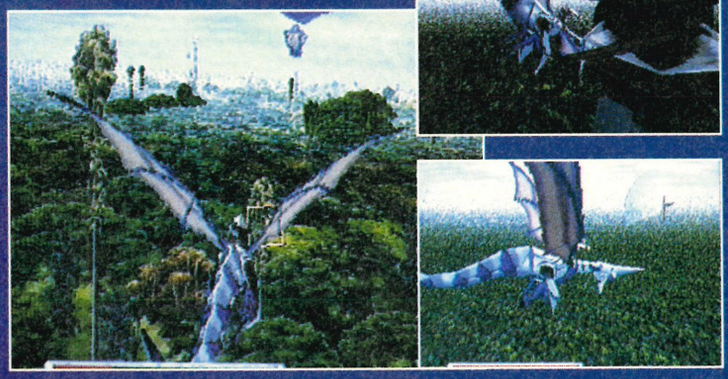
NEWS

PANZER DRAGOON

It's come a long way since the early demos shown earlier this year. Panzer Dragoon includes all the texture mapping, polygons and sprite-scaling you could ever desire - all wrapped up in a brilliant shoot 'em up package. We aren't going to rattle on about how ace this game looks. Just take a look for yourself.



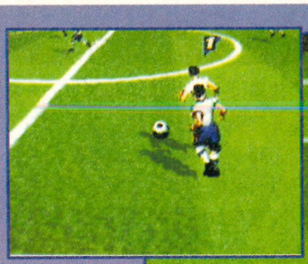
▲ **Panzer Dragoon is shaping up to be the most spectacular looking 3D blaster ever devised. Is there anything on any computer system short of a Silicon Graphics workstation that can touch this?**

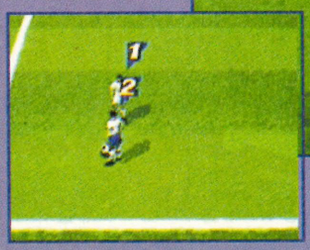
GOTHA

A bizarre flying game, with the player controlling some incredibly strange flying machine. The game is very early in development, but is sure looks impressive. So that's all right then.

VICTORY GOAL!

The Saturn's first soccer simulation looks totally incredible. Just take a look at that superlative 3D. And check out the detail given to the players. Certainly looks totally amazing.





▲ **The level of detail on Victory Goal is unprecedented by any set of standards. Saturn's first sports simulation looks like a goodie...**

Well, it has got an unpronounceable Japanese name, but suffice to say, this game is a futuristic driving simulation, based around polygons and texture mapping. There's not much to see yet, apart from the screenshots reproduced here. But it's looking quite good.

THE GAME WITH NO NAME

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After last month's frankly incredible exclusive: first pictures of Virtua Fighter 2, we're pleased to bring you even more exclusive coverage of this ground-breaking fighting game.

▲ Such technology. You can almost smell the stitching on Lao's back.

Virtua Fighter 2 is the latest Model Two board project from the labs of Sega's most prolific arcade creators: AM2. Previously responsible for Virtua Racing, Virtua Fighter, Daytona USA and Virtua Cop (covered this issue), AM2 have pulled out all the stops in making Virtua Fighter 2 the most incredible looking beat 'em up ever.

The texture mapping power of the Model Two board is put to excellent use in the new game - the characters look a lot more realistic than in the previous Virtua Fighter coin-op. The backdrops have also benefited from the extra power the Model Two board provides, as you can see in the exclusive shots on this page.

The actual gameplay remains very similar to the first Virtua Fighter, with all of the original characters returning for the sequel. Many of the original's combat moves are also replicated in the new game. However, new special techniques have made their way into the new game along with two new characters: Shun, an aged yet versatile martial arts master and Lion, a young Street Fighter Ken lookalike.

The question is, will this be the last Virtua Fighter outing for Sega? Not according to Sega Amusement's resident living legend, Yu Suzuki. In a recent interview with the Japanese press he revealed that, in hs head at least, there are plans for Virtua Fighter games right up to Virtua Fighter V...

SEGA

▲ No you are. No I think it is you. New character Lion, converses with our Rich.

▲ Look at those flash boots. That's Model 2 technology, that.

▲ NO YOU! Richard's dad chastises Lion for makinfg for of his son.

▼ All that new technology and all they can come up with for a new character is some old geezer. Still, look at him fall over. Haw haw, mind your back, old guy.

▲ No doubt, the flares whistle in Dolby Surround, as well.

▲ The two Tommys would disagree. Why, that's the most pathetic set of facial hair they've ever seen.

▲ Crikey, it looks like Lao's prosthetic arm has come clean off. Only on Model 2 technology you know.

▲ You've got to admit, Tommy Cox does look good with his new beard.

▲ Perhaps it is me. Proud of his victory, Richard's dad picks a new fight.

PREVIEW

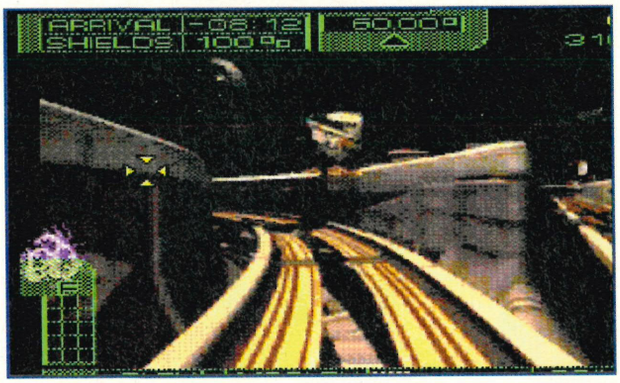
CD

BY: ROCKET SCIENCE

RELEASE: DECEMBER

LOADSTAR

Many full-motion video games have tried to capture the feel of a big screen movie, some are even based on them. However, Loadstar, the debut game from Rocket Science, was actually intended to be one.



▲ Hmm, left or right? What a decision. Which way to go?

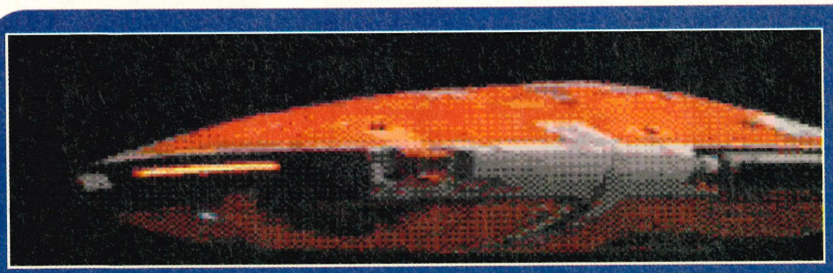
▲ A state-of-the-art, no expense spared explosion.

Conceived by Hollywood ideas man, Ron Cobb, whose film involvements include such names as The Abyss, Alien and True Lies, the film was originally intended to be "a mix of *Star Wars* and *Smokey and the Bandit*" with John Wayne as the lead character. But then he died.

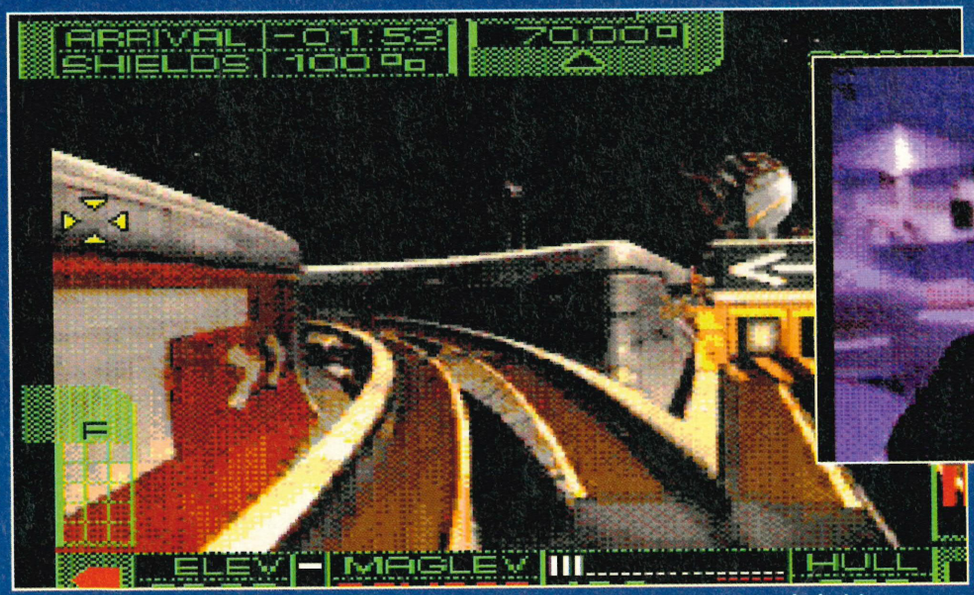
So anyway, here it is years later, turned into a game by Brian Moriarty, the man responsible for such PC hits as Beyond Zork and Loom. Taking on the role of space trucker, Tully Bodine, you have to pilot the massive space freighter, Loadstar, together with its illegal cargo of camels, that's right, camels, as pirates, mercenaries and the police hunt you down. What's more, the head of the space police force, Sherfff Wompler, is played by none other than Ned Beatty (Otis from the Superman films, to you and me).

It all looks extremely similar to the Mega-CD classic, Sewer Shark, which although limited, was nonetheless pretty good fun. How does Loadstar compare? Well, you'll find out next month when we give the game a full review.

SEGA



▲ This is a the Loadstar, a 500ft space freighter.



▲ Why is this man always cast as a Sherrif?

▲ I think that arrows telling me to go left. Thank goodness, it was a pretty tough decision.

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4 INTERACTIVE PINBALL TABLES

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PREVIEW

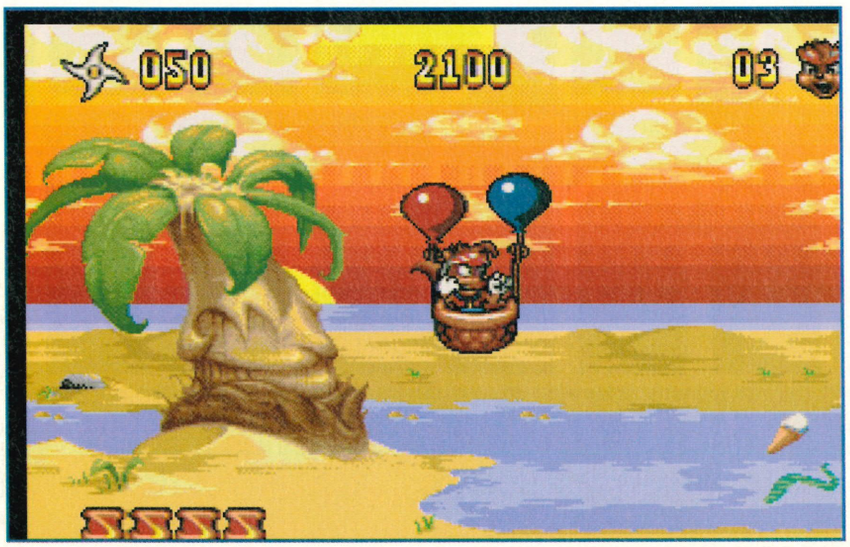
8-MEG

BY: MARUBENI

RELEASE: JAN '95

ZERO KAMIKAZE SQUIRREL

The last time Zero Kamikaze Squirrel appeared in a video game, he was part of a circus act in Aero the Acrobat. He's been "resting" for a quite a little while now, but has recently been called to duty by his forest homeland, currently under threat from the dastardly Jacques LeSheets. Cue one theme-related platform extravaganza...



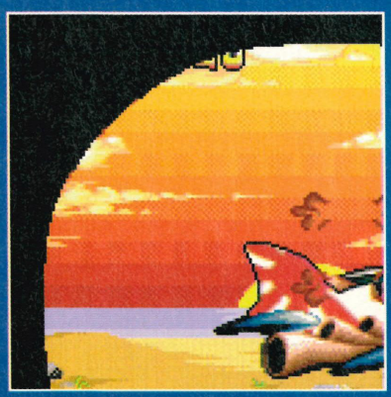
▲ I wish I was there.

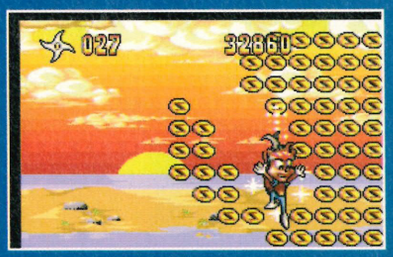
Zero is a bit of a strange squirrel. He eats bananas, lollipops and ice cream instead of nuts, and he's also extremely concerned about the environment – so concerned in fact, that he's prepared to go to any lengths to prevent Jacques LeSheets from felling forest trees and using them to print counterfeit money. Which is a bit of a far-fetched plot really, but then this is your usual platform pap, intended to be taken with rather a large pinch of salt.

As previously mentioned, Zero first appeared in Aero the Acrobat, a rather fiddly little platformer that added a few more moves to the usual jumping/running scenarios that have become all too common recently. It's more than a little obvious that a large proportion of the gameplay has been borrowed from Aero – Zero can triple jump, swoop, dive and even charge through the levels, although he does have few features of his own – amongst them several martial arts moves. In fact, the game also has an almost identical graphical style, although there's a lot less bare backgrounds and a lot more challenge than there ever was in Aero. There's a bit more gameplay variety too, with Zero scaling cliffs, swimming through a toxic waterpool and even tackling white water rapids in a jet ski.

Zero is due for release in Japan very, very soon, although the UK version won't be on the shelves until at least January of next year. However, it seems as if most of the gameplay is already complete, so a review should be with you shortly – which means next month. Probably.

SEGA





▲ To reach most of the extra bonus levels. Zero must propel himself up to the clouds and beyond. Most of the trees contain springs to make this possible, and there's loads of levers which act as springs strewn around too.

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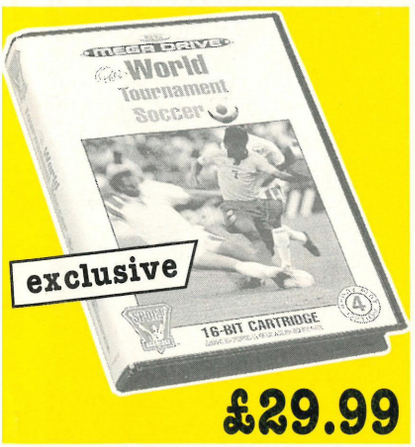

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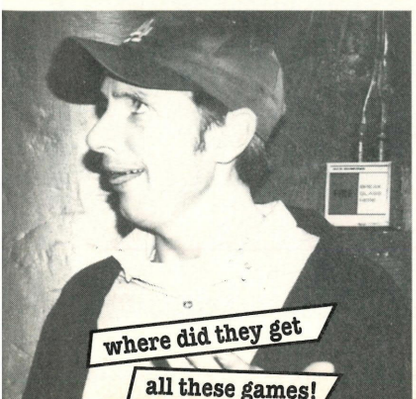

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PREVIEW

CD

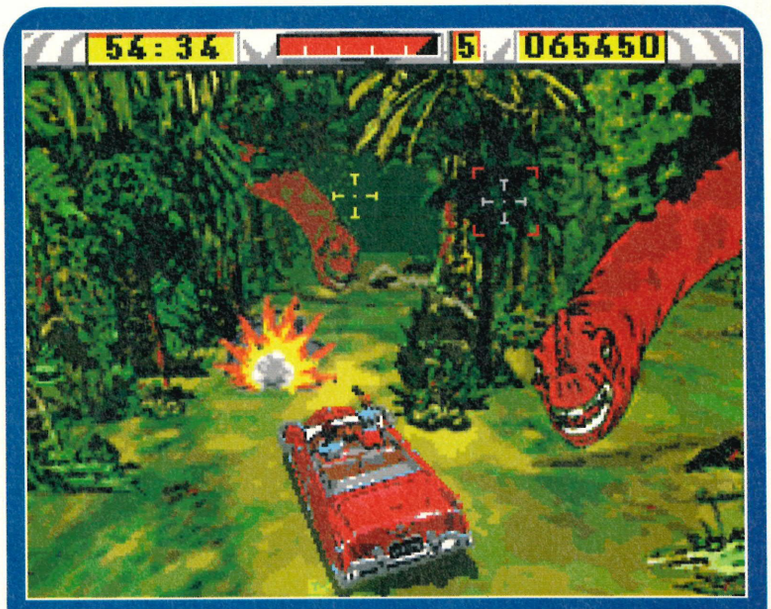
BY: ROCKET SCIENCE

RELEASE: JAN

CADILLACS AND DINOSAURS

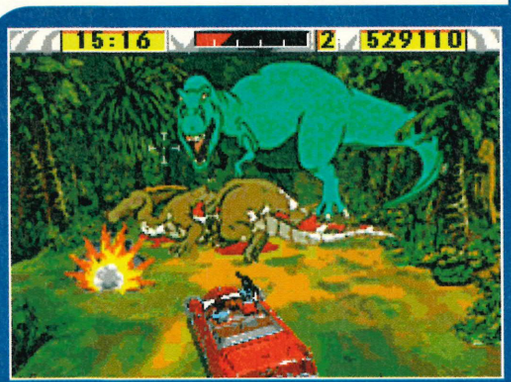
With Jurassic Park recently released on video, there's just a hint of that old dinosaur hype in the air again. Or maybe it's the hint of dinosaur doo-doos. Who knows? Anyway, egging dinosaur mania along is the forthcoming Mega-CD game, Cadillacs and Dinosaurs from Rocket Science.

Based on the obscure comics by Mark Schultz, the game takes place during a post-apocalyptic future known as the Xenozoic Age where dinosaurs once again walk the Earth. It would seem the humans of the future aren't particularly happy about this situation, at least not if the antics of Jack 'Cadillac' Tenrec and Hannah Dundee are anything to go by. Joining them in their '53 Cadillac, the aim of the game is to race through prehistoric jungles, blasting any dinosaurs out of the way. Not a very nice thing to do. Still, I'm sure they've got their motives. Making full use of the massive storage space available on CD, together with their 'Game Science' system which reads CDs like giant cartridges, Rocket Science have produced a game which features continual full-screen cartoon animation to portray the thrilling 'into-the-screen action. Set for a January release, we'll be giving this game a closer look in next month's SEGA MAGAZINE.



▲ Maim! Kill!

▲ Look, just how did this car get into the jungle in the first place?



▲ Well that's not very eco-friendly, is it?

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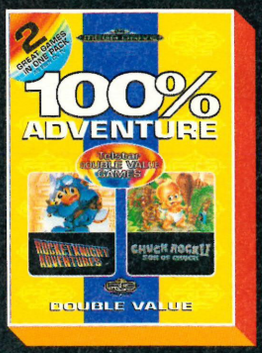

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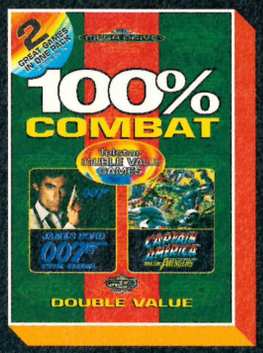

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LETTERS

The time has come, the walrus said, to talk of many things. Or it might have been an otter. The time has come, the walrus said, to talk of an otter. Oh, just forget it. It's actually the letters section, we just wanted to be a bit clever and do a literary-type intro to show off how dead brainy what we all are. Anyway, welcome to this month's special pie-eating edition of the Letters Page where we take time out from eating pies to converse with you, our readership, on the subjects of your choosing. It could be anything you like, except pen pals. We don't like doing those any more. They're getting scary. Anyway, if you've got something to say, whether it be an opinion on the future of gaming or a radical sociological theory, why don't you write it down and send it into us? Look, we'll even give you the address, which is – SEGA MAG'S A PROPHET THAT I THINK YOU OUGHT TO LISTEN TO MAILBAG, SEGA MAG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. We occasionally grant prizes for clever and witty letters, if you're materially minded.

I KNOW KYLIE

DEAR SEGA MAGAZINE,
The reason I know Kylie does a brilliant English accent is because a couple of months ago she appeared on a talk show in Australia, and after the programme thousands of viewers rang up the programme and complained because Kylie was speaking in an English accent. They said Kylie had gone pom, and when they asked Kylie about this she said she didn't even know she was speaking like it. It's because she has spent so much time in this country she now speaks like one of us. Also Kylie's new look isn't a dance diva/waif look as you can see in her brilliant Confide in Me video.
Finally, can you tell me more about the Streetfighter movie game? Has Kylie been digitised to appear in the game? I hope so. Thank you.
Yours sincerely,
Mr Pop Music Smartypants,
Peter Wright, Dover, Kent.

SM: Yeah, alright, point taken. Anyway, the male contingent of SEGA MAG have vastly revised their collective opinion of Kylie since seeing some of the shots from her pervy book, so we think she'll make a great Cammy now. Just purely because she's such a good actress and that. Ahem.

VIRTUA "SECRET"

DEAR SEGA MAG,
I have discovered a secret overhead view on the replay mode in Virtua Racing. You must complete a course and choose the replay option. Press the A or C button to access the new view. To return to the old view press A or C again.
Michael Watson, Formby, Merseyside.

SM: Bad luck Michael, we'd already discovered that little secret – in the Virtua Racing manual. You'll find these handy booklets often contain a wealth of useful information along these sort of lines, along with the controls for the game, how to turn your Megadrive on etc.

A CONFIDENCE TRICKSTER WRITES

DEAR SEGA MAG,
I am 15 1/2 years old ad I am writing to you about Thomas Morley's letter in issue 9 of SEGA MAGAZINE.
I would love to be his pen-pal and I love football, but please Thomas, can you write in and give me your postcode and telephone number. I look forward to hearing from you with open arms. Please write in with your full address.
My name is Doreen Morris and my address is Wenvoe,
Cardiff, Wales.
Love,
Doreen, Wenvoe, Cardiff
xxx

SM: We don't for one minute believe any of your nonsense. You're obviously just some cruel-hearted prankster preying on the weak and vulnerable, like in the A-Team or the Equalizer. Be off with you.

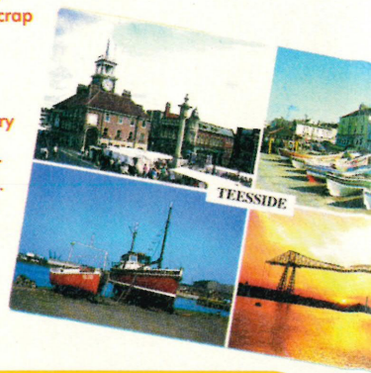
I LOVE YOU

DEAR SM,
I've got some questions to ask.
1. Have you got a password for James Pond 3 on the Megadrive?
2. Do you know any secret levels for Tale Spin?
3. Do you recommend Earthworm Jim?
PS I love your mag the best.
Ross Lilley, Cambridge.

SM:1. Yes 2. No 3. Yes.
PS – We love you too, Ross.

THOSE OLD POWER BASE BLUES

Dear Sir/Madam,
In your February '94 issue of SEGA MAGAZINE you were advertising a Power Base Convertor 2 for the Megadrive 2. Ever since my son purchased the magazine we have been trying to purchase this item, but nobody had heard of it.
As my son kept a lot of his Master System games when he upgraded to a Megadrive this would be very useful.
Could you please tell me where I may purchase the Power Base Convertor 2?
Thanking you in anticipation,
Mrs J M Bundle [although we might be wrong, we're a bit crap with signatures], Cheam,
Surrey.



SM: Well, most High Street electrical retailers should carry the Powerbase Convertor 2, but if you're really stuck your best bet is to try Future Zone. In the unlikely event you still can't get hold of one try calling Sega on 071 373 3000. Good luck.

SERIOUS AND PROUD

DEAR SEGA MAGAZINE,
What can I say that hasn't been said already about this magazine? It's simply the best!
Now, down to the real reason for my writing in:
Why have Sega chosen to release two 32-BIT consoles, each with different specs and different games? They could just as easily (and cheaply) release one of them (preferably the 32X) and give it the best technology and investment possible.
Because of this, it seems that the 32X will be a bit of a disappointment compared to the Saturn, which is capable of supporting games such as Daytona USA because of the CG Model 2 board. The Mega 32 only supports relatively simple games like Virtua Racing and Bullet Fighters.
This whole subject is of major concern to me as I am a serious and proud Megadrive owner and I don't want to pay out £150 for a console which is outclassed by its "brother" and will probably be ignored by the major programming computer companies who will realise that the Saturn is capable of much more.
Glyn Richards, Enfield, Middx.

SM: Whilst I can understand your paranoia, it isn't exactly justified. What we have here is an updated version of the Master System/Megadrive symbiosis of a couple of years ago. The 32X is going to be a supremely affordable machine which should appeal to an already installed wide user base. It'll allow you to play lots of ace games for not too much dough. The Saturn, however, is going to be a tad more pricey in both hardware and software terms, although it'll certainly perform accordingly vis-a-vis yer relative price-point situation. However, unlike the Megadrive and Master System, the gulf between technologies is not too wide to endanger the success of either machine, and it's unlikely the 32X will date much faster than the Saturn.

PAUL JOHNSON RIDES AGAIN

DEAR SEGA MAG,
Hey! My main mag! The months fly by when you're having fun, don't they? It seems only a few weeks since the first brilliant

issue of SEGA MAG, and look now – into double figures and still the best! Congratulations.
Well, things are going well down in my Presidential Citadel, made even better by the obvious news of the Mega-CD's complete dominance over the CD32 in the sales charts. Hardly surprising though really, eh? Also, I've gotten quite heavily into Manga/Anime since BBC2's screening of Akira a while ago. Let's face it, Akira was simply THE best animated extravaganza ever made. My friends! You could do me (and other Manga fans) a massive favour here! Listen, right. How 'bout a big Showcase on the developing Akira game? Every other Showcase you've done has contained maximum information and been completely interesting. In case you haven't noticed, I've got total confidence in your abilities to deliver something totally amazing. By the way, have you heard of this Manga strip called The Dirty Pair? They're these two women with the most ass-kicking military hardware you've ever seen. Damn good, I can tell you, and perfect material for a great game. And they're one of Manga's top-rated strips as well. Well, to finish, the Saturn is looking HOT! Your 32-BIT coverage is the best there is, so keep up the incredible work! See you, friends. Goodbye!
Paul Johnson, Skegness.

SM: Yo Paul! Haven't you got anything better to do? Anyway, you might just have a point about the Akira thing, and we are currently pursuing something down that avenue, as they say. Basically, as soon as there's anything worth writing about, we'll write it. And you can just flipping whistle for a Dirty Pair game, you disgraceful youth. You'll go blind, you know.

MY FRIEND IS A PRICK

DEAR SEGA MAGAZINE,
Once again congratulations on your brill magazine. I'm writing in to ask if Sega are going to steal Nintendo's idea of the Super Gameboy. Why don't Sega start making a Super Game Gear? If they are why don't you print something about it. I'm sure all those SEGA MAGAZINE readers are keen to know. Anyway, if they are and if that whatsisname saw Street Fighter 2 for the Game Gear this would be the great idea of the century. Anyway, onto more serious matters like my name. I took your advice, [We suggested Leo had the most superb name for an Indiana Jones villain, if you're wondering] and got a part in the next Indy film. I'm now rich and famous and married to Cindy Crawford but with a bit more weight. Can you just say one more thing to my friend Andrew McMillian. He is a prick and thinks he's it with girls but say happy birthday to him from the great actor with the long name, the glass eye and the lovely leather trenchcoat.
Indiana Jones Villain, Hollywood.
(Leo Der-Galestanian, Hampton, Middx.)

SM: Leo, so glad to hear you took our advice. See kids, reading SEGA MAG can change your life. Anyway, about this Super Game Gear – you see, there's a bit of a problem with that. The Game Gear already has a colour screen, doesn't it? And the Super Game Gear would probably end up costing more than than the console itself. So why not just buy a Game Gear and a screen magnifier?

DICING WITH DEATH

DEAR SM,
Hi dudes, listen up, I've got a deal, dudes. If you send me a copy of the following games – Virtua Racing, Sonic CD, Sonic Spinball, Lotus 2, Microcosm, Winter Olympics, Silpheed, Eternal Champions and Ground Zero Texas – I will send you a free YES!!! FREE packet of MEGA MONSTER MUNCH. How cool.
Yours faithfully,
Paul Day, Chorley, Lancs.

SM: Look pal, since Mean Machines Sega ran that blasted free Monster Munch giveaway we've had to get through EIGHT THOUSAND surplus packs in TWO MONTHS. If any of us ever see a single bag of that stuff ever again we are going to kill everyone on the planet.

GETTING QUITE TATTY

DEAR SEGA MAGAZINE,
Please could you design a SEGA MAGAZINE folder to keep these brilliant magazines in? I have bought every issue so far and every one has been very interesting. The first issues, especially issue 1, are getting quite tatty on my shelf. Please, please, please could you design one?
PS Your magazines are extra brilliant!
Stuart Marshall, Norwich, Norfolk.

SM:No.

SENSIBLE AND WELL-ARGUED LETTER

DEAR SEGA MAGAZINE,
Is it me, or are Core Design heading for total Mega-CD domination? There doesn't seem to be anything even worth looking at as far as the Mega-CD goes except for Core Design's games. We all know that the Mega-CD was a little disappointing, but around half of the Megadrive owning public now own one, so why have most of the major software houses just given up on it? Nobody except for Core Design seems to realise the potential that it really has. Nobody except for Core Design have yet used the Mode 7, sprite scaling and rotation and other available gimmicks to their full advantage, and nobody has yet created any games of a certain quality that puts everything else to shame except for Core Design.
Big wow, the 3DO has an infinity of colours and can do anything. I'd work on games for that machine... if anybody had one!
When are major companies going to realise that there's big bucks to be made with the Mega-CD? Come back software houses, the Mega-CD needs you.
Jonathan Martin, Southend-on-Sea, Essex

SM: You're not wrong there Jonathan, Core certainly have established themselves a reputation for playable and extremely innovative, indeed pioneering, titles, and we're becoming increasingly excited at the prospect of their 32-BIT stuff. But isn't it strange how one of the only other software houses showing this much flair and imagination is Codemasters, who are also British-based? Hoorah for good old Tommy Britisher!

I WANT TO TAKE A TRIP

DEAR SEGA MAGAZINE,
I'm a bit confused in what I saw in one or two of your fine mags. I want to take you on a trip down memory lane (it's not very far back, but still). In issue 6 of your totally cool mag, I was impressed with your Showcase/Review on the Jungle Book. Since I'm only allowed one more game (unless we win the national lottery) I was seriously thinking about buying it. On page 85 in issue 6 you gave it 90%. Cooooel!! Or so I thought until issue 8 came. On page 94 you gave it (The Jungle Book) only 84%. What happened to the 6%? This is the same with Marko's Magic Football (a dire game anyway) and The Incredible Hulk (also a dire game). Why? Did I miss something in issue 1-5, for I have not got them?
Thank you,
Graham Coate, Swords, Co Dublin, Ireland

SM: It's like this, see – our marks are always relative to the quality of software available at the time we write our review. So, when the occasion arises to re-state a percentage, we revise the overall mark to put it in line with current software. Thus the value of marks is prone to a decrease should an obviously superior title hit the market post-review. Also, with four writers on the mag, each with different preferences and opinions, it's always a little difficult to arrive at a percentage which completely pleases everybody, so this causes the occasional fluctuation.

JOE CAN HAVE TOM SHOCKER

DEAR TOM C,
Can you please tell me when there will be a review of Jurassic Park Rampage Edition and do you think it will be any good? By the way, how's Slow Boat to Barnet?
PS Joe reckons he can have you any day.
Yours almost sincerely,
Bruno Mellar, London

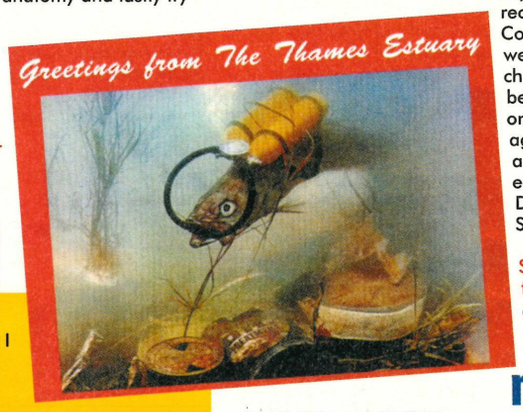
SM: We reviewed Rampage Edition last month, and yes, it's pretty good. Tom says if Joe wants to try his luck he can come down here any time. He's waiting. Go on, just you try it. (Yeah fat boy, come and have a go-TC)

RICH KID WITH A WORD PROCESSOR

DEAR SEGA MAGAZINE,
By now you will have probably realised that I'm a rich kid with a word processor, fax machine and a home games system (Megadrive), but alas I still think games prices are too high and should only be around twenty or thirty pounds (like your brilliant offer) but I guess there's nothing you can do except weep because you are so sad that you have not please me, but don't worry I forgive you. But wait! You can help us! Tell us now with new games hardware coming out with wait and other such like are prices going to fall? Or are we going to be coned into forking out seventy quid for an above avrage racer when, and less face it with a good twenty five quid saving we can get a racer that my not be worth 25 quid that for sure! You could also make us be at your mercy by having a value rating as a game could be the most amazing game to date, but be £300! Could you buy it if you were a little child with £1.50 pocket money a month? I think not.
Right with that out of the way tell us, how can games producers be so god damn ignorant? Take the pink panther I mean it's a brilliant idea for a game that could have some wicked levels but you know you would get more playability out of a shepherd's pie. How is it possible to get such poor quality sound and graphics with the amount of technology about is it possible to that low? I mean GP Rider looks better than that and that's on the Game Gear! Don't they have a clue? Let me spell it out for them G-O A-N-D D-O S-O-M-E R-E-S-E-R-C-H.
I'll finish with a great laugh all you need is a platform game which does not require too quick reflexes a blindfold and a friend (some people may require some money to find the last ingredient)

blindfold yourself and see how quick you can get through the level. Also you cold try plying with your elbow or other parts of your anatomy and lastly try playing upside down.
Faraz Osman, Crawley Down, W Sussex

SM: By now you'll have realised we transcribed your missive verbatim to show that you may have lots of money, but you have very little grasp of the English language. Let me spell it out for you – G-O A-N-D B-U-Y A D-I-C-T-I-O-N-A-R-Y.



IT WOULDN'T FIT... SO I LENT IT TO MY FRIENDS

DEAR SEGA MAGAZINE,
About two years ago my father returned from Hong Kong with a Megadrive and some games. Since then I have expanded my range of titles, my last purchase being the excellent Streets of Rage 2.
About a year ago I began to hear about something called a security chip which meant the game would only run if used on the correct system. A while after that I played Turtles Hyperstone Heist on my Megadrive and found, to my dismay, that it wouldn't run.
I quickly sought a way to combat these chips without modifying my hardware. I found an ad for Datel's Universal Adaptor and quickly phoned them clearly stating that I owned an import Megadrive and would the adaptor work with my machines and allow me to play "chiplocked" games. I was told that it would and I quickly bought one. I immediately encountered a problem when I found that it wouldn't fit and would have to sit on my other adaptor. Then I found that it refused, still, to run Turtles.
I rang Datel and was then told it wouldn't run "chiplocked" games! Since then I have lent the adaptor to friends occasionally to allow them to play my Japanese game. Sega have caused me a big headache due to their policy of "chiplocking". I have had to stop my parents buying me games I want like Sonic Spinball, Sonic 3 and Robocop v Terminator and tell them that they won't work. I can't play many new games my friends get because of these chips, which is annoying.
Have Sega forgotten about the few Megadrive owners who either bought them early for some reason or, like me, had them bought abroad for them by parents because they were cheaper?
I hold Codemasters in very high regard for not "chiplockng" their games and keeping them cheaper. Other software houses like Virgin, Konami and, of course, Sega, I now barely look at because they follow Sega's lead.
While I realise Sega and other software houses have to make a profit, surely it wouldn't hurt the bigger houses to not put these chips in their games. Either that or Sega make a worldwide standard machine that could be easily configured to run in that country.
Thanks for listening to my point of view,
Christopher Wood, Wokingham, Berks.

SM: Thing is, Codemasters are a wholly-owned company who look after their foreign distribution pretty much by themselves. Virgin, Sega and so on are actually two or three companies run by a parent organisation. If everyone in Britain bought imported Sega carts, Sega Europe would make no money at all and go bust, thereby halting the release of further Sega products in this sector. Chiplocking was devised to make sure everyone gets their fair cut. No-one really likes it that much (it costs money for starters), but's it's a necessary evil, I'm afraid. Your only real option is indeed to "modify your hardware", although I doubt if it'll still be under guarantee so at least you don't have to worry about your warranty. Sorry about that.

LEEDS UNITED SUPPORTER

DEAR SEGA MAG,
I own a Game Gear and I feel that there are not enough reviews for it in this magazine. I know that the Megadrive and Mega-CD are more popular but if I'm to carry on buying your mag I would expect there to be more Game Gear reviews.

I support Leeds United and am sick of Manchester United football games. Will there be a Leeds United footy game out soon on the Game Gear and if so, when?
Yours hopefully,
Jonny Fulton (age 12), Horsforth, Leeds.

SM: Hey, we only write the magazine, we don't program the games. When we get Game Gear software in, we review it. There just hasn't been much of it about until recently. And as for a Leeds United game, you've got more chance of seeing a Crewe title – and quite right too. Up the Alex!

DECEIT AND LIES

DEAR EDITOR,
I am writing to you so that you can warn other buyers of the deceit and lies that I had to face from System Game in Cornwall. At the end of June I sent a cheque for £43.49 with an order for Star Trek: The Next Generation for the Megadrive. The cheque was cashed within a couple of days, After around five weeks I called their shop and was told that they were not getting the game. The man said that a refund cheque would arrive within the next few days. After a week and a half, I still hadn't received anything. I contacted my local Consumer Advice Office and within another week a cheque had arrived. However, the cheque bounced and I was charged £4 because of this. I am now back to square one and will be contacting Consumer Advice again. Please stop advertising System Game and warn other readers who could quite easily fall into the same trap as I have.
David Hunter, Larkhall, Strathclyde, Scotland.

SM: Let this be a warning to us all about the Dark Side of Gaming.

I DROOLED... AT THE MOUTH

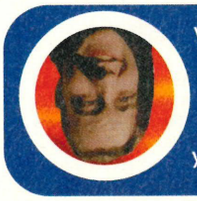
DEAR SEGA MAGAZINE,
I feel like I had to write to you as there are a few things I'd like to get put into a clearer picture. I'm talking about the new 32X which is coming out. Initially I was very excited when you showed it in issue 7. I drooled at the mouth at the prospects of Star Wars Arcade and Doom. I'm still drooling whilst looking through your latest issue. My problem though is regarding Sega's marketing. They say the machine will be out around the end of October/start of November, along with Virtua Star Wars. But since coming from N Ireland I was wondering does this mean more like Dec-Jan release and long delays as far as games are concerned. I was also wondering when or how long before the first review of Star Wars Arcade (I'm simply mad on this game). I'd really like it if you could answer my letter in your mag as I'm a real fan.
Neil O'Malley, Belfast, N Ireland.

SM: Well, Northern Ireland is still part of UK right now, so it's pretty safe to assume the 32X will hit your shelves at the same time as on the mainland. It's only if you live somewhere awkward like the Shetland Islands you might have difficulty getting hold of one. But then, you wouldn't have any electricity to run it, either.

NO, HONESTLY

DEAR SEGA MAGAZINE,
What a great tenth issue! No honestly, there should be some sort of award that you can be presented with, such was the quality of your most recent issue.
I particularly enjoyed your excellent Streetfighter 2 Showcase on the forthcoming movie, especially the Kylie shots! However, what proved most impressive in my eyes was the quality of games present in your fine organ. It isn't very often that games of this quality materialise, and for five to appear at once, well you can imagine my surprise.
Platform games in particular have come on leaps and bounds during the last year, but it is only now that they are coming to the boil. Games such as Dynamite Headdy, Earthworm Jim and Sonic and Knuckles only serve to strengthen this claim. In fact, all of these three games prove innovative in a number of different ways. Dynamite Headdy for its clever use of new and exciting ideas, Sonic and Knuckles for its plug-thru capabilities and Earthworm Jim simply because it was programmed by Dave Perry and still managed to pack a decent challenge!
I must confess, however, to being slightly disappointed by EA's up 'n' coming line-up. EA seem to be persisting in churning out the same old stuff with a slightly different title and a couple of extra statistics. And then they go and slap on a £45 price tag. Well, I'm sorry, but this is not what I've come to expect form a company who were responsible for the likes of Haunting and Desert Strike, both of which were completely innovative for their time. I would like to take this opportunity to reiterate what Tom Guise said some time ago. Why don't companies such as EA, who are obviously so devoted to producing sequels that contain minimal changes, use plug-thru cartridges to deliver whatever changes they intend? These plug-thru cartridges, would have a minimal amount of memory contained in them, so they could be sold for about £15-20, thus enabling a lot of people to purchase it and making EA extra bucks into the bargain. Seems like a fair enough idea to me, what do you think?
Christopher Quigley, Co Armagh, N Ireland.

SM: It's true there are a lot of smart titles available at the moment, but I'd attribute this more to the approach of Christmas than to some sudden revelation striking the whole software industry. Your plug-thru idea isn't bad at all, but the thing you have to remember about EA updates is that they wouldn't get made if lots of people didn't buy them. Hang on, didn't you write to us before with a plug-thru-based brainwave? Is this some kind of peculiar fetish?



Well, it looks very much like this is the end. We're off to scoff a few more pies, made in our handy SEGA MAG customised Pie Magic machine, which always fills the pies with ice cream. See you in thirty, heads.

KICK OFF 3

EUROPEAN Challenge

CVG GOLD

YOU KNOW THE 000

TONNES OF SILVER-WARE UP FOR GRABS

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a game with staying power, a game that never tires...

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PACKED WITH NETBUSTING FEATURES:

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15 Euro league and cup challenges.

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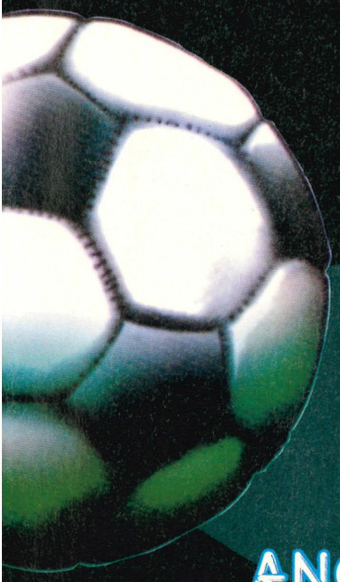
It scored 96% in CVG - you know it's kickin'!

SCORE



ANCO

VIC TOKAI

Published by Vic Tokai Europe Ltd, Tokai House, 9 Duncan Close, Moulton Park, Northampton NN3 6WL Tel: 0604 671415 Fax: 0604 670864

Screen Shots are illustrative of gameplay and may vary from format to format

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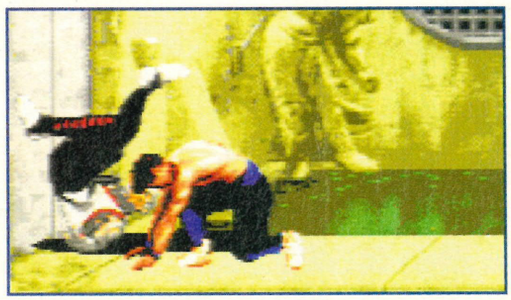
Q+A

Look, I don't mean to be rude or anything, but do any of you actually read these pages? It's just that we get sackfuls of mail for the Q&A section, but almost every single letter asks the same question, a question which has no doubt been answered by my good self in a previous issue. I dunno, perhaps I'm just suffering from repetitive reading strain or something, but it's driving me *$)$ crazy! It is! Anyway no doubt that ticking off will have little effect on you technotypes who don't get out into the real world very often, so remember if you gotta problem – we can help (god I really am losing it). You can write to us, day or night at: Q&A PAGES FROM HELL, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE LONDON EC1R 3AU. We'll try our best to answer your questions, but be warned – if they're really boring we'll probably come round your house and beat you up.**

KOMBAT KONFUSION

DEAR SEGA MAG,
Please answer my question as I am very worried about my game. I had been looking forward to getting Mortal Kombat II on the Megadrive for a long time, so I went out and bought it, but discovered that it didn't have very much speech in it at all. In your review you said that all the speech from the arcade version was there, and even the "Sub Zero wins" sample was almost as good as the original. In my copy there is no speech at the end of a round to tell you who won, and when Rayden does his dove move, instead of his usual cry, there is just a strange buzzing noise. I just want to know if you were wrong in your review, or if I have a faulty copy of the game, because I really feel it would have been much better with the speech samples. Please help me.
DANIEL ABBOTT SWINDON



▲ **Hey! Break it up you guys.**

SM: Er, well, when we said it almost identical to the coin-op, we actually meant "almost". And as far as the speech samples go, well maybe we did get a little mixed up. Although everyone at Sega Mag is a MKII arcade fan, we're obviously not quite as freaky about the game as you, so a couple of speech samples must have been overlooked. Anyway, these trivialities are hardly enough to spoil the excellent gameplay and really shouldn't effect your enjoyment of the game. So no, you don't have a faulty cart, and please accept our humblest apologies for any errors that may have been made.

I'VE NOTHING BETTER TO DO

DEAR SEGA MAG,
Please print this letter for me and also for people called Brian.
1 How long is a piece of string?
2 When will the Sega Channel come out in the UK?
3 Can you give me any good tips for SF II?
4 Why did Sega change the Mega 32 to the 32X?
5 What is the point of life?

SM: Ooh you disillusioned teen-angst, you. There are no official dates for the Sega Channel, although it's quite possible that it could surface in this country within the next couple of years. And Sega haven't changed anything about the 32X, it's just the name that has changed.

GIZ A JOB

DEAR SEGA MAGAZINE,
Firstly, congratulations on making such a brilliant magazine. I have every issue, and will go on buying them for as long as you go on producing them. Secondly, please can you answer my questions, as I don't want to write to you for a seventh time.
1 When Megadrive 32X is released, what games will be released with it?
2 I have read that the Saturn will be released in Japan in November. How come we have to wait for a year to get it here?
3 Is Mega Race worth buying?
4 Can I come and work with you?

SM: Doom, Virtua Star Wars and Virtua Racing Deluxe. 2 Sega is split up into Sega of Japan, Sega of America and Sega Europe, and each part of the company has different release schedules. The Japanese are always first to release new machines - and to be honest, they've GOT to release Saturn because the Megadrive is practically dead over there so they really need to create a new market. If you have loads of cash, you'll be able to buy a machine on import, but otherwise you'll have to wait for its UK release.3 No. 4 No.

A FOOL AND HIS MONEY SOON PARTS

DEAR SEGA MAGAZINE
Me and my friend Leon have a bet on whether the poster featured in Issue 9 is Scorpion or Reptile. Please could you help us.
GEORGIOU,CATFORD

SM: 'Tis Scorpion. Hope you haven't lost loads of money or anything. You sad fools.

I'M BORED WITH POLYGONS

DEAR SEGA MAG
Please can you answer my questions:
1 Star Wars Arcade looks good, but I'm bored with polygon graphics. What else will be released in time for Christmas?
2 Is Daytona going to be released on the 32X or not?
3 I want to get a 32X but my Dad likes the Mega-CD. What can the 32X do that the Mega-CD can't – apart from the polygon graphics and texture mapping?
4 Can the 32X do graphics like Rise of the Robots without the help of the Mega-CD. Can it handle FMV?
5 Will Road Rash ever be released for the 32X?
ALAN MILLER, LAPLAND (yeah right)

SM: Polygon graphics are the whole point of the 32X, and they could hardly be called boring. But there will be a couple more release in time for Christmas – Doom is ace and has no polygons in it at all (well, it has, but they're covered with texture maps). 2 NO NO NO! Well, not for the time being any way. 3 The 32X is a far superior machine to the Mega-CD, and if you want some more information on it, consult our 32X supplement, free with this issue. 4 Yup. 5 Who knows.

YOUR CHEATS DON'T WORK

DEAR SEGA MAG,

In issue 8, you reviewed Super Streetfighter II on the Megadrive. You also issued a turbo cheat which promised to access a turbo speed option. I tried this cheat out loads and loads of times, but I couldn't get it to work at all. Then I tried cheats from all the other versions of the game, but they didn't work either. What is going on?
G PATHIRAJA, BRIGHTON

SM: We've had millions of telephone calls regarding the turbo cheat, so for all of you out there who still can't work it out, here's the deal. When we received a review copy of the game, the turbo star option was in fact a cheat. However, Capcom decided to include it in the game at the last minute. So if you want to get extra stars, all you have to do is press left or right on the GAME START screen and they will appear. Was it really that difficult? And at the moment, that's all the cheats available for the game.

THERE'S NO SPEECH

DEAR SEGA MAG,
Mortal Kombat II is 24-meg on both the Megadrive and SNES, but the SNES version includes all the speech, and the Megadrive has hardly any. Why?

SM: The Super NES has a better sound chip than the Megadrive, which is why more speech could be utilised in that version of the game. And yes we are truly sorry, once again, for saying that the Megadrive version of MKII was coin-op perfect.

ALWAYS LOOK ON THE BRIGHT SIDE

▲ **Ooh look it's that cheeky Mickey. Again.**

DEAR SEGA MAGAZINE,
I require your amazing knowledge to answer my questions.
Why do people like Peter Wright insist on looking at the negative side of the 32X, saying that it will be a flop like the Mega-CD? I think he deserves a good smacking – it's going to be great! 32-bit technology for under £200, WOW!
Do you think that games such as Final Fight 2 and Vendetta will be released on the 32X?
Can you play as Adam in Streets of Rage 3?
EUGENE FARRELLY, EIRE

SM: Who knows whether your favourite games will be released on the 32X? I doubt very much if Final Fight will be though, as the concept is getting a bit tatty round the edges now. And no, you can't play as Adam in SOR3.

▲ **Nope, you can't be Adam in SOR3.**

WELL CLASSY

DEAR SEGA MAG
Before I ask my riveting questions, I would just like to say that your mag is well classy, much better than all the others which are simply dog p*$£! Yes, dog p*$£! With a capital D and P! Anyway, here we go...
How much will games be for the 32X?
2 How well is the Mega-CD selling?
3 Is it worth buying a Jaguar? (Only 100 have been sold in the UK)
4 Are the Jag games good, or are they just hiding behind photo realistic graphics?
Please answer these few meagre questions, as I really need to know and I'm sure other people do too.
SIMON McCALLUM, LETCHWORTH

SM:32X games will be around the £50 mark, and yes, the Mega-CD is still selling very well thankyou very much. As for your other questions – who do you think we are? CVG or something?

I'LL PAY EXTRA

DEAR SEGA MAGAZINE,
Would you please answer my questions for me
1 Will there ever be a Flashback 2 on the Megadrive?
2 Is Mickey Mania going to be more difficult than his previous outings??
3 Have you ever thought about putting the music from Streets of Rage 3 on to tape or CD, then giving it away as a free gift on the front of the magazine? I wouldn't mind paying a little bit extra for it, and I'm sure other people wouldn't either.

SM: 1 No. 2 Mickey Mania is quite noticeably more difficult than any other Mickey game on the Megadrive. 3 Come on now, the music IS good, but would you really want to pay extra just to hear it on tape? Surely not.

BACK TO BASICS

DEAR Q&A
I'm sure I'm writing on behalf of almost half of the Sega playing public when I ask if anyone is going to release a cricket game for the Megadrive.
On this island of ours we've been flooded by US sports games, which are all very minor sports in comparison to cricket (for us Brits anyway). So lets have a game we can play without having to spend two hours working out the rules. If the major software companies aren't sure, then perhaps they should ask us, THE READERS, what we think. I believe that a good cricket game would do them a lot of good in terms of reputation and sales. Come on Sega Mag, start upping the pressure and get a traditional game put on the console.
TONY CHOWN.

SM: But we don't even like cricket. Oh alright then, we'll pass the message on.

PROPELLORHEAD CORNER

The bit where resident techie Rich answers your technical questions about up and coming machines.

How come the 32X can only handle 50,000 polygons per second when it was supposed to be able to handle more than the Saturn? How many colours can it display on screen? How many sound channels does it have?
PERMINDER SUMAN, HUDDERSFIELD

RICH:Aha, that old chestnut. According to sources, 32X was 20% faster than Saturn. I say "was", because the Saturn has been re-specced, and is now about 80% faster than 32X in rough terms. The 32X can display up to 32,768 colours on-screen at once and has eight CD-quality sound channels.

What are RISC chips?
RICH:RISC stands for Ribald Infected Seeping Chaffs. Ahahahaha. No, actually, it stands for Reduced Instruction Set Computing. The chips are smaller, thus more economical and much faster.

RELEASE-A-RAMA

If there's a game you're after, but it's not listed in this section, perhaps you'd like to call the Sega release hotline. You'll be able to find out about all the latest Sega releases for up and coming months, 24 hou rs a day, seven days a week. All calls are charged at standard rates, the number is (071) 244 2698, and remember, you'll need a touch tone phone to get through.

NOVEMBER

MEGA DRIVE
THE LION KING
ECCO 2
JURRASIC PARK RAMPAGE EDITION
MEGA BOMBERMAN

MEGA-CD
SOULSTAR
STARBLADE
EYE OF THE BEHOLDER
DRAGON'S LAIR
B.C. RACERS

32X
DOOM
STAR WARS ARCADE
VIRTUA RACING DELUXE

MASTER SYSTEM
THE LION KING
ECCO
ASTERIX AND THE GREAT RESCUE
DAFFY DUCK

GAME GEAR
SONIC TRIPLE TROUBLE
THE LION KING
ECCO 2
TAZ-MANIA 2
POWER RANGERS
X-MEN 2
ASTERIX AND THE GREAT RESCUE
DYNAMITE HEADDY
DAFFY DUCK

DECEMBER

MEGA DRIVE
THE PAGEMASTER
POWER RANGERS
SCRABBLE

MEGA-CD
ECCO 2
MIDNIGHT RAIDERS

32X

MASTER SYSTEM
SONIC SPINBALL

GAME GEAR

JANUARY

MEGADRIVE
RISTAR
SOLEIL
DAFFY DUCK
NHL HOCKEY

MEGA-CD

32X
AFTERBURNER
SPACE HARRIER
COSMIC CARNAGE

MASTER SYSTEM
SPEEDY GONZALES

GAME GEAR
SPEEDY GONZALES

That's it then. We're all off down the pub now, to try and get in a Christmassy sort of mood. Oh, and remember, there's still time to send us Christmas presents. Anything will do – except for socks or Brut Aquatonic.

DOOM! Shake the Room

Just over a year ago, PC owners were typically middle class, generally well-adjusted human beings. But then something happened - something terrifying and sinister that changed them into gun-toting, chainsaw wielding psychopaths. That something was Doom - widely perceived as one of the greatest videogames of all-time. And now it's available for Sega owners who've invested in the brand, spanking new Megadrive 32X technology. SEGA MAG editor and now crazed undead serial killer, Richard Leadbetter reports...

▲ Tom Guise will never be late again. Ahahahahahaa!

▲ The plasma gun is one of the most destructive weapons there is.

▲ A tit-for-tat explosive duel. And a very nice view of the shotgun.

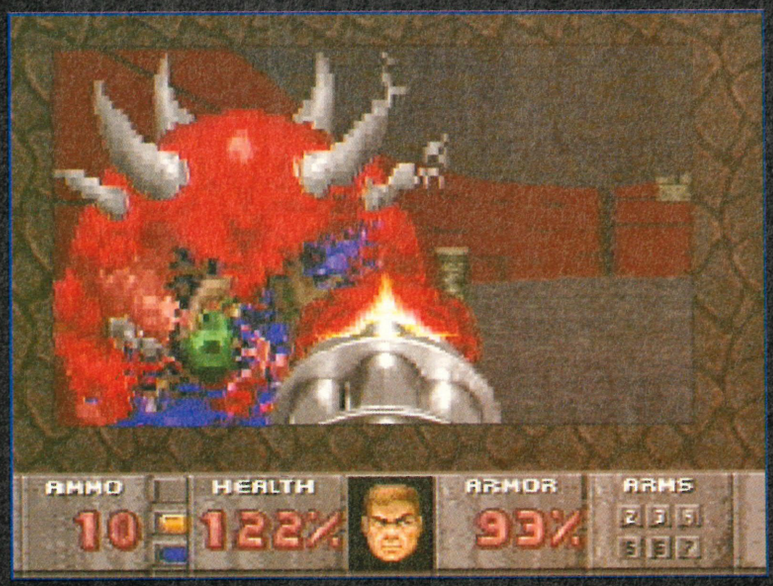
▲ The demons are powerful but make for ideal chainsaw fodder.

You know what? I've been playing various versions of Doom on and off now for over a year and I just happen to think that it's the best videogame ever created. Why? Well, there are many reasons I can think of, and by the time you've finished reading this showcase, I'm sure you'll understand why this game is so special... and why it's such a perfect game to release for the fledgling Megadrive 32X.

When it came out late last year, Doom was a revelation to PC owners. Quite a lot of people, myself included, had upgraded their systems in preparation for the incredible games promised for it, but Doom was the very first title to pursue the potential of the 486-powered range of PCs.

For starters, the game features one of the most realistic 3D playing areas ever devised for a videogame - and that includes arcade games like Virtua Racing and hey, maybe even Daytona USA. Sure, it might not have the speed of the arcade games, but Doom has atmosphere. *Real* atmosphere. And Doom has a habit of springing surprises on you (mostly in the form of rampaging monsters) just when you're trying to get your head

→



▲ The Cacodemon falls before the explosive might of the chaingun... but it looks as though ammunition is running low.

DOOM

▲ These imps make a very nasty chomping noise if you let them get too near.

▲ Oooww, I bet that smarts.

▲ Power-ups aplenty... but they're guarded by demons and lost souls.

Doom!

Shake the Room

around the darkened corridors. It's the nearest thing you'll get to being scared by a videogame.

SO WHAT'S THE ACTUAL POINT THEN EH?

What is all this Doom nonsense about then eh? It all looks really simple - you just kill everything. Well, in some ways, that's true. Behind the incredibly flashy graphics does indeed lurk a relatively simple 3D shoot 'em up. However, in the annals of videogames, it is the simple games that have proved to be the most popular. Also, there's simply no doubt that Doom's sheer atmosphere and attempted "realism" adds a lot to the basic gameplay.

The aim of Doom is just to reach the EXIT room in each level, throw the switch to end the stage and move on to the next, more taxing stage. Standing between you and the exit are hordes of the undead. Blast 'em before they blast you. And that's about it, really.

GORE BLIMEY AND OTHER CRAP GORE PUNS

In order to heighten the sense of realism still further, Doom has another ace up its sleeve - namely gore. It's not quite as over the top as, say, Mortal Kombat or its sequel, but the way it's put into effect makes it look even more hilarious.

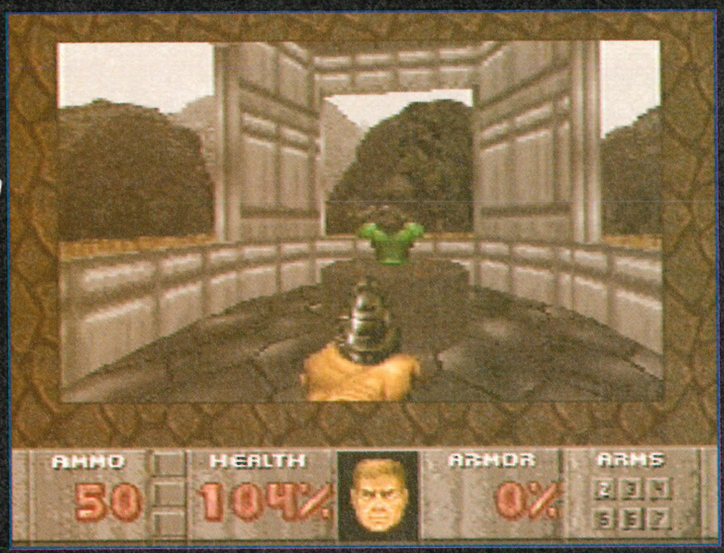
Every time you shoot an opponent with one of your bullets, there's a little splash of blood to let you know that the bullets are hitting home. You can even see the soldiers taking the impact of each shell. There's significantly more blood should you unleash the power of your shotgun - especially at close range.

Perhaps most amusing of all is the explosive yield of a rocket or chemical canister. These weapons create a destructive shockwave of unprecedented proportions - position the explosion carefully and you can witness some excellent entrail splattering action. You can even get these remains to hit the wall in a highly entertaining fashion, should you so wish, accompanied by a literally side-splitting squelching noise.

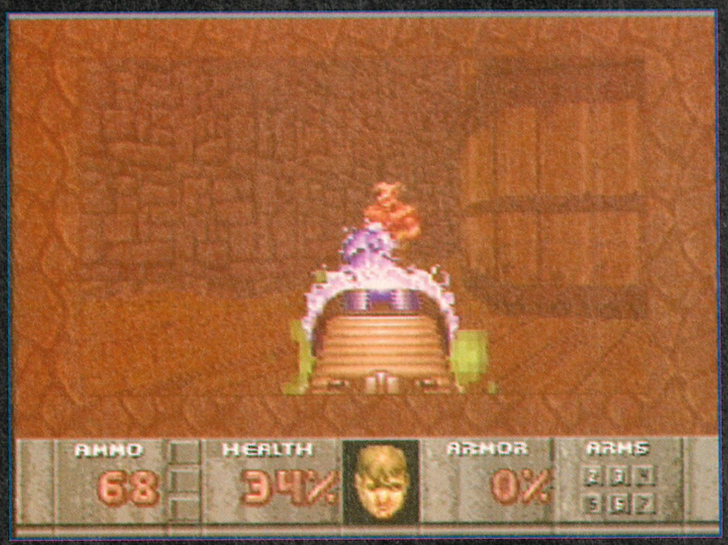
Of course, the depiction of destruction isn't always so blatant. Adding to the realism is the inclusion of explosive impact within the game. This can result in bodies flying everywhere. If a demon is firing at you from a high precipice, one shotgun shell is enough to send it falling down to earth accompanied by a particularly satisfying scream. Attack from behind and you can send hell-spawn corpses collapsing down staircases. It's all rather good actually, but it does mean that Doom is a game that shouldn't really be available to kids.

THE BORING, BUT ESSENTIAL BITS

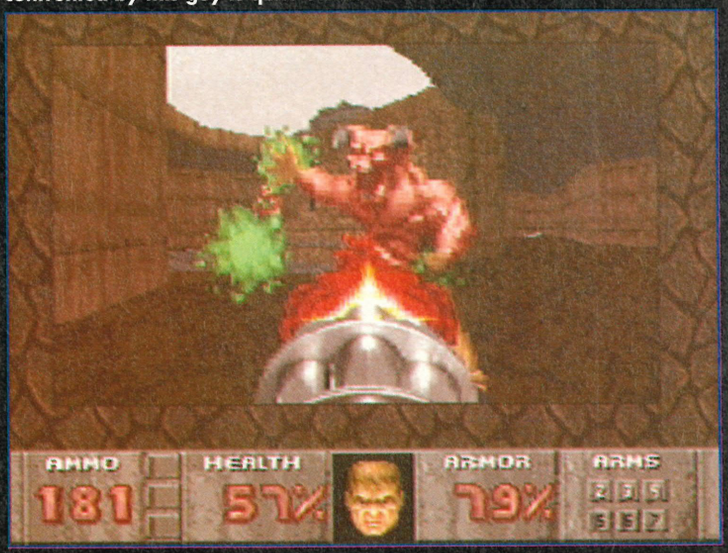
Yes, Doom has a fair old range of power-ups, such as medical kits to restore energy, ammunition for each weapon and keys. Some doors in Doom are locked and Satan's denizens have thrown away the key... which you need to find, obviously. This is where a lot of Doom's puzzling comes in as often

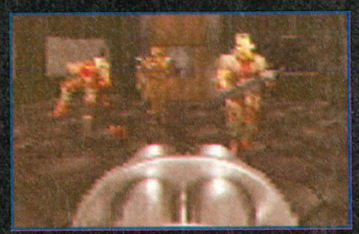


▲ Clean out this tower on level one and collect your prize: a suit of armour! This cuts down the amount of health lost when you're hit.



▲ A red haze covers the screen when you're hit. Which, when you're confronted by this guy is quite often.





FISTS

Those knuckle dusters pack quite a punch. Collect a berserker pack and you should be able to "dust" most creatures with one punch!

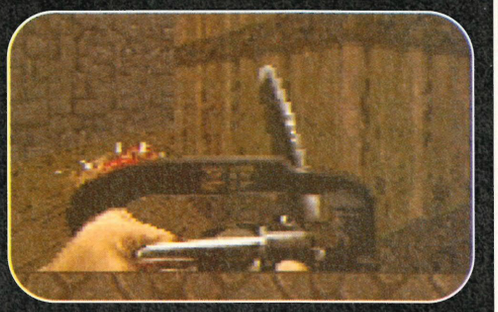
THOSE WEAPONS IN FULL

DOOM

Doom is a game of finding firearms and then using them to devastating effect on the spawn of Satan. There are eight different weapons in all for you to use - with all of them detailed below. You start out with just your fists and your trusty pistol and you need to find the other weapons.

PISTOL

Not much more effective than the knuckle dusters to be honest. However, unless you choose a level higher than "hurt me plenty" you need to use this weapon in order to get the shotgun.



CHAINSAW

Makes all the right noises (thanks to the 32X's new sound chip). Does all the right things (dismembering the undead mainly). Not much use except for monsters who have no range weapons. Which isn't many.

SHOTGUN

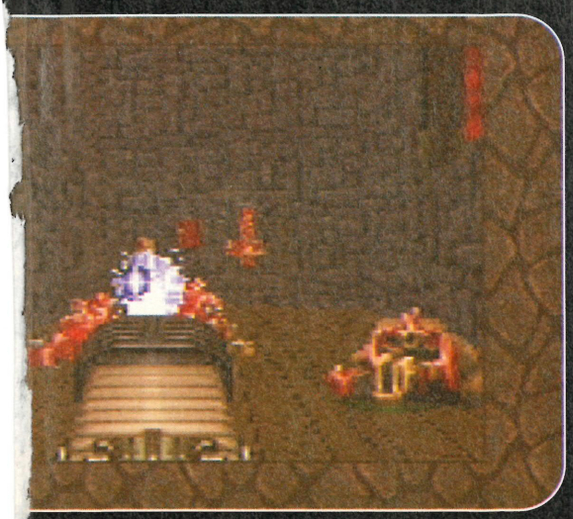
Carried by most of Doom's soldiers on the higher difficulty levels and definitely the most versatile weapon in your armoury. Very powerful indeed at short range but loses accuracy the further away the target is.

CHAINGUN

Uses the same calibre bullets as your pistol, but pumps them out at an incredible rate. If you're stuck in a crowded room with hordes of soldiers, this weapon is one of the best to use. It's certainly fun.

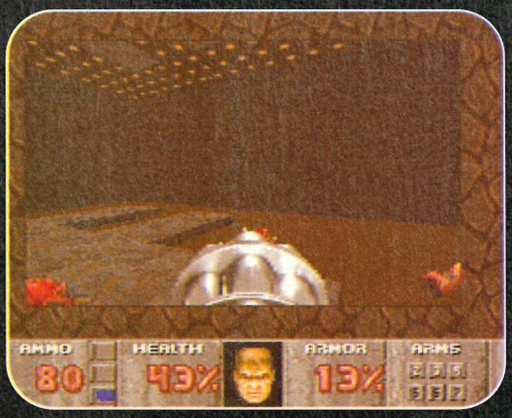
ROCKET LAUNCHER

Its explosive rockets have the ability to cause a great deal of destruction, but ammunition is in short supply. Best shot into packed, confined spaces. Just make sure the shells don't explode near you...



PLASMA GUN

Fires off cells of concentrated plasma energy towards your enemies. The plasma gun combines the power of the shotgun with the rapid fire rate of the chaingun... to devastating effect.

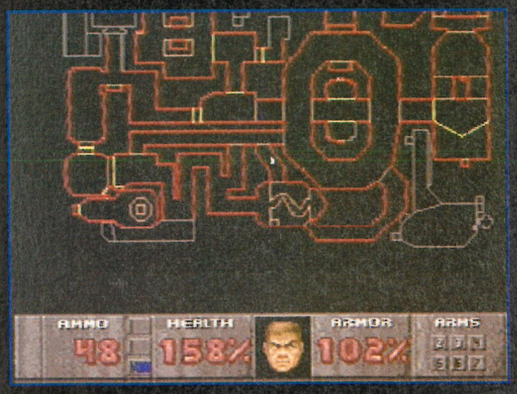


BFG-9000

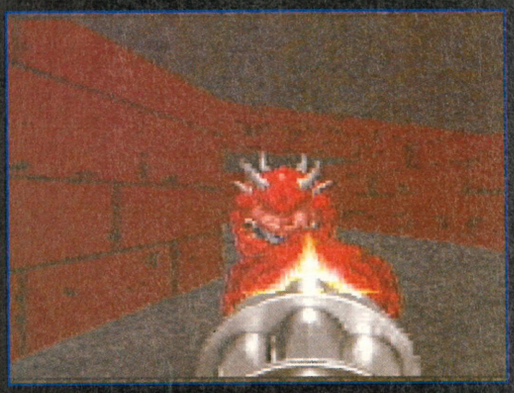
BFG stands for Big F..., er, Gun (I'll leave what the F stands for to your imagination). The most powerful weapon in Doom, but one that has been very cunningly concealed in the game. Well, we haven't found it yet anyway. Hence the lack of a screenshot!

Doom!

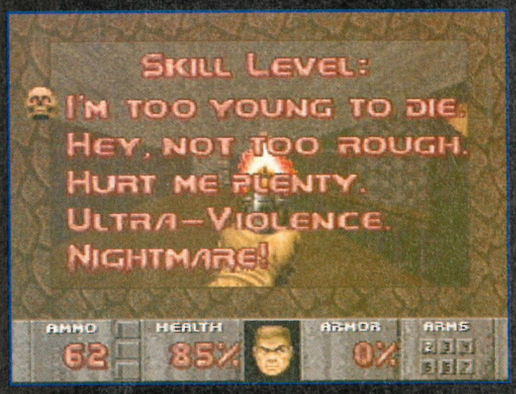
Shake the Room



▲ The map screen. And doesn't it look great?



▲ Cacodemons hiss when they see you.



▲ The different difficulty levels. Witty eh?

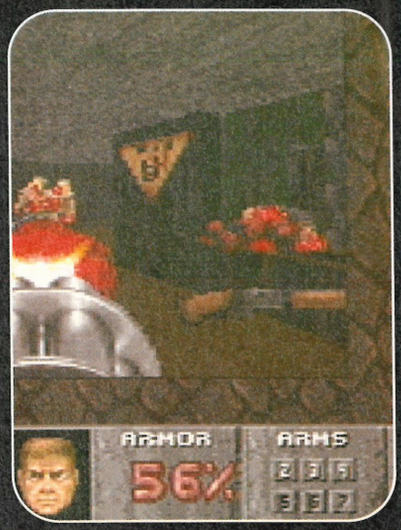
▲ One of the outside sections in Doom. Difficult to access, but very rewarding in terms of weapons.

Know Your Enemy

Packed with some of the deadliest, dirtiest, scummiest devil spawn ever seen in videogames, the Doom gallery of evil is not to be trifled with. We've left some of Doom's minions out of this guide. That's because we're nasty.

IMPS

Significantly more powerful than the ex-human slaves of Satan, and capable of launching unlimited fireballs.



SHOTGUN GUYS

More bed-fellows of Beelzebub, packing a shotgun each (hence the name).

BARONS OF HELL

The only boss creature to have survived the transition to 32X (as far as we know!). These guys are masters of hand-to-hand combat. Their green fireballs are nasty!

DEMONS

Large. Deadly. Pink. Two decent shotgun blasts is enough to take this fellow down. But really, this guy is what your chainsaw was made for.

ZOMBIE MEN
Your old companions, seduced by the powers of Satan himself. Equipped with crap pistols.

CACODEMONS
Large, blue-blooded, pink-skinned, single-eyed messengers of Lucifer. Eight decent shotgun blasts - or TWO (yes two) rockets are required to bring this mutha down.

the keys have been secreted in very-hard-to-find areas of the game map.
Other power-ups located around the Doom play field include suits of armour, super power-ups, and berserker medical packs, which allow you to take on the enemy with just your bare hands! Gaining maximum advantage from these power-ups is essential in besting the game.

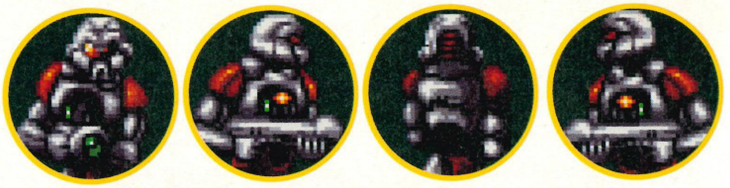
SECRETS OUT
Doom is packed with secret passages and weapons caches for you to discover. There are many different hidden sections packed into each level (three on level one, just for starters!) and they're extremely helpful.
Actually finding the secret bits is quite difficult actually. You can happily run around, shoot everything and complete the stage without finding one secret passage at all!
There are several ways to uncovering the passages. First of all, there's just the case of being in the right place at the right time. There's one such bit on level one where you just need to find the exit room in order to open up a secret passage you would've passed earlier.
The other dead-cert secret method is to look for walls that do not match the rest of the surrounding scenery. Probe these walls and you'll inevitably find a secret door.
The secret bonus part of Doom definitely adds to the game's replay factor. In order to beat the game on any level higher than "Hurt Me Plenty", you're going to have to locate the extra weapons earlier - and the only way you'll do that is to track down a secret room or three.

HISTORY OF DOOM
There's actually a fair bit of history behind the 32-meg game that is 32X Doom. It all starts with an old PC shareware title called Wolfenstein 3D. Shareware is a concept that involves downloading software from bulletin boards via modem. This software is a fully operational taster version of a game or programming utility. If you like what you see send off some cash to the programmers and they send you the full version.
Well, Wolfenstein is very similar in concept to Doom. It's 3D, you shoot things (in this case, Nazi swine) and you collect different weapons. It was an incredible success and programmers id software (pronounced id, not eye-dee) were on the way to fame and fortune. A sequel to Wolfenstein 3D, called Spear of Destiny, followed but it didn't really enjoy that much success.
Of course, id were not too easily put off and spent many months creating Doom. Teaser screenshots were released on the bulletin boards and every modem-owning PC fan on the planet was anxiously awaiting the result for months... and months - because the game was delayed quite a bit. When it was eventually released, it became one the most successful videogames of all-time.
It's at this point that Sega stepped in. Realising that this next generation mega game was just the sort of thing that should appear on their next generation mega console, Sega of America signed up the rights to convert Doom to the Megadrive 32X. However, id software had already been approached by Atari to program Jaguar Doom and other id programmers were busy creating the recently released PC Doom II and the follow-up to Doom: the mysterious "Quake".
Sega of America assigned the project to one of their crack coding squads, who used scrutinised the machine code licensed to them by id to produce the game showcased and reviewed this issue.
But that's not the end of the Doom story. A specially enhanced Saturn version has been announced and PC gamers are eagerly awaiting the release of Quake. Id themselves maintain that Quake will be as superior to Doom as Doom is to Wolfenstein 3D. And they've expressed an interest in making a videogame even more violent than Doom!
If Quake turns out to be as popular as Doom, it looks like being another sure-fire conversion from PC to 32X and Saturn...

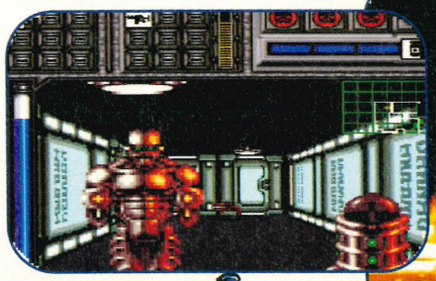
DOOM IS EXCLUSIVELY REVIEWED, AS ONLY WE CAN, ON PAGE 70.

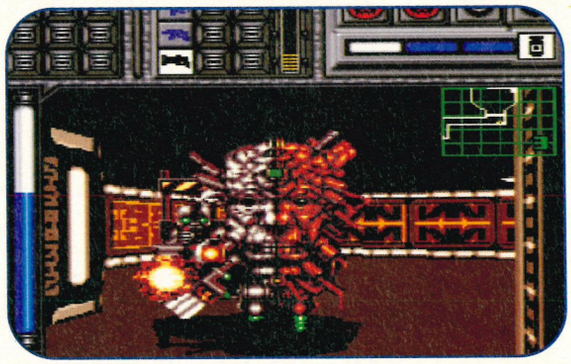
SEGA

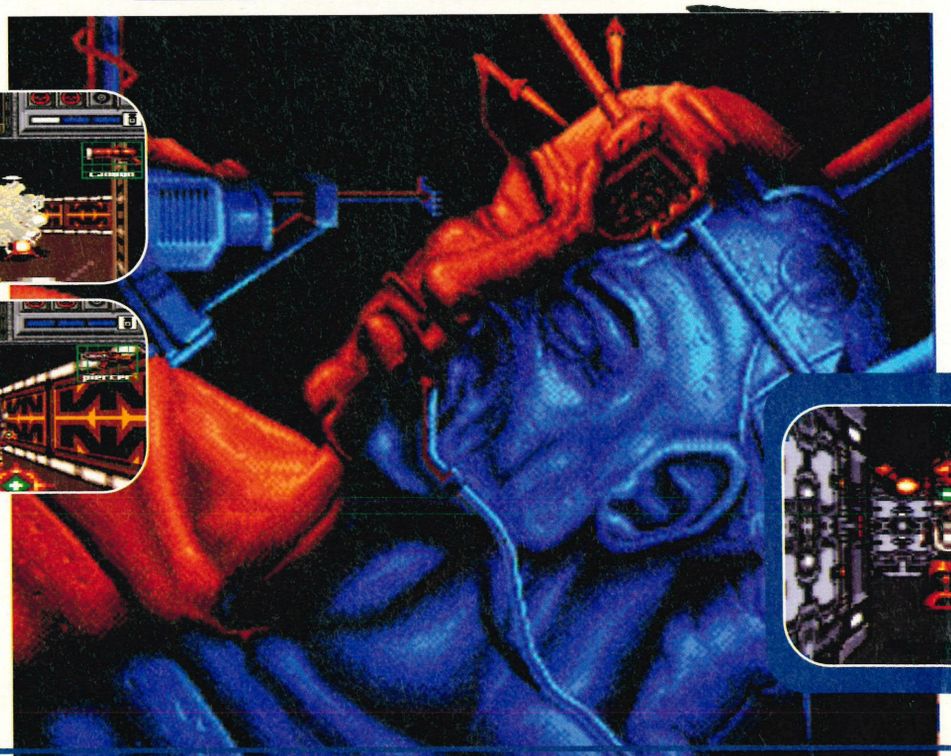
LET THE CARNAGE BEGIN



Isn't it strange that killing people in video games is all very well, as long as the enemy are filthy aliens or robots hell bent on destroying the earth. I mean, you'd never get a game where you get to go around blasting all the clerks in the local Nat West then ready yourself for a mighty showdown with the scumbag bank manager himself – although this would surely be a triumph for law-abiding citizens everywhere. Unfortunately, Domark's latest shoot 'em up, Bloodshot, doesn't offer such a break-through in game design, but it does have plenty of merciless slaughter, mindless violence, and its fair share of alien invasion too. Resident vigilante Sam Hickman takes a look.



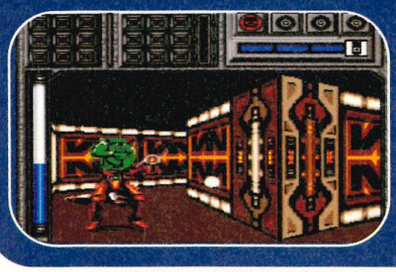


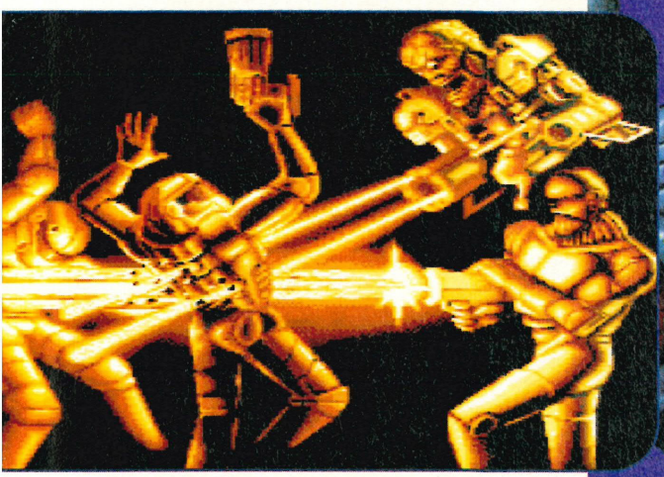


Look, I don't want to get you all excited by mentioning a word like Doom, but seeing as that's our cover story and all, I think it deserves a bit of a mention, especially as that's where Bloodshot takes most of its inspiration from. Basically, Doom is great. Although you'll be able to buy it on the 32X in a couple of weeks, its origins lie in the PC, and when first released last year, it stole the limelight from almost every other game available at the time. And ever since then, people have been trying to replicate it, with varying degrees of success. The concept is astoundingly simple: wander around mazes, pick up weapons, and blast everything in sight. There's plenty of gore, millions of different weapons and an assortment of incredibly ugly baddies to do away with as well. In fact, the game is so addictive, it's been banned by Company Directors up and down the country, as they claim it's stopping their employees from doing any work.

CYBERWARRIORS OF THE WORLD...

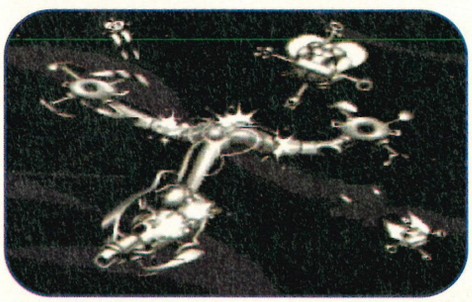
So, to Bloodshot. It's obvious that Bloodshot lifts many of its ideas from Doom, but being on the humble old Megadrive, it can be excused for not initially being quite as impressive. It does have the same first person-perspective and tense, gloomy atmosphere though, and it also has its fair share of enemy aliens.
There's an incredibly bizarre plot line too, although to be honest, all you need to know is that you're a cyberwarrior hired to destroy aliens inhabiting spaceships dotted around the universe. Single handedly, or with one extra person if you're in two player mode, you must blast these nasties until kingdom come. However, being a mere earthling has its problems, among them a rather acute addiction to oxygen – so in addition to avoiding various gunfire, you'll also have to pick up oxygen canisters along the way. Not easy.

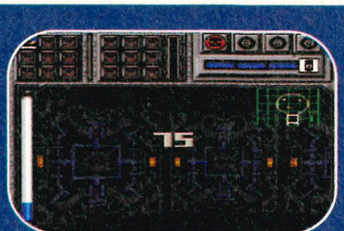




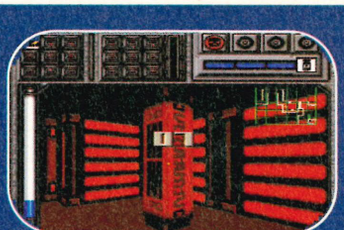
THE NUMBER OF THE BEAST

If you've ever played Zero Tolerance, you'll know just how much fun these merciless blast 'em ups can be. However, even ZT had its problems, and it seems that the programmers of Bloodshot have attempted to build on the original concept to provide many more gameplay features. So in addition to your one player game, there's a two-player split screen option and a head-to-head option included – and you don't need two copies of the game to utilise it either.
The other original feature occurs in the gameplay. Instead of stumbling across a switch which allow you access to the next level, (as in Zero Tolerance and Doom) you must defeat a boss, then find your way back out of each level under a strict time limit. And if you don't make it, well then it's a very gory game over.

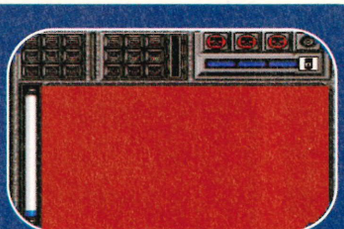




Ummm, now was it left or right? You know, I really can't remember.



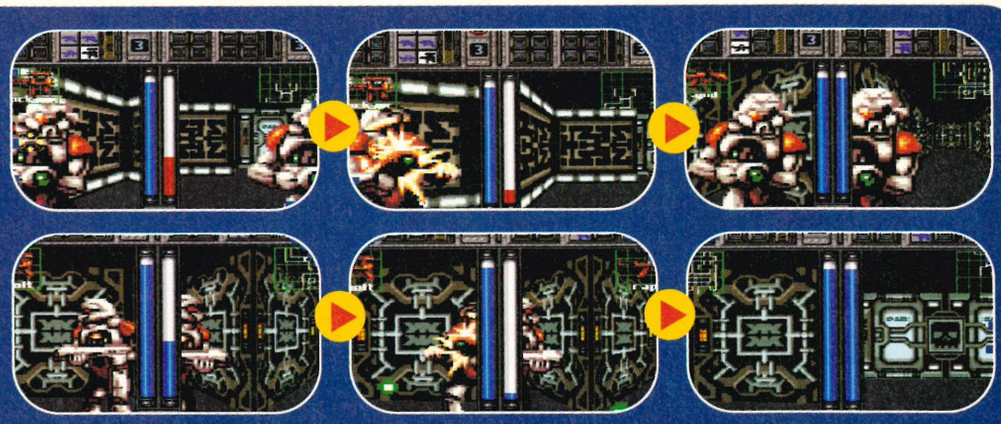
Seven seconds till impact! Now if I could just make it... to the exit...



Bah! Just one second more and I could have made it. I could!

TWO FOR THE PRICE OF ONE

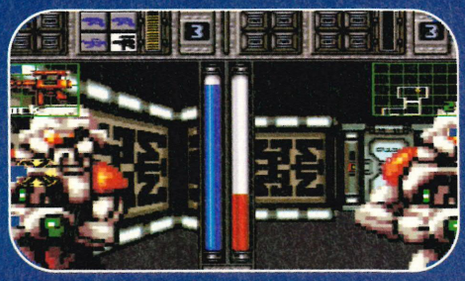
The two player mode in Bloodshot is brilliant, and it's none of your namby-pamby co-operative business either. Oh no. This is a duel to the death. Here, each player begins at a different part of the level, then makes their way through the maze to where the other person is situated. You can hide behind walls, occasionally side-stepping out to obliterate the enemy, or you can run around, collecting all the weapons then launch an all out blasting frenzy – leaving the enemy with little choice but to run for it. Incidentally, neither method works better than the other, but Tom Guise's method of using up all his firepower then running away and cowering in a corner is extremely cowardly, and NEVER works. Okay?

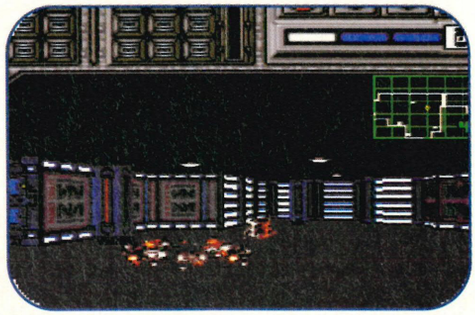


▲ Tibbles, where are youuuuu....

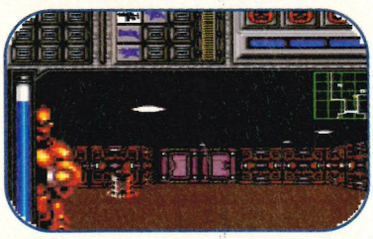
▲ ...now die mother effer!

▲ Ooh dear, looks like they've killed each other. But then that's war for you, kids.





▲ Anyone seen Pulp Fiction?



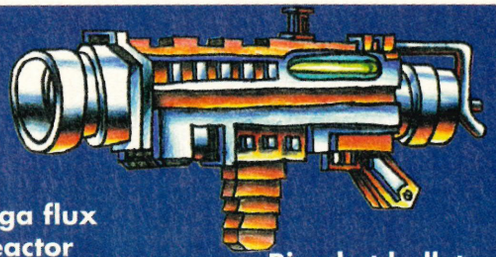
▲ Has anyone ever said you look just like that bloke out of Terminator?

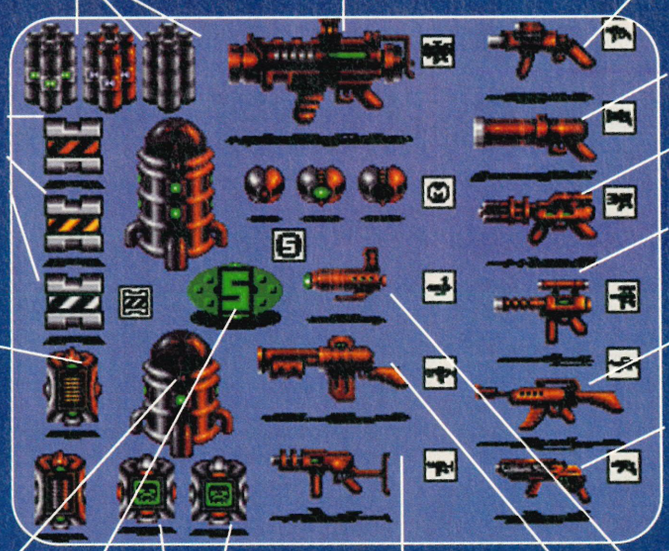
▲ This is a bit scary.

▲ Saturday night, la da di di di da da...

WHAT'S YOUR POISON?

As you would expect, there's a full arsenal of weaponry at your disposal, although you'll have to search most of the corridors to find it all. Here's a quick rundown of what's on offer.





"King hell" Mega flux II local fusion reactor

Oxygen pick-ups

Ricochet bullet deflector

Keys to unlock relevant doors. The white keys open bonus rooms

Plasma assault cannon

Tribolt multiple pulse generator

Lock-on rifle with laser tracking

Semi automatic rapid pulse generator

Restores all weapons to full ammo capability

Combat launcher – aka "the piercer"

User controlled shrapnel grenade

Restart point

Plasma rifle – aka "the spray"

Extra life

Grenade propulsion unit

Shield

BLOODSHOT IS REVIEWED ON PAGE 82

WRECK 'n ROLL

1 or 2 players

ROCK 'N' ROLL RACING™

MEGA DRIVE

Interplay™

BLIZZARD ENTERTAINMENT

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Get ready for

When it came out in the arcades it set new standards in gaming. When it came out on the Megadrive it caused a revolution. Now Virtua Racing has arrived on the Megadrive 32X and this time it's got all-new features to its name. But has it got what it takes to turn 32X into a machine to be reckoned with? Expert F1 racer, TOM GUISE, slips on his pincer-shaped driving mittens, grips onto his square-shaped steering wheel and takes his red shoebox for a spin.

Ah, the sound of revving flymos. The burning smell of hexagonal tyres ripping up the tarmac. The feel of the wind rushing through your chunky hair, splashing against your pink, featureless square face. Yup, there's no doubt about it, Virtua Racing is one of the most awesome coin-ops ever. It may lack the texture-mapped refinement of more recent games, but it's the speed, the movement and the totally convincing driving feel that makes it the most realistic racing game short of Daytona USA.

All the more surprising then, that Sega decided to convert it to the humble Megadrive. And all the more amazing that it turned out to be so completely incredible. Okay, so the engines sounded even more like hedge strimmers, the wheels occasionally turned square and the pit crew were made out of living cardboard boxes, but the end result was, without a doubt, Virtua Racing.

Of course, all this was made possible thanks to the Sega Virtual Processor. Built into the cartridge, this accelerator chip generated the necessary polygon landscapes at high speeds. And, having proved its worth on Virtua Racing, it looked as if we would see a whole host of SVP games. But the cost of putting SVP chips in every cartridge was just too extravagant and Sega canned the idea, bringing out the 32X instead! Thus it seems only fitting that the game responsible for the creation of the 32X – and, in fact, the whole Virtua revolution in the arcades – should get a look-in on Sega's new 32-bit upgrade.

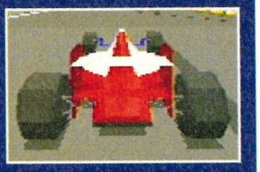
➳

NEW CARS FOR OLD!

So VR Deluxe has all these new features, eh? Great, but what about all the old features? Well, you'll be glad to hear that, just like the SVP version before it, Virtua Racing Deluxe has all the coin-op's features. However, thanks to power of the 32X, everything looks even better. Just take a look.

BEFORE
The Formula One car in the SVP game. It looks pretty good, but...

AFTER
... in VR Deluxe it's far more detailed. Near enough identical to the coin-op car in fact.



BEFORE
The track selection screen in he SVP game. Now that IS identical to the coin-op.

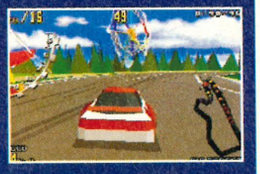
AFTER
VR Deluxe goes one better with full-rotating 3D renditions of the courses.

BEFORE
Help, mutated clouds of coloured shapes are stealing my tyres! That's Megadrive VR for you.

AFTER
But on 32X VR it all becomes clear. Your car is actually being attacked by cardboard boxes.

BEFORE
The Big Forest fairground on Megadrive VR. Sadly, all the cardboard box people in Virtua Land couldn't go on it , because it didn't work.

AFTER
In VR Deluxe though, the fairground is fully operational and better looking too. Listen to the happy cardboard box folk enjoying the rides.

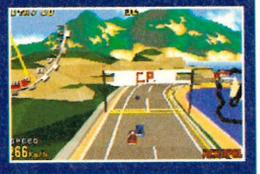


BEFORE
Big Forest on the SVP version of Virtua Racing ought be called Small Forest really, due to the lack of trees.

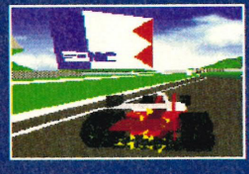
AFTER
Not so on the 32X conversion however. More polygons means more trees as you can see.

BEFORE
It's always good to see the checkpoint banner up ahead. Here it is in the SVP game.

AFTER
In the 32X version though, it flutters. More colours, more polygons and even wind. Incredible!



BEFORE
Expert racers always have to keep an eye out for this sign on the Acropolis course. It warns of an upcoming right-angle turn.



AFTER
The sign is different in VR Deluxe. Not because of new technology though. Just because the programmers wanted to write 32X on it!

NOW TURN THE PAGE AND SEE WHAT'S NEW!

RACE 'N' CHASE!

So you've read about those all-new courses then? Want to know more about them? Well look no further as we take you on a quick spin of the two new tracks.

BIGGER THAN EVER!

As the name suggests, the 24-meg Virtua Racing Deluxe has a good deal more to it than the original 16-meg game. However, unlike Burger King's famed Whopper Deluxe, this doesn't mean it includes freshly sliced tomatoes and crisp iceberg lettuce. No sir, we're talking extra tracks and even all-new cars!

Joining the old classics, Big Forest, Bay Bridge and Acropolis, are two new courses – Highlands and Sand Park. The first of the two, uncannily enough, takes you on a jaunt through the bonny highlands, as first you take the high road through the countryside, then you take the low road through a small town. However, if you want to be in Scotland afore your opponent, you'll have to master the tight corners. There are three deadly right-angle turns on this track.

Sand Park takes you to hotter climes as you race through Road Runner country, wending your way through narrow roads carved into cliff faces and through bizarre rock structures, before skidding around tight dust-bowl corners. On this track there are actually sections where the road diverges into two paths, allowing racers to take slightly different routes.

Adding to your enjoyment of these all-new courses is the chance to race in two new cars. Joining the trusty old Formula One sportster is a stock car and a prototype car. These vehicles are more than just cosmetic. Each one has different power and handling, adding a great deal of depth to the game as you're forced to master each car on all the courses.

MORE DETAILED TOO!

Of course, extra features such as these are the very least you'd expect from a bigger, upgraded version of Virtua Racing. Being on the Megadrive 32X you'd expect it to look a damn sight better too. And indeed it does.

Powerful as it is, the SVP chip is only able to generate 9,000 polygons on screen in a second. Impressive though this may sound, the two Hitachi RISC processors in the Megadrive 32X allow it to display 50,000 polygons per second, giving the programmers far greater scope to create more detailed graphics.

Admittedly, even with the power of 32X behind it, Virtua Racing Deluxe isn't quite able to replicate the look of its coin-op parent, but it's a huge step up from its Megadrive counterpart.

Gone are those embarrassingly square wheels, in fact, the Formula One vehicle is now identical to the arcade car. As for the backdrops, all those extra polygons have been put to good use fleshing out the

➤➤

HIGHLAND

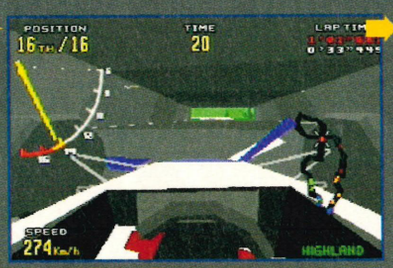
▲ It all starts fairly pleasantly in this Virtua Scotland town. Put the pedal to the floor for a fast start.

▲ Woah. The first turn is a deadly right-angle. Fail to corner sharply enough and your cardboard box body is shattered!

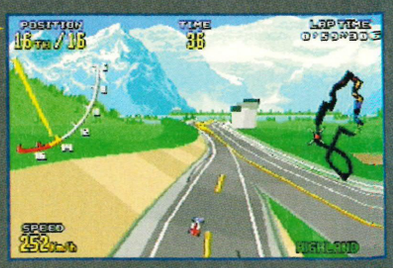
▲ Another hideously tight corner takes you out of the town. Play from the aeriel view to see the tall weather cock zoom past.

▲ Out into the countryside now. There are a few corners here, but nothing too taxing, so pick up plenty of speed.

▲ Just as you're getting a feel for the fast lane, it's time to brake sharpish for this tight left.

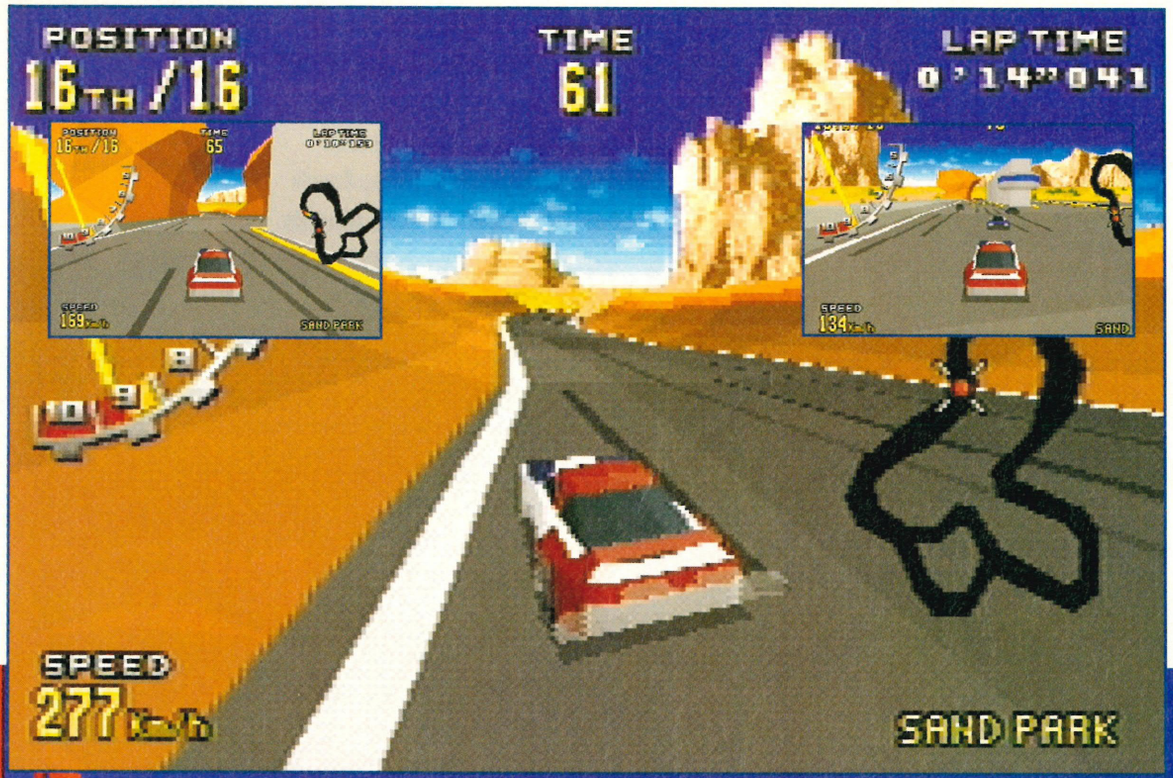


▲ Through this long tunnel now. Prepare for a long left-hand curve as you come out of it.

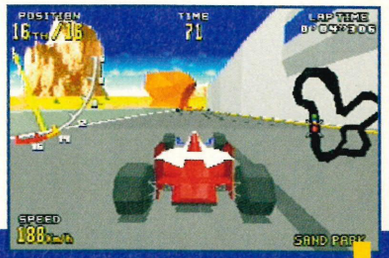


▲ After a jaunt over the highland, this slip-road brings you down to the main straight, leading back into town.

V.R. Virtua Racing DELUXE



SAND PARK



▲ The race is on! Starting in front of this huge building, the road actually forks around it.

▲ The track soon joins together again, before leading under this bizarre broken archway .

▲ MAX HEADROOM 17M. Virtua juggernauts had better watch out here!

▲ Tunnel time. Unlike the tunnels on other courses, this one curves quite sharply. Watch your speed.

▲ One of the few checkpoints. All the more vital on a course as large as this one.

▲ The road now takes an upward turn as the course curves over a huge hill before descending sharply.

▲ The most bizarre section of the whole game. The road burrows right through a cliff face.

▲ Out of the tunnel and into the bobsleigh chute.

GENTLEMEN, START YOUR FLYMOS!

Hello guv'nor. Looking for a new car? Or are you happy with your old motor? Unsure of which car best suits you? Why not take a walk through the car-lot as Virtua Frank Butcher shows you his new models.

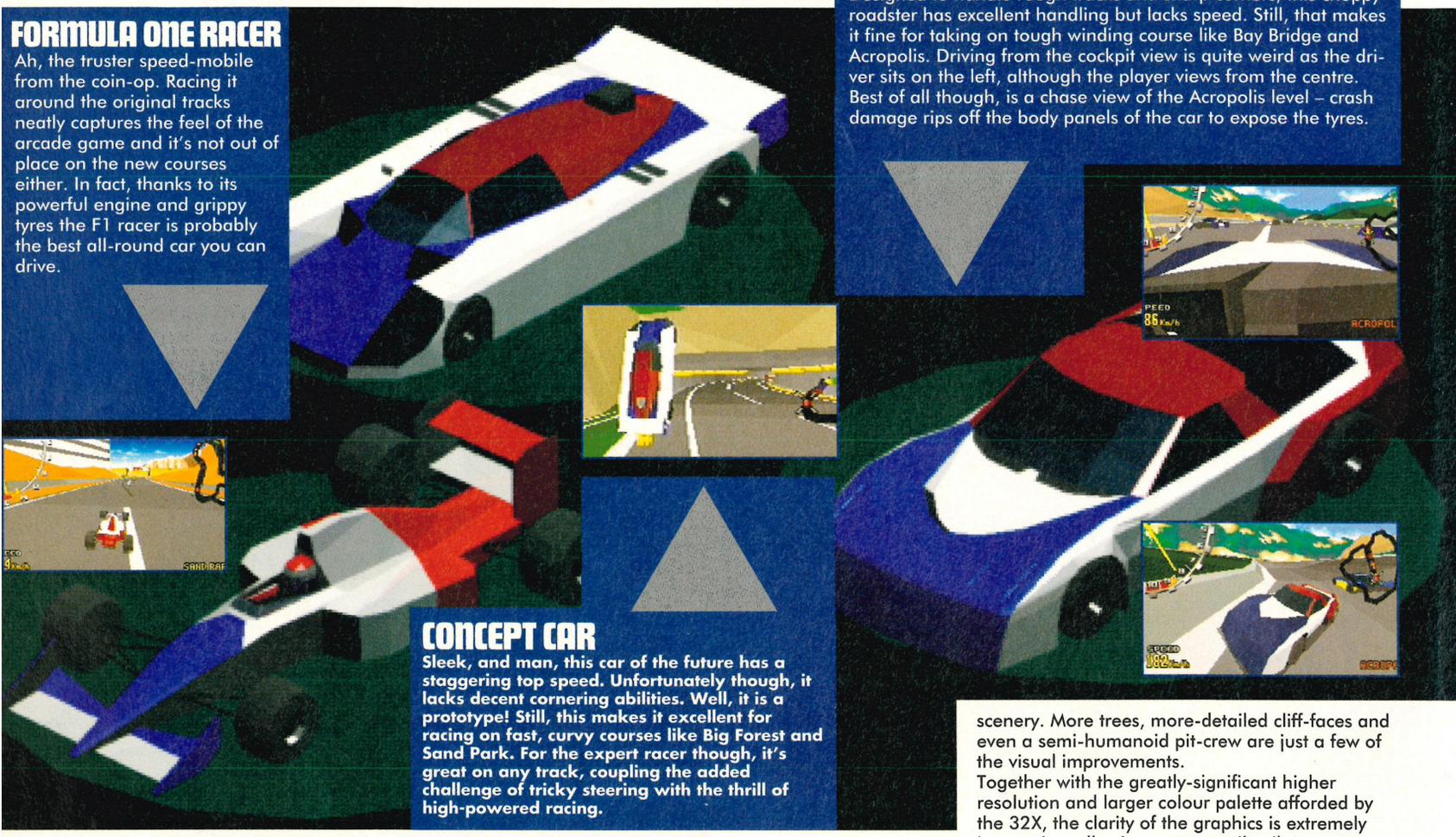
V.R. Virtua Racing DELUXE

FORMULA ONE RACER

Ah, the truster speed-mobile from the coin-op. Racing it around the original tracks neatly captures the feel of the arcade game and it's not out of place on the new courses either. In fact, thanks to its powerful engine and grippy tyres the F1 racer is probably the best all-round car you can drive.

STOCK CAR

Designed to handle rough tracks and sharp corners, this choppy roadster has excellent handling but lacks speed. Still, that makes it fine for taking on tough winding course like Bay Bridge and Acropolis. Driving from the cockpit view is quite weird as the driver sits on the left, although the player views from the centre. Best of all though, is a chase view of the Acropolis level – crash damage rips off the body panels of the car to expose the tyres.



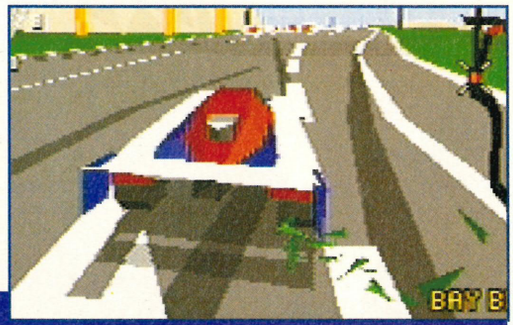
CONCEPT CAR

Sleek, and man, this car of the future has a staggering top speed. Unfortunately though, it lacks decent cornering abilities. Well, it is a prototype! Still, this makes it excellent for racing on fast, curvy courses like Big Forest and Sand Park. For the expert racer though, it's great on any track, coupling the added challenge of tricky steering with the thrill of high-powered racing.

scenery. More trees, more-detailed cliff-faces and even a semi-humanoid pit-crew are just a few of the visual improvements.

Together with the greatly-significant higher resolution and larger colour palette afforded by the 32X, the clarity of the graphics is extremely impressive, allowing you to easily pilot your vehicle from the cockpit view. Something that proved tricky in the less detailed SVP version.

▲ At close range, you get some idea of the amount of detail on each of the cars.



▲ This view gives you the best look at the sheer amount of detail compared to SVP Virtua.

AND BATTERY BACK-UP TOO!

After the revelation of the new features and the highly-improved graphics, the fact that VR Deluxe also has a battery back-up might seem a somewhat unimpressive feature, but it's nonetheless a valuable addition. Originally intended for the SVP version, it was removed at the last minute to keep the price of the cartridge down and as any owner of the game will tell you, it's sorely missed. However, with the 32X version not in possession of any price-escalating custom chips, this isn't a problem. Hence, owners of VR Deluxe are able to record their record-breaking lap times for posterity.

Well, there you have it, VR Deluxe looks like its got it all, doesn't it? Well, just hold your horses for a second. First turn to page 74 and check out our review to find out how well it plays and, just as importantly, whether it's worth buying if you already own the Megadrive version.

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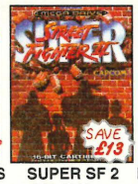

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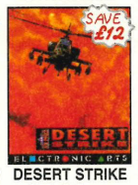

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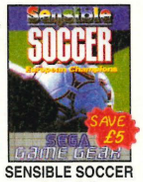

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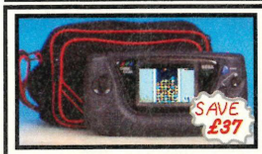

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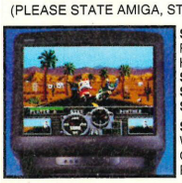

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SEGA MAG

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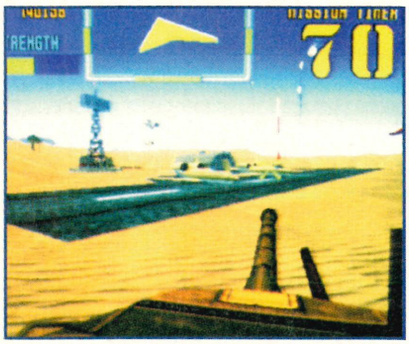
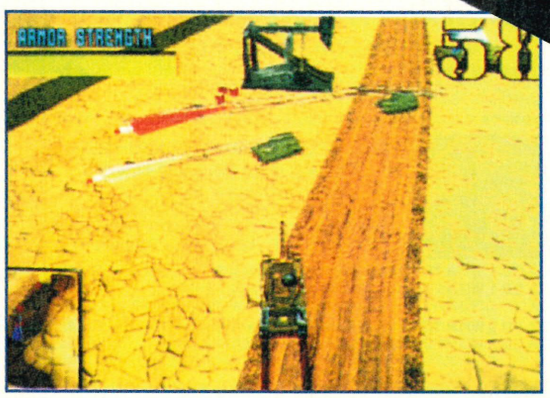
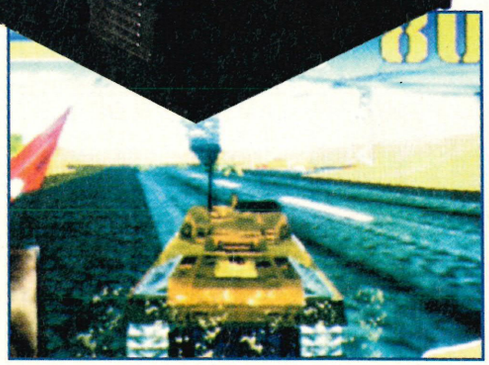
ARCADE TRIP

Have you noticed the sheer amount of quality games arriving for review in the last few months? Uncanny really isn't it? The side-effect of all this has been increased showcase activity for non-arcade products. Well, we've just come back from the 1995 Arcade Preview and in order to make up for our coin-op related slackness here's a report on the latest Sega arcade games - out in an arcade near you NOW! And, hey, who knows, they may be available for certain home 32-bit systems in 1995...

▲ Desert Tank makes subtle, yet highly effective use of the Model Two board.







DESERT TANK

WHAMMY

▲ As is the custom with Sega 3D coin-ops, a choice of virtual reality views is on offer. Here we see the overhead perspective. Each of the views has different uses.

DESERT TANK

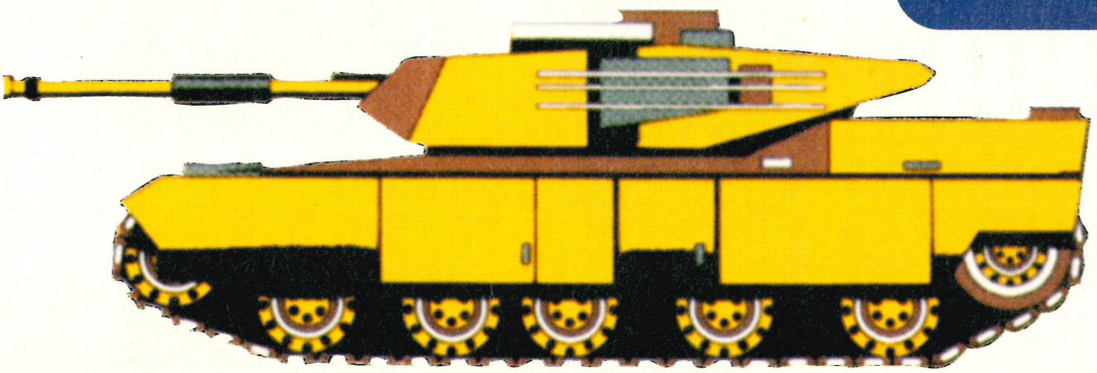
The second arcade machine released by Sega to use the graphically incredible Model Two polygon/texture-mapping technology is the frankly brilliant Desert Tank. If you haven't seen the game in the arcades yet, we reckon that you should get yourself down there immediately to try out this very original, graphically out-of-this-world shooting game.

The Model Two technology is used a lot more subtley than it is in Daytona USA. The game is set in a stunningly rendered desert, with the texture-mapping power of the coin-op being used to create some stunningly realistic buildings, tanks, aeroplanes - you name it. Of course, since you're trundling about in a tank, there's much destructive potential on offer. Everything on the desert can be targeted for termination, but don't get too carried away with the old machine guns - they have a tendency to overheat if you're not too careful, which isn't a particularly good position to be in.

Featuring many different missions with different objectives, Desert Tank plays extremely well. Be warned though: just because it's a shooting game, it doesn't mean that no thought is required to survive. Using your guns properly and making full use of the tank's capabilities is essential in order to survive.

In its sit-down incarnation, complete with 50" projection monitor, Desert Tank is an arcade experience to be savoured. Watch out for it.

● As is the custom with Sega coin-ops, there are modes for both beginners and experts... but even the easy level is quite challenging if the truth be told.



WING WAR

You just can't stop Sega with their proprietary Model One polygon rendering technology, can you? After the incredible arcade experiences known as Virtua Racing, Star Wars and Virtua Fighter, they've only and created yet another top-notch Model One coin-op.

Wing War is perhaps the most original project developed using the Model One CG board. The game allows you to select one of several different different flying machines and then take to the skies to battle other airborne flying menaces.

The range of flying machines on offer is immense. If you fancy the seat-of-the-pants style of the old Fokker (yes I did spell that correctly) bi-planes, you can take one of them up for a spin. Modernists will probably enjoy the range of latter day fighters including Apache helicopters, Harrier Jump Jets and a chopper (the Werewolf) that even we hadn't ever heard of before.

Each flying machine has its own strengths and weaknesses that the players need to exploit in order to claim victory over the CPU or human opponents.

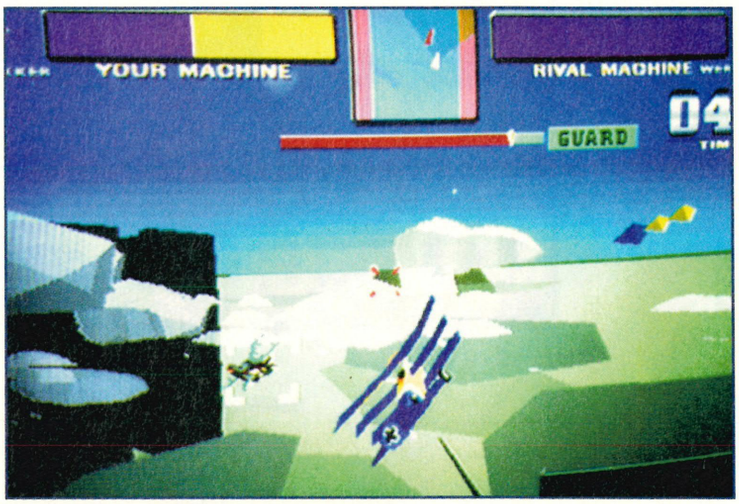
The best thing about Wing War is the sheer diversity in each of the machines on offer. The two-player mode brings this out best - there's nothing better than beating a Harrier-flying opponent with a World War I bi-plane!

Wing War may not be the most graphically spectacular of the new Sega coin-ops, but it is certainly one of the most intriguing. And word reaches us from overseas that a Megadrive 32X conversion is being worked on as we speak! If it's true, we can't wait for the game - but a 32X-to-32X link cable would really be needed - the game just wouldn't be the same using the split-screen approach of Virtua Racing.

▲ The graphics aren't as detailed as in previous Model One offerings - which makes it perfect for home conversion.

▲ The chase view is perhaps the most useful perspective, and there are four on offer.

▲ Swooping through the cityscape, the air-to-air duel is swift and exciting. The choice of different aircraft add to the replay factor.



▲ An indicator on the bottom right of the screen gives you some clue as to the location of your foe. That map at the top does tend to help as well.

The different terrain on each level makes Wing War a deadly game of hide and seek. And it's great.

VIRTUA COP

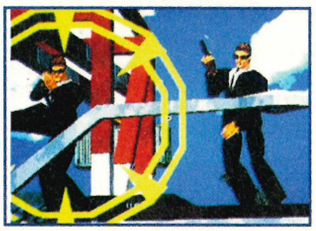
Even though key members have been busy with 32X Virtua Racing Deluxe and Saturn Virtua Fighter, AM2 have certainly not neglected their coin-op commitments.

Out in the arcades now is the latest "Virtua" game, Virtua Cop. Based around the same Model Two CG board as Daytona USA and Desert Tank, Virtua Cop has an extremely distinctive look to it. The actual gameplay itself is extremely similar to the likes of Operation Wolf, Lethal Enforcers et al, but the Model Two board creates landscapes and environments that have never been witnessed before in a game of this nature.

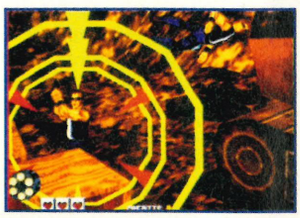
Out in the arcades now, we highly recommend pumping a few quids into this game. Of course, the gameplay remains pretty shallow (just like in all games of this type), but the actual gameplay remains extremely addictive. The game is available in two formats - a massive 50" projection model (play it on this!) or a cheaper Op Wolf style cabinet, which does reduce the enjoyment slightly.

Virtua Cop is a game for one or two players and it should be out on general release by the time your line of sight makes contact with this area of the page.

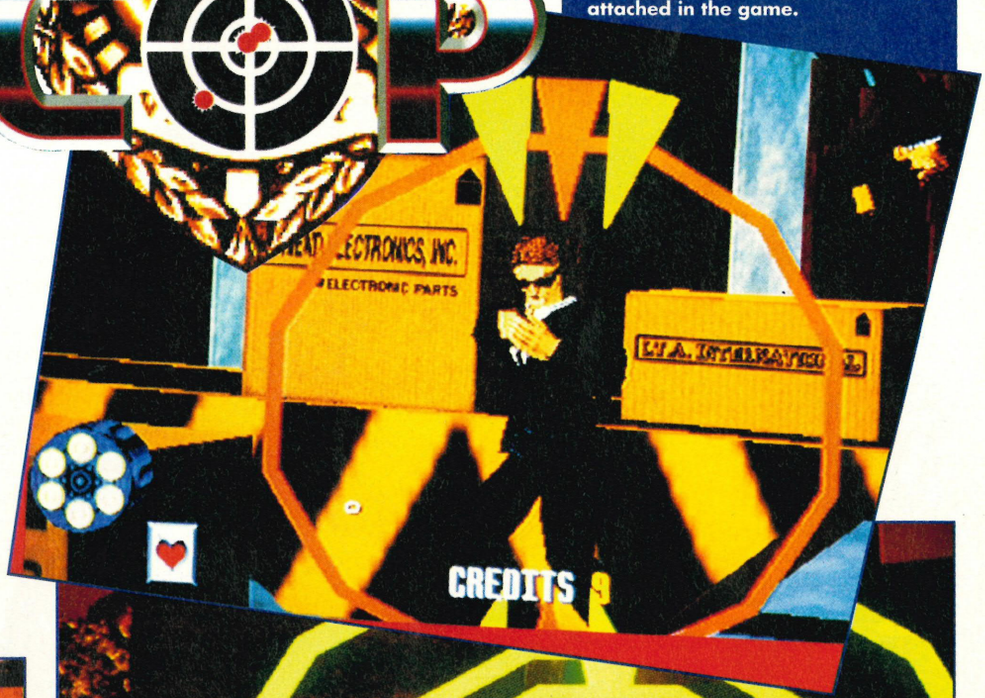
▲ It's the huge 50" projection monitor version of Virtua Cop. The cheaper, smaller version is down on the bottom left of the page somewhere.



▲ A threat indicator locates the most dangerous foe.



AM2 have obviously seen Reservoir Dogs. However, ears remain firmly attached in the game.



▲ A helpful (and very subtle) indicator gives you some idea as to where you should aim.

JABBA-DABBA-DOO!

Back in the August issue of SEGA MAGAZINE we took a look at one of the most eagerly awaited coin-ops ever, Star Wars Arcade, and discovered it was to be one of the first releases for the Megadrive 32X! Well, the 32X is here and so is the game. Stopping only to slip his Master Yoda backpack on, TOM GUISE gives the game a test flight.

▲ What's that Artoo? Darth Vader? Ak!

▲ Preep! Toot! You got this far. Toot!

It's amazing how popular Star Wars is. Considering it came out nearly 18 years ago, most of our readers have probably never even seen the film on the big screen. And yet it seems more popular today than its ever been. Of course, you know why this is, don't you? It's The Force.

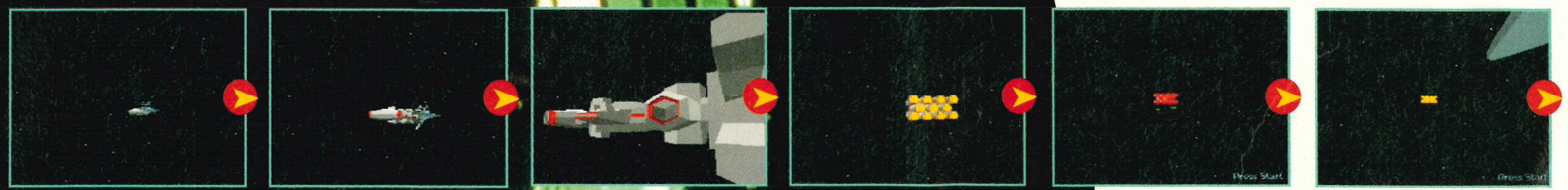
That's right, Darth Vader is using his vile mind-manipulation powers on our children, tempting them to buy his merchandise. Why else would a fully-grown man like Dave Kelsall of PC Games spend all his money on bend 'em Chewbaccas, full-sized cardboard Storm Troopers and Micro Machine Death Stars? Ah, but I know what you're thinking, it can't be Darth Vader because he's dead. " Why, I saw him burnt on a compost heap at the end of Return of the Jedi!" That's what you're thinking, isn't it?

Well young Jedi, that is why you fail, because if you watch the new digitally remastered Star Wars trilogy (Widescreen versions are £12.99 per film from all good stockists) you'll see that at the last moment, just before Darth snuffed it, he transferred his life essence from his corrupted body, *right into Luke Skywalker's Game Gear* (They've been out for years in galaxies far, far away)! And there he hid, plotting and scheming for the day when he would return. Then four months ago he made his move. Taking over Sega HQ while Sonic was on a mission in space, he forced Knuckles and Tails to construct a mind-controlling machine called Star Wars Arcade. Even now, its hypno-rays are turning gamers across the world into slavering followers of the Dark Side. But this is not enough, Darth must go deeper, into our very homes. And so he has brought out the Megadrive 32X version. I only pray Obi Wan is hidden in a Game Gear somewhere. He's our only hope.

THAT'S IMPOSSIBLE!

Star Wars Arcade in your home. A couple of months ago it would have been an impossibility, but thanks to the miracle that is the Megadrive 32X it's happened. Okay, so a few Bothans died in the process, but it was worth it because the end result is a stunningly close conversion of the coin-op.

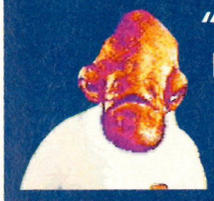
Of course, if you're unfamiliar with the coin-op that won't impress you much. In which case, I'd better explain what it's all about. The dreaded ➳



STAR WARS ARCADE

YOU LOOKING AT MY ARTOO UNIT?

That's it then. Darth whacked your dinner tray into your lap, you stamped on his toe, he grabbed your nose and you slapped his ears, then Ben Kenobi slipped up on some spilt mashed potatoes. The fight is on, but who's going to win? (My money is on the fella with the moon-sized space station)



"DESTROY ENEMY FIGHTERS!"

Colonel Fishcakes has given his orders, it's time to lay down your life for fish and country.

Knocking out the required twenty TIE Fighters in 200 seconds would be a fairly simple task if it wasn't for the continual sprays of cannon fire from those Star Destroyers. Unfortunately, the only way to lure the fighters out from behind you, is to fly right at the Imperial Fleet!

▲ Twenty fighters, Artoo? Okay.

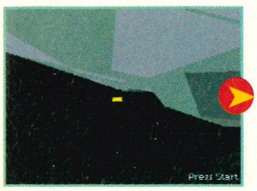
▲ Yes, I see it, Artoo. Thanks mate.

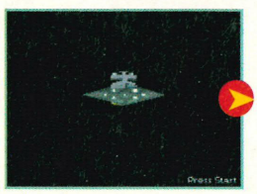
▲ Behind me? Yep, Artoo, I'm on it.

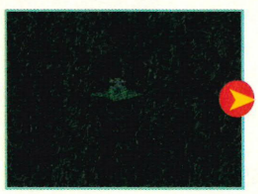
▲ Yes, I know Artoo, Behind me.

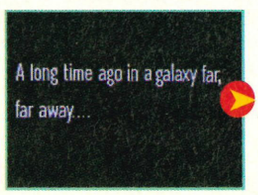
▲ I KNOW! I KNOW, you little runt.

▲ Preep this. Toot that. Little swot.









Empire have constructed an awesome new weapon, the Death Star. Not that this is any surprise to anyone, because the Empire build a Death Star in every game and film they're in (except The Empire Strikes Back, but they were probably hard at work on it behind the scenes). Anyway, with enough power to destroy whole planets, things aren't looking too good for the galaxy, unless a small one-manned fighter can somehow breach its defenses and blow it up. Seeing though, as most of the Rebel pilots are grossly overweight and as such, unable to fit into the Death Star trench, the job has fallen to you.

LUKE WALKS INTO A BAR. OUCH, IT WAS ADMIRAL ACKBAR!

Thus begins the game, as you fly your trusty X-Wing fighter through four levels of in-yer-face 3D space combat. The aim of each level is remarkably simple, but just in case you forget it, crustacean commander Admiral Ackbar appears on your communicator screen at the beginning of each level to remind you. "Wipe out enemy fighters!" he gurgles through fish-lips, displaying an unparalleled knowledge of combat strategy and he's right you know. Only after destroying a certain amount of TIE fighters will Artoo kick in the hyperdrive and take you to the next level. Cheeky dustbin!

CHEWIE WALKS INTO A HUT. OOF, IT WAS JABBA THE HUTT!

Now, taking on the Empire was never going to be a cakewalk, but to make things a tad easier, two players can join in the fight against evil – one piloting and the other gunning. Admittedly, it's a bit of a tight fit in that one-seater X-Wing cockpit, but its really the only way to successfully complete the game as the gunner knocks out wall-mounted cannons and TIE Fighters around the edges of the screen, while the pilot can concentrate better on steering the ship through the trickier sections.
Besides if you really need more space you can always bung Artoo out and sit in his little socket. Fussy little trashcan, who needs him?

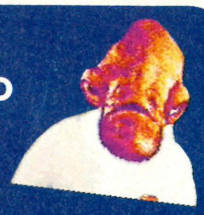
C3PO WALKS INTO A BAR. THEY DON'T SERVE HIM.

Of course, what makes Star Wars Arcade so appealing is that it gives you the chance to take part in an epic Star Wars space battle, Virtua-style. Flying among fleets of Star Destroyers, knocking out swarms of TIE Fighters, before swooping down to the surface of the Death Star. It's flickin' Star Wars, innit?
Of course, thanks to the power of the Sega's Model 1 arcade board, the coin-op is more than able to generate the 3D space environment out of thousands of polygons. Amazingly though, the Megadrive-32X has done it as well. Fleets of Star Destroyers? Check! Swarms of Tie Fighters? Check! Death Star the size of a small moon? Check! Yep, it's all there and it's virtually identical to the coin-op. Admittedly there are a few sections – most noticeably the destruction of the Super Star Destroyer and the exploding Death Star – where the game loses some detail, but for you're money it's fair to say you're getting the coin-op in your home.

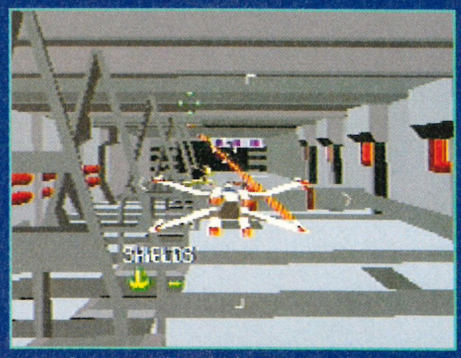
So, it's that good is it? Well, it certainly looks it. But then you can't always go on looks. If you did that you'd probably think Rad was an ugnaut or something. Well anyway, as Master Yoda always says, "It's the playability that counts, mm-hmm." In which case, you'd better turn to page 72 and check out the review, because he's normally right.

LEVEL TWO

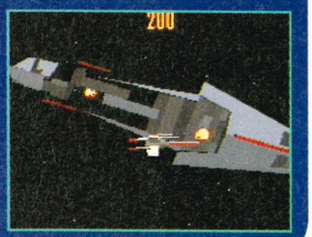
"ATTACK THE SUPER STAR DESTROYER AND KNOCK OUT ITS MAIN ENGINE!"



Urp, a long-winded order from General Haddock-chops there, resulting in quite a fishy aroma. Flying across the surface of the battle-cruiser, you actually have to enter the craft and fly through its innards before emerging right by its generator at the bottom. Easier said than done though, as the walls of the narrow tunnel are bristling with gun turrets and TIE Fighters swarm around you.



▲ That's the target, that is. No, I think it is you. ▲ Bash Artoo's head off on a girder. Ha ha!



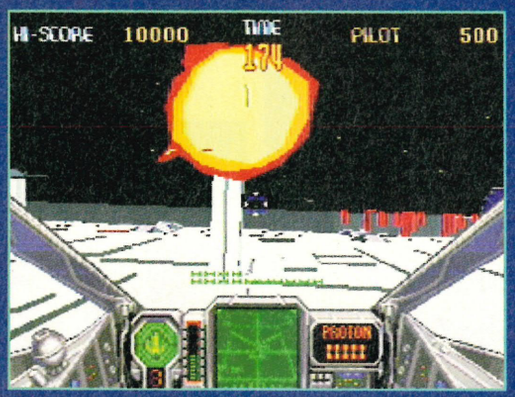
LEVEL FOUR

"TAKE OUT THE DEATH STAR'S MAIN GENERATOR!"

The final mission and most definitely the hardest. We're not going to spoil it for you, but if you've seen Return of the Jedi you should have a good idea of what's in store.

▲ Koo-er! You're going up the trench. You like that, don't you? No, you do. No, you.

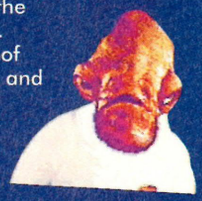
▲ Death Star Artoo? Where? Really? You don't say.



▲ Artoo, just stand on that tower. See ya. Ahaha!

LEVEL THREE "WIPE OUT ENEMY FIGHTERS, GURGLE!"

Captain Blowfish pulls a gem of a plan out of his hat here. Unfortunately things are a bit tougher this time, as the fight takes place across the surface of the Death Star. Multitudes of gun turrets and huge cannon emplacements make it almost impossible to concentrate on the task at hand.

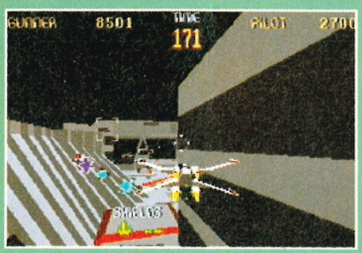


WHAT A LOAD OF ASTEROIDS!

Having a near-perfect conversion of the coin-op is all fine and dandy, but with only four levels it doesn't bode well for lastability. Well fortunately, Sega have thought of this and included a special 32X version of the game. Although basically similar to the arcade game, this version drops the Super Star Destroyer level in favour of two extra asteroid field levels and a special training stage that takes you right to the Death Star. Best of all though, when playing in two-player mode you actually get to pilot a Y-Wing fighter – the correct craft for a two-man crew, as any boring Star Wars anorak will tell you. Like I just did. Oh eechoota!

▲ Look, it's the Y-Wing. Cool eh? And there's even a slot for Artoo in the back. Great.

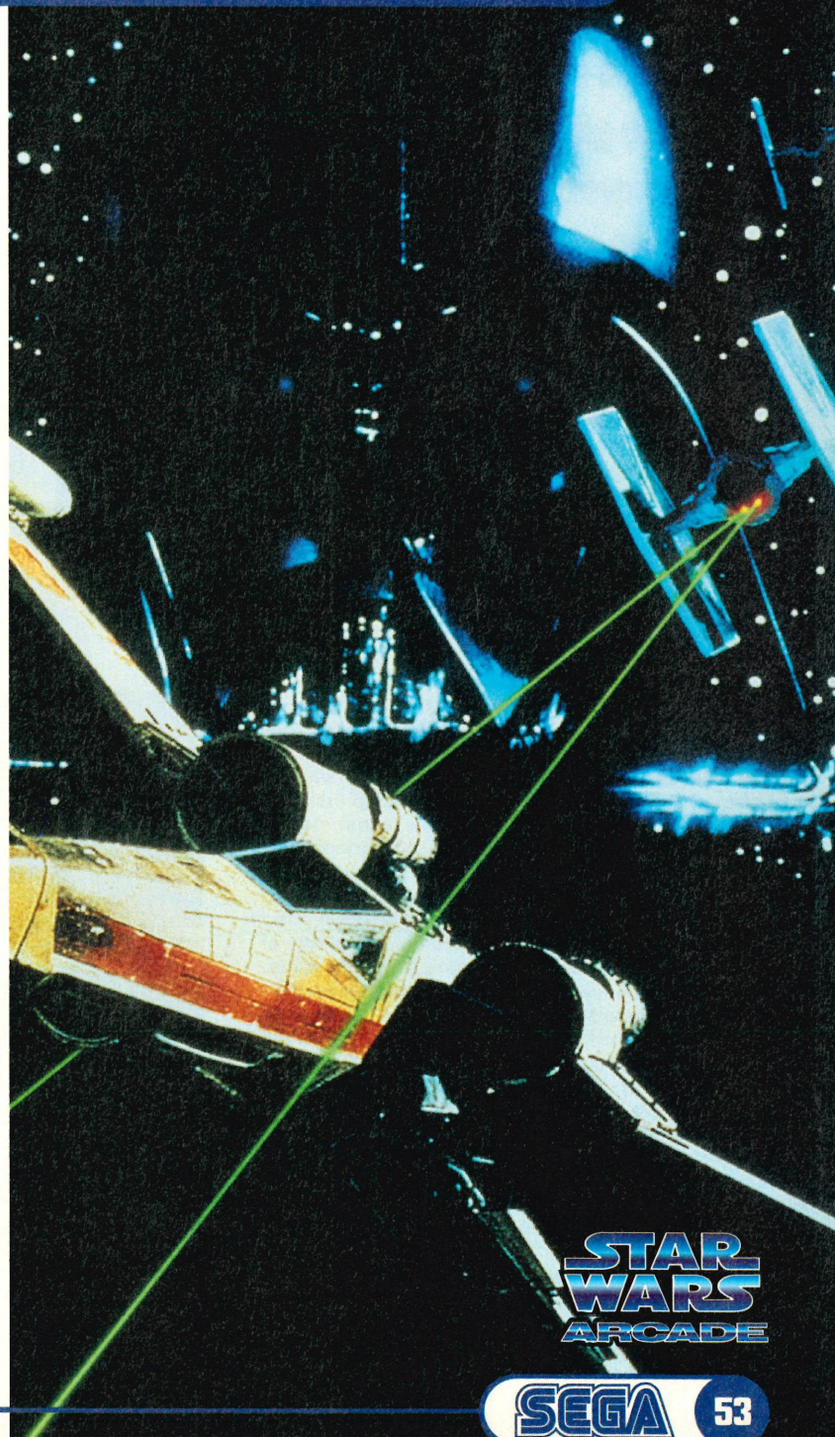
▲ Inside the cockpit. The problem here is that you know Artoo is always watching you through his beady cyclopic eye.



▲ Behind the ship. Ah, that's better. Now you can stare at the the back of Artoo's head. Heh, heh. What a slapper.

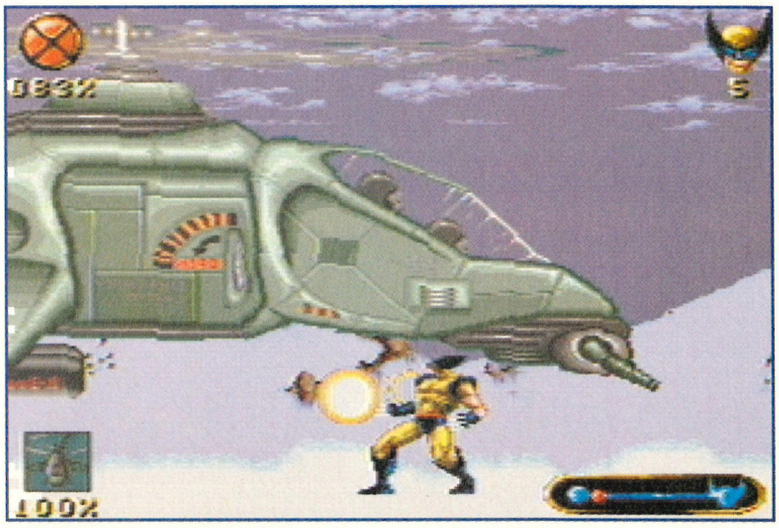
LUKE, LET ME SEE YOU... THROUGH ARTOO'S EYE!

Star Wars Arcade was originally intended to be one of Sega's Virtua coin-ops and you can tell. Apart from using the same Model 1 technology employed in Virtua Racing, it also allows you to switch viewpoints, a trademark of the Virtua games. The standard view puts you inside in the cockpit, which is great if you want that seat-the-pants flying feel. However, far better is the chase view, putting you behind the ship. You may lose the valuable radar, but what you gain is a better view of nearby ships and if you're playing in two-player mode, the gunner can actually shoot enemy fighters behind the craft. That's the beauty of being an astro-droid with a 360 degree rotating head, see?



CLAWS AND

Cartoon characters are usually converted onto the consoles in the form of crap platform games. Wolverine is the latest character to hit the Megadrive, and guess what? It's a platform game. But, for once, it's a quality game that actually translates the comic character onto the Megadrive extremely well! Such a monumentous occasion demands showcase coverage - so here it is, courtesy of Richard Leadbetter.



▲ This helicopter boss is very difficult to defeat - eat Adamantium, scum!

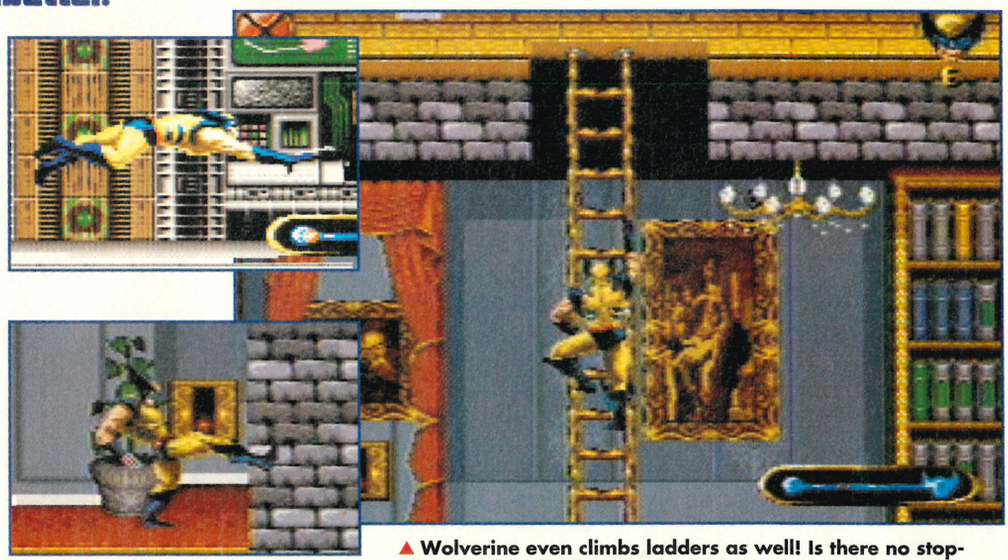
Wolverine is one of the most popular comics characters ever - and that's official. What's more, Wolverine fans can't get enough of their hero. He has his own monthly comic - appears every four weeks in the X-Men as well and often appears as a guest character in yet more Marvel magazines.

Wherever he goes, trouble follows. You see, Wolverine isn't exactly the typical long underwear superhero out to use his powers for the forces of good. No, Wolvers is a bit of an unhinged psycho (and he used to be a lot worse in his early days), and although his actions usually result in some good outcome, the means he employs are frankly bloody, brutal and uncompromising. Wolverine kills people - and he's the best at what he does (or so he says, in what has become something of a catch phrase). In fact, his antics inside the X-Men have earned him the contempt of his teammates on many occasions. And what's more, Wolverine doesn't care either - that's how hard he is.

Wolverine is also something of a mystery man. The origins of his Adamantium claws and skeleton remain something of an enigma - as does the actual age of the man. His mutant healing factor slows down the ageing process - and he was actually about and in active military service during World War II (but then again, so were other Marvel characters who are still about, like Nick Fury and The Thing out of the Fantastic Four).

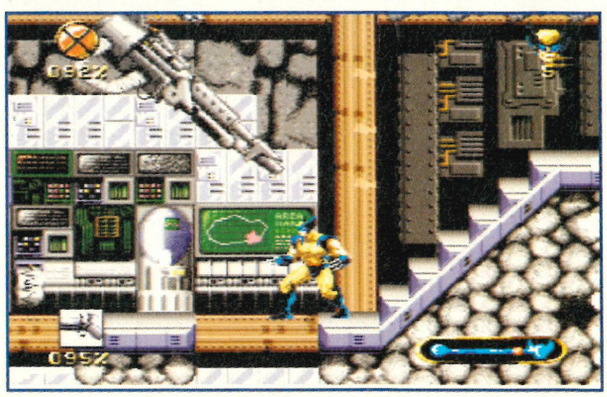
However, this is videogames land - and we're not really interested in his mystery, his constant battle against his animal nature or anything like that. Nope, we're just interested in the fact that he fillets people with his claws and we're wondering if the game captures this particular aspect of Wolverine's personality.

Well, the answer is yes (to some degree). It's definitely the best comic translation yet, but hey - we're straying into criticism territory here - and you can read all about that on page 78.



▲ Wolverine even climbs ladders as well! Is there no stopping him, or what?

▲ Just one type of foot soldier protecting Shinobi Shaw. Highly trained, these gun-toting guys do present problems for Logan.



WOLVERINE, SABRETOOTH; TM © MARVEL ENTERTAINMENT GROUP, INC. USED WITH PERMISSION

EFFECT

WOLVERINE

SNIKT!

Although he's well versed in conventional hand-to-hand combat, it's Wolverine's claws that do the real damage - except in the otherwise brilliant cartoon series where he never kills anyone. The game gives you many different combat moves and claw-related activities that can turn you into an unstoppable killing machine.

WOLVERINE

BIOGRAPHICAL DATA

Real Name: Logan
Former Aliases: Weapon X, Patch
Dual Identity: Secret
Current Occupation: Adventurer
Former Occupation: Soldier, secret agent, operative for Canadian government's Department H
Citizenship: Canada
Legal Status: No known criminal record
Place of birth: Unrevealed
Marital Status: Single
Known relatives: Akiko (adopted daughter)
Known Confidants: Mariko Yashida (deceased)
Known Allies: The X-Men, X-Factor, Shadowcat, Alpha Flight, James and Heather Hudson, Tyger Tiger, Jessica Drew, Nick Fury, Carol Danvers, the Black Widow, Yukio
Major Enemies: Sabretooth, Ogun, Lady Deathstrike, the Reavers, General Nguyen Ngoc Coy, Geist, Bloodscream, Cameron Hodge, Shadow King
Current group membership: The X-Men
Former group membership: Alpha Flight

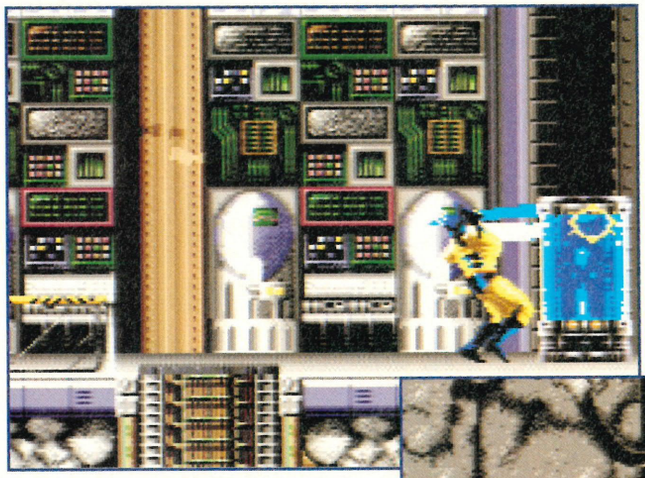
PHYSICAL DESCRIPTION

Height: 5' 3"
Weight: 195 lbs
Eyes: Brown
Hair: Black
Other distinguishing features: Wolverine can project and retract three one-foot long Adamantium claws from the back of each hand

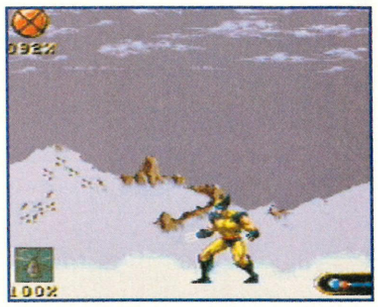
POWERS AND ABILITIES

Intelligence: Above normal
Strength: Enhanced human
Speed: Athlete
Stamina: Metahuman
Durability: Superhuman regenerative
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Wolverine is familiar with and experienced in virtually every fighting style on Earth.
Special skills and abilities: Wolverine speaks fluent English, Japanese, Russian, Chinese, Cheyenne, Lakota, and Spanish, and has some knowledge of French, Thai, and Vietnamese. He is an accomplished pilot.
Superhuman physical powers: Wolverine possesses a "fast healing" ability enabling him to regenerate damaged or destroyed areas of his cellular structure. This grants him virtual immunity to poisons and limited immunity to the fatigue poisons generated by his own body. It also retards his ageing process. Wolverine possesses superhumanly acute senses of sight, smell and hearing. Wolverine's skeleton has been artificially laced with molecules of Adamantium, rendering his bones virtually unbreakable. He has also been equipped with three Adamantium claws on each hand.
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Wolverine's healing ability and superhuman senses are the result of mutation. His Adamantium skeleton and claws were given to him by as yet unknown parties.

Wolverine data taken from The Official Handbook to the Marvel Universe: Master Edition. It is the copyright of Marvel Comics.

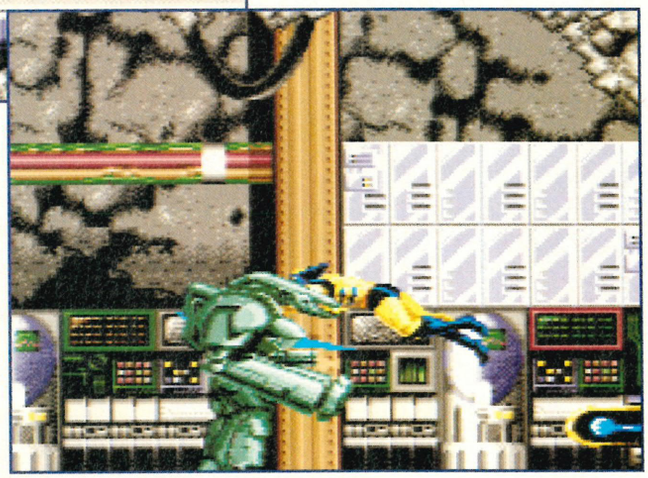


▲ **Plenty of destructable scenery in the first level of the game.**



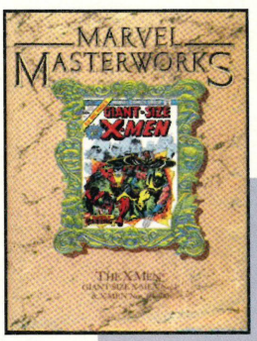
▲ **No platform game is complete without the obligatory ice level.**

▲ **Claws are useful for climbing walls. Just like the comic.**



ESSENTIAL READING

So, you like the look of this Wolverine character eh? If you want to learn more about him, you could read up on some of the following... available from all good comic stores...

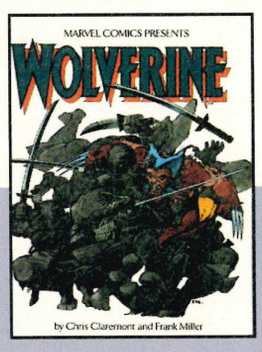


MARVEL MASTERWORKS VOLUME 11

Re-printing the first issues of the new X-Men. Wolverine is enrolled into the X-Men by Professor Charles Xavier. Owing to his anti-social behaviour, he quickly becomes an outsider in the team, condemned by his teammates for his violent disposition...

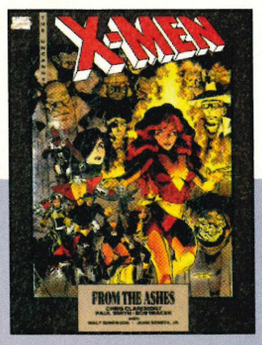
X-MEN: THE DARK PHOENIX SAGA

A tale of potential universal calamity when X-Man Jean Grey is transformed into Phoenix - a being of incredible power. When Jean is corrupted by the evil Mastermind the entire cosmos will pay the price - unless the X-Men can stop her. But will Wolverine, best equipped to kill her, be able to dispose of the woman he secretly loves?



WOLVERINE

The original limited series which helped define Wolverine as being more than just a psychopathic killing machine. In Japan, Wolverine battles between his humanity and his animalistic nature as he tries to save old flame Mariko Yashida from her uncaring husband and twisted gangland boss father. Created by X-Men legend Chris Claremont and all-round comics genius Frank Miller.



X-MEN: FROM THE ASHES

Travelling to Japan to take part in Wolverine's upcoming wedding, gangland forces - as well as an enemy of a more omnipotent nature return to cause some aggravation. Expect to see Wolverine "at his fighting best", as it would say in a Marvel comic.

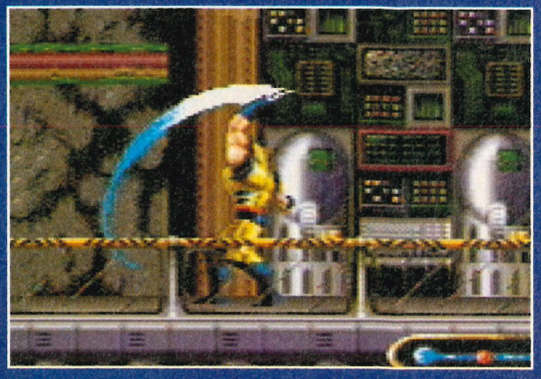
VILLAINS OF THE PIECE

WOLVERINE

Considering Wolverine's somewhat homicidal tendencies, it's a wonder that any of his opponents actually survive to become recurring super-villains. Still, those that don't usually end up being resurrected (Sabretooth has been brought back from the dead plenty of times - and (good twist here) he's actually become a good guy now!). Still, alive they are and recur they do - let's see who Wolverine's up against in this game.

▲ The backhand swipe is extremely powerful.

▲ Great for dealing with dual foe attacks.



▲ The Adamantium uppercut is quite difficult to perform. You need to crouch and attack as you get up. One of the most powerful moves at Wolverine's disposal, but mastering it takes a fair old while, we can tell you.

▲ There are two different types of crouching swipe.

▲ The leaping pounce does hefty amounts of damage.

▲ The basic Adamantium attack. Not the most powerful of attacks.

▲ The second type of lower swipe. No different from the other one really.

ALBERT

Cyborg replica of Wolverine designed to eliminate him. His programming has been expanded a bit - he's constantly adding to his own design in order to make the odds favour him in future battles against Wolverine.

SABRETOOTH

They used to be allies when Wolverine was a government agent - now they're sworn enemies. Bigger than Wolverine and has his own "fast heal" abilities, but as Logan often notes "he was always second best".

LADY DEATHSTRIKE

Blames Wolverine for the death of her father and has become an Adamantium-based super cyborg in order to get even with him. They used to be lovers, but Lady Deathstrike is now only interested in spitting on Logan's lifeless corpse.

LCD

Yet another flippin' cyborg. However, she's packed with explosives and turns up primed and ready to explode should Logan dally for too long in any of the levels.

BLOODSCREAM

One of Wolverine's oldest foes having first fought him on the shores of Normandy in 1944. A terrifying vampirific foe whose capacity for violence matches Logan's own.

CYBER

A huge warrior with poison-tipped claws and an Adamantium based skin - virtually unstoppable.

FITZROY

A bizarre mutant from the far-flung future, Fitzroy feeds upon the lifeforce of others and uses it to creates portals with which to travel through time.

LURKER

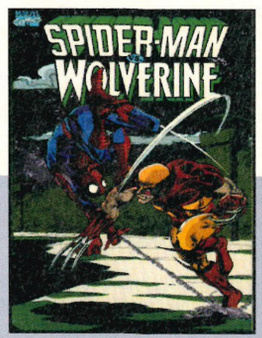
A savage animalistic creature allied with Albert and LCD - totally dedicated to Wolverine's downfall, even though it was Logan who saved him from the wilderness many years ago.

SHINOBI SHAW

Like Wolverine's ally Shadowcat, Shaw can pass through solid objects owing to his mutant abilities. However, it's his ruthlessness and total lack of mercy that makes him one of the X-Men's deadliest foes.

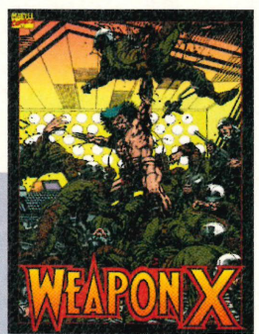
DAYS OF FUTURE PAST

Epoch-making comics series where future X-Men, living in an enslaved society, form a plan to travel back in time to change their past. Wolverine is the only X-Man (in fact the only Marvel superhero) not dead or imprisoned...



SPIDER-MAN VERSUS WOLVERINE

The mysterious "Charlie" - an assassin friend of Wolverine's from his past is on the run - and wants to die in combat by Wolverine's side. Unfortunately, when the right moment comes, she (Charlie) is saved by Spider-Man. The resulting battle - along with Charlie's final method of suicide - leaves Wolverine satisfied and Spidey emotionally scarred for life.



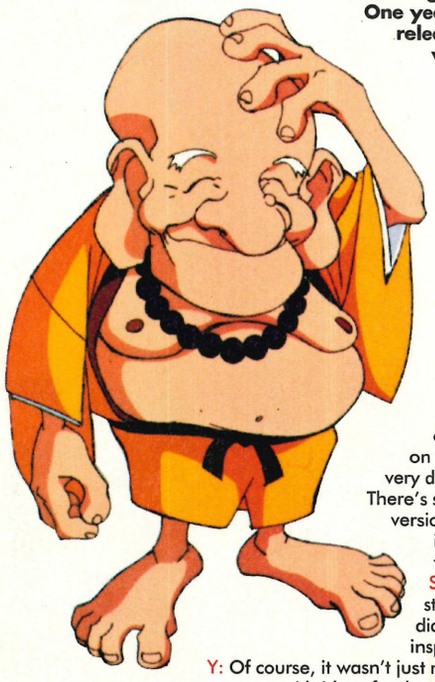
WEAPON X

This high-quality hardback graphic novel with stunning artwork reprints issues dealing with how Wolverine received his Adamantium skeleton and claws. Although lacking in some essential details (like who is responsible for Logan's transformation), it's still well worth checking out.

TURNING JA

Around this time last year, there were loads of Mega-CD games lined up for release, with a fair few available on import too. Unfortunately, many of them turned out to be rather disappointing – often unimaginative conversions of Megadrive games with a bit of extra sound. However, there was one game that did manage to capture the attention of reviewers up and down the country – Keio Flying Squadron.

This bizarre shoot 'em up was only available on import for a short time, but the fast blasting action combined with Japanese folklore and some of the cutest Animé characters you've ever seen earned it a 90% rating with many UK magazines. One year later, JVC have decided to release the game officially, and what's more, they're developing a version for the Saturn too. SAM HICKMAN and TOM GUISE spoke to Keio's creator, Yasushi Endo, for the lowdown on this latest Saturn signing.



SM: What is your role in the development team?

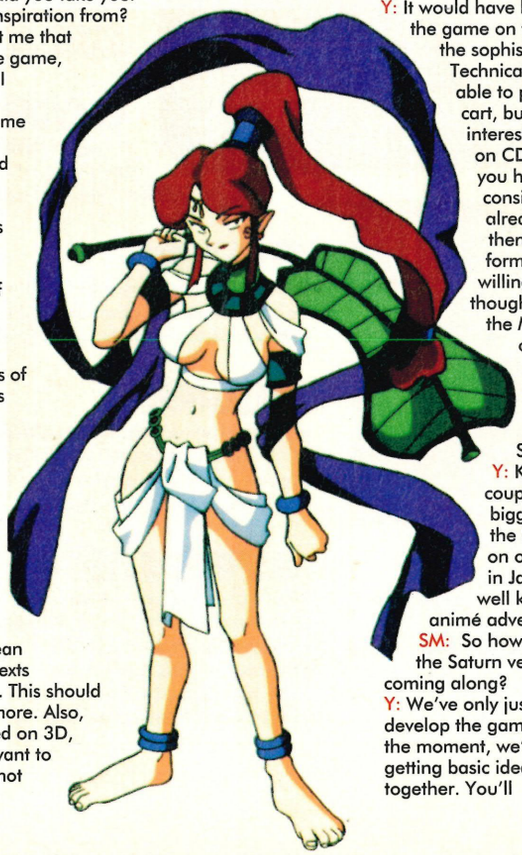
Y: Well, we work as quite a small team, so I handle all the graphics and animation for the game. This means actually coming up with the basic graphical concept, on paper in the first place, then later converting it all on to console. It's a very difficult job. There's seven of us working on the Saturn version altogether, although the team may increase if we find the project really tough going.

SM: Keio is a very bizarre game, full of strange creatures and weird ideas. Where did you take your inspiration from?

Y: Of course, it wasn't just me that came up with ideas for the game, although I was responsible for all the animation. I absolutely love animation, so I wanted to get the creatures as realistic as possible, although the game itself is set in the Edo Shogunate era of Japanese history [1865 - 1868] – so in some ways it's based on a samurai warrior adventure. However, the actual story isn't based on any fact or legend, it's just a fictional story placed in that era, but there's a lot of Japanese symbolism in there too, which you'll recognise immediately if you're familiar with Japanese culture. It's funny, because a lot of young Japanese people prefer American or English games, whereas here in England, people seem to go wild over Japanese-style animation, which often incorporates many traditional aspects of Japanese culture – something which is not always popular with younger Japanese people.

SM: So you think that a European audience will enjoy the game, even though they may not understand a lot of the mysticism.

Y: I think Europeans will definitely enjoy our game, as we have all helped out on European games in the past. Also, animé is becoming very popular, especially in England, where there's a large following developing. Of course, Keio is already a year old (it was released in Japan in August 1993), but we wanted to be sure that it was right for the European market before we released it, so all the original texts have been translated from Japanese into English. This should help the player understand the symbolism a bit more. Also, many games released for the Mega-CD are based on 3D, but developers forget that most CD owners will want to play 2D games too, especially if they're fun and not already available on the Megadrive. Besides, the game sold out in Japan, and at the end of the day, if a game is great to play, it will appeal to audiences all over the world.



SM: As a shoot 'em up, Keio focuses more on fun than violence. Did you purposely steer away from violence, or did it just turn out that way?

Y: I don't really like violent games, so if possible, I try not to get involved with them. Violent games are seen very differently in Japan. In England, you have strict age restrictions if a game includes violent scenes, but we don't have anything like that, so there's more of an outcry when a really gory game like Mortal Kombat appears on the shelves. We want to appeal to a wide audience, so it's better if our game focuses more on fun.

SM: So what do you think of Mortal Kombat?

Y: Mortal Kombat is definitely not as popular in Japan as it is in Europe. A lot of people over there think that it's visually quite stunning, but the gameplay just isn't responsive enough. Personally, I think it's a good game, but in the arcade I prefer to play Daytona or Virtua Fighter 2, and at home, I prefer more cutesy games, such as Disney releases.

SM: Why did you choose to publish the game on Mega-CD? Could it have been fitted on to cartridge?

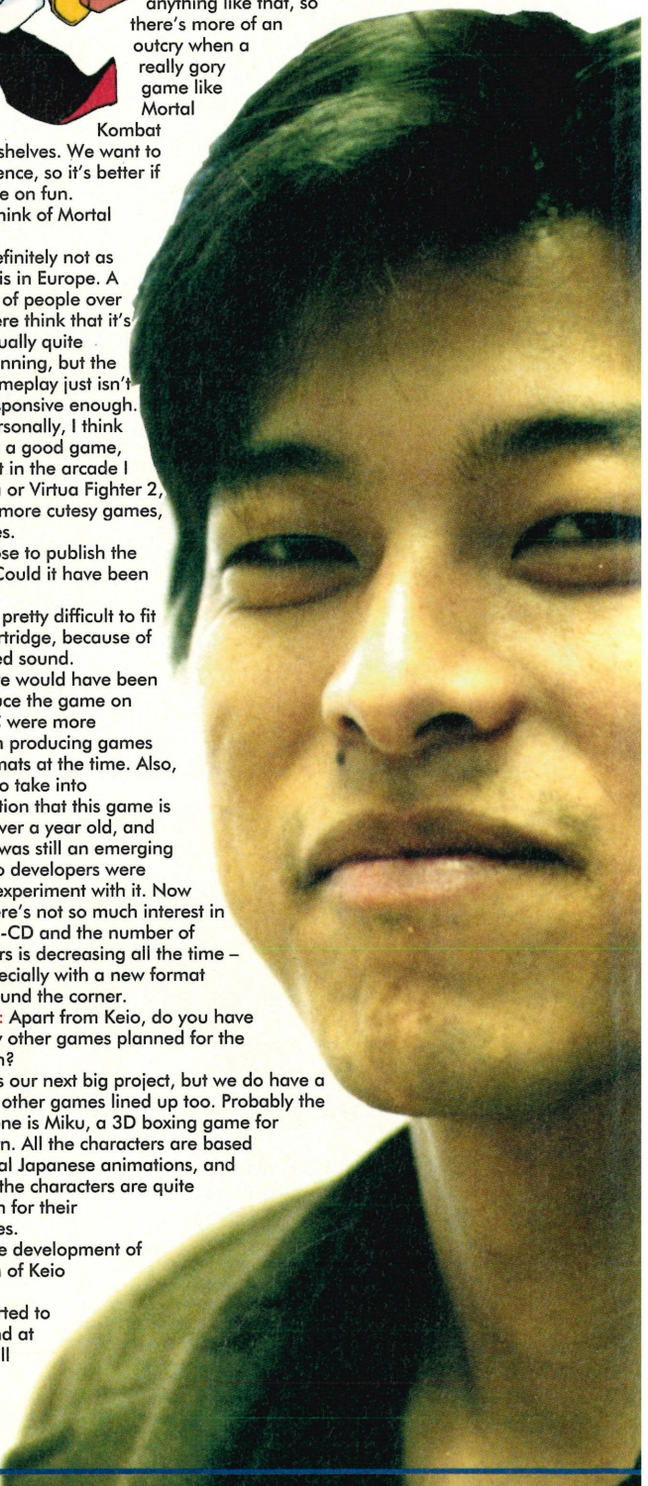
Y: It would have been pretty difficult to fit the game on to cartridge, because of the sophisticated sound. Technically, we would have been able to produce the game on cart, but JVC were more interested in producing games on CD formats at the time. Also, you have to take into consideration that this game is already over a year old, and then CD was still an emerging format, so developers were willing to experiment with it. Now though, there's not so much interest in the Mega-CD and the number of owners is decreasing all the time – especially with a new format around the corner.

SM: Apart from Keio, do you have any other games planned for the Saturn?

Y: Keio is our next big project, but we do have a couple of other games lined up too. Probably the biggest one is Miku, a 3D boxing game for the Saturn. All the characters are based on original Japanese animations, and in Japan the characters are quite well known for their animé adventures.

SM: So how is the development of the Saturn version of Keio coming along?

Y: We've only just started to develop the game, and at the moment, we're still getting basic ideas together. You'll



PANESE

recognise most of the characters in the Saturn version, as they were in the Mega-CD version too, but Keio 2 will be more than just an upgrade, it will have a different story and lots of different features. The graphics are wonderful, and the sound is some of the best you'll have ever heard. The action will still be based around a horizontally scrolling shoot 'em up, but we're experimenting with using video images for backgrounds and most of the items you'll pick up will be taken from real images too. It's hard to imagine at this stage, but the game will hopefully be a cross between animé and film. We'll just have to wait and see though – its difficult at this stage to see what the machine's limitations will be. Oh, there will be some 3D bonus stages too.

SM: Have you had much of a chance to use the Saturn hardware yet, and how does it compare with programming for the Megadrive?

Y: Well, the specifications for the machine have changed quite a lot recently, so we've spent a lot of time just testing the machine's capabilities. It's a wonderful machine to work with though and I think people are going to surprised when they see just how good the games are. I've played Virtua Fighter on the Saturn, and there's hardly any difference between the arcade and console version. So you can imagine how different the two machines are to program.

SM: What do you think of the Saturn when comparing it to machines like PSX or Ultra 64?

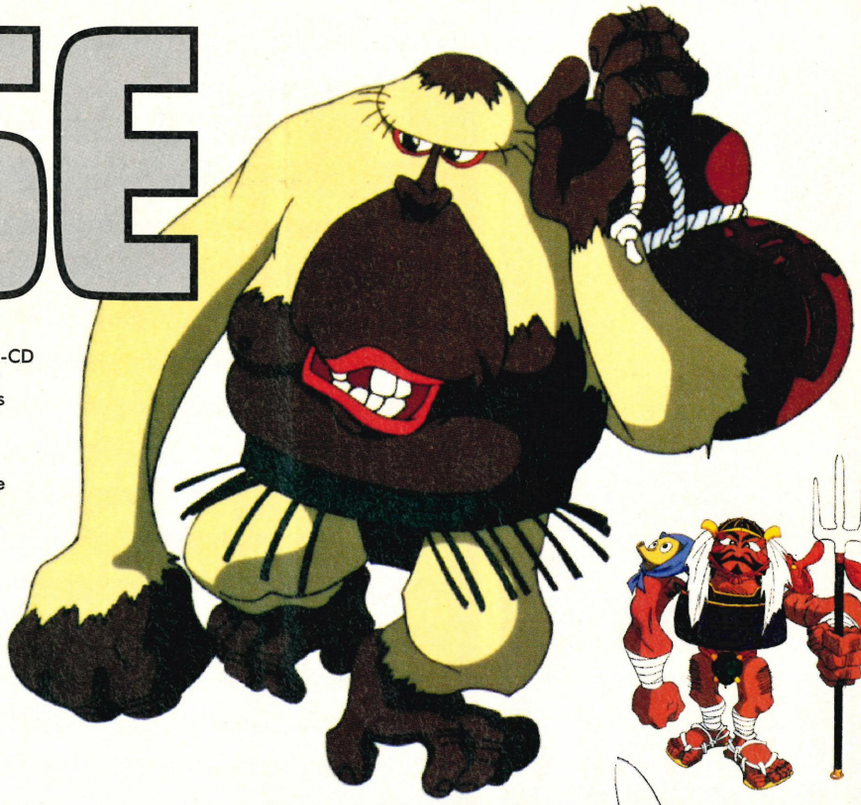
Y: They're all fairly similar machines in that they're all capable of producing great games, although it seems that Sony will be concentrating more on developing 3D games. What we've seen from them already looks very impressive, but I think that people are going to expect different types of games from them, and at the moment they're concentrating purely on 3D. Maybe their other games won't be as good. The Saturn will offer many different types of games, and at the moment all the Virtua games [Virtua Fighter 1&2, Virtua Star Wars, Virtua Racing, Virtua Cop] are very very trendy in the Japanese arcades. This obviously gives the Saturn the edge in terms of software, but we'll really just have to wait until the first batch of games are released before we can start comparing the machines.

SM: So is there any chance of giving us a pre-production Saturn? Just for reference of course...

Y: Er, I don't think so.

Well, it's worth a try, isn't it?

KEIO FLYING SQUADRON IS REVIEWED ON PAGE 94



▲ The lovingly-crafted characters are what makes Keio Fying Squadron so apppealing. It also features one of the best cartoon intros on the Mega-CD.

START FILE

MEGA DI

Do not move, friend. Do not even so much as twitch the little hairs on your cute bunny nose. I, Ederick Lomas, am in conference with the Tips Daemons. At this very moment, a thousand souls are hanging in the balance as I negotiate the fate of a small city for a level select on James Pond 2 – Robocod. Well, it seems like a fair trade to me. Anyway, be not un-without fear, friend, for I have a nice little job opening a school fete after this, which should bring the Monkey of Afkafnamathon within my grasp. That is, the five hundred quid I owe my landlord, Afkafnamathon the Warp Spaniel. Anyway, enough of such trivialities, you have kept me from my studies long enough. If you are a kindred spirit, perhaps you would like to send your own tips, for possible remuneration, to this address – IF AFKAFNAMATHON CALLS, I'M OUT TIPS PAGE, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Oh bugger, there goes Hull.

SONIC SPINBALL

After months of waiting, we've finally got the level select for this game.
Go to the options screen and press: A, down, B, down, C, down, A, B, up, A, C, up, B, C, up. You should hear a noise to tell you that it's worked. Exit the options screen and on the title screen press A and Start for level 2, B and Start for level 3 or C and Start for level 4.

SONIC & KNUCKLES (WITH SONIC 1)

As you know, if you plug Sonic 1 into "S+K" and press A,B and C you get a little game where you can play the special stages. Well, I've got a few passwords for you to try out.
Level 2 2965 3192 9023
3 3610 2354 7327
4 – 2921 0274 3999
5 – 3737 7423 1487
6 – 3053 9029 9071
7 – 3698 8191 7375
8 – 3009 6111 4047
9 – 3482 7286 3167
10 – 2809 6267 2575
20 – 3275 3622 4191
50 – 4028 3236 9596
100 – 5004 0865 7853
200 – 4383 9797 0354
500 – 5358 4423 5191
750 – 4981 1647 0667
1,000 – 5092 6073 6399
5,000 – 3009 5482 2601
10,000 – 2854 0444 0347
20,000 – 3208 0017 1236
30,000 – 3562 7978 8608
Codes up to level 30,000 should keep you going for a while!

JUNGLE BOOK

This cheat is even better than the cheats in last issue. It will give you 99 units of every weapon, restore all your energy, activate the compass and brush your hair for you. Simply pause the game and press: up, up, down, down, left, right, B,A to activate it.
We also have the level select for this game. On the first level, go right until you reach the big section of deadly thorns at the bottom of the screen. Jump out above them and pause the game before landing. Now press: B, A down, C, right, A, B, left, A, right, down, B, A, left, left, C, up, right, down. It is more easily remembered as: BAD, CRAB, LARD, BALL, CURD. The level select and test screen should appear for you to play with.
To skip to the next level of the game, Pause at any time any press: B, A, A, B, B, A, A, B, A, B, B, A, A, B, B, A. Mowgli will cheer and you will skip to the next stage.

COMBAT CARS

For a track select cheat, go to the options screen and highlight "Exit". Press and hold A,B and C at the same time then press Start and the message "Cheat is activated!" will appear. Carry on as normal and you'll find you can select different tracks.

RIVE

SONIC 3 AND KNUCKLES

If you play Sonic and Knuckles with Sonic 3, it's possible to become Super Knuckles. Simply collect all the Chaos Emeralds before the end of the usual Sonic 3 levels, collect 50 rings then perform a double-jump. If, when you reach the new Sonic and Knuckles levels, you manage to collect all the Super Emeralds from the special stages, collect the usual 50 rings then double-jump, and you'll get Hyper Sonic, Hyper Knuckles and (at last) Super Tails! The two Hyper characters are not only invincible, fast and sparkly but they also have multiple images following them! Hyper Sonic can destroy all enemies on screen at once by pressing jump twice, Hyper Knuckles can clear the screen by double-jumping into a wall and Super Tails has four helpful little birdies who fly around him getting rid of baddies.

▲ Hyper Knuckles 1.

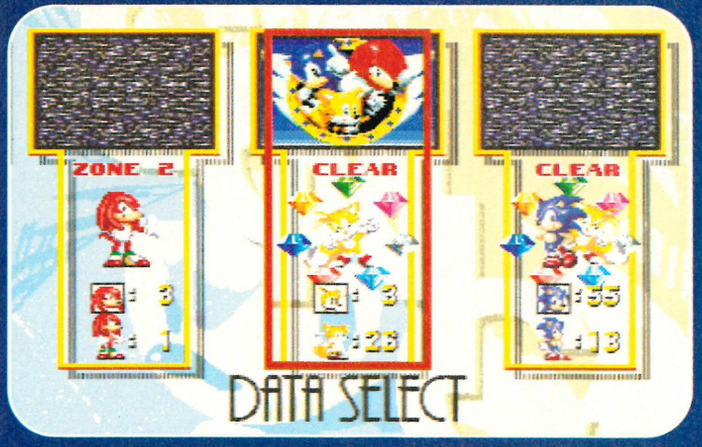
▲ Hyper Knuckles 2.

▲ Hyper Sonic 1.

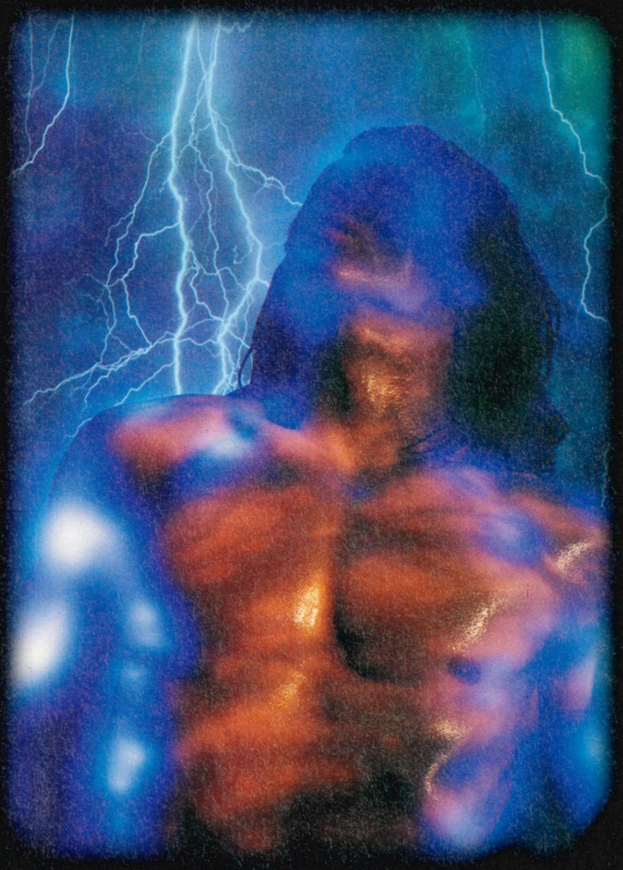
▲ Hyper Sonic 2.

▲ Super Tails 1.

▲ Super Tails 2.



▲ Yes, you too can discover the hidden cheats in Sonic and Knuckles.



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TIME WARNER INTERACTIVE

TIPS

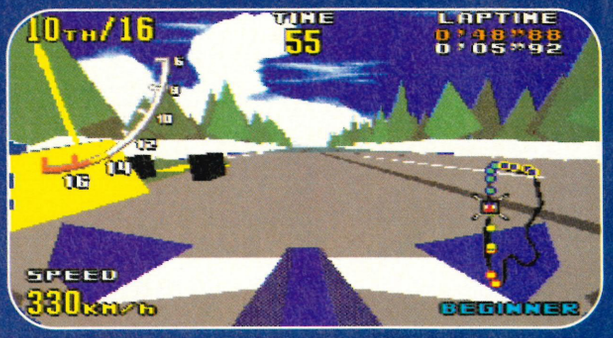
URBAN STRIKE

Here are some totally awesome codes. They allow you to play any level with 18 lives and all co-pilots (except Cossack, who is rubbish anyway).
1-Hawaii YT4SKBR67R6
2-Baja Oil Rigs CT4SKBR67R6
3-Main Rig ZT4SKBR67R6
4-Mexico 934SKBR67R6
5-San Francisco NT4SKBR67R6
6-Alcatraz HT4SKBR67R6
7-New York LR4SKBR67R6
8-Las Vegas G34SKBR67R6
9-Casino B34SKBR67R6
10-Underground W34SKBR67R6
Also, if you're playing in 6-button mode, you need to hold the "Mode" button whenever a message or password comes on screen otherwise it will disappear immediately.

▲ Play any level with loads of lives!

VIRTUA RACING

Here's some Action Replay codes that will give you new and improved views of the courses.
FFD05 A0002= This puts you a long way behind your car.
FFD05 90002= Views 1 and 2 are right in the nose of the car.
FFD05 80002= Gives you a flying super car
FFD05 B00FF= Puts you a bit further behind your car than usual.



SUPER STREETFIGHTER 2

To be able to select the same character 8 times in the "Group Battle" mode, select "Group" from the title screen. Now press: A, B, A, B, A, B, B, A on controller 2. Vega should laugh and you can now have 8 Kens, if you so desire.

STREETS OF RAGE 3

"Here we go again!" I hear you cry as yet another "Streets 3" tip hits the tips pages. Firstly, there is another secret exit from the first room of level 5. After beating all the baddies, stand under the middle lantern, at the bottom of the screen and keep tapping the attack button to make a hole appear in the floor. You will fall into the basement where you can collect more points and lives.
It doesn't mention it in the manual but as in Streets of Rage 1 and 2, you can land from throws without any damage by holding up and jump until you land.

▲ Jump down the hole for a secret bonus room.

pads for Professionals

LETS GET TO WORK

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BALLZ

This game may be completely mad but there's still masses of secret special moves hidden away in it. Ed "Pinky" Lomas gives you a complete list.

KEY
P – Punch
K – Kick
J – Jump
F – Forwards
B – Backwards
U – Up
D – Down
L – Left
R – Right
+ – Press buttons simultaneously

TAUNTS
To taunt your opponent, simply press P,K and J at the same time. This will increase the power of the next attack by either character so make sure that you are quite a distance from your opponent before attempting it.

BEGGING
When your character is down to 3 ballz of energy or fewer, they become fatigued. When fatigued you can beg by repeatedly tapping D to restore your energy. This leaves you vulnerable, so execute from a distance.

FINISHING MOVES
When your opponent becomes fatigued, move in very close and press U,U to perform a powerful finishing move.

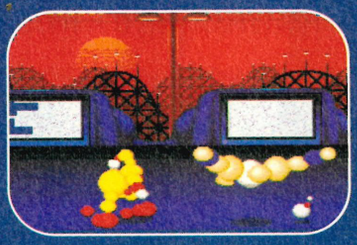
END MOVES
After you've won a round and your opponent is scattered on the floor, it's possible to play with their ballz (he he). Simply tap P a few times and your character will play with your exploded enemy.

MORPHING
It's possible for any character to morph into another at any time in the game. You'll stay as the new character until the end of the round or until you morph into someone else. The following moves work for all the characters.
Morph to Boomer- R,L,P+J
Morph to Bruiser- D,L,P+J
Morph to Crusher- D,R,P+J
Morph to Divine- U,L,P+J
Morph to Kronk- L,L,P+J
Morph to Tsunami- L,R,P+J
Morph to Turbo- R,R,P+J
Morph to Yoko- U,R,P+J

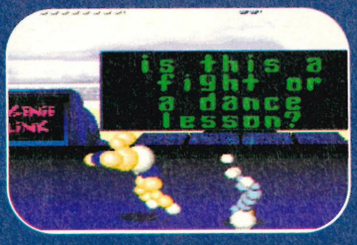
SPECIAL MOVES
Here's a list of the special attacks which can be performed by each character.

Boomer
Backside Kick – Win grapple with P
Pick up and Drop – K in close
Left Handstand Kick – L,L,K
Right Handstand Kick – R,R,K
Head Hurl – B,F,P
Head Roll – B,F,K
Jack-in-the-Box Head – U+P
Self Destruct – R,D,L,U,P
Telescopic Arms – P+K whilst crouching
Power Kick – D,F,K

▲ Boomer finisher.


▲ Boomer headroll.

Bruiser
Hold and Punch – Win grapple with P
Spinning Body Slam – K in close
Left Cartwheel – L,L,K
Right Cartwheel – R,R,K
Slide Tackle – D,D,K
Torqueno – R,D,L,U,P
Buckle Throw – B,F,P
High Buckle Throw – D,U,P
Buckle Kick – B,F,K
Shoulder Charge – F,F,F
Cannonball Belly Flop – D,D in the air
Face Dive – J+K

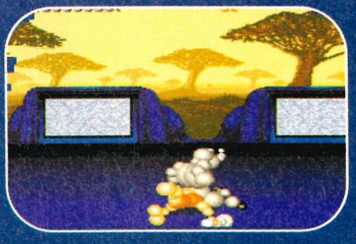


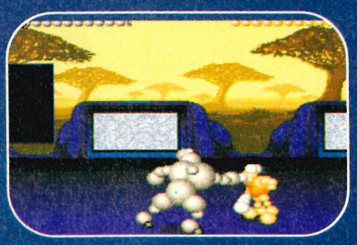
▲ Bruiser finisher.

▲ Bruiser throw.

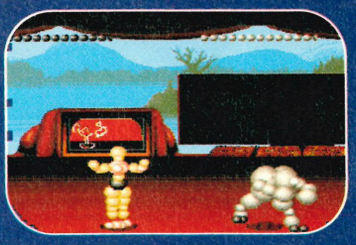
Spin – F,B,F
Aerobics – U,D,U,D

Crusher
Hold and Kick – Win grapple with P
Horn Spike – K in close
Charge – F,F,F
Underarm Horn Heave – B,F,P
Overarm Horn Heave – B,U,P
Horn Fencing – F,F,P
Wind Up Punch – B,B,P
Wind Up Kick – B,B,K
Ground Slam – U,D,P
Foot Crush – U,F,K
Left Headbutt – L,D,P
Right Headbutt – R,D,P
Rumble Charge – U,D,U


▲ Crusher finisher.


▲ Crusher joust.

Divine
Spanking – Win grapple with P
Ballz Lift – K in close
Flip and Throw – P+K in close
Reverse Cartwheel Head Scissors – F,F,F
Left Spin Kick – L,L,K
Right Spin Kick – R,R,K
Lunge Kick – U,U,K
Spin – B,U,F
Knee to the Ballz – D,D,F
Fake Dizzy – D,D,B
Attract and Smack – F,B,F,B
Stunning Opera Singing – D,D,U
Neck Bite – Jump onto opponent's back


▲ Divine singing.

▲ Divine finisher.

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Kronk

Bat 'em Up – Win grapple with P
Tee Off – K in close
Overhead Club – U,P
Lobber Loogie – B,U,P
Flying Phlegm – B,F,P
Duck, Dive and Roll – F,F,F
Wind Up Punch – F,B,P
Joust – F,F,P
Club to the Ballz – D,D,P
Flying Down Spear – D,D in the air
Club Uppercut – D,U,P
Club Trip – P+K whilst crouching
Play Horsey – Jump onto opponent's back

▲ Kronk finisher.

▲ Kronk joust.

Tsunami

Face Pound – Win grapple with P
Swing Toss – K in close
Belly Charge – F,F,F
Flying Somersault Kick – B,B,J
Right Hop Kick – R,R,K
Left Hop Kick – L,L,K
Karate Chop – U,F,P
Wind Up Punch – F,B,P
Wind Up Kick – F,B,K
Sumo Splash – P+K in the air
Meditate – U,U,J

▲ Tsunali finisher.

▲ Tsunali charge.

Turbo

Bicycle Kick – Win grapple with P
Throw and Punch – K in close
Charge Flip Kick – F,F,F

▲ Turbo blow.

▲ Turbo finisher.

Hover – K+J in the air
Super Blow – F,F,P
Head Pound – U,F,P
Flying Dart – D,D in the air
Spinning Pile Driver – P+K in the air with opponent
Wind Up Punch – B,F,P
Flying Knee – P+K whilst crouching

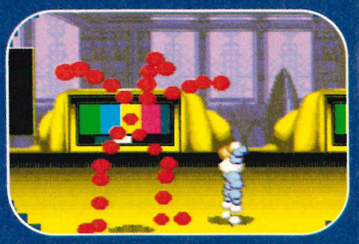
Yoko

Head Spin – Win grapple with P
Gorilla Spin Throw – K in close
Backflip – U,K
Grab Pole and Swing – U,U in the air
Stun Fart – B,B,B,B
Left Swing – L,L,K
Right Swing – R,R,K
Pull off Leg and Swing – D,K
Forward Roll – F,F,F
Gamera Spin Attack – F,U,U
Left Pole Swing – L,L,U
Right Pole Swing – R,R,U
Head Bongos – Jump onto opponent's back

▲ Yoko spin.

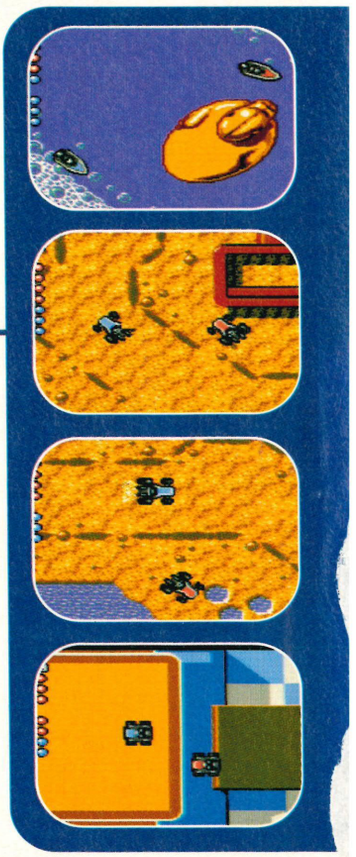
▲ Yoko finisher.

If you want to play as one of the nine bosses, simply complete the game and you will be transformed into a boss. If you're a bit rubbish at games, use this Pro Action Replay code instead: FF30D 900XX. Replace the 'XX' with a number from '00' to '10' to select a character. Using '10' lets you play as a character called "The Zombie". He is not in the game as a boss and he can't attack either. Spooky!



▲ Zombie cheat.

▲ Action replay code.



SHINING FORCE 2

Seeing as the game has just been released officially, here are a load of topper cheats for you to try out. Firstly, to get the configuration mode: On the "SEGA" screen press up, down, up, down, left, right, left, right, up, right, down, left, up, B. If you did it quickly enough then you will hear a noise to tell you that it has worked. Skip through the old bag at the start and begin a new game (or continue a saved game) to bring up a cheat screen. The many options include speeding the game up, controlling your enemies and seeing the end screens.

Once you've completed the game, either the hard way or by using the cheat above, reset then start a new game and after giving your character a name you get a difficulty option.

Also after finishing the game, reset then select to continue and straight away hold up and Start, then press C. A sound test screen should appear before your eyes.

And there's more. Again after finishing the game, reset and start a new game. Highlight "Exit" on the name entry screen, (after naming your character) hold Start then press A to allow you to name all the other characters in the game. Hours of fun for all the family.

THE CHAOS ENGINE

This is the second half of my chart from issue 10 which allows you to choose any combination of characters on any level, with a maximum of 30 lives, maximum power and loads of money too. As before, the '*' represents the little noughts and crosses board.

Characters	World	Password
Navvie and CPU Brigand	2	KF4VPWB7J77B
	3	F6R36W1P8BFS
	4	TFCBPWLC0B4*
Navvie and CPU Mercenary	2	P*4VPS0T8B4*
	3	PF836SDD8B7B
	4	P28BK1NZ0B6Y
Navvie and CPU Gentleman	2	P*0BK2Y7FBCS
	3	F6CBK2X7GB7*
	4	26RBK2*VFB7*
Navvie and CPU Thug	2	YKHBKZZD*BC*
	3	Y6WBKZ07GBC*
	4	K68BKZJNHB*Z
Navvie and CPU Scientist	2	*6HBK0Z7GB88
	3	KTMBK007FB9J
	4	F*8BK0MPBB78
Thug and CPU Brigand	2	*6HBKYC2*B8D
	3	YPCBKXC2*B6Y
	4	F*8BKXP02B9G
Thug and CPU Mercenary	2	FK0BKY27FB8D
	3	2*MBKYB2*B9G
	4	YT8BKYT5RBCS
Thug and CPU Gentleman	2	2Y0BKV47GB8D
	3	K*4BKVTP*B7*
	4	*F8BKV5K3B7*
Thug and CPU Navvie	2	6T0BKW47FB*Z
	3	PFWBKW37GBF1
	4	26RBKWJ08BC*
Thug and CPU Scientist	2	KF0BK9P7GB*L
	3	PYCBK9318B3Z
	4	*YRBK9TF4B*L
Scientist and CPU Brigand	2	6*HBK*ZLSB8D
	3	T24BK*4RGB9G
	4	KPRBK*713B6Y
Scientist and CPU Mercenary	2	PTHBK7YG1B9G
	3	PYCBK79Y7B9G
	4	FTRBK76NLB6Y
Scientist and CPU Gentleman	2	TPHBK8XG1B*R
	3	PYCBK8*W7B7*
	4	62RBK85NLB7*
Scientist and CPU Navvie	2	2Y0BK57TGB*Z
	3	2T4BK57TGB*Z
	4	2P8BK57TGB*Z
Scientist and CPU Thug	2	F2HBK6N6MBHN
	3	PFWBK68RGBF1
	4	62RBK63SLBJ0

GAME GEAR

MICRO MACHINES

A strange tip, this one. Simply hold buttons 1,2 and Start when turning the machine on until a green screen with a smiling yellow ball appears. That's it, it doesn't do anything. It also works on all other Codemasters handheld games: Pete Sampras Tennis, S.S. Lucifer, Ernie Els golf and so on.

MEGA-CD

BATTLECORPS

For a level select, enter the practice level and pause the game. Now, following in the Core Design tradition of having cheats which spell something out, press: B,A,B,A,Right, A,C,Up, Start (which spells B.A. Baracus from the A-Team). The screen will flash to tell you that it's worked. Now pause the game again and press A,B and C simultaneously to go back to the title screen. Start the game and on the character select screen, press up and down to select your stage on the map at the top of the screen.

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Reviews Index

You've probably already realised by now, but just in case you're completely inattentive, we've got all these 32X games right. And they're brilliant. And we got them before anyone else. And you can read about them in this 'ere section 'ere.
Ooh and don't forget there's all the usual Megadrive, Mega-CD, Master System and Game Gear games too.

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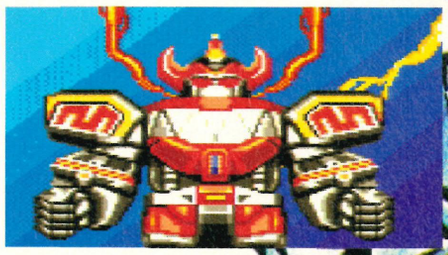

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REVIEW

MEGADRIVE 32X

32- MEG

BY: SEGA

PRICE: £59.99

RELEASE: LATE NOV

STYLE: 3D SHOOTING

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: NONE

DOOM

Doom. There's a name thats bound to get any self-respecting PC owner all in a frenzy. You see, Doom is often ranked as one of the greatest PC games ever. And it is, to be honest. It was one of the first games to include real-time textured mapped landscapes - thus providing the player with one of the most realistic game environments ever. Oh, it also happens to include some of the greatest power-up weaponry in any videogame and some of the most hilarious "gore" ever.

Of course, only a really powerful computer like a PC can run Doom. Until now. The Megadrive 32X has more than enough raw processing power to run a game like this and Sega realised this pretty early on, signing up the conversion rights to the game as soon as the 32X "Mars" project was conceived at the beginning of the year.

The result is excellent. Yes, the screen has been reduced a tad, with a border framing the action, but the fact is that the gameplay remains identical to the original PC game. And, if the truth be told, the smaller window is a bit of a blessing in disguise. It means that there's no noticeable slowdown for starters - a fault that even the PC version had (if you weren't running Doom on a super-powerful Pentium PC).

In terms of playability, there's no doubting that Doom is good as ever. All the fun of chainsawing through the rampaging hordes, blasting soldiers away with shotguns and using rocket launchers on unsuspecting crowds of the undead remains exactly the same.

The only other compromise in the game concerns the amount of levels. There are 17 in all, which is quite a reduction from the PC original. However, we've been playing the game for a while now and although we were a bit concerned about the shortfall in levels to begin with, it doesn't really seem to matter that much. There's plenty to see and do on the 17 levels on offer and loads of secrets to uncover and goals to reach.

Still, now the hard work's been done in bringing the Doom graphics engine to 32X, we implore the coders in Sega of America to release a Doom: Special Edition on 32X CD. With the near limitless capacity CD offers, the coders could include *hundreds* of different levels... How about it, Sega?

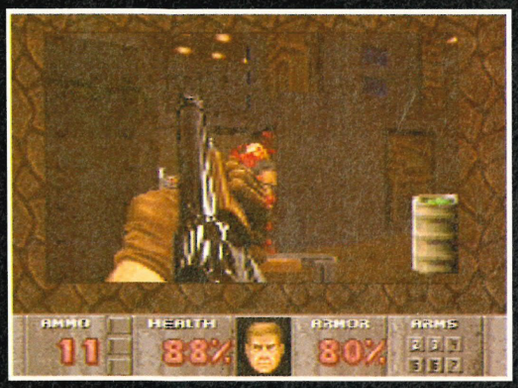
SEGA

▲ Pop! Pop! Pop! Aargh, no more please mister! No more!

▲ Oh! Oh! I'm still alive, jus Please mister, call an ambu

Even though it's on a 32-Meg cartridge, 32X Doom doesn't have all of the levels of the PC game, which is quite a shame. However, lastability isn't affected that much because unlike the PC game there is no load or save game option. This makes the game incredibly tough - especially on the ultra-violence or nightmare levels.

▲ Here boy! C'mon Scampy, come to Papa! Blam! Blam! Ahahahaha!



Doom has five difficulty levels, ranging from the absurdly simple "I'm too young to die!" to the sheer psychotic lunacy that is "ultra-violence". Doom is one of the first games ever where you only really want to play on the higher difficulty levels. This is because it entails blasting the crap out of even more hell-spawned minions, and basically the more violence there is, the better the game plays!

Doom wouldn't be Doom without the incredible array of powerful weapons, ranging from the near-useless pistol right through to the impressive power of the BFG 9000 and the sheer comedy value of the chainsaw. All of the weapons of the original PC game are in the conversion and searching for new tools is half the fun of Doom.

▲ Kuchunk! Blam! Noooo! Aargh! Oh grief, my head's opened up!

▲ Budda! Budda! Budda! Budda! Ah! Noo! Urgh! Ah! Please mister!

COMMENT

RICHARD LEADBETTER

Being a seasoned veteran of Doom and Doom II on PC, I was really looking forward to checking out this superb blaster. The wait has been worth it. In terms of playability, this is just as good as playing the original on a 486 PC. None of the weapons, none of the violence and none of the gore have been spared from this superlative conversion. The only slight downers are the absence of some of the levels and the border surrounding the action. None of this really effects the gameplay though, which remains as exciting as ever. Definitely my favourite 32X release out of the three, Doom is just the sort of 32-bit release I wanted to see - something that just couldn't be done on Megadrive and something that's just totally excellent to play.

COMMENT

TOM GUISE

I don't own a high-spec PC like Rich, so as yet I haven't turned into a drooling psychopathic groupie. However, that all looks set to change thanks to this virtually identical 32X version. Okay, so there's a border around the action window, but it runs at an incredible speed and smoothly too, beating the Jaguar version hands down on looks and gameplay. It's shame there are only 17 levels, but take from me, it still adds up to one big game. If this is an early demonstration of what the 32X is capable of, it looks like we're in for one hell of a treat, because this is the most incredible console game so far seen.

83 **Presentation:**
A wide range of difficulty levels and useful options, but not much else. Not that much else is really required.

96 **Graphics:**
A highly convincing 3D world. The texture mapped 3D is totally stunning, with much detail and a fair lick of speed.

94 **Sound:**
Suitably atmospheric music, along with some brilliant samples for each of the weapons and the meanies. Excellent!

93 **Originality:**
Well, it's very original for the Sega platforms. You've honestly never played anything quite this good.

97 **Playability:**
Brilliant. Dealing death to the denizens of Beelzebub has never been so riveting - and enjoyable!

92 **Challenge:**
Playing on any level lower than "ultra-violence" takes away most of the challenge - and the enjoyment.

94 **Lastability:**
There are 17 levels to master, each with loads of secret bits to discover. Definitely a game you'll keep coming back to.

OVERALL:

The best of the three 32X titles released. No videogame around can match the challenge, atmosphere and blood-thirsty enjoyment that Doom offers.

96

REVIEW

STAR WARS

MEGA DRIVE 32X

24-MEG

BY: SEGA

PRICE: £59.99

RELEASE: LATE NOV

STYLE: SHOOT 'EM UP

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: 3

STAR WARS ARCADE

Star Wars is a movie phenomena that simply never fails to amaze us in various ways. Even now, 17 years later, the movie still ranks as one of the greatest space opera epics ever... and we'll deck anyone who says it isn't, all right? Adding to the film's amazement factor is the atmosphere generated, the superb special effects, the sheer epicability of it all. However, the most amazing thing of all is that Sam Hickman has never seen it... or any of the other Star Wars films for that matter. Strange eh?

It came as no surprise to us to learn that Sega's crack in-house Japanese development team, AM3 (they of Sonic the coin-op fame) agreed with us (well, apart from the bit about Sam) and based a stunning arcade game around the accomplished Model One coin-op technology. Dubbed Virtua Star Wars, the game is graphically amazing and makes excellent use of the Star Wars material.

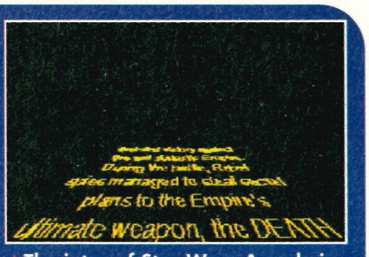
Announced as one of the first 32X projects, Star Wars Arcade was converted by a highly skilled team of 32-bit programmers over at Sega of America, who liaised closely with AM3 in bringing this excellent conversion home. Everything (just about) from the coin-op is in there... and plenty more besides. Those coding chaps and chapesses saw, along with the rest of us, that the original coin-op was waaaay too easy and sought to improve it by adding different game variations and a far tougher level of difficulty.

The effort has definitely been worth it. Star Wars Arcade is a fast, very slick and unashamedly enjoyable arcade shoot 'em up. It's not a game without its faults - the gameplay is relatively shallow - but the spectacular nature of it is enough to draw back the hardened shoot 'em up and Star Wars fans.

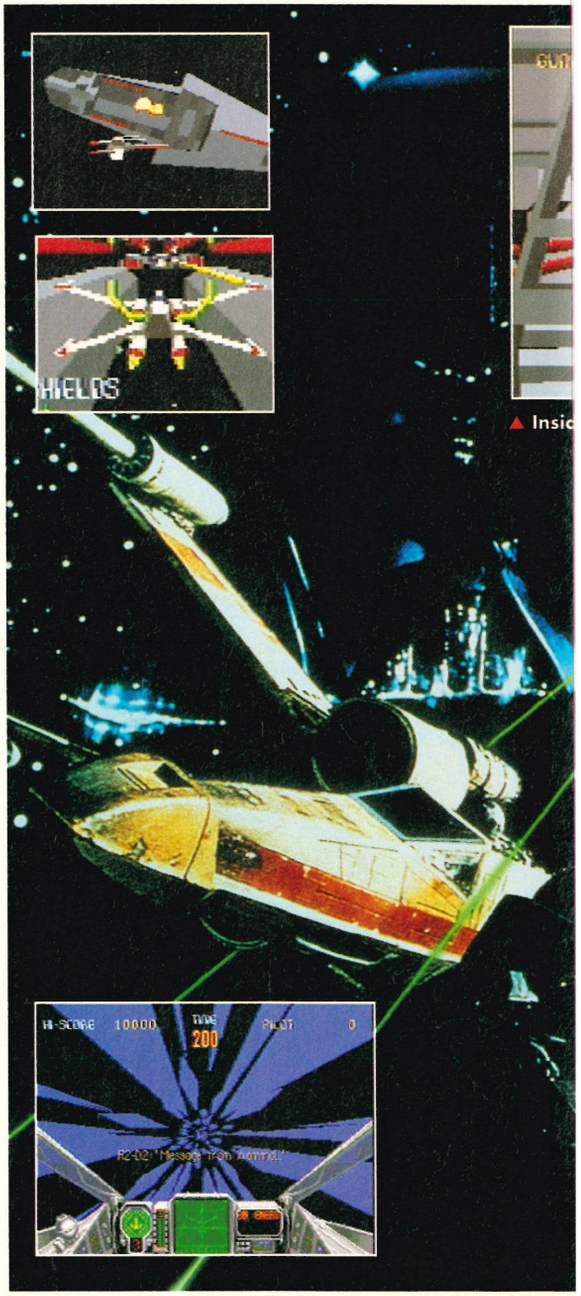
SEGA

▲ Those Virtua-style viewpoints from the coin-op are in there.

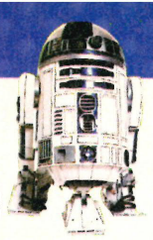
▲So, just how close is Star Wars Arcade to the original coin-op? The answer is "very close indeed, thank you very much". Yes, the graphics aren't quite as smooth or as detailed, but the overall effect is still very impressive indeed and in terms of all-important gameplay, it's actually better than the coin-op.



▲The intro of Star Wars Arcade is bound to go down well with Star Wars purists. The start of the film is replicated in polygon form, right down to the scrolling-writing-disappearing-into-the-distance "Episode IV: A New Hope" bit. The soundtrack plays in all its glorytoo.

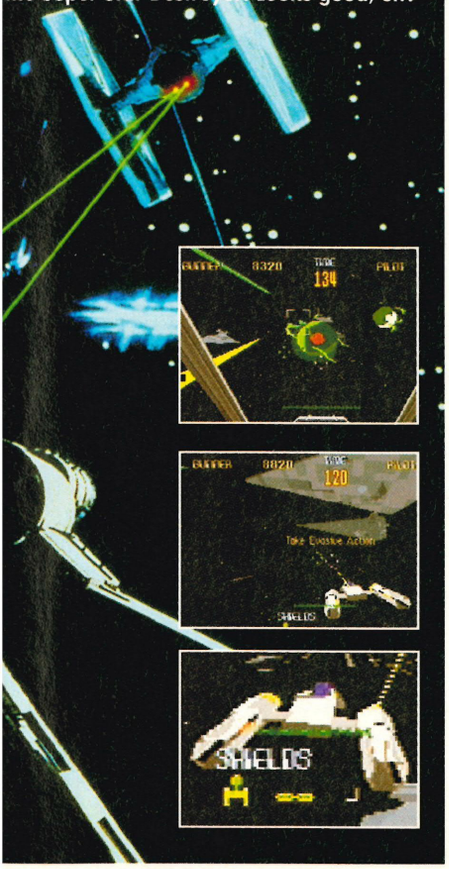


▲ Insid



STAR WARS ARCADE

the Super Star Destroyer. Looks good, eh?



COMMENT

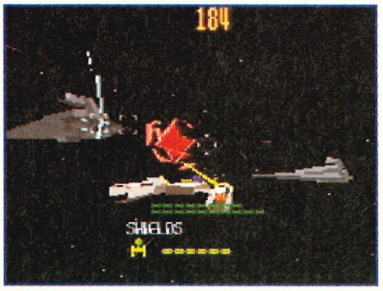
RICHARD LEADBETTER

The arcade version of Star Wars was graphically superb - pushing the Model One technology to the limit. However, the gameplay although enjoyable was very short-lived. I expected the 32X version to be much the same, but I was wrong. This game is extremely tough indeed - and the inclusion of two different games is enough to boost the lastability still further. The best way to play Star Wars Arcade is with the simultaneous two-player option - it's the only way you have any chance in hell of beating this tough game. There is only one criticism I have with Star Wars Arcade and it's a fault of the coin-op as well: the gameplay is too simplistic. This game is probably the weakest of the first three releases, but it's still a worthy purchase for game-starved 32X owners - and after the disappointment that was Rebel Assault, it's good to see a decent Star Wars game for once.

COMMENT

TOM GUISE

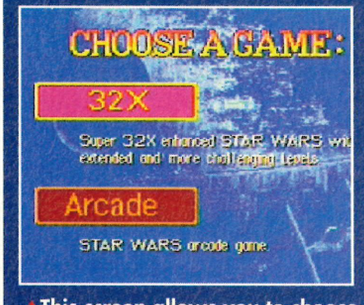
I really wasn't expecting Star Wars Arcade to convert very well to the 32X. Graphically, I thought it would do alright and indeed, it looks amazingly close to the original. It's the lastability I was unsure about. The coin-op is a thrilling game, but it doesn't take long to complete. Fine for a quick knock around in the arcades, but a problem for a console game. The programmers have realised this and the end result is much tougher. However, more than this, the sheer power of having Star Wars Arcade on your Megadrive makes it that much more awesome to play. Admitedly the graphics aren't any better than VR Deluxe and the music is a bit weak, but there's no doubting that this is a game you'll keep coming back to just for the ride, especially with two players. Not as superb as Doom, but if you already own Megadrive VR, this is a definite second purchase for your 32X.



▲ Photon torpedos away!

▲ On the surface of the Death Star.

▲Betraying its Virtua origins (although the coin-op was the first Model One project by AM3) is the choice of two different viewpoints. The in-the-cockpit view enables you to keep a track of enemy TIEs via your scopes, but the external view gives you some advantages when it comes to actually shooting them down.



▲This screen allows you to choose between two different versions of Star Wars Arcade. Opting for the original arcade game allows you to train up for your mission, or take on the four-level terror of the original game. The 32X enhanced game variation offers plenty more challenge, remixed levels and more of them. Also, the Y-Wing is flown for simultaneous two-player missions, which remains consistent with the Star Wars mythos (two players fly the X-Wing in Arcade mode, which is odd considering the fact it's a single-seater craft).

REVIEW

92 **Presentation:**
The intro from the arcade version is perfectly preserved - the inclusion of the Star Wars theme (fully sampled) is a pleasant addition.

93 **Graphics:**
Not as smooth or detailed as the coin-op's, but still quite close to the arcade in terms of overall look. Some sections are graphically amazing.

84 **Sound:**
Very smart intro music and accurate, excellent sampled sounds (right down to Artoo's scream), let down slightly by Hammond organ-esque in-game tunes.

71 **Originality:**
Not very original at all, being very similar to a lot of other 3D polygon-based shoot 'em ups. Still, very original if you only look at Sega systems.

91 **Playability:**
The X-Wing and Y-Wing are fast and easy to control and the blasting action is extremely addictive to begin with.

93 **Challenge:**
If you're playing on your own, you've got problems pal - even on level one this game is extremely tough. Get a mate to play the gunner role.

85 **Lastability:**
Two different game variations - both of them extremely tough. The urge to see the next level should keep this game in your 32X for ages.

OVERALL:

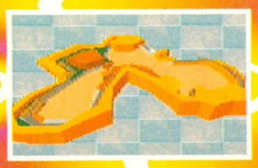
An excellent polygon-based 32X blast fest which exploits and benefits heavily from the Star Wars mythos. Well worth getting.

90

REVIEW

24-MEG
BY: SEGA
PRICE: £59.99
RELEASE: LATE NOV
STYLE: DRIVING
PLAYERS: 1-2
CONTROL: JOYPAD
CONTINUES: NONE

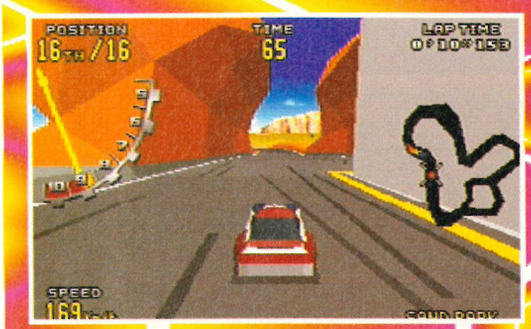
V.R. Virtua Racing DELUXE



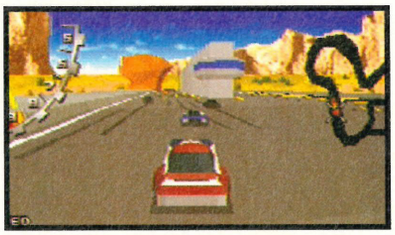
One of the big enhancements in this deluxe version of Virtua Racing is the inclusion of two new tracks, Highlands and Sand Park. Highlands offers 90 degree turns and much difficulty, whilst Sand Park is a pretty easy track to master. The three tracks from the arcade original have been included, making a total of five tracks to master.

Sega's "Virtua" brand name is synonymous with many things: polygon graphics, superlative 3D, excellent playability... you name it. Virtua Fighter and Virtua Cop are undoubtedly amazing coin-ops, but let's not forget the title that got the entire Virtua bandwagon rolling - Virtua Racing.

Already faithfully converted onto the Megadrive thanks to the wonders of Sega's Virtua Processor, original coders AM2 have expanded upon their original conversion for the new 32X incarnation and the result is undeniably superb. The new 32-bit conversion has everything you would want in a conversion. It's faster than the original conversion and a lot more detailed, but AM2 have actually aimed to improve upon the coin-op by incorporating new cars and tracks. One of the criticisms levelled at the SVP game was a lack of depth - something rectified by this conversion. Virtua Racing Deluxe certainly looks the part. Although the graphics aren't quite as detailed as the coin-op's, there's still little to fault them on. It's a bit of a shame that the level of depth to the 3D is about the same as the SVP game, which is a real pain in the tunnels. You think you're about to emerge from the dark (because you can see light further on) only to be confronted with a sudden turn! In this respect, it's a shame the polygons don't stretch into the horizon as they do in the coin-op. However, these are all minor flaws really in what is a great game - and certainly one of the best racing games money can buy.



The other big news in Virtua Deluxe is the fact that there are now three different cars to choose from, each with their own strengths and weaknesses. Along with the basic Formula One car are stock cars and prototypes. They all vary drastically in different areas of their performance, which adds a great deal more variety.



▲ Virtua Service Station coming up on the right. And a good thing too, because I'm dying to do a polygon pee-pee. Grunt.

COMMENT

RICHARD LEADBETTER

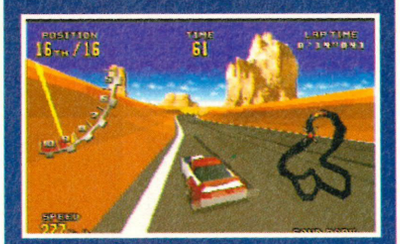
I'm in two minds about Virtua Racing Deluxe. There's no doubt that it's better than the SVP version released earlier this year, being smoother, more detailed and possessing a lot more depth (with the extra cars and tracks). However, for all the enhancements, it has more in common with the SVP game than it does with the original arcade machine, which many will see as something of a missed opportunity. Still, there's no denying that the game is fast, slick and extremely smart to play - and with the extra cars and tracks the two-player mode is even more fun than ever. Not the first title I'd invest in if I bought a 32X, but Virtua Racing Deluxe still ranks as one of the finest road racers available for any home system.

COMMENT

TOM GUISE

I was totally amazed when I first saw the basic Megadrive version of VR, however I can't say the same for the 32X version. Certainly the graphics are a marked improvement and the extra cars and tracks can only be a bonus, but it doesn't seem that much of a step up from the 16-bit version. This is probably because the Megadrive version, with its SVP chip was about as playable a conversion as you could hope for. Nonetheless, I still don't think you could justify spending the cash on this update if you already own the original. For the rest of us though, VR Deluxe joins Doom and Virtua Star Wars as one of the very promising reasons for owning a 32X.

Unlike the SVP Megadrive version of Virtua Racing, the deluxe edition saves your high scores and lap record times off onto the battery backed memory. Not a brilliant addition to the Virtua formula, but welcome nonetheless.



▲ Ooh, I can feel that battery back-up working right now. Hmmmmm.

83 Presentation: Loads of options, a battery backed lap time and high score system, although the presentation screens themselves look very basic.

91 Graphics: Bright, colourful backdrops and excellently animated sprites. Nothing ground-breaking, but highly atmospheric.

88 Sound: A range of decent enough music and excellent sampled sound effects. The engine noises are bit Flymo-ish, though.

70 Originality: Well, not too much to be honest, although it must be said that the range of polygon based road racers isn't exactly immense on Sega systems really.

92 Playability: The Virtua formula is more than adequately rendered on the 32X version. Very similar to play compared to the SVP version, but faster, smoother and more polished.

85 Challenge: Completing all five tracks in all three vehicles will take a long while, but the real challenge is in the two-player mode.

91 Lastability: The SVP Virtua was very lastable with only three tracks and one car, and there's plenty more depth in the 32X version.

OVERALL: 90

Not the quantum leap we were hoping for in this 32-bit version, but still an incredibly enjoyable road racer that's well worth putting on your shopping list.

Everything you ever wanted to know about ITALIAN FOOTBALL!

Includes all:

- The players
- The clubs
- The passion
- The skills
- The statistics

REVIEW

MEGA-CD
BY: SEGA
PRICE: £49.99
RELEASE: DECEMBER
STYLE: RPG
PLAYERS: 1
CONTROL: JOYPAD
CONTINUES: NONE

EYE OF THE BEHOLDER

If there's one genre of game that hasn't really been explored on Mega-CD it has to be the RPG, or role-playing game as it's known. I mean, can you name one? Well, if you were a clever person aware of the grey import releases, you'd say Vay or Lunar: The Silver Star. However, in terms of official releases, there haven't been any... until now.

Eye of the Beholder was a massive hit on the PC and Amiga, successfully copying and expanding on the old Dungeon Master-style 3D RPG concept. The Mega-CD version is virtually identical in every detail to the older versions, but being on CD it benefits from superb sound effects AND brilliant music from the greatest videogame musician in Japan: Yuzo Koshiro.

In terms of the actual game, Eye of the Beholder is decent enough. The concept of the 3D adventure has never really been explored properly on Mega-CD and this game is certainly impressive. The quest itself is vast, with a variety of creatures to battle and decent puzzles to solve (and they start getting tough as early as level two).

For Mega-CD owning RPG wannabe gamers or Yuzo Koshiro fans, Eye of the Beholder is well worth getting. Remember though that Shining Force CD is on the way as is Dungeon Master: Skull Keep - both of which look most impressive.

SEGA

COMMENT

TOM GUISE

Well, there's nothing here at all that's likely to appeal to people who don't already like RPGs, but I must admit that Eye of the Beholder does have a certain level of fascination. There's no doubting that the game is huge and extremely challenging - and the music, by Yuzo Koshiro, is utterly brilliant (although it doesn't exactly suit the game). This is a decent enough title, but it wouldn't be top of my imaginary Mega-CD shopping list.

▲ Cor! What a hunk.

COMMENT

RICHARD LEADBETTER

This RPG is as old as the hills on other systems, but it still has a quality unmatched by other Mega-CD titles. The first thing that hits you is the brilliant music. SSI has brought in renowned musician Yuzo Koshiro (Streets of Rage, Shinobi) to provide the music which is simply stunning. The game itself is very involving, puzzle 'n' combat based adventure which offers many hours of intensive play. Until Dungeon Master: Skull Keep is released, Eye of the Beholder reigns supreme as the best RPG on Mega-CD. As such, it's well worth buying. And that music is totally brilliant...

Combat is simply a matter of pressing the B button over your selected weapon. Not very exciting but better than "You hit Gandalf for five hit points".

▲ The character generation screens allow you to tailor your characters to your own personal style of play. And you can give them funny names if you want as well, or match friends' faces to particularly insulting portraits.

78 Presentation: Not much, although the range of options is brilliant and the character generation program is a bonus.

70 Graphics: In these days of Doom, EOTB looks dated - but this is an RPG, not an action-based game.

97 Sound: Utterly brilliant music and sound effects from Yuzo Koshiro. Astounding stuff.

78 Originality: Original stuff for Mega-CD, but the concept itself is very similar to Dungeon Master on the home computers.

86 Playability: The icon system makes the game easy to get into and progress is initially quite quick.

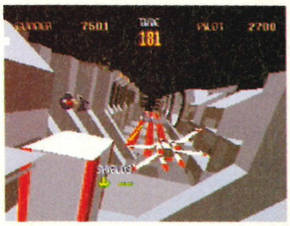
94 Challenge: Loads of levels to puzzle and battle your way through - and it's not easy by any stretch of the imagination.

90 Lastability: There's plenty of game in there, but the lack of thrills does diminish the game's replay factor.

OVERALL: 88

Currently the best RPG available for the Mega-CD... and it's a brilliant music CD as well!

WIN A MEGADRIVE 32X



AND THE FIRST THREE GAMES!

Yes! SEGA MAGAZINE has got hold of one of the first Megadrive 32Xs to enter the country - along with the first three games.

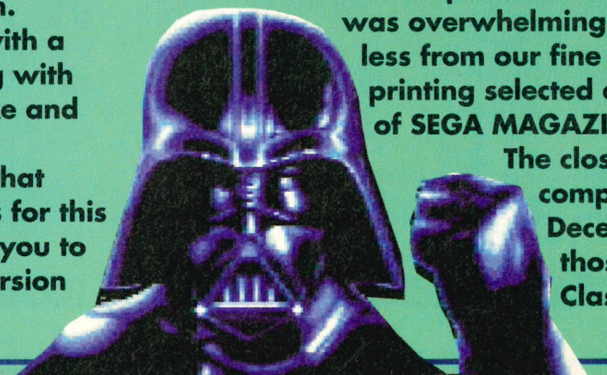
If you don't know just how ace and totally all-powerful the Megadrive 32X is, well, check out the reviews, showcases AND free supplement in this issue! Just imagine, you could save yourself a grand total of £350.00 by entering this competition.

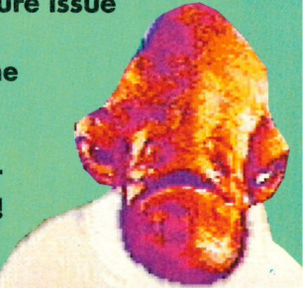
One lucky winner will walk away with a spanking new Megadrive 32X along with copies of Doom, Virtua Racing Deluxe and Star Wars Arcade.

And actually, it's Star Wars Arcade that we're basing the entry requirements for this competition around. What we want you to do is create your own Camcorder version of Star Wars (or any of its sequels) for us. It doesn't matter how crap or bizarre your version of Star Wars is - we want to see it. Entries will be judged on "special" effects, content, dialogue and overall polish and amusement factor - let's face it, we're not looking for a spot-on replica of the film. We just want a real laugh, that's all.

Our sister magazine Computer and Video Games ran a similar competition a few years back and the response was overwhelmingly smart - and we expect nothing less from our fine readership. So get to it: we'll be printing selected entries in a future issue of SEGA MAGAZINE.

The closing date for the competition is December 15. Get those "Camcorder Classics" in NOW!





REVIEW

WOLVERINE

WOLVERINE

16-MEG

BY: ACCLAIM

PRICE: TBA

RELEASE: DEC

STYLE: PLATFORM

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: NONE

Can you recall any Megadrive game based on a comics series that actually translates the heroes in question well. I mean we've seen X-Men with most of their powers stripped away along with the Avengers and Spider-Man being reduced to mere shadows of their comic selves. To be honest, we were expecting much the same from Wolverine, the latest Acclaim comic translation.

But, credit where it's due, the programmers have handed in an excellent Wolverine game. Yes, it is a platform game, but the coders have managed to make Wolverine almost as tough as his comics counterpart - with the notable (and regretable) exclusion of Wolvers' infamous berserker rages - which aren't in there at all. However, what moves have been included are superb. It's possible to string together combinations of Adamantium attacks on your foes that really look smart. It's the perfect reward for the amount of time you need to put in to master Wolverine's attacks.

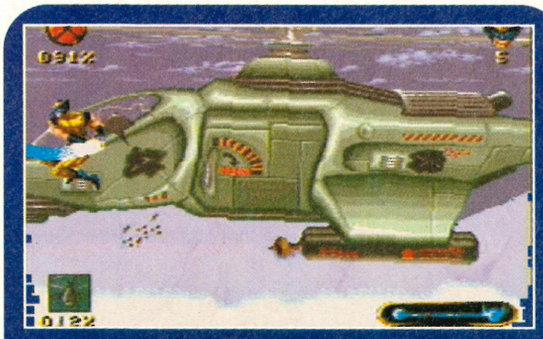
Comics related games are almost always too easy as well (with the notable exception of the otherwise dull Spider-Man/X-Men team-up).- but not Wolverine. This game is incredibly tough to master - and even the very first level is packed with different challenges.

In many ways Wolverine is an extremely successful game. The actual gameplay is tough, challenging and enjoyable, and the translation of Wolverine from page to screen is pretty good.

What more can we say? Yet *another* decent platform game for the Megadrive. Looks like several thousand people have a difficult decision ahead of them (if they don't like Dynamite Headdy).

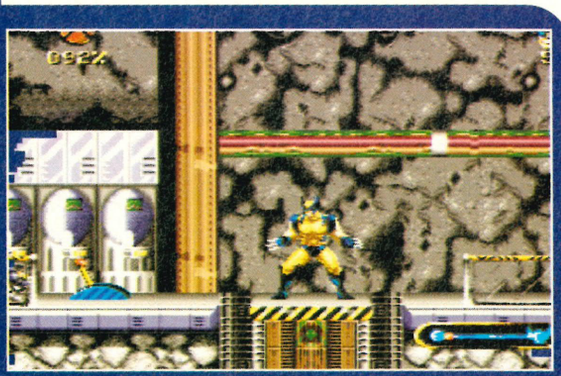
SEGA

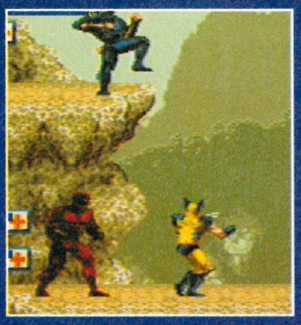
▲ Ooh look there's a first aid kit! But isn't Wolverine supposed to be invincible?



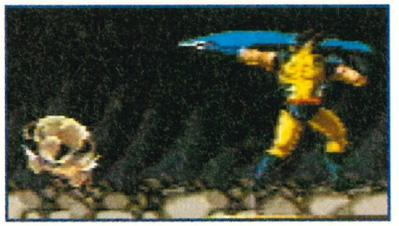
▲Wolverine's progress through the game is hampered by some impressive bosses. As well as the super-villains in the game, Logan is attacked by the likes of huge helicopters and massive cannons.

▲Just about any one who's ever given Wolverine any hassle turns up at some point in this game. Although they all have a fair amount of moves at their disposal, they're pretty unimpressive compared to Wolverine himself.





▲There's even a small amount of logic puzzling for Wolverine to sort out in this game - specifically on level one where you need to throw levers to turn on lifts and suchlike. Thankfully, the intellectual requirements of the game lessen drastically afterwards, allowing you to get on with filleting the bad dudes.



COMMENT

SAM HICKMAN

Wolverine fans are surely going to mad over this latest Acclaim release, successfully capturing the character on silicon as it does. For the rest of us, I'm not really so sure. As a game, it looks great and plays well, and I'm not arguing about the challenging nature of the title at all. I just think that there are plenty of other platform games out at the moment which are a bit better - Earthworm Jim, Dynamite Headdy and Sonic and Knuckles being the big three. Wolverine is a fine game all right, but it's certainly not a classic.

COMMENT

RICHARD LEADBETTER

Wolverine is a very accomplished, deep, involving - and extremely tough - platform game. It's good to see that the coders put a lot effort into the character of Wolverine himself. Although not quite as vicious or dexterous as he is in the comics, he's still equipped with a fair amount of moves - using the claws to climb walls is very Wolverine indeed. There's no denying that the game will take ages to complete as well - the amount of levels and the sheer variety in each makes this a game that always comes up with something new to throw at you. Wolverine is basically a decent, solid game. Finally Wolverine fans have a game they can really enjoy.

87 **Presentation:** Nice comic cut screens - but why can't you skip the first (extremely tedious) credit screens?

86 **Graphics:** A great range to the graphics, some nice animation and decent definition on the main characters. Some levels are a tad spartan though.

78 **Sound:** Not the game's best aspect - the music on some of the levels is depressing, quite frankly.

14 **Originality:** Very little indeed.

90 **Playability:** Getting to grips with Wolverine is initially very difficult indeed, but once you've got the knack, the game is quite addictive.

92 **Challenge:** Even the very first level is packed with challenge - and there are plenty more where that came from.

86 **Lastability:** Once you've seen everything the game loses a lot of its appeal, but defeating the final levels will takes aaaaages.

OVERALL:

A slick, playable, extremely enjoyable platformer that makes good use of the licensed comics material. A must-buy for Wolverine fans.

87

REVIEW

8- MEG

BY: US GOLD

PRICE: TBA

RELEASE: DEC

STYLE: DRIVING

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: none

How many times have you played the latest realistic driving game, only to find it's actually not realistic at all? Too many times probably. With the exception of Virtua Racing, racing sims have a strange tendency to completely ignore any features involved in real driving – as Sega's appalling Outrun series on the Megadrive proves rather well. However, US Gold intend to put a stop to all this with their latest, super-realistic-all-the-thrills-and-spills-of-rally-driving racing sim, Powerdrive.

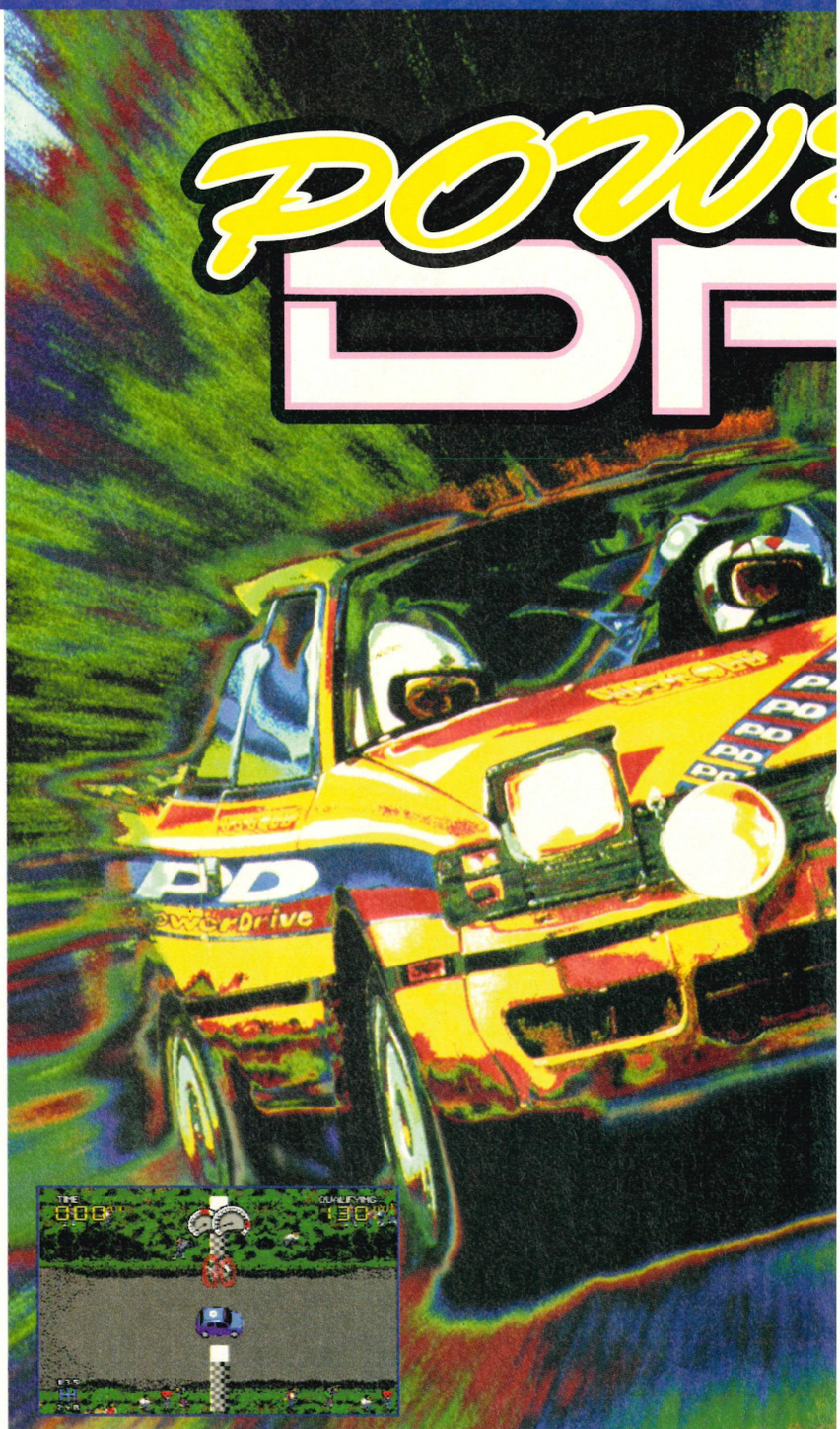
And hats off to programming house Rage, as they've actually managed to come up with a rather original concept. Instead of the usual glossy affairettes with over-endowed babes hanging around after the end of every race (just for a spin in your souped-up Lamborghini of course), you're presented with a mini, then expected to burn it round the countryside in deepest, darkest Norfolk or somewhere. And, lets face it, this is probably the closest any of us are going to get to real racing this side of a $1,000,000 sponsorship from Sega. So at least it's realistic.

Of course, there's plenty of different motors to choose from, this being a rally sim and all. If you're really lucky and dead good, you'll get to ride the RS Cosworth – surely every boy racer's dream, There's a multitude of tracks to choose from too, all with a variety of weather conditions, all obviously affecting the handling of your car in some irritating manner.

This new slant on the age old genre of racing is certainly a novelty and it's fun for a while too. Unfortunately, though, it seems as though the programmers haven't thought through the concept properly, resulting in a sim that lacks variety and any graphic realism. The cars handle badly (true, this would probably happen in real life too, but it's the controls that are at fault here) and although they look good on the intro screens they look pretty unimpressive on the track. The effects employed when a car spins or crashes are also pretty poor – on most cars a single chuff emanating from the bumper is your lot. There's no two-player mode either, which raises serious doubts towards the game's lastability.

If Powerdrive was a little faster and paid less attention to the more fiddly aspects of "real" racing, it would be much more fun, As it stands, the absence of a two player mode and the frustrating controls really let it down. You can probably buy the original Micro Machines for around $30, which may not attempt to replicate real driving, but it's certainly a much better laugh than this.

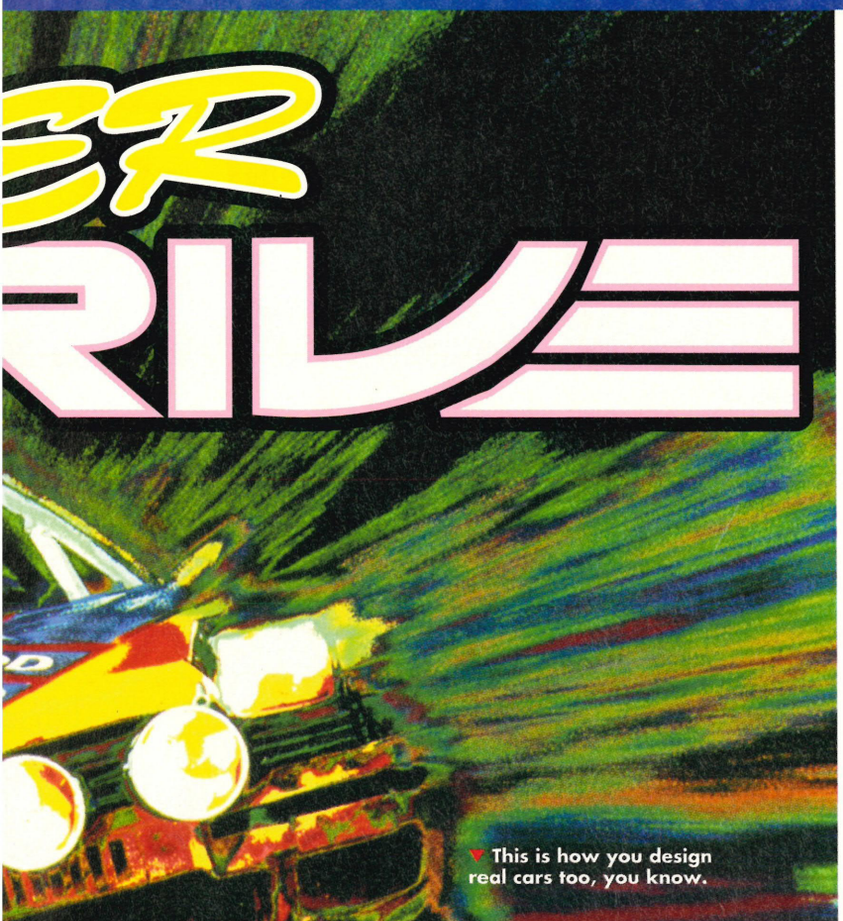
SEGA



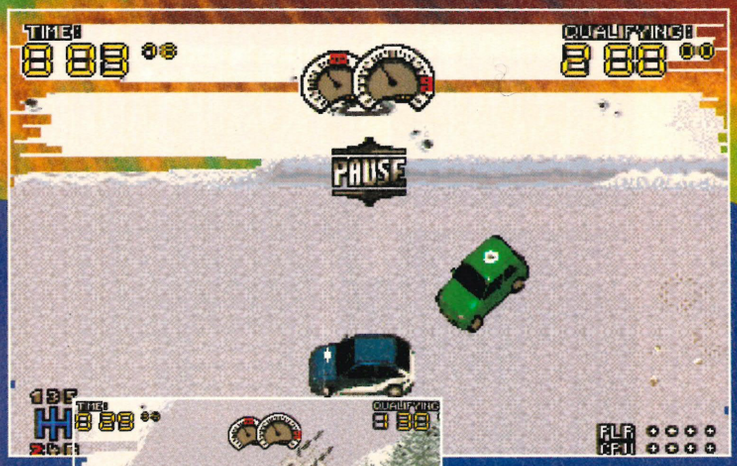
▲ Get the money.

▲ Test your skills on the twirly track.

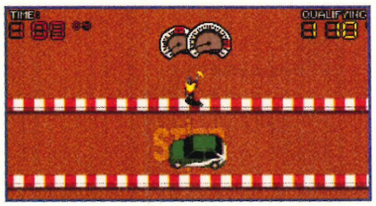
ER RIVE



▼ This is how you design real cars too, you know.



▲ Just like the Renault Five advert.



COMMENT

SAM HICKMAN

When I heard that this type of game was being developed, I thought that the programmers had more of a 3D off-road rallying game in mind. Which would have been really great. Unfortunately though the result is more like Micro Machines but with bigger cars. There are loads of tracks to master, and the inclusion of the skill stage in between levels is a good idea, but the gameplay itself is pretty dull. The controls in particular are a nightmare – the cars slip and slide all over the place even on the dry tracks and they all seem to lack speed too. To cap it all, there's no two player option, and as a one player game, its lastability is very limited. Luckily, US Gold have managed to keep the price down to $39.99, but you can buy better games than this from Sega's budget range – Micro Machines included.

COMMENT

RICHARD LEADBETTER

After playing Micro Machines non-stop for the last couple of weeks, you can't blame me for not being overly impressed with this paltry offering. For a start, all the cars handle badly, making the game totally annoying to play, and the graphics are pretty poor, especially the appalling weather effects employed on most of the tracks. The idea of playing a rally driving game is actually quite original, it's just a shame that the programmers chose the easy option and came up with a game that's just far too average. Don't get me wrong – I actually had quite a laugh playing this for a while, but when there's games like Micro Machines 2 out, what's the point?

75 Presentation: Nothing special, but everything that should be there is, if you know what I mean.

74 Graphics: Well, the cars look good....

66 Sound: The tunes are okay, but the engine noises are particularly pathetic.

78 Originality: Look, just because it's original, doesn't mean that it's big or clever or anything.

77 Playability: Instantly playable, although the controls are a bit frustrating at times.

74 Challenge: Getting through each level isn't too difficult, but finding your way out again is very tricky indeed.

68 Lastability: The lack of a two-player mode limits the lastability and the action gets a bit samey after as while.

OVERALL: 76

Fun, but the original Micro Machines is better. And cheaper.

REVIEW

blood

MEG

BY: DOMARK

PRICE: TBA

RELEASE: JANUARY

STYLE: SHOOTING

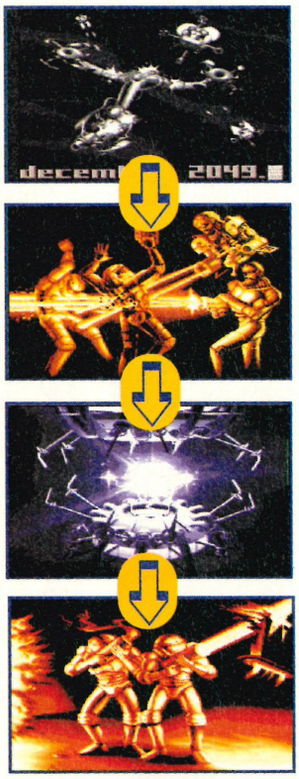
PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES:

Hot on the heels of Zero Tolerance comes Bloodshot – another Doom-esque adventure offering plenty of gratuitous violence and an extremely high body count – a recipe for a top game if ever there was one. But with the real thing offered on the 32X this month, can a Megadrive adventure of this ilk still pull in the punters?

When Zero Tolerance was released on the Megadrive a couple of months back, it caused a fair few waves in the SEGA MAGAZINE offices. For a start, no one thought it would be possible to create a Doom clone on console, but here was this little gem of a game doing the business rather well thank you very much – albeit on a much smaller scale. However, now that Doom's about to be released on the 32X, any other newcomers are about to have a lot more to live up to.

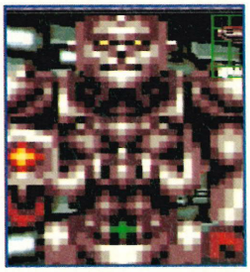


At first glance, it seems as if Bloodshot measures up to its predecessors rather well. The game's atmosphere is suitably mean and moody, incorporating great graphics with incredibly tense gameplay. There's loads of weapons to pick up, aliens to kill and some fairly fast-paced action too. And unlike Zero Tolerance, where the levels just go on and on without a break, the game is split into twelve levels, with huge bosses to kill at the end of every stage. To make things even more tense, you also have to find your way out of each level in around about a minute, which is very difficult indeed, but does give the game more of an exciting edge. Another advantage that Bloodshot holds over ZT is that there's a split-screen two player mode AND a head to head option, both of which can be played on one Megadrive (instead of having to link up two Megadrives and buying two copies of the game). This easily doubles the game's lastability as even if you've completed the game, it's still great fun to play it over and over again with a friend.

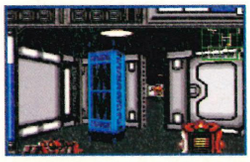
Unfortunately though, there are a couple of rather serious faults to be found too. For starters, there's not nearly enough aliens to kill, and there's hardly any gory deaths either. Part of the fun in Zero Tolerance was the extortionately high bodycount and the lack of such a feature in Bloodshot makes the action, well, slightly boring at times. The sound is absolutely dreadful too – the pathetic bleeps intended to replicate gunshots or fatally wounded enemies are laughable, and there's no background music at all.

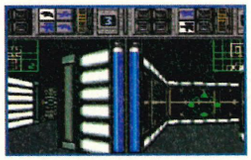
Probably the most serious fault in the game though, is its difficulty. Actually killing each level guard and all the aliens is simple enough, but it's getting out of the level that proves a problem. I've lost count of the amount of times I'd killed everything, only to die on the way out. This wouldn't be so bad if there was some kind of password option or a couple of continues, but you're supposed to be able to get through all twelve levels with just three lives. However, even with the above faults taken onto consideration, Bloodshot is still damned good fun, especially in two-player mode. It's just a shame that the overall product seems a little rushed and rough around the ages.

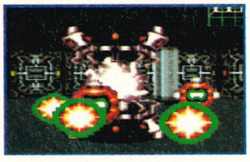
SEGA

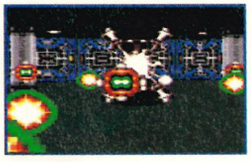


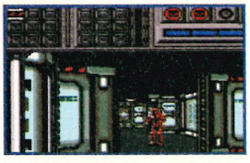
▲ Tommy G in his full morning glory.

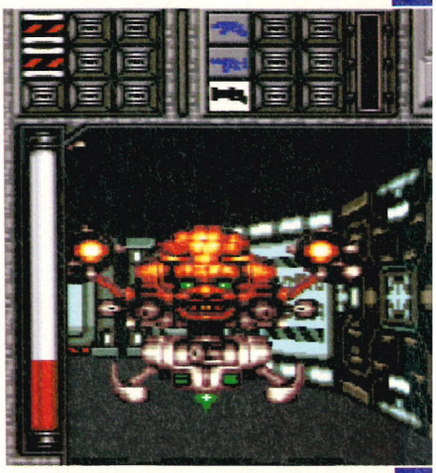






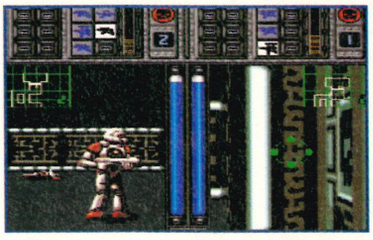




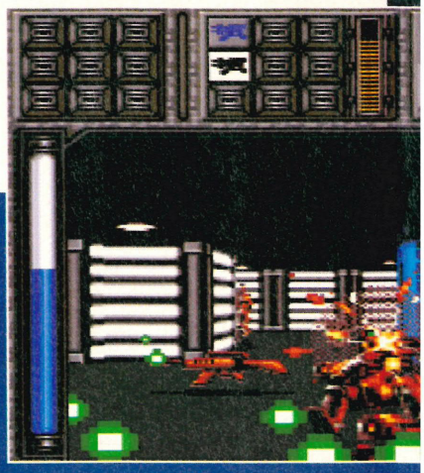


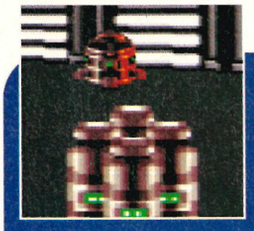
▲ That's your girlfriend. Apparently.

▲ A-mazeing. Geddit?



▲ Split screen two player mode.

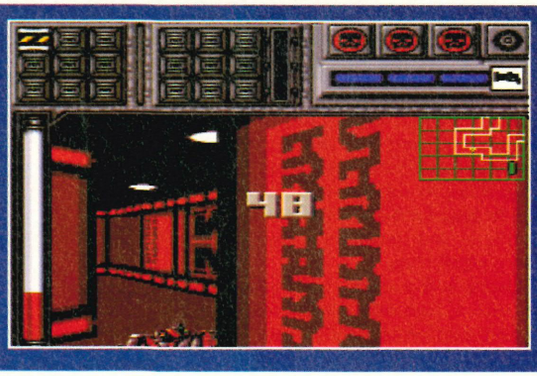




▲ As in both Doom and Zero Tolerance, there's a multitude of weapons and keys to collect, all with differing results. However, in Bloodshot you'll also have to hunt down oxygen as without them you'll die very quickly indeed. Ulp!

Bloodshot

▲ Splut! Gore-a-rama!



● After you've killed the huge alien at the end of every level, you have to find your way back out to the exit. A time limit of around a minute is set, and the screen also flashes red, making for a very tense situation. Failure to find the exit results in an untimely death, as does running out of oxygen at any point in the game.

COMMENT

SAM HICKMAN

After seeing Zero Tolerance a couple of months ago, we all knew that more Doom clones were on the way, although I don't think that Bloodshot is much fun as ZT. They both have fundamental faults, although it seems that Bloodshot is much more ragged around the edges, and there's a lot less action too. It does have a good two-player mode though, although I don't know if this alone can justify a purchase. I just wish that someone would combine the best features form this and ZT to make a really awesome adventure. Bloodshot is good, and at times it's really tense, but there's just not enough features in there for a top-class game.

COMMENT

TOM GUISE

You can't beat Doom for a good bit of gory blood-letting, but I was surprised at how closely Zero Tolerance came to capturing the feel of the game – something that Bloodshot somehow fails to do. For a start there's no gore, which is vital to the enjoyment of Doom and ZT. Blowing up robots just isn't as good. Secondly, the 3D is noticeably jerkier making it difficult to move around freely. Rather than ducking around corners, taking out baddies with sneak shots, you just end up blasting away in a face-to-face situation, hoping the other guy buys it first. Also the sound, a vital part of this kind of atmospheric game, is poor to say the least. Bloodshot is enjoyable, but Zero Tolerance is definitely superior.

Presentation: 80
There's some in-game presentation, but it seems as if the majority of the product has been rushed, hence the lack of any decent presentation screens.

Graphics: 79
Although the sprites are fairly detailed, there's not much variety from level to level, and the level guards are poorly animated.

Sound: 55
Bleepy sounds which would be more at home in Astro Wars rather than in a 16meg cartridge.

Originality: 79
A fairly original concept for the Megadrive, with a couple of new features in there too.

Playability: 83
Takes a while to get into, but there's plenty of levels and bonus areas too.

Challenge: 80
Getting through each level isn't too difficult, but finding your way out again is very tricky indeed.

Lastability: 79
The inclusion of a two player mode ensures that this will be returned to again and again.

OVERALL: 80

Not as slick as Zero Tolerance but great fun nevertheless.

REVIEW

8-MEG

BY: PSYGNOSIS

PRICE: £39.99

RELEASE: NOVEMBER

STYLE: PUZZLE

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: PASSWORD

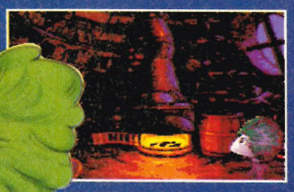
Lemmings: The Tribes

No matter how civilised you become, it seems you just can't escape those everyday problems. Take the lemmings, those rodents with a penchant for jumping off cliffs. Since their first game, they've made a concerted effort to better their pitiful lives, settling down into little communities, growing afro hair-styles and even turning to such foul habits as pipe smoking. Alas though, they still wander around aimlessly, just waiting for fate to deal them a bad hand. Quite a problem when you consider that a cataclysm is going to wipe out the whole race unless they evacuate Lemming Land. At least, that's what their top astronomer predicted before he slipped up in the bath.

In truth, this plight is nothing more than an excuse for the sequel, Lemmings 2. Once again it's a quest to save the poor saps from mass suicide by guiding them safely through each hazard packed level. For those of you unfamiliar with the art of lemming preservation, this is done by gifting certain lemmings with specific skills, such as bridge building or digging. Easy enough, if only you can work out the correct method to each level.

That's the basic theme behind the original Lemmings. This being the sequel, you'd expect a bit more for your pound of lemmings, so what's new? Well, the lemmings are now divided into 12 tribes, each living in a different environment such as the highlands, the beach, even space. The biggest improvement however,is the range of new skills. There are now 40 types of lemming with specialists in bazooker shooters, attractors (whose music makes others stop and dance) and Magno-boot wearers (who can walk on the ceiling).

Lemmings 2 is certainly an impressive puzzle game. However, for all its new features it doesn't really build on the original. If you liked the first game and want more of the same, or if you just a puzzle fanatic looking for something cerebral, Lemmings 2 is probably the best puzzle game you can get. For those of you who like your games a little more lightweight, be warned – you'll be bored to death!



▲ More mysticism from those cheeky lemmings.

▲ Coo! Look at those top graphics!

SEGA

MEGA DRIVE

REVIEW

MEGA DRIVE

BY: CODEMASTERS

PRICE: TBA

RELEASE: NOVEMBER

STYLE: PINBALL

PLAYERS: 1-4

CONTROL: JOYPAD

CONTINUES:

Psycho Pinball

Although it's great fun in the arcade, pinball has never worked very well on the Megadrive, lacking excitement and most of all, essential realism. This hasn't deterred many developers from attempting to replicate the genre though, least of all Codemasters, who have spent over two years developing what they believe to be the most realistic pinball game EVER. Hasty words, perhaps?

Well, maybe not. Initially, it may not be quite as impressive or fantastical as Pinball games of the past but Psycho certainly has all the features you'd expect to see on a real pinball table in a real arcade. You can set everything from the speed of the ball to the titling sensitivity, and there's even a dot matrix band along the top of the screen, where you can play sub games if you gain enough points – just like the real thing!

There's four tables in all, three of which are theme based and have a multitude of sub games and separate challenges – traditional games such as Blackjack pop up, and there's more bizarre challenges too, like popping ulcers on a huge whale on the abyss table.

The fourth table incorporates the other three tables, and although it doesn't have any separate sub games, by hitting certain parts of the table in sequence, you can access different tables. This is certainly the most difficult stage, but it's also the most fun, as you can accumulate a gigantic score and the different tables stop the game from becoming monotonous.

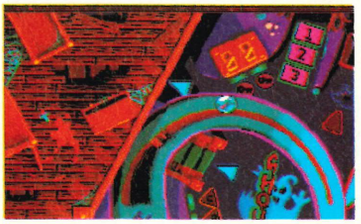
However, it has to be said that most pinball games, although initially fun, suffer in terms of lastability, because there's just not enough features to keep you coming back time and time again. Fortunately though, I don't think Psycho suffers in this way, as in addition to its great playability, there's plenty of little puzzles to solve, and there's a four player option too. Yup, four mates can take turns to play for high scores, and of course, this this is the feature that will have you returning time and time again, and puts Psycho in a different league to all those other 'not quite" pinball sims.

Pinball sims may not be the most exciting game genre in the world, but Psycho is easily the best one to date, with loads of great features and a high addictabilty rating. And although it's not as ground breaking as the stunning platformers we've seen of late, it gives miles more value for money and at least you'll still be playing it when Dynamite Headdy and Earthworm Jim are gathering dust in the back of your cupboard.

COMMENT

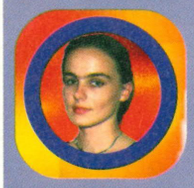
SAM HICKMAN

The prospect of playing another pinball game may not have you trembling with glee, but Psycho is far superior to all previous pinball releases. For a start there's four tables – all of which can be accessed from the beginning of the game, and there's a multitude sub games too. Of course, there's a wealth of great games around at the moment, so a pinball sim may not be top of your list – but it will easily outlast most of the platformers up for release this Christmas.



SEGA

COMMENT



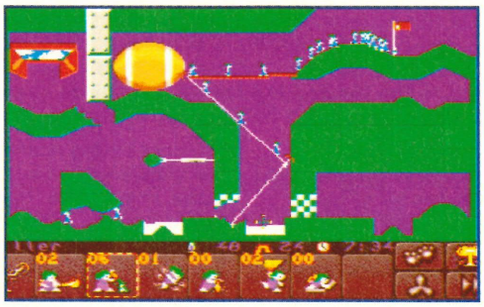
SAM HICKMAN

I really enjoyed playing the original Lemmings when it first came out. Trying to keep the little blighters alive whilst coming up with wild solutions to each level was really quite a laugh. The thing is, there have been a lot of copycat games since and Lemmings 2 doesn't have enough in it to set it apart from the rest. The new features don't really amount to much. Exciting as they sound, the different environments are purely cosmetic. Digging through a ball on the beach level is much the same as digging through a sphinx on the Egyptian level. And although there are 40 lemmings, most of them seem to do the same thing, such as digging or flying. On top of this, the game just isn't rewarding. Completing a nightmarish level just to face an endless chain of new ones is my idea of Hell. Puzzle fans will no doubt love this, but I've had my fill of Lemmings.

COMMENT

TOM GUISE

Although there's no doubting that both this and the previous Lemmings offerings are top quality games, I really don't have the patience required to play them for any length of time. I'm sure that there's millions of people that will disagree with me, and for them, this sequel will prove to be great fun. However, I found it extremely tedious, irritating, and to be honest, not very different from the original game. The new lemmings characters do offer novel gameplay, but after a while you'll discover that it's just the same old thing in a different package. An okay title, but by no means an essential purchase.



▲ The thrill-packed levels push the Megadrive to its limits.

62 Presentation: A lengthy, but dull intro and some pretty standard intermission screens. That's all!

56 Graphics: Hardly pushing the Megadrive to its graphical limits, although the three-pixel high lemmings are amusingly animated.

58 Sound: More of those annoying tinkly tunes Lemmings was famous for. Little lemming screams too.

65 Originality: Whereas the original Lemmings was highly innovative, this sequel just follows in the footsteps of countless clones.

68 Playability: Responsive controls and easy-to-use icons make it easy to get into, although the gameplay can be extremely tedious.

98 Challenge: Rock-hard! Most of the levels will perplex you for some time. Not a game for stupid people.

88 Lastability: If you like to flex your head muscles this'll keep you going for ages.

OVERALL: Possibly the best puzzler around, but only recommended to hardcore puzzle fans.

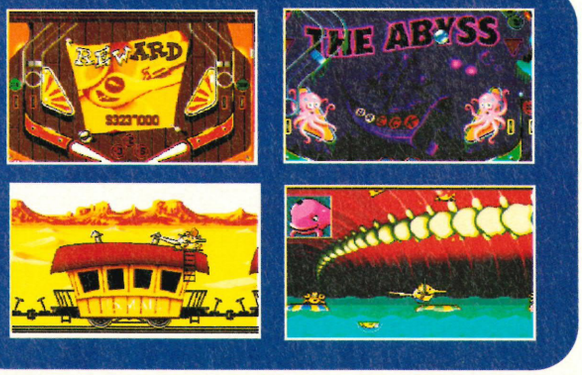
75

MEGA DRIVE REVIEW

COMMENT

TOM GUISE

Pinball is forever being overlooked as an entertaining form of gaming, but Codemasters have definitely got it right with Psycho. All the tables are excitingly themed and the scoring techniques keep the action going. More importantly, the feel of the flippers and the ball movement is perfect. The last decent pinball game we saw was Sonic Spinball, but being more an adventure than a score accumulating game, it didn't really feel realistic. As for everyone's favourite, Dragon's Fury, well, it really is too old to merit consideration.



▲ This table is a bit scary. I'm frightened.

▲ Loads of action in this shot, folks.

90 Presentation: Four different tables, loads of preferences to set and a large amount of sub games too.

83 Graphics: The graphics place more emphasis on fun rather than detail, but they're perfect for a pinball sim, and there's lots of variety too.

80 Sound: There's more than a few nods to Micro Machines in there, but with the original Micro Machines programmers working on it, what did you expect?

87 Originality: No, pinball isn't too original, but as a console conversion, this has some pretty neat touches and is miles ahead of the competition.

85 Playability: The more you play it, the more features and secret games you'll find.could hope for.

83 Challenge: There's four difficulty ratings, although all four provide a decent degree of challenge.

87 Lastability: The four player option along with the variety of tables ensures that this will be returned to again and again.

OVERALL: Simply one of the best games around. Make sure you get it.

88

REVIEW

8- MEG

BY: KONAMI

PRICE: £39.99

RELEASE: DECEMBER

STYLE: PLATFORM/ PUZZLE

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: 3

You may have heard of the Animaniacs – cute little furry things with an appetite for destruction. Yup, the three Warner Brothers Wakko, Yakko and Dot (except the last one is a girl, which kind of spoils the continuity), fresh from their smash hit cartoon series, have been converted to the Megadrive for an adventure guaranteed to be even funnier than the TV series. Which wouldn't be very hard thinking about it.

But wait! I know what you're thinking. You're thinking that this is going to be one of those games where you visit different film studios for a "fun" adventure, which in fact turns out to be incredibly dull indeed. However, in the spirit of the Nineties, the Animaniacs activities are focused more around solving puzzles rather than bashing baddies, and the object of the game is to collect various items from film sets – all very peaceful and interactive, but not necessarily fun at all.

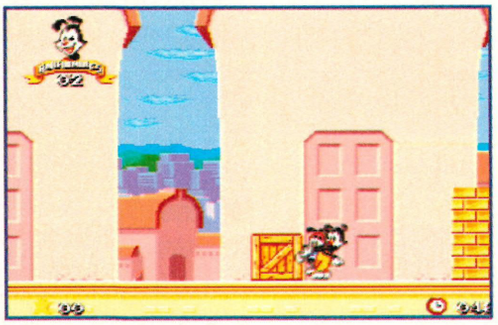
And instead of selecting one suitable Warner sibling to play certain parts of the game, you're lumbered with the three of them throughout the entire adventure. Of course, you can switch between characters whenever you want, and indeed you'll have to if you intend to progress very far into the game. Each character has a special power which enables them to manoeuvre various obstacles, – Wakko has a huge hammer to bash in any stationary objects, Yakko can push, pull and punch people with his springy hand and Dot, well Dot can flirt.Which is useful for charming foolish men and doe-eyed animals, but doesn't do much for the profile of female characters in games.

Anyway, although this adventure does attempt to offer an original slant on the standard platformer by incorporating puzzle elements, all the chopping and changing of characters makes for a slow game, and it doesn't give you that instant satisfaction you come to expect from top platformers such as Earthworm Jim or Sonic and Knuckles. And although the platform/puzzle genre is still fairly novel on the Megadrive, it's never been mind blowing fun – Bubba n Stix and Puggsy are surely the best examples so far and both fail dismally on the lastability front.

Still, it has to be said that Animaniacs is more instantly appealing than any other game of its type, and the puzzles are generally more simple and fun to solve. However, the subject matter could be just a little bit too cutesy for most, and when there's such an abundance of great games being released at the moment (Konami's Probotector and Sparkster included) this may take something of a back seat.

SEGA

▲ Hello little puppies, would you like to come and see some kids?



▲ Give us a hand with this crate. I need it to prop up that jar on the next page.

COMMENT

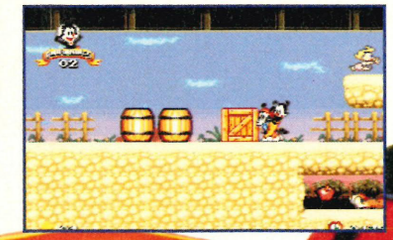
SAM HICKMAN

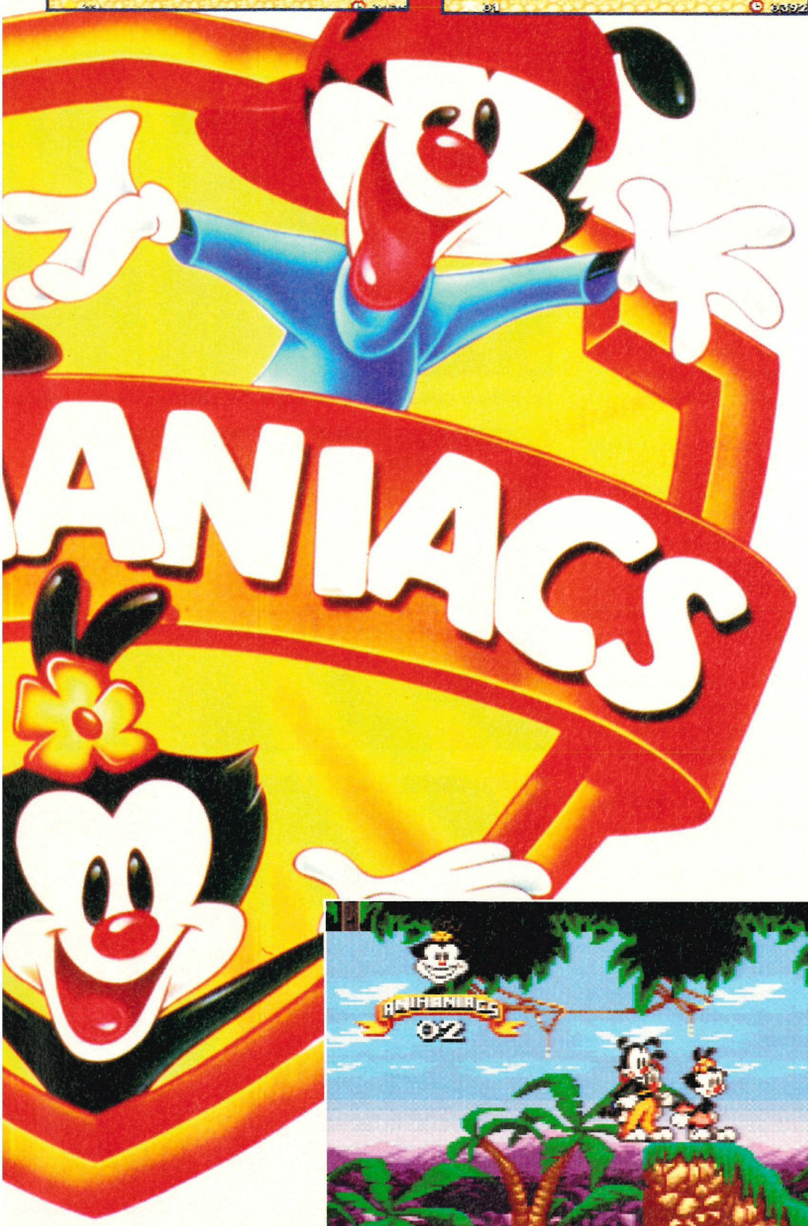
If there's one type of game I can't stand, it's the platform /puzzle genre. Everything about them, from the "brain taxing" puzzles to the laborious stop/start gameplay makes my skin crawl, and I can't see that Animaniacs is much different. It's not as dull or frustrating as other games of the genre such as Bubba'N' Stix, but it definitely lacks any kind of adrenalin pumping action. I can see that it will appeal to fans of the genre, and in that respect it's better than any other platform/ puzzler I've played, but for me the combination of those awful cartoon characters and that annoying stop/start gameplay just doesn't add up to what could be classed as an enjoyable game.

COMMENT

TOM GUISE

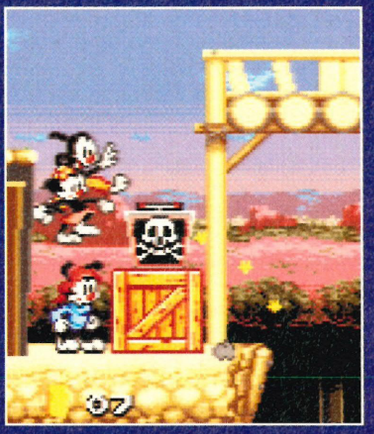
Platform/ puzzle games have never worked on me much in the past, but this particular attempt, combining Konami's programming talent and Warner Bros cartoons, has more than a ring of Tiny Toons Adventures to it. Of course, it's the puzzles that make Animaniacs different and for me these are also what ruin the game. Sure, they are very clever and, to start with, quite fun. But as the game progresses they tend to slow it down and you just end up repeating the same section again and again, accompanied by the same tortuous music. Had it been pure platform action I think Animaniacs would have been much better.



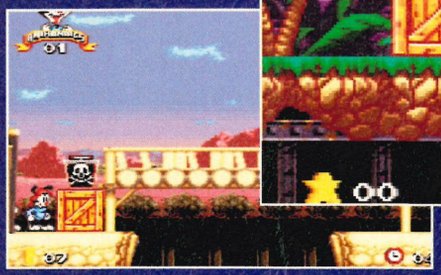


▲ Select a studio, go on, any one.

▲ Hey lard-boy, show us your gut!



▲ Nooo! Don't drink from that jar you cheeky little chimps. Erm, pups. Erm, cartoon things.



▲ See, that box came in useful, didn't it? Props up that crate quite nicely don't you think?

▲ Young Dotty woos a bird with her kissing powers. Of course, this kind of philandering between different species of the animal kingdom is quite disgusting!

Presentation: 78
Lots of nice option screens with passwords and the levels are broken down nicely too.

Graphics: 80
Nothing special, but they do remain true to the cartoon and there's plenty of variety too.

Sound: 72
Words cannot describe the true horror of the in-game tunes.

Originality: 80
There's been a few of these puzzly/platformy affairs, but they still remain fairly novel, and there's some neat touches in here too.

Playability: 81
If you're into these types of games you'll probably find it very compelling, but otherwise...

Challenge: 74
Indeed, rather challenging all round.

Lastability: 70
Depends on your intellect really, but will definitely last longer than your usual platformer.

OVERALL: 80
Great if you're into that sort of thing, but for action addicts it may prove too dull and repetitive.

REVIEW

16-MEG

BY: ACTIVISION

PRICE: TBA

RELEASE: DECEMBER

STYLE: PLATFORM

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: 8

PITFALL

▲ Watch out son, there might be turds in those bushes.

How many platform games and icon characters have we been subjected to over the last few months as reviewers for the world's greatest Sega-related organ? Loads, that's how many. We've seen Sonic crop up along with new hero Knuckles, Earthworm Jim, Dynamite Headdy, Sparkster, The Lion King... It's a huge list to be honest, but the fact is we can't really complain that much because all of those games have been top-notch products - with Dynamite Headdy reigning supreme as the best platformer on the Megadrive, despite what others might tell you.

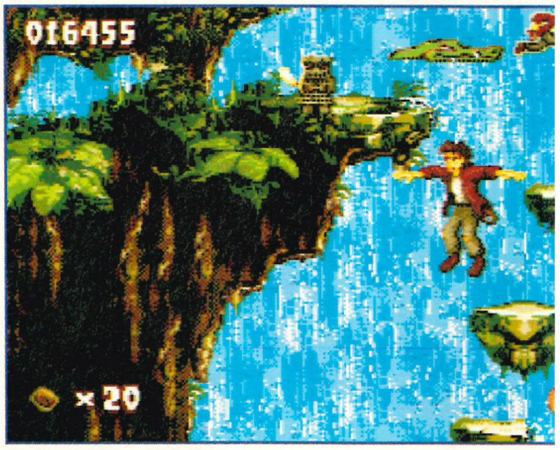
However, all of these platform heroes are mere whipper snappers compared to a certain platforming hero. He is, arguably, the first videogame platforming icon. His adventures were wowing punters on different videogame platforms around the same time that the world discovered PacMan. That someone is Pitfall Harry, star of Pitfall, a game first released by Activision many moons ago. Now he's back, but not for long, as he mysteriously disappears - and it's down to you as Harry Junior to track down Dad and save him from a mysterious menace. Sounds a bit reminiscent of Indiana Jones and the Last Crusade, except the actual game has bits of all the other Indy films thrown in for good measure.

Basically, Pitfall: The Mayan Adventure, to give this sequel its full moniker, is a platform game, casting you as an Indiana Jones lookalike, running, jumping, yomping and whipping your way through hostile jungle terrain. The full terror of the jungle, along with legions of possessed and undead creatures stand in your way.

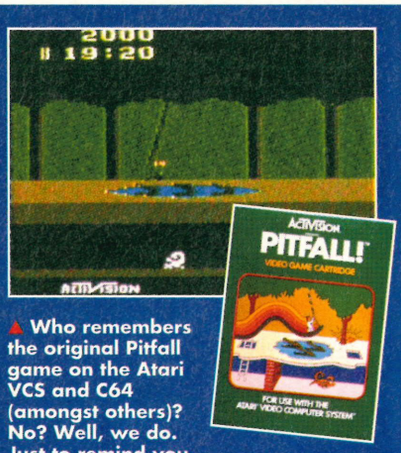
For their latest Pitfall outing, Activision pullled out all of the stops, hiring top-quality animators (responsible for, amongst other projects, Fern Gully) and sound engineers (more Hollywood talent recruited there with movies like In The Line of Fire to their name). The result is an excellent looking platform game with some superlative soundtracks. Thankfully, Activision haven't skimped on the gameplay either, which is fast, fluid, enjoyable and action-packed. It really is liking starring in your own Indiana Jones flick - which must have been the original idea behind this game.

If it had been released four months ago, we would be singing Pitfall's praises unreservedly. In fact, the only thing stopping us from recommending this without hesitation is the fact that Pitfall is a platform game, and the Megadrive boasts some of the smartest platformers ever devised - some of them released in the last couple of months. Check out the list at the top of this review for starters. These games may make Pitfall look like "one of the crowd". Yes, there are better examples of the genre, but don't forget Pitfall when it comes to buying your next platformer - you might be pleasantly surprised by its many charms.

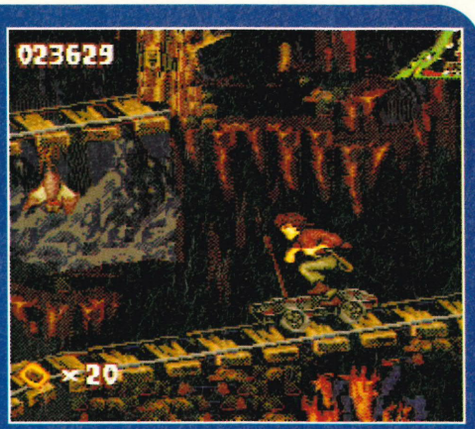
SEGA



▲ Pitfall Harry Junior is one of the most athletic platform heroes ever to grace a console. Sure, he can run and jump, but Harry is just a cut above the rest. Harry can double jump, leaping off a wall to reach a higher platform. Other moves include the use of his whip (Indiana Jones style) to good effect.

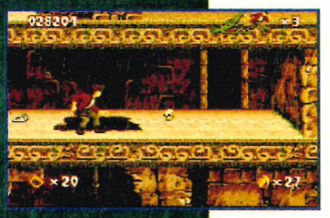


▲ Who remembers the original Pitfall game on the Atari VCS and C64 (amongst others)? No? Well, we do. Just to remind you young whipper snappers what you're missing, Activision have included a perfect conversion of the old game.



▲ One of Pitfall's more noteworthy aspects is the inclusion of much interaction with the game's backdrops. There are loads of different things to make use of including death-slides, trampolines and a lot more besides.

▲ Go on, whip it to 'im, Harry!



▲ Don't worry son, that skull isn't your dad's. Old Digger Pitfall's skull was made out of four big pixels.

● Just like Earthworm Jim and Aladdin, Pitfall has two layers of platform frivolotiy to every level. What this basically boils down to is the fact that you can't reach every platform just by jumping. Sometimes you need to find the right ramp to take you into the "background" or "foreground" in order to progress.

COMMENT

TOM GUISE

It might not look anything like the original game (and a good thing too), but there's just something special about playing a game with the name Pitfall. As it is, graphical differences aside the game still captures very much the same feel the original Pitfall did all those years ago. It's fun, it's playable and there's loads of levels to keep you going, including a full redition of the original Pitfall. If you're tired of those cuter platformers and still long for the old days of Pitfall, give it a go. Me? I'd go for Dynamite Headdy.

COMMENT

RICHARD LEADBETTER

Pitfall is extremely similar to many other platform games. The look of the game, coupled with the sheer amount of platforming features make this game extremely reminiscent of The Jungle Book... but a whole lot better. What I do like about Pitfall is the fact that there is such a great deal of interaction with the backdrops. What with the deathslides, switches, rope swings and minecarts, there's always something to do. In fact, it's very difficult to find much fault with the game. It looks great, it sounds excellent and plays well. However, in terms of sheer gameplay and flashiness the latest crop of platformers such as Sonic & Knuckles, Earthworm Jim and of course the all-powerful Dynamite Headdy are just a tad better.

78 **Presentation:** A nice look to the game overall, and quite a nice range of options. Not bad.

91 **Graphics:** Loads of animation and plenty of smart backdrops packed with activity. Impressive.

92 **Sound:** Very nice indeed, with an excellent range of jungle soundtracks and appropriate sampled soundtracks.

40 **Originality:** Oo-er. Not a lot. Even the character himself owes a lot to Indiana Jones. But it doesn't adversely affect the gameplay.

92 **Playability:** Very nice indeed. Harry has plenty of moves to take advantage of - and he'll need them all in this taxing game.

85 **Challenge:** Quite difficult to begin with, but after about an hour's play, experienced gamers will suss out what's what.

89 **Lastability:** Loads of levels to uncover and explore along with plenty of secret areas to find.

OVERALL:

A great-looking, playable platformer. Slick and enjoyable, Pitfall is one of the better platform games for the Megadrive.

89

REVIEW

8-MEG

BY: SONY

PRICE: £TBA

RELEASE: DECEMBER

STYLE: PLATFORM

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: 3

MICKEY MANIA CD

Being an international superstar does have its advantages. I mean, who else but Mickey Mouse could go around wearing red shorts, yellow bumper boots and white gloves for sixty five years? Nope, not even Michael Jackson could get away with that. Dress sense aside though, Mickey's taste in Megadrive games has always been impeccable – and to prove it, this month he makes his first appearance on Mega-CD.

For those of you with a three-second memory, let's take a quick refresher course in Mickeydom. Mickey games have been around for almost as long as the Megadrive, and from his very first adventure (Castle of Illusion) to his latest and greatest , every one has been of an exceptional standard. And to be honest, you wouldn't really expect Mickey to be associated with a below average title – especially not when Disney themselves are involved in the game's animation as they are in Mickey Mania. Yup, this is the first Megadrive game to be created by both game developers and Disney animators, and predictably, the result is stunning.

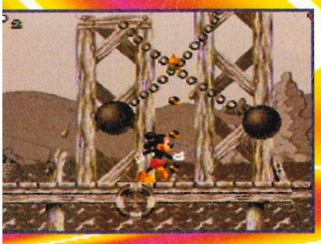
The adventure follows Mickey throughout his historic career, from his first appearance in Steamboat Willy right up to The Prince and the Pauper (1990). Of course, this means the game begins in black and white, but don't worry, this works rather well. In fact, there's loads of neat touches throughout the adventure, including lots of rotational trickery, which although commonplace on the SNES, is still quite novel on the Megadrive and Mega-CD.

But, and this is a fairly small but, there are a couple of criticisms. For all the original graphical touches, there seems to be little original gameplay to go with it. For the most part, it remains your usual jump-and-hit affair and contrary to most Disney releases, it's actually quite hard – which is fine if there's some riveting gameplay, but most of the time you'll just be repeating the same old actions again and again.

Still, criticisms aside, this really is a top platform release. Although it's not significantly different from the Megadrive version, CD owners will go wild over it, and although there's better games available on cartridge, there's certainly nothing this good available on Mega-CD.

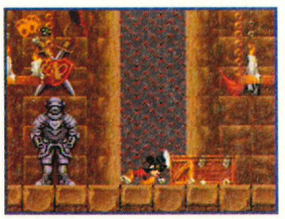
▲ Kill the skeleton...

▲ Jump on the bats...

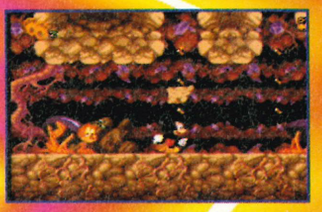


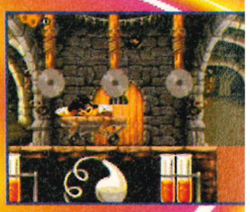
▲ And avoid the swinging balls. Ho hum.

▲ Ooh look! It's one of those 3D chases again!This is probably the most original level in the game, although someone's already copied it in the Megadrive version of the Lion King. Good though, isn't it?



▲ Although there's no graphical changes for the CD version of Mickey, the sound and speech are absolutely wonderful. Honestly – you'll just have to take our word for it.





SEGA

COMMENT

TOM GUISE

There's no doubt that Mickey Mania is a superb platform game, but why Sony feel the need to release it on both Megadrive and Mega-CD is beyond me. Yes, it has superior music and Mickey's falsetto speech features far more regularly, but that's about all Mickey CD has to offer over its cartridge counterpart. Still, if you own a Mega-CD and you want Mickey Mania, this would seem the obvious version to go for. If however, you're just looking for a decent platformer, there are far better cartridge choices you could go for, namely Earthworm Jim or Dynamite Headdy.

COMMENT

RADION AUTOMATIC

I played the Megadrive version of Mickey Mania quite a bit last month, and although there's nothing much original to be found in terms of gameplay, it's certainly great fun to play. The same goes for the Mega-CD version, mainly because it's almost identical to it's 16 bit counterpart. There are a couple of new features in there such as added animations and some wonderful music and speech samples, but there's none of the intros, option screens and other extra bits and pieces you come to expect from Mega-CD games. Still, there's no doubt that this is a great release, even if it isn't quite as good as other platformers we've seen lately.

80 Presentation: Not quite up to the usual Mega-CD standards in this department, but then who really needs a ten minute intro with five option screens and a comedy death routine anyway?

91 Graphics: Loads of original features and plenty of different styles too, although the style may be too cutesy for some.

90 Sound: I'm not sure if the music has been lifted directly from the cartoons, but it sounds wonderful.

75 Originality: There are some really original features such as the 3D chase, but overall, it's just more of the same.

85 Playability: It's a bit repetitive in places, but it's pretty addictive stuff.

79 Challenge: As Disney games go, this is pretty tough, but platform addicts will probably complete it in a couple of days.

82 Lastability: It's fun enough to want to play it again after you've completed it, and there's a secret level to discover too.

OVERALL: 85

A great release, but lacks excitement and originality.

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REVIEW

CD

BY: KONAMI

PRICE: TBA

RELEASE: DECEMBER

STYLE: SHOOTING

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: 8

LETHAL ENFORCERS

Gun Fighters

This is a skillet of curried beans, the most powerful platter in the West. Why, one fart of these beany vapours packs enough gusto to blow the handlebar moustache off a gentleman's face from twenty paces. Yes sir. Well, now those bean-sodden bowels are pointing at you. So tell me, you feelin' lucky... varmint?

The Lethal Enforcers are back! However, unlike in the first game you aren't a hard-nosed 1970's cop bringing law to the Streets of San Francisco with your Magnum .44 and mirror-shades combo. Nope, this time round you're a hard-nosed 1870's deputy bringing justice to the Wild West with your six-shooter and jangly spurs combo.

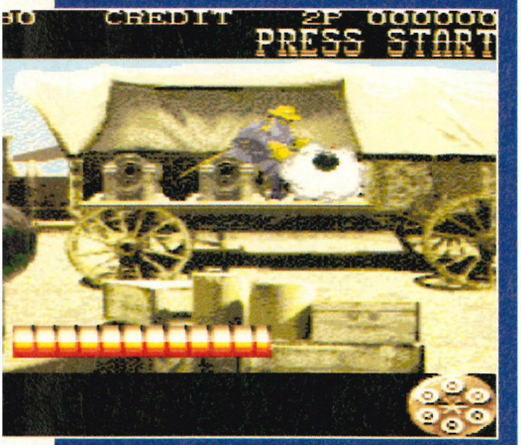
Apart from that though, it's much the same game. Steering a target around your TV screen, the aim is simply to shoot any villains before they get you. Now though, instead of taking on the clone-brothers of David Soul, you have to face outlaws, el gringos, saucy showgirls and red injuns. Mind you, don't go thinking it's you against the world. These evil-doers must all be in the same villain gang, because they all recite the same chilling quote, "You couldn't hit the broad side of a barn!" And always in the same male Texan accent! Spooky phenomenon or limited use of the Mega-CD's storage space? You decide.

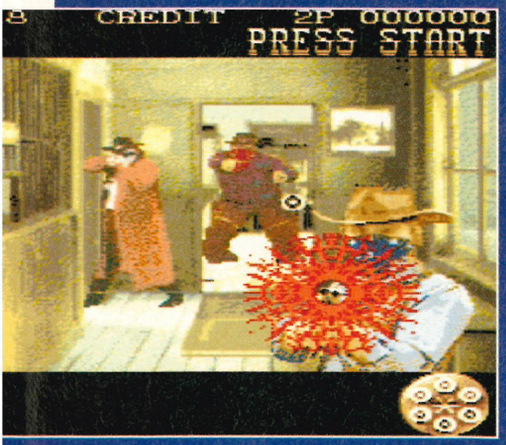
Of course, the big selling point of the original Lethal Enforcers was the fact that it came packaged with the Justifier gun, identical in almost everyway to its arcade counterpart. Lethal Enforcers 2 may not come with the gun, but it's still compatible with it, making for much gun-slinging fun. And indeed it is fun, even with just joypads. But for top entertainment (and the full challenge), the guns are a necessity.

Admittedly, the gameplay may be shallow in the extreme, but waving a gun at your telly accompanied by satisfyingly explosive gun sounds has a fair bit of appeal. If you're a 'serious gamer' you may find Lethal Enforcers 2 a little too trivial for your gaming needs.

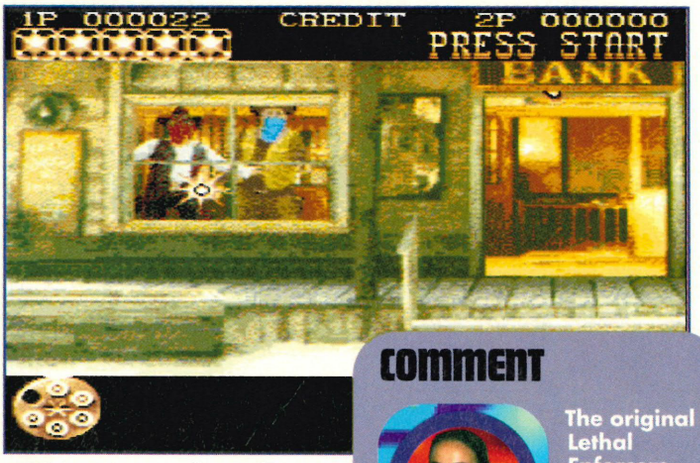
For those of you looking for a bit of light entertainment though, it comes highly recommended, providing you're ready to fork out hefty money for the extra guns and haven't had your fill of these games from playing the first one too much.

▲ It may be the nineteenth century, but you have more ballistic firepower than just beany farts. Starting with your six-shooter you can pick up shotguns, tommy guns, gatling guns and even cannons. Although how you carry those around with rupturing your gas-ridden bowels is a mystery.

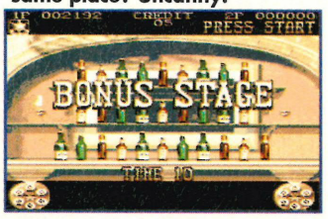


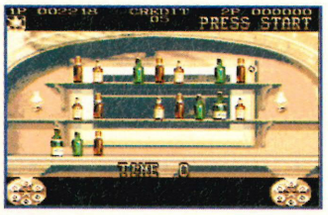


▲ To fully enjoy the game, you need to use the infra-red Justifier guns. Unfortunately these have to be bought seperately. Still, if you're that kind of spend-thrift you may as well buy two (in unthreatening blue and pink) and enjoy duel gun-slinger action.



▲ Tomato sauce all round! Have you noticed how the cowboy here and to the left have been hit in *exactly* the same place? Uncanny.





▲ Hmmm, Special Brew or Thunderbird Red?

▲ Hey, nice hat.

▲ "Anyway right, it was this big. Saw it with me own eyes."

▲ From battling in the saloon to chasing an explosive-packed wagon, there's more variety here than in the first Lethal Enforcers. You can even shoot background items such as lamps and pianos. Best of all though, is a quick-draw duel-out.

COMMENT

SAM HICKMAN

The original Lethal Enforcers was brilliant fun, and although the graphics were a bit grainy, it certainly outlasted most other CD games I've played. The second instalment isn't much different – but if you enjoyed the first game, there's no reason why you shouldn't love this one too. People expecting original gameplay or technical wizardry may find it dull, but if its instant blasting gratification you're after, Lethal Enforcers 2 really does have it all.

COMMENT

TOM GUISE

The Lethal Enforcers games get a lot of stick for being just simple shooting games and I really can't see why. After all, people buying the games know what they're getting and Lethal Enforcers II is as good a shooting game as you could want. Maybe there's something wrong with me, but there are two things I rate a game on. Firstly, whether it's any fun and Lethal Enforcers II certainly is. Reeling off infra-red bullets at the TV from your plastic blue six shooter is a great laugh. You really get into the whole gun-slinging role. Secondly, I consider whether it has any lasting appeal and Lethal Enforcers has plenty. You're bound to come back time and time again to test your sharp-shooting skills. I'm sure there are plenty of people who disagree with me, what can I say except lighten up, games are supposed to be a laugh.

Presentation: 70
The usual smattering of options, but not much else. The game is neatly cobbled together though.

Graphics: 80
Grainy, but not so much as to ruin the game. Apart from that, it's arcade perfect.

Sound: 82
Imagine a square dance remix of 'A Fist Full Of Dollars' coupled with smart gun sounds and limited speech. That's your lot.

Originality: 68
Shooting games are common on the Mega-CD, but if you want to fire an infra-red gun the Lethal Enforcers games are in a league of their own.

Playability: 86
Simple by nature, but fun nonetheless. More so if you fork out for the light gun. Or even two.

Challenge: 82
Not too hard with the joypad, but very tough using the light guns. Two players make the job easier though.

Lastability: 82
You're bound to come back to test your sharp-shooting skills and improve your score. That's the fun of it all.

OVERALL: 83

Not everyone's skillet of beans, but if you want to shoot at your TV you're sure to enjoy this. Expensive for the full package, though.

REVIEW

KEIO FLYING SQUADRON

MEGA-CD

BY: JVC

PRICE: £TBA

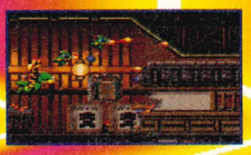
RELEASE: TBA

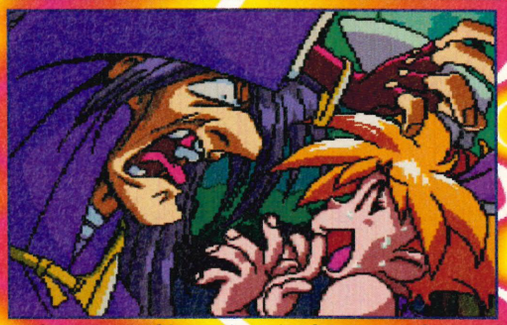
STYLE: SHOOT 'EM UP

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: 3





▲ The animated intros in Keio Flying Squadron are some of the best seen on the Mega-CD.

What is it about shoot 'em ups that they always have the same storyline?

An evil alien armada is attacking Earth and the only hope is to send in a one-man spacefighter to take out the whole fleet and destroy the giant alien queen-bug at the end. Why, here's a good example right now, Keio Flying squadron on Mega-CD. Name says it all really, doesn't it? It's obviously a game about a dragon-riding bunny girl who has to retrieve a key from a giant racoon if she ever hopes to get her lunch.

Yeh. Hey hang on!!

Indeed, Keio Flying Squadron has a less than ordinary plot. The racoon in question, known endearingly as the evil Dr Pon, has stolen a golden key. This key has the power to unlock all the secrets of The Ark (as in Noah's) giving Pon mastery of all the world! Of course, he would never have gotten the key if its guardian - a bunny girl called Rami - hadn't bunked off to buy cakes. So now it's up to her to get the thing back, or there's no dinner, you hear?

Bizarre as this plot is, it doesn't make any difference to the familar format of the game. In other words, you fly through each level shooting everything in your path and battle a huge boss at the end.

And it all started so promisingly, didn't it? Well hang on, because this game may play familiarly, but it certainly doesn't look it. Steering a flying bunny-girl around is just the tip of the iceberg. The enemies you have to face take the form of puppies on flying carpets, little birdies, flying dolphins and clockwork chickens. As for the bosses, expect nothing less than cattle-powered tanks and bug-eyed aquatic robots, all built out of bamboo.

Keio Flying Squadron doesn't exactly demonstrate the finer qualities of the Mega-CD. In fact, it could just as easily be a cartridge game were it not for the excellent CD tunes. What it is though, is a enjoyable, cheerful shoot 'em up. Not up there with the best of them, but quite possibly worth a look.

SEGA

92 Presentation: A long cartoon intro, the usual options and an amusing bit of CD loading animation.

87 Graphics: Bright, colourful backdrops and excellently animated sprites. Nothing groundbreaking, but highly atmospheric.

90 Sound: Great spot-effects coupled with a little warcry, but it's the music that really lifts this game. Brilliant.

54 Originality: There's nothing original about horizontally-scrolling shoot 'em ups, but we haven't seen that many lately, perhaps ever on the Mega-CD.

85 Playability: Totally responsive controls and extremely enjoyable levels make Keio FS very fun and playable indeed.

83 Challenge: Quite a toughy as shoot 'em ups go, but there's always a logical pattern to beating each level.

72 Lastability: Once completed, you've seen all there is to see, but you may come back just for some light-hearted gaming.

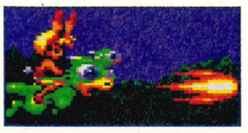
OVERALL: 82

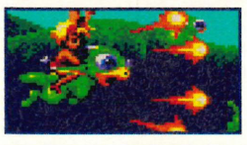
An enjoyable, playable blaster that doesn't push the Mega-CD's capabilites, but adds a good game to its catalogue.

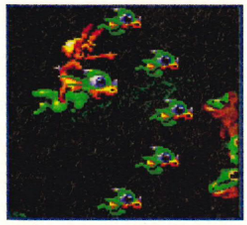
COMMENT

TOM GUISE

I first played Keio Flying Squadron over a year ago when it came out on Japanese import and thoroughly enjoyed it. At a time when people were waiting for the Mega-CD to demonstrate its capabilities, it was all the more surprising to see an ordinary game proving its worth. The fact is, Keio Flying Squadron is a good game, as much now as it was then. Admitedly, there are far better shoot 'em ups around such as Thunderforce IV or Robo Aleste on Mega-CD, but you could do worse than give Keio FS a go.







▲ Rami's many attacks, including her dragon kids smart bomb.

COMMENT

RICHARD LEADBETTER

Crikey, this game takes me back. It must have been over a year ago that I first played this on import. It was great then, but a year on, the gameplay has aged slightly. That's not to say that the game isn't worth a look. There's a decidedly sparse amount of decent shoot 'em ups available for the Mega-CD and Keio Flying Squadron must be the best scrolling shoot 'em up available for the system.

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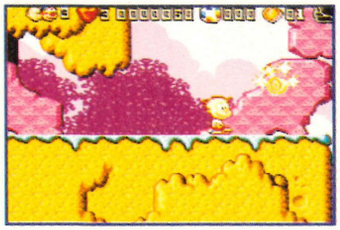
REVIEWS

BUBBLE AND SQUEAK

BY SEGA
SYSTEM: GAME GEAR
SIZE: 8-MEG
RELEASE: NOVEMBER
PRICE: TBA

Bubble and Squeak could be described as a platform game of all trades. You get your obligatory cute characters, the collection of endless bonuses plus a fair old amount of puzzling. Something for everyone, then.
The gameplay is remarkably simple. Collect loads of icons, find your mate Squeak and then make your way to the exit on the level. It may sound simple, but believe me, it is not. It's flipping rock hard, in fact.
You see although Bubble is pretty agile and fast, Squeak has all the athletic abilities of a comatose beached whale (well, that's a bit unfair actually because he does move around a bit). However, what he can do is make himself useful for Bubble in all manner of ingenious ways, such as using his head as an extra platform, or even by spring-boarding Bubble up to higher platforms. It's all pretty ingenious if the truth be told.



It must be said that despite its simplicity and bland graphical style, there is some degree of enjoyment to glean from Bubble and Squeak.
It's bound to be overlooked of course, due to the lack of hype and the fact that no expensive license has been attached to it. And that's a shame, because although this game is not outstandingly spectacular, it's still the source of much enjoyment.
I certainly wouldn't put this at the top of my imaginary shopping list, but it still a decent title worth some attention when you next visit your parochial software emporium.
RICHARD LEADBETTER

PRESENTATION 70%
GRAPHICS 83%
SOUND 78%
PLAYABILITY 83%
CHALLENGE 87%
LASTABILITY 85%
OVERALL 84%

ERNIE ELS GOLF

SYSTEM: GAME GEAR
SIZE: 8-MEG
BY: CODEMASTERS
RELEASE: OUT NOW
PRICE: TBA

Who on Earth is Ernie Els? Well, Codemasters reckon he's a top golf player, thank you very much, so we'll just have to take their word for it. Which is fine by us, as, while golf may not be at the top of your exciting Christmas gaming list, this will certainly outlast ANY other Game Gear game you could care to mention. It's also the best attempt at replicating golf we've seen on the Game Gear so far –by a long way. In fact, Codemasters have done the handheld proud, the graphics look nothing like the blurry, blobby golfing attempts in the past – they resemble PC golfing graphics more than anything else. There's even some digitised screens in there too.
Anyone who has ever played PGA Tour Golf will have some idea of what the gameplay is like, but for those who haven't, almost every option you could wish for in a golf sim has been included. There's your usual one-person-against-the-computer option, skins challenges, multi player options, and blow me down if there isn't a practice driving range and putting green too. The controls are also realistic and although there is some update time after taking every shot, it's well worth it for the ace graphics.
This really is the best golfing sim available for the Game Gear, with both the graphics and the gameplay being of outstanding quality. Buy it and you won't be disappointed.
SAM HICKMAN

PRESENTATION: 90%
GRAPHICS: 91%
SOUND:80%
PLAYABILITY: 92%
CHALLENGE: 89%
LASTABILITY: 95%
OVERALL: 91%

POWER RANGERS

BY SEGA
SYSTEM: GAME GEAR
SIZE: 4 MEG
RELEASE: DECEMBER
PRICE: TBA

You can carry them around on the front of your lunchbox, you can carry the action figures around in your pocket and now you can carry them around in your Game Gear. That's right, the Power Rangers have arrived on Sega's handheld.
As you'd expect, it's beat 'em up time as you select a Power Ranger to battle evil Rita Repulsor's putty patrollers, before battling her chosen champion and then clambering into the Megazord for a clash of the titans, before going through the whole routine again with a new villain. Just like the TV series really.
Like the Megadrive version, it's packed with presentation and this is what makes the game such a laugh. However, whereas the Megadrive game was quite poor, Game Gear Power Rangers comes across as far more highly enjoyable and even looks better. Perhaps not in the league of Mortal Kombat II, but certainly good fun, all the more so if you're a Power Rangers fan.
TOM GUISE

PRESENTATION: 93%
GRAPHICS: 88%
SOUND: 86%
ORIGINALITY: 45%
PLAYABILITY: 85%
CHALLENGE: 67%
LASTABILITY: 73%
OVERALL: 83%

TAZ-MANIA 2

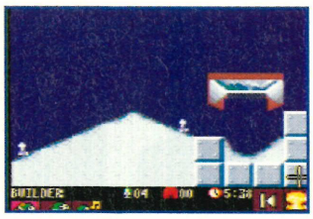
SYSTEM: GAME GEAR
SIZE: 8-MEG
RELEASE: OUT NOW
PRICE: TBA

Apparently everyone's favourite console hero is back for yet another wild 'n wacky adventure. Except no one liked him much the first time around.
This time, Taz has somehow ended up trapped on planet Mars, and must escape, like, right now. Only someone forgot to tell him that us Earthlings are becoming just a little tired of his platform antics, especially when they don't seem to change much from one adventure to the next. Taz does have a couple of new moves to add to his latest all-singing, all-dancing repertoire, he can eat more objects (cue hilarious cartoon sequence) and he can spin up and down walls too.
There's more levels, but although they're all very nice, it's just other people's ideas bunged together in a very average kind of way. It's not that difficult either – most gameplayers could finish this in a day easily.
There will probably be plenty of people who enjoy this, as somebody out there keeps buying this type of game. I wish they wouldn't then perhaps whoever it is that keeps making them would stop.
SAM HICKMAN

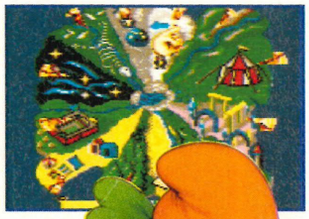
PRESENTATION: 75%
GRAPHICS 80%
SOUND: 78%
PLAYABILITY: 74%
CHALLENGE: 79%
LASTABILITY: 61%
OVERALL: 62%

LEMMINGS 2

BY PSYGNOSIS
SYSTEM: GAME GEAR
SIZE: 4 MEG
RELEASE: DECEMBER
PRICE: TBA



Ever been sitting on the train and suddenly felt the uncontrollable urge to have a game of Lemmings 2? No? Well neither have we, but all that was supposed to neatly tie in with the fact that Lemmings 2 is out on the Game Gear. A bit poor we know. Sorry.
Neatly packing in just about everything its big Megadrive brother has, Lemmings 2 features all those wacky new lemmings you've been hearing about, such as Magno boots lemming, Icarus Wings lemming and Laser Gun lemming. On top of this, there's all those new zones to play in, from the Egyptian Zone and Mediaeval Zone, to a Sports Zone and even space.
Unfortunately, as with the Megadrive version, all these new features really don't amount to much. Nearly all the new Lemmings seem to just perform variations of the same tasks and the different zones are purely cosmetic. Admittedly though, the graphics are superior to the original Lemmings, with the clear, colourful graphics making it much easier to see what's going on and the user-friendly control system makes it all very playable. At the end of the day though, if you've already got the original Lemmings, there's not a lot here to warrant buying this too. Unless you're a hard-core Lemmings fan with a uncontrollable urge to play more Lemmings levels on the train. For the rest of us, this is a superb puzzle game, but then puzzle games aren't everyone cup of tea.
TOM GUISE



PRESENTATION: 85%
GRAPHICS: 82%
SOUND: 74%
ORIGINALITY: 67%
PLAYABILITY: 78%
CHALLENGE: 96%
LASTABILITY: 82%
OVERALL: 79%

ROUND-UP

MEGA DRIVE REVIEW

FIFA SOCCER '95

BY EA
SYSTEM: MEGADRIVE
SIZE: 16 MEG
RELEASE: DECEMBER
PRICE: TBA

When FIFA Soccer came out on the Megadrive a year ago it caused a sensation. With its incredible graphics, 3D isometric pitch and awesome sound, it's still arguably the best Soccer game around. Well, from the amount of enquiries we've had (especially from one particularly annoying caller) it seems you've all been waiting eagerly for the follow up. So here it is.
As with EA Sports' other sporting sequels, FIFA '95 uses the same game engine as its predecessor. Hence, the graphics and playability are much the same as before. What is new, however, are all the extra features that have been added to the game. For a start, there are more teams. An incredible amount more. Over 200 in fact, from all the World Cup teams down to the individual countries' teams. And with 11 different leagues this means you can pit Liverpool against Arsenal or even Tottenham against Milan. On top of this, the players have been refined. Better passing, more moves and more powerful shots all build on the gameplay of the original FIFA.
All these new features do add quite noticeably to the action, making FIFA '95 much more enjoyable than its predecessor. Although, not so much that it would warrant a purchase if you already own the first game. If, however, you've always wanted to buy FIFA Soccer there's never been a better time.
TOM GUISE

PRESENTATION: 92%
GRAPHICS: 90%
SOUND: 91%
ORIGINALITY: 74%
PLAYABILITY: 90%
CHALLENGE: 84%
LASTABILITY: 92%
OVERALL: 90%

THE SECOND SAMURAI

BY PSYGNOSIS
SYSTEM: MEGADRIVE
SIZE: 8-MEG
RELEASE: DECEMBER
PRICE: TBA

If there's one thing I'm wary of when it comes to Megadrive games, it's Amiga conversions. Commodore games just don't seem to convert well onto Sega's 16-bit system, which is odd considering how much in common the two have in terms of technical architecture.
It was with this in mind that I loaded up The Second Samurai. What greeted me impressed me quite a bit. For a start, the graphics are excellent (although the main character's animation is a bit dodgy). The backdrops and sprites are all of a remarkably high standard. What's more, the game is packed with large sprites battling it out at a fierce rate of knots. It's quite impressive to behold - you do actually get the idea that you're involved in a massive ruck. In this sense, there's not much to touch it really on the Megadrive. Even the Streets of Rages of this world don't compete in terms of sheer freneticism.
The basic plot isn't just violence. It's a case of running around the platform levels freeing the lost souls of your brothers, or something like that. As you can see I'm not really that fussed about the plot. It's action I'm interested in, and The Second Samurai more than delivers. It's not the most awesome game you can buy this Christmas, but I recommend taking a look.
RICHARD LEADBETTER

PRESENTATION 84%
GRAPHICS 92%
SOUND 83%
PLAYABILITY 88%
CHALLENGE 87%
LASTABILITY 86%
OVERALL 86%

NEXT MONTH....

32-BIT REVOLUTION!

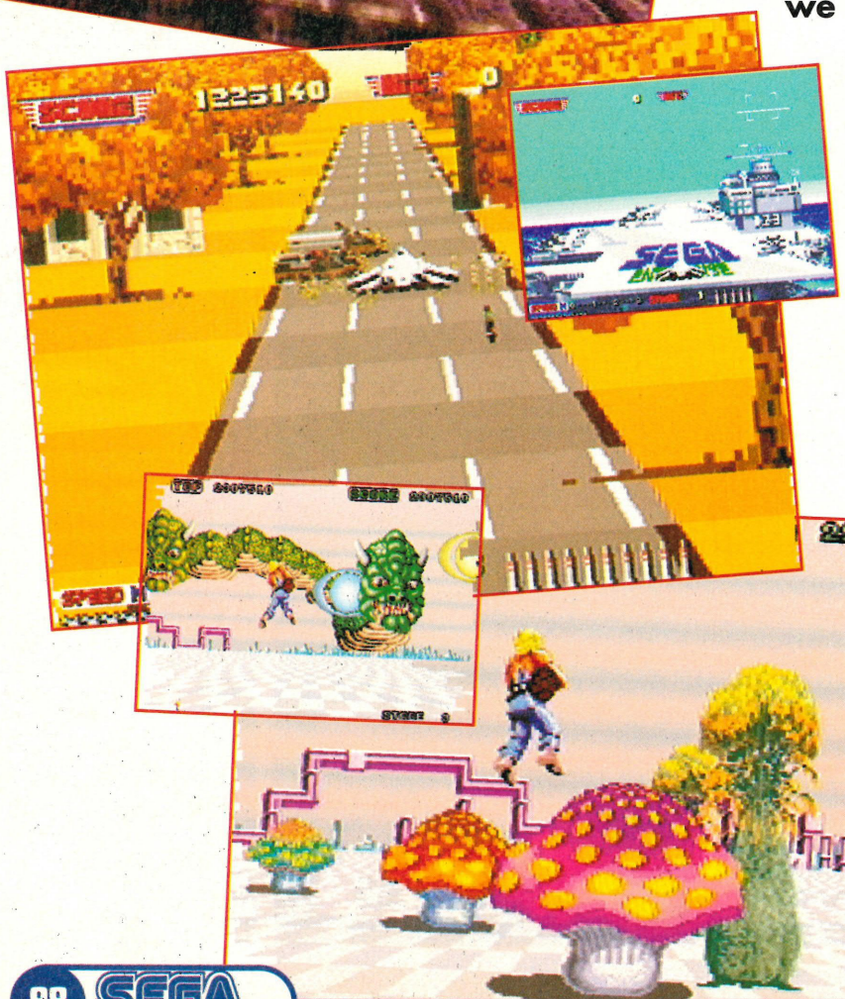
Next month we probe deeper into Sega's new 32-bit powerhouses: Megadrive 32X and Saturn.

We'll bring you exclusive reviews of the second set of 32X releases, along with more previews of top secret 32X projects deep in development within Sega.

Plus, we'll be jetting over to Japan to witness the launch of the Sega Saturn. Watch out some totally exclusive, not to say stunning, coverage.

So, what's on the cover then? There are two incredible possibilities currently lined up. But we aren't giving anything away yet.

Ahahahahahaaa!



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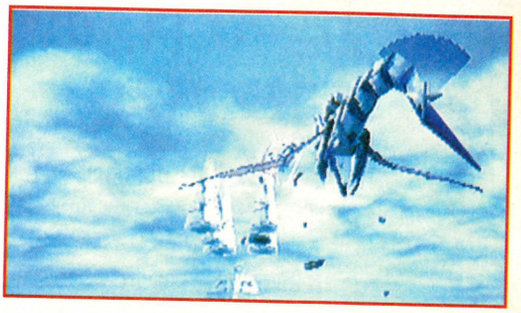

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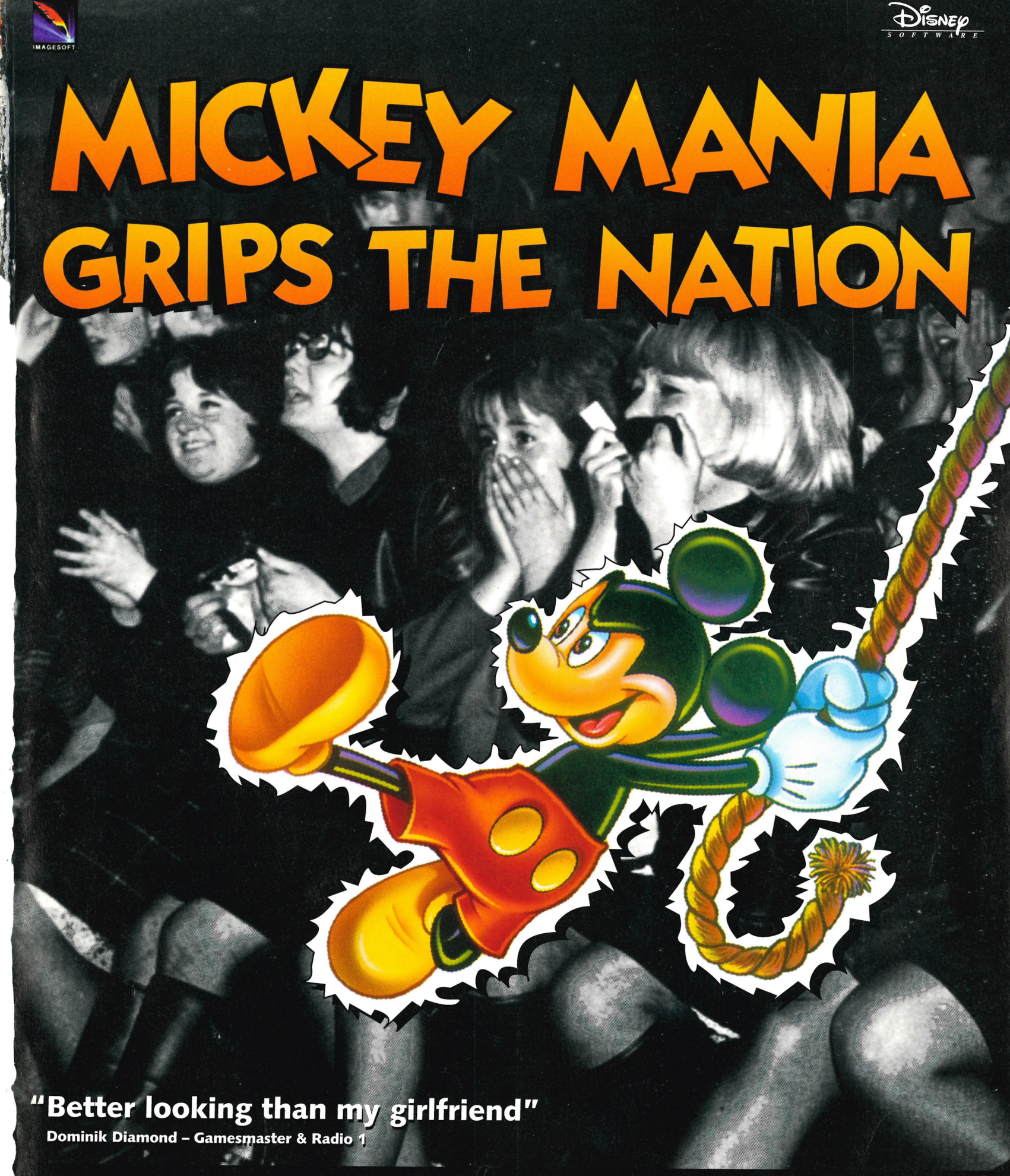
Disney SOFTWARE

MICKEY MANIA GRIPS THE NATION



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Dominik Diamond – Gamesmaster & Radio 1

90% MEGA

90% SEGA POWER

90% C&VG

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MEGA DRIVE

MEGA-CD

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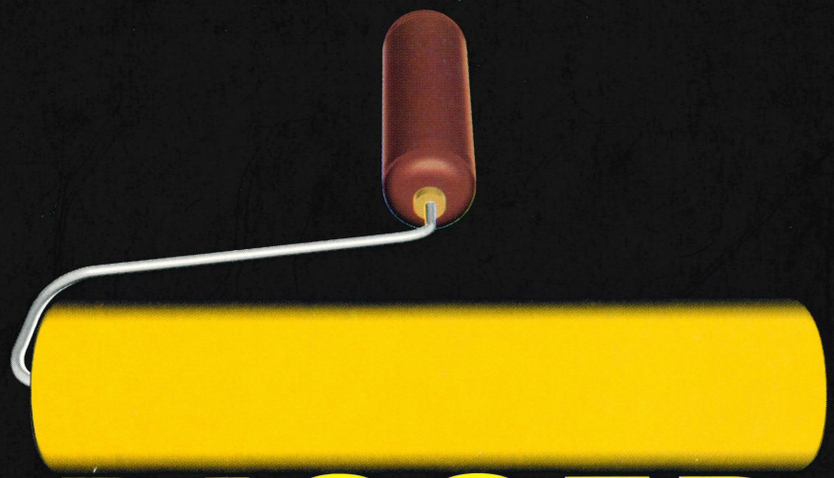

BIGGER BETTER FASTER MEANER

NOVEMBER 25

THE ORIGINAL
Micro Machines 2
TURBO TOURNAMENT

MEAN 95% MACHINES

J-CART
FOUR PLAYER POWER

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