EXCLUSIVE SAMPRAS '96 REVIEW • FREE SEGA XS SUPPLEMENT • E3 REPORT

NEWSTYME

100% Sega gaming!

£2.50

Sega Pro

● Issue 47 ● July 1995 ● Saturn ● Mega Drive ● Mega 32X ● Game Gear

Smash!

Exclusive Review

Pete Sampras '96

– Mega Drive

THWACK!

Crash!

Previewed

Grand Chaser – Saturn

Cobra – Mega-CD

Sega XS

Guides to:

Eternal Champions – Mega-CD

Street Racer – Mega Drive

Also

Bug! – Saturn

Ultimate Parodius – Saturn

WIN!

Sets of Judge Dredd Books!

Paragon Publishing Ltd

9 770964 264039 24

Printed in the UK

BEAT THE
"Original addictive and oozing with fun"
Sega Power 95%
"..the hottest Mega Drive game of the year.."
C&VG
Ubi Soft
ENTERTAINMENT
vivid image
SUPER NINTENDO
ENTERTAINMENT SYSTEM
SEGA
MEGA DRIVE

© 1994 Ubi Soft Ltd. © 1994 Vivid Image Developments Ltd Nintendo ®, Super Nintendo Entertainment System™, the Nintendo product seals and other marks designated as "™" are trademarks of Nintendo. Sega and Mega Drive are trademarks of Sega Enterprises Ltd. All rights reserved.

Sega Pro
JULY '95
PARAGON PUBLISHING LTD
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH BH1 2JS
PHONE: (01202) 299900
FAX: (01202) 299955

EDITOR
Pete Wilton

GROUP ART EDITOR
Mark Kendrick

SENIOR STAFF WRITER
Adrian Price

STAFF WRITERS
Mark Pilkington
Sarah Moran

ASSISTANT DESIGNER
Wendy Ellis

TRAINEE DESIGNER
Nick Trent

ADVERTISING SALES
Diana Monteiro (Senior Ad Sales)
Alan Walton (Ad Sales)

ADVERTISING PRODUCTION
Francesca Giannelli
Allegra Gee
Clare Loggey

PRODUCTION MANAGER
Jane Hawkins

SYSTEMS MANAGER
Alan Russell

PRE-PRESS
Suzanne Ryan
Ted Dearberg

SUBS/MAIL ORDER
Karen Sharrock on
& (01202) 200200

MANAGING EDITOR
Dave Perry

PUBLISHING DIRECTOR
Pat Kelly

PRODUCTION DIRECTOR
Di Tavener

MANAGING DIRECTOR
Richard Monteiro

PRINTED BY
Southernprint (Web Offset) Ltd

DISTRIBUTED BY
Seymour International Press Distributors
Windsor House, 1270 London
Road, Norbury,
London SW16 4DH. (081) 6791899.

DISCLAIMER
SegaPro is a fully independent publication. The views expressed herein are not necessarily those of Sega Enterprises, Sega Europe or Sega UK.
All copyrights and trademarks are recognised.

© 1995 Paragon Publishing Ltd.

SegaPro: ISSN 0964-2641
SegaProCD: ISSN 1354-859X

SPECIAL THANKS TO:
Richard and Alison at CodeMasters
The Video Game Centre
✆ (01202) 527 314

ABC 34,994
Member of the Audit Bureau of Circulation

Issue 47

Pete Sampras Tennis '96

Exclusive Review!

32

Pete's back with an all new on-court look and even more smashing tennis action than the original!

Grand Chaser

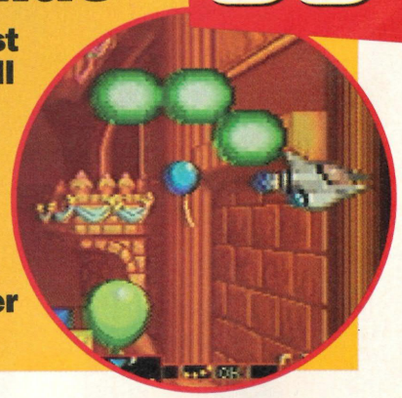
You'll be astounded by the Saturn's first two-player race-'em-up!

24

Ultimate Parodius

60

The wackiest blaster of all time makes its way onto the Saturn. But is it too silly for Sega's super console?



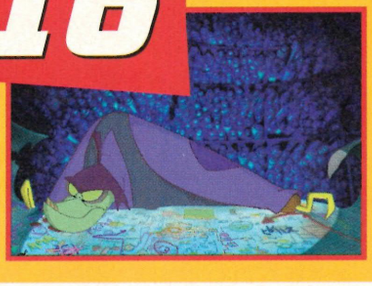
July 1995

tents

ソダウ!

Brain Dead 13

16



It's ReadySoft's latest interactive cartoon adventure starring top psycho, and all-round very nasty guy, Fritz!

E3 Revelations

28

We give you a special report from LA on the biggest games expo ever held! Includes news on *Virtua Fighter* 32X!

Regulars

06 *Frontline News*
All the latest news on the best games and gizmos. Shock Saturn news!

12 *Jap News*
Andi and Beb are here to teach you all about the Zen of videogaming!

72 *Prohelp*
Gaming problem that no one else can handle? The Ade-team can help you.

76 *Subscriptions*
If you've missed an issue of our fab mag, don't despair, order a copy now...

78 *Protest*
Get your drawings and letters featured in the nastiest pages around!

82 *Back Issues*
How dare you miss a copy! Order SegaPros you've missed right here.

38 Eternal Champions CD
The final part of our in-depth guide with even more moves, attacks and tips!

42 Street Racer
Learn to take pole position in UbiSoft's insane race game...

MORE GAMES THAN ANY OTHER MAG!

Saturn

BUG.....18
BRAINDEAD 13.....16
GRAND CHASER.....24
ULTIMATE PARODIUS.....60

Mega Drive 32X

SOULSTAR X.....22
STELLAR ASSAULT.....56
TOUGHMAN CONTEST.....50

Mega Drive

FEVER PITCH SOCCER.....52
PETE SAMPRAS '96.....32
INDIANA JONES' GREATEST ADVENTURES.....58
NBA ACTION '95.....66
ZERO THE KAMIKAZE SQUIRREL.....62

Mega-CD

COBRA: THE SPACE ADVENTURE.....14
THE SMURFS.....64

News

The News of the Future, Now!

Frontline

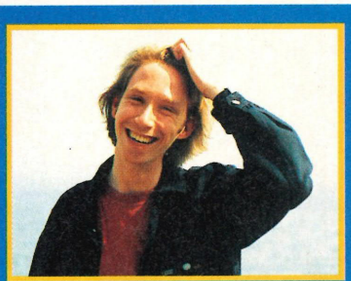
There have been a few surprises in store for everyone this month. Of course, the Saturn's early arrival in the states is what got most people's attention but, in the shadows, the 32X is getting ready to ambush anyone who has written it off too soon. Still, a pattern is starting to emerge...

With so much money going into Saturn development, publishers will only have time for what they think will be the biggest selling Mega Drive and Mega-CD games. The Master System has almost vanished into videogame history while the Game Gear hangs on, still showing occasional signs of life.

It's often frustrating but console technology never stands still, it has to keep on moving, trying to reach the next level of gaming – to give that little bit more. You can be certain though that SegaPro won't be left behind. We're always on the move, looking for the next big exclusive, the next clue that might tell us where Sega gaming will be in two or ten year's time. The future is already here.

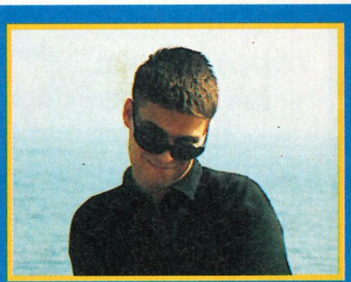
Pete Wilton, Editor

Saturn Stateside Shock!



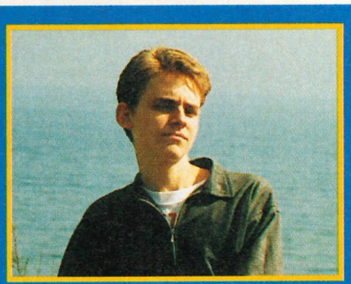
Pete Wilton

Busy pacing the office and throwing heavy objects at people, Nasty has been a bit restless this month. This has been made even worse by his occasional fits of hysterical laughter. Obviously, the pressures of editing Britain's best Sega mag are getting to him, either that or the paracetamol we keep on grinding up into his tea are finally having some effect...



Adrian Price

Mr Price is always full of energy. If only we could find a way of utilising this force for the good of mankind. Oh well, we kept him occupied with your gaming problems and then let him roam free on *Grand Chaser* so long as he didn't run Mark over. Not too often anyway. All this still didn't keep him out of trouble as he ended up in the local hospital after eating a 'dodgy burger' at a rave. Yeah, right.



Mark Pilkington

The ever unpredictable Mark has been swinging between extremes this month. He's either happily babbling away or looking downright depressed. Perhaps he's practising to become a recluse as he keeps on asking us to lock him in cupboards saying he's 'in training'. Or that was our excuse when the police arrived. We just hope the beak is understanding when we explain about our attack of temporary sanity.

line

Contrary to all expectations the Sega Saturn has gone on sale in the US some four months early. Available only through selected department stores, the Saturn package includes a copy of *Virtua Fighter* and one joypad and is retailing at between $399-$499. Sega are hoping to shift 600, 000 units before Xmas. The games are also available at $39.99-$59.99. This follows brisk sales in Japan with over 500, 000 units shifted to date and the expectation that 2,000,000 will be sold by the end of the year.

An announcement detailing the European launch is expected next month while all indications are that it will appear in early September at around £400.

Sarah Moran

Most of the time that phrase about all work and no play means nothing to Sarah as she busily types away. She more than made up for this on her birthday this month though with a top night out that left her needing a day off to recover. Luckily, Pete's hangover saved her from any form of retribution. The festivities were only spoiled by Ade's medically documented absence. We drank a toast of shandy in his memory.

The SP Index!

Top strangeness this month as it seems that the stars are aligning for an amazing astral conflagration of unprecedented proportions. It might even rain as well:

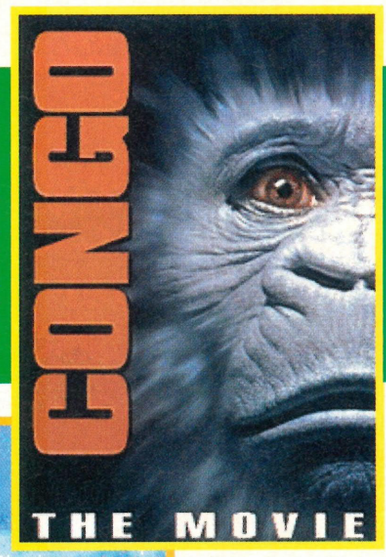
Month: May/June
Outlook: Unsettled

Incredible Infestations	Trend	Comments
1: Plagues of Bugs	+	Coming straight at you.
2: Suicidal Squirrels	-	None left to count.
3: Blue Pixies	+	DON'T SING THAT SONG!!
4: Moonies	+	They're always Barging in.
5: People With Hooks	+	Can't cleave you be.

Congo

- Saturn
- Sega

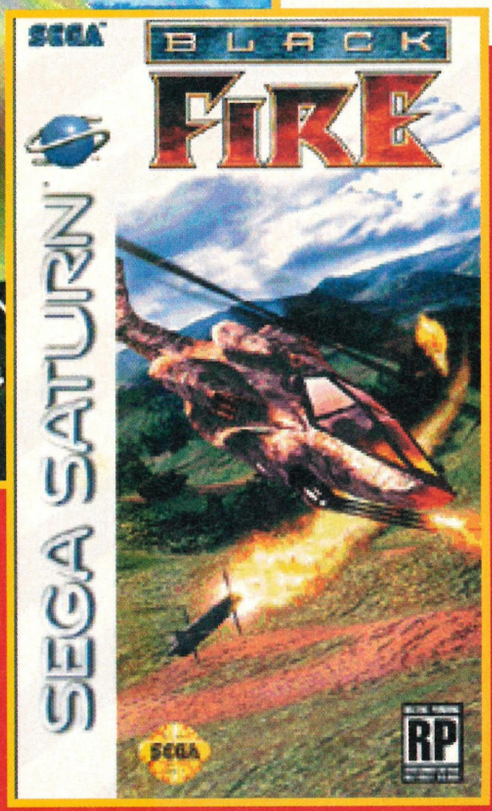
First he resurrected the dinosaurs, then he saved a few lives in ER and now he's decided that the great apes deserve a comeback, as Michael Crichton's latest novel gets the Saturn treatment in *Congo: The Lost City of Zini*. You play a lone archaeologist who must beat a rival expedition to Zini's fabulous stash of diamonds. Fight grey gorillas! Experience rendered scenery! Crack your bullwhip – whoops! Completely different film of course...



Black Fire

- Saturn
- Sega

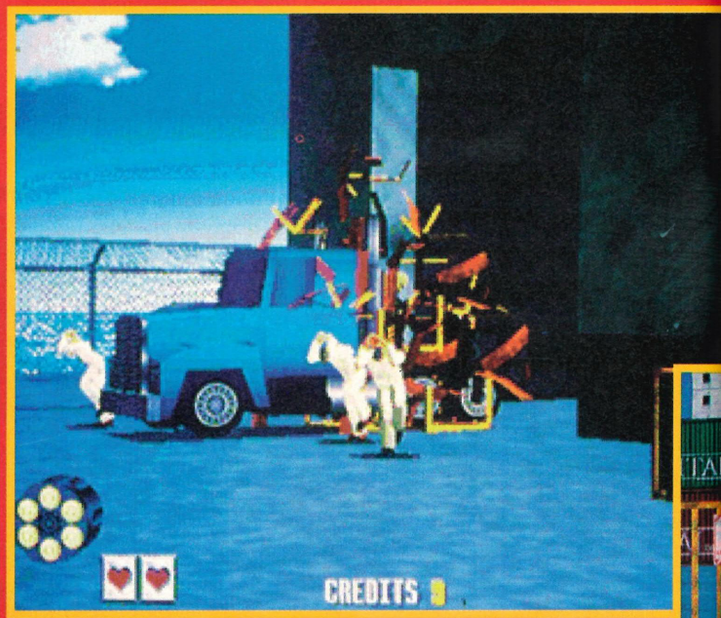
Games with helicopters in, they're brilliant, aren't they? Well, here comes a chopper strafe-'em-up for the Saturn guaranteed to get your mini-guns whirring. Your job is to take on enemy units souped-up with alien technology. *Black Fire* features 15 levels of rotating 3D action with squadrons of hostile copters for you to destroy. And if that isn't enough for you, it'll be compatible with the Mission Stick analog joystick AND it's for 1-4 players.



Free Runner

- Saturn
- Sega

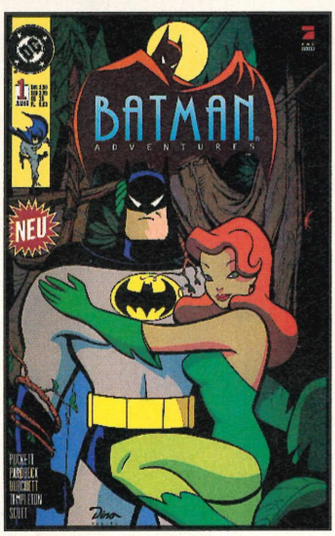
Cyber-hackers are an anti-social lot who usually prefer playing with their PCs in damp, dark cellars to saving the world but in *Free Runner* you are a cyber-hacker turned detective, enlisted to solve a number of bizarre murders. Live action footage is spliced with first person arcade and multi-viewpoint sections in which you hunt down the data and programs needed to complete your mission. Cyberspace has never been so much fun. Judge for yourself this Winter with *Free Runner*.



Virtua Cop

- Saturn
- Sega

Exclusive to the Saturn is Sega's latest and greatest arcade gunfighting title. Draw a bead on the polygon villains and make sure that they never get to threaten decent folk again by shooting them in the head several times. No doubt a lightgun is on the cards but you should be able to play this with the Saturn Mouse or joypad anyway in the final quarter of this year.



Batty German Lessons

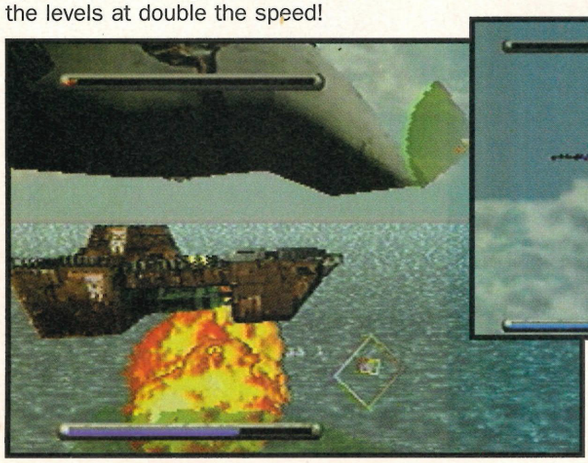
Bored with trying to learn a foreign language? Don't feel it'll be any use to you as you're sad and never travel abroad? Well, maybe this lovely comic book can change your mind. Through some kind of bizarre foreign exchange deal we got sent a German version of Batman Adventures. No doubt our copy of *Batman Volume 54: The Riddler Eats Walthamstow* has already found its way into a German waste paper bin. Anyway, here for all our bilingual readers, is a quick rundown of the plot:

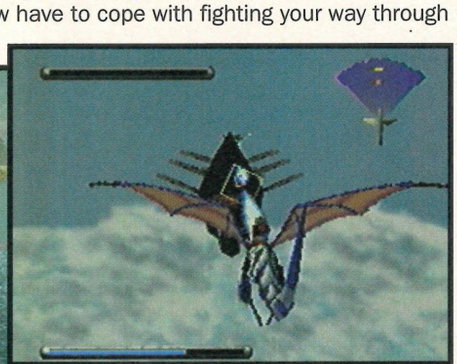
In der ersten Augsabe trifft Batman auf so illustre Gegner wie POISON IVY und den PINGUIN, auberdern gibt es einen kleinen Aufritt des JOKERS, der dann im Mittelpunkt der zweiten Augsabe steht.

Didn't understand that? Well, you should've paid attention in school, shouldn't you! If you did, then write in with a translation and you could win a prize. We'd like to know what it means...

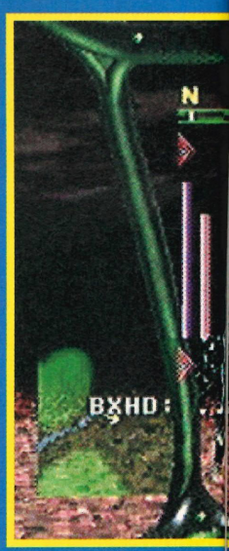
Not for Panzers

For those of you who've decided to pay import prices and buy a Japanese Saturn and are thinking "that *Panzer Dragoon*'s a bit easy" cop a load of this special cheat. To play the game in Extra Fast Mode press Left, Right, Left Right on the top buttons and then Up, Down, Left, Right on the D-pad. You'll now have to cope with fighting your way through the levels at double the speed!





● ***Panzer*** **not fast enough for you? Well speed it up with our amazing cheat! Wear a blindfold if you want it to be really tough. "Feel with your mind, Luke..."**



● It's a man's life in the modern police force. Shoot innocent bystanders! Write-off parked cars! Shoot barrels full of dangerous toxic chemicals and needlessly pollute the environment! You don't even have to spend years of your life undergoing extensive firearms training, just pick up a handy lightgun, watch the cursor and fire at will!

Grandslam Baseball

● Saturn
● Sega

Although this release hasn't been confirmed for the UK yet, this looks like another top sports title based on the American version of rounders. All 28 teams are included with photo-realistic players legging it around a rendered diamond trying to grab bases or something. Jolly pretty game that supports the Saturn's RAM cart save option.

Ghen War

● Saturn
● Sega

Take one evil empire, some planet-destroying weaponry and a fledgling resistance movement and what've you got? No, not a new Star Wars film but the plot to *Ghen War* on the Saturn. Spiced up with a combat hypersuit for you to roam around in trashing enemy targets and innocent bystanders, the carnage begins on one of Saturn's moons, Titan. From there you blast your way through 18 levels of 3D blastable alien craft who, no doubt, will try and blast you back. Top.

Win Techno Tackle!

No sooner has a spangly new joypad arrived on the scene than the SP team nab a few 'sample' units to give away to you, the readers. The Techno Plus Mega Control Pad from Leisuresoft is a six-button Mega Drive pad with both turbo and auto settings for each button along with a slow switch if you fancy a bit of a breather. Sturdy and robust with a moulded grip, this should withstand even the toughest gaming punishment. Enough said. You can get your hands on one of ten of these little beauties by answering the following far too easy question:

What is a Technophobe?

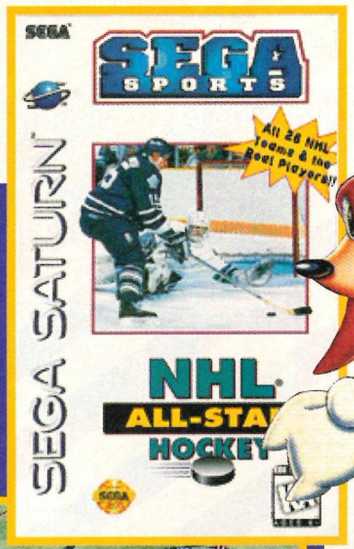
a) Someone who's afraid of pathetic Dutch rave music
b) Someone who's afraid of technology

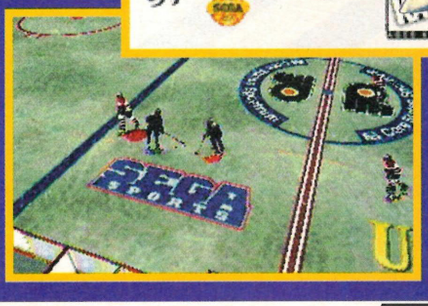
Send your answer on a postcard to: Techno Comp, SegaPro, Paragon House, St Peter's Rd, Bournemouth, BH1 2JS.

NHL All-Star Hockey

- Saturn
- Sega

This is one both stats and arcade junkies should flip out for with brilliant rendered graphics and a selection of real NHL players. 26 NHL teams appear in the game and you get to trade players, sign free agents, customise the teams and even create your own players if you can't buy the ones you want! Add to this seven different play modes, 16 different playing perspectives and all the usual shots, body checks and stick-thrashing and you've got a cooler than cool ice hockey extravaganza. Oh, and you can play with 11 of your mates as well. ELEVEN!? Yep, that's what we said.





Double X Knuckles

The first pack to appear including a Mega Drive 32X and a game will be a *Chaotix* bundle. This will be released in the second half of June for around £150.

This co-incides with Sega announcing a range of new 32X titles including *Ratchet & Bolt* and *X-Men*. *Ratchet & Bolt* is an interesting one or two-player arcade game with driving sections and a split-screen option that puts you in control of two heavily beweaponed robotic cops. With 33 weapons at their disposal and a range of mega bosses to beat look out for this in November/December. See our E3 feature for more news on *Virtua Fighter* and *X-Men* on 32X.

Saturn Video Ma

This month we take a special look at the Video-CD releases that you'll be able to view with the MPEG video card due for release in September...

● Just look at the video CD quality on that! There's a wide range of different animated films, movies and comedy videos that'll be available to rent or buy when the Saturn arrives in the UK this September.

Blockbusting Rental

Although the Saturn Video-CDs certainly seem cheap enough to buy, if you don't fancy forking out twenty quid or so you can always try renting. Blockbuster, the large video rental chain, have just started renting out Saturn video CDs and most major video stores are bound to follow suit.

Photographic Memory

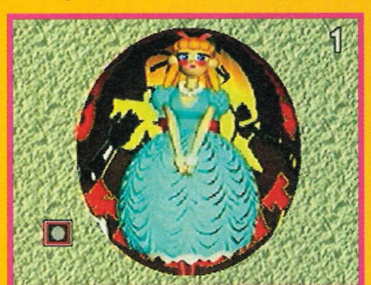
It's not just movies that get the Saturn treatment, you can build up your own photo CD library too. Up to 100 pics can be fitted onto just one CD. Once they're there you can also manipulate them with three levels of zoom, a rotation and scrolling option. If you wanted, you could even arrange your own slideshow placing the pics in any order and flicking onto the next when you've finished your "and this is Maureen and me at Skegness."

Movies, Tunes and Videos

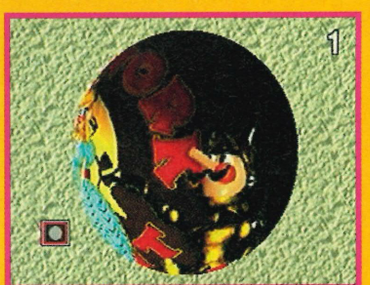
Of course, you're most likely to want the video CD card so that you can buy the latest film and video releases. The big advantage is that, unlike video tape, CDs don't wear down from being played repeatedly. So, if you want to enjoy the classic comedy of Airplane or the drama of Apocalypse Now again and again, your little Saturn will happily oblige.

The Saturn has some very swish built-in features including four levels of slow-motion, three levels of zoom and a nine window staggered display feature.

Along with the usual wide range of hit movies there are also lots of music videos featuring stars like Eric Clapton, Alice Cooper and Jimi



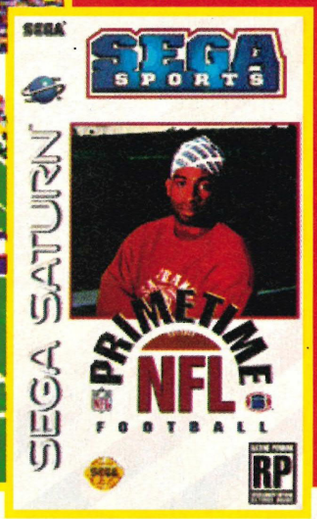
● The three-level zoom allows you to move around the image picking out where you want to focus...



● Then just zoom in on the part that you want to look at and magnify it to see things more clearly.

Primetime NFL Football

- Saturn
- Sega

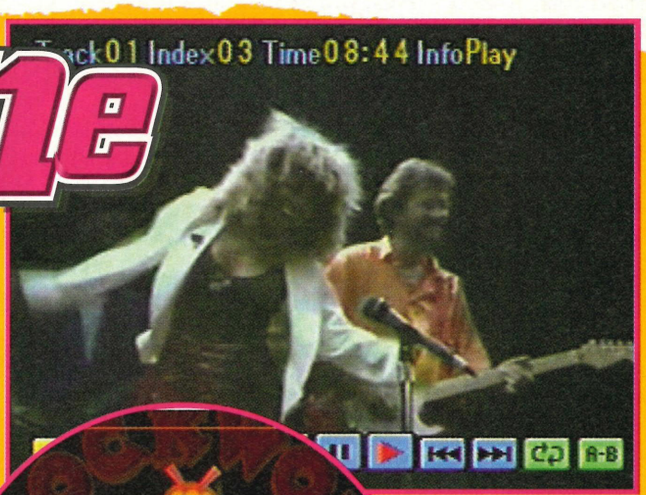


It could run but it couldn't hide. Yes, the Saturn just had to get itself an American Football game. At least it's licensed by the NFL and NFLPA so that we are guaranteed authentic grid-iron action... that is only if Sega decide to release this title over here.

gazine

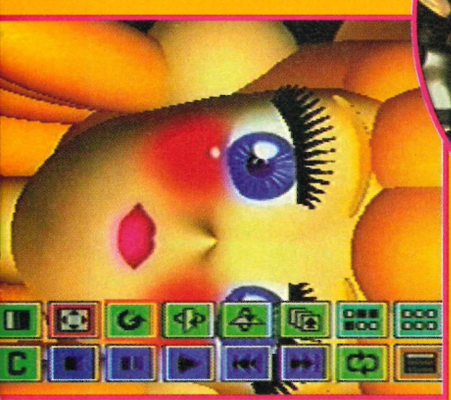
Hendrix. If you want cartoons, you've got it with Daffy Duck and Bugs Bunny taking centre stage.

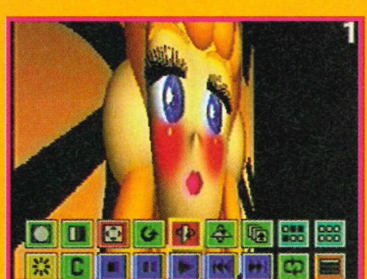
For more mature users there's also a wide selection of 'adult' videos including Playboy Complete Massage, Quantum Deep and Manor House Fantasies. There are too many for us to print here but we'll give you a run-down on the best-looking releases:



● It's not all picture libraries you know, you also get to catch those classic music videos you might have missed. We would have preferred to show you pics of Female Vampire: Bare Breasted but our publisher gets frightened by horror videos – they give him dreams about Mary Whitehouse filing lawsuits against the company...

● Once you've zoomed in you can then manipulate the image, rotating and distorting it.





Top Movie CDs

Title	Price
Airplane	£17.99
Apocalypse Now	£17.99
Beverly Hills Cop 1 & 2	£34.99
Black Rain	£15.99
Fish Called Wanda	£17.99
Four Wedding & A Funeral	£19.99
Indecent Proposal	£17.99
Naked Gun 2	£15.99
Star Trek VI	£15.99
Wayne's World	£15.99

Top Music Video CDs

Title	Price
Alice Cooper: Prime Cuts	£19.99
Belinda Carlisle: Runaway Live	£19.99
David Bowie: Video Collection	£19.99
Kate Bush: Whole Story 94	£19.99
Madonna: In Bed With	£17.99
Peter Gabriel Xplora 1	£39.99
Pink Floyd: Wall	£19.99
Queen Gt Flix 1 & 2	£24.99
The The: Infected	£17.99
U2: Rattle & Hum	£19.99

Top Comedy Video CDs

Title	Price
Have I Got News For You: Vol 1	£17.99
How To Irritate People	£17.99
Monty Python: Live Without	£19.99
Monty Python: More Naughty Bits	£19.99
Mr Bean: Amazing Adventures of	£17.99
Penn & Teller	£12.99

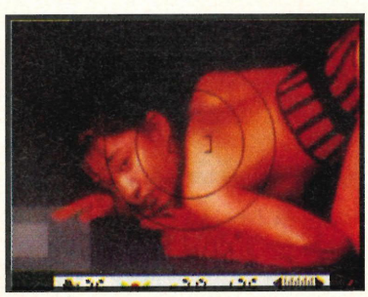
Top Adult Video CDs

Title	Price
Big Boobs 2	£26.99
Encyclopaedia of Making Love	£19.99
Erotic Dreams of Cleopatra	£19.99
Female Vampire: Bare Breasted	£17.99
Housewife Special No 1: Naughty	£19.99
Manor House Fantasies	£29.99

Jap Ne

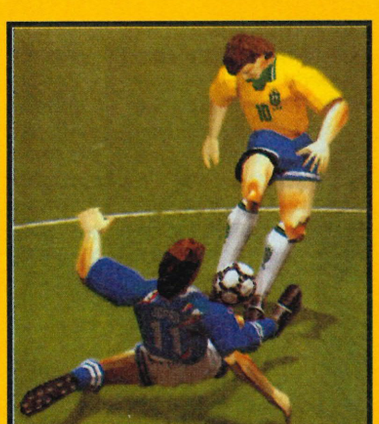
オナウタエウ ヒカク

エミュル! Star



Second Strike

牛 If you weren't satisfied with just one footy game on the Saturn then you'll be interested to see *Virtua Striker* legging it into the box. Looking even more realistic than good old *Sega International Victory Goal* this carries on the tradition of quality *Virtua* releases (ignoring *Virtua Model* for a moment). The controls revolve around the usual short pass/tackle, long pass/tackle, shoot button configuration with multiple viewpoints to keep you busy as well as a map of the pitch to make sure that you don't get lost. Like all the hottest strikers this is smooth, fast and always in the thick of the footy action. It does a pretty vicious flying kick too...



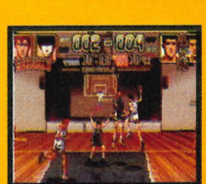
● **Above/Right: I was going for the balls ref! Right: What a football hero!**

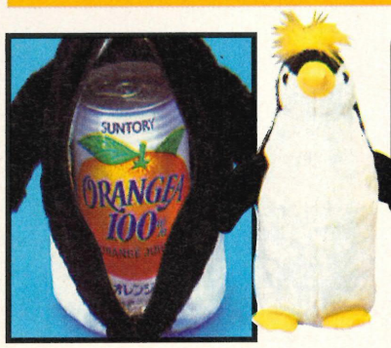
Model Software

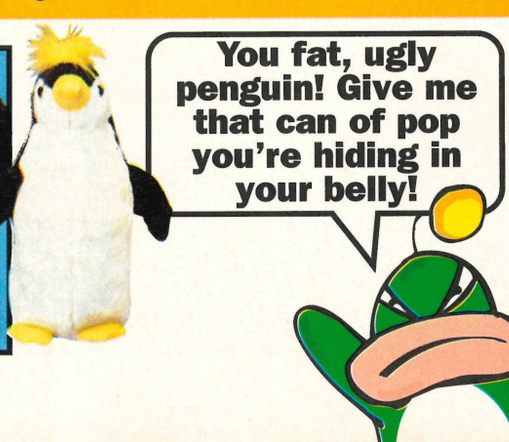
オ No, not the kind of thing that allows you to build a wire-frame model of a glider and then see how it performs in the wind tunnel. *Virtua Model* is much more of your Japanese teeny-idols lying about the place in 'seductive' poses. Apparently this stuff is permissible as art 'cos you've got a little viewfinder over the action just like in Amateur Photographer magazine. Remember though, as with all the other Video-CD products, you'll need an MPEG card installed in your Saturn to view this.

Slam-Nation!

ヌ The Yanks are crazy about basketball and it seems this fascination has bridged the Pacific judging from this new Saturn title. You get to choose from a range of college players who you want to go basket-breaking in *Slam Dunk*. Shown from a 3/4 view perspective the players are well-drawn and animated as they pass the ball about and try to rack up the highest score for their team. Yet another hyper-real Saturn sports game.







ウセツネ ツキヒウ!

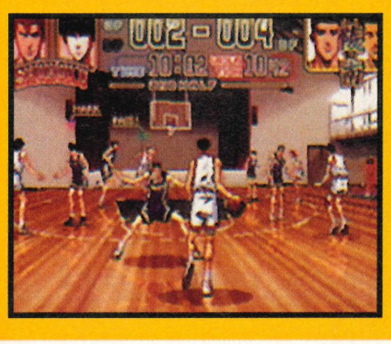
WS

***You'll love the land of the Rising Sun! **Shut it Andi, you're not on the cover now!**

ring Andi and Beb

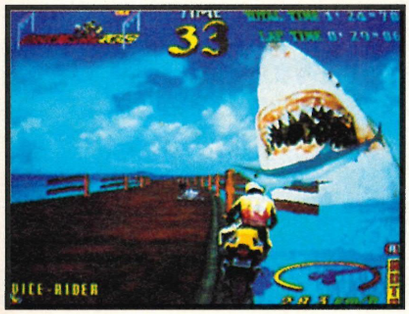
It's Monstrous!

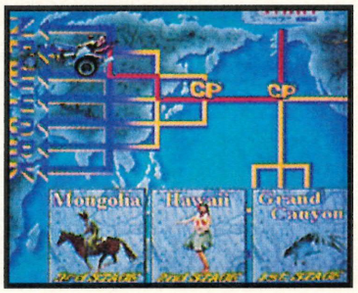
If you thought that Chris Lee creeping round deserted villages in Norfolk was pretty scary then take a peek at *Battle Monsters* on the Saturn. Looking not unlike another forthcoming Saturn beat-'em-up, *Van Battle*, *Battle Monsters* features a procession of vampires, zombies and Franky's monster look-a-likes just dying to be top ghoul. Some smart looking special attacks not to mention spine-tingling sounds could make this a top-notch chiller. We'd STAKE our reputation on it.



Easy Riders

Like some kind of crazy ride at Universal Studios, *Cool Riders* lets you burn your way past hungry sharks, spooky galleons and over rocky plateaux! This mad motorbike racer also offers up some stiff competition in the form of other riders eager to see you swerve into a glacier. More flash arcadey throttle-squeezer than *Sega Rally*-type sim, this could be the Saturn's first two-wheeled racer. But is it cooler than the TT? Possibly.

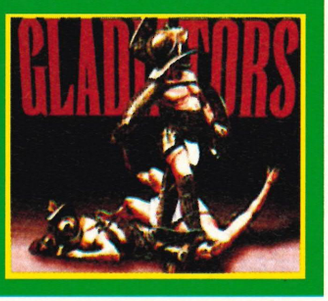




● **Here you choose which cool place to race in. Mongolia?!**

Pin-Ups

Considering the Jap fascination for all things with ball-bearing-shaped objects in them, it's not surprising that the nation that's home to Godzilla is also the home of some excellent new pinball games. *Digital Pinball* is a flip-'em-up based around wacky samurai movies while *Gladiators* isn't about Trojan, Jet and Wolf but REAL Gladiators with sharp swords and everything.



Mega-CD

Preview

Swash, Buckle and Cobra Space A

Pirates, tattoos, lost treasure and lots of babes – sounds like Mark Pilkington's kind of holiday. We sent him packing on Hudsonsoft's latest adventure with just an inflatable parrot for company...

There aren't many games on the Sega systems which cater for the older audience. *Snatcher* did a fine job when it was released about a year ago now. A strange blend of text and puzzles, it managed to combine Manga-style violence with more than a hint of naughty bits. Mr Twenty-Something Gamer was grinning from ear to ear for about a month – that was until he completed it. Now he doesn't have to go back to playing with hedgehogs as *Cobra: The Space Adventure* offers even more sexy smut of the blatantly non-sophisticated kind.

Using the same point and click interface as *Snatcher*, you follow the action by choosing from a number of on-screen options. These consist of standard RPG choices like Look, Search, Talk, Fight and Open. It's up to you to pick the right option at the right time. *Cobra*'s not too complicated to play once you get the hang of it, and you should be able to get stuck into the adventure pretty quickly.

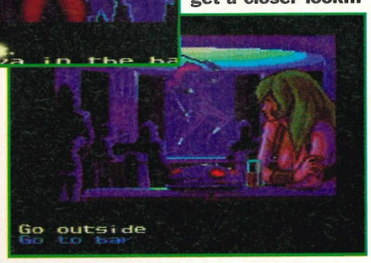
The game follows the exploits of a guy called Cobra as he battles to solve the mystery of some pirate's buried treasure. He discovers that the pirate fathered triplets who happen to be rather gorgeous young ladies. Being an odd sort of pirate, he tattooed his treasure map on their backs. Unfortunately, you can only find the true whereabouts of this treasure when you line all three daughters up at once, and they're all missing. Guess what you have to do!

Along the way you'll inevitably runs into loads of bar fights, boxing matches, high speed chases and, of course, women. All this is handled in the very worst possible taste and the programmers don't shirk from using naughty swear words either! It's a man's game, if only in that it's extremely sexist. You have been warned.

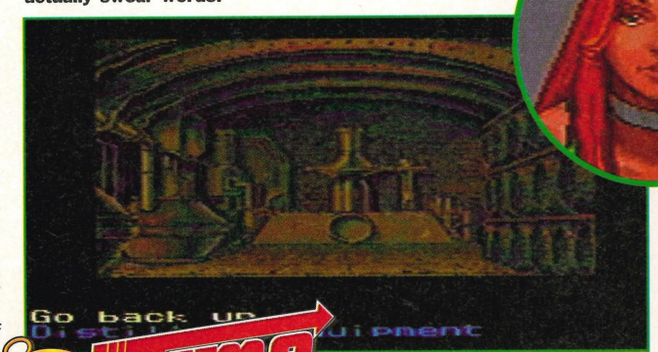
● In order to avoid the numerous law-suits that would've been flung at us, we've had to censor the screenshots somewhat. Those white blobs are actually swear words!

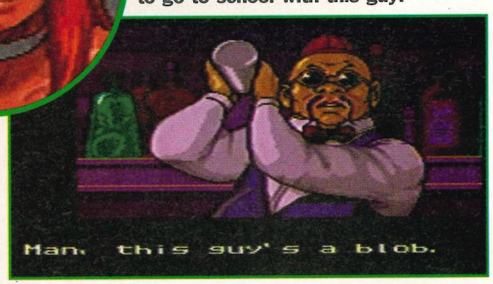
● What a way to go – captured by five badly-drawn computer sprites.

● You can visit almost anywhere in this game – including sleazy bars with topless dancers. Hmmm, I wonder if we could get a closer look...



● Isn't it strange how almost every character you see in computer games looks like someone you know? I used to go to school with this guy!





Time Line

Past: Zork

▲ Regarded as the grand-daddy of all modern adventure games, *Zork* was a text-driven affair (the first one had no graphics!) although later *Zork* titles showed you nice piccies of the dank dungeons and slimy swamps that you had to trudge through.

Present: Snatcher

▲ *Snatcher* was the first Mega-CD game to be given an '18' certificate, and it's not really surprising when you consider just how violent and sexist it is! It's a great game though if you're not easily shocked by pixellated blood.

Future: Cobra: The Space Adventure

▲ Moving on one step from *Snatcher*, *Cobra* is probably even more violent than its predecessor! The next generation for boy's own adventures this looks like being even more controversial when it's released onto Mega-CD.

Plenty of Sleaze!

adventure

Hudonsoft
£TBA
August

Completion

1st Impressions

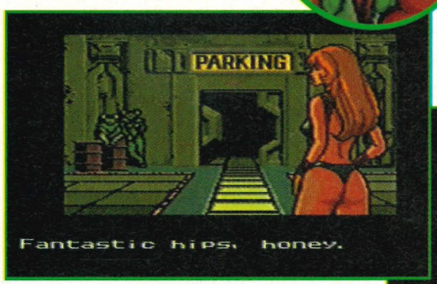
Okay, Okay, so it's more than a little like *Snatcher*. But so what? *Snatcher* was (and still is) a classic adventure game. The version we played still had to have the sampled speech put into it but, just playing it with the text and graphics, it was a truly wacky experience. After a few minutes of play, you'll really become attached to the main character and the bizarre plot keeps the interest level riding high at all times.

● ...ha, ha! They're coming to take you away, ha, ha! (This game also has a karaoke section to it as well)

● No you dimwit – they're probably standing behind you if anything. Then again, you might be loosing it! Keep an eye out for the men in white coats – they could be here any second!

● Waaah! Being bitten in the neck by some blue-skinned, green-haired vampire isn't my idea of fun. What will the fashion police think? Ugleee.

● Yeah, you're just trash if you ask me. And you can stop looking at me like that as well, I often walk into pubs and start insulting people. I often fall through windows too.



● Now this is more like it! Keep on dishing out comments like this and you might end up with some lip-on-lip action. Then again, you might also end up in hospital. Doh!

● Blimey, it's just like Silence of the Lambs all over again...

Strangers in the Night

You'll meet plenty of weird people in this game, most of whom will gladly blow your head off given half a chance...

Preview

We've Flatlined With... Brain Dead

When your PC goes on the blink, who you gonna call? No, not Dan Ackroyd but the local computer repairman. Mind you, Adrian Price could've done with one of those Quantum Accelerators to take on Fritz...

In days of old the most fantastic looking machines that had jaws dropping everywhere were the Laserdisc based coin-ops. *Dragon's Lair* and *Space Ace* both fooled you into shovelling loadsa money into their little slots. They were nice to look at, but a bit linear in the old gameplay department.

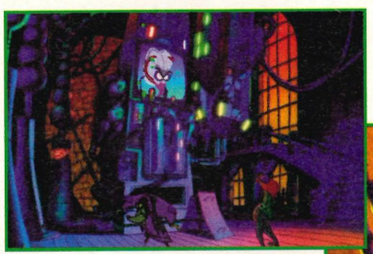
Now, thanks to Readysoft (who uncannily brought those two titles to the home formats) you'll get to play *Brain Dead 13*, a fiendish cross between the good looks of *Dragon's Lair* and the non-linear gameplay that we've come to expect these days.

With graphics to drool over, every frame hand-drawn and bearing more than a passing resemblance to Scooby-Doo meets Ren & Stimpy, *Brain Dead 13* will drill its way into your head with its plush exterior. But that's not what counts around here Mister. The big G is what matters and *Brain Dead* will have more than just a linear game bolted onto it.

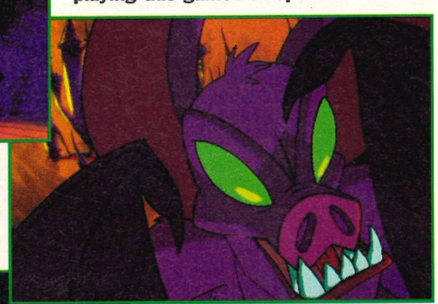
You play Lance... a computer genius who is called in to repair the broken computers of Dr Neurosis. After working late to fix the Doc's computers Lance comes across the fiendish and evil plan for world domination by the evil brain Dr Neurosis, but before he can scream "HELP!", the Doc's evil sidekick, Fritz, is on the cover-up case with a cleaver. Before you can say "Christ! Lance is going to get his head smacked in with a cleaver!" a chase ensues taking in the Doc's mad castle and its grounds. These are packed with fiendish critters just dying for a light snack of computer repairman but our Lance must escape and save the world from Dr N's cruel dominion.

If that wasn't enough to make you go back to electronics school, you are being hunted down by the half-human thing that is Fritz, who's armed with all manner of pain-inducing implements. In the meantime, you're going to have to negotiate the tricks and traps that await you, while avoiding the attentions of that vampire femme fatale, Draculette. Will your mind survive the strain? Will you ever fix that PC? More importantly, where have Freddy, Velma and Scrappy-Doo got to? Hopefully, Fritz has already had them for brunch.

Adrian Price



● **What you staring at? Obviously the bat doesn't like some remark you made about his big ears and is coming for a light snack containing your face!**



● **With a generous doseage of gorgeous graphics, *Brain Dead 13* has the potential to go a long way. Will you go a long way when it comes to playing this game? I hope so.**

● **With gruesome game shots like these you could end up having nightmares. You know the ones where you end up getting chased, but you can't run? They're really weird.**

Time Line

Past: Dragon's Lair

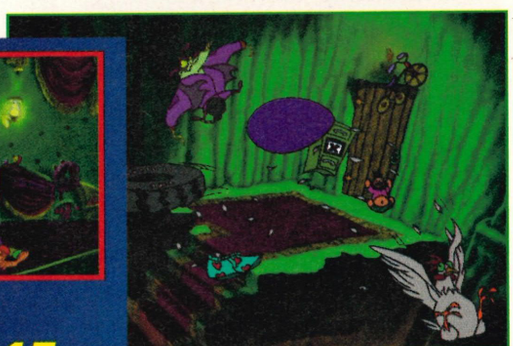
▲ The original jaw-dropper. With stunning graphics and sound due to its rather large laserdisc and the amount of info stored on it, *Dragon's Lair* was the first game to make everyone stand around like monkeys and fumble for loose change. Didn't fare too well when it was ported across to the home versions. Just a complicated, good-looking memory test. Limited.

Present: Space Ace

▲ Almost the same as *Dragon's Lair*, but instead of having Dirk the Daring, we had Dexter. A small, useless teenager at the worst of times and top, strapping, world-saving hunk only when it suited him (ie: Whenever Daphne was in trouble). Introduced the world to Borf and the infamous 'Infanto Ray'. It plus points over *Dragon's Lair* was that the game seemed to flow faster. Still limited.

Future: Brain Dead 13

▲ Lance, Fritz, and Dr Neurosis, are here to save the day with a game that is all set to break the mould of games which looked good on the outside, but failed to satisfy when it was being played. Its non-linear sections and fantastic animation could make it a real stunner. If this game was a chocolate bar, it'd be a Snickers. Satisfying.



● **Come out, come out, wherever you are! Fritz takes a shortcut to try to stop you from legging it.**

Dead 13

Empire/
Readysoft
£TBA
Out: September

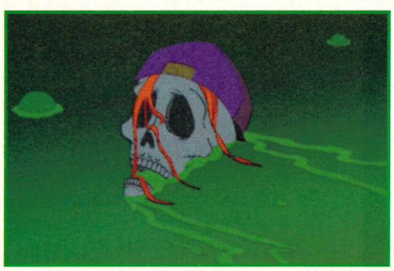
Completion

1st Impressions

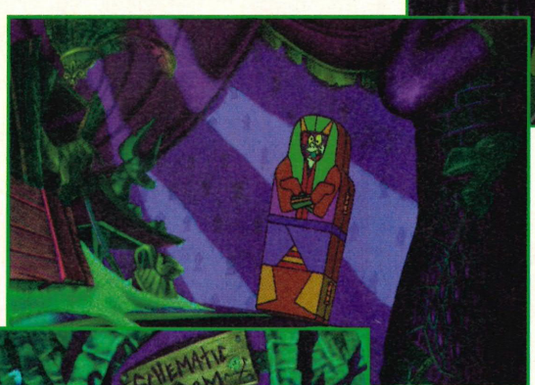
The graphics are certainly of a superior quality to previous ReadySoft projects with some neat comic touches. The gameplay seems much more varied as well, giving you different routes to the end of the game and more tasks to complete before you can escape. Add to this absolutely loads of death moves that'll please even hardened gore fans and Fritz could be heading for interactive cartoon stardom.

● Some parts of the game can be downright tricky, just make sure you don't mess up, okay? HAHAHA!

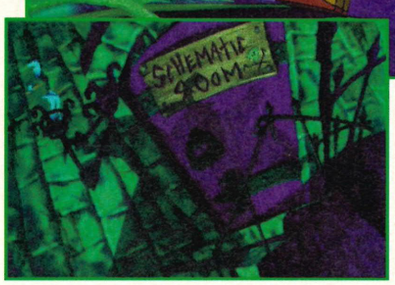
● Apparently blue is this year's colour. Perhaps having blue skin makes you too much of a fashion victim though...



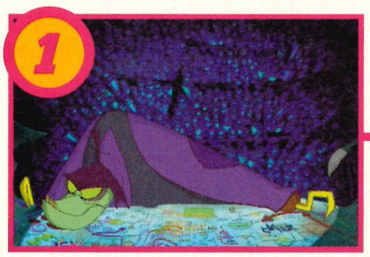
● Bingo. Lance is toast, for those of you that hated the likes of Road Runner getting away, rejoice as Fritz gets his claws (quite literally) into Lance. Poor SOB, he was only doing his job. Still, it's a laugh isn't it?



● Help! Mummy! Great joke that one. This is just one of the many parts of the game that will tax your games playing skills to the maximum. Probably. it could be really easy.



● Take a quick peek over Fritz's shoulder and you'll get a good idea of how the world is going to end. Bah!



Dead Beats

When it comes to the chase scenes, you're going to have to be pretty clued-up on which character you are if you want to survive. Here's the quick who's who of *Brain Dead 13* – pay attention you at the back!

1. Fritz
Git. Runs after Lance and instigates proceedings involving major surgery without the use of pain-killers. You must stay as far away from Fritz as possible. You can't miss him as he's ugly, smells, and hasn't got any hands, just two razor-sharp hooks.

2. Lance
You. Top git-bashing hero of the day and, if you can escape Fritz's clawing clutches, saviour of the free world. Dashingly handsome and full of beans (looking a lot like Shaggy actually) you're the world's bestest computer repair-man. Go get 'em kiddo!

3. Dr Neurosis
Brain. He looks a bit pasty and a bit white, but with a touch of make-up he should be alright. But with nasty intentions to rule the world and then blow it up, or something along those lines, Dr Neurosis could be a handful if not treated properly. With Formaldehyde, perhaps?

What's Bugging You?

Bug

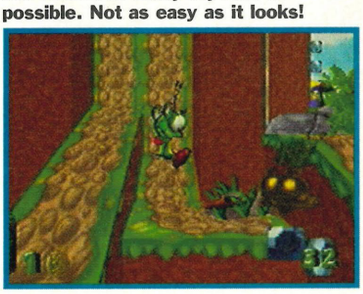
Only one member of the team was brave enough to do battle with the creepy-crawlies in this game. While the others screamed, Sarah spat her way through an astounding new platformer...

Wacky or what? A little bug packed attitude and wearing some rather nifty footwear. This is the hero of Sega's new 3D platformer, which hopes to make you gasp in amazement at creepy crawlies of a size you've never squished before.

The first of its kind, *Bug!* is played on 3D walkways with the craziest bunch of characters you are likely to see for quite a while. Bug himself is a lurid green mite, with a suave little smile, a pair of sophisticated eyebrows and a large spike stapled on his bum. The gangs of nasties are equally

he can strut his stuff forwards into the screen as well as sideways

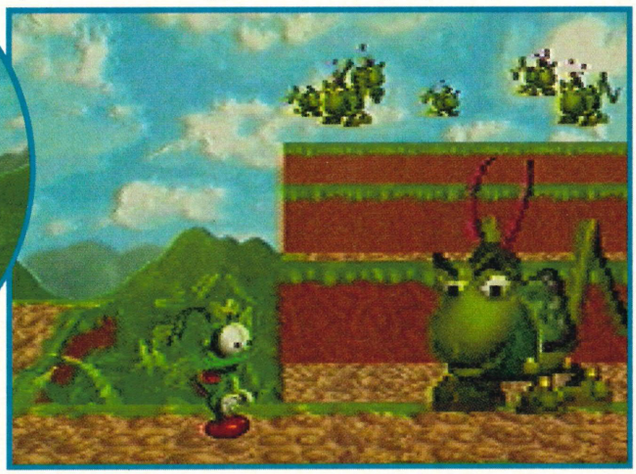
● These fly zones are like bonus levels, and show off the 3D graphics best of all. Hitch a ride on a dragonfly and collect as many crystals as possible. Not as easy as it looks!



● Walkways are at all sorts of strange angles, and Bug has to be resourceful to keep going at times. I think he has suction pads on his trainers!

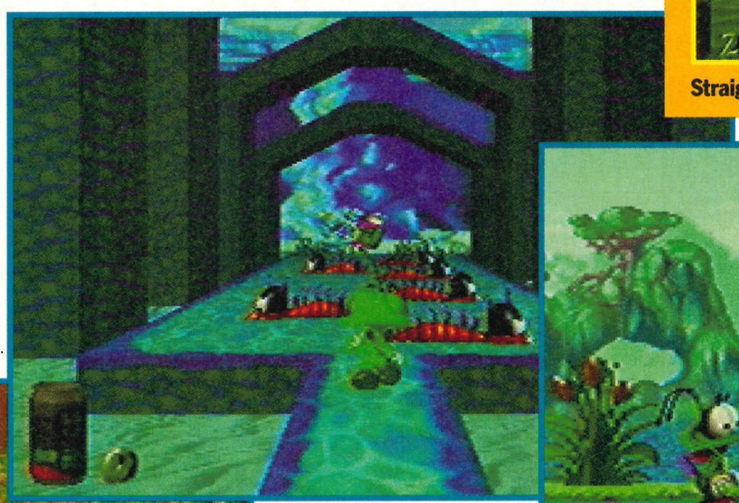
strange, ranging from penguins wrapped up in winter woolies to Daddy-O-Longlegs, a cool swinging hipster with six legs.

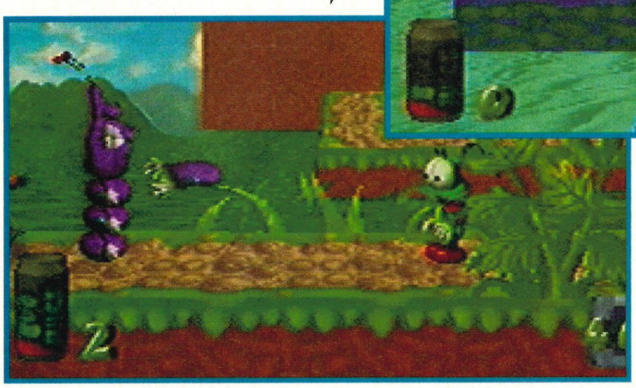
With levels that take you from a grassy garden through the desert and underwater, the game looks set to be pretty varied. Walking with a precocious wiggle, Bug travels round collecting health points and all the power-ups he can get his slimy paws on. He



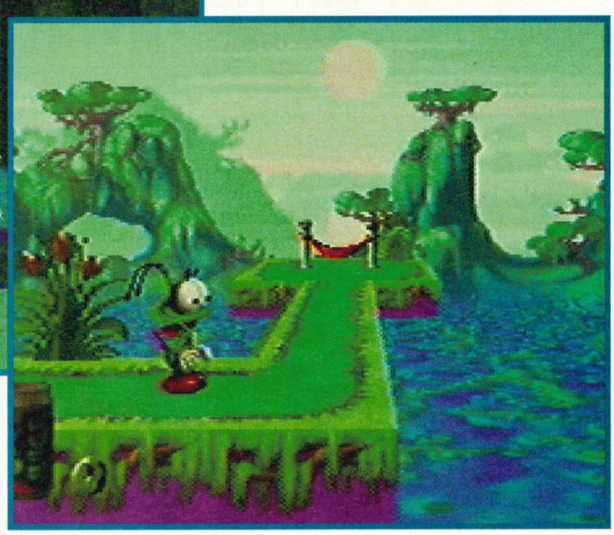
● Is this geezer hopping mad or what? There's no messing with these guys, they might look funny, but under those bushy eyebrows lurks a hungry insect just dying to gobble you up.

● Bug looks terrified, but then you would be as well faced with a dung beetle that big. At least with the great 3D graphics, you can see the baddies in the distance before you have to deal with them. Remember that nearly everyone is out to squish you, so be careful.





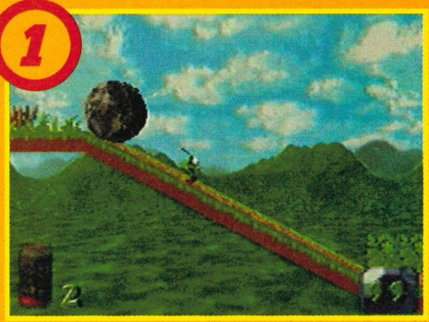
● Bug wriggles his way into Quaria, the underwater section of the game. Apart from these strange looking earwigs, he will have to tackle crabs, piranhas and oysters. His sting seems to be less useful underwater, so do some tactical swimming.



● Whee! Bug has collected the important Bug Juice and now needs to fit his spiky little bottom into the catapult at the end of the walkway. Take a deep breath, pull backwards and let go – it's the quickest way to jump a river.

3D Or Not 3D?

To show just what a 3D platformer looks like, Bug has decided to risk life and limb to run before a rolling rock just for you.



Side on view, Bug runs for his life.

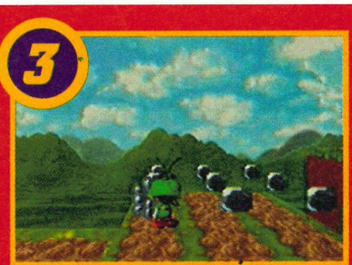
Straight for you! Impressive or what?

An Arcade Convert

An important part of *Bug!* involves finding large coins to put in the slot machine. If you do it correctly, you get taken on a special bonus mission.

It's a good job that Bug has muscles, that's a whopper of a coin.

Bingo! He finds the slot machine, time to spend your cash.



Special zone. All those blue crystals will get you dragonfly bonus points.

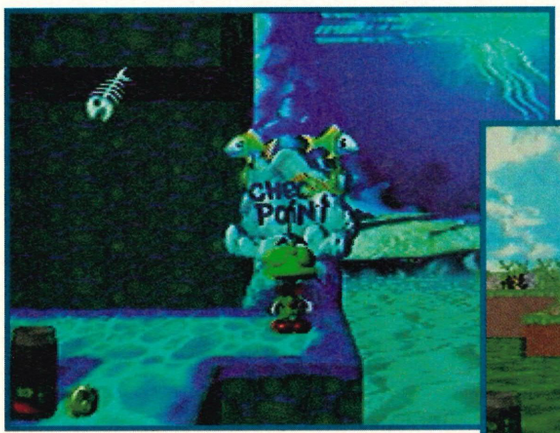
Saturn

Preview

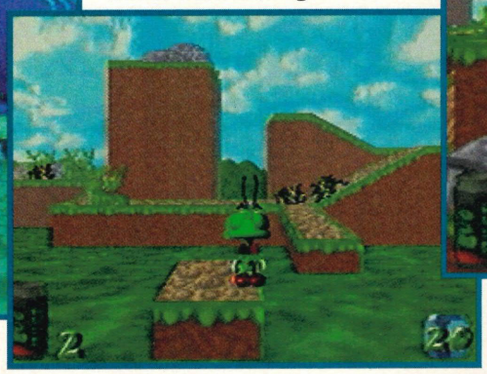
Bug

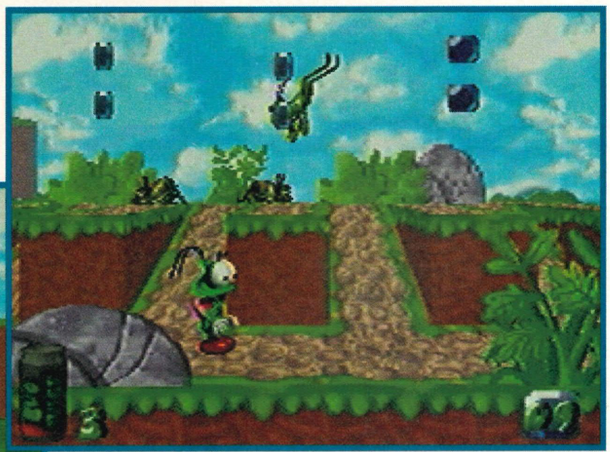
● Bug just survives the onslaught of giant grasshoppers, although he doesn't look all that well. He needs those crystals if he has the energy.

● A little jig on the spot is in order after killing a nasty ant. Bug now has to wander off to get stocked-up with globules, crystals and other collectable goodies. He also hasn't found that elusive gold coin yet, so there isn't that much time to waste dancing!



● There are loads of signs littered around the levels to help Bug get on with his mission.





● It looks like someone is coming for him and Bug is getting ready to spit. It isn't one of his more attractive habits, but it sure is useful for getting rid of the baddies. If he has time he should really grab those crystals too.

Bug Power!

This plucky little character has some special moves to ward off the baddies in his garden. Watch and learn.

1

Bug blows 'em away with his Zap Cap.

2

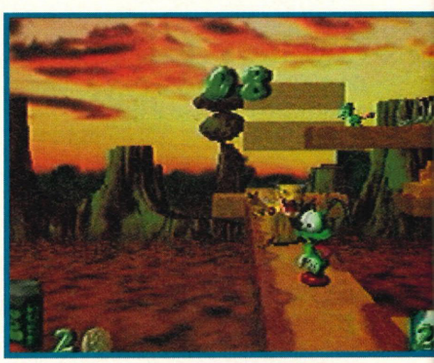
He can fly over gaps and enemies if his strength is up enough.

3

Bug purses his lips, not for a snog, but a spit.

4

Bottoms up! Sting to the ready and arm the rear guard.



● This dingy place is called Reptilia, and you can guess why. Watch your step little one!

Time Line

Past: Aladdin

▲ With some of the smartest graphics and animation seen on console, Aladdin was also pretty different, having magic carpet rides and a bit of puzzling too.

bounces on baddies with his bottom to kill them or uses a spit wad to gob different coloured phlegm in their direction. A real cutie this one!

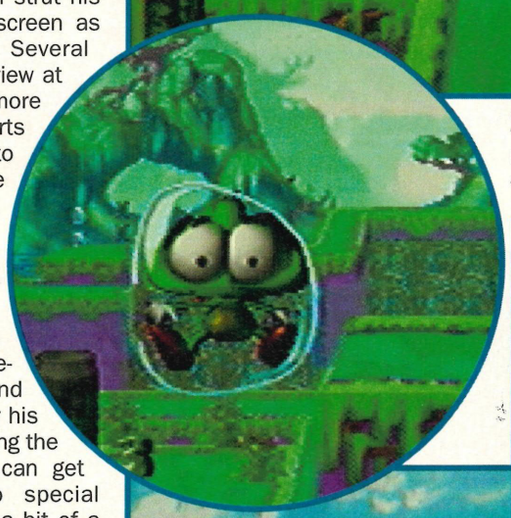
This mighty little mite also has a collection of special moves including zap attacks and spit upgrades. You can choose from single glob firing or go for the more technical bouncing glob ricochet fire. He can also pull switches to solve puzzles and lift seven times his own body weight. Not at all bad for a weevil.

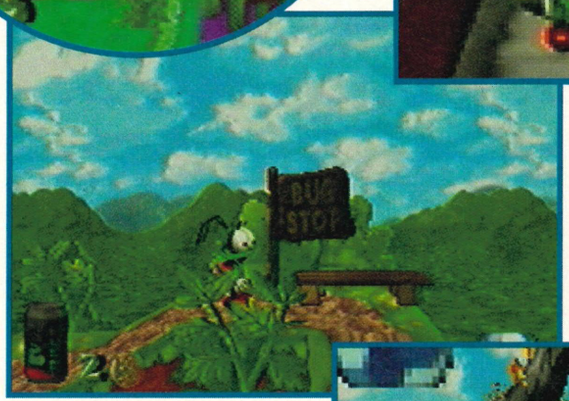
Graphically, the game looks incredible. As Bug wriggles around on his adventure, he can strut his stuff forwards into the screen as well as sideways. Several pathways are usually in view at once which gives even more depth to the levels. All sorts of bizarre things happen to Bug along the way. At one point he gets caught inside a bubble and his face becomes magnified so that he has enormous eyes. Take a look at this shot see what I mean!

The game is also puzzle-based, Bug has to find coins so that he can play his own arcade game. By fitting the coins into the slot he can get himself transported to special bonus rounds which are a bit of a mad dash for points.

Although the game isn't finished yet, and won't be released until after the official Saturn launch (early September), Sega are hoping that this will crawl its way straight to the top of the charts.

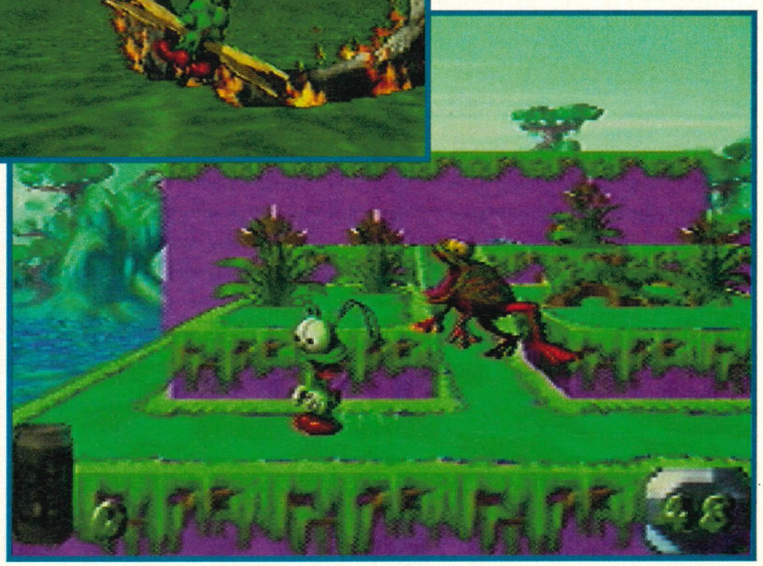
● Hit the deck! It's a machine snail. These are a bit crazy and don't take kindly to being annoyed, so steer clear and try and walk quietly past so that you don't wake him up.





● You can wait all day for one and then three come along at once...Or is that a bus stop? Anyway, Bug can have a sit down and take a well earned break before he has to tackle the next bunch of crazy characters.

● A swarm of very nasty bees attack our cute little hero, but he's on the case. All he has to do is sick his bottom out and sting those stripey suckers, and KAPOW! they disappear! Just like that, simple eh?



Present: Earthworm Jim

▲ We all went mad over this. It's cute, fun, bright and makes you want to play for hours. It's the nearest thing the platformer has had to a face-lift for years.

Future: Bug!

▲Totally different. It works in the 3D angle using gorgeous graphics and sound. With puzzling, platforming and gobbing, what could be better?

Sega
£TBA
Out: Oct

Completion

1st Impressions

This could be the first next generation platformer, adding much needed life and style to an ageing genre. It certainly plays well so far and has huge amounts of appeal for every age of gamer. The 3D graphics are what'll impress you most though. They're cute, clear and should wipe the floor with the opposition. We can't wait to get down among the creepy-crawlies in the finished version.

Preview

X-treme Blasting Actio

Souls

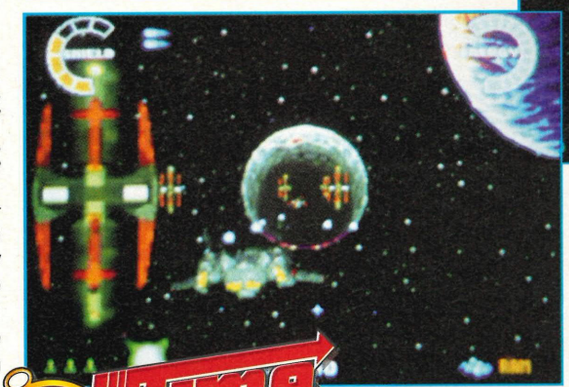
When the battle cruisers of a huge space-conquering empire descend on your home galaxy, what will you do? If you've got any sense, you'll get yourself a huge ship and start blasting the scum away. Adrian Price did...

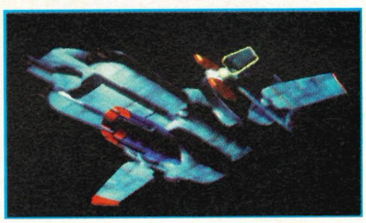
Is it me, or are there more and more games being released where the main aim is to stop the universe from being over-run? Is this some sort of indoctrination where we're being slowly brought round to the fact that we're all going to die horribly? Anyway, in this jolly little romp, you've got to save six planets from an alien invasion by the Borg-like Myrkoids.

Following on from *Soulstar* on the Mega-CD, this new and improved version looks like setting the 32X on fire with its improved Silicon-Graphics... graphics. Using those state of the art computers, all the intro and most of the in-game graphics have been re-drawn to bring them up to a lovely shiny new standard. The style of game remains the same with you blasting through wave after wave of Myrkoid scum. Not content with staying as a straight space shoot-'em-up, you get to scoot around the surface of these planets in giant robot walker, trashing everything in sight. A rotor-less helicopter is also at your disposal for other sections of the game.

Now, the game itself is viewed from slightly behind your craft and all the enemy forces stream onto the screen in a mad attempt to wipe you out, all you have to do is use your weapons (normal ones and the special weapons you can pick up). All you have to do is systematically wipe them all out. *Soulstar* will be available for the first time on a cartridge, but you'll have to have a Mega Drive 32X to take advantage of the lush new thingies that have been added. Hopefully, it'll be even better than the Mega-CD version.

● To the left we can see the ground attack vehicle going mad over an innocent city. Still, I thought they were laughing at me.





● All you have to do is strafe the hell out of anything that streams onto the screen. If it hangs around after you've shot it, pick it up... it's probably a bonus just for you. Oh, and watch for missiles.

Time Line

Past: Afterburner

▲ Not exactly your everyday space shoot-'em-up, but it did have the same sort of perspective that *Soulstar* has and it also introduced the fighting masses to the sort of adrenaline pumping action that we've now all become used to. Good in its day.

Present Soulstar

▲ Released in October '94, *Soulstar* gave something new to the shoot-'em-up genre because of its awesome graphics and manic gameplay. With three vehicles, 360° scrolling, and arcade style FX, this was a refreshing challenge.

Future Soulstar X

▲ Taking the basic structure of *Soulstar*, *Soulstar X* gets a facelift and manages to come out looking a better game for it. Whether or not it will play better remains to be seen. The 32X could certainly do with a top-notch blaster.

n!

tar X

● Here's another one of those fine ships that is sure to help you overcome the evil that seems to lurk around every corner of the unknown universe. Thank your lucky stars it's bristling with all the latest weaponry.

Core Design
£TBA
August

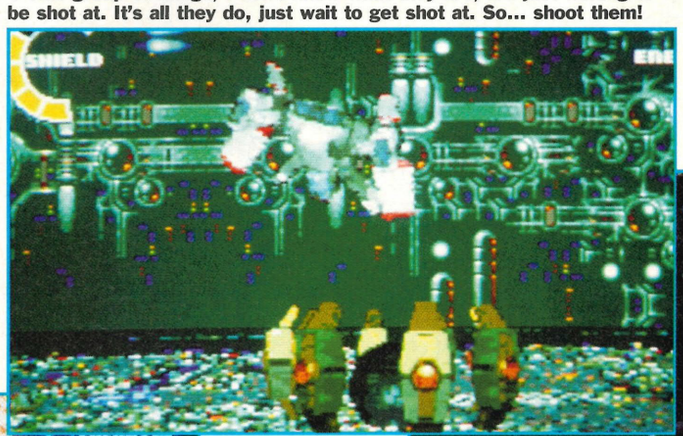
Completion

1st Impressions

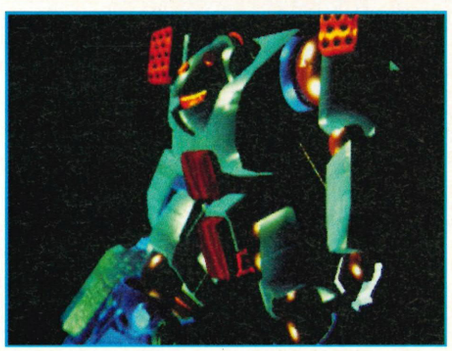
With the X added on the end, it makes it a lot better. Fact. I mean, if the X-Men had the X taken away, they'd just be The Men. So, with that stunning conclusion, I'd like to say that not only does it look remarkably better, but we're sure that the gameplay has had a steroid injection to vastly improve the whole thing (not that there was anything wrong with the original). Marvellously manic.

● I do hope that travelling through space isn't really this harsh. I'm sure it's actually a lot quieter than this. Still, who cares about games being dull and realistic? Not us!

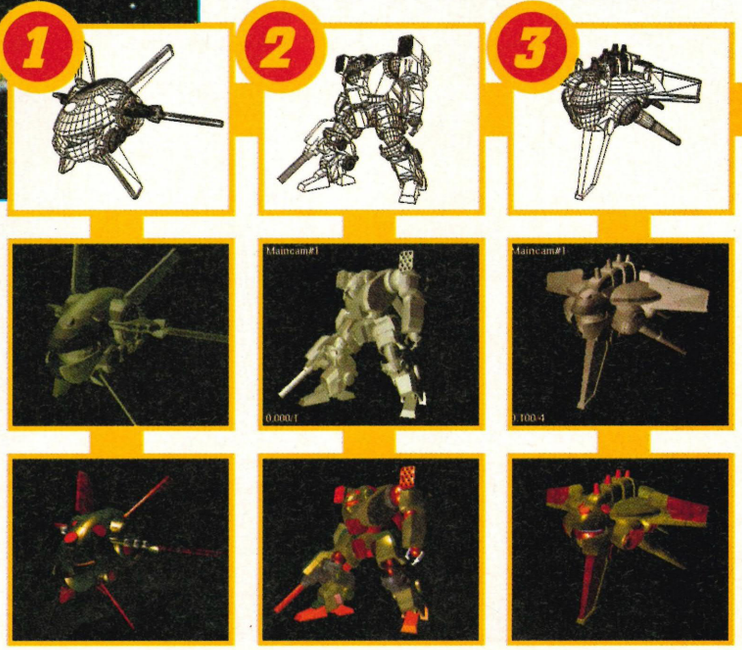
● This group of things, I don't know what they are, are just waiting to be shot at. It's all they do, just wait to get shot at. So... shoot them!



● Left: Rapidly approaching some sort of space station. Could it be the space version of an all-night Esso garage? I could do with a top-up.



● Wouldn't you just love to take one of these little babies out to the shops to pick up the next issue of Sega Pro? We did it just last week in Scunthorpe. Beats the Saturday rush.



Take Control

Here are the three types of craft you get to fly around mashing up the Myrkoids. Each is used for different types of terrain. One in deepest darkest space, the other on the surface of planets and the last bastion of hope is used in the planet's atmosphere. None of this multi-purpose vehicle nonsense, you get an ass-kicking machine for each job. Go get 'em lads.

1. Space Attack
2. Ground Assault
3. Air Patrol

Saturn

Preview

Grand Ch

We've had Daytona USA, but that's old news! Make way for the next driving sensation to send you sprawling across the bonnet. Grand Chaser is here and we send Ade chasing after it...

In Japan, this is known as *Gran Chaser*. Can't they spell? Or do the Japs harass elderly women as they cross the street? That aside, what we have here is one heck of a gorgeous game just waiting to be thrashed around like one of those donkeys on the beach at Weston-Super-Mare.

Believe it or not, but this is actually the third driving game to appear on the Saturn, and it's looking pretty darn special. It seems as though the more time they spend on making a game, the better it becomes. Look at *Gale Racer*. It was the first into the corner and ended up in the tyre wall. *Daytona* roared along next and was much, much better. Now *Grand Chaser* is coming... notice a subtle pattern developing?

Before you can get straight into some top driving fun, you have to wade through piles of options. Will your car be fast and strong or quick off the mark but a bit slow? The choice is yours. You can either race against the computer or a friend using a split-screen mode that works quite well or you can enter the story mode. During this you have a continuous gang of strange looking men talking to you. Seeing as it's in Japanese they could either be wishing you the best of luck in a gentlemanly sporting manner or they could be threatening to kill your pet poodle unless you throw the race. Seeing as you can pick up weapons and shields as you zoom around, I think the latter applies. While in the story mode you have to race and get points to progress to the top of the

● **Steady as she goes. After falling off the narrow roads above, you're in what seems to be a lava-pit. Best floor the throttle and scoot out of there.**

Cars Or Sleds?

There is much confusion here. Are these cars or sleds? Who cares! Let's see what these little suckers can do when you step on the gas...

Standard

This baby will just about keep you in the race with an all round set-up. Not a bad choice for beginners or the elderly.

Handicap

If you're getting just a bit too good for your own self, then I suggest a quick road test of this puppy. You'll have to be damn good to win in this.

Steering

Not exactly quick off the blocks or a fast type, but this'll go around corners better than any of the other sleds/cars/vehicles. Pity it's rubbish on the straights, though.

High Speed

This is the bucket of rust you'll need if you feel like thrashing the opposition. It takes a while to get there, but if you can maintain the speed, you'll do famously.

Acceleration

This beats the others out of the blocks, but gets left behind at the finish. It's good for short tracks where everyone keeps crashing. Useless anywhere else.

Time Line

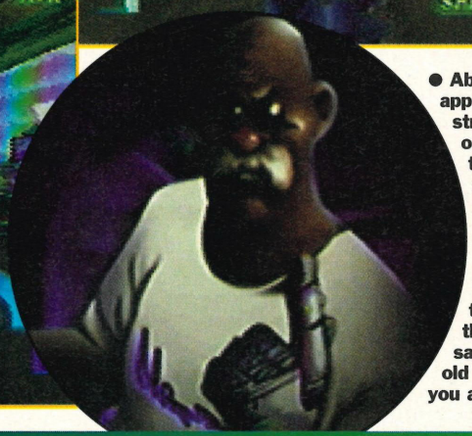
Past:

Gale Racer

▲ **Looking like quite a competent game at first, but rapidly approaching the depths of rubbishness without brakes. The graphics looked just like those of its arcade parent – *Radmobile* – but the gameplay was more suited to the arcade. Would you rather spend £3 in a drunken stupor impressing your mates or £50 to play alone in your bedroom? Well?**

Crash, burn, destroy!

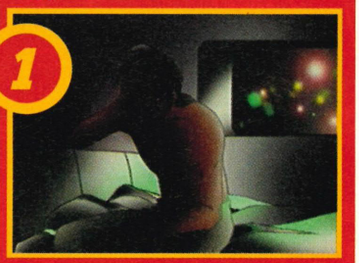
aSeT



● Above: Rapidly approaching the stretch of water on the first track, you'll soon see spurts of water everywhere. The waterfall looks nice as well. As for that geezer on the left – the same to you you old duffer! I'll beat you anytime...

What Plot?

Exactly what is going on here? As it's all in Japanese it could mean just about anything. What seems to be the problem is that you're getting hassled by the big boys into throwing the race. But, we all know that's never going to happen... don't we?



Present: Daytona USA

▲ The modern classic. Every home should have one. *Daytona USA* wowed the masses in the arcade and shoved a major amount of driving fun down the neck of all who played her. This is the beast that cannot be tamed. Or something. Anyway, the sheer excitement of this warrants some serious attention. Preferably yours. And now.

Future: Grand Chaser

▲ Modern car racing will be like this. Huge cars, without wheels, that cane around large winding tracks, trying to destroy everything that gets in their way. Fun? We certainly think so. The tracks have a really good feel to them and all of the time you're fighting to stay on track. Take a peek at this at the earliest opportunity. We demand it.

● What a git. Some swine has just shoved a missile your way and it's exploded just in front of you. Slow down and blast him as he goes past.

Preview

Grand Chaser

table, get the most points and you're the winner. Fail, and it's back to the set-up screen to change the engine.

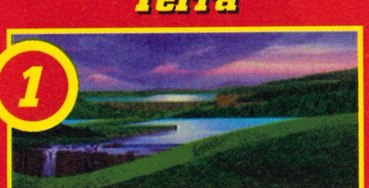
With 12 different tracks, and probably a lot more hidden away besides, there is plenty of variety for all you racing fans. Add to that the split-screen option allowing you to laser your mates as you go and this could be more fun than running over Starsky and Hutch.

Adrian Price

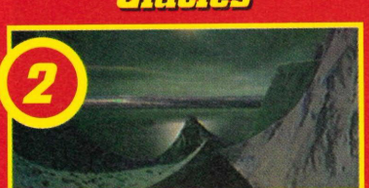
● **Make a cardboard tube, place it over this piccy and shake it about slightly. You'll get a good idea of the speed.**

● **Look, if it isn't that wormy type thing from *Panzer Dragoon*. It is, honest. Anyway, you only get to see him for a while anyway, so get on with the racing. Just ahead is a secret part of the track that you don't want to miss.**

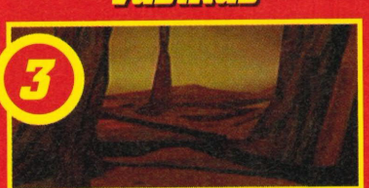
Terra



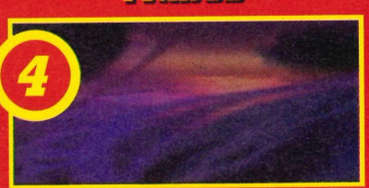
Glacies

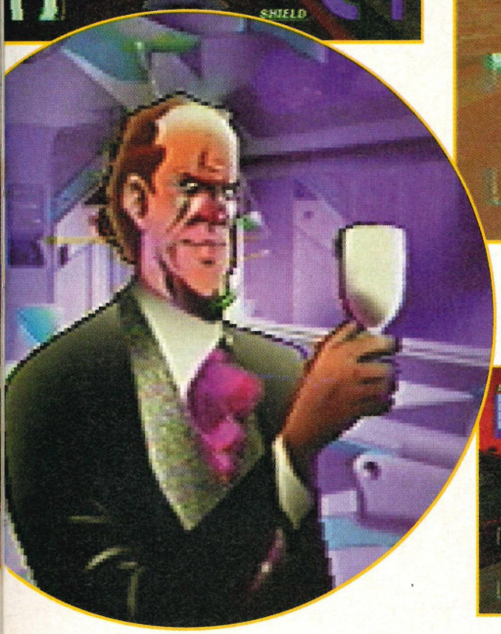


Vastitas



Nubes





● Above: One of the external views makes all the scenery rush past just like when you do a bungee jump. Hold on to your hats, people.

Sega
£TBA
Out: Sept

Completion

1st Impressions

From the opening sequences to the Game Over screen *Grand Chaser* gives you an incredible ride, a real supercharged blast into hell. We're starting to see what the Saturn can do as the *Chaser* courses twist and turn without a glitch. Still, we'll have to take it round the block a few times to see just how it handles but with the two-player option and plenty of weaponry on-hand it could be one lethal racer.

Nice View

Part Two

Here's an even nicer set of different views from inside the car/sled... and even outside!

Inside

This is where the action is. Inside the car, zipping along at a cracking pace and firing off rockets at all who dare get ahead of you. This is ace stuff.

Far Off

Riding high above the car, you get a good idea of what's up ahead. Doesn't give you much idea of what it's like to sled around.

Behind

Quite exhilarating when you come to think about it, but not quite as good as the full cockpit action, but it's still better than being really far off.

Evoflammas

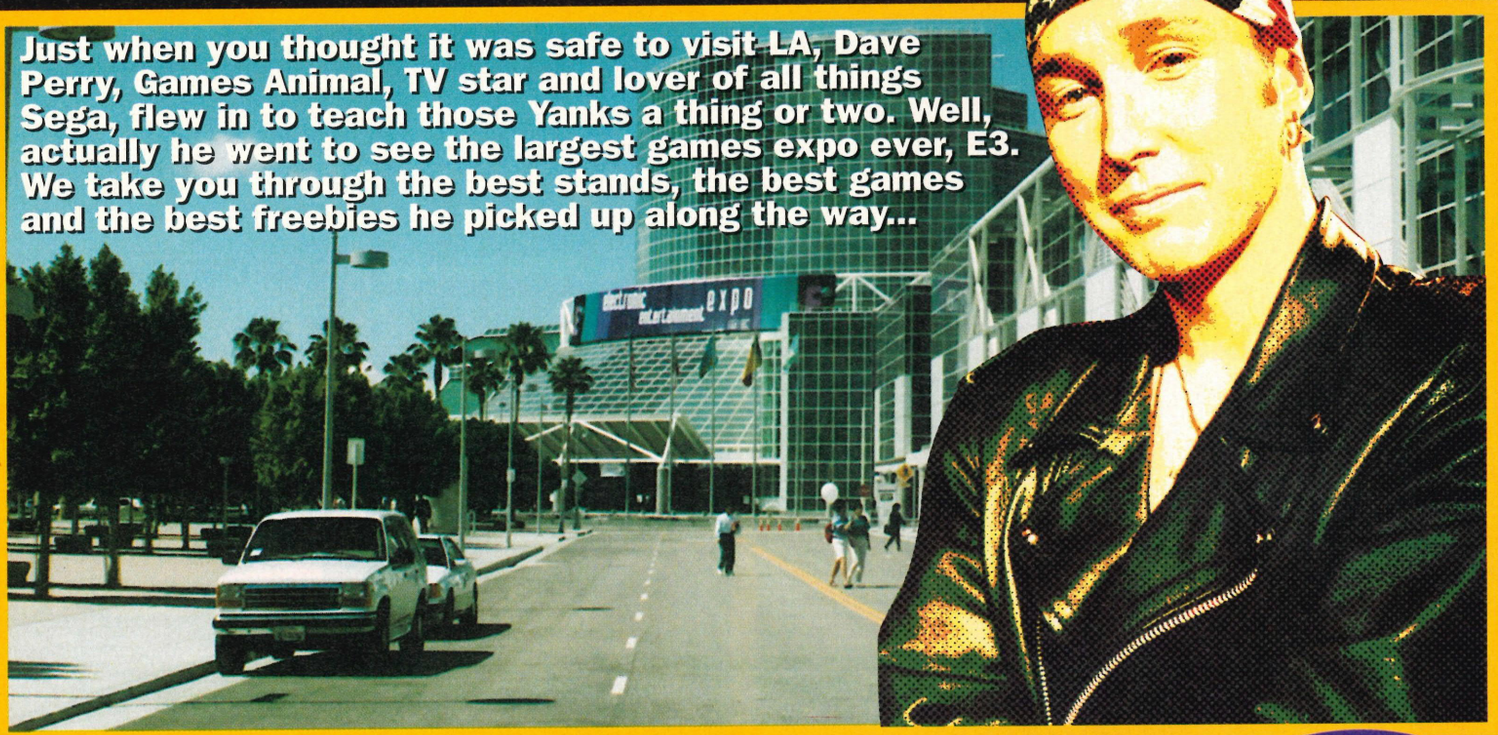
Nice View

Part One

Like the scenery? Well, take a look at these. This is the sort of terrain you'll be racing around. Now this is me and your Auntie Nora in Benidorm...

The Games Am

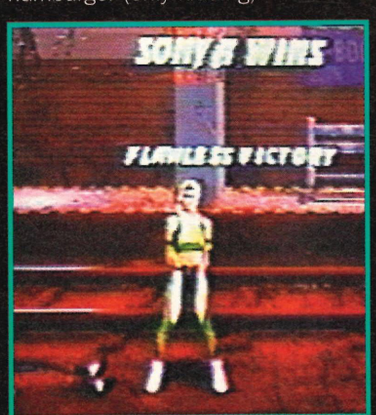
Just when you thought it was safe to visit LA, Dave Perry, Games Animal, TV star and lover of all things Sega, flew in to teach those Yanks a thing or two. Well, actually he went to see the largest games expo ever, E3. We take you through the best stands, the best games and the best freebies he picked up along the way...



Acclaim

As ever, Acclaim's stand was pure glitz. Boasting big licences like *Batman Forever* and *Judge Dredd*, whatever the games themselves lacked the booth more than made up for with undoubtedly the most stunning babes at the show who were only too willing to drape themselves all over you for a polaroid opportunity with the Batmobile or Dredd's Law Master.

Batman Forever on the Genesis looked surprisingly good, with quite detailed sprites and cool animations, although *Judge Dredd* does little to convince you that all the people that rush and buy it on the strength of the movie are going to feel little more than disappointed with this unimaginative platformer. I did see *NBA Jam: Tournament* on the PlayStation, and if that's a fair indication of how the Saturn version will play, fans will be impressed. However, I felt a little let down by *Alien Trilogy*. Saturn fans expecting all those glossy silicon intro graphics to be in the game itself are in for a shock, 'cos all I saw was a poor *Doom* clone. Also on show were the eagerly awaited beat-'em-ups *Justice League*, *Maximum Carnage II* and *George Foreman Boxing*, all 16-bit, which is played from an over the shoulder perspective and comes with a free hamburger (only kidding).

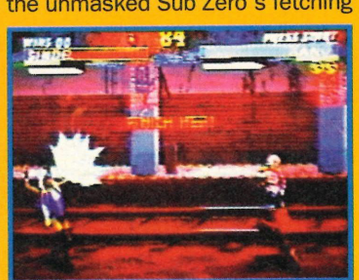


● **The re-vamped Sonya certainly looked good (above) as did the PR girlies who were clustered around the Acclaim stand. Unfortunately, they wouldn't let you take the Batmobile out for a spin. What spoil-sports!**

Fave Sega Game of the Show

Williams Entertainment announced that Friday October 13th was to see the retail debut of *Mortal Kombat 3* on the 16-bit machines and handhelds, it was clear that as the finest *Mortal Kombat* player in the world I would have to playtest this cart and, predictably I loved it.

There are 14 fighters to choose from and seven new characters to play as, although you may not recognise many of the old kombatants. Check out Shang Tsung's smudged mascara and the unmasked Sub Zero's fetching



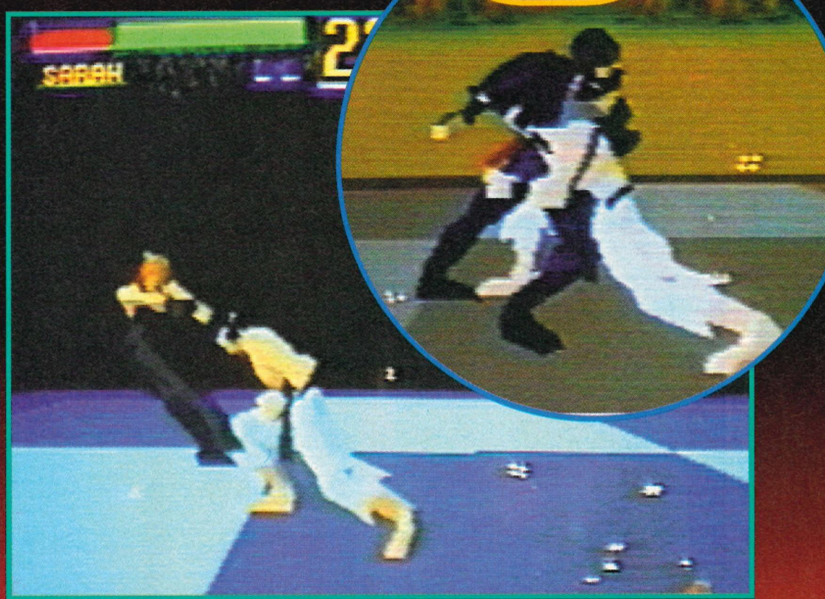
imal Eats E3!

Sega

The Sega stand was enormous as they attempted to out-do Sony and effectively cut the South Hall in half. The main emphasis was on the forthcoming Saturn, especially seeing as they shocked the whole show by announcing that they were releasing it there and then in America for $399.

This was just what I expected form Sega a real show of might, both for the future formats and the existing consoles.

Virtua Fighter stole the limelight on the Saturn and the 32X, with a surprise work in progress appearance of *Virtua Fighter 2* and news of *Virtua Fighter X* which features the original characters who are rendered more like in the sequel. *Vectorman* and *Earthworm*



2 were busy strutting their stuff on the Genesis, while *Kolibri*, a game where you play a humming bird and *X-Men* went through their paces on 32X. Ignoring *Garfield* on Genesis if that's possible, my attention was quickly snapped back to the Saturn where a very playable version of *Virtua Cop* was on show alongside the promising *Worldwide Soccer*.

Mortal Kombat 3 – Williams

facial stripe – or is it that a scar? A lot of the moves will be familiar; like Sub Zero's Ice blast and Liu Kang's Concorde Kick, which are performed in exactly the same way as in the previous cart. But what about Shang Tsung's Floor of Flames? Or Jax's Double Missile? And boy that Sonya Blade has certainly benefited from a year in chains with Shao Kahn. There's now a floating vampira character called Sindel who is reputedly having a fling with old Shao, a six armed she-Goro fetchingly named Sheeva and three robotic warriors armed with anything from guided missiles to self-destruct fatalities. There are also the eagerly awaited animalities for you to perform. There are a number of secret characters to locate and challenge. Then there's the spirit of Johnny Cage to defeat on the Graveyard stage, Goro on the Pit 3 stage, and Noob Saibot, Shao Kahn and the all-new Montaro as well as the new encryption codes. You have to arrange six out of a series of ten weird-looking symbols in the right order, like a safe's combination lock, to receive all sorts of new powers and secret moves.

Several stages are also played on two levels, allowing you to uppercut your adversary through the roof of the sewers out into the street or slam them through the floor into a dark perilous pit and so on. All of this is set against eye-catching three dimensionally rendered moving backgrounds for added realism. Things really have come along way since that dodgy Kano sprite in the original *MK*.

● Jax waves his new robotic arms and sends a ring of fire hurtling towards his opponent. *MK 3* is looking good.

Feature

The Games Animal Eats E3!

Konami

Not one of the huge stands, Konami always provide a quiet but confident presence at these shows. They also had two very unappealing cheerleaders on their stand who I duly posed with, but refused to give my hotel room number to. Still, Jon the PR bloke is a top guy even if his meeting room did smell of glue, and one game in particular ranked amongst my show favourites...

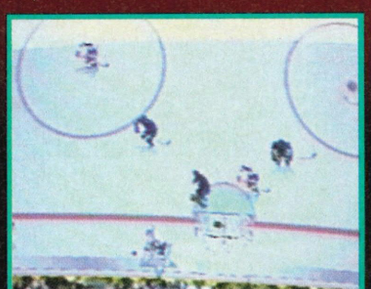
Overkill won't be appearing on the Saturn until early '96 but the demo for the Saturn really set my juices flowing. A tremendously brutal 3D shoot/beat-'em-up set in a reactive environment, this is going to be a top title for the future. As, I'm sure, will *Premier Soccer* (Saturn), a very brave virtua football game. Keep a crucifix handy because there will also be a *Castlevania* game appearing on the 32-bit machine, which I am told will not resemble the awful *Dracula X* that was on show in any way shape or form.

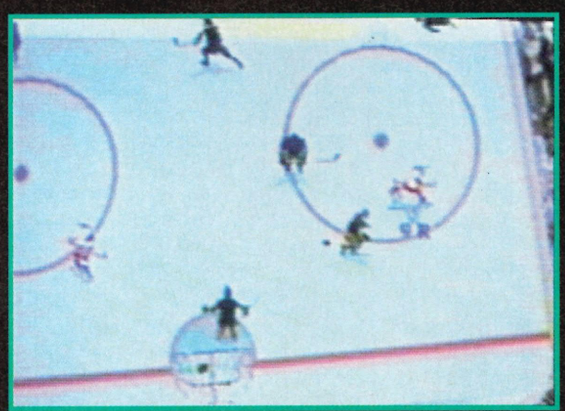
Electronic Arts

Big, big stand but EA have been very quiet recently on the Sega front. As always though, they have plenty of product up there sleeves. No babes or frills here, just wall to wall games and a very nice meeting room and bar upstairs.

As you would expect there are a large number of next generation sports titles appearing from EA's sports range. I was particularly impressed with both *FIFA '96* and *NHL '96* (Saturn) using an advanced version of the acclaimed *FIFA* 3DO engine that involves lots of zooming in and out and angle changing to give the gameplay enhanced realism. A long way off yet is the Saturn version of *Magic Carpet*, but Origon's *Crossfire*, the sequel to *Flashback* looks brilliant, being played from a number of different views and taking Conrad into a new 3D playing environment.

● ***Crossfire*, the sequel to the classic *Flashback* looks stunning. It features a completely new game engine with a 3D playing area and multiple views.**





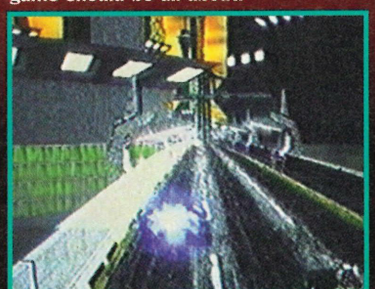
Interplay

Boy, was this stand packed or what? Despite the absence of cute PR girlie Alyson, I was more than ably shown around by the very tall Tim, and must confess to being impressed not only by the shock signing of Shiny Entertainment, but by the variety of product on show.

At last I was able to see the game version of Steven Spielberg's forthcoming *Casper* movie, and, like Acclaim, Interplay have been very busy signing up big movie licences. The biggest movie, well the most expensive anyway, of the moment is Water World starring Kevin Costner, which Interplay will be releasing on 16-bit and 32-bit platforms next year. My favourite game on the stand had to be *Rock 'n' Roll Racing 2* for the Saturn, shockingly played from an in-car perspective, it was too noisy though to hear the new commentary. *Descent* will also be appearing on the Saturn in the not too distant future.

● **The very excellent *Rock 'n' Roll Racing 2* on the Saturn was enough to take your breath away.**

● **Burn down the highway looking for someone to trash, that's what a race game should be all about!**



Virgin

This is the stand that caused the most cringes. Not only from guests but also from the people working on it. Looking like the inside of giant brown paper bag, the usually so-stylish Virgin missed the mark this time, although they made up for it with product and press support. Sadly, there were no purple-haired babes on the stand this time. Just as well really, they'd probably have been dressed up as tramps. Hmmm.

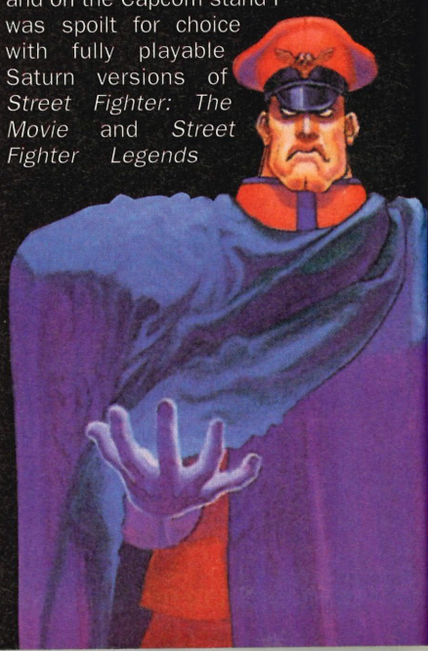
Not a lot going on on the Sega front from Virgin at the moment and there was some obvious confusion over *Earthworm Jim 2*, following Interplay's buy out of

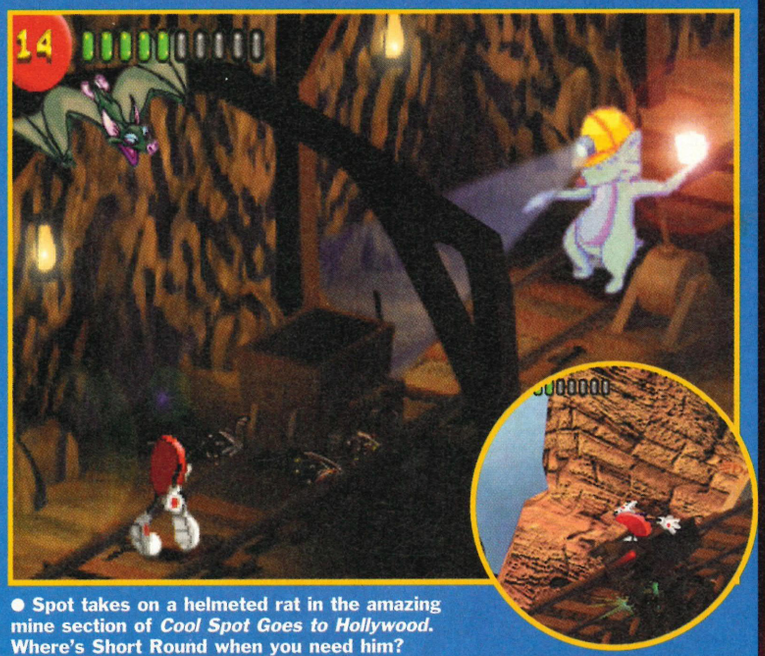
● **Cool Spot teleports in on the Saturn and, perhaps surprisingly, looks totally incredible.**

Capcom

Celebrating their tenth anniversary whilst at the show, this was one of the first times that I had visited a Capcom booth and not been able to compete in a big screen *Street Fighter* challenge. Tucked away towards the back end of the South Hall, Capcom did, however, have an absolute treasure trove of beat-'em-up action as you'd expect.

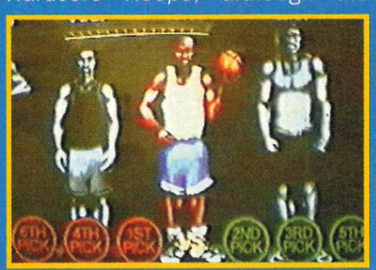
Well, I couldn't go to an American show without playing *Street Fighter*, and on the Capcom stand I was spoilt for choice with fully playable Saturn versions of *Street Fighter: The Movie* and *Street Fighter Legends*





● Spot takes on a helmeted rat in the amazing mine section of *Cool Spot Goes to Hollywood*. Where's Short Round when you need him?

Shiny Entertainment. However, announcements for the Saturn included *11th Hour* and *Converse Hardcore Hoops*, although the latter may never see the light of day in the UK. The star though was Cool Spot. Soon to make his debut on the Saturn in *Cool Spot Goes to Hollywood*, Spot looks well cool on the 32-bit machine and the overhead 3D perspective makes a welcome departure from the old platform format. The demo at the show had him swashbuckling on a pirate ship, but further levels will place him in big movie scenarios like Jurassic Park and Aliens.



● Mr VD gives you the nod while Cammy looks on suggestively. You get to play as the movie stars. Wow!

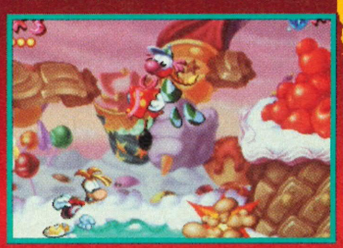
both of which had a number of new faces from the big screen and from the past – the 1987 arcade machine to be exact. If you got tired duking it up with the world warriors there was also *Night Warriors: Darkstalkers' Revenge* and Marvel's *X-Men* to go toe-to-toe with.

Still, it's not all fisticuffs, Capcom also announced their ongoing Saturn developments; *Incredible Toons*, *D & D: Tower of Doom* and *Street Fighter Animated*.

Ubi Soft

Another small stand tucked away in a corner, I decided to have lunch with my pal Vera, but was prevented from doing so by the enormous queues that had cleaned out the café areas, locust style.

Well it's *Rayman* really. *Rayman*, *Rayman* and more *Rayman*. I couldn't see a Saturn version on show, although the presence of a PlayStation demo does indicate that there may be a Saturn conversion somewhere on the horizon. The 32X version looked good though, and there was even a giant inflatable version of the little chap outside the Conference Centre.

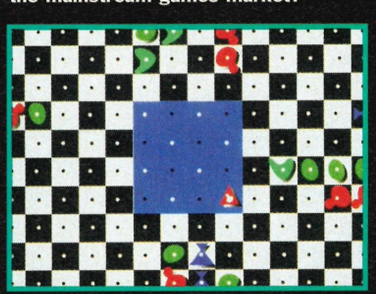


Viacom

Newcomers to the world of videogames, Viacom have of course been pioneers in the world of TV for a long time now. They had a very large and disorientating stand, dedicated on one side to *Congo* with a giant waterfall and fake hippo and on the other was the brightly coloured *Zoop!* area with its embarrassed looking actors trying to 'be' a puzzle game.

For new kids on the block Viacom are gearing-up with a real plethora of titles. I passed quickly by the skinny bloke in the dodgy purple outfit who was sat playing *Phantom 2040*, a platformer based on the animated series and due for 16-bit and handheld release this summer and stopped to play the quirky *Aah! Real Monsters* on the Genesis. Great fun and typically weird, these guys can throw their eyes and everything. The videogame version of the Michael Crichton movie *Congo* is apparently in development for 16-bit as is the gorgeously raunchy *Aeon Flux* for the Saturn. However, most of the marketing attention seemed to be directed to a colourful puzzle game called *Zoop!* that is pencilled in as their big release this Summer. I also just had to get my picture taken with Beavis and Butthead.

● Will *Zoop!*, Viacom's big puzzle game, really help them break into the mainstream games market?



Dave's Faves

News of the Show:
Interplay bought Shiny for $5,000,000

Best Sega Game:
***Mortal Kombat 3* by Williams**

Best Hardware:
The Batmobile

Most Impressive Sega Demo:
***Overkill* by Konami – Saturn**

Top Babes:
The Acclaim bat girls

Best Bag:
The Sega Saturn hold-all

Coolest Stand:
Philips Club Media. No Sega games but good Cappuccino.

Most Desirable Blag:
A ticket for the Sony Party – Michael Jackson was there, briefly.

Special Thanks:
To Virgin for spoiling me absolutely rotten.

Review ● CODEMASTERS ● £TBA ● July ● 16 Mbit

What's All This 'Love' Stuff?

Pete Sampras Tennis 9

Small skirts, yellow balls and a whole bucketful of barley water, that's tennis that is. Stir in a net, loads of options and a super-star player and you've got one serious war of the racquets...

If you feel that it's about time you got some healthy exercise, but the thought of actually moving away from the Mega Drive has got you sweating already, just grab some balls and follow me.

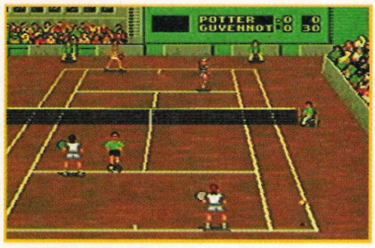
Pete Sampras Tennis '96 is the much longed-for sequel to the best tennis sim of all time. The original game gave us the first taste of what a J•Cart could mean for a group of friends huddled round their console. Yes, mixed doubles finally meant just that!

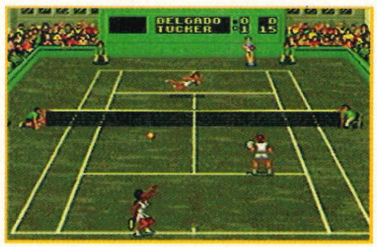
Codemasters promised that *Sampras '96* really would be a new improved version, taking all the good points and adding a whole caboodle more. Luckily for us, that's just what they've done.

loads of new moves, like jump shots, super serves and top spin shots

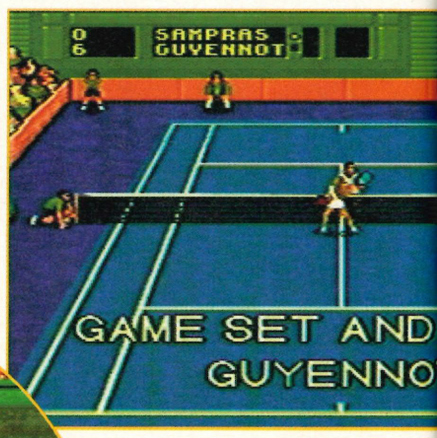
The graphics are stunning, from slick camera angles, to some great crowd responses. With four types of court, the game doesn't always have to look the same either. One of the big improvements is how the sprites behave. There are loads of new moves, like jump shots, super serves and

● Pick your players. A challenge match means you play against the computer.



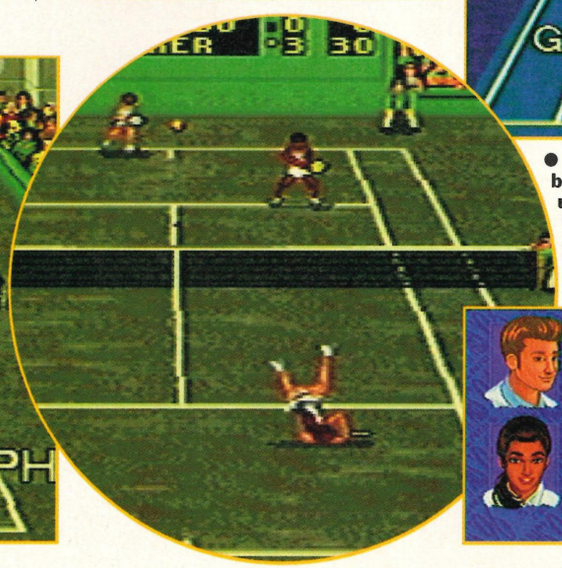


● This is the power serve, a new shot which lets you belt it across the net and hopefully score an easy point.

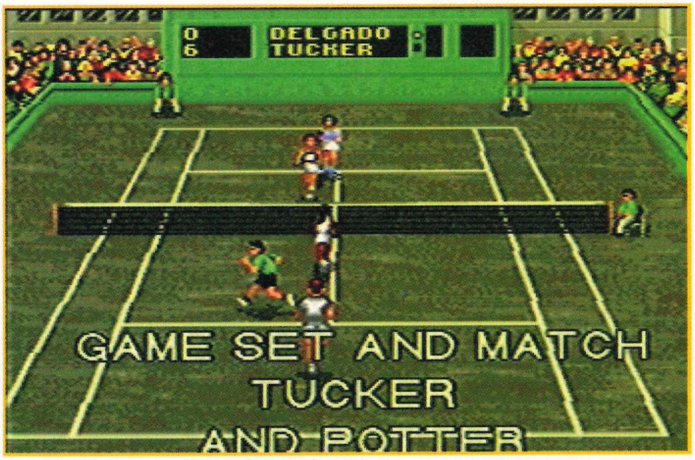


● The players can dive for the ball, which is sometimes very useful and always looks funny. Thank goodness that she's wearing the compulsory frilly knickers, that's all I can say!

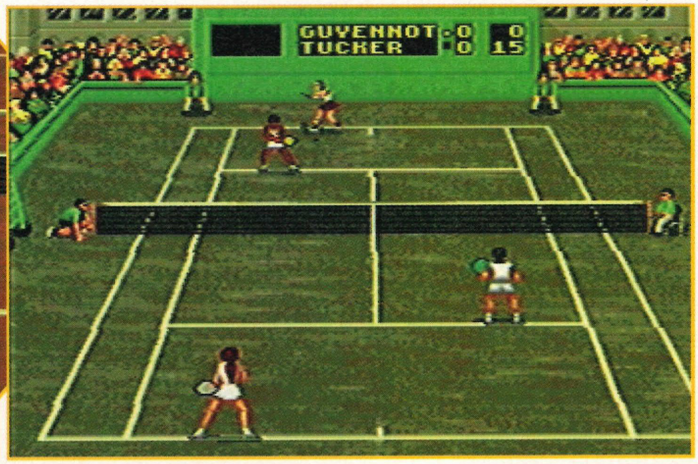
● What a serve to start play with. This girl means business and it just so happens that she's my player. Life's tough at the top!

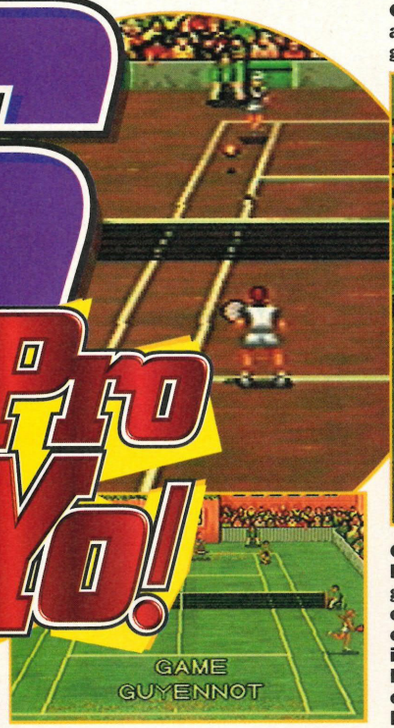


● When you choose your players, you also get to choose which type of court you play on. The different courts are all nicely textured and they look realistic when you move around them.

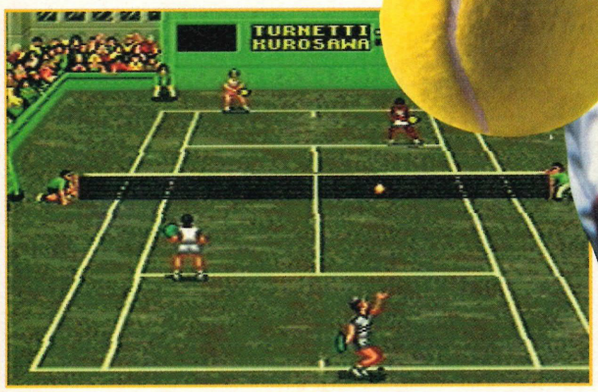


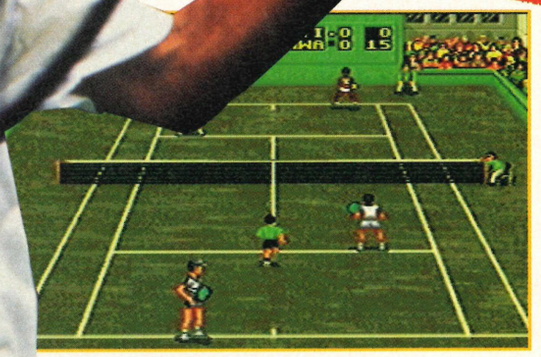
● Very civilised. Everyone shakes hands after the match and goes off for a drink of Barley Water in the changing room. The crowd applaud graciously and the streaker stupidly forgets to take his clothes off.





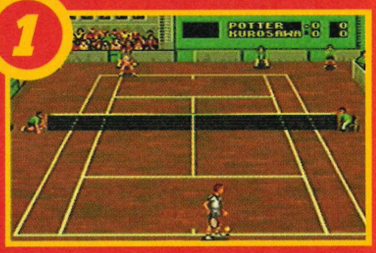
● Playing Doubles is great fun, but can cause the occasional row if you don't keep to your own shots and hog the ball!





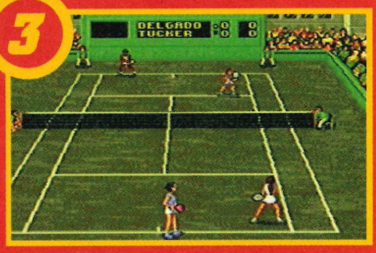
Holding Court

To vary the gameplay even more, there are four different surfaces to play on. It also looks nice to change the colour once in a while...



CLAY: Don't worry, it's hard because it's been baked in the sun.

GRASS: The real Summery feel, this is how tennis should be played.



HARDCOURT: The ones you scraped your kneecaps on at school.

INDOOR: What a lovely shade of blue, it matches my eyes.

Mega Drive

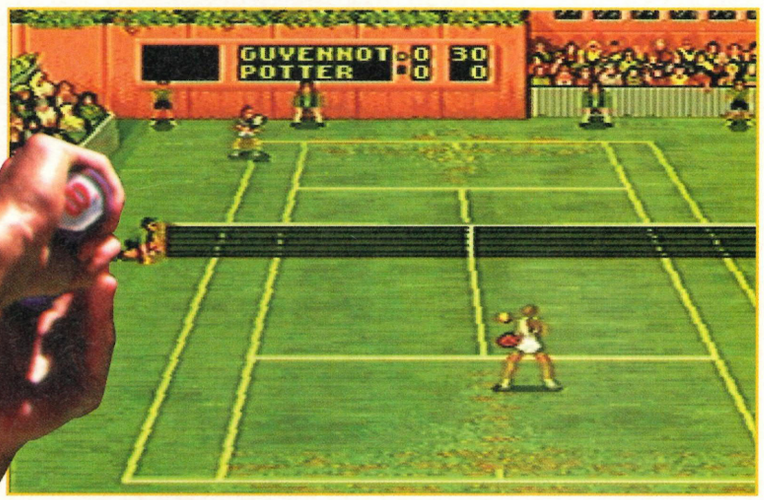
Review

Pete Sampras Tennis '96

Making a Racquet

These are the top players that you have the privilege to play as. The girlies are just as tough even though they have to wear those daft little skirts. Introducing...

1. Richard Potter
2. Esperanza Delgardo
3. Wanda Tucker
4. Dino Turnetti
5. Minori Kurosawa
6. Marie Guyennot
7. Sam Nimitz
8. Pete Sampras



Top spin shots, and players even have tantrums when they don't score the points. Each of them has a personality of their own and will react to play differently.

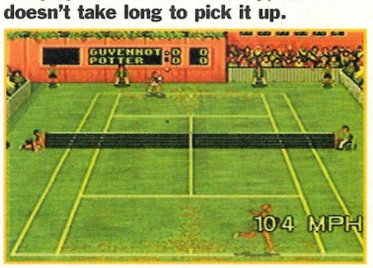
They all move around the court smoothly and the parallax scrolling makes it easy to follow the ball. It also looks much better now that the perspective changes as the sprites are running towards and away from the net.

You have the option to set up a world championship, a one-on-one challenge match or a tournament. All of these can be played as singles or doubles matches and you get to pick which of the eight top quality players you want to play as. Pete Sampras himself is obviously the most talented, but perhaps not the fastest player, so it's not impossible to beat him! It would have been nice to have more players to choose from, but then we might not have got the fully digitised speech pronouncing all their names after each point.

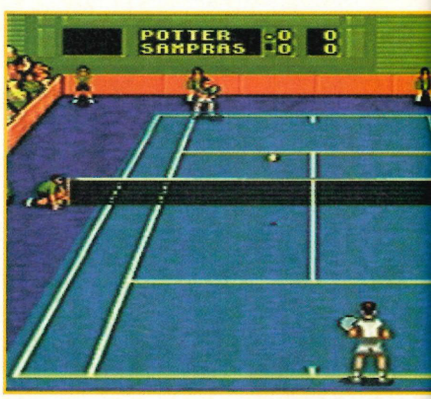
Shots are far more accurate and players can run backwards after the ball which looks a lot more realistic. There is also an option of Pro singles or doubles which is even tougher than the normal matches and will certainly make you wear-in those new trainers.

As for playability, you don't really want to put it down. As soon as you've mastered the technique, it becomes a grit-your-teeth challenge to beat the white socks off the other fella. With the added promise of hidden players, different courts and special moves to let you argue with the umpire, this is what exercise should be like.

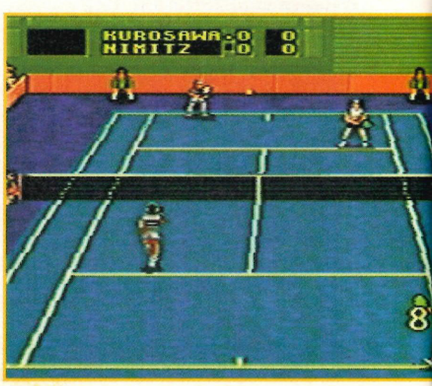
Sarah Moran

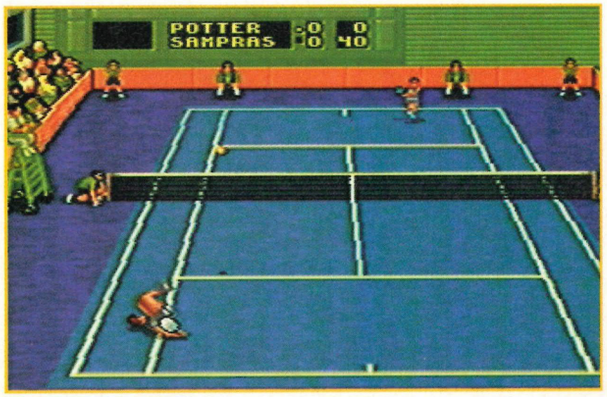


● **To be in just the right place to receive the ball is not that easy, but the players are user-friendly, and it doesn't take long to pick it up.**

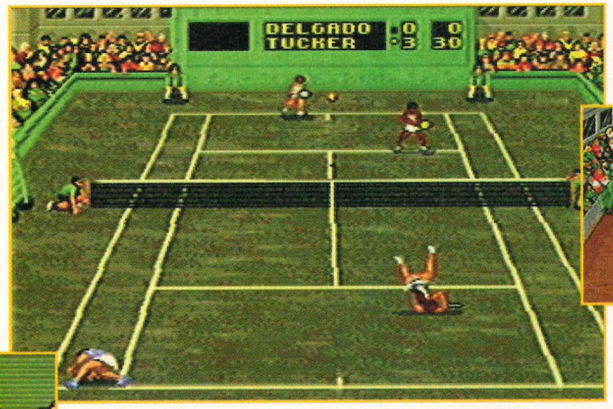


● **The start of play, the crowd is quiet, Potter gets ready to face the toughest match of his career. Only by playing at his best will he be able to beat this giant of the tennis world...**

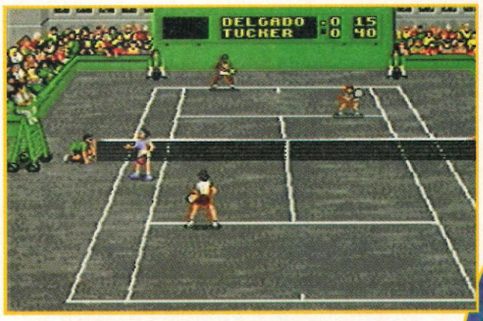




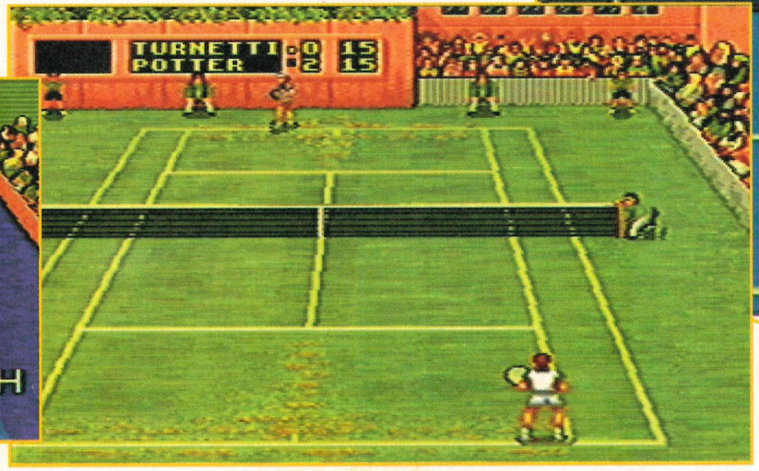
● An amazing bit of gymnastics that will have done him no good whatsoever, apart from grazing his knees. And he missed the ball after all that! It takes more than performing some fancy forward rolls to beat that Pete Sampras.

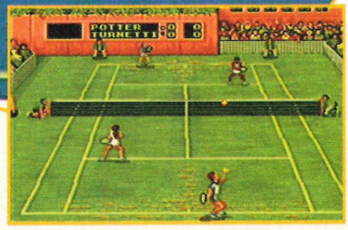


● If your serve falls short you get another chance and it's a good idea to reposition you player.



● Time out for a row with the umpire. There's a secret special move that lets you do this when you want.





Proscore 90

Game, Set and Match to Codies for a game that keeps the playability of the original but adds good looks and that extra touch of class.

Competition

Competition

Funk 'n' Justice Compo

Later this year, there's going to be a load of new sci-fi films released just for your pleasure. Tank Girl, Batman, and the ever nails presence of Judge Dredd, are just waiting to burst into your homes and cause a large amount of mayhem. Thanks to our mates at Titan Books (purveyors of fine comics), they've given us a stack load of graphic novels containing these heroes to give away:

We've included the prices of all the novels up for grabs so that if you're unlucky, you can run to the shops and buy them for yourself.

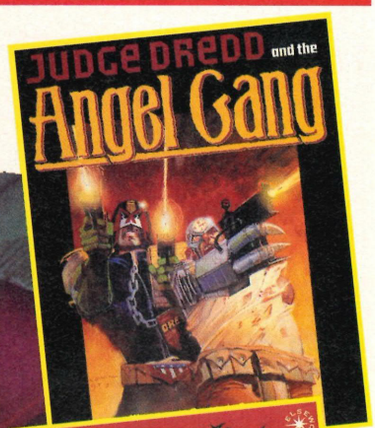
Win Judge Dredd, Batman and Tank Girl Books!

Prizes:

Judge Dredd:
Judge Dredd: The Complete Child Quest (£10.99)
Judge Dredd and the Angel Gang (£9.99)

Batman:
Batman: Dark Joker The Wild (£5.99)
Batman: KnightsEnd (£9.99)
Batman: The Dark Knight Returns (£8.99)
Batman: Collected Adventures, volumes 1 and 2 (Both £3.99)

Tank Girl:
The Making of Tank Girl (£7.99)



There will be five winners, no runners-up and each winner will get one copy of each graphic novel. All you have to do is answer this easy question correctly and you'll be entered into a large bowl, before being plucked out. Probably.

Here's the question:

What popular comic was Judge Dredd spawned from? It's not that hard so we expect tons of answers from you lot and the more picturesque the postcard, the better. But not those stupid postcards that are plain black and say something like "London at Night" because they're not funny. Anyway, send the answer on your lovely postcard, to: Funk 'n' Justice Comp, SegaPro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS. If you're not lucky enough to be plicked, but fancy reading these fine things, then run down to your local book shop and get them from there. DO IT!

SegaXS guides free every month with SegaPro!

Sega XS

100% Tips!

£Free!

Inside:

Learn how to leave the opposition for dust in our comprehensive

STREET RACER

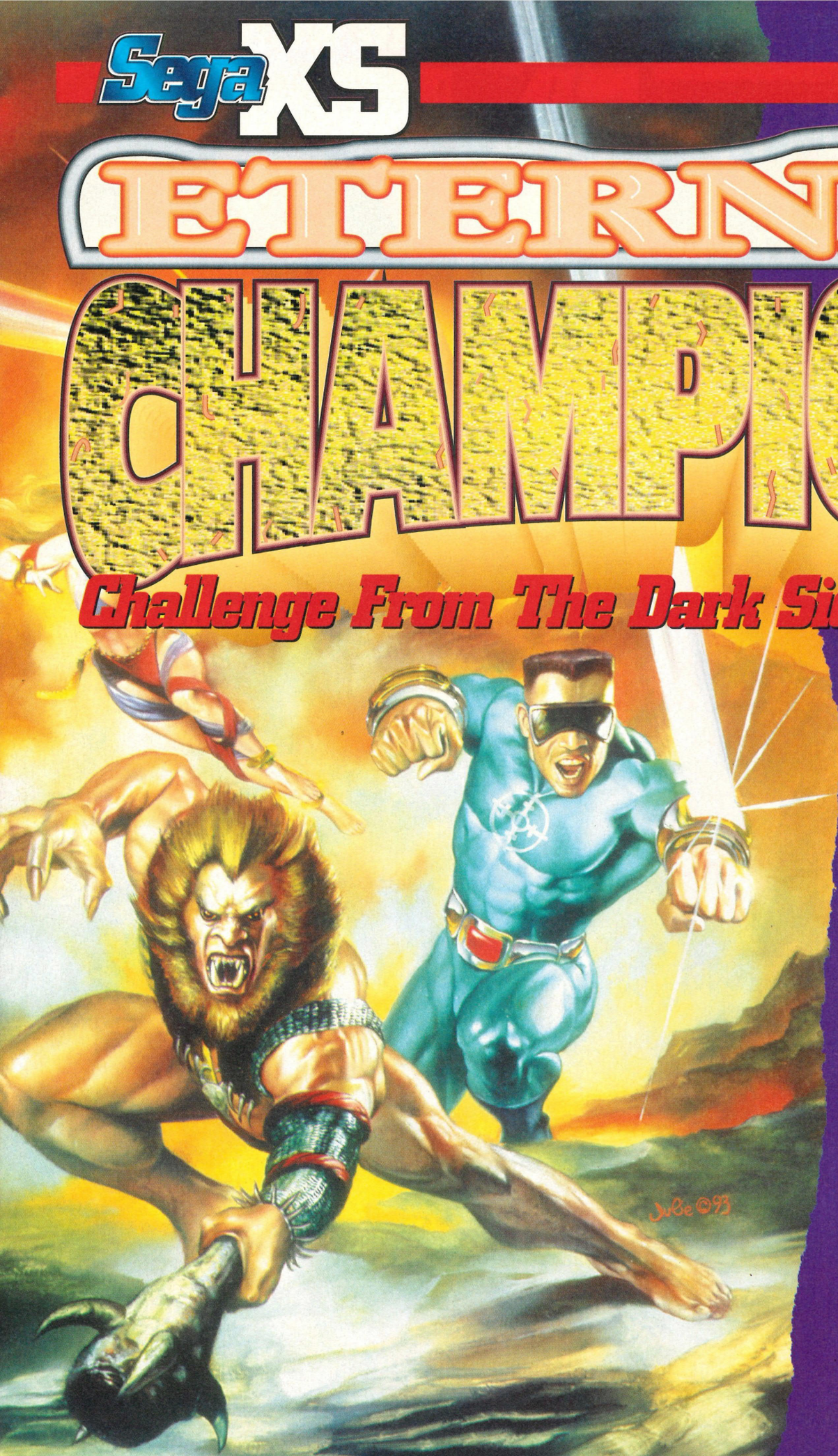
driving guide!

Claw your way to the top with the final part of...

ETERNAL CHAMPIONS

ETERNAL CHAMPIONS

Challenge From The Dark Side (Part 2)



Just when you'd thought you'd seen the last of this bloodthirsty game, back it comes again – this time with even more punch than before! We just couldn't resist bringing you all the tasty combos, overkills and special moves you could ever wish for...

The Fighters

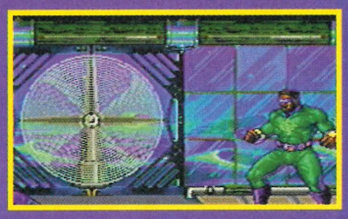
Blade

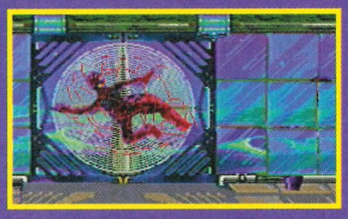
Bounty Hunter Blade has loads of new moves at his disposal, including the deadly Brick Wall and Tracking Blade. His multi-hit and power moves are really the icing on the cake.

Move	Press
Brick Wall	Away, Towards and B
Fire Bolt	Away, Towards and B + C
Personal Shield	X, Y and Z
Projectile	A + B
Tracking Blade	Away, Towards and X + Y

Overkill

Make sure that your foe is just to the right of the fan's end. You'll need to be standing just to the right of the enemy when you make the final hit.
Six-Hit Combo: Y, Down-Away, X, Towards, B, A
Four-Hit Combo: Down, Down-Towards, Towards, B, C, X





Dawson

Dawson has several special moves up his sleeve, including a vicious Knife Throw and Hat Attack. His Pony-Tail is a pretty deadly weapon too...

Move	Press
Dual Knife Throw	Away, Towards and X
Hat Attack	Away, Towards and Z
Spinning Axe Pick	Down, Down-Towards, Towards and C
Spit Attack	Away, Towards and Y + Z
Step Out	Down, Down-Away, Away and C

Overkill

To trigger the Overkill, drive your opponent to the right-hand corner of the stage and then deliver your final blow.
Six-Hit Combo: B, A, Down, Down-Towards, Towards, C
Seven-Hit Combo: Z, Down-Away, B, Down, Down-Towards, Towards, B

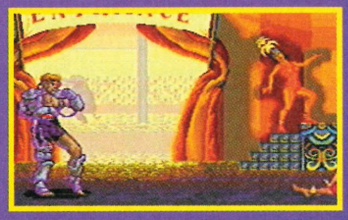
Jetta

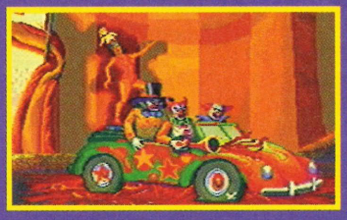
A powerful fighter, Jetta can really lay into her opponents with new moves like the Flying Choke Hold and Ricochet. Don't get on the wrong side of this spirited gal!

Move	Press
Death Dive	Down, Up and B
Flying Choke Hold	Away, Towards and Z
Resonate	X, Y, Z and then A + C
Ricochet	Down, Up and A (or) C

Overkill

Get your enemy near the second entrance to the right, just in front of the flap. Now, standing to the left side, fire a lethal projectile at them to activate the overkill.
Eight-Hit Combo: A, Down-Away, Y, Towards, Y + Z
Seven-Hit Combo: A, Down-Away, A, Towards, B + C





Larcen

Being a cunning Cat Burglar, this chap knows a thing or two about fighting. His various grappling hook moves can defeat an opponent in a matter of seconds – all from the other side of the screen.

Move	Press
Air Sweep	A + C
Backflip Kick	Down, Down-Away, Away and C
Low Sweep	Away, Towards and Z
Mantis Strike	Down, Down-Towards, Towards and A
Power Sweep	A, B and C

Overkill

Make sure that your opponent is standing to the right of the double doors. Position yourself to the right and use your hook (projectile) to start an Overkill combo.
Four-Hit Combo: B, Down, B, Down-Away, Y, Towards, Z
Six-Hit Combo: C, Away, B, Towards, Y + Z

Midknight

Already with more special moves than you can shake a clove of garlic at, MidKnight now has the vicious Manifest and Side Kick moves at his disposal as well.

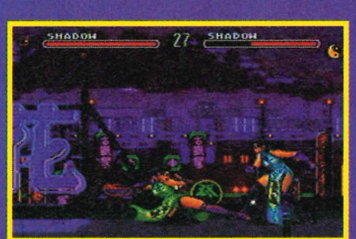
Move	Press
Flying Wall Smash	Away, Towards and Z
Manifest	A, B and C
Overhead Stomach Punch	Towards and A, B + C
Side Kick	Down, Down-Towards, Towards and Z

Overkill

Stand your foe directly underneath the Danger sign on the right. Now make sure that you place yourself almost in the corner of the right wall and make your final hit.
Eight-Hit Combo: Z, Down-Away, Y, A, Towards, B + C
Six-Hit Combo: C, C, Down, Down-Towards, Towards, B

Shadow

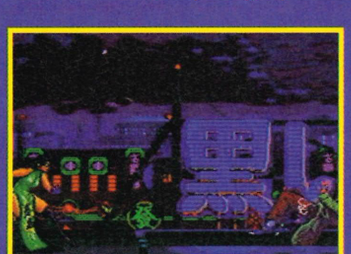
A ruthless ninja assassin, Shadow has a whole host of tricky moves to call upon whenever she is in danger...



Move	Press
Banzi Blitz	Away, Towards and B + C
Bomb Weapon	Away, Down-Towards and X (or Y)
Flying Mine	Down, Down-Towards, Towards and Z
Flying Step	Away, Towards and A + B
Knife Weapon	Away, Up-Towards and X (or Y)
Shuriken Weapon	Away, Towards and X (or Y)

Overkill

Position your opponent just under the second letter of the sign on the left. Place yourself further along to the left and then throw a projectile to start the Overkill.
Five-Hit Combo: B, Down-Away, A, Away, B, Towards, Y + Z
Seven-Hit Combo: Z, Away, X, Towards, B + C



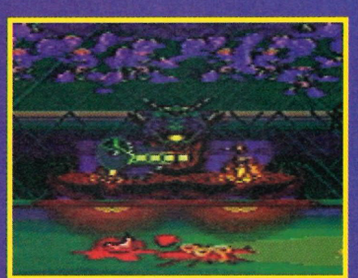
RAX

One of the game's most dangerous fighters, RAX can defeat just about anyone with his Air Jet and Shock Wave moves.

Move	Press
Air Jets	Down, Up and B
Cyber Kick	A, B and C
Jet Uppercut	Down, Up and Z
Shock Wave	Away, Towards and Y + Z
Turbine	Away, Towards and A

Overkill

Get your foe towards the centre of the screen (where the fire is) and place yourself to the left. Now let loose with a projectile!
Seven-Hit Combo: Z, Away, A, Towards, B + C
Five-Hit Combo: C, Down, X, Down, Down-Towards, Towards, B



Ramses III

Both skilful and clever, Ramses is a hardened warrior who likes to destroy his opponents with moves like the Snake Attack and Torch Attack.

Move	Press
Hack and Slash	Away, Towards and X + Y
Snake Attack	Down, Up and C
Sun Attack	Away, Towards and Z
Torch Attack	Down, Up and Y

Overkill

Place your opponent directly underneath the small pillar in the background (just to the right of the centre). Stand just to the left and fire a projectile at them.
Seven-Hit Combo: Y, Down-Away, X, Towards, X
Five-Hit Combo: Y, Down-Towards, X, Towards, X

Trident

The Master of the Waves is back, and this time with even more special moves than before. His Depth Charge and Tidal Wave moves are more than handy!

Move	Press
Bio-Drain Field	Y + Z
Depth Charge	X + Y
Liquid Mode	A, B and C
Tidal Wave	Down, Down-Towards and Towards and Z

Overkill

Place your enemy directly underneath the mermaid statue. You should be just to the right of your foe when you deliver the final blow.
Seven-Hit Combo: C, Away, B, Towards, A + B
Eight-Hit Combo: Z, Down-Away, B, A, Towards, B + C

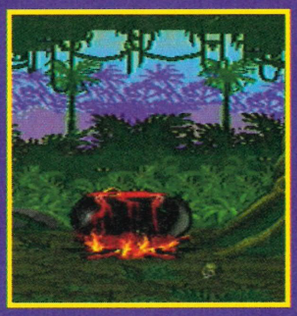
Raven

A true Time Bandit, Raven can control the mystical forces of the past, present and future with her magic egg-timer. A powerful opponent who also makes great buttered soldiers.

Move	Press
Create Void	Down, Down-Towards, Towards and Z
Destabilize Time	X, Y and Z
Mambo Combo	Away, Towards and B + C
Raven's Fury	Down, Down-Towards, Towards and B
Time Split	Away, Towards and Y + Z

Overkill

Start up the Overkill when your opponent is standing just to the left of the flaming skull. Stand to the left-hand side and then throw a projectile to finish them off.
Five-Hit Combo: B, Down-Away, B, A, Towards, A
Nine-Hit Combo: A, A, A + B + C



Slash

This primitive beast has more then a few ways of bringing you down to his level – including some brutal projectile attacks.

Move	Press
Club Dive	Down, Down-Away, Away and B
Double Foot Kick	Down, Down-Away
Fire Club	Down, Down-Towards, Towards and X
Ice Club	Down, Down-Towards, Towards and Y
Spinal Crush	(In Close) Towards and Y

Overkill

Make your victim stand in the far left corner and, standing to the right, deliver your final hit to trigger the overkill.
Seven-Hit Combo: Z, Down-Away, B, Towards, B + C
Three-Hit Combo: C, A, Down, Down-Away, Away, C

Riptide

The female version of Bluebeard the Pirate, Riptide can inflict oceans of damage on her opponents and then escape using her teleport move. Her Whirlwind Reflect's sure to have you in a spin!

Move	Press
Kriss Blade	Away, Towards and X
Tidal Punch	Down, Down-Towards, Towards and X
Whirlpool Teleport	Down, Up and C
Whirlwind Reflect	Away, Towards and A

Overkill

Position yourself directly underneath the wooden mast in the centre of the ship. Stand to the right and then throw a projectile.
Seven-Hit Combo 1: Z,

Down, Down-Towards, Towards, Z
Seven-Hit Combo 2: C, Down-Away, A, Towards, B + C

Xavier

Even more spells and some great defences are this magic user's forte. The Snap Back and Dragon's Bite moves are perfect against any opponent.

Move	Press
Dragon's Bite	Down, Down-Towards, Towards and C
Confusion Spell	A + C
Possession	X, Y and Z
Snap Back	Away, Towards and X
Swap Spell	X + Y

Overkill

Place your opponent into the area to the left of the fire, directly in front of the closest side-door entrance to the house in the background. Standing in the far left, launch a projectile at them.
Five-Hit Combo: Z, Down-Away, A, Down, Down-Towards, Towards and C
Seven-Hit Combo: C, Down, Down-Away, Away, X, X, Towards, X

STREET RACER

With its inspired cross between Street Fighter II and Mario Kart, Ubisoft have really come up trumps with Street Racer. Then again, with eight different characters to choose from and 24 tracks to race on, how could it fail? Earning a massive 93 percent a couple of issues ago, we just had to finish the job off properly with a full solution – so strap in, sit back and get ready for the ride of your life...

The Racers

There are eight different racers to choose from in this game, each with their own special abilities and favourite tracks...

Biff

The well 'ard thug of the game. Judging by his lack of hair, the way he likes to hit people with his club and his friendly snarl, this guy's trouble.

Biff's Moves

Left Punch – A quick tap of button A will bring up a strong left hook from Biff. Painful and distracting for anyone on the receiving end of it. Ouch!
Right Punch – Press button B to make Biffy-boy hit anyone to the right of him. That'll teach 'em!
Cannonball – Button X is the way to go if you want to perform Biff's Cannonball move.
Wide Wheels – To make two lethal razor-spikes appear out of the side of Biff's wheels, simply press the Y button!

Biff's Track

Biff One: Right from the start, a long straight greets you and this should give you enough time to build your speed up a bit. Gradually, the track bends to the right then opens out into a short straight. The track will now sharply bend to the right, before you come to a slow left turn which then turns into a zig-zagging chicane. After this a steep left turn will be upon you, and following on from that come two very tricky right turns. Now you have a massive long straight to catch up on your time a little before a sharp right is upon you. Now it's back to the start again.
Biff Two: Driving down from the start, an easy turn to the left shouldn't prove to be much of a problem. Now comes the sharp turn to the right, after which a massive straight is upon you. When you reach the top, the track will suddenly bend to the right twice before making a hard left. Now comes a slanted straight which slants around to the right into a shorter straight. Following this comes a hard right, followed by an easy left and then a hard right. Roll on another lap...
Biff Three: Longish straight, followed by hard right. After this comes a hard left and then the whole track almost comes back on itself in a circle. At the end of that is a hard left which leads out onto the track's longest straight. Next comes a tricky right turn which branches out onto a straight and then disappears into a right again.

Fastest Track: Helmut Two = 2:17:04

ET R

Driving Lessons

The best way to take any corner is to go tight in and gain the ideal racing line. The rest of the field are just as fast as you – if not faster – so any advantage that you can gain on them is a bonus. It's important to get to know the turns and bends in the game, so practise the different tracks as much as you can.

On the really tight turns, you'll have to slow down quite early if you hope to make it through without touching any obstacles. Never take a bend on the outside because you'll only end up on the grass. If you do this, you'll more than likely end up hitting an obstacle. Then again, if you manage to drive around them, all the better.

A good start is essential. When the race is under way, keep to either side of the track, giving the rest of the field plenty of room until you reach top speed. This ensures you're not bashed at the start and don't lose speed as you accelerate away. Remember, power is nothing without control.

Frank

The 'dead' scary monster from Transylvania, Frank prefers to frighten his opponents off the track with his classic 'I use Oil of Decay' complexion. Not a pretty sight at all...

Frank's Moves

Left Punch – He may be dead, but he sure can punch! Give button A a tap to see what we mean...

Right Punch – Button B's the one to go for if you want a right punch. Quick and effective, my son.

Scary Ghost – Frighten all of the other drivers off the track and into hospital with this move. Y's the button to go for.

Flying Wings – Take to the air! Fly over all the other drivers! Win races! Press button X!

Frank's Track

Frank One: From the straight, turn your car to the right and then follow into another straight. This also turns to the right before branching out into a really long straight. The track now slants up to the left before beginning a very bizarre series of turns. Like a triple chicane, the track proceeds to turn in and out, in and out, in and out, requiring some nifty driving to get through it all without crashing. After this, it all begins to resemble sanity again and it will slant down to the right before joining the beginning again.

Frank Two: An easy enough track, this one starts out with a longish straight before slanting hard right and then hard left. The pattern is now repeated with a hard right and then a hard left, before running along into a long straight. The whole track will now bend to the left before travelling along a bit and then taking a right. Another right follows this, before you come to a hard left and then a hard right. A longish straight, which is broken by a tight right turn then follows into a longer-than-long straight which leads back to the start.

Frank Three: After a small straight, the track then turns to the left, before making its way to the right. A longish straight follows this, before a sharp turn to the left brings you onto another straight which turns to the left. The track's longest straight follows this and then a turning to the left and then a right. Another straight greets you now, before you make another left, and then (after another straight) a turn to the left and the start of the track.

Fastest Track: Helmut Two = 2:13:16

Footymania

Playing the soccer game is easy when you know how. As you move your car around the track, try to get in a good position to catch the ball. Attack anyone you see with the ball to try and get it off them. When you finally catch the ball, the last thing you want to do is panic. Instead try to drive up closer to the goal and then at the last minute let loose with the ball. With any luck, you should be able to score almost every time.

There are three different pitch types to go for...

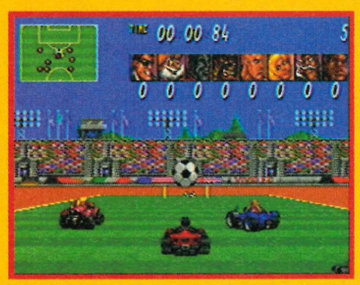
Grass: Yer basic pitch set-up. You shouldn't have any problems with playing on this ground.

Indoor: You'll find you have much more grip on this ground. You can also reach a higher top-speed as well.

Ice: Extremely slippery, you'll find your grip goes right down when you play on this pitch. You'll find it especially hard to turn.

Character Pairings: There are certain character combinations which work especially well in the two-player mode. Try out these character pairings for the best results...

Sumo and Hodja
Raph and Frank
Surf and Suzulu
Helmut and Biff



Sega XS STREET RACER

Helmut

Rather annoyed by that Fawlty Towers sketch about the war, Helmut decided to take up racing and prove the superiority of the master race. Git.

Helmut's Moves

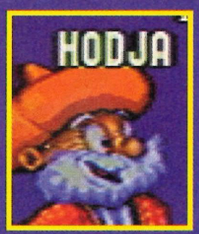
Left Punch – To activate Helmut's left punch, press button A. A decent move.
Right Punch – The B buttons the best way to go if you want to give your opponents a smack in the face.
Side Blades – A great move to send any opponents crashing into the wayside. Press button Y.
Flying Wings – Probably the best way to avoid those tricky obstacles is to fly over them. You can do this by pressing button X.

Helmut's Track

Helmut One: Travel along the straight at the start and then head right twice before you reach the sharp left turn. The track now carries on down to the bottom, where you'll then shift around to the right. Go right again and head up the straight until you reach the tight left turn. Following this is a double right which is followed by yet another right a few yards down the track. You're now on the straight heading for the start.
Helmut Two: A straight-forward track with many long straights and sharp turns. From the word go, head forward until you reach the right turn and then hit another straight. Once you hit the next right, you'll then be on another long straight. At the end of this is a sharp right, followed by another sharp right and then a medium straight. Two hard lefts follow this and then another average straight. After that come two hard rights before you reach the starting straight again.
Helmut Three: A long and curvy track. At the start this lead to the right into a curve. This winds its way down until it reaches another hard right followed by a short straight. Turn right again and then hit the slanted straight, which weaves its way down to the left. Now head right twice and you'll reach the start.

Fastest Track:
Raph Three = 2:07:02

Hodja



The mystical magician. Looking like an extra from Aladdin, Hodja casts a magic spell over all his opponents in order to win races. He's not limited to just the track, either, as he often takes to the air to get past his rivals!

Hodja's Moves

Left Punch – Punch anyone to the left of you with this killer move. Button A's the way to go.
Right Punch – Button B will make you punch the drivers to the right.
Magic Blast – One tap of the Y button will send out a lethal energy blast, leaving anyone around you done and dusted...
Magic Flying – Leave all of your troubles and worries behind you with the great move. Button X is all you'll need to press!

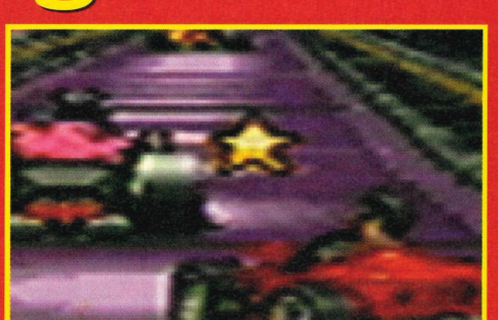
Hodja's Track

Hodja One: A very bendy track, which suits almost every driver in the game. Right from the word go, a couple of chicanes greet you which follow from the left, right, left right. It now carries on to the right and then right again. Now it's left twice and then an ultra sharp bend to the right – make sure you're hitting the brakes when you do this. Now it's time to step on the speed because a straight follows this before you bend down for a longer straight. After this comes a couple of curves to the left and right before heading back for the start. Sorted!
Hodja Two: A really long straight sets things off nicely, before you reach a sharp turn to the right. A slanting curve follows this, leading up to another sharpish right. A small straight comes after that which then turns into a tight right before coming down into a bucket-shaped double left. After that comes a tight right-hand turn and then a long-ish straight. Now you'll drive along a small straight before heading into a curving turn to the right and then left. Skid around the hard right before giving it your all on the straight, heading back to the beginning.
Hodja Three: A very curvy track, right from the start you'll have to drive around a vaguely S-shaped section. After that you'll then need to slam on the brakes to get around a hard right. After that comes a straight, broken up only when it curves slightly to the right in a circular motion. You'll now reach a hard bend to the right from which it'll slowly turn to the left and head back to the beginning.

Fastest Track: Biff Three = 2:12:40
Character Interaction: Hodja will not attack Sumo.

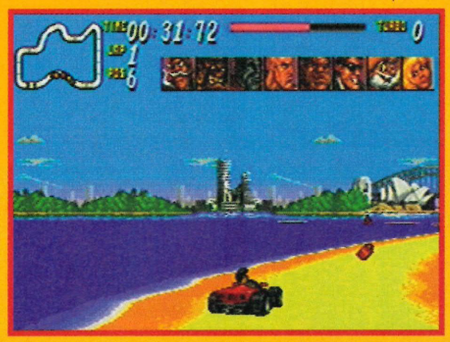
Seeing Stars

Collecting the stars is something which is a sure-fire way of winning races. The more stars that you collect, the faster your car will go. You will find the general handling of the car gets worse, but you shouldn't have too many problems with it.



Top Six Tips

1. Take as much time as possible to practise on each of the tracks. Keep on practising until you've perfected your driving skills and you know exactly when to turn and brake on the track. The better your knowledge of the circuit, the better your chances of finishing in a good position at the end of the race.



2. Control rather than flat-out speed will get you the fastest lap times. Keep a tight hold of the direction pad. Swerving around costs valuable seconds from your time, and more often than not this will count against you in the end result.
3. Continually refer to the track map at the top left corner of the screen in one-player mode. This will help you remember exactly where on the track the tight bends and chicanes are.
4. To avoid some of the more troublesome obstacles on the road, try slowing down when you start to swerve off the track. If you do go off the track, make sure that you drive around any obstacles that are coming towards you.
5. The amount of damage you take will affect your car's top speed and handling. You can repair your car by picking up the Damage Repair Power-Ups that can be found lying on the tracks. Try to go out of your way to get these.
6. You can use your jumping ability to jump over other cars in front of you. A sneaky tactic if ever there was one. Also, use it when you land off the track, as it keeps your speed up.

Raph

Heeeey, it's Mr Trendy! This Italian Stallion likes to take his fashion tips from some of the world's best designers, hairdressers and tailors – it all helps to bag the babes (that and being well fast).

Raph's Moves

Left Punch – The A button is the one to press for a left punch. Go Raph, go!
Right Punch – Press handy button B to send anyone to the right into disarray. A good little move.
Mega Horn – Make yourself heard in the race and frighten away anyone else by simply pressing button Y.
Mega Engine – Pump your horsepower up a bit with this cunning move, all done with one tap of button X.

Raph's Track

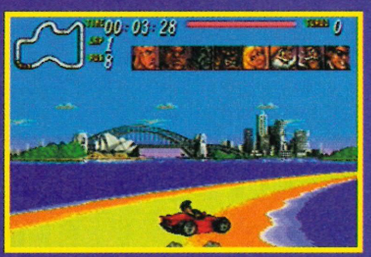
Raph One: A long straight greets you into this track, after which it'll curve around to the right before leading out onto a short straight. After this comes a nice turn to the right before branching out sharply to the left. An average straight follows this, before you turn to the right twice and then onto another average-sized straight. Now turn right again, before zooming down another average-sized straight and then heading left. As soon as this has happened, start turning right and then right again. You'll now find yourself on a long, long straight heading back to the start.
Raph Two: A long straight followed by a sharp triple chicane to the left, left, right, right, left and left before turning onto a straight. Another hard series of bends follows on from this, turning right, left, left, right, right, left and left before another straight follows. At the end of this long straight comes a tricky turn to the left and then it's the straight heading back to the start.
Raph Three: A speed-oriented track if ever there was one. From the start, turn down into the left and then follow it around to the right. An average straight follows this, which then turns around in a half-circle. At the end of this, there's a longish straight and then a hard turn to the right. Another turn to the right follows this and then it gradually turns out into a slight curve leading back to the start again. Hurrah!

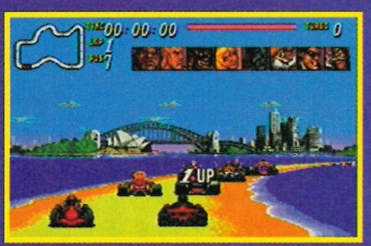
Fastest Track: Helmut One = 2:12:82
Character Interaction: Raph will not attack Surf.

Surf

The hot, slick chick of the game, this babe is normally to be found staring into a mirror. Flirting with all the other drivers, she manages to win races by making them choke on her perfume!

Surf's Moves





Left Punch – Pressing button A is a sure-fire way of getting rid of anyone to the left of you.
Right Punch – Hit the B button and you'll send Surf's fury out to anyone on the right of her.
Razzle-Dazzle – The X button will send out a dazzling bang which sends everyone else on the track into disarray.
Side Bumpers – A great move to lose anyone pestering you in the race, and all it takes is a quick press of button Y!

Surf's Track

Surf One: A long, long straight at the start gives you the chance to get some pace behind you before heading into a sharp right. Come out of this and hit the speed again as you enter another long straight before another sharp right appears in front of you. After you've passed this, it's your final chance to put your foot to the floor as you weave past a bend in the road and into another tight right. Another right follows this and then it's into a tighter-than-tight left. Now head down a slanted straight and turn the car hard right as you wave good-bye to another lap!
Surf Two: Right from the start, a tricky left, right, left, right, left combination slows you down no end. The track makes a kind of square shape now, before once again you enter the left, right, what-have-you section. After this, head left and then right. You should now be on another square section which end back at the start again.
Surf Three: From the start, head right into an average-sized straight. Now turn right again before going left and into a curve. This almost comes back on itself, but then it shifts out to the left and leads into another curve. After this expect a long straight heading down to the bottom of the track and then hit the right turn heading into the curve and the start.

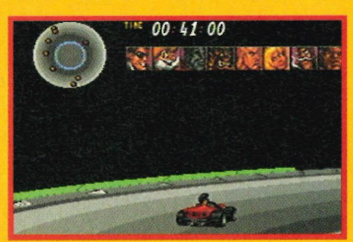
Fastest Track: Suzulu One = 2:12:22
Character Interaction: Surf will always attack Raph.

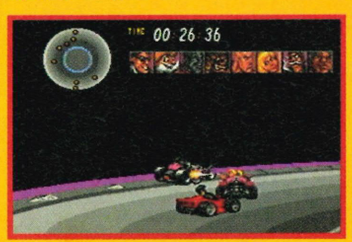
STREET RACER

Everybody Rumble!

The Rumble Mode is basically just a test of who can stay in the ring the longest. You'll be able to get knocked off once the barriers on the outside of the track crumble away. If you touch the middle of the ring, you will be flung off into the outside and put yourself in even more danger of losing the fight to the death.

Try to stay in the middle of the ring and then drive out into opponents facing the rings barriers. Give them a few punches and what-have-you and with any luck you'll be forcing them into making mistakes and falling out of the ring. That'll be the last time HE spills your pint...





More Than Two...

As well as Three-Player Madness and Four-Player Insanity! If you have a few mates and a Four-Player Adapter, then why not give the multi-player modes a few goes?

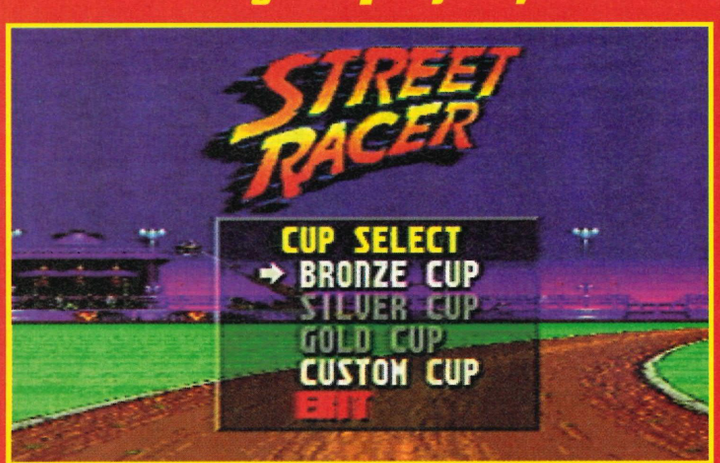
Again, the key to winning is actually knowing when to turn and brake and so on. Practise the different tracks until you've mastered them all. The thing with the multi-player modes is that it your view of the track is much narrower. When all four players are on the track at once, the screen size is reduced to just a quarter of its original size – something which takes time to get used to.

Cup Action

The Bronze, Silver and Gold Cups are the main challenges in this game. After you manage to complete these, you'll then be given a password for the Mega Cup – which is the ultimate challenge.

At the end of the Gold Cup, you'll have to play a game of Space Invaders – your car now has the ability to fire energy balls at the other drivers. You can do this by pressing button B. When another opponent races in front of you, shoot him out of the way and avoid his crashing car as you pass it. After a short while, you should have won! Hurrah!

Bronze Cup: No Password
Silver Cup: jxpsvw
Gold Cup: befqmr
Mega Cup: hjacuy



Sumo

It's a wonder that this tub of lard can even fit into a car, yet alone drive one! Weight-Watchers' worst enemy, this oriental rice-chomper likes nothing better than to celebrate his latest win than with a plate of sushi and a few stir-fried dolphins!

Sumo's Moves

Left Punch – Press button A and you too can make Sumo swing his flabby arm out to the left.

Right Punch – For a swing to the right, button B's the one to use.

Electric Blast – To make Sumo electrocute himself and anyone around him, press button Y.

Floating Move – To send Sumo into a state of levitation for a few seconds, press the X button.

Sumo's Track

Sumo One: A speed-based track, which is strange when you consider just how slow Sumo really is. At the start, you'll have to head into a hard turn to the right. This then branches out into a long semi-circle which takes up just under half the track. At the end of this, get ready for a hard right and then an even harder left. This follows on to a tricky right and then (after a short straight) carries up to another right and then a branching left. We're now back at the start.

Sumo Two: A long straight gives you the chance to burn some rubber right at

Wait On Red

The trick to getting off to a good beginning is in the start-up lights. Hold down on the accelerator when the two green lights appear and then let go when the first red light appears. Now press down on the accelerator when the second red appears. You should (fingers crossed) get off to a much better start than before.

Bombs Away!

When you pick up a stick of dynamite lying on the track, you have a few precious seconds in which to get rid of it before it explodes. Get near another car as soon as you can, and then punch the driver to give them the bomb. Now laugh gleefully as you watch him crash! Ho, ho, ho!

Suzulu

In darkest Africa... there lived a guy called Suzulu who liked nothing better than chasing Cheetahs around the plains in his hot-rod! With his vicious club by his side, you'll end up with a sore head if you try overtaking this one...

Suzulu's Moves

Left Punch – Press button A and you can hit anyone to the left of you.
Right Punch – For a devastating right hook, press button B and you can set about them.
Rhino Charge – For a crushing, stampeding, charging move, simply press the X button.
Rhino Shake – Shake your Rhino, and any opponents, with this stonking Y button move.

Suzulu's Track

Suzulu One: A bendy, twisty track if ever there was one. From the word go, head up into a curve going towards the left. Now hit the brakes and screech around to the right before taking a long-ish curve which heads up to a short straight. When you reach here get ready for a hard bend to the right and then a steep curve to the left. Two tough right turns greet you next and they're followed by a turn to the left. A curve to the right follows that before heading out into a straight and then another right.

Suzulu Two: When the lights turn red, it's time to start heading left and up a slanted straight. Now turn left before heading into a slanted curve going up to the right. When you reach the end of this, turn sharply to the left and head down a long, long straight which is only broken by a chicane which heads into a turn to the left. A short straight leads you back to the start.

Suzulu Three: A tough track to win if you choose the wrong driver, start the race by heading right and then left into a long curve. At the end of this, it's time to hit a hard left and then a hard right. Now drive along another straight before turning hard right and then hard left. Follow the curve around before heading left and then right. You are now right back at the start again.

Fastest Track: Biff Three = 2:11:56

the start of this track, but it'll soon be time to apply the brakes when two lefties rear their ugly heads. After this, there'll be a sharp turn to the right and then a lil' straight. A chicane follows this and then the track heads down onto another left. After the average-sized straight, head up to the left and then turn to the right before making your way to the left again. A long straight greets you here, before giving way to another two lefties which take you back to the start.

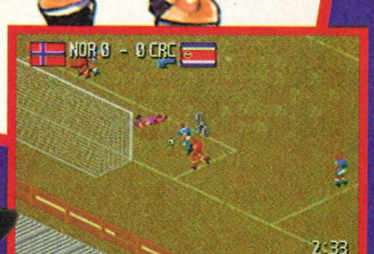
Sumo Three: Turn up into the right and then hit the pedal to the metal as a long straight looms ahead. Once at the end of this, it's time to turn your car to the right and then head down into a slanted straight. Another slant brings you 'round in to another slanted straight and then a couple of turns to the right. A medium-sized straight leads you up into two turns to the left and then onto yet another slanted straight. After two more turns to the left and then a sharp right, you'll be back at the start again.

Fastest Track: Surf One = 2:07:42
Character Interaction: Sumo will not attack Hodja. When Sumo releases his otherwise nasty electricity attack, he will speed Frank up.

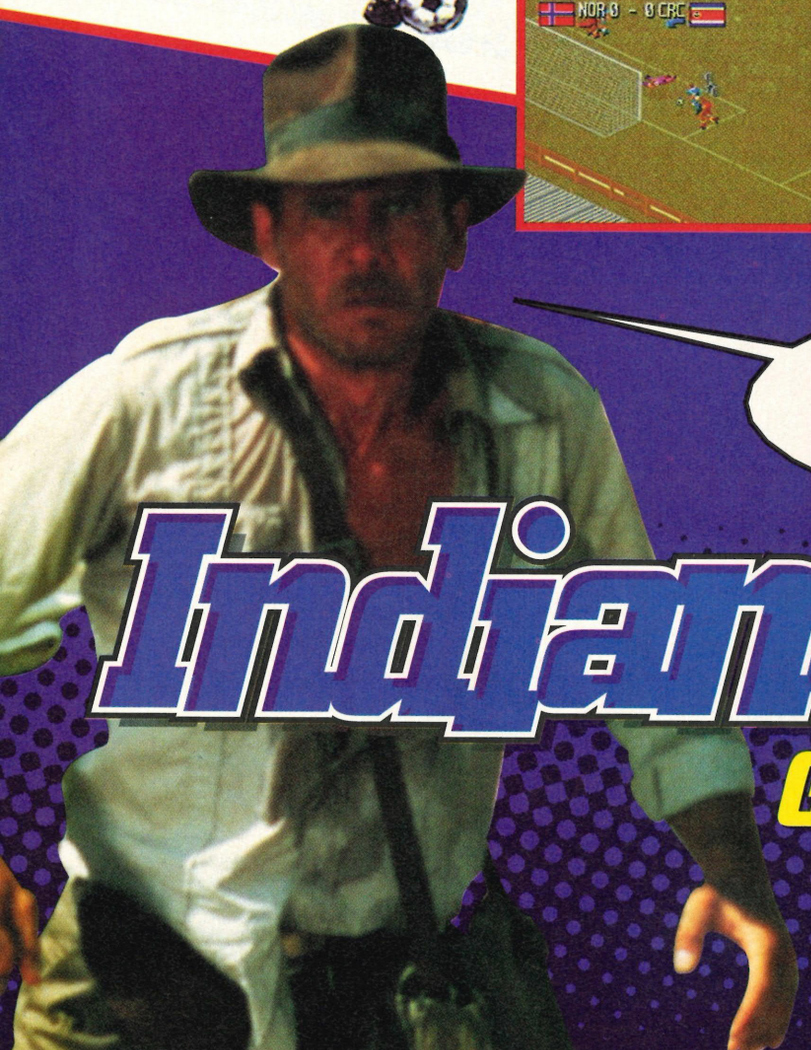
Sega XS

Next Month in: Sega XS

Fever Pitch Soccer



Want to play with the big boys? We show you how in our maulingly good footy guide!



Trust me! Indiana Jones' Greatest Adventures

We dodge boulders, leap ravines and whip snakes to map this amazingly tough platformer!

NEXT Generation

103 Skipton Road, Harrogate, North Yorkshire, HG1 4LJ
Tel: 01423 522197 Tel/Fax: 01423 503070

MEGADRIVE 32X

Mega Drive 32X	£145.95
Cosmic Carnage	£50.95
Doom	£52.95
Golfs 36 Best Holes	£51.95
Metal Head	£43.95
Mortal Kombat II	£43.95
MotorCross Championship	£43.95
Super Space Harrier II	£39.95
Super After Burn III	£39.95
Starwars Arcade	£53.95
Virtua	£53.95

SEGA SATURN
Sega Saturn inc. Virtua Fighters, UK PSU & Scart Lead £495.00

UK PSU	£15.95
Saturn Joypad	£32.95
Clockwork Knight	£45.95
Datona USA	£54.95
Deadalus	£49.95
Panzer Dragon	£54.95
Victory Goal	£56.95

MEGA DRIVE
Mega Drive II inc 2Pads,Lion King £110.95

Mega Drive II inc 1 Pad, Virtua Racing £115.95

Mega Drive II inc 2 Joypads £79.95

Mega CD I or II £185.95
6 Button Pad £9.95
Nitre Adaptor II £19.95

Infra-Red Control Pads 2x6 Button Control Pads and Infra-Red Unit £29.95

MEGA TITLES

Animaniacs	£34.00
Art of Fighting	£27.95
Body Count	£25.95
Brutal-Paws of Fury	£38.95
Bubsy the Bocat II	£21.95
Corporation	£16.95
Clay Fighters	£37.95
Dino Dini's Soccer	£28.95
Dragon(Bruce Lee Story)	£24.95
Dynamite Headdy	£35.95
Ecco II Tides of Time	£35.95
Fifa 95	£37.95
Fifa Soccer	£29.95
James Pond III	£16.95
Jurassic Park II	£34.95
Lawn Mower Man	£29.95
Lemmings II Tribes	£31.95
Lethal Enforcers II	£37.95
Man Overboard	£37.95
Menacer Gun With 6 Games	£28.95
Mickey Mania	£31.95
Mega Turrican	£18.95
Micro Machines II	£34.95
Pagemaster	£34.95
Pebble Beach Golf	£31.95
Pitfall	£31.95
Super Street Fighter II	£45.95
Virtua Racing	£51.95

MEGA CD

Brutal-Paws of Fury	£17.95
Dragons Lair	£37.95
Eye of the Beholder II	£40.95
Formula One	£37.95
Jurassic Park	£37.95
Lethal Enforcers II	£34.95
Starblade	£37.95

1000'S OF TITLES AVAILABLE. IF YOU DON'T SEE THE ITEM YOU WANT, PLEASE RING. SOFTWARE AND ACCESSORIES AVAILABLE FOR ALL MACHINES.

SONY PLAYSTATION
Sony Playstation and Game UK PSU & TV Converter Call Best Price

3DO

UK Goldstar 3DO	£385.00
UK Panasonic 3DO	£378.95

JAGUAR

Atari Jaguar & Cybermorph	£154.95
Atari Jaguar CD ROM and Blue Lightening (23.6.95)	£145.95

All prices include VAT

Postage	£1.20
Hardware	£5.00
Next Day Delivery	£8.00

Cheques and PO's only made payable to Next Generation

MAIL ORDER

USED GAMES

TOP GAMES WANTED

BUY - SELL

-Mega Drive-Mega CD-
-32X-Super NES-Game Boy-NES-
-Game Gear-3DO-

01463-221173

out of hours
03744 95958 (no calls after 11pm)

Business Hours Open 12pm-6pm Mon-Fri
10am-6pm Sat
12am-4pm Sun

Console Exchange
25 Greig Street
Inverness - IV3 5PX

OVER 500 GAMES IN STOCK

NEW MEGADRIVE GAMES FROM £14.99
USED MEGADRIVE GAMES FROM £5.99

NEW RELEASES AND MANY OLDER TITLES AVAILABLE ALL AT LOW PRICES
A FULL LIST CAN BE SENT ON RECEIPT OF AN S.A.E.

GAME ZONE

TEL: 01223 663996
FAX: 01233 664830

MAIL ORDER: 14 SANDY MOUNT, BEARSTED, MAIDSTONE, KENT, ME14 4PJ

SHOP: 18/20 NEW RENTS, HIGH ST, ASHFORD, KENT TN23 1JJ

PART EXCHANGE

WE ALSO STOCK MEGA CD, 32X, SATURN, PLAYSTATION, 3DO, SNES, NES, MASTER SYSTEM, GAMEBOY, JAGUAR, PC, CD ROM, AMIGA, ACORN

THEME PARK 35.99

SONIC 2 19.99

SONIC 1 12.99

BRIAN LARA 32.99

PGA EURO 16.99

SUPER MONACO GP 11.99

VIRTUA RACING 47.99 32X

MOTOCROSS 37.99 32X

MEGADRIVE GAMES

• = NEW GAME

ALADDIN ... 29.99
ANIMANIACS ... 22.99
BALLZ ... 14.99
BRIAN LARA CRICKET ... 32.99
CANNON FODDER ... 36.99
DEMOLITION MAN ... 36.99
EARTHWORM JIM ... 43.99
FEVER PITCH • ... 39.99
FIFA INTERNATIONAL SOCCER '95 34.99
JIMMY WHITE'S SNOOKER ... 25.99
JOHN MADDEN '93 ... 9.99
KAWASAKI SUPERBIKES ... 33.99
LETHAL ENFORCERS (WITH LIGHT GUN) ... 27.99
LETHAL ENFORCERS 2 ... 26.99
LION KING ... 39.99
LOTUS TURBO CHALLENGE ... 13.99
MADDEN NFL '95 ... 36.99
MEGA BOMBERMAN ... 29.99

MEGA GAMES 1
WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON ... **21.99**

MEGA GAMES 2
REVENGE OF SHINOBI, STREETS OF RAGE, GOLDEN AXE • ... **24.99**

MICKEY MOUSE ... 16.99
MICKEY'S ULTIMATE CHALLENGE 38.99
MICRO MACHINES 2 ... 36.99
MORTAL KOMBAT ... 24.99
MORTAL KOMBAT 2 ... 43.99
NBA JAM - TOURNAMENT EDITION 43.99
NBA LIVE '95 (BASKETBALL) ... 36.99
NHL ICE HOCKEY '95 ... 35.99
NHL PA '93 ICE HOCKEY ... 11.99
PETE SAMPRAS TENNIS '96 ... 36.99
PGA EUROPEAN TOUR ... 16.99
PGA TOUR GOLF 3 ... 38.99
POWER RANGERS ... 32.99
POWERDRIVE ... 33.99
POWERMONGER ... 18.99
PROBOTECTOR ... 26.99
PSYCHO PINBALL ... 36.99
REVENGE OF SHINOBI ... 10.99
RISTAR ... 33.99
ROAD RASH 2 ... 19.99
ROAD RASH 3 ... 32.99
ROBOCOD (JAMES POND 2) ... 10.99
RUGBY WORLD CUP '95 ... 37.99
SAMURAI SHODOWN ... 35.99

SHINING FORCE 2 ... 35.99

XS S FORCE 2 - DEDUCT £3 UNTIL JULY 31

SOLEIL ... 39.99
SONIC THE HEDGEHOG ... 12..99
SONIC 2 ... 19.99
SONIC 3 ... 29.99
SONIC AND KNUCKLES ... 37.99
SONIC SPINBALL ... 19.99
STORY OF THOR ... 44.99
STREETRACER ... 35.99
STREETS OF RAGE 3 ... 34.99
STRIDER ... 19.99
STRIKER ... 35.99
SUPER MONACO GP ... 11.99
SUPER STREETFIGHTER 2 ... 43.99
SYNDICATE ... 35.99
THEME PARK ... 35.99
TINY TOON ADVENTURES - ACME ALL STARS ... 26.99
TOE JAM AND EARL 2 ... 21.99
URBAN STRIKE ... 35.99
VIRTUA RACING ... 49.99

XS VIRTUA - DEDUCT £3 UNTIL JULY 31

WARLOCK ... 39.99
WWF RAW ... 27.99
WWF WRESTLEMANIA ... 12.99
X-MEN 2 ... 34.99
ZOMBIES ... 19.99

32X GAMES

CORPSE KILLER ... 46.99
COSMIC CARNAGE ... 45.99
DOOM ... 47.99
GREATEST 36 HOLES ... 45.99
METAL HEAD ... 45.99
MORTAL KOMBAT 2 ... 47.99
MOTOCROSS CHAMPIONSHIP ... 37.99
NBA JAM - TOURNAMENT EDITION 46.99
NIGHT TRAP ... 46.99
SLAM CITY ... 46.99
STAR WARS ARCADE ... 41.99
SUPER AFTERBURNER ... 35.99
SUPER SPACE HARRIER ... 35.99
VIRTUA RACING DELUXE ... 47.99

MEGA CD TOP 10

EARTHWORM JIM ... 35.99
JAGUAR XJ220 ... 12.99
LETHAL ENFORCERS (WITH GUN) 26.99
LETHAL ENFORCERS 2 ... 26.99

MYST • ... 39.99

XS MYST - DEDUCT £3 UNTIL JULY 31

ROAD AVENGER ... 12.99
ROAD RASH ... 31.99
SNATCHER ... 26.99
THEME PARK ... 34.99
THUNDERHAWK ... 23.99

ATARI LYNX 2 HANDHELD

LYNX 2 + BATMAN RETURNS 29.99

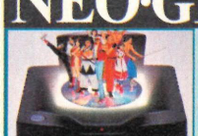
POWERFUL 16BIT HANDHELD AT AN UNBEATABLE PRICE.

MAINS ADAPTOR FOR LYNX ... **11.99**
RECOMMENDED AS BATTERY LIFE IS SHORT

TOP TEN SOFTWARE

CHECKERED FLAG ... 12.99
STEEL TALONS ... 9.99
WARBIRDS ... 14.99
WORLD CLASS SOCCER 11.99
PINBALL JAM ... 11.99
RAMPAGE ... 11.99
CHIP'S CHALLENGE ... 8.99
SHADOW OF THE BEAST 8.99
DINO OLYMPICS ... 14.99
LEMMINGS ... 24.99

NEO·GEO CD



NEO-GEO CD WITH FATAL FURY 2 AND 2 CONTROL PADS 379.99

STATE-OF-THE-ART CD CONSOLE

2020 WORLD BASEBALL ... 43.99
AEROFIGHTERS 2 ... 43.99
AGGRESSORS OF DARK KOMBAT ... 50.99
ART OF FIGHTING ... 43.99
ART OF FIGHTING 2 ... 43.99
BLUES JOURNEY ... 43.99
CROSSED SWORDS ... 43.99
FATAL FURY SPECIAL ... 43.99
KARNOV'S REVENGE ... 43.99
KING OF FIGHTERS '94 50.99
MAGICIAN LORD ... 43.99
MUTATION NATION ... 43.99
NINJA COMBAT ... 43.99
NINJA COMMANDO ... 43.99
RALLY CHASE ... 43.99
SAMURAI SHODOWN 2 50.99
STREET HOOP ... 43.99
SUPER SIDEKICKS 2 ... 43.99
TOP HUNTER ... 43.99
VIEWPOINT ... 43.99
WIND JAMMERS ... 43.99
WORLD HEROES 2 JET 50.99

HEAVY discounts
HUGE range
10am to 8pm Daily
01279 600204
Fax 01279 726842
(we'll fax back to confirm)
Win a Sony PlayStation
Free competition to members
See the Club Magazine

Membership Card 01279 600204

Special Reserve
The Discount Club

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR (12 ISSUES)	£7.00	£9.00	£11.00
SIX MONTHS (6 ISSUES)	£4.00	£6.00	£7.00

Each issue includes £15 of new XS Savers. Members are under no obligation. All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

MISS
(BLOCK CAPITALS please)
Name & Address

Postcode
If Mac or PC please state DISK or CD ROM
Phone No Machine
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

item
item
item
Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£10 hardware**

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Access/Mastercard/Switch/Visa £

CREDIT CARD SWITCH
EXPIRY DATE SIGNATURE (ISSUE NO)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 01279 726842 - and we'll FAX back.

Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Time of going to press 26.05.95 E .& O.E. SAVE = Saving off full retail price. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.

SEGA PRO

MEGADRIVES FROM 69.99

MEGADRIVE 2 WITH EURO CLUB SOCCER ... 69.99
MEGADRIVE 2 WITH SUPER KICK OFF ... 69.99
MEGADRIVE 2 WITH SONIC 2 ... 89.99
MEGADRIVE 2 WITH LION KING ... 105.99
ALL THE ABOVE PACKS COME WITH 2 SEGA JOYPADS
MEGADRIVE 2 WITH VIRTUA RACING
AND 1 SEGA JOYPAD ... **114.99**

NEW LOWER PRICE FOR SEGA 32X

SEGA 32X EXPANSION MODULE (REQUIRES MEGADRIVE) ...134.99

MEGA CD 2 PLUS 9 GAMES 99.99

MEGA CD 2 WITH POWERMONGER AND EIGHT GAMES ... 99.99
ROAD AVENGER, SOL FEACE, COBRA COMMAND, COLUMNS, SUPER MONACO G.P, STREETS OF RAGE, GOLDEN AXE & REVENGE OF SHINOBI
MEGA CD 2 CONNECTS TO MEGADRIVE 1 OR 2 TO PLAY CD GAMES OR MUSIC CDs. (MEGA CD 2 PACK DOES NOT INCLUDE MEGADRIVE)

MEGADRIVE EXTRAS

LOGIC 3 SPEEDPAD SG ... 9.99

SAITEK MEGAPAD X ... 16.99

COMPETITION PRO PROFESSIONAL CONTROL PAD ... **7.99**

SAITEK MEGAMASTER SG6 JOYSTICK SIX BUTTON JOYSTICK ... **16.99**

ACTION REPLAY PRO CARTRIDGE ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS ETC. ... **37.99**

LIGHT GUN FOR LETHAL ENFORCERS 1 & 2 AND SNATCHER. ... **18.99**

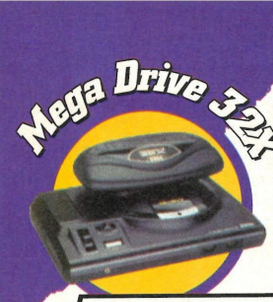
2ND LIGHT GUN (PLUGS INTO 1ST) FOR 2-PLAYER ACTION ... **17.99**

LOGIC 3 MULTI CASE CARRY BAG SUITABLE FOR MEGADRIVE AND OTHER CONSOLES WITH COMPARTMENTS FOR LEADS, JOYPADS AND GAMES ... **11.49**

SCART LEAD - MEGADRIVE TO TV WITH SCART INPUT (STATE MEGADRIVE 1 OR 2) ... **9.99**

SONY SRSA20 PORTABLE SPEAKERS PORTABLE WITH ON/OFF SWITCH, 65mm DIAMETER **24.99**

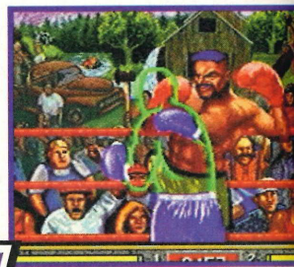
SONY SRS-P3 MINI SPEAKERS ... 12.99



Review ● Electronic Arts ● £49.99 ● June

Are You Tough Enough?

Toughman Comp



Mike Tyson's out of jail and what do you reckon he's up to? Training for his comeback fight? Living the good life? Nah! He's playing EA's Toughman Contest of course...

So, you think you're hard? You probably swagger around your local shopping centre and terrorise people with blue-rinses and trolley-bags, but, are you really HARD?

Compared to the blokes in this game, you're a wuss. With big muscles and scars to match, they can just about pummel the living heck out of anyone. Welcome to the unnecessarily brutal world of *Toughman Contest*.

After being released on the Mega Drive earlier this year, *Toughman* has had a bit of reconstructive surgery and has been pushed back into the ring for a few more rounds. Sadly, I think all of its fight has been hammered out of it.

The MD version lacked certain qualities that could have made this one of the better boxing games to appear lately and, instead of looking at these faults and addressing them, the 32X version

Fight Night

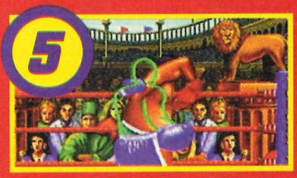
Here's one of the brief fights that took place recently. It was quite a tough battle between these two men and, sadly, one of them had to lose. It's over to the ringside now, as the action's about to start...

Both fighters start off the contest cautiously with their gloves covering their faces. Neither of them want to run back home and hide behind the sofa... yet.

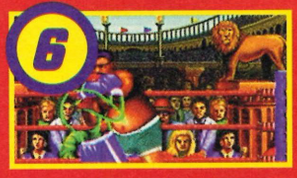
The fat man is the first to strike with a fearsome uppercut thrown straight through his opponent's guard and landing firmly on the chin. That had to hurt...

Not taking any of this punishment lightly, a few jabs to the mid-rift make Abdullah wince and squirm away from the pain. It could be time to move in for the kill.

From this angle it looks as if matey is about to hit the deck with all his might, but he's actually getting ready for a brain-crunching head-butt. What a dirty brawler!



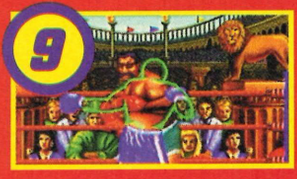
Trying a few more illegal blows our fat prince of pain resorts to a flurry of elbow strikes. Pity he hasn't seen that incoming right stomach crusher. Heh, heh...



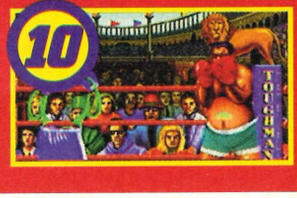
The fighters are beginning to get tired and both are ducking and weaving to avoid getting hit but they're both going the same way – this could spell trouble for someone.

Again, the kebab-scoffing git tries a dirty-rotten head-butt, but he misses due to the superior skill of our pasty looking friend. Abdullah's time is coming up...

Fighting for his life, David McCallum (he of The Invisible Man fame) weaves and bobs like a good 'un. The trick seems to be working too as he hasn't even got a fat lip yet!



As the final seconds tick by, a thunderous left hook to the body is about to put the fattest boy in town onto the slab. The pathetic lions look on in disgust.

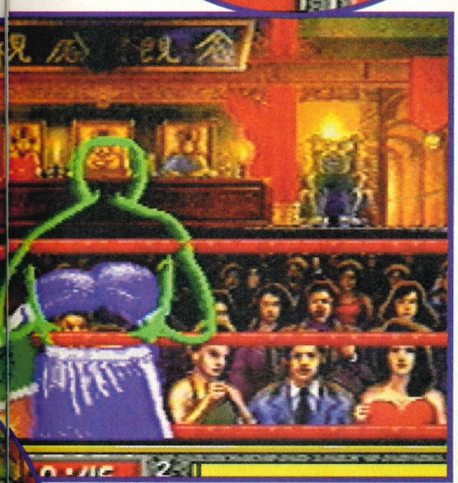


At the end of the fight, both fighters back off. I think David clinched it, but you never know with some of these refs – they'll do anything for free chilli sauce...

● **Bang. A totally hair-raising punch lands square on the jaw and sends our lad sprawling. Can he recover from this and win the fight?**

● Everywhere you look, special punches are being dished out like there's no tomorrow. For some of the unlucky ones... there won't be.

test

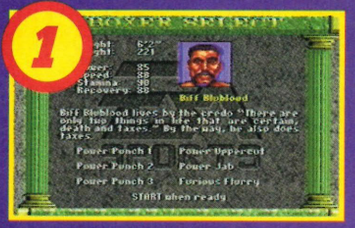


● Come back and fight you wuss! It seems as if some of the computer opponents just know when you're going to start laying into them. Still, keep on trying to catch him.

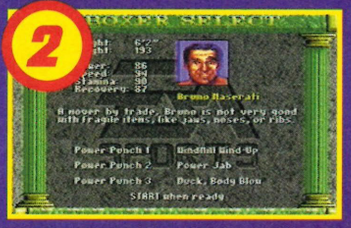
● Look, they're at it again. Dodging out of the way. What do they think they're playing at? I want blood and I want it now. Stand still and let me hit you loads. I need a patsy to go down.

All-Comers

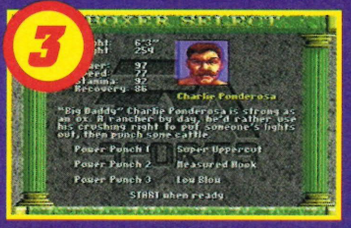
We have some of the meanest hombres ever to grace the inside of a boxing ring. Each have different characteristics that give them advantages in the speed, power, recovery, or stamina department, and depending on the set-up of these stats, you can either win in style or go down like a dog. Each fighter also has a set of three super-punches, you can change them to suit, but the standard set go quite well with each fighter:



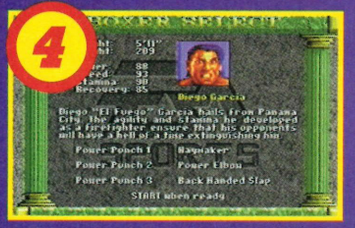
Biff Blublood



Bruno Masarati



Charlie Ponderosa

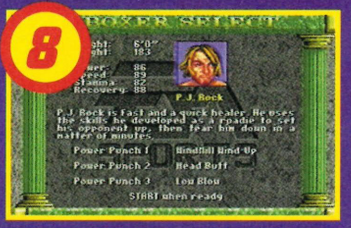


Diego Garcia

Gavin Greyson

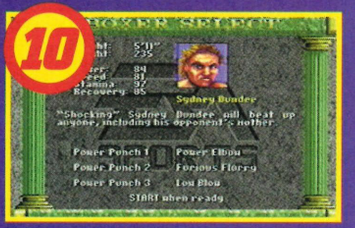
Hiro Sokitome

Monsieur Victorie



PJ Rock

Rigo Suave



Sydney Dundee

manages to return to the action with just a few cosmetic changes while keeping the same game-plan. After a few punches on its silicon chin, this'll go down like a lead balloon. I mean, there isn't even a two-player option – essential in games like this.

Controlling a wire-frame boxer is probably the best way to go with these boxing games, but the control method leaves a lot to be desired. By using combinations on the D-pad and any of the three buttons you can unleash super punches which inflict plenty of damage on your opponent. Some of them are tricky, some of them are easy, but with the large amount of combos it can all get very confusing.

This is very similar to the Mega Drive version but, if you were to class this on its own, it looks really good. The fighters are drawn well and everything's pretty realistic – even if some of the bystander's look like they've just been 12 rounds! Oh, and the pathetic lions are especially rubbish.

There are a few touches that have been added to make the proceedings that bit more exciting, like when you super punch someone, they'll spin round or fall back from the power of your blow. The sound also seems to have been much improved upon.

Overall, this isn't the best boxing game to come along and have a go. It seems as if the difficulty level has been set too high at the start and this spoils the enjoyment of battering some really easy opponents to within an inch of their pathetic lives. Still, this is the Toughman Contest, after all!

Adrian Price

After a few punches on its silicon chin, this'll go down like a lead balloon

Prospore 79

With a touch of elegance and class... this could have been a spot-on heavy-duty punching fest. As it stands? A bit of a lightweight!

Review ● US GOLD ● £44.99 ● 16 Mbit ● Out Now

You Might Need the Magic Sponge After...

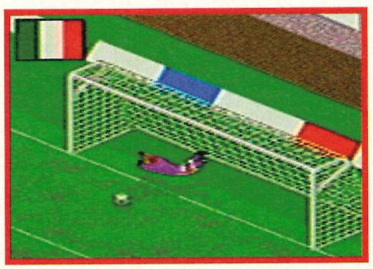
Fever Pitch Soc

Football, is it a beautiful game? Not when you're playing Mark Pilkington at Fever Pitch Soccer it's not. We watched him hack, leap and cheat his way towards goal.

Viewed from the same perspective as *FIFA Soccer '95*, you'd be forgiven for dismissing this as yet another *FIFA* clone. After a few seconds of play, you'll think you've seen it all. But, keep at it, and you'll be pleasantly surprised by what this has to offer.

Fever Pitch Soccer isn't like other football games. That's just as well really because, if it was, it'd probably beat them all up. It's a tarantula in a world of spiders. A dog in a world of cats. It's the kind of game that likes to have ten pints before it trundles out onto the pitch. And when it scores goals, it makes sure it gives the keeper a good kicking along the way.

What makes *Fever Pitch Soccer* so utterly brilliant are the eight Star players who you can sign up for your team. Each player has his own unique ability which,



● That Bruce, he's at it again. The capacity crowd gasp at the goalie's dare-devil antics. He'll only end up hurting himself, though.

Premier League

There are plenty of teams to choose from in *Fever Pitch*, but only a handful of sides are packed with star players. Here are a few of the best choices for an exhibition match...

Pro Yo!

dl-ep

● Columbia isn't a team to shirk away from using dirty tactics. Here, they've managed to drug the goalkeeper... the poor chap's fallen over!

Team Talk

Eight Star Players can be found in this game, each with their own special moves and unique abilities.

Barger: A larger lout and yob, Barger likes nothing better than punching players out of his way! What a lad!

The Cheat: A skilled footy diver, Jurgan has the amazing ability to just suddenly fall over and get a free kick. Strange that.

Ball-Blazer: The kid from Cameroon, our Emo can really hit some scorching shots with his lightning-fast feet.

Cheesy-Keeps: The best goalkeeper in the world, probably, Peter Stilton makes some daredevil saves if you pay him enough.

Tricky: A superb dribbler, his speciality is jumping into the air and carrying the ball with his feet! What a tricky chap.

Le Striker: Eric – oops, sorry – ERNIE Container is a devil with his impossible banana kicks that bend round any obstacle.

The Marker: The Italian Stallion is a bit of a hit with the girls, but that doesn't stop him being the best cover-man on the pitch.

Playmaker: Mr Perfect himself, Peter likes to have nothing to do with fouling people and pulling their hair. Brilliant at long balls.

● In the first half Nigeria have lots of big men up front. This isn't to strike sparkling headers from the far post, it's just to scare the opposition.

● You can play in all sorts of wicked conditions in Fever Pitch... even mud!

● ...and it's a goal! That now makes the score Mark P: 648, The World: 0

● What you can't see on the right is that the stands are completely empty. I thought everyone wanted to watch MLI against UAE? Below you get to irritate your opponent by using the replay option.

Mega Drive

Review
Fever Pitch Soccer

Signing the Stars

Apart from the obvious one-on-one game setting, you can also elect to play in a world tournament. Here you travel around the globe, taking on each continent in a sort of mini-cup. As you advance further and further into the game, you have the chance to pick-up Star Players like Barger and Jurgan who can join your team. The trick is to save up for the best star players.

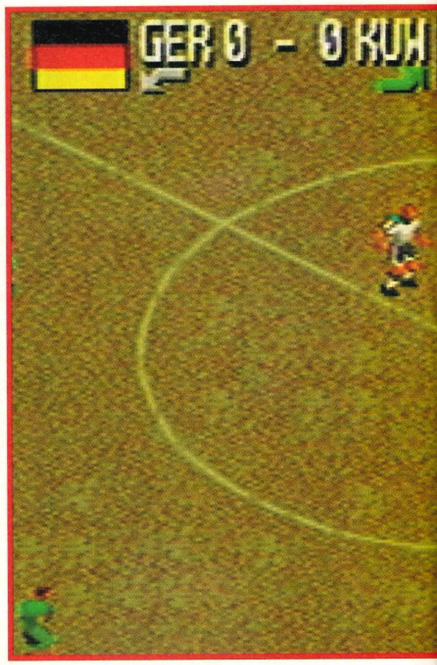
when activated, produces some stunning and funny results. For example, Tricky's high Kangaroo Leaps allow him to jump into the air with the ball and avoid most defenders' tackles while Barger thumps other players just for a laugh (you won't see anything like that in *FIFA*). Thanks to these tongue-in-cheek characters and a cracking tournament option where you build up your team, *Fever Pitch* gets you involved in the action in a way that other soccer sims don't.

The graphics could certainly have been a bit more detailed but once you're into it you won't mind the chunky characters. The Star players are all instantly recognisable and the animations (especially the Special Moves) are very smooth and guaranteed to make you smile. Maybe I'm just evil, but I couldn't but help raising a grin whenever I fouled someone! The only annoying niggle is that you can't change your players' positions once you have selected them (not exactly the end of the world).

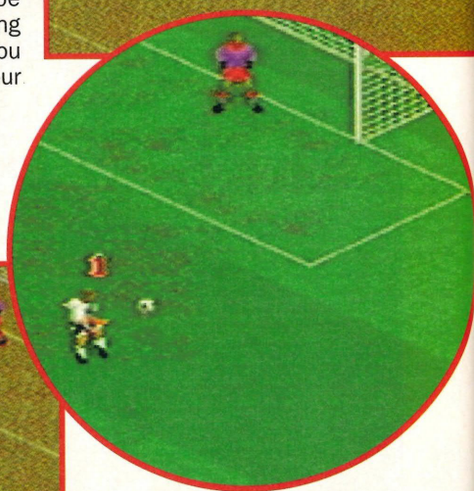
Maybe I'm just evil, but I couldn't help raising a grin whenever I fouled someone!

Add to this mix variable pitch surfaces, a kickin' selection of tunes, a four-player mode and more tournaments to enter than you could ever dream of, and you've got one seriously playable game. Give it ten minutes and you'll be addicted to the challenging gameplay, give it an hour and you will never want to switch off your Mega Drive again!

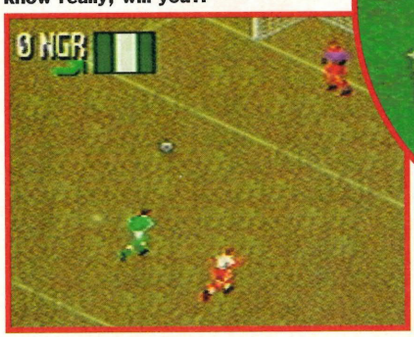
Mark Pilkington



● **"No, you see, according to Newton every force has an opposite reaction. So you see, in a sense, the ball will be kicking me..." Get on with it!**



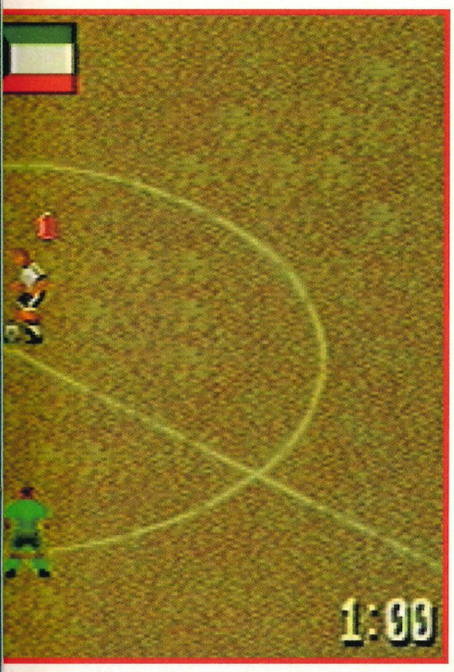
● **Jurgen may be a dirty rotten cheat who wouldn't say no to the money out of his granny's purse, but he can sure kick the ball.**



● **The plucky Nigerian player races for the ball – but will he (gasp!) make it in time? Well, you'll never know really, will you?!**

Home Field Advantage

There are four different types of pitch to play on. Each team has its own particular territory so that Cameroon always play on a sandy field, whilst England's pitch is as green as a well tended lawn. How quaint.



Goals Galore

Throughout the last season of *Fever Pitch Soccer*, some cracking goals were scored. Here, as voted by our panel of expert judges, are five of the best...

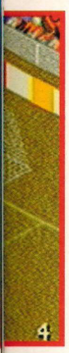
Goal 1: A classic long shot – the cat-like keeper only just missed this one! Amazing!

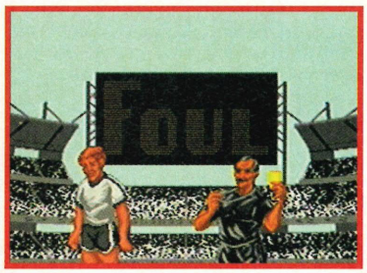
Goal 2: A thundering kick from Cameroon's striker wins the game in injury time. Unbelievable!

Goal 3: Confusion reigns supreme! The keeper can't see the ball thanks to his defenders.

Goal 4: This ball was hit so hard it even knocked over the defender! Bet that smarts.

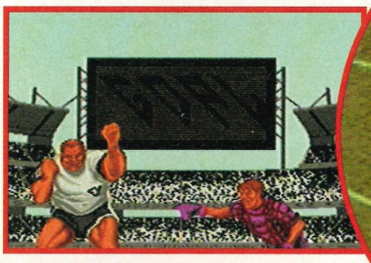
Goal 5: The keeper slips over in the mud and he's furious with himself. What a tragedy!

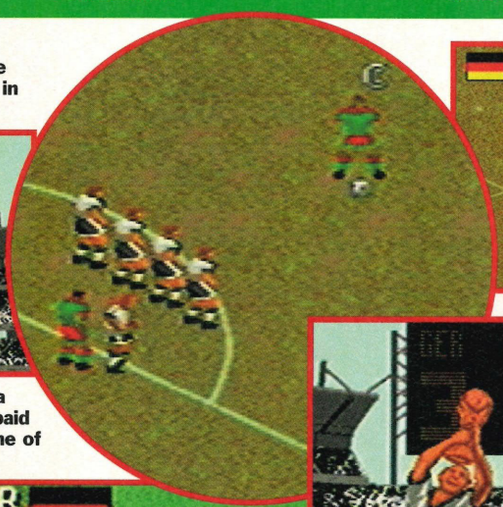




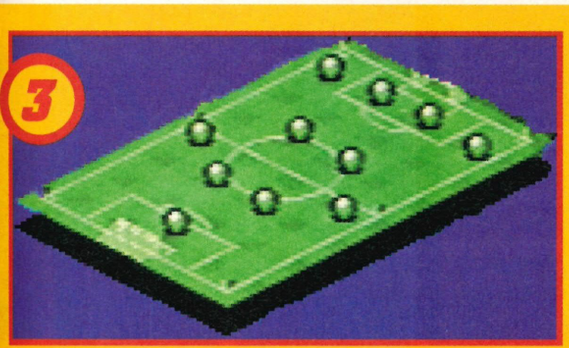
● Believe it or not, there are actual referees in this football game. It's just that they're much too scared to do anything half the time!

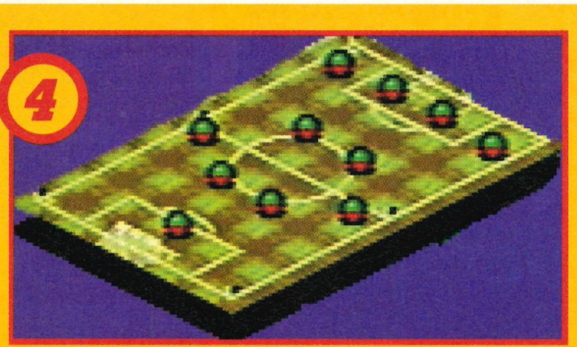
● Breaking chairs, hitting people, jeering at the crowd and kicking the referee, Barger celebrates his goal in his own unique way.





● The Swedish goalkeeper makes a great kick-out. Of course, if you'd paid him enough he'd have given it to one of the rampaging German forwards.





Prostore 91

At last, a footy game for lager louts! Once you start building up your team you won't want to miss a single game!

Review

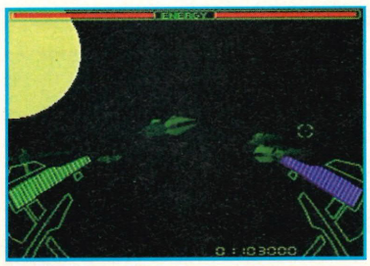
SEGA ● £49.99 ● Out Now ● 16 Mbit

Open Fire, All Weapons!

Stellar As

Who knows what despicable aliens roam the galaxy destroying mankind? Apparently Sega do and they've made sure you get to blast their polygons off with some serious hardware...

● Vital stats on show please. Just before you take off, all your ship's systems are tested to make sure that they're in working order.



● Explosions galore! When you hit an enemy the FX look stunning.

● Welcome to the asteroid belt. Not only do you have to worry about blasting alien ships, but these whoppers of pebbles are hurtling straight towards you as well! Now if you were flying feather 2 you could have a gunner to take care of all that firepower...

For all you power hungry, psychopathic, space ace sharpshooters out there, who also happen to own a 32X, *Stellar Assault* is finally here. After over a year in development, the chance to be Buck Rogers Jnr is long over-due.

It certainly looks impressive, with 3D polygon graphics and 360° gameplay. The aim of the game, as they say, is to fly deep into enemy territory, wipe out all their ships and then warp into the next danger zone.

Being able to fly anywhere makes for some great dodging, fighting and seriously close shaves. Huge cruisers and smaller quicker craft will head straight for you, blasting away with no mercy as you duck and dive to keep out of trouble. Luckily, your ship has artificial intelligence which means that it can yell advice at you when things look hairy. Great.

You also have an option of Trace mode, making up for the lack of viewpoints. This means that you can save and replay your hours of glory or your most painful defeats.

you can save and replay your hours of glory

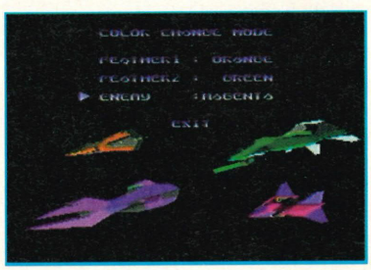
Along with this clever piece of technology is the option to play with two players. One of you steers through the chaos while the other becomes a war-crazed gunner in charge of all the lethal weaponry.

The 360° movement makes a welcome change from the usual predetermined flight path but during play you get the sensation of moving very slowly, rotating and flying higher and lower, but not accelerating. It feels as if you're just hanging around waiting for someone to have a go before sending him up to that big graveyard in the cosmos.

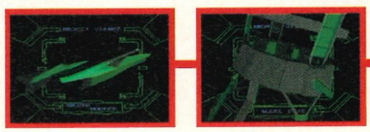
There are only two ships to fly, and although there are tons of different craft to gun down through the game, it is still just a shoot-'em-up. All you do is go from level to level blasting things away. Not a completely inspirational idea!

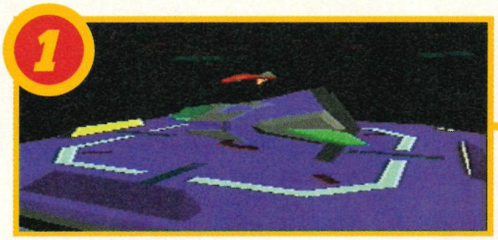
As far as showing off what the 32X can do graphically, this is a bit of a stunner, especially when you notice the special light-sourcing which puts shadows on the ships. The game is certainly packed with spacey atmosphere thanks to the futuristic polygons. It is just a shame that it becomes a bit repetitive. Oh, and the music is rubbish.

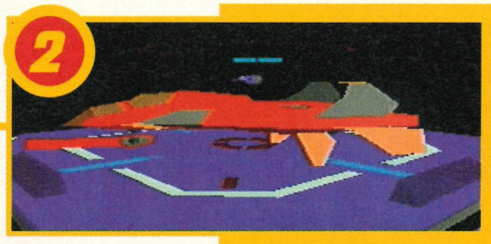
Sarah Moran



● Change the colours of the ships to make them, er...a different colour!







Stealth

This Year's Model

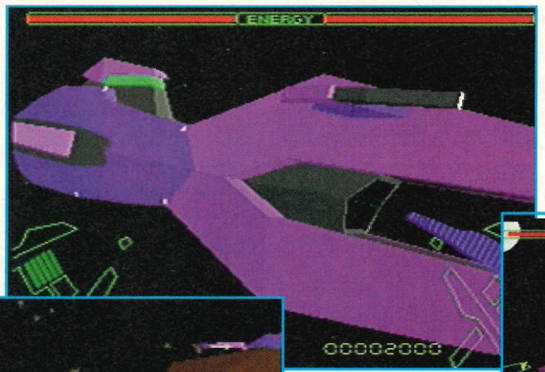
Although there is only a choice of two ships, Feather 1 and 2 are very different. Which one you choose will affect how you complete your mission. Remember it's just you against the unfriendly, hostile and heavily-armed universe. HELP!

1. Feather 1

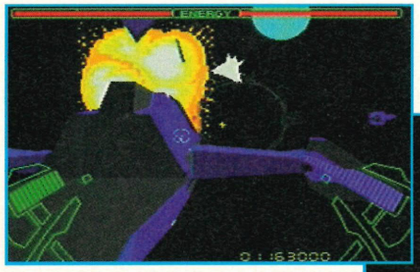
The smaller of the two craft, this is a small and fast one-seater ship which loses energy pretty fast. Pretty good at dodging enemy fire though.

2. Feather 2

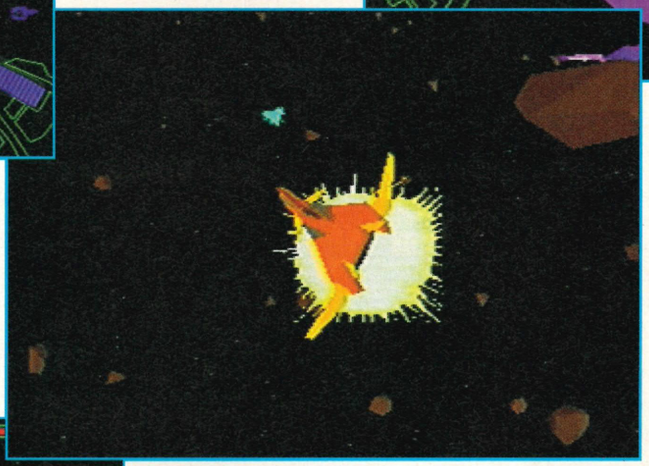
Excellent firepower and strength, this two-man ship is probably the harder to fly, but better to use. There is always an auto pilot option to cheat with!



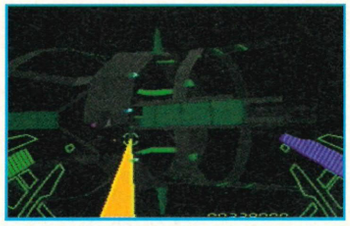
● To defeat the bigger enemy craft you have to fly straight at them, blasting away, swerve upwards at the last minute, then turn to carry on firing as quick as you can. This is where the two-player mode gets most exciting.

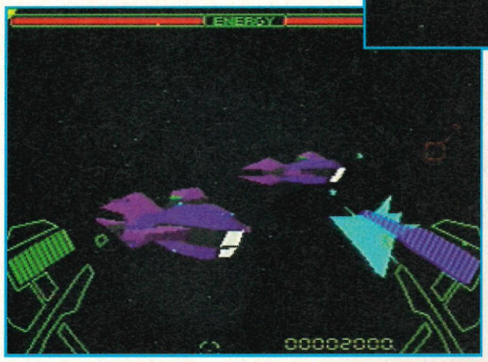


● A hit! Not the top of the Pops kind either. This is one of the maximum damage, blasting fury, killer instinct hits. Just for a change.



● Kapow! Beers all round as he bites the space dust!



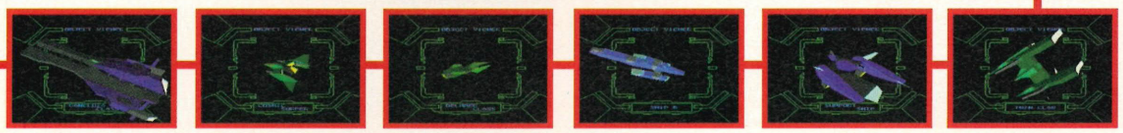


● Feather 2 takes some serious damage when a stealth ship creeps up and applies some laser-guided punishment to your rear. How to deep fry a space craft in one easy lesson.

● From your cockpit viewpoint, you locate and lock on to the smaller enemy craft. Speed is of the essence before the sister ship turns on you and fires. Go get 'em cowboy!

Enemy Ships Detected!

To get some idea of how futuristic these little devils look, the game has a useful view option so you can be nosy and get away with it. It's just a shame that you can't hi-jack one of these beauties.



Proscore 82

A very smart looking shoot-'em-up which improves on Star Wars Arcade's frantic blasting action. The gameplay is much too repetitive though.

Mega Drive

Review

US GOLD ● £49.99 ● June ● 16 Mbit

Don't call me Junior!

Indiana Jones' Greatest Adventures

He's as happy fighting nazis and avoiding poison darts as he's unhappy handling snakes and being told off by his Dad – it's that bloke with the bullwhip again...

You've seen the films, you've dreamt of running along moving trains, saving the girl from deadly spiders and, most importantly, grabbing loadsa treasure...well now it can all come true at the flick of a switch.

All three *Indy* adventures have been squeezed into a single cart, so you not only have to find the Lost Ark, but also the Sankra Stones and the Holy Grail. Staying very close to the films, you move from one adventure to the next, solving clues and outwitting the baddies.

US Gold's *Indy's Greatest Adventures* is essentially a platform game, but the 28 levels vary quite a bit. Some are side-scrolling, fairly standard collect and kill romps but there are also vertical and forward scrolling sections. The forward scrolling ones are the most impressive, particularly when you are in the mine cart hurtling into the screen towards danger signs and knife-throwing natives.

Your journey will take you from dimly lit caves to dangerous back street alleys but, wherever you are, there are weapons, health points, extra lives and (of course) baddies to watch out for.

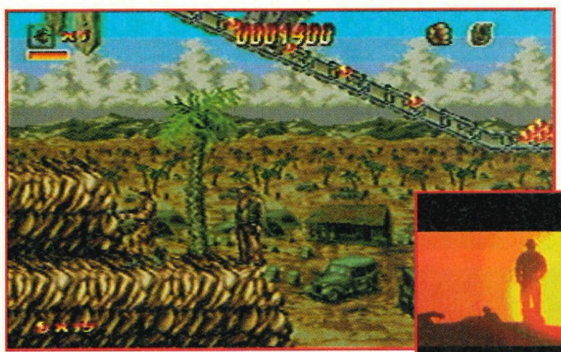
Film conversions are notoriously bad but because the Indy films are so adventure based, they're quite well suited to the platform genre. Where the game falls down, is in the dodgy character animation. Indy doesn't react fast enough to on-coming danger and his movements are pretty restricted.

There are tons of film stills which explain where you have got to in each part of the adventure. These look impressive and are quite fun, but they don't really help remedy the game's shortcomings.

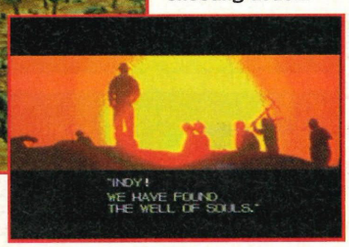
All three Indy adventures have been squeezed into a single cart

To be honest, it still has some of the problems from the old Master System *Indy* game, especially when you come into contact with the baddies. It is almost impossible to get near them without being hit. This does of course mean that it's one heck of a challenge, so if that's what you want, and you have a hankering to be a sweaty, go-get-'em sort of hero, you still might want to have a crack at this.

Sarah Moran

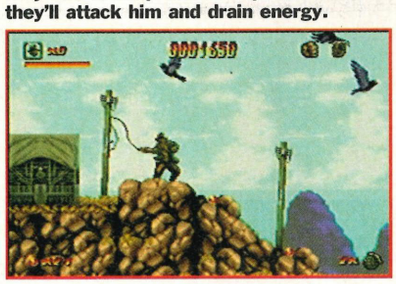


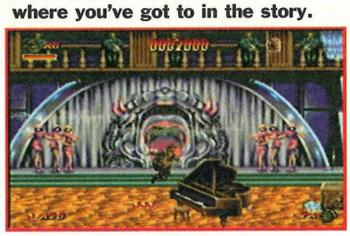
● Indy enters the German camp to find his girl. It seems like the guard is looking in totally the wrong direction for any shooting action.



● Although they only look like pigeons, Indy has to whip them away because they'll attack him and drain energy.

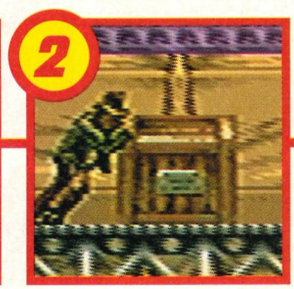
● Loads of stills from the films tell where you've got to in the story.

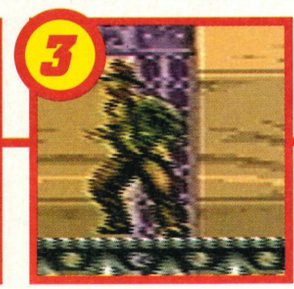




● Indy falls from the sky at the start of this level. If you don't manage to land on the window-ledge, you get to face the mob!

● These overhangs have to be used to bounce up the walls and collect bonus points. Don't fall off!

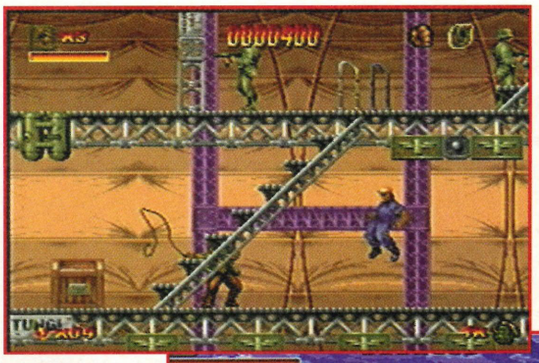




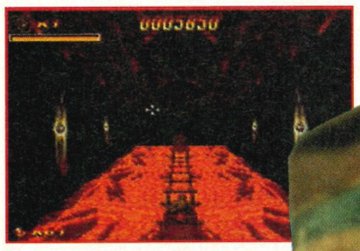
● When Indy falls from a plane he just happens to land in a dingy. Lucky eh! And off he goes again...

● The little men in orange suits aren't from the Tango advert, they carry lethal swords and will wipe you out if you don't whip them into submission first.

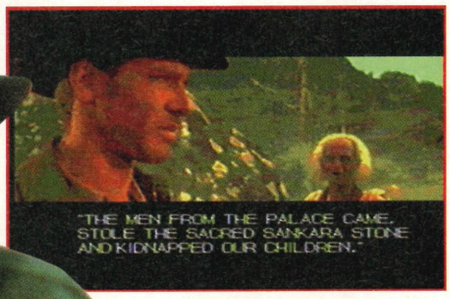
● Even the collapsing rope bridge bit has been included.



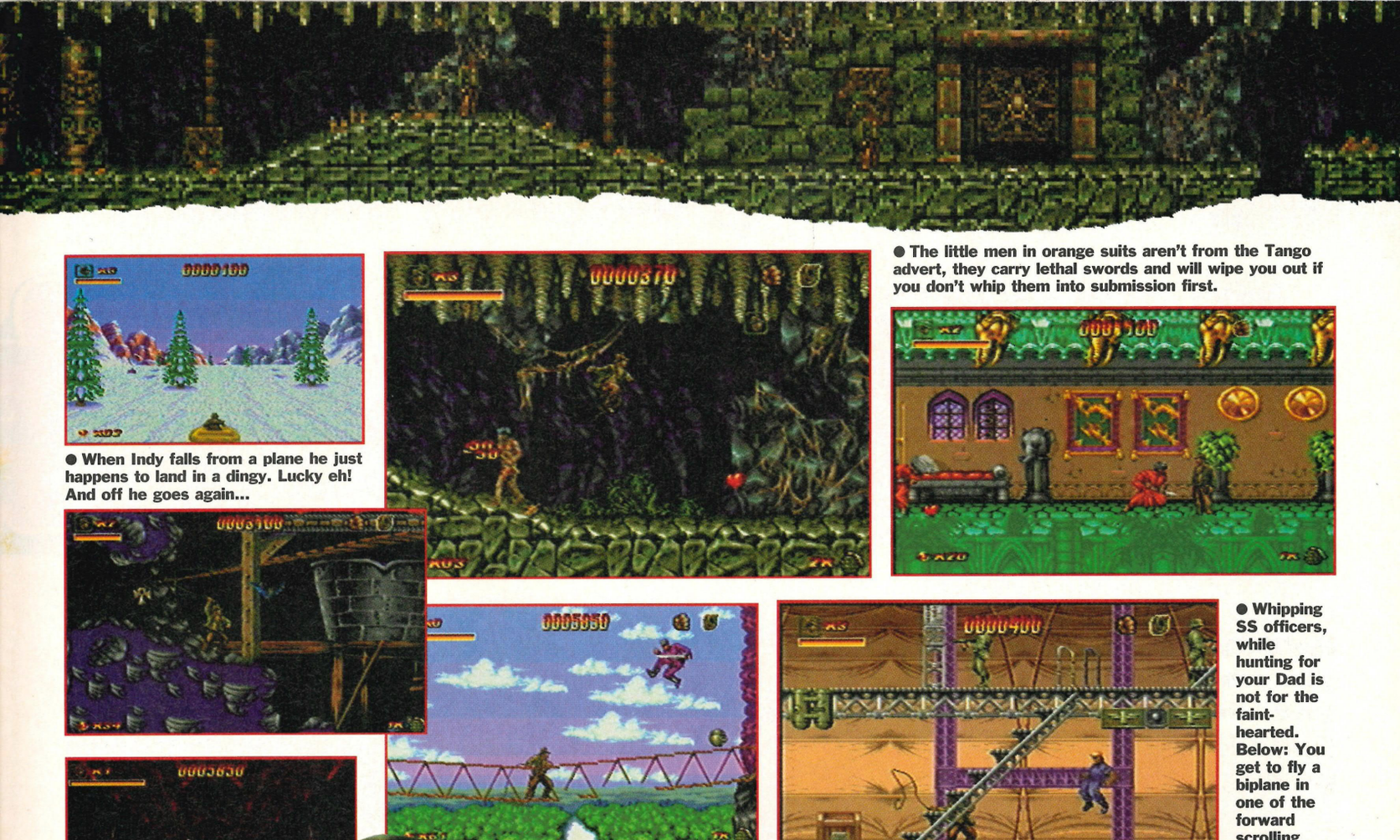
● Whipping SS officers, while hunting for your Dad is not for the faint-hearted. Below: You get to fly a biplane in one of the forward scrolling sections.



● Forward moving sections of the game make a nice change, and they tend to be based around the most exciting bits of the film. This ride in a mine cart is a bit on the bumpy side!



● The old rolling rock routine. He'll have to run faster than that!



Tough Guy

Being an adventurous kind of guy, Indy like to keep trim by doing the odd bit of exercise. Just look at those bulging biceps!

1. Indy lobs a grenade
Over arm shotput, or is that a grenade I see before me?

2. Indy pushes box
Put some effort in it Indy, shoulders to the grindstone and all that sort of thing.

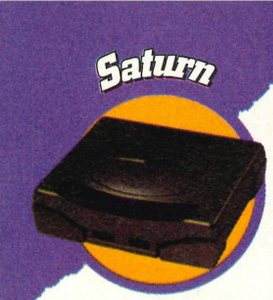
3. Indy turns to fight
A steely stare, a wipe of the brow and then Indiana is ready to fight once more.

4. Indy uses whip
Classic Indy pose. Out comes the whip and let's get cracking. This could get dangerous.

5. Indy wipes sweat
It's tough this treasure hunting lark, especially when you're all alone in a nazi Zeppelin!

Prospore 79

A standard platformer, jazzed up with film stills and different levels. Good storyline, likeable hero, but needs more oomph!



Review Import ● £69.99 ● 1 CD ● Out Now

We're Going Slightly Mad...

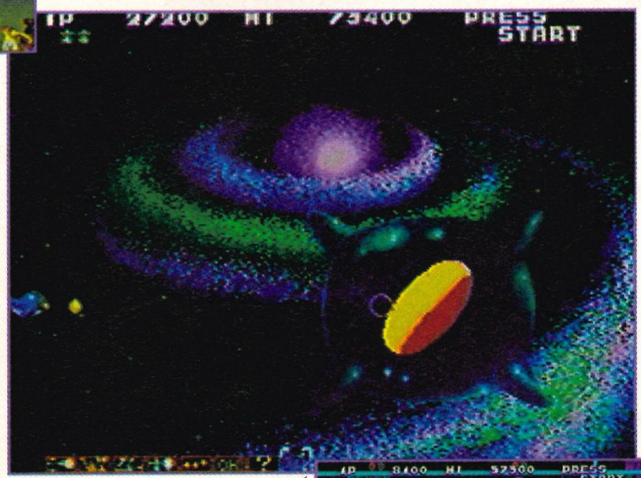
Ultimate Pa

Panda ballerinas, giant belly-dancing women and flying pigs. If you like things weird, then you'll like this game 'cos it delivers weird things by the lorry load!

● What a way to die – blown apart by a pink submarine with a giant cats head!

● Hah! You flying bunny rabbits don't frighten me, I'll just blast you all apart with my eggs! Wah-hey!

● Thank goodness I've got this flimsy-looking bubble to protect me from those dangerous meteorites – I don't know what I'd do without it!



Yet another over-rated, over-priced, quick-buck unit-shifter of a game.

I had my reservations even before I picked up *Ultimate Parodius* . It's based on a very standard NES shoot-'em-up. Has it been spiced up enough to survive on the super console?

Well, yes and no. Have a quick glance at the screenshots and you can't fail to be impressed by the overall quality. Graphically, this is up to modern arcade machine standard. On the other hand, when you actually start to play the game, you're bound to be disappointed by the lack of scaling, rotating and general technical wizardry. The only hint of the true power of the Saturn is when you select your fighter on the options screen and you double your size after collecting a special power-up. And that's it. After that it's all just straight-forward dodging and shooting action.

In the game's favour, you can choose from plenty of loopy characters to control, and they certainly dredge a smile from your lips when you play them. This is also one of those games where there's never a dull moment. In terms of things to kill and power-ups to collect, there's no game like it on the Saturn. Then again, for a great deal less money (we're talking £70 here) there are plenty of superior blasters which you can pick up for the Mega Drive. That's why I have a problem with this.

We've seen all this kind of stuff in *Thunderforce IV*, and that's a three-year-old game! We want more for our pennies these days. We want 3-D bonus stages, huge ten-screen high bosses and 360° rotating levels. But no, what do we get instead? Yet another over-rated, over-priced, quick-buck, unit-shifter of a game. This will probably go down a treat in Japan, but I would like to think that gamers are a little more clued-up than to buy more of the same like this. Fun but limited.

Mark Pilkington

● The inhabitants of mooney-land look up in fear at the giant Konami logo. If the guy controlling the winch messes up, they're dead meat for sure.

arodius

● Noooooo! I don't want to die like this – killed by a giant, Hindu-worshipping pink octopus! She's probably going to squirt purple ink over me or something... Gross!

● All of the guardians in this game have special weak spots to shoot.

● It's Ponky the killer penguin! Hero to millions of penguin's worldwide, his greatest enemy is Bill the evil zoo-keeper...

The Weird Zone

The characters you can choose to play as in the game are a bit, erm... strange to say the least!

1. Not exactly the kind of fish you'd want to keep in your aquarium at home – this one fires bullets!

2. This happy chappy likes nothing better than to zoom off into outer space and kill hundreds of aliens.

3. Is that a flying pig that I see before me? Hmmm, something very weird is going on here...

4. Ah, this is more like it! Something vaguely resembling sanity at last.

5. Radical surfer dude, let's catch us some waves before we have to play this bogus game again.

6. Urggh! Who on earth wants to play as a multi-limbed, writhing Octopus? Much too slimy for my liking...

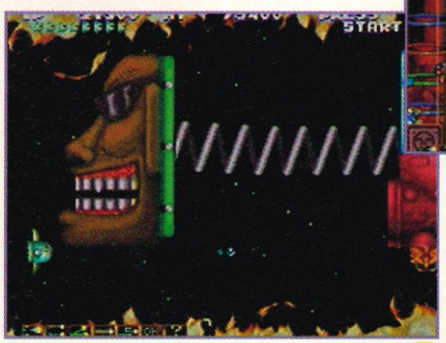
7. Why's he called Twin-Bee? Where's his twin? And why does he look like a robot and not a bee?!

8. The fairer sex, but even she's an escapee from the loony bin in this game.

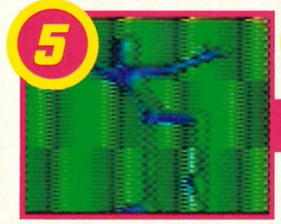
● Yay! After winning the arcade section, you're greeted by this lovely-looking screen. Although we can't read Japanese, this guy's probably saying "Super elasto plasters – you can't buy better!" Or something.

● The programmer was obviously attacked by some crazed belly-dancer on the way back from a club!

● For some strange, perverted reason, you have to kill a giant mer-maid at the end of the fourth level. Anyone fancy some fish 'n' chips?



● My, what big teeth you have! All the better to chomp you to bits if you're not careful. This is one of the saner bosses. No, honest, it really is!



Thanks to the Video Game Centre for our review copy, call them on (01202) 527 314

Prospore

63

It may be full of bright ideas but the basic gameplay is a real let-down. Surely the Saturn can do a lot better.

Review ● SUNSOFT ● £44.99 ● Out Now ●16 Mbit

Eat this, Nutter!

Zero the Kamikaze Squirrel

What's cute, furry and packed with high explosive? If you haven't guessed already then a certain bandanna-wearing, shuriken-throwing, insane squirrel should give you a teeny-weeny clue...

● Meet the hero. This mean looking fella is actually quite cute and furry. He acts like a real nutter though, and almost goes crazy trying to save his forest from destruction.

It's time that Le Sheets, the evil paper baron and tree-feller was stopped and his factory destroyed. Of course there is only one squirrel who can do this: Kamikaze by name and, yes, kamikaze by nature.

Hectic is what this game is. Squirrels aren't exactly laid-back animals at the best of times but Zero gives a whole new meaning to the word 'hyperactive'.

Through loads of bright platform levels, he pelts along doing an amazing array of backflips, forward rolls, nose-dives and deadly ninja moves. Facing a bizarre group of enemies, he'll have to use all his kamikaze skills to finally save the forest.

Zero gives a whole new meaning to the word 'hyperactive'

You have to learn to fly and dive by practising on early levels, because later these moves are essential to get you out of trouble. At various points in the game, Zero also has to drive a jet ski and a speedboat, and even use a jet pack at the end of the adventure. Cute, huh?

By collecting various icons, you replenish your energy, get more lives and boost your collection of death stars. There are also lots of wacky sections where you have to blow up bouncy castles to discover secret rooms.

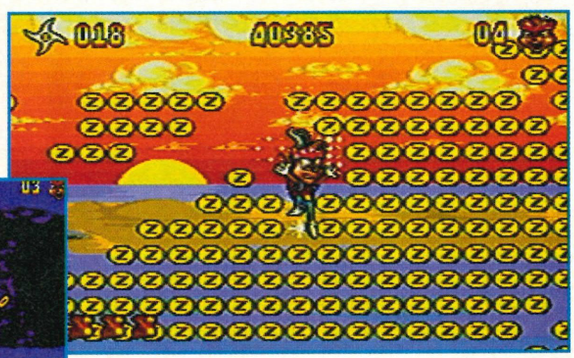
Because this is such a fast-moving game, there are checkpoints handily dotted around the 15 levels, so you can start from the last one you went past if you die. This is great because the levels are very big! It would have been slightly better with a password option, but the levels are different enough and have so much in them, that you don't get bored playing them more than once.

It's good to see a platformer where the main character has been well thought-out, and you get a little more than the run around and kill things gameplay. The graphics are nicely detailed, and there are loads of squirrel sound effects to keep you going. You do have to be quite careful about bumping into baddies though. Often, you are moving so fast that you land on them by mistake. Zero's a hard little geezer which makes him good fun to play. So, while this isn't astounding in any department, it's still very appealing and tough enough to keep you kamikaze diving all night.

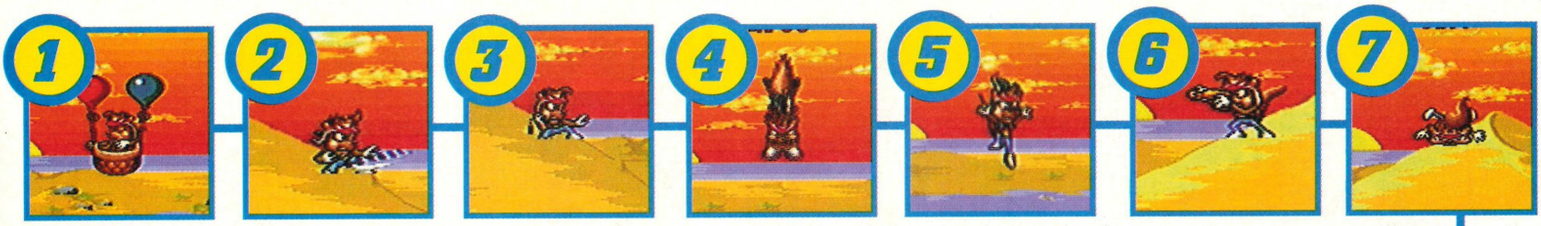
Sarah Moran

● Okay, think you can catch me do yer? Watch this squirrel move...

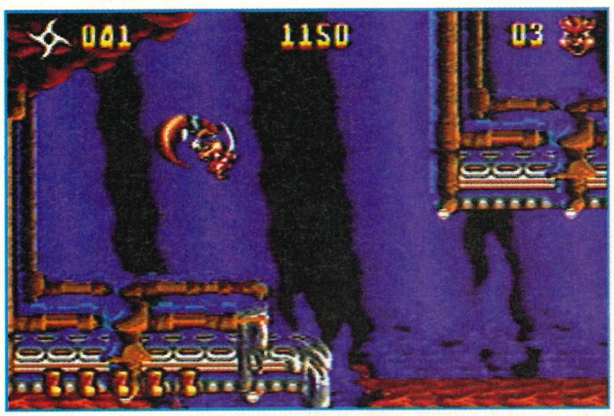
● These bits are the most fun, you have to bounce on the springy bit to blow up a bouncy castle type thing which turns out to be a bonus stage entry door. All very strange, but then so is the game!

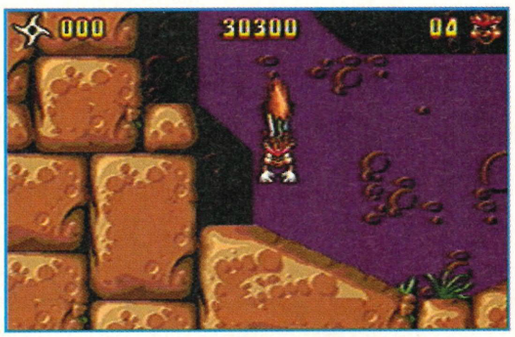


● Whee! This is more like it. Dosh and oodles of it. You get to the higher levels by bouncing on tree-tops.



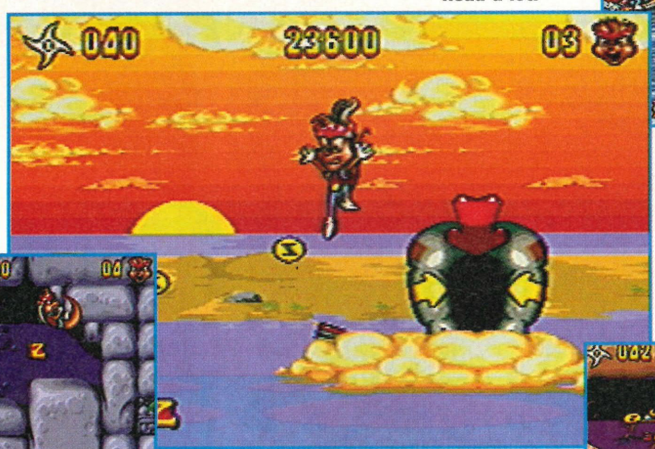
● More razor spin action from Zero. He often picks up loads of bonus things simply by being manic all over the place.





● A kamikaze dive if ever there was one! He tends to bang his little head a lot.

● More twirling action from our furry friend. He really does fly all over the place with no concern for his personal safety or anyone else's. He can kill baddies when he dives on them.

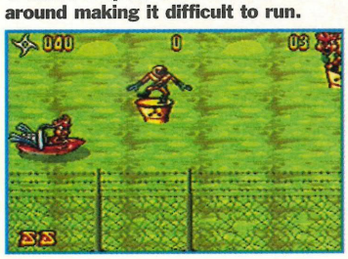


● Zero climbs on his speedboat to rush off down the river in chase of more treasure. Whirlpools are deadly and there are also some really strange animals to watch out for. It's very difficult to throw your stars and steer the boat!

● A fully inflatable bouncy castle will explode if you keep jumping. Kapow!

● Bonus stage time! Get the ice cream, you could do with a snack.

● There is quite a bit of slime around making it difficult to run.



● Zero has to fly out of trouble a fair bit. There is no way he can jump over all these rollers, his little hairy legs just aren't long enough!

Squirrel Snapshots

We managed to catch him for these piccies, despite him being the fastest squirrel in the West. Just look what a well trained squirrel can do!

1. Balloon
Yes he can fly, but this is a far more civilised way to travel.

2. Chainsaw
A nunchaku (bless you!) carves up baddies who get a little too close.

3. Crouch
To stay out of trouble, Zero ducks and gets into a ninja pose.

4. Fall
Whee! This is the Zero we know and love. Watch out for the...Whoops!

5. Jump
Point that toe you little party animal you, and give us a grin then.

6. Kami get your gun
Kami get your gun! Not a guy you want to meet on a dark night.

7. Squashed squirrel
My favourite pose. Zero takes a close look at the floor...again!

Prospore 86

Not startlingly different, but a good, enjoyable platformer which is fun enough to keep you leaping about without going completely nuts.

Review ● INFOGRAMES ● £34.99 ● Out Now ●1 CD

Don't feel blue, it's...

The Sm

When the only girl Smurf around disappears, there's bound to be trouble. When three mates go as well, Hefty Smurf decides that it's time to get serious...

Hefty is a pint sized, blue elf thing with a converted chef's hat and big nose. Just like all the other Smurfs, apart from Smurfette who is a blonde (but hey, she's missing anyway).

It's Hefty's job to rescue his blue friends from Gargamel who is intent on kidnapping all the little people. He has to battle through forests, swamps and murky lakes to find his friends. *The Smurfs* is a platformer that has already done the rounds on the Mega Drive, Master System and Game Gear. This Mega-CD version is almost identical to the Mega Drive game, but a fancy new intro scene has been added, along with more impressive sound FX and music.

Graphically, *The Smurfs* looks great. It has really colourful levels, with cutesy cartoon nasties. The characters move properly as well, bouncing over mushrooms and crawling along passages. What lets the game down is the standard of play. Despite the improvements made for the CD version, the gameplay is still merely a bog standard platformer with very little relief from the running and jumping type of adventure.

It is so very standard that you'll want to grab a Smurf and squeeze him really hard so that he turns bright pink like normal, healthy elves. It isn't their fault that they've been dropped into such a boring story, but you certainly get sick of the sight of them fairly early on. If only there was more to do than simply run, jump and bounce on the heads of baddies.

There are a few different levels, like the ride in a boat over snow, but the basic movement stays the same and it becomes frustratingly repetitive. It is also pretty tough. Why, oh why, are the other Smurfs out to kill you and why are you allergic to water? You have to start back at the beginning of a level when you die, which means that you see the same toadstools a lot more than you want to!

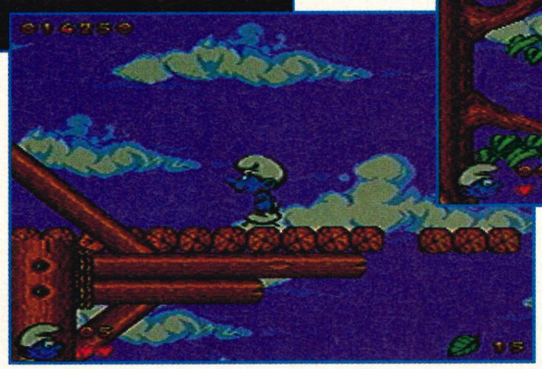
All these little niggles add up to a game that looks great, sounds about as cute as it can get and has a large cast of appealing little characters. Unfortunately, it drives you completely mad playing it. No, I mean really insane. Really.

Sarah Moran

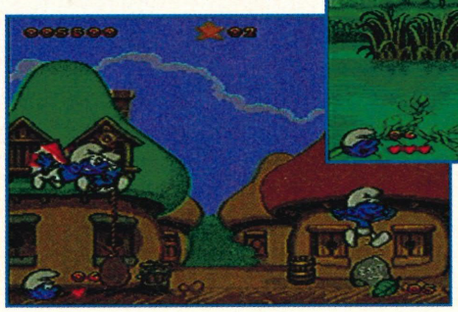
● He can't swim and gets a major alergic reaction when he gets wet. Aaaah!

If only there was more to do than simply run, jump and bounce

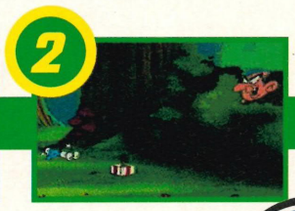
● Hefty gives up. He's had more than a little blue thing can take in one day. Every time that he tries to cross the log bridge it collapses and he dies. Forget that Smurfette, he's off down the pub!

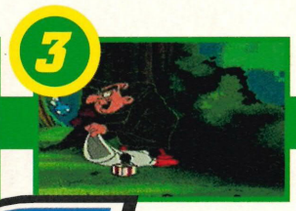


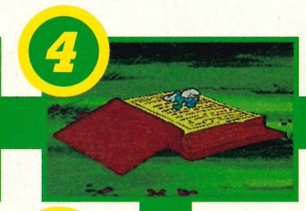
● Duck! No not a real one, but some killer crows are heading your way.



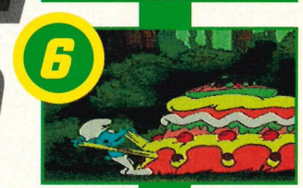
● Here dumb little frog thingy, let me biff you on the head with this very heavy brick disguised as a present. Then you can pull even more stupid faces and do your little dance.

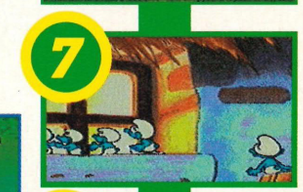


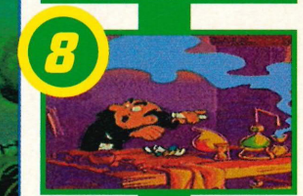


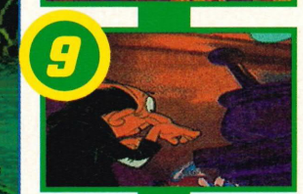


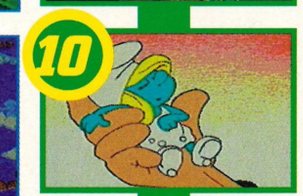
Smurfs

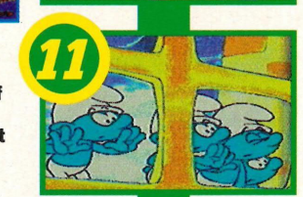








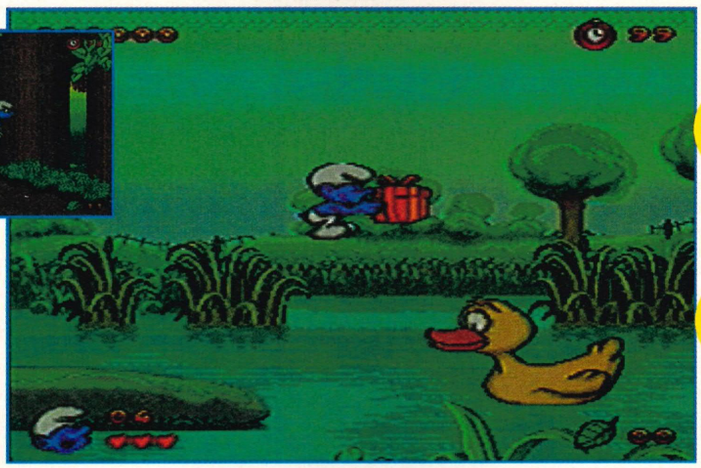




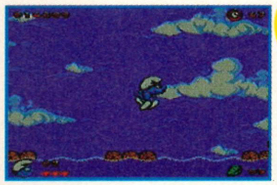
Dastardly Deeds!

That ghastly Gargamel is up to his old tricks, kidnapping Smurfs taking them to his nasty castle and pouring his secret mixture over them. Some people are just so evil...

1. No–one gives you a pressie that big for no reason.
2. Told you so, and there's Gargamel grinning over the hedge.
3. He scoops up the splatted Smurf and is off to the castle.
4. This is Smurf number two, minding his own business.
5. Splat! One rather flat Smurf who's in grave danger.
6. Not the old Super-Glued sticky cake routine again!
7. Some rather worried Smurfs peer through a strange window.
8. Shock horror! It looks like the babe's going to get it! Smurfette needs rescuing and fast.
9. Gargamel does his best Tommy Cooper impression for Smurfette.
10. For Smurfs sake, wake up. This is no time for a kip missus!
11. All the little boy Smurfs are a little worried about their girlie.
12. They pelt all the way back to Smurfville as fast as their little blue legs will carry them.
13. Hey you, yes, you with the beard – you lookin' at me?
14. They went this way! Come on Papa Smurf, time to save the day!



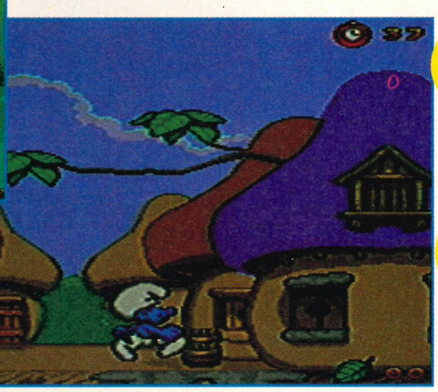
● It's a quacker! Use Donald to cross the water by jumping on his back. There are loads of nasties flying overhead so watch out.



● As high as a kite! Hefty Smurf takes a leisurely raft ride down the river on a Summer's day. The water's deadly!

● Ouch! Deep in the mine Brainy smurf gets hit by a rock. Not so smart after all, huh?

● Is this your spring loaded model of a hollow tree trunk, or is it hiding something really nasty? We should be told.



● I live in a toadstool me. Is there mushroom inside? Is your flatmate a fungi to be with...? Nice choice of tiles for the roof. Smurfs are guaranteed to bring property prices down.

Proscore 62

You can't help but like the way The Smurfs looks, but even if you are true blue fan, the gameplay will still infuriate you.

Mega Drive

Review

● SEGA ● £49.99 ● Out Now ● 16 Mbit

She Shoots! She Scores!

NBA Action '95

Can you kick it? No, you can't! But some nifty bouncing is more than okay if you want to beat the NBA Veteran team in a basket slamming, ball dunking frenzy!

Riding the hip wave of Basketball madness comes *NBA Action '95* from Sega. For all those fans of huge trainers, back-to-front caps and oversized shorts, here's another chance to have a good dribble.

Starring David Robinson and all 27 NBA teams, the game attempts to rival the great *NBA Jam* games from Acclaim. There is certainly loads packed in here, stats on over 300 players, options to transfer or create your own players, five-player mode (if you have an adapter) and a full 82 game season to play.

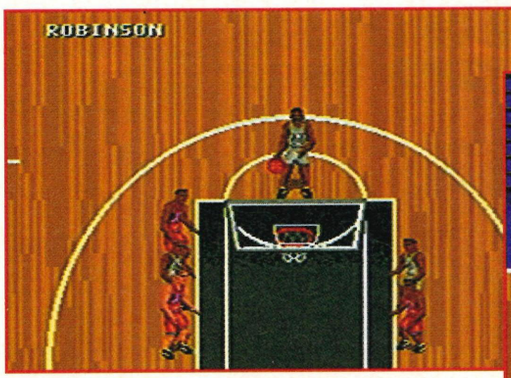
There are no trick shots though, no flaming balls and no power-ups to collect. It's basketball without all those fancy trimmings that, thanks to *NBA Jam*, we know are what makes the game worth playing. Not only does it lack razzmatazz, but scoring is pretty easy and you only play five-on-five.

There are supposed to be a variety of shots and moves, but it's hard to spot the difference and in the end you are basically running like the clappers, passing a couple of times and then scoring.

Sega have ditched the swivel view from the first *NBA Action*, but this new overhead view doesn't really help when you're marking. The sprites stay the same size and the crowd don't move at all, even when they're cheering insanely.

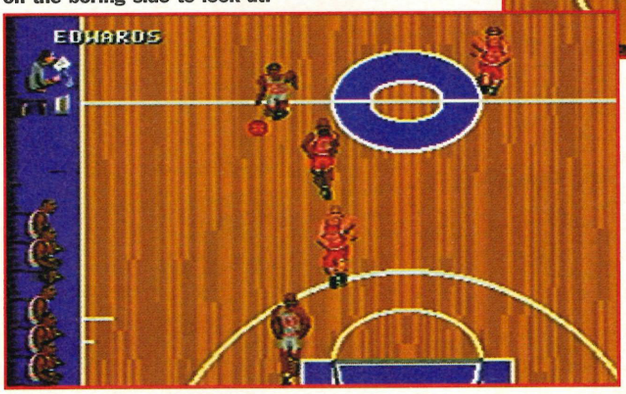
I guess we have just been spoiled, because if it wasn't for *NBA Jam*, this would be a fairly good basketball sim. But, as it is, this is merely average hoop-slinging 'n' dunking action.

Sarah Moran

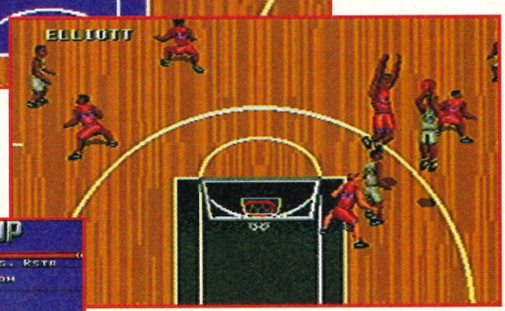


● More overhead action. The crowd and substitutes are static throughout the game which makes it a bit on the boring side to look at.

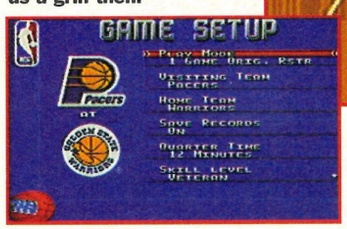
● Robinson takes a basket. From the overhead view it looks a little strange, but you can't change it , so there! You can't really miss this one, it's easy.



● This is where you pick which player you are going to be when you are playing with more than one player. Simple really and it makes it less of a muddle (when you're playing that is).



● And he shoots...The crowd don't look too impressed with it all though. Come on give us a grin then!



● A nice bit of marking, but it looks strange because the players aren't scaled, they always stay the same size. This would make the game look just that little bit more reaiistic.

Prospore

73

No fancy additions or moves, just a standard five-on-five game with all the expected stats and player options.

Mortal Kombat 3 SNES
Mega Drive Playstation **Killer Instinct** SNES
Earthworm Jim 2 SNES Mega Drive
Wipeout Playstation
Donkey Kong Country 2 SNES
Demolish 'em Derby Playstation
SFII the Movie Playstation Saturn
Spot Goes to Hollywood Saturn
Virtua Cop Saturn
Virtua Fighter 32X
Command and Conquer CD-Rom
Virtua Racing Saturn

All previewed and more in our greatest issue ever!
On sale 29th June

GAMES WORLD
THE MAGAZINE

■ **To ensure that you never miss out on the UK's Ultimate Games Bible, tear this form out and hand it to your newsagent.**

PLEASE RESERVE A REGULAR COPY OF GAMES WORLD: THE MAGAZINE FOR:

Name .....
Address .....
.....
.....
Postcode .....
Tel: .....

Alternatively, call our subscriptions department on:

01202 780578

And have Games World: The Magazine delivered to your door every month for a whole year for only £30.00. It's a must!

Games World: The Magazine is available on the last Thursday of every month, priced £2.50. It is produced by the utterly brilliant Paragon Publishing Ltd (01202 299900) and distributed by Seymour International Press (081 679 1899).

Playing Tips

A treasure chest bursting with

Protip

After a wild night out involving a packet of wine gums, several cans of shandy Bass and a mule, Mark Pilkington bravely staggered in to complete the work of art that is ProTips. Not that this saved him from the wrath of Nasty of course, but his punishment was commuted to fifty press-ups and cleaning the floor of the office toilets with his tongue. How merciful...

Give Us Your Tips!

Why not give your friendly neighbourhood tipster a hand? Send all the cheats you can think of to: ProTips, SegaPro, Paragon Publishing, Paragon House, St Peter's rd, Bournemouth BH1 2JS.

You could be sending us level codes, special cheats or even just guides and tips to the best games. Of course, the better the cheat or more comprehensive the guide, the more chance you've got of winning.

EA Top Prizes Shock!

Electronic Arts have come up trumps this issue, readers. They've sent us five top games as tips prizes which, we can assure you, are winging their way to our lucky winners as we speak! Aren't they just too generous? No, nothing's too good for our readers...

Sega Pro It's a Winner!

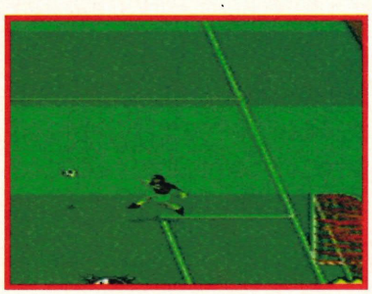
Kick Off 3

Mega Drive

●Invisible Ball/ Super Bounce

To get some weird, wacky and wonderful ball-related things happening in this game, simply perform the following...

When you start playing in the two-player mode, press all three buttons on the pad and the ball will now turn invisible. As soon as that's worn off, the ball will magically have more bounce than a kangaroo on a space-hopper!



Sega Pro It's a Winner!

Pitfall: The Mayan Adventure

Mega Drive

●Various Cheats

Reader **Tony Goodwin** knows a thing or two about surviving in jungles. Infinite Continues, Level Selects and Super Speed are all yours if you happen to be stuck on this tough game...

●Level Select

To skip all those tricky levels, simply press B, Right, A, Down, Right, Up, B, Left, A, Up, Right and A on the title screen. A level select will now appear in the middle of the screen. Go to "Start" and then press Up on the pad to change to your desired level.

top tips!

WWF Raw

● **Special Moves**

Hearty cheers and manly slaps on the back go out to **Thomas Brodrick** from **London** – he's managed to discover all of the special moves for this heavyweight wrestling game! Apparently, to get them working correctly you have to hold down on the A and B buttons at all times, and then perform whichever move you want...

Doink's Field Goal Kick: Stand behind opponent when stunned and press Left, Left, Left and C.

Luna Vachon's Propeller Splash: Make your opponent fall down and then press Left, Down, Down then let go of B.

Owen Hart's Whirling Dervish: Press Up, Right, Down then release A.

Bam Bam Bigelow's Torpedo: Press Up, Down, Left then let go of A.

Brett Hart's Butt Flip: When your opponent has fallen down, climb up the side of the ring and press Right, Right, Up and release B.

Lex Luger's Super Punch: Press Up, Up, Down then release B.

1-2-3 Kid's Turnbuckle Jump: When you climb up the ring, press Up, Up, Up then release A or B.

Diesel's Caber Toss: Stand behind stunned opponent and press Down, Down, Right and B.

Shawn Michael's Super Drop Kick: Press Down, Right, Right and C.

Undertaker's Running Clothesline: Press Left, Right, Right and B.

Yokozuna's Turnbuckle Cannonball: Climb up the ring and press Down, Down, Down and C.

● **Infinite Continues**

Go to the title screen and press C, C, C, C, Left, A, Down, Up and Down. Now whenever you die, you'll find that you can continue to your heart's content. Hurrah!

● **Super Speed**

On the title screen again, enter B, A, Right, C, Right, Up and Down. You'll now be able to run much faster than before!

NB: You'll be pleased to know that can also use these cheats on the Mega-CD version.

John Madden '95

● **Various Cheats**

27! 46! Hut! 37! Bluuue! Hut! 47! Reeed! Hut! Hut! Sorry about that, folks – I got a bit carried away there. In a world of my own, so to speak. Then again, that's probably the story of my life. If you

CHEATS * TIPS * CHEATS * TIPS * CHEATS * TIPS

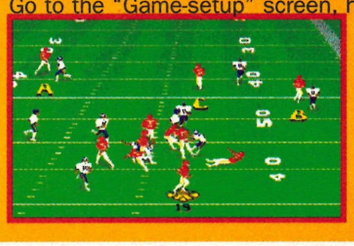
hadn't guessed, American Football's the name of the game, and cheats are where it's at! Thanks to **Sharon Fisher** from **Kent** for these little gems of footballing tips.

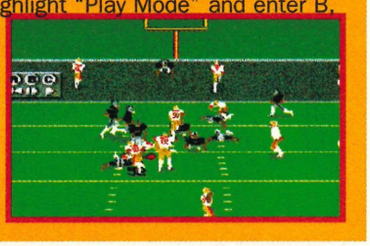
One Minute Quarters

Go to the "Game-Setup" screen, highlight "Play Mode" and type in A, C, C, B and B. Now set the game length to one minute.

Expansion Teams

Go to the "Game-setup" screen, highlight "Play Mode" and enter B,





True Lies

● **Passwords**

Arnie's back, and this time he brings with him a full set of passwords for this meaty Mega Drive game! Way to go, Arnold...

L2: BRMKNRD
L3: CXGJMQC
L4: FVJBKXF
L5: HCHDXVH
L6: FBJNDBN
L7: HJBGBJC
L8: JFFFZHB

CHEATS * TIPS * CHEATS * TIPS * CHEATS * TIPS

New Mangement, All Lines Updated Weekly

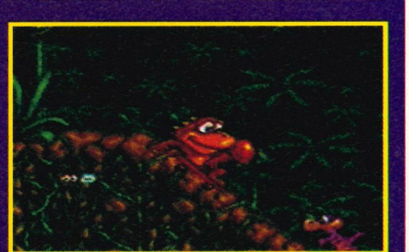
0891 318 400	INFORMATION LINE
0891 318 401	SONIC 3 FULL SOLUTION & CHEATS & TIPS
0891 318 402	GAME GEAR CHEAT LINE
0891 318 403	DESERT STRIKE & TERMINATOR 1 & 2
0891 318 404	GOLDEN OLDIES, CHEATS, TIPS ETC (MEGA DRIVE)
0891 318 405	SONIC II & I CHEATS, TIPS ETC
0891 318 407	NEW RELEASE LINE, CHEATS, TIPS & HELP
0891 318 408	MEGA DRIVE CHEATLINE (LOADS OF GAMES)
0891 318 409	MASTER SYSTEM CHEATLINE (LOADS OF GAMES)
0891 318 410	CANNON FODDER (CODES TIPS & HELP)
0891 318 411	SONIC & KNUCKLES
0891 318 413	JUNGLE STRIKE, FULL SOLUTION* CHEATS & TIPS
0891 318 415	MORTAL KOMBAT II, CHEATS, GORE CODES, TIPS & MOVES
0891 318 416	URBAN STRIKE (CODES HELP & TIPS)

NO MUSIC, CHAT OR WAFFLE, JUST STRAIGHT INTO THE HELP, PLEASE HAVE PEN & PAPER READY

All calls charged at 39p min cheap, 46p peak

Home Grown Productions Ltd, PO Box 193, Hayes Middlesex

It's a Winner! Radical Rex



● **Level Select**

Thanks to **Chris Mann** from **Derby**, you can now get a boot-stompin' level select on this funky little number. Go to the second title screen and enter A, C, Down, Right, Up and B. Now choose the level you want to and press Start to begin on that stage. Short, simple and more than a little bit groovy man!

Probips

Playing Tips

Video Phone Calls

Try calling some of these numbers on Metal Gear's Video Phone for a bit of light entertainment...

796641
416766
446454
443723
333333
396004
390910

It's a Winner!

Mortal Kombat II

Mega Drive

● **Test Mode**

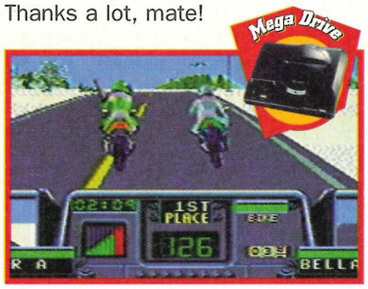
Fiddle around with this game to your heart's content, thanks to this brilliant little cheat from **Michael Hill** from **Kent**!

Go to the title screen, highlight Done and press Left, Down, Right, Right, Down, Left, Left, Left, Left, Right, Right, Right. A Test Mode option should now appear.

Road Rash 3

● **Secret Codes**

Plenty of amazing codes and passwords for this game, thanks to EA PR geezer, **Nick Channon**. Thanks a lot, mate!



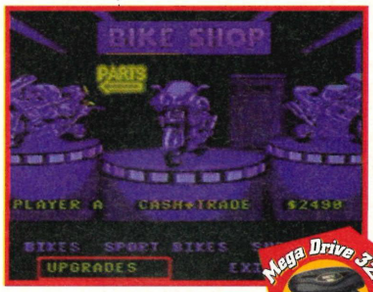
Enter all of these codes on the title screen. If they work correctly, you'll hear a revving noise sound out A, B, Right, A, C, A, Down, A, B, Right and A. This code opens up the whole game, which changes bike, level, money and weapons.

C, Left, Up and B. You'll receive $1, 100, a club, chain and some lethal Nunchukas.

Right, A and Down. You can select whatever weapons you wish with this clever code.

B, Left, Up and Right. You can select your own bike, money and Clubs.Good eh?

A, C, Left and Up. You get more money, start at level 2, get a new bike, get nitros in the bike and you can also steal bikes. Your opponents won't attack you either but cops will beat you up – they don't bust you.



Mega Drive 32X

Snatcher

● **Character Info/ Phone Numbers**

A wonderfully horrid game, *Snatcher* had a weird effect on me when it first came into the office. Normally the mild-mannered type, I was instantly gripped by a strange urge to run around the streets of Bournemouth with a plastic gun in my hand, shouting "Die evil robot-creature! Burn in the pits of hell!", at the top of my voice. It must have been something I ate or more probably, drank...

Junker Computer Names

To read about some peculiar people, type these names in on the Jordan Computer System...

MICHAEL
KIMBERLY
KIRITA
KOJIMA
SASAKI
TOGO
JEREMY
SAITOU
INAMARU
ADACHI
KUSHIBUCHINOSE

Mega-CD

It's a Winner!

Doom

● **Quick Chainsaw Tip**

Reader **Warren Lapworth** from **Stoke-on-Trent** has discovered a fast method for getting the chainsaw in *Doom*. According to him, you can find it on the second level. Collect the red key and exit the first room. Turn right and pull the switch on the slime room. Now go back and enter the newly opened area. When you come across the green armour, shoot the wall behind it. Walk into the new passage and go upstairs to where a switch is mounted on the wall. Pull this and you can now enter a new room containing a chainsaw. Cue bloodthirsty horror movie related action.

Mega-CD

Battlecorps

● **Level Select**

To get a level select, go into the Practise mode and pause the game. Now enter B, A, B, A, Right, A, C, Up and Start. The screen will start to flash, and when you return to the game a new screen appears which enables you to choose which level you begin on by pressing Up or Down. Sorted.

Toughman Contest 32X

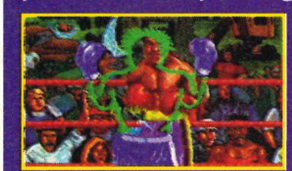
Mega Drive 32X

● **Special Passwords**

Way-hey! Loads of great passwords to try out in *Toughman Contest* on the 32X. Enter them in the password screen, and the cheat will show up on the game menu...

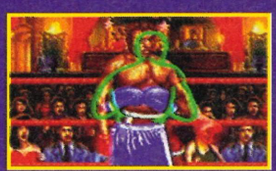
● **All the moves**

Type in the password MRBUCKEYE to get the whole range of power punches no matter who you are and who you're fighting.



Caffeinated mode
Use the password HYPER to play the game at double the speed.

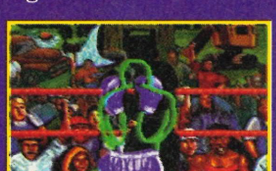
Director's Cut
Enter the password RUBE to face a decapitated Fighter 2.



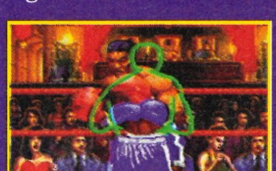
Iron man mode
Type MAXX to suffer no physical damage as Fighter 1.

Little Napoleon
Enter the password WEASEL and Fighter 2 is much shorter than you.

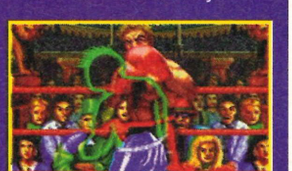
Nuclear waste man
Type in NUCLEAR and get a very strange looking bright green opponent.



Stealth mode
Type in FQSTER to fight a bit of a dark horse. He still hits hard.



To the death
After typing 2LT time will be infinite, get three knock downs and win.



Whoop ass mode
Type in SUPERG and the CPU is as tough as he can be. Expect defeat!

Mortal Kombat II

Game Gear

● Hidden Characters

Loyal Game Gear owners need fume no more at their Mega Drive owning mates when they boast about the hidden characters in *MKII*. Why is this? Well, thanks to us you can now select them on the Game Gear version, of course!

Jade: Press up when you reach the stage with the ? on it in the fighter's mountain.

Smoke: Press Block and Down at the same time when the Toasty man appears.

Keio Flying Squadron

Mega-CD

● Secret Game/Stage Select

The strangest game in existence – and that's OFFICIAL! – *Keio Flying Squadron* features a scantily clad girl in a Bunny costume as the main character. Hmmm... Those Japanese, eh? Seriously wacky people! Anyway, to get a secret game and stage select, read on... Both these cheats must be done on the Start/Options screen and are tricky things to get working, so some perseverance is called for. But they do work, honest, guv!

● Secret Game

Press Left, Left, Right, Right, Down, Up, Down, Up.

● Hidden game 1

You should get a hidden super catch game when you press Start.

● Hidden game 2

Use the funny cat to catch the cute little birdy things.

● Stage Select

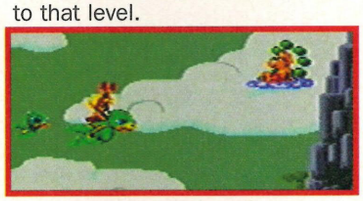
Press Right, Left, Right, left, Down, Up, Down, Up, Right, Right, Right, Right.

● Level select 1

A level select number will appear in the centre of the top of the screen, you can pick your level from 1 to 7.

● Level select 2

Press Start and you will be warped to that level.



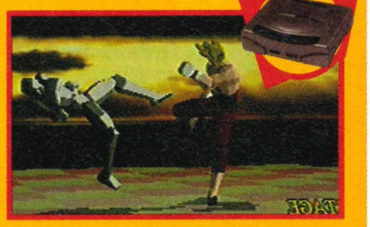
Virtua Fighter

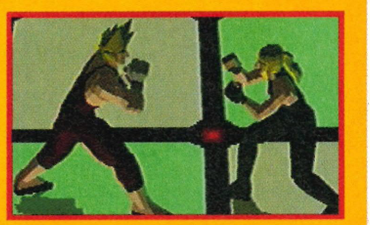
Saturn

● Stage Select

At last, a stage select cheat for *Virtua Fighter*! It had to happen sooner or later, and with the official UK release only a few months away now, here's a little cheatette to whet your appetite with. How kind am I to you?!

For a stage select and the ability to alter the ring size, simply press Up on the title screen 12 times and then access the options screen. Go down to "exit" and press down a few times to find a new options screen.





Daytona USA

● Various Cheats

Tons and tons of cheats for this brilliant race game, not to mention some really very strange quirks as well!

Mirror Mode: Select Saturn Mode and when the Course screen appears, hold down on Start. Just press C on the course you wish to star racing around.

Karaoke: Hold Up whilst you pick the courses and transmission, and then press the C button. Now instead of speech, words simply appear on the screen.

Make Jeffry dance: When you come across Jeffry on the track, simply stop in front of him and press X. He'll now start dancing!

Saturn

Action Replay Codes

Get a load of these little beauties, they should more than help you out on two tough games...

Zombies

FFFA8D00FF – Infinite footballs, player 1
FFFB2D00FF – Infinite footballs, player 2
FFFA7900FF – Infinite bubble-gum, p1
FFFB1900FF – Infinite bubble-gum, p2
FFFA9100FF – Infinite speed shoes, p1
FFFB3100FF – Infinite speed shoes, p2
FFFA9300FF – Infinite monster potion, p1
FFFB3300FF – Infinite monster potion, p2
FFFA9500FF – Infinite ghost kid potion, p1
FFFB3500FF – Infinite ghost kid potion, p2

Flashback

FFD3D70005 – Infinite shields
FFF49C000X – Level select. Replace X with level number.

• IBM PC • ATARIST • SUPERNES • MEGADRIVE • GAMEBOY • AMIGA • MEGA CD • COMMODORE64 • GAMEGEAR • CDi • SINCLAIR SPECTRUM • NES • CD 32 • NEO GEO • ATARI JAGUAR • MASTER SYSTEM •

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

ALL FORMATS CHEATLINES JUST SAY "YES" FOR YOUR SYSTEM

0891 101 234

IF YOU MISSED LAST WEEKS MESSAGE CALL 0891 101 235

NEW! Mega Games Line - Mega Drive Mega CD 0891 445 787
NEW! Sega Spot-Cheats, 32X, Mega CD, Mega, Master 0891 445 933
NEW! Handheld Hot Line-Gameboy, Gamegear, Lynx..0891 445 990
NEW! Console Cheatline (If it eats Carts it lives here!)0891 445 991
NEW! Super Nintendo Games Line - SNES.....0891 445 913
NEW! The Amiga Games Line - Featuring CD32 .....0891 445 786

Are you stuck in a game? Who ya gonna call? PROBLEM BUSTERS Questions 'N' Answer Service 0891 445 977

SONIC 'N' KNUCKLES - GAMERS GUIDES.....0891 445 946
SONIC 1,2 & 3.....0891 445 941
EARTHWORM JIM.....0891 445 985
LION KING.....0891 445 951
MORTAL KOMBAT 1 & 2 .....0891 445 987
DONKEY KONG COUNTRY 0891 445 928
STREETFIGHTER 2: (World Warrior, Super, Turbo,SCE).....0891 445 940
THE STRIKE LINE: JUNGLE, DESERT, URBAN.....0891 445 953
DOOM.....0891 445 926

FOR FULL INFORMATION ON ALL OUR SERVICES CALL 0891 445 939

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

Prohelp

Your pleas for help are answered!

Q:A: ProHelp!

It's a sad fact but the strain of solving all your gaming problems means that ProHelpsters don't last very long. No doubt soon Adrian Price will buckle under the pressure of yet another demand for a level select or a question about a non-existent hidden character. Until then he's bound (almost quite literally) to answer all your questions no matter what the cost to his health and happiness. Let the time of testing begin...

I'm So Dizzy!

Mega Drive

Q: Dear Prohelp,
Could you please help me on *Fantastic Dizzy* for the Mega Drive. As I get inside Denzil's house, I find he is frozen, then as I walk around looking for something to unfreeze him with, all I can find is hay to burn. Could you please tell me what equipment I need, and where to find it. PLEASE HELP?
Jamie Hirst, Nuneaton

A: Jamie, I take it that you've been, or go to school? Okay, so just suppose you pick up the hay, and set fire to it, do you think that maybe giving this burning heap of horse food will help Denzil overcome his chilly little problem? I think it will.

First Sign of Madness

Mega Drive

Q: Dear SegaPro,
I have totally had it with *Sonic & Knuckles*! Please, please Chris Marke send me the level select for it. I am asking you (my most reliable person!) to send it because I do not have enough money to buy any more SegaPro magazines! (despair) *If you can't, could you please send me a level select for *Sylvester and Tweety in Cagey Capers*?
*Or enough to buy a Pro Action Replay.
David Longmuir, Scotland
PS. And if I win a cartridge, could it please be *Ristar*!

A: Hello, David. It's Doctor Price, here. What seems to be the matter? Chris Marke is your most reliable person? What about me? I'm here now, not him. And even if I do answer your question, you won't even be able to read the answer, will you? Damn, this means I'm talking to myself!
Anyway, at the time of this writing, there isn't a level select for *Sonic & Knuckles*, sorry! Oh, and what's this about winning a cartridge? You should be paying me for this! Next victim please...

Sad End

Mega Drive

Q: Dear Prohelp,
I have got a Mega Drive and I also have *Sonic & Knuckles*. Please could you tell me if a level select exists for this game? Also, please could you answer these questions for me.
1: Is there a level select for the *Revenge of Shinobi* on the Mega Drive?
2: In issue 44, Steven Hinder asked you if there was a cheat for *The Lion King*. Your answer was no, but there is! When the Disney logo appears, rotate the pad clockwise and when the Virgin logo appears you should hear a bleep, start the game and you'll have a level select.
3: Is there a debug cheat for *Sonic & Knuckles*?
Graeme Thornhill, Lincoln
PS. Please could you print this letter as I have never ever been famous in my whole little life. Thank you.

A: Bleedin' hell! It was such a lovely little letter as well, but that ending. How sad? Very. And I was going to be really nice to you as well for answering young Steven's question. But I'm not now. Regarding your annoying little S&K questions, read the letter before. *Shinobi*? Hmm, not exactly a level select, but check this cheat out... Go to the options screen and change the number of shurikens to 00. Wait for a while and you'll then see that the 00 will turn into the ∞ sign, meaning that you've got unlimited shurikens. Then throw them around to your heart's content.

Spooky!

Mega Drive

Dear Prohelp,
Q: In issues 42 and 43, there was a level select for *The Lion King* on the Mega Drive. I can't get this to work. Please could you explain the cheat more clearly.
Craig Kellock, Selkirkshire

A: Look to the heavens, young Craig. For above, the truth will shine down on you and give thee inspiration for the hard times ahead. Oh, and Craig, say "Thank you, most wondrous and saintly Graeme."

A Small Problem

Q: Dear Prohelp,
I'm stuck on the game *World Cup Italia '90* because I can't score a goal. Can you help me? If you can I'll buy SegaPro every week, OK, thanks.
Damien Dart, Middlesex

A: Christ! You mean to tell me that you've got a game that was out, around FIVE years ago, been playing it since then, and still haven't scored a goal? That is the worst example of gamesplaying I have ever heard of. I'm glad you've come to see me, there may be a cure.
Choose Brazil as they are the best team by far. In the first half use headers and high crosses. In the second half, try and go for the corners of the goal. Now, come back in five years and tell me if you've had any luck. Oh, and SegaPro is monthly, just in case you forgot. Buy four issue every month anyway.

Me and Mr Jones

Q: Dear Prohelp,
Please can you help me on *Street Fighter II* for the Mega Drive. I can't do any special moves but yet I have read the book. Please can I have them so I can beat my Dad. Thanks a lot.
Daniel Jones, Manchester

A: Oh, not another one. Here goes. What exactly do you mean, Daniel? Perhaps you mean *SFII Championship Edition*, or *Super SFII*? Whatever. And what book are you on about? If the moves are in this 'book' then you should be able to sort it out no problem. And as for your Dad... shame on him, actually, give him the mag a minute. Oi, Mr Jones, be a sport and let young Danny win once in a while, you don't have to be that mean to defeat a kid at his favourite hobby, do you? Right, Daniel, everything should be cool now. Whip him up with a bit of Ken or Ryu action.

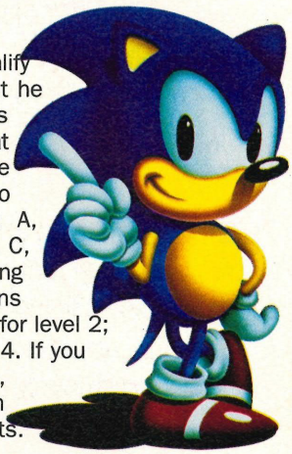
Our No 1 Fan.. Apparently

Q: Dear Prohelp
Recently I bought a Mega Drive and I had a few problems with the games, so I was told to get your mag. Anyway, I've been glued to the pages of them and I've got a heap of help for my games. There is one game that I'm having all kinds of trouble with: *Toejam & Earl*. Are there any cheats? Please help me. Your No 1 Fan.
Cheryl Johnson, Queensland, Australia

A: No 1 Fan, eh? I think there are a few thousand people who would challenge your claim, Cheryl... my Mum for one. Anyway, Thanks for your kind affection and stupid little picture, here's a tip for *T&E*. On level one, go to the island with a hole in the middle and drop down the hole. You will arrive at level zero, and your live gauge will fully recover when you have a bath. You'll also get an extra life when you drink Lemonade. Just jump off this level and you'll go to the highest level you've ever been to.

Our No 2 Fan... Probably

Q: Dear Prohelp,
I read your mag every time I have things to do. I read it in the shops an' all. Your mag is the BEST. Your reviews are the best, your previews are the best. Could you give me the level select for the following: *Sonic 3, Sonic & Knuckles* and *Sonic Spinball*.
John Jones, Stockport

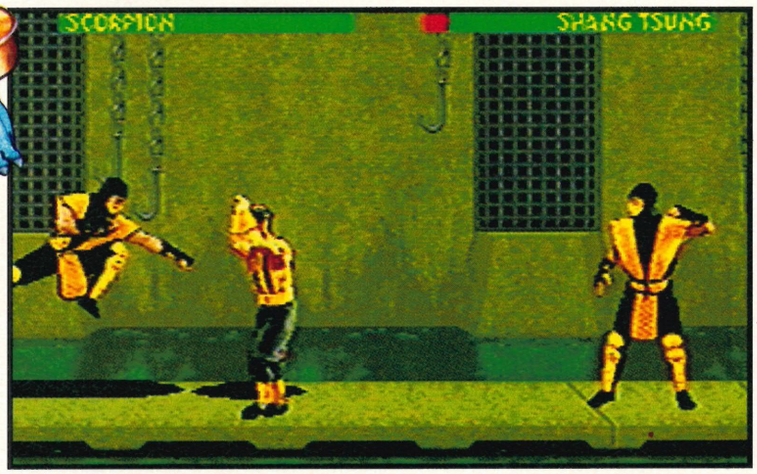


A: Oi, Cheryl, still reading? John here might just qualify as our No 1 fan with all those compliments. But he doesn't, due to the bad attempt at covering up his quest for tips. Still, I'm afraid that there aren't any level selects for those games, apart from *Sonic Spinball*. Go to the options screen and press: A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C, and finally Up. You'll now hear a little noise letting you know the cheat has worked. Exit the options screen and Press A and Start on the title screen for level 2; B, and Start for level 3; or C, and Start for level 4. If you do find any cheats for the other Sonic games, send them in to me and we'll sort out young John and a host of others who've asked for these cheats.

Fun in the Sun!

Q: Dear Prohelp,
I own a Mega Drive, so could you please answer these couple of questions?
1. How can you play the hidden background in MK II?
2. Are there other nasty tricks that an Oooh Nasty! can do?
3. If the answer is yes, how can you do them?
Thanks and keep up the good work.
Tom, Cyprus

A: How's life, Tom? Hopefully it's really good as I have a bit of bad news for you. Firstly, you can't play a hidden background in *Mortal Kombat II*. Secondly, what's an Oooh Nasty!? Keep on smiling, Tom.



Another month and the end of another ProHelp. Will Mr Price return in four weeks time to ponder the meaning of life, find a cure for the common cold and, in his coffee break, maybe even answer some of your questions? Tune in for next month's exciting episode...

They said the future

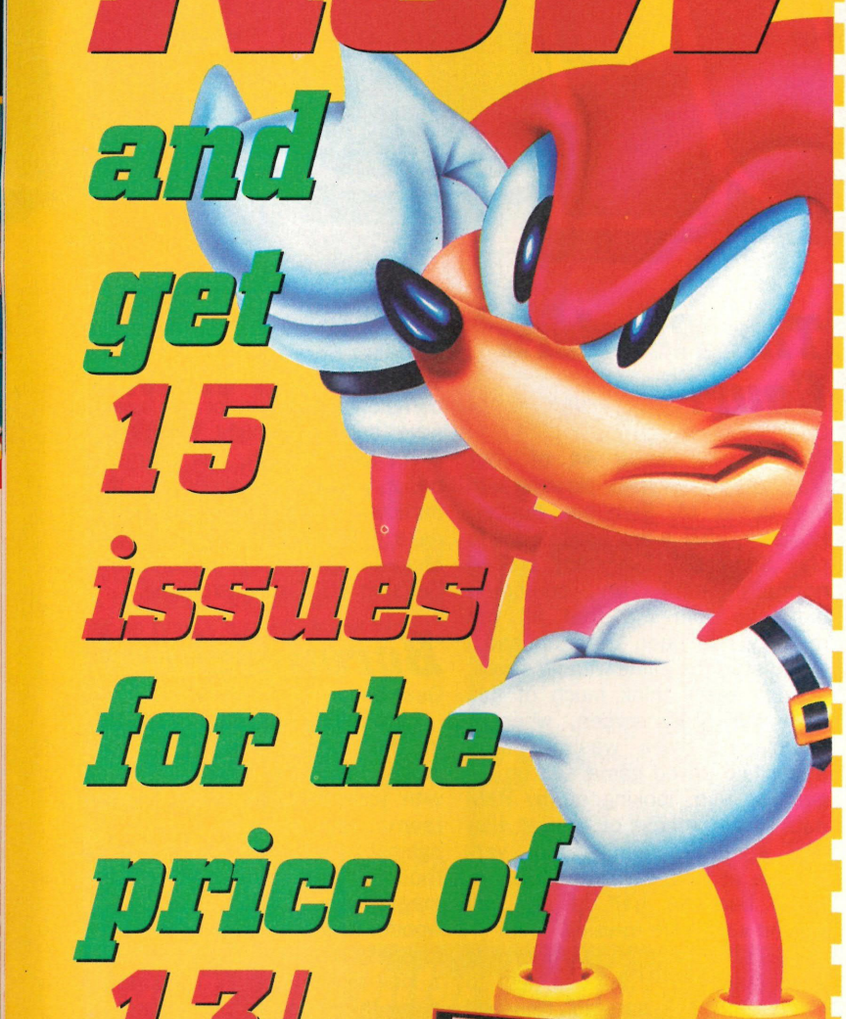
They

on sale 6th july 1995

couldn't be
bought
en
lied...
XGen

A CHOICE OF 2 GREAT MAGS!

Subscribe NOW and get 15 issues for the price of 13!



FREE!

Take out a subscription to either SegaPro or SegaPro CD and you'll get two extra issues and a free tips book!

Sega Pro
Sega Pro CD

Yes, yes, yes! I wanna be in the know... that's why I'm plugging into SegaPro! Please, please rush me the following:

OPTION 1*
ANNUAL SUBSCRIPTION TO SegaPro

Incredible value: Subscribe now to SegaPro and receive 15 issues of the magazine for the price of 13 – how's that for great value for money!

☐ UK £32.50 ☐ Europe £42.50 ☐ Rest of World £52.50

OPTION 2*
ANNUAL SUBSCRIPTION TO SegaPro CD

Incredible value: Subscribe now to SegaPro CD and receive 15 issues of the magazine for the price of 13 – how's that for great value for money!

☐ UK £75.00 ☐ Europe £100.00 ☐ Rest of World £150.00

OPTION 3 *
SIX-MONTH SUBSCRIPTION TO SegaPro CD

Get six issues of the most exciting new Sega Mega-CD magazine around, complete with a covermounted CD demo on each issue!

☐ UK £35.00 ☐ Europe £50.00 ☐ Rest of World £75.00

YOUR DETAILS *

I would like the subscription to start from issue number.....

If you are either taking out a subscription for yourself or giving a subscription to SegaPro as a gift, please fill in your details below:

Name.....Signature .....

Address .....

.....

Postcode.....Phone number.....

METHOD OF PAYMENT – PLEASE INDICATE YOUR CHOICE:

☐ CHEQUE ☐ POSTAL ORDER

Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD **Expiry date_____/_____/___-**

___

Card number_____/_____/_____/_____

If you are giving a subscription to SegaPro as a gift to someone else, please fill in the recipient's details below:

Name.....

Address.....

.....

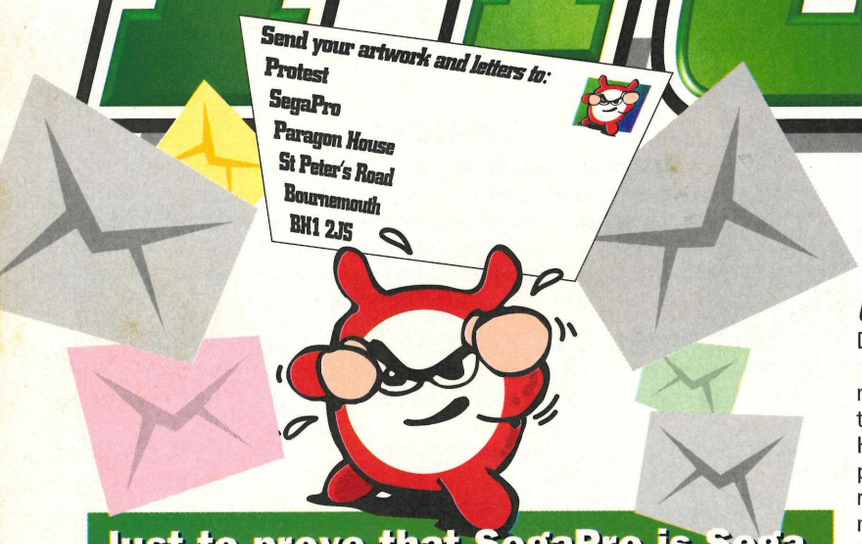
Postcode.....Phone number.....

NO STAMP REQUIRED IF POSTED IN THE UK

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable, made payable to Paragon Publishing Ltd) in an envelope to the following address: SegaPro Subs, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on (01202) 200200 or fax us with your details on (01202) 299955.

Protest!

Your Letters! Protest Your Pics!



Just to prove that SegaPro is Sega gaming without frontiers, we say a big hello to all our readers in the Middle East – especially those in Iraq who almost literally mortgage their homes to get hold of SegaPro. Meanwhile, back in Blighty, we take a trip to Wales to listen to some poetic ramblings and then skip class in Cornwall before settling numerous disputes, queries and laying the foundations for world peace. Don't blame us, blame our Nasty Editor, Pete Wilton...

This gorgeous rendition of Tails was sent in by Carly Cooke. We especially liked his whirling tail, Carly.

Ristar Unplugged

Dear SegaPro,

I have a Mega Drive and I want a copy of *Ristar*. I have no money and I live in a dark house with only the one plug.

No Name, Leeds

Dear Mr Name, of course we'd really love to send you a copy of *Ristar* despite what that Mr Welch says about him (see below) but sadly, as you haven't got a spare plug for a TV, we don't feel you'd get full enjoyment out of this wonderful cart. Steal an adapter and then give us a call.

The Readers' Court

Dear SegaPro,

On buying issue 44 of your magazine, I was really pleased with the demo of *Sensible Soccer*. However, after a few days I went to play *Sonic CD*. Everything started normally until an on-screen message told me that all the memory had been used up and I would start the game with no saves. I didn't really think much of this until the Start screen, where I discovered there was no time attack, no saved game and no DA garden. Also, looking at my RAM data screen a save of *Tomcat Alley* had gone. I thought this very strange at first, but now I am very angry because half of my well earned saves are missing.

Are other people experiencing this? Also, have I got the right to demand some sort of financial compensation from Sony or from your magazine?

I would be very grateful for a reply to this letter.

Jon–Paul Shooter, Brantham

For the moment, Jon, I will overlook your threats of legal action as the genuine frustration of a games enthusiast. You are raising a valid point though as several other readers including **Steven Perkins** of **Kent** have experienced similar problems with the *Sensi* CD demo. It appears that the demo's save game set-up means that it takes all the battery back-up memory to record your tournament games. In doing so it erases all your past saves. This is very unfortunate but occasionally happens with demo versions of a game that are, after all, not the fully polished end product you pay fifty quid for in the shops. While I'm sure that Sony regret that this has occurred, neither they nor we can be held responsible for any loss of save data you might experience. Don't worry though, this seems to be a problem confined to that particular demo. There are always risks if you want to play the best Mega-CD games every month with SegaPro CD. Case dismissed.

Bored School

Dear SegaPro,

I am writing this letter to say that in the letters section of your magazine most of it seems filled up with your thoughts about football teams and starting a rebellion against boarding school teachers. I thought that this part of the magazine was for the readers. I wonder how many people want you to write what a lot of people think is a load of old rubbish. If you enjoy doing this then why don't you start a section called 'Thoughts of the Month'. It would be dangerous to ignore our views, so I advise you to think carefully about what I have just written. By, the way, the rest of the mag isn't bad!

Yours sincerely,

Clayton Knevitt, Cornwall

Have you ever thought about playing a football team that's made up of unemployed boarding school teachers? Me neither, and what's more we promise that the subjects of football and teachers will never sully the pages of our fine publication again... except when we get a new football game in or get letters from enraged boarding school teachers. Look at that! Old Mr Wilson balances on his cane and slots one into the top corner – that was liquid football!

This drawing was sent in by a Mr M Bison of Slough. It looks like Ryu will have trouble doing Hurricane Kicks though...

Andrew Leach of Northampton is obviously a big gore fan judging by this computer generated piccie of Kano in *Mortal Kombat 3*.

Shoot the Star

Oh why SegaPro...

Do you love Ristar when he's a little piece of dirt?

He's not Sonic's brother because he's an alien and Sonic is a hedgehog and Ristar's a yellow git so here's a poem about him:

Ristar is a hog,
Just like a stupid dog,
Who lies in a bog,
He's never a hedgehog.
Sonic's better, Ristar's poop.

I hope you liked it and remember Ristar's a hog and if he had a girlfriend, she would be a bog.

Ross Keli Welch, Cardiff

Obviously this strange hatred of astronomical objects stems from a childhood phobia of Patrick Moore (quite understandable). But why this aversion to hogs and swine? I'll have you know that they serve a useful purpose snaffling all your garbage and besides, they taste great with apple sauce. Bogs provide a much needed habitat for rare insects and plants so it's no slur to be associated with them either. What did Ristar ever do to you? Smash into your Dad's greenhouse or something? Or did one of his pointy bits stick in your head? You people make me sick. Liked the poem, Ross.

Enter the Interrogator

To Pete,

Please could you answer my questions:

1. How much are Saturn games going to cost?
2. What is better, *Bill Walsh College Football* (Mega-CD) or *Rage in the Cage* (Mega-CD)?
3. How much longer do you think the Mega-CD will last with all the new super consoles coming out?
4. Will *Time Cop* be any good?
5. Please could you list these different games in the order of best to worst; *Theme Park, Power Drive, Street Racer, Jimmy White's Snooker, Road Rash III.*
6. Is *Eternal Champions CD* better than the MD version and is it gorier than *MK II*?

Thanks for answering my questions.

Stephen Inglielewicz, Kent

PS. I think your new look is great, keep up the good work.

Phew! A host of good questions Stephen, which I intend to answer fully, fairly and factually. 1 – Recent evidence suggests that Saturn games won't be much cheaper than MD carts so don't expect anything for less than forty quid. 2 – *Bill Walsh*. 3 – It looks as if very few Mega-CD games will be produced after Christmas. 4 – Possibly. We haven't seen a finished copy yet. 5 – *Street Racer, Theme Park, Jimmy White's, Road Rash III, Power Drive*. 6 – Yes, it's an improvement. No, *MK II* has still got more guts.

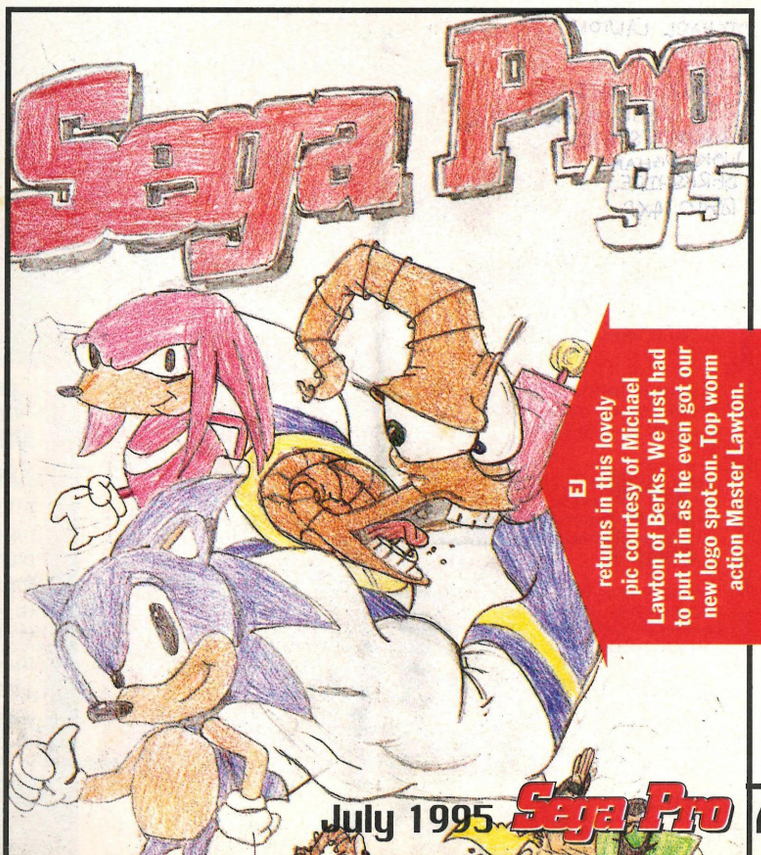
TOP TRAITOR!

A change of direction for this month's TT as we decide that the sender of a competition entry deserves our torturing attention. **Peter Thurner** is the guilty party concerned and he stands accused of sending us the most boring postcard in the history of the mail service. It represents some kind of 'Experimental Farm Centre', more like a badly ploughed field, Peter. For this crime against humanity we believe that you must suffer some form of punishment, but of course what species of pain you endure is up to our readers, so write in NOW with your suggestions to Top Traitor at the usual address.

Last Month's Judgement:

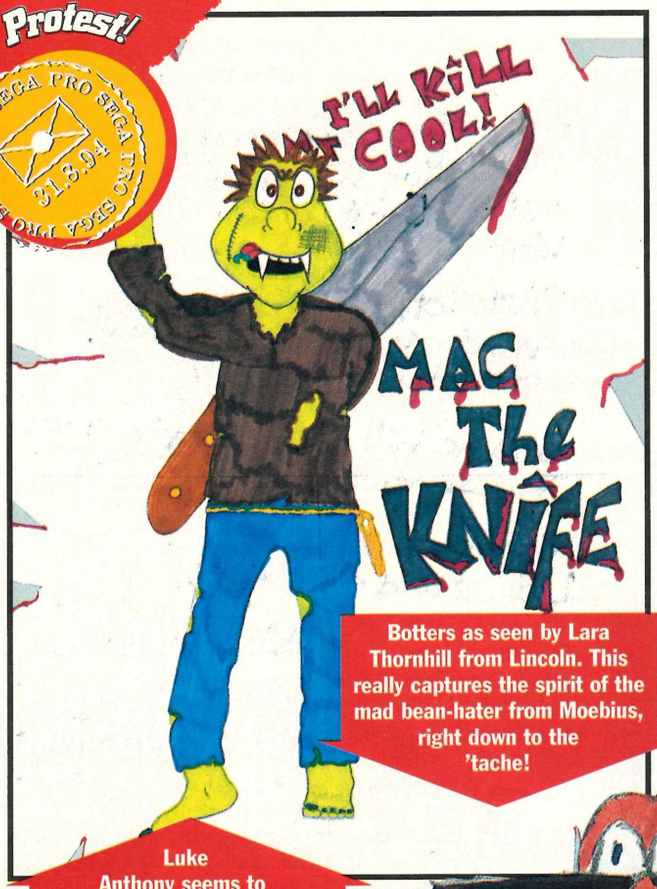
David Forsyth of Scotland

Found guilty in the first degree of contemplating buying a non-Sega product, **Kerry Shackleton** from **Lancs** suggested that we make him watch that movie with Bob Hoskins in it – no, not Mermaids, that one about the Brooklyn plumber. Of course we'll staple his eyelids open and stick the reel on a continuous loop first. Nice cinematic agony, Kerry.



EJ returns in this lovely pic courtesy of Michael Lawton of Berks. We just had to put it in as he even got our new logo spot-on. Top worm action Master Lawton.

Protest!



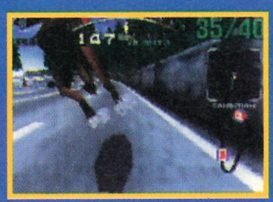
Botters as seen by Lara Thornhill from Lincoln. This really captures the spirit of the mad bean-hater from Moebius, right down to the 'tache!

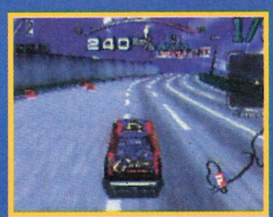
Luke Anthony seems to have ended up in the wrong magazine with this pic of Mac the Knife. Who is this Mr Cool character anyway?

Sega Sobs

More personal Sega problems? 'Fraid so, sometimes it seems that everything, even your faithful old console, is turning against you...

Caution Horses





Dear SegaPro,

I have recently acquired a Japanese Saturn with a copy of *Daytona USA* (lucky me, you may say). I have been happily playing away on it for some time now but the other day a strange thing happened. I was getting ready to start but my car was nowhere to be seen, suddenly a horse galloped up to the starting grid where my car should've been. What should I do? Is this a bug?

Bemused, Chippenham

Well, Bemused, I've got some good news and some bad news for you. The good news is that, not only is this not a bug but this is an excellent cheat you've activated by completing all the tracks on expert. You can now race around the circuit as a horse overtaking the other drivers and making them look very silly when you win. The bad news is that your new nag will cost a fortune in oats to run.

No Expense Spared

My friends in SegaPro,

I read in your (prepossessing) magazine the advertisement about a sweet competition of *Mortal Kombat II* and I'd like to be in it, not for the prize merely, but for a chance of introduction.

In fact, the price of the magazine in my country is approximately approaching the price of the prize you mentioned, whereas the price of SegaPro is 5000 Dinar which corresponds to £5000 – no kidding – so the magazine is a fortune in itself.

Before finishing my letter, I'd like to introduce myself. My name is Methak Hatam. I am 16 years old, attend 5th secondary school and live in Baghdad, Iraq. My favourite things are Sega Games, I apologise for this prolixity but there is one thing that I want to tell you, I can play *MK II* on very hard and get to Kintaro without losing any souls and without using cheat codes. I would just like to know how to make Sonya free.

Yours sincerely,

Metak Hatam, Baghdad

Nice to make your acquaintance, Metak. I'm glad to see that the UN blockade doesn't stop supplies of SegaPro from getting through to our Iraqi readers. As for the price (it's worth every Dinar) you can always console yourself with the knowledge that, in only a few months time, your collection should rise in value considerably – I'd insure it now if I were you. But 'prolixity'? What dictionary did you swallow? In these parts we call it 'being long-winded'. To answer your question without being prolix, you cannot free Sonya, it's a myth.

Legal Sparrows

Dear SP Confidential,

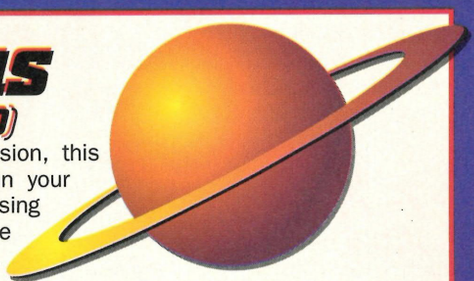
While using your recent demo of *Fatal Fury Special* I got a bit excited and Kung Fu kicked my neighbour's dog into the path of his ride-on mower. Last night he came over and broke both my legs with a heavy shovel. I can't help feeling that SegaPro is responsible for my predicament, how can you send out such a blatantly dangerous cover disc? Should I seek legal advice?

Angry, Essex

Hmmm, Angry, a tricky one this. While suing people may bring you enormous wads of cash at the time it doesn't alleviate that deep, dark hurting feeling that's casting a shadow over your neighbourly relations (just ask Atari). No, what I think you really ought to do is let your neighbour know just how sorry you are, seek counselling for your downright stupidity and, most of all, apologise to the dog. Just feel lucky that the lawnmower manufacturer isn't suing YOU.

Saturnius

(June 15 – August 10)



After your recent foreign excursion, this month sees a major change in your planetary aspect as the opposing forces of Hype and Reality battle to take control of your existence. While your heart says that, in the end, everyone will love you, your head tells you that your admirers are afraid of commitment. With Purseus reining in everyone's enthusiasm at the moment, shedding a few pounds now could make you much more attractive in the months to come.

N H Games

The Next Generation Starts Here

Telephone (01204) 309 290

MEGA 32X	**£129.99**	CANNON FODDER	£32.99
AFTERBURNER	£37.99	LION KING	£25.99
B.C. RACERS	£49.99	MICRO MACHINES II	£34.99
COSMIC CARNAGE	£48.49	MICKEY MANIA	£25.99
DOOM	£48.49	NBA ACTION	£37.99
METAL HEAD	£49.99	PUTTY SQUAD	£36.99
MOTHERBASE	£49.99	ROAD RASH III	£37.99
MORTAL KOMBAT II	£49.99	SAMURAI SHODOWN	£39.99
SPACE HARRIER	£37.99	SPEEDY GONZALEZ	£38.99
STAR WARS ARCADE	£48.49	SPIDERMAN TV	£34.99
STELLAR ASSAULT	£48.49	STARGATE	£29.99
SUPER MOTOCROSS	£48.49	STREET RACER	£37.99
36 GREAT HOLES	£48.49	THEME PARK	£38.99
MEGA DRIVE GAMES		THE PUNISHER	£37.99
BATMAN & ROBIN	£37.99	THE STORY OF THOR	£49.99
		X-MEN 2 CLONE WARS	£36.99

CALL FOR LATEST PRICES AND TITLES

Free Postage anywhere in the UK

ALL CHEQUES & POSTAL ORDERS MADE PAYABLE TO NH GAMES, PO BOX 191, BOLTON, BL2 4NH

WHY BUY ? ONLY £3.50 FOR EACH EXCHANGE

LIST THE MEGA-DRIVE GAMES THAT YOU WANT OF SIMILAR VALUE IN ORDER OF PREFERENCE

MEGA X CHANGE

SEND YOUR BOXED GAMES INCLUDING MANUALS IN A PROTECTIVE ENVELOPE

INCLUDE YOUR NAME & ADDRESS & CHEQUE/P.O PAYABLE TO: 'MEGA X CHANGE"

P.O. BOX 11751, ABERDEEN, AB42 7ZW

To advertise in this space

SEGA XS
SUPER GAMER
SEGA PRO
GAMES WORLD: THE MAGAZINE
3DO MAGAZINE
AMIGA CD32 GAMER
MEGA POWER
PC POWER
PC TACTIX
PC BUYER
INTERNET & COMMS TODAY
NET USER
CD-ROM & PC KIDS
CD-ROM USER
CD-ROM GAMES
CD-ROM PC OFFICE

Paragon Publishing Ltd

CALL

01202 299900

or Fax

01202 555011

ARENA GAMES

trade ins second hand and new stock

1000's of titles

watch your heads our prices are too low!

mail order no problem!

credit cards accepted

01483 771117

OPEN 10.45am - 6pm 7 DAYS

15 High St. Woking Surrey GU21 1BW

Mega POWER

PLAYABLE MEGA-CD DEMOS!

If you missed out on the previous Mega Power CD cover demos, here's your chance to order them for the very special price of £3.95 each. This includes postage and packing (even for overseas customers). Order now while stocks last!

ORDER IN YOUR SEGA MEGA-CD DEMOS NOW!

At £3.95 each (including p&p).
I enclose a total of £.....

Method of payment

☐ CHEQUE / POSTAL ORDER -made payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date____/____/____

Card number_____/_____/_____/_____

Name. . . . . .

Address . . . . . .

. . . . . .

Postcode . . . . . .

Telephone . . . . . .

Signature . . . . . .

Send this coupon (or a photocopy) together with your payment to: Mega Power CD Offer, Paragon Publishing Ltd, FREEPOST (BH1255), Bournemouth BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively call our credit card hotline on 01202 299900 or fax us on 01202 299955.

Please deliver the following demo CD(s) direct to my door:

☐ **DISC 1: THUNDERHAWK DEMO** Fly two full missions of Core Design's ground-breaking Mega-CD helicopter blast-'em-up and then sit back and watch eight demo scintillating missions. Drool over the graphics. Be amazed at the action. Live the experience. Note that although MP#4 is sold out, the *Thunderhawk* demo is still available!

☐ **DISC 2: PSYGNOSIS DEMO:MICROCOSM, WIZ 'N' LIZ, PUGGSY** Enjoy three great Psygnosis games on the one disc. See a rolling demo of Microcosm. Chase wabbits galore in the playable demo of the hilarious Wiz 'n' Liz. And, finally, play the first level of the cartoon arcade adventure Puggsy.

☐ **DISC 3: SOULSTAR DEMO** Play the first three stages of Core Design's phenomenal space shoot-'em-up. You go from deep space, onto a planet surface and then back out to space. A graphical masterpiece with great action and superb sound effects.

☐ **DISC 4: BATTLECORPS DEMO** Play the whole huge first level of Core's stonking 3-D shoot-'em-up. Strap yourself into your Walker and stride through battlefield mayhem as you're attacked by robotic enemies from all sides. Enjoy the funky soundtrack as you blast them to bits in spectacular explosions.

☐ **DISC 5: SENSIBLE SOCCER DEMO** Score with our fully playable demo of Psygnosis's stunning soccer sim. Play one-minute matches against the computer or a friend, introduced by stunning rendered sequences and accompanied by over a hundred different crowd FX. You can use all the game's options, including all the leagues and cups!

At £3.95 each (including p&p).
I enclose a total of £.....

Grab those Issues you might have missed!

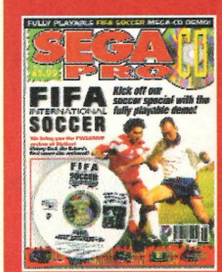
Back Issues!

Grab your copy of Sega ProCD with a fully playable CD demo! (Please note that the editorial content is identical to that in the normal SegaPro.)

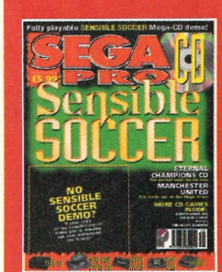
SegaPro CD

Issue 41 £5.99
Not one but two great playable demos: *Pitfall* and *BC Racers*!

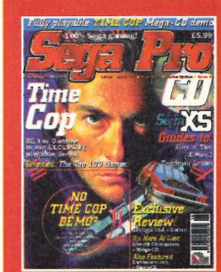
Issue 42 £5.99
A world exclusive demo of Delphine's amazing arcade adventure *Flashback*.



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



Issue 44 £5.99
You get to play yet another top footy title with our top *Sensi* demo!



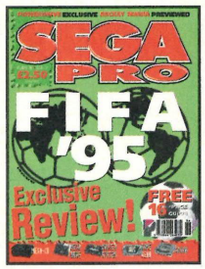
Issue 45 £5.99
Play our top *Time Cop* demo and read up on *Eternal Champs* on CD!

Issue 46 £5.99
CD special: *Lords of Thunder, Dungeon Explorer* and a *Fatal Fury Special* demo!

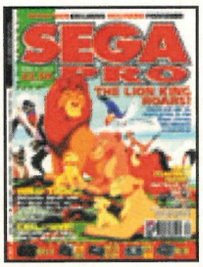
Please note Issues 1, 2, 3, 4, 8,14, 20 and 32 are sold out!

Issue 35 £2.75
The lowdown on the Mega-32X, *Mortal Kombat II* preview, exclusive review of *SSFII*, plus a first look at *Sonic & Knuckles*.

Issue 36 £2.75
MKII review and T-shirt transfer! Plus exclusive previews of *Maximum Carnage, Kawasaki Superbikes* and *Lemmings 2*.



Issue 37 £2.50
Amazing exclusive 16-page supplement and review of *FIFA '95*. Plus exclusive first looks at *Powerdrive* and *Mickey Mania*.



Issue 38 £2.50
Exclusive 16-page guide to *Earthworm Jim*, plus review. Special feature on *The Lion King* and exclusive review of *NBA Jam* CD.

Issue 39 £2.50
84-page tips book, exclusive *Road Rash III* preview, first 32X games, plus reviews of *The Lion King, Micro Machines* 2 and more.

Issue 40 £2.95
Fab *Sonic & Knuckles* water bottle! Exclusive preview of *Ristar*, plus three Saturn games, *Cosmic Carnage* 32X, and lots more.

Issue 41 £2.75
Special book: Guide To '95 with the low-down on the year ahead. First reviews of *Samurai Shodown* and *Virtua Fighter*.

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

Issue 43 £2.50
A soccer special with first reviews of *Striker* on MD and *Victory Goal!* on Saturn, Plus previews of *Street Racer, Alien Soldier* and many more.

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

Issue 45 £2.50
Catch reviews of *Daytona USA* on Saturn, *Street Racer* on Mega Drive, a feature on the top 100 Sega games plus three SegaXS guides!

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

We still have a few copies of early issue of SegaPro available. Order any two of these issues 5, 6, 7, 9, 10, 11, 12, 13 ,15, 16 for the bargain price of £2. Ring Karen on 01202 200200 and order now to get your copies.

Back Issues ORDER FORM

Please send me the following Issues of SegaPro

Please send me the following Issues of SegaPro CD

Name .....

Address .....

.....

Postcode .....

Telephone No .....

Signature .....

Method of Payment - please indicate your choice:

☐ **Cheque/Postal Order: Please make cheques payable to Paragon Publishing Ltd.**

☐ **Credit Card: Expiry date** _____ / _____

Card Number .....

Please return this coupon (together with your cheque/ PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: SegaPro BACK ISSUES, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively call our credit card hotline on (01202) 780578 or fax us on (0202) 299955).

NB: All prices include postage and packing.

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

These have made us one of the largest suppliers of computer & video games in the country today!

MEGADRIVE

Addams Family Values	£35.99
A.T.P. Tennis	£39.99
Asterix & the Great Rescue	£18.99
Ballz	**£19.99**
Batman & Robin	£CALL
Beavis & Butthead	£36.99
Bloodshot	£37.99
Brian Lara Cricket	**£32.99**
Cannon Fodder	£35.99
Daffy Duck	£36.99
Dynamite Headdy	£35.99
Earthworm Jim	£43.99
Ecco 2 - The Tides of Time	£33.99
Eternal Champions	£19.99
Fever Pitch	£CALL
Fantastic Dizzy & Cosmic Spacehead	£19.99
FIFA '95	**£22.99**
Incredible Hulk	£17.99
Indiana Jones Greatest Adventures	£32.99
Jelly Boy	£32.99
Jimmy White's Snooker	£25.99
Jurassic Park Rampage Edition	£35.99
Justice League	£CALL
Judge Dredd	£CALL
Kawasaki Super Bikes	£32.99
Lawnmower Man	£16.99
Lemmings 2	**£19.99**
Lethal Enforcers 2	£35.99
Lion King	£37.99
Marko's Magic Football	£18.99
Man Utd Champ Soccer	£32.99
Mega Bomberman	£32.99
Mega Drive Mouse	£27.99
Mega Turrican	£16.99
Micro Machines 2	£35.99
Mr Nutz	£17.99
Mr Nutz 2	£32.99
Mortal Kombat 2	£42.99
Nigel Mansell's Indycar	£22.99
NBA Jam Tournament Edition	£43.99
NBA Live '95	**£22.99**
NFL Madden '95	**£22.99**
NFL Quarterback Club	£42.99
NHL Hockey '94	£22.99
NHL Hockey '95	**£22.99**
Pete Sampras Tennis '96	£35.99
PGA Tour Golf 3	**£22.99**
Pitfall	£19.99
Powerdrive	£31.99
Powermonger	£16.99
Prince of Persia	£19.99
Putty Squad	£32.99

EA SPORTS SPORTS DAY!!
-30th JUNE-

From the 30th June ONLY the following games will all be just **£22.99**

- FIFA Soccer 95
- NBA Live 95
- NFL Madden 95
- NHL 95
- PGA Tour Golf 3
- Rugby World Cup '95

We only have 1000 of each game so order early to avoid disappointment! This offer will NOT be repeated so reserve your copies NOW!!

Psycho Pinball	£35.99
Ranger X	£18.99
RBI Baseball	£17.99
Red Zone	**£21.99**
Ristar	£35.99
Road Rash 3	**£32.99**
Rugby World Cup '95	**£22.99**
Samurai Shodown	£35.99
Second Samurai	£16.99
Shining Force 2	£39.99
Skeleton Krew	£35.99
Skitchin	£15.99
Smurfs	£32.99
Soleil	£38.99
Sonic & Knuckles	£39.99
Sonic 1	£12.99
Spiderman	£36.99
Stargate	£38.99
Striker	£36.99
Street Racer	**£CALL**
Super Kick Off	£18.99
Super Streetfighter 2	£47.99
Streetfighter 2	£19.99
Syndicate	£35.99
Thor	£45.99
Tiny Toons Acme All Stars	£32.99
Theme Park + free ticket for Alton Towers	**£35.99**
Toe Jam & Earl 2	£18.99
Toughman Boxing	£29.99
Urban Strike	£35.99
Wayne Gretzky Hockey	£32.99
Warlock	£40.99
Winter Olympics	**£15.99**
Wolverine	£40.99
World Cup USA '94	£18.99
WWF Raw	£44.99
X-Men 2	£35.99

GAME GEAR

Cool Spot	£15.99
Championship Hockey	£25.99
Dragon	£25.99
Dynamite Headdy	£16.99
Ecco 2 - The Tides of Time	£25.99
Fatal Fury Special	£25.99
FIFA Soccer	£26.99
Lion King	£25.99
Madden '95	£25.99
Mega Man	£23.99
Micro Machines 2	**£25.99**
Mortal Kombat 2	£29.99
NBA Jam Tournament Edition	£30.99
Operation Starfish	£25.99
Pete Sampras Tennis	£25.99
Rise of the Robots	£25.99
Road Rash	£11.99
Robocod	£12.99
Smurfs	£22.99
Sonic Triple Trouble	£25.99
Sonic Drift Racing	**£25.99**
Sonic Chaos	£15.99
Star Wars	£13.99
Stargate	£25.99
Super Columns	£CALL
Wizard Pinball	£CALL
Winter Olympics	£11.99
WWF Raw	£29.99
X-Men 2	£25.99

32X

SPECIAL OFFER
32X Expansion Module **£134.99**

Chaotix	£CALL
Doom	£48.99
Golf Greatest 36 Holes	£46.99
Metal Head	**£45.99**
Mortal Kombat 2	**£46.99**
NFL Quarterback Club	£39.99
Star Wars Arcade	£46.99
Stellar Asault	£CALL
Super Afterburner	£35.99
Super Motocross	£35.99
Super Space Harrier	£35.99
Toughman Boxing	£36.99
Virtua Racing Deluxe	£48.99

32X CDs

Corpse Killer	£39.99
Night Trap	£39.99
Slam City	£39.99
Soul Star X	£CALL
Supreme Warrior	£39.99

MEGA CD

Batman Returns	£19.99
BC Racers	£35.99
Black Hole Assault	£19.99
Blood Shot	£40.99
Cadillacs and Dinosaurs	£29.99
Cannon Fodder	£35.99
Corpse Killer	£36.99
Double Switch	£35.99
Earthworm Jim	£35.99
Ecco 2	£35.99
Eye of the Beholder	£32.99
Eternal Champions	£CALL
Fatal Fury Special	£35.99
Formula 1 World Champ Edition	£CALL
Lethal Enforcers 2	£32.99
Links Golf	£25.99
Midnight Raiders	£35.99
Megarace	£32.99
Myst	£39.99
Power Rangers	£36.99
Powermonger	£15.99
Road Rash (from July)	£32.99
Rebel Assault	£39.99
Samurai Showdown	£36.99
Shining Force	£CALL
Skullkeep (Dungeon Master 2)	£28.99
Slam City	£36.99
Snatcher	£32.99
Soul Star	£24.99
Star Wars Chess	£19.99
Supreme Warrior	£36.99
Syndicate	£CALL
Theme Park	£CALL
World Cup Golf	£35.99
World Cup USA '94	£19.99

SATURN

Sega Saturn (Japanese) + Virtua Fighter **£549.99**

Astal	£62.99
Daytona	£47.99
Deadalus	£62.99
Panzer Dragoon	£59.99
Pebble Beach Golf	£67.99
Side Pocket	£67.99

MASTER SYSTEM

Wide Selection Available
Lowest Prices - PLEASE CALL

JAGUAR

Jaguar + Cybermorph	£159.99
Jaguar C.D. Rom Drive	**£CALL**
Alien v Predator	£47.99
Doom	£47.99
Theme Park	£43.99

ACCESSORIES

Megadrive Master System Convertor- Play all your classic master system games on both the Magadrives 1 & 2 ..... £19.99

American/Japanese Mega Drive Convertor- Play inported American or Japanese Games on your U.K. Megadrive £14.99

Pro Action Replay 2 Cheat Cartridge £35.99

Game Gear Action Replay Cartridge £25.99

Heatseeker 2 Joypad - 9 button pad with turbo-fire, auto-fire and slow motion. Buttons ABCXYZ all individually switchable plus 3 extra turbobuttons ..... **only £12.99**

Ultra 2 in 1 Joypad - Works on both Megadrive and SNES - 6 buttons with turbo, auto fire, slow motion and added thumb controller **£16.99**

Sega Mega Drive Mouse - essential for games which use a cursor such as Theme Park, Cannon Fodder, Lemmings, Snooker. Comes with its own mouse mat ..... only £27.99

Mega Drive Scart Cables (specify 1 or 2) £9.99
Sega 4 Way Tap £25.99

Phase 9 Graduate Pad. Six Button with Auto-Fire & Slow Motion £11.99

FREE MEMBERSHIP

All Prices include VAT.

- **FREE MEMBERSHIP!** Simply fill in your details on the order form at the bottom of the page. No purchase necessary
- Extra fast delivery, 2-3 working days on stock items. (Please allow 7 days for clearance if sending a cheque.
- All items ordered from us are fully insured against loss or damage
- All goods are fully guaranteed. If any item doesn't work as it should, we'll replace it immediately at no cost to you.
- 1000's of titles available, if you can't see the item you want, please ring as stocks arrives daily. Software and accessories available for all machines.
- Order by phone, fax or post.

ATARI LYNX II

Colour Hand Held Console & Batman Returns 29.99
PRICE REDUCED FROM £99.99
Mains Adaptor (Highly Recommended) £10.99
Lynx to Lynx Cable £6.99

The Lynx is the most powerful hand-held available with full colour, 16 bit stereo sound & a back-lit screen for playing in the dark.

70 Titles Available + Accesories - **Call!!**

A.T.B.	£14.50
Awesome Golf	£23.99
Baseball Heroes	£23.99
Blockout	£14.99
California Games	£14.50
Chip's Challenge	£8.99
Checkered Flag	£13.99
Desert Strike	£23.99
Dino Olympics	£14.50
Dirty Larry	£14.50
European Soccer Challenge	£23.99
Hockey	£8.99
Lemmings	£23.99
Ninja Gaiden	£14.50
Paperboy	£14.50
Pacman	£14.50
Pinball Jam	£9.99
Qix	£8.99
Tetris	**£23.99**
Turbo Sub	£8.99
World Class Soccer	£9.99

Fifa (Amiga) - £21.99, Theme Park (3DO) - £35.99, Super Star Soccer (Snes) - £39.99, AVP (Jag) - £47.99, Dark Forces (CD Rom) - £33.99.

01924 473157
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

FAX ORDERS ON - 01924 473157
(24 HOURS A DAY)

- Lines open 9AM-8PM Mon-Fri, 9AM-7PM Sat, 10.30AM-4PM Sun. Answerphone all other times.
- Order by credit card, cheque postal orders or cash (please send cash in a registered envelope for your own protection.
- Next day delivery £3.50 for orders up to £50, £5 for orders over £50, please order before 3PM to ensure immediate despatch.

GAMEplay

Cut Out This order form and post to :
GAMEPLAY, UNIT 11, BARDEN CLOSE, BATLEY, W. YORKSHIRE WF17 7JG.

Name: ..... Customer No: (If Applicable) .....

Address: .....

.....

Postcode: ..... Signature: .....

Tel: ..... Fax: .....

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐

Card Number ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date ☐☐/☐☐

Item	Machine	Price
		£
		£
		£
		£
		£
		£
Postage is **FREE** on all accessories and orders of more than one item. Please ADD £1 for orders of just one software item.	P&P	£
	TOTAL	£

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

SEGA 7

SEGA
MEGA DRIVE
32X

© 1994 Sega Enterprises Ltd.