MEGA DRIVE MEGA-CD Master System GAME GEAR

SEGA MAGAZINE

#7
JULY '94
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ECCO 2

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MEGADRIVE 32
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URBAN STRIKE
REBEL ASSAULT
MICRO MACHINES 2
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MASSIVE VIRTUA FIGHTER POSTER INSIDE!

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To pass our fitness test,
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It needs to be as realistic as the sting from a wet plastic ball
on the thigh and as exciting as a Brazilian forward line.

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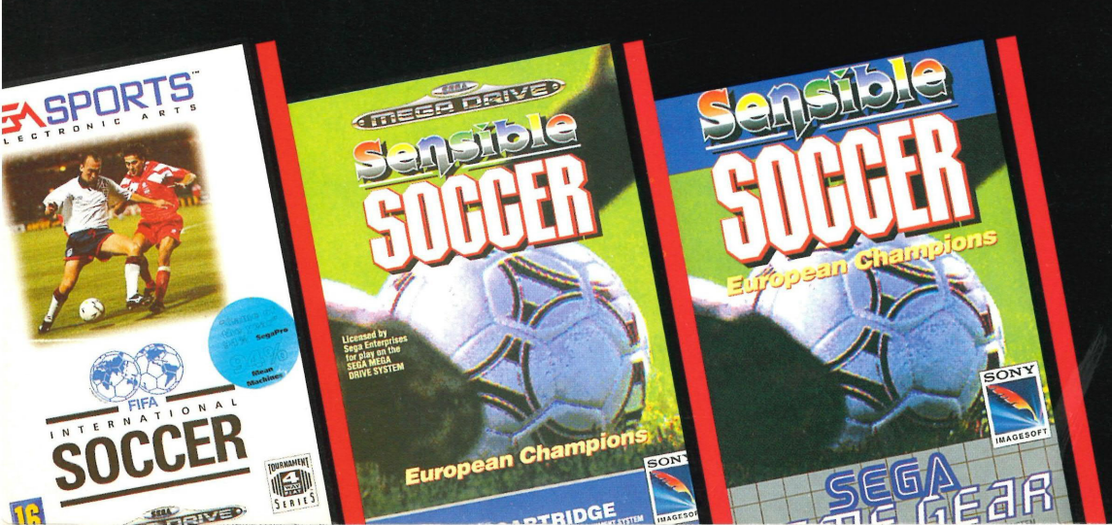

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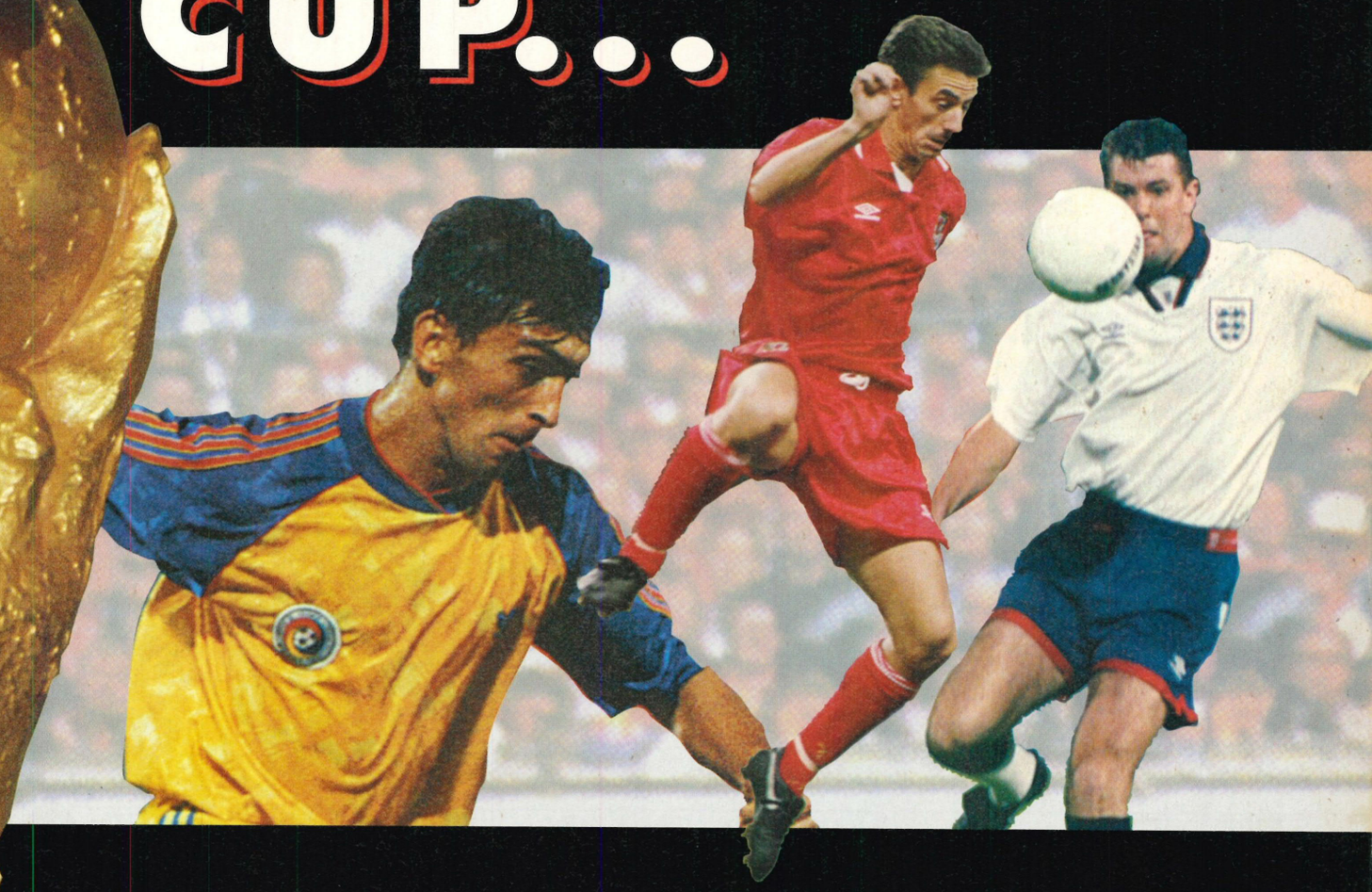

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"Do I not like that?"
We think you will.

GAME TO QUALIFY FOR

Dixons

* We will refund the difference on the spot if you can get the same product with the same offer, cheaper locally. Just come back to us within 7 days of purchase, with the details. The product must be new, complete and available for immediate delivery. This guarantee excludes mail order prices/offers.

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Exclusive! Check out the sequel to one of the most original and exciting Megadrive games of all-time. You want it. We've got it!

- MEGADRIVE 32: THIS IS IT! 46

Phwoar! Gerraload of this, etc! The Megadrive 32 is HERE and we have the first pictures to prove it. Page 46.

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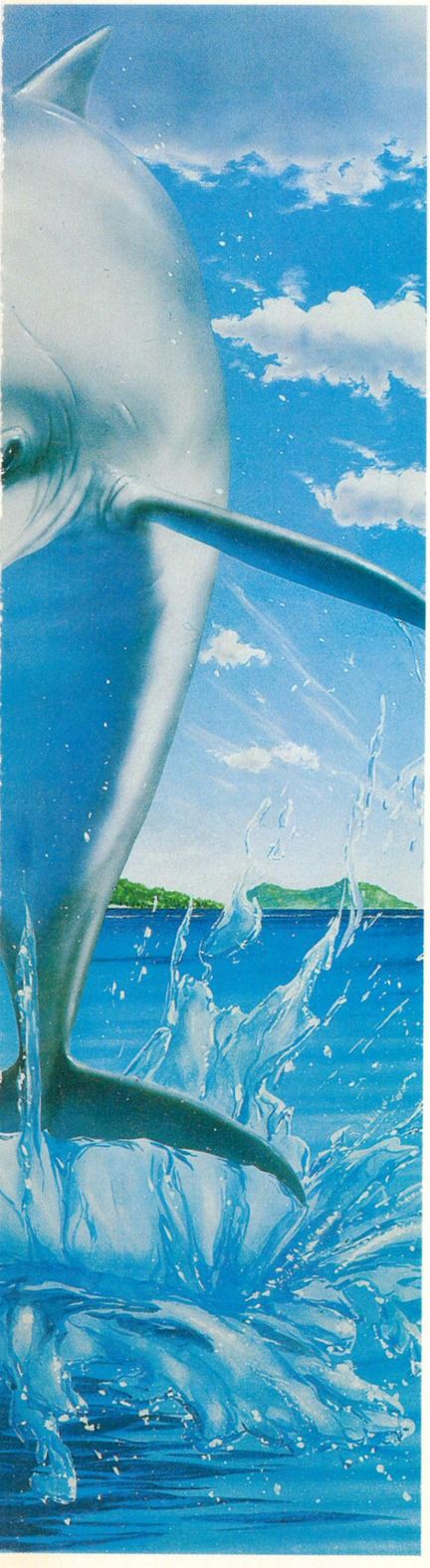

MEGADRIVE 32: THIS IS IT! 46

The speculation over what form the Megadrive's 32-bit upgrade is going to take has reached a fever pitch over the last couple of months. We exclusively unveil the Megadrive 32's cosmetics and pass on the latest news.

VIRTUA RACING: ON 32-BIT CONSOLE 48

You've seen Virtua Racing on the Megadrive. Impressive eh? Good though it is, there's nothing like the coin-op... apart from the home 32-bit version! Check this... NOW.

3D SHOOTING GAME: IT'S A BLAST 50

Confirmed in Sega of Japan's Saturn brochure is this incredible dragon flying game - which still hasn't got a proper name yet! What we have got, though, is what other magazines have been begging for; loads of decent pictures of this ground-breaking game.

STAND BY FOR ACTION (GAME) 52

Just like 3D Shooting Game, this game doesn't have a proper name yet, although it has been touted as one of the first releases for the Saturn console in Sega of Japan's recent brochure. Once again, we scoop everyone by bringing you more pictures than you've ever seen...

NOT FORGETTING... 54

If you're a bit of a "dunderhead" and you missed last month's incredible issue, you'd have missed loads of pictures of Saturn Virtua Fighter and Daytona USA. We print loads more pictures this month. Nice, aren't we?

LET THE GAT HUM 56

Quasar and LaserTag? Pah! Sega have developed an all-new laser system that leaves other systems behind in the dark ages. Want to learn more? We have a little showcase lined up...

POWER OF THE DRAGON 60

There's nothing quite like beating the brown stuff out of people is there? At least in videogames, that is. Virgin's latest is shaping up to be fine chop socky material, hence this four-page showcase.

THE DIRECTOR'S CUT 64

Ever wondered about stuff that programmers put into their games, only to be "removed" by the powers-that-be? We've got hold of some pre-production versions of top-quality games and let you in on some of the features that have been cut from your favourite games.

SEGA MAGAZINE
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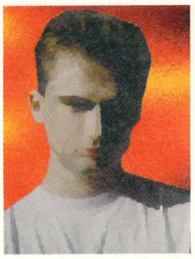
EDITORIAL



Despite a series of heinous disasters this month, culminating in the purloining of several of our top-spec Macintoshes, we've still managed to put together a rather excellent issue (even if I do say so myself).

First of all, as you can see from the spectacular cover, we've managed to scoop everyone else in bringing you the first shots of Sega's Ecco the Dolphin 2 game. I'm a big fan of the Mega-CD version, and this looks like being light years ahead (the 3D bits are astounding). In the preview stakes, we bring you early looks at top-notch games like Dynamite Headdy, Urban Strike, Micro Machines 2 and Rebel Assault.

Ever looking to the future, we bring you the EXCLUSIVE first pics of the Megadrive 32 upgrade. From the looks of our mailbag, there's a fair bit of speculation about what the thing's actually going to look like. Here (and only here) is where you find out. And, sticking with 32-bit, we bring you exclusive work-in-progress showcases of next generation games currently being developed by Sega of Japan. Once again, no one else has access to the materials we've got.

Can't argue with that impressive line-up really, can you? Well, glancing at my SEGA MAG strategy document, I can honestly say that the best is yet to come. Stick with us...

RICHARD LEADBETTER

CAPTAIN RICARD

This month, Ricky was possessed by the evil robot spirit of Brainiac. Which was quite a pleasant change to be honest. Whilst it must be said Brainiac does have a certain way with insidious plots and indescribable tortures, he just can't compare with our own home-grown super villain. And Brainiac pays better wages, too. Unfortunately, this blissful state of affairs was not to last as even Brainiac couldn't stand Rich's constant barrage of 2 Unlimited and Haddaway records.

SAM

Affectionately known around the office as Scientifically Adjusted Mutant - for that is what she is - Sam spent much of the last month in preparation for the partial solar eclipse, a great event on the astrological calendar. As the moon passed in front of the sun (or whatever it is happens in eclipses) Sam performed the necessary incantations to bring her eternal power over the mortal world. Sadly, this ceremony involved sacrificing a Galapagos Islands giant turtle on the MD's desk, an action rudely interrupted by gun-toting environmental activists. Aah.

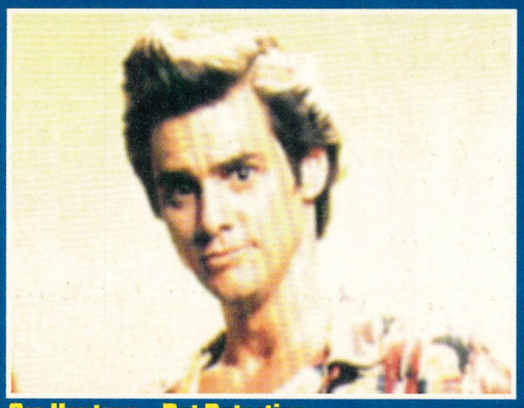
TOMMY G

Tom's behaviour was showing marked improvement recently, until he made the mistake of reading three

thousand comic books in a single sitting. Sadly, what passed for his brain has now been completely destroyed and Tom now spends his days swinging from the rafters in the office, with an eye mask on trying to engage "the evil Dr Jeff" in single combat. Tom also wears his pants outside his trousers, but then he's always done that.

CELEBRITY LOOKA-LIKES CORNER

It's funny when you think about genetics. The physical structure of each human being is dependent on billions of pieces of organic coding. Yet still, against all odds, some humans turn out looking almost exactly identical - right down to their hair! One such particularly unbelievable example was recently noted in our very office. Study if you will this photo of Rich. Now cast your eyes across to the photo of Ace Ventura - Pet Detective nestling next to it. Now look back. Now cut them out, swap them round and round and try to work out which is which. Incredible eh?



Ace Ventura – Pet Detective

Richard Leadbetter –Mental Defective

RAD

Whilst we were producing this issue, the office was burgled and Rad's expensive Apple Mac computer was half-inched, preventing him from doing any work at all. You can obviously imagine how distraught he was, having to delegate all his chores to Tom G. This sadness was tempered by the acquisition of Rad's nice new stereo, worth almost exactly the same as, say, his Mac would fetch at a second-hand shop. What a coincidence.

FOXY COXY

aka Oi Oi TOMMY BOY

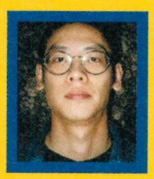
Tom's football obsession reached new heights this week when he backed out of an all-expenses paid day out to stand out in the streets (along with about a million other people) in the hope of catching a tiny glimpse of his favourite team (the Goooners) from about ten miles away. Tom also bought a "souvenir paper" he thought had a crowd photo where you could almost imagine you could possibly glimpse a hint of a picture of him. It turned out to be his mate who'd borrowed his sunglasses.

PS. Tommy says "Thanks for all the CD entries; everyone's a winner with SBTB..." Oh yes.

MR. ZIE

(to you)

Jeff has been in violence heaven since his discovery of a sadistic toys emporium - ambrosia to Jeff's sensibilities. Jeff is particularly proud of his new life-size replica M16 air machine gun, which is capable of putting little hollow plastic shots through quite impressive thicknesses of material (skin, bone, vital organs etc). And being the caring parent, Jeff's kitted out junior with a replica Glock handgun, loaded with high-explosive ball bearings and a barbed chainsaw bayonet.



PS. Whoever nicked my Mac can contact me for a fight. Anytime. Anywhere. Really. Cheers. J.

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SPECIAL THANKS: To no-one in particular. Especially not the burglar type who pinched Rich's PowerBook.

SPECIAL NO THANKS: Whatever gets nicked our Macs - come back here again you nonces and I'll sort you right out. Jeff.

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£5.95 OVERSEAS
BACK ISSUE ENQUIRIES: 0858 468211
SUBSCRIPTION ENQUIRIES: 0858 468888
SUBSCRIPTION RATE (UK ONLY): £27.00

DISTRIBUTION: BBC Frontline
COLOUR: Applied Presentation Technologies, Image Setting
PRINTING: Cooper Clegg

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ironic. But we haven't, so it isn't.

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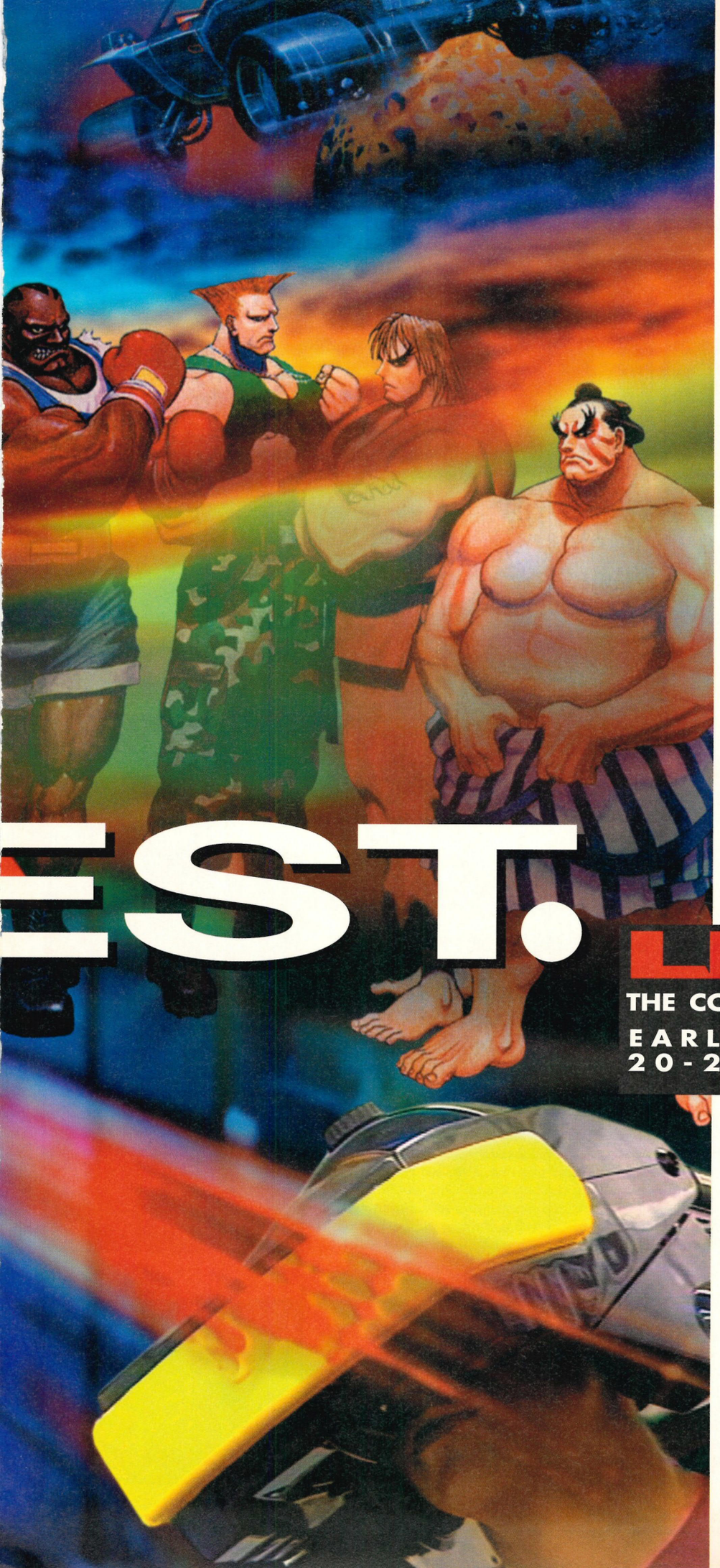
GET YOUR FINGER ON THE PULSE
HOT. TE



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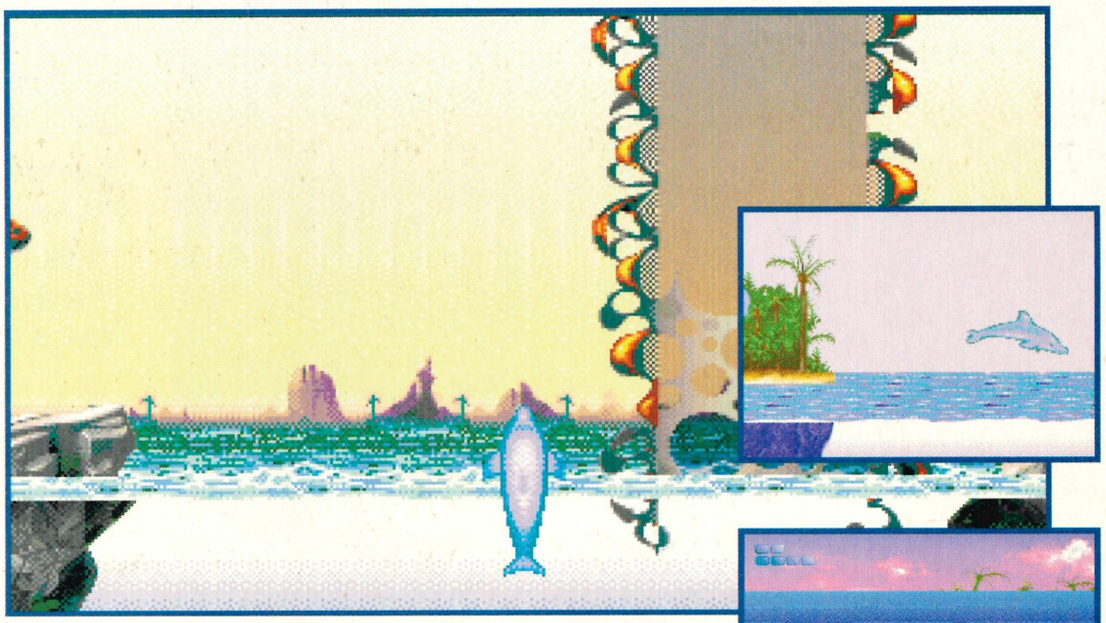
EXCLUSIVE!

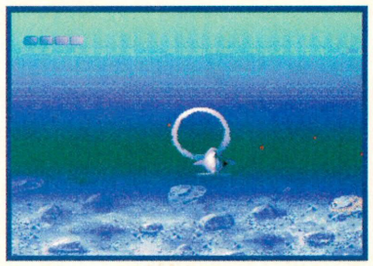
ECCO THE DOLPHIN 2

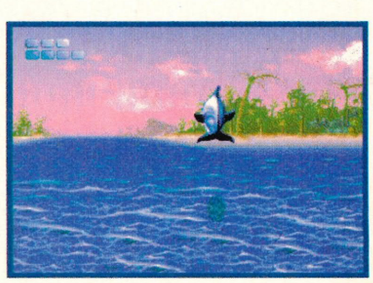


One of the top-selling videogames of 1993 (in fact, if memory serves, it was the fourth top-selling game) was Ecco the Dolphin. It's not really surprising either. Ecco's blend of super-smooth scrolling, eerie sounds, spectacular scrolling and epoch-making gameplay made it an instant classic. It was definitely THE most original title of the year.

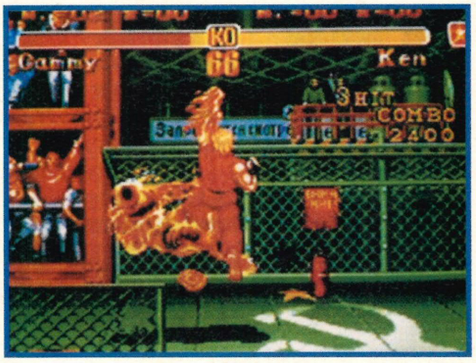
And now, after a successful conversion onto Mega-CD, Ecco is back in an adventure twice the cart size of his first. Ecco 2 revolves around the alien queen he defeated in the first game. Said alien has followed Ecco back to Earth and now intends (once again) to steal his friends and set about universal domination. So, yes, the story is odd, particularly considering it's a game about a dolphin - but who cares? Ecco 2 is shaping up to be as successful as the first game. The most obvious thing about the sequel is the quality of the graphics. If you were impressed by the first game's, check these exclusive shots out! Thanks to the aftermath of the alien's actions in the first game, there are special tunnels that lead up from the ocean - in effect, Ecco can now take to the skies!

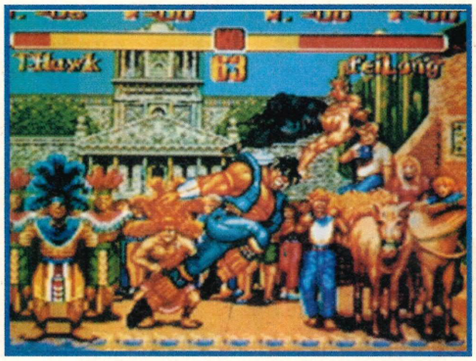
The second thing to grab you is the character interaction. Just like the original game, there are plenty of marine inhabitants around to talk to and set you tasks - and thanks to the extra memory, there's a far wider diversity of things to do, not just rescuing dolphins. But perhaps the most revolutionary thing about the game is the introduction of a superb 3D bonus stage - boasting some incredible visuals. Ecco 2 is shaping up extremely well and should be as awesome to play as the original - if not more so. The game is being released in September, so stay with SEGA MAGAZINE for more exclusive coverage.

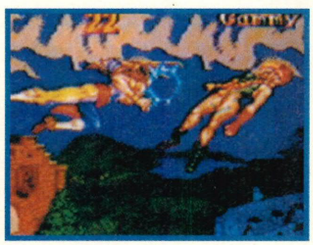




SUPER STREET FIGHTER: FIRST PICS RELEASED







Capcom of Japan have released the first shots of the home version of Super Street Fighter II. The shots on this page are taken from the actual Megadrive version.

No one outside of Japan) has been privileged enough to see the Megadrive version, but a few snippets of information about the game have been released.

First of all, the game is a mammoth 40-meg! This fuels speculation that SSF2 is in fact a conversion of the new Capcom classic: Super Street Fighter II Turbo (which features ANOTHER new character along with hundreds of new animations, which might account for the addition of another 16-meg on top of SF2: SCE's 24-meg spec). However, the conversion isn't finished yet. In the current version, the game has speed settings similar to SF2: SCE, but the extra moves and hidden boss of SSF2 Turbo were not in... although that could be subject to change, apparently. Let's hope eh?

Still, as you can see from the shots, the game looks very similar to the coin-op, with some stunning graphics, and all four new characters (Cammy, Dee Jay, Fei Long and T Hawk). In terms of gameplay, we can report that it's as close a conversion as any one could ever hope for.

All being well, we should be bringing you a lot more coverage... and soon.

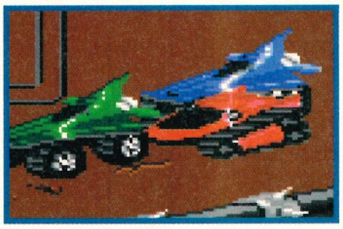
SPARKSTER SHOTS

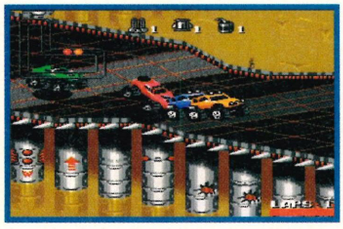
Konami's crack coders have been busy putting together the sequel to Rocket Knight Adventures, and it's shaping up to be a right "corker".

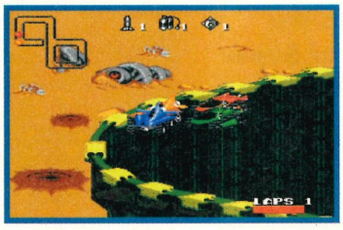
Featuring gameplay even faster and more furious than the last game, Sparkster boasts more sprites to do in, along with a far larger game area. And being a Konami game, you can expect to see plenty of technical wizardry brought to bear in the form of some massive bosses.

Take a look at these pictures and prepare yourself for some preview-related action soon.

ROCK AND ROLL RACING DESTRUCTION SET





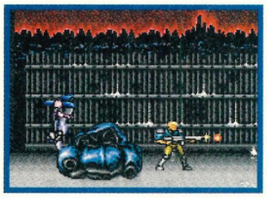


Already a hit on other 16-bit systems, Virgin are bringing Interplay's excellent Rock 'n' Roll Racing to the Megadrive. To prove it, here are exclusive screenshots of the conversion.

Basically, Rock 'n' Roll Racing casts you as a warrior driver of the apocalypse, participating in incredibly dangerous and rather violent races, using prize money to power-up your motor to truly devastating lengths. Adding to the basic "hardness" of the game are a number of top rock 'n' roll classics playing in the background, including the likes of Peter Gunn and Born to be Wild.

Featuring both single and dual player action, Rock 'n' Roll Racing looks just as fast and playable as ever it was. A full preview follows next month.

PROBOTECTOR PICS



You can't beat a bit of Probotector can you eh? If you're wondering just what Probotector is, know that is also called many different names, such as Contra and Gryzor. Ringing any bells now?

Well, here's your opportunity to check out the Megadrive version any way. The game's looking excellent at the moment, featuring all the scrolling blasting action you could possibly want. While it lacks some of the flash technical trickery of some of the other versions, it more than makes up for it with legions of enemy sprites to waste. Also in the new features roster you'll find a choice of four different characters, adding variety and lastability to the game - something which isn't exactly synonymous with previous Probotector offerings.

As we're sure you'll agree, this is all looking rather nice. Look out for a top preview in the next couple of issues of SEGA MAGAZINE.

DINO-POWER!

If you've been watching GMTV recently, you may have witnessed the phenomenon that is The Mighty Morphin' Power Rangers.

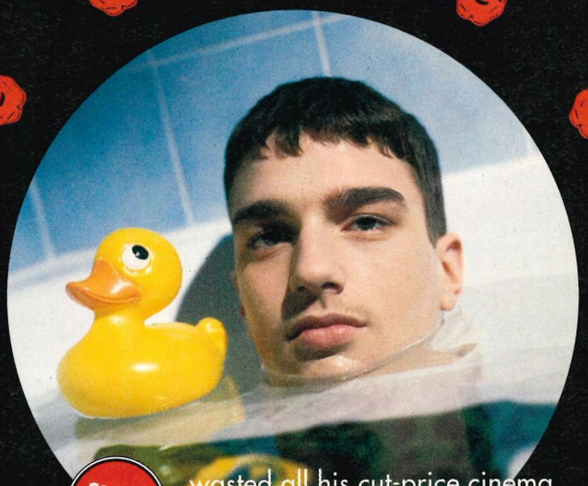
Combining mad-cap martial arts action with some of the tackiest special effects imaginable, the series follows the antics of five teenage superheroes as they protect the fair citizens of Earth against the dread legions of the sinister moon-dwelling Rita Repulsor. Calling on the power of the ancient dinosaurs, they race around in their giant 'Dinozord' vehicles, battling against monsters that bear more than a passing resemblance to people in cheap 'muppet' costumes. You might think this sounds dreadful and you'd be right, it is, but it's also an excellent laugh. Look out for the series in its regular daily slot on GMTV, starting from Monday 25 July. If, however, you feel the need for a Power Ranger fix before then, you might want to check out the excellent Power Rangers toys that have just hit the shops. Best of the bunch is the massive 'MegaZord' which actually breaks up into the five Dinozord crafts.
Retailing at £34.99, the Megazord can actually be upgraded to the deadly 'UltraZord' by clipping on an additional Dinozord. However, real Power Rangers fans may want to invest in MegaZord's trusty steed – Titanus, a battery-powered brontosaurus. More fun than barrel of monkeys!

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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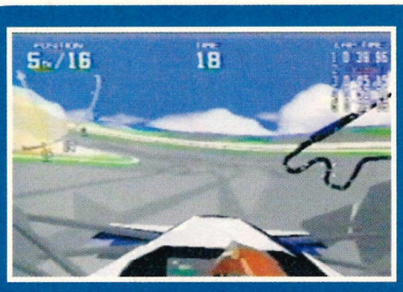
SEGA MAGAZINE RECOMMENDS...

Just what has been tickling the collective fancies of the SEGA MAGAZINE crew this month? Find out below...

DAYTONA USA

This coin-op is just sooo good, it's almost unbelievable. You've GOT to get down to your local arcade now and check this one out. Multi-player Daytona is an experience not to be missed.



VIRTUA RACING

Four months on from our initial review and VR is still enthralling the SEGA MAG staff - mainly because Tommy G is convinced that HIS way of completing the Expert course is better than Rich's...

STREETS OF RAGE 3

Out around now, this is the best Rage game to date and although it's easy to complete (as usual with SOR games), there's plenty of secret stuff to locate, including a few hidden characters. However, we are remaining tight-lipped at the moment on that particular score.

BLAST FROM THE PAST!

STAR CONTROL

This game is over two years old and is STILL one of the best two-player games that money can buy. Star Control was released by Accolade (and is still by far and away their best game to date) and was the first 12-meg Megadrive cart ever. Control a vast star fleet of differing craft and use their special abilities to blast the brown stuff out of the enemy empire. A brilliant game, but extremely difficult to find now. Star Control 2 was released on PC and is even better than this - come on Accolade, let's see a Megadrive version!

KERRANG!

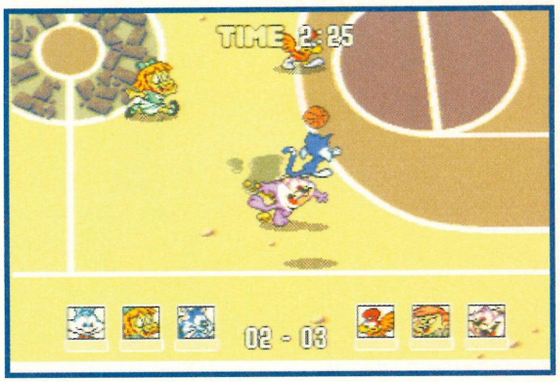
YOU WON'T FIND THIS MAN IN KERRANG!

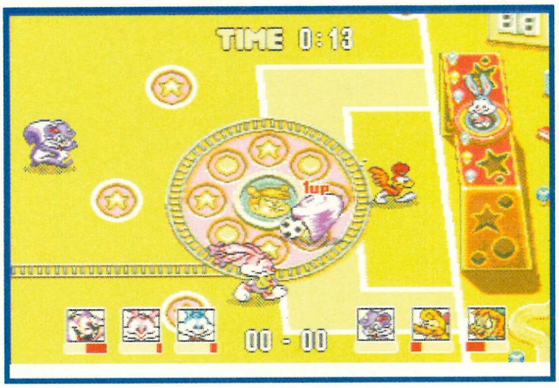
YOU WILL, HOWEVER, FIND THE LATEST, UP-TO-THE-MINUTE HOT METAL NEWS, THE MOST EXTENSIVE ALBUM AND LIVE REVIEWS, THE WORLD'S ONLY WEEKLY METAL GIG GUIDE, PLUS THE MOST FEARSOME FEATURES IN METAL! YOU COULD SAY IT'S THE KIND OF QUALITY YOU'D EXPECT FROM THE WORLD'S GREATEST HEAVY METAL MAGAZINE!

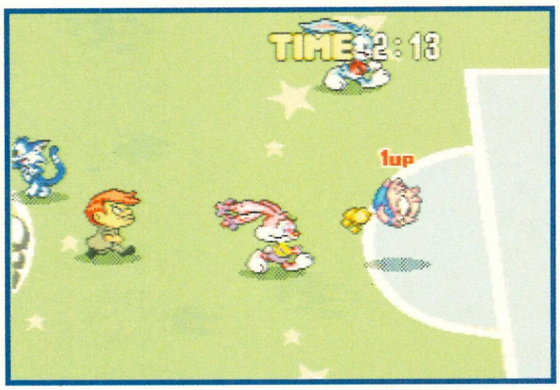
KERRANG! – SKULLKRUSHIN' METAL MAYHEM, EVERY WEDNESDAY!

TINY TOONS SPORTS

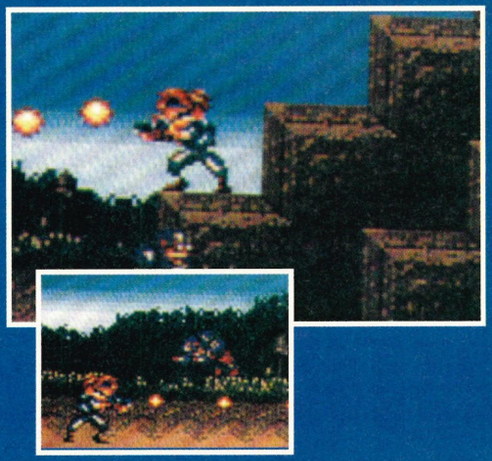
The sequel to Tiny Toons is in the works and here are some pictures of the game in action. Tiny Toons Sports features just about all the toons, participating in either basketball or soccer. Each character has special powers that become evident once the NBA Jam style "turbo" mode has been engaged. Tiny Toons Sports offers four-player multi-tap action as well. Glance, if you will, at these screenshots, and prepare for some more coverage in the very next issue of this fine magazine.







GAME GEAR GUNSTAR!



No, we didn't believe it either, but top coders Treasure, have converted Gunstar Heroes onto the Game Gear. And from the looks of it, the lads Treasure have handed in an exceptionally faithful conversion. We're currently chasing this one up with Sega Europe, but in the meantime, enjoy the screenshots!

THAT WAS THE MONTH THAT WAS

July. Synonymous with summer. Which usually means no games about (everyone's out playing footie or whatever). Or does it? We jump into the nearest temporal vortex to find out...

ONE YEAR AGO

Sega unleashed a veritable barrage of quality wares in our direction - including the excellent blaster known as Ranger-X. Scrolling carnage on a grand scale, this game was overlooked by many - but to this day remains a classic.

Other good 'uns included a first look at Batman Returns on CD (still a fine Mega-CD title) and Tengen's excellent Davis Cup Tennis. Jurassic Park was revealed in all its 16-meg glory, along with a diabolically bad game known as Balljacks. Crap, but strangely compelling in an utterly perverse way...

TWO YEARS AGO

The summer months often produce a drought of decent games, and July 1992 was such a month. Splatterhouse 2 was Sega's only effort that month - and let's face it, that isn't exactly the pinnacle of Megadrive gaming... US Gold released Olympic Gold to a supremely indifferent press whilst Virgin unleashed Chuck Rock in Megadrive form. Acclaim astounded us all with the sheer crapness that was Arch Rivals...

DO I NOT LIKE THAT...

First in a new series...

Most people have some sort of skeletons in their respective closets, whether it be wearing checked flares when they were five, or having murdered their siblings and blamed it on the neighbours. Sega, of course, are no exception from this rule...

NUMBER 1: THE SEGA MASTER MIX '90

Undeniably the number one mistake ever made by any human being, the unearthing of this previously forgotten secret alone could destroy Sega's reputation.

Many moons ago, someone thought it'd be a great idea to hold a Sega Song competition, with the winning console-type ditty being mounted on issue 2 of old-style MEAN MACHINES. There can't have been many entries, because the victor (lyrics reprinted by kind permission), known as the Sega Master Mix, performed by MCs Nick & Steve (gnn!) was an astoundingly inept rhyming couplets rap-effect thing featuring the immortal line "Donatello, Raphaello, grey imports, pizzas - diss 'em, boy." Gnnnnn! Cypress Hill haven't got much to worry about, put it that way. In fact, Slow Boat to Barnet haven't got much to worry about to be honest.

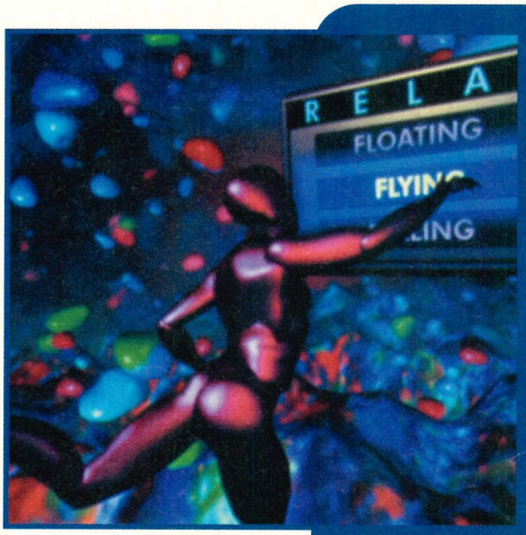
THE SEGA MASTER MIX '90 - IN FULL EFFECT HOMEBOY

Yo Nick and Steve you coming aaaaaht tonight?
No man we're staying in to check out our brand new Sega console.
Sega? What's that?
Hey - check this out!
Yo! Master System costs from eighty paaaaahnd
One-two-eight colours and three channel saaaaahnd
Yeah they got more games than fish in the docks
Like Operation Wolf and Psycho Fox
Golden Axe, R-Type, World Games, Chase HQ,
World Soccer, Baseball, Wonderboy 2.
The list of games goes on and on and on
The Sega posse is over a hundred strong
Yeah man sounds dope tell me more
Yes, OK.
As well as a console you get a Light Phasaaaa,
With Wild West War, games to amaze yaaaaa
3D glasses will blow your mind
Better peripherals you cannot find
Def joysticks that simply flow
Rapid Fire Units - bo bo bo [We're honestly not making this up]
Waiting for games to load is wik-wak we say
Sega games load straight away.
Blow your minds in a Fantasy Zone
Turn other consoles - got nobody home
Your mutant just ain't a hit
And your grey imports just don't fit
Onto any known British TV
So it's obvious to me
Check out your local dealer, not for drugs,
But for Sega
Haaaaaah do you spell that, G?
S-E-G-A. The hottest most respected console on the streets today.
Yeah, we got the Sega Master System in the house, yeah boy.
Donatello, Raphaello, grey imports, pizzas - diss 'em boy
Megadrive, buy one today etc etc etc until you die.

STREET FIGHTER 2 MOVIE!

Check out these mean 'n' moody stills from the forthcoming Street Fighter II manga movie. There isn't a lot in the way of details about the movie yet, but rest assured that all of your favourite characters are included. From the looks of these stills, it's a bit of a violence fest, with the animators not sparing anything in the gore stakes (or is Sagat just being a bit careless with his strawberry jam?).We hope to get a look at the finished film in the next couple of months.

We'll let you know if it's any good...



LAWNMOWER MAN CD!

The Sales Curve are currently "beavering" away on a Mega-CD adaptation of the Lawnmower Man, which looks very nice indeed.

And, um, that's about it really. In fact, the only reason we printed this is because Sales Curve's new PR "man" is in fact an esteemed former colleague of ours, Andy McVittie, ex-production editor of MEAN MACHINES. "Use these pictures or die!" read his charming missive... and who are we to argue? We promise to print a preview in the next few months.

VIRTUA STAR WARS UPDATE

We can reveal that Sega's Star Wars arcade game based on Virtua Model One arcade technology, is just about ready for release. We hope to carry an in-depth showcase of the title in the very next issue of SEGA MAGAZINE. In the meantime, you can get a look at some more of the game (including the impressive two-player cabinet) by examining our Rebel Assault preview on page 32. This is one coin-op we're really looking forward to seeing...

JULIAN RIGNALL SPEAKS

Greetings from the Golden State, where the sun always shines, the land shivers and shakes and people that look like extras from Baywatch freely roam the streets displaying their assets. It's been quite a few months since I left old Blighty to travel eight hours into the past and join Virgin Interactive Entertainment, so now I'm settled in I think it's high time I started giving you a monthly lowdown on what's going on in the software industry over here. So here's the first US report...

...and excitement isn't a word that springs to mind. Not a lot's been happening in the industry over here since the New Year. Yes there's been big games such as Sonic 3 and NBA Jam, but other than that there's been a veritable goodie-bag of middle-of-the-road titles which feature little in the way of innovation and excitement. And consumers don't seem to be too happy about this. Super NES sales are wilting, and although sales of top Genesis titles (what they call the Megadrive over here, but when in Rome and all that) are still very good, anything that's seen to be an average piece of software - which is virtually everything not in the top ten - pretty much bombs at retail. I think that players have had enough of buying mediocre titles and are now educated enough to be able to tell the difference between top stuff and fetid cheese.

Good for them, I say.

What interest there is in the marketplace definitely seems to be generated by the Genesis 32X add-on (exclusively revealed in its UK form as Megadrive 32 on page 46), which looks like a brilliant piece of kit. The rumour mill is certainly grinding about titles being developed for this machine - over 40 apparently - and those who've seen some of them have come away with jaws agape spouting nothing but praise. Personally, I can't wait to get one - from what I've seen it's able to produce games of a standard far, far higher than the Genesis could ever hope to achieve. CDX, or Multi-Mega as you will know it, was released here a few weeks ago and has sold in really well. And deservedly so. Like nearly all electrical items available over here, it costs a lot less than it does in Europe (about £225.00) and at that price represents pretty good value for money for a cool-looking widget that plays cartridges, CD-ROM games and also doubles as a portable audio CD player.In regards of upcoming software, it seems that many software houses are waiting for the CES before making any really big noises about their forthcoming titles. Still, Super Street Fighter II Turbo sounds like it's going to be an absolute cracker, with 100% faithful graphics, gameplay and sound packed into the cartridge. It'll be going up against Mortal Kombat II, which is slated for a September 13th release. That one too is rumoured to be an absolute whoppa, with arcade-quality graphics and spot-on sound. It'll be interesting to see which one outsells the other - I'll keep you posted as time goes on.

"..players have had enough of buying mediocre titles.."

Another very interesting title to look out for is Mickey Mouse's 65th Anniversary by Sony, which will be out later on in the year. According to those who've seen it, it's a fabulous looking platform game which features some of the best sprites and backdrops yet seen on Genesis. The game starts out in black and white and looks just like old Mickey Mouse cartoons - complete with "scratches" on the screen to give it a really faithful look. As Mickey progresses, the game becomes coloured until everything looks like a modern-day cartoon. Keep watching for this one - I reckon it'll be huge!

I must say I'm highly amused at Sega's latest ad campaign over here, which is a series of TV adverts giving lots of alternative uses for old black and white hand-held machines you may otherwise want to throw away. Yes indeed, it's a thinly disguised 101 Uses of a Dead Game Boy - and some of their suggestions are very funny indeed, ranging from doorstops to bizarre hair-removing gadgets! If I can catch it, I'll tape it and send it over to Rich so he can take some pictures.

In movieland, Jean-Claude Van Damme has been signed up to play Guile in the forthcoming Street Fighter live-action flick, which is scheduled for release in this country in the first quarter of next year. I'm currently trying to track down more information on this, and I hope by next month I'll have the complete cast list and more detailed release dates. I'm also trying to find out some more about the Japanese Street Fighter manga film which is currently in production. One of our artists at Virgin knows somebody who works on it and reckons it's going to be utterly fab. I can't wait!

Anyway, that's all for now - I've got a dirt bike on the back of a pickup truck waiting to be driven out to the desert for some serious off-roading hilarity. See you next month!

JOYSTICKS: THE RESULTS

Andrew Wright (marketing director for Sega Europe) accepts the best original console game of the year award, presented by Steve Wright. Looking like Data from Star Trek, Rich, quite clearly, betrays his own android origins in this "intriguing" photo.

Remember those Golden Joystick awards you voted for a couple of months back? Well, here are the highlights (the low-light being that FIFA Soccer should have won something. Come on, where were those votes?).

Core Design scooped best console simulation of the year for Thunderhawk, somehow beating off FIFA Soccer! Congratulations.

Congratulations to Treasure: Gunstar Heroes scooped the best original console game of the year award. Nice one, lads.

Acclaim won the best licensed console game award with Mortal Kombat (again, FIFA was a runner-up).

Hirokazu Yasuhara, lead designer for Sonic 3, scooped the prestigious console programmer of the year award...

Acclaim won an award for their services to the industry, but it was hats of to Virgin Interactive Entertainment, who won the Software House of the Year trophy!

COMING SOON

MEGA DRIVE

JUNE
BUBBA AND STIX
WORLD CUP USA '94
LOST VIKINGS
DUNE 2
JAMMIT
F-15 STRIKE EAGLE II
FUN 'N' GAMES
PETE SAMPRAS TENNIS
CAPTAIN DYNAMO
COMBAT CARS
HARDBALL '94

JULY
STREETS OF RAGE 3
BODY COUNT
THE INCREDIBLE HULK
MARIO ANDRETTI RACING
MARKO'S MAGIC FOOTBALL
JUNGLE BOOK
ROCK 'N' ROLL RACING
CHAOS ENGINE
GLOBAL GOLF
SPEED RACER

AUGUST
EA SPORTS TENNIS
TAZ-MANIA 2
SHINING FORCE 2
ITCHY AND SCRATCHY
EXCELLENT DIZZY

SEPTEMBER
MORTAL KOMBAT 2
URBAN STRIKE
MAXIMUM CARNAGE

MEGA-CD

JUNE
TOMCAT ALLEY
MYSTERY MANSION
DRACULA UNLEASHED
TERMINATOR
WORLD CUP USA '94
MORTAL KOMBAT CD
JURASSIC PARK
DOUBLE SWITCH
PRIZE FIGHTER
ANOTHER WORLD 2
DUNE
SENSIBLE SOCCER
SHADOW OF THE BEAST 2
HEART OF THE ALIEN

JULY
FIFA INTERNATIONAL SOCCER CD
DRAGON'S LAIR
SOULSTAR
AV8B HARRIER ASSAULT
LINKS

AUGUST
ITCHY AND SCRATCHY
BATTLECORPS

Master System

JUNE
WORLD CUP USA '94
ECCO
FIRE & ICE

JULY
THE INCREDIBLE HULK
BATTLETOADS: BATTLEMANIACS
GLOBAL GOLF
DROPZONE

AUGUST
ITCHY AND SCRATCHY
EXCELLENT DIZZY
SONIC SPINBALL
TAZ-MANIA 2

GAME GEAR

JUNE
WORLD CUP USA '94
SONIC SPINBALL
FIRE & ICE
CAPTAIN DYNAMO
CJ – ELEPHANT FUGITIVE

JULY
THE INCREDIBLE HULK
WIZARD PINBALL
MARKO'S MAGIC FOOTBALL
CAESAR'S PALACE
DROPZONE

JULY
ITCHY AND SCRATCHY
EXCELLENT DIZZY

SEPTEMBER
MORTAL KOMBAT 2

Now as we all know, nobody's perfect and while we here at SEGA MAGAZINE NEVER make mistakes, it's just possible that the software houses may change the release dates for their games. If this kind of chopping-and-changing, scatty, can't make-their-minds-up, indecisive behaviour bothers you, try contacting the special Sega Release-Schedule-O-Matic, a massive super-computer – more powerful than the ones they use at NASA – which can tell you all the latest release dates. Just dial 071 244 2698. Calls are charged at normal rates, although you do need a touch-tone phone, as the Release-Schedule-O-Matic doesn't talk to owners of pulse-diallers or Fisher Price.

PREVIEW

16-MEG

BY: TREASURE

RELEASE: SEPTEMBER

DYNAMITE HEADDY

If you're a regular reader of SEGA MAGAZINE, you should already be familiar with Dynamite Headdy. Ever since we featured the game as part of our Treasure showcase back in issue 4, we've been getting pretty hyped up about this particular title. Why? Because Dynamite Headdy is a hot favourite in this year's Christmas games line-up. Trust us when we say, this game is going to be BIG!

▼ The incredible dog-boss in action. Possibly one of the most impressive things ever to appear on the Megadrive.

So, what's all the fuss about then? Who or what is Dynamite Headdy? Well, he's actually a toy whose head has come off. Doesn't sound so exciting, eh? However, rather than being just another cheap video games character with a clever gimmick, the whole game is based around this feature. You see, Headdy can actually use his removable noggin as a projectile weapon, performing long distance head-butts on anyone who gets in his way. What's more, he can also 'adopt' new heads, each one with its own unique trait. Some fire sparks out the nostrils and there's also metal heads with extra butting power, super-swift heads, invisible heads, cherry-bomb heads, heads that miniaturise Dynamite, even bad heads that put him to sleep or are too heavy to move.

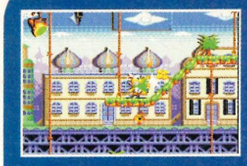
It may be yet another platformer, however, coming from the makers of Gunstar Heroes, you'd expect it to be something a bit special. The graphics are already looking incredible, with beautifully detailed backdrops full of all kinds of little humorous touches.

Graphical trickery was the main ingredient that made Gunstar Heroes such a winner and the programmers have developed the technique to produce some stunning results in Dynamite Headdy. Wait until you see some of the huge bosses in action, most noticeably the giant clockwork dog, which rotates, spins and flips all over the screen.

What's more, Headdy is more than a pretty face. Each level is packed with all kinds of weird, wacky and downright original ideas. Using the theme of a film set, he continually ducks behind the backdrop, running around the stage set behind. There's even a crazy shoot 'em up-style section as he is dragged through a backstage area by a mad cat.

Mark our words, Dynamite Headdy is definitely a game to look out for, so watch this mag for the exclusive review – possibly as soon as next month. Eep.

SEGA

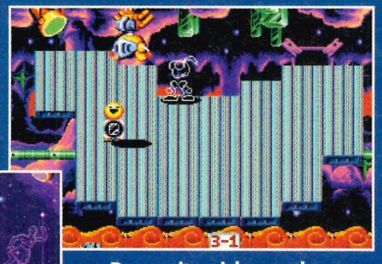


▲ Blam! One well-placed headbutt does away with this strange Aztec dolly.

▼ The dreaded puppet-show. Battling this wooden doll as it changes is absolutely rock-hard.

▲ That's Headdy with two D's.

▲ Watch the tilting platforms.



▲ Dynamite picks up the Invisibility Head making him undetectable to baddies.

▲ This plane zooms in and out of the scenery as it tries to catch the escaping Headdy at the beginning of the game.

▲ The incredible intro.

▲ This basketball game is just one of the bonus levels.

▲ Northtown – the first level of the game – is nothing more than a film set.

▼ There are three training rooms to practise your head-skills in.

PREVIEW

16-MEG

BY: EA

RELEASE: TBA

URBAN

There's nothing a good game deserves more than a sequel and last year saw the sequel to one of the greatest Megadrive games, Desert Strike. The thing is, the sequel, Jungle Strike, has proved such a monumental success in its own right that, well, it kind of deserves a sequel of its own. And here it is!

So what's the plot this time? More Middle Eastern tyrants craving for power? Foul drug barons seeking revenge against the accursed Americanos perhaps? Well actually, it's nothing like that at all. This time the baddy is a good clean-living American tycoon.You see, Urban Strike is set in the future. The year is 2006 and the World is at peace. However one man, evil masterbrain and millionaire bitter brewer, John Smythe, has recruited the now redundant rocket scientists of the World and is using them to construct all-powerful weapons of war. With these he could easily achieve total global domination. However, his goal is far more ambitious – complete domination of the United States. Bwaha-ha-ha!

Anyone who's played the previous two Strike games should be more than familiar with the look of this latest installment. Once again, the action is played from a 3D isometric viewpoint as you fly your attack chopper through each level, blasting away enemy installations.

Urban Strike features 13 levels and the actual game is 50% larger than Jungle Strike. What's more, using special compression techniques, the programmers have managed to cram all this game onto a 16-Meg cartridge.

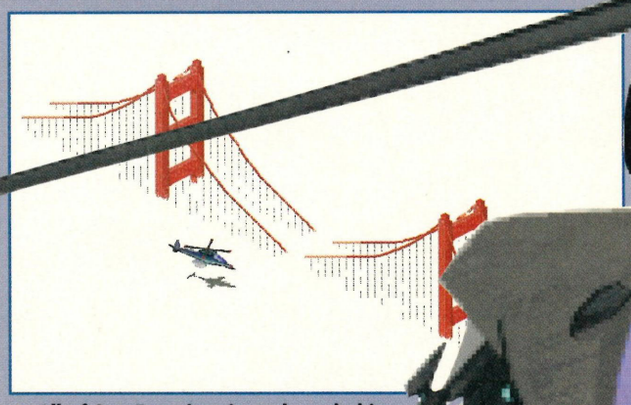
So, what new features are there? Well, perhaps the most exciting new addition is the ability to leave your helicopter and enter buildings on foot. In fact, this is essential for the completion of certain levels, as you find yourself landing atop skyscrapers in New York, oil rigs in the Pacific and even Alcatraz Prison in order to take on the enemy face-to-face.

Remember how you could make use of a variety of different vehicles in Jungle Strike? Well, that feature rears its head once again. You can clamber into one of the freshly-constructed M-4 Armoured Assault Tanks and take it for a spin. On top of this, you can also exchange your fictitious futuristic Phoenix Thunderhawk Attack Chopper for an Osprey III Transport Chopper.

At present, Urban Strike is still in the early stages of development. However it's already clear to see that this is going to be hot stuff. Set to feature more air-to-air combat, a stronger arcade feel, puzzle-oriented levels and a greater degree of challenge than its predecessors, this could well be the best in the series.

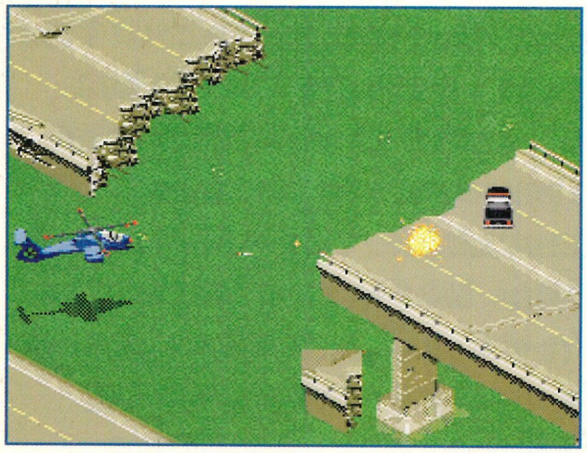
SEGA

▲ It might look like this level hasn't been fully programmed, but it has. All the white areas are in fact fog.

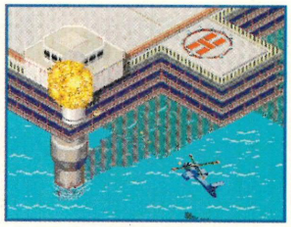


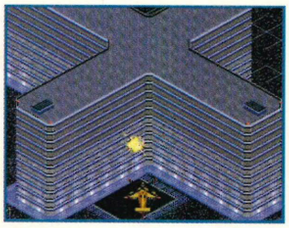
▲ All of San Francisco is enshrouded in fog, including the Golden Gate Bridge. Must be pretty tough going for the cars.

STRIKE

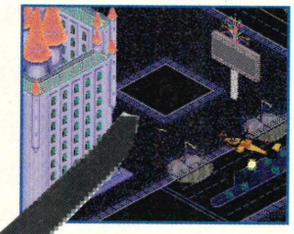


▲ Airforce1 has crashed and it has taken out this bridge.

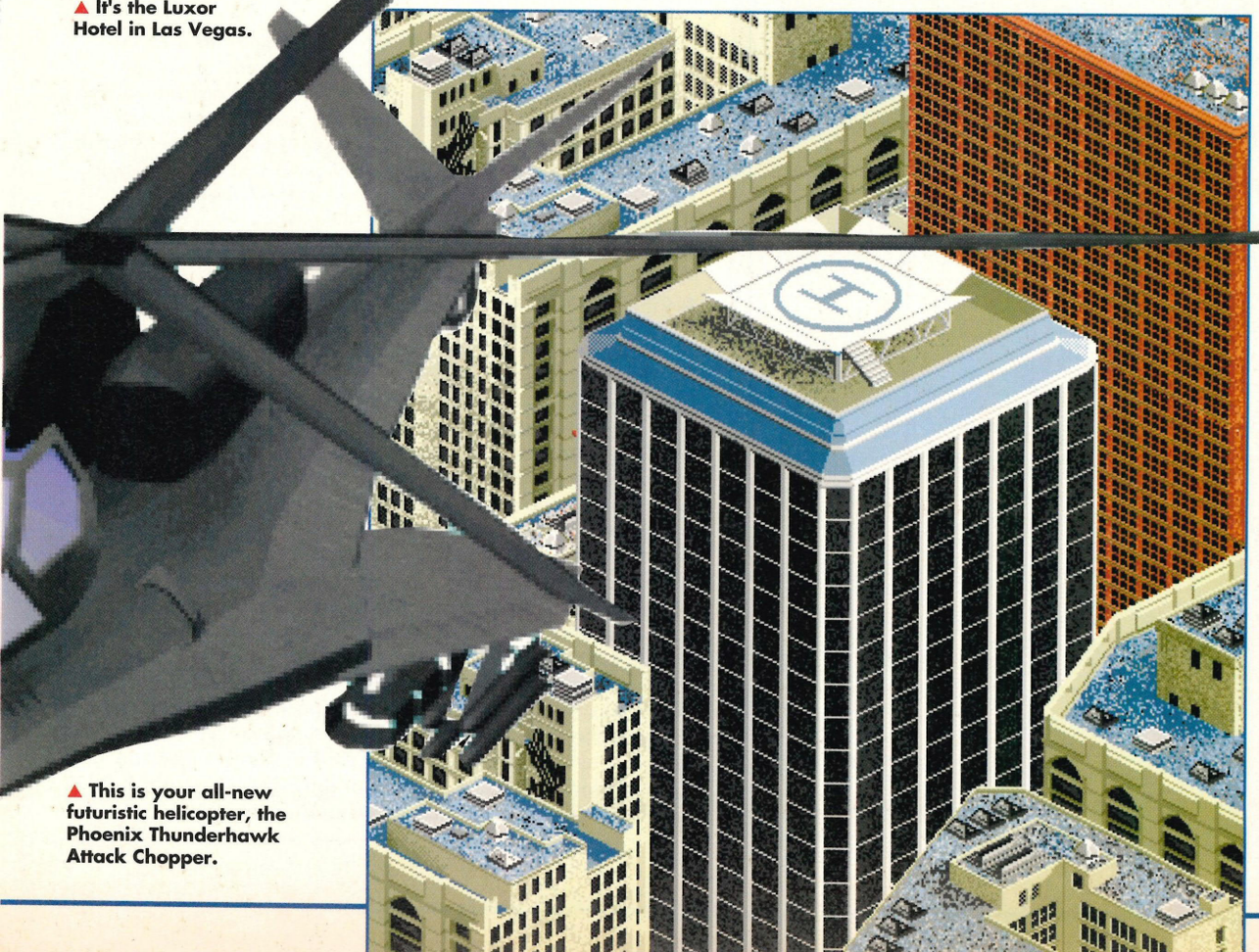




▲ One of the missions involves an attack on an oil rig.



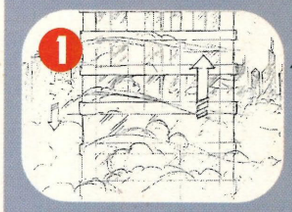
▲ It's the Luxor Hotel in Las Vegas.



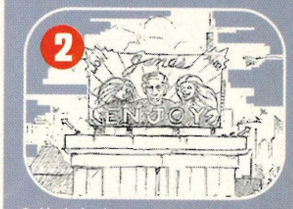
▲ This is your all-new futuristic helicopter, the Phoenix Thunderhawk Attack Chopper.

THE OPENING SEQUENCE.

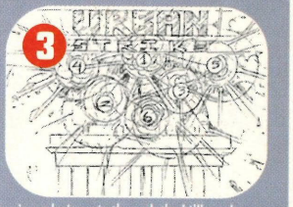
At present, Urban Strike is yet to receive its intro sequence. However, these rough sketches should give you idea of how it will look.



Fading in from white, this fog-shrouded skyscraper appears. As the screen scrolls upwards, the sound of whirring rotors grows louder.

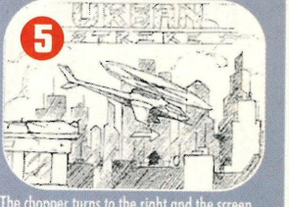


Suddenly the chopper swoops in behind the billboard (to mask any scaling). It launches it rockets and the pigeons take off before...



...six explosions rip through the billboard. With each explosion a letter of the URBAN logo appears with STRIKE appearing on the last blast.

The explosion clears and the chopper rises up from behind the building.



The chopper turns to the right and the screen starts scrolling left.

As the copter flies through the city, silhouettes of buildings scroll past in the foreground.

PREVIEW

16 MEG

BY: SEGA

RELEASE: TBA

RAGNA

▲ All kinds of animals feature. Here we see a pea.

▲ And there are lizards and birds. And spore-balls.

You may remember back in Issue 4 we gave you a sneak preview of a forthcoming adventure game called Soleil. Well you can forget about it now, because Soleil isn't going to be coming out. Nope, but don't fret because you're still going to be able to play the game. Confused? Well you see, the game is going to be released, but under an all-new name – Ragnacenty. What's more, the final Japanese version of the game has just arrived at Sega's UK headquarters and we've had a little tinker on it.

Following the usual RPG format, Ragnacenty puts you in the role of a young hero as he faces all kinds of sword-wielding adventures. Although the game is finished, all the text has yet to be translated from the original Japanese, making it very difficult to work out what the plot is, or what anyone in the game is saying. However, it seems that early on in the game our young hero has a fateful encounter that renders him unable to talk to humans. He can, however, speak to animals and it's only by communicating with various fluffies such as chickens, dogs and pigs that he can progress through the game. In fact, animals play an important role throughout, as our hero can call on certain animals he's befriended and use the various powers to overcome certain situations.

As with all RPGs, there's a strong puzzle element, which became quite apparent even whilst playing the game with the Japanese text. For example, through trial and error conversations with people in the town our hero managed to acquire a super sword attack which is vital in order to reach the first boss.

The most impressive feature of Ragancenty however, is the awesome graphics. The full-colour backdrops are incredibly detailed and there are all manner of clever touches, such as footprints being left on the beach and drifting clouds casting shadows on the ground.

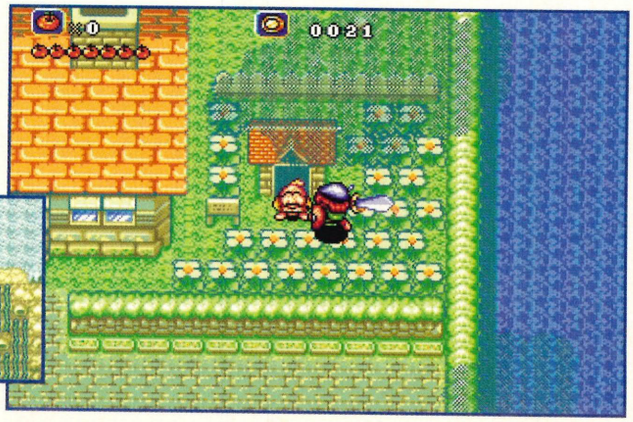
So, why change the name to Ragnacenty? Did Sega think Soleil was a little too difficult to pronounce? Perhaps they thought the old name was too meaningless? Well who knows, hey, and who cares? All that matters is that the Ragnacenty is already looking mighty fine. Look out for the full SEGA MAGAZINE review soon.

SEGA

CENTY

▲ As with all blood-drenched RPGs, Ragnacenty has a deadly playground section complete with slide.

▲ Many are the perils our hero must face. Here, he must destroy some haystacks.



▲ Skooching down waterfalls, climbing up vines, threatening dogs with swords. What a laugh. Ahaha!

▲ Yeehah! Armadillo pies for tea!

▲ Sorry King, what's that? Eh? What?

▲ Can you spot Rad in this picture?

▲ Armadillo spore attack! It's a trap!

▲ Cactus men closing in! We're doomed!

▲ Yipes! Harold, we've been spotted!

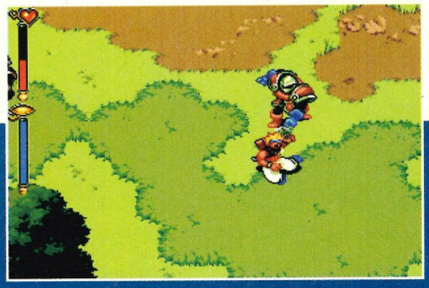
PREVIEW

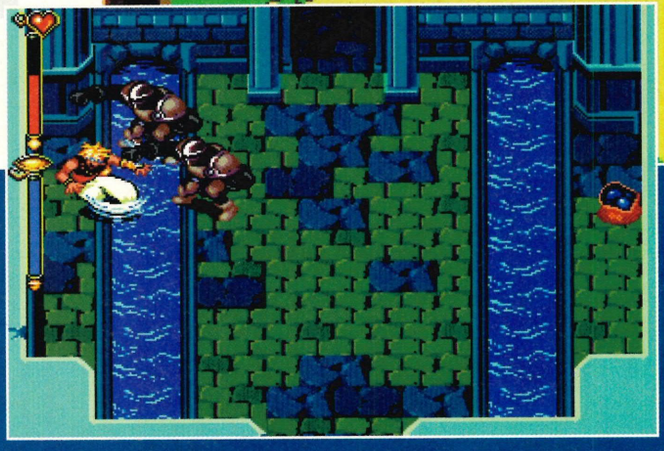
16-MEG

BY: SEGA

RELEASE: TBA

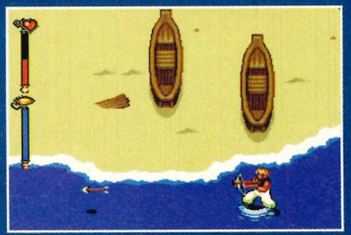
THE STOR





▲ Think these graphics are nice? You should see the update that Sega have just showed us – more next issue!

▲ Fight! Fight! Wahey!



RY OF THOR

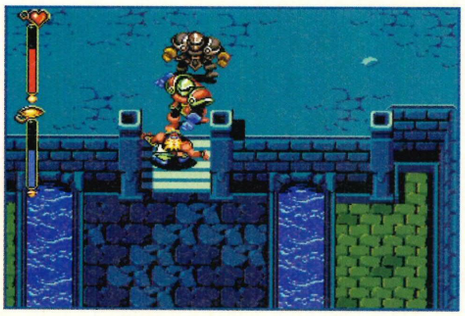
We might all be enjoying the summer sun right now, but with autumn just around the corner, Sega are already preparing their red-golden-brown autumn games assault and one of the biggest titles lined up is a beat 'em up adventure called The Story Of Thor.

It was way back in April that we first took at look at this game and at that early stage there was little more to see than a few fighting scenes from the first level. Well, a great deal of progress has been made since then and the game looks set be pretty hot stuff. Taking on the role of Thor (who incidentally, isn't the ancient Nordic God of Thunder, but in fact a swashbuckling hero of the Aladdin variety), the player must battle their way around a land filled with all kinds of supernatural nasties. The plot remains something of a mystery, but from the sections of the game already programmed it seems that Thor's adventures take him from his seaside hometown, across marshy wastelands, grassy plains, rocky mountain tops, through strange cities and into enemy castles.

The meat of the game comes in the form of some pretty satisfying beat 'em up action as Thor uses a wide variety of punches and kicks to floor his foes. On top of this, there's a whole range of weapons at his disposal, from daggers and swords to bows and even bombs. Catch an enemy with these and they stagger around covered in flames. To round off Thor's deadly range of attacks, he can also enlist the help of some handy magic such as firebolts, whirlwinds and electrical charges.

Mind you, he's going to need all the weaponry he can get, because there are loads of baddies to face.For the most part, these consist of armoured foot-soldiers, giant venus fly traps, swarms of marsh flies and strange living blobs. Some of the bosses however, are positively chilling. There's a huge spider with a Predator-style mouth that leaps and scuttles at Thor, but most impressive of all is a full-sized red dragon that attacks our hero with its jaws and flaming breath, from the bottom of a dark canyon. Unfortunately, the programmers don't want some of the later scenes – including this incredible beast – revealed until more of the game has been completed, so we're unable to show you any pictures of it, yet!

If The Story of Thor proves to be as superb as this early glimpse suggests, then it could turn out to be THE hot game to get this Christmas. There's only one way to find out for sure – check out the full review in an upcoming issue of SEGA Magazine.



▲ Get out mate! You're not coming in here.

▲ Baddies mate? Yeh, the picture on your left.

▲ Bah, I don't need them. I'll find some baddies.

▲ Sorry there mate, no baddies here.

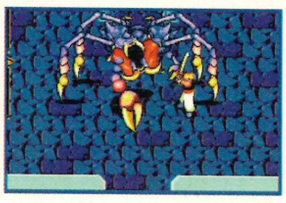
▲ Baddies, yep. There's got to be some around.

▲ Ah, sod baddies. I'll just fight myself.

▲ Plants huh? Aren't there any people around?

▲ Hmm. A group of battered prawns. Great.

▼ This spider boss is just one of the exciting 'baddies' Thor has to face. Thrilling stuff, huh?



PREVIEW

12-MEG

BY: CODEMASTERS

RELEASE: NOV 94

PREVIEW

THE ORI MicroM SCALE MIN

If you were one of the millions of people who played Micro Machines to death, and you're still playing it even now, then you'll be pleased to know that for the last six months, Codemasters have been working on a sequel. While the original game concept remains, Codies have pulled out all the stops to produce a four player game that's THREE TIMES the size of the original, with all-new drivers, tracks and millions more options than you could ever dream of...

When Micro Machines was officially released last year, no-one was more surprised at its success than Codemasters themselves. It had previously enjoyed minor fame as a 4 Meg cart on the NES, and although the Megadrive version was almost a straight portover, its originality, coupled with fast, fun gameplay scored an instant hit with Megadrive owners everywhere. In fact, it's been Codemasters' most successful game to date and has currently generated 250,000 sales on the Megadrive alone. Fortunately, instead of plumping for an easy follow-up with a couple of extra tracks and drivers, the game designers have tried to add in as many new features as possible. The sequel is three times as big (that's 12 Meg if you can't work it out) with 16 new drivers, 17 vehicles and 54 courses. Some of the additional vehicles include a land rover, a Porsche, a dumper truck, a VW Beetle a stock car and even a Le Mans sports car. The helicopter makes an appearance again, but the controls have been tweaked so you don't crash so often, and the movement is more fluid. Also, instead of just being able to use the helicopter on one level, it pops up several times throughout the game.

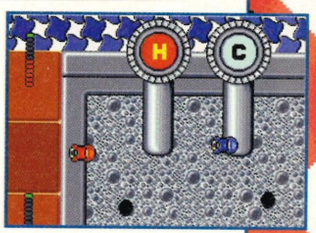
The courses have been overhauled too. As in the original, each race takes place in a different part of the house, and although some of the original locations such as the bathroom and the beach remain, all of the courses are different and most have many more features. For instance, many of the levels feature semi interactive backdrops (you can bounce off jellies in the dining room and flowers in the garden), and instead of dodging around the balls in the pool room, there's a pool game actually going on while you race. In the kitchen level, you'll even have to battle with rotating corn on the cobs!

And just in case you're fed up with the familiar close up view of the game, in some parts of the game you can switch to an overhead view which condenses the track by 400% (the smallest track is 3x4 screens, the largest 10x12). Many of the tracks have hidden levels, which either lead to new parts of the game, or act as a short cut to victory. There's also 100 cheats to find!

In addition to all this, there's a variety of weather conditions

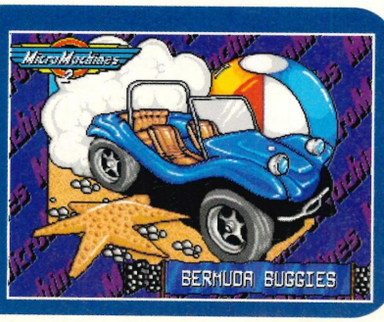
GINAL achines 2 IATURES

▲ One of the garden levels.

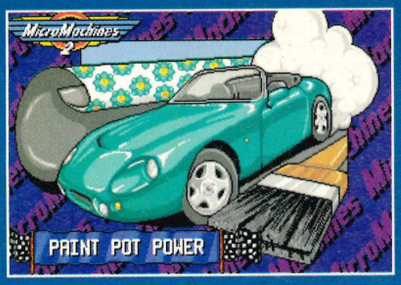


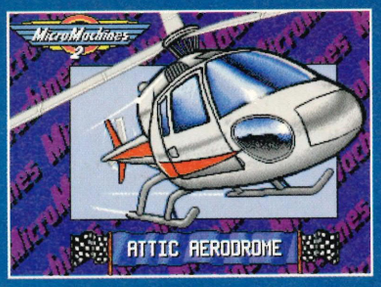
▲ Not much action here folks, but just in case you can't tell, this is one of the kitchen levels, and you can actually get blasted by either of the taps.

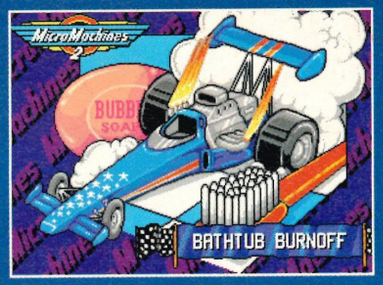
▲ See that corn on the cob? well, as you drive over it, it rotates. This is a good place to try and take the lead, as you can knock your opponent off easily.



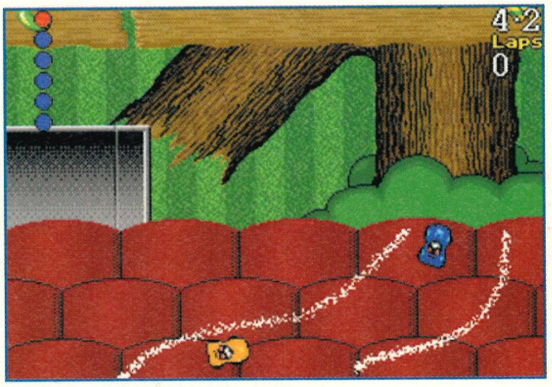
PREVIEW



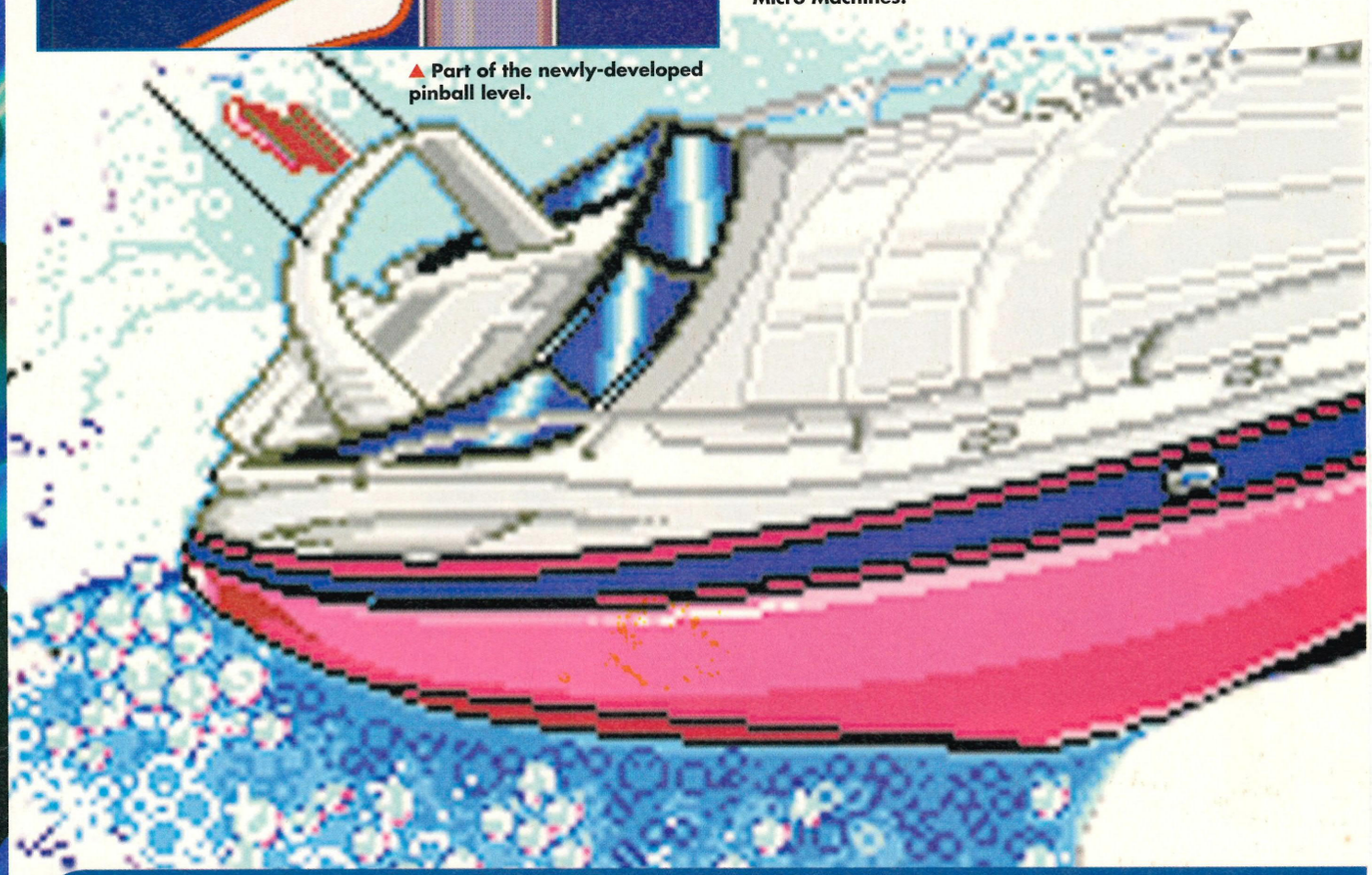


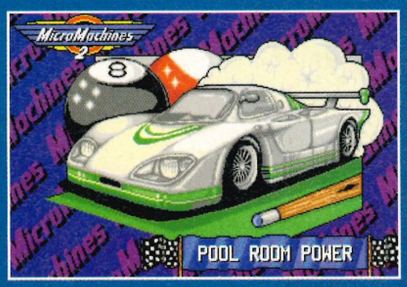


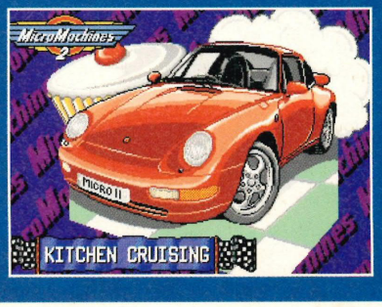
▲ Part of the newly-developed pinball level.



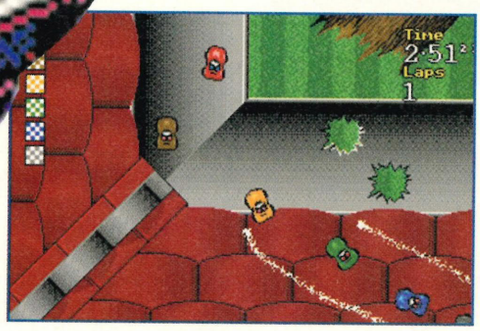
▲ Some familiar levels pop up in the sequel to Micro Machines.



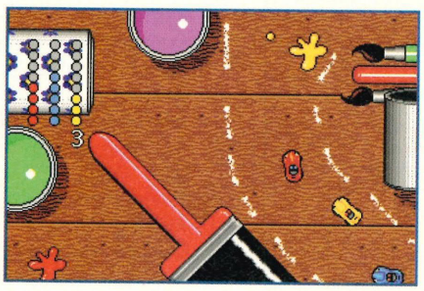




▲ More Micro Machines!



▲ Race up to seven opponents!



▲ You guessed it – a decorating level.

to contend with in the garden levels (such as wind and rain), and there's an abundance of power-ups to discover too. Don't expect to see anything too spectacular as far as these go though – the programmers have made them subtle, so that when they're picked up, a driver can only get half a screen ahead at the most before they return to their normal state.

TAKE YOUR PICK

Instead of just having a choice between two-player mode, or a single player tournament, there are a multitude of new options for the sequel. Between 2 and four players can play in the head to head option (the four player option is chaotic) and players can also drive in teams of two in four player mode. In single mode, there's a time trial option, a progressive option (as in the original, but this tine you're able to miss out earlier levels if you gain a record time) and a league option. Beginning in the third division, you must battle your way through the various locations in order to move to the top of the league. And if you're competing against a Micro Machines veteran, there's also a practice mode, so you can plan your tactics in advance.

MUSAK

Although some of the basic spot effects have already been inserted into the game, the music and other effects are still to be produced. Tim Bartlett, chief musician for the project is currently working on some "extra special" sounds. He wants to make all the engine sounds and skids as realistic as possible and is also working on a variety of "hard rockin'" driving tunes. Expect it to be very different from the original Micro Machines.

AND FOR OUR NEXT TRICK...

Although just twelve levels of Micro Machines 2 are currently complete, it will only take the programmers another month or so to complete the whole game, as most of the actual design has already been finished – all the programmers have to do now is generate the graphics. And in the meantime, they're also checking out the all the latest consoles to find a worthy recipient of a Super Micro Machines Turbo edition-esque adventure, featuring 3D perspectives. At the moment, they won't confirm any information, but the possibility of a 32 bit version on an up and coming Sega system was mentioned several times...

SEGA

PREVIEW

CD

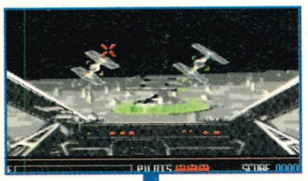
BY: LUCAS ARTS

RELEASE: TBA

REBEL

At the beginning of this year a game came out for the PC CD-ROM that blew gamesplayers away with its awesome visuals and sound. That game was Rebel Assault, a shoot 'em up from LucasArts based around the hugely successful Star Wars trilogy. Why are we telling you all this? Well, because Rebel Assault is all set for release on the Mega-CD and we've taken a peek at the only copy of the game in this country.

▲ Wow, this 3D is great. Gee, look at that umbrella. Ha ha ha!



▲ The final assault on the Death Star. Take out this huge cannon and then prepare for the final trench run.

▲ Once you've defeated the AT-AT Walkers, it's time to ditch your snowspeeder and head back to base.

For those of you who are unfamiliar with the PC game, Rebel Assault is an 'interactive movie' in the truest sense of the term, because it actually gives you the chance to take part in all your favourite scenes from the Star Wars movies. What's more, since LucasArts is actually owned by George Lucas – creator of the Star Wars movies – the programmers have had unparalleled access to material from the movies. The resulting combination of actual footage from the movies coupled with computer-generated action scenes captures all the atmosphere of the Star Wars epics to a tee. And on top of all this, the John Williams soundtrack performed by the London Symphony Orchestra plays throughout the game.

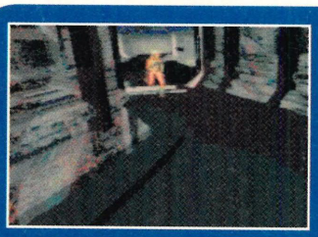
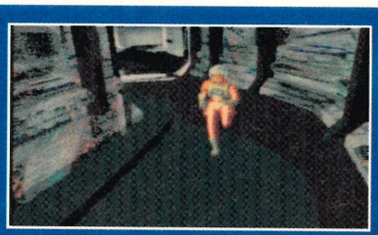
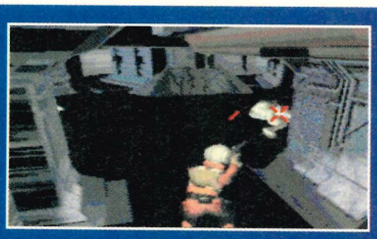
As far as gameplay goes, Rebel Assault is not dissimilar to the antique Star Wars coin-op. Shoot 'em up action is the order of the day as you battle your way through 15 levels, each one based on famous scenes from the trilogy. However, because the stunning background visuals are actually pre-rendered graphics downloaded from the CD, the level of interaction is limited to set flight paths as you fly snowspeeders through the legs of giant AT-AT walkers, straff giant Star Destroyers in your X-Wing Fighter and, of course, face the now-legendary Death Star trench run. With 'in-the-cockpit' levels such as the trench run, this requires little more than a bit of target shooting. There are however, behind-the-fighter levels where you actually get to manoeuvre around the scrolling screen avoiding stalagtites, cavern walls and such like.

There's no doubt that the biggest appeal of the PC CD-ROM game is the sheer gob-smacking brilliance of the visuals and we all know that the Mega-CD isn't exactly renowned for producing crystal clear FMV visuals. However, from the what we've seen it looks like LucasArts have managed to work miracles with Sega's CD machine. Although not up to the quality produced by the 'considerably-more-costly' PC CD-ROM, the clarity of the Mega-CD version is nonetheless extremely impressive.

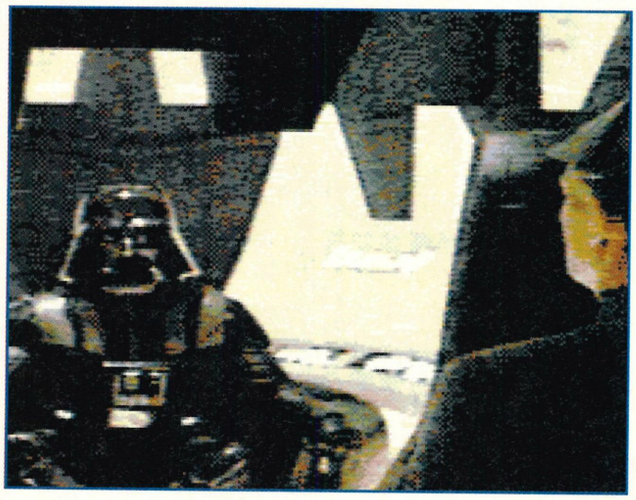
When Rebel Assault was released for the PC, sales of CD-ROM drives rocketed.

Could it do the same for the Mega-CD? Well, at present nobody has picked up the UK rights for the game and no release date has been set. However, you can guarantee that as soon as it's ready, we'll give it the full SEGA MAGAZINE review treatment.

ASSAULT

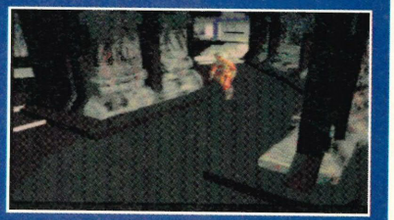
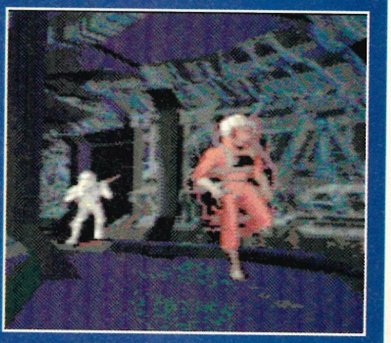
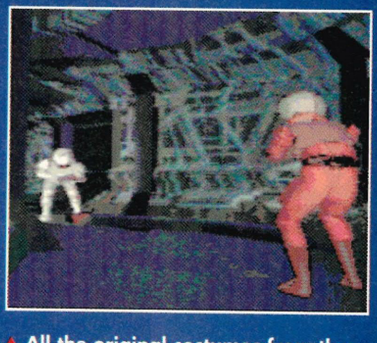




▲ Rebel Assault is very authentic indeed. The Rebel pilot even runs like one of those cruddy old action figures.

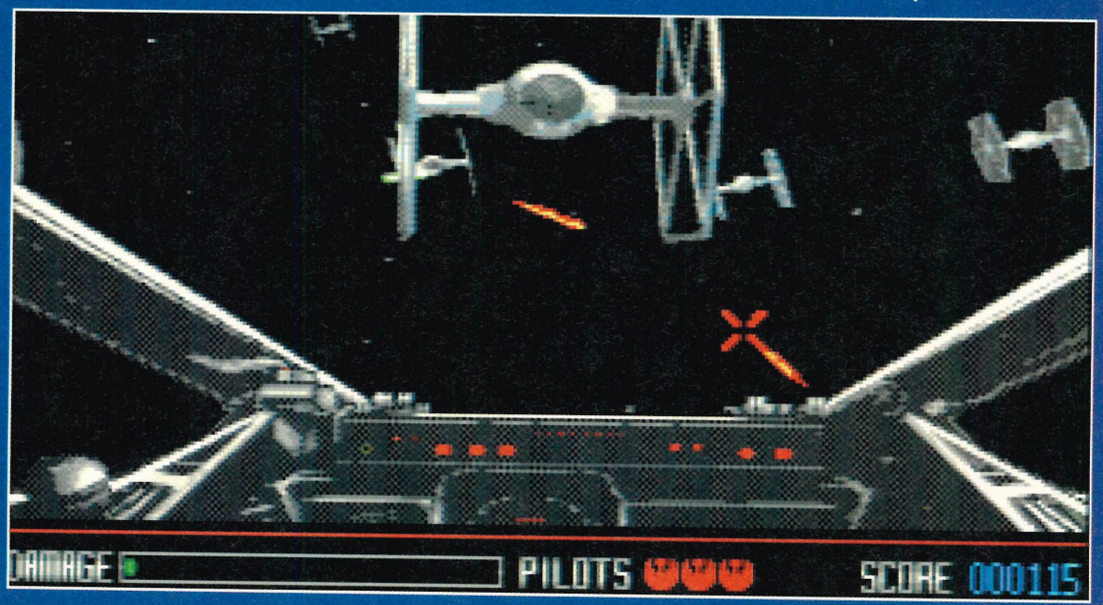


▲ "I don't want excuses commander, I want to finish my dump."

▲ Oof, bad landing. I think I crunched my nuts on the handlebar clamp.

▲ All the original costumes from the films have been used. If you look at the bottom picture you can see that the Stormtrooper is wearing one of Obi Wan's gardening moccasins.



▲ "What's that mate? I'm driving the wrong way? How do you know where I'm going? Aargh! Squeal! Fart!"

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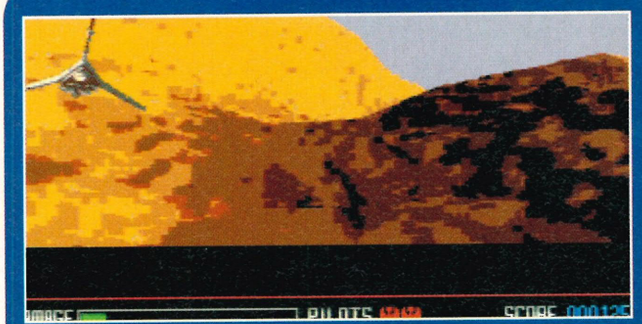
AS SEEN ON TV!

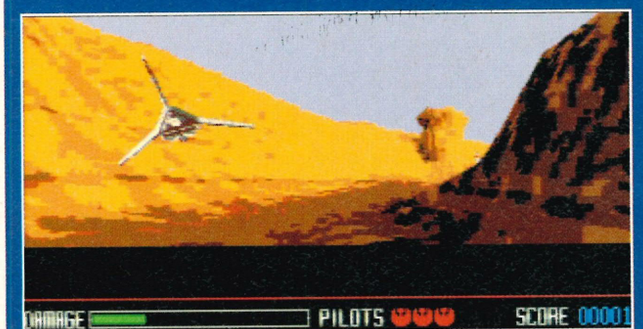
Due to the fact that Rebel Assault uses actual footage from the Star Wars movies, you get to see more than a few familiar faces. Darth Vader, Luke Skywalker, C3PO and R2D2 all make appearances in the game. On the PC CD-ROM version however, it seems LucasArts had a few problems licensing the voices of the actors used. As a result, Darth Vader and C3PO sounded a little, erm, odd. Whether this will be the case with the Mega-CD is unclear but chances are, it won't be any different.

THE LEGEND CONTINUES

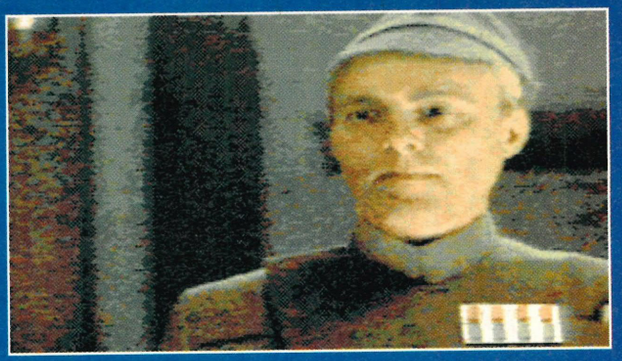
With all the interest that Star Wars still generates nowadays, it's hard to believe that the original film came out as long ago as 1977. At the time it thrilled audiences with its pioneering special effects and became the biggest grossing film of its day. Three years later the long-awaited sequel, The Empire Strikes Back, was released and performed the same crowd-pulling stunt all over again. Finally, in 1983 we saw the trilogy wrapped up with Return Of The Jedi. Or did we? When Star Wars was originally made it was claimed there would be nine movies in total, of which Star Wars was merely Chapter Four. Well, since Return Of The Jedi, rumours have abounded about the production of a fourth movie. All however, have proved to be foundless – until now! Yes, it seems that Star Wars 4 IS in production and will consist of the first three chapters rolled together. Of course, this means that none of the original actors will feature in the movie, however the script supposedly does exist and casting for the new characters is underway. What's more, rumour has it that the whole movie will be filmed against a blue-screen with the whole backdrop being generated using Silicon Graphics technology, as witnessed in Jurassic Park. In fact, George Lucas, it has been quoted, reckons that this movie will be as ground-breaking today as the original Star Wars was 17 years ago. Word has it that the movie will be ready in 1995 and already the Star Wars craze is on the comeback. Look out for the all-new bendy Star Wars figures.

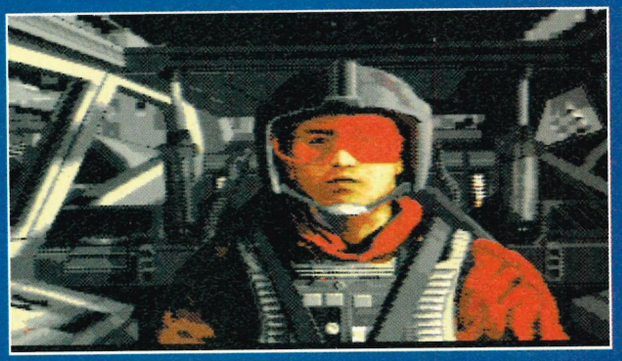


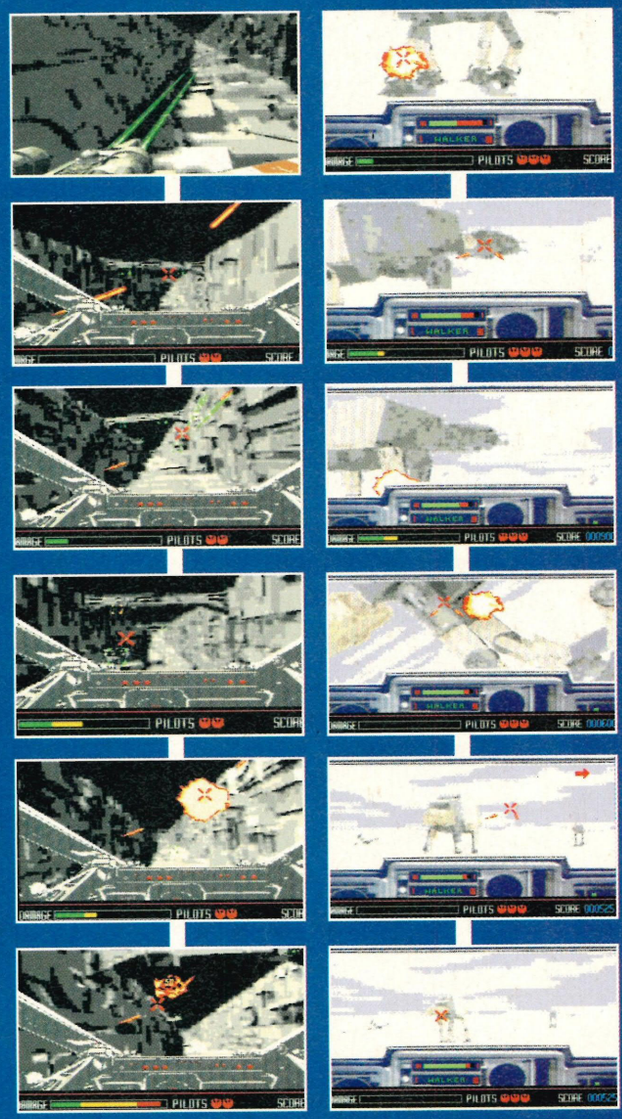
▲ The first mission. Steer your T-16 through this canyon.



▲ It's easier said than done though, as your ship weaves about.





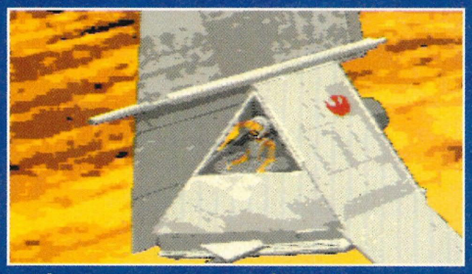


▲ Yoohooh! The final trench run. Shoot the wongo-nuts from out of Darth's dirt-track.

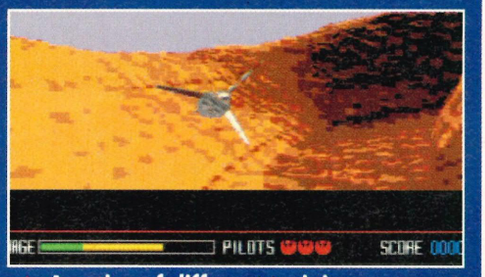
▲ AT-AT Walkers ahoy. Aim for inbetween their legs and stop them fathering any children!

ONE DARTH KNIGHT...

There are fifteen chapters in Rebel Assault and each one charts a major event in the battle against the Empire. Fans of the Star Wars movies may experience deja vu over some of the following scenes.

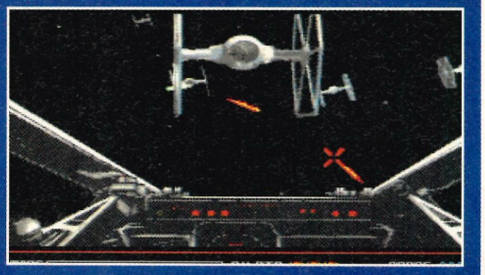


▲ The game opens on planet Tatooine. Here, as a rookie Rebel pilot you're preparing for your first training flight.



▲ A series of different training runs across the surface of Tatooine in your T-16 gives you a chance to get to grips with the controls.

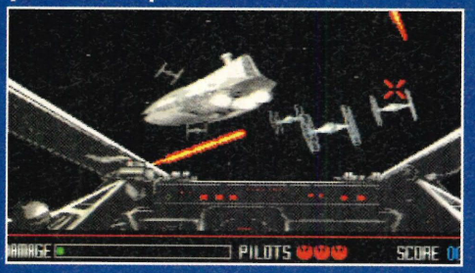
▲ You need to get to grips pretty quick though, because your first real mission pits you – in an X-Wing fighter – against a Star Destroyer orbiting the planet.



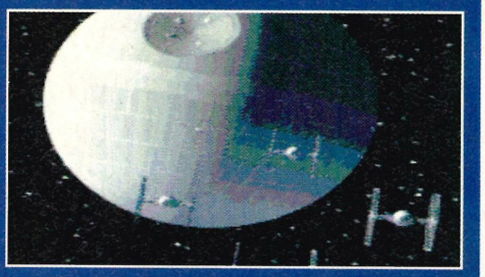
▲ On the run from the Empire, you have to escape from TIE Fighters through an asteroid belt.

▲ Barely have the Rebels found asylum on the ice planet Hoth, when their base is discovered by a Imperial Probe Droid. Time to take out the AT-AT Walkers in your Snow Speeder.

▲ It's too late! Enemy troops have penetrated the base. Here, you actually wander around a maze of caverns on foot, in search of your X-Wing.



▲ Escaping from the planet in your X-Wing, you have to protect the Rebel Transport until it can move into hyperspace.



▲ Having rendezvoused with the Reel Fleet, the final mission is a full-scale attack on the Empire's dread secret weapon – the Death Star.

VIRTUA STAR WARS!

Ever since the original Atari Star Wars coin-op was released in the early Eighties, all manner of Star Wars-related home computer games have seen the light of day. However, at long last Star Wars is set to return to the arcades, this time as part of Sega's Virtua series. Sega Star Wars uses the Model 1 CG board and recreates all the action of a full-scale space battle – complete with Death Star trench run – using Sega's polygon technology. Two players can work together, one operating the guns, the other steering the ship, as they fly around the fully explorable space environment battling Star Destroyers, TIE Fighters and other war machines of the dread Empire. The game is soon to be released into the Japanese arcades and we'll be giving it a full test flight in a forthcoming issue. More importantly though, we'll be keeping our ears close to the ground for any information on the rumoured Mega-32 version!

SEGA

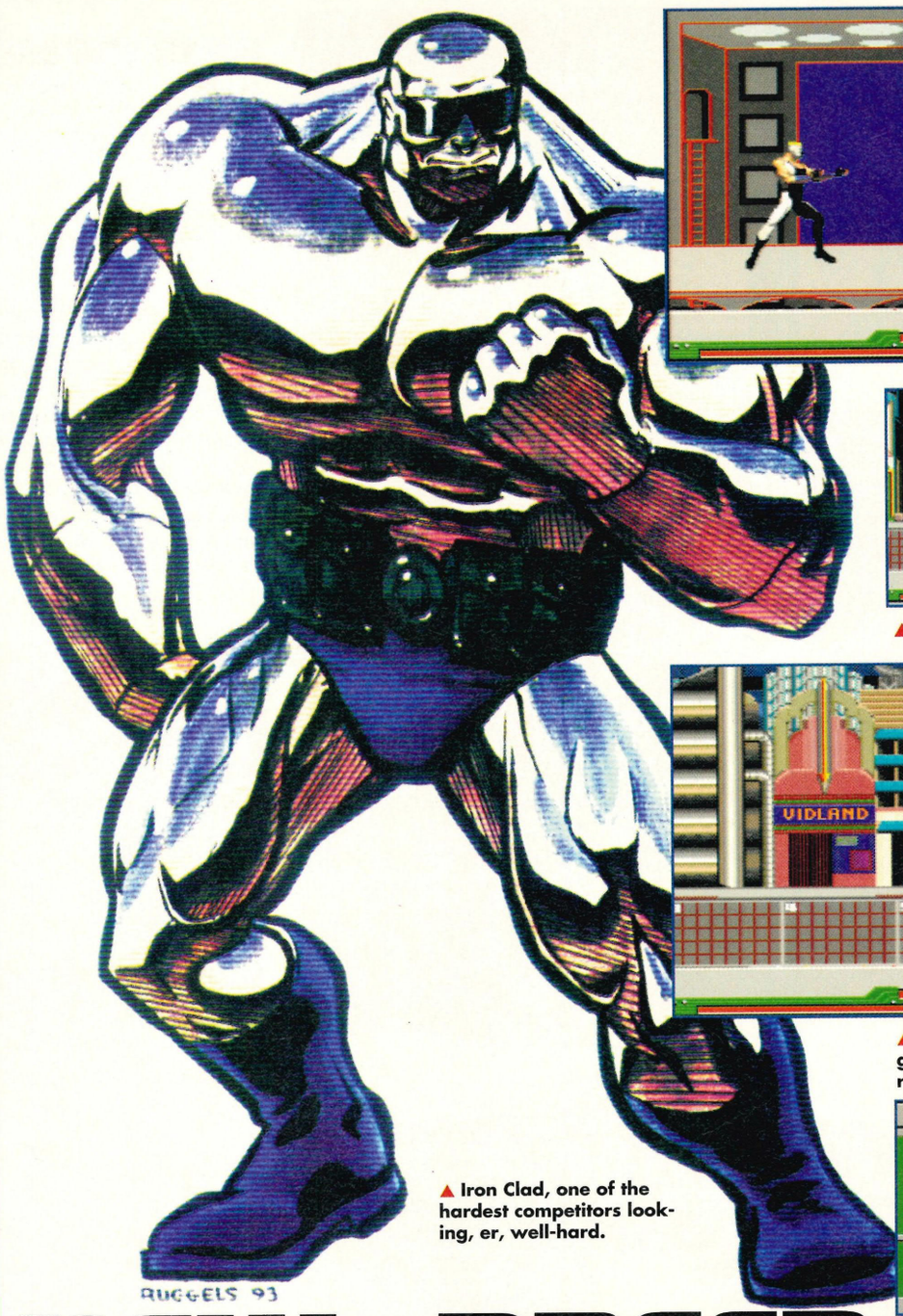
▲ Just look at it! Imagine taking on the Death Star in that. If Darth Vader saw you, he'd probably fill his colostomy bag.

PREVIEW

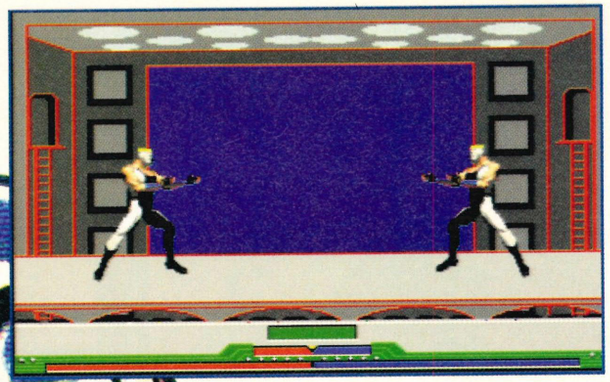
TBA

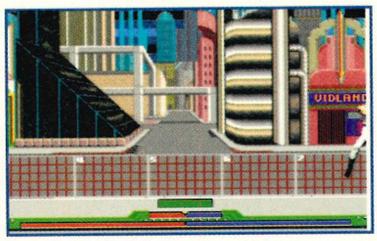
BY: ACCOLADE

RELEASE: TBA



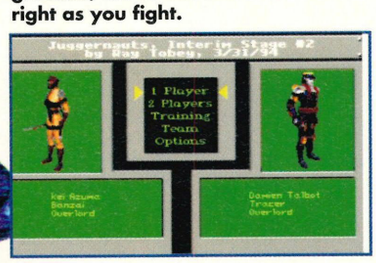
▲ Iron Clad, one of the hardest competitors looking, er, well-hard.





▲ Hey, nice background.

▲ Instead of having static backgrounds, the screen scrolls left or right as you fight.



▲ Some of the competitors you can expect to see in the final version.

NEW BREED

Straying away from the recent flurry of one-on-one beat 'em ups, Accolade's latest Megadrive title New Breed uses Silicon Graphics workstations (a la Jurassic Park) to create what they are hoping will be the most realistic fighting sim yet.

Obviously, the Megadrive isn't exactly capable of producing such awesome animation as seen in JP, so Accolade are using a rather snoot technique known as Motion Capture technology to attain a reasonable level of realism on the 16-bit machine. What this basically means is that real fighters are filmed, and then that film is processed and projected on to the 3D computer models – giving them the most realistic animation possible. This is the first game ever to use this technique.

The game itself is still largely a demo, although the programmers have manages to get the preliminary punches and kicks up and running. Two of the main sprites are also finished and from the little we've seen the game looks pretty stunning. By the time it's finished, there will be eight characters (four good ones and four bad), a variety of different modes including a duel mode and a choice of in game options. As we've already mentioned, there's little to see of this as yet, but look out for a full preview in a couple of months.

PREVIEW

TBA

BY: ACCOLADE

RELEASE: TBA

FIRETEAM ROGUE

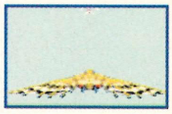
When the press release for this game arrived on our desks, we thought that since it was sooo special we'd reprint it word for word. Can you work it out? Suggestions to the usual address....

"...Near the end of the Cretaceous period of our world, then called Ammon Dum, was caught up in a great struggle between the people of the Spiral Arm and the evil forces of Umbra. On this world, sealed in a secret vault lay the Dark Talis of Kangor Thrag, a weapon of incomparable power. Hidden for millennia, a young Khan of the Torakazi named Chance accidentally stumbles upon it and Umbran forces quickly move in to steal it...All that stands between them and the evil hosts of Umbra is an unlikely band of heroic outcasts named Fireteam Rogue.

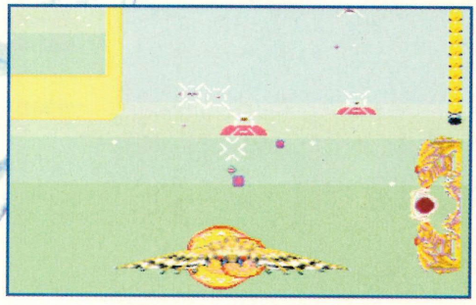
"...Held captive aboard their own vessel, the Amulet, Fireteam Rogue must escape their captors, recover the dark tails and regain control of their ship. To do so involves hand-to-hand combat, puzzle solving, mazes, role playing, and piloting in a Zelda-style, retro Star Wars–Tolkien-esque [*you what*?] adventure..."

The development for this game has hardly begun and already almost every game genre EVER is down on the list. We can't wait to see how it turns out!

SEGA

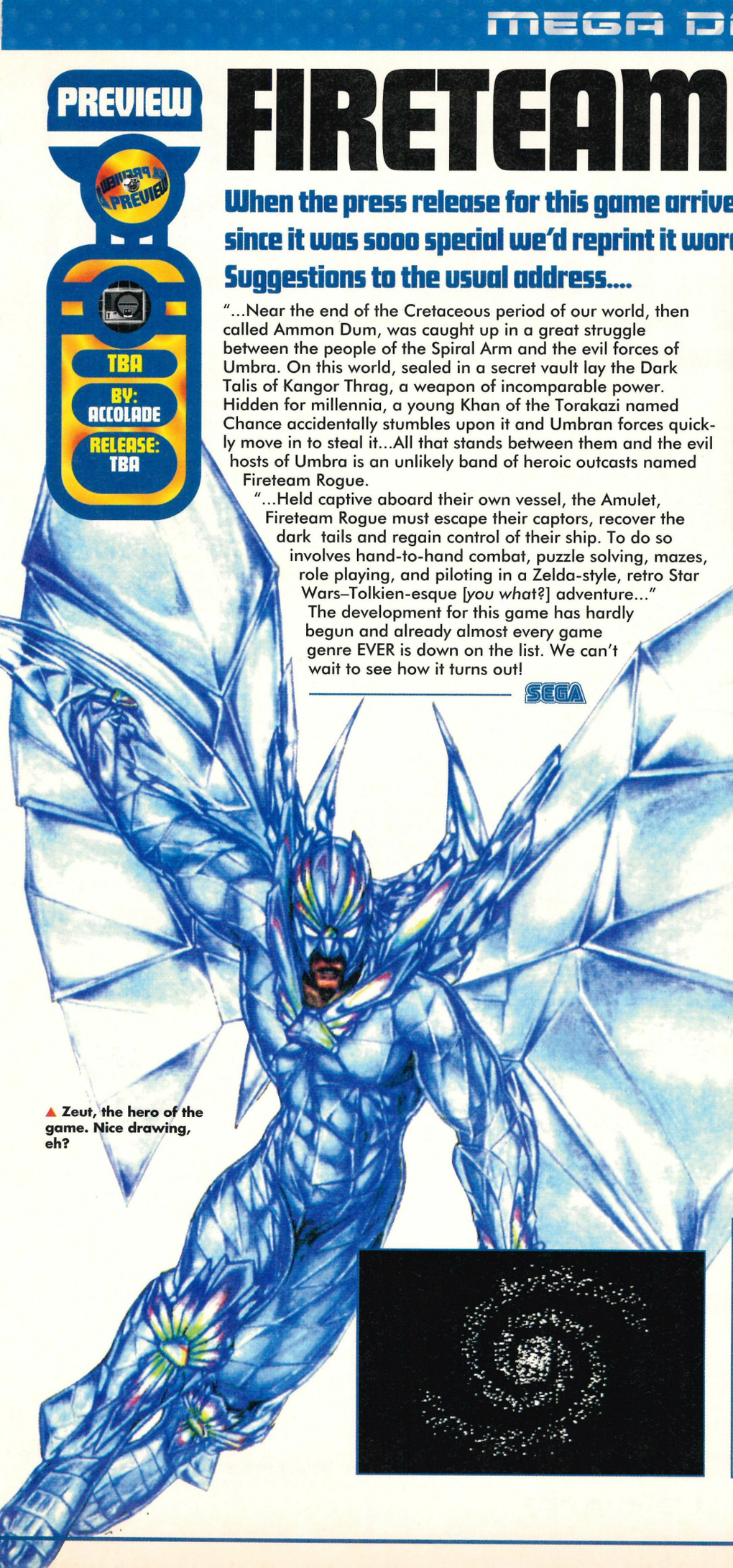


▲ A pink blob and a bit of white fuzz.

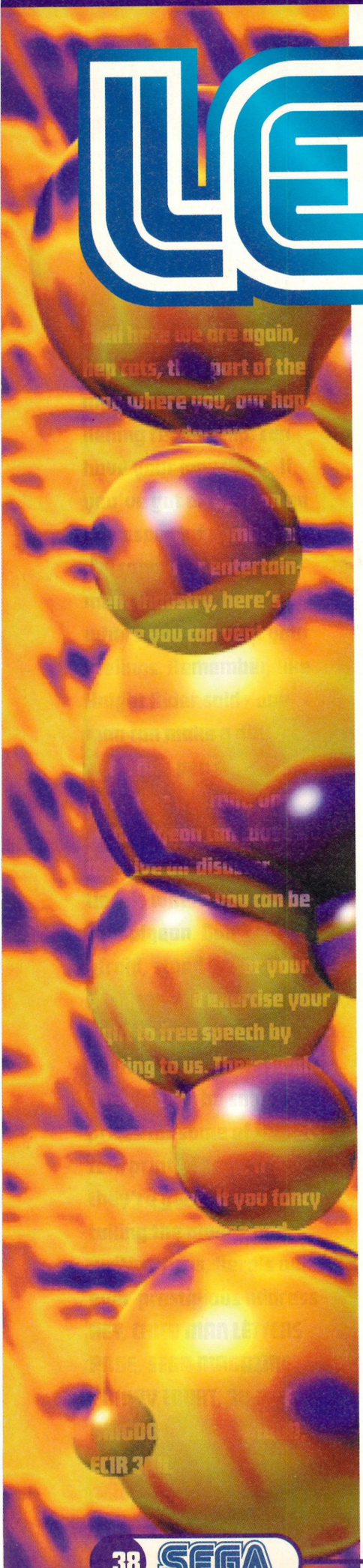


▲ Part of the unfinished flight sim level.

▲ More flying action here, folks.



▲ Zeut, the hero of the game. Nice drawing, eh?



LETTERS

DO YOU KNOW WHAT I'M TALKING ABOUT?

DEAR SEGA MAGAZINE,
Excellent! What more can I say about the Greatest Sega Magazine of all time. Do you know what I'm talking about? Yes, you're right, Digitiser on Channel Four Teletext, it's brilliant, fantastic and always tells the truth. No no, only kidding, Digitiser is the biggest load of horsepoo ever, but SEGA MAGAZINE is the greatest magazine ever. I loved your previews on full-motion video games. I know a lot of Mega CD owners don't like them, but I love them. I've got Night Trap and Sewer Shark and I think they're both great.
Do you know if there will be a Night Trap 2, because I think that using Cinepak could make it brilliant. Do you also think there will be any 18-rated FMV games since Night Trap was given a 15 certificate?
Finally, I'd like to ask you about something I read on Digitiser, it said that the Mega CD is a massive flop and that this year it will completely fade away. Is the Mega CD a flop, and will it fade away this year? I hope not because I really like it, seems to me though I'm one of the only ones that do. Please answer my questions and put my mind at rest about the future of the Mega CD.
Thank you.
Peter Wright, Dover, Kent

SM:It's very likely that there will be 18-rated FMV games thanks to the new (and voluntary) ratings systems currently being adopted by all software manufacturers. Don't get too excited though, FMV games are unlikely to be more "shocking" or "outrageous" than they already aren't. The good news is that the Mega CD will certainly not fade out this year - the Megadrive 32 (as it's now officially known) will allow the CD to do run some truly incredible pieces of software and should lead the older add-on to total world domination. Ahahahahahaaaaa!!

I'VE HEARD ABOUT THE GAMES

DEAR SEGA MAG,
I think you are the best mag with previews before I've heard about the games and the previews are excellent. But do you check it before you publish it, there are loads of mistakes.
Lucy B

SM:Hey, don't blame us. If Sam spent less time in the pub with her cronies and more time casting anti-typo incantations we wouldn't have this trouble.

I'VE ONLY JUST MANAGED TO SHIFT MY BUTT

DEAR SEGA MAGAZINE,
Your magazine is the best thing ever created! I will buy your mag every month. I was looking at Digitiser a while ago and I was very angry at how unfairly they rated Sonic 3. They gave it 72% saying it was nothing new at all. In all the other magazines I looked at Sonic 3 got 90+. The Digitiser review of Sonic 3 was a crap one-page review with no screenshots and didn't even make the effort to even briefly tell you what the game was about. I know it is a bit late to write about Sonic 3 as it was released months ago bit I have only just managed to shift my butt to write. I would just like people to see my view of this as they were probably pretty annoyed as well.
Susan Baker, London

SM: Ooh, it's those Digitiser types causing trouble again! Well, they're entitled to their own opinion, aren't they? The fact that everyone in the world thinks Sonic 3 is ace and they think it's useless is purely down to subjective opinion. The fact that they seem to be wrong about everything just shows that they must all be true individuals.

I WOULD LIKE TO WRITE IN

DEAR SEGA MAG,
I would like to write in to ask for a pen pal between the ages of 11-13, must be female and send a photo if possible. Write to Gareth Mawby, 10 Lancaster Rd, Newcastle, Staffs ST5 1DS.

SM:Hey! If any of you pen pal types actually have any luck, write and let us know - we might set up some sort of regular column. Maybe it'll be like Blind Date and we'll be able to do a Showcase on the first SEGA MAG Pen Pals wedding. I doubt it, though.

I CAN TALK ABOUT WITH IMMENSE GLEE

DEAR SEGA MAGAZINE,
I just thought I'd drop a line and let you know my opinion on a couple of subjects. First of all, I have to congratulate you on your magazine, your Showcase features are superb and the range of different topics you cover is simply amazing!
Now onto another subject, one that I can talk about with immense glee. For once I can be proud to be a Sega owner and look forward to an action-packed future. Sega are whipping Nintendo's ass hands down in every department. Christmas saw Sega lead in nearly every area. The three biggest Christmas games were FIFA, Aladdin and Sonic Spinball and these three games sold more than any other games on any other format. While Nintendo persist in releasing substandard, bland and unoriginal games, Sega are releasing scorchers and for once Sega are catering for all fans of every genre. This is shown by the release of Sonic 3 (platform), Sub-Terrania (shoot 'em up), Virtua Racing (driving), Streets of Rage 3 (beat 'em up) and Landstalker (RPG). And all of these games are 16 MEGs or more and each one pushes the Megadrive to its limits.
There used to be a time when Nintendo had it all, what with Street Fighter 2, Zelda and Starwing. Now even those games look dated by Sega's latest barrage of releases, and with the forthcoming Saturn, Sega are going to remain the number 1 games producer...in the world.
Chris Quigley, N Ireland.

SM:Hooray for you and your sensible, perceptive letter, Chris. It's true that the European Sega release schedule

represents a good cross-section of product, with plenty of good original titles accompanying the licensed titles. If you're forking out forty quid plus for a game, it's essential to have a good choice - you don't want yet another platform title exactly like the ones you already own. Hopefully Sega will stick to this release policy, eh?

I HAVE MOVED

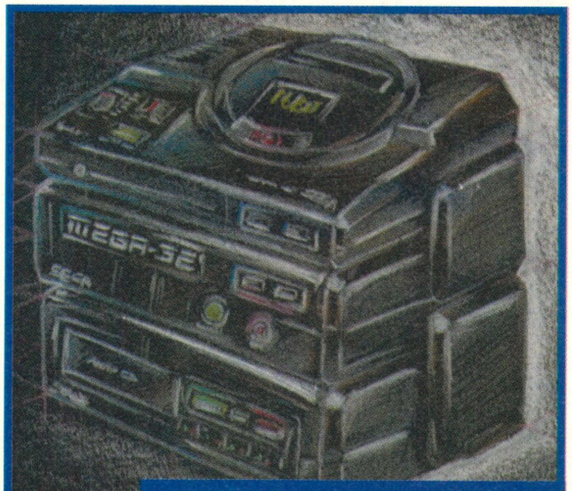
DEAR SIR/MADAM,
I am writing this letter to inform you that I sent a letter in just Before Christmas, and that I have not seen any thing in your mag, so I have moved mag's. In the future if you don't want to lose more reader's print their letter's.
Yours optamisticaly,
A Bedford, Bagillt, Clwyd.

SM:Dear A, do you have any idea how many letters we receive each month? The volume of post means that there unfortunately isn't room to print every missive we get, especially not ones from semi-literate whiners with no command of the apostrophe.

I WILL USE USE YOUR TIPS

DEAR ALL AT SEGA,
I am writing to tell you how brilliant your mag is, I mean I haven't even got a computer but when your mag came out I thought I would buy it to give me ideas for buying my Megadrive. I couldn't believe how helpful it was. It told me about the new computers that are coming out. When I get my computer I will use your tips for the computers. So to all those readers out there, get your friends to buy this mag even if they have not got computers I would recommend this mag to anyone.
Chris Garrett, Banbury, Oxon.

SM:You know, you can't get much more of a recommendation than that. Except off the Queen.



G Plaskitt's deluded vision of the Megadrive 32. See page 46 for the real thing...

HMM, WHAT A QUIZLING

DEAR SEGA MAGAZINE,
HAZAR to one and all. Finally I've got around to writing you a letter. Firstly I'd like you to de-confuse me (ooer missus I thought this was a family mag). In issue 4 page 9 you printed the Game Genie codes for Sonic 3 (to which I am grateful for). You were about to divulge the full explanation of why there are zones called Flying Battery and Mushroom Valley. Also why are the level pictures for Sonic 2 there as well (hmm, what a quizling). Also a friend of a friend says that the laser in the Mega CD causes damage to audio CDs. I said this was total poo!! Could you please reassure me. Great mag. Keep up the good work.
Simon Morley, Gillingham, Kent.

SM:Rest assured, Simon, the laser in the Mega-CD does no damage whatsoever to audio CDs, what with them being made of the same stuff as game CDs. So unless Sega have some sort of plot to make people buy games two or three times because their consoles have knacked the first version, the Mega-CD is perfectly safe. Now we'll finally answer your Sonic 3 question, the real reason for those levels is because (GUNSHOT)...gak!

A COMEDIAN WRITES...

DEAR SEGA MAGAZINE,
Please print this. I think your magazine is brill NOT. How come issues 2+3 don't have numbers on the sides of them. Too lazy to put them on hey. I payed £2.25p for them and they don't have numbers on the side.
PS I think your magazine is a rip off.
Trainspotter, Merseyside.

SM:Hey! Here's a good idea - try going to school, you moron.

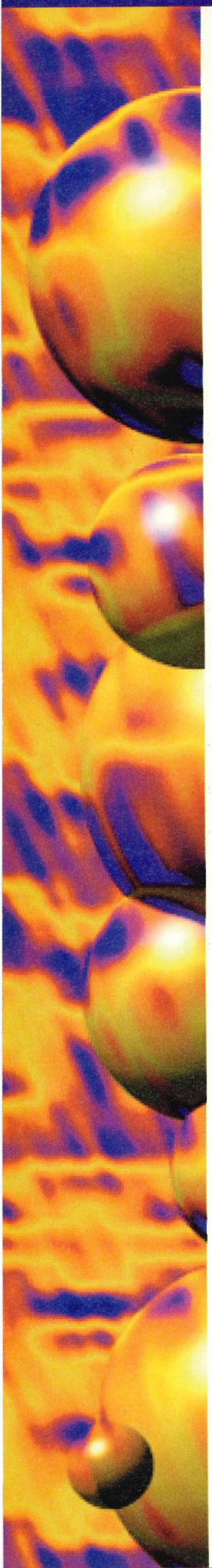
SHOULD GET OUT A BIT MORE

DEAR SEGA MAGAZINE,
There is a God after all and he has shown his powers again in the creation of another beautiful creature, namely Sam Hickman. If there was ever a mould for women to be cast out of then Sam Hickman came from that mould. In my short lived 16 or more years on this planet I have seen beautiful women come and go from Kelly McGillis in the 80s to Julia Roberts and Cindy Crawford in the 90s but never before have I laid my unworthy eyes on such an attribute to the female of the species. Ever since I picked up an issue of my little brother's collection of computer magazines and by chance came across your wonderful contribution to the world of literature and came across a small section of a page entitled "Welcome Sam and Tom" which I read half apathetically. But when I turned my attentions to the left of the welcome to see the pictures of the head employees of the magazine I was strangely grasped by the picture of Sam, however bad a picture it may seem to everyone else, and when I charged through the pages of the next issue to come across the new picture of Sam I was completely captivated by the vision of beauty which had caught my attention before. I hope it would not be asking too much (especially after all that flattery) if you could tell me more about the new-found woman of my dreams, perhaps a little about her background (with her consent of course) or what she's really like, or Sam if you'd rather not talk about yourself in these pages maybe you'd like a pen-pal or a close friend (or even a husband), if so then my address is at the top of the letter and if ever there was a woman to spend a lifetime of infatuation then no-one deserves it more than you. Take care of the woman I love.
Peace out,
Gene McQuaid., Kilmainham, Dublin.

SM:Well, Gene, Sam's come over all shy and can't answer your letter personally - aah! However, we'd be only to pleased to tell you about Sam's background. Born in the basement of a derelict cottage in the small village of Herbyderbyshirestone on a wind swept moor, Sam was abandoned to the care of the local coven by her mother - a were-demon. Sam was raised in the black arts until the age of 16, when she was kidnapped by a deadly ninja squad and instructed in ancient Oriental death techniques. Working at SEGA MAG as cover, Sam is now plotting to construct a mystic bridge between this plane and the Netherworld, allowing her cohort the half-beast K'Threngar and his demon hordes to invade. Hope that clears everything up for you.

IT DOESN'T MATTER

DEAR SEGA MAG,
Congrats on producing what is the "premier" Sega mag. It really is a "top" read.
Er, right, enough brown nosing and down to business. The news on the Mega-32 was very interesting indeedy. If the preliminary specs are anything to go by, the Mega-32 is going to be a real botty-kicker. Anyway, since nobody knows what the beastie (Mega-32) looks like I decided to put my meagre artistic talents to some good(ish) use and come up with an "artist's impression".
Whether I'm quite close to the final design, or miles away it doesn't matter, I just thought you'd like to know what one of your readers thinks the Mega-32 may look like.
One last question though (well it's my first actually), do you know if Sega will be installing any extra joypad ports on the Mega-32? This would be a good idea making multi-player games more the norm and saving us tight wads having to shell out for a Sega Tap.
I shall trouble you no longer, keep up the excellent work and, er, I read you every month. Ooops!!
G Plaskitt, Cleethorpes, S Humberside.



SM:Yo G! Thanks for your pic, but just how do you think that's going to hook up to a Megadrive 2, eh? Eh? Answer us that one. Still, you should be able to see from our exclusive shots this ish that you were indeed miles out, but cheers all the same. Anyway, there are no plans to install extra joypad ports in the Megadrive 32 (as is its name now), but I shouldn't worry about that unless you've actually got enough friends to have a four-player game, which, living in sunny Cleethorpes, I doubt you will have. If it were Grimsby that might be a different matter. Besides, if any four-player games are coming out for it, you'd use your Megadrive Sega Tap, as you do now.

CHANGE YOUR NAME TO GOD

DEAR SEGA MAGAZINE, I think you should change your name to God because that's what you are to me.
Now onto the proper part of the letter. It has come to my attention that Sega have been selling us rubbish for years apart from a few things. I have just upgraded my Master System to a Megadrive and am thinking of getting a Mega-CD after I have saved up enough but Sega need to upgrade the games for it. They have just started to do this and I hope they will continue or the CD32 will take over (*oh no*).
About a month ago me and my brother went round to play on our mate's new game Eternal Champions. On the way I got Issue 1 of Sega Mag from the shops. When we got there our mate read all about Eternal Champions while we played on it, after a while we had to go home. On the way my brother said "Eternal Champions and Sega Magazine rule!" before collapsing and going into a coma. I rang 999 and he was rushed to hospital. He has now been in a coma a whole week only opening his eyes to say "I need Eternal Champions" before closing his eyes again. As I am on a low budget I turned to my God and I am hoping that you, the world's greatest Sega mag can save my brother by sending me Eternal Champs.
PS I will worship you twice as much if you do save my brother!
James Thompson, Quorn, Loughborough

SM:Oh dear, I'm afraid this letter's been lying around for months and we've only just found it. Well, you should have had time to save up for your own copy of Eternal Champions by now then, so we won't bother sending you ours. Hope your brother doesn't die.

BLAZE IS LUSH SHOCKER

TO THE BODS AT SEGA MAGAZINE,
Hi! Before I begin I must say your mag is excellent. Can you do me a favour by printing my letter in the next issue of your mag please.
1 Is Streets of Rage 3 going to be a 24-meg cart?
2 How is the MEGA-32 going to hook up to the Megadrive and Mega CD? Have you got an artist's impressions drawing or something to show us what it will look like?
3 Will Sega release a Sonic game for the Mega-32 or will they just convert the arcade version to the Mega-32 and the Saturn?
4 Have Sega thought about giving Tails his own game as Dr Robotnik has one?
5 In the Letters Page of Issue 5 you replied yes to that Sega and Ni@"*@do were working together on a new console, why? This means that Ni@"*@do can catch up on the competition with Sega if that's possible?
6 What will the machine be, 16-bit 32-bit, 64-bit?
7 IS there going to be an Ecco the Dolphin 2? If there is are Sega going to do it a bit like last time where you have to find out what's happening as you go along?
8 When you hook up the Mega-32 to the Mega CD will it automatically upgrade FMV games like Night Trap?
9 Is Blaze (sssshhhhwwwwiiiinnnggg) going to be dressed in red or in white clothing because I have seen two reviews of SOR3 and she is dressed in red and in the other (your review) she was in white. So what's it going to be, red or white, because Blaze is lush.
Later buds,
David Landers, Harlow, Essex

SM:Hey! G Plaskitt wasn't wasting his time after all with his Megadrive 32 design! Look - someone's interested! Mind you, given the intellect indicated by the rest of Mr Landers' queries, perhaps it wasn't such a good idea. Have you ever heard of irony, David? Well, that's what the Sega/Nintendo collaboration answer was you see, it was a little joke. It was not true. As for your question concerning Blaze - don't you think you should be getting out a bit more?

MY POINT IS ABOUT GAMES

DEAR SEGA MAG
Congratulations to you for a class mag. My point is though, about games. Me and my mates design games for Sega formats. If they were good enough could somebody program them for us? Also I have heard rumours that Codemasters are currently working on Micro Machines 2 as a J-Cart game. Is this true?
Mark Williams, Portadown, Co Armagh, N Ireland

SM:Well, Mark, I'm sorry to say that software houses rarely solicit work from outsiders, but it isn't inconceivable if your effort really was good enough. You'd need to map everything out pretty thoroughly, though. As for your Micro Machines query, perhaps the Work In Progress feature in this very issue may put your mind at rest.

I FEEL AN ENDING

DEAR SEGA MAGAZINE
I would just like to say how disappointed I feel when I play a game and finish it just to get an ending which says "Congratulations!" or "Thankyou!". I feel an ending to a game is quite an important factor of a game. So in your reviews of games I think you should incorporate a mark towards the ending of a game. I personally usually go back to a game which has a really good ending just to see it again, rather than one I spent twenty hours on, just to get a congratulations (Krusty's Fun House for example).
I used to be an avid reader of Megatech, but since it has been sold it has gone downhill drastically, but I am stuck with it because I subscribe to it. Actually it was a letter from Tom Guise pleading to re-subscribe, saying "the only Sega mag I will ever work for", and now where do I see him, but gracing these very pages.
PS If Paul Johnson hates Digitiser so much why does he keep reading it?
Miss N Hobbs, Ryde Isle of Wight

SM:It'd be taking the ratings a bit far to judge the ending of a game. However,if a title has an especially good or lame end game sequence we do try to mention it in the main text of the review. As for Tom, you'll have to excuse him, he meant to say "I will only ever work for the SEGA MAG", but his grasp of English doesn't quite stretch to sentence structure yet, sorry.

I CUT MY FINGER

DEAR SEGA MAGAZINE,
After purchasing your May issue, I was extremely impressed by the quality of your magazine. I loved the Showcase of Streets of Rage 3 and I think I'm going to buy it. The Sonic 3 map helped me find special stages I didn't even know existed.
However, I am upset because as I was flipping the pages, I cut my finger on the the side. Please be sure to take greater care when cutting your paper to ensure that others do not cut thumbs causing a lot of pain as I did.
Matthew Goldman, Edgeware, Middx.

SM:We're sorry to hear about your mishap, Matthew, so from now on we'll be releasing SEGA MAG with special cork-tipped pages to prevent any further harm coming to our noble readership. You might like to protect yourself from this month's harsh and downright dangerous leaves by wearing a stout pair of gardening gloves whilst reading.

Hey, hey, that's the end of it for the night folks. Come back next week. Have some letters ready. And remember on your way home - wise man does not play leapfrog with a unicorn, unless wearing unicorn-proof underpants.

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BASED ON CHARACTERS CREATED BY EDWARD NEUMEIER & MICHAEL MINER PRODUCED BY PATRICK CROWLEY DIRECTED BY FRED DEKKER

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Q+A

Well, here we are again, fact fans. What do you fancy whingeing about this month, eh? Cart prices? Oh no, we did that in issue three. The best console? Yawn, I don't think so. What about the release date for Super Street Fighter 2? Aaarrgghh!!!

This month, many of the questions concern the up and coming 32-bit machines. We have to say that although these releases are looming on the horizon, there's not actually been that much commitment yet from software houses, so at the moment, we don't know what games will be released, or when for that matter.

Still, keep your problems rolling in to us at the usual address: Q&A, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And we'll get back to you just as soon as is humanly possible.

BRING THE CES TO BRITAIN

DEAR SEGA POSSE,

I am the owner of a Megadrive, Atari and a PC and so far, out of all the magazines I've seen, yours is the best. I got my Megadrive for Christmas so I'm quite new to the world of Sega and therefore have loads of questions to ask. Please answer them. I'm dying to know the answers and I'm also determined to prove my friend Douglas wrong.

1 Is there any chance of the CES show coming to Britain?

2 Because you are an official Sega magazine, my friend thinks that you are paid loads of money to write whatever they tell you to. Now, I know that this isn't the case, but will you prove to him that it isn't?

3 Will X-Men 2 be coming out?

4 Will the Megadrive 2 work with the original Mega-CD?

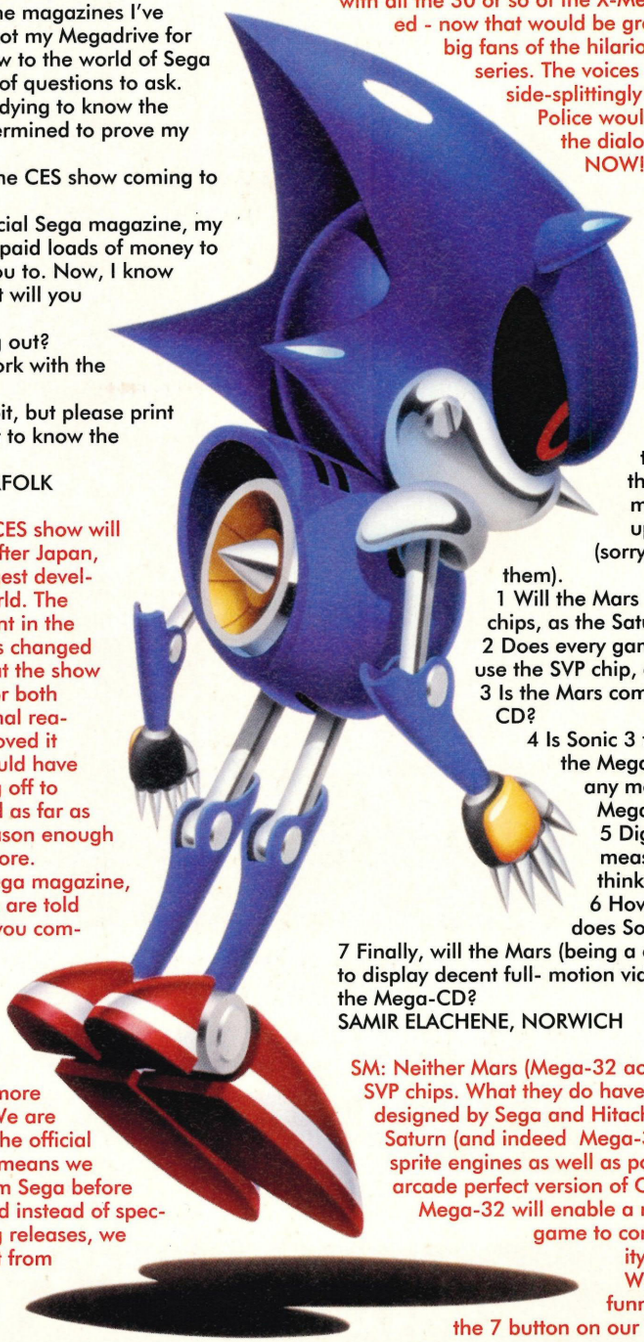
I know I've waffled on a bit, but please print this, because I really want to know the answers.

CHRIS HAMMOND, NORFOLK

SM: It's unlikely that the CES show will ever come to Britain, as after Japan, America is one of the largest development centres in the world. The CES is an established event in the US and if the location was changed to Britain, it is unlikely that the show would be as successful, for both financial and organisational reasons. Anyway, if it was moved it would mean that Rich would have no excuse to go swanning off to America twice a year, and as far as he's concerned, that's reason enough to keep it there for evermore.

Yes, we are the official Sega magazine, but that doesn't mean we are told what to write by Sega. If you compare our review marks to those of other magazines (such as Mean Machines) you'll find that we rate games using the same systems and in most cases, they receive more or less the same marks. We are not at all biased – being the official Sega magazine basically means we get reviews and news from Sega before all the other mags do, and instead of speculating on up and coming releases, we are able to report straight from Sega's HQ. In fact, because we are using Sega's logos and such-like, we actually pay them a loyalty.

As for your other questions: 3 Indeed - definitely this year. What we'd really like to see is a Mega-CD version with all the 30 or so of the X-Men over the years included - now that would be great. By the way, we're all big fans of the hilarious Sky cartoon X-Men series. The voices of the characters are just side-splittingly good, and the Cliche Police would have a field day with the dialogue. Bring it back, Sky, NOW! 4 Yes.



IS IT FAIR?

DEAR SEGA MAGAZINE,

I must be one of the world's biggest Sonic fans, as I still haven't found a game that matched up to Sonic's standards. I also think that Sega magazine is the best mag around many thanks and keep it up! Now for my questions (sorry but there are seven of them).

1 Will the Mars have any built in SVP chips, as the Saturn has five.

2 Does every game on the Saturn have to use the SVP chip, and not polygons?

3 Is the Mars compatible with the Mega-CD?

4 Is Sonic 3 the last Sonic game for the Megadrive, and will there be any more Sonic games for the Mega-CD?

5 Digitiser gave Sonic 3 a measly 72% rating. Do you think this was fair?

6 How many zones (not levels) does Sonic CD have?

7 Finally, will the Mars (being a cartridge add-on) be able to display decent full- motion video? Will it be better than the Mega-CD?

SAMIR ELACHENE, NORWICH

SM: Neither Mars (Mega-32 actually) or Saturn have SVP chips. What they do have is all-new microchips designed by Sega and Hitachi. SH2s, they're called. Saturn (and indeed Mega-32) also have advanced sprite engines as well as polygons (how about that arcade perfect version of Outrun, Sega?). The Mega-32 will enable a new breed of Mega-CD game to come about, with VHS quality full-motion video.

We think Digitiser is very funny (or at least we would if the 7 button on our TV remote worked). If

their review worries you, play the game yourself before you buy it and make up your own mind. Do we think their comments were fair? Well, not really. Then again, if you didn't like Sonic 2 (which they were at great pains to point out), Sonic 3 sure won't convert you, so in that sense 72% came as no great surprise to us. What was quite interesting was that just about every mag gave it 90% or over...

And staying with Sonic, well, there are plans for at least one more Sonic game this year. It's not Sonic 4, and it is on the Megadrive. We'll tell you more in the next few issues of this fine Sega-related tome. A Sonic CD 2 looks unlikely, but there might be other Sonic-related CD titles. I daresay the plucky blue hedgehog'll turn up on Mega-32 and Saturn as well.

Finally, Sonic CD has seven zones (with past, present and future bits in all of them), and yes the Mega-32 will be able to display better full-motion video, which I mentioned earlier.

A FEW BRILL QUESTIONS

DEAR Q&A,

I have a few brill questions I would like you to answer:

1 Why wasn't there a budget section in Issue 3?

2 Which is better, Street Fighter II or Streets of Rage 3?

3 Will the SNES footie sim Striker ever be released on the Megadrive?

4 Which is better, Winter Olympics or Olympic Challenge?

NICHOLAS BRADDON, CHESHIRE

SM:There wasn't a budget section in Issue three or indeed any issue thereafter, because there simply wasn't space. In months when there are a multitude of games to cover, it seems pointless to use pages up on old games. Also, what with retailers the country over selling different games at £19.99 in different stores at different times, it made compiling the budget section extremely difficult and in the end, pointless.

2 They're both different types of game really. SF2 will probably give you more long-term satisfaction, as there's a plethora of special moves to learn, although Streets of Rage 3 is also a great game too. It's all down to personal taste really, so it's probably a good idea to test out both cartridges in a shop, and then make your decision.

3 Er, ever played Ultimate Soccer? It's by the same coders and is based on Super NES Striker. 4 Winter Olympics, but only because Olympic Challenge is so old now. Anyway to be honest, both games aren't exactly brilliant.

PELE FOR FREE

DEAR SEGA MAG,

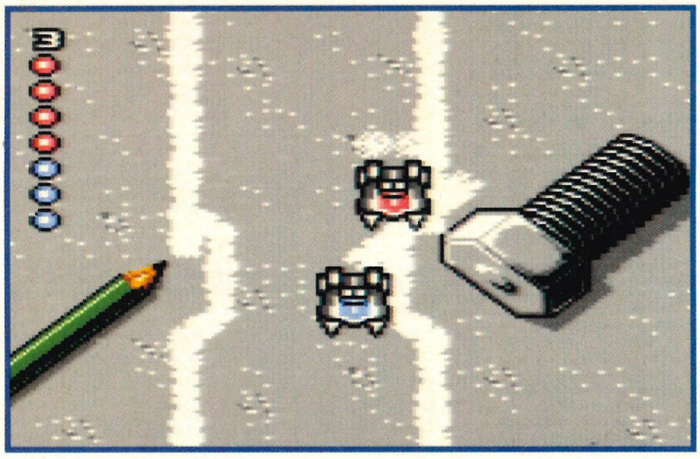
What do you think of FIFA soccer? I have read the review, but what are your personal feelings?

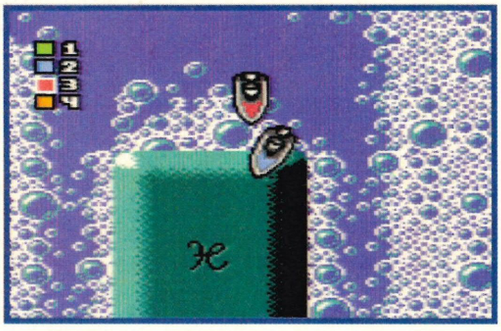
I've seen Sonic 3 on sale in most shops for £45, but there is one shop selling it for £59, with a copy of Pele thrown in for free. Which do you think is the best value for money?

3 What is the best racing game for the Megadrive?

GLYNN BEAVERS, YORK

SM: As the review stated, FIFA Soccer is brilliant – we are telling the truth you know. As for the Sonic 3 "offer", it's probably best to buy the cheaper version. Although you get a free game with the other offer, Pele really is one of the most diabolical football sims to appear on the Megadrive EVER! In fact, you'd have to **pay us** to play that pathetic example of a soccer game. And yes, you've guessed it, Virtua Racing is the best racing game on the Megadrive, although Domark's F1 is a close second.





▲ **Micro Machines – better than Road Rash?**

DO SEGA CARE?

DEAR SEGA MAGAZINE,

First of all, I think your magazine is brilliant. I own a Master System II and have a couple of questions I would like answered.

1 Although lots of Megadrive games are being converted to the Master System, I have noticed that there aren't half as many games available as for the Megadrive. Don't Sega care about their loyal Master System customers?

2 Will Jungle Strike come out on the Master System?

3 Which one of these is best – Micro Machines, Desert Strike or Road Rash (all for the Master System)?

DANIEL SNOWDEN, ASHFORD

SM: There aren't as many Master System games available as there are Megadrive games simply because there are millions more Megadrive owners. Sega obviously do care about Master System owners as they are continuing to release games for the console, but if they released every game on the Megadrive on the Master System too, they just wouldn't make enough money from it, which unfortunately is what it's all about at the end of the day. 2 Possibly 3 You should be fairly satisfied with either of the aforementioned carts.

INTRIGUING SELECTION

DEAR SEGA MAGAZINE,

I have an intriguing selection of questions for you to answer:

1 Will Flashback 2, Another World 2 or Day of the Tentacle ever be released on the Megadrive?

2 Sonic Drift on the game Gear looks excellent, as does Chuck Rally on the Mega-CD – but will either of these be released on the Megadrive?

3 Using the SVP chip, could Virtua Fighters or Virtua Star Wars ever be released on the Megadrive?

STEVEN TAPSON, ST ALBANS

SM: 1: No. Another World 2 is on Mega-CD though. 2 No, but a game of that ilk would definitely go down well with us. 3: Sega have stated that the new Mega-32 technology is designed to bring the arcade experience home and both of the titles you mention are logical choices for conversion onto the new system.

AMAZING AMOUNT OF GEAR QUERY

DEAR SEGA MAGAZINE,

You mag is cool and has great tips and reviews, but there is one thing I want to know. How do you know if you have won the amazing amount of computer gear in the tips section? I can't find anything in any of the pages to say who has won the tips prize. Also, why are some games £50 in one shop, then £70 in another? It's not fair, because I could have saved myself £20 when I bought Sonic 3, if I'd have known.

MICHAEL TURNER, CO DURHAM

SM: If you've won a prize for an ace tip you've sent in, one of the people who work on the Sega mag will inform you over the telephone (or by post if you're not on the phone). To win the prize you'll need to supply us with a GOOD tip that hasn't already been printed in another mag (and let's face it, that's a pretty tall order). Sometimes, noone will win the prize, as only old tips have been sent in, and we've found the rest of the tips ourselves (unfortunately though, we don't get the prize). Oh, and some games are more expensive in certain shops purely because it's up to the retailer how much they sell a game for. Usually, larger chains will sell games at a cheaper price because they can guarantee larger sales and have relatively cheap expenses. Smaller shops can't afford to do this, which is why their games cost more.

I HAVE SOME GRIPES

DEAR SM,

I have some golfing gripes and would like to test your most excellent knowledge.

1 Does PGA European Tour Golf have a battery backup facility?
2 Do you need a four way play to access the four player mode on PGA?
3 Can you still play against the computer in a skins game?
STEVEN CHARLESWORTH, CASTLEFORD

SM:1 Yes it does. 2 No 3 Yes.

BRILL EXCEPT FOR DARK SATURN PICTURES

DEAR SEGA MAG,
Your mag is brill except for your dark Saturn pictures. Anyway on to the questions.
1 How come Star Trek: The Next Generation won't be released in this country due to its price, but Virtua Racing is?
2 Is Virtua worth £70?
3 Is Star Trek any good because I'm a fan.
4 Can you buy a modem over here, and if so, how much do they cost?
5 How come Sega mags don't give away free demos like PC and Amiga mags do?
MATTY PETERSON, MERSEYSIDE

SM: Virtua Racing features state of-the-art technology AND the SVP chip, which justifies its rather extortionate price tag. Unfortunately, although Star Trek is a good game, it doesn't feature any such technology and therefore doesn't justify the price tag as easily. Honestly, it's not bad, but it isn't worth 60 quid!
Also in terms of sales, it would be a lot easier to sell Virtua Racing than Star Trek, which appeals to a more specialised market (who, we dare say, will get hold of an import copy). If you're a Virtua fan, it's definitely worth shelling out £70 for it, as let's face it, you've probably pumped that amount of cash into the arcade version over the years. However, if you've just a passing interest, £70 may be too much for a game that you'll only play now and again.
You can buy loads of modems over here... if you own a computer with a serial port. However, the Megadrive modem never made it across from Japan and is now discontinued. The Edge-16 modem from America isn't out yet, and we doubt it'll come over here - mainly because using the phone for even local calls is relatively expensive.
And as for demos... tell you what, we'll put a 24-meg cart on the cover packed with demos and charge you £62.24 for it. Bargain... I suggest you see your doctor for a prescription of reality pills.

WEIRD RUMOURS

DEAR SEGA MAGAZINE,
I've heard lots of weird rumours and questions lately – please could you stop me from thinking about them all the time, by answering them RIGHT NOW. Thanks.
1 I've heard about a machine called the Mega Karaoke that slots on to the side of the Mega-CD. If this is true, when will it be available over here and how much will it cost?
2 The Megadrive has a slot at the bottom, to make it compatible with the Mega-CD. At the bottom of the Master System, there is also a slot. However, there is no slot on the Master System 2. Was the Megadrive originally going to be an add-on for the Master System to make the console more powerful?
3 Why did Radion leave GamesWorld and fame and fortune as a videator?
4 Is there a Sonic 2 CD planned? If so, when will it come out, and will Tails be in it?
5 I've read about about a game called Sister Sonic. What is the game about and does it involve Sonic in any way?
KEVIN GEATER, IPSWICH

SM: The Mega Karaoke is only available in Japan and will never be officially released over here. The only way to get one would be to order it from an importer. 2 Er, no. 3 Because working on the Sega Magazine was obviously far more rewarding and the pressures of fame were getting to be too much (it's not that they didn't ask him back for a second series or anything). 4 A lot of people have asked this one, but apparently it's just not to be. 5 We have heard some rumblings about this game, but Sega UK do point out that it isn't on any of their release schedules, so don't hold your breath for it.

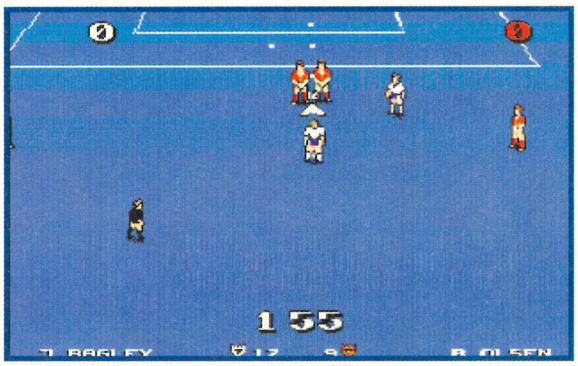
SCRAP THE MASTER SYSTEM

DEAR SEGA MAGAZINE,
I have been reading issue 3 (sadly not issues 1&2) and I think that it is packed full with useful information – almost everything I need to know. However, I still have a couple of questions for you to answer.
1 Is Ren and Stimpy worth £44.99?
2 Why don't you include a "shop" section in the back of the magazine? Most of the other magazines have this section and I find it useful to see how much second-hand games are worth.
3 Is Streets of Rage 3 better than Streets of Rage 1 and 2?
PS: Scrap the Master System stuff. It's not worth the bother or the space. (Sorry all Master System owners).
MARK ROGER, IPSWICH

SM: 1 The recommended retail price of Ren and Stimpy is actually £39.99 - not £44.99, so if you're a fan, by all means check it out... if you're not a fan, we wouldn't recommend it. 2 Because we don't want to, that's why. 3 yes.

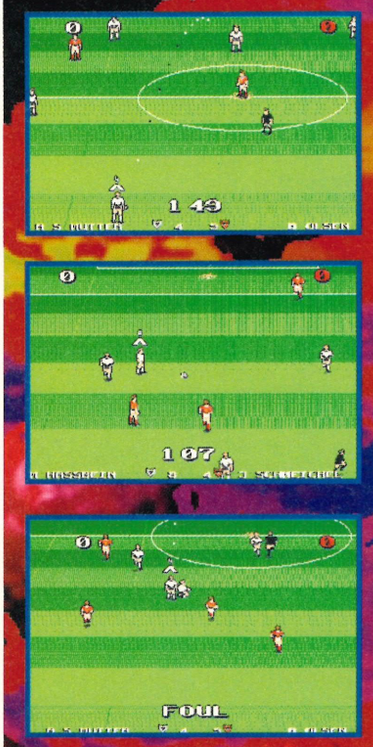
Well that's it then. I'm off to lie in the sun and scoff ice lollies. You know, you lot should try it some time, it's actually quite good fun. Go on, give those Megadrives a break. See ya!

SEGA



▲ Ultimate Soccer in its "blue" period.

▲ Ultimate Soccer for Sega, Striker for Nintendo.

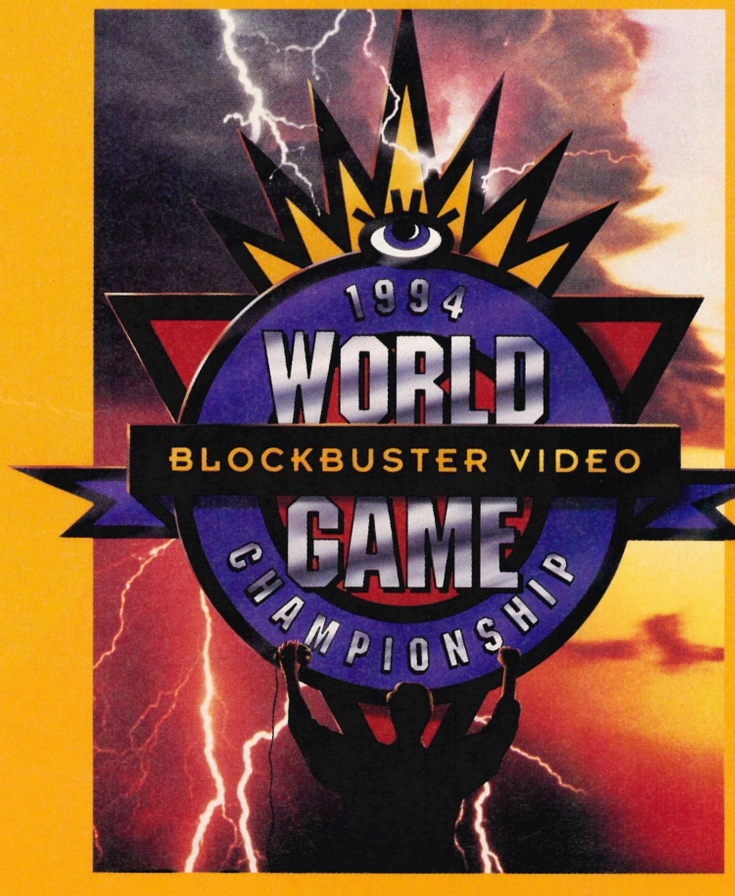


You beat your brother.
You beat your brother's friends.
You beat your cousins.
And their friends.
You beat that one guy, Steve,
who said he couldn't be beat.
And you beat them all bad.

ARE YOU READY TO BEAT THE WORLD?

SEGA

Nestlé Drifter



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MEGADRIVE 3

SEGA MAGAZINE: first with the 32-bit exclusives. This is what the Mega-32 (now officially known as the Megadrive 32) is going to look like. Check this out, along with more totally exclusive 32-bit work-in-progress showcases. You want to see Virtua Racing, 3D Shooting Game and Action Game? We have all three - and you won't see any more of them anywhere else for some time. Enjoy.

WHAT'S ON THE OUTSIDE?

Basically, the Megadrive 32 upgrade sits on top of your Megadrive, and plugs in via your cartridge port. It has been designed to fit snugly into Megadrives I and II along with the recently released Multi-Mega (pics next month). No new joypads or ports are required. You just use the Megadrive pads as usual. A lead emanating from your system's AV out socket plugs into Megadrive 32. A video out socket plugs straight into your TV or monitor.

32:

SO WHAT'S INSIDE?

Regular readers should know this. Two 32-bit SH2 chips power the show, providing incredible polygon rendering capabilities (a nigh-on identical conversion of Virtua Fighter shouldn't be a problem). A new VDP (video digital processor) provides more colours and a higher screen definition. Rounding off the spec are several memory chips along with a new custom sound processor. Smart eh? All being well, we'll have the full tech spec for you next month.

SOFTWARE?

Sorry, we can't announce anything yet (wait until next month! where we'll announce the Megadrive 32 Mega-CD titles that are DEFINITELY in production). As has been disclosed elsewhere, conversions of Virtua Fighter along with a deluxe version of Virtua Racing are strong possibilities. Sega have already announced that they intend to "bring the arcade experience home" with Megadrive 32... and that could apply to older Sega coin-ops as well as the newer Virtua titles... More next month.

THIS IS IT!

VIRTUA RACING: ON 32-BIT CONSOLE!

We began the journey into the bizarre world of home 32-bit last month, revealing console versions of Virtua Fighter and Daytona USA. This month, our epic voyage continues as we explore three more Saturn titles. The future's so bright...

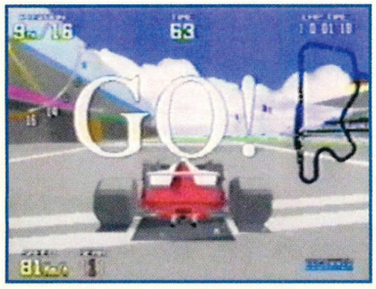
Virtua Racing continues to astound and amaze arcade-goers the world over - its latest incarnation, Virtua Formula, bringing even more realism to the simulation. During the Winter CES Show in January this year, Sega unveiled the forthcoming conversion to the proposed Saturn console. We have access to the video shown - as you can see from the screenshots printed here.

Virtua Racing on the home 32-bit machine is almost identical to the coin-op in every respect. The sheer speed of the game, coupled with its smoothness made it a real looker - and the console version is exactly the same. In fact, after seeing the Saturn version of Daytona USA, we came to the conclusion that Sega's home system could faithfully replicate Virtua Racing with very little effort being exerted on the 32-bit RISC SH2 chips.

As we said last month, there is very little to distinguish this version from the arcade original. The only differences we noticed were a pit-crew with different coloured trousers - along with an on-screen track representation that scrolls under the car rather than over it as in the coin-op.

There have been many rumours about a Mega-32 version of Virtua Racing. Some reports even say that a deluxe version is in the works with extra tracks. This has not been confirmed at all by Sega - but the fact is that the SH2s in Mega-32 are exactly the same as those producing the fine graphics you see on this page. That being the case, should Sega release VR for Mega-32, what you should be getting is something just as good as, if not better than, the game you see on these pages.

▲ Everything from the coin-op appears to be in the conversion. This sequence is from the beginner level.

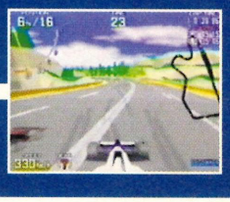


The slick, smooth action of Virtua Racing makes it indistinguishable from the Model One coin-op. ▶

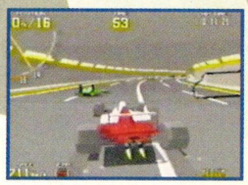
32 BIT

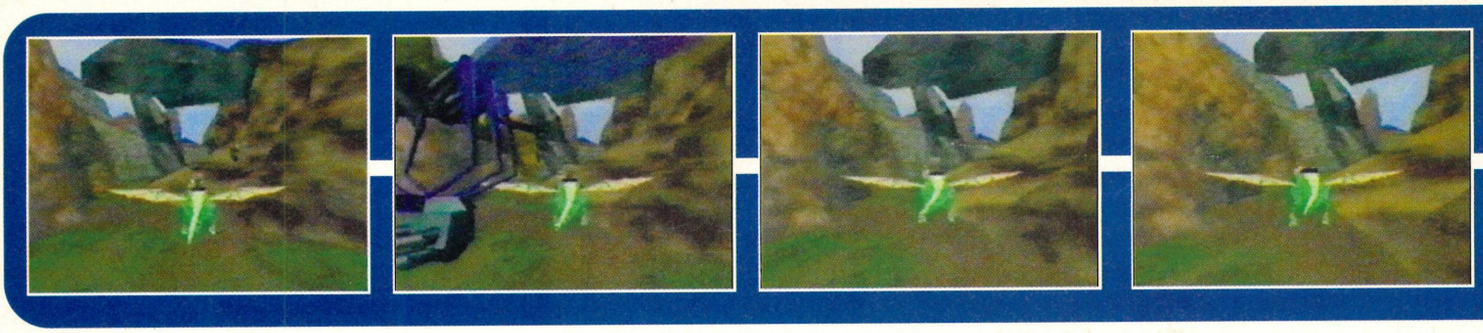
▼ A sequence of action as we career along the beginner track in Saturn Virtua Racing...

▲ Clearing the bridge, we zoom into the F1 car's cockpit as we take the next corner. Wahay!



▼ All the high-speed collisions and car-spinning action of the coin-op remain.





3D SHOOTING GA
IT'S A BLAST!

One of the first home 32-bit demonstrations revealed was a spectacular 3D game, which cast the player as a dragon rider armed with a rather large crossbow. A graphical exercise of frightening proportions, "3D Shooting Game", as it has been dubbed, shows off just how powerful the 32-bit SH2 chips really are...

First of all, as we write, there has still been no indication of just how far this project will progress. Although it has been called\ a game, the work-in-progress version we've seen is little more than a graphical demo... but it's extremely impressive, it must be said. And from the continued coverage the game is getting in Japan, it is likely that Shooting Game will become one of the first Saturn games released when the machine finally appears.

Like all of the 32-bit titles that Sega have released so far, Shooting Game is based around polygons - hundreds of thousands of 'em to be exact. But Sega of Japan's crack coders are not stopping there. Each polygon in the game is overlaid by texture maps, which bring a whole new level of realism to the title. There's plenty of light-sourcing too. Every polygon - right down to the construction of your player's head - is shaded according to its relative position to the main light-source. And that's not bad. In fact, initially we thought we were having a sneak preview of a new AM2 arcade machine.

What there is in the game in terms of gameplay is pretty sparse at the moment. Basically, you ride around on the back of a dragon shooting things. By this, we mean large flying insects of doom. The detail - even on the enemy sprites is immense. We estimated that just one enemy insect was made up of over 200 polygons. This game also shows off just how effective a Virtual Reality headset could be using this new 32-bit hardware. Shooting Game has Virtua Racing style viewpoints - one of which zooms right in your rider's head. You can "look around" in the virtual world, flying in one direction whilst blasting in another.

Although Sega VR may have been delayed on the Megadrive, we would love to see the system up and running in time for the release of the Mega-32. Imagine the in-car view of Virtua Racing being linked to the VR headset. Having used the headset I would have to say that the result would be amazing. But still, enough of this speculation.

Expect more coverage of Shooting Game in the future (perhaps closer to the release of the Saturn).

▲ Look around in this VR view sequence.

▲ Turn around on your dragon and blast!

▲ Even the enemies consist of loads of polygons.

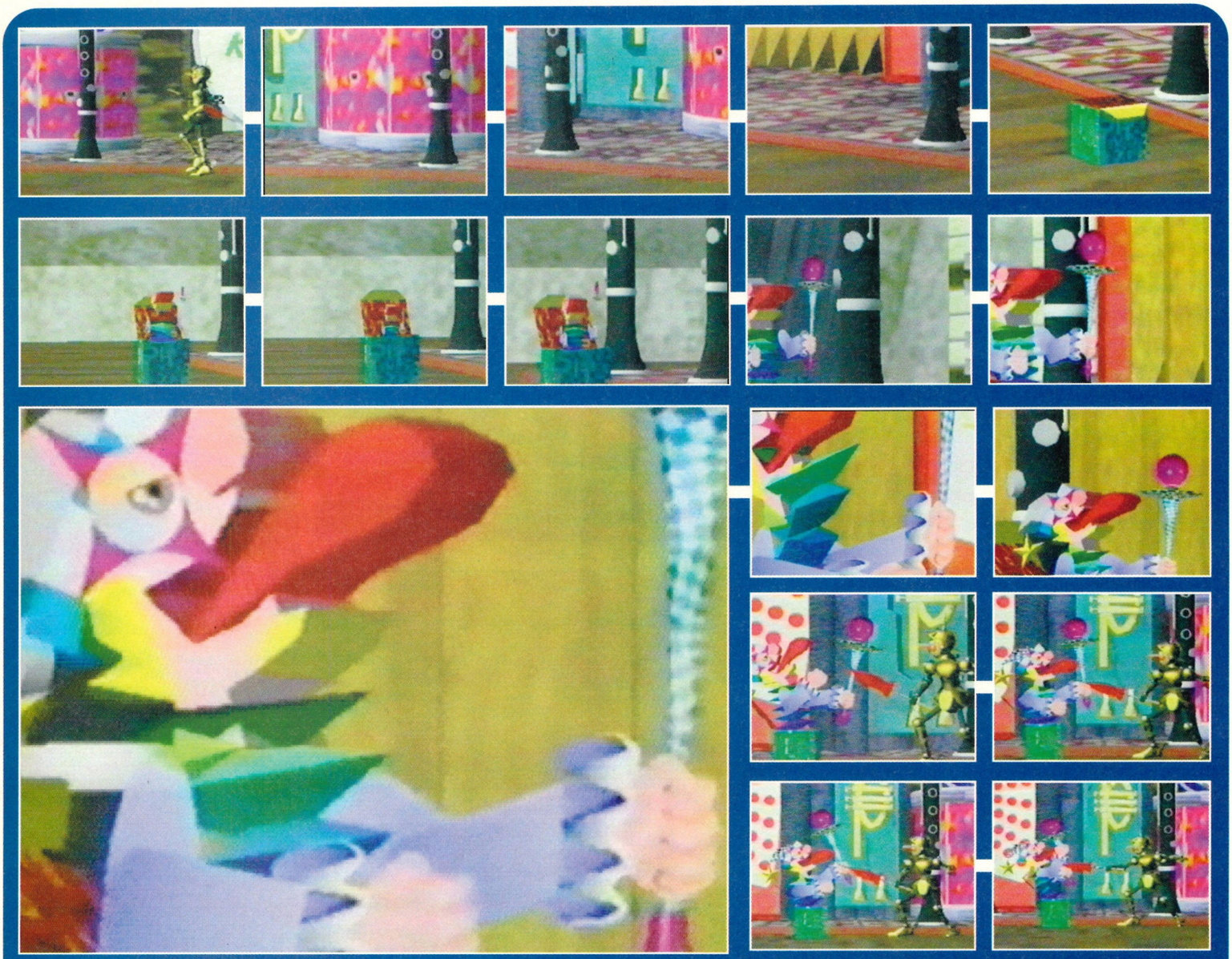
me:

▲ Check out that light-sourcing and texture mapping.

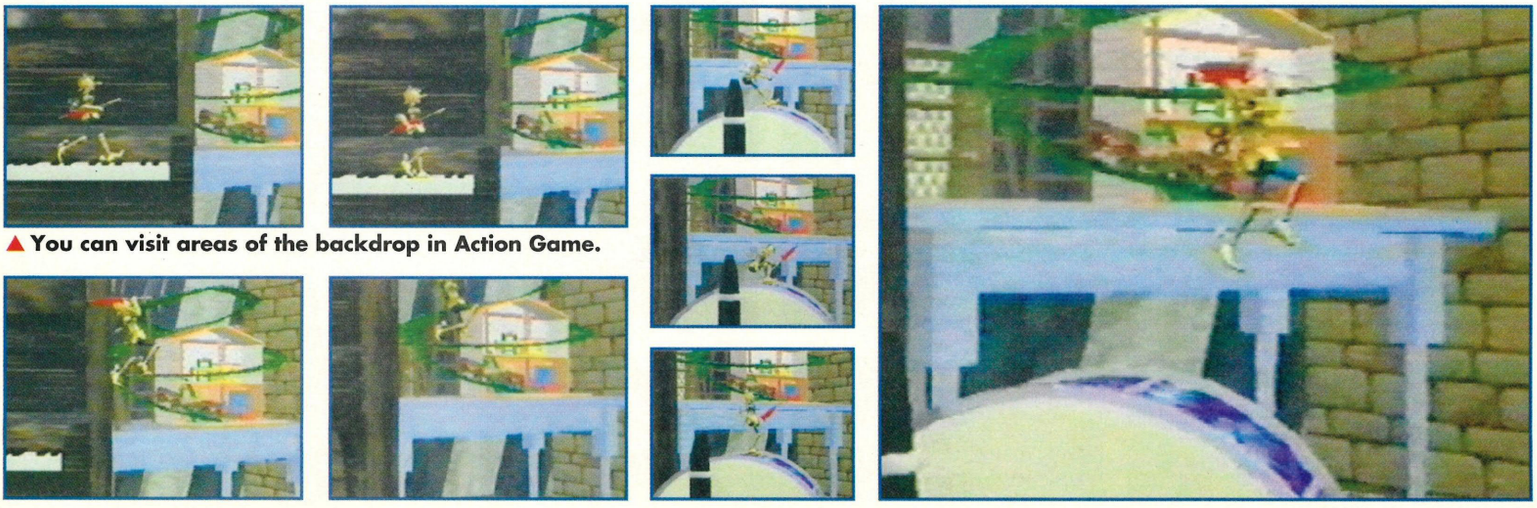
▲ A flying sequence from the awesome 3D Shooting Game. Amazing "next generation" stuff.

▲ 3D Shooting Game appears to have VR views just like Virtua Racing. You can even "become" your character's head and look around! Smart eh?

STAND BY FOR AC



▲ As we approach this jack-in-the-box, the blighter springs right out. The screen pans back and the robot indulges in a spot of battle.



▲ You can visit areas of the backdrop in Action Game.

TION (GAME)

If you saw last month's SEGA MAGAZINE, you would have seen exclusive shots of an incredible Saturn game still in the throes of development, deep within the bowels of Sega of Japan. Well, we have more pictures than you would possibly believe, quite a few of which are placed upon this page for your delectation.

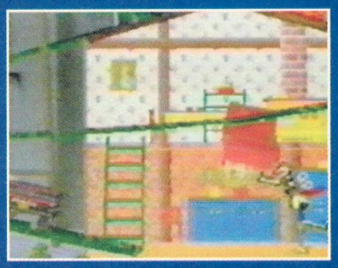
First of all, we must say that we have only seen some early work-in-progress footage of what has been called Action Game. In fact, just like 3D Shooting Game (also featured in this issue), there has been no firm word from Sega on whether this is just a demo of the Sega/Hitachi 32-bit SH2 chips. However, just like Shooting Game, its continued appearances in the Japanese press would suggest that Sega are carrying on with the development of this title. We think that would be a prudent decision, because what we have seen of the game is frankly stunning.

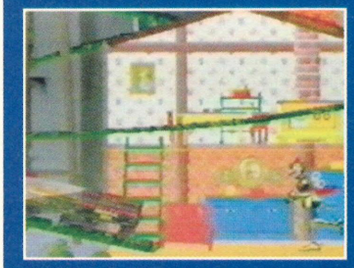
Imagine a platform game composed entirely of polygons. Imagine a backdrop you could explore and interact with. If you can, you'll have some small idea of what to expect from this awesome project.

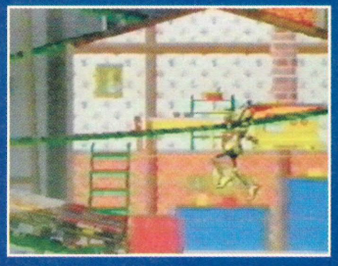
The player controls a golden clockwork robot, patrolling what could be a dolls' house packed with lethal toys. We've seen about five different sections of the game, starting off with your character walking along a piano. In the background, you can see a helter skelter. Later on, you're actually in front of the helter skelter, saving yourself from a careening train by chucking an enormous great block in front of it.

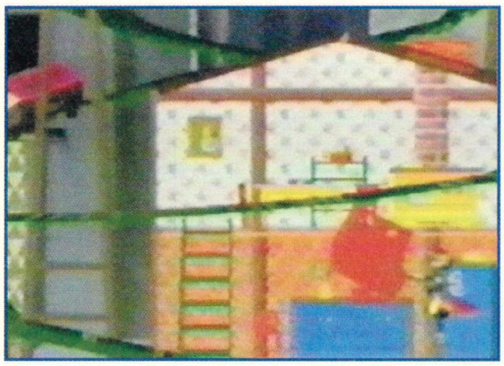
In terms of lethal toys, look out for rampaging cuckoo clocks, toy trains and, best of all, an enormous jack-in-the-box. Walk near this one, and he shoots out at you, filling the entire screen with his polygon presence before the action pans back to the one-on-one combat scene we pictured in a previous issue of SEGA MAGAZINE.

The great thing about polygons is that you can construct realistic environments around them. That isn't restricted just to looks. Action Game features objects to pick up or push. The rules of inertia have been faithfully replicated in the 3D world. It's that sort of level of realism that will really make 32-bit games the way forward. At present, this sort of title wouldn't be possible on anything less than a top-spec PC (and even that would have plenty of trouble replicating this). Saturn and the super-affordable Mega-32 will bring these incredible games to the masses.

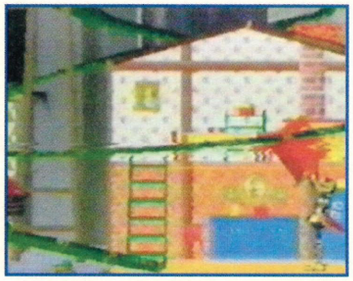




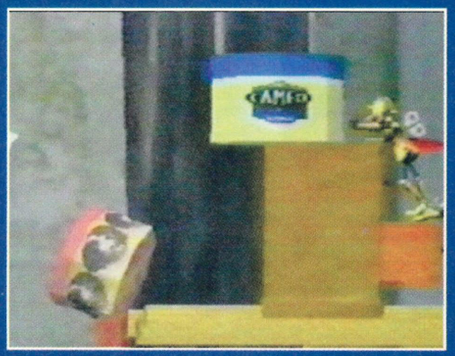




▲ Watch out for the speeding train! Block its progress with that handy block!



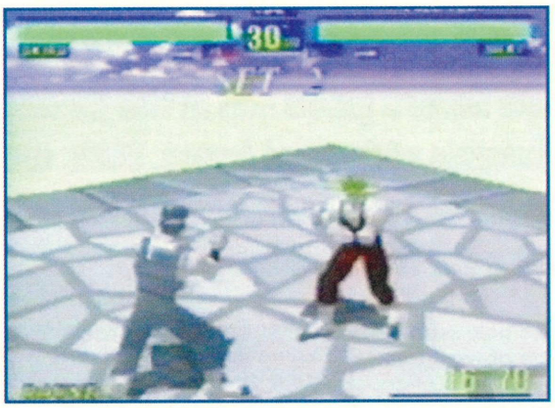
▲ Plenty of the laws of physics (eg gravity) have made it into Action Game.



▲ Sega have attempted to make Action Game's world as "real" as possible. These blocks tumble in a most convincing manner.

NOT FORGETTING...

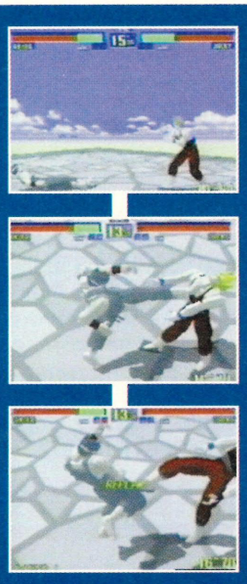
As regular SEGA MAGAZINE readers will know, we extensively featured the home versions of Virtua Fighter and Daytona last issue. However, if you missed that fine issue, or are just after some more pictures of these red-hot games, check this!



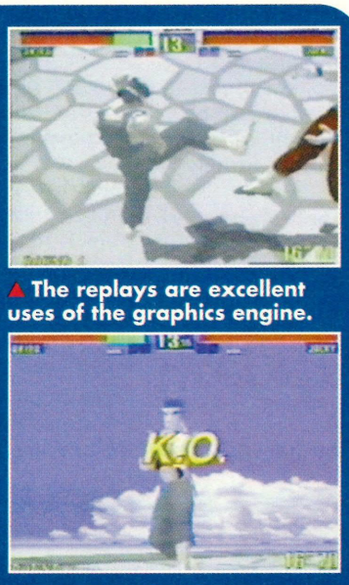
▲ Fight one! Ready! Go! Virtua Fighter on Saturn is looking very special indeed.

▲ All the moves, all the throws. VF on 32-bit has it all!

▲ The action is as realistic as it ever was in the arcades.

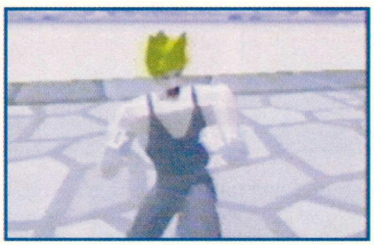


▲ Poor old Jacky doesn't really stand a chance here.



▲ The replays are excellent uses of the graphics engine.

▲ The powerful Akira emerges victorious from this particular ruck.



▲ The home version of Virtua Fighter will have all eight characters from the arcade version.

▲ Sarah and Jacky are brother and sister, sharing a lot of combat techniques.

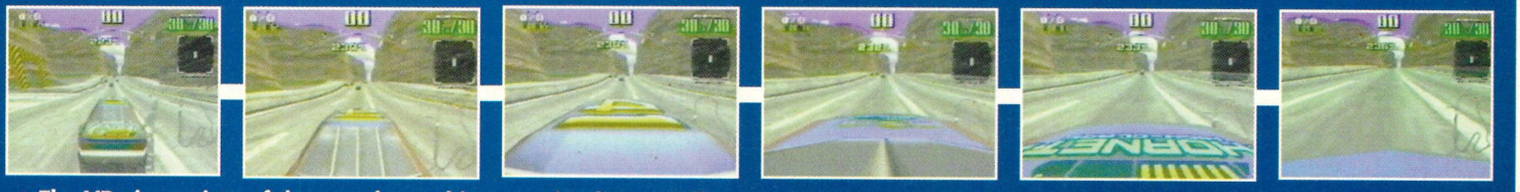
▲ Speeding along the beginner track.

▲ An action sequence from Daytona.

▲ Although as fast as the coin-op, Saturn Daytona is not as detailed.

▲ Looking even more impressive than Virtua Racing, we can't wait for this.

▲ Daytona in the arcades is excellent - and the home 32-bit version is shaping up to be totally astounding!



▲ The VR viewpoints of the arcade machine are simplicity itself to the SH2 powered 32-bit technology.

▲ Just about everything from the coin-op, including the little radar screen appear in the home version of Daytona.

LET THE GAT

Ever wanted to shoot your friends? Ha ha, that's how people always start features about pretend guns, be they paintball, motorised water pistols or even these lovely new pieces of kit from those ever-groovy bods at Sega. But on this magazine we pride ourselves on our honesty, integrity and quality (as the Daily Mirror might say), so we're not going to keep up the kind of charade that may raise the hopes of potential peer-killers. You want to buy Guns & Ammo or Shoot to Kill Monthly for that sort of thing. These guns are just a bit of harmless fun.

KNOW YA GUNZ

Before you go praising Sega as the foremost innovators of entertainment products in the whole wide world ever, it may interest you to know that this isn't the first time that the avenue of light emitting guns has been explored. The first company to try the idea was Mattel, with a range of toys called Lazer Tag. Lazer Tag proved incredibly popular in the States, where it spawned a comic and even a cartoon serial. However, the guns were extraordinarily expensive in this country (£50 each!), and so never caught on. Nope, warriors of the future dimension over here took to Photon, which was much cheaper, and housed the sensor in a big plastic helmet, as opposed to the velcro-backed Lazer Tag effort. If only the sets had been compatible, maybe now the whole world would be living in light gun-induced harmony and peace.

HUM

bang!

In a bid to get more gamers out of their bedrooms and into the real world, running around in the fresh air and getting a bit of exercise, those kooky Sega scientists have come up with an ideal summer-type outdoor pastime. Using technology first developed for those annoying laser pens people with more money than sense always show off at parties by constantly shining them at each other until you want to hit them, Sega guns shoot invisible beams of light to a distance of about fifty feet or so. The guns also come with an excellent choke button that drains not one, but THREE lives from the unlucky recipient. This in itself isn't much of a thrill. After all, it's not like you'd be able to tell if you hit someone, or even if you're gun was working for that matter. But of course, like Laurel without Hardy, the Sega gun needs its trusty partner to function properly.

In this case, the second piece of kit is the Terminator-esque headset. This has a number of functions. The first (and most important) acts as a sensor, recording each hit you take. The second function tells you, via a little LED readout in the corner of the eye visor, how many times you've been hit. Once you've sustained a certain number of direct hits, a bleep-type tone sounds,informing you that you're out of the game. The third and final role of the headset is to make you look like a mean, hard-bitten post-apocalyptic cyborg bounty hunter when you're legging around the local town centre with your mates.

The current enthusiasm for paintballing is probably the biggest asset for the Sega guns. Whilst it's undeniably great fun to go out and shoot your friends with ink, the cost of the hobby is extremely prohibitive, and there's always the chance you'll get knocked out of the game within fifteen seconds and have wasted all your cash. However, you can buy a couple of sets of guns for less than the cost of an afternoon paintball session and never have to worry about further expenditure, except in the battery department. However, if you are a bit of an obsessive, Sega have planned a range of upgrades and new guns (including a rather ace looking carbine) which are already on sale in Japan and should hit this country later in the year providing the initial kit proves popular enough.

Strangely enough, the guns are being distributed in this country by Bandai, the people who, not so long ago, where solely responsible for the distribution and licensing of all Nintendo products in this country. So if you're the sort of person who holds grudges against rival games companies, don't be put off. The Sega guns look set to be essential summer possessions (although make sure you don't accidentally shoot some big skinhead who's also playing with a set in the same park or you might get beaten up).

The Sega guns should be on sale not long after you read this from all good toy shops (and a variety of bad ones too, we should wager). Given the company behind them, it's probable you should be able to buy your gatts where you buy your games too. The prices are quite reasonable, with a gun and headset pack costing £29.99. We've got a couple of sets here in the office at SEGA MAG, and we thoroughly recommend them. In fact, we just sit here all day in our headsets, waiting for a surprise attack by another member of staff, or perhaps an all-out assault by the staff of a rival magazine.

For more information ring Bandai UK on 0329 822565

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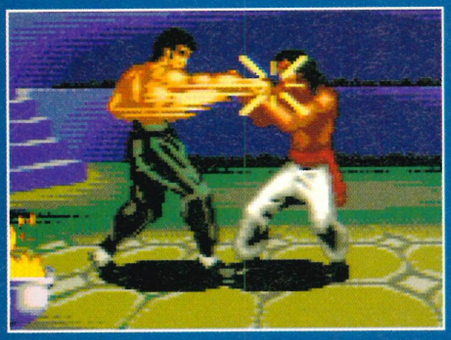
DRAGON
THE BRUCE LEE STORY

THE LIFE OF BRUCE

According to those in the know, Bruce's story suffered from copious quantities of "gloss" in its transition from fact to the big screen. Still, it is this story on which the game is based, as well as the combat techniques of Lee (although Jeff Zie doesn't agree). Here's a quick resume.

HONG KONG...

Troubled by bizarre visions, Bruce Lee's dad fears for the life of the future martial arts master. Giving him some protective mirrors, he tells Bruce to head for America. "You will die in Hong Kong," is his solemn prophecy. All this mirror business sounds a bit dodgy. Surely some semi-automatic weapons or at least, a shotgun, would have been more appropriate. Bruce, however, goes to America. But before that...



LEVEL ONE: DANCE HALL

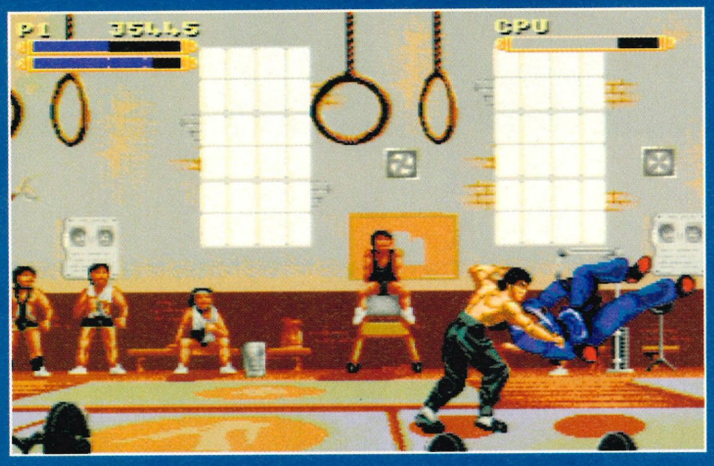
... Bruce goes to the Lantern Festival, attending a top ball-type affair. However, some rowdy sailor causes something of a fracas. unable to reason with the man, Bruce unleashes his "fists of fury". His dad isn't impressed, and neither are the local police, come to think of it.

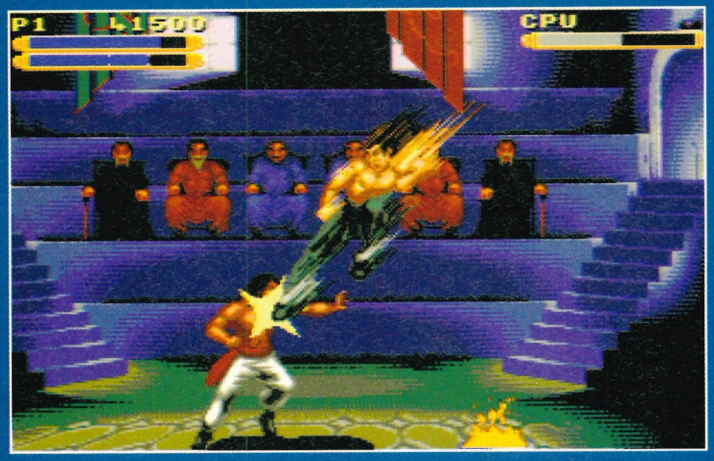
LEVEL TWO: THE KITCHENS

Bruce has arrived in America, but in order to get into college, he needs some cash - thus this kitchen scenario. The attention of a pretty girl causes some jealousy which results in, you guessed it, some fisticuff-related excitement, as Bruce takes on two chefs! What next, hair dressers?

LEVEL THREE: SEATTLE GYM

Safely in college, Bruce is determined to stay in top condition, hence this trip to the gym. However, one thing leads to another, resulting in a martial arts spectacular involving Bruce and a man with whose afro is even more terrifying than his karate prowess. In the film, Bruce won. Plenty of people were so impressed they paid for him to teach them.



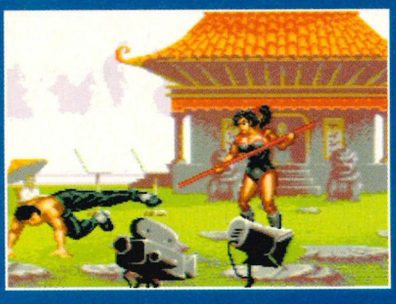


LEVEL FOUR: OAKLAND GYM

Bad move Bruce! Teaching these heathen American types has upset the Chinese Sensei blokes. Bruce must face their champion, Johnny Sun, in order to win the right to continue. This bloke *hasn't* got an afro - instead, he's armed with some devastating combination attacks (well, one actually).

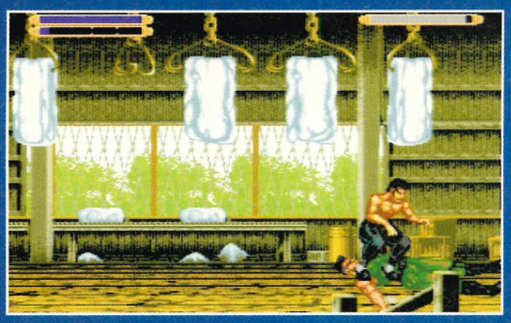
LEVEL FIVE: FILM SET

Although Bruce won the fight, Sun paralysed him. During his stay in hospital, Bruce got around to making up his own martial art, Jeet Kune Do (translated, that means The Way of the Intercepting Fist). However, this doesn't make for a good game really, so you get to duel with a woman brandishing a big stick on a film set instead. Fair enough...



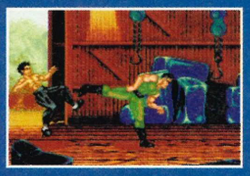
LEVEL SIX: BRUCE'S KWOON

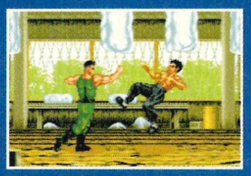
Jeet Kune Do is a success, with loads of people turning up to Bruce's Kwoon for lessons from the now un-paralysed master... including Afro-Man from level three, who decides to take on Bruce. He doesn't get very far, but what do you expect with a hairstyle like that?



LEVEL SEVEN: LONG BEACH STADIUM

Bruce reckons he can use Jeet Kune Do to deck any one inside of sixty seconds and turns up at Long Beach Stadium to prove it. Cue Johnny Sun, who decides to challenge Lee. Another chance to re-use an old sprite? Yep! However, unlike level six, this actually happened in the movie, so there. Shortly afterwards, Lee astounds audiences with his antics in the shameful 60s TV show - The Green Hornet. A film offer floods in...





LEVEL EIGHT: BIG BOSS FILM SET

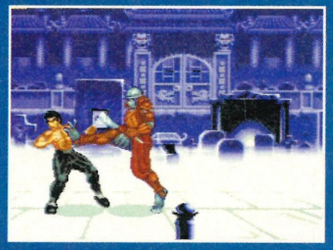
Bruce has hit the big-time by securing funds for filming the martial arts epic, The Big Boss (also known as Fists of Fury, by the way). However, before filming is over, a family relative, appalled by Bruce's doings, challenges him to battle over the Ice House film set...

LEVEL NINE: ENTER THE DRAGON FILM SET

The Big Boss goes on to break all records in Hong Kong, and Lee secures his first Hollywood film, Enter The Dragon. Although it was all pretend in the film, a bloke with Freddy Krueger claws turns up in the game to do away with Bruce for REAL!

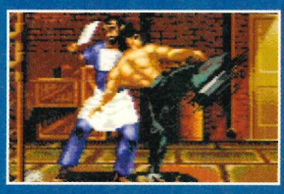
LEVEL TEN: GRAVEYARD ILLUSION

Will the fighting never end? Perhaps so. The Lee family demon, who killed his dad, has tracked Bruce down. In this nightmare sequence, Bruce's son, Brandon, is kidnapped by The Phantom. Although about ten foot tall and heavily armoured, Bruce manages to beat the bloke up, throttling him with the aid of his nunchukas...

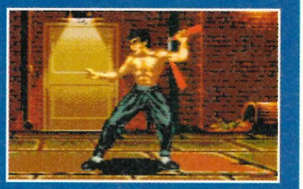


THE END

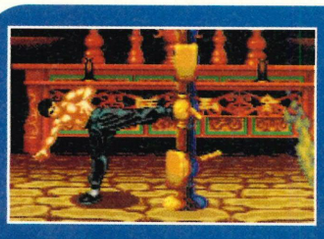
Allegedly, a simple headache tablet manages to finish off poor Bruce where the Phantom failed. A legend is born.

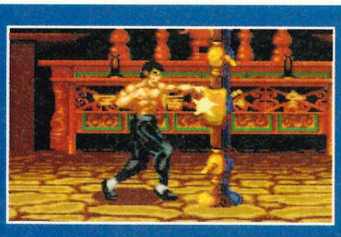


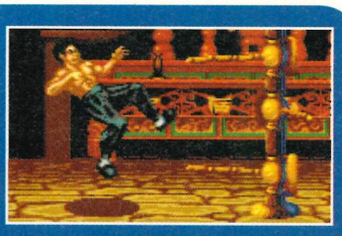
▲ Bruce adopts the stance and speed of the Preying Mantis here.



▲ That's illegal, isn't it?







the big-screen movie. As you shall see when you investigate this showcase feature.

GAME VARIATIONS

Remember those Atari VCS carts with 101 game variations? Well, Dragon has about five. That's five useful ones though (as opposed to changing the colours of the Space Invaders or whatever). Basically, there are two basic modes: GAME and BATTLE. The former option takes you through all ten levels, following the Dragon movie storyline. Oddly enough, one or two players (both playing Bruce) can participate. Perhaps Bruce was secretly cloned by Dr Mengle or something. The BATTLE option is a simple one-on-one option, where players face off against one another (or the CPU) in a series of matches. There's also an option for up to three players - all of whom control a Bruce character. The three-player mode (for Sega Tap owners) provides some particularly memorable battles.

FIGHTING A LA MODE

Underneath your energy bar is a Chi meter. As you do battle and beat the crap out of your foes, this meter goes up. The more Chi you have, the more battle modes are available to you. Check this!

NORMAL: Your common-or-garden fighting mode. A flurry of punches, kicks and throws are at your disposal, along with the Bruce Lee signature "stamp" attack. Nasty.

MANTIS: The preying mantis mode is particularly impressive. Bruce moves at about twice his ordinary speed, allowing for some nifty combos. Hundred hand jabs and hundred foot kicks allow for devastating multiple hit attacks. Be warned: every attack in this mode costs Chi!

NUNCHUKA: Being totally illegal in this country, getting holds of 'chuks is quite difficult - unless you're Bruce Lee who uses Chi force to make them magically appear! Essential weaponry in dealing with the Phantom.

BRUCE VERSUS HIS HAT STAND

Bruce Lee has customised his hat stand to aid him in his training. Armed with rods and pads, this slowly rotating device can be used to gain extra Chi force. As it spins, use Bruce's attacks to hit the pads, but avoid the rods...

DRAGON IS REVIEWED ON PAGE 76 AND GETS A PRETTY GOOD MARK.

SEGA

DRAGON
THE BRUCE LEE STORY

SHOWCASE FEATURE

POWER OF THE DRAGON

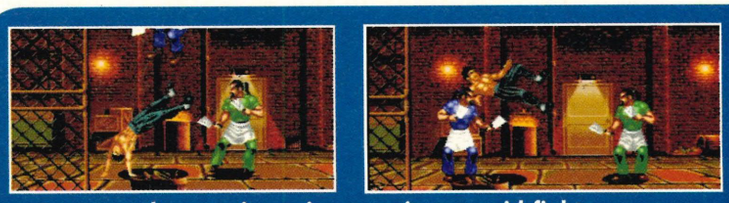
Known across the globe for his incredible martial arts skills as well as his habit of making weird noises while beating the brown stuff out of his opponents, Bruce Lee lives. Well, not really, considering he's been dead for decades. However, last year, Bruce's widow got together with some movie types to make a "biopic" about the man Lee. Virgin got the license to convert the movie to the Megadrive. Richard Leadbetter masters digital Jeet Kune Do.

What is it that makes a man take up martial arts? Is it the idea of mind and body being at peace with one another? That's what a lot of these black belt types tend to say. However, I'm confused. What has inflicting horrific acts of violence got to do with communicating with your own psyche?

Perhaps I should ask our very own martial arts expert, Group Art Editor (and third dan master) Jeff Zie. Only after what he did to that bloke who attacked a woman outside his house, perhaps I should keep my observations to myself...

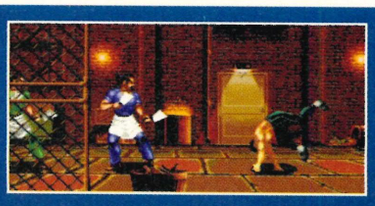
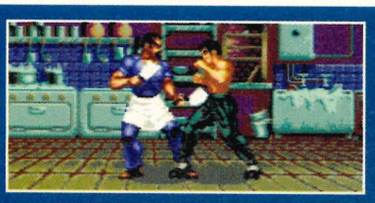
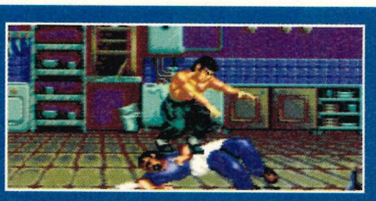
Anyway, I digress. This game is based on the life story of Bruce Lee. A man who learned martial arts, made up his own, starred in the very dodgy Green Hornet TV show (for satellite viewers, 3:30pm Saturdays, on Bravo: must-see stuff!), made some films (re-released recently on video), then died "mysteriously".

There's no fatalities in Dragon (let's leave that to Mortal Kombat), only fighting. Lots of it. Interspersed with little clippettes of sorts from



▲ Bruce conducts anti-gravity experiments mid-fight.

SHOWCASE

▲ Bruce confronts Lenny Henry in a forthcoming episode of "Chef!"

THE DIRECT

Take a look at the pictures on this page. At first glance you might think they're just a collection of screenshots from various Megadrive games. Well look again, because half the shots on this page have NEVER appeared in any Megadrive game released in the UK. In fact, some of these scenes have never been seen outside of their respective programming houses. Why? Well simply because they were cut from the final versions of the games. These are the scenes that ended up on the EDITING ROOM FLOOR!

Yes, video games, just like movies, are subjected to strict editing procedures and many features never make it through the process. Certain characters, frames of animation, special moves, intermission sequences, even whole levels can be removed from games for all manner of different reasons. Sometimes it's due to memory restrictions, other times it's down to a matter of taste and occasionally it's just because the idea was, well, rubbish. So, has some of the greatest gaming action ended up in the bin? Could some of the 'lost' scenes featured on this page have made for a better game or are they cringe worthy efforts that were best left out? Judge for yourselves...

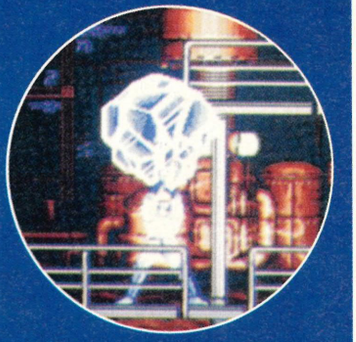
SONIC THE HEDGEHOG

▲ What the devil is Sonic up to here? Well, this is how the programmers originally conceived the end of each act. Press jump and Sonic would leap up, triumphantly punching the air.

▲ Does anyone remember those old Sega ads which featured a Marble Zone with mysterious flying saucers in the sky? "How come they aren't in my version? " People cried. Well, because they only ever appeared in the pre-production game, that's why.

▲ Yipes, where did that huge ball come from? All manner of bizarre hazards were removed from the final version of Sonic the Hedgehog. This giant ball eventually found a home as Robotnik's weapon at the end of the Green Hill Zone.

SHINOBI 3

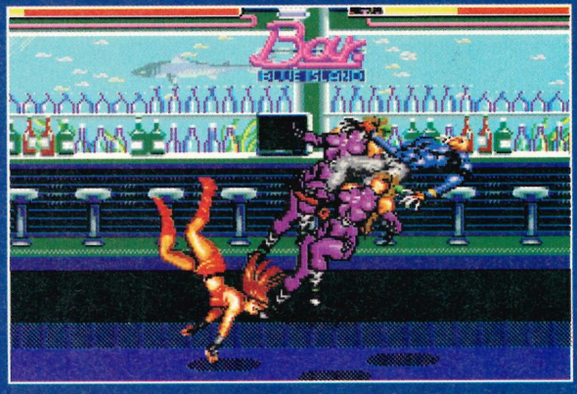


▲ After a lukewarm reception from the press, Sega took Shinobi 3 back to their workshops and extensively reworked it. In the final version this all-new jewel-exploding magic, 'Hakuriu' was mysteriously removed.

▲ Originally this birdman fought Joe against a backdrop of some rather poor 'non-moving' waves. ● However, in the final version the birdman made his appearance on this vertically-scrolling rock-fall level.

STREETS OF RAGE 3

▲ This dodgy-looking character makes an appearance on the latest Japanese version of this top beat 'em up saga. Over here though, it was all thought to be in rather poor taste and the Kenny Everett lookalike was removed.



▲ In Japan Blaze wears red. In the UK she wears grey. Why?

OR'S CUT!

ROCKET KNIGHT ADVENTURES

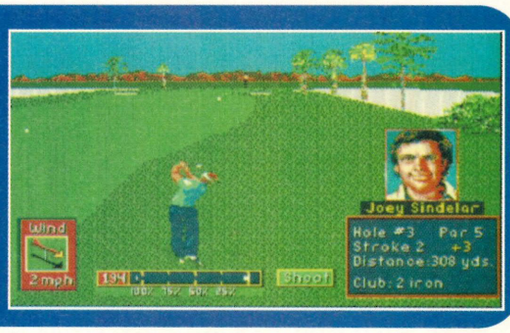
▲ The mean and moody opening sequence to the game. Sparkster stands atop a craggy mountain as streaks of lightning crackle around him.

▲ But what's all this? Pigs chasing after cute little picnicking opossums? Yes, this was the original intro to the game, but Konami thought it was too sweet and changed it at the last minute.

▲ And this is how the Game Over screen originally looked. A full Rocket Knight band would play the instruments if you chose to continue.

PGA GOLF TOUR 2

● "He's the Man!" That's what commentator would excitedly shout when a smart shot was taken. EA removed the speech from the final version, considering it inappropriate to the style of the game.



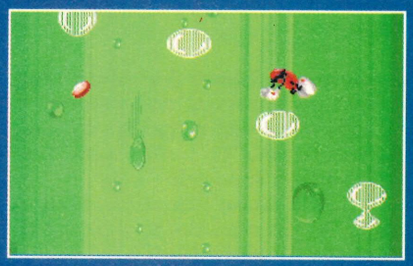
FINAL FIGHT CD

▲ "Mayor Haggar! We've got your daughter and she's only got her bra on!" That's how the Japanese got to see the kidnapped Jessica.

▲ Due to the cold weather over here though, she keeps her dress on. The British version is also a good deal harder as the unlimited continues option has been removed.

COOL SPOT

▲ To any soft drink-loving American, Cool Spot means only one thing – 7-Up. Yep, in the States he's the mascot of the fizzy beverage and there are bottles of the stuff littered throughout his game to prove it.



▲ Over here though, 7-Up has a different mascot – Fido Dido. To avoid confusion, Virgin removed all 7-Up logos from the official version of Cool Spot.

DR ROBOTNIK'S MEAN BEAN MACHINE

● Ah, it's Mean Bean Machine or is it? In Japan the game is called Puyo Puyo and features completely different characters and intermission screens. Due to a lack of interest in puzzle games over here, Sega decided to spice things up by licensing the game to Sonic's arch-enemy.

WIN!

WITH SEGA MAGAZINE AND SONY!

What with Ground Zero, Texas game selling stacks of copies, Sony are rightly proud of their latest Mega-CD title. And to celebrate the fact, Sony have got together with us to bring you this exciting competition.

If you haven't heard about Ground Zero, Texas, where have you been? It's the latest Mega-CD full-motion video epic, featuring two CDs packed with over a gigabyte of real movie action. Hollywood veterans were brought in to put the game together and a budget of over $3,000,000 was allocated to it. Not bad eh?

Still - to business. Sony have given us TEN mega Ground Zero, Texas packs to give away consisting of the following:

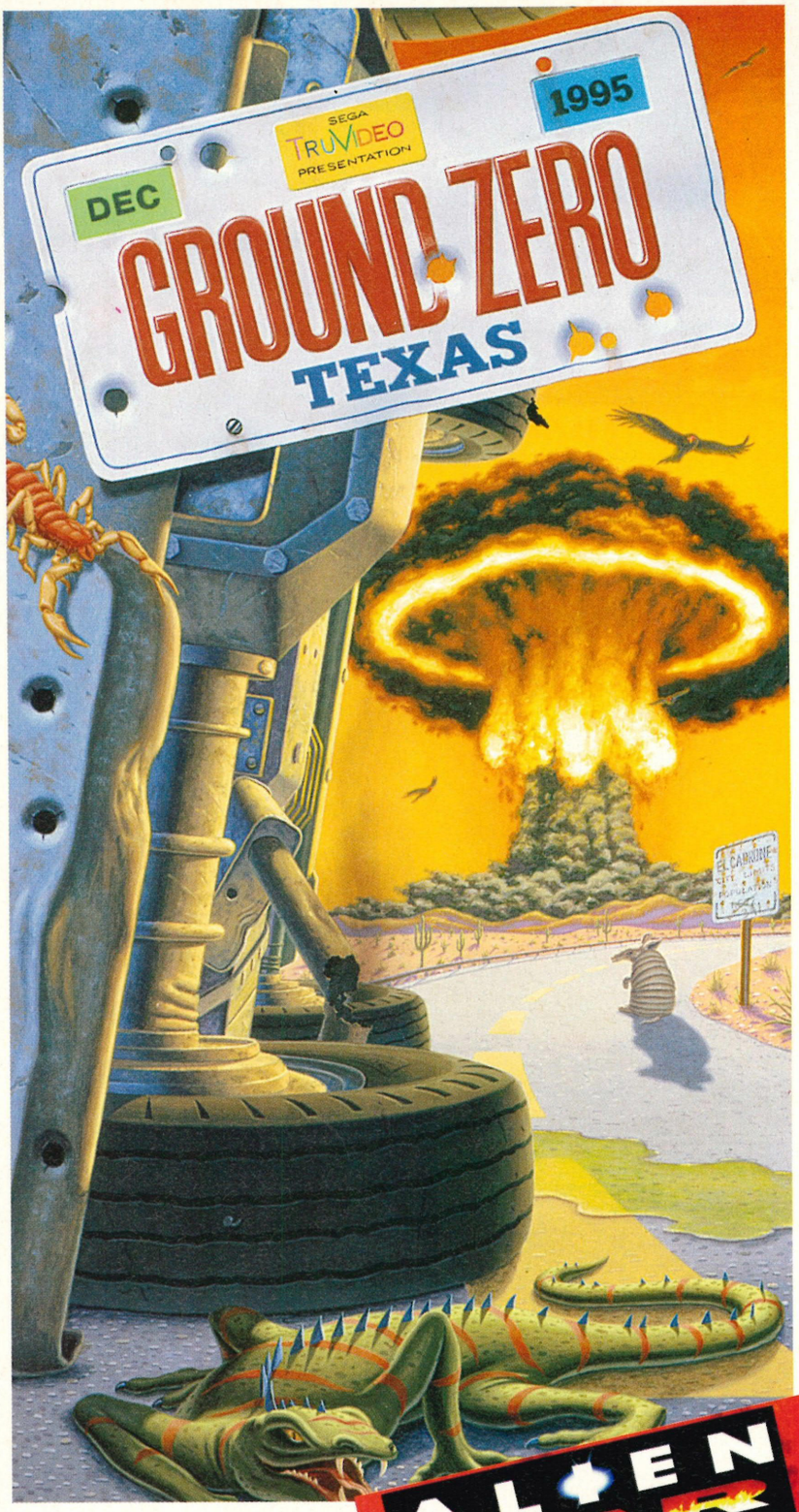
A COPY OF GROUND ZERO, TEXAS!
A GROUND ZERO, TEXAS T-SHIRT AND (er...) CAR STICKER!
ONE ADULT AND ONE "KIDS" TICKET TO ALIEN WARS!

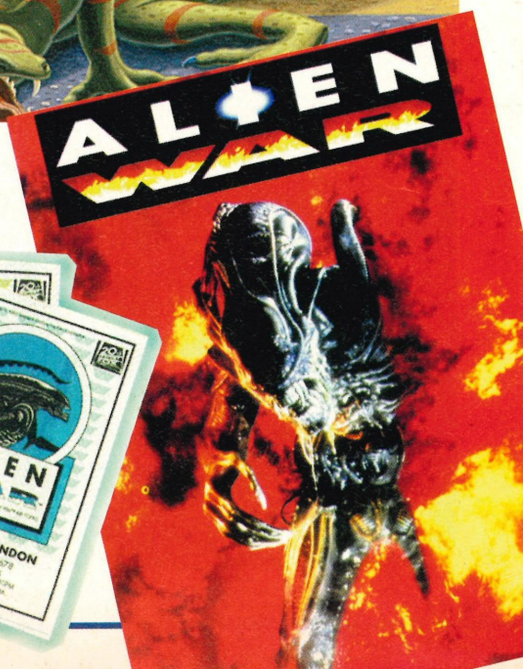
If you haven't heard of Alien War, you won't know that it's a top attraction around the country, allowing ordinary folk to get propelled into the future and do battle with the aliens (as seen in the Alien Trilogy!)
And if that wasn't enough, forty runners-up will get a T-shirt and car sticker for their troubles.
So that's all right then.
Just answer the following multiple guess questions:

1. How big was the budget for Ground Zero, Texas?
a) Tuppence ha'penny
b) £10 million
c) $3 million

2. What film series is the Alien War event based on?
a) The Alien Trilogy
b) The Star Trek films
c) Beethoven and Beethoven's Second

The closing date for this competition is: 31 JULY, 1994. So get sending those answers (on a postcard please) to GROUND ZERO COMP, SEGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.





MATCH

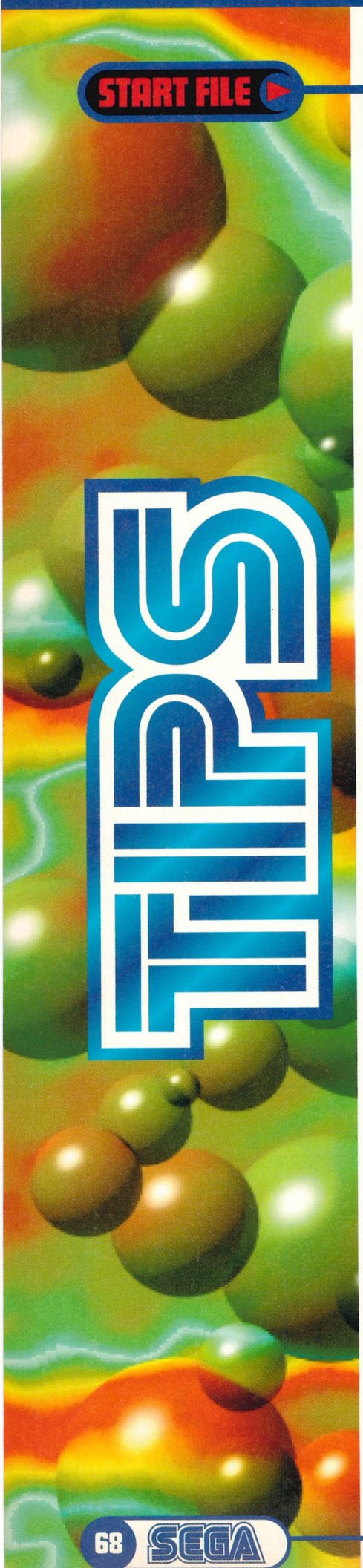
he plays computer games...

he reads MATCH...

...and he plays football.

What else is there to do?

MATCH ~ the football mag that matters! Get it every week!



START FILE

Boy oh boy oh boy! Have we got some tips for you! Have we? Well, of course we have, otherwise this wouldn't be called the Tips Section. Nope, it would be called the Section and it would be filled with, well nothing. Mind you, it was almost called the Sonic 3 Level Select Section or the NBA Jam Hidden Characters Section this month, because you cheeky hams seem so fond of sending those tips to us. Well anyway, it IS the Tips section so here's a little tip. Stop sending us those same old tips. Don't you think that since we printed the tips last month, we just might not want them again this month, huh? HUH? Right, so send in some new ones or next month this'll have to be the cookery section or something. Here's the address to send your delicious recipes. THE COOKERY PAGES, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. See you next month, when we teach you how to make a delicious Spaghetti Italian!

ALADDIN

David Landers of Harlow addressed this tip to "The Bods at Sega Magazine". Well, Mr Landers, The Bods are far to busy to read your scribblings. If you've got something to say to The Bods, you'll just have to tell it to us and maybe we'll pass on your message and maybe we won't. It just depends how we feel. We'll take your tip though, because that's the kind of ruffians we are. So here it is. Go to the options screen and press A then C four times and then B four times. Dave Perry's mug (his face, not his beverage holder) should appear on the screen together with the words "Ah Dave Perry, what is your wish?" This is followed by an options screen that allows you to select any level or turn Aladdin invincible.

ALISIA DRAGOON

Want to know how to skip stages in this classic blaster? Well here's the answer courtesy of Steven Gray of Aberdeenshire. Plug in both joypads, switch on the Megadrive and when the Sega logo disappears hold down A until the word s 'Game Arts' vanish. Now hold down B until 'Gainax' disappears. Hold down C until 'music composed' goes and press START when the crystal starts flashing. Now press A on joypad 2 at any point in the game, hold LEFT and press B and C and you will be moved to the next stage.

BACK TO THE FUTURE 2

To advance to the next stage at any time whilst playing this god-awful lump of cack, pause it and press UP and A, DOWN and A, LEFT and A, then RIGHT and A. That one comes from Kesman Shaw of Dyfed, Wales.

SA DRIVE

CASTLEVANIA: THE NEW GENERATION

"Here's a cheat for Castlevania: The New Generation on the Megadrive.," writes Gary Osborne of Hemlington. And what an observant chap he is, for indeed HERE IS a cheat for Castlevania: The Next Generation on the Megadrive. Mind you, it's not such an impressive feat of observation when you consider that Gary actually wrote the cheat. But hey Gary you old japester, you sure had us fooled there for a second. Ha ha. Anyway, the cheat then. On the second title screen press, UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B then A. Gary now observes that you should hear a ringing sound, presumably from the Megadrive unless your joypad is wired up to the doorbell or something. Now go to the option screen and you can change the difficulty level to Expert Mode. Surely an option for only the mightiest of vampire-hunters.
Here's the complete set of passwords courtesy of Graham Haw of Tyne and Wear.

Level 2- Shrine of Atlantis.

AXE	ORB	ORB	AXE
AXE	NONE	SPEAR	NONE
NONE	AXE	AXE	SPEAR
AXE	AXE	ORB	NONE

Level 3- Tower of Pisa.

NONE	SPEAR	NONE	NONE
ORB	NONE	SPEAR	NONE
ORB	SPEAR	AXE	NONE
AXE	NONE	ORB	NONE

Level 4- German Steelworks

AXE	AXE	SPEAR	ORB
AXE	SPEAR	SPEAR	SPEAR
ORB	SPEAR	AXE	AXE
ORB	AXE	SPEAR	NONE

Level 5- France, Versailles Palace

NONE	SPEAR	NONE	SPEAR
ORB	SPEAR	SPEAR	NONE
ORB	NONE	SPEAR	SPEAR
AXE	NONE	NONE	NONE

Level 6- The Final Confrontation

AXE	NONE	NONE	ORB
AXE	NONE	NONE	AXE
AXE	ORB	NONE	AXE
NONE	AXE	ORB	NONE

DESERT STRIKE

Enter the code BQQQAEZ to start the game with 10 spare choppers. That's helicopters, in case you didn't know and not butcher's knives. Kesman Shaw of Dyfed, Wales provided that one.

FIFA SOCCER

Now here's a guy who sounds like he knows a good tip – Jason Tipler.Why, just his very name says to us 'tip'. And 'Jason' and 'ler'. Alas, his tip just doesn't live up to his name, but here it is anyway. When tossing the coin at the beginning of the game, select which side you want then press B and C together and you'll always win.

JOHN MADDEN FOOTBALL

Here's a bloody ridiculous cheat from Carl Stamford of Scunthorpe. Enter any code you want (make one up) and it will work. Now come on, what sort of a tip is that?

JOHN MADDEN FOOTBALL '94

James Ryder of West Drayton sent in this feeble attempt at a tip. When watching the highlights, should a team score, press Start. This now means the team that lost will win, so now you can get rid of the best teams in the play-offs.

JURASSIC PARK

Paul Belton of Cirencester has provided instructions to access a level select in this blockbuster movie-spin off. Highlight options and press START. Press START again to exit the options. Surely that bit is completely useless, but anyway. Go to the password screen and enter NYUKNYUK. Now highlight either the < or the > arrows. Hold down A, B, C and START. The message 'second controller enabled' should appear. Highlight 'Exit' and press any button, then start the game. The level select and sound test should now appear.

TIPS

TIPS

MEGA DRIVE

LETHAL ENFORCERS

The easy way to beat the end-of-level bosses is to aim for their weapons. It still causes damage, but makes it difficult for them to get a shot in. So says Paul Belton of Cirencester. Swot.

MEAN BEAN MACHINE

Justin Fox of Reading has provided the full gammet of codes for this puzzler. But first, here's the key.
Key: B = blue, R = red, P = purple, G = green, Y = yellow, C = bad bean.

NORMAL	HARD	HARDEST
HCYY	GCYY	BBGY
BCRY	YCPC	GYGC
YBCP	BGCB	PPRH
MGBY	RPGG	GRPB
GPPY	YYCG	PCGY
PBGH	PCBB	BPGM
GHCY	CYHY	CPSY
BPHH	PBBG	PGHC
HRYC	CGHY	GBYH
CRRB	BYYH	GPHR
GGCY	GCCB	RGHB
PYHC	HLPH	RRCY

MIG-29

Enter this password, yes THIS password, to gain access to all the levels.
WEXBJOISGIITES

MUTANT LEAGUE FOOTBALL

Chris Yacomini of Dundee sent in these codes for Mutant League Football. Unfortunately, he didn't say where the codes place each team. What a stupid pillock!

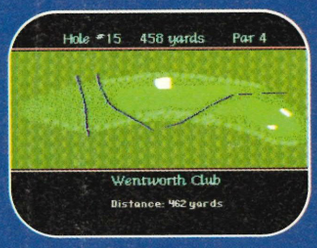
War Slammers-	CNL111111Y
Death Skin Razors-	ICK111111H
Vile Vulgars-	4CK111111L
Dark Star Dragons-	FMK3XYSL1Q
Icebay Bashers-	ZCK111111D
Killer Convicts-	HGK111111J
Midway Monsters-	3CK111111F
Missfit Demons-	JH1111111G
Psycho Slashers-	GMK111111D
Rad Rockers-	5CK111111M
Road Warriors-	BDK111111J
Screaming Evils-	KLK111111L
Sixty Whiners-	CBK111111J
SlayCity Slayers-	LJK111111M
Terminator Trollz-	MLK111111J
Turbo Techies-	NMK111111Q

NHLPA HOCKEY '93

Let it be known that on a normal game with line changes off, the 'time out' option has no use. So sayeth the instruction manual. "Balls to that!" exclaims Chris Clark. He reckons that on a normal one-player game without line changes on, the 'time-out' option has an interesting use. When a player on either team is injured, hit 'time out' and that player will be restored back to normal. This however, can only be done once. Chilling.

PGA EUROPEAN TOUR

Alex of Portishead sent in this really crud tip to boost your total winnings on the Skins Challenge. When on the green of the eighteenth hole, save your game just before a reasonably easy putt. Putt the ball, but remember what you did to putt it. Wait to exit the game. Now return to the options and select 'resume game' and repeat the putt again. Your money winnings should be added to the total winnings. Repeat this until dead or just bored. See, crud.



OTTIFANTS

Ottifants. Yes it sounds like elephants, but not quite. That's very funny, hardy har. Here are some level codes.
LEVEL 2: JHRE
LEVEL 3: GFDE
LEVEL 4: ZYAP
LEVEL 5: HMXT
LEVEL 6: WTYU

PRINCE OF PERSIA

Here's the complete set of codes for this game as sent in by Tengen. Obviously a Chinese god or something.

Level 2: .....MTUEZQ
Level 3: .....TYZJED
Level 4: .....AEFRTH
Level 5: .....HJRWYT
Level 6: .....OOPEOY
Level 7: .....DEFUNN
Level 8: .....QYZOMS
Level 9: .....QYZPWR
Level 10: .....QYZQGR
Level 11: .....QYZRQQ
Level 12: .....QYZSAQ
Level 13: .....QYZTLP
Level 14: .....QYZUUO
Level 15: .....QYZVEO
Level 16: .....QYZWON

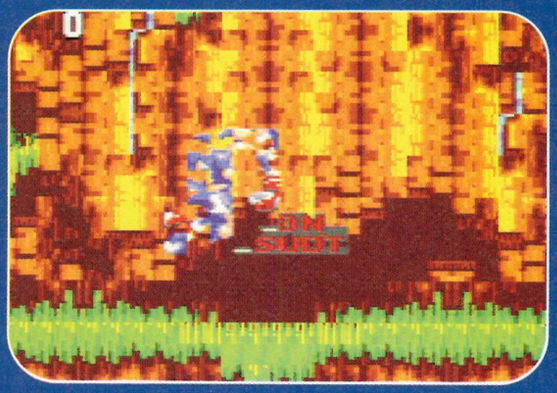
SKITCHIN'

In the old days, skateboarding used to be such a simple pleasure, but nowadays, skaters just aren't happy unless they're hanging off the back of cars with their brand new professional gear, nitros, stun-rod, chain and $17,676. It's a bloody disgrace. Anyway, if you're the kind of spoilt brat that wants all these things just remember – I want, doesn't get. Unless, that is, you use this password.

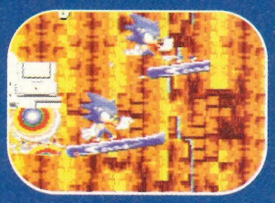
ISG4OBER1T(X)

Now you may have noticed that X in the brackets. Bet you want to know what it does, huh? Well, if you substitute the X for any of the following letters, you can start in any of the following cities with all the equipment mentioned.

VANCOUVER – .....S
DENVER –.....0
SAN DIEGO – .....R
SEATTLE –.....F
SAN FRANCISCO– .....J
LOS ANGELES – 3
WASHINGTON – V
TORONTO – .....N
DETROIT – .....D
CHICAGO – .....H
MIAMI –.....Z
NEW YORK – .....M



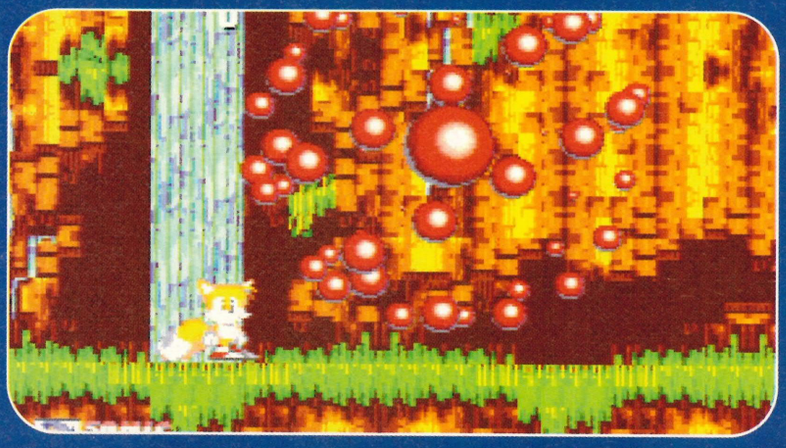
SONIC 3



Do you want a really high score on Sonic 3? Do you? Well shut up and listen then. Hit the lamp post marker before the bosses, then wait until the time runs out. With your next life kill the boss quickly and you get 50,000 points as a time bonus (and an extra life for the one you lost). Lesley Millett of Cheshire provided that particularly spineless scoring method.

Rudi Kirkpatrick of Glasgow reckons he found the Sonic 3 level select completely on his own. Naturally we believe him, but to prove he isn't lying, Rudi has come up with this interesting quirk for the game. Do the level select screen and enter the Angel Island Zone using the debug cheat.

Wait for the intro to finish, then press B to turn Sonic into a ring. Using A cycle through all the different objects until you come to a corrupted Sonic sprite. Use C to place it on the screen and it will appear as Sonic on a surfboard. What's more, this isn't the snowboard that appears later in the game. The underside of it has SURF written on it and corrupted waves splash out behind it almost as if it was a demo Sonic that was never used! What's more, select the next object after the corrupted Sonic and you get a strange rotating pattern of spheres. It's all very interesting, but hardly proof that Rudi found the cheat himself, although we know he did. Of course.



MEGA DRIVE

TOE JAM & EARL 2

To see the end credits, enter TJ-AND-EARL! as the passcode. And there's more! To start on level 7 with permanent super jars, 9 lives, 99 funk moves, 80 coins, 5 funk vacs and 5 panics, enter -VY0-7430!Z7R. Miss N Hobbs of Ryde (not to be mistaken for Rude) on the Isle of White, provided that handy passcode.

TIPS

WIZ 'N' LIZ

If you thought Mrs Beaton was a hot cook, just wait until you see what her young nephew Kenny Beaton of Greenock has cooked up. Nothing less than a complete set of spell recipes for Wiz 'n' Liz.

STRAWBERRY +
strawberry = 10 seconds of time
apple = 50,000 points
banana = magic diamond
carrot = points doubled
orange = bonus game (splat)
potato = red rabbits
lemon = 100,000 points
mango = bonus game (wheel of fortune)
avocado = double bonus round
pear = bonus game (pong)
cabbage = green rabbits
onion = stormy weather ahead
cherry = stars doubled
mushroom = 1 point and 60 seconds extra

APPLE +
apple = free bonus letter
banana = ye old shop
carrot = 5,000 points
orange = stars are returned
potato = friendship spell
lemon = 100,000 points
mango = 75 extra stars
avocado = Grassland reopened or points
pear = shadow spell
cabbage = time doubled
onion = magic ruby collected
mushroom = fruit restorer
cherry = 150 stars

BANANA +
banana = oh no, more lemmings!
carrot = 50 extra stars
orange = nothing
potato = hint shop
lemon = stars are returned
mango = Templeland skipped or points
avocado = 45 seconds extra
pear = stars are returned
cabbage = on sale now
onion = bonus game (falling rabbits)
cherry = hare and tortoise
mushroom = time counter slowed

CARROT +
carrot = sound test
orange = blue rabbits
potato = 20 seconds extra
lemon = 80 extra stars
mango = stars returned or bunch of bananas
avocado = 5 extra stars
pear = bonus game (rabbit invaders)
cabbage = nothing
onion = stars are returned
cherry = 1 star and 100,000 points
mushroom = stars are returned

ORANGE +
orange = 1 point
potato = bonus game (snakes alive)
lemon = bonus game (takes a chance)
mango = 30 seconds extra
avocado = 10,000 points
pear = 40 seconds extra
cabbage = sale now on (shop required)
onion = 30 seconds extra
mushroom = bonus game (the tunnel)
cherry = Lunarland skipped or points

POTATO+
potato = Woodland skipped or points
lemon = bonus game (guess the words)
mango = magic emerald
avocado = Snowland opened or points
cabbage = a joke
onion = nothing
mushroom = 250 extra stars
cherry = Mineland reopened or points

CABBAGE+
cabbage = bonus game (blockout)
lemon = no invisible letters
mango = 25,000 points
avocado = 50,000 points
onion = 5 seconds extra
mushroom = bonus game (wabbitroids)
cherry = enter Shadowlands

MANGO+
mango = extra time
lemon = 200 extra stars
avocado = joke
onion = Desertland skipped or points
mushroom = 250,000 points
cherry = 1 second extra

CABBAGE+
cabbage = extra points
pear = extra stars
potato = a gem (1 of 4)

PEAR +
pear = bonus game (finders keepers)
potato = bonus game (pair rush)
lemon = extra stars
mango = 100 extra stars
avocado = 200 extra stars
cabbage = Deadland reopened
onion = 125 extra stars
mushroom = 50 seconds extra
cherry = 175 extra stars

LEMON +
lemon = bonus letters swapped
avocado = 1 extra star
mushroom = 1 second and 300 extra stars
cherry = passwords
onion = 25,000 points

AVOCADO+
avocado = all bonus letters given
onion = 125 extra stars
mushroom = extra life
cherry = magic mushrooms

ONION+
onion = rabbits don't die
mushroom = invisible worlds
cherry = 1 point

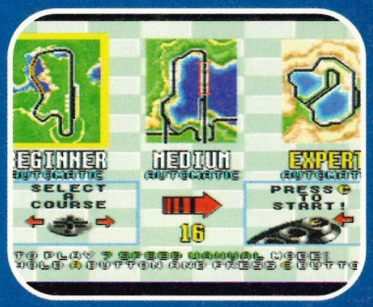
MUSHROOM+
mushroom = a gem (1 of 4)
cherry = a level skipped

CHERRY+
cherry = sub game (bouncing bunnies)

Young Beaton Jnr also offers a few handy hints on making the most of these scrumptious recipes.
If you wait until your score is up to about 5 million and use the 'points doubled' spell (done by mixing a strawberry and a carrot) you can get up to 5 extra lives during the next level.
The most useful bonus game is 'Take A Chance' (done by mixing an orange and a lemon) because you can gain extra time, extra stars and extra points.
If you want a whole load of stars, mix the banana and potato to get to the hint shop. Make sure you have less than ten stars (if you have more, buy hints until you don't) and jump into the hint shop. Hold down the jump button as you do this and you should see hint A. When the hint goes off you should have over 65,000 stars. If you get more stars than this, it will start again from 0, so just repeat the process.
And here are a few level selects.
Level 24 - TNLQ MLCC
Level 32 - FPPSGTSD
When one of the above is entered, the only thing you keep is the number of lives. Extra stars, ingredients, extra time and your shop are gone.

VIRTUA RACING

Yes, it's the cheat you've all been waiting for. The one that lifts this flabby buttock of a tips section above the quagmire of excretion that it would otherwise be. Yes, it's the Mirror Mode cheat for Virtua Racing! When the Sega screen appears, hold down UP and A and then press B. Now, with them still held down, press START. A reversed Virtua Racing logo should now appear with the other game options. Select this and you can now race in the opposite direction on all three courses.



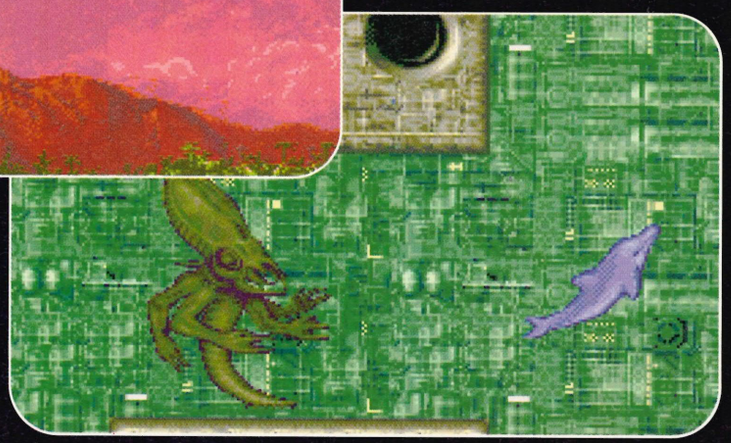
MEGA-CD

CLIFFHANGER

To access a level select in this movie conversion, use pad 2 to enter START, C, B, A, RIGHT, LEFT, RIGHT, LEFT on the title screen. You can now skip levels by pressing C on pad 1. Great.

ECCO CD

Start the game as normal, then turn Ecco so he is facing you and pause the game. Now enter RIGHT, B, C, B, C, DOWN, C, UP and a cheat screen will appear where you can select any level, make Ecco invincible and even select the game music. Thomas Rockstraw is responsible for that handy little hint.



Master System

ALIEN 3

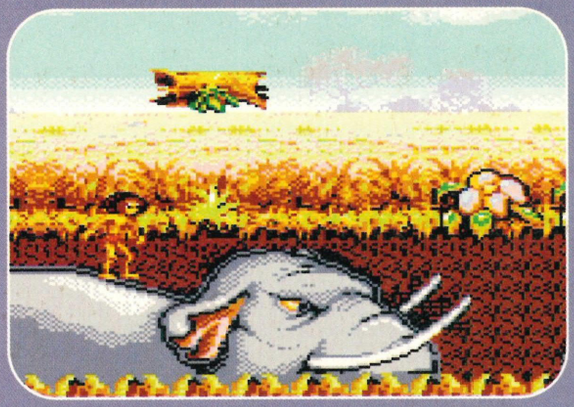
Cheats, cheats and thrice cheats is how Simon Morley of Gillingham, Kent introduced his tips, but they're complete dump. Just take a look at this one. On any level, go right up to the lift and fire the flame-thrower. You instantly become invisible and invincible. The problem is, you cannot use the platform lifts. See, complete dump.

COSMIC SPACEHEAD

Here's a password that gets you to the space station with 4 lives left. Wow.
MLHUFFE6WWLGLRWFIDOU

THE JUNGLE BOOK

When the Sega logo appears at the beginning of the game, you can access a level select by holding down buttons 1 and 2 and rotating the D-pad. A sound should ring out when the Virgin logo appears, signifying that the cheat has worked. Start the game and you can select the level of your choice.



FANTASY ZONE

It's Simon Morley with his 'cheats cheats and thrice cheats' again. Although this one is more likely to give you a muscley left thumb than anything else. Let the demo play completely through until you get to the story scrolling up. Then waggle the pad up and down OVER FIFTY TIMES! When you start the game, collect a bundle of dosh and enter the shop. You'll find that you can buy extra ships for only 1000 credits each.

ROBOCOP VS TERMINATOR

To access a weapon select pause the game and press UP, 1, UP, 2, UP, 2, UP, 1, DOWN, 2, DOWN, 1, DOWN, 1, DOWN, 2. Now unpause the game. Pause the game and press DOWN, 2, DOWN, 1, UP, 2, DOWN, 2, DOWN, 2, UP, 1, DOWN, 2, UP, , then unpause the game to skip a level.
It's possible to start the game with nine lives by pausing the game nd pressing UP, 1, DOWN, 1, DOWN, 1, UP, 2, DOWN, 2, UP, 2, DOWN, 2, UP, 2, UP, 1, UP, 1. Unpause and the lives are yours.

SONIC 2

This level select is certainly old, but a lot of people have rung up asking for it and we haven't been able to find it in the magazine. So here it is, as provided by Andrew Chadwick of Walton. Place the control pad in port and when the title screen comes up press UP, then LEFT followed by buttons 1 and 2. When Robotnik takes Tails off the screen, put the control pad in port 1 and press button 2. That level select is now yours.

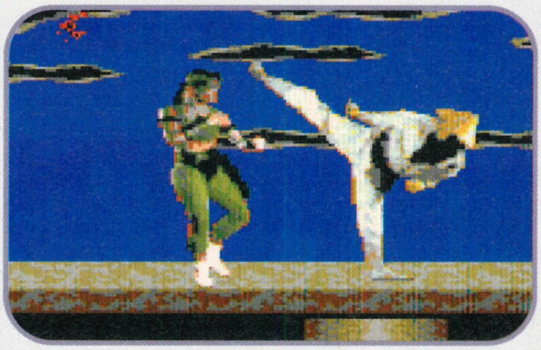
GAME GEAR

ALIEN 3

Enter your name as CHEAT on the highscore screen to get tons more ammo on the next game. Mark Palmer of Leicester is the man behind that short and simple little hint.

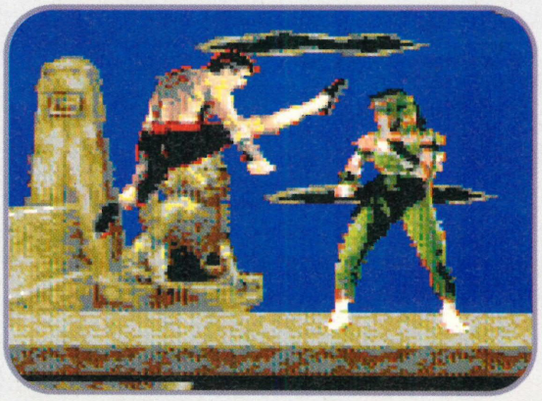
LEMMINGS

Lemmings level select ahoy. Yes, well anyway, turn on the game, hold down buttons 1 and 2 and press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT. A noise should ring out. Go to the password screen and there's the level select.



MORTAL KOMBAT

Teen Titan, Bobby Buck of Reading, reckons you can kill Sub Zero and Scorpion in two hits when using Rayden. Let them walk up to you and quickly pull off a lightning blast. Then get them with either an uppercut, an ordinary lightning blast or a torpedo. Victory and a healthy time bonus are yours.



ECCO THE DOLPHIN

Bobby Buck (alias Captain America's trusty sidekick) of Reading has sent in these codes for this game. Exciting or what?

1. Medusa Bay	QMBRB
2. Undercaves	YMCNV
3. Ridge Water	WRRKD
4. Open Ocean	GSCIE
5. Cold Water	YAFCS
6. Open Ocean	GCCUG
7. Deep Water	SKSEH
8. The City Of Forever	ECICK
9. Origin Beach	CKSQJ
10. Dark Water	EEKCK
11. Deep Water	YOLGV
12. The City Of Forever	MEMSK
13. The Tube	SWOUO
14. The Machine	EOPWW
15. The Vortex	VQQGW

He adds that some of the levels DO appear twice and that the pass codes are correct. So, up your kilt!

PRINCE OF PERSIA

Oh grief, it's Simon Morley again. Let's hope this is the thricest of his 'cheats'.

Level 2 .....EIKGDP
Level 3 .....ILLKGE
Level 4 .....LMJMIK
Level 5 .....HGFIDN
Level 6 .....IFGIDO
Level 7 .....MIMLGC
Level 8 .....KELIDU
Level 9 .....NEOKFF
Level 10 .....LCJHCP
Level 11 .....OEMJEB
Level 12 .....PEJKEA
Level 13 .....PDHJDV
Level 14 .....QDGJDV

REN AND STIMPY

Codes, codes and thrice codes for this mediocre platformer.

LEVEL 2 .....42Z0000 0PJ82XL
LEVEL 3 .....0700000 0DJ44XF
LEVEL 4 .....4310000 0DJ24XB
LEVEL 5 .....2320003 THJ44XK

FILE ENDS

REVIEW

DRAGO

THE BRUCE LE

16 MEG

VIRGIN

PRICE: £TBA

RELEASE: TBA

STYLE: BEAT 'EM UP

PLAYERS: 1-3

CONTROL: JOYPAD /MULTI-TAP

CONTINUES: NONE

This game has been a long time coming. The movie did reasonably well last year and it's been out to rent on video for a few months now. However, the amount of time that has gone into the game appears to have paid off.

The emphasis is placed on bringing the action of Bruce Lee films to the Megadrive, so you'll see no yoga flame, fireballs or absurd fatalities here. All the moves are based on techniques devised by Lee. Also, unlike SF2 and Mortal Kombat, there is only one character to master - Bruce himself.

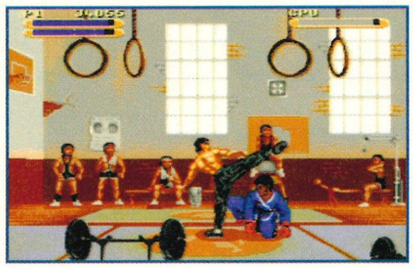
The game has some great features which others of the same genre lack. For example, three characters can occupy the screen at once, making for some furious combat. This allows for the superb three-player Sega Tap option, which provides a beat 'em up experience unlike any other.

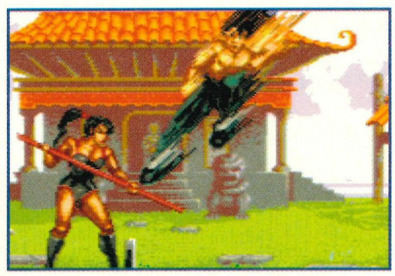
There is the occasional nod to the movie in the form of cut-scenes and some of the characters and backdrops in the game. Personally, though, we would have wanted the memory to be spent more on the combat – the cut-scenes add very little to the game. More Bruce Lee mannerisms would have gone down a treat. To be brutally honest, Super Street Fighter 2's Fei Long character possesses almost as much Lee personality as this game's main character.

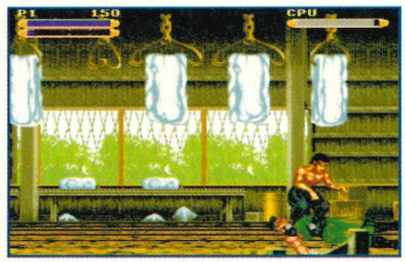
However, there's no denying the fact that Dragon is a smart game. The moves are more intelligently thought out and can be stringed together to devastating effect.

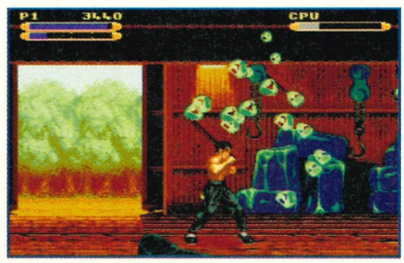
The CPU players' artificial intelligence is great as well, really showing up SF2 and making a mockery of the pathetic AI in Mortal Kombat (coin-op and conversion - they're the same).

Dragon is well worth checking out, although we do wonder how well it's going to stand up against the imminent releases of Super Street Fighter 2 and Mortal Kombat 2. It's a bit different from those games and deserves to do well.



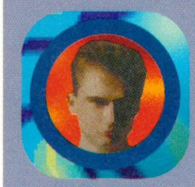






▲ **The Chef – one of the first opponents you'll have to face.**

COMMENT

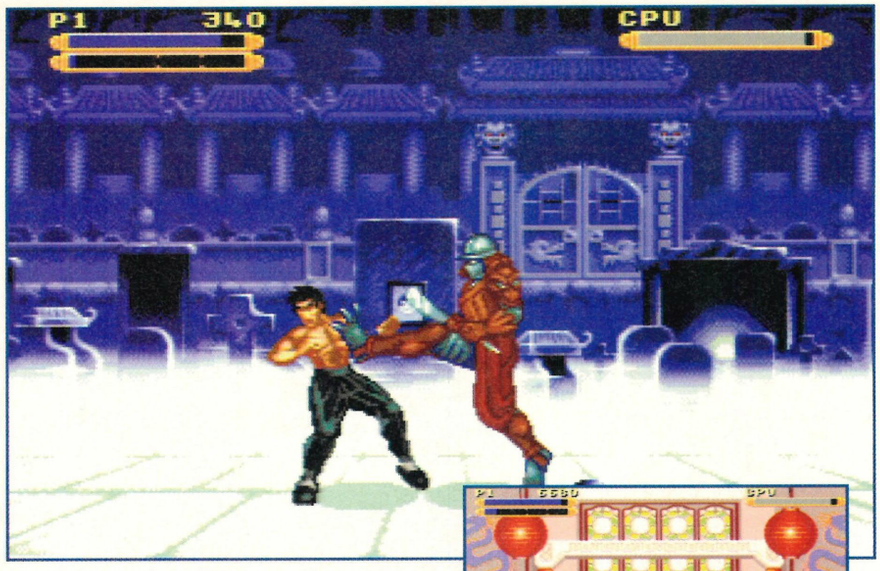


RICHARD LEADBETTER

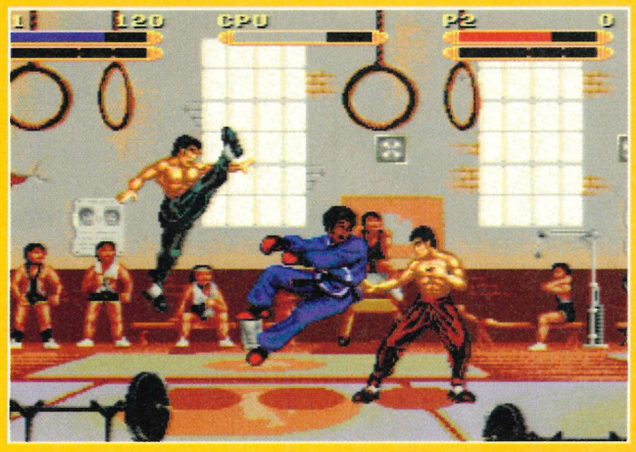
I don't know why, but playing Dragon reminds me of Virtua Fighter. Just like Sega's polygon game, Dragon requires brains and a little planning, which, if successful, result in some superb combos and vast amounts of damage. What I also like about the game is the fact that it is so difficult. The computer player learns from its mistakes and is a lot tougher to conquer than SF2 or the lamentable Mortal Kombat opponents. The one, two and three-player modes are great - each of them playing what seem like totally different games. Although it's not as lastable as Street Fighter 2 (you can only control Bruce), Dragon is a smart game - showing exactly what can be done with clever design, decent programmers and a bit of effort. It's sufficiently different from SF2 to warrant purchase; combat fans should check it out.

DRAGON

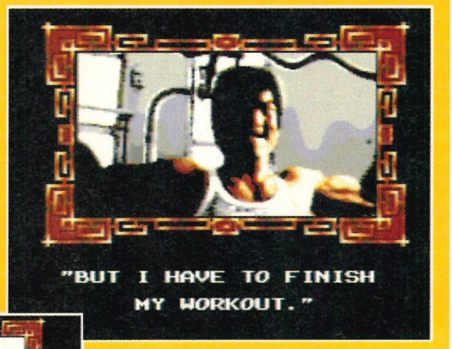
THE BRUCE LEE STORY



▲ This is the Phantom – who supposedly haunted Bruce throughout his life. Here, he pops up as the final guardian.



◀ The three-player game option offers incredible fun and makes this one of the best games available for the Sega Tap. The only slight downer is the fact that the player can only control Bruce Lee.



▲ These cut-scenes are all very well, but more moves along the lines of Lee's trademark stamp would have gone down a treat. More end of match animations similar to Super Street Fighter 2's Fei Long character (who let's face it, IS Bruce Lee) would also have given Dragon's Bruce more personality.

▶ There are five difficulty levels, ranging from FOR KIDS to ARCADE. The kids option gives you a day of decent play. Choose the arcade mode and you'll have severe problems beating even the first character. The computer opponent can be *extremely* devious and learns from its errors (most of the time).

COMMENT

RADION AUTOMATIC

There's a staggering number of one-on-one beat 'em ups available for the Megadrive, most of which are of fairly lamentable quality. Dragon might not exactly sound like the most promising game of this type, what with there only being one player character and all, but at the end of the day there's sufficient originality to justify its existence. This is also probably the hardest game of its kind on the console, and should be of particular interest to anyone looking for a challenge (as in game, not an offer of a fight with a ninja master).

REVIEW

Presentation: 84
Some cut-scenes between each level, along with a variety of options to tweak, and different game variations. Very good.

Graphics: 90
All of the sprites (bar the wooden character in the Big Boss level) are great and the backdrops and animation are superb.

Sound: 83
Some more Bruce noises would have been nice, but the effects serve their purpose. Some atmospheric music adds to the action.

Originality: 50
The three-player angle is new to the Megadrive, as are the different fighting modes and "intelligent" foes.

Playability: 90
Easy to get into, with plenty of moves, combos and opponents to master. The two and three-player modes are especially enjoyable.

Challenge: 90
You'll have the game licked in one day on the FOR KIDS level, but the rest of the levels - even EASY - offer a considerable challenge.

Lastability: 80
You only control one character - this game's lastability is in the two and three-player modes.

OVERALL: 87
An enjoyable, very challenging arcade combat game. Not epoch-making like Street Fighter 2, but significant nonetheless.

REVIEW

CD

BY: PSYGNOSIS

PRICE: £39.99

RELEASE: JULY

STYLE: ARCADE ADVENTURE

PLAYERS: 1

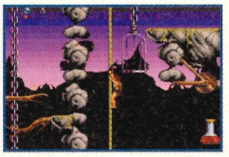
CONTROL: JOYPAD

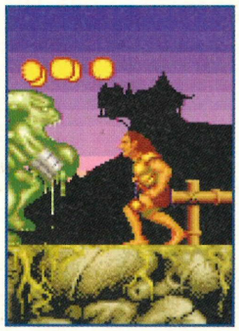
CONTINUES: NONE

BEAST II

You might be forgiven for thinking a game called Shadow of the Beast 2 is all about tailing a monster - perhaps in the employ of his suspicious wife, or working for a covert government agency. However, you certainly wouldn't be forgiven by us, because that'd be a pretty stupid thing to think. Everyone in the whole world knows that the original Shadow of the Beast was a platform-based adventure puzzle game in which you played a horrible mutant. And funnily enough, that description veers close to encapsulating the essence of the sequel too.

There are a few noticeable differences. For starters, your character isn't a beast anymore, having been transformed back into his human self at the end of the first game. The other major difference between this and the first Beast is obviously a by-product of his new, gentler appearance, as everyone feels perfectly comfortable chatting to him now - whereas folk would merely set about him with their weapons in the first game. And of course, what with this being a CD-ROM title and everything, when those guys talk - hey! - they really talk! Actually, to be honest, when those guys talk, they actually pause for ages whilst the disk accesses, during which you have plenty of time to read the on-screen transcription of what they're about to say. Then you have to sit through their halting and extremely hammy speech until they reach their next sentence, whereupon the process repeats itself. It maybe wouldn't be so bad if you could skip all of this, but you can't. This means you have to listen to some character's complete life story before they shout "Attack!" and run after you with an axe. This is obviously what they call "characterization" in Hollywood and is just an effort to make the violence in the game more acceptable by making it "essential to the plot".





▲ Here's one of the characters you interact with during the game. Actually, "interact" is a pretty strong phrase, the extent of your "interaction" is usually confined to fighting the blighters. However, at least you get to sit around and, like, discuss everything like rational adults beforehand, unlike in all these other violent, subversive and psychopathically influential games you get nowadays.

▲ Ooh dear, look at those scary monsters.

COMMENT

RADION AUTOMATIC

I must admit that I wasn't exactly a great fan of any previous Beast incarnations, but I was more than willing to give this a fair crack of the whip - after all, Psygnosis have been responsible for some pretty good games in the past. Unfortunately, I really can't find reason to recommend Shadow of the Beast 2. The idea of having each of the characters speak is good, but in practice the disk access just slows the game down almost to a standstill. It requires a lot of patience to play this game, and there's nothing rewarding enough about it to justify the effort. If you're that desperate pick up a bargain bin copy of the original on cart.

COMMENT

RICHARD LEADBETTER

This game and its prequel were never any good, so I just don't understand why Psygnosis bothered to convert it onto Mega-CD. Beast 2 was panned on its release on cart - and the basic meat and drink of this version is exactly the same. Why? I just can't think of anything more to say about such an uninspiring release.

Presentation: 82
Quite neat and tidy, the intermissions are good quality but do tend to get in the way.

Graphics: 86
Some very nicely drawn sprites and backgrounds, although the design of some of the "mythical" enemies is a bit crap.

Sound: 85
Oodles of speech, but the acting would shame the cast of Prisoner Cell Block H.

Originality: 24
Not exactly what you could call an innovative format, but there are a couple of new twists to the proceedings.

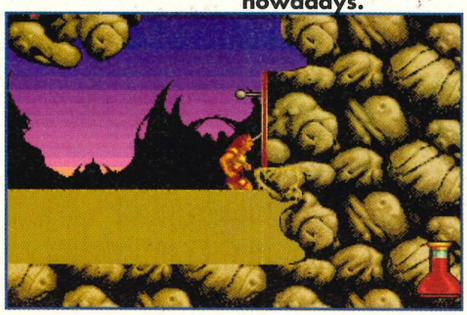
Playability: 67
Very very slow indeed. Your character is ill-equipped to handle the environment he's placed in.

Challenge: 78
Not too hard so long as you don't lose your patience. A pretty simple pick up and use objects adventure.

Lastability: 59
Not much. You shall get quite bored in a matter of only minutes.

OVERALL: 62
Not worth the investment. CD accessing stops the action too frequently and the game behind the speech isn't much cop.

◀ Beast looking, well, not very beastly at all really. Even with all the added extras, this isn't very much fun at all.



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COMPUTER AND VIDEO GAMES

REVIEW

16 MEG

US GOLD

PRICE: £49.99

RELEASE: JULY

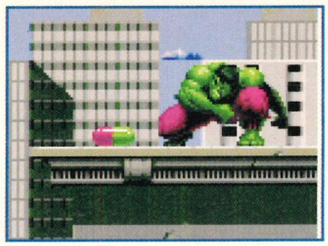
STYLE: PLATFORM

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: NONE

THE INCREDIBLE HULK



▲ Weapon fest-a-rama!

▲ You wouldn't like it when I'm angry!

▲ Some "hard" types.

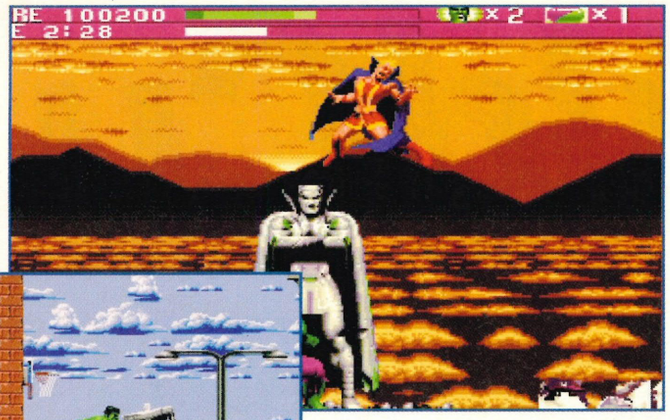
▲ Although Hulk looks just as hard as he does in the comics, he hardly inflicts any damage on his enemies.

The seventies, eh. Not only was it a decade of bad hairdos and tasteless clothes, it also had its fair share of dodgy superheroes. The six Million dollar man, Wonder Woman, the Man from Atlantis and the Bionic Woman all graced the TV networks for a good few years and spawned a whole range of tacky toys and accessories too. And at the same time the grandaddy of them all, comic hero Hulk, was enjoying huge success with his Saturday afternoon action fest. Twenty years later (or 50 if you include his Marvel comic origins), he's making his first appearance on the Megadrive, and you'll be glad to know he's just as angry as ever.

And no wonder. Following the tradition of most superhero-style conversions, this is an absolutely appalling representation of said character. Remember how Hulk could throw buildings, fling handfuls of humans and blast through walls with the tiniest of punches? Well, in this version, even the most feeble of foes take at least four hits to destroy and Hulk himself can only handle a gentle pasting before he turns back into his alter ego, Bruce Banner. And then being the kind of wet pacifist scientist that he is (er, he made atomic bombs actually - Ed), he promptly dies. Great.

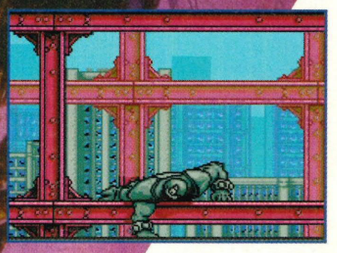
When we first heard that a game conversion of Hulk was under development, most people agreed that it had the potential to be one of the greatest games of all time, thinking that programmers would promptly supply an action packed beat 'em up feast of the highest quality. However, little thought has gone into the game design at all, with level after level presenting the same platform action, which is both slow and unentertaining. Even the level guards are pretty unimpressive – Abomination can be defeated with a few simple punches, after which he decides to sit down. Strange.

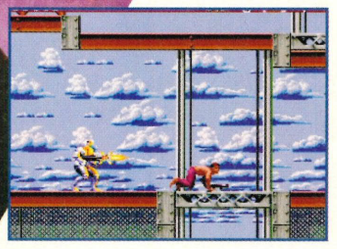
To its credit, the graphics are actually fairly well drawn, and the sprite moves in a suitably Hulk-ish manner, but this is hardly enough to warrant a purchase, or a licence for that matter. Hulk fans are going to be hugely disappointed, as are most gamesplayers with an IQ greater than the mean green one himself. At best this is an incredibly average seen-it-all-before platformer. At worst it's a scandalous waste of a licence, not to mention 16 megs of memory.



▲ A big scary statue, that Hulk will no doubt be unable to destroy.

▲ Ooh! Looks just like Alien 3 this bit, doesn't it. Funny that, it was done by the same programmers.





▲ Chase me, chase me!

COMMENT

RICHARD LEADBETTER

This is a reasonably entertaining platform game with some puzzle game overtones. Fair enough you might think, but isn't this supposed to be a Hulk licence? The Hulk whose adventures I followed in my youth wasn't very clever - there wasn't much puzzle solving, that's for sure. Instead there was destruction, plenty of wanton carnage and basic vandalism along with some incredible fights with evil super-villains - and there's barely an acknowledgement of any of that in the game. I must admit to feeling very disappointed. Games fans will be let down by a plodding game that lacks excitement. Hulk fans will be mortified by their hero's lack of power. For someone who is so incredibly strong, the in-game character is a comparative wimp. Four blows to destroy a lowly robot? I think not. Jumps barely bigger than Bruce Banner's? Oh come on now!

What is very bizarre is that myself and Jaz were invited by US Gold to discuss the basis of the game - around two years ago. Oddly enough, a lot of the criticisms I'm levelling here, I said then. Pretty as it is, the game just doesn't work.

COMMENT

SAM HICKMAN

I've never really been a great fan of the Hulk in his Marvel incarnations, but even I can tell that this is a poor representation of the mean green one. For a start, Hulk seems to have lost all his previous super strength and finds it difficult to take a beating from even the most weak of enemies. then there's the game itself – it's hardly what I'd call original. The whole adventure consists of running along and punching enemies. There's hardly any power-ups to be found, and after Hulk turns back into Bruce Banner he has almost no chance of making it through a level. this will appeal to neither platform addicts or Hulk fans and at 16-meg it really should have been much better.

Presentation: 58

There's your basic option screen, but no inter level sequences and only one cruddy start up screen. Disappointing.

Graphics: 79

Although the main sprite is well drawn, the rest of the graphics are largely unimaginative and samey throughout.

Sound: 65

Well, it's not bad, but the spot effects are a bit plinkety, and there's not much variety either.

Originality: 15

No points here I'm afraid. This is a platformer, and a highly unoriginal one at that.

Playability: 68

If destroying enemies wasn't so tedious, this would be quite good fun.

Challenge: 74

This is very difficult, if only because there are no continues and just three lives.

Lastability: 65

You'll probably lose interest before you get to finish it. It also claims to have a puzzle-solving element, which is almost non-existent.

OVERALL: 61

A sad representation of one of the greatest comic heroes of all time.

REVIEW

WorldCup

8 MEG

US GOLD

PRICE: £TBA

RELEASE: JUNE

STYLE: SPORTS

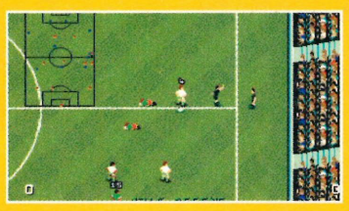
PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: SAVE GAME

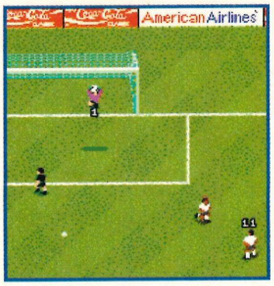
You'd never guess it's World Cup year, would you? Especially not from all those Official Chocolate Bars, Official Waste Disposal Units, Official Vitamin-Enhanced Ice Lollies, Official Wind Instruments and, now from US Gold, the Official Game of the 1994 World Cup. And with all these millions of pounds worth of trivial sponsorships floating around, it really is something of a shock to discover that the event is being staged in America.
World Cup USA '94 adopts the now almost de riguer overhead viewpoint, scrolling around the pitch to follow the ball. A radar in the top left corner of the screen displays the whereabouts of all players and each player is capable of a variety of kicks, depending on the button pressed and the length of time it's held down. However, what really makes World Cup USA different from the leagues (ho ho) of World Cup cash-ins is the incredible depth of strategy options. There are absolutely stacks of formations available, and it's possible to switch between these at any point in the game.
It's obvious that a lot of work has gone into the design of World Cup '94, as there's plenty o' thought behind every aspect of the game. Except, alas, the difficulty setting, which is set at "ridiculously easy". There's also an annoying bug which occasionally causes your team to freeze up and it's impossible to control them when the ball rolls near, leading to many frustrated shouts of "Go on! Get the ball! Get the ball you morons! There! *There!* " and so forth.
You can't fail to notice the vast reserves (double ho ho) of football releases currently swamping the Megadrive market, and most of them are really pretty good. World Cup USA '94 is no exception, it's highly playable and all-round nice. However, against such competition as the superb FIFA, it just doesn't really stand up as a worthy purchase. A bit more playtesting really would have made all the difference.

▼ **Leaping bravely over the defensive wall, the ball family make a break for it.**

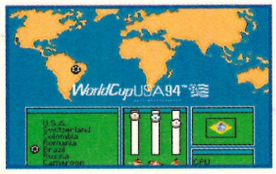


▲ **This here is the in-game options screen, brought into action by pausing the game and pressing the A button. This is your opportunity to tweak the conditions of your game and cunningly devise ingenious new strategies to fox your foes.**
When playing the World Cup, every other match in the tournament is played out by the computer. Whilst you don't get to see the games themselves, the full stats rundown is presented to the player along with the result

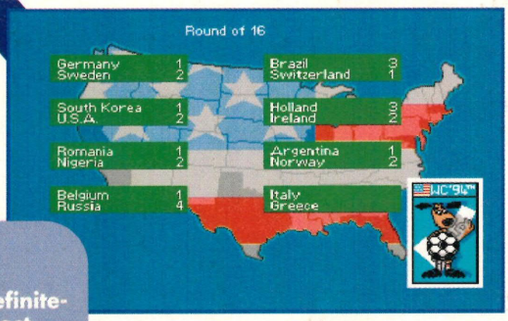
USA94



▲ No obvious sponsorship here, oh no.



▲ Learn geography with this educational map of the world.



▲ A player displays his collection of rare coins.

COMMENT

RICHARD LEADBETTER

This is definitely the most comprehensive soccer simulation I've played on the Megadrive. The range of options is great and the fact that a lot of the selections can be tailored to individual players (in a two-player match you don't have to inflict your options on the opposing player) isn't bad either. But what about the actual game itself? Well, apart from the fact that it's too easy, it's not bad at all. It plays a reasonable game of footie, but nothing too exciting. It's certainly not as good to play as FIFA and it's not half as playable as Sensi. The range of options is superb, but in terms of sheer playability, it's not going to win any awards.

COMMENT

RADION AUTOMATIC

World Cup USA '94 isn't a bad game at all, it's actually quite a laugh to play. The trouble is, it just doesn't stand up, quality-wise, to some non-World Cup endorsed soccer games, of which there are an awful lot of at the moment. If this game had been more challenging and a couple of annoying bugs had been ironed out, it could have been completely ace. As it stands, this is a competent piece of software, but not nearly an essential one.

Presentation: 90

More options than you could possibly believe. Plus lots of nice in-game animations and so on.

Graphics: 76

Small but perfectly formed sprites, and a wealth of one background, being as it is, after all, a soccer game.

Sound: 34

Absolutely chronic. Terrible white noise crowd effect which really grates after a second and unconvincing ball kicking sounds.

Originality: 47

Whilst the gameplay format isn't exactly original, the way the tactics work is highly innovative.

Playability: 80

Fast moving and very fluid. until your team freezes up, which is extremely frustrating.

Challenge: 21

The battery back-up is only of use for saving teams for two-player matches - you won't need it in single player mode.

Lastability: 26

Okay with two players, but you'll soon tire of the peasiness of it all if you're on your own.

OVERALL: 68

Waaaaay too easy to hold your interest, and the irritating bugs betray sloppy playtesting. Has some good qualities, but is overshadowed by competitors.

REVIEW

8-MEG

BY: FLYING EDGE

PRICE: £39.99

RELEASE: OUT NOW

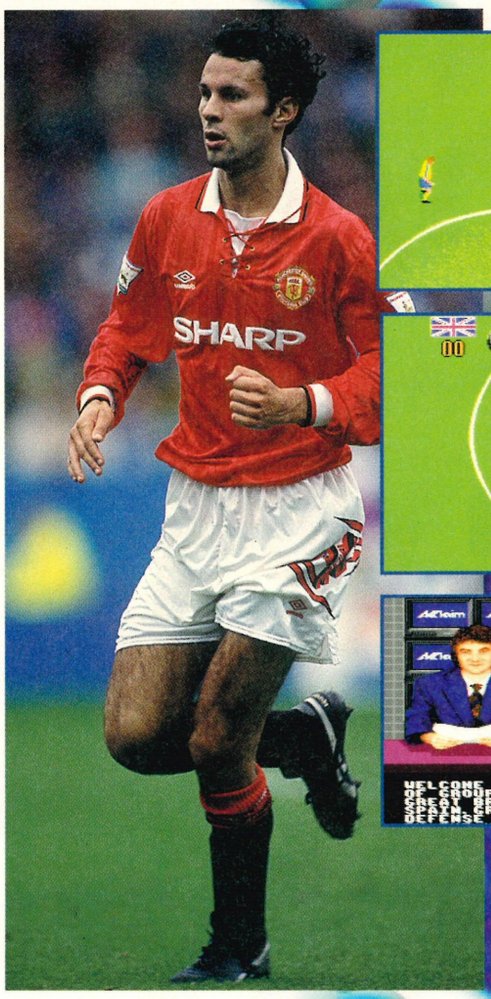
STYLE: SPORTS

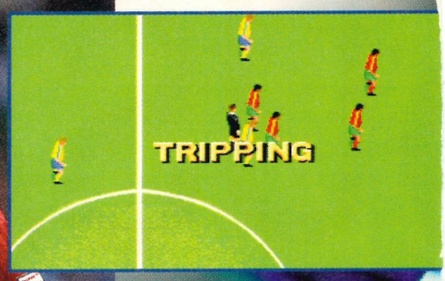
PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: N/A

CHAMPIONS WORLD CLASS SOCCER ENDORSED BY RYAN GIGGS





Preceded by an advertising campaign that has won plenty of applause from within the software industry, we were very interested in seeing what the finished Ryan Giggs game would be like - after all, Parkplace - they of Madden and EA Hockey fame - had handled the coding, so it should be flippin' great, right?

Unfortunately not. From the word go, Champions Soccer is a disappointment.

Having just reviewed World Cup USA '94 with its myriad of options, seeing the five different selections on the front end was a bit disconcerting. Of those selections, one of them: FOULS ON/OFF seemed to make little difference to the computer opponent in the one-player game...

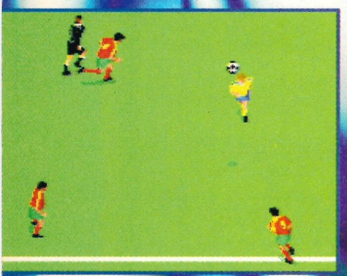
Which leads me to the game mechanics themselves. During the action, the CPU player hacks you down at every opportunity (yes, even with FOULS ON) and gets away with it over 90% of the time. So, since runs down the pitch are off, Giggs forces you to play a passing game - except that a lot of the time, your player seems to pass the ball to no-one in particular, meaning that the opposition are more than likely to get possession.

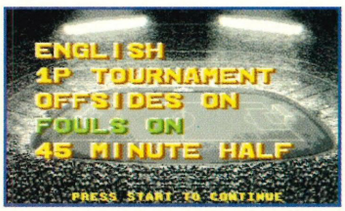
The odds are stacked against the player - that much is obvious. So in order to even things up a bit, I chose Germany as my team and the relatively disadvantaged Aussie team as my opponents.

The result? 5-0... to them! Once again, CPU hacking tactics which I could do nothing about had triumphed over fair play.

Of course, a fair amount of these criticisms don't apply in two-player mode - but to be honest, the stop-start gameplay and non-intuitive controls make it a real chore to play. Up against FIFA and Sensi, this has no chance whatsoever.

I glean no pleasure in pointing out this game's many faults or going on about how bad it is - I'm just awestruck as to how Parkplace, practically gods among programmers (up to now), could produce this game and why Acclaim, basking in the glory of NBA Jam, would want to release this.





▲ **Here's the main selection screen. As you can see, Giggs just doesn't match up to any soccer game released recently. As well as these options you do get to choose tactics as well as manual, semi or fully automatic goalies - but it's still just not enough.**

COMMENT

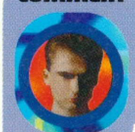
SAM HICKMAN

In these days of Sensible Soccer and FIFA, a soccer game has to be pretty special to be worth the effort.

Unfortunately, Giggs has "endorsed" the Acrington Stanley of football games.

There are hardly any options in the game, which I could forgive if the action was fast and addictive. Unfortunately, Champions Soccer is jerky, disjointed and basically no fun to play - especially against the computer, who cheats like hell and gets away with it most of the time.

COMMENT



RICHARD LEADBETTER

Parkplace - renowned coders, responsible for Maddens, EA Hockey - some of the greatest Megadrive games ever? How then could they produce something as bad as this?

The graphics are simply appalling. Bizarre, hunchback players cavort around a very small pitch (where's the scale?) in a mocking representation of our national sport.

This isn't quite in the same league of sadness as Accolade's hideous deformity of a soccer game (Pele), but it couldn't be described as "good" at all.

21 Presentation: Hardly any options at all. In-game presentation is lacking. In fact, there's no mention of Ryan Giggs WHATSOEVER.

35 Graphics: Mis-shapen players severely lacking in animation run around a pitch that's totally out of scale.

40 Sound: A snippet of sampled speech along with dull crowd noises and some instantly forgettable music.

06 Originality: Next to none. Even the bad bits of the game have been seen before, most noticeably in arcade versions of the sport.

52 Playability: Easy to get into, but the severe lack of gamesplaying rewards puts you off quite quickly. The ball moves as though it's half full of water.

80 Challenge: Very hard in one-player mode, basically because you seem to get fouled the moment you have the ball.

45 Lastability: Although having two players at the console makes things a tad more enjoyable, it's still nowhere near as good as Sensi.

OVERALL: 49

Getting Parkplace to code a soccer game was a brilliant idea by Acclaim - what a pity that they have been totally let down by this very shoddy soccer sim.

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REVIEW

8-MEG

BY: SUNSOFT

PRICE: TBA

RELEASE: JULY

STYLE: PLATFORM

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: 3

AERO THE ACROBAT

Oh ho ho, it's an amusingly named cartoon animal starring in yet another platform romp. Actually, whilst certain aspects of Aero play by the standard platform template, the mechanics of the game are rather different.

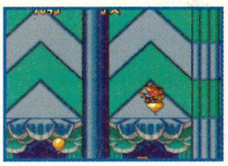
Instead of setting Aero in the regular horizontally-scrolling platform environment, Aero struggles around various bijou and roughly square circus-based layouts. Where your average platform hero would be content to just run along and jump on peoples' heads, Aero has a different task to accomplish in every level, whether it be destroying a certain number of Star Platforms, or rescuing a friend.

Aero doesn't jump on things, either, his only form of attack is a diagonal spin operated by a double-press of the jump button. This is easily the least accurate and most cumbersome attack this side of trying to spit chainsaws at your foes.

Still, the emphasis of the game is more on the circus gear than the enemies, although there are plenty of the irritating little gits. Blowing yourself out of cannons, leaping through flaming rings, riding unicycles on tightropes, you name it, there's a ridiculously simpleton way of doing it in Aero. For example, jump on a unicycle. Press left or right. Watch as the unicycle travels in that direction.

Sunsoft are definitely to be admired for doing something a bit different in the platform field, but they've cocked up a bit with Aero.There are loads of platformers available on the Megadrive, and despite some fresh ideas, this doesn't rank even among the reasonable.

▲ **A lot of the objectives in Aero concern destroying these Star Platforms. Doing this is dead easy, all you have to do is leap repeatedly on the centre block.**



▲ **Being a bat, you'd think Aero would be pretty useless at seeing things, but he's actually got eyes like a hawk.**

▼ **The screen now scrolls over that way until Aero touches the edge, allowing you to see what's ahead, or above, or below, or even behind. Hooray.**

COMMENT

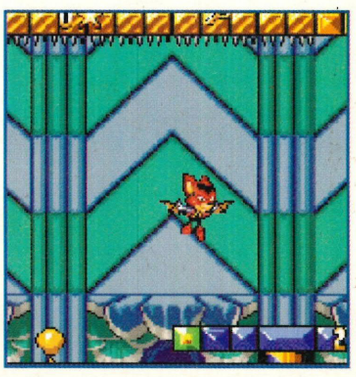
RICHARD LEADBETTER

I'm just not keen on Aero the Acrobat at all. The plain and simple fact about the game is that it offers nothing new. The inclusion of the various rides and suchlike is pretty original, but the actual gameplay itself is shockingly dull. Put simply, there is little point behind Aero's existence in this market place. In terms of platform games, Sonic, Spot, Rocket Knight, Aladdin and Jungle Book pretty well stitch up this entire genre. Although not bad, Aero just doesn't compete with the proliferation of high-quality platformers that are already out now.

COMMENT

RAD AUTOMATIC

Aero looks quite nice in these screen shots, and a lot of effort has certainly gone into the graphics. However, the screen is very often bare, with few enemies and no backgrounds to interrupt Aero's ventures. The sound is expressly irritating, consisting of a terrible bleepy rendition of the traditional circus theme and a few effects. Still, at least you don't build your hopes up too high, because Aero is as dull to play as it is to watch and listen to. It's the gaming equivalent of tofu. Quite a good idea, and a bit different, but completely bland, and if you see too much of it it makes you ill.



91 Presentation: Nice title screen, and there's intermissions and all sorts. Very well presented indeed.

82 Graphics: Pleasant sprites, detailed and nicely grainy-looking, but they're small and the backgrounds are sad.

48 Sound: The words "turn", "that", "crap" and "down" are the sort of thing you can expect to hear when playing Aero.

73 Originality: There's quite a number of new ideas in here, and that can't be a bad thing.

64 Playability: However, the playability can. Difficult to control, frustrating and unrewarding, Aero isn't a barrel of laughs.

81 Challenge: It's a big 'un, and as it progresses it gets very hard indeed.

62 Lastability: Most people won't be able to stomach it past level three, though.

OVERALL: 65

A nice try, but godawful implementation ruins what could have been a minor classic.

REVIEW

ULTIMATE SOCCER

4-MEG

BY: SEGA

PRICE: £29.99

RELEASE: OUT NOW

STYLE: SPORTS

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: NONE

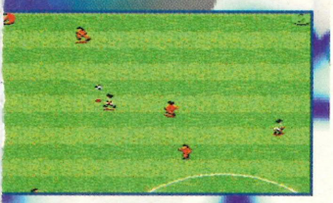
Oh no! The official World Cup football has been stolen, and replaced with one of those 99p "flyaway specials" commonly found in cheap beachfront souvenir shacks! Fortunately, all the players in the latest World Cup tournament are genetically engineered mutants, who are able to control the ball by using the telekinetic force beams which radiate from their feet.

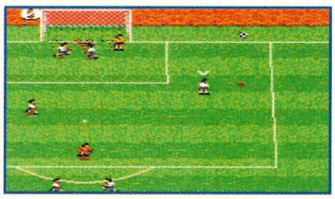
At least, that must be the plot of this latest World Cup cash-in - although those hare-brained packaging types forgot to put it in the manual - as that's the only way the rather startling gameplay flaws of this title could possibly be explained. Unless, of course, the reason the players are able hoof the ball all the way down the pitch with one kick is because they have robotic legs. This, however, does not explain how they can kick the ball without their feet actually coming within a yard of the pill.

Still, none of these increasingly far-fetched ideas explain the strength of the aftertouch. If you turn this function up to full level, you can actually whang the ball round in a full circle to land behind you. Even at the lowest level it's possible to pull off some staggeringly suspicious croissant-shots (a bit like a banana shot only more so). Mind you, the programmers have tried to prevent anyone from noticing these little problems by making the scrolling so utterly atrocious it's actually painful to watch the screen.

Ultimate Soccer is not without its good points. The action is very fast indeed, and there's loads of options. Included in this is a comprehensive tactics and strategy sub-menu, and it's possible to change your formation in-game, which is a pretty good idea. Unfortunately, all the good ideas are buried under a landslide of poor quality workmanship. Ultimate really could have done with a whole lot more playtesting. Anyone could tell you the flaws of the game after one go - especially as, if they have any skill whatsoever, they'd have completed the game and won the World Cup. Actually, it's a good thing it takes absolutely no effort to destroy the computer teams, as the ending once you do win the tournament is so hopelessly dismal you'd be well disappointed if you'd worked hard to get there.

It's not like there's exactly a shortage of football games at the moment, and it says something when the latest contender doesn't even come close to matching up to the two-year-old Kick Off. Don't be tempted, no matter how severe a case of World Cup fever you've got, to buy this. It's not even remotely interesting as a two-player title.





▲ **Yuk, yuk yuk! This is possibly the worst Master System game ever – why anyone would choose to release it is beyond us.**

COMMENT

RADION AUTOMATIC

Oh deary me. The Master System really is capable of much, much better than this. Ultimate Soccer would look severely out of place on an old Atari VCS machine. The scrolling is abysmal, jerking all over the place and not necessarily centring the screen on the action in hand, so unless you're a telepathic master of the black arts you won't have a clue what's going on half the time. Despite this, it's ridiculously easy to score goals, thanks to some predictable blind spots from where you can curl the ball in every time. Buying this would certainly be a rather unfortunate purchasing decision.

COMMENT

TOM GUISE

I can see what the programmers had in mind when they were making this game – football. Unfortunately, they haven't quite pulled it off. There really isn't any excuse for this kind of shoddy programming, but the funny thing is, I found the whole thing strangely entertaining. Those incredible curve shots, the magical telekinetic kicking abilities, the hilarious hip-shuffle performed by a player when he scores a goal. Yep, it sure did make me laugh. But then, I didn't have to pay for this game and you will. And that's where the joke ends, because this game is bloody awful. Stay away from this horror.

▲ **It's SEGA MAGAZINE's second ever Spot The Ball competition! If you can pin-point the exact location of the ball on this screenshot we'll give you a holiday in the sun and twenty thousand pounds in cash! Ha ha - tricked you! The ball has in fact scrolled off the screen and isn't there at all!**

80 Presentation: Lots of options, and there's even little Sonic doing his thing (if his new thing is standing completely still).

31 Graphics: Small and rather crap sprites wobble their way around a badly-drawn pitch whilst the screen lurches drunkenly.

27 Sound: Possibly the most annoying tune in the history of the Earth with some hideous bleepy noises for sound effects. Expect 2 Unlimited to sample it soon.

16 Originality: It is a football game, so there's no points for originality there. However, the strategy options are fairly innovative.

20 Playability: No. Badly programmed, and it's impossible to make the players do what you want them to, leading to very simple "3 touch" games.

18 Challenge: The scores of blind spots means it's almost impossible to score with any old blind shot, leading to much winning in the area, homies.

19 Lastability: About the length of time it takes to switch the machine off and bring a heavy object down upon the cartridge to smite it.

OVERALL: 18

Got an annoying, Master System-owning friend or relative? Buy this and punish them! Aha ha ha ha!

REVIEW

BODYCOUNT

It must be said that Body Count has a title guaranteed to wind up the anti-games lobby. It's not like there's any other way you can read it, is there? It's a nomenclature which oozes fatal violence. What on earth are they going to call any potential sequels?

Body Count certainly tries to live up to its name, too. No platforms here, or hazards of any sort other than the firearmular. Taking a first-person perspective, this casts you as a crack interplanetary commando type on a mission to halt an evil alien invasion by killing every single extra-terrestrial on the planet. Your character begins the game with a pretty feeble slow-firing machine gun which can be transformed into a mega-powerful shooter by hitting the power-ups which either float across the screen or are concealed behind destructible scenery.

Of course, there isn't exactly much variety when it comes to first-person perspective shoot 'em ups, but the programmers of Body Count have tried their best to distance this from other similar games already on the market. For example, it's possible to dent or destroy anything on screen, sprites or backgrounds, as opposed to your shots harmlessly bouncing off everything except enemies as in most of Body Count's contemporaries.

The major difference between Body Count and its competitors, however, is in the control options. It's possible to play this with a joypad, a Menacer light gun, or even the Sega Mouse. Joypad-only Megadrivers might be a little miffed, however, as the cursor control with the standard pad is pretty awkward and slow. It's much easier with the mouse, which zooms the cursor around the screen. Using the Menacer is good fun, but it only really works if you're playing on a biggish screen - precise aiming can be a little tricky on a standard 14" monitor.

The other problem with Body Count is caused by your on-screen weapon. If it's not powered up (and kept constantly re-powered-up) it takes about four hundred million years to kill even the weediest foot soldier, not to mention having to shoot down all the missiles launched at you by enemy war machines. This tends to make the game rather frustrating, as the screen has scrolled on before you even get to see one pesky alien pop their space clogs.

If you're the proud owner of a mouse or light gun and you're after a game to suit your neglected controller, Body Count might well interest you, but if you're a regular Joe Joypad you'd be best advised to look elsewhere for your blasting fix.

SEGA

8 MEG

SEGA

PRICE: TBA

RELEASE: JULY

STYLE: PLATFORM

PLAYERS: 1

CONTROL: JOYPAD/LIGHT GUN/MOUSE

CONTINUES: 5

COMMENT

RICHARD LEADBETTER

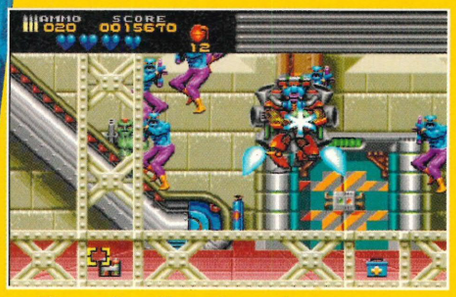
Menacer and Sega Mouse owners are gagging for some software to make use of their specialised controllers. Body Count is a pretty decent first-person perspective blast 'em up, but the problems with this type of game remain the same: there's never much to do and they're always extremely repetitive. Body Count is a good example of the genre, but the fact is, I just find this type of game extremely dull. Unless you REALLY are desperate for some Mouse/Menacer software, I wouldn't go out of my way to check this out.

COMMENT

RAD AUTOMATIC

Lethal Enforcers is just about the only decent game of this type currently knocking about on the Megadrive, so Body Count doesn't really have much in the way of competition to worry about. This doesn't matter much, though, because unless you've got a mouse or a light gun Body Count is quite unplayable. With the addition of one of the aforementioned peripherals the proceedings are far more entertaining.

Unfortunately, this format is incredibly limited, and after a couple of levels you've seen everything. Unless you're desperate to support minority controllers, you'd be better off spending your money elsewhere.

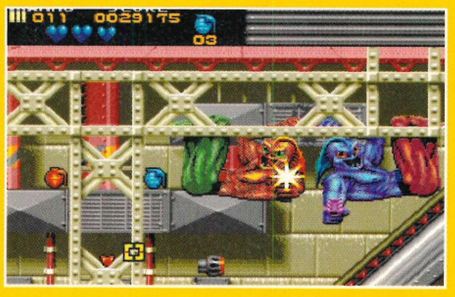


▲ Shoot the aliens for points.

▲ And what do points make?

▲ Prizes!

▲ But you get nothing for a pair...



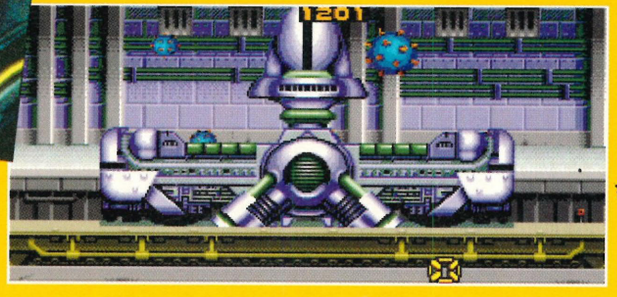
▲ ...Not in this game!

▲ Aim higher! Higher!

▲ No! Lower! Lower!

▲ Ooh, freeze! Freeze!

▲ Mi mi mi, alright my loves?



▲ Seen here is one of the game's bosses. Each boss has a number of weak spots which must be taken out in order. Unfortunately, it's impossible to defend yourself against the machine gun barrages of some of these giant creations, which is frustrating.

▲ There are hordes of different power-ups on offer in Body Count, some of which are hidden in the background, and some of which float across the screen waiting to be shot. The better an icon, the faster it moves across the play area, making it harder to obtain.

Presentation: 82

Okay-looking intermissions, some agreeable options and neat in-game presentation.

Graphics: 86

Nice big, colourful sprites and backgrounds, but the animation is a bit off.

Sound: 75

Average enough tunes and effects you'll be familiar with already.

Originality: 52

A couple of new ideas injected into the formula, but nothing that really stands out.

Playability: 80

Easy to get into and enjoyable enough with non-joypad control.

Challenge: 83

Extremely impossible with joypad, pretty difficult with mouse or light gun.

Lastability: 61

If you've played one level, you've played 'em all. Lack of variety handicaps longevity.

OVERALL: 72

A nice try, and may be of interest to light gun fans, but not really worth the investment.

REVIEW

DROPZONE

4-MEG
BY: CODEMASTERS
PRICE: TBA
RELEASE: JULY
STYLE: SHOOT 'EM UP
PLAYERS: 1-2
CONTROL: JOYPAD
CONTINUES: NONE

Cast your mind back, if you will, back to probably before some of you were born.There was once a game which was the cause of much excitement., programmed by one Archer MacLean.

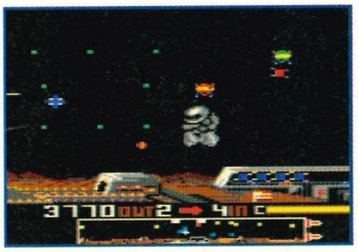
The concept was pretty simple. You play the part of a robot space warrior equipped with a jet-pack, a radar, a gun, a deflector shield and a couple of smart bombs. Your job is to liberate an interplanetary base currently under attack from alien forces. There are several human hostages who need rescuing from the danger zone before the xenomorphs get hold of them, and then the remaining invaders require annihilation before you move onto the next, tougher wave. The locations of all the hostages and aliens are displayed on your wraparound radar monitor at the bottom of the screen.

However, there are a couple of complications. For starters, your deflector shield has only a limited power supply, which is drained more and more as the game progresses, giving you shorter periods of invulnerability as the action hots up. Smart bombs are also hard to come by, and if your timing isn't perfect all your enemies leg it off the screen before you have the chance to hit the bomb button - resulting in a wasted screen-clearer.

Now this might all sound a bit easy, what with no guardians and no landscape to worry about, but the very sparseness of the levels and the sheer volume of enemies roving around makes for a very challenging game.

However, everything is not sweetness and light in the Dropzone garden. For starters, the levels don't really change - this is a game for high score freaks more than anyone. The other stumbling block is the screen blur which accompanies the fast scrolling.

None of this is to say that Dropzone isn't enjoyable, it's just that with a bit of thought these problems could so easily have been avoided. Dropzone is an excellent travel game, so if you mainly use your portable on journeys or to fill in time you'll get the most fun out of it. If, however, you like to sit at home playing your Gear for hours on your adaptor, you may soon tire of the rather samey challenge of Dropzone. Certainly worth at least checking out for shoot 'em up fans, though.



▼ **If you happen to have a blast-happy friend at hand, you may be interested in the two-player mode - featuring both players on one Game Gear! This is, however, because each person must take turns playing. Player 2 does get kitted out in a rather fetching red spacesuit though.**

▲ **Utilising the full power of the Game Gear, the deflector shield special effects are really something exceptional. Ah, only joking! As you can see from this here screenshot, your little man just turns grey whilst he flies about.**

COMMENT

TOM GUISE

There seems to be a bit of a trend for converting ancient games to consoles at the moment, what with Pacman, Space Invaders and such receiving the update treatment. Fortunately, Dropzone is quite well suited to life on a hand-held. However, whilst the shooting mayhem is enjoyable for a while, the limited nature of the game means that you've literally seen everything after a couple of goes, which does knock the old lastability factor somewhat. If you're a fairweather gamer after a bit of shooting action, this should suit you perfectly. If you're after a longer-lasting game with more depth, though, there are better things to spend your money on than this.

COMMENT

RADION AUTOMATIC

I never played the original Dropzone on those old fashioned computer contraptions way back in the sixties, so I wasn't tainted by any nostalgic feelings for the game. However, I did find it quite enjoyable. It's fast, the action is really hectic and even though the levels are basically the same, the increasing difficulty keeps you on your toes. I'm not sure this game will appeal to everyone, but if you're a bit of a 'high-scores' freak then this is the perfect game to play on the move. However, I'd much prefer a Game Gear conversion of the real thing – Defender.

46 Presentation: Rather crap title screen and not much in the way of options - or anything else for that matter.

37 Graphics: Simplistic is not quite the word. Whilst the main sprite has been updated (a little) the enemies are the same little blocks they always were.

38 Sound: A little on the dated side here, too. Old style tunes and minimal effects are the order of the day.

09 Originality: Not, it must be said, exactly ground breaking. This is one of the oldest games ever and there's nothing really new been added.

80 Playability: Fast moving with very smooth controls. However, the screen blur does mess things up a little.

82 Challenge: Does get hard quite early on, with screens packed with aliens and an ever-decreasing chance of rescuing the necessary hostages.

45 Lastability: Won't stand many long periods of continuous play, but is fine for a quick go every now and again.

OVERALL: 70
Not bad, but too limited for today's more finicky gamers.

REVIEW

BY: SENSIBLE SOFTWARE

PRICE: £39.99

RELEASE: JUNE

STYLE: FOOTBALL

PLAYERS: 1-2

CONTROL: JOYPAD

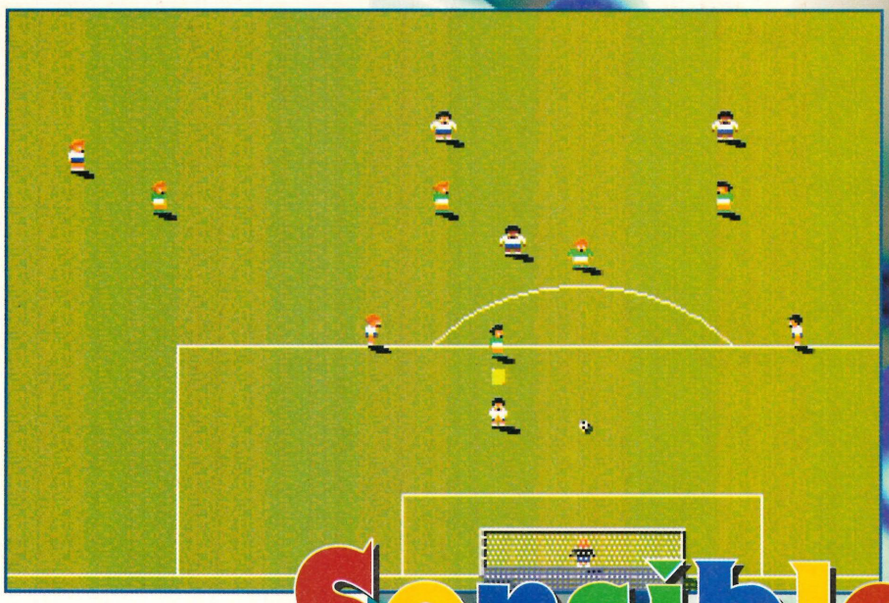
CONTINUES: SAVE GAME

Sensible SOCCER

The heaps of related titles make it clear just about the whole planet has gone World Cup loony.

England is of course the exception, thanks to the non-qualification-type debacle of this tourney, but that just makes these games all the more relevant - after all, it's the only chance anyone's got of seeing England getting past the heats for another four years. Or Scotland, Wales or Ireland for that matter.

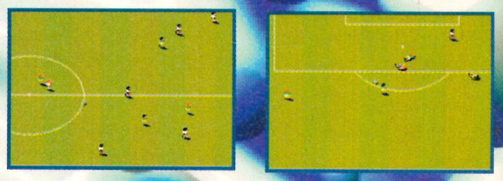
At least, this is what all those footy games manufacturers are obviously banking on, having gone into marketing overdrive to flog them. The latest of these titles, and the first on CD, is an update of the evergreen Sensible Soccer. Adopting the stance of "if it ain't not broke nor nuffink, don't fix it, guv'nor" the Sensible team have simply ported the cartridge version across almost untouched, with the intelligence of the auto keepers having been altered to make the game a little harder.



▲ **All the action from the Megadrive version is there.**

The real differences here are in the presentation. There's something of a full-motion fest in the area, homeboys, with each new aspect of the game being introduced by a short video sequence. Whilst these are undeniably very pretty, once you've seen them a few times it can be annoying waiting for them to boot up off the disk when you really just want to get the options or the game itself. The other major presentation enhancement is the sound. Instead of the usual white noise crowd effect, those wacky Sensible types have sampled a real crowd and programmed their reactions to various events into the game. Unfortunately, the samples were taped at a Tranmere Rovers match - not exactly what you'd call high excitement - but thanks to the magic of computer technology (and double tracking) the assembled masses actually sound quite chipper, although slightly slow-witted due to the loading delay which means the crowd only react to any event about a second or so after it happens.

Sensi CD isn't really going to be of much interest to those who already own the game on cartridge - it just isn't different enough to justify the cash. If, however, you're a Mega-CD owner and you're thinking of buying the game, this is the format you should go for - it's cheaper, a bit harder and much more atmospheric.



COMMENT

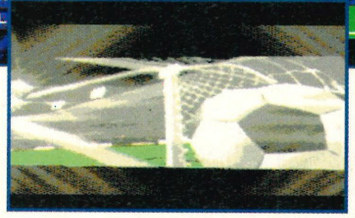
RADION AUTOMATIC

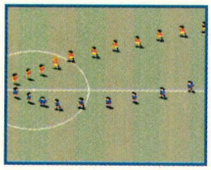
Sensi Soccer is one of the better football games on the Megadrive, and the conversion to CD is understandable. However, most people who wanted to buy the game will quite probably have it on cartridge by now, so it's a bit late. If you don't own a copy and you're in the market for a soccer title, then definitely give this a go, because it's excellent. Don't go near this if you've already got regular Megadrive Sensi though.

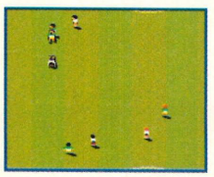
COMMENT

RICHARD LEADBETTER

You can't beat a good bit of Sensi - that's what I say. In the longevity stakes, the cart version has more than proved its worth. Even now we're still playing both it and FIFA. Therefore I saw more than happy to check out this CD version. It's much the same as the cart game, apart from a few added bells and whistles. The intro is quite nice as is the addition of the CD sound. This had the potential to rival FIFA's incredible atmosphere and would easily surpass it were it not for the CD access pause. Apart from that, Sensi CD is great.







▲ **Here's one of the new animated intros that proliferate the game. This one shows the Sensible Software logo floating handsomely across the screen, intercut with a goal being scored. It looks not unlike the credits for a TV footy programme.**

90 Presentation: Lots of lovely FMV intermissions, although they do tend to get in the way when you're in a hurry to get to the game.

56 Graphics: Small sprites and not much in the way of backgrounds make for graphical blandness.

91 Sound: Sampled crowd sounds add a lot of atmosphere, although the delay detracts a little ad the ball noises are a bit plop.

26 Originality: Well, it's football. And it's not dissimilar to Sensible Soccer, it must be said.

90 Playability: Very fast and instinctive, with a great depth of tactical-like shenanigans for the taking.

86 Challenge: Harder than the cartridge version, and the top tournament on Expert level is something of a challenge.

89 Lastability: With two players,. this should last for yonks and yonks. With one this is still a pretty long-term affair.

OVERALL: 89

A top notch football title and no mistake.

REVIEW

CD

ACCLAIM

PRICE: TBA

RELEASE: TBA

STYLE: BEAT 'EM UP

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: 9

MORTAL KOMBAT

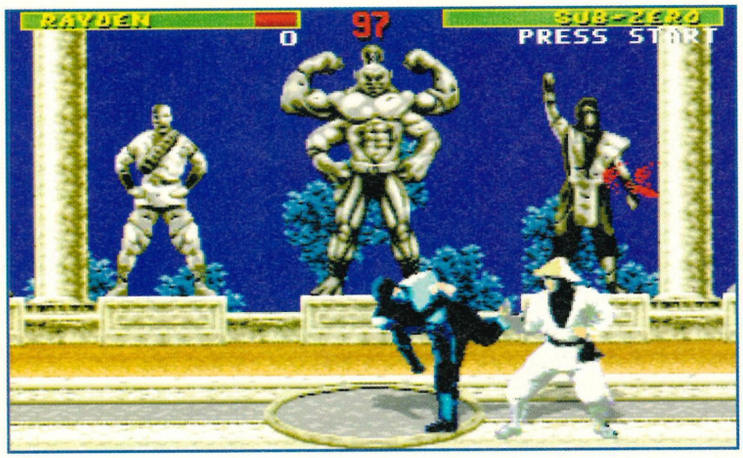
Introducing Mortal Kombat CD. Yes, now you too can swoon to the delightful singing talents of Sub Zero, Reptile and Kano as they bring to you their own personal selection of merry melodies.

Sit back and enjoy all-new renditions of such old faves as Jeepers Creepers, Daddy Cool, I'm Gonna Run To You, The Flintstones theme tune and many, many more. And introducing for the first time, Goro – the 3,000 year old half-dragon with four arms – and the beautiful, but shy, Shang Tsung, as they sing the popular duet – A Whole New World. Recorded in glorious SOUND, this is a classic compilation you'll want to listen to time and time again. So don't delay, buy one today!

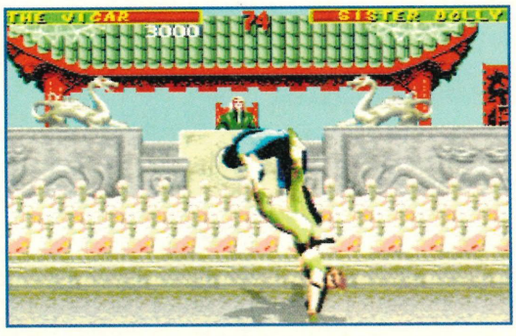
Actually, that isn't what Mortal Kombat CD is at all. Nope, if truth be known it is in fact the game, Mortal Kombat – on a CD. But wait just a cotton-pickin' second, thanks to the extra memory afforded by modern CD technology, Mortal Kombat CD features a number of all-new extras. Now you can THRILL to the extra frames of animation on the main sprites which makes them move that much more smoothly, CHILL to the awesome CD-quality soundtrack which effectively gives the game all the authentic music and speech from the coin-op, and SPILL to the complete arcade intro sequence, complete with all the full-motion character profiles. Yup, it's all in there.

So what we effectively have here is arcade Mortal Kombat in all its glory, right? Wrong. Unfortunately, Mortal Kombat CD falls far short of coin-op predecessor and is in fact, sub-standard to the Megadrive version. You can THRILL to the slow disc accessing which ruins any arcade feel whatsoever, CHILL to the way the CD music sometimes ends before each round is over and you can FALL ILL at the horrific full-motion video intro, which is possibly the worse quality FMV ever seen on the Mega-CD. So delay and DON'T buy today.

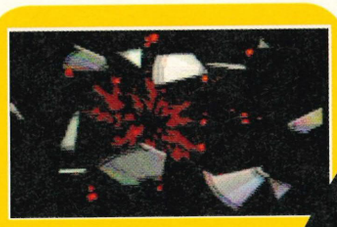
SEGA

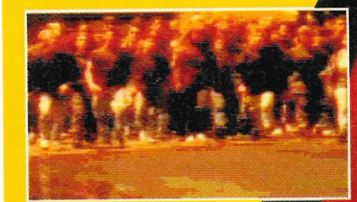


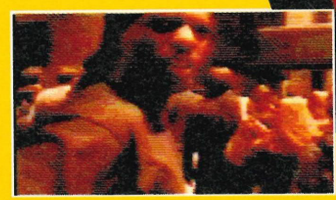
▲ More detailed backdrops? Erm, nope.



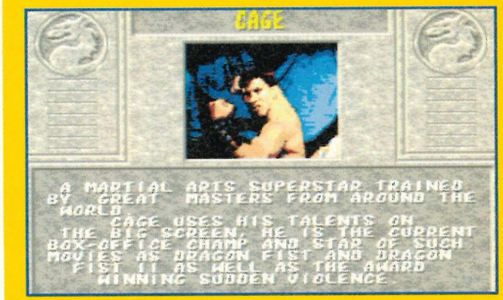
Extra character animation is part of the all-new Mortal CD package, not that you can tell. ▶





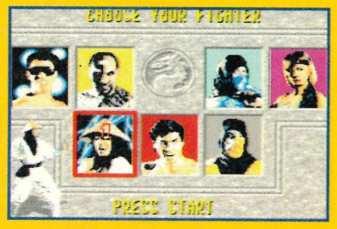


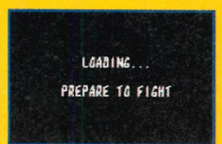
▲ The full-motion video at the beginning of the game is hideously fuzzy and rates as the worst Mega-CD FMV yet seen. Worse still, FMV shots of the game are actually used. Why? Eh? WHY?



▲ Thanks to the extra memory afforded by CD, Mortal Kombat CD features all the arcade cut-scenes. Well worth the wait as the CD loads them in.

▲ All the hidden cheats from the Megadrive game are present, coupled with a few added extras. There is an all new 'Turbo' mode which allows you to play the game at super speed and a 'Dad's Army' cheat where you can change the fighter names to those of Dad's Army characters. Um, great.





COMMENT

TOM GUISE

Contrary to popular office opinion, I enjoyed Mortal Kombat on the Megadrive immensely, so I'm all the more disappointed at the shoddy piece of tripe called Mortal Kombat CD. With all the memory available it shouldn't be too much to ask for an arcade perfect conversion, but with the exception of tagging on the intro and sound, this is just the Megadrive game right down to the same sprite being used for Sub Zero, Scorpion and Reptile. Then there's the hideous disc accessing time. Not only does it take ages loading up each screen, but during the Endurance Matches it actually pauses to load the second opponent. And as if anyone would really want to watch the old MK TV ad which has been tagged onto the beginning of the game. Well don't worry, you can't because it's too blurry. If you want Mortal Kombat, you'd be best sticking to the Megadrive version. It's a far more polished product than this tragic mess.

COMMENT

RAD AUTOMATIC

I wholeheartedly agree with my esteemed colleague on this one. Mortal Kombat CD had the potential to be a real improvement even over the ace cartridge version. However, very little has been done to upgrade the game, apart from speeding the action up a little. It seems a lot of effort has gone into adding the FMV advert intro and devising new cheats, and not nearly enough time put into more important factors, such as reducing the chronic loading time problem. If you've been holding out for the CD version of Kombat the only real satisfaction you'll get is that the cartridge you'll still have to buy is now about a tenner cheaper in most stores than your friends paid for it. Hopefully Mortal 2 CD should be a better effort.

55 Presentation:
The complete arcade attract sequence is there in all its glory. Unfortunately, there's an awful FMV intro before it.

88 Graphics:
Pretty much identical to the Megadrive version, although there are some minor improvements to the animation.

92 Sound:
If it's coin-op perfect tunes you're after, here's the genuine article. All the arcade speech is there too.

33 Originality:
Highly unoriginal. There are loads of beat 'em ups on the Megadrive and this one hasn't got anything over them.

75 Playability:
Responsive controls and arcade-perfect playability make this great fun, but there are some annoying loading pauses.

70 Challenge:
On a low difficulty setting the opponents are easy to beat, but on a higher setting they put up quite a fight.

64 Lastability:
The shallow nature of the game means you'll soon master it all. However, the two-player option does increase the game's longevity.

OVERALL: 58

This fails to improve on the Megadrive version. In fact, for all its new features it is actually a good deal worse.

OUT NOW

MEGA DRIVE

STREETS OF RAGE 3

SYSTEM:MEGADRIVE

BY:SEGA

Mr X and the Crime Syndicate return to the Megadrive yet again this month, for their third battle with streets vigilantes Axel and co. although it's pretty similar to the previous two Rage episodes, with little in the way of new gameplay features, this doesn't stop it from being simply the best scrolling beat 'em up on the Megadrive EVER! The levels are bigger and better than the previous Rage versions and the graphics are of top-notch quality. The game also utilises a whopping 24 Meg, with much of the memory spent on some superb sound and great inter-level story screens. Admittedly, if you weren't a great fan of Rage 2, they'll be little here to entice you, but for all avid Rage fans, this is an essential purchase.

FIRST ENCOUNTER:MARCH

LONG-TERM COMMENTS: You'll finish it in no time, but thankfully, that has no bearing on the game's lastability. One to come back to Again and again.

OVERALL: 90%

• Streets of Rage 3 – the best scrolling beat 'em up ever!

PETE SAMPRAS TENNIS

SYSTEM:MEGADRIVE

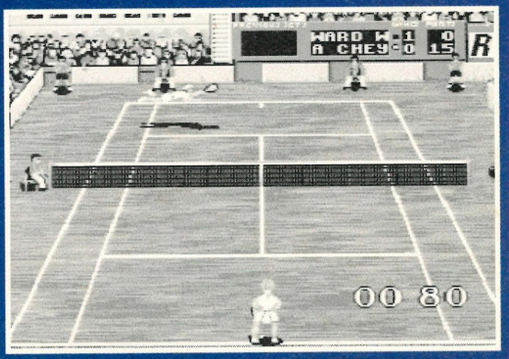
BY:CODEMASTERS:

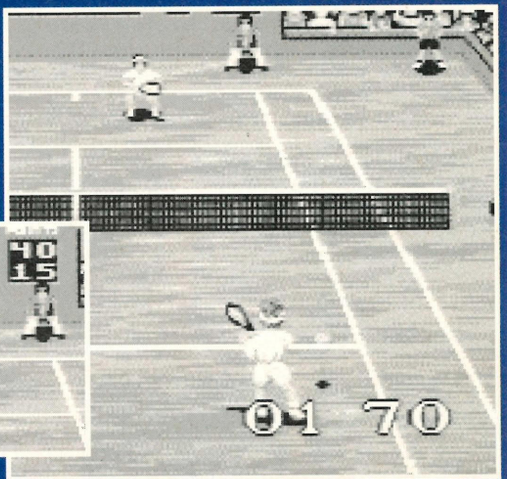
After seeing half a dozen or so tennis games already released on Sega systems, you'd be forgiven for thinking that there's little more to include in another tennis sim. However, Codemasters have pulled out all the stops to produce perhaps the most playable and ingenious tennis game yet. Up to four players can participate in the action, via the J-cart – a cart which allows two extra players to plug their joypads into the top of the cartridge. The gameplay is pretty smart too, with super-fast action, some great speech samples and untold amounts of playability. Admittedly, it doesn't build much on previous tennis sims, but it's definitely the slickest version seen to date.

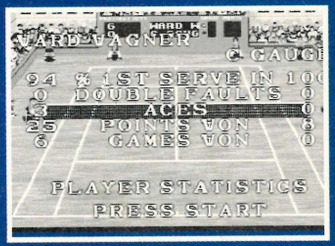
FIRST ENCOUNTER: MARCH

LONG-TERM COMMENTS: As playable now as the first time we saw it. Of course, the four-player option is largely responsible for this, but nevertheless it's the best game of its type to date.

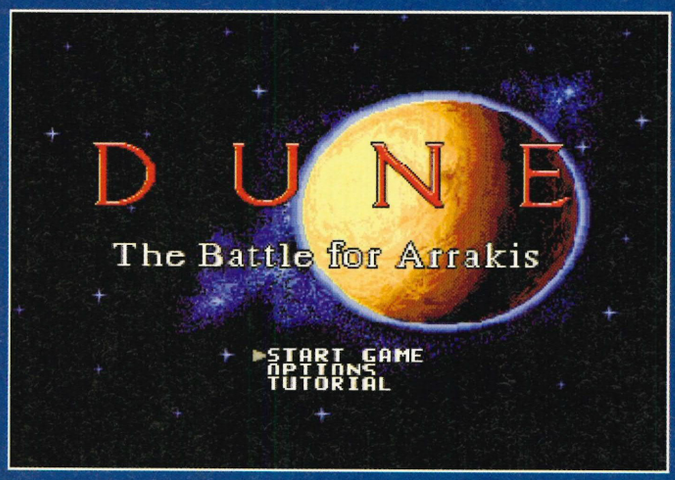
OVERALL:90%







• Ooh, it's that cheeky wee Petey boy again. Don'tcha just love him?



• Dune II – a brilliant strategy game for the Mega-CD.

DUNE II: BATTLE FOR ARRAKIS

SYSTEM: MEGADRIVE

BY: VIRGIN

Now this is the sort of game we like to see. In terms of what's available on the Megadrive, Dune II is one of the most startlingly original releases we've seen for absolutely ages. Take control of one of three warring houses (Atreides, Harkonnen, Ordos) and battle it out on the desert world known as Dune. Harvest the spice melange, erect refineries, build your own war machine and wipe out the opposition! Great stuff indeed.

Battle for Arrakis is definitely a strong mixture of Sim City along with the more conventional strategy game, but the fact that it is so easy to get into and so incredibly addictive makes this one hell of a cartridge and an essential buy.

FIRST ENCOUNTER: JUNE '93

LONG TERM COMMENTS: Strikingly original, great fun, and a lot harder than when we first played it. Gets better with age. Totally brilliant.

OVERALL: 94%

MEGA-CD

TOMCAT ALLEY

SYSTEM:MEGA-CD

BY:SEGA

One of the first Mega-CD titles to use Sega's new Cinepak, Tom Cat Alley features FULL SCREEN full-motion video. And that's just as well really – most of the gameplay also features FMV, and the game's atmosphere is something along the lines of Top Gun. As ace pilot Dakota, it's your job to rid the skies of enemy planes, and lead your country to glorious victory – via some wicked action fighting and great inter level story screens.

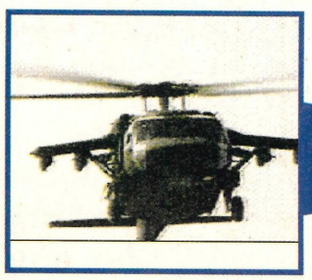
However, while the action is definitely adrenalin-inducing, the plot is totally linear and sadly, the FMV is still rather grainy. Some of the cut-screens of aeroplanes exploding are also suspiciously model-like and of you're not a fan of FMV games, this won't offer anything spectacularly new. Still, we rather like it and as far as FMV goes, this is something of a leap forward.

FIRST ENCOUNTER:January

LONG-TERM COMMENTS: Fairly challenging, although once it's been completed, there's not much left to hold your attention.

OVERALL:80%

• Full screen full-motion video – a first for the Mega-CD.



OUT NOW

MEGA-CD

PRIZE FIGHTER

SYSTEM: MEGA-CD

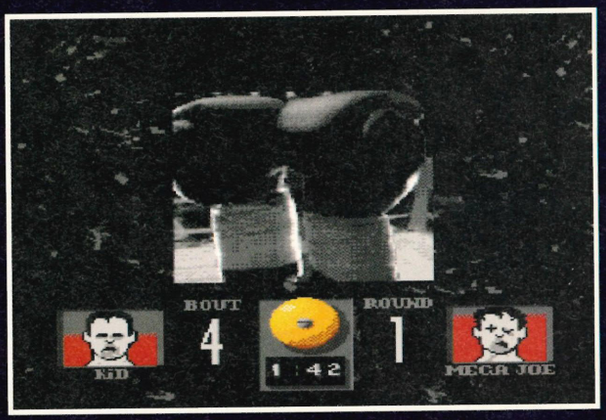
BY: SEGA

Biff! Whack! Thunk! Raging Bull in your bedroom (well sort of)! If you've ever wondered what it would be like to be on the receiving end of some top-notch boxing action, this is the game for you. The matches are played from a first person perspective, and every time you throw a punch, not only do your arms glide across the screen on front of you, there's also an FMV cut screen, showing the damage you've inflicted upon your opponent. Sounds good eh? Well, unfortunately, the action window is rather small, and as in most Mega-CD games, the accessing time is appalling. This results in a kind of stop-start affair, that after a while becomes frustrating and frankly, hardly worth the effort. A nice idea, but due to the Mega-CD's processing capabilities it doesn't quite work. Oh, and it's in black and white too.

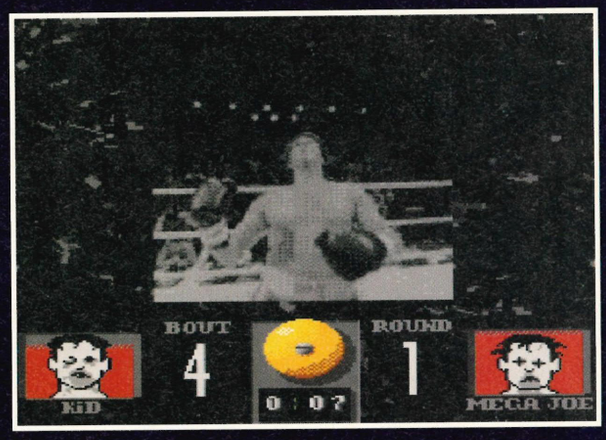
FIRST ENCOUNTER: FEBRUARY

LONG-TERM COMMENTS: Impressive at first, because it's fairly realistic. However, it soon becomes a drag, due to the small play screen, the accessing time and the limited gameplay.

OVERALL:69%



• Cor! Real live boxing on the Mega-CD. Well, almost.



DUNE

SYSTEM: MEGA-CD

BY: VIRGIN

Virgin are quickly proving to be a great source for Sega games, providing deep, innovative software as well as the more commercial products like The Jungle Book. Dune on Mega-CD is clearly an example of the former style of game.

You ARE Paul Atreides, heir to the Atreides dukedom and eventual leader of Dune's native fremen inhabitants. This game centres on Paul's life from the day he arrives on Dune. As Paul, you must set up the spice mining operations and win the trust of the fremen (done mostly through a Monkey Island style interface) as well as deploy your forces against the murderous Harkonnen (a conventional strategy style section for this part).

Lacking a bit in action, but very enjoyable to play nonetheless. Dune also features some amazing flying-over-the-desert full-motion video as well as ten minutes of footage from the original movie.

FIRST ENCOUNTER: OCTOBER '93

LONG TERM COMMENTS: A long quest in there, but the appeal wanes after a few weeks of absorbing play.

OVERALL: 80%

• Dune – a wicked strategy sim that could possibly last you a lifetime.

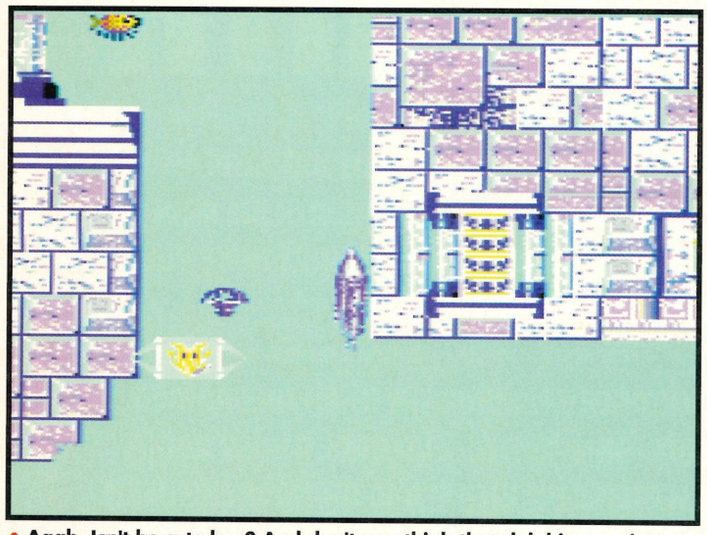
Master System

ECCO

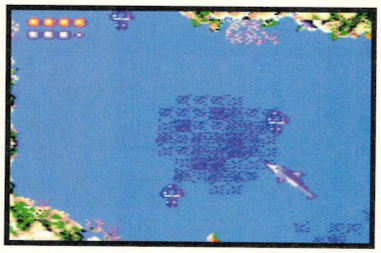
SYSTEM: MASTER SYSTEM
BY:SEGA

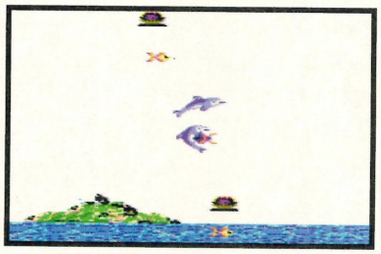
If bleepy blippy sounds and ambient dolphin cries are your thing, then Ecco the Dolphin could be right up your street. This converts really well from the Megadrive version, and although the graphics are a little on the rough side, all the brilliant gameplay from the original has been included. There's 16 levels too, and with its blend of both puzzle and platform action it will keep even the toughest gamesplayer occupied for a few weeks. This is one of the best Master System conversions ever, and if you're a platform fan, this really is an essential purchase.

FIRST ENCOUNTER:APRIL
LONG-TERM COMMENTS: A really impressive conversion that stands up to its 16bit counterpart rather well.
OVERALL: 92%



• Aaah. Isn't he cute hey? And don't you think that dolphins are just, like, the most incredible animals ever?





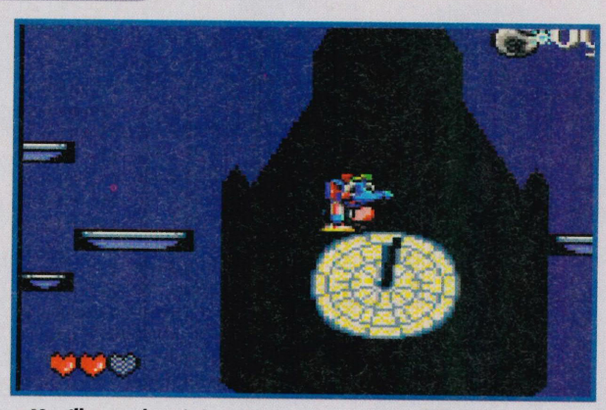
Game Gear

CJ ELEPHANT FUGITIVE

SYSTEM:GAME GEAR
BY: CODEMASTERS
PRICE: £21.99

CJ is an Elephant fugitive (unbelievable we know) determined to make his way back to his homeland in Africa. Armed with just a trunk-full of nuts he must face enemies in several countries, all determined to recapture him, before he can rest in peace back in Ele-heaven. As with the majority of handheld titles, the action focuses around a platform adventure, and although this is your standard jump-and-punch affair, it's fairly good fun to play, and it's also pretty good value for money at just £21.99. If you're into platformers, or you're just after something with a short term satisfaction level, then this could be just the thing.

FIRST ENCOUNTER:JANUARY
LONG-TERM COMMENTS: Once you've completed it, there's no reason to play it again, but then for £21.99, that's not so bad.
OVERALL: 64%



• You'll complete it in no time, but at £21.99 that's not so bad.

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VIII

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NO MERCY IN THIS COURT.

Ranked number one* in the world, Pete Sampras can turn a ball into a ballistic missile. When he pulls the trigger, your first priority is to get out of the way.

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Pete Sampras Tennis is packed with features like interactive sampled speech and realistic sound fx throughout, after-touch ball control, 18 different world locations, action replays, action replays and a repertoire of shots British players would give both arms for.

Pete Sampras Tennis comes on the new J-Cart, a revolutionary cartridge with 2 additional joypad connectors built in for simultaneous 4-player power! No adaptor needed - just plug in and before you can say "New balls please", up to four of you are giving the ball a serious thumping.

The ultimate tennis game is here - except it's not just a game. Have you got the balls?

Megadrive out June 16.
Game Gear out August 19.

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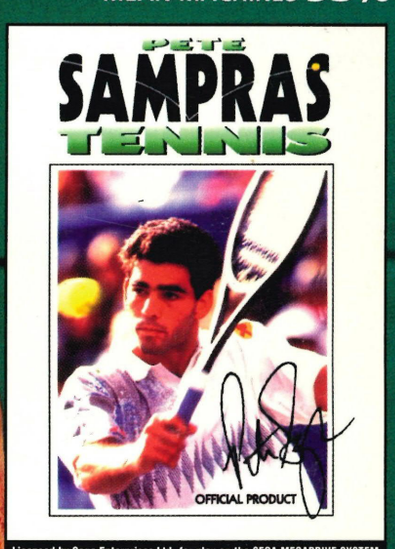
SEGA MAGAZINE **92%**

"The only tennis game you'll ever need - absolutely brilliant!"
SEGA PRO **90%**

"The most playable, easy to pick up and fun tennis game I've ever played"
MEAN MACHINES **93%**

J-Cart
1-4 PLAYERS
PLUG UP TO 2 EXTRA JOYPADS INTO GAME CART.
No adaptor needed



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Sportsmaster
IT'S NOT JUST A GAME

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