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Ryan Giggs's Champs

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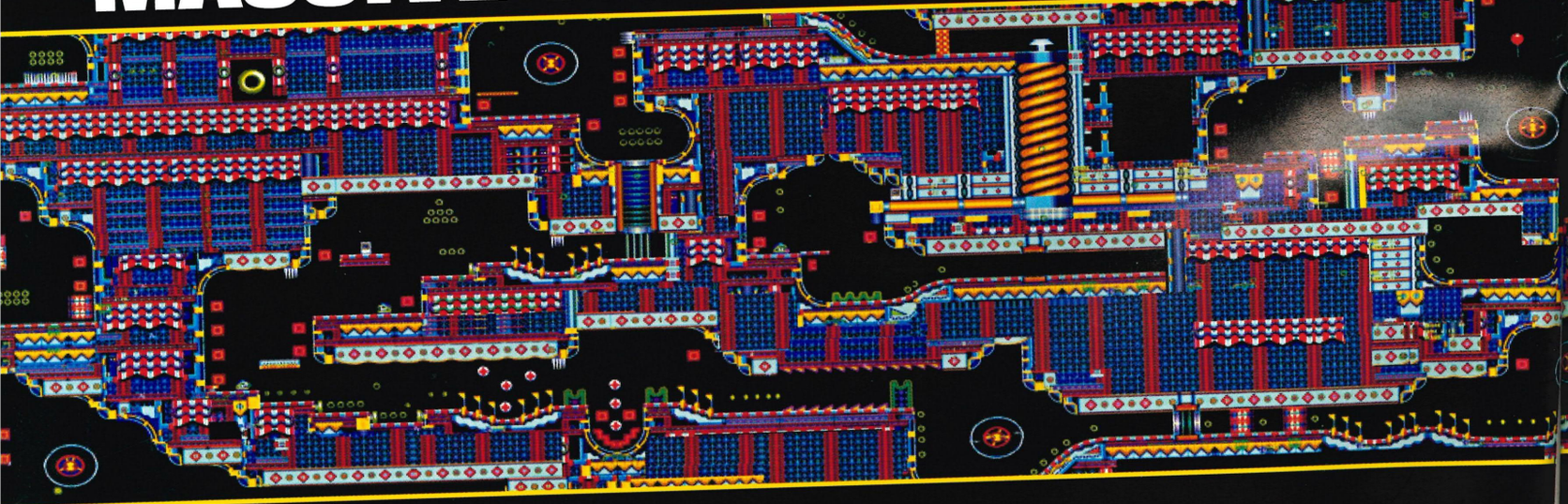

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Andrea Griffiths at US Gold.

Cover: The Incredible Hulk: TM & © 1994 Marvel Entertainment Group, Inc. All rights reserved.

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FRONT

MONITORING GAMES

The gathering fiasco that is the games industry's attempt to regulate itself took a backward step this month with the news that the Monitor Man logo which was supposed to provide a 'seal of classification' has been quietly dropped after protests from within the industry. Apparently, companies like Nintendo are working out a system with the US Government and want to use that one. For this industry to moan about there not being enough time to get it organised when they're used to turning new games releases around in less time that it's taken to sort this out, is ridiculous. So get a move on or we risk this inept government poking their noses in and on their current form that can hardly mean good news for this business.

Nick SP

It's not all work at these offices, you know. Nick likes to get down that beach whenever he can to show his rippling muscles off to the assembled masses. Hence the fact that he's completely and fully dressed in this picture!

A little disgruntled with the less than adequate Bournemouth climate, Jase (stop calling me that! – Jason) has booked an overseas trip. Next month Jason bares all as sun, sea and surf gets the better of him. We can't wait! Can you?

Pete looks very relaxed in this pic. Obviously under that Flu medication he's lost all touch with reality. He likes nothing better than watching surf break along the shore and thinking poetic thoughts. "Get a life!" the crew playfully suggest.

Although Mark's content with Bournemouth beach, he would prefer to be sat under the palm trees on a beach with a title that included the word 'paradise'. The sun, sea and sand is all here – just a bit of a shame about the temperature really.

Claire has fond memories of ice-creams, sandcastles and radioactive cannisters on sunny Bournemouth beach. The last time she was here the beach was declared unsafe and everyone was sent home. This could explain a lot really!

Look at poor Colin, his once magnificent sand sculpture has been raised to the ground by the evil jealousy of the other Pros. Undeterred, he is currently pumping iron so that nobody can kick sand in his face ever again.

MORE MEGA DRIVE 3!

As ever, SEGAPRO is first with the latest... We have more info on the Mega Drive 3 and the Saturn! Firstly the Mega Drive 3 is to be called the Mars, and it is going to come in the form of a Master System converter plug-in device. We've heard that the Mars will contain two 32 bit processors, extra RAM and a video chip. This should bump your humble Mega Drive up to a 256 colour system with advanced 3D capabilities. The Mars has been specially-designed to run the Virtua series of games too! But it looks as if *Virtua Racing* will be the only Virtua game to come out for the unexpanded Mega Drive. Look out for it in November priced £150.

Secondly, early next year the Mars will be launched as a stand-alone unit for about £175-£200, which will be cart-only but will be fully compatible with the Mega-CD.

Thirdly, the Saturn is apparently not going to have a cartridge port in it, as we and several other magazines have reported. This could make the price a lot more attractive to the mass market and means that Sega are throwing their weight behind the CD format for the foreseeable future.

Finally, we've also heard rumours that there may be a new Game Gear out soon. We don't know anything else about this at the moment so as soon as we hear more, we'll let you know!

FUTURE IN THE PAST?

Future Publishing are dropping the Future Entertainment Show after the relative failure of the last FES – where only half the expected number of people showed up. Instead, they are returning to a more traditional approach which will take in multimedia, FMV and all the latest acronyms. Called Future Computing, it'll be on over the Autumn half term break and we're excitedly informed that you'll be able to meet all of "Future's own editors". Well, all the ones who are left by then.

GUYVER'S TRAVELS

More mechanical manga madness and other words beginning with 'M'.

The people at Manga know a winner when they see one, and the latest incarnation of the Japanese fighting spirit makes its appearance in The Guyver and Battle Angel Alita. The Guyver is "the ultimate weapon, a mysterious mecha of alien origin" which unassuming high school student Sho Fukamachi nicks from the nasty Chronos Corporation (those pesky kids). Cue spectacular battles against the Zoanoids, Chronos's nasty biomechanical inventions. Catch it for £5.99 for 30 mins of sci-fi fun.

Battle Angel Alita kicks off with the equally original premise of battles against cyborgs and bounty hunters in a world heavily influenced by Blade Runner and Mad Max. Cybernetic student Dr Ido (sounds like the baddie in a poor Fifties sci-fi flick) finds centuries-old cyborg Alita, rebuilds her and unleashes all sorts of trouble. A snip at £10.99 for 60 mins.

For gos-sake, will someone PLEASE stop drawing Japanese cartoons all the SAME!

FRONT LINE

Whaddya mean I'm a mug for Sonic?

MILKING THE MERCHANDISE

If you're a regular reader of this magazine, you'll know we've had a few cheap digs at Sonic merchandise recently. So make of the following info what you will:

Sega are tying up with Unigate Dairies to produce something called Mega Milk. Sega says, "Mega Milk is fresh whole milk packaged in an exciting Sega format which has been designed to make milk more appealing to drinkers of all ages. Convenient and ready to drink, Mega Milk will be available in a half pint carton with a straw attached."

Naturally, Mega Milk has been launched to coincide with the release of *Sonic 3* and will initially come with a *Sonic 3* poster, a cheats booklet and *Sonic 3* stickers. Grab the milk for 25p for a half pint.

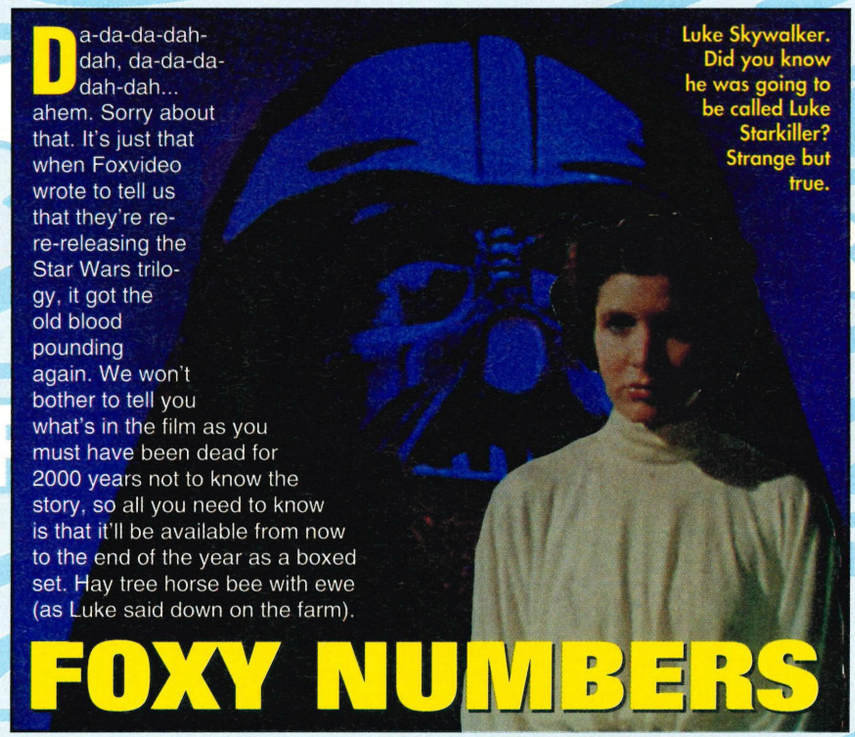
THE MAX

A new feature each month where we look at the history of the games scene...

Think of all the platform games you've ever played. Well, the first ever was an American title called *Miner 2049er* which first appeared in the arcades and on Atari games machines in about 1982. But the scene really took off with *Manic Miner* on the Spectrum, from Software Projects, a company owned and started by the (then) famous Matthew Smith.

Manic Miner placed you, Willy, in ten levels where you had to jump over moving objects, avoid nasties and jump around platforms collecting keys to allow you to exit to the next level. Full of in-jokes ('Eugene's Lair' was named after a respected games programmer), an air gauge which placed a time limit on you, and superb graphics and sound, this is still regarded as one of the best games ever made, as is its sequel, *Jetset Willy*. Its sons and daughters surround us now in everything from *The Addams Family* to the super-cool *Sonic 3!*

Next month:
3D shoot-'em-ups



Luke Skywalker. Did you know he was going to be called Luke Starkiller? Strange but true.

Da-da-da-dah-dah, da-da-da-dah-dah... ahem. Sorry about that. It's just that when Foxvideo wrote to tell us that they're re-re-releasing the Star Wars trilogy, it got the old blood pounding again. We won't bother to tell you what's in the film as you must have been dead for 2000 years not to know the story, so all you need to know is that it'll be available from now to the end of the year as a boxed set. Hay tree horse bee with ewe (as Luke said down on the farm).

FOXY NUMBERS

EXPOSED!

A feature where each month we take a look behind the videogames scene...

Number 4: Pirates
Appearance: Wild-eyed, hairy, spotty, bad breath, like Michael Ryan of Hungerford Massacre fame.
Occupation: Ripping off the hard work of others.
Why? Because games prices are high.
But pirating isn't a problem on the Sega systems: Funny how the systems with the lowest prices (like the Amiga) have all the trouble.
Weird! Well, it isn't easy to pirate a cart... although it is possible.
But surely these guys are performing a valuable service? Only as far as lining their own pockets is concerned.
Heavy pockets then... Not really. Nobody's going to get rich being a pirate.
So why do they do it? There's precious little else to do when you only leave your bedroom once a week.
A smelly business eh? You could say that.
What do software people think of them? This is a family magazine!
Any more? Pirates have just about killed the Amiga games scene. Companies don't make enough money out of games sales anymore to justify the effort.
Grounds for optimism: Unlikely to reproduce.
Grounds for pessimism: If they *do* reproduce...
Not to be confused with: Dick Turpin, Bluebeard, social skills.
Most Likely to Say: "We are protecting the lowly consumer against the tyrannical software companies."
Least Likely to mean: Anything to anybody.

TOP TIP SONIC?

Sonic gets the mapping treatment in Titan's guide to the blockbuster game.

If you're having problems beating the evil Dr Robotnik in *Sonic 3*, then sweat no longer because Titan Books is coming to the rescue with 'The Official Sega Mega Drive Sonic 3 Play Guide'. This snappily-named title purports to be the only full colour guide to the game, with maps, tips and cheats – and 4,000 colour screenshots, all for £7.99. There is only one problem – our company, Paragon, has just published the same kind of thing in poster form for £2.99. Ah well, guess some people just aren't quick enough off the mark!

VALUED HIGHLY

"You'd really like to see 'em, their house is a museum..." (blame Pete if this line is wrong). Yep, The Addams Family return with their second incarnation, *Addams Family Values*, shortly to be available from Sony. Based on the hit film, you have to tangle with a demonic babysitter and generally go to hell. More info next month, but look out for this release this summer (price to be announced).

WHISPERS...

- **Psygnosis have announced that they're to be releasing *Scavenger IV* on the Mega-CD later this year.**
- **Acclaim revv up with *Monster Trucks* due for an August release on the Mega Drive and Game Gear. Based on the ridiculous American passtime it should be big (monster in fact).**
- ***Mortal Kombat II* has a release date! Watch out for rumblings around September on the Mega Drive and Game Gear.**
- **A new WWF game, *WWF Raw*, from Acclaim is out on the Mega Drive in October...**
- **Star Gate hits the Mega Drive in November... Look out for it!**
- **The Arnold Schwarzenegger licence *True Lies* is also being lined up for an airing this November.**
- ***Bill's Tomato Game* is expected to hit the Mega Drive over the summer, from Psynosis. If it's like the Amiga vesion, we should all be in for a treat.**
- **The news is that Psygnosis have signed up the rights to release a Mega-CD game based on the Terry Pratchett Discworld novels. Look out for some hot info on this very release next issue!**
- ***Elite* is coming to the Mega Drive! Look out for it this year from Sony! What more do we need to say about this fantastic all-time space-based classic, eh?!**
- **Finally, the word is that a new Alien game, *Alien Trilogy*, is coming to the Mega-CD. Screenshots of this are looking stunning – more on this next month!**

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	Sonic the Hedgehog 3	Sega	£59.99
2	FIFA International Soccer	EA	£44.99
3	NBA Jam	Arena Ents	£49.99
4	Winter Olympics	US Gold	£49.99
5	Sensible Soccer	Sony	£39.99
6	Aladdin	Sega	£49.99
7	Micro Machines	Code Masters	£34.99
8	Sonic Spinball	Sega	£44.99
9	Jungle Strike	EA	£44.99
10	Street Fighter II: SCE	Sega	£59.99
11	Mortal Kombat	Arena Ents	£49.99
12	Sonic the Hedgehog 2	Sega	£39.99
13	PGA Tour Golf	EA	£39.99
14	Eternal Champions	Sega	£59.99
15	Zombies	Konami	£39.99
16	Sonic the Hedgehog	Sega	£39.99
17	NHLPA Hockey 1993	EA	£39.99
18	Tazmania	Sega	£39.99
19	Toe Jam and Earl 2	Sega	£49.99
20	NHLPA Hockey 1994	EA	£44.99

MASTER SYSTEM

1	Sonic Chaos	Sega	£29.99
2	Winter Olympics	US Gold	£29.99
3	Jungle Book	Virgin	£32.99
4	Sensi Soccer	Sony	£29.99
5	Sonic the Hedgehog 2	Sega	£29.99
6	Fantastic Dizzy	Code Masters	£29.99
7	Desert Strike	Domark	£29.99
8	Mortal Kombat	Arena	£34.99
9	Tecmo World Cup	Sega	£29.99
10	Shinobi	Sega	£14.99

GAME GEAR

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4	Desert Strike	Domark	£29.99
5	Olympic Gold	US Gold	£27.99
6	Sonic the Hedgehog 2	Sega	£27.99
7	Jungle Book	Virgin	£29.99
8	Sensible Soccer	Sony	£27.99
9	Mortal Kombat	Arena	£34.99
10	Ecco	Sega	£29.99

MEGA-CD

1	Ground Zero Texas	Sony	£49.99
2	WWF Rage in the Cage	Arena	£49.99
3	Microcosm	Sega	£49.99
4	Sonic CD	Sega	£44.99
5	NHLPA Hockey 1994	EA	£44.99
6	Night Trap	Sega	£49.99
7	Lethal Enforcers	Konami	£54.99
8	Thunderhawk	Core Design	£44.99
9	Silp Heed	Sega	£49.99
10	Puggsy	Sony	£49.99

BRIBE OF THE MONTH

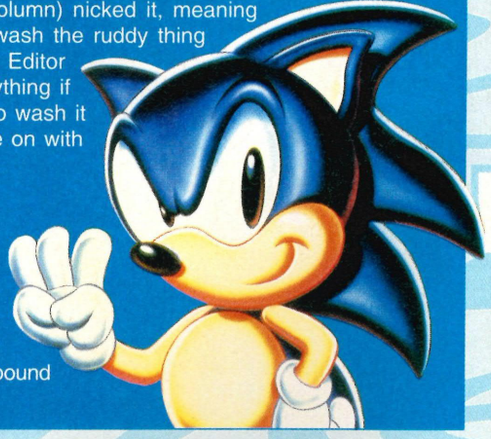
It's the summer (nearly) so we're waiting for deckchairs, sunglasses and tall tumblers of iced lemon tea to turn up in the post. Some hope but there you are.

TENGEN

There's no stopping our friends at Tengen as Jeff Tawney continued to embarrass us with his riches. This month, we received a neat bundle of Tengen T-Shirts which was handy as Nick's *Cool Spot* shirt was starting to smell a bit. However, Jason (who's forever complaining that he ends up in jail in this column) nicked it, meaning that Nick will have to just wash the ruddy thing himself. But since Nick is Editor and doesn't have to do anything if he wants, he's got Jason to wash it for him instead (get a move on with the ironing, boy!)

SEGA

The reverse Bribe Award goes to Harvey Backshall at Sega this month. Just to prove that we don't always get our own way, Mark took him out for a change for a fine pizza at a well-known chain. This cunning strategy did extract an enormous cardboard cutout of Sonic for the office though, which we've framed and now worship daily. Next month: SegaPro shaves their heads and retires to a small compound in Waco. Thanks to Harvey who wins this issue's Bribe of the Month!



Issued by MIDLAND BANK plc 1994

GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL

Sue 14

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

Steve 17

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

Joe 15

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

Carl 11

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

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PRO DATES

MAY

MEGA DRIVE
WORLD CUP USA (US Gold)
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GAME GEAR
WORLD CUP USA (US Gold)
ASTERIX – GREAT RESCUE (Sega)
DROP ZONE (Codemasters)
MARKO'S MAGIC FOOTBALL (Domark)
PINBALL WIZARD (Domark)

MASTER SYSTEM
WORLD CUP USA (US Gold)
DROP ZONE (Codemasters)

MEGA-CD
WORLD CUP USA (US Gold)

JUNE

MEGA DRIVE
HURRICANES (US Gold)
HULK (US Gold)
SINK OR SWIM (Codemasters)
MARKO'S MAGIC FOOTBALL (Domark)
GOAL! (Virgin)
KICK OFF 3 (Imagineer)

GAME GEAR
HURRICANES (US Gold)
HULK (US Gold)

MASTER SYSTEM
BATTLEMANIACS (Sega)
HURRICANES (US Gold)
HULK (US Gold)

MEGA-CD
FLASHBACK (Sony)
MORTAL KOMBAT (Acclaim)
BATTLECORPS (Core)
SOULSTAR (Core)

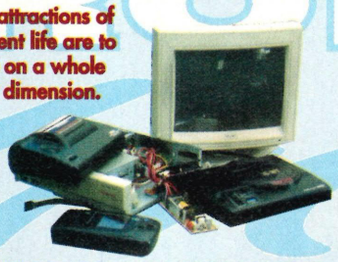
IMPORT (Out Now)
AX101
WING COMMANDER
F1 CIRCUS
WONDERBOY IV
HEIMDALL
SONIC DRIFT
DUNGEON MASTER
SCRATCH GOLF
THE NTH DEGREE

THE NTH DEGREE

Domark are backing a degree in Design and Production of Interactive Games, which starts in September '94 at the University of Middlesex. To begin with, the degree is an MA but a three year BA course starts in the following year. Other universities will be starting similar courses in 1995.

This is an excellent idea, so we at SEGAPRO wish them well.

The attractions of student life are to take on a whole new dimension.

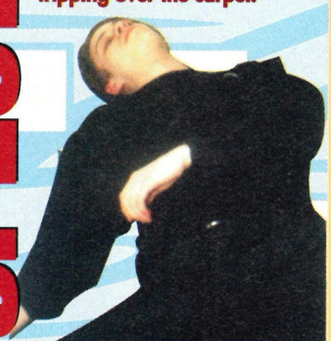


SPECTACULAR!

Millennium Software, famous for their James Pond series, are currently developing a Mega Drive game based on cartoon favourite Mr Magoo.

The game is described as "total cartoon chaos", with the aim being to move lots of stuff out of Mr M's way before he brings disaster to the town. The creator of Mr Magoo has seen the game and is very pleased with it, so fingers crossed!

Mr Mark-goo falls down after tripping over the carpet.



WHOOPS!

Last month SegaPro reported on *Kick Off 3*. Dino Dini was the original programmer of the Kick Off games and Anco simply hold the license to develop games under this name. Steve Screech was associated with the original Kick Off games for graphics and play testing. We hope that's put the record straight.

ARCADE NEWS

Welcome to the first of a regular feature to SEGAPRO, Arcade News. Every month we will be checking-out, and play testing, the latest coin-ops. Sega Amusements, Namco and Capcom are all leaders in the field of arcade technology and we will be extensively featuring these three. Expect to read the most informative company profiles, news, reviews and everything else you would expect from THE arcade report. See you next month.

If there is anything you would like to see covered in Arcade News, drop Jason a line at:
Arcade News, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, BOURNEMOUTH, Dorset, BH1 1NF.

COIN-OP SENSATION

DAYTONA RACING

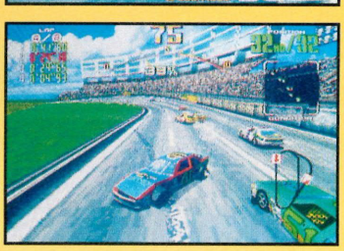
Real time texture mapping, a 32-bit graphics engine power and some 300,000 polygons per second. If all this sounds too much you'd better stay away from SEGAPRO's coin-op of the month, *Daytona Racing*. The screen shots say it all, don't they, so a quick guide to the three circuits is about all there is to add. Fasten your seat-belts for the videogame ride of a lifetime.

Oval

The beginner's level is no cruise around this simple looking oval track. Just to give you some idea of what to expect, you will be competing in an eight lap race against 40 equally powerful Daytona racers.

Grand Canyon

For that extra special graphics power Grand Canyon has to be the one to watch. In and around the most spectacular race circuit ever this four lap race may only feature 30 cars, but it's still the drive of a lifetime. Watch out for those tricky tunnels though.



Seaside

A sun-drenched circuit oozing style and sophistication is what awaits those brave enough to venture onto the expert level. Seaside is anything but a beach and with two laps and 20 cars you'll have to be more than quick. Enjoy.

WHERE TO BE

Trocadero	Piccadilly Circus
Sega World	Westover Road, Bournemouth.
Metropolis	Hamleys
Sega Dome	Edgware Road
Mega World	Debenhams, Croydon.
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Sonic Zone	Queensway, London.

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"Dead Codes" are super cheats which effectively enable you to re-write whole sections of the game giving total control. No other product features "DEAD CODES".

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So remember because Action Replay has both a **Universal Adaptor** and a **Universal Cheat System** you can buy the latest releases even as import and crack them wide open -NOW!!

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Now you can input upto 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves super high jumps, double speed, unlimited weapons, infinite re-tries, custom colours, special magic etc. etc. - all at once? Well now you can with the new Mega Cheat System.

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Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

NEW UNIVERSAL CHEAT SYSTEM

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

NEW UNIVERSAL ADAPTOR FEATURE

Action Replays unique adaptor feature which allows you to play even import titles on your console has also been improved. Now with the use of new custom chips you can also play so called "NTSC only" games from the US and Japan.

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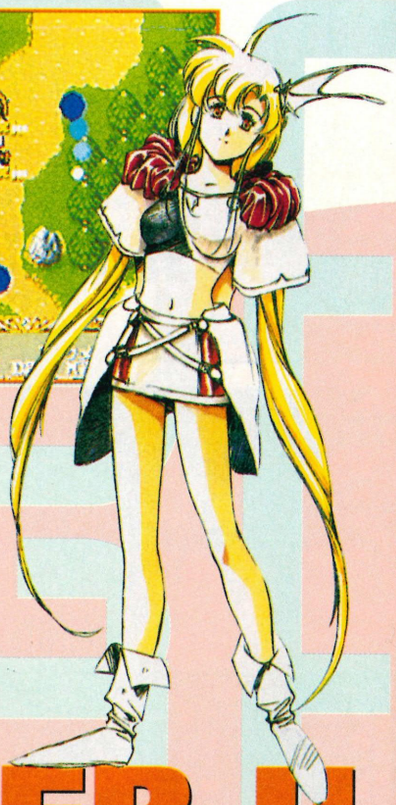
JAPAN NEWS

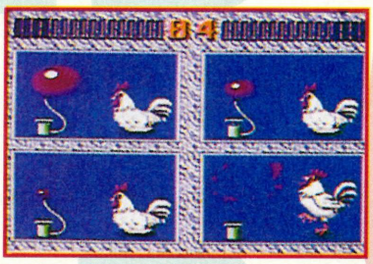


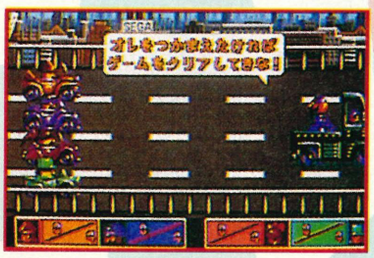
LANGRISSER II

Three years ago a game by the name of *Langrisser* was released in Japan. To this day people marvel at how such an exciting simulation game was crammed into a 4Mbit cartridge. And now, the original development team are proud to reveal the sequel, *Langrisser II*.

As Elwyn (a descendant from the earlier heroes Redding and Chris) you employ mercenaries to fight for the cause. They include soldiers, horseman and elves, all wrapped up in their own little world set hundreds of years later than the original. In a nutshell, your aim is to fight and subdue hoards of hostile nutters using magic, armed combat and the odd earthquake.

The attractive manga-style characters should grab your attention, if nothing else, so watch out for this 16Mbit mega-project around late summer.





MEGAJET

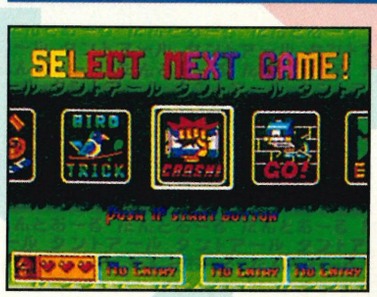
The new handheld available in Japan. Is this really a Game Gear 2 or just a jetset gimmick? Find out below...

Shock! Horror! Surprise! A new handheld has been released in Japan. What? a Game Gear 2? Not quite, but if you're a bit of a jetsetter you may be more than intrigued at what Sega have come up with. 10 March saw the Mega Jet launched into the mainstream shopping place. Currently used by Japan Airlines, it allows users to plug in and play Mega Drive games while in the comfort of their executive seats.

Great, you may be saying, where can I get one? Hold your horses, this isn't as kosher as it sounds. The Mega Jet doesn't come with its own screen (or power supply for that matter), so it's not strictly portable. Also, only airlines with a facility for plugging-in these devices are worth a mention, namely Japan Airlines. Tokyo visitors only, better luck next time. As for the rumour that a new handheld is on the way, we have nothing solid at present. Surely a 16bit Game Gear would make sense and sell by the truck load. We're waiting for Sega's next move.

TANTO ARU

Firmly rated as one of the most enjoyable arcade coin-ops of the moment (you've gotta be kidding me!) is *Tanto Aru*. An action puzzle game along the lines of nothing we have ever seen before is about to make its Mega Drive debut. So, is *Puyo Puyo* under threat as the best puzzle game ever on the 16bit machine or have millions of game freaks gone loopy? The four-player Tap compatibility could be a definite boost and from the look of the screen shots it's all a bit hectic. Expect to see *Tanto Aru* in stock at your local importers soon.



PRO DATES

MEGA DRIVE MEGA CD

MAY

ROBOCOP VERSUS TERMINATOR
OUTRUNNERS
SONIC 3
MASKED RIDER ZO

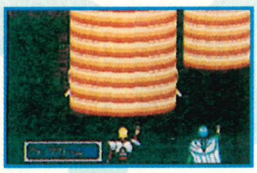
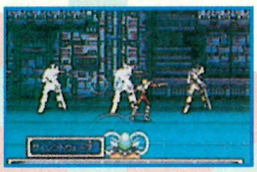
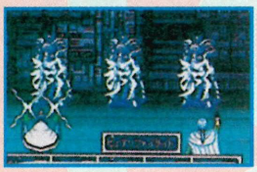
JUNE

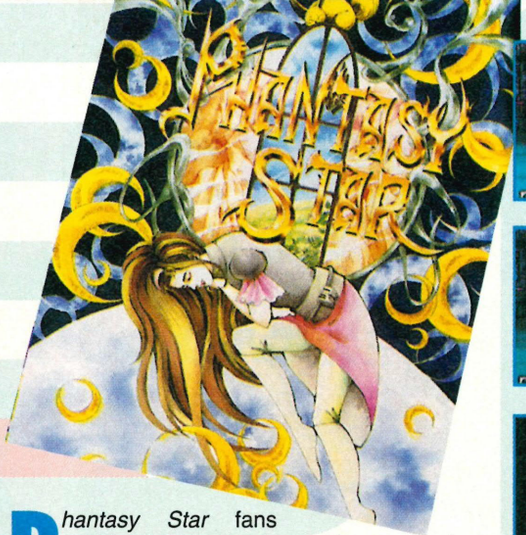
THE LEGEND OF THE HUNGRY WOLF
FIFA SOCCER
POWERMONGER
PANORAMA COTTON
NOSTALGIA II
LAGUNA SENTY
SPARK

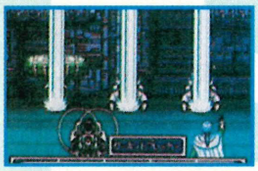
JULY

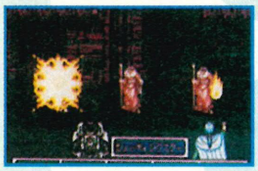
NBA PRO BASKETBALL
THE DREAM ADVENTURE

PHANTASY STAR







Phantasy Star fans may be intrigued to learn of a new revival. Originally released way back in 1987 as a Master System cart, Phantasy Star has proved worth its weight in gold to RPG fans. Catch a load of this... *Phantasy Star II* for the Master System is in the pipeline. A memory-blowing 4Mbit cart with battery back-up is sure to wow us all. Alisa, Tyron, Lutz and Miouw are back with a vengeance.

JAP CHARTS

MEGA DRIVE MEGA CD

1	NE	PHANTASY STAR
2	4	PUYO PUYO
3	NE	DREAM MANSION
4	6	SONIC SPINBALL
5	NE	STREET FIGHTER 2 DASH
6	8	ALADDIN
7	NE	YU YU HAKUSHO GAIDEN
8	NE	WINNING POST
9	NE	NIGHT TRAP
10	7	AUGUSTA

AND FINALLY... DAYTONA RACING

"Sega always make excellent driving games" is the bold statement from the man behind their new racing sensation, *Daytona Racing*. As you can see the graphics – using Sega's new Model 2 board – are breathtaking. Compete alongside up to 40 high-powered *Daytona* racers over three difficulty levels in what is already causing a bit of a stir in UK arcades. The sooner we see a finished machine in our local Sega World, the better.

NIP BITS

● The hotly awaited new Game Gear package is a bundle of the handheld with *Sonic Drift*. It would appear the game is complete, but this won't be of much interest to the mainstream UK market as it's a few months away from official release. Much, much more as soon as we get our blistered hands on a finished copy.

● If you're still on the lookout for a Game Gear golf simulation you'll be pleased to know that *Scratch Golf* is on its way. 100% complete, the Japanese version should be at an importers near you soon. Expect to see a cut down version of the Mega Drive slasher with green grass and iron clubs. Oh joy.

● After looking over the Japanese reviews it would appear that they're more than happy with the credible *Virtua Racing*. Three nines and an eight is certainly one of the highest accolades ever, congratulations Sega, Japan is happy. Expect to see this 16Mbit marvel driviing us all around the bend with challenges galore and many hours of test drive practising.

● Japan is bracing itself for another season of exhilarating F1 motor racing. Just in case you are as interested as our oriental counterparts in the current standings, MacLaren are using a Peugeot engine. High technology specifications have been banned and there are rumours that Prost (Alain, I think) is about to make a comeback.

● *Genghis Khan* and *Battle Fantasy*, both on the Mega-CD are complete. Take power and re-live barbaric times as the warrior of warriors smashes onto the screen for the mother of all battles. Alternatively, take things a little easier in this futuristic shooter where some quick reactions will help you win the day. Whichever you choose you can be sure to find them at an importer near you.

● Therae's a new hero on the LaserActive machine just about to launch himself into stardom. Superb quality animation is featured in *Triadstone*, what basically appears to be a kind of *Dragon's Lair* story. Japanese Manga cartoon returns in a somewhat visual delight at an unaffordable price.

FEATURE SEGA PRO

NET ATTACK

(Left to right:) Steve (sound), Dan (producer), Jules (star), Robin (camera), Patsy (production assistant), Graeme (director).

A new videogames TV show is joining the airwaves! Featuring a hippy presenter and a dog called Goat, anything could happen. So Nick nipped along to catch them filming and see how it will measure up against GamesMaster and GamesWorld...

This TV business is a doddle, right. You spend all day reclining in a marvellous studio with tea and biscuits constantly on demand while occasionally you have to totter over to a camera and mumble something to the assembled masses. Then it's just a matter of picking up that enormously inflated pay cheque on the way home.

Or so you might think. Actually, it's a lot harder than that as I discovered when I went to cover the filming of the new BBC2 videogames show, Net Attack.

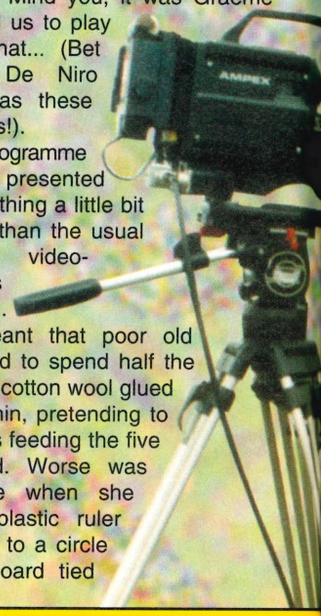
The show has a couple of main elements – it uses a feature-based approach for most of the programme where the presenters will be talking about all the most recent developments in the computer scene and then a three minute games slot presented by Jules Gibbons, a TV newcomer and only 13 years old (and 10 months, we were solemnly informed).

There are two sorts of programme – the one made indoors, in a studio where everything can be controlled and planned in advance, and ones made outdoors where everything can and does go wrong. Net Attack, in their almost infinite wisdom, have decided to make the programme the outdoorsy type.

I joined up with the filming in Bournemouth where Producer Dan Clapson (ex of Bad Influence! and programmer of Back To The Future 2) was waving his arms around wildly at his director, Graeme Pollard. The weather wasn't as good as it could have been and they had to shoot footage of the Philips CDi system with Dave Perry, Jules and Goat the dog.

This bit went relatively smoothly and it was off to the Sandbanks in Poole to interview some surfers on their opinion of the games scene. Well, that was the plan anyway – unfortunately, although Sandbanks is normally stuffed with the guys, they must have decided to take a holiday that day. After hours of scouring the horizon, parking in strange places and bounding along empty beaches, the crew eventually decided to rope us bystanders in. So Matt Yeo from The One magazine, Dave Perry and myself ended up acting in front of the camera in an unnecessarily embarrassing manner. Mind you, it was Graeme who told us to play it like that... (Bet Robert De Niro never has these problems!).

The programme is being presented as something a little bit wackier than the usual po-faced videogames show. This meant that poor old Jules had to spend half the day with cotton wool glued to her chin, pretending to be Jesus feeding the five thousand. Worse was to come when she had a plastic ruler attached to a circle of cardboard tied



Jules

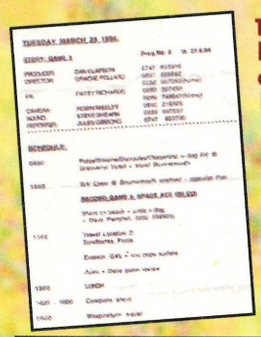
"Who is Jules Gibbons?" you may be asking. Jules is nearly 14 and is new to the TV presenting scene, although she was once on Short Change as a games reviewer. Her natural star quality shone through even with this brief appearance and the Net Attack people swooped.

Jules comes from Liverpool – "You'd better put that in – so my nan says!" – but she currently lives and goes to school in Dorset.

We asked Jules how the heck she manages to juggle school with TV filming: "Well, if I'm filming in the holidays, they're not really bothered. I've got a licence from my headteacher and council which lets me spend time away from school."

Sounds good. Thought about selling it? Actually, Jules also has to have a chaperone with her but the poor bloke usually ends up chasing Goat the dog around.

She looked a little unsure when asked about her future plans: "I'd like to carry on in TV. But I'm not really a games player although I like *Sonic* and *Aladdin*." We wish Jules luck – we have a feeling that we'll be seeing a lot more of her in the years to come!



This has a list of all the day's locations, timings and shoots required.

Lunch time comes and even TV people have to eat.

Goat

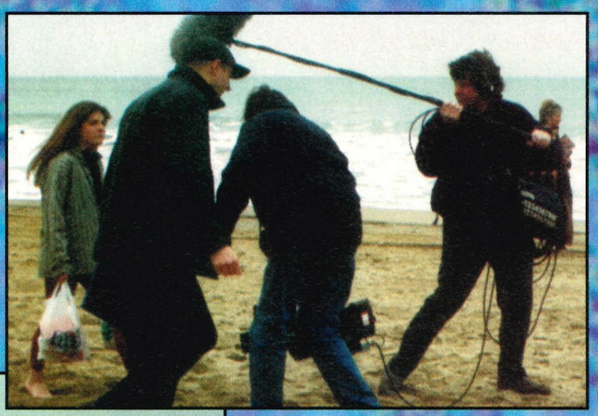
A dog called Goat probably gives a better description of the programme than anything we could write. He's acting in the role of Jules's sidekick but insisted, "I feel I'm being typecast in the role of a dog – I'm capable of so much more." So we threw him a stick and watched him jump over a brick wall into a ditch.

Goat was originally supposed to be a cow but due to obvious logistical problems (ever tried carting a cow down to Bournemouth in the back of a Fiat Uno?) he underwent a slight transformation. Goat's actual role was a bit limited on the day of filming being

ET ACK

A minor problem with the surfers; there weren't any.

Dan and Jules grapple over whether Jules wears the beard for lunch or not. Jules won.



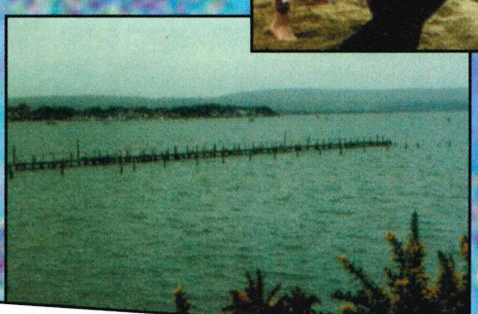
The first scene of the day being filmed!

to her head (the resurrection halo, no doubt).

In fact, this bit of zaniness almost caused a ruckus when Dan told Jules that she had to wear the beard during lunch (for continuity – people would notice any changes). Jules insisted that was a dumb idea, there was much discussion, the chaperone was called over and finally Jules got her way. She was able to eat beard-free. However, Dan did get his revenge later when he ripped Jules's halo off forgetting that it had been sellotaped to her head.

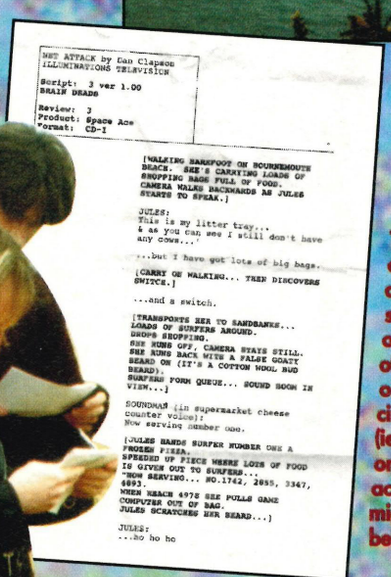
Other problems cropped up when Goat (AKA Bobby) went missing for a bit, meaning Patsy Richards – the show's Production Assistant – had to go galloping off in all directions looking for him. Patsy also got swamped by the sea when making a mobile phone call and forgetting where she was standing.

However, there's always the editing room to save the show and the day's work was wrapped at around four thirty. Yep, it took a whole day to get about 1 minute of film! When all the close camera angles have been edited into the long shots, title shots and scenes they'll finally be able to broadcast this episode – which should be happening at 8pm on Wednesday the 27 April (the series starts up on 13 April). SP

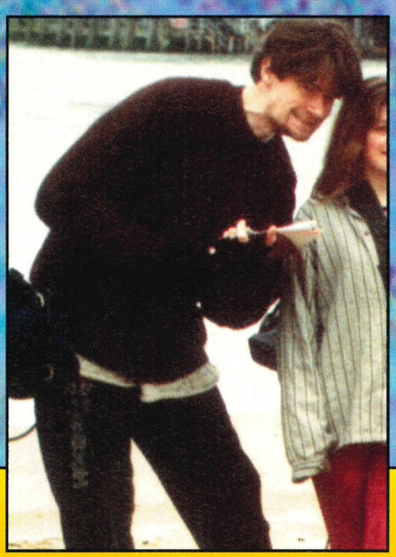


Unfortunately, there's a lot of time spent on location freezing your nuts off.

Goat the dog decided to do a runner shortly after this picture was taken.



The script contains the actors' lines, scenes and so on. Scripts are often altered on-set by circumstances (ie no surfers) or by the actors, who might have a better idea.



Dave Perry checks out a script change with Dan.

restricted to running up and down the beach chasing ferocious Alsatians but we have been assured that you will see a lot more of him on the actual show!

Dan Clapson

Dan is the show's Producer and it's his job to make sure everything stays on track while it is apparently collapsing all around him. Little problems like not being able to find surfers can be fixed with a slight alteration to the shooting script, while camera angles and so on are figured out by the Director.

Net Attack was Dan's idea and he was commissioned by Illuminations, the show's Production company, to sort it out. He originally started in the business as a researcher several years ago – Take Two, Trevor and Simon and Motormouth being his first big projects. Later came Bad Influence! (he knows Andy Crane well, poor bloke) but this is his first project as producer. He tells us, "I'd only go back to Bad Influence! as a producer – my research days are behind me!"

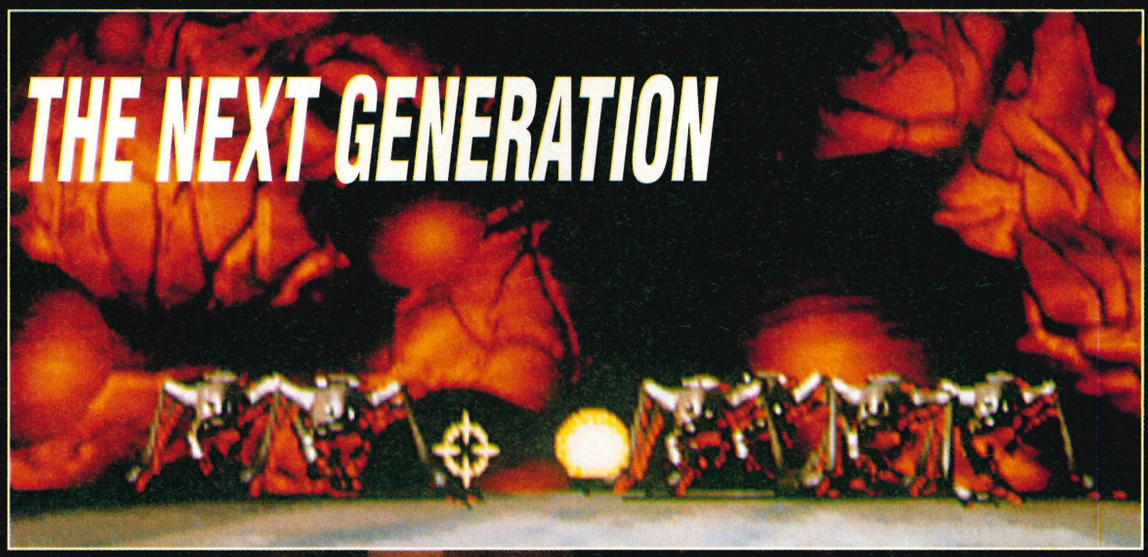
FEATURE SEGA PRO SATURN

HYPE! and HARMONY

PART TWO

Continued from last month

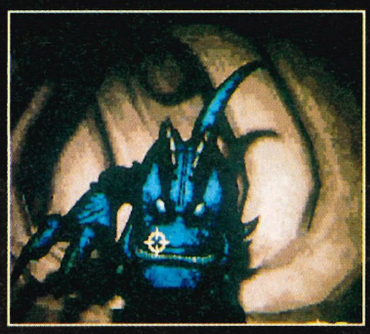
GRAPHICS: THE NEXT GENERATION



The progression of graphics on the Mega Drive has been so fast that it's almost impossible to predict what we can expect in the near future. If you remember *Pong* and *Space Invaders* you'll be more than boggled by what's hitting the shelves these days. *Flashback*, *Aladdin* and *Ground Zero Texas* each broke mini-boundaries upon their arrival, so what's lined up for the new Sega super-machines? Ten years down the line, Jason Johnson casts an eye on the next generation and what it has in store.

Two of the leading software development houses in Europe are Psygnosis and Argonaut Software. To find out exactly what they're up to we spoke to their graphics development departments... so prepare to be truly amazed.

Not the most inspiring screen shot to appear in SEGAPRO, but it could be the start of something new.



ARGONAUT SOFTWARE

CREATURE SHOCKER!

You may already have seen a few random screen shots of the PC CD-ROM version of *Creature Shock*. If so, you'll probably have a fair idea as to what makes it such a very attractive proposition. To find out more on where the graphics of the future are being generated, we called on Jez San and his Argonauts to tell us more...

Leader of Argonaut's project support group Ian Crowther explains "*Creature Shock* uses Argonaut's own video compression system (squeezing of data to take-up less memory) designed to play full screen full animation video from a normal speed CD drive with minimal loss of image quality." In effect, Sega's new CD-ROM based machine (Saturn) will enable us to play games that look as good as what you're looking at on this page. Amazing or what?

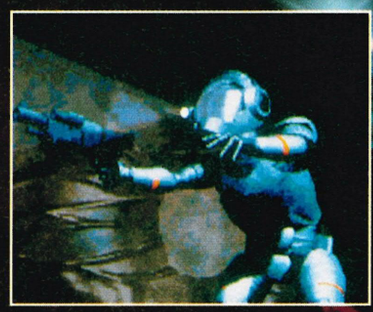
Ian continues "Earlier games offered little more than a set path with absolute success or failure at each step, in contrast *Creature Shock* allows the player full freedom of movement within the limits of the game environment." So, not only are we going to be able to gawp at these lush graphics, there's a game in there too!

"THE SATURN IS THE MACHINE OF THE FUTURE"
– Jez San

Ever since the disappointments of *Silpheed* and *Microcosm*, Sega gamers have been left out in the cold as to whether there will ever be a game that looks AND plays outstandingly. To find out what the people working towards this goal had to say we asked for their personal opinions about the Saturn.

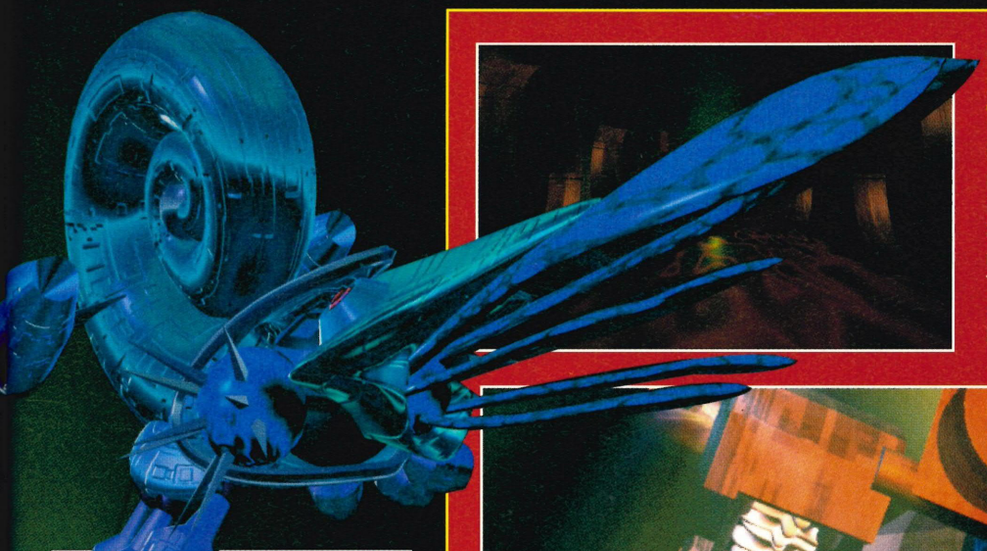
HEARSAY WE

Non-disclosure agreements mean that what you are about to read must not be taken literally, it is hearsay. The people quoted here are members of Argonaut's elite programming teams and though still pretty much in the dark about Saturn, they were willing to express their current feelings.



Rumour has it that this is a mean robot who rarely comes out to play. But when he does he really kicks butt.

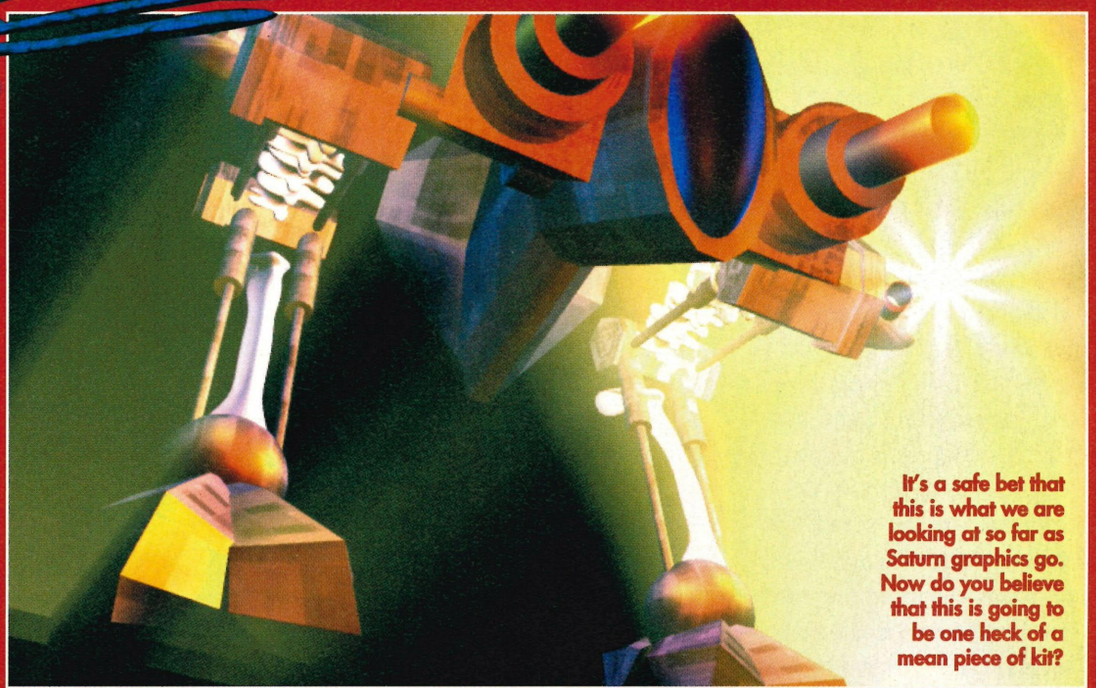
The most enthused individual is Nic Cusworth, designer of *Creature Shock* who had nothing more to say than "I'm gagging for it." A little sad if you ask me but Mark Johnston, Argonaut's 3DO programmer, surprisingly praised Sega saying "Sega are the leaders in the arcade market and even if it (Saturn) isn't quite as impressive as billed it'll still sell, so it's worth developing for." And this is from the 3DO programmer! So, are



PSYGNOSIS

THE FINAL FRONTIER? – SCAVENGER 4

Psygnosis are developing software for all viable CD formats like Play Station, 3DO and Saturn. Jim Bowers (Chief Animator) confirmed that they will continue to use Silicon Graphics workstations as Psygnosis leapfrog numerous development teams on their way to the top. Their latest project is *Scavenger 4* which could well be released on Sega's new machine, Saturn, so we had a look at a few classy shots.



It's a safe bet that this is what we are looking at so far as Saturn graphics go. Now do you believe that this is going to be one heck of a mean piece of kit?

No doubt about it, these are mean graphics, and I can guarantee the gameplay is even better.

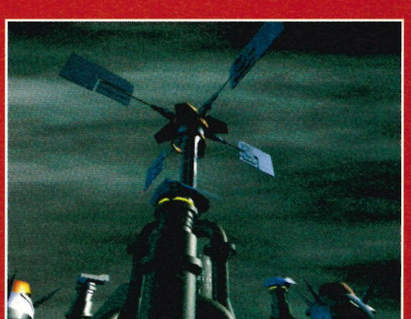
Another eye-catching screen shot from the PC CD-ROM version of *Creature Shock* by Argonaut Software Ltd.

Argonaut a little disappointed with the so called 'wonder machine?'

Ian Crowther chipped in "It's a pity about the 3DO, a wonderful looking polygon engine attached to a processor that's been crippled so badly it can't keep up. I hope any future versions have the clock speed on the ARM at least doubled and the cache re-enabled." The team's cautious 3D programmer Peter Warnes shouts "it's just another machine! I hope we get some playable games for it, not just a lot of pretty graphics." But surely this lies in your capable hands monsieur...

THE FINAL WORD

Ian's (Argonaut Software) final feeling about the future of graphics development is that "full real-time rendering is the only real step up from the place we are now. Anything else is simply a change in degree, not kind." Jim Bowers (Psygnosis) is looking forward to a future with more powerful machines and games with better graphics to play on them. Isn't this what we all want? We shall see. SP



"WE ARE REALLY LOOKING FORWARD TO THE HIGH PERFORMANCE 3D PLATFORMS"
- Jim Bowers

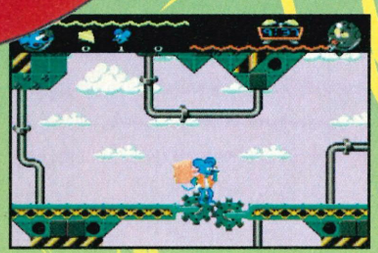
W.I.P. SEGA PRO

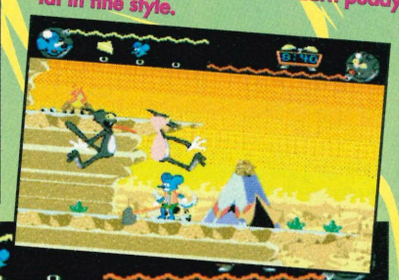
ITCH SCRA

There once was a cartoon called Tom and Jerry. As everyone knows, it told the story of the titanic struggles between a cat and a mouse and a dog called Spike. Well, it's 1994 now and the latest cat and mouse combination to hit the screen is *Itchy and Scratchy*, from the Simpsons TV series. As regular viewers will know, I&S are a cat and a mouse done like Tom and Jerry, but incredibly, even more violently. Some parts of it could be regarded as extremely sick – if Itchy and Scratchy weren't so hilariously funny. Decapitations, mutilations and being shoved in the blender are regular occurrences – Nick just had to visit Acclaim to check it out.

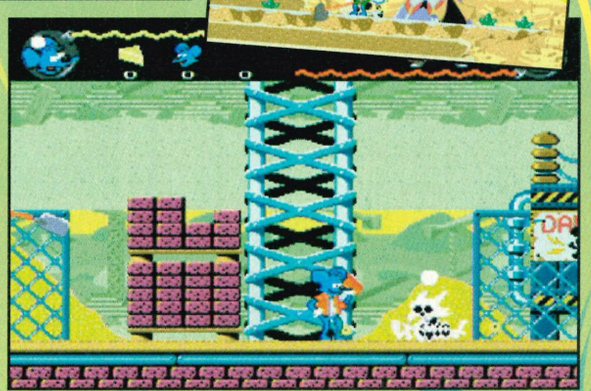
Bart and Co have been banished, Krusty the Clown has sidled off, so please enter stage right the one and only Itchy and Scratchy! They're Bart's favourite TV show and they're ready and waiting to be unleashed onto your unsuspecting Mega Drive and Game Gear in July.

Guide Itchy the mouse through multiple platform levels, picking up weapons and laying about the baddies with Groening brutality!





Take your tomahawk to dat darn puddy tat in fine style.



Watch out for Scratchy – he could appear at any time armed with his mallet. Very nasty.

Nip underwater for more fun – look out for catfish (obviously). Clams conceal goodies.

ALL IN A GAME

Itchy and Scratchy is being released on a 16Mbit cart for the Mega Drive and 4Mbit cart for the Game Gear. It takes place over nine themed levels (cats have nine lives y'see) and the basic objective is to kill Scratchy as often as possible whilst surviving his repeated and merciless attacks.

Each level will be presented as an episode of Itchy and Scratchy with the core of each level being a parody of classic cartoon locations. And don't forget about the level guardians (usually Scratchy driving some monstrous device!)

THE HOUSE

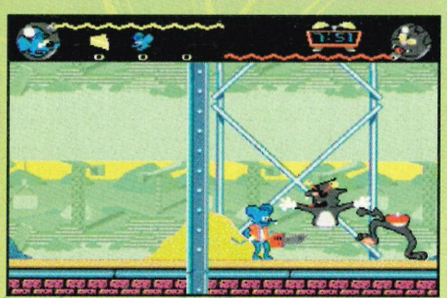
Itchy is stuck in the attic – a very worrisome experience when being chased by ghosts and that darn cat!

IY & TCHY

Watch out for this fat hippo who bounces around at random.

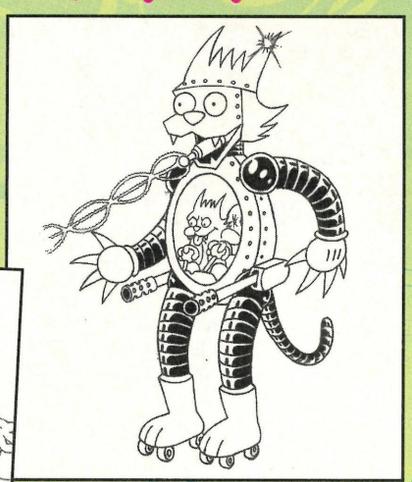
Eek! Scratchy is chasing me with a ruddy great mallet. Nasty!

Mostly, it's just a basic jump-about platformer at the moment although there are many other elements still to be added.



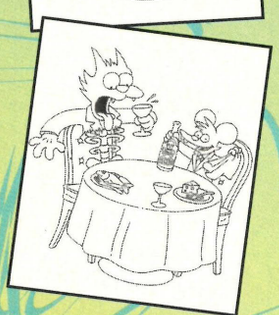
A completed end of level Scratchy in the dinosaur era.

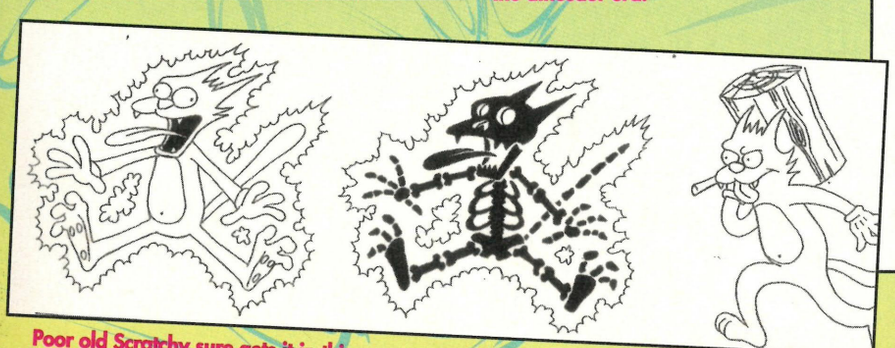
Underwater again. Scratchy has no problems breathing at the moment, although this might alter.



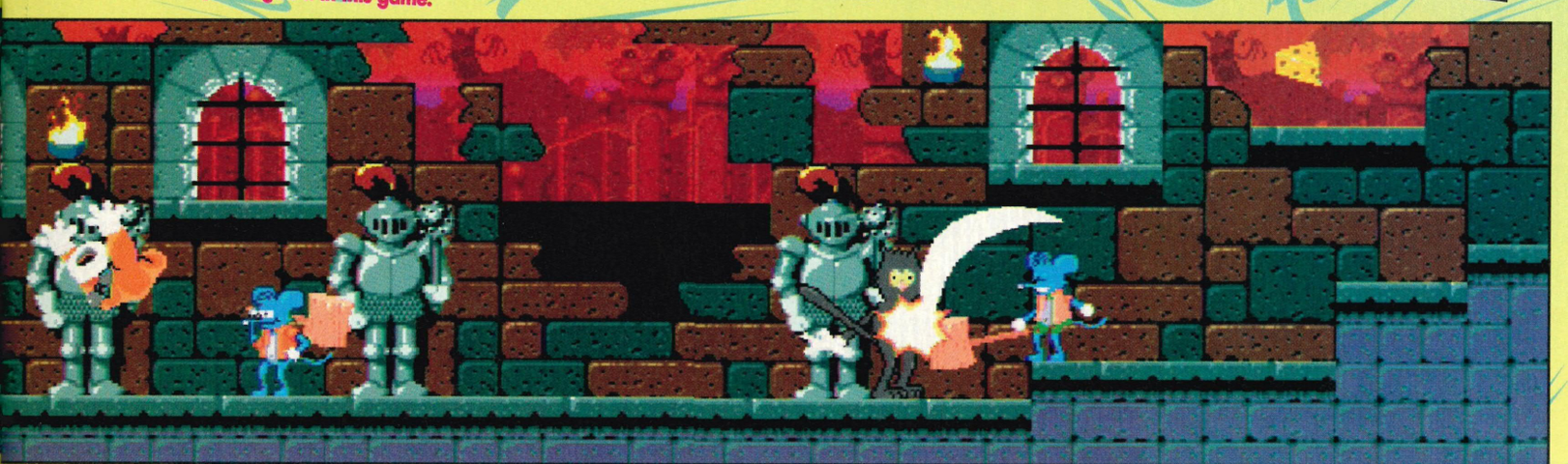
One of the end of level nasties has Scratchy driving this absolutely enormous battle-robot.

Itchy happily feeds his best mate a bottle of concentrated acid with expected results.





Poor old Scratchy sure gets it in this game.



COMPARISON

The obvious games it will be facing are *Ren and Stimpy*, *Desert Speedtrap*, *Aladdin*, the *Jungle Book*... Well, the list of games tie-ins could go on forever! It's much too early in the game's development to stack it against games like these, but from what we've seen so far, this contains graphics right up there with the best comic bits in *Ren and Stimpy*. Even at this early stage, this game looks as if it could knock *Ren and Stimpy* comprehensively out of the league.

W.I.P: SEGA PRO

ITCHY & SCRATCHY

Crush Scratchy and he flattens in true cartoon fashion.

Graphics have been carefully done with attention to detail from Matt Groening himself.

THE LEVELS

MEDIEVAL VILLAGE – Chase each other through towers and turrets, moats, drawbridges, boiling oil, torture chambers, cat-apults (!) and iron maidens. End of level is Scratchy on a Trojan Horse.

SPANISH GALLEON – Keep your eyes peeled for parrots, cutlasses, cannons, walking the plank. End of level is Scratchy as a peg-leg monster.

FACTORY – Production lines, conveyor belts, machinery – fork-lift trucks will be available to slice Scratchy into fish food. Watch out for a fork-lift or a production-line machine as end of level boss.

WILD WEST – Danger! Beware of the Acme crates, guns, totem poles, tomahawks and so on. End of level is Scratchy buzzing about on a jet pack.

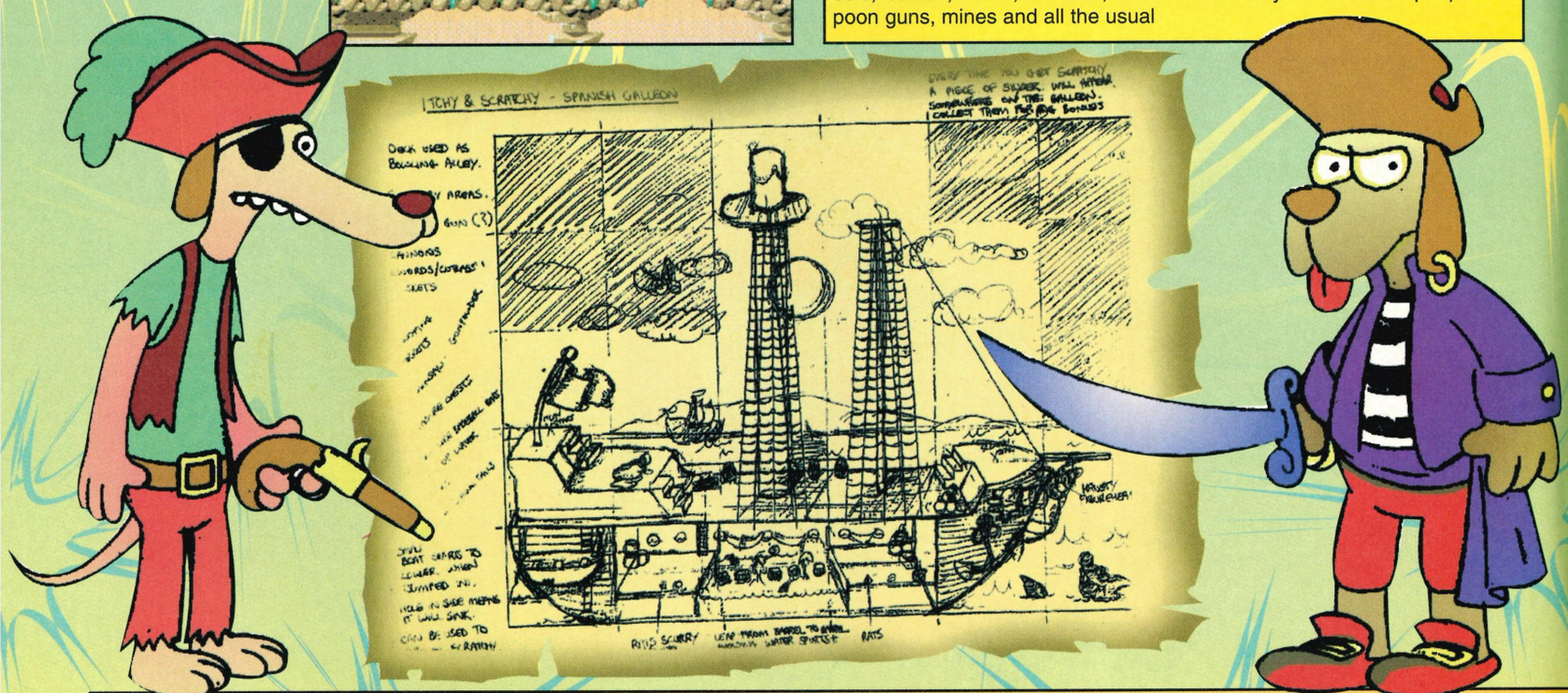
UNDERWATER – Scoot about through an old shipwreck avoiding eels, catfish, rocks, lobsters, harpoon guns, mines and all the usual stuff. Beware of Scratchy in a mini-submarine at the end of the level!

OUTER SPACE – Although not yet finished, this is likely to be set in a spacestation or on the moon. Things to look out for will include gravity, death rays, lasers etc. End of level will have Scratchy appearing in a giant robot suit.

PREHISTORIC – Also uncompleted – look out for dinosaurs, clubs and flints. End of level is Scratchy in a turtle car.

THE HOUSE – This will resemble the Simpsons' household, and will include kitchen, bedrooms and so on. Possible cameos will have Marge and Homer wandering on-screen. This will be the last level and the end of level boss is still to be decided.

REWARD SCREEN – Enter Krusty the clown totting up scores and bonuses (for killing Scratchy with every available weapon).



WILD WEST

This map shows the first part of the Wild West level in all its glorious nastiness. As you can see, the graphics look particularly good with multi-level parallax scrolling and well animated figures.

Scratchy wields a mallet at this early stage although there are guns, axes, knives and so on too.

Pick ups are available for bonus goodies. Sadly, you cannot make Scratchy vanish even when he's dead!

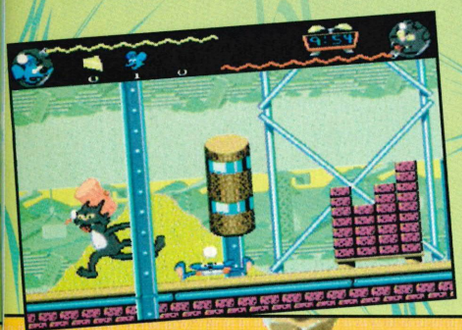
Watch out for the toxic waste on the building site! There's no knowing what it could do to you if you got careless...

This is what happens when you get slugged well and good by the creature Scratchy.

Itchy can get a hefty thump going, even with the lowly mallet.

That darn cat has nabbed me at last.

Heck! Watch out for the bodiless ghosts floating about causing all kinds of hellish trouble.



Backgrounds have been drawn in lovely full-colour parallax mode and look bright and cheerful.

ACCLAIM
£TBA
OUT: JULY

ITCHY & SCRATCHY

COMPLETION

1ST IMPRESSIONS

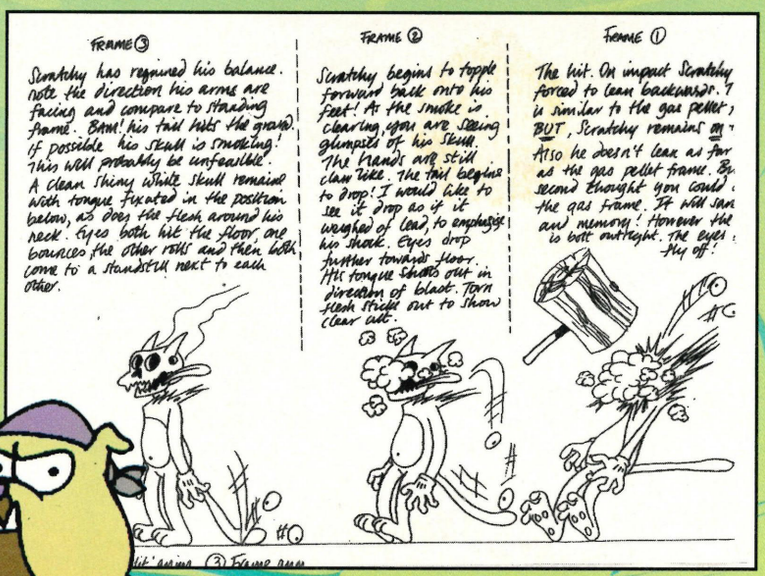
This is shaping up to be a top Simpsons game, with lovely graphics, some hilarious animation sequences and plenty of cartoon violence to keep the blood flowing. Acclaim are grabbing all the Simpsons licences they can get their hands on and the effort being spent on this could make it a game well worth having. Although there are still major gameplay elements to work out, the platform structure is already in place with weapons and power-ups. We'll keep you posted!

BEHIND THE SCENES

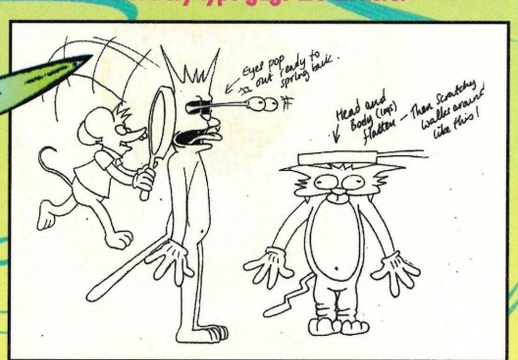
Itchy and Scratchy is being developed in America and Matt Groening (creator of the Simpsons) has taken a close involvement in the artwork and sketches for the game, ensuring the game's look and feel remains the same as the TV programme's. We have some of the early development sketches here, showing level designs (the Spanish Galleon) and some ideas for possible animations.

The Spanish Galleon for example has you running around above and below deck and doing unspeakable things in the rigging *(actually, 'climbing' is the word you're after – Ed)*. So walk the plank, fight with cutlasses, cannons and talking parrots. all with the final ambition of confronting the dreaded peg-leg Scratchy monster!

Anims have been storyboarded with care before development began. Here we see a few Scratchy death shots.



Ouch! Talk about having your eyes popping out! This and more Tex Avery-type gags are all here.



PREVIEW

SEGA PRO

MASTER SYSTEM

BATTLEN

Toads are fascinating animals. Some toads have traditionally been used as hallucinogenic drugs (a long lick along the back is supposed to do the job with some American varieties), others have been boiled and served up on the edge of a gourmet's dinner plate. Still others can freeze themselves solid during the winter (and wake up on time) while some aborigines are keen on a certain water-retaining variety. So it's hardly a wonder that they've decided to strike back. Virgin's latest title for the Master System has you joining the famous Battletoads in conflict for the honour of green amphibiandom... Nick put on his best frogsuit and joined the fun.

The Battletoads have had a busy few years fighting the forces of evil and generally being pains in the asses of the lawless, so in the best of super-heroic traditions, they decide to have a bit of rest and relaxation on the deep-space leisure station Lost Vega.

While wiggling their slimy backsides on the dancefloor, they notice a Thallian Thorax Dancer strutting her funky stuff – unfortunately, she's the dreaded Dark Queen in disguise! So the battle is joined in another slugfest for peace, truth and the amphibian way!

Rash and Pimple get taken hostage, so the battle is joined – can you rescue your team-mates and save the day?

ALL IN A GAME

Battlemaniacs comes in a 2Mbit cart and takes place over 12 action-filled levels. The gameplay varies with the level, with the usual beat-'em-up antics against skeletons and fat warriors, a bowling alley where you have to hit the ninepins and avoid the baddies, a Grand National type of dodgems affair (jump the walls, avoid the barriers), snakes that have to be climbed, wasps that have to be swatted and baddies that have to be avoided.

Don't forget to defeat the evil baddie Robo-Manus at the end of the game – he's no push-over!

The first part of the second level. This takes place on a scrolling blue floor where the idea is to hit the bowling pins.

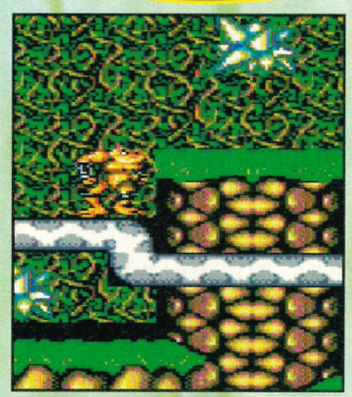
Scoot along the beach in level four, avoiding barriers where you can. Quick reflexes will be needed!

LEVEL 1

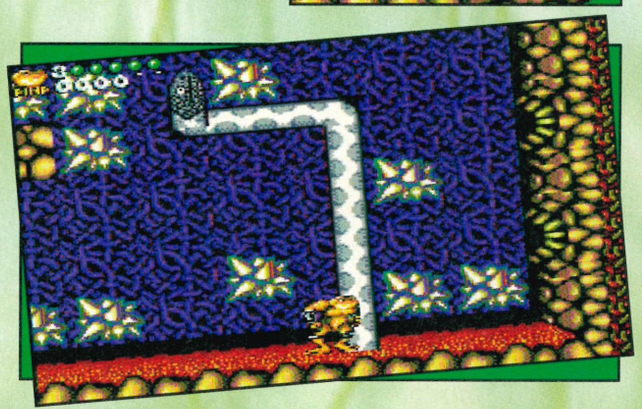
Level one places you in a volcanic area where baddies have a habit of jumping from caverns or out of mini-volcanoes. This is essentially a walk-along beat'em-up, but be careful not to fall off the rock path into the fiery depths below!

Armed skeletons tumble from these lava pits entirely too enthusiastically for our liking.

ANIACS



Does this snake business ever end? This is the question facing the rather mean looking Battletoad Pimple.



Snakes alive! A bad joke but you'd better not be afraid of them in this game, as you need to climb up them!

It's back to the skittles, except the floor colour is a nice deep red.

Jump onto the snake's back to travel safely around the obstacles.

ANIMATION AND SOUND

The sound is pretty well the usual Master System stuff – no surprises here with a groovy tune playing in the background, although there were no spot FX added at this stage.

The game contains nice sprites with your battletoad having a range of wicked moves.

ATTITUDE
Your toad likes to strike a pose when not doing anything.

HAMMER
When attacking with gusto, this enormous hammer appears.

HIT
Ouch! I've been put down but I'm certainly not out.

JUMP
In true toad-like fashion, I can jump like so...

PUNCH
No beat-'em-up would be complete without a good punch.

WALK
And here I am just taking a merry stroll along the road.

Beware getting surrounded by these guys. They'll belly-butt you into oblivion!

The skeletons are pretty easy to get rid of, being the least robust of the various enemies.

The fat barbarians tend to emerge from these entrances, so be very careful around them.

PREVIEW

SEGA PRO

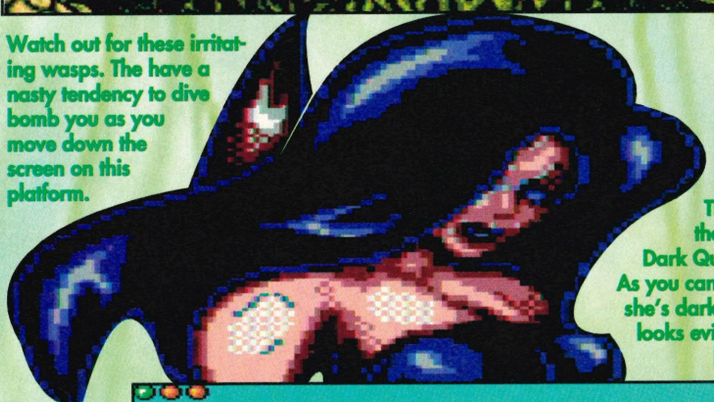
MASTER SYSTEM

BATTLEMANIACS

LEVEL 2

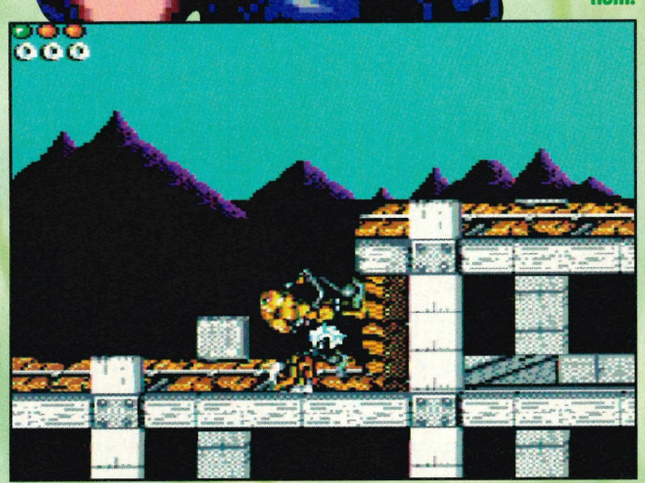
I usually like chicken, but this one is a pain in the a**. Still, what can you do, eh?

The guy behind you (a chicken, I think) will race until he catches up with you and knocks you off the rails, so move speedily to avoid this nasty fate.



Watch out for these irritating wasps. The have a nasty tendency to dive bomb you as you move down the screen on this platform.

This is the evil Dark Queen. As you can see, she's dark and looks evil. Ho hum.



Eeek! that lunatic is following behind you in a roller car! Better get your flippers flapping!

Lava falls from the sky towards the end of the first level, so be prepared to move around quickly.

FROGS IN OUR THROATS?

In the last couple of years, amphibian populations around the world have been in catastrophic decline. Whole species have been dying out – and nobody knows why. What is perhaps more worrying is that amphibians have been on this planet since before the dinosaurs appeared and no previous mass extinction of amphibians has been recorded before – ever.

Some people think that amphibians could be dying out because of their skins' extreme sensitivity to ultraviolet rays and pollution – two things that have been on the rise recently. Others are worried that this could be the precursor to a much more violent environmental change – one that might affect humans this time...

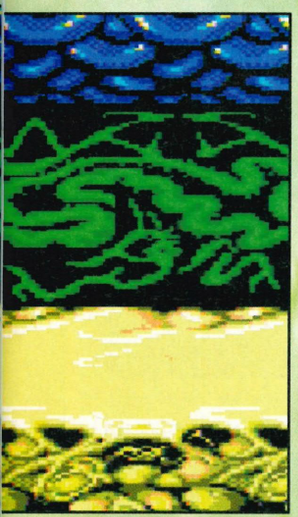
Later on in level two, you'll have to travel between these sharpened logs. Nice and easy!

After the skittles, these bovver boys travel towards you intent on barging you out of the way.

MULTI-PLAYER OPTIONS

Battlemaniacs can be dealt with either as a single player game or as a two player simultaneous affair. The two player simultaneous bit comes in handy as the baddies have a nasty habit of attacking you en-masse requiring much fancy wiggling of the joystick and stabbing of the fire button.

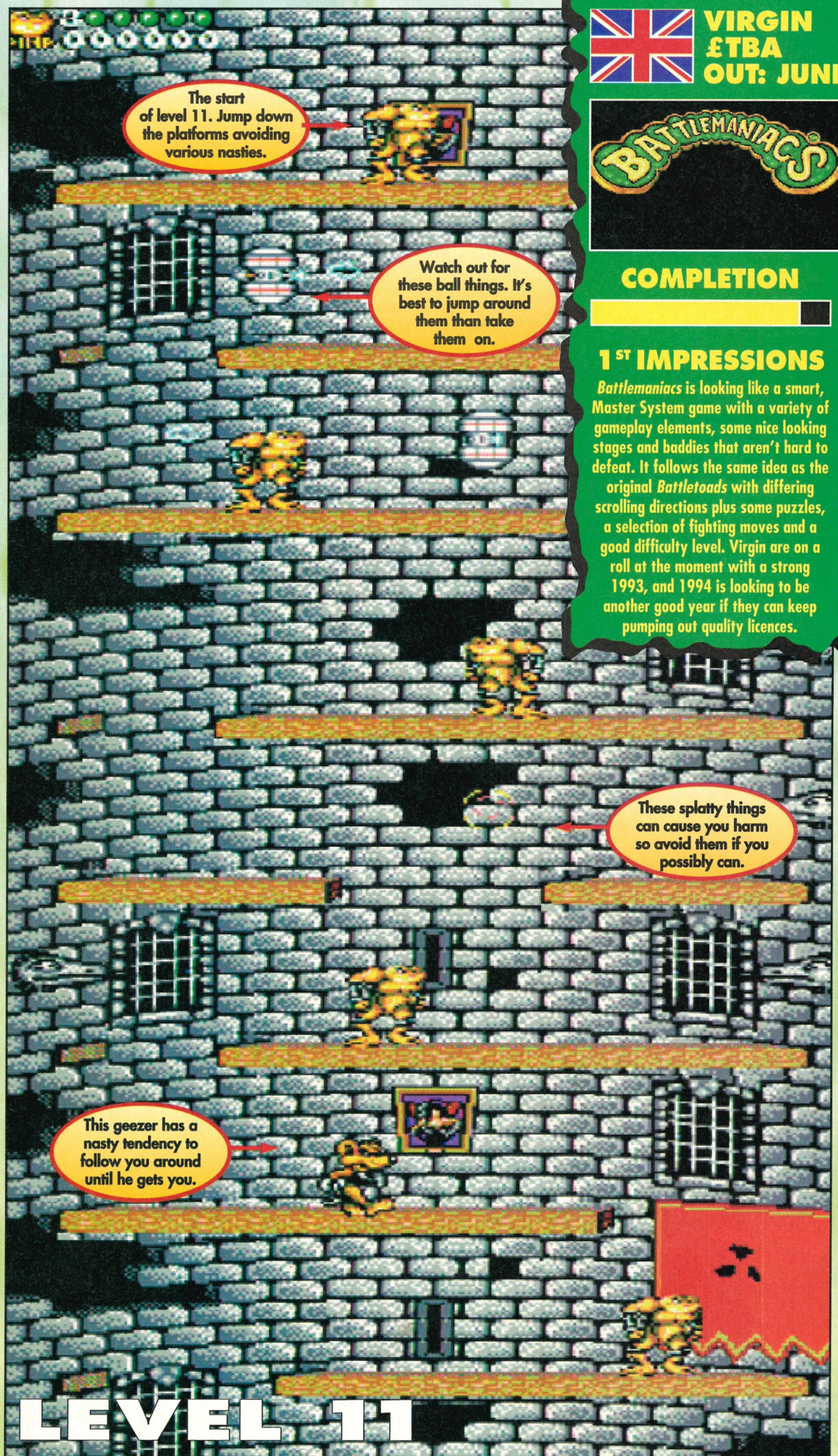
It's confrontation time with the evil Dark Queen. It's a shame I'll have to kill her really.



Walls travel towards you alternating their position from left to right, so keep moving to avoid hitting them.

Watch out for the magnet fiend further down level two. Get those mean punches ready for action!

If you fall off the snake's back at the wrong time, you'll end up kebabbed on these spikes.



This map has you jumping down the inside of a tower, avoiding shots fired at you by these little bouncing robots. They can be dispatched by charging them down, or you can of course just jump over them.

VIRGIN
£TBA
OUT: JUNE

COMPLETION

1ST IMPRESSIONS

Battlemaniacs is looking like a smart, Master System game with a variety of gameplay elements, some nice looking stages and baddies that aren't hard to defeat. It follows the same idea as the original *Battletoads* with differing scrolling directions plus some puzzles, a selection of fighting moves and a good difficulty level. Virgin are on a roll at the moment with a strong 1993, and 1994 is looking to be another good year if they can keep pumping out quality licences.

PREVIEW

SEGA PRO

MEGA DRIVE

GO SPEED RACER, GO!

Be Speed Racer in his Mach 5 (an awesome car with an endless tally of special features), or Racer-X (alias Speed's older brother, Rex Racer, a secret agent in disguise) in The Shooting Star, and reach speeds of 200 mph in a frantic dash for the line. A cult television series turn videogame? Whatever next! This is one oldies may remember but us youngsters (excluding Nick) will be at a loss. Whether you've watched Speed Racer in action on Sky or never even heard of him you are about to witness a cartoon craze beyond all imagination. You think the Simpsons are big? Jason tunes in to SW18 and goes in search for a wacky racer with a difference. Will Speed Racer save the day, and can he dodge that darn traffic warden!?

Speed Racer fixes his concentration on the road ahead. One mistake and he's history. Are you tough enough to beat Racer-X?

Speed, where's your helmet? Remember kids, don't try this one at home, you may bash your head on the coffee table.

Zooming around the bend, oh no, he's over-shot it and is heading for a tree. Will Speed Racer survive? Find out next week...

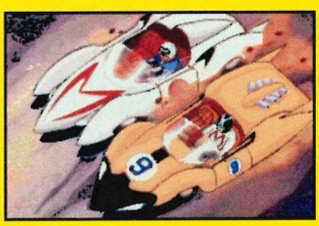
ALL IN A GAME

Rather than cramming a cartridge full of platform levels (as in the SNES version) total dedication has been given to the racing sections. Six levels of behind/overhead viewing (remember *Outrun*?) in a fast-moving motoring game. Test track options and a wide range of features (as in the original cartoon series) including extremely unpleasant on-board weapons.

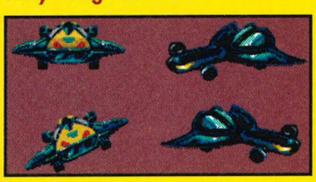
Assume the role of either Speed Racer or Racer X. You're tested over seven progressively difficult levels within six race tracks, adding up to a challenging 42 legs. Each of these 'legs' are based on episodes from the television series and if you remember them, Snake Track and Danger Pass may ring a few bells.

Just to show the SNES version of *Speed Racer* really does feature a platform section.

These are some early screen shots of work in progress designs.



This is one of the hundreds of early design sketches.



Showing the cars at different angles is all-important.

Squeezed into one screen, Speed Racer's car is ready for action.

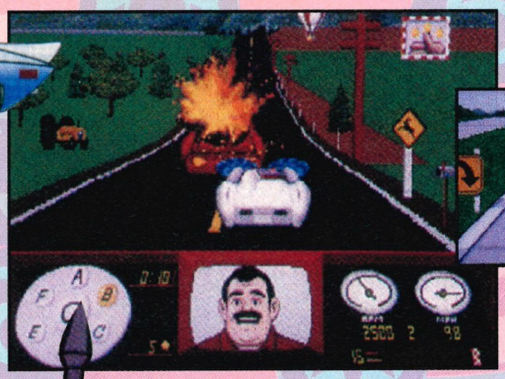
Here's your guide to creating your own racing car sprite: These are some Accolade's artists designed earlier.

BEHIND THE SCENES

SPEED RACER

DAMN JOYRIDERS

Auto-jacks to leap clear of danger, chopper-blades to cut through obstacles and an on-board computer (the CRT) that keeps you in contact with the opposition). If this sounds all too complicated for you, join the club. Let's just reveal that there are various weapons at your disposal to clear a path or cause mayhem and destruction on the race track.



Wacky racing at its best. Crashing and smashing action as shown below.

At certain points you can have a chat with fellow competitors. Be warned; they're not always friendly.

MULTI-PLAYER OPTIONS

At the time of viewing *Speed Racer* it was a one-player game. This is subject to alteration and if we're lucky a two-player option will be added. Additional amendments may be made to the multi-player options but we'll have to wait and see. The PC version features a split-screen mode and it could well be included for the Mega Drive game.

Yo, boyz and gals, I'm Speed Racer. Watch out for me in the coming months as I appear in my own TV programme. I can't wait; can you?

The car workshop is very useful should you collide or misjudge corners. Have Accolade thought of everything?

Tight hairpin bends are a predominant feature of the *Speed Racer* tracks. Be ready for the ride of your life.

ACCOLADE
£39.99
OUT: APR

COMPLETION

1ST IMPRESSIONS

However resilient you are against hype this is one game you will not be able to ignore. Why? because it's way cool and looks better than all previous racing games put together. Not only does it look good, it plays well too. Control of the car is the most important single factor of any racing game and *Speed Racer* has this down to a tee. Add a touch of octane-fueled acceleration as you exit the bends and you're there. If you want to be a speed demon, this is shaping up to be the game to play.

COMPARISON

Remember the old days when *Outrun* was the coolest video game coin-op in the arcades? If so, what have we had more recently on the Mega Drive that matches those panic-driven spin-outs and exhilarating, cool road racing? Not a lot, unless you're a *Lotus* fan. This is where *Speed Racer* slots neatly into the market.

As *Virtua Racing* steals the F1 racing limelight, Accolade's new mega-license will run riot among gamers. *Speed Racer* is the ideal game for anyone who wishes the Mega Drive had something like the SNES's *F-Zero*. Fast, addictive gameplay and characters you can relate to could well make Speed the most popular videogame character in ages.

COMPO SEGA PRO WIN

JOYSTICKTASTIC!

QUICKSHOT GIVE AWAY PRIZES!

Two hot joysticks from the masters of wiggling, Quickshot, have just been released onto the market. Firstly, the durable Maverick 3+3. Retailing at just £16.99 this arcade design stick offers six-button playability as standard and slow-mode. A sophisticated stick for the discerning LED junkie is the Conqueror 3. All the usual features but with an extra 270° rotating pad featuring three fire buttons each with their own independent turbo control. What more could you ask for?

So that's the lowdown, to win one of these excellent joysticks answer the following three questions correctly:

QuickShot®

1) Which English king was called 'The Conqueror'; was it:
a) James
b) William
c) Richard

2) What kind of British military craft is 'The Conqueror'; is it:
a) A tank
b) An airplane
c) A helicopter

3) A 'maverick' is a person who:
a) Holds unusual opinions
b) Likes to conform

1 .....
2 .....
3 .....
NAME: .....
ADDRESS: .....
.....
AGE: .....
TEL: .....
MACHINE OWNED: .....

QuickShot®

Send to:
Joystick Compo,
SegaPro,
Paragon Publishing,
124 Old Christchurch Road,
BOURNEMOUTH,
Dorset BH1 1NF.

Entries must arrive before 24 May 1994.

The winning entries will be the first ten plucked out of a hat from those who have answered the questions to the satisfaction of the Editor. No correspondence will be entered into. The editors decision is final (so there!). The ten winners will receive one of the two sorts of joystick specified above.

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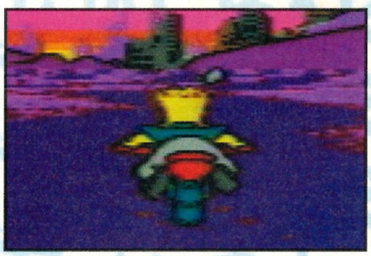
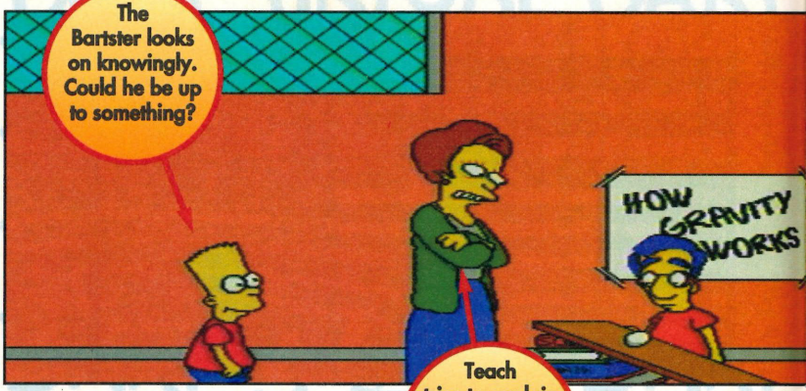
W.I.P. SEGA PRO MEGA DRIVE

After *Bart vs the World* and *Bart vs the Space Mutants*, it's got to be time for yet another Simpsons game for the Mega Drive! Now you might think that Simpsons creator Matt Groenig and Fox TV in America has made quite enough money thankyou, but this is the 1990s and quite enough money is never enough! So the little yellow dude Bart is back in a new adventure, causing trouble and generally getting up the noses of his fellow students at Springfield Elementary. Nick, a rabid Simpsons fan, buckles up and goes to meet his hero... We don't expect him to return!



Mad Max eat your heart out! Doomsday Bart rides in.

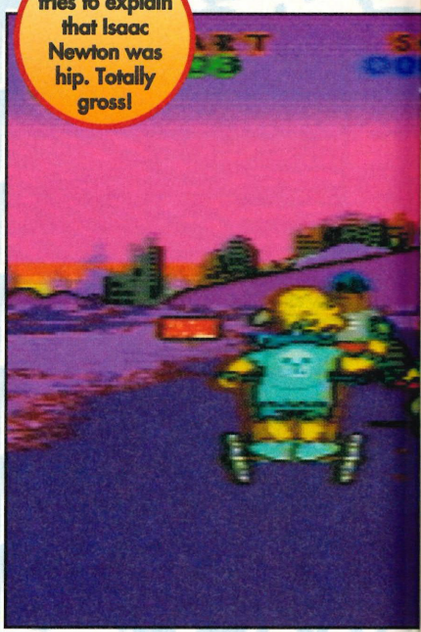
This bounding Bartasuarus attempts to escape a pre-historic dinner table.



Even the disruptive pupils at Springfield Elementary are expected to turn up to lessons every now and again. Occasionally, the teachers might use thise good old-fashioned methods like multiple beatings and other forms of sadism to get people to appear, but in the spirit of all things educational, they've decided to try something different. Hence the Springfield Science Fair where all the pupils learn something about science.

Okay, so most pupils tend to build stuff like papier-mache volcanos and tennis ball black holes, but the class nerd, Martin, has come up with something a little more adventurous – a Virtual Reality Machine.

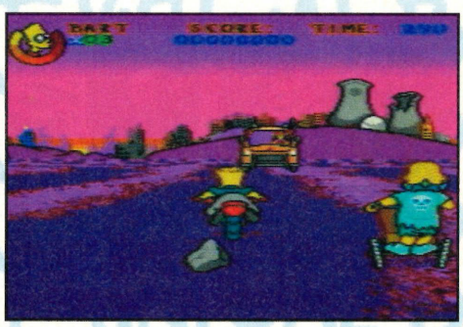
Well, it doesn't take much to figure out that Bart is going to get tangled up in that little baby before long... hence the name of the game!



U.K. FIRST LOOK 1ST

VIRTUAL

Get into the fast lane and leave other riders choking on your exhaust!



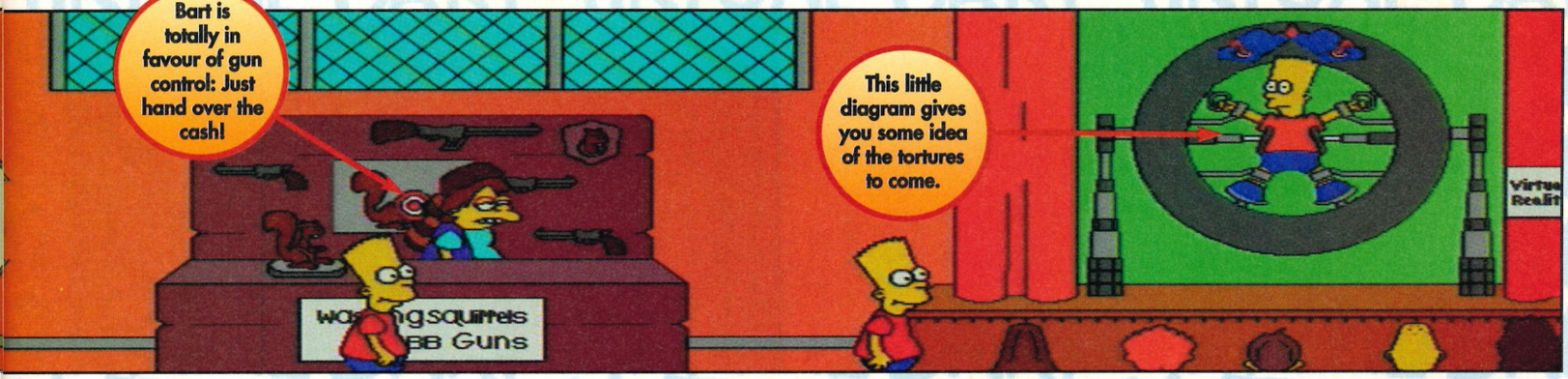
Watch out for rocks and hungy animals in the apocalypse that Bart made.

Down at the factory Bart gets turned into a pig! Better avoid that meat-ginder...

ALL IN A GAME

Virtual Bart comes on a 16Mbit cart for the Mega Drive only, and takes place over six levels. The gameplay ranges over varied territory, from a Mario Kart-type driving bit, to a platform game, to a (sort of) shoot-'em-up involving bunging tomatoes around the place. What's worse is that because Bart is trapped in the virtual world, his energy declines with hits from baddies although there are bonuses to collect. These range from Virtual Corndogs (extra lives) to the dreaded Skull and Crossbones (which lose Bart a life) and Virtual Computer Disks (gives you extra attempts at a level).

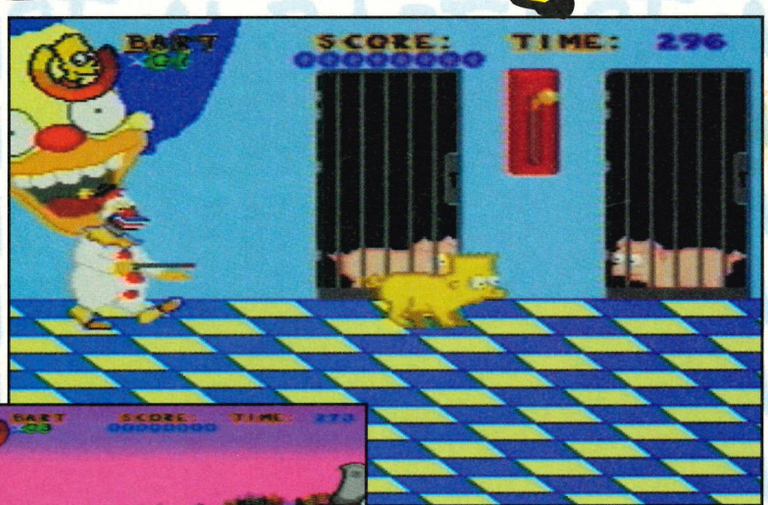
Head down and balloon-shooter at the ready. Take out that go-carter!



The wheel of Bart's fortunes... Virtually. The game begins with our hero spinning to select the first zone.

Having been left for dead on the road Bart 'Mel' Simpson returns to wreak dastardly revenge on the bikers who did him wrong. Or something.

BART



See Krusty with his nasty prod. Watch as Bart joins the Animal Liberation Front and frees all his fellow porkers.

Grrr! A bit of *Road Rash*-esque fisticuffs on wheels never hurt anyone.

THE LEVELS

Actually, the levels in this game are called 'programs' (something to do with the Virtual Reality theme I guess!). Each level can be selected from the VR wheel (pictured above) which is done at random by the computer. So you can never be quite sure what level you will end up in.

The game is unfinished at the moment with gameplay logic still needing to be added, but at the moment, this is how the levels are shaping up:

Practice mode allows you to have a go at the levels without messing with the VR wheel.

JURASSIC BART:

Martin's original program was supposed to be an educational romp though the Jurassic Era. However, Bart's tampering has changed all that and Bart appears in the program as a dreaded Bartasaurus. Velociraptors, triceratopses, pterodactyls, insects and nasty cave people are all there out for your warm blood!

You'll also need to be careful of the lava pits and oozing radioactive waste – but luckily you do have some offensive capability (in the weaponry sense) with a tail snap move. Defence is covered by the ever-present duck and waddle to the left and right.

DOOMSDAY BART:

This was originally supposed to be an examination of nuclear power but thanks to Bart, the reactor core has exploded, laying waste to Springfield.

With the devastation of Bart's home town, the inhabitants have become locked in a war of survival over the scarce resources.

Nelson, Jimbo and Kearney have taken over the roads and are ruthlessly shaking down anyone who dares to cross their paths. Radioactive wildlife prowls around looking for unprotected humans, but of all the inhabitants, nobody wants to tangle with Doomsday Bart, the toughest, meanest hombre on two wheels.

Control Bart as he patrols the roads on his motorbike, avoiding nasties while trying to get him home in time for the Krusty the Clown show. You can do this by speeding the bike up, firing water balloons and the usual avoidance tactics.

W.I.P. SEGA PRO MEGA DRIVE

VIRTUAL BART

MOUNT SPLASHMORE:

Originally a program designed by Martin to illustrate fluid dynamics and hydrophysics, Bart's tampering has changed this into a wet romp down a water slide!

You'll have to get down that chute before the theme park closes, while avoiding nasty objects previous punters have left floating about on the inside of the tube.

You'll know how far you've progressed as the colour of the tube changes. And you'll need to beware of fat customers caught in the tube, wrong turnings (which could, somehow, take you back to the beginning of the ride) and other funny business.

Control your descent with the D-pad – slide left and right and make sure you slow up when necessary.

PORK FACTORY BART PIG:

Poor old Bart gets transformed into a pig as part of a guide to showing how meat processing is accomplished in the 1990s! This is a level which is sure to appeal to vegetarians, as Bart has to release his porcine brethren and escape the fate of the meat grinder, smoking room and the cannery. Grim.

Worse still, Krusty makes a cameo appearance as the factory owner, armed with a very mean cattle prod (pork prod?), while his workers swarm about armed with mallets.

Control affairs by shooting corn feed, jumping and moving left and right.

VIRTUAL CLASS PICTURE:

Remember Duck Shoot in the arcades? Bart's meddling has transformed a still photo into a shooting gallery as Bart stands about lobbing tomatoes at innocent passers-by. Luckily, he's shielded by bushes so nobody knows who's causing the trouble.

Be careful though because if you hit Principal Skinner, Mrs Kraboppel, Chief Wiggum or Groundskeeper Willie the game will be up.

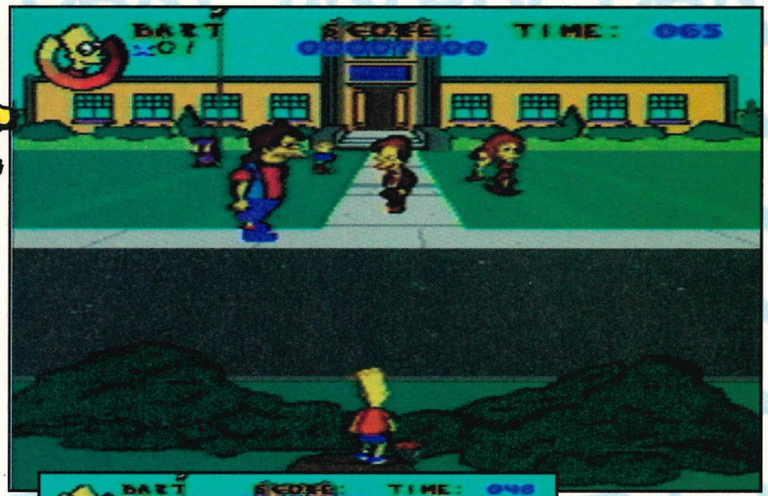
You can aim with your D-pad while ranging is provided by yellow lines. Lob away when you're ready!

BABY BART:

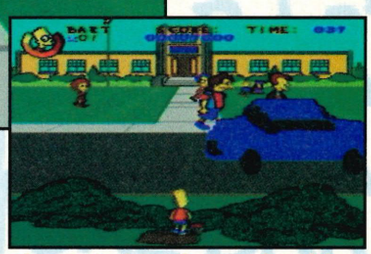
It's regression to childhood time as Bart chases an ice cream van by swinging from tree to tree, onto clotheslines avoiding birds and other forest beasties. But be careful because Homer is after him, determined to make sure he gets an early night!

Other nasties include stray cats and dogs, vicious gangs of toddler hoodlums, nasty circus clowns, potholes and sewers. Worse of all are the radioactive squirrels near the nuclear plant which have a disconcerting habit of firing lasers from their eyes.

To get across the forest, you'll need to time your jumps carefully as you swing around the branches. To aid you, you will be able to speed up or slow down your swings.



The Masked Tomato surveys the school-yard. All is quiet, it seems the perfect moment for him to pounce!



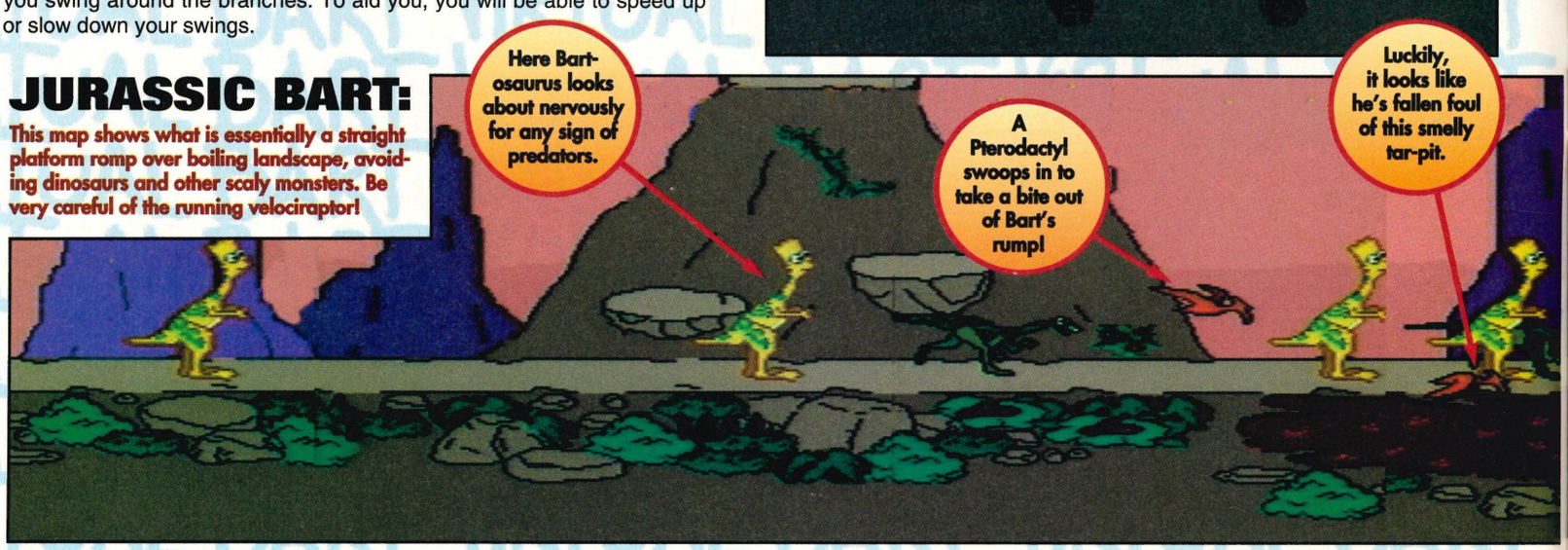
Heh, heh! Little do they expect the fate that awaits them... Splat!

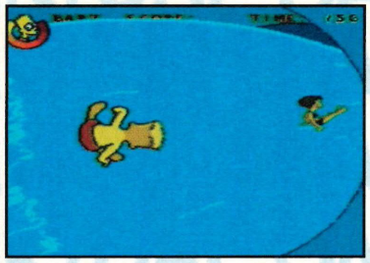
Oh no! Watch out that you don't lob one at the principal.

Better scram, someone's going to be mad about their shiny new car...

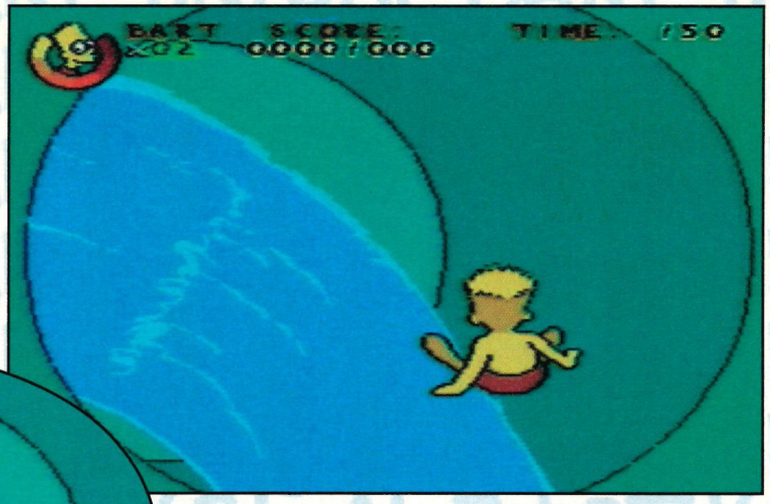
JURASSIC BART:

This map shows what is essentially a straight platform romp over boiling landscape, avoiding dinosaurs and other scaly monsters. Be very careful of the running velociraptor!

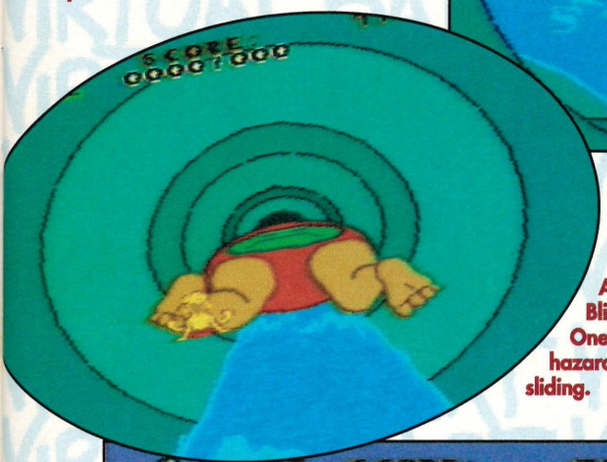




Whheee! Get ready to over-take another kid on the soaking Mount Splashmore level.

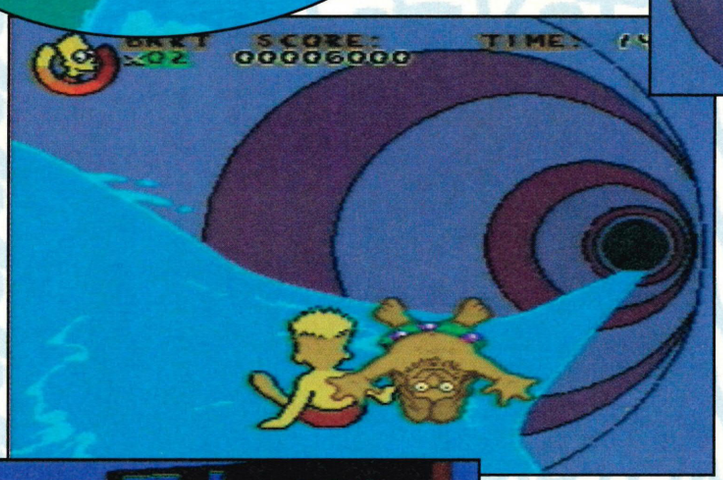


Careful not to go too fast, you never know who might be just round the corner...



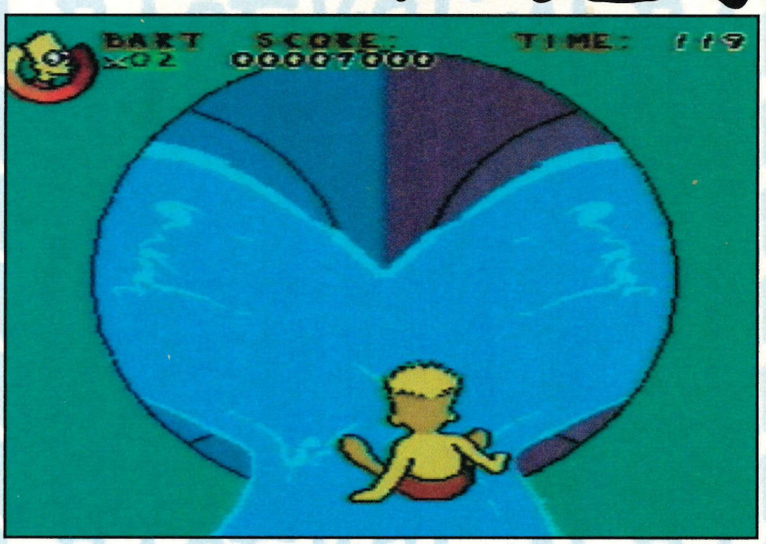
Aaaagh! Blimpoid ahoy! One of the big hazards of water-sliding.

A nice long straight. All looks very easy just at the moment.

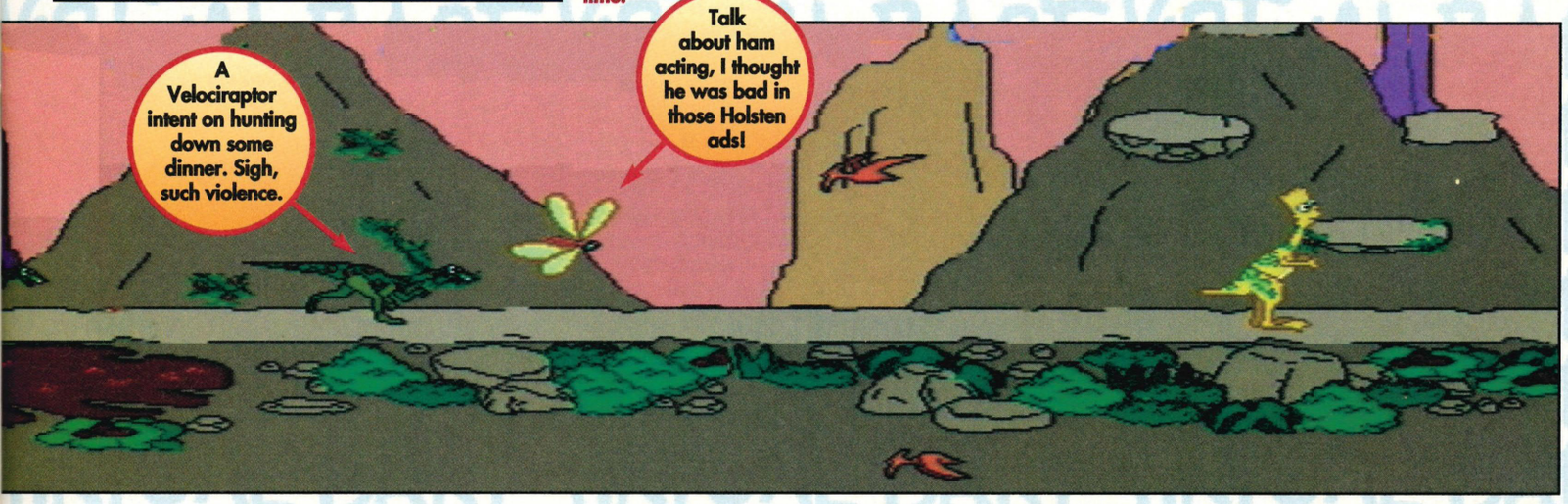


"We're on collision course Cap'n, there's no way we canna avoid the wee thing!" (sorry).

Krusty can laugh but he's only got a bit part this time.



Mind-blowing decisions for Bart. Should he go left or right or carry on going and have a rather nasty accident?



ACCLAIM
£TBA
OUT: JULY

VIRTUAL VIRTUA

COMPLETION

1ST IMPRESSIONS

Even at this early stage, this is looking like it's going to be a top Simpsons game. All the elements from the programme are there, with excellent Simpsons graphics and animations, some varied gameplay and a neat method of choosing levels (well, not choosing would be a better description as the selection is random).

Some of the intros are very funny and the whole affair seems to done with a level of quality you'd expect from a Simpsons licence. We'll be able to bring you a lot more on this in forcoming issues – watch this screen!

PREVIEW SEGA PRO

We liked The Incredible Hulk so much we decided to give him a proper in-depth preview (well he is rather big). We re-cap on what's gone before and give you the latest news on US Gold's most radioactive release, for the Mega Drive, Master System and Game Gear. You'll have to wait until summer to see if this mild-mannered type bursts its box to reveal rippling power-ups and positively bulging levels but for now Jason and the team spared a few hours from getting sand kicked in their faces to descend on US Gold. He's big, he's green, he's a killing machine...

THE INCR HU

Punch the kidneys to collect green power-ups. Don't you find that a little sick, eh?

Picture it. There you are, Doctor Bruce Banner (confusingly called 'David' in the TV series), prize-winning nuclear physicist and all round scientific guy – suddenly WHAM! you get exposed to a lethal dose of gamma rays.

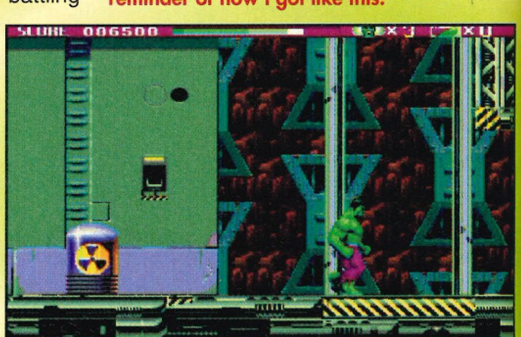
Bit of a downer? You might think so, but on the contrary, every time someone dry-cleans your lab coat wrong you turn into the Jolly Green Giant on steroids.

Of course, being a superhero does have its disadvantages, like having to fight off an army of supervillains, their henchmen, their pets – not to mention battling through their impregnable fortresses protected by their dastardly inventive super-weaponry.

Then, just when you think you've made it, you get turned back into that puny old Bruce Banner again (wouldn't you know it, just when I was having some fun). So you thought being a superhero was going to be easy?

It's kind of weird, is Tyrannus's Labyrinth, with Romans running about.

Great. The last thing I need is a reminder of how I got like this.



In the industrial complex, little robots run towards to firing. They are easily killed.

Duck to avoid laser blasts. Then jump up to destroy the gun emplacement with a powerful punch.

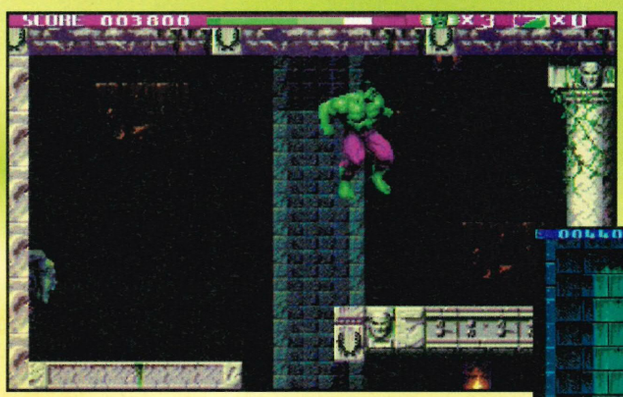
Destroy the robots with sonic slaps, power punches, a stamp of the feet or failing everything, that old lethal bear-hug. Very nasty.

REDIBLE HULK

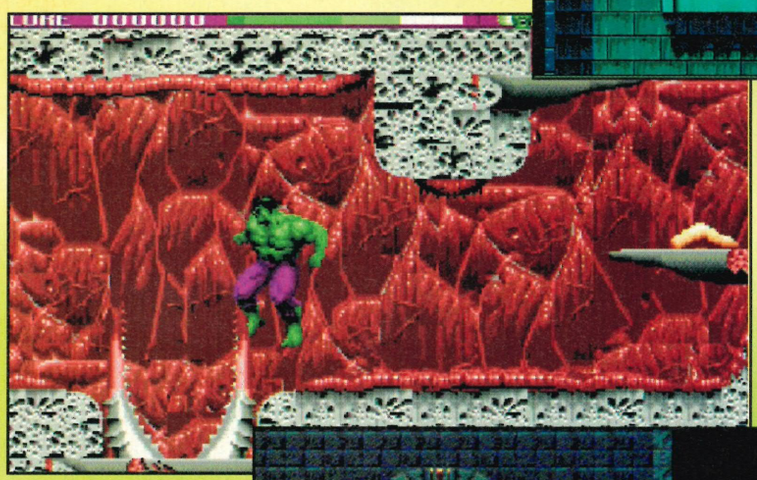
Roll the dragon up and you can use him as a bowling ball against some of the nastier enemies!

ALL IN A GAME

It's five levels of side-on view platform adventuring neatly squashed into a 16Mbit cart by Probe *'Mortal Kombat'* Software. You take on the guise of The Hulk and your task is to battle through each area. Varied and challenging, each stage is packed with enemy forces and finished off with an end of level guardian – this is a task for only the very hardest platform adventurers.



There are many platforms to jump about on, many inaccessible without the Super Hulk power-up pill.



(Above): Weapons emplacements will drain your vital energy if you get hit. Beat them before they beat you!

(Left): Crawling maggots like nothing better than wrapping themselves around you.

THE LEVELS

URBAN CITYSCAPE

■ The first level but by no means the easiest. Banner has been captured by The Abomination, resulting in him getting mad and a transforming into The Hulk. You escape and end up in the centre of a city overrun by The Leader's vicious troops.

INDUSTRIAL COMPLEX

■ Defeat The Abomination and The Hulk leaps through the roof of the sewer. Landing outside the city near a sinister industrial complex, a building site is the setting for a one-man war.

TYRANNUS'S LABYRINTH

■ Out of the city and into a deserted forest glade (this guy gets around) he waits for some action. The ground gives way and, wow, he's locked in a one-on-one battle with Tyrannus in his Ancient realm.

THE LEADER'S FORTRESS

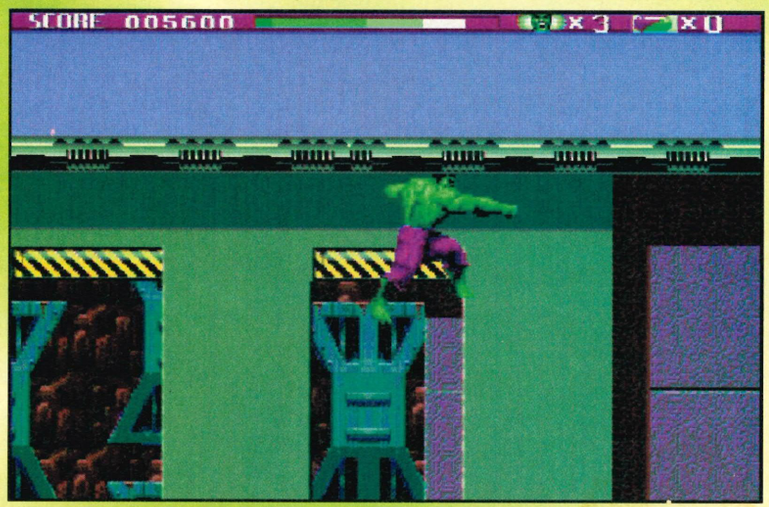
■ Finish Tyrannus off and The Leader is next in line for a beating. High technology dominates this shiny level where chrome and polish is the fave. Radical defence technology could be too much for The Hulk.

THE LEADER'S FORTRESS INTERIOR

■ If you survive, destroy The Leader once and for all in this final level. Tough, infuriating and not for those of a nervous disposition, it's time to finish this guy once and for all. Can you help The Hulk become incredible?

PREVIEW SEGA PRO

THE INCREDIBLE HULK



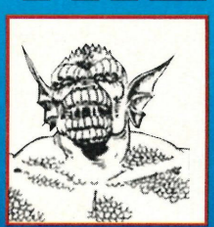
Smash a very nice antique vase to expose some useful radioactive rods.

BEHIND THE SCENES

Marvel Comics sell 15 million comics every month through more than 50,000 retail outlets. if that doesn't impress you, how's about the comics coming in 20 different languages and being sold in 44 countries? Possibly most interesting is that Marvel Comics' readership is almost 40 Million – just a few more than SEGAPRO!

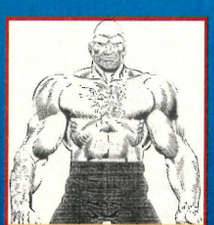
MARVEL® COMICS

THE NASTIES



ABOMINATION

REAL NAME: Emil Blonsky
OCCUPATION: Professional Criminal
CITIZENSHIP: Yugoslavia
MAJOR ENEMIES: Hulk
STRENGTH: Superhuman Class 100
PREMIERED: TALES TO ASTONISH #90



ABSORBING MAN

REAL NAME: Carl "Crusher" Creel
OCCUPATION: Professional Criminal
CITIZENSHIP: USA
MAJOR ENEMIES: Hulk, Thor, Thor II, Avengers, Quasar and many more!
STRENGTH: Hand to Hand Combat
PREMIERED: JOURNEY INTO MYSTERY #114

TYRANNUS

REAL NAME: Unrevealed
OCCUPATION: Emperor of the Tyrannoid subteraneans
CITIZENSHIP: Roman Empire
MAJOR ENEMIES: Hulk, Merlin, X-Men, Fantastic Four and many more!
STRENGTH: Athletic
PREMIERED: INCREDIBLE HULK Vol 1 #5

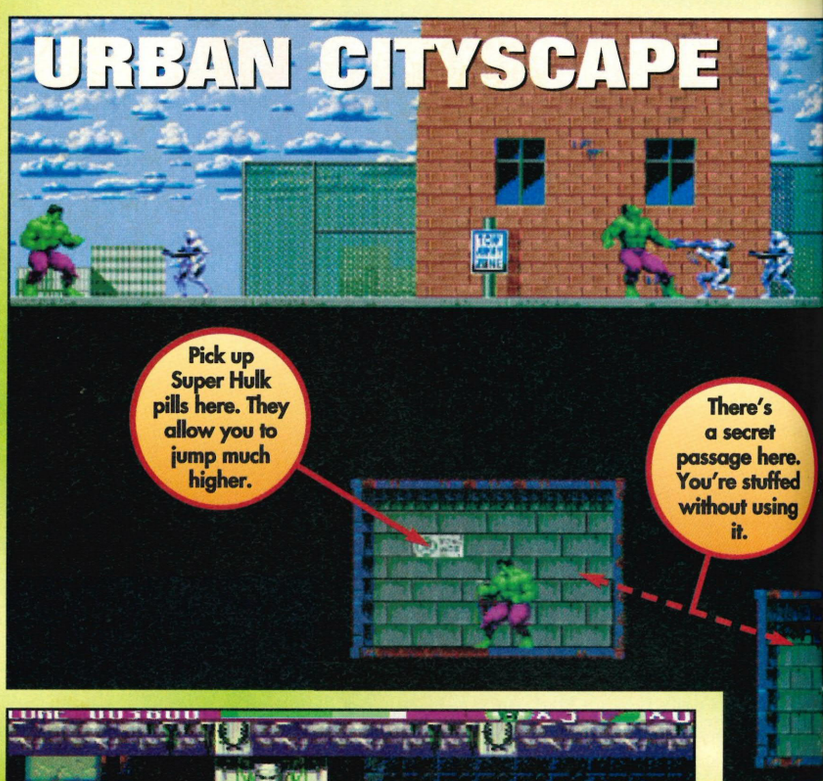
RHINO

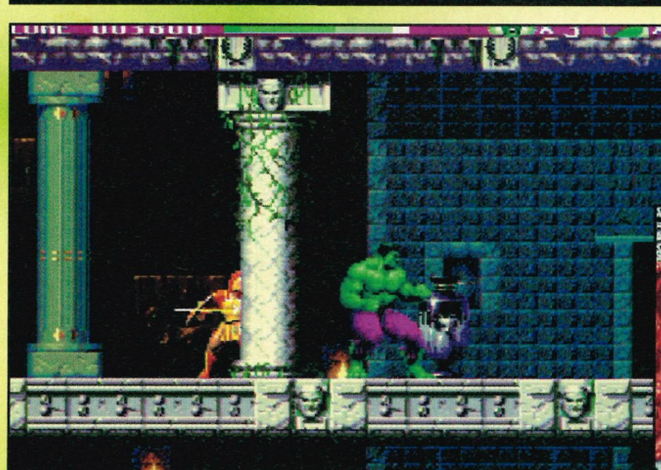
REAL NAME: Unrevealed
OCCUPATION: Professional Criminal
CITIZENSHIP: USA
MAJOR ENEMIES: Hulk, Spider-Man, Iron Man, Avengers and many more!
STRENGTH: Superhuman Class 90
PREMIERED: AMAZING SPIDER-MAN #41

LEADER

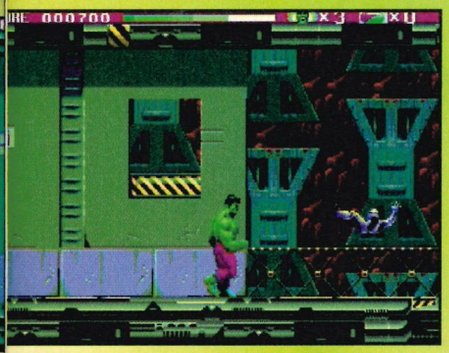
REAL NAME: Samuel Sterns
OCCUPATION: Would-be Conqueror
CITIZENSHIP: USA
MAJOR ENEMIES: Hulk
STRENGTH: Brainy
PREMIERED: TALES TO ASTONISH #62

URBAN CITYSCAPE





Oh heck! There's a Roman centurian hiding behind the pillar with his sword drawn!



THE MOVES

Energy Normal

A – Punch
B – Jump
C – Pick Up
down + A – Uppercut
Up + A – Slap

Grabbed Moves (Normal)

Grab Enemy + A – Headbutt
Grab Enemy + B – Throw
Grab Enemy + C – Drop

Advanced Moves

A – Double Punch
A + B + C – Sonic Clap
down + up + down + A – Stamp

Grabbed Moves (Advanced)

Grab Enemy + up + B – Throw Up (!)

Hulk Out Moves

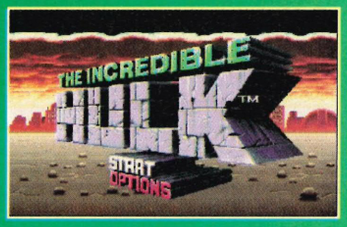
B + down + A – Super Stamp
right + right + C + right – Shoulder Charge
left + left + C + left – Shoulder Charge

Grabbed Moves (Hulk Out)

Grab Enemy + A – Bear Hug
Grab Enemy + A+B – Pile Drive
Grab Enemy + 360° right to right + A – Ball Mash, B – Throw Ball

Stamp to reveal the secret of this intriguing rock!

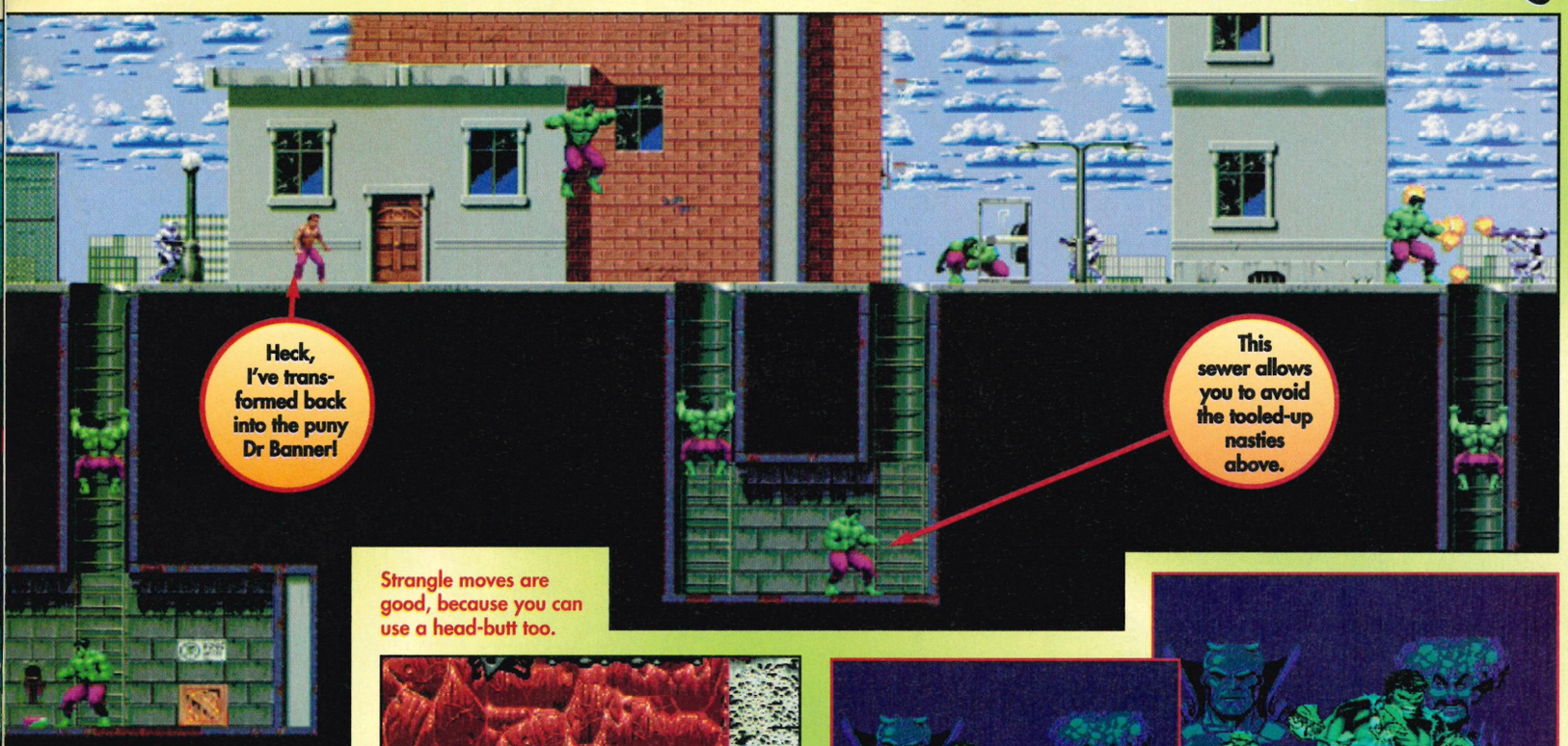
US GOLD
£TBA
OUT: JULY



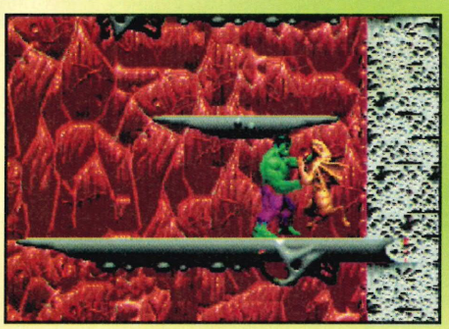
COMPLETION

1ST IMPRESSIONS

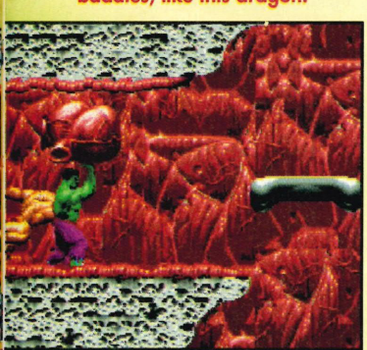
Be prepared for a truly brutal platformer! US Gold have really gone for the jugular with this release – it's tough! The change between Banner and Hulk gives the gameplay added spice and some of Hulk's special moves are very impressive. Enemies too are well animated and can inflict real damage on the big guy. At the moment it's sort of what *Robocop vs Terminator* would be like if they'd taken their mom's advice and eaten their greens: Big and very mean.

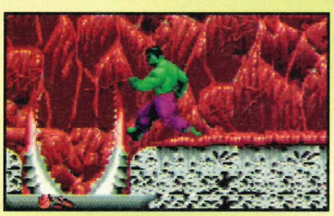


Strangle moves are good, because you can use a head-butt too.

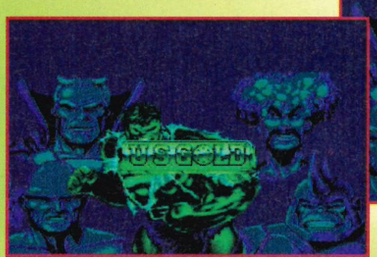


You can pick up objects like this heart and throw them at baddies, like this dragon.





A very careful jump is required now!



The intro sequence has Hulk smashing the US Gold and Probe logos! Nasty!

THE COMPETITION

Platform adventures are many in the world of Sega but the main competition must come from the likes of *Spider-Man*, *The X-Men*, etc. All of similarly construction they combine a mixture of challenging gameplay and detailed graphics – that have to satisfy Marvel's stringent quality control. You can be sure that *The Incredible Hulk* will take these virtues one step further.

PREVIEW

SEGA PRO

MEGA CD

Sensible SOCCER

You'd think EA Sports or even Sega themselves would have come up with a soccer title for the Mega-CD by now. Sadly, neither have. It's Psygnosis who've taken up the challenge. They've got the *Sensi* licence, added some red hot peppers, a bit of spice and a little chilli powder to turn it into a re-vamped CD version. Mark Hill takes a break from dunking baskets and poaching goals on the Mega Drive and lets his foot take a swing at the first CD soccer title. Does this deserve the boot or will it really make a net-breaking impact on the Mega-CD market?

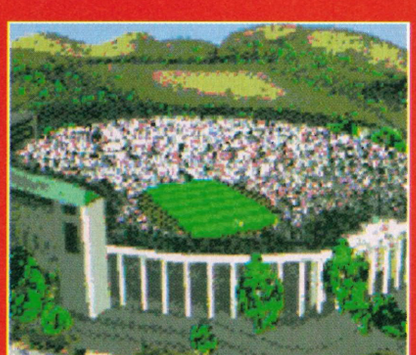
The first graphic bit shows some action and two overhead views of the stadium. The ball flies into the back of the net, there's that little bulge to show the pace of the shot and then (naturally) you have the digital scoreboard flashing up the word GOAL! – just to add that professional touch. There's also an impressive helicopter-ish view of Wembley Stadium with floodlights lighting up the oval arena below.

The other differences from Sony's MD version are the goal-scoring sequences. When you score you'll be greeted with digitised film-footage of real life net-busting. We've yet to see these but it's hoped they'll be worth the wait.

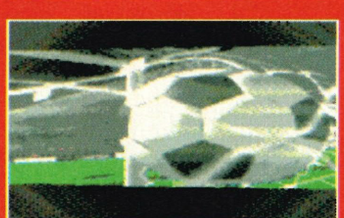
ALL IN A GAME

So what do you get if you cross a classic Amiga title with a Mega-CD? Answer: A re-vamped *Sensible Soccer* with glossy introduction and goal-scoring sequences. The actual game, the bit where 22 men run around a green rectangle trying to getting a little ball between two posts, is identical to the MD version. In fact it's so similar it *is* the MD version! The only new features we can see at present are these impressive intro and goal-scoring sequences, plus all the sampled crowd chants ("over 100 CD sound effects") you'd hear in a real game of two halves.

The twin towers of Wembley, ahh what a glorious sight. This is the venue of legends, magnificent to look at from a chopper on TV, or on *Sensi CD*!



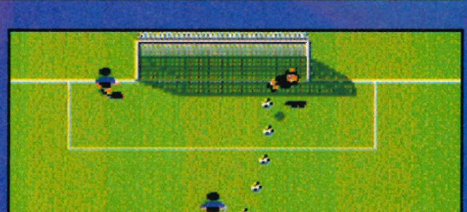
This is one of the American bowls that'll stage some of the fixtures for this years World Cup.



And the crowd are on the pitch, they think it's all over....it is now! This intro sequence is rather impressive.

ANIMATION

Sensible Soccer isn't famous for its graphics! You can see from these screenshots how basic the sprites are. At the moment Psygnosis have no plans to alter these from the MD version.



BEFORE KICKOFF

Sprites on the pitch will be the most basic seen in any CD title, yet the fast and slick gameplay will still be there in all its splendid glory. All the options screens are the same as the cart version; cup and league competitons, save facilities, team formations etc.

PSYGNOSIS
£40.00
OUT: MAY

COMPLETION

1ST IMPRESSIONS

At the moment *Sensible Soccer CD* is like the deluxe version of Monopoly. The intro sequnces are looking very impressive and the sampled crowd chants from real-life matches are likely to be the most realistic sounds yet for a Sega Soccer title. We'll have to wait and see if there really are enough upgrades in the CD version to make this a cut above its Mega Drive cousins. It's due for release in May so catch the full review next issue in SEGAPRO.

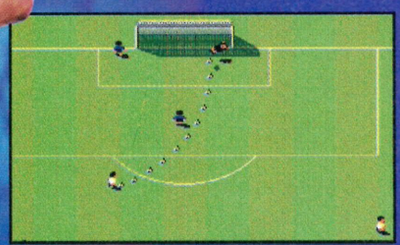
MATCH PLAY

The Danes push the Germans back into their own half and make 'em soak up some pressure. Now they have a free-kick in the centre of the field – will this one fly into the top-left corner?

What players can do on the field covers most of the soccer trades. Players can curl the ball for free-kicks or runs on goal. Passing is likely to be slick with the ball zipping between players in a style suited to those who just love to split opponent's defences the way Manchester Utd have been doing this season. There's also a penalty shoot-out option at hand and all the free-kicks and corners are there just to make the full 90 minutes perfect for any real soccer fanatic.

A foul on the edge of the box sees the Italians in a dangerous position with their free-kick. Set-pieces in *Sensible Soccer* may look fairly basic, but this ball sure can zip along the turf. I fancy this Italian will curl the ball here.

The players wait in the box as the corner kick is about to be taken.



The aftertouch option often makes goals look spectacular – here is no exception.

COMPETITION

What competiton? This is the first CD soccer title and in comparison to the cart version there are no changes in the gameplay. It's a question of the the CD adding polish but leaving the mechanics just as they are.

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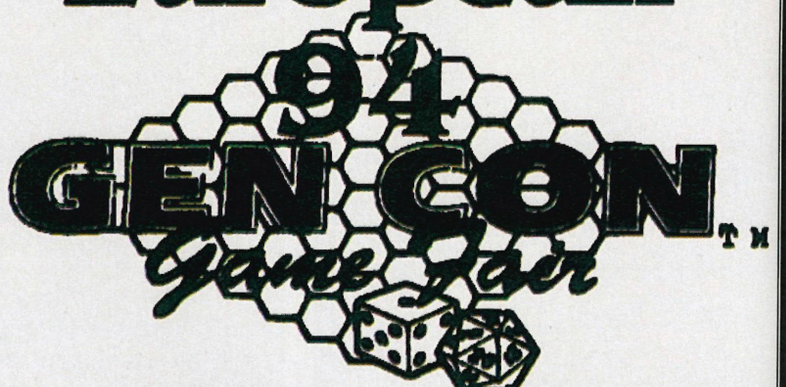

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REVIEW SEGA PRO

SEGA PRO

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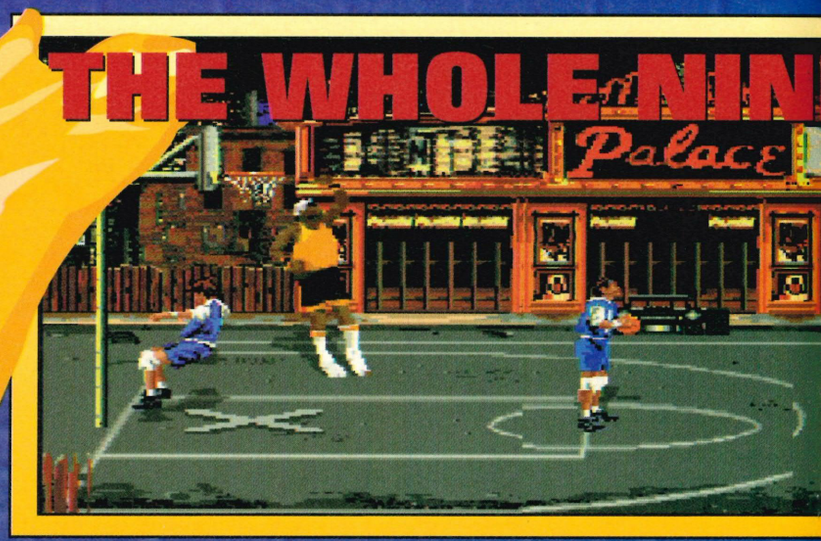
REVIEW

SEGA PRO

MEGA DRIVE

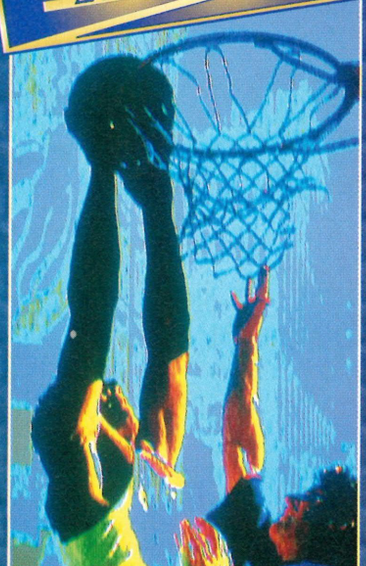
Jammit

THE WHOLE NIN



XCLUSIV

Life on the streets is tough and earning yourself a few dollars calls for various tricks to be pulled. One option for hot-shot basketball players is to gamble big bucks in a one-on-one duel. Now you can put yourself in their hi-top boots and lay down the dough as you fight to be the one they fear. The current champ, Judge may be a tough dude, but this is the chance to prove your worth – hard court basketball action coming direct to you from Virgin Interactive Entertainment. *NBA Jam, Shut Up and Jam,* we've had them all, but can *NBA* be toppled as the leading basketballer? Now's the time to jammit.



Play as one of three streetwise players: Roxy, Slade or Chill. Each of them possesses a personal style way in advance of your average hard court basketball player. Specialities include inpenetrable defence and aggressive offense, so you can elbow your way to the hoop – but watch out for foul calls.

Somewhat masterfully executed is the switch from a standard, side-view perspective to close-up back-board action; and back again. Shoot from certain zones and the screen suddenly changes (see screenshots) but you're still calling the shots. Block, dunk or fake-it, but bear in mind extra points are awarded for successful slams. Smooth, fast and adding a definite plus to the game this unusual special feature is great.

Without an equally "bad" two-player option *Jammit* would be a little on the weak side. One-player mode is a doddle and whichever player you're using, you should have Judge beaten pretty swiftly. Not good, but it's probable, with friends, that you'll regularly play *Jammit* for as long as any other game on your shelf. It's exciting and should appeal to any streetwise dudes.

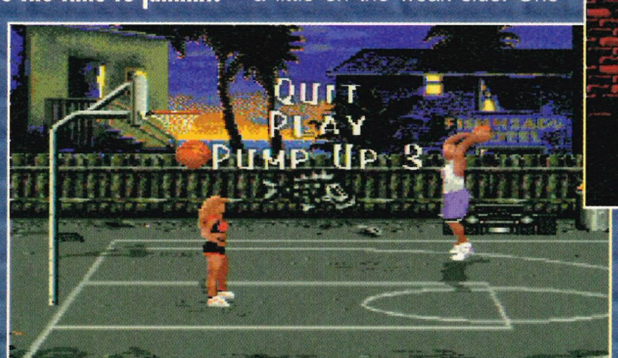
PROtip

USE THE ELBOW TO DEFEND AND KNOCK THE OPPONENT TO THE FLOOR. YOU WILL NOW HAVE A CLEAR VIEW OF THE BASKET AND AN EXTREMELY SIMPLE TWO POINTS.

Music is the key of life, and fashion is often controlled by currently "in" sounds. Nowhere more so than on the basketball court, or so we are led to believe. *Jammit* lives and breathes style, so what better than some hard tunes for the fashion conscious gamer? The beat-box (you can change the sounds mid-game) may not offer Public Enemy or Ice-T, but it's more credible than you'd expect.

Not only do the sounds strike a positive tune, the graphics are

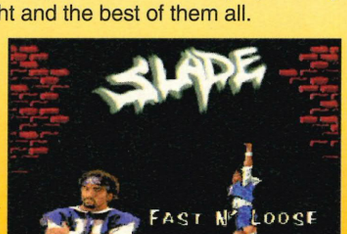
Three courts are waiting for you to grace them with your presence. Go get 'em dude.

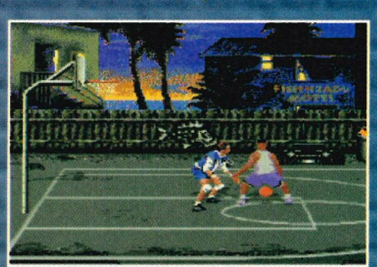


Improve the quality of your playing skills by pumping it up. Not only will they run faster, be more difficult to tackle and turn into some kind of basketball God, but they'll wash the car and vacuum the lounge.

WHO'S WHO

Roxy, Judge and Slade are three characters you can choose to play *Jammit*. On one-player Judge is the final fight and the best of them all.

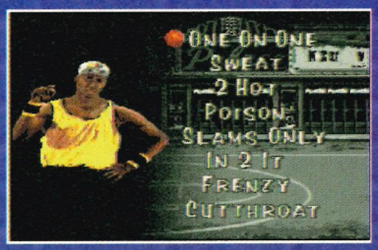




Defence is all important in Jammit and no more so than when the basket is being attacked.

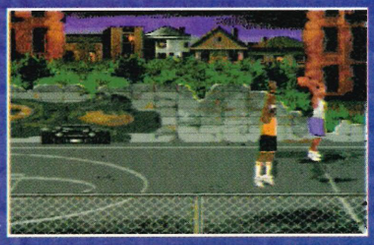
BASKETBALL SCHOLARSHIPS ARE COMMON AT AMERICAN COLLEGES.

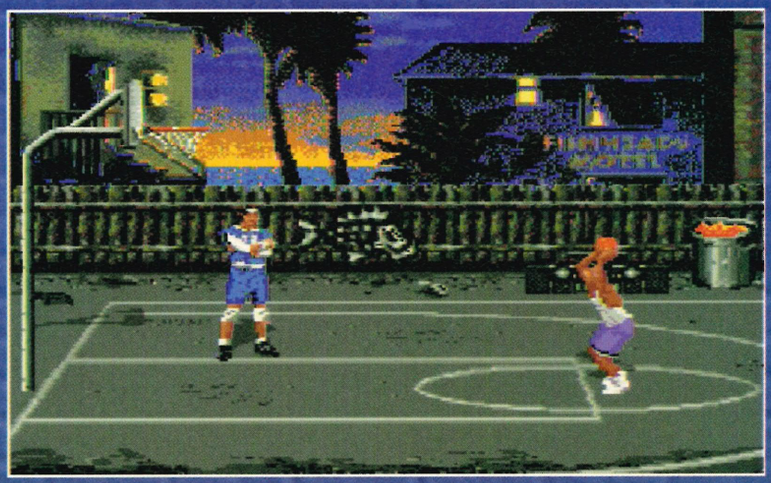
This is Judge's home turf and you'll not be given the chance to play on it unless you clear every other round.



These are the eight games that you'll be expected to win before progressing to Judge.

Scoring a three-pointer after chucking the ball from outside the main zone is never an easy task.





equally stylish. The main sprites add charisma and style to the suitably downtown backgrounds. If you're looking for authentic expression on the faces you'll be disappointed, but you can relate to these unknowns. The way they dribble the ball and throw their bodies when shooting is great; very realistic and electric, if a little slow.

Jammit's playability is an area for some concern, but only for the first couple of games. Attacking and defending both require skill, and random button-bashing won't get you scoring. Stick with it because once you've won a couple of games you'll be glued to the screen like a leopard to its spots.

Betting is not the route to all evil, and besides, wouldn't you put a few quid on Roxy distracting fellow hot-heads? Shooting from the three-point line is the most awkward of methods, especially when playing one of the more rules orientated matches. Score 13 or 20 and your score drops, just as you're in line for 21 points and victory!

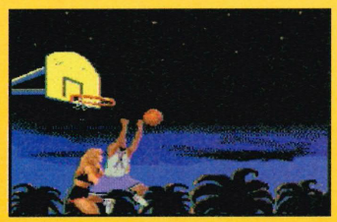
To complete *Jammit* in one-player mode you must first play through eight styles of game. Only when you have cleaned out the opposition's cash flow will you progress to the next, and so on until you reach Judge. More aggressive, more full of attitude and more fluky than Dave Perry, Judge is the ultimate jammer. A list of games is stacked on-screen and he chooses what you play. Win, and that's it, roll the credits. Lose, and you're out of there. Whatever your taste, this is one of those games you just have to try.

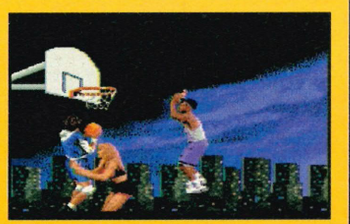
Jason "catch ma drift?" Johnson SP

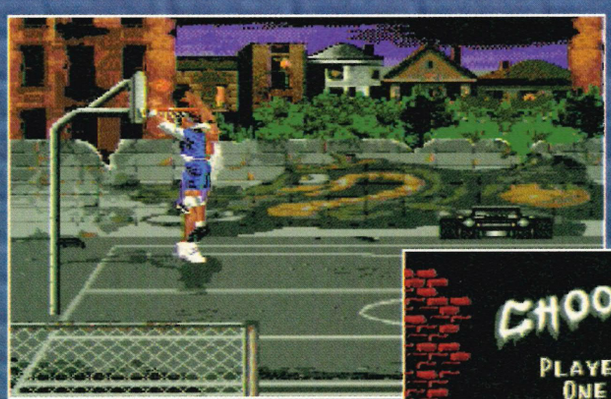
Distract the player on the line by shouting and cussin' them. There's nothing like a bit of moral support.

SLAM ONE, TWO, THREE

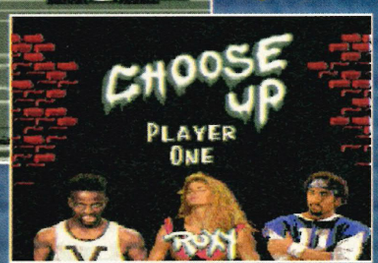
Here are some of the special jammin' screens where play switches from its standard view.



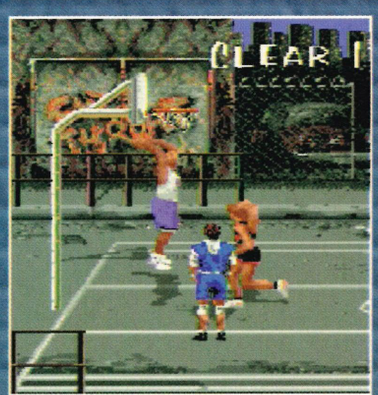




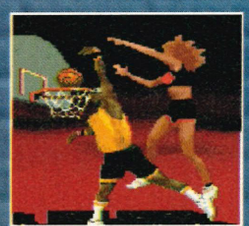
It's tough by the basket and if the screen doesn't switch to the other view – it's tougher.



Choose who you want to play with, but bear in mind their individual skills and attributes.



Jammit revolves around cash – the person with the most dollars wins the day.



VIRGIN
£44.99
OUT: JUNE

CART SIZE:	8Mbit
PLAYERS:	2
STAGES:	8
SKILL LEVELS:	1
FEATURES:	n/a
CONTACT:	Virgin (081) 960 2255

PROview

NICK 7/10
Not my favourite sort of sim and without the instant appeal of *NBA Jam*.

PETE 8/10
A different kind of basketball game that's pretty smart.

MARK 8/10
A breath of fresh air. Shame there's no two player though.

PROscore

GRAPHICS 82%
▲ The close-ups around the basket are superb, as are the settings for the game.
▼ There is an unfinished roughness to the graphics, in particular the players.

SOUND 83%
▲ Varied electro tracks and some crazy speech samples.
▼ From the free throw line, speech samples, though funny, are repetitive.

GAMEPLAY 79%
▲ The realistic way the ball moves under your player's control is brilliant.
▼ Scoring or missing from the free throw line is annoyingly uncontrollable.

CHALLENGE 75%
▲ Successfully blocking, dunking and jostling for the ball is tough to master.
▼ For an otherwise excellent game the one-player mode is far too easy.

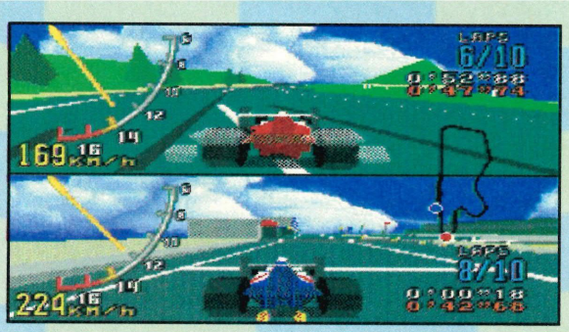
80%

A few minor flaws spoil what is an otherwise excellent basketball game. Not up to the quality of *NBA Jam*, but definitely a close second.

REVIEW

SEGA PRO

MEGA DRIVE



Virtua Racing

Manual mode offers a seven speed gear box. You may be able to go faster, but clocking record times takes hours of practice.

How many pit crew does it take to change the wheels of a Formula 1 racing car? Five – four to change the wheels and one to change the driver's trousers. No, really, why do you think Nigel Mansell left for Mega-tastic America... Now that I have your attention let's get serious. *Virtua Racing* is one of the most eagerly awaited coin-op conversions ever. It's all about thrashing a Formula 1 racing car around a variety of hairpin bends and slippery straights at break-neck speeds while duelling with equally crazed speed freaks. Ever since the first rumours filtered out of Japan the baying, *Virtua* hungry, press-pack have been waiting for this one. Go! Go! Go!

In a nutshell, *Virtua Racing* is one of the most spectacular racing games ever. Its coin-op debut (way back in October 1992) ignited a mass following almost immediately. Since arcade gamers put pedal to metal in a multi-player dash for the line they haven't braked once – and that's what the fuss around this Mega Drive release is all about. Can *VR* really be played at home, or is it just an exhaust-pipe dream gone horribly wrong? At long last, we find out...

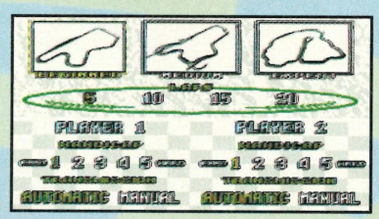
How fast? Faster than any racing game I've ever played, including the coin-op! Screen update is phenomenal as between 300 and 500 polygons and their 16 colours (take that Super FX fans!) race towards you. At first everything is dauntingly speedy. You spectacularly crash into signs and skid off the road more times than Road Runner escapes getting cooked by that coyote – but by heck is it fun!

Four cockpit views from your Formula 1 whiplash-inducer work extremely well (three out of four ain't bad) to give a choice much like the arcade machine. Easily the most difficult to master is the in-seat view with the driver's hands accurately rolling left and right as you control the car from your three or six button joypad. Accelerate, brake and change view are the pad's three functions, together with a manual or automatic transmission. You can reach much higher speeds in manual mode, but wanting more practice than Mark needs at *FIFA* footy will keep you swerving around for hours on end.

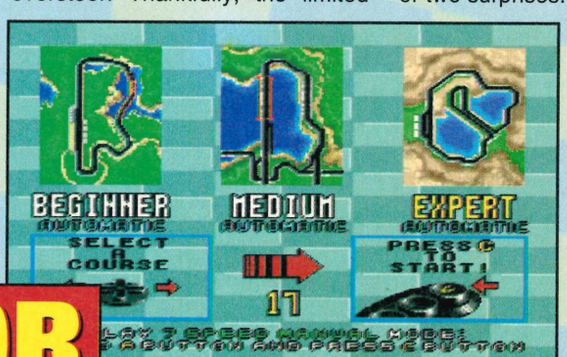
PROtip

PRACTISING ON THE TEST TRACK IS A GOOD BET BEFORE VENTURING ONTO THE MORE COMPETITIVE RACEWAYS. BEWARE, SOME OF THE CPU CONTROLLED CARS SEEM TO ENJOY RAMMING YOU INTO THE BARRIERS.

The bend-ridden Medium course is clearly the most exhilarating of the three, with tight bends initially provoking almost continual oversteer. Thankfully, the limited choice of tracks doesn't make for a short-lived game. Additionally, three difficulty levels add to the game's life span – finishing all three circuits on each level is a daunting task. If you consider yourself "better than all me mates" at the arcade version, now's your chance to prove it. Oh yes, a nifty mirror-image track will provide one or two surprises.



A two-player option is included with a handicap system. If only a link-up facility had been included we could be racing full-screen in a multi-player race – dream on.

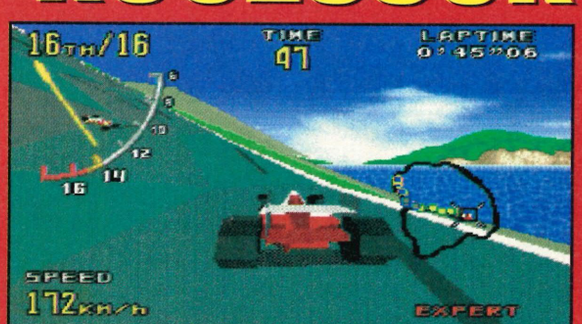


Recognise this? Almost an exact replica of the coin-op; only without the familiar "waiting for more challengers" screen.

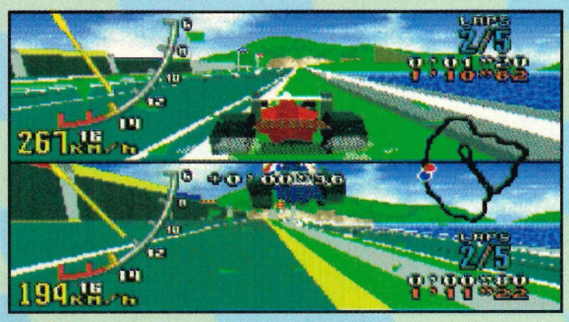
An additional attribute to the game is a replay mode where you can re-live your winning drive. Distorting camera angles make for one of the best action replays ever.

SVP PROCESSOR

Full credit must go out to the R&D team, AM2 for further proving their dominance in the world of new technology. They are the lads and lasses responsible for all current *Virtua* games and you can be sure with the SVP chip at hand the Mega Drive will be treated to many more.



OTHER VIRTUA TITLES MAY BE PLUGGED INTO THE *VR* CART TO USE ITS SVP.



Tired of trying to break the track records? how about ramming your opponent off the track?

Match yourself against friends in a hectic two-player battle. No learner drivers allowed.

Another of the four viewing perspectives that goes to prove everything has been thought of.

If, however, against all the odds you win a race, you can sit back and re-live the excitement. Choose to watch an instant replay of the whole race and really tread the dirt into your friends' faces. Add a complete time listing service better than Ceefax and records are there to be broken. And then we have the two-player, split-screen mode...

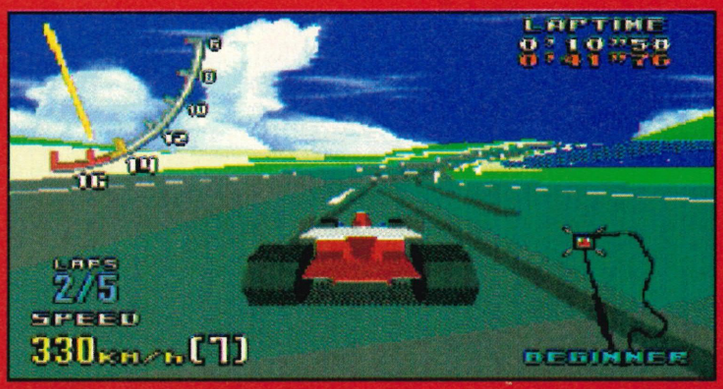
Competing against the CPU is fun enough, but for some real action a two-player option is included. Everything from handicaps to skill levels can be toggled, so even the slowest *Virtua*-ists can compete with their speedier counterparts. This is by far the best two-player game in ages (if not up to *Street Fighter 2* standard) and is sure to fuel endless battles. A lack of on-track action is somewhat disappointing, as is the sub-standard sound (although the original *VR* music is all there) but the dreamy backgrounds and side attractions give onlookers something to marvel at and wonder "how do they do that, Des?"

Having said all this, unless you're a motor racing (or more likely *VR*) fan, Virtua Racing, at a wallet-bruising 70 quid may be of little interest. You sad individuals! This is without a doubt one of the most exciting games to hit any console and is almost as fun as the totally outrageous *NBA Jam*.

Jason "MGBGT" Johnson SP

NEAR ENOUGH?

The differences between Model 1 boards used for *VR* and the specifications of the Mega Drive are phenomenal. That's what makes this cracking conversion such a breakthrough. Maybe it doesn't have the same feel as the coin-op, though it's very close, but *Virtua Racing* arcade will set you back a few thousand bucks, not £70! Take a closer look at these screen shots and decide for yourself.



The most difficult to control viewpoint puts you inside the car. Practice may not necessarily make perfect.

A bridge on the Beginner's level gives a breathtaking view of the surrounding polygon countryside.

SEGA
£69.99
OUT: MAY

Virtua Racing™

CART SIZE:	16Mbit+SVP
PLAYERS:	2
STAGES:	3
SKILL LEVELS:	3
FEATURES:	DSP + SVP Chip
CONTACT:	Sega (071) 373 3000

PROview

NICK 8/10
Superb racer but £70... You can almost buy a Mega Drive for that. Not worth it.

MARK 10/10
The smoothest, fastest and most sophisticated racer I've ever played. Incredible.

PETE 9/10
Dislike the price but love the game. Your arcade dreams may just come true.

PROscore

GRAPHICS 93%
▲ Polygons on the Mega Drive like you've never seen before. Brilliant.
▼ Not only do the cars look real, the backgrounds are a sight to behold.

SOUND 78%
▲ Arcade based voice samples, intro music and screechy tyres. Excellent.
▼ Although there, the arcade simulation is pretty weak and lacks that certain umph!

GAMEPLAY 86%
▲ Four views, manual or automatic transmission and funtastic controls.
▼ Skidding off the track is sometimes a tad unrealistic and lets the controls down.

CHALLENGE 88%
▲ Even for the more experienced *VR* racer, these tracks are pleasingly tough.
▼ Three tracks may not be enough to keep your initial keenness at a high.

89%

A solid conversion of the stunning coin-op. The best race game ever, but 70 quid! A must-buy for *VR* fans but maybe not everyone else.

REVIEW

SEGA PRO

MEGA DRIVE

Call in air support from your ships when needed. Trouble is, without a carrier, where do they come from?

THIRD WORLD WAR

Ha hahahahahaha! It's mine, all mine! What is? The world, of course! Yep, in no time this US import will have you strutting up and down the hallway while loud martial music plays in the background.

If you read the newspapers each day and think "I could run the country better than that", this is your chance to prove it. Whether you dream of bombing Pearl Harbour or launching a pre-emptive strike on Westminster this is it. So dig out your best military uniform, give yourself the rank of General and cultivate some strange personal habits because in this game, the next stop IS the world!

This game offers several scenarios – The Third World War where the current global environment is simulated, The Cold War (Russia vs the USA), War of the Pacific Powers (Japan vs the USA), Chaos (developed countries disarming while developing countries arm) and lastly, The Economic Struggle (economic warfare).

On the whole these scenarios are accurate although there's a degree of American wishful thinking ('China no longer having the economic might to maintain its army' – it's one of the fastest-growing economies in the world!).

The idea is to run your country in a way that allows you to embark on military expeditions and take over the world. Invest in your own industries, manipulate the media then use your intelligence services to weaken opposing countries, sign treaties and invest abroad to build your strength. At the same time, embark on military build-ups (aircraft carriers, satellites, troops, cruise missiles and so on) so when you are strong enough, deploy your troops abroad and cause some aggro!

PROtip

IN MOST INSTANCES YOU CAN WEAKEN A COUNTRY USING ESPIONAGE AND TERRORISM RATHER THAN EXPENSIVELY DEPLOYING ARMIES. BUILD UP YOUR INDUSTRY BEFORE INVESTING IN NUKES.

The only trouble is that this whole thing is not very realistic. Apart from minor errors on the map of the world (did you know Finland owned Greenland?) and bizarre pop-up news reports (locust swarms in Norway?!) not enough thought has gone into the battle strategies. For instance, in the War of the Pacific Powers one would expect naval warfare to play a large part. But navies only act as support for ground forces here (shelling of the shore etc.) and there is no option to create strategies based on carrier battle-groups which you would get in a more in-depth game. Nor do you have to worry about supply lines and even in the ground warfare there's no opportunity to create tactics at the start. It's just a tank-to-tank slugger with the largest army winning.

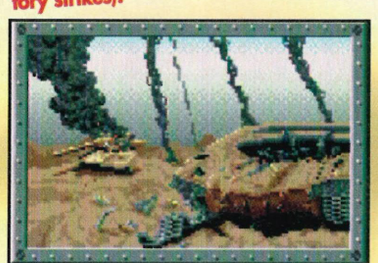
Unfortunately, this is yet another disappointing US import.

Nick "Napoleon" Merritt SP

Manoeuvre your tanks into position and wipe the floor with the opposition.

Everything can be accessed from here. This displays the economic, military and political status of your country.

Fun! Launch an ICBM strike on your enemies. (But watch out for retaliatory strikes).



There's a vast array of options that control the action. These are some of the military ones.

IF GENERAL GEORGE PATTON HAD BEEN GIVEN ENOUGH PETROL FOR HIS TANKS IN WWII, HE COULD HAVE FINISHED THE WAR 9 MONTHS SOONER.

SEGA
£49.99
OUT: NOW

CD ACCESS: **Medium**
PLAYERS: **1**
STAGES: **n/a**
SKILL LEVELS: **n/a**
FEATURES: **save**
CONTACT: **Video Games Centre (0202) 527314**

PROview

MARK 6/10
World War III tends to skim the surface rather than exploit the nitty gritty.

PETE 5/10
Shame. It's just a tank battle game with a few add-on menus.

JASE 6/10
Attempts to thrill with the big picture but rather small scale really.

PROscore

GRAPHICS 45%
▲ Not bad but... some of the graphics lack detail and where is the FMV?
▼ Some areas could have been beefed up – nukes exploding especially.

SOUND 69%
▲ Six tunes can be selected and there's some nice speech.
▼ Some of the battle FX could have been better with good explosions.

GAMEPLAY 70%
▲ Loads of menus, sub-menus, different global conditions and so on.
▼ Nothing has been done realistically enough. Some mistakes are very silly.

CHALLENGE 80%
▲ No shortage of long-term appeal – to win you'll need to invest some time.
▼ Probably won't appeal to hardened strategists. The game lacks depth.

73%

This could have been a great Mega Drive game but I doubt that it will be popular over in the UK. Needs more work.

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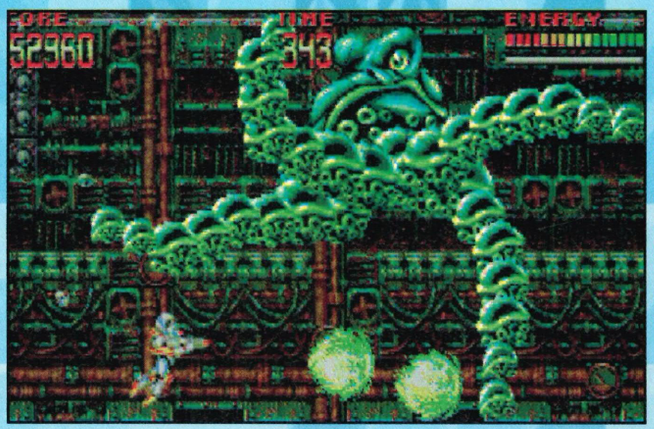
REVIEW

SEGA PRO

MEGA DRIVE

MEGA TURRICAN

You are Bren McGuire, leader of the United Planets Freedom Forces, about to embark on a crucial mission against the dark forces of The Machine. In this planet-wide struggle to save the galaxy you'll be equipped with a Turrican Assault Suit and a huge arsenal of the latest plasma weaponry. Okay Brian, what are you waiting for? Get that suit on, give the wife a kiss goodbye and go get 'em! There are five worlds, 15 levels, 15 big monsters and, last of all, the alien queen to defeat – not to mention the hordes of alien scum roaming around this joint. Let's get alien bashing!



What kind of monster is this? Get your big ugly legs away from my face man or I'll give yer the green laser treatment double quick!

Turrican was one of the great CBM64 titles by Rainbow Arts and indeed the best shoot-'em-up I'd ever played on the machine. So when this arrived in the office I was eager to re-live some of those wonderful memories.

I have to say *Mega Turrican* isn't bad. It plays a bit like an old 8-bit game since the concept is typically shoot-'em-up with many, many aliens, an array of different power-ups, big ugly guardians, moving bits of machinery and screens constantly lit up with a fireworks display of missiles, bullets, rockets, lasers etc.

The thing that appealed to me most of all was the plasma rope used to cross a large gap or swing over dangerous guardians. It gives the player a much more strategic approach to combat. I also found Turrican's ability to turn into a gyroscope impressive. He turns into a wheel and rolls through the field of aliens (although he dies if he falls of the end of a platform).

I'd never say this was original because the old platform structure is used throughout all 15 levels but even so this is an absorbing shoot-'em-up with lots happening on the screen. The combination of detailed and colourful graphics and space sound FX ensure that the atmosphere is kept going at a suitably chaotic pace.

Although Turrican has this nasty habit of getting stuck in the background if he's not careful there is plenty here to give you a variety of different attacking methods and get you out of trouble! It's a real golden oldie with a tough challenge but still very playable nevertheless, this is certainly worth a look.

Mark "Plasmatic" Hill SP

PROtip

KEEP AN EYE OUT FOR EXTRA LIVES. A LITTLE BIT OF EXPLORATION HERE AND THERE CAN REALLY PAY OFF. TRY AND LOOK FOR UNLIKELY ROUTES – YOU MAY BE SURPRISED WHERE YOU END UP.

Think you can fool me you mutant sheep? You fire one way and I'll swing over your ugly matter and fire the other – hah!

Man, this place is on fire. Just can't seem to find a peaceful spot anywhere these days in the alien worlds.

Here are icons you'll find scattered about the five hostile worlds:

SMART WEAPON

MULTIPLE WEAPON

FORCE SHIELD

WALL BOMBS

LASER WEAPON

RESTORE ENERGY

EXTRA LIFE

ICONS

IN THE THIRTIES ASTRONOMERS BELIEVED THERE WERE CNALS ON MARS BUILT BY ALIENS.

SEGA
£49.99
OUT: NOW

CART SIZE:	8Mbit
PLAYERS:	1
STAGES:	15
SKILL LEVELS:	3
FEATURES:	continues
CONTACT:	Video Games Centre (0202) 527314

PROview

NICK 7/10
I enjoyed using some plasma power on this. Fry those aliens!

PETE 7/10
A must-buy for *Turrican* fans, but otherwise a fun but run-of-the-mill blaster.

JASE 7/10
Blasting good action. Bit dated; but good shoot-'em-ups are rare these days.

PROscore

GRAPHICS 84%
▲ Shoot-'em-up action at its purest – screens are jam-packed with sprites.
▼ Due to unoriginal level designs much of this looks like an old 8-bit game.

SOUND 85%
▲ There are a series of dramatic movie-style tunes that play on each level.
▲ The sampled speech informing you of any power-ups collected is rather neat.

GAMEPLAY 77%
▲ Turrican is equipped with many tricks including an impressive plasma rope.
▼ Sadly games of this kind are ageing – there's nothing new here.

CHALLENGE 81%
▲ Fast, frustrating and very tough yet the perfect test for avid games players.
▼ Unless you love traditional shoot-'em-ups this may be a past blast.

78%

An absorbing shoot-'em-up with plenty to keep you busy! These kind of games are becoming old hat but this is still a classic.

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REVIEW

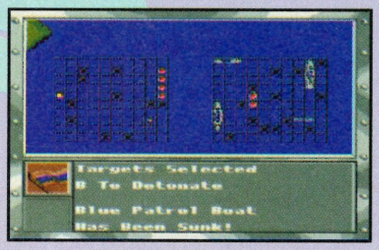
SEGA PRO

MEGA DRIVE

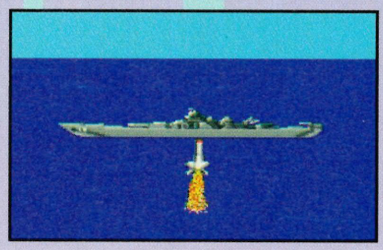
SUPER BATTLESHIP

"Ahead slow." In the engine room pistons screech into life driving the ship's bulk through the water. Every so often the captain scans the horizon. Below decks sonar operators are hunched over their screens looking for any blip that might indicate an enemy sub. The sea is calm. Everything is quiet except for the chug of the engines. Then there's a shout – "enemy thirty degrees off the starboard bow!" – gunners frantically crank their guns into position. There's a whistling sound and the first enemy shells fall short, throwing up a column of spray. The captain shouts "Prepare to fire!" but it's already too late; two torpedoes from an undetected sub are only seconds away from impact...

Most of the game consists of getting enemy ships in your sights and pounding the fire button.



Here you can play old-style Battleship. This sub-game is a waste of space as it's only you against the CPU. Yawn.



Off with the kid gloves. Get serious and fire a missile into the side of one of those nasty red-fleet ships.

Welcome to our latest model of Super Battleship. As you can see she's equipped with all the best weaponry (missiles, depth-charges and high-velocity shells) as standard. For no extra charge both Radar and Sonar are fitted to warn you when submarines might be patrolling. What's in it for me? you ask. Well, imagine you go for a trip with five or six friends who've only brought gunboats – you're certainly going to have trouble disposing of that squadron of destroyers aren't you? It's much easier when you each have a Super Battleship to wave goodbye to that nasty red fleet on your tail. If you want to be old-fashioned you can plonk your ships on a grid and go "you've sunk my battleship!" but you could do that with pencil and paper...

The beauty of this offer is that you get at least four trips where you can sink as many of the opposition as you like. Just lower your sights a notch and keep on pumping that fire-button – simple! You might suffer the odd casualty but you can always re-group. Many of our clients complain that firing their missiles is a bit tricky – not point-blank, that's what I say! You can even use our satellite link-up to check where cruisers are crawling prow to stern and whether you can risk taking a quick breather in one of our luxurious ports.

What? still seems a bit slow for you? Listen buddy, we're talking state of the art marine warfare; explosions, map screens the lot. You want to forget it looks like an old *Beach Head* game that only cost a tenner, we're talking status here. Just imagine how rich your friends'll think you are if you waste money on this... Still unconvinced? You'd be better off playing it on pencil and paper then.

Pete "sinking feeling" Wilton SP

This where you can choose to play Super Battleship or its simpler predecessor; plain old ordinary Battleship.

PROtip

IF YOU ARE TAKING ON A MUCH BIGGER OPPONENT THEN RAMMING THEM COULD BE A GOOD LAST DITCH TACTIC. WHEN IN DOUBT IT'S A GOOD IDEA TO RUN FROM A FIGHT!

What's this? A puddle? No, it's the map screen. All those dots scattered at the top are the two fleets.

You can check on your ship's condition. This tells you whether you need to re-stock at a nearby port.

DREADNOUGHT BATTLESHIPS WEIGHED 18,000 TONS AND COULD TRAVEL AT 21 KNOTS.

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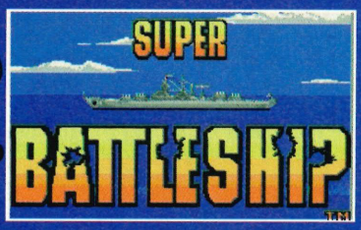


CART SIZE:	8Mbit
PLAYERS:	1
STAGES:	4
SKILL LEVELS:	4
FEATURES:	none
CONTACT:	Video Games Centre (0202) 527314

PROview

NICK 2/10
A pretty sad game all things considered. Leave it at the bottom of the sea.

MARK 3/10
I usually like war sims but this is really lacking firepower and variety.

JASE 3/10
The odd highlights are lost in a game this repetitive and predictable.

PROscore

GRAPHICS 34%
▲ There are several different options screens. Everything's clearly drawn.
▼ The main view is dull and the battle screens are far too jerky.

SOUND 25%
▼ The tune is tiresome and will get on your nerves very quickly.
▼ Worse, you'll find the sound FX are spectacularly unimpressive.

GAMEPLAY 40%
▲ Not as lame as you might think. Pounding ships to pieces is quite fun.
▼ Too little to do. Navigating about is extremely slow and boring.

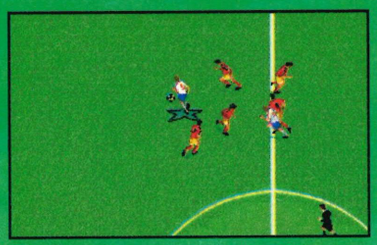
CHALLENGE 20%
▼ All four *Super Battleship* missions require very little effort to complete.
▼ The sub-game of ordinary battleships only has a tiny grid. Easy too.

36%

The action is drowned out by all that sailing around. You'll feel a little sea-sick if you payed £50 for something this basic.

REVIEW

SEGA PRO MEGA DRIVE



Time is ticking away and the USA look unbeatable. Good attempt Mexico, better luck next time.

Change your attacking formations and decide whether you want manual or automatic goalies.

He's a very nice chap, but Kevin Keegan should never have stooped this low.

CHAMPIONS

WORLD CLASS SOCCER

ENDORSED BY RYAN GIGGS

Fever pitch excitement is about to return as the latest in a string of football games arrives on the Mega Drive. One of the most celebrated soccer stars of the Premier League, Ryan Giggs, has put his name to what is shaping up to be a game in a class of its own. This could be the one we have all been waiting for... From an 11 year old distinction awarded amateur, to super-hero goal scorer, Ryan Giggs has played at all levels. Salford Boys second team, Manchester City SOE and lastly, apprentice for teen idol club Manchester United. This is the life most people's dreams are made of as Ryan comes to town.

That famous left foot strikes again as Acclaim tie-up the hottest football endorsement to date. Ryan Giggs (Manchester United's star performer and teenage heart throb) has put his name to this, the latest footy title. Programmed in America by Acclaim's in-house team this could be the one to topple *FIFA International Soccer* from that prized number–one spot.

An all-important attribute, the pitch view, has clearly taken a large chunk from the developer's time allowance. They arrived at an eye-pleasingly raised, side-on perspective. The player viewpoint is equally sporting as it scours from left to right in typical 'The Match style'. Whether play looks quite as realistic is up for debate.

Angled alongside an already toppled pitch are the players. Stooped low over the ball in typical Giggsy fashion, they look somewhat over-energetic and keen to gain possession of the ball. Not that this is a bad thing but they do look very samey although faulting a football game merely on the definition of its sprites would be unfair – as it's on strategic gameplay that *Champions World Class Soccer* excels.

It's all very easy to dribble the ball from one end of the pitch to the other, belt the ball towards the goalie and run back into your own half. This is exactly what you could do in *FIFA* and Acclaim appear to have avoided this. Set plays cannot be organised in the same way as other future games but the on-screen radar is very useful. Play the ball well and you should find goals flying past the goalie like bees to a honey pot.

Sliding tackles and the odd push should be enough to rid the opposing player of possession but unfortunately it's far from

PROtip

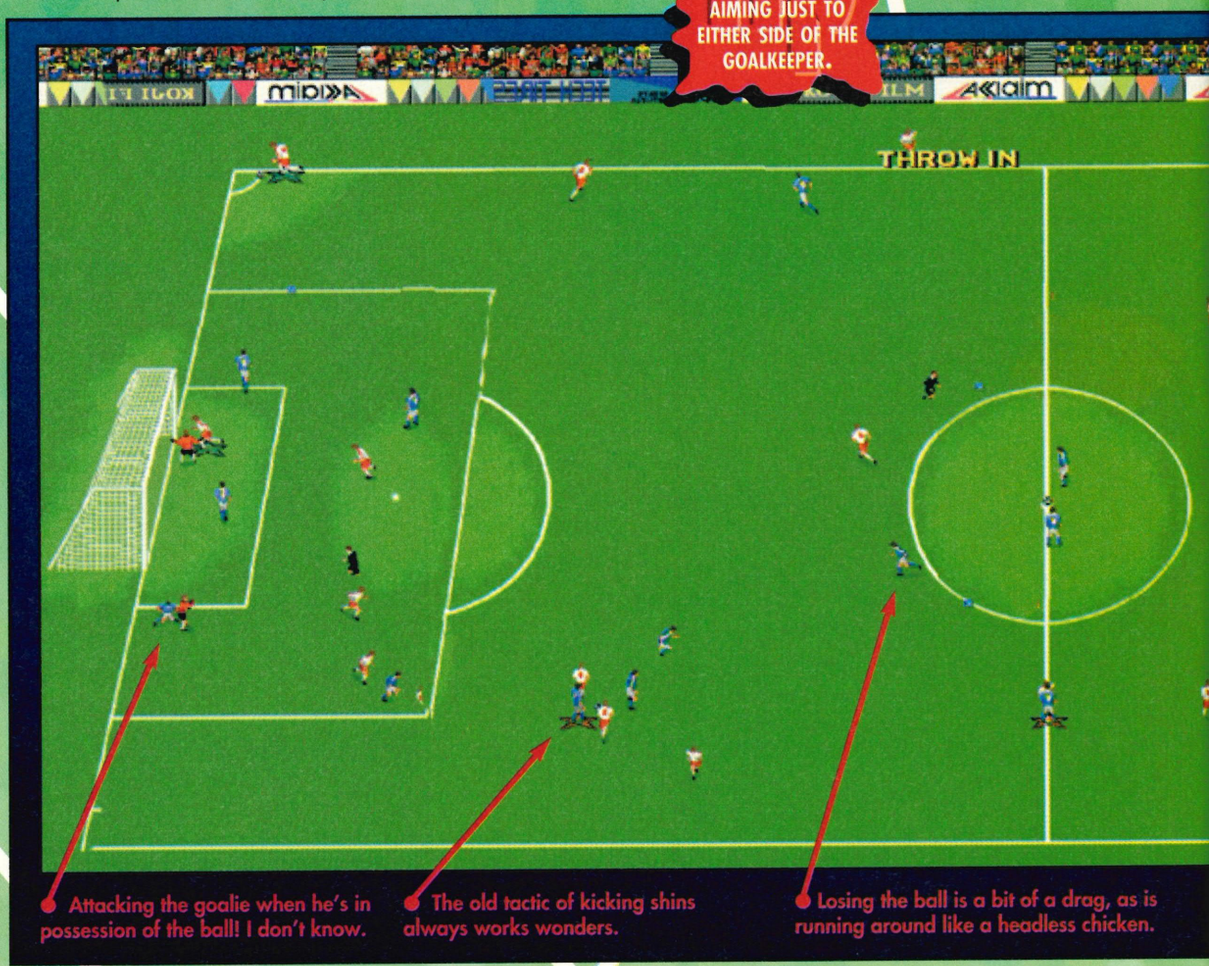
SCORING IN ONE PLAYER MODE IS MADE FAR EASIER WITH A LITTLE INITIATIVE. USE THE C BUTTON TO SHOOT FROM OUTSIDE THE AREA, AIMING JUST TO EITHER SIDE OF THE GOALKEEPER.

XCLUSIV

It has to be said, nobody appears to know where they're going or what they're supposed to be doing. This kind of action gets the crowd on their feet.

One of the best chances of the game. Run straight for the goal and put it in the net.

It's time to muster up some competitive spirit and take on the world.



Attacking the goalie when he's in possession of the ball! I don't know.

The old tactic of kicking shins always works wonders.

Losing the ball is a bit of a drag, as is running around like a headless chicken.

ASTON VILLA ENDED MAN UTD'S TREBLE AMBITIONS BY BEATING THEM 3-1 IN THE COCA-COLA CUP FINAL.

You can either play an exhibition match or enter a world class tournament. There may not be a league or demo but the solid basics are what this game is all about.

Pausing the game gives you an extra selection of options to change the on-screen details. This is most useful when you want a larger view of the pitch.

At long last all the hard work has paid off and you go rushing up to the crowd for admiration.

life-like. Once tackled, players fall to the ground like toy soldiers and spend far too long picking themselves up. This may not be that good to watch but plenty of infuriating gameplay makes for a fun videogame. Quibbles in this department have to include the sad lack of a multi-player option. Fortunately, realistic crowd chants puts this into the background.

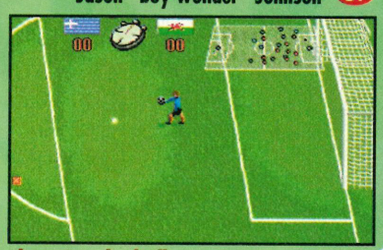
So far as sound FX go in football games on any format, you'll be hard pushed to find much better. The roaring crowd is extremely realistic and when you score a goal ecstatic cheers fill the room. Adding speech is never easy and this time things are slightly more successful than in previous Mega Drive games. A very supportive "GOAL!" among other samples should keep your interest at fever pitch. For a change the computer voice adds to the game rather than proving laughable.

If EA's *FIFA* is too formulated for your liking and *Sensible Soccer* doesn't rate in your books, *World Class Soccer* could be the one for you. It offers a useful range of options, teams and strategic gameplay, and this should be to everyone's liking. It may not look as glossy as a Dulux paint job but it's a sure step in the right direction.

Jason "boy wonder" Johnson SP

Care to dance? A bit of man-to-man marking near the area.

Hey, less of that my lad or I'll cancel your subscription to SEGAPRO.



Throwing the ball to your wingers is the most useful strategy for goalies. Failing this, kick the ball to the other end.

Toss a coin for the right to play up-field or take the kick off. The decision is yours. Alternatively, Kevin keeps you informed on the latest news.

Attacking the goal and scoring is never as straight forward as it seems on the telly. But, when you're Ryan Giggs anything can happen... and it does!

ACCLAIM
£39.99
OUT: MAY

CART SIZE:	8Mbit
PLAYERS:	2
STAGES:	n/a
SKILL LEVELS:	1
FEATURES:	password
CONTACT:	Acclaim (071) 3445000

PROview

NICK 8/10
Giggsy is one of my favourite players and his style is written all over this.

PETE 8/10
An above average soccer game that just lacks that killer shot.

COLIN 8/10
I found this intruiging. A liitle hard to get into but good fun nevertheless.

PROscore

GRAPHICS 71%
▲ Realistic player animation that really does look like the man himself.
▼ Somewhat disappointing is the real variety in teams and players.

SOUND 81%
▲ Roaring crowds should give you plenty to cheer about after scoring a goal.
▼ Intro music is a definite average affair and should have been far more up-beat.

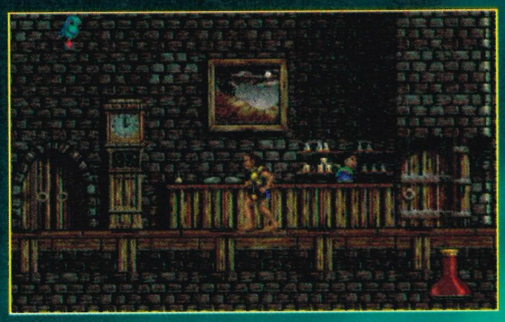
GAMEPLAY 76%
▲ Easy to pick up and a nightmare to master. What more could you ask for?
▼ Tackling is unacceptably weak as players simply fall to the ground in a clump.

CHALLENGE 83%
▲ Finishing the tournament feature will take a substantial amount of time.
▼ For the more discerning footballer it will be too easy to score a goal.

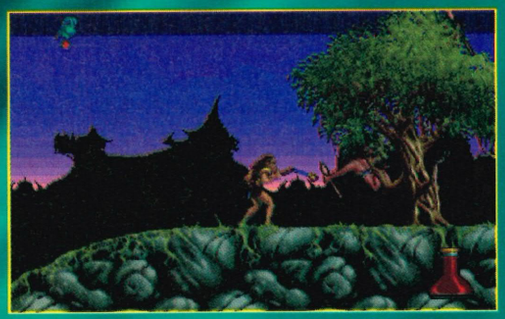
80%

An above average football game that, while it doesn't touch *FIFA* or *Sensi*, should draw in a substantial fan club. The third big league contender.

REVIEW SEGA PRO MEGA CD



Find this Tavern, then trade with the shopkeeper. You can meet some of the characters in here and gain information.



In the forest you can kill foes flying above you. Grab their spear for a handier weapon.

SHADOW OF THE BEAST

The Mage and his evil forces were but a childhood memory for you and your people, but now they are back. Even worse – they have kidnapped your loving sister. "Gasp, shock, horror!" you cry. "'Reckon it's time to kiss me pet elf good-bye, get my gold coins, pack the sack and be on me way." You play the commando role in an ancient world of nasty animals, magic and illusions becoming a mighty fantasy hero. There are lots of little gold keys, stone cottages, log cabins, funny frogs, etc. Yep, it's one of those games. Enter the realm of the beast on CD and see if this perplexing puzzler is worth the cash despite its vintage MD ancestry.

XCLUSIV

Those images of dark, foreboding landscapes and echoing howls first greeted the ears of primitive MD owners. Today *Shadow of the Beast II* is as ancient as the game's theme but someone's decided to release it. Yep, the house that converted the classic Sensible Soccer onto CD are now doing the same for *Beast II*. I imagine most MD readers will have a cobwebbed copy on the back shelf somewhere, torn at the seams and missing the odd label or two. Let's face it, this needs to be special to be beastly these days.

PROtip

TO THE LEFT OF THE TAVERN YOU'LL SEE A LONG ACID BATH STRETCHING BEYOND THE SCREEN. IF YOU ARE PREPARED TO JUMP THROUGH THE ACID QUICKLY THEN YOU'LL FIND FIVE GOLD COINS IN A CHEST JUST BEYOND.

The intro sequence is straight from the Amiga. There's that grey stoned cottage, a flash of lighting and the wind howling a gale...Okay, it's good – but it's old. I've seen it, you've seen it – it's the usual glitzy CD packaging.

The game itself has all the CD tweaks; enhanced sound FX, some glorious music and 3D graphical sequences throughout the game now and then to give the scenario more of an atmosphere. Sadly these are not interactive – just for viewing. I found them impressive on my first go but annoying when I replayed a level. The disruptions continue as the speech on the disk takes a few seconds to come through – and there's a good deal of speech to keep breaking up your adventure!

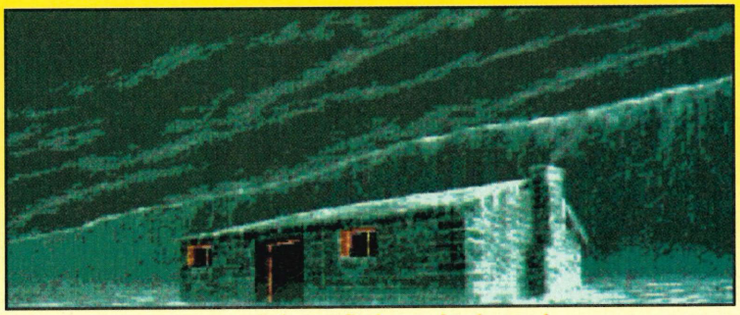
The gameplay itself is old hat. Forget the gloss, here all the characters are the same. The platform structure is identical and the action is even slower than the MD version! To make things worse, sprite control is frustrating. Often you want to turn your warrior around to take out attacking foes but the response is far too slow. The same goes for weapons like spears and axes. The time between hitting the trigger and waiting for a response can seem an eternity!

Your quest is made up of one big world. You can visit a Tavern to trade speak to other characters. There's also a Goblin domain, some caves and a big castle later on in the adventure. All this is almost identical to the MD version though, and I for one would have liked to have seen a new and improved playing format – maybe

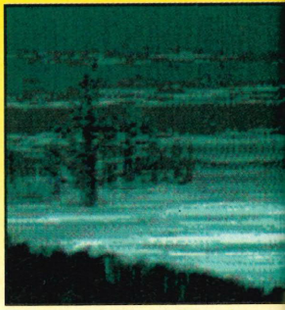
The current sweeps you down river as you fight against the swarming creatures around you. They're a pain in the neck and just keep on coming!

There are in fact two enemy sprites on this bridge, but as they're overlapping like cardboard you can only see one. Not the best graphics!

BACK TO THE BEAST!



The cottage stands alone as lightning flashes in the sky. And Michael Fish said it would be sunny.



The evil Mage stands and Can anyone really be

SOME PEOPLE BELIEVE THE BEAST OF DARTMOOR IS IN FACT AN ESCAPED PANTHER

The ropes are tricky to climb when hundreds of pests start flapping around your ears. Give 'em grief and keep moving!

It's curtains for you! When you finish a game there's a picture of a baby under the care of the evil Mage. Hmm, not nice.

some interactive 3D scenes.

There are 12 great sound tracks and some clever animation sequences. But the main frame sprites still look like old MD material with clumsy animation and little personality. You tend to notice this more than the subtle touches like the soil falling from a bridge as you walk across or the rotating coins sparkling in mid-air when released from a treasure chest.

I can't really see why this should appeal, I mean it's *Shadow of the Beast* and nothing more. We've got used to the CD's impressive 3D animations and know they don't change the gameplay – only disguise it. Don't be fooled, you'll have to put up with a lot of CD accessing just for the pretty bits in this. On cart it's instant and without any interruptions – that makes much more sense for this type of game.

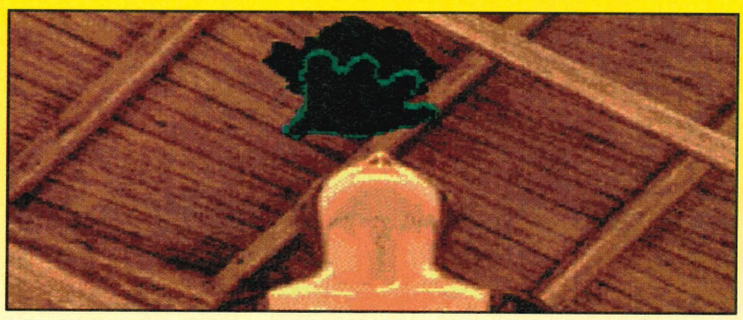
Mark "Beasty" Hill SP

Here's a guy who looks as if he could do with a break. You're clumsy, you've got no hair and you look stupid. So there!

This is one of the 3D animation sequences that break up the game to give you a more detailed look at the scenario.

Speaking to all the characters will give you vital clues that'll help you throughout the game. All the character interaction is accompanied by sampled speech.

watches, ready to make his move. that evil?



Crikey! the Mage's big hand comes down through the roof and grabs your sister. The adventure begins...

PSYGNOSIS
£34.99
OUT: JUNE

CD ACCESS: **slow**
PLAYERS: **1**
STAGES: **n/a**
SKILL LEVELS: **1**
FEATURES: **continues**
CONTACT: **Psygnosis**
(051) 7095755

PROview

NICK 4/10
I'm ot a big fan of this title. It's difficult but also rather dull.

PETE 5/10
Some nice touches in a game that must have inspired *Lost Vikings*. Slow.

JASE 5/10
A real classic game that has gone almost unaltered onto the CD. Bit dated.

PROscore

GRAPHICS 71%
▲ 3D animation sequences are impressive to watch if you forget gameplay.
▼ Sadly, little change in the sprites and backgrounds from the cart version.

SOUND 90%
▲ Some clear speech and a variety of chillingly realistic sound FX.
▲ There are 12 sound tracks that sound superb and suit this kind of scenario.

GAMEPLAY 55%
▲ A puzzler with a few good touches if you own a CD and have yet to see this.
▼ The concept is old to look at and play – a CD coversion should be better.

CHALLENGE 62%
▲ You'll be pushed to finish this despite it being easier than the MD version.
▼ Hardly any incentives to see this through because of its lack of originality.

59%

Sadly, this deluxe version offers no new gameplay. This needs much more than a polish to keep it up-to-date.

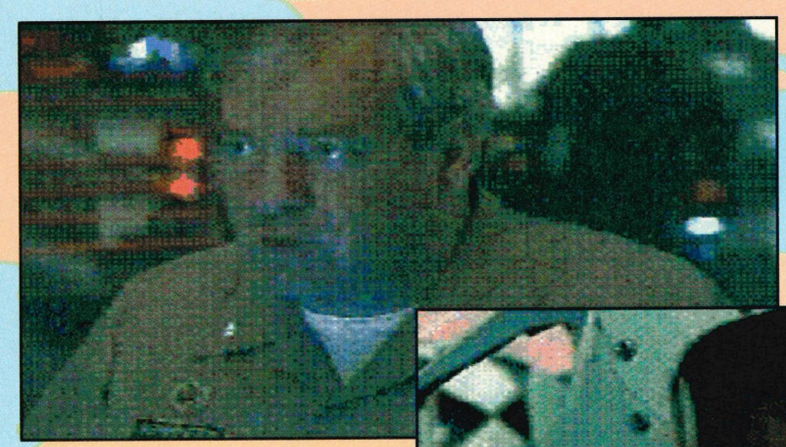
REVIEW

SEGA PRO

MEGA CD

TOMCAT ALLEY

The mad Russian, Col Alexi Povich, has just flown off with two MiG squadrons, a couple of bombers, surface-to-air missiles and who knows what else – it looks like we have a new military power on the loose. He may be a psycho but he has the respect of the top Russian fighter jocks who fly with him. Now Povich has a stronghold over the Mexican desert. This means that major US cities are within his striking range. Your job as Radar Intercept Officer of the F-14X Tomcat is to ensure Mr Povich is stopped. Time to take his breath away...



The head honcho, the general, dishes out the orders in the top secret briefing room.

Time for take-off and a nice FMV sequence of the jet's wheel running along the tarmac.

See the expression on the pilot's face – the air battle is about to commence! The game view is constantly switching back to the pilot's reactions.

A flight simulation on the CD? Well, it's not quite that, it is in fact an arcade jet-fighting shoot-'em-up with interactive movie action. The scenario is much like Top Gun where the pilots discuss tactics in an underground briefing room and then jet into the skies to indulge in some air-to-air and air-to-ground combat.

Once in the jet you'll notice controls are very simple. For starters there's no tricky taking-off procedure and in the air all the manoeuvring is done automatically. All you do is select a series of icons to keep things running smoothly. For shooting down enemy planes you'll need to lock-on and then fire the trigger. This usually results in a FMV sequence of a missile hitting its target with lots of lovely explosions and bits of plane flying everywhere! The same goes for ground targets. Select 'ground' mode on the CPU's weapon icon display, then choose a bomb or a missile and move your cross-hairs over the target.

The FMV is superb, yet as it's so true to life you can't expect fully interactive play. There would need to be an infinite number of these sequences! Instead the CPU stores a set of sequences, ie for a plane blowing-up, a SAM being destroyed or a weapon fired from the jet and repeats them.

I love the way all the action happens so quickly. One minute you have a cockpit view, then the view changes to the outside of your jet, then it switches to the pilot talking over the radio with his wing man. Everything is done in a move style and it's effective.

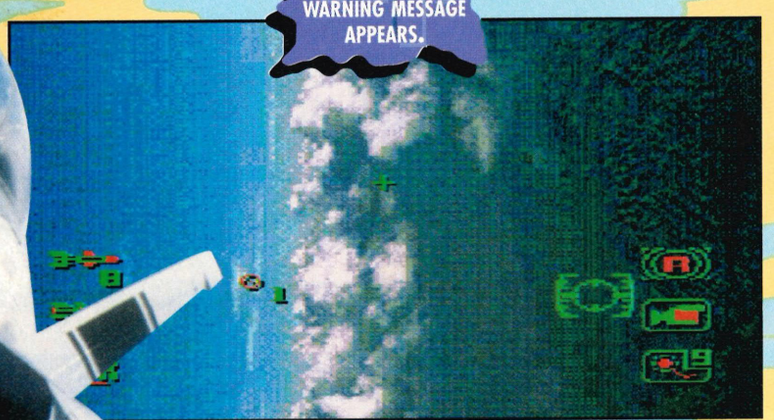
The one problem I found with this is your lack of involvement. You can influence the type of FMV sequence shown, but most of the time it's automatic. The greatest skill comes in selecting an icon on the head-up-display and locking-on to planes and ground targets. If a missile is on your tail then you've got to get the cursor over the decoy icon and press B fast! Alternatively, you may want to take evasive

PROtip

SAVE YOUR CHAFF AND FLARE DECOYS FOR WHEN YOU REALLY NEED THEM! IF YOU'RE QUICK YOU CAN LOCK-ON TO THE TARGET AND DESTROY IT EVEN WHEN THE MISSILE WARNING MESSAGE APPEARS.

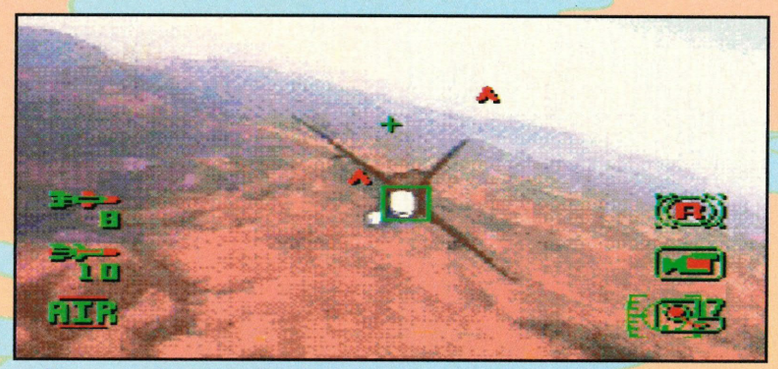
Here we have a picture of a Tomcat...

...and here's another Tomcat that can fly.



First select a waypoint, it's a good idea to take them in order, otherwise things get tougher.

THE TOMCAT IS A TWO-SEATER INTERCEPTOR AND GROUND ATTACK AIRCRAFT.



Locking-on can be tricky when the MiG in front twists and turns to avoid the hit. Keep swinging the sight in ever smaller arcs.

action. If you receive a radio message then selecting the radio icon quickly is essential. Failing to do so can cause the mission to be aborted and name changed to mud!

To really feel the adrenaline pumping and get the most realistic experience of flying in a simulator you should stick on some headphones, use a big-screen NICAM TV, whack up the volume and then turn down the lights. Then you'll really relish the speed of the FMV, the constant change in the viewing angles and wicked explosions. Just one problem – only seven missions, so once this is completed there are only the impressive FMV sequences to see all over again.

So I feel this is a great game to play in small doses. It's almost a movie and videogame rolled into one. If you've ever watched and enjoyed Top Gun and wished you could influence the movie in some way (as most people do with their favourite films) then this is the game for you.

Mark "Bandit" Hill SP

Phew, it's lucky that decoy was release. You can see the enemy missile just missing your jet here.

Ah, that's better. The cross-hair turns red which means you've locked-on. Now hit the trigger.

Yep, that's the trigger you want to hit.

COMMAND POST

AIR/GROUND TOGGLE
Set the weapons computer to air-to-air combat or air-to-ground attacks.

DECOYS
These are your decoys that need to be released quickly when under attack.

RADIO
Respond quickly to answering the radio when the wing man calls!

CAMERA
Use this for gaining intelligence photos when asked to do so during a briefing.

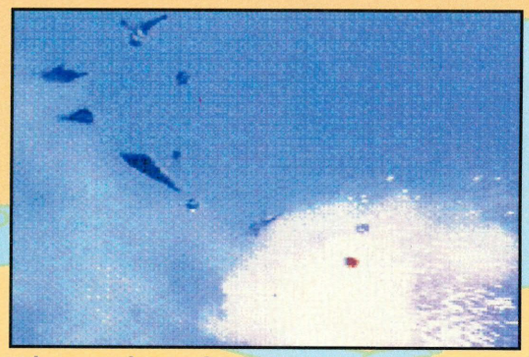
BOMBS
These are chunks of explosive that'll wipe out ground targets like bridges.

LONG RANGE AIR-TO-AIR MISSILES
Mach 5 speed and a 125-mile range are this lethal missile's calling cards.

MAVERICK AIR-TO-SURFACE MISSILE
This laser-guided fire-and-forget missile is great for armoured ground targets and SAM's.

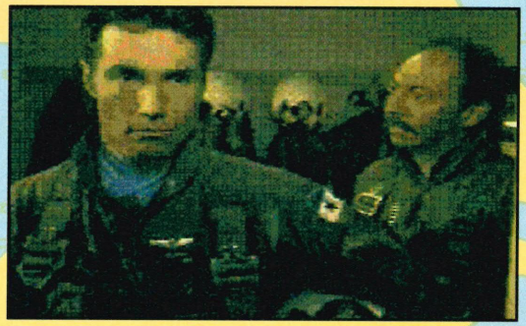
SIDEWINDER MISSILE
This homes in on the heat from a jet engine exhaust. It can target from as far as 11 miles out.

LOCK-ON
When the green target hair turns red then waste no time hitting the trigger!



What a satisfying sight. The enemy plane explodes in the sky, bits flying everywhere and smoke mixing with fire.

The bridge must be hit with bombs so a later train will crash!



The pilots return after taking their jets out for a serious spin.

SEGA
£54.99
OUT: NOW

CD ACCESS: **fast**
PLAYERS: **1**
STAGES: **7**
SKILL LEVELS: **2**
FEATURES: **save**
CONTACT: **Video Games Centre (0202) 527314**

PROview

NICK 7/10
This looks excellent although I have doubts about its staying power.

PETE 8/10
Good arcade stuff. I especially liked the Gerry Anderson explosions!

COLIN 9/10
I'm a big fan of aeroplanes, therefore I gained immense pleasure from this.

PROscore

GRAPHICS 90%
▲ The full-screen interactive movie pictures are really brilliant.
▲ The graphics move on the screen incredibly fast at times.

SOUND 92%
▲ Get that adrenaline rush flowing with the realistic air combat sound FX.
▲ Loads of clear and accurate speech for radio messages and briefings etc.

GAMEPLAY 84%
▲ Stunning graphics combined with fast gaming makes this instantly addictive.
▼ As this is an interactive movie there's a limit to what you can do.

CHALLENGE 83%
▲ You won't put this down until you've finished all seven missions!
▼ Once this is completed all that's left to do is enjoy the dramatic sequences.

86%

One of the most addictive CD titles ever! This may be an arcade flight of fancy but the drama is intense thanks to super-fast movie action.

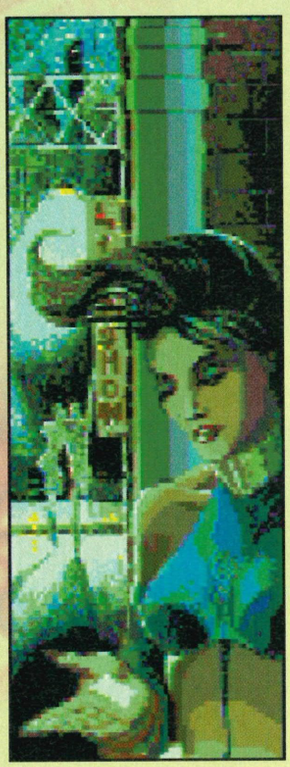
REVIEW

SEGA PRO

MEGA CD

Rise of the Dragon

The name's Blade, Blade Hunter. Welcome to the future, or to be more exact Los Angeles 2053. It was a morning like any other – I woke up with no idea where I'd been or who I'd been with the night before. All I knew for sure was what the characters on my Vidphone told me, that the Mayor's daughter was dead and it was up to me to find out why. It didn't help that I'd already stood up my girlfriend, Karyn, (boy was she going to be mad) not to mention the fact that nobody likes an ex-cop asking questions. Mom never told me there'd be days like this in the Private Investigation business...



NASTY VICE

The mayor's daughter, Chandra Vincenzi, meets a nasty fate feeding her habit. It's your job to find out what caused her death.

There's no such thing as free info in this town. You'll have to find something to bribe these hardened types with.

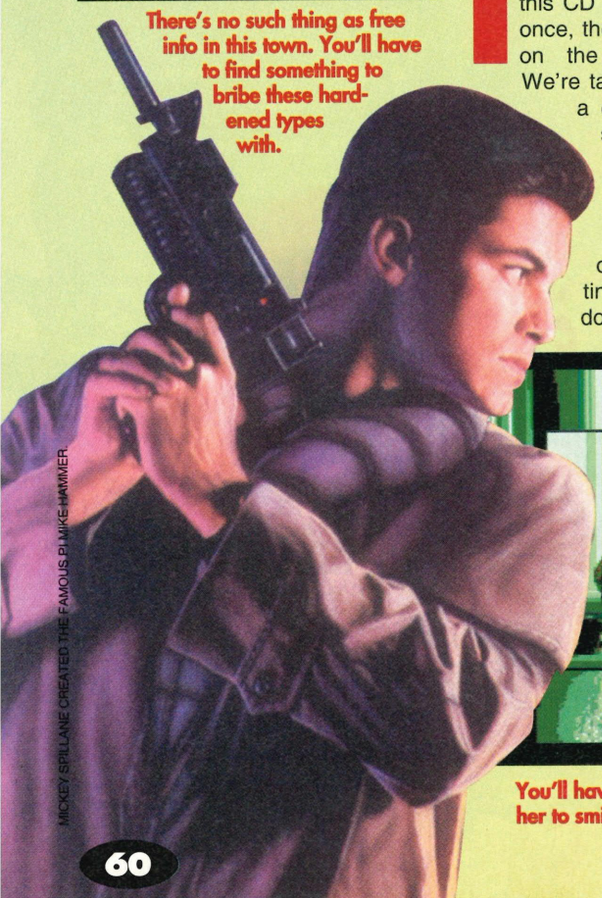
It begins with the familiar cartoon footage but what makes this CD title special is that, for once, the game itself improves on the manga-esque intro. We're talking atmosphere with a capital 'A' as you are sucked into a twisty-turny plot bursting with intrigue and suspense. Sounds like the blurb on the back of the box? Well this time those PR people don't have to brag; this is an intelligent, interesting (and sometimes infuriating) release.

What you've got is your basic point 'n' click – what may surprise you is just how many people and things you can interact with. In any game of this sort after a while you'll hear the main characters repeat themselves but it's nice that here they will at least tell you to get lost in slightly different words each time! The number of locations too is limited although this fault is compensated for to some extent by the difficulty level.

PROtip

YOUR ROOM CONTAINS A LOT OF THE EQUIPMENT YOU WILL NEED. MAKE SURE YOU SEARCH THOROUGHLY BEFORE LEAVING. USE BUTTON B FOR BLADE'S VERY INFORMATIVE COMMENTS.

To begin with you won't know what to do or where to go. The best place to start is your Vidphone where you can punch up messages recorded while you were dead to the world. These will give you some background and a few handy clues as to your next course of action. Once that's out of the way you can begin to explore the city and meet the local low-life. Unless you are prepared to flash your credit card about you'll find most people pretty uncooperative. As for your girlfriend Karyn, some bribery or sweet-talking might patch



MICKEY SPILLANE CREATED THE FAMOUS PI MIKE HAMMER

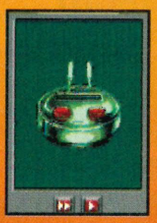
You'll have to do some serious apologising to Karyn after standing her up for her to smile like this.

This is where you begin: Blade's pad. A lot of what you need is tucked away somewhere here.

DIY PI KIT

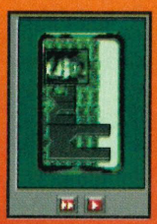
AEROSOL

Here are the items the Private Investigator of 2053 wouldn't go anywhere without. Examine them closely as the info could give you a few extra clues.



BOMB

CANDY



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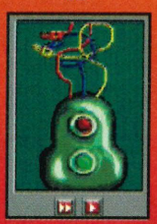
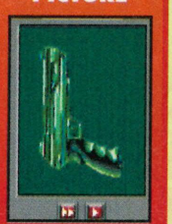
PICTURE



TESTER



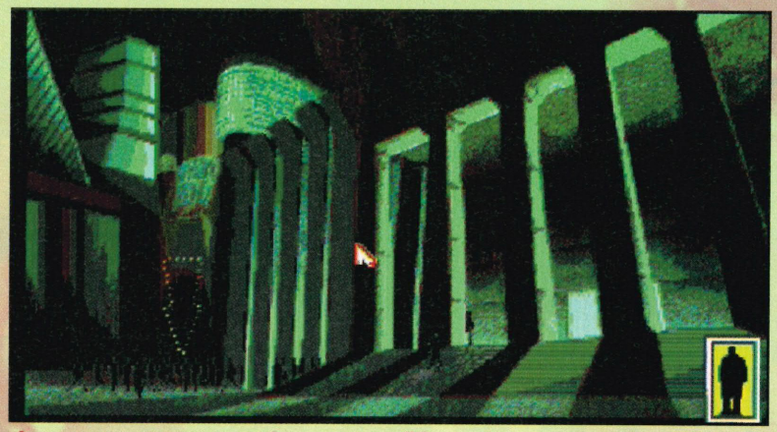
GUN

things up so you'll get some info later on. You can obtain information too by selecting items and pressing B. If there's anything to say Blade will deliver a knowing comment or two. As in *Lunar: The Silver Star* you need to keep talking to people. A lot of what they tell you is rubbish but scattered around are the tit-bits you'll need to figure out how to complete the game.

Once you've got the hang of interacting with objects on-screen and juggling your inventory you can start to collect the items you need and get a feel for what's going on. After two or three hours you may think you've got a good idea what you've got to do; but don't be fooled as accomplishing your task won't be as easy as you think – you'll need to be prepared to be puzzled and mis-led some more!

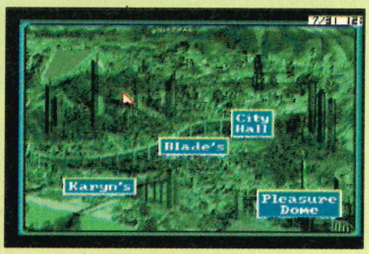
For this kind of game to really work you have to get involved with the characters and the story behind them. *Rise of the Dragon* accomplishes this while oozing style and originality (even if the 'PI of the future' storyline has been done a thousand times before). After the first ten-minutes you'll probably start taking the smoothness of Blade's commentary and conversation for granted. Of course more locations, characters and items would improve any adventuring game but the quality of what's there in *Rise* is very high. You'd have to be very hard-boiled indeed not to enjoy getting lost in this.

Pete "investigative" Wilton SP



If you want to see Karyn or the mayor you'll have to enter the hallowed portals of City Hall. The receptionist is pretty hard to get past, even harder is the officer im charge of the police department's armoury.

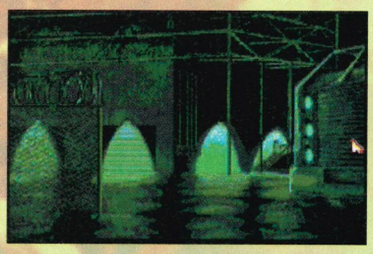
Get on a train at a subway station. This is how to get around the Los Angeles of the future.



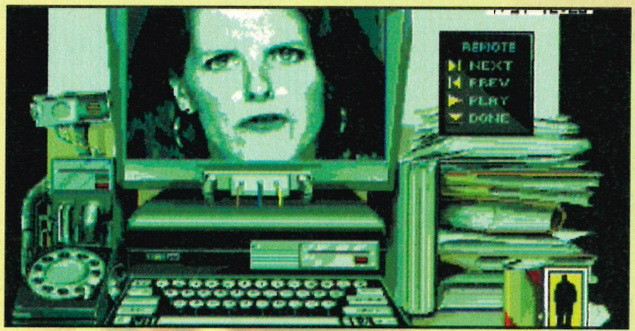
At the subway you choose the area you want to go to by selecting this handy electronic map. Wow!

In the 'Meanwhile' screens you get additional info on what unsavoury characters like these are up to.

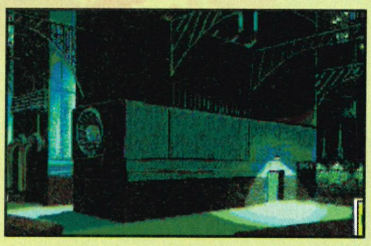
Welcome to the pleasure dome! A real den of iniquity. So Blade should feel right at home.



This sinister looking location is a new warehouse where they're making something very, very nasty...



Use the Vidphone to catch up on what you missed while you were snoozing. Like some grief off Karyn!



Your first sight of the seedier end of town. You'll need to poke around this place for clues.

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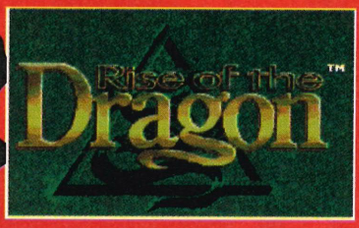

CD ACCESS: **fast**
PLAYERS: **1**
STAGES: **n/a**
SKILL LEVELS: **n/a**
FEATURES: **save**
CONTACT: **Dream Machines (0429) 869459**

PROview

NICK 8/10
An excellent adventure of the point 'n' click variety. Happy investigating.

MARK 8/10
This had me coming back to discover all the other ways you can solve the case.

JASE 8/10
One of the most absorbing games I've played for quite a while.

PROscore

GRAPHICS 76%
▲ The locations are very well drawn with lots of attention to detail.
▼ Not exactly state of the art. Lip-synch is bad and some screens clumsy.

SOUND 86%
▲ Different tunes for different locations really sets the down-beat mood.
▲ Some excellent sampled speech including Blade's street-talk.

GAMEPLAY 85%
▲ You'll soon master the controls and get absorbed in the different tasks.
▼ Does involve a lot of trial and error figuring out what to do.

CHALLENGE 89%
▲ Plenty to discover and surprisingly complex, you'll keep playing.
▼ If you aren't the patient sort this could turn infuriating.

85%

At last, a Mega-CD title with depth. An intriguing plot and plenty of interaction makes for absorbing gameplay.

REVIEW

SEGA PRO

MEGA DRIVE

You can ask a rival ruler for an exchange of goods. Whether he'll except you offer or not depends on the terms presented and your messenger's charm.

Romance III of The Three Kingdoms DRAGON OF DESTINY

As a ruler during a period when the dark clouds have descended over China your job is to bring peace to your people. It's two hundred years after the birth of Christ and many other kingdoms like your own are striving for power. Your job, like every other ruler, is to expand your kingdom by launching ruthless attacks with your cavalry, cross-bow-men and naval combat units. Of the many wartime strategies one of your main tasks is to scorch your enemy's land with fire attacks. Destroy their crops! Economic superiority is essential if your war machine is to run smoothly. Have you got the strength to change the destiny of China?

The user-friendly icons are drawn very well. Here they represent population, irrigation, harvests, taxes, gold, weapons, horses, etc.

Starting off it's a good idea to watch a CPU demonstration of events in China. You'll be able to see how decisions are made and battles are won.

This isn't exactly an RPG, it's more of a battle simulation. The idea of the game is very simple – play the *General Chaos* role and move in on other regions until your people have taken control over the whole of China. As leader you have complete power over every other troop and civilian. Aim to build-up a healthy economy through crop-harvesting, increase the rank and position of your officers, strengthen the army and then expand.

Decision-making is very long-winded. Each month you assign your officers to certain tasks hoping they'll be satisfied with their wages and that the civilians put-up with your tax rates and irrigation projects. If you send an officer on a journey to negotiate with other rulers across China you'll need to give him food, safe passage and consider his skills. For war, ships need to be built, troops need plenty of weapons and a healthy stock of gold and food is required....there's a lot to think about.

The icons are easy to use – colourful, nicely illustrated and all but as a simulation this is tedious. I wasn't surprised to see poor graphics during a battle sequence when the troops go marching in. It's all very slow with basic sprites and unconvincing battle sequences. Even the most avid all-night games strategists will be looking to *Lunar Star* or *Landstalker* rather than wading through all this.

The challenge is a tough one, but there's very little graphical variety, the sound is a real head-ache and gameplay is very boring. Sorry, this game has more use as a sleeping pill – never has China been such a drag to conquer.

Mark "Blood Shed" Hill SP

PROTIP
WHEN YOU ARE DEVELOPING LAND MAKE SURE YOU ASSIGN A CIVIL OFFICER. THEY HAVE A HIGH POLITICAL ABILITY TO WORK ON A DEVELOPMENT PROJECT AND GIVE THE PROJECT GOLD AND A LONG-TERM SCHEDULE.

There are various ways of attacking; with fire, a charge, a personal attack, with crossbows...it all depends on your troop's abilities.

Each ruler has his own symbol so you can clearly see who controls what. Your ultimate goal is having your symbol dotted over the whole map.

Selecting an officer for a certain job is a vital part of the decision-making process. There are governors, civil officers, advisers, military officers and free officers.

THE FEUDAL WARS WERE ENDED BY THE RISE OF THE CH'IN DYNASTY.

KOEI
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OUT: NOW

CART SIZE: 8Mbit
PLAYERS: 8
STAGES: n/a
SKILL LEVELS: 2
FEATURES: save
CONTACT: Dream Machines (0429) 869459

PROview

NICK 3 /10
I normally like this sort of thing but this is strategy at its dullest.

PETE 4 /10
An ideal period for war let-down by a very awkward play-system.

JASE 3 /10
Engrossing to hardened strategy/sims fans, but pretty unplayable.

PROscore

GRAPHICS 58%
▲ It's a big help having colourful and easily recognisable user-friendly icons.
▼ The battle scenes are very basic with no impressive animation sequences.

SOUND 12%
▲ The Chinese music goes on and on and on – it really gets on your nerves.
▼ Apart form the very basic sound samples there are no other decent FX.

GAMEPLAY 36%
▲ There are a lot of regions to conquer and a lot to think about.
▼ Too much text and not enough action – you'll soon get very bored of this.

CHALLENGE 62%
▲ Gaining control of China and the Dragon Throne could take you weeks!
▼ Many will find this too dull as there's little incentive to get into it.

39%

Over fifty quid! There were some better battle sims on old 8Mbit systems. I'd certainly regret forking out for this.

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ROBOCOP V TERMINATOR
SONIC SPINBALL
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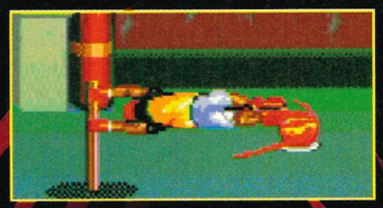
REVIEW

SEGA PRO

MEGA CD

Blaze, the best all-round fighter, tosses one of the bad guys over her head, then slams him on the ground. Ouch!

Skate's trick with a stick is rather impressive. Swing around it like a tennis ball on a string and then launch yourself into the bad guys with a real big impact!



Often you'll come across a bad guy who takes more than just a knock to defeat. Axel finds his spitting image a tough nut to crack.

STREETS OF RAGE 3

***Sonic* and *Streets of Rage* were classic platform and beat-'em-up titles in their purest forms. That was back in 1991. Now, three years on, Sega have kept these two titles up and running. *Sonic 3* is already out and following just behind is *Streets of Rage III*, the biggest *SOR* yet. For the first time you get the chance to take different directions through the game, changing the plot as you go. There's also a new cybernetic character called Dr Zan, and a few new moves, some of which can be pulled-off with the use of a special weapon. Team-up with a mate or go it alone – one of the biggest hits ever is going into third gear!**

On the sixth level you can enter a room and find all kinds of strange things – like laser beams running along the wall.

Put up your fists! *Streets of Rage* is back – I couldn't wait to power up the MD and slam in the cart. *Streets of Rage III* uses 24Mbit of memory, and that sounds rather tasty. This is also compatible with a six-button joypad, so that's a first for *SOR* already. Things are looking good.

So just how different is *SOR III*? On the graphics side Sega have enhanced the sprites and backgrounds. The four characters, Axel, Blaze, Zan and Skate have more devastating attack combinations and a new roll. They also help one-another by interacting to create even more new moves!

Playing this through, there is initially very little that's actually original. The game content is as old as Axel himself. The screen scrolls from left to right through seven levels, each split into three parts. The same old *Road Rash* style weapons are at hand; knives, baseball bats and sticks. Even the objects you can kick to find more weapons and food are there – those tin cans, road barriers, etc.

At first, I thought this would have the muscle of real a Heavyweight boxer but taking a second look at overall performance – this would only make the flyweight contest. Although the four characters have some wicked attack combinations, fighting is still very straightforward. Let's face it, you don't need much of a brain to kick the living daylights out of each and every sprite. If you're playing as Axel then you can perform the lethal Dragon Smash. This starts as a left hook, then explodes into a 360 degree spin quickly followed by a flaming uppercut. This will do as a special move – usually the victim has no chance. Pulling off a flying kick will do the same job though – it's easy to knock a group of sprites off their feet in one go with; jump, kick, jump, kick – they just bite the dust every time!

The animated characters look great and the new moves performed with weapons are great fun to do. The team-work options are also very enjoyable (especially when you beat-up your team-mate just for laughs). Don't be deceived though, this has been tarted up but not improved much in the gameplay

PROTIP

USE THE FLYING KICK TO WIPE OUT A GROUP OF SPRITES IN ONE GO. WHEN YOU'RE JUMPING IN THE AIR THERE'S LESS CHANCE OF BEING HIT AND YOU CAN STILL INFLICT A FAIR AMOUNT OF DAMAGE ON YOUR OPPONENTS.

No, not one but three of 'em. Luckily, they attack in turn rather than all at once. Watch for special attacks – some are very impressive as you punch and kick your way around .

THE FAB FOUR

Dr Zan is the new addition to the ranks of SOR fighters and with his bionic abilities and electrifying special move he could prove a popular choice. Here's a quick run-down on fighters old and new:

AXEL

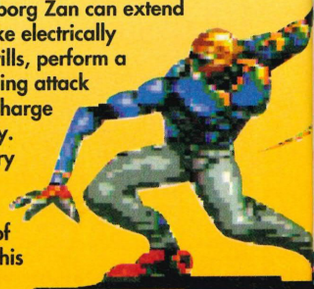
Axel is one of the original characters who was framed for a crime he did not commit. Now he's on the run from Police. Axel can perform the dragon smash uppercut and the flaming dragon wing punch, but these are not so damaging as they were in the first *SOR*. Instead Axel is a lot faster – so in many ways this balances out.

SKATE

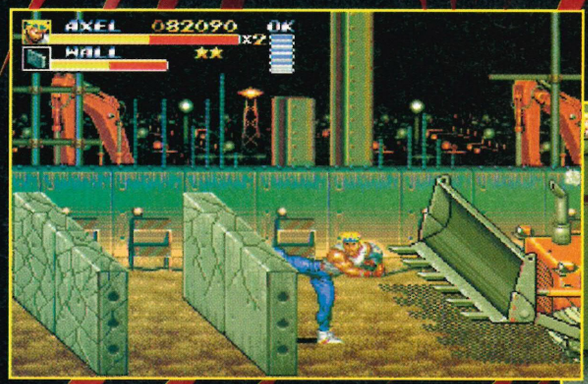
Skate first appeared in *SOR II* when he saved his older brother, Adam. He looks a little older now with greater strength for all his attacks. He can perform a corkscrew kick, a breakdance windmill and a piggy-back punch – plus all his original cracking good moves.

ZAN

Zan is the new character replacing Max from SOR II. As a creation of the Crime Syndicate, he ran away, determined to find himself a better life. At present he is half-human, half-robot. Being a cyborg Zan can extend his arms like electrically charged drills, perform a deadly sliding attack and even charge up his body. Zan's a very powerful character with a lot of charge up his sleeves!



SCIENTISTS BELIEVE THAT RAGE IS TRIGGERED BY A CHEMICAL RELEASED FROM THE HIPOTHALYNUS.



Bonus levels are new and entertaining. Here Axel tries to kick his way out of trouble as he escapes from the jaws of the big digger.

Put up a fire-ball! Zan finds a power-up and suddenly a fire-ball glows in his hands. Bowl this one straight at that pop-belly and score a strike!

Zan's the man! His special move is much like Blanka's in *SFII*. Rather than giving it some fist he prefers to electrocute his opponent. Zan is definitely a strong addition to the original *SOR* crew.

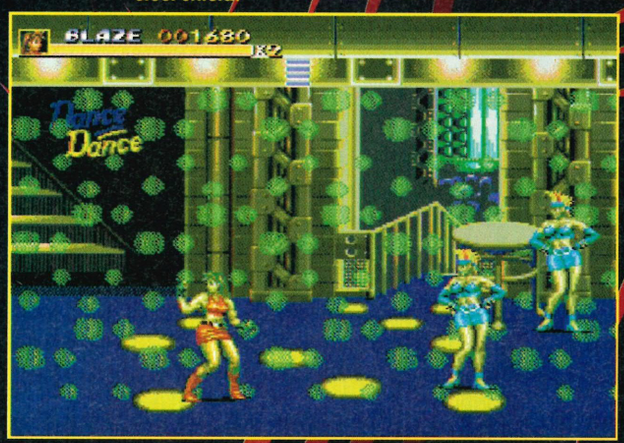
On the underground odd machines ride the rails and you need to steer clear of them. See that grey metal thing – that's your house that is.

A few minutes ago this guardian was sat in his chair. Go sit in it some more sucker, you've got no chance against my steel shield.

department. I think I enjoyed the sounds more than anything – Japanese composer Yuzo Koshiro's music is excellent; his study of the UK rave scene has enabled him to develop some real street-rave tunes that'll keep you pumping..

You can throw in some great sound FX, enhanced graphics and new moves - but as levels still play the same and the fight is purely you against the rest throughout this is really the same as any other *SOR* or *Golden Axe* beat-'em-up. It's got some style but just fails to offer anything that's not totally predictable.

Mark "Rage 3" Hill SP



Get into the groove. Enter the disco level and kick some ass under the strobes while admiring some pretty visuals.

BLAZE

She's an ex-cop who freed her friend Axel when he was behind the bars. She's now on the run from her police colleagues. Blaze can perform a fiery power punch, a somersault kick and a drop palm strike. Her abilities are pretty much the same as they were in SOR II. She is undoubtedly the best all-round fighter for her super-speed and acrobatics.

Skate can also use a weapon to give himself extra strength for kicking opponents. Seems to work well here.

SEGA
£53.99
OUT: NOW

STREETS OF RAGE 3

CART SIZE: **24Mbit**
PLAYERS: **2**
STAGES: **7**
SKILL LEVELS: **4**
FEATURES: **continues**
CONTACT: **Video Games Centre (0202) 527314**

PROview

NICK **8/10**
A solid title that'll have you beating the rage out of everyone.

PETE **7/10**
A bit past its sell-by date gameplay wise but still bruisingly good.

COLIN **7/10**
Although this looks pretty much like the others its certainly worth a bash.

PROSCORE

GRAPHICS **85%**
▲ Many, many sprites are crammed onto the screen during the fights.
▼ Backgrounds are not so impressive – you have little interaction with them.

SOUND **90%**
▲ Each level plays some great street-style rave music to pump up the atmosphere.
▲ The sampled speech and bone-crunching sound FX are really neat.

GAMEPLAY **81%**
▲ Plenty of pain-inflicting movements to put you in the fighting mood.
▼ Fails to offer anything really new – most of this is made-up from *SOR* 1 and 2.

CHALLENGE **79%**
▲ Two-player mode is very competitive trying to score higher than your mates.
▼ Easy fights – it would be better if the enemy tactics were slightly smarter.

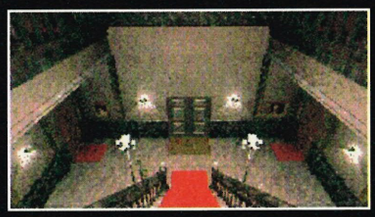
82%

The best *SOR* yet with great graphics and brilliant sound. But this is just window-dressing on the gameplay of the first two.

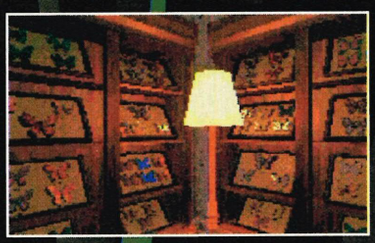
REVIEW SEGA PRO MEGA CD

If you want to escape the nasty claustrophobic, candle-lit (but very affordable) dungeon it's a good idea to make sure you're equipped with a box of Swan Vestas.

So you really want to be a stunt man just like in that Clerical Medical advert?



Mystery



Play your darts right tonight, Trevor and this is the kind of superb butterfly collection you could win.

A beautiful butterfly that's flying very close to the dart board may soon be a beautiful exhibit.

Come a little closer to the fire and I'll tell you a story. In a dark, dark wood there's a dark, dark house. In this dark, dark house there's a dark, dark cellar. In this dark, dark cellar there's a spooked out man shouting "somebody turn on the lights!" Maybe this is boring old claptrap to you (if you're big, tough and a general all-round hardnut) but prepare to be reduced to tears. If you've ever wanted to be scared by what you're watching on your screen, this could be the game to plunk for. A mystery mansion, eh? Not to be messed with and most definitely not for the feint-hearted...

Regularly adorning the pages of Japanese Mega Drive magazines, *Mystery Mansion*, (AKA *Mansion of the Hidden Souls*) quickly gathered vast amounts of publicity and industry interest. Could this be the first Mega-CD game where you're left to your own devices to wander around a, wait for it... haunted house. Eerily setting the scene an Omen style voice-over floats off into the misty distance. Not too far, you'll be disturbed to hear, but into the grips of a mysterious mansion. A tinkling classical overture fills the air as you rapidly approach the aforementioned abode. Scared yet? Nah, me neither, and for a haunted house with supposed 'hidden souls' lurking behind every keyhole it's all just a bit of a washout.

Rescuing your sister is the main objective and this is accomplished by solving simple puzzles, locating a variety of items and listening to butterfly advice along the way. In a word, basic.

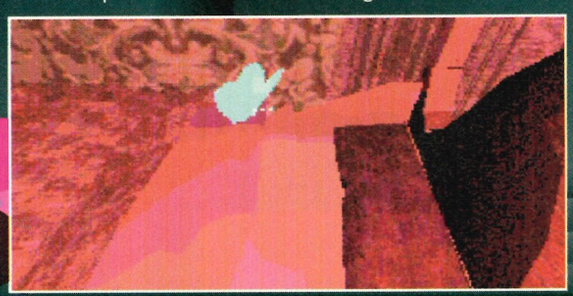
PROtip

THE ONLY MAIN STUMBLING BLOCK IN THE WHOLE GAME IS WHERE YOU MUST LIGHT... AH, NOW THAT WOULD BE TELLING. ALL I CAN ADVISE YOU TO DO IS TO MAKE SURE YOU HAVE THE MATCHES.

You may well be able to wander around the mansion using a variety of movements but it's completely overshadowed by the likes of *Doom* (gory PC blaster) and, for the puzzle solving element, *Flashback*.

An example of the gameplay in Mystery Mansion is where you need to find keys. To open doors (of which only a few are locked) you will need the correct key. You may find them hidden about under cushions or the like, or even stashed away in more difficult places. Whatever you're looking for or wherever you're going, don't expect to be stuck for long.

A straight forward game is made even simpler by the inclusion of a guiding mirror. Look into it closely and you're shown the next location you must go to. Add a three-location RAM save and this is a simplistic romp, not a state of the art Mega-CD adventure game. But don't be

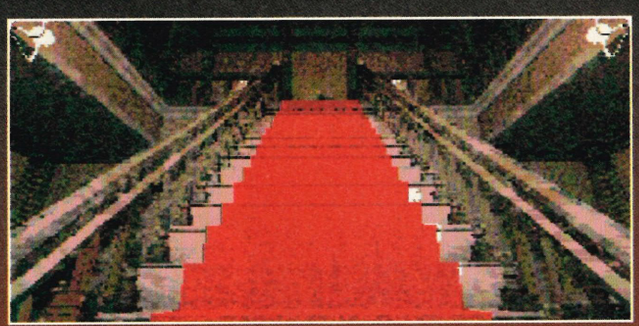


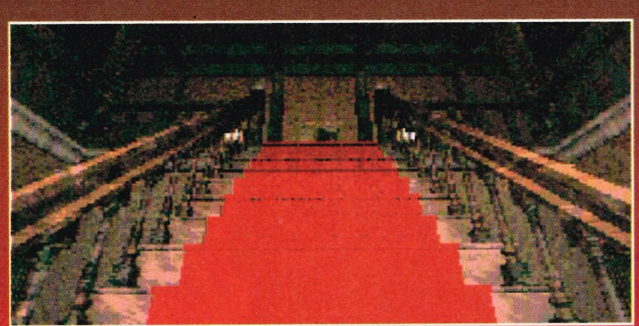
This is a close-up of a pillow as you take a spin around the bedroom.

A somewhat untidy room that is just oozing with clues and items.

IT'S A MYSTERY TO ME

To give you an idea as to how the game works, this three-shot sequence shows the screen update. Neat, slick, and undeniably quick.





ECTOPLASM IS (SUPPOSEDLY) THE MATERIAL THAT GHOSTS LEAVE BEHIND

Rumour has it that Jim Davidson once frequented this completely snooker loopy establishment.

Mansion

CAR BOOT GLORY

Finding various items scattered around the rooms is an all-important aspect of the game. Search high and low and ye shall find. Here's a couple of helpful clues to be getting on with.

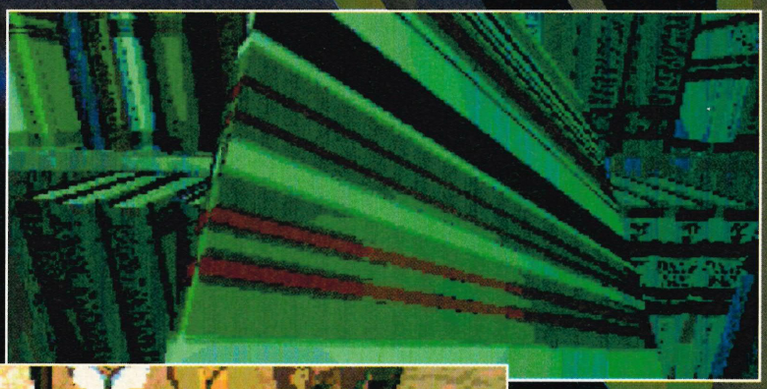
totally deluded – it looks good!

As you can see from the screenshots, the high quality rendering gives *Mystery Mansion* a powerful plus for artistic impression. What you cannot see is that the update on-screen is superb. Fast, smooth and a joy to watch onlookers can become quite engrossed. Pushing forward into the game you come across various excellent changes in perspective. Zooming, rotating and scaling – it's all here and I guess pushes the Mega-CD as far as anything else to date.

Even if I did own a Mega-CD I wouldn't go out and buy *Mystery Mansion*, and I definitely wouldn't buy the added hardware to play it. It's undeniably a brave step to take and the finished product looks professional in all aspects, but there's so little content it's just another play-for-a-day product. A display showpiece to put alongside *Silpheed* and *Dragon's Lair*, but its fun factor is worse than a week in a bath of cold baked beans.

Jason "fooled again" Johnson SP

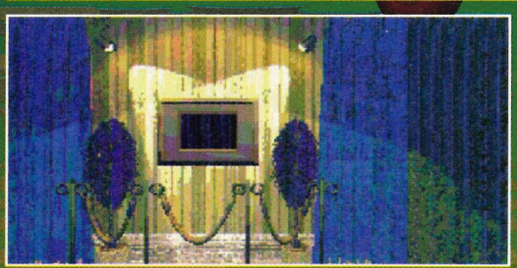
If you're feeling a wave of inspiration flooding in your direction, the piano awaits.



A mixed-up screenshot this, but basically it's a large book moving towards you.

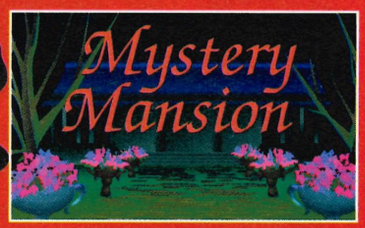
Drugging butterflies isn't part of the game Mary Whitehouse will be pleased to know.

Here you are doing a bit of mirror gazing. What sinister portent could this wardrobe hold? Moths?



A mysterious mirror... Look into it and discover hidden secrets. Unfortunately it makes the game far too easy.

SEGA
£39.99
OUT: NOW



CD ACCESS:	medium
PLAYERS:	1
STAGES:	n/a
SKILL LEVELS:	1
FEATURES:	save
CONTACT:	Sega (071) 3733000

PROview

NICK 5/10
A game that meanders in the direction of gameplay but never gets there.

PETE 5/10
Enjoy the rendered graphics as they're almost all this has to offer.

MARK 5/10
Another CD adventure lacking any real playability. A bit sad.

PROSCORE

GRAPHICS 83%
▲ An appetising display of polished rendering will wow all Mega-CD owners.
▼ Don't expect bundles of variety as the game is much too samey.

SOUND 66%
▲ Neat voice samples (I think!) and one or two creative incidental pieces.
▼ However hard the audio team have tried it still doesn't induce humming.

GAMEPLAY 59%
▲ The amount of control you have is far better than in the likes of *Jurassic Park*.
▼ The initial excitement of walking around soon wears thin.

CHALLENGE 32%
▲ There's one particular area that will leave you stumped for quite a while
▼ But at the end of the day you should have seen all there is.

57%

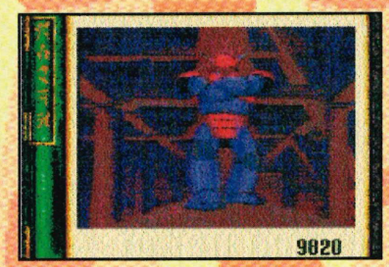
An intriguing mystery that should appeal to everyone – but only for a while. The lack of challenge is inexcusable.

REVIEW

SEGA PRO MEGA CD

REVENGE OF THE NINJA

As a panic stricken master of many ninjitsu skills and the like, you must go to your father's death bed where, after getting beaten to a pulp at the Castle of Evil, he will give you a magical sword. You are now Hayate, master warrior and leader, destined to keep the faith, and having studied Desmo (the art of Desmond) for 16 years. Take on the monsters of the night and avenge your elder. Wolfteam are back! This popular group of software developers have already broken into the English market, and now Renovation are planning to give the States a taster of what they're capable of. Will this pack of wolves show us what they're made of?



No you ain't getting past, even if you give me a million, trillion quid.

One of the not so nice death sequences that you may well stumble across.

For some strange reason Greek mythology plays a part in this escapade.

You may be smiling now, but level two is a long way away buddy.

You ain't so tough. I'll bet your Mum still irons your drainpipe jeans.

Here we go again as the classic move and hope for the best syndrome returns to the Mega-CD. Not that I am condemning the likes of *Dragon's Lair*, *Road Blaster FX* and *Cobra Command*, but this is hardly in the league of these giant, super-addictive titles.

First quirk is that the main character is very much like Dirk from *Dragon's Lair*. His movements, looks and situations are very similar, as are the death sequences – if only the rest of the game was of a similar standard to ReadySoft's masterpiece! The storyline is very weak and unlike previous games of its genre you aren't compelled to see later levels. One of the best features is a chance to re-live the experience in a full-game replay.

Visually, *Revenge of the Ninja* is respectable, but lets itself down by poor quality, despite a humorous storyline. It's a somewhat roughly drawn cartoon with fuzzy overtones as it jerks along on-screen. Hayate's movements, though receptive to your controls, are jerky and worst of all, unfortunately very-obvious. Whether waiting in a corridor or balancing on the edge of a log or the like the right direction is often too clear.

PROtip

PLAY THROUGH THE GAME ON EASY AND IT WILL SPOIL THE FUN OF FINISHING THE GAME. STICK TO NORMAL LEVEL AND WATCH FOR THE FLASHING AREAS; THEY'LL HELP GUIDE YOU TO WHERE TO LEAP NEXT.

The controls are easily mastered and on Easy level a sound and arrow appear. It may not be so clearly cut on Difficult level ("action" is shown) but you should be able to cruise through these 18 levels in no time at all. This lets *Revenge of the Ninja* down considerably and after less than two hours play testing I was more than ready to call it a day.

Jason "oh joy" Johnson SP

RENOVATION
£49.99
OUT: NOW

CD ACCESS: **fast**
PLAYERS: **1**
STAGES: **18**
SKILL LEVELS: **3**
FEATURES: **continues**
CONTACT: **Video Games Centre (0202) 527314**

PROview

NICK 2/10
You'll be out for revenge after paying 50 quid for this game.

PETE 4/10
I liked the style of this release but it is just much too easy.

MARK 3/10
Good to look at for a while but not really exciting to play.

PROscore

GRAPHICS 51%
▲ Full-motion animation all the way though the game that's often funny.
▼ Compared to other games of the same genre this is a very poor effort.

SOUND 42%
▲ Theme tune and speech is all very nice and gives added effect to the game.
▼ Very sparse and a lack of atmosphere makes for run of the mill stuff.

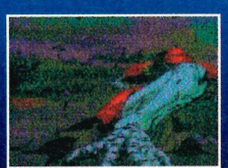
GAMEPLAY 45%
▲ Responsive controls and a positive 'move' every time you touch the pad.
▼ A basic memory game that looks cute but doesn't touch *Dragon's Lair*.

CHALLENGE 26%
▲ Expert level is tougher than the first two jokes, but not that much different.
▼ The easiest level is far too simple and should be cracked on your first go!

32%

Up, down, down, left, right... You guessed it; apart from a few fancy graphics there's nothing here that will keep your interest.

EAT DIRT!



Say your prayers as manga-esque zombies erupt from the ground to give you a hard time... Those diet foods really do work you know.

NINJAS WERE ASSASSINS AND SPIES EMPLOYED BY THE FUEDING CLANS OF MEDIEVAL JAPAN

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(SEGA POWER February 1994)

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REVIEW

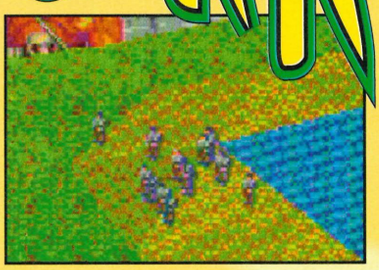
SEGA PRO

MEGA CD

POWERMONGER

Glory is what *Powermonger* is all about. You are the General with orders to conquer 195 lands on behalf of your master. To these power-mad types it's all a big game. Men getting dressed-up in uniforms, ready to kill or lay down their lives for you in battle. Your troops will visit many places, mostly different settlements scattered around. As the General you are respected and to keep this respect your must ensure your men have the food, shelter and equipment they need for your campaign. It's time to fill up your quivers and buckle up your sword-belt. War is about to rear it's ugly head as you set out to fight for honour!

Your current status shows how fast you are able to travel, the type and number of weapons you have, your food supplies and your army's size.



Often troops have a fair distance to cover which causes the game to become very slow.

Powermonger is much like *Populous* where you take control of an army of sprites over a series of landscapes scrolling under you feet. As a battle simulation this is huge, there are 195 lands to visit, and from the map of the entire kingdom you can see that the journey from the top-left to the bottom-right corner is a pretty long way to pillage!

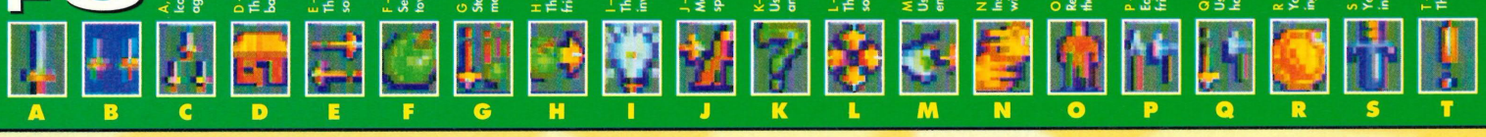
Each land is scattered with settlements and each one needs to be conquered before you can move on. You need to win the obedience of the people in each settlement to make worthwhile progress. Some settlements are happy to form and alliance while others will only move over with force.

Controlling your army of little sprites as they march their way through the rural lands makes the gameplay very involved.

It's much like *Lemmings* – keep a watchful eye on all of your troops, order them to perform a task and then get the whole team working together

Look closely and you'll see a campfire burning with troops sat around. This is a celebration of victory whenever you take over a settlement.

TAKE COMMAND



A, B, C – AGGRESSION LEVEL
Icons A, B and C are passive, neutral and aggressive levels respectively.

D – WITHDRAWAL
This icon causes your captain to retreat back to the tower you began the level in.

E – SOLDIER ALLOCATION
This icon allows one captain to transfer some or all of his men to another captain.

F – FOOD COLLECTION
Select this to collect food from a friendly town. Troops need to be in good health.

G – FOOD STORAGE
Stockpile surplus food in a town using this command. Always do this in case of emergency.

H – FOOD SUPPLY
This icon allows you to supply food from a friendly town to another town at any time.

I – INVENT
This instructs your armies and villagers to invent items of equipment for your forces

J – MOVEMENT
Move your captain and his soldiers to a specified destination using this command.

K – INFORMATION
Use this icon to bring up information on any object shown on the close-up map.

L – DISMISSAL
This icon disbands the troop and sends the soldiers back to their home towns.

M – SPY
Use this command to keep track on the enemy townsfolk. they'll appear on the map.

N – ALLIANCE
Instruct a captain to try and make an alliance with another settlement using this icon

O – RECRUITING
Recruit soldiers from a friendly town and assign them to your army. Force is not always needed.

P – EQUIPMENT
Equip men with items stored in a friendly village or stockpile.

Q – EQUIPMENT STORAGE
Use this icon to store any surplus stock you have in a town or on the ground.

R – TRADE
You can trade food or equipment with an opposing town for their supplies. A fair exchange.

S – BATTLE
You can attack any object on the map, including towns, trees and sheep.

T – SYSTEM
The save, quit and restore options.

MEGALOMANIA IS A FORM OF INSANITY IN WHICH YOU'LL DO ANYTHING TO OBTAIN POWER.

Take to the waters in little round boats. Your troops need to build these to reach some secluded settlements.

All is quiet in this settlement except two enemy troops who are patrolling around the courtyard.

Enhance your weapon capabilities by crafting your own bows. Give your men the word to cut wood and they'll obey by starting to cut off branches. So much for ecology.

efficiently so food is found, shelter is discovered and weapons are readily available. I was interested to see what my troops could do. Some can be sent into the forests to cut down trees for making boats and weapons, etc. Others can be assigned as spies to go and check out settlements you're about to invade. Keeping tabs on the strength of your army and then looking at the strength of others is vital when it comes down to all that important tactical decision-making.

Going into battle with all guns blazing is tempting, but treating this as a shoot-'em-up would be suicidal. Why slaughter a settlement when you can form an alliance and recruit opposing troops to strengthen your own army. Going into battle with maximum aggression (there are three aggression levels) will only leave dead corpses for recruiting!

I enjoyed the first few battles in *Powermonger*. The graphics are detailed enough to make the zoom-in options a useful function so I could see the tasks my men performed with a fair deal of animation. The buildings, trees and landscapes all have a rural feel, barren in many places and then vastly populated and built-up in others. Scrolling over a land, following your troops can become slow and boring in but you can view other destinations using a pointer. It's just a shame you can't speed up the movement of the sprites!

Although this is easy to get your teeth into with a user-friendly icons and plenty of sprite activity on screen, the landscapes are just that little bit too samey and your objectives just a little too repetitive. Playing the power-game requires a lot of patience and 195 lands requires a lot of this! You really need to be an avid fan of battle simulations to enjoy. It's a little slow and long-winded in places. If you can put up with the uninteresting parts, like when the troops march off miles from their base to another settlements, then the interesting bits are well worth waiting for.

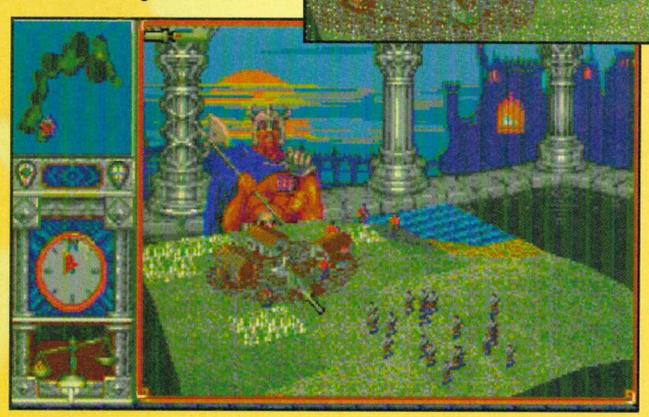
Mark "Iron-Monger" Hill SP

PROtip

ALWAYS CHECK OUT A SETTLEMENT YOU INTEND TO INVADE BEFORE FORGING AHEAD. CHARGING IN WITH POOR WEAPONS OR NO FOOD GIVES THE OPPOSITION AN EASY BATTLE. KEEP AN EYE ON YOUR RESOURCES.

Zoom in and out to see a settlement in more detail. Only when the snow starts to fall will you find your visibility a lot more restricted.

Defeat brings up the scene of horror. Your army lies as dead corpses on the ground – slaughtered in the wake of the opposition.



Let the battle commence! After giving the command to fight your troops march towards the enemy, bow and knives at the ready.

EA
£39.99
OUT: NOW

CD ACCESS: **medium**
PLAYERS: **1**
STAGES: **196**
SKILL LEVELS: **1**
FEATURES: **save**
CONTACT: **Electronic Arts (0753) 549442**

PROview

NICK 8/10
I love a bit of power-bashing and this fits the bill adequately.

PETE 7/10
Not one I'd rave about. Just wait until *Settlers* hits the MD.

JASE 7/10
A good strategy game but the overall presentation is a bit poor.

PROscore

GRAPHICS 82%
▲ Detailed rural scenes capture the ancient battlefield scenario perfectly.
▲ The sequences of many sprites performing various tasks works well on screen.

SOUND 79%
▲ Realistic and tranquil countryside sounds drowned only the noises of battle.
▼ The captain moves his lips but there is never any sampled speech. Shame really.

GAMEPLAY 77%
▲ This is the grand-canyon of adventures – *Powermonger* is a beast for its size.
▼ Not a great deal of change over the MD version and still a long-winded affair.

CHALLENGE 80%
▲ Even on a day-to-day basis it'll take you weeks to complete this.
▼ Only all-night coffee drinkers with an interest in thick manuals will finish this.

79%

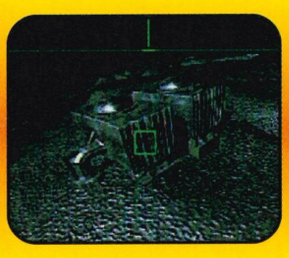
A tidy and well-adapted battle sim that's simply huge. Repetitive gaming spoils this – you'll really need to be the patient to enjoy it.

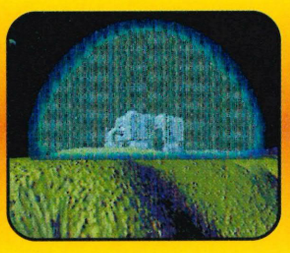
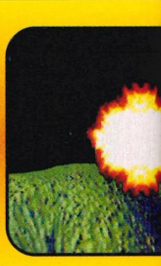
REVIEW

SEGA PRO

MEGA DRIVE

INTRO SEQUENCE



In the dark and dangerous world of the gloomy caverns and dank corridors of the professional miner, a new threat has emerged. No longer can the multiple menaces of going underground be dismissed with a safety helmet and a singing canary, because the evil hordes of the scrofulous, squid-like Svin are turning their optic tentacles towards conquest, violence and... murder. There's nothing like the threat of being buried under 1000 tons of rock to get the juices flowing, and in this case they're flowing right into the fuel tanks of your experimental one-man fighter. So saddle up and fry a bit of alien octopus today...

Man, I thought I'd seen it all until we got the alert on the sub-ether the other day. Yeah, so terrorists we can handle at the Agency, but this is the first time they've come in the shape of a large tentacled turd.

I'm not prejudiced against homicidal maniacs – it's just I like them less jelly-like. It makes it easier to blow them halfway across the galaxy. But we work underground you see, and these geezers like nothing better than hiding out in caves, lurking with intent and boobytrapping the whole place worse than Jeremy Beadle on an IRA training ground.

Thank God then for our new experimental fighter. I like to think I know my weaponry (and I do – we have an explosive relationship) but this is a sweet little machine. It rotates in any direction, powers-up from missile pods and lasers that the tentacled tossers stupidly left lying about – and what's more, it's heavily shielded and handles like a skateboard. There's a bit a fuel problem but there are ways of dealing with that.

So I was looking forward to a bit of alien a la carte when they told me I had to rescue people too! Grief, I didn't train as a paranoid nutcase for this long to have to get involved in any bleeding heart causes. Still, there's a downside to any job.

This may look good until the water level starts to rise and you find yourself swimming about with no hope of anything but a watery grave! Aaargh! please get me outta here!

PROTIP

PLAN YOUR COURSE CAREFULLY TO AVOID RUNNING OUT OF FUEL OR SHIELDS AT CRITICAL POINTS. THERE'S JUST ENOUGH FUEL IN THE CAVERNS TO GET THROUGH THE LEVEL.

The first cavern was pretty easy. Quite neat actually, more like a training run except that the gravity caused a few problems when I took my fingers off the thrusters. Reminded me of my first time out in the *Lunar Lander* a while back. Those walls were a bit inconvenient though – I kept pranging the ship on them all the time which didn't do the shields any good.

These aliens are ugly! I thought I'd seen it all in the *R-Type* Incursion but there was a particularly nasty creature floating about on the second cavern. Got caught by its tentacle and flung about for a while before I knocked it out. This was a good move as it also opened a cavern where the aliens had stashed a bunch of humans for some pretty gruesome experiments, I guess. But there were these wretched platforms that kept moving about just when I was trying to grab some extra weaponry or another ship – I'm telling you I got quite badly damaged a few times.

Never underestimate creatures that keep their slime on their outsides, that's what I say.

Cavern three was wired worse than the brain of a serial killer, with huge laser blasts echoing around the cave, circling alien nightmares that couldn't be killed and kept pushing my ship into the walls, and huge walls that were too strong for my guns. Still, I sussed the slimeys out in the end – found these laser deflectors and shield power-ups, didn't I, and when put in the right places, I managed to reflect the laser blast into the wall! Ha! There's

I've used a Mega Blast here – you get more power from your gun but only intermittently.

BITS & BOBS

When flying about, you'll need to collect extras, from weapons power-ups to deflector shields needed in level three. Check them out...

BLUE POWER-UP:
These provide powerful shots but at a shorter range than the other options.

RED POWER-UP:
Your initial laser. Can be increased more rapidly than others as a result.

GREEN POWER-UP
My favourite. Powerful with a decent range, this is the best all-round weapon.

MISSILE:
Collect these for 10 extra missiles. They'll come in very handy against bosses.

FUEL
Land on these for a refuel. The shield power-up looks like this, but is blue.

LIFE
It's very important to find the odd extra life, especially for the nasty later levels.

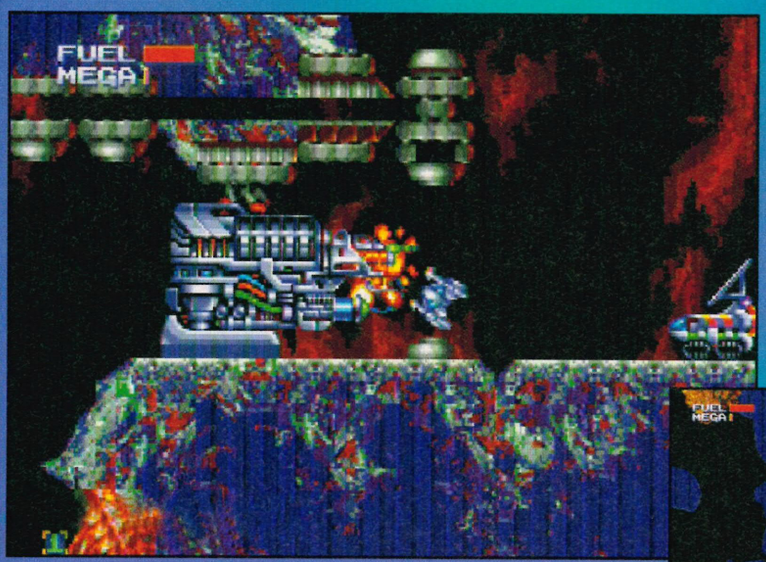
FLAT LASER SHIELD:
Use this laser deflector in level three. Place on a truck – this will allow you to another cavern.

TRIANGLE LASER SHIELD:
Use after the other laser deflector. Trickier to use, you need to stay in the air (and it's heavy!).

LEV 2 RESCUE
Land on this to complete the level. You need to return to your base first though!

'GOING UNDERGROUND' WAS A NUMBER ONE SINGLE BY THE JAM IN 1981...

These look as though they've rendered on a Silicon Graphics workstation. They depict the alien attack on the defence station very impressively.



The level two baddie needs to be knocked out of the air before you can progress onto rescuing the miners.

Your powered-up weapons will inflict more damage more easily. Look for the cannisters!

nothing a jelly brain can think of that a psychopath can't outwit. Felt like frying a few people for a quick encore but I wouldn't have been allowed home.

It got flipping tricky later though. The aliens flooded the caves didn't they, meaning my craft floated up rather than sinking down all the time. Heck, but the fuel situation got a bit tight now and then. As for the giant insectoids and mutant plants... I'm never going in the garden again.

I found out later that some guys from Earth were behind the whole thing. Should have guessed that anybody calling themselves Zyrinx were in league with the slimeys. One day, I'll return to Earth when my sentence is up – then there's going to be trouble.

Nick "Cracked" Merritt SP

Wahey! I've deactivated the level three boss's defences and can pile in there!

This is from level three. When the laser has been deflected, landing on this and firing allows you to access to another cavern and the triangular deflector (see Bits and Bobs box).

Use the rails to gain a stable firing position and save on that valuable fuel! They're not in every level though.

When I've broken down the level three wall by deflecting the big laser, I can knock out the boss's defences.

SEGA
£49.99
OUT: MAY

SUB TERRANIA

CART SIZE:	16Mbit
PLAYERS:	1
STAGES:	9
SKILL LEVELS:	3
FEATURES:	hi score
CONTACT:	Sega (071) 373 3000

PROview

MARK 8/10
This'll get your tentacles in a real twist. Fry those Octopi.

PETE 8/10
Get your *Thrusters* working on a nicely combined spin and shoot.

JASE 7/10
You can expect to be blastin' impressed by this all-action thruster.

PROscore

GRAPHICS 88%
▲ Very nice graphics that move well, particularly in the later levels.
▲ The intro has been done on a Silicon Graphics and it shows.

SOUND 90%
▲ Excellent little tunes that add a heap of atmosphere.
▼ Spot FX not bad but could have been better – like laser blasts.

GAMEPLAY 90%
▲ Excellent blend of underground action and gravity makes this compulsive.
▼ Could do with a save or password screen. A usual shoot-'em-up gripe.

CHALLENGE 90%
▲ Not easy, particularly on harder skill levels, with nasties and gravity.
▲ Good difficulty level. You aren't put off and you want to continue.

88%

The best shoot-'em-up to arrive for a long time. Lots of enemies and a really hostile alien world. Right up there with *Ranger-X*.

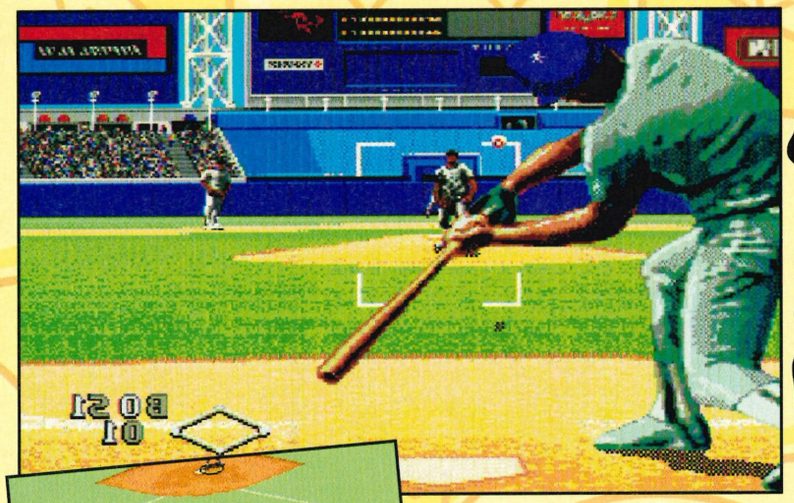
REVIEW

SEGA PRO

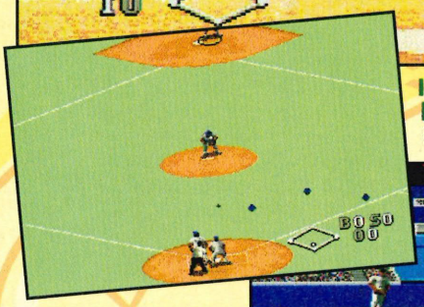
MEGA DRIVE

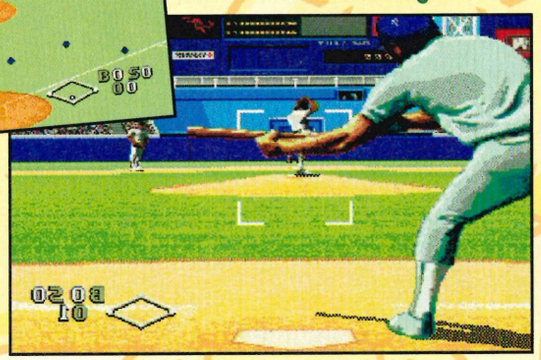
World Series Baseball

Baseball teams like the Toronto Blue Jays, the Colorado Rockies and the NY Yankees are just three of the big guns competing in the World Series Baseball tournament. Sega Sports from America quote this new title as 'Real Major League Baseball' because it features all 700 players, 28 major league teams and play-by-play commentary. So, pads on, fit the helmet fitted and with a bat under your arm get ready to take the first swing. Hit them clean, run like crazy and then pray the fielding team don't catch you napping. This is no game of rounders, this is real American bat 'n' ball in the big league...Play ball!

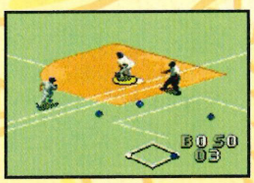


In this action shot you can see just how big the 'batter' sprite really is. Take a look at the smooth shading.





This is what's known as a contact stroke. It's unlikely you'll hit the ball far but at least it'll glance off the bat and give you a clean run to first base.



Quick, quick he's going to make it to first base! Gimmy the darn ball you idiot – over there on base two, if you don't stump him out I sure as heck will... whadda ya mean 'in'!

Loads of options greet your eyes when you start to play the World Series. Pick your team, do a few deals, practice an area of the game etc.

World Series Baseball is not unlike *RBI Baseball* except that it has got this 'In the batter's box' view to give players the most realistic view yet of the pitcher throwing the ball into your face. The 'batter' sprite is incredibly big and still animated to a high quality with soft, detailed shading to match. The overall effect works well. The pitcher chucks either a slider, a curveball or a fastball in your direction and you then have to time the swing with either a soft, medium or power stroke. The 'batter' head and body bends into view as he takes the swing. Then the view switches (as it does in most baseball games) to an overhead of the green where the fielders dash around either stopping or diving to catch someone out.

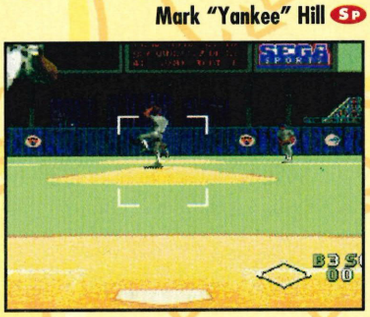
PROtip

USE THE PRACTICE OPTIONS BEFORE GOING INTO A MATCH. GETTING HOME-RUNS SHOULD BECOME EASIER AND LEARNING TO FIELD PROPERLY ALSO HELPS! FAMILIARISE YOURSELF WITH ALL THE MENUS.

I'm not a great fan of these baseball simulations but I have to say this took me by surprise. The graphics are better than any I've seen in any baseball game and the sound FX are superb in places. The crowd's cheers sounds realistic (there's enough speech here to make you think this was a CD game) and the playing perspective is incredibly real.

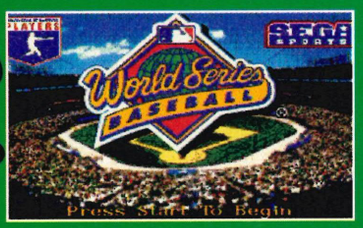
There are a few minor flaws as in the catching often being far too easy and fielding a little slow in places for diving and running. As an overall package though, this has a lot to offer. All the rules are here, you have your usual array of trading and team selection option – plus all the other bits and bobs that make up any good sports simulation. In comparison to *RBI Baseball* this innings produces just that bit more hit and run drama.

Mark "Yankee" Hill SP



Look at the pitcher's animation – it's pretty impressive as he winds up to deliver the ball. At least there's no long run-up like in cricket.

SEGA
£49.99
OUT: NOW



CART SIZE: 16Mbit
PLAYERS: 2
STAGES: n/a
SKILL LEVELS: 1
FEATURES: save
CONTACT: Video Games Centre (0202) 527314

PROview

NICK 7 /10
Not my favourite sport but this was all straightforward and playable.

PETE 8 /10
Really fun baseball sim. I enjoyed hitting the odd homer on this.

COLIN 4 /10
Only 4 based on the fact that my team batted and fielded like utter goons.

PROscore

GRAPHICS 85%
▲ Superb 'batter's eye view', a huge 'batter' sprite and very neat animation.
▼ The fielding sprites drag their heels a bit in places when they jump or dive.

SOUND 84%
▲ The play-by-play commentary sounds great – a fair dose of sampled speech.
▲ A fantastic crowd roar rings around the stadium – especially for a home-run!

GAMEPLAY 80%
▲ If you like baseball then you'll find this a very complete baseball package.
▼ Although one of the best baseball releases it still plays like any other.

CHALLENGE 78%
▲ There are 28 Major League teams to beat in the league or cup competitions.
▼ It doesn't require that much skill to hit a decent ball into the crowd.

80%

One of the best baseball sims available with a realistic playing perspective, good options and some really smart graphics.

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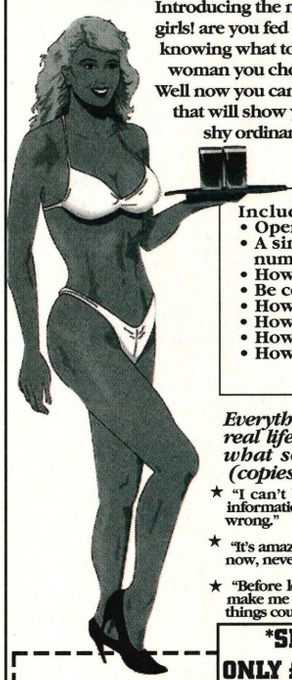

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This little find is certainly worth a place in our Superblag section. 150 smackers for an ageing 8-bit with just 11 games – you'll be lucky! Look at the advert above selling an MS for £120 – it's an ono. price with a laser gun thrown in!

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For Sale *Quackshot, Greendog, Dick Tracy, Tazmania.* £18 each ono. Tel: (054) 22886516 after 5pm. Ask for Stephanie.

Mega Drive games sale or swap. *Universal Soldier, 688 Attack Sub, LHX Attack Chopper* – £23 each. *Strider, Revenge of Shinobi* – £28 each. *Phantasy Star II* – £28. Tel: (0267) 231933.
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PENPALS

Penpal wanted I'm 12 years old and looking for a male or female penpal who owns a Mega Drive or Mega-CD. Write with details about yourself. Please contact David Webster, 1 Cliffburn Gardens, Broughty Ferry, Dundee DD5 3NB.

Male, 20, looking for female Pen Pals aged 18-25. Interests include MD's, music and socialising. Sense of humour vital. Reply to James, 20 Stubs Hill, Dorking, Surrey RH4 2QO.

WANTED

Wanted *Sensible Soccer* and *WWF Steel Cage* both second hand. Very cheap games for the MS. Please contact Lee on (0705) 787635.
I am desperate for *Masters Of Combat* on the MS. I will give *Lemmings* and *Golden Axe* for it. Both in good condition and hardly used. Phone Peter on (081) 9923714.

HELP

Please will someone give me a cheat for *Asterix and the Great Rescue* on the MD. Please send to Christopher Gutierre, Sutton on the Forest, York YO6 1PW.

SWAPS

I will swap *Fantasy Zone 2, Altered Beast* or *Wonderboy in Monsterland* for *WWF Steel Cage Challenge* or *R-Type.* Titles for MS only. If interested contact Tim on (0403) 267305.

I am willing to Swap *Terminator 2* for any basketball game on the MD. Phone Tom on (0383) 515111.

I will swap my *King of the Monsters* on the MD plus £5 in cash for *Tournament Fighters* by Konami. Other beat-'em-ups considered. Tel: (081) 6897728 (after 4pm). Ask for Haroon.

I will swap my *World Class Leaderboard* and *Slaugter Sport* (GG) for any good games. Also swap two Mega Drive games for one of your Mega-CD games. Phone (0634) 721657.

Swap *Buck Rodgers* and *Moonwalker* on the MD for a Pro Action Replay. Tel: (051) 4931610 after 6pm.
I will swap my *Zombies* for your *Haunting* or *Muhammad Ali.* Other games considered. Tel: Damon on (0269) 823398.

Swap your *Mortal Kombat, Streets of Rage* or *WWF Steel Cage* for *Sonic 1, Double Dragon* or *Dick Tracy.* Write to Darren Gawne, 51 Ashley Park, Onchan, Isle of Man.

Game Gear and Master System games for sale or swap. Will also swap Gear for Master System or vice versa. Phone Nick (061) 9803537.

I will swap £30 worth of Marvel/DC comics for *Road Rash* or any other decent game on the MD. Call Jason on (081) 5331673.

CLUBS

Join the Sega tips club. Send a SAE with 50p and the names of the games you want tips for. Post to Phillip McCreight, 95 Ardcarn Drive, Belfast BT5 7RT, NI.

Best cheats and tips. Any cheat you want for the MD, MS and GG. Send S.A.E to Andy, 10 Rogerson Close, Cowes, IOW. PO31 7UJ. Please include £1.25.

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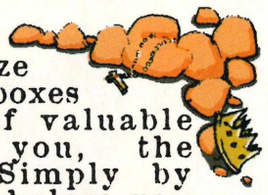

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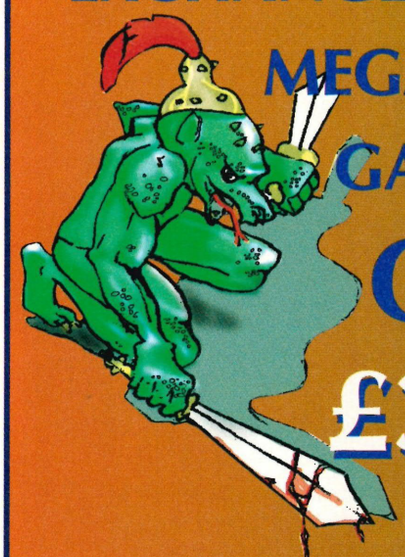

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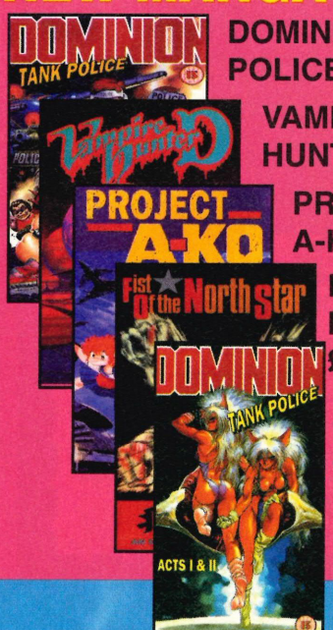

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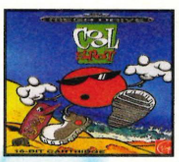

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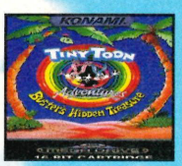

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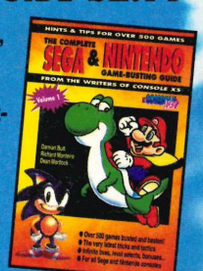

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PRO TIPS PRO TIPS

Many thanks to all of you who have sent in tips over the last month. We are receiving more and more letters than ever before! Of course we can't use all the tips you send in, but we do read every one nevertheless. Keep them coming and remember, if you've got tips or cheats on a new title then the chances of winning a free prize are much greater.

QUALITY CONTROL

If you've been busy scanning out tips sections over the past few months and found you've come up with a tip that's not been printed then send it to us! If you've found a tip that's not been seen in any other publication then even better. With you helping us in our research we can continue to expand on the quality and quantity of our tips pages.

MARK'S THE MAN

Send all your tips and cheats to Mark Hill at the usual address:

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NO COMMENT?

Have you got any comments regarding the content of our tips section? If you've got anything to say about ProTips then Mark would like to hear from you. Send all your comments to the same address but remember to replace 'ProTips' with the title 'Tips blitz'. We may even print some of the best comments.

REMEMBER!

Always give us as much information as possible about your tip. Always specify which level passwords are for and where and when cheats have to be activated.

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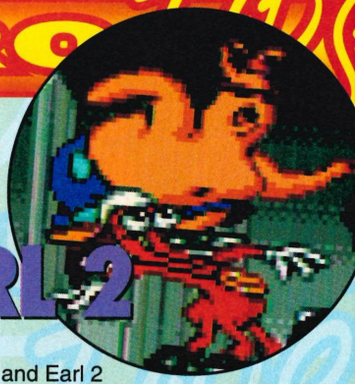


PASSWORDS

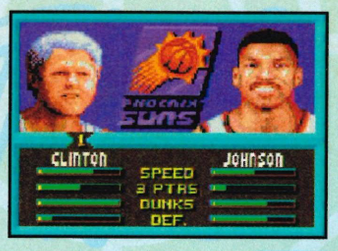
The level passwords for Toejam and Earl 2 were printed in issue #30 and were soon criticised by one of our smart-alec customers as being 'crap'. He's a bit cheeky readers, but this can be overlooked – he's taken the trouble to give us a splendid set of new codes.

L = Lives FM = Funk moves
PB = Panic buttons FV = Funk VACS

LEVEL	PASSWORD	L	FM	COINS	PB	FV
3	C6T2ZE-ILEIC	3	60	58	2	1
5	PT28KZFK2YJQ	3	88	59	5	2
9	JPTFXEW9WZ0Q	5	96	62	5	5
11	T5QQCE2JA8PQ	6	99	94	5	4
13	JP8Q!IAPC84N	5	99	85	4	5
15	D92QCZ69XV5E	4	95	90	4	4

G Taylor, Newbury

NBA JAM



IDENTITY CHANGES

By entering the following initials in NBA Jam you can play as the programmer, Mark Turmell, US Vice-President, Al Gore or the US President himself, Bill Clinton!

Go to the screen where you enter your initials. Then enter three initials, making sure the third initial is only highlighted and not selected. Do this, then hold down start and press buttons A or B as indicated below.

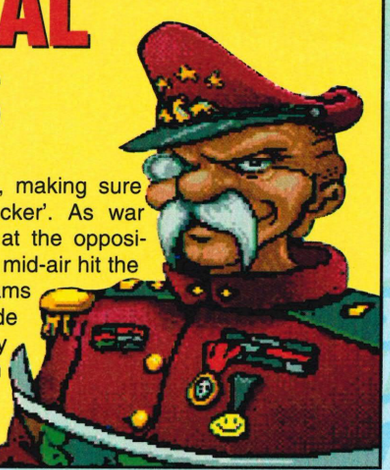
Mark Turmell	MJT START + A
Al Gore	NET START + B
Bill Clinton	ARK START + A

GENERAL CHAOS

PAUSED ACTION!

Select a team of troops, making sure one of them is a 'Chucker'. As war rages chuck a grenade at the opposition. As the grenade is in mid-air hit the pause button. Both teams will freeze yet the grenade will then continue to fly and annhilate a frozen opponent. Smart!

Andrew Jochiam, Tenby



COSMIC CODEMASTERS

We have Codemasters to thank for supporting this month's tips pages. They will be giving away three *Cosmic Spacehead* T-Shirts and three copies of the game to our prize winners. *Cosmic Spacehead* is available on MD, MS and GG so remember to state your choice and format when claiming a prize.

DRACULA

LEVEL SELECT

Input the word DRACULA on the intro screen to access a level select. Using the D-Pad press DOWN, RIGHT, A, C, UP, LEFT, A. On the options screen you should now be able to select a level.

FANTASTIC DIZZY

Codemasters

STARTER'S ROUGH GUIDE

Stuck on the Treehouse level of Fantastic Dizzy? Here's some info to guide you through:

1 **Treasure Chest**
This enables you to jump from Golden Parm Beach.

2 **Crowbar**
Use this to lift up the floor boards on the Pirate's Ship so you can find Zaks Castle Portcullis Wheel.

3 **Match and Straw**
This will melt Denzil.

4 **Pirate's Rum**
Give this to Blackheart.

5 **Bag of Gold Coins**
Give these to the guardian of Keldor.

6 **Bag of Salt**
This raises the platform at the broken bridge.

7 **Dynamite**
Find this in the bottom right of the Pirate's ship. This will blow up the mine so you can reach the Dragon.

8 **Warm Golden Egg**
Give this to the Dragon.

9 **Golden Shamrock**
Give this to the Leprechaun.

10 **Aqualung**
Use this in Carber bay where the wreck is.

11 **Animal Cage**
Use to capture Pogie.

12 **Portcullis Wheel**
This is at the top of the pirate's ship which you can reach using the rope. The wheel will open the gate in Keldor so you can reach the troll's castle.

13 **Crossbow**
Use this to shoot the trolls out side the castle.

14 **DIY Bridge Kit**
This builds the bridge at the top of the graveyard.

15 **Pickaxe**
This will release the bubble in the ship wreck.

16 **Grand Dizzy's Elevator Key**
Find this in the mine to the right of the treehouse.

17 **Mushroom, Bottle, Plant**
These will make Grand Dizzy's medicine.

18 **Chicken**
Give to the rhino just out side the house village.

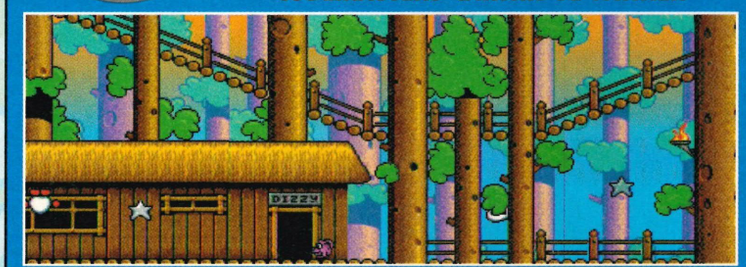
19 **Machine Wrench**
This activates all the lifts in the mine.

20 **Dora (as a frog)**
Give this to the Prince to get the crossbow.

S Williams, Bedford

CART WINNER

CODEMASTERS CARTRIDGE WINNER

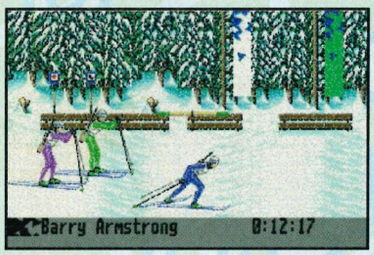


WINTER OLYMPICS

VARIOUS HINTS AND TIPS

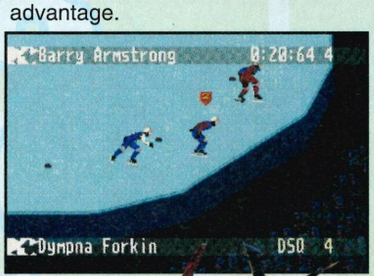
BIATHLON

During the shooting section tap the D-Pad to guide the 'sight'. This should make your aiming a lot easier. For the cross-country skiing sections ensure that you maintain the correct rhythm without letting the bar touch the ends.



SPEED SKATING

Try to knock the computer players out of contention on the first bend. If one or more fall you'll have a big advantage.

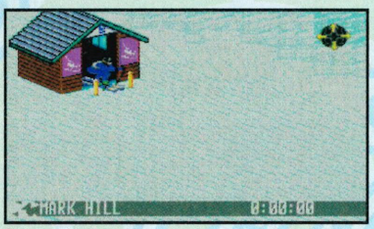


SKI JUMP

Try waggling up and down with the D-Pad on the descent down the jump. This should keep the balance bar near the centre.

SKIING EVENTS

Memorise the position of the gates and use only small movements to steer. Also, keep as close to the flags as possible.



BOB AND LUGE

On the run in, hold the pad with your thumb over button A and your right thumb over button B. Lightly grip the pad with your left hand and vibrate (rapidly tap) button B.

F-15 STRIKE EAGLE 2

HIDDEN RE-SUPPLY OPTION

Go to the options screen and select 'see credits'. On the credit screen press UP, LEFT, DOWN, RIGHT, UP, RIGHT, DOWN, LEFT, UP. You will hear a fanfare signal. During your flight, pause the game and go to the in-flight menu and then select the 're-supply' option. This will boost your weapons, fuel and decoys to the maximum allowed for the difficulty level.

Michael Tibbitts, Kuwait

PRO TIPS PRO TIPS

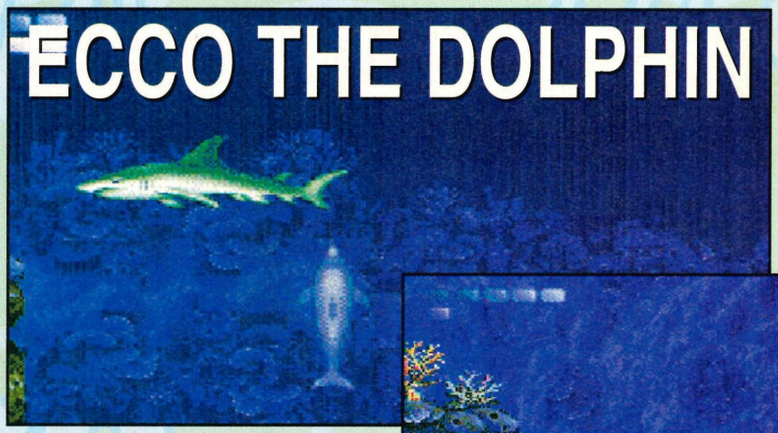
POPULOUS

PASSWORDS

Try these few passwords to help you out:

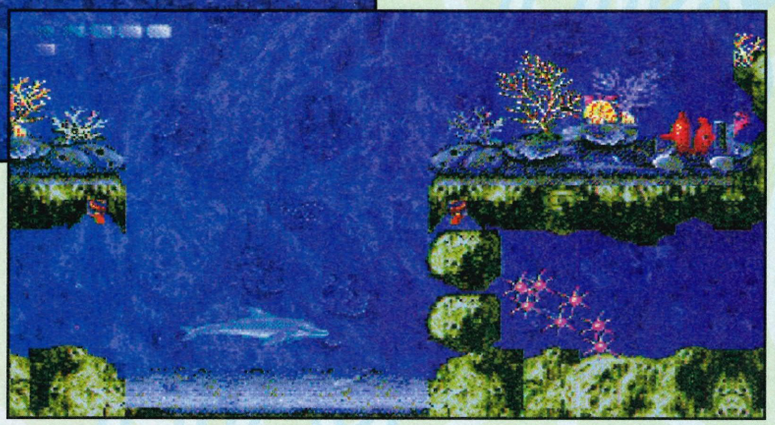
475	MINCEME
350	SUZDIEHOLE
300	BILQAZOUT

ECCO THE DOLPHIN



INVINCIBILITY

Okay, so there've been a thousand and one tips on this title. Even so though, if you want an simple invincibility cheat then do the following: On the 'next level' screen, hold DOWN A and START. The game will pause. Unpause it and you'll find Ecco is invincible.



ROCKET KNIGHT ADVENTURES

PLAYBACK!

If you wish, you can play a game of RKA and then replay the action. To activate the cheat do the following: First play the game through for a while, then press PAUSE. When the game is paused press UP, UP, UP, UP, UP, UP, UP, DOWN, LEFT, LEFT, LEFT, RIGHT. The word pause is now printed in reverse! This indicates the cheat has worked. Reset the MD to watch a demo replay of your game!

HARD DRIVIN'

PRACTICE MODE

Press B, C and START. You will now be able to pit yourself against the other vehicles in the race.

WARPSPEED

BLACK HOLE DESTINATIONS

GALAXY ALPHA

1B leads to Alpha. 3H leads to Beta.

GALAXY BETA

7D leads to Alpha. 3H leads to Beta

GALAXY GAMMA

5C leads to Alpha. 5D leads to Gamma. 4B leads to Beta.

GALAXY DELTA

3C leads to Alpha. 6G leads to Beta. 2F leads to Omega.

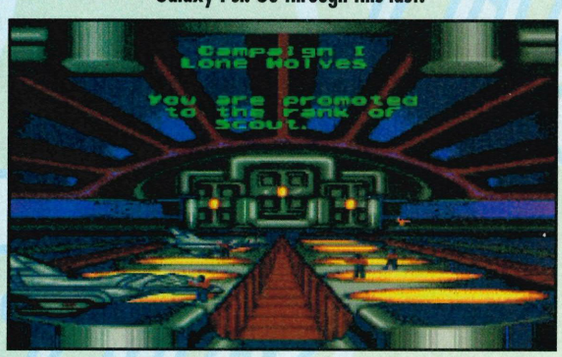
GALAXY OMEGA

4B leads to Delta. 5C leads to Alpha. 4D leads to Epsilon. 3E leads to Beta.

GALAXY EPSILON

2C leads to Aplha.

There's a hidden black hole in Gamma 4,9 which leads to Galaxy Psi. Go through this last.

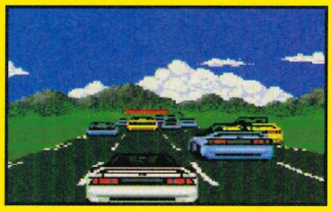


LOTUS TURBO CHALLENGE

PASSWORDS

This popular racer may well be lying on your top shelf collecting dust. Have you forgotten all the passwords or just not bothered to finish the game? Well, here are the passwords anyway:

RACE 2	RACE 4	RACE 7
Sleeper	Business	Mallow
RACE 3	RACE 5	RACE 8
Herbert	ApplePie	TeaCup
	RACE 6	
	Standish	



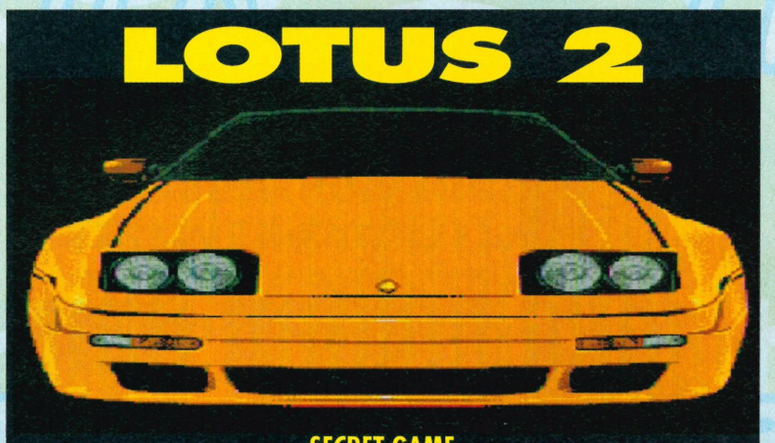
ROLO TO THE RESCUE

INVINCIBILITY AND EXTRA LIVES

Press and hold UP/LEFT, A and C. While holding these, press reset. Keep everything held down for five seconds, then press B. A super-options screen should now appear with infinite lives and invincibility being two of the menu options.

PRO TIPS PRO TIPS PRO TIPS

LOTUS 2



SECRET GAME

To enter a secret game called Pod enter your name on the relevant screen as POD PLEASE. Now you can enjoy a shoot'em-up game that's basic but mighty secret all the same!

STRIDER

RESTART WITH FULL ENERGY

At the beginning of the game, while the master is laughing, press the joypad down, then press buttons A, C, B, C and A. You should now be able to start from where you last died with full energy.

COSMIC SPACEHEAD

ACCESS TO SUB-GAMES

On the title screen press A, B, C, A, B, C, B and START to play the Dodgems game.

Alternatively press A, B, C, A, B, C and START for the Slide Show.

COOL SPOT

PROGRAMMER'S SCREEN

We've had a few requests for cheats on Cool Spot despite the level selects we gave in issue #24 of SEGAPRO. This cheat gets you onto a seperate screen with a picture of Dave Perry, the programmer. To activate this do the following:

On the options screen press A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C then C. The digitised image of Dave Perry will appear, followed by the cheat screen. Here you'll be able to select infinite lives, you starting level and a cheat that'll freeze the screen without the brightness being lost.

CHEATS/TIPS/HELP/CHEATS/TIPS

BUST THEM GAMES OPEN WITH THE CONSOLE HELPLINE

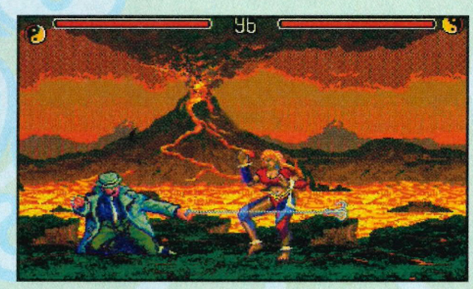
0891 318 401 .Sonic 3, The New Game review, cheats + help
0891 318 410..Sonic 3, The New Game review, cheats + help
0891 318 400 .....INFORMATION LINE HELPLINE
0891 318 402 .....GAME GEAR Cheatline
0891 318 403..... DESERT STRIKE & TERMINATOR I & II
0891 318 404 .....STREETS OF RAGE 2 & 1 Cheats & Help
0891 318 405 .....SONIC II & I Cheats & Help
0891 318 407 ...NEW RELEASE LINE Cheats, Hints & Tips
0891 318 408 .....MEGADRIVE CHEATLINE
0891 318 409 .....MASTER SYSTEM
0891 318 411 ...STREETFIGHTER II special championship
0891 318 413 .....JUNGLE STRIKE, solutions & cheats
0891 318 415..... MORTAL KOMBAT Cheats & Help
0891 318 416.....ECCO Solution & Cheats
0891 318 417 .....ALADDIN Solution & Cheats

Calls charged at 39p per min cheap, 49p per min other times.
Please ask permission from the bill payer before phoning.

NO MUSIC,NO FRILLS,JUST HELP - PHONE THE INFORMATION LINE TO SEE WHAT'S NEW THIS WEEK,LINES ARE ALWAYS BEING UPDATED!

HOME GROWN PRODUCTIONS LTD. PO BOX 193 HAYES MIDDLESEX.

ETERNAL CHAMPIONS



PRO ACTION REPLAY CODES

Here are a few particularly useful AR codes for one of the great beat-'em-ups:

INFINITE ENERGY
FFABEB0068
CPU WON'T FIGHT BACK
FF97750011
EASIER TOURNAMENT
FF97750001

DESERT STRIKE

PASSWORD

We still get letters requesting cheats for *Desert Strike*. It's supposedly more difficult than it's sequel: *Jungle Strike*. If you want ten choppers to help you defeat the madman then enter this password:

BQQQAEZ

JAMMIN' TO

We know you want to leave your opposition begging for mercy. We know that *NBA Jam* is the most competitive game of the moment. We know that you're practising this slammer every spare moment of the day, and we know you'll love this – a complete strategy guide. Be it which team to choose, defence tactics or offensive hints, there's nothing more useful than SegaPro's Jammin' To Win. Jason Johnson guides you to victory.

TOP PROS TOP TEN TACTICS

If all else fails there's nothing wrong with a little unfriendly play. Try pushing your opposition to the floor when they're mid-flight, or when they least expect it. Here's a quick look at the SegaPro teams' favourite tactics.

THE PROS TOP TEN

It is almost impossible to say which teams are the best; their playing stats and skills differ so much in various ways. Anyway, here's a quick low-down on the partnerships that should make a winning team, or at least the ones we enjoy using the most!

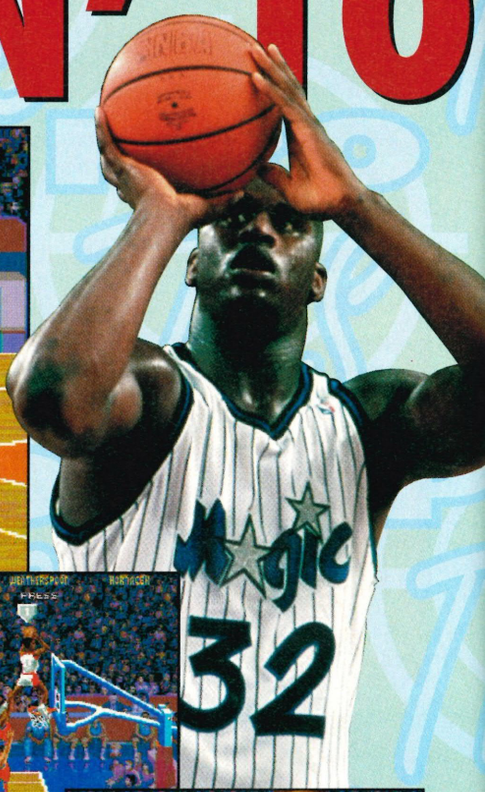
COLIN – NEW YORK NICKS
"Good all-round team with a touch of added flair, just like me!"

MARK – PHOENIX
"Cos Charles Barkley's my main man!"

PETE – ORLANDO
"The masters from the three point line."

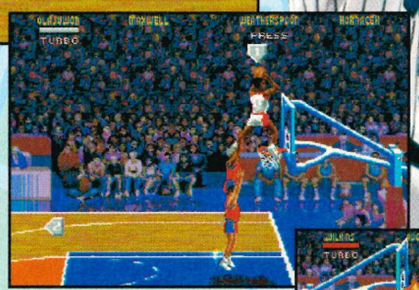
JASE – CHARLOTTE
"Awesome, soul-destroying power to grind the opposition into dust!"

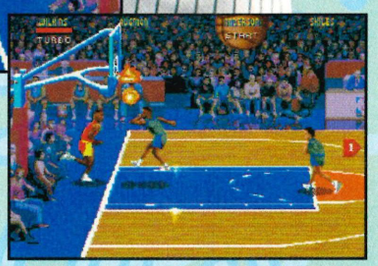
NICK – ORLANDO
"Check out Skiles; he ain't heavy, he's my brother."



The Tip Off

How do you win the tip-off? Easy – well, not always, but the best plan is to quickly tap all three buttons simultaneously and hold the D-pad towards your team-mate. If you time it just right you'll be first to the ball (especially against human opponents) and, hopefully, first to score.

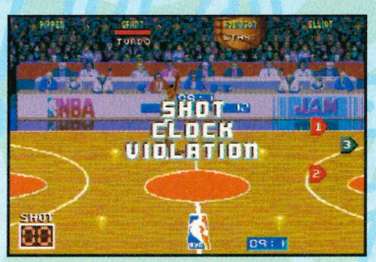




Playing as Team Mates

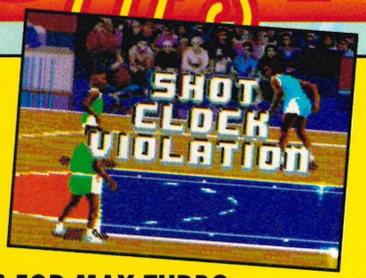
The team game is the most difficult part to master as a combination of individual and team skill is needed. We'll take on individual talent-building later, but first we'll study team-mate tactics. The most important factor is to know each others strengths; it's no good both wanting to defend is it? All that will happen is you'll start arguing and be at a total loss. So, rule one, choose to defend or attack on a regular basis and determine this before you start playing any game.

Secondly, create space for your team-mate to pass to you. If you're struggling to make passes when off-screen, watch the cursors. The more distance between them the better. Similarly, if you're defending, close the gap as much as possible and picture in your head where the other player is on the court. Try pushing the opposition over, you may just do it at the right time... dirty play wins the game.



© SKY TELEVISION

1. PASS OFF IN TROUBLE
2. FLOOR THE OPPOSTION – ANYTIME
3. AT THE BUZZER – THROW IT!
4. SWITCH BETWEEN PLAYERS FOR MAX TURBO
5. GO FOR THREE POINTERS WHEN YOU'RE ON FIRE
6. NEVER STOP CHASING OR BLOCKING
7. GOAL TENDING HELPS YOU CATCH FIRE
8. AIM FOR 25+ POINTS PER QUARTER
9. ON REBOUNDS, FOLLOW THE BALL'S SHADOW
10. CATCH THE BALL MID-AIR AND SHOOT

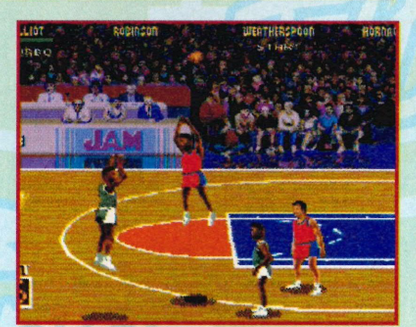


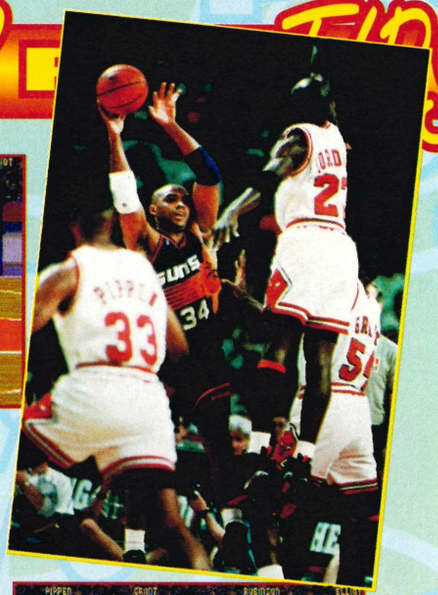
WIN

Offence

Attacking the opposition's net, and keeping it that way, is of utmost importance. Even if you're the best defender if can't rock the rim every attack, you'll never become a Grand Champion. Firstly, find out where to attack from for two-pointers and shoot as many special jams as you can. As you progress you'll know where to shoot from every time you attack, and this is a big advantage. More often than not you'll be blocked in the 2-point zone and if you don't know where the special jams can be launched from, you're history.

Three-pointers are most easily planted from two areas; the middle of the semi-circles and the baselines. When shooting, trick the opposition and make room for your shots to avoid interceptions. Another good trick on three-pointers is to jump without shooting, and jump again to shoot. Whatever the game mode (CPU or human opponent) go for as many three-pointers as possible and pass-off if you're in doubt about making a dunk.

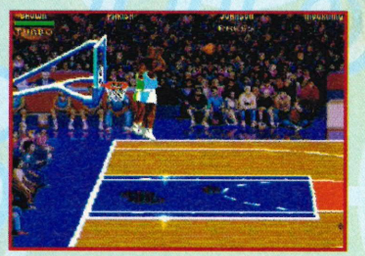


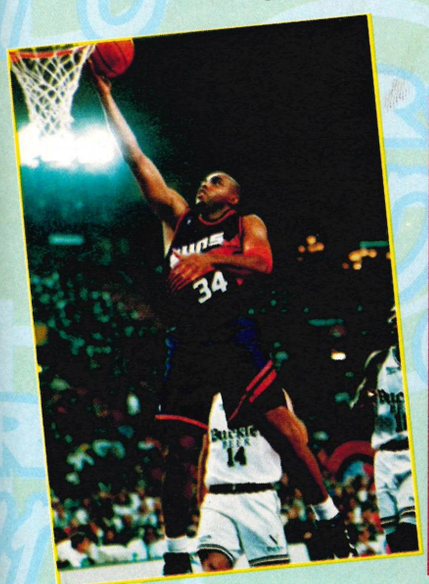


Defence

Never stop hassling the opposition and always use that turbo to increase your attack strength. Defence is the most important tactic in the game and if you can defend well you'll beat even the best 3-point shooters. Preventing long shots, mainly from outside the 3-point line, is a tough skill to learn but well worthwhile. It's no good telling you where to stand, it's up to you to find the right areas and practice until you've got it right.

The next most important aspect of defending is to keep between the two players of the opposition. This gives the chance of 'interceptions' and the more you have, the better your chance of winning. When they're attacking, stay net-side and leap for every rebound and interception. Catch the right moments to attack and you're on the way to becoming a true *NBA Jam* champion.





MORTAL KOMBAT

DEFEATING GORO

Here is a little tip that will help you defeat Goro on the GG version of Mortal Kombat. When the fight begins walk backwards until you've reached the end of the screen. Once there, press away-up in a diagonal direction on the D-Pad. Keep pressing the D-Pad diagonally and when Goro comes close; kick him by pressing button 2. Continue to press the diagonal as you kick. If you repeat this process every time Goro comes close then you will easily defeat him.

David Navannete, Wolverhampton

ULTIMATE SOCCER

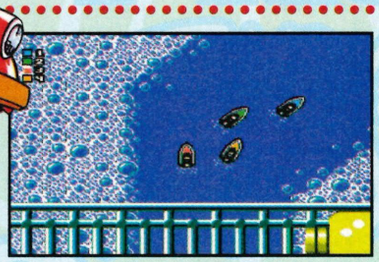
SHOOTING AND PENALTIES

There's an easy way to score and save penalties on Ultimate Soccer. To score you must press the D-Pad towards the same side as you are to goal. For instance, if you are to the right of the goalie then press RIGHT and button 1. The ball should fly into the net with the goalie always diving the other way.

Secondly, to save a penalty press START just before the opposing player kicks the ball. Then as the ball is kicked, press START again and the ball will go straight to your keeper leaving you to do nothing. Easy!

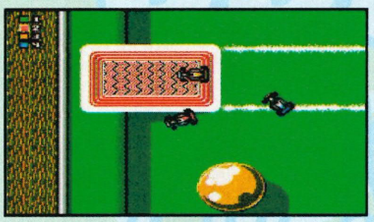
Paul Nower, Crawley

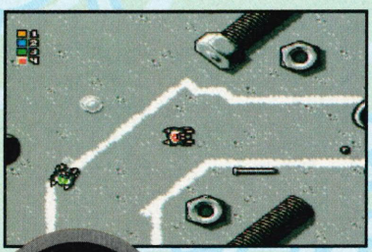
MICRO MACHINES



VARIOUS CHEATS

Here is an exclusive list of cheats for the classic Micro Machines on the GG. To activate the following cheat, go to the intro screen and input the following combinations on the joypad:





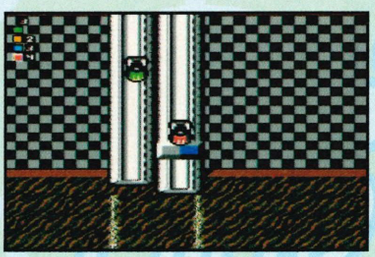
SELECT A TRACK
UP, 2, DOWN, 2, 2, LEFT, 2, 2, 2

SUPER HARD MODE
UP, DOWN, LEFT, RIGHT, LEFT, 2, UP

SUPER ROCK MODE
UP, DOWN, LEFT, RIGHT, LEFT, 2, UP, UP, 2, UP

There are also some useful cheats you can activate as you play *Micro Machines*:

- **SUPER SPEED**
  Win the qualifying race, but cross the finish line in reverse!
- **SUPER GRIP**
  When on a puddle of milk, press up with buttons 1 and 2.
- **OTHER CARS GO SUPER SLOW**
  Make sure you fall off the first breakfast table by reversing off the top right-hand corner.
- **SUPER SLIDEY CAR**
  Go to the middle of the first breakfast table, stop on a blob of syrup and press buttons 1 and 2.
- **SUPER EXPLODE OTHER CARS IN CONTACT!**
  Go to the top left corner of the first breakfast table and press buttons 1 and 2.
- **SUPER BUMPER CARS**
  On the first school desk level, drive left to the pencil when the race begins.
- **INFINITE LIVES**
  Fall off the first breakfast table at the bottom right corner.
- **WIN EVERY RACE!**
  At the beginning of the first breakfast table, complete a lap by going the wrong way round the course.



CART WINNER

*** CODEMASTERS CART WINNER ***

NBA JAM

Codemasters

PASSWORDS

Michael Lawton from Wokingham deserves to be a Codies cart winner because he's given us the passwords for all 27 games won on *NBA Jam*. We decided not to print every password; so here are a few:

10 GAMES WON
SKDY2CC
MFDDS1H

15 GAMES WON
YKCW23Y
LQVVR2F

20 GAMES WON
NVBH3NG
Y2RMV2J

25 GAMES WON
XWSV3ZP
GR2ZBZQ

27 GAMES WON AND POWER UP
JUICE MODE
NJTX34Y
JMBDCQS

WONDERBOY 3

PASSWORDS

We've received quite a few letters from readers asking for the passwords to this popular hand-held title; so here they are:

LEVEL 2
NFKU 1EO 403P X88

LEVEL 3
GCRF PJI 8GEV J5E

LEVEL 4
GI74 W7F ERAN 5IN

LEVEL 5
V788 N9F CRXE R40

LEVEL 6
7JRP LB7 9A9F XH2

SUPER MONACO GP 2

ENDING PASSWORD

Choose 'World Champion', then go to the password option and enter this password: CHAM–PION. You should now see the game ending.

MEGA CD SILPHEED

STAGE SELECT

Enter the following seuence during the impressive intro to select any stage: DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, A, B, START. There is no sound to indicate the cheat has worked so try it a few times before going into the game.

Michael Tibbitts, Kuwait

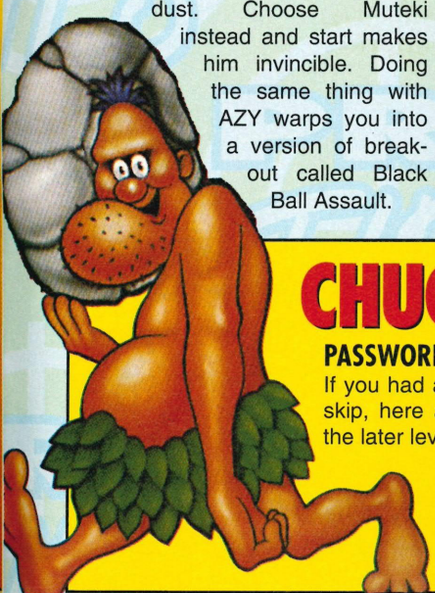
LEVEL SELECT

On the options screen, press A, B, A, C; then A and B simultaneously. If you've done this correctly you should hear an explosion. Now select a level by inputting the following:

LEVEL 1	START
LEVEL 2	B and START
LEVEL 3	C and START
LEVEL 4	B, C and START
LEVEL 5	A and START
LEVEL 6	A and START
LEVEL 7	A, B and START
LEVEL 8	A, C and START
LEVEL 9	A, B, C and START

BLACK HOLE ASSAULT

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



SPIDER-MAN VS THE KINGPIN

PASSWORDS

LEVEL 2	ELECTRO
LEVEL 3	WALLABY
LEVEL 4	GALLON66
LEVEL 5	FALCON499
LEVEL 6	HELPINHAND
LEVEL 7	PUBLIC45
LEVEL 8	KIDNEY2
LEVEL 9	PENCIL6

CHUCK ROCK CD

PASSWORDS

If you had any difficulties with last month's level skip, here are the passwords to get you on to the later levels.

LEVEL 2	GJFKFN
LEVEL 3	PDPKKN
LEVEL 4	JWNTXF
LEVEL 5	TSFVNP

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

• THE ORIGINAL AND THE BEST •

CHEATS GALORE

(SAY'YES' FOR SEGA)

0891 101 234

MEGA LINE (MD+MCD)	0891 445787
LAST WEEKS CHEATS	0891 101235
SEGA CHEATS'N'TIPS	0891 445770
GAMEGEAR/GAMEBOY CHEATS'N'TIPS	0891 445772
HANDHELD HOTLINE	0891 445771

ALL CHEATLINES ARE UPDATED EVERY WEEK!

INTERACTIVE GAMES GUIDES

SONIC 1,2 & 3 ***NEW***	0891 445941
MORTAL KOMBAT	0891 445987
CHAOS ENGINE/SOLDIERS OF FORTUNE	0891 445936
JUNGLE STRIKE/DESERT STRIKE	0891 445957
CHUCK ROCK 2	0891 445942
STREETFIGHTER 2: (INC. TURBO ED.)	0891 445940
SHADOW OF THE BEAST 1,2&3	0891 445943

FOR FREE MEMBERSHIP TO OUR CHEAT CLUB

DIAL 0891 445 939

IF YOU'RE STUCK IN A GAME,WHY NOT TELL ME YOUR PROBLEM AND SEE IF I CAN HELP YOU?? FOR A PERSONAL ANSWER-

DIAL 0891 445 768

GUIDING LIGHT COMPUTER SERVICES LTD,P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW

For full competition rules send s.a.e. Calls cost 39p a min at 'cheap rate' and 49p a min at all other times. Please get permission if you dont pay the bill. Max. call charge £3.68. Send S.A.E. for competition rules.

MASTER SYSTEM PASSWORDS

Here are a trio of passwords for you to try out, leave two spaces between each letter/number combination:

XPSa 4sLu chtE y5gl uvea jsTm 9W8c 0e04

LRal D6Lu gRtE y5gl uz8a 7cFG 9W8c 01S7

ZKmJ 95QA URtE y5gl wcts 6A-G 9W8c 0X02

SPEEDBALL 2

NINJA GAIDEN

UNLIMITED STARS/FIREBALLS

Simply wait until the ninja boy has 99 cobat points before using any ninja stars and you'll have unlimited stars and fireballs.

Sergio Bonnici, Australia

WIMBLEDON TENNIS

POWER-UP

Enter this password: **JJIAAHFHI**. You will now have enhanced speed, power and skill.

TAZ-MANIA

LEVEL SELECT

To activate the level select you must press and hold up, 1 and 2 on joypad 2 before you switch your MS on. When you do switch on keep the D-Pad and buttons pressed down until the main title screen appears. Now press button 1 on joypad 1 for a level select.

Kevin Wilton, Durham

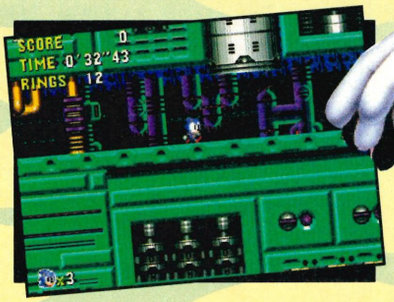
WIN AN EXCLUSIVE SEGAPRO T-SHIRT

Sometimes ProHelp receives letters that don't make sense, occasionally notes full of pleas for the easiest of games and sometimes... downright rude! Just to wind-up young Paul Caulfield from County Durham even more, anyone who sends in the answer to his question wins a completely exclusive, redesigned SEGAPRO t-shirt. Ha! And no Paul, I will not send you a Sonic t-shirt or cheats book!

Having handed over the ProTips section (and the constantly ringing tips phone line) over to Mark, I'm left with the task of answering ProHelp letters. Easy life I thought; if only! If you're struggling on any game on any Sega format drop me a line and hopefully we can sort it out. Write to Jason at:

PROHELP,
SEGAPRO,
Durham House,
124 Old Christchurch Road,
Bournemouth,
BH1 1NF.

Paul writes: I have two requests. One, on *Sonic 2* – how do I turn SuperSonic? and two – is there a cheat for *Quackshot*? and what is the cheat? Please can you send me a Sonic t-shirt and a cheat book.

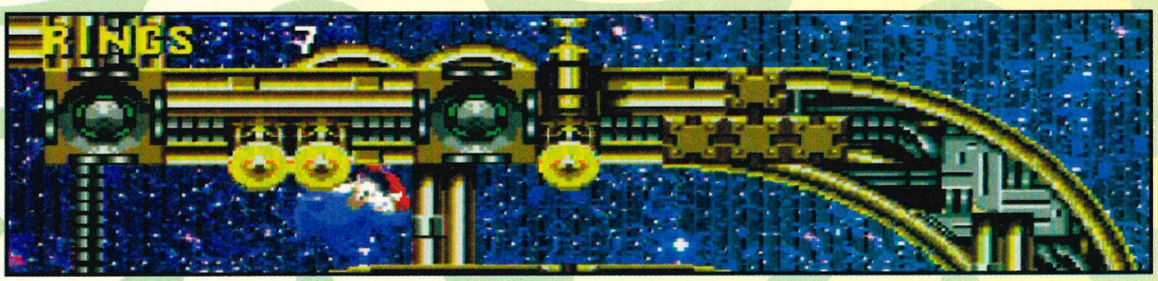


Q My friend and I were playing *Sonic CD* when Andrew discovered a level design cheat but we don't know how he did it, please can you help us?
James Rothwell and Andrew Keneddy, Alfreton

A Pull the other one, it's got Tails on it! Who knows how you found this level constructor kit, but here it is anyway just to refresh your memory; UP, DOWN, DOWN, LEFT, RIGHT and B on control pad two and watch the cartoon intro. When the demo screens appear press START on pad two and the score, rings and time will change. Go back to the title screen and repeat the level select cheat, this time on pad one. Choose a level and press A, B, C and START. Press B and you will turn into a graphic. Press A to swap the current icon and use C to place one on the screen. Press B to return to Sonic and A to jump.

Q I'm having a bit of trouble on *Sonic The Hedgehog 2* for the Game Gear. I can't seem to find all the Chaos Emeralds in the game. Could you please tell me where they all are or at least put me in the right direction with a level select?
Maciek Buczynski, Perth

A How about a level select? To skip to the start of any level hold down the LEFT/DOWN diagonal and both buttons and START. Now, switch the machine on and wait until Sonic has run across the screen, then press START and a level select will appear.



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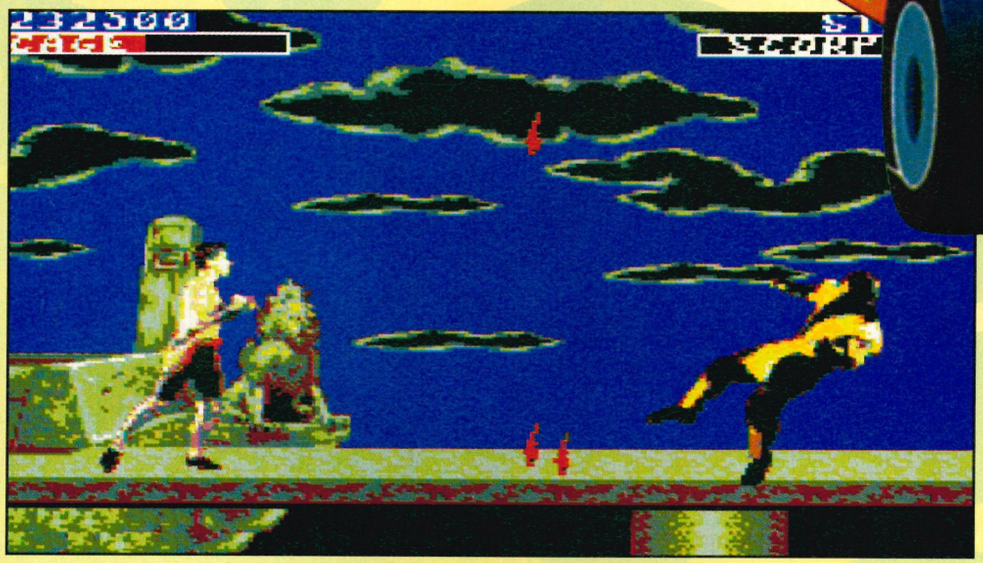
PRO HELP PRO HELP PRO HELP

Q Our names are **Sacha Serinet** and **George Saw**. We both own Mega Drives and over ten games each and have acquired them from reading your magazine's reviews and following your ratings. We would be very pleased if you would be able to send us any tips on *Micro Machines* and *Mortal Kombat*. As we are both very stuck on these games we need quick and urgent HELP!

George and Sacha, Jersey



A For the Mega Drive version of *Mortal Kombat* try entering the DULLARD cheat (DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN) and swapping the flags about to your advantage. As for *Micro Machines* the best cheat I know of is to go faster (pause the game and press UP, DOWN, A, B, LEFT, RIGHT, C and START). Alternatively you may wish to make the game harder (pause the game and press LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, START and DOWN) or enhance the traction by pausing the game and pressing A, UP, B, DOWN, C, LEFT, START and RIGHT.

Q I've had Mortal Kombat on the Master System for a while now. I've tried and tried, could you please, please, please tell me how to do Sonya Blades and Liu Kang's death moves. Please help.

Tim Seagrove, Horsham

A Just to stop you writing in again and whinging like that, here's everything you need to know about these characters' death blows in *Mortal Kombat*:

SONYA BLADE

towards, towards, away, away, block.

LIU KANG

rotate the D-pad towards, down, away, up, towards.

Remember, speed is of the essence!

Q I am in desperate need for any cheats you have to get me past level one (to change the scenery if nothing else!) on both *Fantasia* and *Quackshot*. I was told that these were easy games, you know, coming from Walt Disney, fluffy-cute little animals and all that!! Don't believe it!! As I am no spring chick anymore my spare time is beginning to be more frustrating and filled with stress and despair because I can't seem to get going on either. So please... help me to restore my sanity. I stand in waiting for your reply.

Miss J Brookes, Stoke-on-Trent

A I'm sure you'll have sore feet by now, so please, take a comfy seat and I will try and help you through this most stressful time.

Fantasia: At the start of the game, go down a flight of stairs and shoot at two small enemies. Two brooms will appear from the right. Take them along to the left and shoot the first one and bundles of items will appear on the stairs.

Quackshot: Go to the Viking ship and climb the mast in the elevator, collecting all the money bags. At the top, walk right and follow the rope path down. You will come across an extra life. Retrace your steps and repeat the process to collect as many lives as you need.

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OW AND -SHIRT!

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*Well, apart from sex and drugs (obviously).

SEGA PRO

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LETTERS SEGA PRO PRO TEST

PROTEST

CONTACT

We get an Everest of mail every day so much so that a large part of our time is spent sorting it into the correct bundles.

Send all submissions to the proper department (see below) at:
SegaPro,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF.

PROTEST

The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, some poor guy needing help with their console and probably just about anyone who needs advice on console specific problems.

You can ask what games will be available or how to get in contact with a company but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SegaPro T-shirt but only witty, cheeky or lively submissions are even considered – you can't win a T-shirt by asking for some advice!

PROART

Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art wins a SegaPro T-shirt!

PROTIPS

There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So get sending!

PROHELP

Our revitalised section is bigger and better than ever! If you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem.

PROSCORES

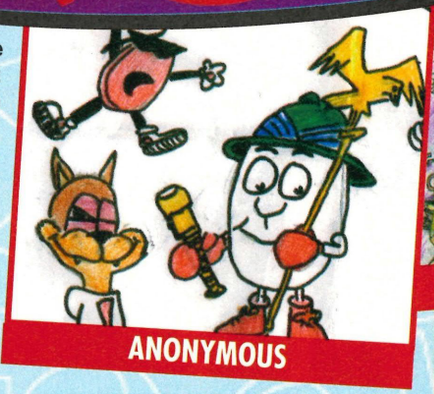
No prizes here but you get your high score branded around the country.

Issue #32's Protest here folks, the only place in the magazine where you get your chance to say what you like completely safe from threats of reprisals, assassination, having your tongue ripp... erm, sorry about that. It's all that violence in computer games you know. Anyway, on with the show!

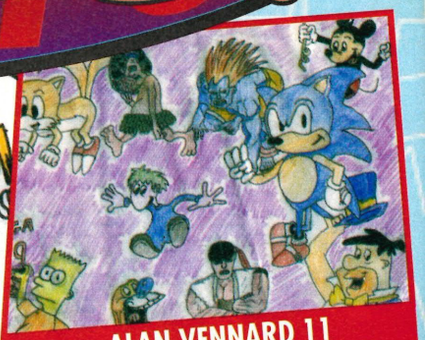
Send your letters to:

Nick Morritt,
Protest,
SegaPro
Paragon Publishing,
124 Old Christchurch Rd,
Bournemouth,
BH1 1NF.

(SegaPro reserves the right to clip and edit letters sent in by our readers).



ANONYMOUS



ALAN VENNARD 11

SEX CRIME

I was appalled at your response to the Protest letter from N Mitchell (Feb issues). The picture to which he referred was not just a picture of 'an attractive woman', it was of a scantily clad woman in a provocative position. By printing such posters you are encouraging young lads to view woman as sex objects and printing a copy of another advert in the same genre reflects your own cavalier and chauvinistic view of the role of woman in society. I for one shall ban my 12 year old son from reading your magazine in future if such an attitude persists.
Name supplied, Milton Keynes

Well, how rude. Off with the velvet gloves:

One: The woman was dressed in a T-shirt and shorts. She may have been scantily clad compared to a Victorian matriarch but not in this day and age. Two: Provocative position? Smouldering, perhaps but nothing more than that. James Dean did it better.

Three: This may be news to you, but males quite often regard women as sex objects (and vice versa). Indeed, this is often how people get to be conceived.

Finally, feel free to ban your son from doing what you like. The intellectually feeble are often unable to deal with problems in any other way.

WINTER WILLIES

One cold winter night I was on my bike over to one of my friends. When I had parked my bike I saw this big glooming light coming from my friend's house. Slowly, I walked closer to the door but suddenly it opened all by itself. I went in and saw the light was coming from his bedroom. (Okay, I know this story is cack but I've sunk so low that I would beg and steal for a cart).

I went up the stairs and into the bedroom where I saw that my friend had grown 10 feet tall. With a deep voice he said, "When you grow up I will send you to the future to battle against me and eight other fighters. If you stuff their heads down the drain you will fight me, the eternal champion." Then he disappeared at the speed of light. I was shocked and ran home to write this letter.

Now to the important part: please send me a copy of *Eternal Champions* so I can practice before I meet this bloodsucking future fighter.
Anders Christensen, Denmark

'Glooming light'? Nice one. Been reading much James Joyce recently? Anyway, religious convictions prevent me from encouraging such wanton violence from someone whose surname starts with the Name of our Lord. Or something.

SONIC TONIC?

Doing such a horrible advert as the one in the last issue is a disgrace. How could you do it to me? It's horrible. *Mortal Kombat* is a waste of time – it's stupid. We ripped the page out. I may not ever buy your rotten comic ever again.
Kirsti, Grove

Funny how people objected to an inanimate cartoon character like Sonic getting the MK treatment when nobody wrote in to complain about humans getting their heads ripped off. But then, this is the 1990s.

BEN HARVEY 13

SEGA PRICE HEIST?

I would like to complain about the high price of Sega Mega Drive games. I want to buy most of these titles but they are too highly priced. My mum and dad keep nagging me to buy games in a sale and I know that most other boys and girls are in the same state. We all know that these games cost at least £20 to make so why can't they be that price in the shops?
Howard Sherren, Sittingbourne

KRISTI 9

PROQUOTES

"Who answers the letters?"
Steven Douglas, Portadown
Me!

"Please go and kill Ben Harwood. I would, but it's very hard for Daleks to get passports."
Davros, Skaro
Heck, everybody looks like Davros in a passport.

"When he came back, Sonic was kissing Amy and Mario was kissing Luigi."
Paul Woolsey, Lincs.
So what was Tails doing with the whipped cream?

"Liu Kang started doing a Michael Jackson dance around the screen."
Colin Dorman, Lanarkshire
Wow, sex and violence now, is it?

"Ceep up the good work!"
Sam Page, Portugal
Why, how cind of ewe.

"The crap mag was Sega Power"
Stephen Jackson, Milton Keynes
Anyone can make a mistake.

SONIC MERCHANDISE

I am writing about your list of possible *Sonic the Hedgehog* merchandise. Although it was amusing, it was unimaginative. Here are a few you might like to add to your list...

Sonic Power Tools,
Sonic Armchairs,
Sonic Petfood,
Sonic Space satellites,
Sonic Hair Spray,
Sonic Kitchen Cleaner
Sonic TV Dinners
(*Nick's note: And so on*)

Ryan Davies, Carshalton

The list may have been unimaginative, but AT LEAST IT WAS RELEVANT TO THE SUBJECT! Pray tell, what relation does Sonic have to TV Dinners for instance? Some people just won't get the gag...

ANONYMOUS

DANIEL BRITTON 11

JAMIE ENNIS 11

Hmmm, the price situation has become somewhat more complicated recently. For instance, we marked Sonic 3 down because its RRP was £60. Then we find all the independent stores flogging it off for £45. Now if that had been Sonic's RRP in the first place we'd have been a bit more generous, so don't think it's just you being affected!

Although I still think £45 for a game is a bit steep, compare it to the Amiga owners' situa-

BETTER BYTE

CART WINNER

In this letter I have included the most ingenious videogame guide ever! I think you should feel immensely privileged because you are the first humans I have ever shared this with. You should prepare yourself for a shock before you read this – it has taken three years to develop it and it's truly superb. Now you are ready, so here goes:

1122212122121222211112122122121221212122111112122122112221121222121211121222121222112111212212121222120111212212212212212112112121121212212221212121212121212121212221

Unfortunately it is in pre-pastdirectional binary and incomprehensible to anyone below the level of advanced God, but if you can decipher it, it will enable you to turn any game into a vortex of wisdom which will tell you anything – ie the future, the meaning of life etc.

In return for the publishing rights to this info, all I ask for is the address of Ben Harwood, the Aussie git. Good deal, eh?

Rooney 'Pilchard' Wimms, Sawston

PS. A T-Shirt would be nice.

PPS. I enclose a rather small piece of paper with the words 'green mug' on it.

Your God clearly is responsible for the current mess the world is in, because if he was any good he'd know that binary code was written using '0's and '1's. As far as Ben Harwood is concerned, we've sent the boys around already but if you want to clean the blood off his living room walls for us, feel free.

PS. Stuff the T-shirt, you win a cart. Now, if you would be so kind to write and let us know what you'd like...?

PPS. So kind.

PROBLEMS AND PROCURES

Answering your questions is one of the most important jobs at SEGAPRO as we really do care about our readers' points of view. If anyone turns up for work that day. In this section we aim to help anyone with a problem. If the family Mega Drive just isn't working properly, your Game Gear is constantly posing problems or you're after that elusive import game, this is the section to write to.

Send your problem posers to:
Problems and Procures,
SEGAPRO
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth,
BH1 1NF.

Matthew Wilkin from St Ives has written in with a problem with his Mega-CD. "In the instruction manual it says that you can save a game but I can't so put me out of my misery." He also wants answers to the following questions: "Do you think I should get *Winter Olympics*?, When will *Mortal Kombat II* come out on the Mega-CD?, What is the best Mega-CD game?, Why is *Road Avenger* so crap?" This creature also asks if I am related to a Ferret. The answer is No!

Anyway, your other answers: Yes; too early – don't know; *Jurassic Park CD*; Because it is.

As far as saving games on the Mega-CD is concerned, yes, the Mega-CD does contain a small amount of RAM which can be used to save your position in a game. This only works with games that have been programmed to use this facility.

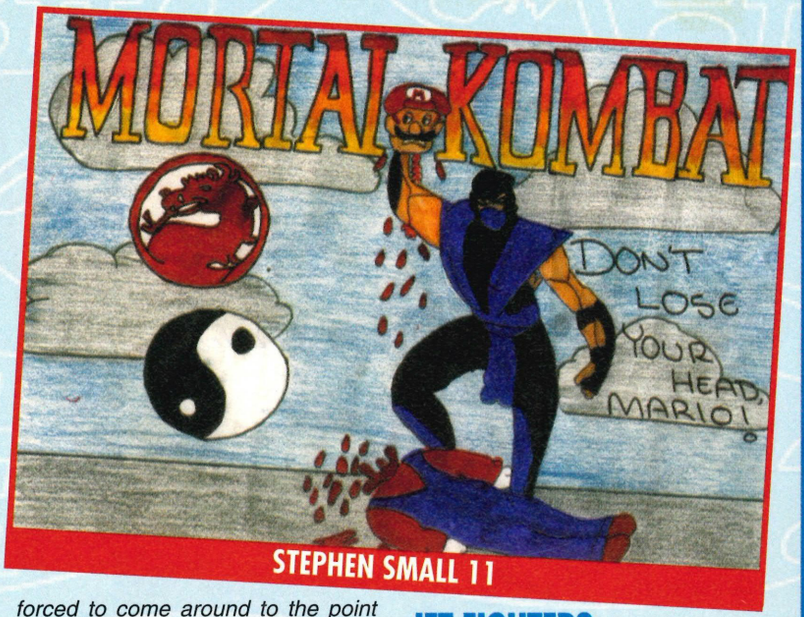
Michael Crompton from Nottingham wants to know if there's a dedicated Game Gear magazine. Pray tell, isn't SEGAPRO good enough for you? The answer is no!

David Main from Glasgow has every issue of SEGAPRO from issue #1. Wow. We like people like this. He wants to know (1) Why we reviewed *Barney's Hide and Seek*, (2) When and if *Zool 2* and *3* are coming out, (3) Why US Gold made *Winter Olympics* because it will be out of date now that the Olympics are over.

Simple, (1) Because that's the kind of guys we are. We will review anything and everything! (2) Autumn this year (*Zool 2* that is – there aren't any plans for *Zool 3* yet), (3) £££££££££.

Sam Page from Sintra in Portugal writes in asking: "(1) Is Sega going to release *Sonic 3* for the Game Gear? (2) When are Sega releasing the Saturn. (3) How much will the Saturn cost? (4)Why are Sega

LETTERS SEGA PRO PRO TEST



STEPHEN SMALL 11

tion. Never before have I seen such a bunch of malingering, whining, ripping off boneheads. They can pick up a great title for £25 or less but are they satisfied? Oh no! They practically think games should be given away for nothing and the number of letters I used to get in my Amiga days from bloodsucking pirates justifying their criminal ways because they 'couldn't afford' 250 games titles a week was incredible. So I've been forced to come around to the point of view that it isn't price that's important, it's the customer's willingness to save and get their games-playing habits into some kind of perspective.

Anyway, the games actually work out at a lot more than £20 to make – that's the cost of the manufacturing, but on top of that you have to add programmers' wages, distribution, marketing, the retailers' mark-up... and so on. The real test will be the price of CDs when they take off a bit more.

PETER YORK 12

STEPHEN DOUGLAS 13

LOW QUALITY CORNER

RICHARD BENSON 12

PAUL WOOLSLEY 12

JET FIGHTER?

I'm very surprised that Sega have not bought out a *Gladiators* game. I am dying to play Jet on Hang Tough. Could you please pass my idea onto someone?

J Dobson, Ilford

PS. Your mag is brill!

You are joking! The Glaaaaadiators? Wimps! It takes more than the strength of ten men to hide the fact that smearing your body in olive oil is a pretty unnatural thing to do. And that 19 year old Hunter. Either he's been weight training since he was two years old or he learned to swim in the seas off Sellafield. And Wolf. No amount of fake aggression can disguise the fact that the man is essentially bald. And why are all the black Gladiators named things like 'Nightshade' and 'Shadow'? Pretty darn patronising at the very least, I would have thought. Why not call the white ones things like 'Snow' and 'Lily'? And you want these losers in a Mega Drive game? Good grief!

PS. Of course.

releasing the CDX? (5) Why bother making the Mega Drive and Mega-CD 2?"

Phew, well nothing too taxing there. Ahem. Try these answers for size: (1) No, not as far as we know. (2) Early 1995 although some machines should be available in Asia this summer. Some software developers have already taken delivery of their Saturns although they've been told by Sega not to say anything about it under pain of death. (3) About £350 but it's too early to be sure. (4) Because they want to get all those older potential Mega Drivers to buy a new, slicker-looking machine (5) Price! Both machines cost a whole lot less to manufacture than the original designs do. So there.

Aaron Richardson from Waterlooville in Hants writes in with the following queries: "In issue #30 there was a page on *Mortal Kombat* for the Mega-CD. There was an article called 'A Speeding Screen' which talked about how you could make the Mega-CD version faster. I would like to know how to get the cheat screen on the Mega Drive."

Well, unfortunately, you can't! This facility is specific only to the Mega-CD version, although undoubtedly when the game is released we'll be able to bring you more information on this and other cheats.

James Field writes in from Warwickshire asking about *Tomcat Alley* for the Mega Drive. He says: "I am a big fan of warplanes and SEGAPRO. Please could you give me some information about *Tomcat Alley* – eg price, publisher, release date. Thankyou, I know you will reply."

Eeeeaaaassssy! Of course we'll reply to such a nice letter. Price – £44.99 (at the moment), publisher – Sega. Release – April '94. Phew!

A Johnson from Torquay would like to know how it is that some games on the Mega-CD use 16 colours and some 48 or 64. Well, the Mega-CD allows a maximum of 64 colours to be used but only 16 different ones can be displayed at any one time. Crafty programming can allow more than one palette (set of colours) to be displayed at once. In this case three colour palettes are being used at once – three times 16 is 48 you see! The more colours you have the longer it takes to for the MD to process them so some 3D games darken the screen, use a lower resolution or less colours to run faster.

That's it! See you next time!

COMP WINNERS

Okay, so we've been holding off going through the stockpile of competition entries for too long. It had been there for so many months that, frankly, we were afraid what we might find underneath (a long-forgotten staff-writer, Salman Rushdie or maybe a fairly-priced game – nah!). Ready, set, wait-for-it, wait-for-it! Rip those envelopes!

T2 - ACCLAIM

SEGAPRO #26

T2 ENDOSKELETON WINNER:

- Anne Knight, 5 British Rd, St Agnes, Cornwall TR5 OTX.

10 WATCH WINNERS:

- CJ Mountford, 'Deleuair', Dallas, Forres, Moray IU36 OSA.
- J Field, 37 Ennerdale Close, Warndon, Worcester.
- Ian Smith, 79 Finborough Rd, Liverpool, L49 TD.
- Peter Thomas, 2 Skeffington, Whiston, Merseyside L35 3JQ.
- Nigel Nash, 35 Handsacre Crescent, Handsacre, Rugeley, Staffs WS15 4DQ.
- Roger Judd, 24 Fernlea Close, Fatfield, Washington, Tyne and Wear NE38 8RR.
- Peter Mitchell, 10 Grennlane, Datchet, Berkshire, SL3 9EX.
- Peter Edwards, 4 Elm Drive, Stretford, Manchester M32 9AW.
- Paul Davis, 181 Southend lane, Bellingham, Catford SE6 3RR.
- Winston Reynolds, 93 Hillaries Rd, Erdington, Birmingham.

TRENDIEST KID ON THE BLOCK

SEGAPRO #23

T-SHIRT WINNERS:

- Steven Richard Spurr, c/o Middle East Airlines, Heathrow Airport Terminal 3, Hounslow, Middlesex.
- Philip Prior, Westfields, Compton, Newbury, Berkshire RG16 ONX.
- Andrew Parker, Harkwell Lodge, Roude Road, Northhampton, NN7 2EW.
- John W Anderson, Townfoot, Stow, Galashiels TD1 2QN.
- Barry Daniels, 5 Wadham House, Woodlands Way, Chelmsley Wood, Birmingham B37 6RU.
- Christopher Pope, Outfield, Bretton, Peterborough PE3 8JP.
- Kevin Johnson, 12 Romney Park, Dalton-in-Furness, Cumbria
- Tim Graham, 17 Nent Grove, Hexham, Northumberland NE46 1DN.
- Darren Bourne, Sheldon Rd, Chippenham, Wilts SN14 0DA.
- Stuart Pearson, 12 Robert Lane, Wooldale, Holmfirth, West Yorks HD7 1XZ.
- Michael Wickers, 4 Anson Close, South Woodham CM33 5YJ.
- Kayleigh Hedley, 36 Dryden Road, Rift House Est, Hartlepool, Cleveland TS25 4HX.
- Elizabeth Roome, 30 Heathfield, Pound Hill, Crawley, West Sussex RH10 3TT.
- Amanda Gwee, 29 Springfield Close, North Finchley, N12 7NT.
- Gus McTiernan, 14B Tudor Court, Russel Hill Rd, Purley CR8 2LA.
- Douglas Armstrong, Mountcastle Drive North, Edinburgh EH8 7SJ.
- Paul May, 45 Albert St, Hacknall, Nottingham NG15 7BG.
- T Mitten, 27 Exe View, Exminster, Exeter, Devon EX6 8AL.
- Tarik Ali, 6 Bolefoot, Oxenholme, Kendal, Cumbria LA9 7EX.
- Mary Wilson, 123 Middleton Rd, Middleton-on-Sea, West Sussex PO22 6DA.
- Oliver Fielder, Kingsley Gardens, Bartley Meadows, Totton, Hampshire SO4 2ET.
- Martin Monaghan, 75 Binstead Road, Ryde, IOW, PO33 3PD.
- Michael Jones, 239 Quinton Road West, Quinton, Birmingham B32 1NA.
- William Evans, Wilkes Avenue, Hucclecote, Gloucester, GL3 3LN.
- Steven Morris, 42 Laxton Way, Cambridge, Cambs CB4 1FN.
- Lee Helen Thomas, 93 Dyenor Rd, Skewen Neath, West Glamorgan, SA10 6TH.
- Joseph Winters, 52 Parkview, Newton Cloughoge, Newry, County Down BI35 8LX/
- JE Hughes, 121 Pencraig, Llangefni, Gwynedd LL77 7LB.
- Benji, 160 Teviot St, Poplar, London E14 6QR.
- Craig Kenny, Caldwell Ave, Astley, Manchester M29 7EA.

SIMPLY AWESOME

SEGAPRO #23

MEGA DRIVE SECRETS WINNERS:

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- Gary Blease, 15 Lairch Hill Court, Glasgow G65 9LT.
- Steven Morris, 42 Laxton Way, Cambridge, Cambs CB4 1FN.
- Daniel McIntyre, 6 Robert St, Brighton, BN1 4AH.
- Sylvia Robbins, 123 Middleton Rd, Middleton-on-Sea, Bognor Regis, PO22 6DA.
- Michael Jones, 239 Road West, Quinton, Birmingham.
- Robert Chignell, High Moodform, Spellar Hill, Knaresborough HG5 0QW.
- Gavin Thomas, 5 Rice St, Port Talbot, West Glamorgan, South Wales SA13 1SN.
- A McTiernan, 14B Tudor Court, Russel Hill Rd, Purley CR8 2LA.
- Margie Thomas, 2 Skeffington Whiston, Knowsley, Merseyside L35 3JQ.

THE BIG ONE

SEGAPRO #24

BUBSY GAME WINNER:

- Edward Strong, Ashley House, Alexandra Road, Penrith Common, CA11 9AN.

BUBSY JACKET WINNERS:

- Rhoda Thomas, Whitepit Lane, Newport, Isle of Wight PO30 1ND.
- Philip Denham, 11 Vine Rd, Tiptree, Essex CO5 OLN.
- Scott Truelove, 6 Clifton Close, Chippenham, Wilts SN14 OHX

BUBSY MUGS WINNERS:

- Stephen Purcell, Hillford House, Brookside, Pontesburg, Shrewsbury SY5 OQF.
- Shelley Richards, 1 Swedish Houses, North St, Sheldwich, Kent NE13 OLW.
- Tarrant Seares, 23 Southside, Shipton Moyne, Tetbury GL88 8PD.
- Thomas Maga, 27 Old Cheltenham Rd, Longlevans, Glos GL2 OAS.
- Barry McLaughlan, 5 Bute Terrace, Isle of Bute, PA20 0PJ.
- Donald Machinnon, High Carse, Argill, PA29 6YB.
- Mary Wilson, 123 Middleton Rd, Middleton-on-Sea, W Sussex PO22 6DA.
- Vicki Thomas, 2 Skeffington, Whiston, Liverpool L35 3JQ.
- Joanne O'Brian, 20 Roundhill Rd, Castleford, West Yorks WF10 5AG.
- David Slater, 33 The Leys, Banffshield AB44 1SP.

DOMARK FREEBIES

SEGAPRO #25

F1 MODEL CAR WINNERS:

- Paul Stephens, Penwood, Angrouse Lane, Mullion, Helston TR12 7JA.
- Andy Stephens, 19 Manor Avenue South, Kidderminster, Worcester DY11 6DE.

T SHIRTS AND CAP WINNERS:

- Nigel Nash, 35 Handsacre Crescent, Handsacre, Rugeley, Staffs WS15 4DQ.
- Darren Wood, 11 Trafalgar Rd, Bowerham, Lancs LA1 4DB.
- Duncan Fraser, 13 Pleasant St, Sowerby Bridge, West Yorks HX6 2NT.
- Johnny George Griffiths, 1 The Homestead, Bersham Rd, Wrexham, Clwyd LL14 4HQ.
- Julian Blake, 38 Edinburgh Rd, St Leonards-on-Sea, East Sussex, TN38 8DB.

IT'S SONIC TIME

SEGAPRO #26

SONIC WATCH WINNERS:

- David McCoy, 7 Abbey Mount, Bangor, Co Down, BT20 4DB.
- Steven Akanlo, 58 Martlesham, Adams Rd, London N17 6HT.
- Zoie Wilson, 7 Alexander St, Condenbeath, Fife KY4 9AA.
- Peter Carter, 202 Perrysfield Rd, Cheshunt, Herts EN8 0TW.
- Daniel Gough, 107 Millfield, Creekmoor, Poole, Dorset BH17 7X6.

FLY FLY AWAY - DOMARK

SEGAPRO #25

JACKET WINNER:

- Steve Landale, 188 St Alban's Rd, Sandridge, St Albans, Herts AL4 9LP.

RAYBANS WINNERS:

- Elaine Robinson, 1 Monkbridge Grove, Meanwood, Leeds LS6 4HP.
- Richard Walsh, 1 Passfield Crescent, South Bank, Middlesborough, Cleveland TS6 6RJ.
- Philip Robinson, 15 Swinnow Ave, Bramley, Leeds LS13 4NL.
- Andy Goodall, 24 Orkney Rd, Cosham, Hants PO6 3UE.
- NJC Dunford, Threshers Cottage, Highbray, Brayford, Barnstaple, Devon EX32 7QS.
- Philip Robertson, 36 Castlehill Drive, Newton Mearns, Glasgow G77 5LB.
- Terry Fennel, 59 Chester Rd, Sidcup, Kent DA15 8SQ.
- Chris Barber, 21 Danygraig Ave, Porthcawl, Mid Glam, CF36 5AA.
- Gus McTiernan, 14B Tudor Court, Russel Hill Rd, Purley CR8 2LA.
- Mike Counter, 52 Cornish Cres, Malabar, Truro, Cornwall, TR1 8PE.

ALL PRIZES IN TRANSIT

LETTERS SEGA PRO

THREE MEGATEERS

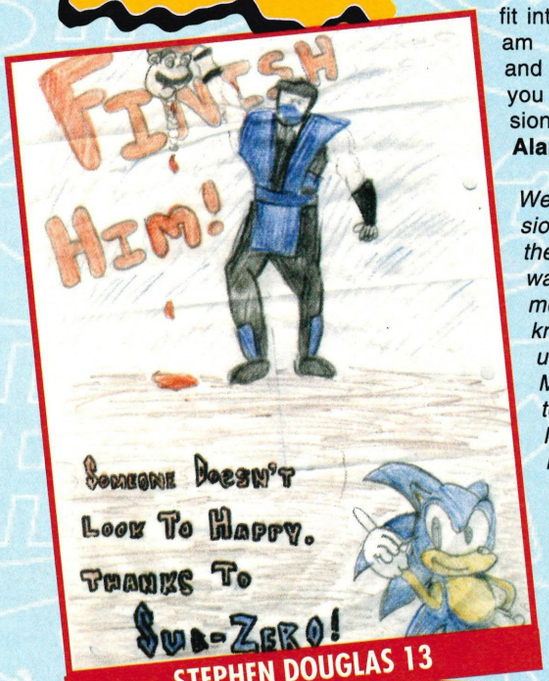
I've just got your last issue – brilliant, by the way, and I noticed your news piece on this Mega Drive III machine. I've also read reports on another machine called the Jupiter. Are these two machines the same and if not, what are they and how does it all fit into the Saturn project? I am somewhat confused and would appreciate it if you would clear this confusion up for me.

Alan Gupta, Sutton

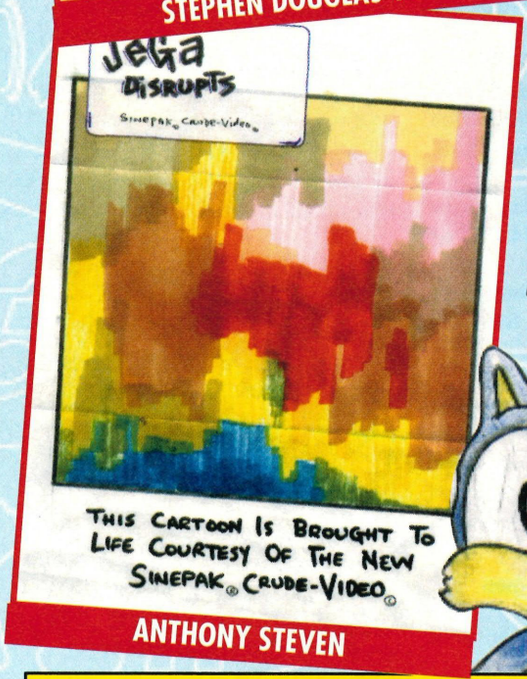
Well, this sort of confusion is understandable as the industry is in a bit of a waiting period at the moment. As far as we know (and it is still at the unconfirmed stage), the Mega Drive III is going to be an enhanced Mega Drive with slightly better graphics and sound chips. The idea is that it will fill a gap in Sega's product line before the Saturn comes out. Sega are worried that they'll lose too much ground to some of the more advanced machines like the Jaguar and 3DO if they don't plug up this hole.

The Jupiter may be a cut-down cart only version of the Saturn but we've heard that the release of this machine is increasingly unlikely. It was probably first mooted because the price of the Saturn is expected to weigh in at around the £350 mark, which is a significantly more expensive price-tag than Sega would like for a mass-market machine. However, we doubt if it'll ever see the light of day.

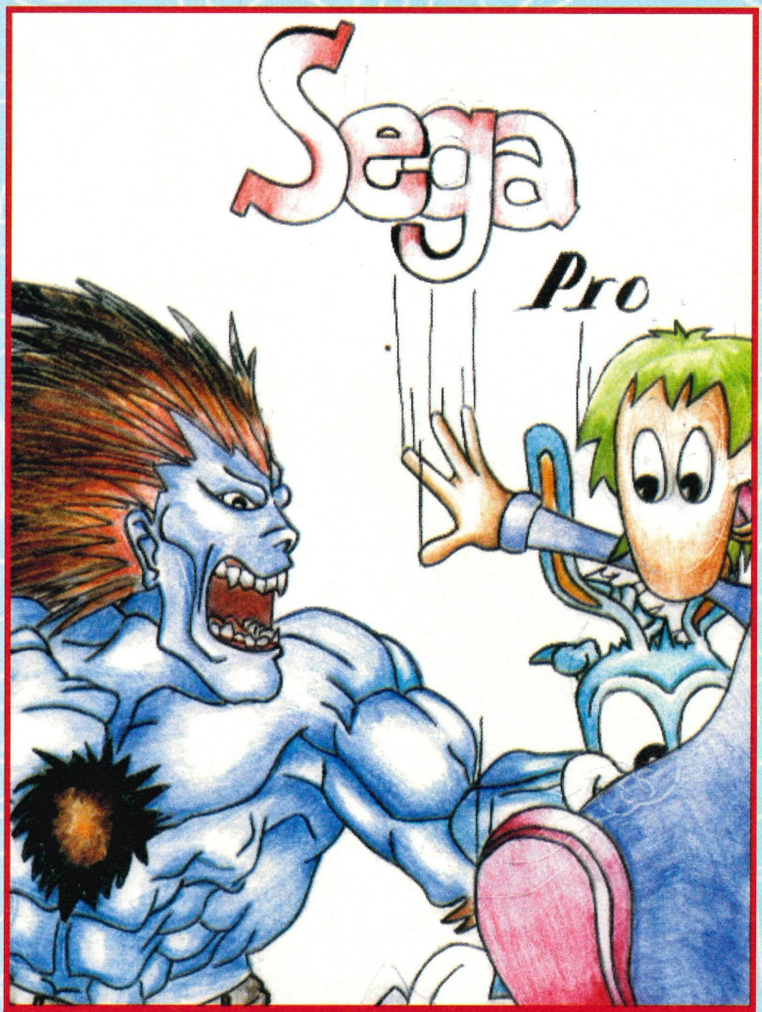
Anyway, the Saturn is still Sega's big one and if the machine lives up to its technical specifications, it's going to be a hot piece of property.



STEPHEN DOUGLAS 13



ANTHONY STEVEN



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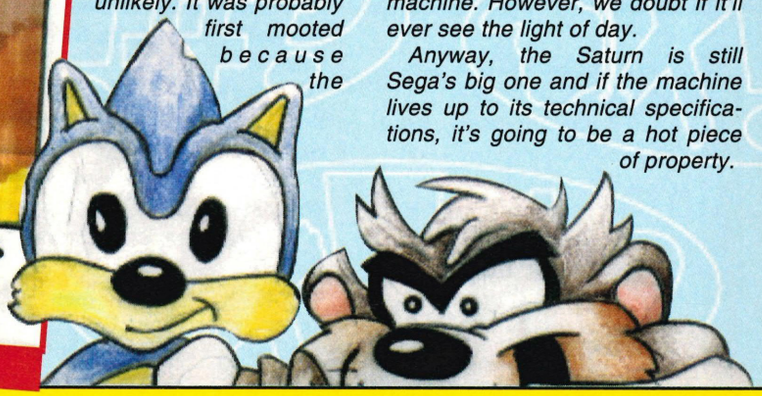


Calling all readers!

SEGAPRO will be running a major feature soon which will be asking what you think of the games rating system, whether games played by teenagers linked into 18-cert films are a good or bad thing and what you think of the whole sex/violence angle to videogames. If you're a gamesplayer who isn't allowed to buy certain games, or if you're a parent worried about what your kid is playing, get in touch and add your voice!

END OF THE WORLD

T-SHIRT WINNER

I am writing to you in the hope that I will be able to save the world. You see, two days ago I was in my bedroom playing *Sonic CD* as happy as I could be when suddenly Sigourney Weaver jumped through my bedroom window with a four foot flame thrower and said, "Run kid, I'm being chased by two aliens and God help the sad git they catch."

To my surprise the aliens were quite reasonable and just gave me a list of demands. Here is that list:

A) Something good to read.

B) A human to lay eggs in.

C) *Dune II* on the Mega Drive.

For (A) I gave them my full set of SEGAPROS. For (B) they got good old Johnny Major's home address. But just when I was doing so well I discovered I didn't have *Dune II* so I told the aliens and they said, "if by the time we visit you, you haven't got a copy of *Dune II* we will bring a massive invasion force and completely wipe out the human race." So for the good of humanity, please send me *Dune II* so we won't all be cremated in our beds.

Chris Campbell, Toxteth

Well, you know... ugh, (squelch), bleurgh (squelch), uh, aaargh, blumph, yeee, hoewah, (ripping sound), aaaahhhhhhhh (Ohmigod, what's that? Someone kill it! Quick!) AARGH!

Whoops, just had a flashback to the Alien film. Sorry. Since you clearly are being blackmailed by these terrible creatures, we can't give encourage similar acts of violence. It is a policy of SEGAPROS not to give in to terrorism, so sorry, no cart. However, please accept on of our fine T-Shirts instead to replace that gaping hole in your one when the aliens finally finish with you.

Grab those issues you might have missed!

SEGA PRO BACK ISSUES

ISSUE 11 £2.50
It's a totally huge issue with an exclusive review of the game-cracking Game Genie device from Code Masters and heaps of reviews, including American Gladiators (MD), Aquabatics (MD), Gadget Twins (MD), Thunderforce IV (MD), Alf (MS), Chuck Rock (MS), Ninja Gaiden (MS), Aerial Assault (GG), The Viking Child (GG)...

ISSUE 12 £2.50
This month's superb issue comes with a free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of the heroic Superman plus many more...

ISSUE13 £2.50
Superb issue bundled with a free fact-packed buyer's guide to Sega games and add-ons. Exclusive reviews of Gods (MD) , Shining Force (MD), Predator 2 (MD), Super high Impact (MD), Super Smash TV (MS), The Terminator (GG) and many, many more. Also a fabulous round-up of the best beat-'em-ups around on all formats.

ISSUE 15 £2.00
Fantastic Christmas special featuring an essential 16-page pull-out Sonic 2 guide, a massive Sonic 2 poster and a superb Action replay code book. Reviews include Crüe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD), Pit-Fighter (MS), Batman Returns (GG), Taz-Mania (GG) and more!

ISSUE 16 £3.00
Bundled with this exclusive-packed issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...

ISSUE 17 £2.50
You'll find an exclusive look at Global Gladiators in this issue together with fully-detailed incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many, many more.

ISSUE 18 £2.00
Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD), Tecmo World Cup '93 (MS)...

ISSUE 19 £2.75
Read the exclusive review of Cool Spot on the Mega Drive inside. Plus Night Trap (CD), Captain America (MD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Spider-Man 2 (GG), The Humans (GG) and plenty more!

ISSUE 20 £3.00
An impressive package. Not only a 100-page magazine bursting with exclusive information, but a 100-page A-Z tips book too. Unbeatable value. Reviews include Final Fight (CD), Jaguar XJ220 (CD), Wolfchild (CD), Battletoads (MD), Flintstones (MD), Shining Force (MD), Andre Agassi Tennis (MS), Global Gladiators (GG)...

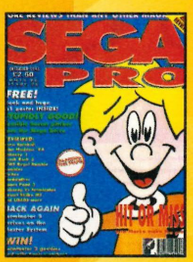
ISSUE 21 £2.75
Be amazed at the eight-page poster pull-out on the most awaited game of the year, Street Fighter II. And then read essential, fact-packed reviews of Marky Mark: Make my Video (CD), Willy Beamish (CD), Andre Agassi Tennis (MD), Captain Planet (MD), Muhammed Ali (MD), Tecmo World Soccer (MD), Home Alone (MS), Master of Darkness (GG)...

ISSUE 22 £2.75
Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS) and many more!

ISSUE 23 £3.00
Amazing new-look SegaPro which comes with an essential Street Fighter II T-shirt transfer (three designs to collect; only one with each issue)! 116-pages of pure adrenalin, 27 full reviews, 4 pin-up SF II posters. Reviews include Devastator (CD), Ecco (CD), Make my Video: INXS (CD), Night Striker (CD), General Chaos (MD)...

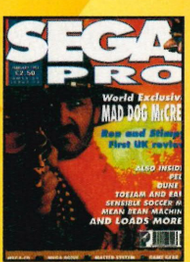
ISSUE 24 £2.75
Packed 116-page issue featuring 25 top reviews. Included in the line-up are Silpheed (CD), Bart's Nightmare (MD), Chuck Rock 2 (MD), Fantastic Dizzy (MD), Haunting (MD), Shinobi III (MD), F1 (MS), Wolfchild (MS), Andre Agassi Tennis (GG), Mortal Kombat (GG), James Pond II (GG), Star Wars (GG)...

ISSUE 25 £2.75
Packed 116-page issue featuring 25 top reviews. Included in the line-up are Silpheed (CD), Bart's Nightmare (MD), Chuck Rock 2 (MD), Fantastic Dizzy (MD), Haunting (MD), Shinobi III (MD), F1 (MS), Wolfchild (MS), Andre Agassi Tennis (GG), Mortal Kombat (GG), James Pond II (GG), Star Wars (GG)...



ISSUE 26 £2.75
Packed 116-page issue featuring 27 top reviews. Included in the line-up are Sensible Soccer, Sonic Spinball, John Madden '94, Chuck Rock 2, Zombies Ate My Neighbours,Landstalker, James Pond 3, Desert Strike (MS), Terminator 2 (MS) and loads more stuff that's just too good to mention...

ISSUE 27 £3.25
Packed 116-page issue featuring 21 top reviews. This month we took a squint at the perennial Dragon's Lair, Aero the Acrobat, Lethal Enforcers, Microcosm and the brilliant FIFA International Soccer. But better than that, we announced the best game of the year and provided our biggest-ever free book! Phew.



ISSUE 28 £2.75
There's no stopping SegaPro when it gets in its stride. So we just had to beat everyone to the world's first look at Mad Dog McCree, Ren and Stimpy, as well as in-depth looks at Dune II: Battle for Arrakis, Mean Bean Machine, Sensi Soccer for the Master System and, oh... you'll just have to buy it to find out!

ISSUE 29 £2.75
The big news from Sega this month was the release of Virtua Racing and Sonic 3, two games previewed in-depth to check the hype from the tripe. Also, we gave away free stickers of Tengen's Dragon's Revenge pinball game and checked out Eternal Champions, Micro Machines (MS) and NHL Hockey (CD).

ISSUE 30 £2.75
A new look this month and yet another freebie – this time a cable winder for your joypad. But the main story was the first in-depth look at the Saturn, an exclusive first look at Another World II on CD and an exclusive squint at the mighty Mortal Kombat on the Mega CD! With games like these it's no wonder we're the best!

ISSUE 31 £2.75
There's no messing around this month as we bring you our best-ever tips guide, ProTips Unlimited, compiled by top tipster Jason Johnson himself. We also have the world exclusive look at Space Ace, as well as in-depth glances at RBI '94 and Jimmy White's Snooker.

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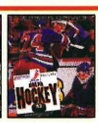

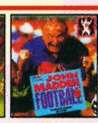

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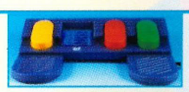

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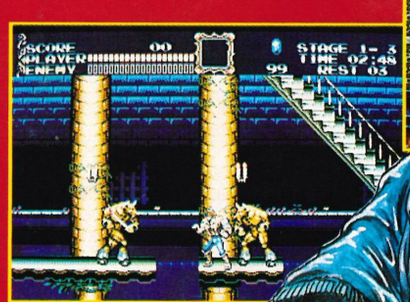

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