

the
NET



issue 5

NOW WHAT?

After an explosive start to the new Sega television campaign, it seems another explosion has now taken us all by surprise.

For there in the latest commercial, the Zeppelin ZLI has been blown up. (Just when we were all getting to like it). So what's happening? Has OJ (the talking head leader) cracked up?

One minute we see Pal and Sham in a Rogue ambush, then we see ZLI coming to the rescue only to be blown up. What is going on? We're told all will be revealed - so keep watching. (Did anyone spot the captured gamer imprisoned in a billboard? - clever!)

WHAT'S HOT IN '94

Look out for these games during 1994 and watch for previews on 'What Now?'.

MEGA CD

Jurassic Park
Demolition Man
Cannon Fodder
NBA Jam
Monkey Island
Batman Animation
Dragon's Lair

MEGADRIVE

Syndicate
Itchy & Scratchy
Maximum Carnage
The Hulk
Road Rash 3
Urban Strike
Dragon
Lion King
FIFA Soccer
Hurricanes

MASTER SYSTEM

Dragon
The Hulk
Lion King
Daffy Duck in Hollywood
Hurricanes
Zorro
James Pond 3
NBA Jam

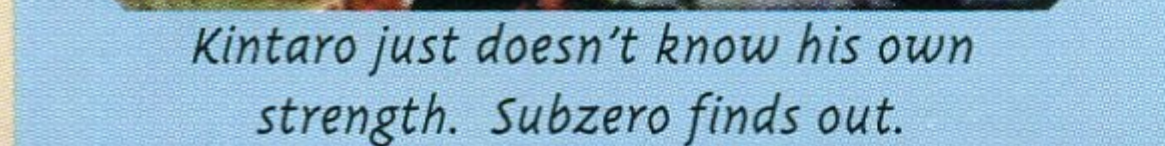
GAME GEAR

Sonic Spinball
Streets of Rage 3
Eternal Champions
Shining Force 2
Ecco 2
Judge Dredd

CHECK OUT THE BACK PAGE FOR THIS ISSUE'S COMPETITION!!!!

THE KOMBAT KONTINUESMortal Kombat II

500 years ago Shang Tsung was banished to the earth realm. With the aid of Goro, he was to unbalance the furies and doom the planet to a chaotic existence. Shang Tsung's scheme came to a violent end at the hands of earth realm warrior Liu Kang. Facing execution for his failure and the apparent death of Goro, Tsung convinces Shao Khan to grant him a second chance.



Kintaro just doesn't know his own strength. Subzero finds out.



Real or vapour? You decide. Is Nimbus as elusive as Ermac?

Now the Kombat Kontinues.....

Rumours of 'Mortal Kombat II's release have been confirmed. Probe (the software company responsible for the excellent conversions of 'Mortal Kombat' and 'NBA Jam') will be handling the task. So we know the project is in good hands. Probe has confirmed they are currently working on versions for all formats, including Megadrive, Master System, Game Gear and the 32 bit Saturn!! The latest updates from the 3.0 arcade version include: two fatalities per player; pit, spikes and Dead Pool fatalities; Babalities; Friendships; three hidden characters; a Kintaro morph; the elusive Kano morph; and a game of Pong??!!

MORTAL CD

The CD version of 'Mortal Kombat' includes: Extra frames of animation, full motion video sequences, and it goes without saying -

arcade perfect sound.

But did you know it's rumoured to contain a Turbo cheat?



Johnny Cage squares off against the Reptile. Mind your step Reptile.



MORE HIDDEN KOMBAT CHARACTERS?

What 'Mortal Kombat' news is complete without rumours of hidden characters. The latest two are rumoured to be in the original 'Mortal Kombat' game. Ermac, a red Ninja, and Nimbus Terrafaux. The rumours of these two peaked when these pictures of Nimbus appeared in the well-respected EGM magazine. I would have to say I doubt their authenticity, but they look cool, all the same.

And as for Ermac, well, anyone who has managed to finish 'Mortal Kombat II' in the arcades will have already received the coded message 'CEAMR ODSE NTO EXITS'. Uncoded: ERMAC DOES NOT EXIST.

And finally, a bit of trivia for you: HoSung Pak, the real life martial arts expert who played the parts of Liu Kang and Shang Tsung in the 'Mortal Kombat' video game also played Raphael in

the second of the Teenage

Mutant Ninja Turtle movies. Cowabunga dudes!



NEWZ

SATURN UPDATE



"It doesn't look much like a planet to me".

All of Sega's years in arcade experience are set to pay off as they research their latest console - the Sega Saturn. The Saturn is Sega's entry into the new wave of "super consoles" race. Sega drew criticism early on for revealing the Saturn was to be a 32 bit machine while some competitors were announcing 64 bit machines. These critics, however, have been silenced ever since Sega leaked specifications of their new console to the press.

Not only will the Saturn be able to compete in the 64 bit market, but it could well lead it. Here's why - not one 32 bit processor, but two working in parallel, will be powering the Saturn, so while one is busy, the other can take on extra work. While 64 bits may sound impressive, if the processor can't handle the work load, then it's simply wasted potential. This has contributed to the downfall of a couple of machines already.

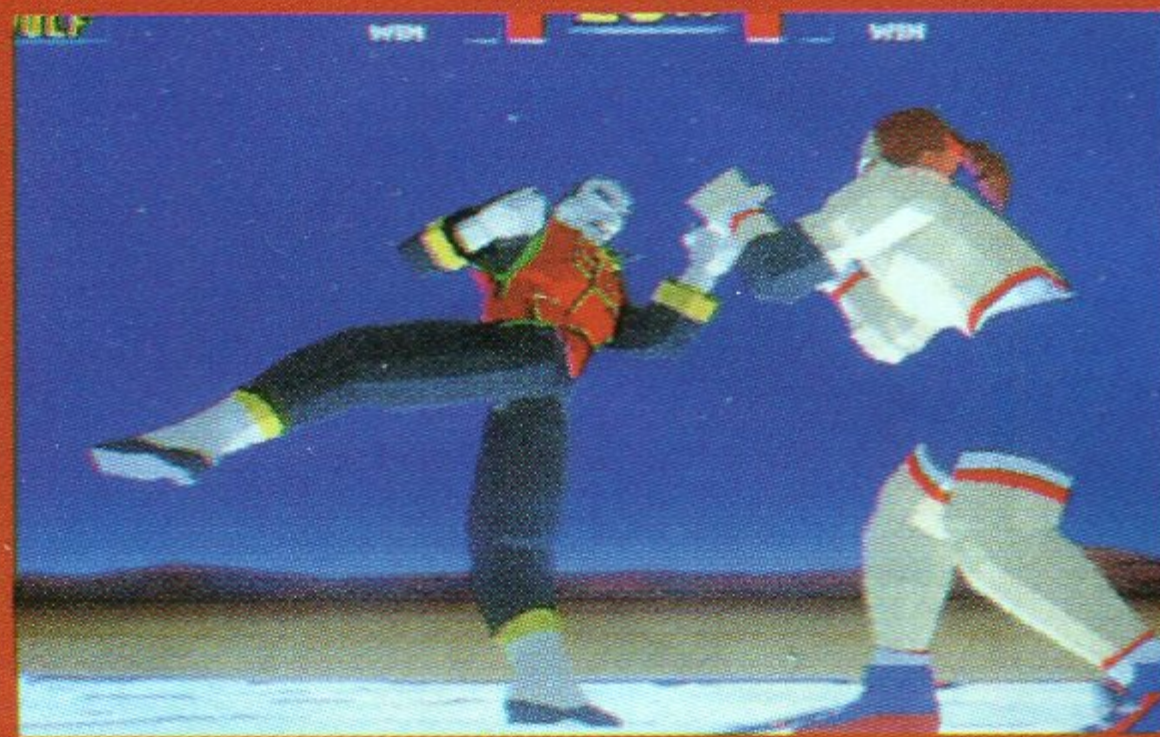
Another downfall of the other consoles is software support. Something Sega has never been lacking in. As well as their huge in-house development team, Sega's reputation with outside software companies has allowed them to sign many major developers already.

The technology for the Saturn was partly based upon Sega's Virtua racing coin-op. For this reason you can expect some amazing polygon based games like Virtua Fighters, rumoured to be the game to come packaged with the Saturn. All in all the Saturn looks very deserving of the name "Super Console".

The only down side to all this is that you'll have to wait a while before it finally hits the streets. Although the build up to its release has begun, it should be a long, slow one, with Sega still concentrating on the Megadrive and the Mega CD.

THE MARS?

What's next? The Pluto? Sega's fixation with our solar system continues with the unveiling of plans for a 32 bit upgrade for the Megadrive and Mega CD. Code-named 'Mars', it's a great idea which acknowledges that not everyone will be able to afford the 'Saturn'. Although details of the Mars are sketchy, information so far reveals it already has over thirty games in production, including special DSP games - 'Motorcross DSP', 'Star Wars DSP' and 'Virtual Fighter'.



"Just stand still, this won't hurt a bit"

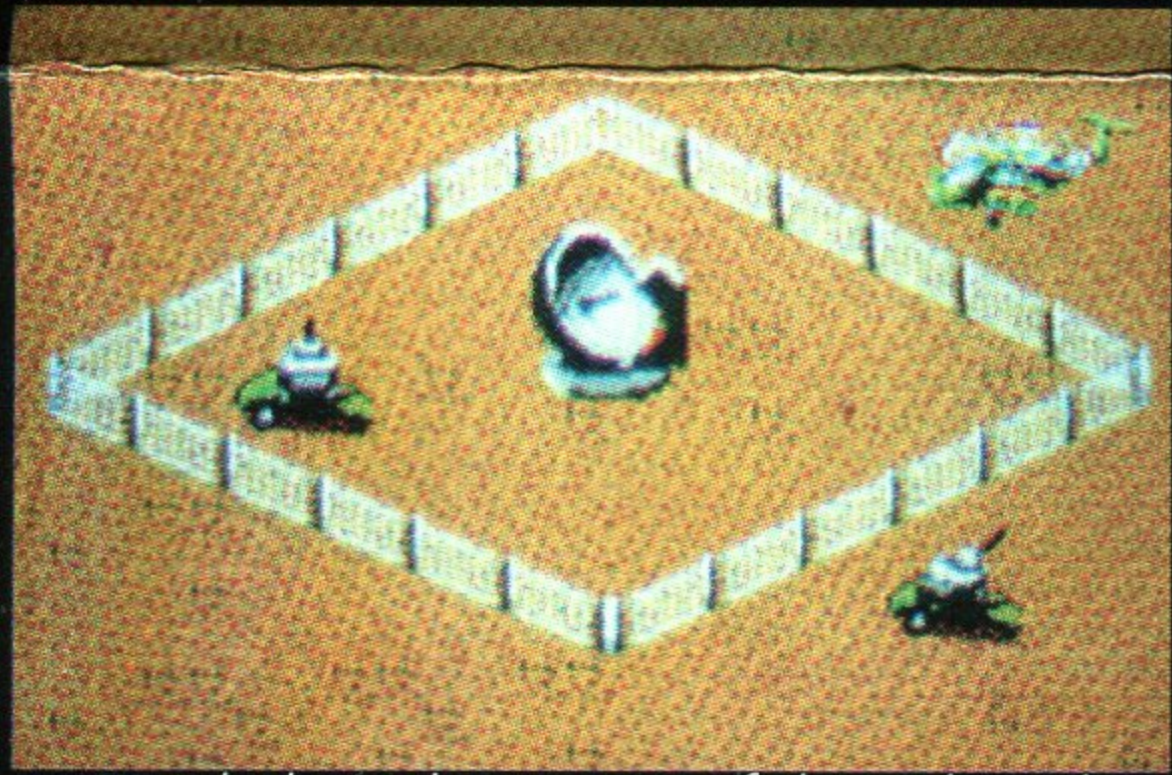
REVIEWS



"Jam it in"



The Masters of Combat doing what they do best.



Watch the cool movement of the tanks and radar, and then shoot them.



Trident fighting like the fish out of water that he is.



Donald's in deeper trouble than he first realised.



"Where are we gonna find a rocket ship that's going to Earth, Toejam?" "Dunno I guess we keep looking Earl!"



"Well at least we know what that switch does, right Sonic?"

'NBA JAM' (MD)

"Welcome to NBA Jam", where 27 teams with 54 of the hottest NBA basketball stars shoot it out for the NBA Championship.

The action is fast, the super dunks are wild, and the playability is unbelievable. It's an amazing arcade conversion that has converted many non-sports fans, including myself.

There are hidden characters and lots of speech from the arcade, including "Is it the shoes?" and "Boom-shaka-laka!". The game is incredibly playable and even more so with another player. You'll be jammin' for months!!

'MASTERS OF COMBAT' (MS)

The mayor of your city has been possessed by an alien and no-one has noticed. Hmm..... Using his new power as mayor, the alien organises a streetfighting contest - the motive behind it is to find a stronger body for him to possess. You play one of the four final contestants, all of which are unaware of the prize that awaits the winner! There are four characters plus the alien to fight, a bonus stage, and lots of special moves. Although there aren't not too many fighters, this game is big on playability and a worthy challenger to 'Mortal Kombat'.

'DESERT STRIKE' (MS & GGR)

Desert Strike is still one of the best games out on Megadrive (only beaten by its sequel, Jungle Strike as the number one strategy/shooting game). This Master System conversion is amazing, considering the limits of the machine. The attention to detail, as well as all missions, are intact. Your choice of co-pilots, your map, and information screen are all easily accessible during missions. The challenge is there and it even moves faster than the Megadrive version. The in-between screen shots are well drawn and there's a lot of depth to the gameplay. If you feel like you need a little bit more thought in your shooting games, then check it out!

'ETERNAL CHAMPIONS' (MD)

In the future the balance of good vs. evil is critically unbalanced and our very existence is threatened. In an attempt to realign the balance of power, nine huge warriors are gathered from across time for the right to battle the Eternal Champion. The fighters are from various time zones, with varying skills. But they all have one thing in common - each was killed at a moment in their lives when their destiny could have changed the future. Only one will get the chance to regain his/her life, therefore changing the past and saving the future. If they fail, then all hope is lost.

Well, lose hope now, because 'Eternal Champions' is hard. It's great to play a fighting game which has real challenge and won't be finished in a day. The animations aren't the best, but the depth to the gameplay is amazing. Plenty of options, strategies and combos too. There's even "overkills" similar to 'Mortal Kombat's' "finishing" moves.

'DEEP DUCK TROUBLE' (MS)

Uncle Scrooge's greed finally gets him into trouble when a necklace he steals from an ancient island temple turns out to be cursed and causes him to blow up like a huge feathered balloon. His only hope of wearing his wardrobe again is his hot tempered nephew, Donald Duck. But if Donald doesn't keep his cool when he returns to the island to break Uncle Scrooge's curse, then he won't be returning at all.

This is Donald's second game on the Master System and like all Disney releases, the gameplay and graphics are of top quality. Donald's journey takes him across five rounds, each with its own unique graphics and challenges. Not tough challenges, but fun.

'TOEJAM AND EARL 2 : PANIC ON FUNKATRON' (MD)

Toejam and Earl are two happening alien friends from the planet of Funkatron. One day, while out cruising the galaxy in their custom built spaceship, Toejam makes the mistake of letting Earl drive (or is that fly?). The end result is a crashlanding on the forbidden planet, Earth. Aliens are forbidden to land on Earth for two reasons: (1) their own personal safety, because (2) all Earthlings are crazy.

After collecting all the pieces of their broken spaceship and barely escaping from a group of angry chickens with a tomato mortar, Toejam & Earl return home. But unbeknown to them, they bring back with them some unwanted tourists in the form of Earthlings clinging to the outside of their ship. Needless to say, these Earthlings soon turn Funkatron upside down. After a national broadcast blaming Toejam and Earl for the catastrophe, our two reluctant heroes set about the task of rounding up the Earthlings.

'Toejam and Earl 2' is a platform game, but it still retains all the originality, crazy characters and humour of the first game. Its two player co-operative mode and 16 big levels with hundreds of secret rooms and bonuses will give you hours of enjoyment.

'SONIC 3' (MD)

The story of 'Sonic 3' was explained last issue, but for those who missed it.....

After Sonic defeated Robotnik at the end of 'Sonic 2', Sonic and Tails flew off in their biplane heading towards a mysterious floating island. Little did they know that Dr Robotnik had already crash landed on the island, discovered its power could repair his Death Egg Station and tricked the island's native inhabitant, Knuckles, into believing Sonic is the bad guy. Boy, Robotnik moves fast for a big guy!

After Sonic's humble beginnings, his meteoric rise to fame has almost been as fast as the legendary speed at which he runs. Not surprising, considering Sonic's first two brilliant games. Well, Sonic 3 tops them both. The action is non-stop with great colour and a backup memory. The six huge rounds include Angel Island, in which Sonic speeds down a flying fox (Tails isn't the only one); Hydrocity; Marble Garden; Carnival Night; Ice Cap and Launch Base Zone, where the final confrontation with Robotnik takes place. You should know what to expect from Sonic by now, but expect it faster, bigger and with lots of tricks to discover.

DSP CHIP

As you may already know, Sega has a new super polygon chip called the DSP chip. It has been incorporated into certain Megadrive games (well, only 'Virtua Racing' so far) to produce awesome 3D polygon style games. That may sound great, and it is, but having such awesome technology in a cartridge tends to push the price up a little. "So why not produce the DSP chip as a separate cartridge and then plug it in the polygon style games through that, so that you only have to buy the chip once?" I hear you say. Alright then, it's done!

Sega has listened to consumers and has separated the DSP chip into a special cartridge which will save everybody money, including the programmers, who will now create more of this style of game.

SEGA ON AIR?

Currently on trial in the States is the new Sega Channel. In a joint venture with Time Warner Entertainment Company, Sega of America has set up a cable network through which subscribers will receive fifty of the latest Megadrive titles. These titles will be regularly updated and many will be out on the Channel before they even hit the shops!

PREVIEWS

OVERALL *****

Lots of teams to choose from and hidden tricks to discover. 'NBA Jam' is "on fire!". Play it, you'll see what I mean.

OVERALL ****

It's the closest thing to 'Streetfighter II' you'll see on the Master System.

OVERALL ****

A totally original game for Master System. One of the best releases for a long time.

OVERALL ****

24 Megabit, 6-button compatible and a tonne of options. It's one for the hardcore fans who are looking for a challenge.

OVERALL ****

Another awesome release from Disney, adding to the list of great Master System releases this year.

OVERALL ****

Big, bright and colourful with a jammin' soundtrack. Great fun the whole family can play.

OVERALL *****

Awesome new 16 megabit addition to the Sonic series. Perfect in every way except for two player mode. I guess that gives them something to work on for Sonic 4.....

(This section is the preview section. It contains rumours as well as fact. While these games cannot be confirmed for release, it's very likely they all will be).

Never does the video game world resemble the movie world more than when it comes to releasing sequels. But unlike movies, games sequels seem only to improve. The good news is that some of Sega's best games will soon be receiving the sequel treatment and if all my theories are correct, then we're in for some amazing new games.

You will have already read the news of Mortal Kombat 2 on all formats. Well, here are some of the best sequels lined up for the Megadrive:

'Streets of Rage 3' - Alex, Blaze and a grown up Sammy return for another action packed beat 'em up. Along for the ride is a new character and Tung-fu-rue look-a-like, Zan.



Axel and Blaze are unimpressed by the bad guys' wheelie, so don't expect him to be around for much longer.

Two of the biggest RPG's coming up are: 'Shining Force 2', from the makers of 'Landstalker'. This great battle/sim holds many sleepless nights for those who face its challenge.

And 'Phantasy Star IV', renamed 'Phantasy Star - The End of the Millenium'. It's a 24 meg cartridge and the makers promise over forty hours of gameplay! In other Phantasy Star related news, the original classic Phantasy Star adventure for Master System was converted to the Megadrive for a special limited anniversary release in Japan. And there's a rumour that 'Phantasy Star 2' is in development for Master System.

There're sequels for platformers too, including 'Tazmania 2', 'Flashback 2', 'Bubsy 2' and a new Ren and Stimpy game.

In production, but still a little way off yet - 'NBA Jam 2' and 'Ecco 2'.

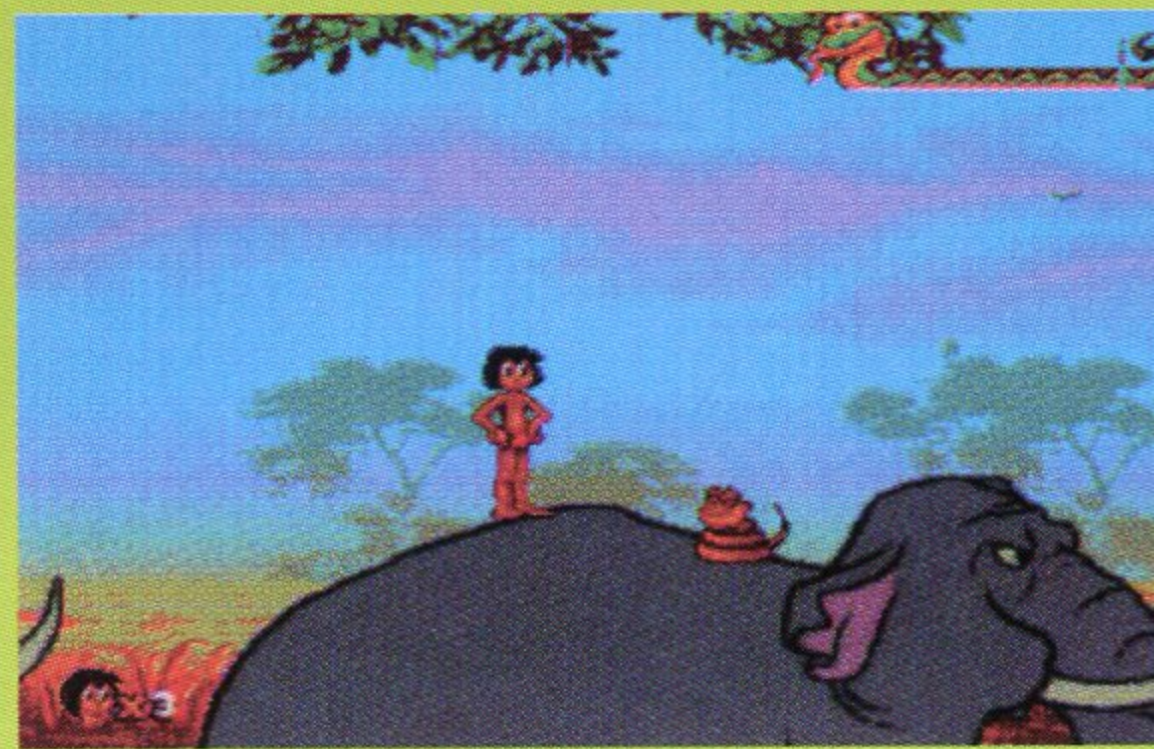
And in a couple of spin off games, expect to see 'Virtual Bart' and 'Itchy and Scratchy', of 'Simpsons' fame.

Electronic Arts certainly know when they're onto a winner. It's not surprising to find EA titles with more sequels than a B Grade horror movie. But I wouldn't complain, because it looks like a third game in the Desert/Jungle Strike series is on its way. Be prepared for 'Urban Strike' on Megadrive and 'Jungle Strike' on

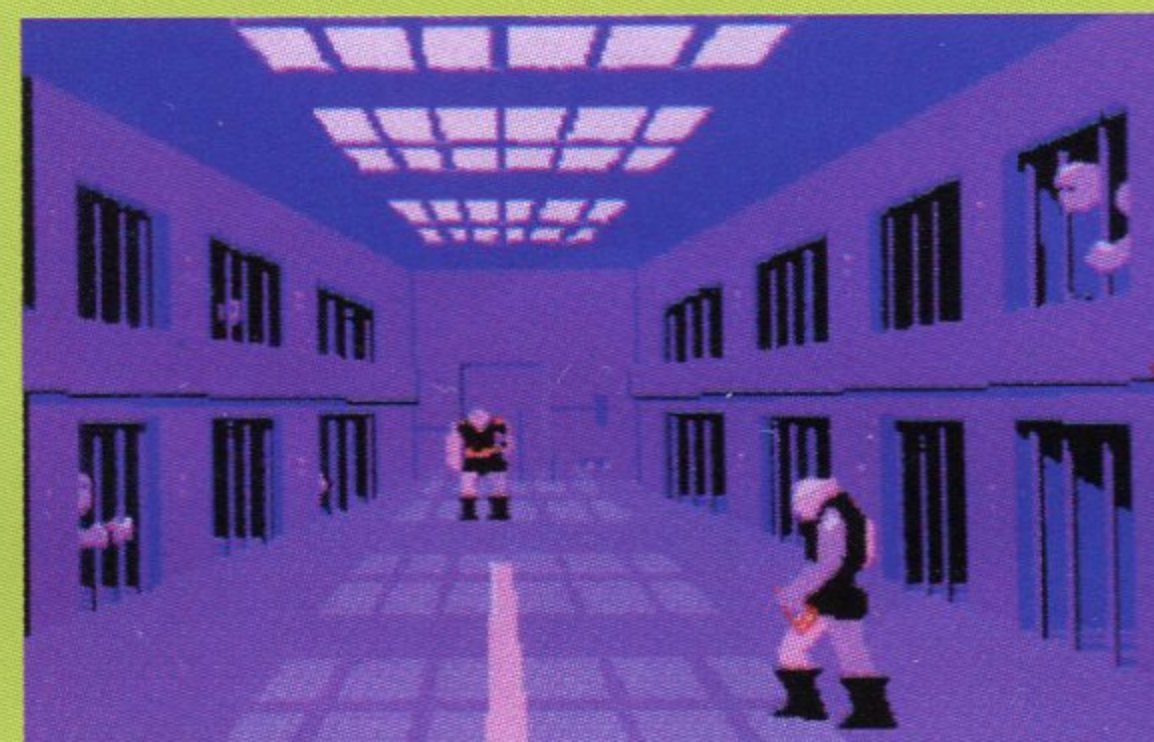
Master System and Game Gear. Is there anything that isn't a sequel? Well, there's 'Jungle Book' and 'Lion King' from Virgin, the makers of the awesome 'Aladdin'. And maybe 'Clayfighters' - a hilarious new twist on fighting games.



Ickybod Clay vs Helga in Clayfighters for the Megadrive.



Welcome to the jungle. Jungle book that is.



"Do you have budgies?" "No I'm sorry only these grey aliens". Before you do your walking stay at home and play Another World 2.

Master System:

Expect 'Lion King' and 'Aladdin' on Master System, as well as a follow-up to 'Sonic Chaos' currently under the very imaginative working name of 'Sonic Chaos 2'. 'Sonic Spinball' is also on its way, on the handheld (Game Gear) as well.

And soon Master System owners will be able to play the game that had magazines and gameplayers talking for months. Yes, it's 'Ecco the Dolphin', one of the most original games ever, and it contains new puzzle elements only found in the Master System and Game Gear versions.



Aladdin coming soon on Master System.

CD Upcoming:

From the makers of 'Thunderhawk' comes 'Soulstar'. And 'Rebel Assault' is nearing completion. Looking a little further ahead is 'Eternal Champions 3D', 'Aliens Trilogy' and 'Another World 2'.

HI-SCORES

'SONIC' (MD)

Gavin Bosch	Porirua	526560
(No name)	Auckland	576790
Scot Nelson	Tikipunga	700640

'SONIC 2' (MD)

Matthew and Nick Rush	New Plymouth	1233140
Steven Wilson	-	1184780
Aaron Cole	Northcote	420610

'SONIC 2' (MS)

Caillan	Dunedin	1040900
Ricky McKeagg	Invercargill	1141300

'SONIC 2' (GG)

Julian Fox	Dunedin	1010900
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'TINY TOONS' (MD)

Andrew Richardson	Dunedin	93200
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'CALIFORNIA GAMES' (MS)

Matthew Luckie (ACE!!!)	Paeroa	Surfing 8.6
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LATEST CHEATS AVAILABLE:

Hidden characters and Power Ups for 'NBA Jam'

Five star Champion Edition mode on 'Streetfighter II:SCE' for 6 Button or 3 Button Control Pads
 Passwords for 'Toejam & Earl 2' (MD) /

'Jurassic Park' (MD) / 'Jungle Strike' (MD)

Help for 'Landstalker'.

Level skips for 'Cool Spot' (MD) / 'Aladdin' (MD) / 'Batman Returns' (MCD) & (MS)

WARNING: Lately there have been a few imported games around, eg. Pugsy, Wiz & Liz, etc. As these games were not imported by Sega Ozisoft NZ Ltd, we regretfully are unable to give out any help for them, for the simple fact that we've never played them. To distinguish these games, check for the Hotline sticker.

Note: While not all games have hints and cheats, our operators will attempt to help you wherever possible.

HINTS & CHEATS

'TOEJAM & EARL 2' (MD)

Password for Level 9 - VFAQZ!2N796Q

'SONIC' (CD)

Sound test - down, down, down, left, right, then A on title screen.

Special stage - on sound test, put in FM07 PCMo7 DA07.

'MORTAL KOMBAT' (MS)

Scorpion's finishing move - stand a little bit away from opponent, then hold a block (back and button 1) and push 'Up' twice.

'MEGALOMANIA' (MD)

For hidden game of Sinatar, enter your name as JOOLS.

'NBA JAM' (MD)

To play as Bill Clinton, put in your initials as AR then move the cursor to K, hold down start and press A.

Do the same for the initials MJT.

More codes are available through the Hotline.

RPG FEATURE

Role Playing Games, or RPG's as they are more commonly known (to save dry mouths when having conversations about them), are not what they used to be.

Generally thought of as games in which you 'walk around a lot talking to people', people are beginning to realise what RPG fans have known for a long time. RPG's are huge games with tons of depth and are great value for money, as they can take anything from weeks to months to complete.

The increased interest in them is largely due to the awesome 'Landstalker' which is a landmark Sega game, up there with the likes of 'Ecco' and 'Sonic'.

The fun in RPG games comes from the exploration, discovery and the unfolding story. The problem has been that a few very bad RPG's have been released and have given RPG's the 'tedious' label that they don't rightly deserve. So if you've never liked RPG's, why don't you try 'Landstalker' and put a bit more brainpower as well as fun into your games.



"It's not the heat that kills you..... it's the worms". You will meet some interesting characters in these RPG's.

If you're already a fan, then try some of these:

- 'Landstalker'
- 'Phantasy Star' (MS)
- 'Immortal'
- 'Shining Force'
- 'Shining in the Darkness'
- 'Sword of Vermillion'
- 'D&D: Warriors of the Eternal Sun'

(Some of these are quite rare and you may have to search around for them).

Look to the Previews to see two of the best RPG's yet coming soon!

QUESTIONS AND ANSWERS:

Q.

Dear Sega Action

I was considering buying my husband a Mega CD but he has a Megadrive 2. As I'm unsure of the difference between Megadrives and Mega CD's 1 and 2, I was hoping you could help me out.

Michele Smith, Masterton

A.

A common question, but you have nothing to worry about when buying either Mega CD's. Both will work with the Megadrive 2 and the same can be said if you own an original Megadrive.

Q.

Dear Sega Action

Is 'Streetfighter II' coming out on the Master System ?

Gary Dickens, Eketahuna

A.

No, I'm afraid the 8 bit Master System simply doesn't have enough memory to handle a complex game like 'Streetfighter II'. For an alternative, try 'Mortal Kombat' or check out the review of 'Masters of Combat'.

A.

Places like Singapore import games from all over the world and even some pirate copies. For these reasons it's always a lottery when buying import cartridges, as you can never be sure where they're from. American or Genesis games are designed to work on a different television system, and therefore are not compatible with New Zealand television. Your best option is to avoid disappointment and not buy from overseas (except Australia of course).

Q.

Dear Sega Action

I have a book which contains many codes like FFABEF0068 which gives you infinite energy for player one on 'Eternal Champions'. I tried to enter the code but found no password or code screen. What am I doing wrong?

Jamie Broderick, Kawerau

A.

The codes you have are for an Action Replay cartridge which is a special plug in cartridge which allows players to "cheat" by entering these codes. The action replay cartridge brings up the code screen you are looking for. Unfortunately though, these cartridges are not yet available in New Zealand.

Sorry it's not coming out on Game Gear either.



Q.

Dear Sega Action

On a recent trip to Singapore, our family purchased a few games for our Megadrive. Upon returning to New Zealand we discovered that while some of the games worked fine, others didn't, and one didn't even fit into our Megadrive. Are these games faulty? and why are some cartridges shaped differently?

Tania McDougall, Auckland

sega hotline

0900-57342

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and SCHOOL HOLIDAYS

CATEGORIES COMPETITION WINNERS

The votes are in, so here are some of the winners in some of the more bizarre categories.

OVERALL BEST GAME - Well, 'Mortal Kombat' cleaned up all categories on Bevan Wilkie's list.

WORST TITLE SCREEN - 'Transbot'. Matthew Deverick

FUNNIEST GAME - 'Ren & Stimpy' for climbing nose hairs! Dale Hogan

WEIRDEST GAME - 'Castle of Illusion' for the way Mickey defeats his enemies. (You know what we mean, Dale Hogan!)

BEST HAIRCUT - Sonic - Stephen Edwards

BEST HEADLESS MONSTER - Statue of Terror - 'Ghouls N' Ghosts'. (Not much competition, you'd think). Stephen Edwards.

SCARIEST GAME - 'Dracula' (the game is that bad, it's scary). Jai Williams

MOST POPULAR CLASSIC -

'Wonderboy'. Vicky Wilson.

MOST RELAXING GAME - 'Columns'. Emma Ruebe.

WORST COVER - 'Dynamite Duke' - Nick Natzka. (We all agree with you Nick)

WEIRDEST ENEMY - Walking fridges from 'Alien Storm'. Darran Kissell.

A 'Sega Pack' is on its way to all winners!! Keep an eye on your mailbox!!

Thanks for the game cover of Super Sonic, Shane!! It's a cool idea!! A 'Sega Pack' is on its way to you too!!

And Richard Cossey will be the first to know if we ever make a Shortland Street game for the Master System. Thanks for your suggestion Richard.

The MISTAKES competition was very popular, with many people catching us out.

There were many wrong guesses, and although there were a few mistakes, nobody managed to guess all of them. But, Kamaua Te Pou from Kawerau managed to be the first one in with the most correct answers.

Congratulations Kamaua, a copy of 'Thunderhawk' on Mega CD is on its way to you!!

UPDATE ON SIX BUTTON / FOUR WAY PLAY SOFTWARE

SIX BUTTON

'Eternal Champions'
'Toejam & Earl 2'
'Royal Rumble'
'Rage in a Cage' (MCD)
'Mortal Kombat'
'Technoclash'
'Mig-29'

FOUR WAY PLAY

'Gauntlet IV'
'NHL '94'
'Madden '94'
'General Chaos'
'FIFA Soccer'
'NBA Showdown'

THIS ISSUE'S COMPETITION:

DESIGN A LOGO:

The Sega Club needs a new logo for its letterhead, and we want your ideas!! Put your best designs down on to paper and send them in to us at: 'Design Competition', PO Box 33474,

Takapuna, Auckland. Be creative, colourful and there's no limit to the amount of entries. So give it a go - you could win an awesome Sega Art Pack!!!

PIZZA HUT

Get down to Pizza Hut during the May School Holidays and collect all five Sonic 3 stickers (with hints for Sonic 3) and go into the draw to win a Megadrive and Sonic 3 game!!!!!!

MAIL ORDER



Sonic Repeating



Sega / Skulls



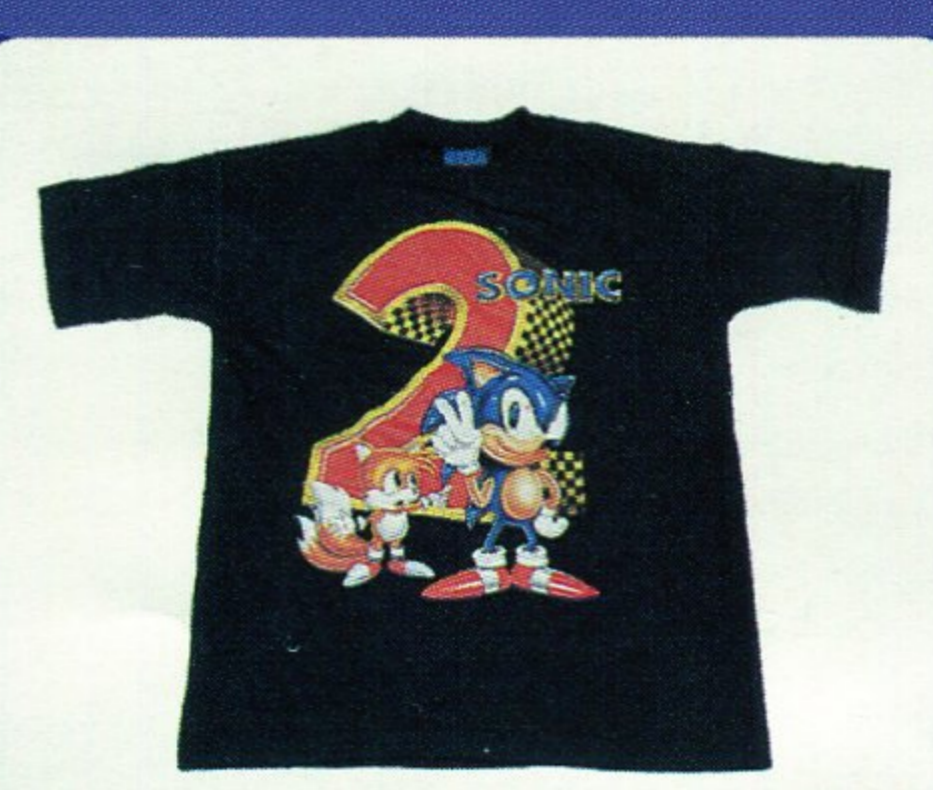
Sonic on Sonic



Sonic Think Fast



Sonic 2



Sonic 2 Checkered



Sonic All Over



Sonic Logo Cap



Sonic Face Cap

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Sonic on Sonic	W								Kids \$25.00 Adult \$34.95	\$
Sonic Think Fast	B								Kids \$25.00 Adult \$34.95	\$
Sonic 2	W								Kids \$25.00 Adult \$34.95	\$
Sonic 2 (checkered)	B								Kids \$25.00 Adult \$34.95	\$
Sonic All Over (front and back)	B								\$54.95	\$
CAPS										
Sonic Face									\$27.95	\$
Sonic Logo									\$27.95	\$
									TOTAL	\$

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