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21 PAGES OF TIPS

SEGA PRO

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ISSUE 27

NOT AN OFFICIAL SEGA PUBLICATION

DRAGON'S LAIR

It's big, it's exclusive
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SFII ULTIMATE TIPS GUIDE

WHAT WAS THE YEAR'S BEST GAME?
Find out inside

UNDER REVIEW:
Aero The Acrobat
Lethal Enforcers
Microcosm
FIFA International Soccer
AND MUCH MORE!

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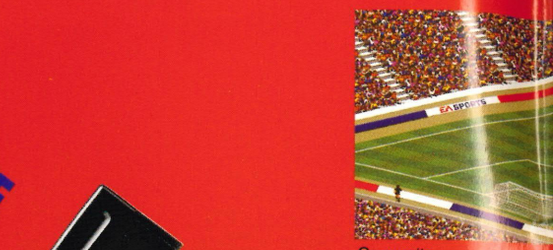
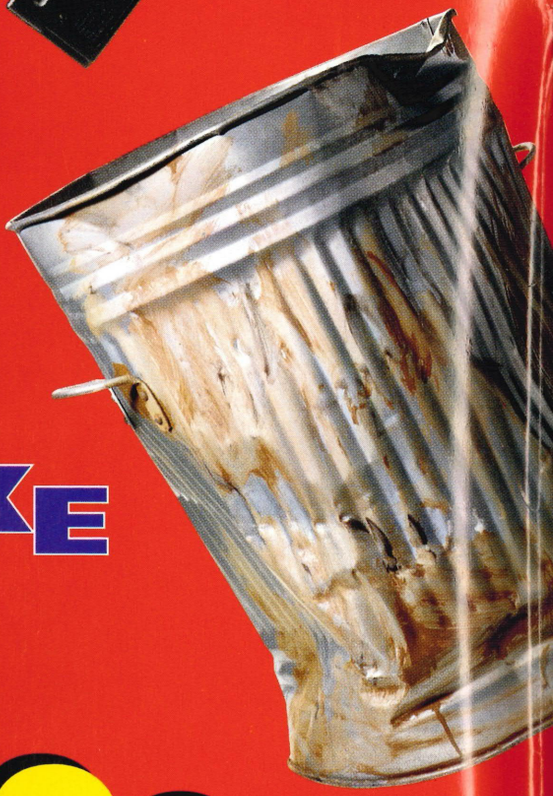
MEGA-CD MEGA DRIVE MASTER SYSTEM GAME GEAR

SEGA MEGA DRIVE

TRASH YOUR OLD FOOTY GAME CARTRIDGE



Composite screen shot



AND FIND OUT WHAT IT'S LIKE TO SCORE A

GGGOOOOOOO

You're sprinting down the wing, there's a man on your heels. You leave him for dead.

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A defender slides in with commitment. You knock the ball on and hurdle him. Ha, sucker. The crowd go beserk as you power into the box.

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4 WAY PLAY

EA DIRECT

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FIFA INTERNATIONAL SOCCER

16 MEG

"Astonishingly realistic sprite movement" – Sega MegaForce.

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You say: "Triffic, Brian. 16 Megs, 48 national teams, 960 players, 13 skill areas, 4 WAY PLAY, and it's the only one endorsed by FIFA.

"EA Sports Soccer is set to blow every other footy sim off the pitch "– Sega MegaForce.

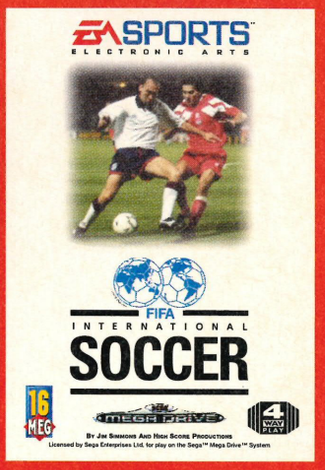
He says: "An outstanding performance, an outstanding game, outstanding."

It's one one with seconds on the clock. You look up, it's clear, you shoot.

"The players are highly detailed and move just like the real thing" – Sega Power.

Crack. Aaagh. The ball ricochets off the bar. You run to meet it. You turn. It drops. Bam. You bicycle kick the ball into the top right corner. It scorches past the keeper and thwacks the back of the net. The final whistle blows. You run, somersault and salute your supporters. They worship you. A commentator rushes over with his mike. He looks sincere.

GOAAAAAL!



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XMAS 1993

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Simon's alarm clock, Nick's nice new jacket

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DINGBATS MESSAGE

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Final word: Happy Christmas! Someone has to

CONTENTS

8 .....NEWS
This month – the crisis in UK politics, the destabilisation of the world's financial system and a special report on the US fiscal deficit. And some stuff about Sega games too.

12.....NEWS FROM JAPAN
Japan – a country full of culture, a low crime rate, great innovation and tons of Sega games! SEGAPRO catches up with the latest...

16.....PREVIEWS
Other magazines print previews... er, well, so do we! But we don't use 'em as an excuse to waste space! Check out all the New Year releases here FIRST!

18...CHASE THE DRAGON
Dragon's Lair is one hell of a title. SEGAPRO is one hell of a mag. So we just had to get together to bring you this EXCLUSIVE look behind the game!

23.....PRO REVIEWS
SEGAPRO is the best source for Sega reviews there is... and we should know! This month: get your teeth around *Dragon's Lair, Microcosm, FIFA Soccer* and loads more!

62 .....PROTIPS
Eight pages of tips for all the Sega machines, lovingly compiled by Jason Johnson himself. (Who?) Ah well, there you go.

70 .....PROTIPS HELP
Jason Johnson (again) takes some of his precious time out to answer those tricky gaming problems. So kind.

72.....SF II: SCE GUIDE
What a game... and what a guide to *Street Fighter II: SCE*! None of this apalling 'eight words of text and ten foot pictures' approach that other mags are so keen on!

80.....ALADDIN GUIDE
We let *Aladdin*'s genie out of the bottle this month with the rest of the guide to this new classic. Read it and weep – you won't buy a better solution.

85 .....SUPER SAVERS
Being a SEGAPRO reader is great, because you get so much! Not only can you read the best games mag around, but you get ££££s off the latest Sega-related gear.

88.....PROFILE
The BIGGEST, BEST and most COMPREHENSIVE guide to ALL those SEGA GAMES to be found ANYWHERE! NOW HOW DO YOU TURN THIS CAPS KEY OFF?!

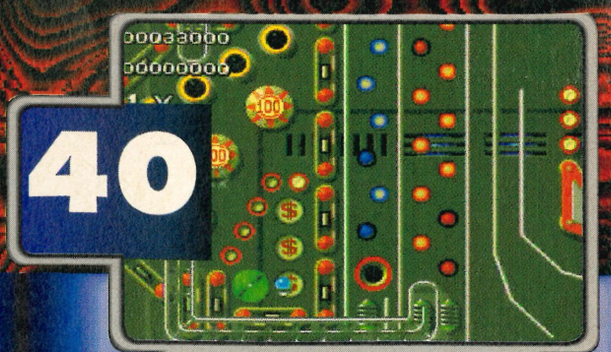
97 .....PROSCORES
So. You think you're pretty darned good at games then do you? You think getting that score of 10,000,000,000 on *Sonic 2* is impressive? Find out here.

106.....SUBSCRIPTIONS
Why queue in the rain, get insulted by the old guy who lives next door and then forget your wallet, just to buy SEGAPRO from your newsagent? Subscribe instead!

108 .....PROTEST
It's the letters page! This month: Christmas – just who cares anyway? (OK, we made that up. It's late y'see.)

24

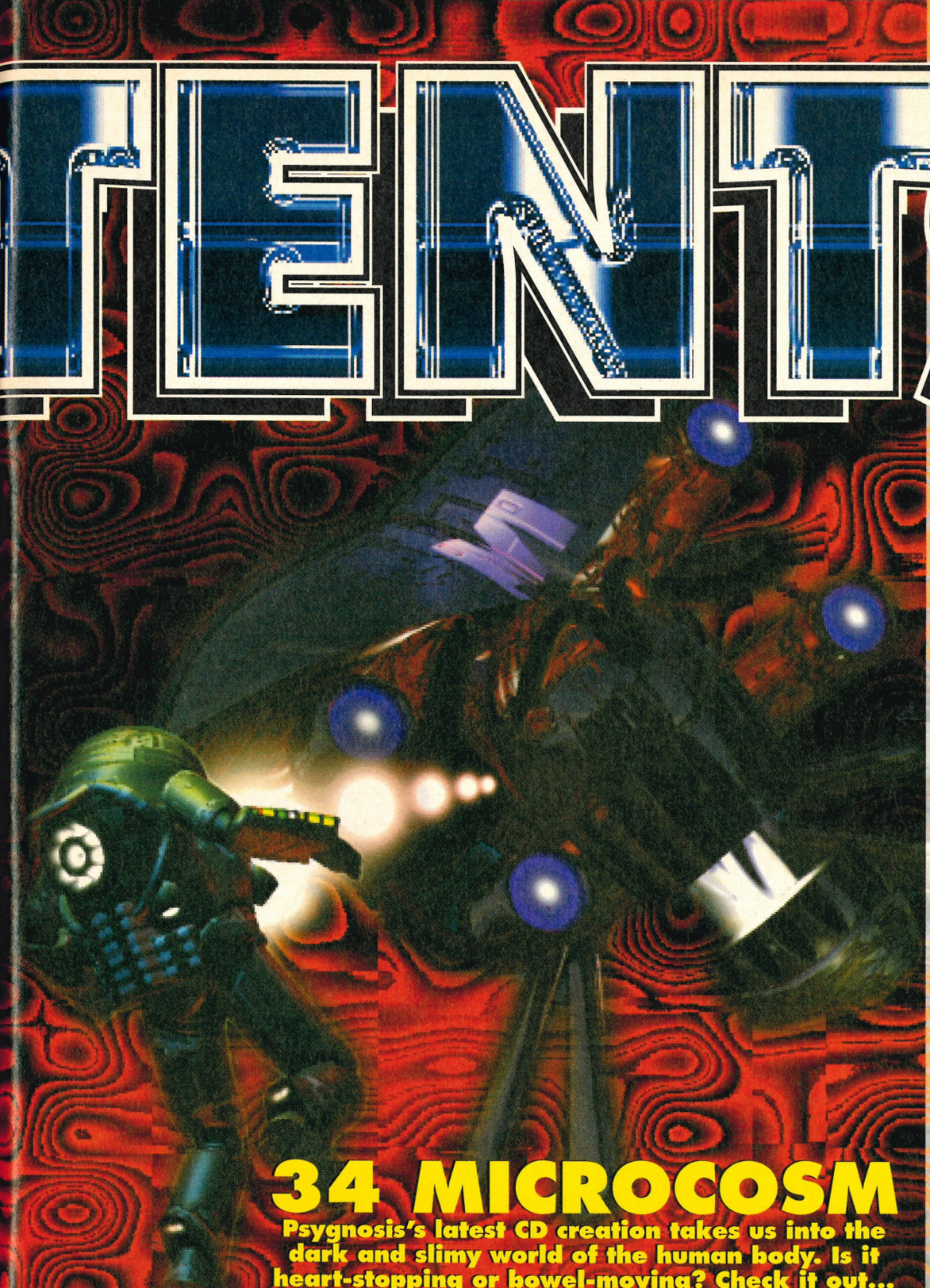
DRAGON'S LAIR



40

VIRTUAL PINBALL

CONTENTS



34 MICROCOSM

Psygnosis's latest CD creation takes us into the dark and slimy world of the human body. Is it heart-stopping or bowel-moving? Check it out...

44

FIFA SOCCER

52

LETHAL ENFORCERS

MORE REVIEWS THAN ANY OTHER MAG!

MEGA-CD

DRAGON'S LAIR 24
LETHAL ENFORCERS 52
JOE MONTANA 56
MICROCOSM 34

MEGA DRIVE

AERO THE ACROBAT 38
BLADES OF VENGEANCE 30
CRASH DUMMIES 32
DINOSAURS FOR HIRE 50
DRACULA 42
F117 NIGHT STORM 48
FIFA SOCCER 44
HOOK 28
LOTUS II RECS 46
TONY LA RUSSA BASEBALL 60
VIRTUAL PINBALL 40

MASTER SYSTEM

COOL SPOT 55
JUNGLE BOOK 60
MICRO MACHINES 36
MASTERS OF COMBAT 60
STREETS OF RAGE 2 60

GAME GEAR

COOL SPOT 60
DESERT STRIKE 60
JUNGLE BOOK 60
MICRO MACHINES 36

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Force

you don't stand a

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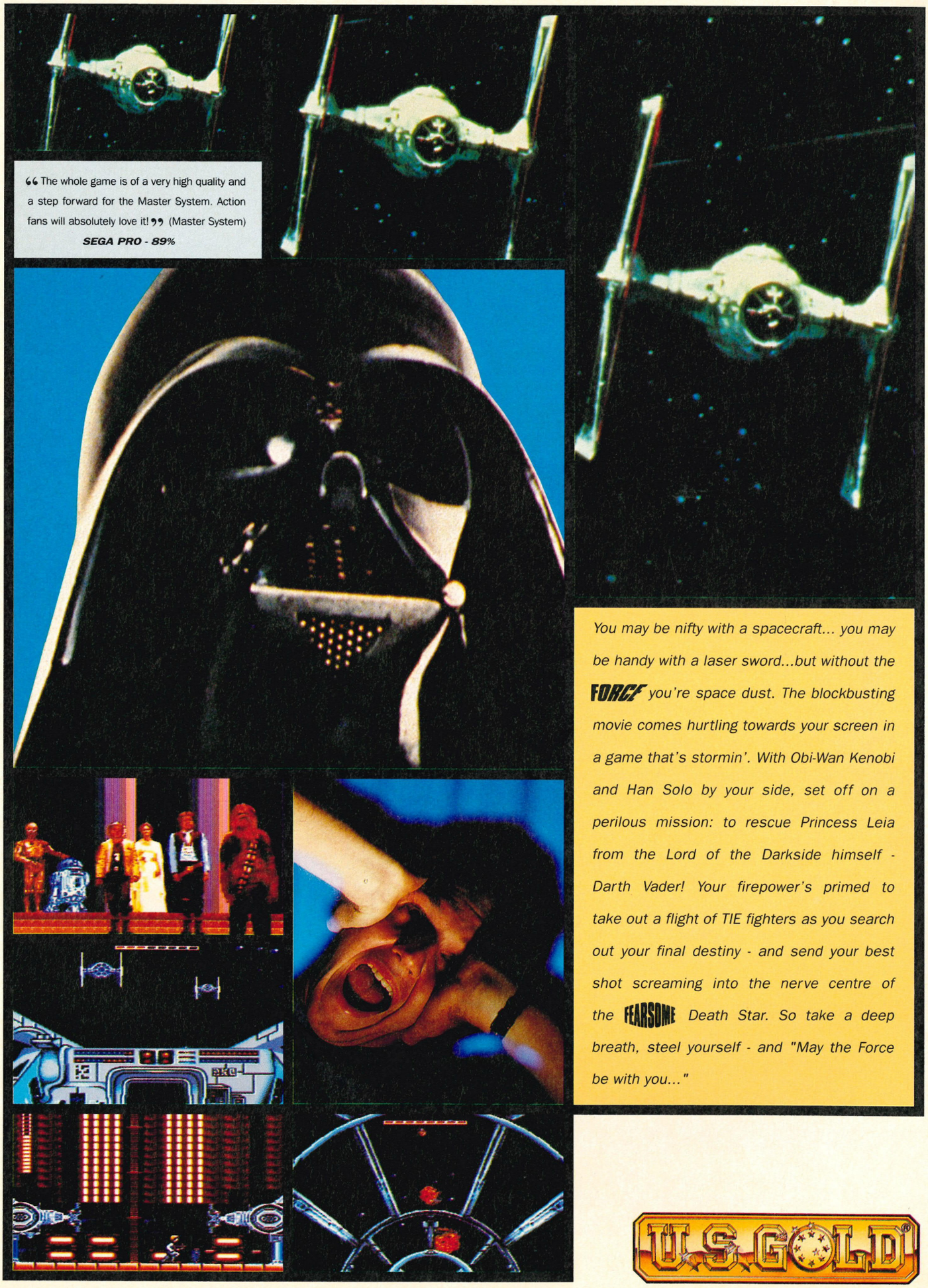

"The whole game is of a very high quality and a step forward for the Master System. Action fans will absolutely love it!" (Master System)
SEGA PRO - 89%

You may be nifty with a spacecraft... you may be handy with a laser sword...but without the **FORCE** *you're space dust. The blockbusting movie comes hurtling towards your screen in a game that's stormin'. With Obi-Wan Kenobi and Han Solo by your side, set off on a perilous mission: to rescue Princess Leia from the Lord of the Darkside himself - Darth Vader! Your firepower's primed to take out a flight of TIE fighters as you search out your final destiny - and send your best shot screaming into the nerve centre of the* **FEARSOME** *Death Star. So take a deep breath, steel yourself - and "May the Force be with you..."*

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CHRISTMAS CHEERS!

It's finally happened. It's THAT time of year and I can already feel the temperatures starting to rise. Aunties, dads and grandmas are already laying plans for trench warfare on Boxing Day. Walking sticks are being sharpened against bloodstained pictures of elderly relatives while the kids figure out how to lift dad's wallet while he's helping his brother to the toilet after one too many glasses of wine.

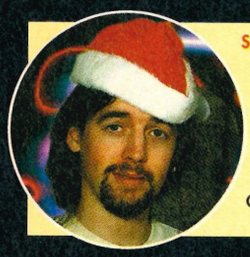
So there's only one thing for it. Cancel Christmas. If that's a bit tricky, make sure you get a Mega Drive or a few decent games instead. And to help you in this task, we've provided our biggest issue of the year with an excellent 100 page free book, stuffed full of Sega stuff! So what more can we say – you really do get poetry from Pro's!

And do have a Happy Christmas, Cool Yule or whatever your religious requirement is!

Nick

NICK MERRITT

I'm a bit embarrassed this month as yet another photograph of me goes by with me still wearing that darned stripey shirt. So my plans for this Christmas involve me spending a large sum of money on some new clothes. Or even better, getting my parents to spend that large sum of money instead. Still, that's the way we celebrate Christmas in the Merritt household – nail the doors shut and beat each other until we promise really good pressies to each other. Happy days.

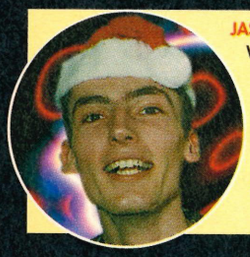


SI CHRISTOPHER

What could a sophisticated, mature (ahem!) Designer like me possibly want for Christmas you ask? Well secretly there's nothing greater I long for than to wake up next to a jumbo crate of Scalextric or every Subuteo World Cup team circa 1970. 'When I were lad' I had to make do with nasty imitations like Matchbox Model Racing or some dodgy footy game where you pressed the player's head to kick the ball, so if you have any contributions toward my Christmas stocking they would be gratefully received.

PETE WILTON

I remember it like only yesterday. Glinting baubles on the tree, tinsel everywhere... And there it was, a huge parcel. I stalked it through the minefield of drawing pins and spent sellotape. In a moment I had shredded the wrapping-paper only to discover the horror that lay within. Little could I have imagined the cruelty of my family; all I'd ever wanted was a Mega Drive and a year's subscription to SegaPro, but it was not to be. "Thankyou," I choked over my broken heart, "it's a lovely jumper..."

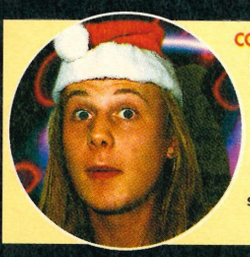


JASON JOHNSON

When I was very, very young I sat on Miss Santa's knee at a local supermarket. Being a naive child, when questioned on what I wanted for Christmas I asked for a squeeze of those pointy things sticking out from under her red and white suit. "Ho ho ho, you saucy thing," she laughed, as her hand connected with the side of my face. Even to this day she's still the only thing I ever want for Christmas. So, if you're reading this prose Miss Santa I'll leave a duvet cover at the end of my bed just for you (ho ho ho!).

MARK HILL

As a child I've always received ordinary Christmas presents like a Lego spacestation, a computer, a scalextric set or an electronic pinball game. But these kind of presents usually ended up in the attic after a couple years and then at a car boot sale a few years after that. My ideal Christmas present today would have to be an overseas holiday. The memories and experiences from travelling are something you can never lose – so I'm asking my parents for a three week vacation to Australia this Christmas!



COLIN NIGHTINGALE

Dear Father Christmas, please don't get me any of those green checked lumberjack shirts from down the market (like you did last year and the year before). Instead, wouldn't it be nice if you could sort it out to give me a camper van or maybe a drum-kit. If you can't afford such gifts I'll settle for a pair of bongos or failing that a crate of booze – or maybe more realistically a four-pack of strong lager. Anyway readers, I sincerely hope everyone gets their just deserts – Merry Christmas!

SHOWING OFF

Following on from HMV's example of the Level One games stores, Our Price are to hire games demonstrators for 60 of their nation-wide stores. This will be occurring before Christmas with more following in the new year.

But if you're planning on nipping along to Our Price in the hope of running into a shapely female games expert you can forget it because these will be more of the mechanical type. The units will allow the punter to select the game from a menu and watch as all the game aspects are demonstrated and illustrated.

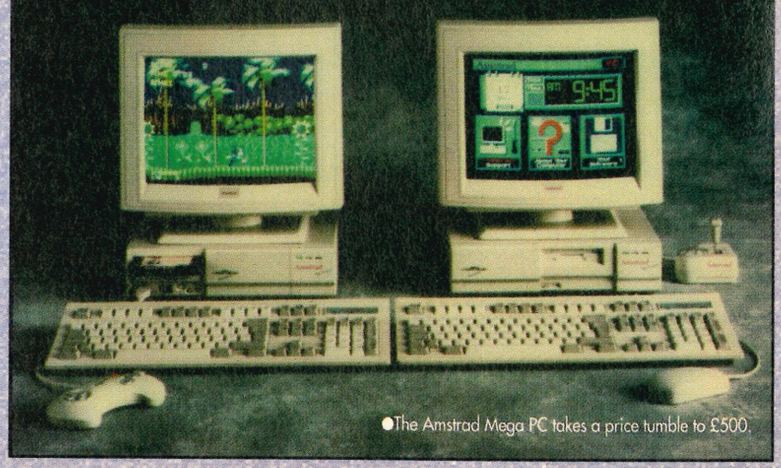
Not only this, but the games' sections in each store have been redesigned to be more eye-catching. In the meantime, check out this nice piccy of loads of games for you to look at.

●Well now, isn't nipping down to the record store going to be more delightful experience with all that turquoise to look at?

MEGA PRICE REDUCTION

The Amstrad Mega PC, the PC clone/Mega Drive combination, has had its price slashed to £499 (including VAT) to catch those Christmas punters needing an excuse to buy a business computer while wanting to play some decent games too.

We've talked about the Mega PC in previous issues, but for those without a photographic memory, it's a fully compatible IBM PC clone 386SX with 40Mb hard drive and Mega Drive built-in. It comes with MS DOS 5.0 and some Amstrad software already installed, so if you're thinking of blagging a new computer this Christmas but can't convince your parents that a Mega Drive has educational uses, try the Mega PC angle!



●The Amstrad Mega PC takes a price tumble to £500.

NEWS

TELSTAR TAKES TO THE SKIES

●Sonic returns in a more price-sensitive version for the poorer punters this Christmas.

Telstar, a company more famous for selling Max Bygraves records over the TV, are following the example of other music companies and getting on the computer games bandwagon. People sick of having to fork out in the region of £50 for a couple days' worth of entertainment will be pleased to know these games are going to be budget titles.

On the Mega Drive front, *Sonic* and *James Pond* will both be hitting the streets soon, followed by *The Neverland Story* on the Master System and *Batman* on the Game Gear. The games may be some of the older ones – but they weigh in at almost half of their original price! Check them out.

DELTA BETTER HAND

●This fine-looking games stalk could just be what you need for Christmas.

It had to happen... SpectraVideo have released yet another fine gamesplaying instrument, the Delta Ray joystick from Logic 3.

Well, this event warms our heart as this fine-sounding implement has a variety of hi-tech features including a comfort grip handle (well, at least they don't use the word ergonomic) and just to show the guys there know their technical stuff, nine (count 'em) high quality microswitches!

But that's not all. Gone are the days when one fire button at the bottom left of your joystick was all you needed – the current necessary total, according to SpectraVideo, is five. Luckily, to prevent twisted fingers, there's an autofire option and an extra-long connector cable for tripping over when you're carrying a heavily-laden tray into the room.

Check this out for a mere £15.99 this Christmas.

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NEWS

FINGER DRIVEN

Pretty annoying that Mega-CD thing, isn't it? Especially if you're the type who brought it to be able to play music CDs on as well as the fine selection of games currently available.

You want to load a CD, you have to fiddle around with joypads and all kinds of inconvenient jive. You want to change a track and you're in a comfy chair – you have to stand up – Gasp! Well, in a technological age where you can even get a push-button curtain opener now, this kind of barbaric practice has no place. So enter Micro Genius and their excitingly-titled infrared controller for the Mega CD!

This amazingly necessary invention allows you to change tracks, search and rewind all from a distance of up to 20 ft away. But you can even use it as a wireless joypad too, with three buttons, turbo and slo-mo. Pick this neat invention up for £29.95 from MSU in Milton Keynes, Tel: (0908) 232100.

●Use the new infra-red controller as a CD remote or as a joypad!

SLICKER SOCCER

Codemasters, the big company with the dinky games, are moving into the football arena with *World League Soccer*, their first release under their new label Master Sports. Expected next Spring (1994) on the Mega Drive, it's been in development for a year already and Codemasters are confident that *World League Soccer* will set new standards in terms of playability and action.

The Master Sports label itself takes a different approach to the idea of a games label with all games under the banner of a fictional TV show complete with presenters and commentators.

The game however is slightly more conventional – control the fortunes and failures of real-life soccer teams from around the world. Choose players with their own statistics, tactics and strips to win the match. Also master those special moves to take your team to the World League Cup.

It's an interesting time to be releasing a soccer game with *FIFA* just winning our Game of the Year award – so fingers crossed!

●Sonic and Pudsy get down to a little wallet-emptying scheming.

If you saw the BBC's Children in Need on November 26, you'll know that Sega hit us with the Segathon as a neat wheeze for raising money for, well, children in need. Anyway just in case you think you've gotten away without donating anything, you can continue to take part in the Segathon until January 12!

The idea is to play your version of Sonic for 15 minutes, fill in a sponsorship from (which gives full details) and send it to the Segathon (remembering to cough up your dosh first!). The more points you score in that 15 minutes, the more sponsorship money you make.

The forms will then be entered into a prize draw for a Mega CD, games or T-shirts.

To obtain a sponsorship form, go to your local Blockbuster or Ritz video stores and ask for one!

whispers...

● Sega, in its continuing attempt to appear hip, streetwise and so on, has just tied up a deal with clothing manufacturers Future Shooter to make themselves even trendier!

The Press Release we received wasn't exactly too clear what this deal was going to mean, although a game was going to be involved a bit further down the line. Watch out for these Future Shooter clothes in a store near you.

● Future Zone, the video games chainstores, have just announced they're now the biggest games store in the UK, with 31 shops. Interestingly, it's been done within a year of the first store being opened – a case of blindingly rapid expansion. Their target is 40 stores – good luck!

● Some news from the USA – Capcom have launched the first official *Street Fighter II* Strategy Video featuring tips and instructions on how to perform all the latest combinations. It's 45 minutes long and very useful for SNES and Mega Drive owners. Watch out for it.

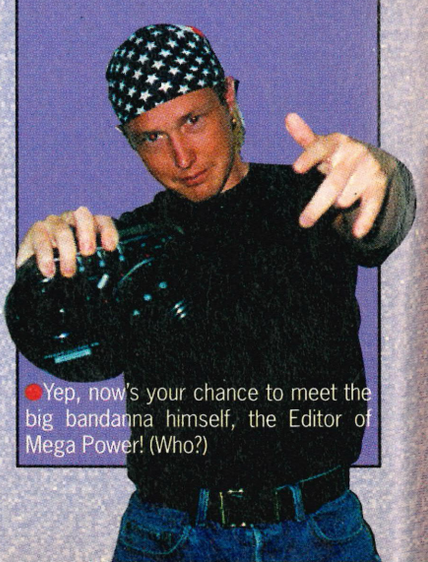
● More *Street Fighter* info – the new *Street Fighter* arcade game, *Super Street Fighter II*, will feature new characters and combinations of moves. It'll be in the arcades soon.

● Some news from ICE men THQ: They're currently working on the Mega Drive conversion of *Total Carnage*.

● An industry murmur has reached us that a game based on Spielberg's sentimental seafest, SeaQuest DSV, is currently under development. Should be a whale of a game.

WORLDLY WISE

Sky TV's Games World returns to earth after a slight break and now's your chance to go along to the filming and possibly bump shoulders with Rupert Murdoch! (Failing that, our own Dave Perry will probably be there – put it like this, he's never here). If this sounds like your thing, write to: The Eliminator Audience, PO Box 91, London E14 9GT.

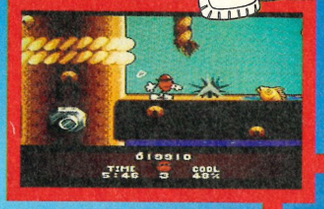


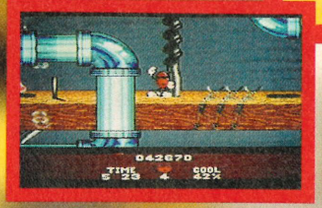
●Yep, now's your chance to meet the big bandanna himself, the Editor of Mega Power! (Who?)

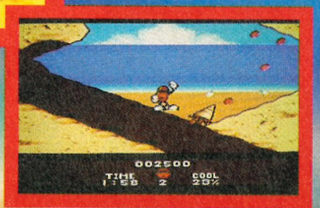
SEGA
Master System

SEGA
GAME GEAR

COOL SPOT™







NO WAY! Your Cool SPOT chums are locked away! YES WAY! You, as Cool SPOT are here to save the day! Quit gawping over the dreamy scenery, the awesome animation and most savoury sound around. Play! Man, this is the hairiest...

Virgin

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SCREENSHOTS MAY BE FROM A DIFFERENT VERSION.

NEWS FROM JAPAN

BLOOD BATH

Call it a *Street Fighter II* rip-off if you will, but *Art of Fighting* is hugely popular on the Neo Geo and is about to be released on the SNES. It has now been revealed Mega Drive owners are to be treated to this brilliant beat-'em-up some time early next year. Already 70% complete and blasted into a 16Mbit cartridge, here's a look at what to expect from a beat-'em-up that may pale *Street Fighter II SCE* into significance – then again maybe it won't!

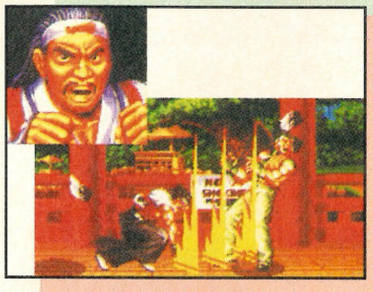
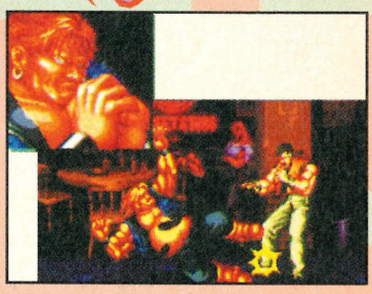
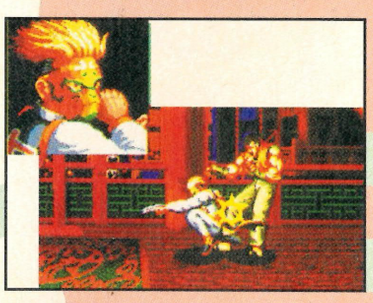
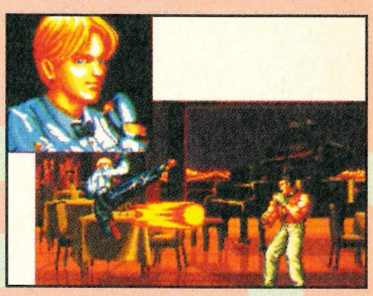
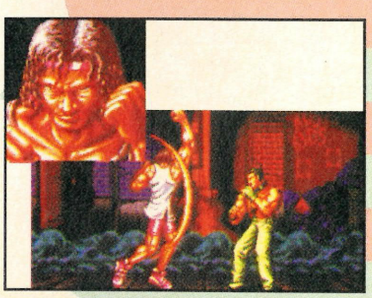
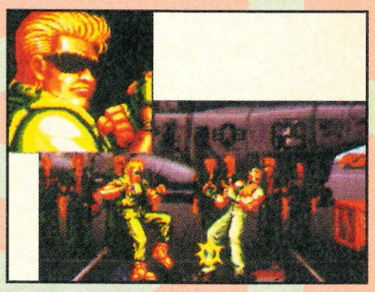
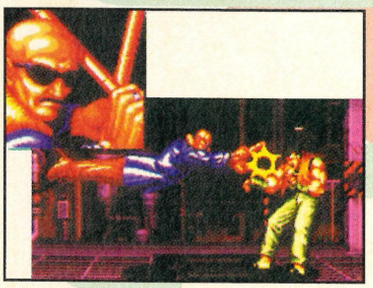
The plot is vaguely familiar with the background of the main two characters being very similar to a previous one-on-one fighting game. Ryo Sakazaki and Robert Garcia, one Japanese the other American, have trained in the martial art of Kyokugenryu. Using this skill they intend to rescue Ryo's little sister. Kidnapped and urgently needing assistance, it's up to our two heroes to save the day. Does this sound familiar or what?

Taking a peek at the MD game it certainly looks very similar to both the original coin-op and Neo Geo version – as you might expect. How the gameplay stands up is to be seen, but the general idea is to beat nine bells out of your opponent. A variety of special moves, punches, kicks and attack combinations must be used. A selectable bonus screen allows you to choose which test of strength you want and there is an option to smash ice blocks and bottles or perfect a special move.

One principle aspect of the graphics is a close-up picture where the screen 'zooms' in as and when action reaches boiling point – well sorted! Quite how the Mega Drive will handle this is to be seen, but as the saying goes anything they can do we can do better!

Special moves work in a different way from *SFII SCE* and *Mortal Kombat*. On the screen you have two energy bars; the top one is your character's strength while the lower is your special move power. These moves are extremely impressive to look at, but limited use tends to be put a dampner on the whole game.

Expect to see more on Takara's *Art of Fighting* over the next few months.

PRO DATES

MEGA DRIVE

JANUARY		
GREAT CHAOS WAR	EA VICTOR	8Mbit
AIR MANAGEMENT II	KOEI	8Mbit
FEBRUARY		
CHAMPION LEAGUE SOCCER	ACCLAIM JAPAN	8Mbit
AMBITION OF NOBUNGA	KOEI	16Mbit
SHADOW OF THE BEAST II	VICTOR ENT	CD
HYMDAHL	VICTOR ENT	CD
TIME DOMINATOR	BIC TOKAI	8Mbit
MARCH		
NBA JAM	ACCLAIM JAPAN	
VR BARCHART RACING	SEGA	16Mbit
BARE KNUCKLE III	SEGA	?Mbit
WONDER OF WYALLAYI	SEGA	CD
AX 101	SEGA	CD
WAR RECORD OF RHODES	SEGA	CD
DUNGEON MASTER II	VICTOR ENT	CD
APRIL		
FORMULA 1 – HEAVENLY SYMPHONY	SEGA	CD
LEVEL ASSAULT	VICTOR ENT	CD
MAY		
NOSTALGIA II	SHORT WAVE	CD

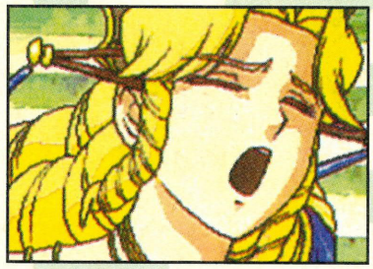
GAME GEAR

JANUARY		
T2 – THE ARCADE GAME	ACCLAIM JAPAN	2Mbit
RIDDICK BOWE BOXING	MICRONET	2Mbit
BATTLE TOADS	SEGA	2Mbit
FEBRUARY		
ALADDIN	SEGA	4Mbit
TREASURE LAND	SEGA	4Mbit
MARCH		
WINNING HORSE	SEGA	4Mbit + BB
YAIBA	SEGA	?Mbit
SCRATCH GOLF	SEGA	4Mbit + BB
SONIC DRIFT	SEGA	4Mbit
LAST BIBLE	SEGA	4Mbit

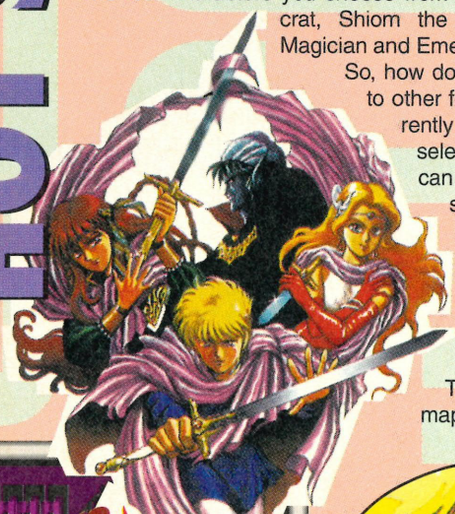
HOT SPICE

From a selection of strategy games currently under development in Japan the most interesting of them all is *Dark Wizard* on the Mega-CD. Your quest is to occupy an opponent's territory with a maximum of 40 units. Medieval monsters and fantasy tribes make up these areas and you progress through levels as you defeat opposing grungers.

Instead of the normal solo hero you're given a choice from four suitable candidates. One character fights as a holy king and this guy leads your soldiers into battle – the scenario changes depending on your currently selected leader. Kill Veronese the magician and your quest will be complete.

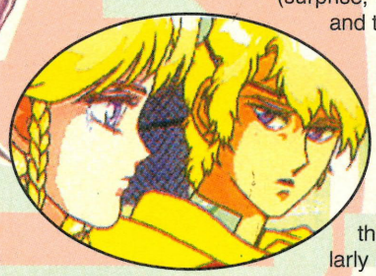


The four characters you choose from are Wenleek IX an aristocrat, Shiom the Holy Knight, Amon the Magician and Emelda the Witch.



So, how does the gameplay compare to other fighting fantasy games currently available? Well, after selecting your character you can sit through the opening animated sequence related to your chosen hero. From this the story unravels itself and you discover Veronese challenges Wenleek VIII using weird and wondrous animals with the help of the evil Aliman.Under Veronese there are the four kings who lead his army of devils (then there are those weird and wonderful creatures to help him in his designs). With the help of Aliman, Veronese escapes from the island he is imprisoned on.

To clear a scenario you must occupy each of the castles on the map or destroy all the enemy units. You lose when your hero dies (surprise, surprise) or if the Holy Unit is destroyed and the castle is occupied by the enemy.



The characters' moves are displayed as small animations at the top of the screen. When a character's experience value increases, their level and class rises (shown in a small animated sequence). Other neat animation should keep you interested and fans of the strategy game Risk could be particularly intrigued.

Jap Charts

MEGA DRIVE

1	NE	STREET FIGHTER II' PLUS
2	NE	SHINING FORCE II
3	NE	SONIC CD
4	NE	GUNSTAR HEROES
5	3	PUYO PUYO
6	9	SHINING FORCE G. II
7	7	BARE KNUCKLE II
8	NE	THUNDERHAWK
9	NE	WINNING POST
10	NE	GAUNTLET

GAME GEAR

1	3	PUYO PUYO
2	4	COLUMNS 2
3	NE	GG SHINOBI
4	1	DORAMEAN
5	5	SONIC 2

LITTLE SISTER

Some things in life, especially when it comes to the wonderful world of video games, are confusing. "What, the Pro's get confused?" Well, sometimes this is possible and *Popple Mail* is one such game that had us running around in circles trying to find out exactly what it is. Firstly, *Popple Mail* isn't its real name, it's actually *Poppful Mail*, or is it *Sister Sonic*? Whoosh, that one flew past me at a serious rate of knots!

After speculating what the finished title will be, we arrived at the conclusion that *Sister Sonic* is its finished name. So, I hear you cry, is this a female version of *Sonic the Hedgehog*? Well, in a word, no. *Sister Sonic* is simply a Mega-CD arcade adventure that bears no relation to the original spiky one. More news as and when we receive it, but with a January or February '94 release in the pipeline expect a special review next year.

NIP BITS

● *Metal Fangs* is a cyberpunk racing game where two players compete against each other in a futuristic car battle. This could even make the *Mutant League* games look positively tame. Having been on the release schedule for almost a year, don't hold your breath but we have it under good advice that it'll be in the shops early next year.

● *Silpheed* fever is spreading across Japan and it's still proving a popular blast. A trend to release background music under a separate format is becoming even more popular. *Silpheed* is the latest to receive this special treatment and you may find a copy through the mail order hotline at Virgin MegaStore.

● Do you remember that Tecmo football game *Tecmo World Cup*? Of course you do and just in case you thought it was the best thing since sliced bread they're releasing a follow-up in the guise of *Tecmo Super Bowl*. Watch this space for more news when it's available, but importers may begin to stock a few copies early next year.

● *Formula One World Championship*, a racing game with a difference for the Mega-CD, is in the pipeline to arrive some time this Spring. Burn around the various circuits in a Formula 1 racing car with something that hopes to be a definitive in racing sims – could it out-run *Virtua Racing* we ask ourselves?

● Infra-red control pads are leading the way into the future of home games playing and Sega have bought out their own version. As with the Micro Genius Remote Controller, a receiver plugs into the control ports to receive signals from the controllers, but it's not known how many frequencies will be included – a four-way system must be high on the list of favourite features.

● Jumping on the bandwagon to join Muhammed Ali and George Foreman by starring in their very own boxing game is Riddick Bowe. That's enough about that, but let's hope this will be the best of the few currently available.

● Next month Japan News will be taking a look at pornographic video games and software. Machines like the LaserActive give better quality porn than ever before and we'll be finding out why the Japanese are so mad about it. Swapping floppy disks in the playground has long been a playtime feature as have strip poker programs on most computers, but this is as real as it gets. Can there really be life after Knave?

NOW YOU CAN PLAY THE MOST EXCITING ARCADE GAME OF THE YEAR IN YOUR OWN HOME.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA-CD

SEGA MEGA DRIVE

NAMI

KONAMI (UK) LIMITED TELEVISION HOUSE 269 FIELD END ROAD EASTCOTE MIDDLESEX HA4 9LS

PREVIEWS

GAMES COMING TO SEGA SYSTEMS

Christmas may be on your mind but the software business is, as ever, looking over that snowy hill into 1994. Good luck to it, that's what we say – we're just interested in what presents we're going to get. But you can be sure that you're not going to be receiving these little numbers on January 25!

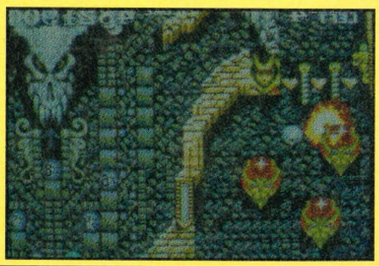
DRAGON'S REVENGE

TENGEN ● OUT JANUARY '94 ● £TBA ● 16 Mbit

Pinball shmimball... So, what have us Mega Drive owners got, eh? *Dragon's Fury* (good, but a bit old), *Sonic Spinball* (not bad, but it's not exactly earth-shattering is it) and *Virtual Pinball* (more of a construction set than a decent ball basher).

Well, at long last there's a new pinball sim to look forward to – *Dragon's Revenge*, the sequel to what many consider to be the best pinball game on the Mega Drive, *Dragon's Fury*.

We know we've mentioned this one in previous issues of SEGAPRO but Tengen have kindly sent us a few more piccies of the game, so gaze at them in the knowledge that within a couple of months it could all be yours



NHL HOCKEY

ELECTRONIC ARTS ● OUT JANUARY ● £TBA ● MEGA-CD

The Mega-CD version of the Mega Drive favourite arrives courtesy of Electronic Arts with superb sound effects and full motion video effects.

NHL follows the recent trend of updating existing products and porting them over to the CD unit with added graphical sequences and CD quality sound.

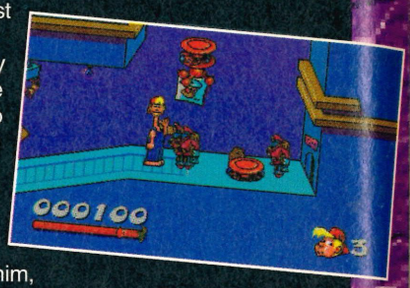
The gameplay is similar but the most noticeable differences occur when certain events happen on ice – bodycheck an opponent and the scene cuts to video footage of a couple of hefty ice hockyers getting slammed against the rink wall.

Whether this is going to be enough to make this a worthwhile purchase remains to be seen. Watch out for a full review in the next issue of SEGAPRO!

BUBBA 'N' STIX

CORE DESIGN ● OUT EARLY 1994 ● £TBA ● 16 Mbit

Core Design are having a good time on the Sega systems at the moment. *Thunderhawk* went off like a nuclear missile, *Chuck Rock II* (previewed several issues ago) will do well for them in January, while their new title, *Bubba 'n' Stix*, may well be their biggest one yet.



Bubba is an ordinary man suddenly kidnapped by an alien spaceship while delivering a bunch of zoo animals to their new home. As tends to happen in unlikely stories, Bubba and co. accidentally get dumped on an alien planet, the zoo animals scarper off, and Bubba, in a remarkably level-headed manner considering what's just happened to him, decides to go and collect all the animals back.

He meets Stix, a stick as it happens, which he can use to bridge gaps, beat enemies and throw as a javelin. Minor puzzles have to be solved before you get to reach the big end-of-level puzzle – which then has to be solved. Well, there you go!

Essentially, *Bubba 'n' Stix* is a puzzle platformer with some gorgeous graphics and sound, plus a cute character who's bound to become a well-known games personality in his own right. Bubbalicious!

BILL WALSH COLLEGE FOOTBALL

ELECTRONIC ARTS ● OUT JANUARY '94 ● £TBA

Electronic Art's are releasing a sliver disc version of the acclaimed *Bill Walsh College Football* early next year. This title will be their first CD sports game and enhancing features will include Full Motion Video and newly composed CD quality music.

As before, the game is identical to college football with standard rules and strategies to adhere to. If you never played the cartridge version this will be a 'must have' for Mega-CD owners. Not only does the college spirit continue off the field, so does Bill's coaching.

A special addition to the Mega-CD version is the inclusion of a digitised video where Bill gives you advice on not how to play ball, but how to live your life! If you're wondering what's so special about this Walshy guy, let's say he used to coach the San Francisco 49'ers and is now on the touchline for Stanford University.

Once again *Bill Walsh* is 4-Way Play compatible, giving the game an added appeal. Aimed specifically at those who haven't played the original cart and own Sega's CD unit, this is one of the only decent American Football games on the new format. Enjoy the thrills and spills of real college football with some extra special music.

POWERMONGER CD

ELECTRONIC ARTS ● OUT JANUARY '94 ● £39.99 ● MEGA-CD

Electronic Arts busy themselves with thoughts about the New Year with the CD version of the ever-popular *Powermonger*. Developed by Bullfrog (of *Populous* and *Syndicate* fame), the idea is to control a world where each individual has a home, job and a level of intelligence, which must all be juggled with as you play your strategy.

Graphically, the game uses 3D rendering with the landscape viewable from many angles and magnifications. And just to prove the Mega-CD has been used, the landscapes are composed of hills, plains, roads, buildings, trees and so on. Living beings include farmers, sheep and birds. Essentially, this game is not going to lack in the realism department (and we haven't even mentioned seasons and climate yet!)

The idea of the game is to conquer a territory (plus another 199 later on), create alliances and win the allegiance of the people (bribes and vote-rigging are the 1993 favourites). After your land has been united, it's time to build your civilisation in the time-honoured fashion, watching out for treacherous military commanders and hungry, restless populations. Genocide is not an option!

Well, this is exactly the kind of game power-crazed magazine Editors enjoy so roll on January. Watch out for it in the New Year!

RISE OF THE ROBOTS

MIRAGE ● OUT EARLY 1994 ● £TBA ● MEGA-CD

Mirage is a new name on the Mega Drive, although they've been developing stuff for the Amiga and PC for ages. Their new futuristic beat'em-up is soon to arrive on our screens in the shape of *Rise of the Robots* for the Mega-CD.

It's the 21st Century and the world is in a bad way. Giant cities pollute the countryside while robots mix with humans in the fetid walkways of the industrial complexes. Everything has been automated – but things are about to change for the worse – robot revolution!

The plot of the game follows that of the *RoboCop*, *Terminator* and *Blade Runner* films – defeat a series of Frankenstein's monsters (the droids) using a variety of beat'em-up moves, destroy the boss robot (the Supervisor) and restore peace to a shattered society. Fingers crossed.

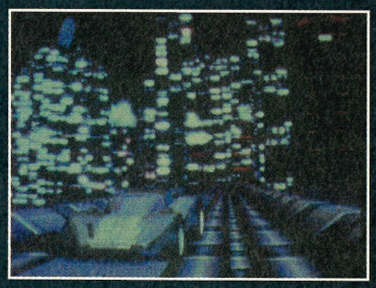
Mirage are taking the standard beat'em-up format and are trying to update it and improve the graphics and gameplay. The opponents will all have different robot characteristics, including the ability to morph in a T2 fashion to create stabbing instruments and shielding.

Your cyborg looks a bit like RoboCop himself but fear not – he's mean and very well-armoured. Look forward to this one or two player beat'em-up early next year!

MEGA RACE

MINDSCAPE ● OUT MARCH '94 ● TBA ● MEGA-CD

Mindscape, a name familiar to Amiga and PC owners, have finally decided the Sega market is too good to resist and are taking their first small step in the arena with *Mega Race*. They've decided to attack the Sega market with the Mega-CD, telling us, "With Mindscape's world leadership in entertainment products for the CD platform, we are delighted to be publishing our first Sega product for the Mega-CD." Essentially, their expertise in CD-based products on other systems makes the Mega-CD too good a machine to miss. Glad someone thinks so...

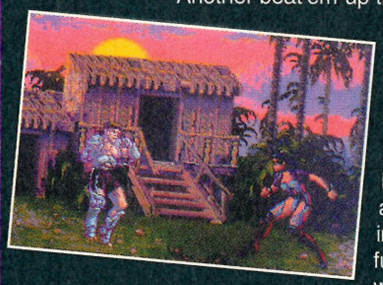


The guys who'll be doing the actual dirty work of development are Cyro, based in Paris, the team responsible for *KGB* and *Dune*. The game is expected to be a futuristic racing number with large elements of driving simulation thrown in for good measure too. Watch out for this around February/March next year (1994).

ETERNAL CHAMPIONS

SEGA ● OUT JANUARY 1994 ● £TBA ● 24 Mbit

Another beat'em-up title hits the scene – this time a more conventional one-on-one job. Packed onto a 24Mbit cart, it's set in the year 2255 with an incredibly unlikely plot involving a search through time to find the next Eternal Champion, a martial arts hero. There are usual sets of misfits and miscreants to do battle with, including club-wielding maniacs to futuristic ex-policemen and so on, all with their own fighting styles.



The game comes with nine levels, gorgeous scenery and the obligatory two-fighter mode. What more could the discerning blood avenger want now, eh? January is the month to watch...

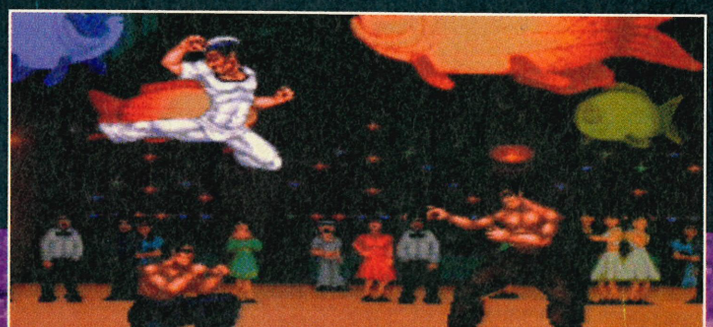
DRAGON

VIRGIN ● OUT EARLY '94 ● £TBA ● 16Mbit

Kung fu – a set of Chinese martial arts unrivalled in their power, grace, beauty and the amount of bull that's talked about them. Bruce died at the age of 32 from an allergic reaction to a doctor's medication (no, not death by drug addiction, a kung fu death touch, the Triads or a shootout with the Police), leaving the world with the legacy of the '70s kung fu movie and Jeet Kwon Do, his own development of the Wing Chun kung fu style.

This beat'em-up from Virgin is based on the film of the book of his life (written by Lee's widow), where you have to take on 12 different opponents, sometimes two at a time in a deadly fight to the finish.

Added features that Virgin claim to make *Dragon* "the biggest beat-'em-up ever" include twice as many frames of animation as any other beat-'em-up and 'intelligent' opponents. Quite how they're defined as intelligent is beyond us but the fact they're squeezing some 30bits of data into a 16Meg cart might have something to do with it. Watch out for this street frightener early next year.



chase the Drag

Welcome to the dreamy world of CD technology and a look behind the scenes of what has already proved to be one of the biggest games ever – *Dragon's Lair*. ReadySoft Incorporated is the development team behind a Mega-CD version just released in the States. This could well overshadow anything you've seen on your Sega before, taking you on a magical quest to rescue princess Daphne.

Jason "George" Johnson goes westward to see how the future of games playing is shaping up and what part ReadySoft have to play. Investigative interviews, inside information of work in progress and a low-down on all the latest technology (both here and in the States) have been compiled to take SegaPro readers into 1994.

THOSE WERE THE DAYS

Ten years ago there was one particular game that, when being played in an amusement arcade, had everybody leaning over the shoulders of the daring gamer. *Dragon's Lair* still stands out as the most impressive coin-op ever with breathtaking graphics and atmospheric sounds to accompany your fairy-tale adventure.

The man responsible for these stupendous graphics is **Don Bluth**. His artistic skill has been used for the top two laser disc games, *Dragon's Lair* and *Space Ace*. Now, the renowned animator and Epicenter Interactive, Inc. have signed an important agreement with ReadySoft to create a powerful partnership with *Dragon's Lair* as the main ingredient.

Acquiring the rights to release *Dragon's Lair* on various formats, the *Maelstrom* famed group has joined with the Canadian ReadySoft. Mr. Morison, President and CEO of Epicentre believes the joint venture to bring *Dragon's Lair* to various CD-ROM formats will "set the standard of excellence by which CD based games will be measured for quite some time."

CURRENT CLIMATE

An influx of CD-ROM, 32-bit and 64-bit machines are flooding the market with the 3DO currently causing the most interest. Panasonic's 32-bit should be available in the UK early next year, but with a hefty price tag of around £450, will it become a standard console or could Sega's machine steal the limelight?

Sega's answer to the 3DO is their own 32-bit console (featured in last months Japan news) known under the working title of 'Saturn.' With this machine we can expect to see coin-ops like *Virtua Racing* and *Virtua Fighters* heading the driving force of the best home-based games playing ever. It's clear Sega could be the ones to lead console technology into the year 2000 and beyond, leaving the opposition for dust.

Until next year we have to make do with the Mega-CD – a failing CD-ROM add-on for the Mega Drive. An elaborate advertising campaign has headed Sega's marketing machine into possible self-destruction. As the hardware is only as good as the software and developers are quickly losing faith in the M-CD, 32-bit consoles are proving to be more attractive.

Sega Amusements' director of operations, **Malcolm Evans**, the man behind Sega World Bournemouth, is extremely enthusiastic about the future of their family entertainment centres. When asked how he saw the future of Sega's arcade machines, he commented "Sega are using texture mapping techniques and

A bone-chilling night on the town with Malcolm Evans playing the blood-sucking vampire.

CD JARGON

BLANK SECTORS
areas of CD-ROM with nothing written on them.

KHZ
a unit of frequency (as on radios).

PALETTE
the maximum number of colours available on any system (MD has a 64 colour palette but only 16 can be used at any one time).

PLANE
refers to the separate layers that go to make up an image.

PRE–BUFFERING
anticipating which part of the disc will need to be accessed next

STREAM
the particular section a of game you are playing.

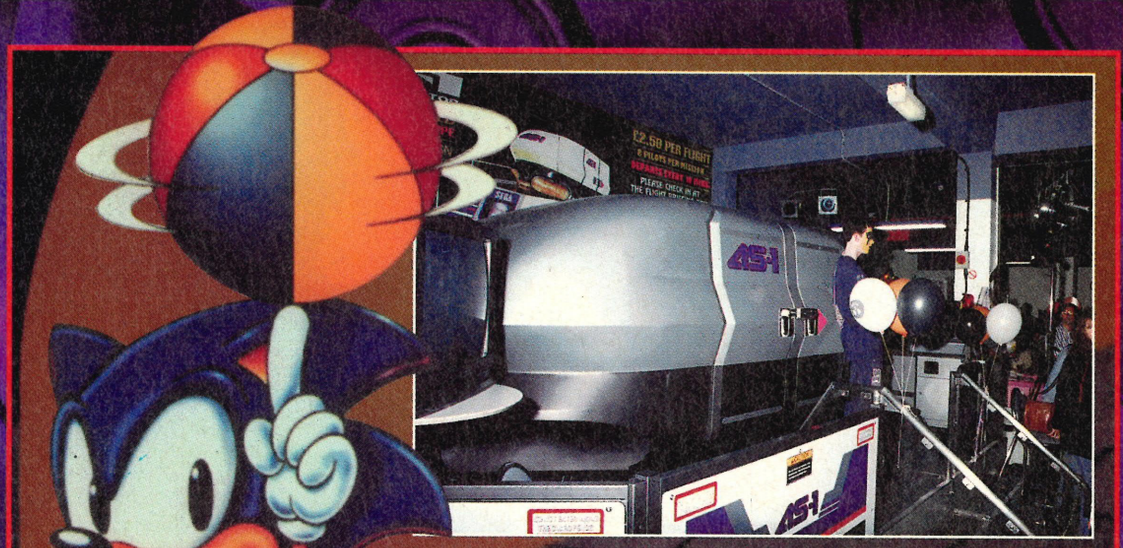
32/64BIT
refers to the amount of data a machine can process in one go.

enhanced 64-bit graphics. This gives arcade games players the ultimate thrill with machines like *Virtua Fighters* and you can expect to see a whole lot more next year."

DIRK AND DAPHNE

Dragon's Lair, an animated fairy-tale adventure, is a classic among video games. Daring Dirk, the boldest knight in the world, must enter the dragon's lair to save his sweetheart, Daphne. What really makes this game standout from anything else is the graphics – 52 full screen, fully animated sequences replicating the star coin-op.

To complement the graphics is an endless, bone crunching digitised CD sound track. The sound on the Mega-CD is so good, it's difficult to tell it apart from the original laser disc version with spot FX that give that creepy, haunted castle feel that'll have you quaking in your boots!



ON THE STREETS

There's only one place to be in the UK if you want to know what's what in the world of video games. No, it's not London, Manchester or Liverpool but our home town of sunny Bournemouth. And where better than the biggest and best arcade in the country – Sega World – to go in search of the best arcade machines and have a chat with the people playing them.

Rail Chase

Mr and Mrs Halsey with their children **Joshua** and **Olivia** appeared to be having immense fun trying out Sega's very own *Rail Chase*. This Laser Disc game features stunning graphics and interactive gameplay. You sit on a rickety-rackety seat and experience an 'Indiana Jones' feel, racing through several dangerous zones killing barbaric attackers while desperately trying to keep your trolley on the rails.

Rail Chase

Mad Dog Macree

Mad Dog Macree

A star performer in Sega World and every other arcade with any credibility is *Mad Dog McRee*. The general idea is to gun down the bad guys before they get you – all in realistic video! **Elaine Gaffney** and **Mel Trevett** were taking a well-earned break from their part in running Sega World to have a play.

Lethal Enforcers machine

Strong concentration is required if you're going to wipe-out the digitised baddies in Konami's greatest arcade game ever. Recently rated at **90%** and quoted as a cracking coin-op conversion to the Mega-CD, Konami have struck gold. How can they follow-up such a fun and original title?

Sega's AS-1 flight simulation game

The most recent addition to the Sega World family centre is the much-hyped AS-1 simulator. **Kye Hurlston** is in charge of taking care of passengers and making sure they are prepared for a daring ride through a Star Wars style encounter in outer space.

Sega's AS-1

Lethal Enforcers

INTERVIEW: DAVID FOSTER

It's quite a rarity for someone who actually writes the code for Sega games to have any spare time, especially when it comes to journalists such as ourselves. So, what better than an exclusive interview with the guy who programmed *Dragon's Lair*, David Foster.

Disc capacity – please explain the disc allocation, i.e. how much memory is allocated to graphics, sound, gameplay, intro sequence, etc.

Dragon's Lair on Mega-CD uses 152Mb. All 26 scenes are separate 'streams' on the CD; plus the intro, the flipped scenes (resulting in 52 scenes) and the death sequence. All streams contain the audio, main sequence and all deaths associated with the stream. Each stream also contains padding of blank sectors so that when it is played back from CD at 150K per sec – and the actual requirements of the scene (audio+video+deaths) are less than 150K/sec – we can still keep the flow of data from the CD at full rate and not have to pause or re-seek. The audio, deaths and main video of a stream are interleaved and all precalculated to maximise the use of the Mega-CD's RAM. All streams are built and assembled on a PC.

How has the game been converted from the original arcade laser disc onto the Mega-CD version?

We have built customised tools running on PC to produce *Dragon's Lair*. The original frames are grabbed from laser disc in 512x480 24-bit form. The background is then separated from the foreground for a sequence (since backgrounds don't exist – usually – without foregrounds onto them, we need to pull bits and pieces from many frames in a sequence to form the background).

Once the background has been created we separated the foregrounds on all the frames. The only tricky part is that when a foreground colour is the same as the background colours for a certain region, our programs can't detect whether its foreground or background.

This is when hand touch up comes in. After the foregrounds are separated to the best of the computer's ability, the frames are sent to an Amiga running Opalpaint where the frames close-cropped (backgrounds where necessary are also touched up on Opalpaint).

The frames are then transferred back to the PC and scaled down to 288x192 (24-bit) then our touch-up artists break each background and foreground into four different palettes to match those available.

The separated images are sent back to the Amiga and run through Adpro that brings the 24-bit images down to four, 16 colour images. These are then run through the Mega-CD and if any of the images looks rough, they're touched up on the PC with Deluxe Paint. Audio is grabbed using a SoundBlaster 16 on the PC at 44,100KHz 8-bit and then brought down to 15KHz for playback on the Sega.

We have a team of ten cleanup artists that have been working 24-hour shifts since August to complete the project. Graphics team leader, Tony Bozek, deserves a special mention and is among the hard core *Dragon's Lair* fanatics.

What problems did you experience with the conversion; in particular the Mega-CD's hardware limitations – colour palette – must have been tricky?

The trickiest part of the coding was optimising for the Mega-CD's restrictions of four 16 colour palettes and 64K video RAM. The simplest solution is to use only one 16 colour plane of the Mega-CD and display both backgrounds and foregrounds simultaneously – that would have allowed us to run with a slightly larger video display.

We decided to cut back two tiles around the edge of the display (16 pixels) which would then allow us enough tile memory to display two planes (background and foreground) separately. This meant we could better allocate colours because now the foreground tiles don't contain any of the background data (and vice versa) so more colours were available for the specific needs of the foregrounds. We typically allocated 16 colours to the background and 48 to the foregrounds, but in some cases (where the foreground was small) we allocated 32 colours to each.

When was the original Dragon's Lair laser disc game released and how has it been updated to suit the demands of the 1990's?

The original laser disc game was released in 1983 and is the entire basis from which our adaptation has been created. In terms of gameplay it's the same, but certainly the arrival of CD-ROM has allowed us to bring a very faithful translation to the Mega-CD.

The one advantage of CD-ROM is there is much less 'black space' before deaths and much speedier seek time (with intelligent RAM pre buffering). In our cleanup of the graphics all backgrounds are now solid rather than shaky as they were on the laser disc.

Will we see future versions of Dragon's Lair on 32-bit machines?

Since we now have the source graphics in 24-bit we can adapt these to all system resolutions that come out in the future so, yes, we are poised to use future CD machines.

Where, in your mind, is the video games market heading? Are we seeing the end of cartridge games and the dawn of a new era in home entertainment?

If there was no price difference between the standard unit and the CD unit, cart games would disappear, but I don't think we'll see the overnight disappearance of cartridge games. The cart games tend to target fast action games for a younger audience and while you can do these games on CD, there are only marginal improvements (these games don't need 600Mb).

The CD buyer is looking for a product that makes use of the CD storage capacity such as full motion video and interactive adventures with great graphics and sound (similar to the PC market). I think you will see a shift to CD and yes, this is the dawn of a new era in home entertainment.

PROFILE

Name: David Foster
Age: 30
Work in: Richmond Hill, Ontario, Canada
Live in: Gormley, Ontario
Job Description: President/Owner/Development Manager/Programmer
Favourite Food: Steak, Mexican, Souvlaki, Mousaka & desserts
Favourite Band: Tragically Hip (my brother's band) and Moxy Fruvous
Favourite Game: In depth graphics adventures and puzzle games
Discology: I have written *Dragon's Lair*, *Space Ace*, *Dragon's Lair II: Time Warp*, *Dragon's Lair III: The Curse of Rordread*/*Space Ace II: Borf's Revenge* for IBM PC, Macintosh, Apple IIGS, Atari ST and for some Amiga versions. Just completed *Dragon's Lair* for the ReelMagic MPEG video card.

ON THE OTHER HAND

ReadySoft are just one company pioneering their way into 1994. American Laser Games, Namco and Virgin Interactive Entertainment (among others) have one or two tricks up their sleeves and a bundle of goodies to fill Santa's sack. This is where CD-ROM technology is at and where it's going; and boy, does it look good!

AMERICAN LASER GAMES

Mad Dog McRee and *Who Shot Johnny Rock* are just two titles soon to be released on the Mega-CD directly converted from laser disc. Their arcade counterparts have been hugely popular for years and much like *Lethal Enforcers* the emphasis is on blasting the bad guys.

NAMCO

Namco are currently deciding how to approach their future games design while promoting arcade titles like *Ridge Racer*, but they definitely see a future in coin-op conversions, in particular to Sega's new 32-bit machine. They have recently acquired a new blue chip film company in Japan called Nicatsu and aim to fully utilise their linear animation techniques to give Namco access to new technology and superior games for 1994 and beyond.

VIRGIN

One company very excited with the future of CD-ROM video gaming is Virgin Interactive Entertainment. **Dan Marchant**, internal development manager for VIE, is certain CD entertainment will take over from cartridge, but he has the interesting theory that piracy could play a major part in the downfall of cartridge games. He believes these so called 'professional pirates' must be stopped now, but in the meantime CD-ROM development is full steam ahead.

THE DRAGON POSSE

These friendly faces are the talent behind *Dragon's Lair*. Top pic. Jason Silverberg, David Magerman, Joe Verissimo, Norice Millen and Mike Boulet. Below – David Foster – President and CEO (programmer extrodinaire), June Brown – all round star and excellent PR person and finally Andy Hook.

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REVIEW INDEX

MD CD MS GG

MEGA CD

24 ..... DRAGON'S LAIR
A cartoon fantasy adventure where you play the role of a knight in shining armour. Enter the Dragon's Lair for a truly mind-blowing cinematic CD experience.

56 ..... JOE MONTANA'S NFL FOOTBALL
NFL Madden'94 is about to sack the CD format, but in the meantime the *Montana* series makes its CD debut. Can you crack a full NFL season with a little help from Joe?

34 ..... MICROCOSM
A novel shoot-'em-up where you must battle your way through the insides of a human body. Get ready for a real fantastic voyage into the unknown.

GAME GEAR

60 ..... COOL SPOT
The casual Spot makes it onto the small screen for some really cool handheld fun. Unlock all the cages and rescue the imprisoned spots – make sure the shades are straight for this one.

60 ..... DESERT STRIKE
Get down to some real structural demolition as you pilot an Apache over the Gulf. It's you against the forces of the mad dictator, can you win a one-man war?

42 ..... DRACULA
The Transylvanian blood-hunter is at it again on the GG in a game of bats, dungeons and living skeletons. Equip yourself during the day to stake out Dracula at night!

60 ..... JUNGLE BOOK
A Disney classic now on console features many of the characters from the book. As this is a 4Mbit cart, expectations are high. Just the bear necessities or something rather classier?

36 ..... MICRO MACHINES
This fast, addictive head-to-head competition in miniature vehicles can be played alone or with a mate using the gear link. Prepare to race on all those household circuits.

MASTER SYSTEM

55 ..... COOL SPOT
One of the most original console characters ever created continues his quest for cool on the MS. Visit the places where spots just love to hang out while fizzing pests along the way!

60 ..... JUNGLE BOOK
Another Disney classic makes its mark on the console scene where you play the role of Mowgli – a man cub searching for jewels, bananas and the way back home.

60 ..... MASTERS OF COMBAT
A bit too *Streetfighter*-ish for some while others might warm to its high-tech setting and stylish action. Is this really a clone too far or has it got more than a Dragon Punch up its sleeve?

60 ..... STREETS OF RAGE 2
This hard-hitting beat-'em-up is back on the streets with some real vengeance. An improvement on the original or just another blast from the MD past?

MEGA DRIVE

38 ..... AERO THE ACROBAT
Swing on the trapeze, shoot out the cannon then dive through flaming hoops in a circus world where success is just part of the act. Thrill to this big top title.

30 ..... BLADES OF VENGEANCE
Choose a warrior then go out and fight in a slash-'em-up that can be played alone or with a mate. Collect weapons and potions to add a spell or two to your swordplay.

32 ..... CRASH DUMMIES
It's a strange old game where you're the Crash Dummy. This is different from the MS and GG so spot the changes in a platformer of accidents and incidents!

50 ..... DINOSAURS FOR HIRE
Pick your favourite dinosaur then go out and fight in a platformer of power-ups, bonuses and deadly guardians. Is the gameplay as prehistoric as it sounds?

48 ..... F117 NIGHT STORM
Ever fancied piloting an aircraft that's never been seen? Climb into the Stealth and go on a bombing run carrying the latest in laser-guided weapons technology.

44 ..... FIFA INTERNATIONAL SOCCER
Make the stage your own in an international soccer contest that's possibly the most advanced and realistic to date. Is this the ultimate game of 90 minutes (it could well be).

28 ..... HOOK
The famous Peter Pan from the cartoon movie is an immortal on a mission. Sony prepare to take off with the boy who never did grow up!

52 ..... LETHAL ENFORCES
Pull out a light-gun and become the sharpest shooter in the business in a shoot-'em-up with a difference. Plug in the gun for some real fun!

46 ..... LOTUS II – THE ULTIMATE CHALLENGE
Pick your sports car then roar into action for some super-fast racing action. If you're not happy with the tracks then design your own – it's all here!

40 ..... VIRTUAL PINBALL
Flip your way to fame in a chaotic world of pinball mayhem. Play on the tables included in this package or create your own set-up for a wacky game of flipper.

MEGA-CD

DRAGON'S L

Picture a world where wizards and dragons use magical forces to prevent valiant knights from rescuing their cherished princesses. Where snakes and tentacle-clad creatures of the deep snatch at their every step. Where an endless barrage of hungry monsters, treacherous obstacles and teasing puzzles must be avoided, killed or outsmarted for them to succeed.

One such warrior is Dirk the Daring. He must rescue his princess, Daphne from the clutches of Singe the Evil Dragon. Only then will Dirk reach the final battle in a do-or-die situation against the fiery reptilian. This is what fairy tales are made of and now you have the opportunity to star in your own in this stunning full screen animated interactive adventure.

Lead on brave warrior...your quest awaits!

"Grrrr!" "You dare come near me again, punk, and I'll rip your face to shreds." This is the nastier side of Dirk, but don't worry there's no blood, very little gore and at the end of the day this is one of the best family entertainment games around.

I WANT A SECOND OPINION

If you're looking for instant action and reward, you'll be one of the sad people who won't like this game. It's rather like a cartoon Rubik's cube in which – to solve the puzzle – you have to keep trying endless combinations of different moves to see if they get you any further.

Granted, this is frustrating and infuriating but, eventually, also enchanting and addictive. This is the closest I've got to Virtual Reality since I last played *Virtua Racing* in the arcade as – never mind sleep! – it becomes all important that you succeed in your mission. Recommended for all armchair heroes and heroines. Game of the year '94?

PETER

A little word of advice – don't go right here else you'll tumble to your death.

This is one frame out of a really impressive death sequence to give you the creeps.

It has been 10 years since this game was first seen tucked away in the dingy, smoke-filled arcades of the early eighties. Small crowds used to gather around what still remains, graphically, the best coin-op game ever! The legend of *Dragon's Lair* is now bought to the Mega-CD for everyone to marvel at and enjoy. If you don't know the history of this blockbuster game, let's just say even before we saw this version it promised to be something special.

As you will already have seen from the screenshots *Dragon's Lair* looks well tasty. One of the most important features of the conversion process was the use of colour. The development team used 48-colour foregrounds and 16-colour backgrounds with occasional variants of 32 colours for each. The results are stunning and make this the best-looking Mega-CD game ever.

Scary stuff this Princess adventuring– gouls and goblins takie full advantage to give you a jump or two.

Dirk, bowlegged and dastardly in motion, not only looks funny but relentlessly makes you giggle at his Laurel and Hardy antics. Gone are the days of minuscule sprites (*Silpheed* and *Microcosm*) Singe the Evil Dragon and his army of guardians are all massive; stylishly animated, sinister and always deadly. It has been said that watching the game is almost as good as playing it, but the real thrill comes when you've

completed the game and go back through it time and time again to impress everyone else in the room.

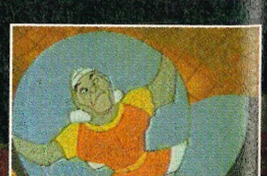
Adding to the superb presentation of the game are the sound FX; they're exactly the same as the original laserdisc version. Speech samples from Dirk and Daphne are laced with humour as the daring knight

Frying Tonight! with the cauldron...

An octopus being a bit too friendly...

Look who's come to dinner! – it's Dirk!

Yeuch! this is too revolting to mention.

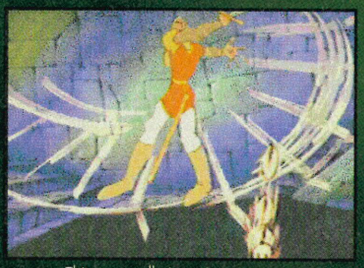


Now I know how Indiana felt.

'Dragon' comes from the Greek word 'drakon' which means serpent.

LAIR

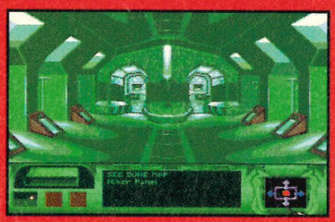
This is one of the most difficult levels and you can spend hours trying to suss out the direction the lightning will travel. At the end you face the dark villain and it comes to a head-to-head sword battle. Swashbuckling action at its best!



This guy really is an impressive swordsman and decides to slash the claws off another nasty.

Finish a level and you can watch Dirk trek into the deeper sections of the game.

LET DOWN WITH A BANG!



Let's take a look at what really is out there on the Mega-CD market and how *Dragon's Lair* compares. It has to be said that the quality of releases is vastly improving with *Dune CD* being a personal favourite. So far the hype machines of various companies have paid off, but not everything has been a bed of roses.

Silpheed and *Microcosm* are from a similar breed and neither impressed SEGAPRO as much as we'd hoped. *Sonic* and *Dune* have been the best to date and *Thunderhawk*, though instantly playable, lacks depth. *Dragon's Lair* not only looks like a CD-ROM game should, but is full of life and originality – the best action game of the bunch.

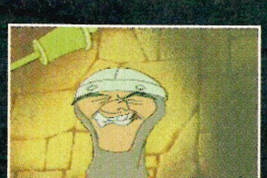
trundles along, humming to himself. Roaring demons and a fire-breathing dragon creates a superb adventuring atmosphere.

One particularly impressive feature of *Dragon's Lair* is its sense of humour (I mean, *Switch* was funny, but this is a far better game AND equally funny!). Dirk often bumbles along a passageway humming to himself conveying thoughts of "Daphne, I'm coming to get ya, babe!" This successfully adds to Dirk's easy-going manner and spurs you on to reach the next section. In the dragon's lair Dirk comes face to face with Daphne and she sounds just like Marilyn Monroe complete

Dirk's DIY brick-laying goes sadly wrong.

Could've sworn there was a lift here...

Slab lifting, the latest exercise craze.



On the crack of the skull it'll be Five pm...

DIRKS DEATH

Puff the Magic Dragon is a Disney animated film starring Peter who befriended a dragon.

DRAGON'S LAIR

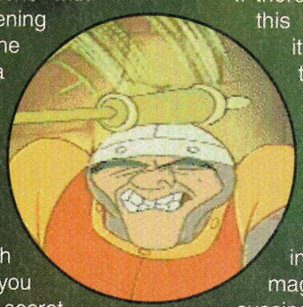
A quick slash of the sword and once again Dirk valiantly saves the day and progresses on to another area, but beware, the next sequence will have you 'coffin' your guts up and you may need a change of underwear. Over the top? Never!

PROTIP Watch the intro sequence carefully and it will help you uncover several of the games mysteries. Additionally, do not despair if you're stuck on the very first screen – it will only take you about an hour to suss it out!

Definitely not the most flattering pose of Dirk, but he knows how to pull a funny face after severe pain.

with squeaky voice and cute giggle.

Split into six sections with the addition of an opening and final level (the dragon's lair) this is a big, challenging game. The majority of sequences are difficult to master and it takes a huge amount of practice before you can reach the final battle. Once you have found the secret moves things don't stop there as mirror images of several levels have been introduced to catch you out if you get too smug.



If there is anything that leaves this game open to criticism it is its playability; in particular controlling Dirk. A left, right, up, down and fire format may prove unfavourable – giving such limited control. This is annoying but the stunning animation, interactivity and overall magic makes up for it. After sussing-out how to use the controls you're charmed into playing for hours on end – eventually, the controls become simple and fun.

A combination of superb graphics, masterful sound FX and a reasonable difficulty level to add to the long-lasting enjoyment is certain to appeal to games players of any age. *Dragon's Lair* is the perfect magical adventure for the festive season and a showpiece for the Mega-CD. Currently available in the States it is almost certain that this masterpiece will be released officially early next year.

● Jason "Dirk" Johnson

"Could it be the princess I have been searching for or is it a green, slimy monster?"

GOLDEN GIRL

Special thanks to June Brown at ReadySoft for all her help with the coverage of *Dragon's Lair*.

MEGA CD

DRAGON'S LAIR

DRAGON'S LAIR

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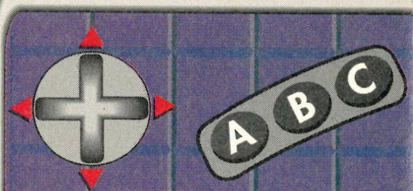


Controlling Dirk through the castle is simple enough to explain but far more difficult to execute than you might imagine. The D-Pad moves Dirk LEFT, RIGHT, UP and DOWN, while the three buttons activate fire.

ACTION

STRATEGY

GRAPHICS 94%

▲ Interactive full screen animation makes its debut in terrific form on the M-CD.
▲ These are easily the best graphics on the M-CD creating a fairy tale adventure.

SOUND 95%

▲ The sound's as good as the original laserdisc version: Full of humour and atmosphere.
▲ Great speech samples with a zany Dirk and a rather seductive princess.

GAMEPLAY 81%

▲ Only those with lightning fast reactions and nerves of steel will save the princess.
▼ Initially, playability is far from perfect and gameplay's a little simple during the opening

CHALLENGE 90%

▲ Very, very difficult to begin with and there's enough in here to keep you playing for weeks.
▲ An immense feeling of satisfaction and wonder grips you after finishing a level.

PROSCORE 90%

A fairy tale adventure featuring stunning graphics, atmospheric sound FX and addictive gameplay. An incredible conversion from the original coin-op

YOU

are ABOUT TO FACE THE ULTIMATE TEST OF YOUR MEGA DRIVE SKILLS.....

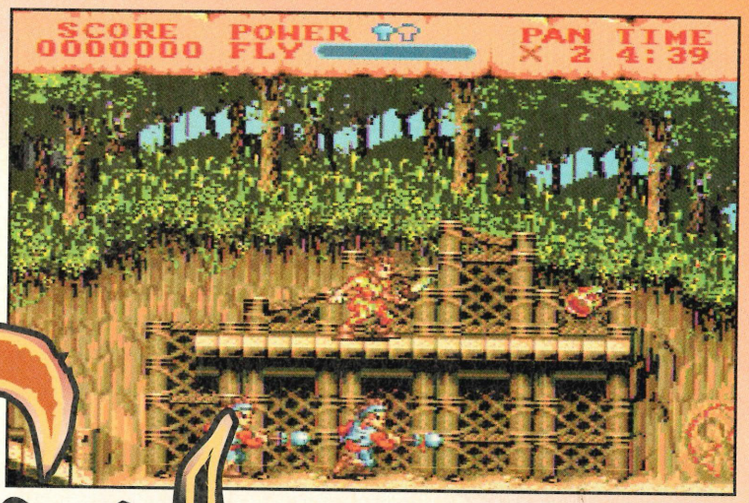
REVIEW

Peter Pan is one of the most famous cartoon characters that has ever lived. His film captured the hearts of many children – the story of the boy who never grew up. He is after all blessed with eternal youth and destined to live a life of no work and all play. No doubt every kid in never-never land looks up to Peter Pan in envy. But now that Mr Hook has appeared on the screen they must rely on their eternal friend to save them as he's turned them all into galley slaves on his pirate ship.

Luckily, Peter Pan has come up with a cunning plan that will hopefully sling this Hook character once for good. It's a nasty job but someone has to do it!

The barrel man is just one of the many bizarre characters you'll meet throughout the game.

PROTIP Don't always follow the obvious route, you should find hidden tunnels and rooms that contain extra lives so you won't need to rely on continues.



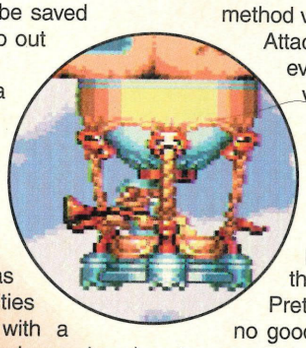
Hook

Hook is really just your average corner-of-the-chippie platformer that features ten levels of various cartoon adversaries and deadly guardians. You play the role of Peter Pan and your tasks are very much orientated around the famous film. There are friends out there to be saved and your job is to go out and find them.

Peter Pan has a few tricks up his sleeve as he conquers each level. He can of course fly whenever a special source of power is found and as far as his attacking qualities go, he's equipped with a sword (which he'll always keep) and every now and then it's possible for him to fire a flaming ball at anyone he chooses to prevent any tricky close-up fighting.

Throughout the game you'll need to attack whilst on the ground, in the air or underwater. You can jump over tricky places and hop from shelf to shelf whether it's small rocks or staggered cliff ledges.

As you progress through each level the gameplay is very slow. Not only does this cause any sense of excitement to fall through the floor but it also makes the whole control method very jerky and irritating.



Attacking an enemy or even a guardian is a very easy affair as it'll only ever need two or three strikes to defeat them. Older players will be very disappointed if they pull four tenners out of their wallet for this. Pretty backgrounds are no good if the gameplay fails to provide original challenges. Young players will enjoy this because they can finish it within a week but older players will feel they already have ten other games just like it.

● **Mark "the legend" Hill**

As a reviewer I feel it's about time something was said about standard of many games being released today. Lately there have been many platform releases that are so similar to stuff we've seen before. Hook is just one of many games of this type that use pretty backgrounds to try and cover gameplay that's dry and old.

I'm not going to give games such as Blades of Vengeance, Robocop 3, Terminator 2, and Dracula a high score simply because they all play the same. When will programmers realise gameplay is the crucial factor.

It seems a platformer is like a template for programmers today. The gameplay engine is all set and all the programmer needs to do is add the frills of pretty backgrounds. It's a scam really when you think that during the CBM64 era we had £2.99 games that were as much fun to play as many releases today.

I can only warn readers that some games can be thrown together very quickly and still go on sale for forty quid. Surely such games should be given a budget price – otherwise innocent youngsters are cheated.

MARK

Hook received a Proscore of 69% when it was released on the Mega CD

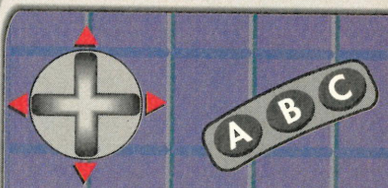
MEGA DRIVE

HOOK

SONY ● £39.99 ● IMPORT

CART SIZE 8Mbit
PLAYERS.....1
STAGES 10
SKILL LEVELS.....1
FEATURES.....continues
CONTACT

Sony ✆ (071) 734 5151



Use the D-Pad to move Peter Pan LEFT and RIGHT. Press A to swing your dagger and B to jump. Press B also to move Peter Pan through water. Push B twice when you wish to fly and hold down A whilst you are actually flying.

ACTION

STRATEGY

GRAPHICS 82%

▲ Plenty of careful detail and colouring has gone into the backgrounds to all ten levels.
▲ There are many different kinds of enemies and guardians you'll encounter.

SOUND 77%

▲ The different soundtracks throughout the game are suitably slow and emotional.
▼ Actual spot effects are disappointing and tend to be drowned out by the music.

GAMEPLAY 63%

▲ *Hook* is very easy to get into because enemies attack at such a slow pace.
▼ Controlling Peter Pan can be awkward and the slow gameplay only makes matters worse.

CHALLENGE 65%

▲ Young players will enjoy sailing through the levels with this popular character.
▼ For most, this is the kind of game you'll play a few times then never play again.

PROSCORE 64%

Hook has some nice touches with the painted scenario's being no exception. Young kids will enjoy progressing although the majority won't find anything special here.

FORTUNATELY

you WON'T HAVE TO FACE IT ALONE

Safety in numbers? Forget it. Even with the new 4-player adaptors and pals by your side, you're about to embark on the most lethal challenge of them all. Gauntlet IV has arrived on the Mega Drive. And the word is, it's only for Mega masters.

You become Thor, Thyra, Merlin or Questor in this all-time classic arcade adventure. Then, with your fellow adventurers, you step into a dark and deadly world to shatter the mystery enshrined in the ancient castle towers.

You'll need pump action reflexes to slay swarms of lethal creatures – plus a sky high I.Q. to crack over 90 intricate labyrinths and magic codes.

And, when you've inched your way through dripping dungeons to complete your quest, change mode, then turn the tables and slaughter your friends.

Gauntlet IV from Tengen. So much for safety in numbers.

94% – **MEAN MACHINES**

94% – **MEGATECH**

90% – **MEGA**

83 % – **SEGA PRO**

TENGEN

TENGEN EUROPE, 5 SCIROCCO CLOSE, MOULTON PARK, NORTHAMPTON NN3 1AP. TEL: (0604) 790785

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blades of Vengeance

As the servant of a great god you have been forced to accept a daring challenge. Starting off in the heat of Flame Mountain you must find and destroy an old legend who many thought had died long ago. The great fire creature will prevent anyone from escaping the dungeon.

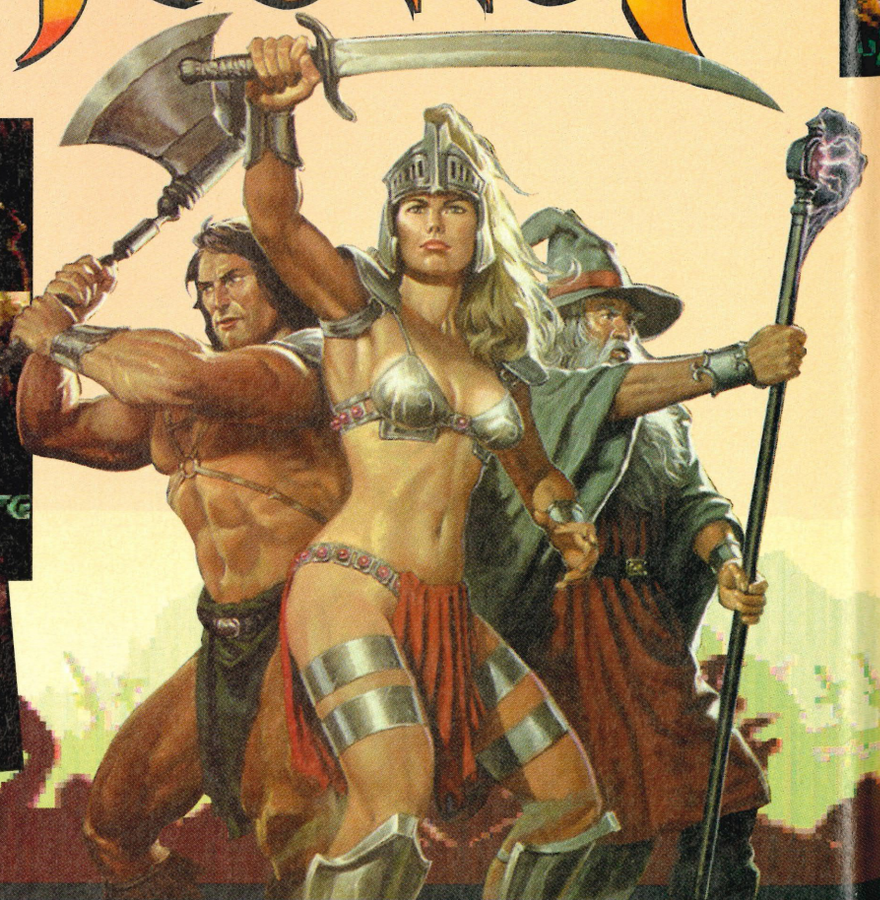
If you ever get out of Flame Mountain alive then your other duties may be found for you. There are eight scenarios for you alone to conquer and within each lies an evil guardian almost as formidable as the great fire creature himself. Now the blades are sharpened and you are ready. Stepping out into the unknown, for the first time you must be ready to fight for your life. The blades of vengeance are waiting, so it's slashing time...

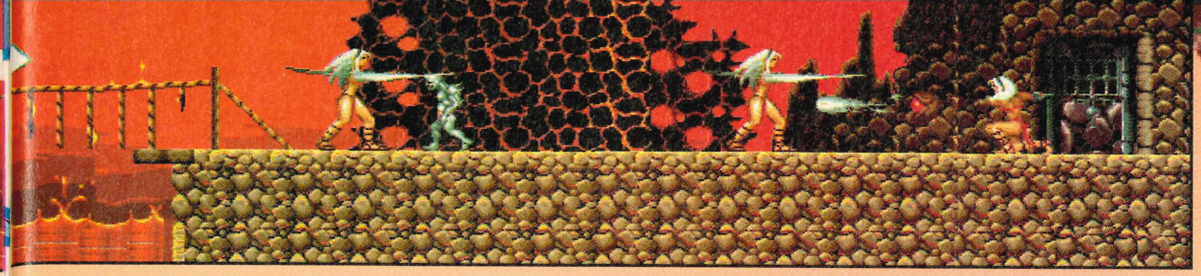
Outside the castle you'll meet many of the wolf guardianswho will attack in numbers. Your best attack method is the one shown where you should slash your sword downwards as you leap towards the enemy. Beware, many wolves roam the castle bridges!

I WANT A SECOND OPINION

Back in the dark ages, computer games were full of warriors, wizards and damsels in various states of undress. *Blades* takes me back to the bad old days when every game had to have a dungeon in it. Still, it's not a bad dungeon as these things go; lots of flame, tumbling rocks etc. though there aren't really enough monsters to keep you occupied. The gameplay is of the hack 'n' jump variety with some potion and spell collection thrown in. This is a strange mixture of old game types, even in two-player mode you'd probably prefer the different view of *Gauntlet*.

PETER





Blades of Vengeance is your run-of-the-mill slash-'em-up platformer as far as the content and structure of this release goes. The opening screens have little to offer in the way of options although there is a two-player mode where two warriors can battle the enemy at the same time.

For a platformer of this type, the idea of a simultaneous two-player mode sounds awkward – largely due to the restricted screen space one player can space himself from another. There are plenty of tricky situations that arise when a player will fall down a rather large gap. If the other player happens to be standing safely on a platform away from the falling player then the falling player will freeze until the other one catches up!

Starting off, you have the choice of controlling three characters; The Huntress, The Barbarian and The Wizard. These characters do not differ a great deal as they will all fight with normal or special attacks. The Wizard can't perform a sweeping overhead blow but he can fire bolts of energy across the screen.

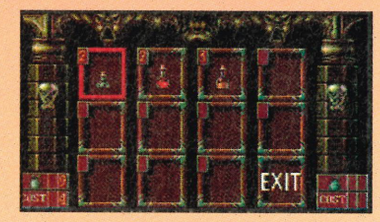
The game content is as predictable as anything we've seen before in a game of this type. Apart from your standard sword routines (attacking in a crouching, standard or full swing fashion), you can collect a variety of special pick-ups to aid you in combat. The potions will give you anything from invincibility and healing to special gas and force fields. There are also strength scrolls up for grabs to enhance the damage you inflict on others and transformation scrolls that change everything on the screen into zombies (lovely!).

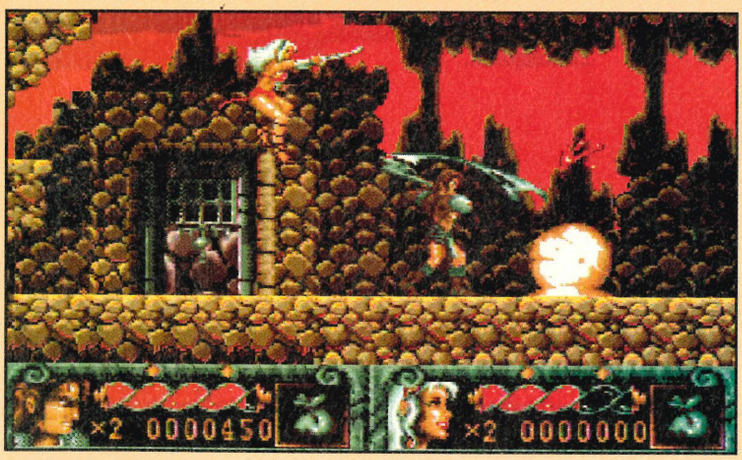
In many ways this release is a cross between *Gods* and *Dracula*. The keys and potions in *Gods* could be bought using credits and here the same kind of bonuses can be purchased between levels – using silver and gold coins found along the way. This is an age-old idea presented in an age-old fashion.

The other comparison, this time with *Dracula* derives from the platform structure itself. The backgrounds are very nicely drawn and everything but the characters themselves move along a fine platform line in a straightforward walking motion that lacks originality. To be fair, the characters here are animated to a higher degree but they still wander left or right slashing the repetitive hordes of identical sprites that roam onto the screen. These kind of games could be bought on a budget label for £2.99 on the old 8-Bit systems not to long ago!

I found *Blades of Vengeance* became monotonous and tiresome as there are so many games out today that play just the same as this. If the moving platforms, crumbling bridges and flash-hit guardians don't show the age of this type of release then it's the fact that each level only differs visually in terms of backdrops and guardians. I feel this type of theme is also wearing thin with its stone castle passages, keys, potions and zombies used in just too many platformers. EA have slipped-up here as usually their titles give us the kind of bold originality we seek.

● **Mark "slashed-out" Hill**





On two-player mode life can become just a little frustrating. If you run through a level together you'll need to wait for each other. You can split-up, but as their is no split-screen one of you will freeze whilst the other continues until you swap around.

Down in the caverns you are likely to meet some really freaky nasties. Here you find yourself being attacked by the skeleton of a zombie. As you can see his skin is still there in places. Whilst avoiding the fireballs you'll need to strike these three times.

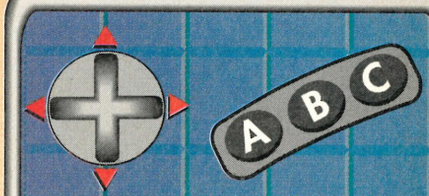
The thrust-and-parry rapier (blade) became the weapon of duel and fencing.

PROTIP Remember that in two-player mode the player with the most lives can give the other player a life by pressing A, B and C together on the joypad.

BLADES OF VENGEANCE

EA ● £44.99 ● OUT NOV

CART SIZE 4Mbit
PLAYERS.....2
STAGES 8
SKILL LEVELS.....1
FEATURES .....continues
CONTACT
Electronic Arts © (0753)549442



Press A to use the selected item, B to attack and C to jump. Use the D-Pad to move around, push UP with button B for the special attack, DOWN for a defensive crouch. Press C and B to jump higher. Press START to enter the item selection mode.

ACTION — **STRATEGY**

GRAPHICS 85%
▲ The castle stonework and misty skylines are just some of the lovely detailed backdrops.
▲ The sprites are drawn with smart lighting and shading effects on their body frames.

SOUND 79%
▲ The tunes for each level play to a suitable tone in line with the slow pace of the game.
▼ The sound effects are so similar to those we hear in other slash-'em-up releases.

GAMEPLAY 62%
▲ In two-player mode, one player can pause whilst the other goes off to explore.
▼ The platform structure and content has been seen in the archives of consoles for years.

CHALLENGE 70%
▲ All eight levels are tough – especially the guardians that'll make your life a misery!
▼ There is no purpose in progressing as each level uses the same old ideas.

PROSCORE 64%

This is not complete trash but the point is everyone has played platformers like this. Why pay for something that's painted differently but plays the same.

REVIEW

Usually we'd expect to see the crash dummies in an advertisement that boasts about a car's safety features. However, the Dummies have now been brought to life on console in an adventure where you play the role of Crash Dummy Spin, who has the taxing task of rescuing Doctor Zub (the scientist mad enough to bring them all to life).

The Dummies, rather unusually, would probably prefer to be locked in a car heading towards a brick wall at unbelievable speeds. But the break from accident research is vital as the evil Junkman is intent on discovering a secret T-1000 armour design. He's kidnapped the Doc in an attempt to get this information. Can Spin rescue him and protect the secrets of the accident-prone crew?

Crash Dummies is a wacky platform adventure with the emphasis very much on mechanical mayhem. The gameplay is split between two playing styles. The action starts as a left-to-right scrolling obstacle course, then moves onto a multi-directional platform game. The obstacle courses will certainly keep a spring in your step, what with the cars and bikes running you over every five seconds and then wheels that bounce towards you at the most awkward moments as you try to keep up with the fast pace of the game!

You are granted five lives to start off with and as far as special features go you have the usual variety of power-up's to help you through your accident-prone lifestyle! The screwdrivers and spanners emphasise the road-test theme as these will rebuild any lost limbs and give you weapons to throw at any attackers.

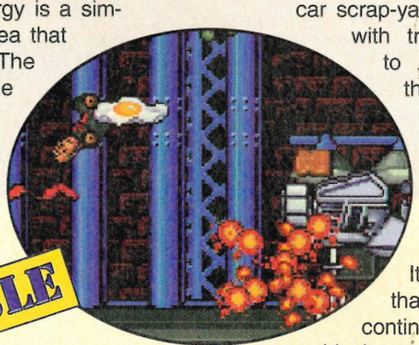
The humour of losing limbs rather then energy is a simple yet smart idea that should appeal. The warped lifestyle combined with spot effects like the cheery car horns make this a continual barrel of fun.

PROTIP During the obstacle course stages you may find it easier to wait for the cars and bikes to crash themselves rather than trying to jump them.

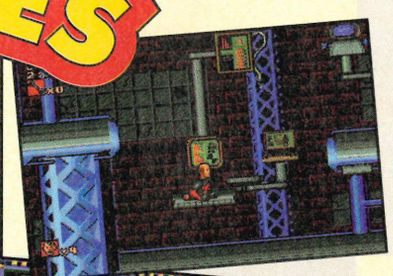
Always be prepared to meet the cement monsters that are ready to pop out and surprise you!

Crash Dummies is a very smooth game with bold graphics that stand out. The mechanical factories and car scrap-yards are littered with tricky obstacles to master and there are plenty of wacky attackers to keep you on your toes (when you've still got them). It's frustrating that there are no continues but then this is a game that'll be completed with the emphasis on old fashioned trial and error. The challenge may be a little easy and the platform ideas dated in places but this is fun to play nevertheless.

● Mark "no limits"



INCREDIBLE CRASH DUMMIES



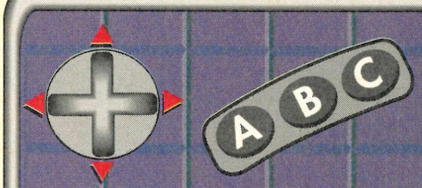
During the obstacle course stages the emphasis is very much on crashing – something you can very easily get caught up in as a Crash Dummy! During this vehicle crash-test the idea is to avoid the brick walls.

The idea of bringing Crash Dummies to life originated in the US as there is a series featuring these characters..

CRASH DUMMIES

ACCLAIM ● £39.99 ● OUT JAN

CART SIZE 8Mbit
PLAYERS.....1
STAGES 8
SKILL LEVELS.....1
FEATURES .....none
CONTACT
Acclaim ✆ (071) 344 5000



Press B to jump and C to throw a weapon. Start will pause the action. Use the D-Pad to guide your Crash Dummy around the screen.

ACTION — **STRATEGY**

GRAPHICS 86%
▲ The solid bold sprites and backdrops are well suited to the crash image.
▲ As you start to loose your limbs we are treated to some cleverly animated movements.

SOUND 84%
▲ Sound effects can be absorbing and work very well will the chaotic action.
▼ There is no music during each of the eight levels which is

GAMEPLAY 82%
▲ You'll find there is never a dull moment in the action when you play this game.
▼ The platform stages could have been given a more original design structure.

CHALLENGE 73%
▲ There's quite an incentive to find out what each level is like to play.
▼ You may find getting through the game a fairly easy affair despite the busy action.

PROSCORE

81%

This is an accident challenge suited to younger players as it's fairly easy to master. This is a humorous release with a novel theme and plenty of action.

COSMIC SPACEHEAD™

"A groovy experience in arcade adventuring"
Mega Machines magazine

Electric Shocks

City Streets

Teleport Key

Factory Reception

Planet Detroitica

Night Lights

"Brilliantly original, challenging and great fun - don't miss it!"
Sega Pro magazine

"The interaction is great and the puzzles are really sharp"
Mega Power magazine

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Microcosm

In the future, warfare between super-corporations Cybertech and Axiom is reaching fever pitch. The larger of the two, Cybertech, have been the victims of a vicious propaganda campaign. Now they are even being investigated in connection with the assassination of a former President. Cybertech's CEO, Argen Stark, doesn't appreciate this rather careless whisper and decides it's time to do something about Axiom once and for all.

An opportunity to manipulate the former President's death to their advantage is suggested by their Chief Research Scientist. Why not implant a miniaturised brain-manipulating droid into the new President? That way Cybertech could control his every move.

Some time later President Korsby is left awaiting transfer to the recovery room; now's their chance to make the implant. Meanwhile, time is ticking away and Vice President Ferguson worries – "what's going on?" he cries, if only he knew...

Psygnosis have been working on this, their first Mega-CD game, for about two years and the interest it has been creating is phenomenal. It's a multi-million pound project that features computer generated graphics, a futuristic storyline and, most interestingly of all, the human body as its setting. *Microcosm*'s use of CD-ROM technology could make it (visually at least) the best game seen on any Sega system.

Its introduction, backgrounds and midgame sequences have all been created on computer. The quality, particularly of the intro and in-game sequences, is fantastic. The special FX create a very cinematic feeling – you literally sit back in disbelief – can this really be running on your Mega-CD?

Illuminated skyscrapers tower in the background and attack-helicopters fill the sky as the storyline is revealed. Then the action switches to an inside location (Cybertech industries). Tension rises as the implant takes place amid a hail of bullets. Suddenly, you're thrown into the human body – out of control and alone with hostile sprites firing missiles at you. Now the action begins, or does it?

Well, the first level is a washed out attempt at a challenging shoot-'em-up. You control the first of five ships, floating through the insides of some poor guinea-pig of a human. It looks wonderful, but take away the cosmetics and it's a simple, uneventful blaster. You cannot control your flight path and even when you hit the sides – nothing happens! Finally the end of level guardian must be destroyed before you can progress.

Complete a level and you arrive at a portal, go through more amazing movie-like sequences, enter your new craft and launch into the next area. This could either be a chase-me battle against a solo craft or another plain shoot-'em-up zone. You're left shouting "Oh look, it's virtually the same as the last level!" This may 'go with the flow' – so to speak – and follow *Microcosm*'s fantastic storyline but it makes for pretty dull games playing. Even in later levels it's much the same and only the enthralling graphics and funky sound keeps you playing.

Having raved about the quality of the graphics it has to be said that the sound is equally impressive. Its futuristic, atmospheric style suits the game to a tee and makes a change from roaring guitar and keyboard solos. Little can be said about the sound FX except they're OK, but when firing different weapons there's little or no difference.

Collecting power-ups has always been a regular feature in

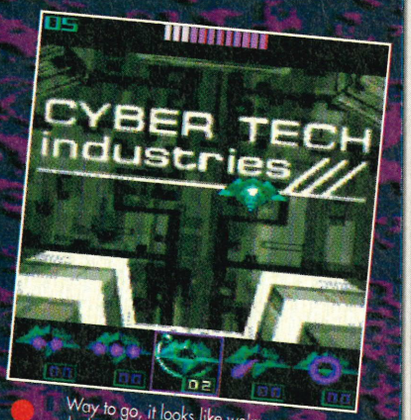
These VDU screens are not a good sign – it means the President is dead and you have failed in your mission.

During the chase levels craft tend to drop their load right into your flight path – ouch!

Floating through the bloodstream of the President you glance up and notice an ITV camera team. What are they doing here, and how did they fit into a syringe? Oh well, smile for the birdie and make sure you get my good side or I'll sue!

Rick Wakeman is the game's musician and used to play for the hit Seventies band Yes.

Take a closer look at the bottom of the screen and you'll notice the weapon select. This varies level to level and now you have seven rather than the earlier choice of six. Blast away, but don't waste your ammo too much.



Way to go, it looks like we're docking at Cyber Tech for a quick cuppa and sarny.

I WANT A SECOND OPINION

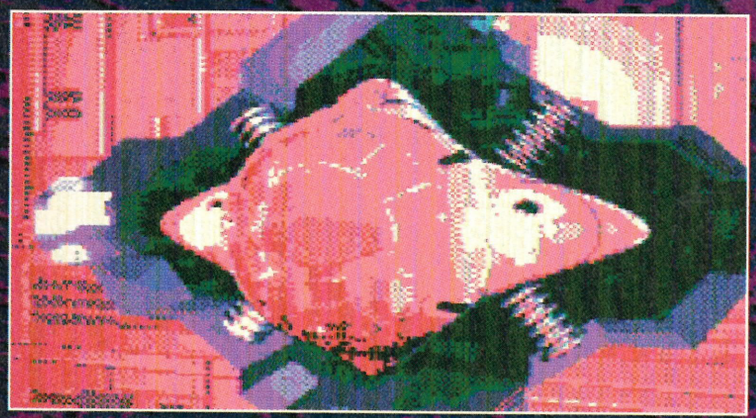
I thought Microcosm was an interesting idea for a computer game although since playing it I have found much of the gameplay to be disappointing.

The backgrounds are superb – there is no doubt about that. It's just this basic shoot-'em-up concept putting a wet towel over the gloss.

I found sound effects were weak for a CD machine although background music does keep the dramatic theme in perspective.

I would not rate this in the eighties because levels lack the variety this type of game demands. *Microcosm* is a great idea but it need building on. *Microcosm II*?

MARK



Before you're launched into the next area visit a portal and change craft. This is part of the docking sequence so sit back and enjoy the show. What? You want to wonder around to explore and investigate, no chance!

shoot-'em-ups and *Microcosm* is no different. Blast various aliens and a circular bonus flies towards you. A choice of weapons ranging from ultra-weedy to smart or barrier power is effective and proves to be more than enough. Their overall effectiveness is subject to minor criticism – they run out of ammo so quickly!

To help you through the levels a password system has been included – big mistake! *Microcosm* is too easy and limited continues would have been better for a rapidly growing number of expert games players. A difficulty setting should have been included and even *Silpheed* offered more challenge.

Summarising this game is simple – it looks and sounds fantastic with a storyline to match, but take away the gloss and you're left with a basic shoot-'em-up that pales in comparison to anything like *Thunderforce 4* and *Jungle Strike*. Definitely an impressive display of graphics but the game itself leaves much room for improvement.

● **Jason "swirly-whirly" Johnson**

PROTIP Save your most powerful weapons for the end of level guardians.

In particular, the shield and smart bombs are enormously helpful and can be a real lifesaver.

Microcosm uses over 500Mb of graphics and sound data. Phew!

MEGA CD

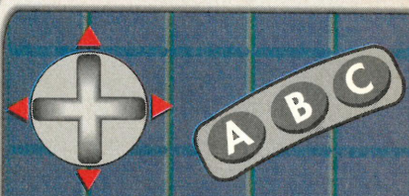
MICROCOSM

Licensed By SEGA of America, Inc. Psygnosis Ltd 1993

MICROCOSM

PSYGNOSIS ● £49.99 ● OUT DEC

CD ACCESS...medium
PLAYERS.....1
STAGES 5
SKILL LEVELS.....1
FEATURES....passwords
CONTACT
Psygnosis ✆ (051) 709 5755



The D-Pad is used to move your ship in the normal eight directions within the body. Button A is your standard fire button, B selects a different weapon and C fires the special weapon.

ACTION

STRATEGY

GRAPHICS 91%

▲ Mind-blowing computer generated graphics are used for the intro and mid-game sequences.
▼ As with the disappointing *Silpheed* your ship is much too small.

SOUND 89%

▲ Each of the sound tracks constantly played throughout the game are superb.
▼ The sound FX lack that certain 'umph' to give them a megablast feeling.

GAMEPLAY 76%

▲ Various weapons are automatically installed and you've power-ups to collect.
▼ If you want a furious blaster look elsewhere as this is just too simple.

CHALLENGE 73%

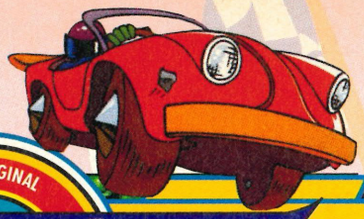
▲ It's difficult to begin with and the chase levels offer a reasonable amount of challenge.
▼ This game's far too easy and with a password system included – it's baby play!

PROSCORE

81%

These computer generated graphics set the standard for Mega-CD games; having said this it's just another shoot-'em-up along the lines of Silpheed.

REVIEW

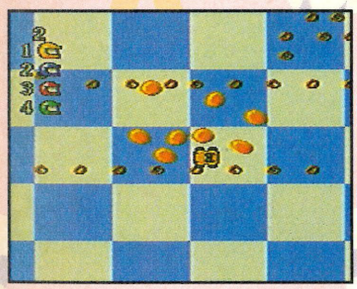


Micro Machines

Bored at the breakfast table? Tired of the sandpit? Fed up with your old snooker room? Enter the miniature world of *Micro Machines* and you'll never see your home in the same light again. Whether you're racing between lanes of breakfast cereal, drowning in a puddle or teetering on the edge of a cavernous pocket you can be sure that the action is funny, fast and out of control!

Pass the salt...run down that waffle, no! watch out for that milk-slick!...

PROTIP Slide through curves and you'll go much faster. Try and avoid contact with obstacles or other vehicles as this slows you down.



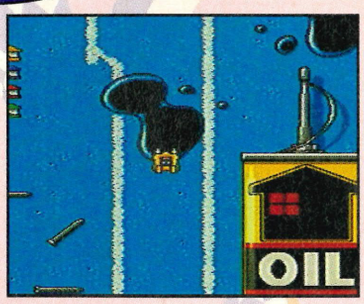
Beware the soggy cornflakes, nuts or er...whatever they are as these'll cost you precious seconds.

For something that's taken a while to reach the Game Gear you might think that this release is likely to be stale in the graphics and gameplay departments. Well, you'd be wrong. Putting the funny characters and quirky backgrounds aside for a moment *Micro Machines* is a racing game pure and simple. The vehicles (powerboats, dune-buggies, sportscars etc..) all handle slightly differently and this makes the task of roaring around each circuit, avoiding obstacles, traps and your fellow drivers that bit more difficult. No bald-spotting of tyres *F1* style here. What's nice is that even if you tumble to the kitchen floor or sink into a puddle you've still got a good chance of getting back into the race (after all, you are only a plastic toy!).

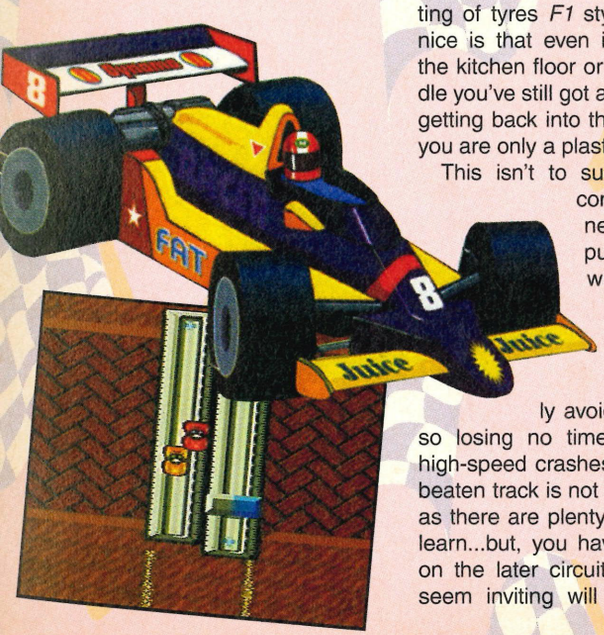
This isn't to suggest that your computer opponents are all push-overs. Some will try to jostle you off the track while others roll along smoothly avoiding trouble and so losing no time in pile-ups or high-speed crashes. Going off the beaten track is not that bad an idea as there are plenty of short cuts to learn...but, you have to be careful on the later circuits as some that seem inviting will only lead to a sand trap or a watery end! The head-to-head competition on one Game Gear is an innovation that sets this above *F1* (much though I love it!)

You could never mistake *Micro Machines* for a racing sim but this doesn't detract from it at all. This game is pure fun! A nice addition to some good, recent GG releases.

● **Pete "Rick Rastardly" Wilton**



Here on the workbench there's plenty to keep you awake including these miniuare oil-slicks.

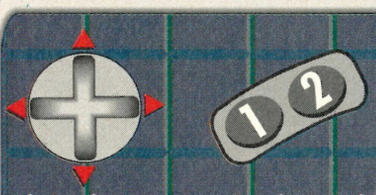


'Micro' is derived from the Greek word 'Mikros' meaning small.

MICRO MACHINES

CODEMASTERS ● £27.99 ● OUT FEB

CART SIZE 2Mbit
PLAYERS.....2
STAGES 27
SKILL LEVELS.....1
FEATURES ..Vs on 1GG!
CONTACT
Codemasters © 0926 814132



The D-pad rotates your car, 1 accelerates and 2 is brake or reverse.

ACTION

STRATEGY

GRAPHICS 87%

▲ Clear, bright and uncluttered. Suits the skidding, spinning gameplay very well.
▼ The overhead view could get a bit dull after a while and you're not really in the action.

SOUND 80%

▲ Cheery tunes and the expected drone and wheel-spin.
▼ The GG does its best but these are still too small and tinny.

GAMEPLAY 85%

▲ Frantic swerving action and competition and the head-to-head's great!
▼ There could be some gears and add-ons for the vehicles.

CHALLENGE 85%

▲ The sand trap level is hard, the bonus level is impossible!
▼ Not really very mentally stimulating (but who cares!).

PROSCORE 86%

What you see is what you get; fun, fast and entertaining racing. If you're looking for the realism of *F1* you'll be disappointed.

From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

TEENAGE MUTANT HERO TURTLES

TOURNAMENT FIGHTERS

SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI

Konami (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

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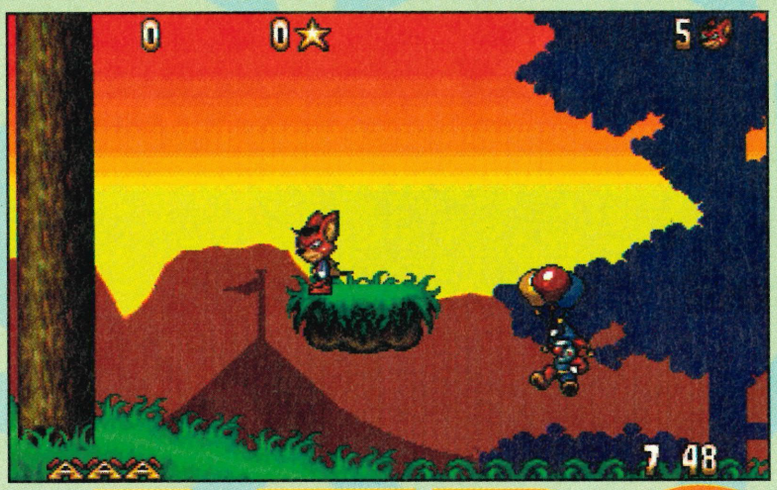
MEGA DRIVE

Ladies and gentleman, boys and girls, please give a big hand for a very special circus act tonight, by our very own bat – Aero the Acro-bat. Watch him dazzle you with his amazing feats of bravery. See him perform a shot-gun launch out of a cannon, then gasp in disbelief at his plunge through hoops of fire. Then there's the runaway roller-coaster ride and a bungee jump over rocky waters...

Yes folks, this is a very special show tonight. The World of Amusement, Circus and Funpark has been sabotaged by the evil Edgar Ektor, an ex-circus clown bent on revenge. Ektor's henchmen include the bitter Zero the Acro-bat who is jealous of Aero's popularity. Can Aero really turn on the style and give the audience a look at every circus trick in the book?



As Aero has discovered some wings he is able to fly upwards and spot the two extra lives.

THE AERO ACRO-BAT

PROTIP Be careful when you use a cannon as it's so easy to shoot yourself up through a spiked ceiling; thus causing the loss of a life. You should push the cannon to a safe position, then gently shoot yourself upwards to check for the dangers and find where to find the elusive platform of bonus icons.

Aero the Acro-bat has arrived, and Sunsoft are hoping their new acrobatic bat will attract as much attention and popularity as Sonic did. At first, the ideas involved in this release seem impressive. The entire game uses a circus theme although some levels feature Aero outside the ring using his skills in other pursuits.

The game is split into 25 levels and like *Sonic the Hedgehog*, each level is classed as an act (very appropriate considering the story!). There are also three bonus levels and four boss levels which immediately suggests that this will look and play very much like the *Sonic* series.

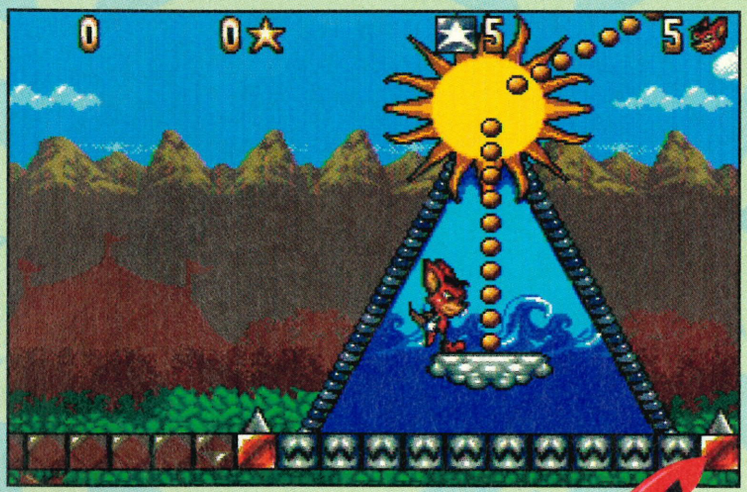
Aero is a character with itchy feet, a console star who's keen to be on the move. If we look at the content of a circus tent – then look at Aero in his own circus world, we can see that many of the stunts he performs are taken directly from those you'd expect to find under the big top. Aero must cross high tightropes on a unicycle and dive through a series of hoops (some of which have been set alight – just to make the challenge all that more difficult). Trampolines are everywhere and Aero will need to bounce two or three times before reaching a required height so that he can either get bonus icons or find that elusive platform. The circus show would of course not be complete without the cannon and trapeze, both of which can be very tricky to use if you're not careful!

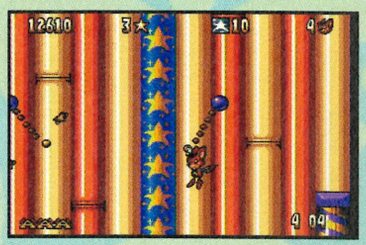
There are varied objectives for each act. For the first one you'll need to jump on seven starred platforms – an idea which is a little weak and very easy to master. Act two moves on to keys and rescue missions as Aerial – a friend locked up by the evil Ektor – needs rescuing. Later, you'll need to take a wacky ride on a roller-coaster and make

Aero's drill spin is very much like Sonic's famous spin as it's so effective in killing the enemies. The drill works in mid-air after a jump and can be used to gain extra height as well. As you can see in the picture, the drill sends Aero shooting off at an awkward diagonal angle.

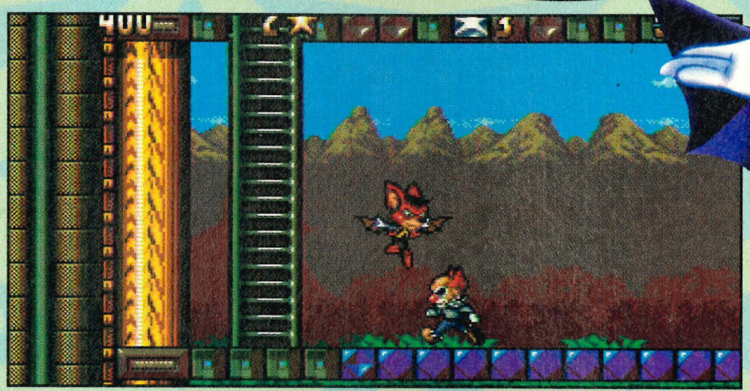
The Desmodontidae species are known as vampire bats because they regularly drink the blood of birds and mammals.

The idea for act 1 is simple. The seven platforms with stars need to be overturned – a very easy task!





The trapeze sequence is fairly tricky as you'll need to time your jumping angles and reactions to perfection.



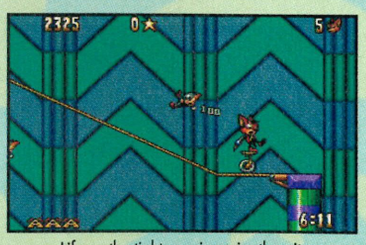
Aero's ability to hover in mid-air is very useful because you'll often need to look above or below for nasty spikes or enemies that are otherwise easy to hit. As well as hovering Aero can also fly if he finds the wing icons.

use of a rotor blade for a really smart change in the gameplay!

Controlling Aero can be frustrating at first – but then mastering the acts is all part of the challenge. Aero has his drill move that's really like the Sonic spin, although here he drills in an awkward diagonal direction – something to get to grips with. He can also duck, hang, hover, warp, fly and throw stars – so there is plenty of experimenting to be done with this coolly animated bat.

The enemies can be tricky to dispose of although you'll find there are never too many on the screen at once which makes some areas of the game seem empty and maybe a little dreary.

Graphics are what we have come to expect these days from a platformer like this. Backgrounds are given some smooth, cool detail, with great use of colour and an effective scrolling technique. The sound puts you in dare-devil mood with bright cheerful tunes that are well suited to this style of gameplay. It's chaotic,



Life on the tightrope is easier than it looks as the unicycle will never let you down.

it's challenging and often very difficult – despite the continues on offer.

Aero the Acro-bat is very much a Sonic spin-off; although thankfully the idea of using circus acts makes the gameplay different – even if it is a little slower. The character should appeal to kids as Aero is a cool chap who just loves to muscle-in on the action. This is worth a look, just don't be led into thinking this is a performance of originality as many of the stages use platform-style play that can be found in the average *Mario* or *Bubsy* level.

● **Mark "In the act" Hill**

I WANT A SECOND OPINION

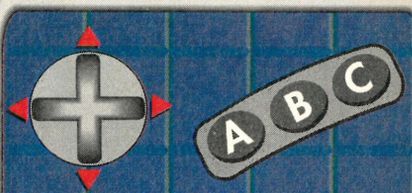
Platform adventures are definitely improving as a rule and now Sunsoft have joined the cutesy club with a jolly bat called Aero. Bright colours and classic circus music grinds along in what is nothing more than an average game. It looks ordinary and the only area in which it outshines the competition is with its difficulty level – far higher than the likes of *Zool*. *Aero* is basically another platform adventure with a few side diversions to keep you interested. It looks good, but not that good. If you're looking for something exceptional this Christmas play it safe with *Aladdin* – it's far better!

JASON

AERO THE ACROBAT

SUNSOFT ● £T.B.A. ● OUT JAN

CART SIZE 8Mbit
PLAYERS.....1
STAGES 25
SKILL LEVELS.....1
FEATURES.....continues
CONTACT Importer



Press A to throw the stars you've collected. Press B to either jump; activate the cannon; or drill whilst in the air. Press C to hang onto a tight-rope and hover. Use the D-Pad to move Aero left and right.

ACTION **STRATEGY**

GRAPHICS 85%

▲ The background scrolling of a huge ringside audience enhances the circus atmosphere.
▼ The sprites attacking Aero could have been improved with better animation.

SOUND 86%

▲ The music is typical of the circus atmosphere and very appropriate for the acrobatic action.
▲ Spot effects are kept simple yet still work effectively as Aero interacts with objects.

GAMEPLAY 83%

▲ It's good fun scaling the complicated route by performing the various stunts.
▼ Action could be enhanced by a greater variety of enemy sprites and more of them!

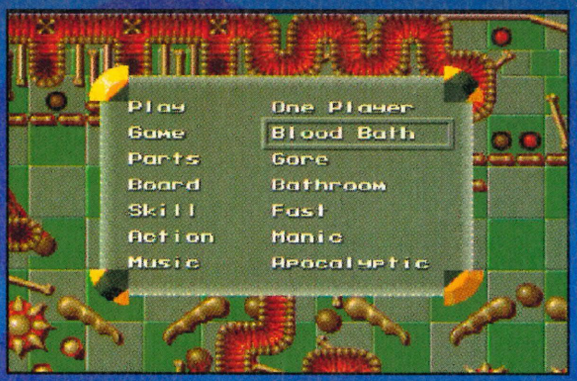
CHALLENGE 87%

▲ The route is not always so straightforward so it's difficult finding your way.
▲ There's a challenge in trying to discover hidden rooms and clusters of power-ups.

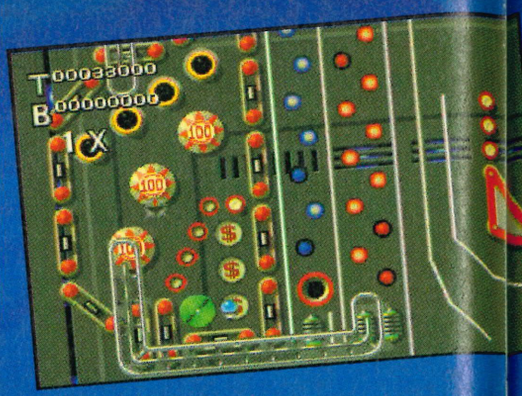
PROSCORE 84%

A very playable adventure which makes good use of the circus theme. The platform structure is nothing new but the acrobatics lift its appeal.

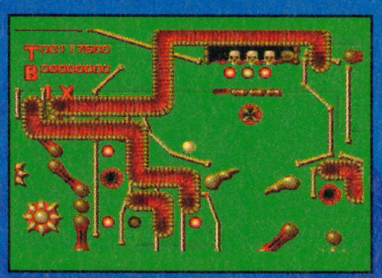
Bats account for about one-seventh of the total mammalian species. As they are nocturnal we don't normally notice..



This is the selection screen that allows you to alter various aspects of the game. Few of the pre-set tables are worth bothering with but the Workshop will let you make your own.



VIRTUAL PINBALL



'Blood Bath' is one of the simple set-ups. Flip your ball at the skulls targets above to get loadsa points. Easy!

MEGA DRIVE

The lure of flashing lights, the buzz as flippers are flipped and bumpers hit... pinball probably isn't your idea of a computer game but Electronic Arts have other plans. *Virtual Pinball* may not have the cross-over appeal of *Sonic Spinball* but it does have a few surprises up its sleeve.

Buzzers, bouncers, holes and rails are designed to give your customized ball a ride-of-a-lifetime through the past present and future of machines that had flippers before Ecco was a mere twinkle in the ocean. If you've had enough of ripping your friends heart out in *Mortal Kombat*, terminating baddies in *Robocop* or searching for Scuds amongst countless palms in *Jungle Strike* maybe this release is for you – gently bashing a defenceless ball-bearing into submission...

To start with, I must confess I'm not much of a pinball wizard with the common-or-garden variety of machines to be found in most amusement arcades. My game usually consists of frantic flipping, soon followed by the sight of the little ball rolling back down into the gap. But, for the good of SEGAPRO readers, I put aside past experience, pulled back the plunger and got ready to roll. At first I was dissapointed. Rather than too hard I found even on the 'Superfast' and 'Psychotic' settings it was easy to score several million on your first go!

Okay, so maybe they don't want to make it as hard as in the arcades (where they're after all your cash) but worse than this I found the action itself slow and uninteresting. Compared to *Sonic Spinball* not a lot really happened on any of the pre-set tables. However as 'pre-set' suggests *Spinball* and *Virtual Pinball* are in fact very different kinds of game. *Virtual Pinball* is aimed at a player who wants more interaction than just hitting a couple of buttons, offering you the chance to design and then play your own table.

Although this may sound easy, in practice it is quite difficult to do. Sure, you can go to the 'Workshop' option and by moving a little circular building robot around install various pinball parts; launchers, kick-walls, bumpers, holes, targets etc. (see 'Pinball Bits Box') but arranging them so that you get a fast and exciting layout is another story. Probably, like mine, your first few attempts will result in the ball falling back onto the launcher, getting stuck somewhere or flying out through a wall you forgot to put in. If you persevere you'll enter a process of trial and error where you're constantly altering and adjusting your table, seeing a new problem to account for or improvement to make each time you play. To begin with this can be rather tedious, switching back and forth between one-player and workshop mode and it certainly would have been nice to have had a large overview of the whole table instead of only seeing one bit at a time. As you progress, however, it starts to become interesting as you get the hang of creating faster, more unpredictable designs.

Even if it does take a while, when you've completed a set-up that works, seeing your ball race around

PROTIP Arrange kick-walls so that you can bash the ball down onto them with a flipper. It'll really whizz!

I WANT A SECOND OPINION

Never before have Mega Drive owners been given the chance to prove their construction skills in this way – a pinball construction kit! How boring can you get? Aha, you may be thinking, this guy is no pinball fan. You couldn't be more wrong, I absolutely love the game (*Twighlight Zone* is a particular favourite) but *Virtual Pinball* offers little action, furious gameplay or exciting challenge.

This game is dire drivel and I cannot see what Electronic Arts are trying to accomplish with its release: convert more Amiga owners, perhaps? Despite a glossy presentation and some atmospheric music it does nothing for me.

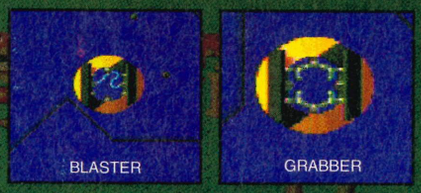
JASON

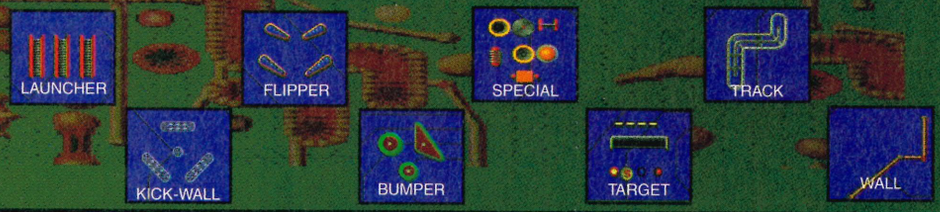
The Japanese have their own pinball in which extra balls can be exchanged for dosh!

PINBALL BITS BOX

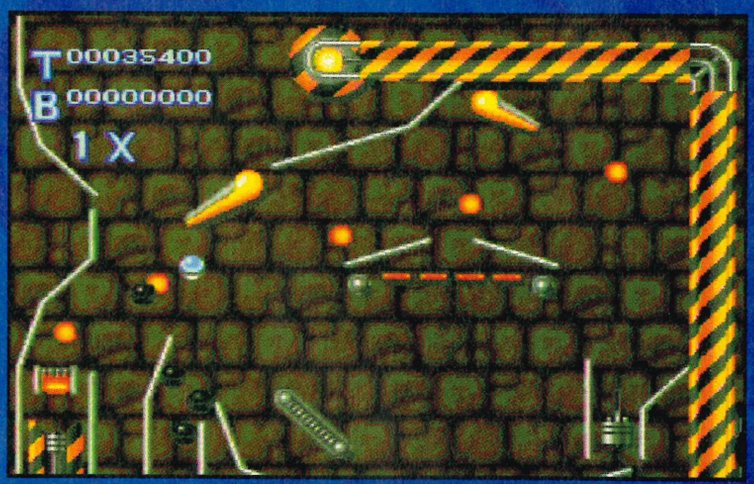
TOOLS: Simple really. The normal building droid installs, the blaster removes anything you don't want and the grabber?...er, grabs and pulls stuff around.

BITS: The bits from various tables may look different but they can all be broken down into these eight components;





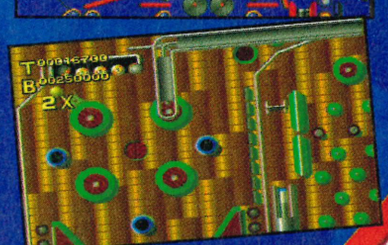
Top right is a run shaped like a head (hence the table's name: Brain Ball), you'll have to be light on the launcher and careful with the flippers to reach this little maze but there are lots of lovely points in it if you do!

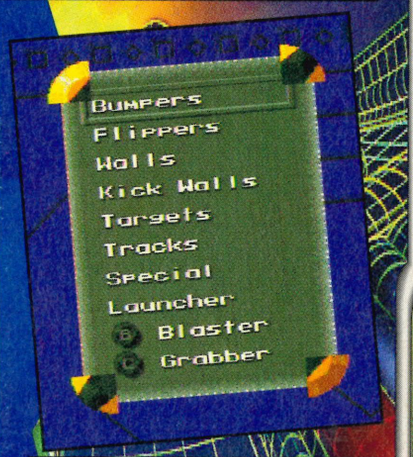


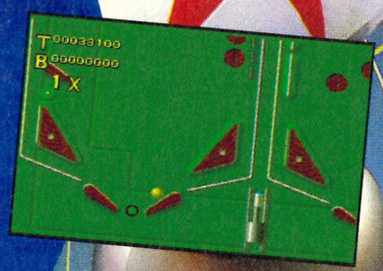
A combination of Stone background and Droid parts creates a good contrast. The black balls come from a hit on a 'Special'. These are very useful as one will turn into your own marble if it vanishes inbetween your flippers.

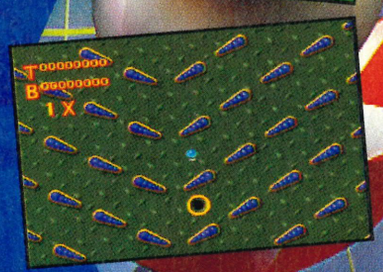
in a convincing manner is very satisfying. The inferior preset tables do serve the purpose of making your table look good and fast (which in comparison isn't very difficult!). This game has a lot of potential, allowing you to manipulate all the familiar elements of pinballing. It's only a shame that some more original or surprising parts couldn't have been slipped in alongside the predictable ones. This has none of the whizz-bang of *Sonic Spinball* but is, in my opinion, a superior computer conversion because of the problem-solving/creative element.

● **Pete "flipper" Wilton**







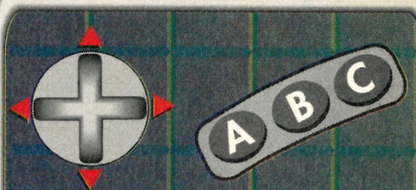


Modern pinball derives from the old parlour game Bagatelle

VIRTUAL PINBALL

EA ● £44.99 ● OUT DEC

CART SIZE 8Mbit
PLAYERS.....4
STAGES .....n/a
SKILL LEVELS.....3
FEATURES .....save
CONTACT
Electronic Arts ✆ (0753)549442



During normal ball play LEFT and C operate the flippers and B 'Tilts' the table. In Workshop mode; A brings up the bits, B toggles between the different types and C installs what you've picked.

ACTION — **STRATEGY**

GRAPHICS 70%
▲ What can I say? it's a pinball table with several different backgounds.
▼ None of the default tables were that exciting to look at.

SOUND 75%
▲ Surprisingly good. There are four different tunes to choose from, all pretty techno-ish.
▼ I suppose if we're going to be picky, those pinball sounds don't have the right ring to them.

GAMEPLAY 75%
▲ Fine-tuning your own table becomes very addictive as you recreate that pinball buzz.
▼ You might get tired of flicking the buttons again and again and again!

CHALLENGE 70%
▲ Designing a table that works is quite difficult for starters.
▼ The preset tables are on the whole rather poor (I managed to keep going for ages).

PROSCORE

74%

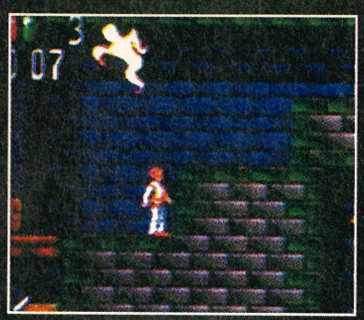
Although the pinball part of the game is only average, the DIY aspect will keep your interest for a while. Not one all pinball wizards will enjoy.

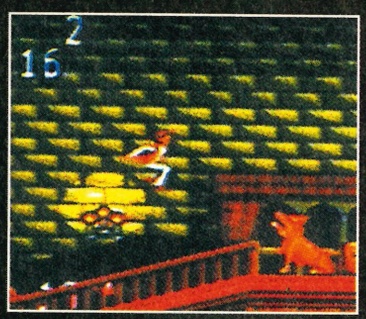
REVIEW

Dracula

Through the crawling, tepid mist of Transylvania the Prince of Darkness makes a ghostly appearance, perhaps in the form of a bat, a wolf, or...a man. Behind Dracula it is possible to see the faint dark silhouette of the castle, a towering palace of evil set against a sky of pink and red. Look to the left and the story is of decay – stakes stick out from the ground like gravestones with the dead left hanging like clothes on a line.

The vampire hunter Jonathan Harker has prepared for his confrontation with this strange creature and he knows his blood is well and truly at stake. Can he prevent this blood-sucking freak from striking fear into the hearts of the innocent populous?





The MD version of *Dracula* was disappointing largely due to its dated platform structure and poor sprite animation. The first point that should be made about this version is the difference in gameplay. Switch on, start playing and you'll see improved animation. Harker actually moves with a realistic step, he jumps with more vitality and moves around through a series of levels that are far more fun to play than the MD game.

Playing the part of Harker you must travel through Dracula's castle, the mountains of Transylvania, Carfax Abbey and 19th century London. Each level begins in daylight where you have to get the blood-stained tools of your trade; knives, stakes, crucifixes and hammers. Once the sun has set, the real work begins. It is then you must confront the Prince of Darkness in whatever form he himself chooses.

Controlling Harker is very easy. He moves swiftly through the levels with smooth motions and lightning quick reactions. The concept here is rather dated as this is a platformer with predictable crumbling and collapsing platforms, pit traps, dropping portcullis and falling chandeliers. As for the Transylvanian wildlife, well, you'll meet the usual array of bats, ravens, bog creatures and other disgusting living matter! The standard cluster of power-ups (not forgetting the hearts!) are all there to be collected as in any platformer of this nature.

If you don't own many games of this kind then this is worth a look as the graphics are full of colour with the detail in some areas being a credit to the hand-held. I personally found this more enjoyable than the MD version. However, if you're looking for originality you'll definitely be disappointed.

● Mark "chiller" Hill

PROTIP To kill the Guardian on the first scene, make sure you push down on the D-Pad and press button 2 to drop through the platforms. This way you won't need to run through him to

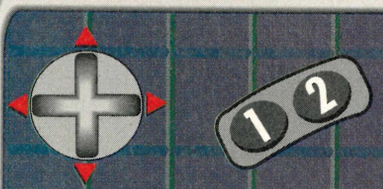
The Drac pack are out in force carrying weapons like this deadly flame-ball bazooka. Be aware!

Blueprints from the film sets were used in the production of the video game

DRACULA

SONY ● £27.99 ● OUT NOW

CART SIZE 2Mbit
PLAYERS.....1
STAGES 8
SKILL LEVELS.....3
FEATURES.....none
CONTACT
Sony ✆ (071) 734 5151



Press 1 to fire your current weapons used to defeat Dracula and his allies throughout Transylvania. Press 2 to either jump or drop down through any thin kind of platform.

ACTION
STRATEGY

GRAPHICS 84%
▲ There are some lovely scrolling backdrops graced with fine detail and colour.
▲ The animation for Harker is an improvement over the poor MD version!

SOUND 72%
▲ The opening music is typically dramatic and well suited to the Dracula theme.
▼ Sound effects for finding bonuses and killing enemies are often rough and unatmospheric.

GAMEPLAY 79%
▲ There are plenty of enemies, guardians, traps and bonuses to keep you busy.
▼ Again this is a tried and tested platformer with ideas seen in many games before.

CHALLENGE 76%
▲ There are three skill levels that will give increasingly difficult challenges.
▼ There would be more of an incentive to progress if the game format varied significantly.

PROSCORE
81%

For a change the pretty graphics and improved animation make a difference as this is a platformer. *Dracula* is fun to play although there is no originality in the gameplay.

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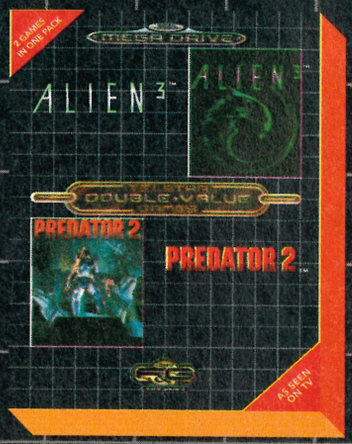

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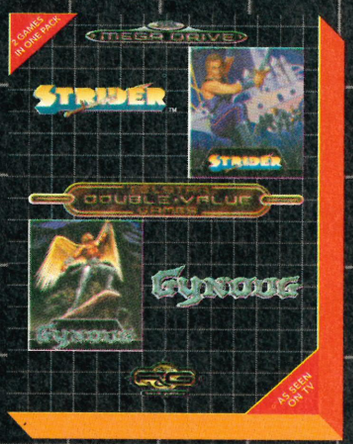

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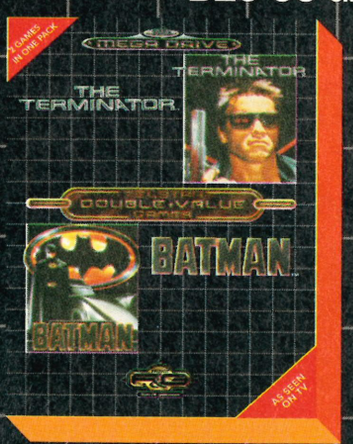

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FIFA INTERNATIONAL SOCCER

It doesn't matter how good you are, where you're playing or what you're kicking around, all that matters is the taking part. Soccer can be played by anyone, anywhere, anytime. It's probably the greatest game in the world and one of its biggest governing bodies is FIFA, the Fédération Internationale de Football Association.

Ever since the invention of video games, football simulations have been a favourite. *Football Manager*, *Kick-Off* and the more recent *J. League Pro Striker* have been good but all of them lack something, be it graphics, gameplay or options. Starting from where these illustrious titles left off Electronic Arts' EA Sports outfit may just have developed the most realistic football videogame ever.

To create the stadium atmosphere, crowd noises alter with the run of play. Just as you're about to enter the opposition's penalty area the crowd's cheering and singing reach fever-pitch. To complement this the intro and background music is funked up (which should be to everyone's liking).

Choosing from 48 international teams could be tricky, but Ron Barr gives you a helpful statistical guide. Germany and the EA All Stars are the top flight with Italy, Holland and Denmark among the alternative favourites. There is a considerable difference between the top teams and a lesser rated squad, so learning the basic strategies is made easier with Germany or Italy, etc.

Before a match starts you can choose your team's formation, strategy and set-up including; fouls, offsides, action; arcade style, gameplay or simulation (where players tire as the game draws to an end) giving you considerable control. Select the teams and the players run onto the pitch. Heads or tails? Win, and you have the choice to kick-off or decide the direction of play.

Graphically, *FIFA International Soccer* is the best football game I have ever seen. The players are clearly represented by hair and skin colour, team kits are identical to their respective country and the crowd is a hive of activity. Whether you're playing on a grass or an artificial surface it looks and plays just like the real thing.

As you can see from the screenshots and read in the text above, this is proving to be quite a game. Believe it or not there is still one more thing that stands out from everything else; the gameplay and in particular the 'burst of speed.' Rapidly press C and your toggled player will race up the pitch! Bicycle kicks, powerful shooting, realistic passing methods; they all add-up to unprecedented realism.

FIFA International Soccer will probably appeal to everyone whether you're a football fan or not. It's incredibly exciting, especially with four players and the league and tournament both being reasonably difficult. Taking on computer opponents can seem tedious, indeed it is after a time, but at least the majority are of a good enough standard to improve your skills.

Just in case you miss something EA's action replay lets you watch a stunning goal or nasty foul over and over again. At the end of a match you can choose to view statistics so detailed they tell you how much time you spent in each of your designated areas, how many shots on goal you had and give full foul descriptions to banter about with your fellow gamesters.

FIFA International Soccer includes 48 national teams, 4-Way Play compatibility, a league, a tournament and enough playability to keep you coming back for more. The graphics are superb, the crowd is loud and there is little doubt that this will tackle the competition into submission before the kick-off has even been taken.

I WANT A SECOND OPINION

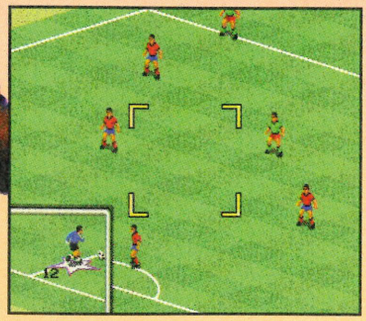
What a pleasure it is to play a footy sim where player sprites not only look different but each have their own level of endurance and skill. EA have produced the most advanced and realistic sports sim to date.

It's great to hear the crowd raise their voices at every scoring chance. The atmosphere is incredible and you could almost be standing on the terraces with the crowd as the shots come flying in.

***FIFA International Soccer* is a game that will grow and grow on you. The delights of arcade action combine with real strategic simulation to make this the ultimate ball game.**

MARK

The first president of FIFA was the British representative D.B. Woolfall.



Taking a goal kick with the use of a special target selector gives you maximum control.

PROTIP Once you have learnt the basic controls, avoid using the C button and stay with short passes and hard tactics. You will soon be on the way to becoming an international star player.

This guy can't keep away from EA Sports' games can he! If you're not too sure about the teams' statistics have a word with Ron and he'll give you a complete low-down: advisable if you're planning to use New Zealand in an important game.

FEEL SO REAL

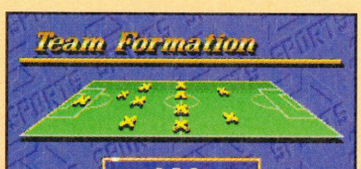
Take a look at the options you can choose with a short guide to what's what in *FIFA International Soccer*. There may be more than you expected!

The standard screen used to access options and choose which of the 48 teams you decide you want to play.

Move the defence, midfield and attack to suit your team's style of play to help them reach their ultimate strength and potential.

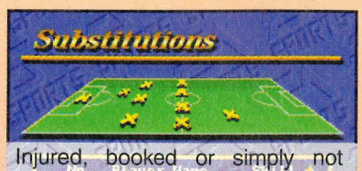
The definitive action replay to watch those golden moments as many times as you want. The definitive show-off!

Move left or right to change the team you hope to take all the way to the final on this colourful and informative screen.

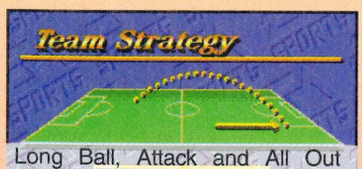


A standard option in all football games with a neat screen to show how your team will line up against the opposition.

Plug in the 4-Way Play and four controllers will be shown on the set-up screen. Each player moves to their team's side and any left in the middle are ignored.



Injured, booked or simply not pulling his weight? Bring on a more enthusiastic player. Especially useful in simulation matches (where players tire).



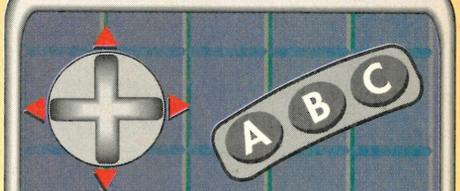
Long Ball, Attack and All Out Defence are among the many strategies available for you to chop and change at any time.

FIFA was formed in 1904 by seven European countries, followed two years later by British teams.

FIFA INTERNATIONAL SOCCER

ELECTRONIC ARTS ● £49.99 ● OUT DEC

CART SIZE 16Mbit
PLAYERS.....4
STAGES .....n/a
SKILL LEVELS.....1
FEATURES .....password
CONTACT
Electronic Arts ✆ (0753) 549442



The D-Pad moves a currently selected player around the screen in the normal eight directions. The ball can be controlled in a variety of ways depending whether the ball is in the air or on the ground. Using the three buttons your player will either kick, pass or shoot when the ball is on the ground or header, volley or bicycle kick when it's in the air.

ACTION
STRATEGY

GRAPHICS 92%
▲ The player's animation is superb and outdoes any other football game on the market.
▲ A 3-D isometric view gives the impression of watching from above the terraces.

SOUND 93%
▲ Realistic chanting, cheering and singing from the crowd gives a tremendous atmosphere.
▲ The sound is so realistic it could be mistaken for a live TV broadcast in the room.

GAMEPLAY 95%
▲ Various overhead kicks, exciting volleys and the speed-up button – unreal!
▲ Using a 4-Way Play adds to the excitement and realism to give brilliant, sociable games playing.

CHALLENGE 96%
▲ Mastering a teams' tactics and learning how to skilfully move players around the pitch is never ending.
▲ Be it on your own or with a group of mates this game's easy to learn but difficult to master.

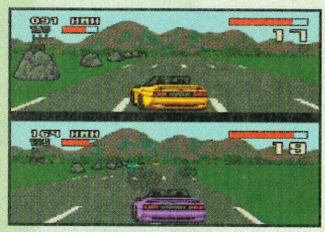
PROSCORE
94%

This game does as much for soccer as *NHLPA '93* did for ice hockey – the ultimate simulation. Create a football stadium atmosphere in your own home!

LOTUS II RECS

Speeding battles against twenty supercharged racers through windy, windy roads and foul weather. Motorway mayhem, off road danger and mountain top finishes. A roaring crowd, split-second time differences and one or two fatalities. This is the recipe for a racing game with a difference and drivers with a death wish. This is what real fun is all about and only those with nerves of steel are in the driving seat.

Gremlin Graphics has finally released this hit Amiga racing game for the Mega Drive. *Lotus II*, published by Electronic Arts and backed by Lotus, hopes to follow in the tyre-tracks of its past success. How it compares to the highly-rated floppy version and what extra it has to offer for MD owners will be the main checkpoints to watch out for.



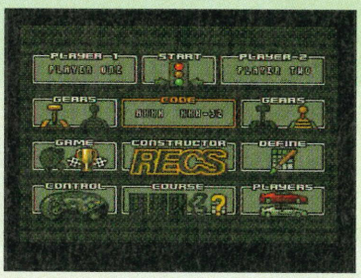
The main-screen play is instantly recognisable from the original. It features the added option of two-player games and a course constructor, so racing fans may still be tempted to part with their cash. Newcomers to the Lotus may not be so willing as unrealistic handling and a repetitive style of gameplay could be its downfall – keeping the accelerator pressed down from start to finish doesn't make for an exciting race.

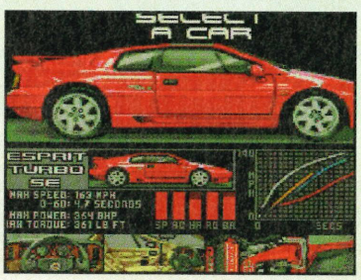
Where the Amiga version excelled was in the handling of the car – talk about realistic! *Lotus II – The Ultimate Challenge* is far less impressive and the manual gearbox is a total waste of time. Another disappointment is the two-player game where you barely notice your opponent and the game plays almost the same as in one-player mode.

Having said this the graphics are a vast improvement on the original, in particular the smooth scrolling and colourful option screens add to the general feel and presentation. The backgrounds are a lot more detailed but here nothing outstanding strikes the eye. The four background tunes are only average so you'll soon be switching for the play button on your personal stereo.

If you have a craze for racing games and wouldn't dare miss the second Lotus challenge this is a must. Otherwise, I doubt you'll find anything of particular interest; Domark's *F1* or Sega's upcoming *Virtua Racing* are probably far better buys. Realistic gameplay, thrilling race tracks and competitive two-player battles are what we want – don't we?

● **Jason "12 points" Johnson**





● Pick one of the three tasty sports cars on offer, then power into the action! The Esprit is the fastest.

● You'll find four great soundtracks on your car stereo which are suitably dramatic with a fast tempo.

● Against the timer you reach your first checkpoint in a wet and windy three-lap race.

● In two-player mode the challenge is immense. One of you must make all the checkpoints to progress.

PROTIP Try each of the 3 cars and stick to the one you feel most comfortable with. When using the manual gearbox change up to fifth straight away and keep the accelerator down – don't worry about changing gear.

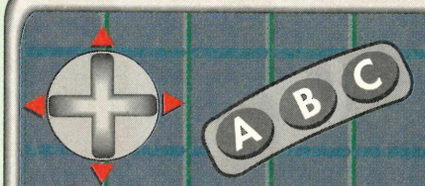
MEGA DRIVE

LOTUS II

THE ULTIMATE CHALLENGE

ELECTRONIC ARTS ● £44.99 ● OUT DEC

CART SIZE 8Mbit
PLAYERS.....2
STAGES .....varied
SKILL LEVELS.....3
FEATURES course design
CONTACT
Electronic Arts ✆ (0753) 549442



Press left or right to move your chosen super car across the track and up to straighten out. B is your accelerator and A is brake (strange, I always thought brake started with a B). UP and DOWN change gear.

ACTION

STRATEGY

GRAPHICS 71%
▲ Various fast, skidding sections. The turbo zones are very smooth indeed.
▼ If you're looking for a racing game with a different look, this isn't it.

SOUND 69%
▲ The music that has been included definitely suits a driving game, but...
▼ ...there are only four tracks and some manky sound FX to chose from.

GAMEPLAY 70%
▲ Various weather conditions and three cars to choose from is certainly a plus.
▼ After a while it's all too much and the two-player option is far from exciting.

CHALLENGE 73%
▲ Three difficulty levels and a constructor kit could make for a long playing life.
▼ There's little skill involved and it's more a case of whether you're lucky or not.

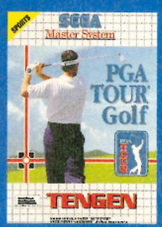
PROSCORE 71%

This fails to deliver the goods as it did on the Amiga. If you enjoyed the style of its predecessor it could be hard to resist – with a built in constructor kit.

Jet-powered cars can reach speeds of more than 400 m.p.h.

8 BIT GOLF JUST GOT REAL

PGA TOUR GOLF NOW ON GAME GEAR & MASTER SYSTEM



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90% – SEGA PRO (MS)

88% – MEAN MACHINES (MS)

85% – SEGA PRO (GG)

79% – SEGA MASTER FORCE (MS)

TENGEN

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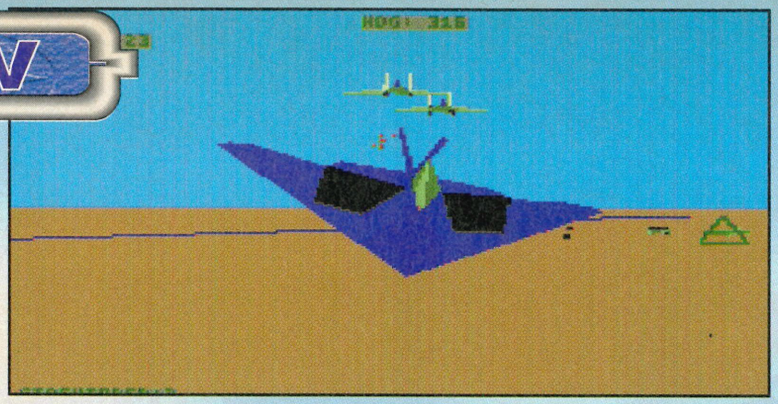


The different viewpoints on offer give you some great views of the action around you. The two MiG 29's are well on your tail so it's back to the cockpit to alter your flightpath and lock-on to these bandit boys. Ain't the Stealth a real sleek lady huh!

The AIM-9P is M-Sidewinder air-to-air

PROTIP Play the arcade mode first to get to grips with the scenarios and Stealth manoeuvres. Then go on to tackle the computerised strategic/ navigation systems.

F-117 NIGHT STORM

MEGA DRIVE

An F-117 Stealth fighter has been seen by very few people in this world so it's existence is debatable. Nevertheless, this sleek mysterious sky-eagle appears to be the ultimate flying machine on paper. In battle the computer turns the realities of bloodshed into a computer game. The Stealth is a slim, sophisticated lady of the US Army, she hides above the clouds ready to unleash her own brand of fireworks; laser-guided bombs and missiles that home in on their target at the touch of a little red button.

Now you have been chosen to train as a Stealth Fighter pilot. The dream-machine is ready with it's cockpit of screens, flickery LED's, polished seats and detection systems. This game is for real. From 25,000 feet you can puff on your cigar whilst at the same time delivering a 2,000 pound laser-guided bomb onto its one metre target with complete accuracy. Fancy a crack at flying this baby?

I WANT A SECOND OPINION

Well there's certainly no mistaking this plane for a fighter, it steers like a cow. That said, the polygon animation is good and the various head-up displays and computerised features are nicely done.

My main worry is the gameplay. Will this wallowing around dropping bombs on things really hold your interest? If you're prepared to spend a long time working it out, very probably.

There's no instant gratification and this sim certainly isn't easy. Maybe it's just a little too intent on delivering accuracy, not fun. But if you're strategically minded you'll love it.

PETER

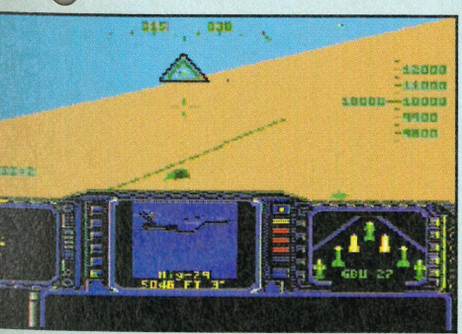
During the *Jungle Strike* campaigns the Stealth Fighter cropped up during a river raid, now EA have given another fantasy aircraft a starring role where raids are just part of the action. This is a flight sim of the near future that gives console-owners the chance to interact with the next generation of aviation technology.

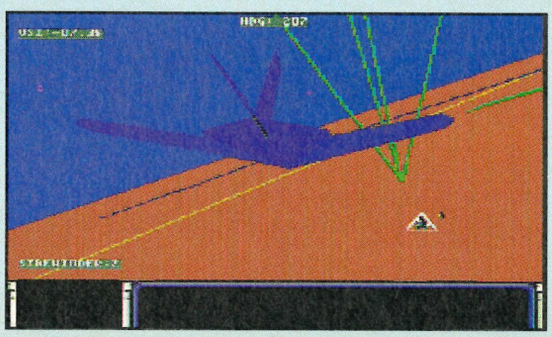
Unlike *MiG 29* or *F-15 Strike Eagle II*, *F-117* gameplay focuses on the skill of using a flight computer system rather than flying a plane. You cannot take-off or land and speeds are set, you just select an altitude, control movement and plan attack strategies.

To give players of all ages the best of both worlds, EA have divided this game into an arcade and simulation playing style. Kids will look upon the laser-guidance systems and variable viewing angles with wide eyes, whilst older players will learn the best strategies for attacking a particular target; dodging radar, dog-fighting and using the Stealth's combat capabilities to the full.

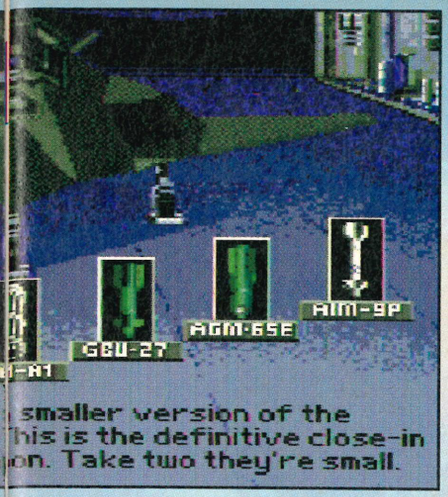
Flying the Stealth is easy in the training mission, you'll find the emphasis is on attacking air and ground targets. The cockpit is cluttered with the standard HUD's, radars and indicators that aren't too complicated. Targets appear on the tactical display with coloured dots showing whether they're primary, secondary, friendly or destroyed.

The simulation offers 30 campaigns for you to complete whilst arcade is an unlimited ammo blast'-em-up game where life is easy. The real test comes in the simulation. If you miss a target here then there's no second chance – just a part-time hanger

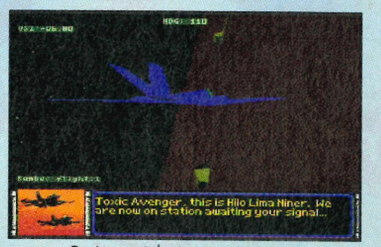




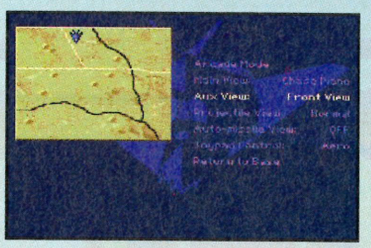
The first rocket missiles were used by the Chinese in the 13th century.



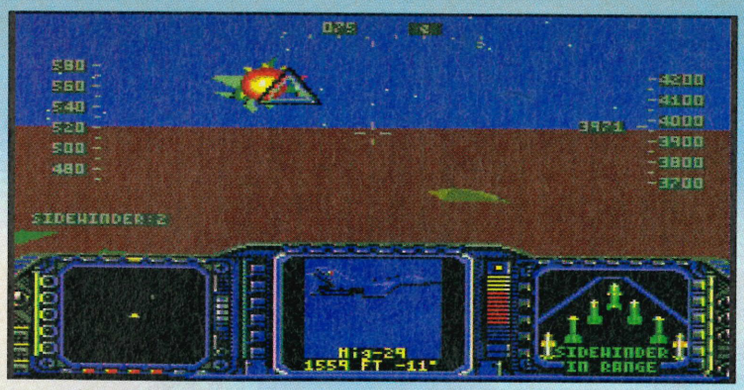
Of the six weapons available you'll only be able use a selection of four during any one mission.



During a night-time mission you decide to view your plane from behind as enemy planes close in.



On the map screen you can select one of many views. The auto-missile view is particularly impressive.



What a hit! The bandit ahead did not stand a chance as your Stealth had a clear lock-on and a full arsenal of laser-guided and heat-seeking missiles to blow anything in the sky to bits. Any other MiG 29's in the area beware!

YOUR ARSENAL

M61-A1 20mm Cannon
This is a standard weapon for all US fighters. It has six barrels and fires 100 rounds per second. Quick and effective.

AIM-9P Sidewinder
This infra-red air-to-air homing missile is a most remarkable weapon. Use more than one at a time, moving onto the next targets – they won't lose their tracking!

GBU-27 A/B Paveway III
The silicon-seeker head on this bomb detects a targeting laser reflection off the target as well as controlling the bomb's trajectory towards the laser light. For furious bomb-runs.

AGM-65E Maverick
There is 13 pounds of shaped charge explosives packed into this missile for maximum penetration. These are ideal for small targets and you can afford to fire then forget as they're sure to hit their mark.

AGM-65A Maverick
This missile uses a pilot-guided system. Once you fire these it's a case of steering them towards the target. Great fun!

AGM-88A HARM
The HARM (High-speed Anti-Radiation Missile) is best used against enemy radar installations. This is ideal for clearing radar-infested areas – a real strategist's weapon.

sweeping job for you!

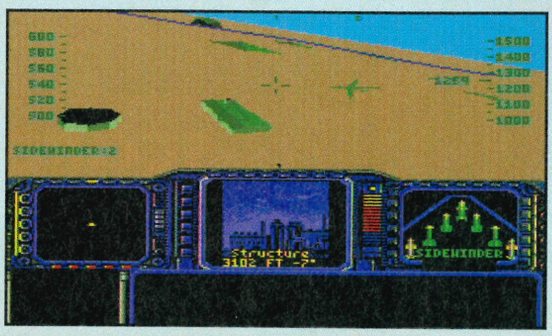
You'll need to get to grips with the bombsight mode where you can adjust the magnification of a target miles off, sit back and watch the bombs swiftly power through the laser guidance path you're controlling. The idea is to find and lock-onto your designated targets, release a weapon whilst still keeping the cross-hairs over the lock-on triangle.

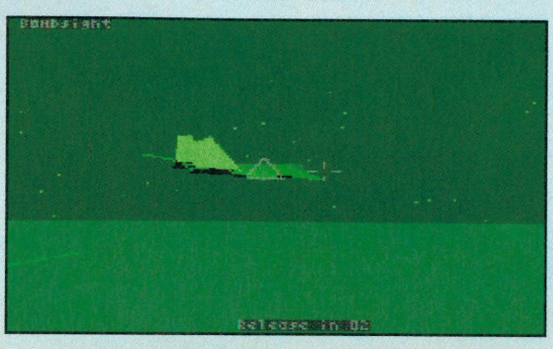
The scenarios you'll cover throughout your career involve action in Baghdad, Cuba, Grenada, Libya, Peru and Korea. Missions range from wiping out ground installations and destroying radar sites to pure air domination missions and hide-and-seek strategies.

The graphics engine is much the same as any recent flight sim with aviation diagrams that help you pinpoint the enemy and a landscape that's made up of solid polygons. The different viewing angles are always a popular feature, this release should be no exception. I found it really satisfying when the missile eye-view showed its progress, and effect on the ground below. A chase view is also very interesting to use as you acrobatically twist in the skies whilst touching wings with attacking MiG fighters.

F-117 Night Storm is an interesting project that should intrigue flight-sim fans. The take-off and landing sequences are absent, because the pilot's role is to learn attack strategies not really seat-of-the-pants flying skills. The structure of this is very similar to *F-15* – but then flight sims are still pretty rare so this should be welcomed with open arms (laser-guided).

● **Mark "just cruising" Hill**





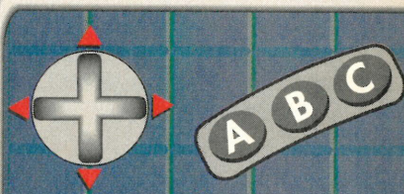
The F-117A Stealth Fighter is a covert operations aircraft designed for surgical strikes against heavily defended high-value targets.

MEGA DRIVE

F-117 NIGHT STORM

EA ● £44.99 ● OUT JAN

CART SIZE 8Mbit
PLAYERS.....1
STAGES 30
SKILL LEVELS.....5
FEATURES .....password
CONTACT
Electronic Arts ✆ (0753) 549442



Use the D-Pad to move your Stealth Fighter and align the cross-hair when you are guiding a weapon. START brings up the main menu to select a target, lock-on and choose a viewing angle. For a flight sim the controls are pretty user-friendly.

ACTION

STRATEGY

GRAPHICS 84%

▲ The detailed and realistic aviation diagrams really put the future war scene into perspective.
▲ The different views are great fun to look at against the polygon landscapes.

SOUND 79%

▲ The opening war tunes are bold and dramatic in an effort to heighten the drama.
▼ As far as combat noises goes there are the same limitations as with any flight sim.

GAMEPLAY 84%

▲ Using the different views and guidance systems together makes strategy great fun.
▼ It's disappointing you can't take-off or land – this should be part of the mission build-up.

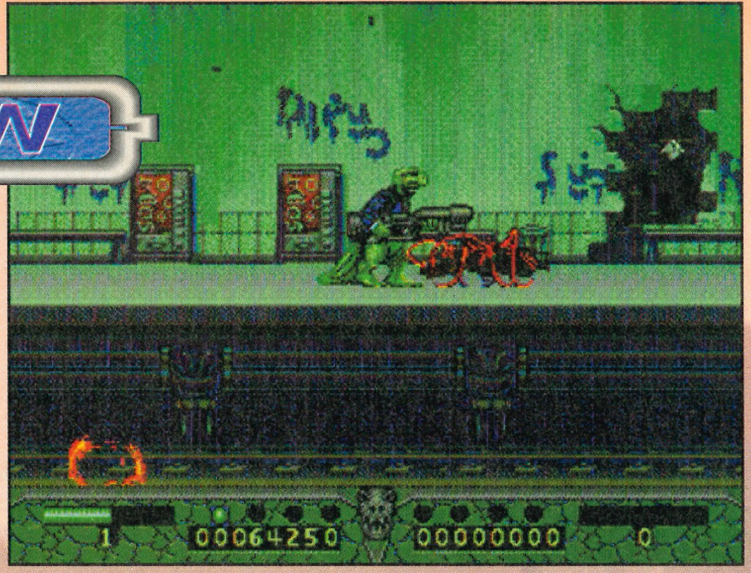
CHALLENGE 80%

▲ There are 30 missions with passwords for each so you can work at success.
▼ Some may find little incentive to progress if they're looking for more action.

PROSCORE 83%

F-117 Night Storm gives a good insight into the capabilities of the Stealth Fighter (even if it doesn't exist!). A challenging package for true dog-fighting fans.

REVIEW



With the mania for all things Jurassic at the moment, I was not surprised this latest import game turned up. I guess post-Jurassic that the options for expanding on the dinosaur theme are a bit limited – you can either go for the 'terrible lizard' approach, everything sharp-toothed and bloodstained – or you can attempt the cutesy stuffed-toy sort of angle.

This game falls into the second category. *Dinosaurs For Hire* lets you play as one of three dinos with an attitude – Archie the Tyrannosaurus Rex, Lorenzo the Triceratops and Stegosaurus Reese. Each is armed, scaly and dangerous so if you can find them, maybe, just maybe, you can hire the... er, D-team!

EYE 'SAURS!

ARCHIE THE TYRANNOSAURUS REX

A 'seek and destroy' rebel type, he values his leather jacket highly, just as well considering how hard it was to come-by!
Close-up move: Pistol-whip.

LORENZO THE TRICERATOPS

A lover of fine food, wine and clothing, he rues the fact that he was born 65 million years before the invention of tie-died shirts.
Close-up move: Head-butt.

STEGOSAURUS REESE

A mean sort with a worse temper than that annoying bus driver on the number 192 in Stockport. Mess with him at your peril.
Close-up move: Tail-sweep.

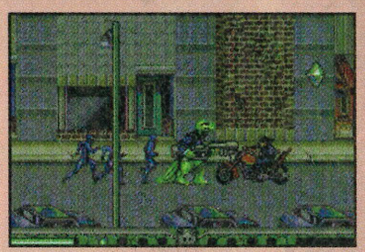
PROTIP Use your close-up move to keep out of trouble and to prevent your energy bar dropping.

TOM MASON'S DINOSAURS FOR HIRE

Hey man, hip, groovy, chilled dino jivers armed to the max and out on the town. Confused? You haven't read the manual for this US import. Apparently written by a crack dealer from New York, it's filled with the usual Americanisms ('cuz', 'kinda') attempting to give these dinos the appearance of an image.

Well, maybe I'm being a bit hard on the D-team here. *Dinosaurs For Hire* is a platform shoot'em-up where the aim is to travel in all directions over five levels (divided into a varying number of subsections) shooting ninjas and 'special' sprites (ranging from motorbikers to drilling machines, giant cockroaches etc.). The shooting part is pretty easy – guns power-up nicely into triple shot and high-power triple shot when diamonds are found. These diamonds can also contain other power-ups, from extra lives to smart-bombs, extra energy and loads of other stuff.

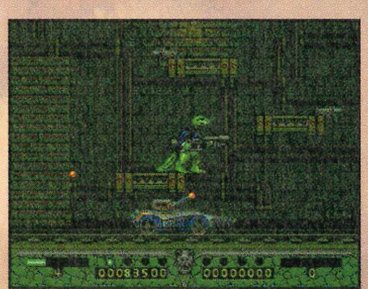
When travelling through the levels you get attacked from all directions. Your gun is a bit unwieldy to use at short range so the best strategy is either to jump out of the way using the C button or use your short range move (different for each dino although the effect is the same). You'll find that your short range move becomes more important in the later levels as you can use it to get rid of larger baddies too. There's also a Dino stomp which will wreak some damage. Watch out for end-of-level bosses – you will need to collect every weapons power-up if you're to beat them.

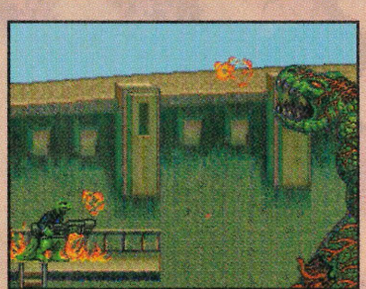


Prepare to eat lead, suckah. The dinosaurs of the transport world (bikers) square off for battle...

This is good fun! It's got a well judged difficulty level, the baddies are varied and interesting and it all moves along at a decent pace. Recommended.

● **Nick "Prehistoric" Merritt**



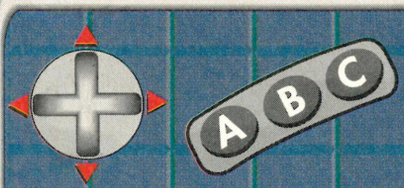


A meteor-crater recently found in the Gulf of Mexico could explain the dinosaurs' extinction.

DINOSAURS FOR HIRE

SEGA USA ● £44.99 ● OUT NOW

CART SIZE 8Mbit
PLAYERS.....2
STAGES 5
SKILL LEVELS.....3
FEATURES .....continue
CONTACT
Sega ✆ 071 373 3000



Button A – close-up attack.
Button B – fire.
Button C – Jump.
DINO STOMP – D-pad + button C.

ACTION — **STRATEGY**

GRAPHICS 80%
▲ Neat graphics with bright colours. Some big sprites too.
▼ Update sometimes not quick enough. Also this is NTSC-only.

SOUND 80%
▲ Plenty of spot effects and dino-disco to keep the feet tapping.
▼ Nothing too stretching for the Mega Drive though.

GAMEPLAY 82%
▲ Jump and shoot. Not the first, not the last – and not bad.
▼ More of the same really throughout, only levels with jet skis break it up.

CHALLENGE 83%
▲ The reasonable difficulty setting will keep you going for ages.
▲ Gets frenetic at times and that's a good thing for the co-ordination!

PROSCORE 83%

I enjoyed this lots. It's nothing special, just your standard blast-'em-up really, but it is diverting fun for a bit. Don't think I'd buy it, but I'd play it.

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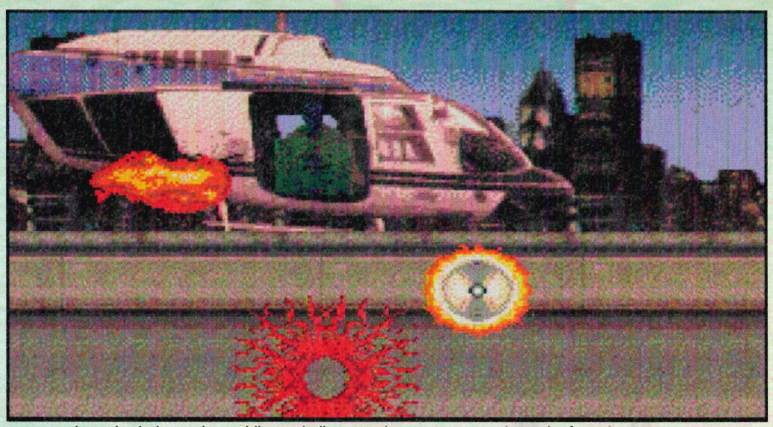
REVIEW



The red splodge in the middle is a bullet in my brain. Yep, I've taken a hit from these bankrobbing scum! The baddies get to travel in several sorts of flash machinery – this helicopter allows them to shoot at me with missiles (which you can blast out of the air).

It's tough being a cop in the videogames business. Let's face it, if you're the sensitive Hill Street Blues type you're a bit stuffed really. There's no room for limp wrists when there's a .44 Magnum to be carried, a 12 gauge autoloader to fire and a roomful of confessions to be beaten out of someone.

But, as they say, it's a fair cop guv, so when Konami's latest landed on my desk, there was only one thing for it – climb into my finest set of leather gloves, put on my Teminator dark glasses and go in search of the usual suspects.

PROTIP If you really want to cheat, hold the gun up close to the screen. You'll find shooting the baddies becomes ridiculously easy. AND shoot the tyres off vehicles – this slows them down.

LETHAL ENFORCERS

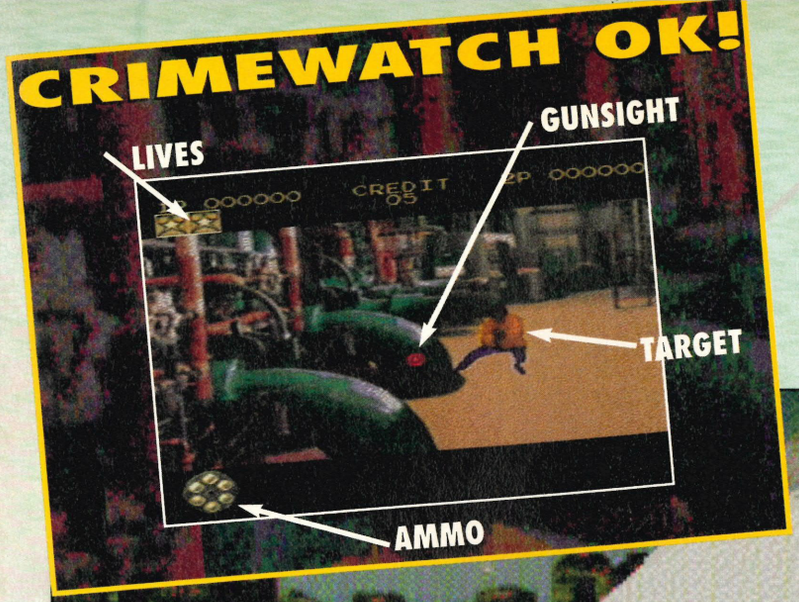
Let's get one thing out of the way first. Although I suspect the shrill cries of moralists will be drowned out by the sounds of automatic weaponry firing this Christmas, a few squeaks of protest about the alleged violence will surely slip through. Now I'm not sure whether I like the idea of encouraging the thought that shooting people is a good thing, but I'd rather teenagers spent their days shooting at fuzzy collections of pixels on a computer screen than dying on a battlefield somewhere, which was the traditional way of doing things. With the fingers of war so firmly locked around the throat of British culture, one can hardly blame kids for jumping at the chance to indulge in a bit of their own, albeit of a rathermore gentle kind.

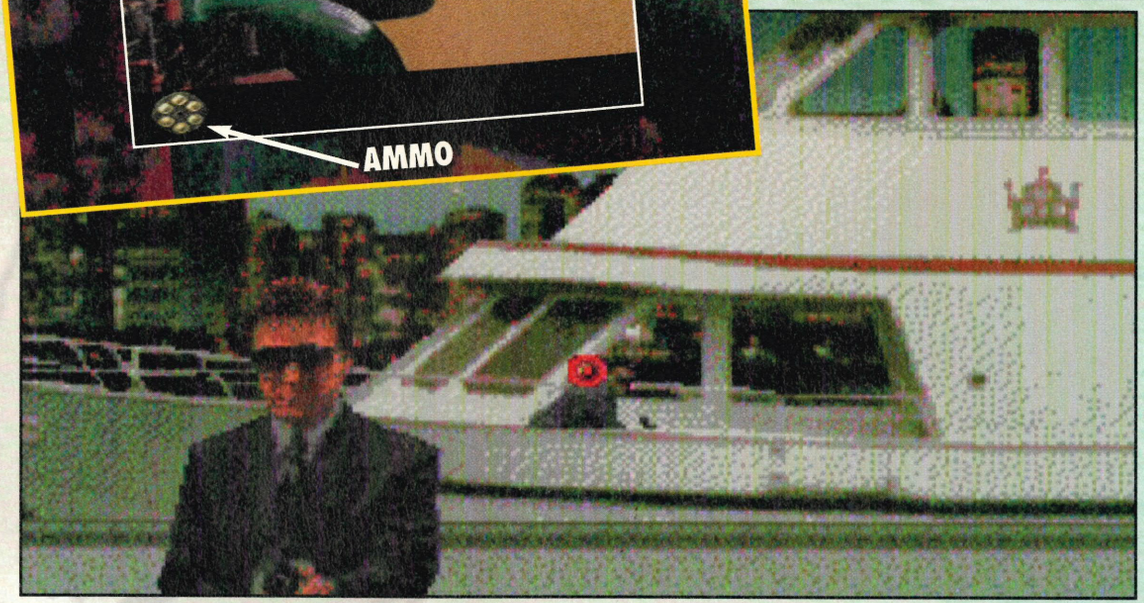
Anyway, onto the game. *Lethal Enforcers* puts you in an increasingly unlikely set of policing circumstances, all of which involve the discharging of various firearms in the general directions of a bunch of evil criminals. Luckily these criminals aren't too bright and prefer a stand-up fight to doing the intelligent thing and getting the hell out of there.

You are confronted with five policing situations, ranging from a bank robbery, to a get-away and a siege outside a Chinese restaurant (someone should have paid the bill instead I think). All in all, there are five main sections to deal with, each with five subsections.

The game itself doesn't vary much from the arcade version, except that it is much easier and doesn't cost the outrageous sum of 50p a go. The basic aim is, using the light guns bundled with the software or via joypad (hint– forget that idea completely if you want to live), shoot the baddies, protect the innocent and for God's sake get promoted! To do this, just aim at the baddies (easily noticeable) and blow them away into electronic hell (the SNES). Your basic police-issue firearm comes with a measly six

In Clint's words the .44 Magnum is "The most powerful handgun in the world..."





bullets – to reload, just aim at the autoloader at the bottom of the screen and shoot it. There are weapons power-ups to collect too, these range from a Magnum (for a more efficient clear-up rate) to a semi automatic and even a machine gun! However, if you get shot you lose the power-up and have to return to the standard six-shooter (shame!).

That's not to say there aren't some problems with the game. Firstly, we couldn't get the two-player continue to work, although this just might be either down to our stupidity or the fact that this is a pre-release version. But more importantly, if you fail to get a high enough kill-ratio or you let innocents get wasted, you don't get promoted and you have to return right back to the start of level one to try again. This is all well and good but it's very annoying. I'd have preferred it if it was harder to get through the actual levels themselves and drop that feature.

There are other problems, although more controllable this time. Baddies get to shoot at you too – with guns and even with a missile launcher (he's a tough one to despatch, but you can shoot the missiles out of the air!). And to be honest, that's about it! To say the gameplay is basic is an understatement, but you won't get bored as the action is bound to draw you in.

A two-player option is thrown in as well so *Lethal Enforcers* could just be the best way of settling those Boxing Day arguments yet invented!

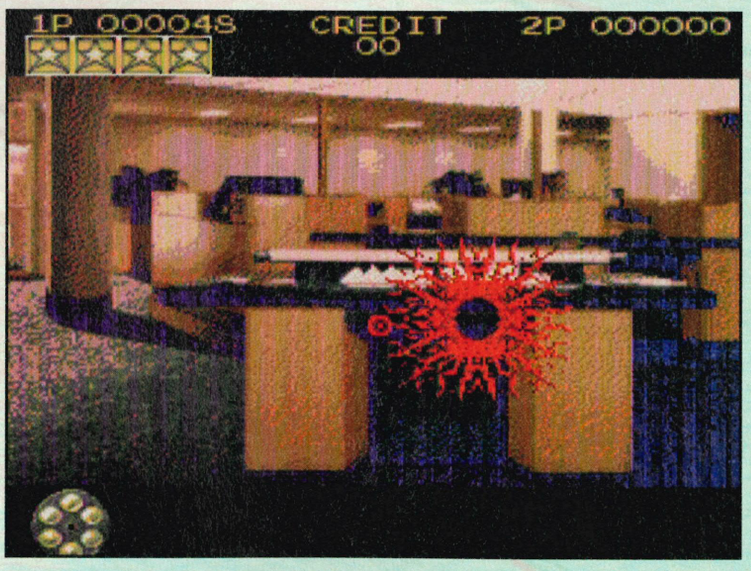
● **Nick "Dirty Harry" Merritt**

I WANT A SECOND OPINION

A terrible change seemed to overtake the SegaPro crew when they picked up these fearsome firearms. Instead of the mild-mannered well-spoken gents who normally grace the office they became snarling, swearing psychopaths! "Make my day!" I found myself shouting at the screen, finger pumping on the trigger. So at least it hadn't changed my behaviour.

Totally mindless and with hardly a shred of strategy, the gameplay involves constant re-loading, firing, firing and more firing. While this might get tedious on your own with a buddy blasting at your side this game is all good, clean, family-fun (sort of).

PETER



● The first level is nice and easy, but you'll need to keep a sharp eye out for hostages and various other innocents. After a bit, the screen starts to scroll to the right, allowing you even more of a chance of getting blown away.

helpfully adding "...it could blow your head clean off." Well, do you feel lucky today?

LETHAL ENFORCERS

KONAMI ● £54.99 ● OUT NOV

CD ACCESS.....fast
PLAYERS.....2
STAGES.....5
SKILL LEVELS.....3
FEATURES.....continue
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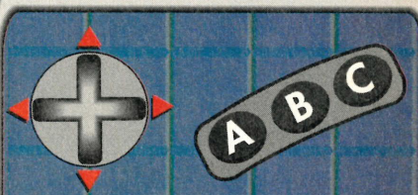

FORGET ABOUT THE JOYPAD! You will ONLY get anywhere in this game by using the guns.

ACTION

STRATEGY

GRAPHICS 79%

▼ Digitised backgrounds and characters are grainy, but not too bad compared to *Night Trap*.
▲ The game scrolls well and this adds to the overall effect nicely.

SOUND 88%

▲ Plenty of spot effects; gun firing, speech and even a click as you reload.
▲ There's no shortage of music to keep those feet tapping and that trigger finger pumping.

GAMEPLAY 84%

▲ Very simple – shoot anything not nailed down. Great fun and it doesn't get boring.
▼ Baddies always appear from the same position – this could damage the lastability.

CHALLENGE 88%

▲ A well-judged difficulty level draws you into the game and will keep you going.
▲ A good range of skill levels will test your abilities to the max.

PROSCORE

88%

Excellent use of the Mega CD's capabilities only let down by the fact you'll learn where the baddies come from after a bit. Buy it.

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COOL SPOT

When the shades are on and the fingers are snapping you know it can only be one person. Cool Spot is the coolest character around, going with the flow as he always does. However, now he'll need to be really cool as Wicked Willy has placed Spot traps over the cool places where Spots have been known to hang out.

From the jaws of a discarded pop bottle Spot emerges on a cool sandy shoreline to start a rescue mission. Willy has caged eleven spots in eleven different scenarios and it's up to the coolest of them all (the only one not to be caged) to rescue his mates. Let the quest for cool take you down to the beach!

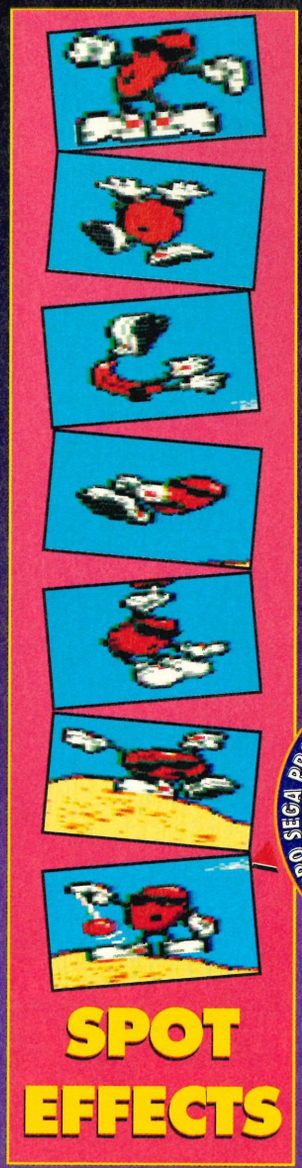
Cool Spot became an instant hit largely because his character was so original. On the MS the cool dude has been recreated to stunning effect. The opening title music is certainly not bad and once the level one screen 'Shell Shock' has flashed on and off we are greeted with that lovely sandy shoreline that suited Spot's image so well on the MD. All the shell creatures are there, as are the red balloons hanging in the blue sky. It's tripping across the tricky sand dunes though that gives the play more variety in what initially appears to be just another basic platformer (don't be decieved).

It's good to see the effort that has gone into the programming of this MS version. Spot will still play with his yo-yo and clean his shades if your leave him standing still and even when he's on the move the animation is perfect. Spot moves as nonchalantly as he should and when he's leaping across the screen he flips like a coin – it looks great! Even that soft violence has been recreated in the shape of fizz bubbles – it's all so suited to that cooler than cool image!

Your objectives are no different to in the original, get 60% of the red spots or more and you'll be able to access the cage. Get 85% and the bonus game is yours. Extra lives are available throughout and continues can be gained within a level or in the bonus game after it.

I was impressed with this because *Cool Spot* recreates the whole cool package. Later levels are graced with nice touches (Like the mouse traps and playing-card themes) and controlling spot is a heap of fun. MS owners should really love this.

● Mark "so cool now" Hill



SPOT EFFECTS

PROTIP Make sure you collect as many spots as possible because then much needed extra lives and continues will be available at the end of each level and during the bonus game.

COOL SPOT

VIRGIN ● £29.99 ● OUT NOW

CART SIZE 4Mbit
PLAYERS.....1
STAGES 11
SKILL LEVELS.....3
FEATURES .....continues
CONTACT
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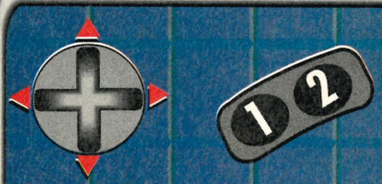


Button 1 is used to jump, button two will fire the fizz bubbles. Use the D-Pad to guide Cool Spot through the levels. To see Cool Spot play with his yo-yo leave him standing still.

ACTION

STRATEGY

GRAPHICS 92%

▲ Spot is graced with that twisty bandy movement that captured the hearts of MD owners.
▲ All eleven platform levels are crammed with different sprites and detailed backdrops.

SOUND 87%

▲ The music is restricted but sounds great all the same on the MS.
▼ Some smart sound effects crop up when Cool Spot interacts with various features.

GAMEPLAY 89%

▲ This tarted-up platformer gives the player so many situations to negotiate and master.
▲ The clever animation makes the whole game great fun to watch as well as play.

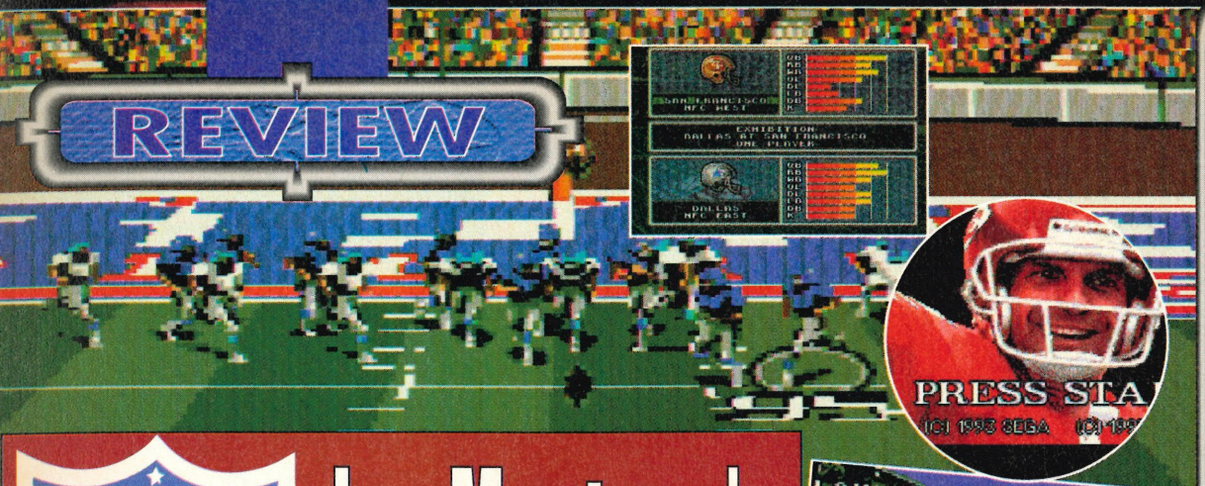
CHALLENGE 85%

▲ It's good to see all eleven challenging levels carried over from the MD version.
▲ The bonus level gives you an incentive to get 85% or more of the spots.

PROSCORE

90%

A classic platformer that puts the 'cool' theme into perspective. Some neat animation, great use of colour and no let down in the sound effects and music.

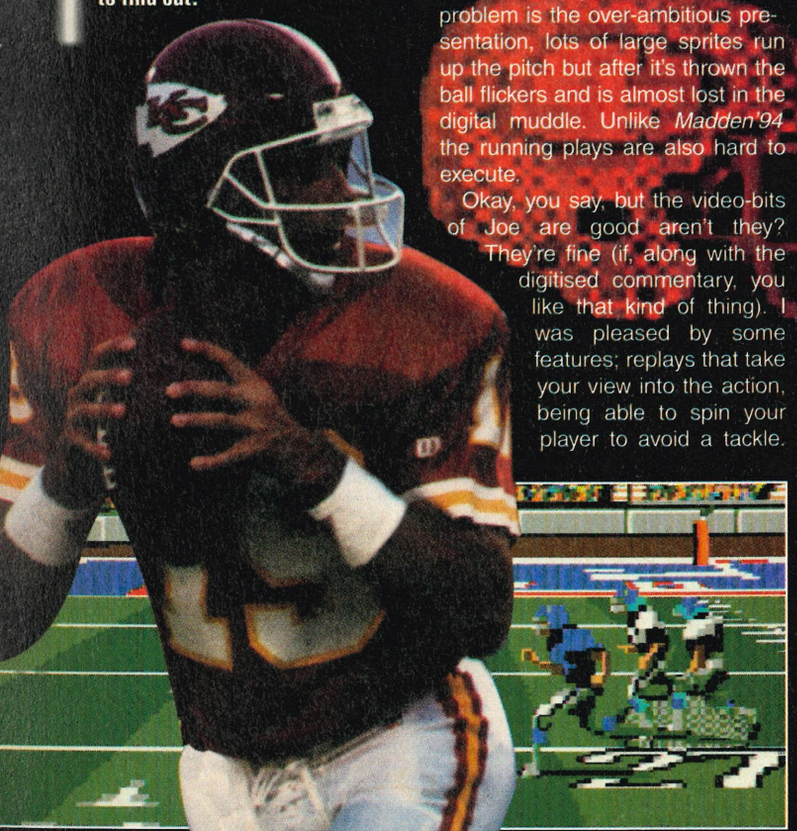


Joe Montana's NFL FOOTBALL

MEGA-CD

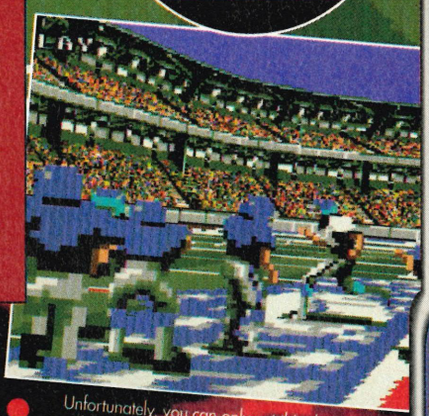
Imagine the tactical mind of Napoleon, the athleticism of Roy of the Rovers and the determination of John Wayne rolled into one and – his fans claim – you still wouldn't be a patch on Joe Montana.

So if you find the prospect of picking up an American football game a bit daunting, don't worry, you have the digitised version of Joe to guide you from snap to touchdown. But Is he really the greatest quarterback ever? I prepared to find out.

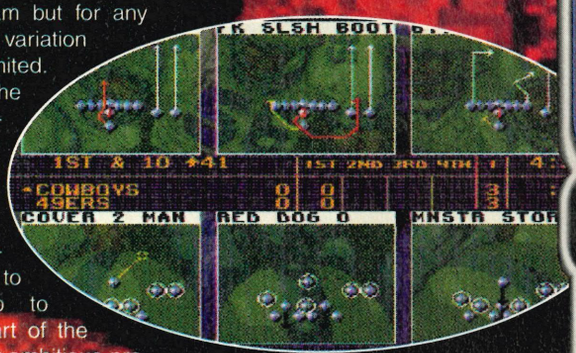


My first impression was that this game was difficult to control. The play-boxes, a familiar part of *Madden*, contain some different plays for each team but for any one team the variation seems a little limited. Once in motion the switch from quarterback to running-back or receiver is slow (often a receiver is still running in formation as you try to make them stop to make a catch). Part of the problem is the over-ambitious presentation, lots of large sprites run up the pitch but after it's thrown the ball flickers and is almost lost in the digital muddle. Unlike *Madden'94* the running plays are also hard to execute.

Okay, you say, but the video-bits of Joe are good aren't they? They're fine (if, along with the digitised commentary, you like that kind of thing). I was pleased by some features; replays that take your view into the action, being able to spin your player to avoid a tackle.



Unfortunately, you can only get this close to the action in Instant Replay! Still, it gives that gritty grid-iron feel.



However, things like not being able to see the width of the pitch without looking both ways, awkward switching between players before the snap and bad tackle detection (getting tripped by a sprite that hasn't even touched you!) can get really infuriating after a while.

The Sega Sports team have courageously attempted to fit the whole of American Football on CD. That they've fallen a little short of the endzone carries with it no shame. What does, unfortunately, is that they haven't produced a CD game with the playability of *Madden'94* – perhaps by going too all out for razzmatazz and showmanship (not like Joe at all).

● **Pete 'ProBowl' Wilton**

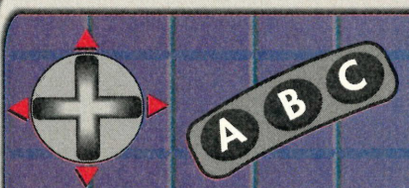
PROTIP On defense move your player into a gap in your own line to break for a sack!

Joe Montana is a 3-time MVP and the highest-rated passer in NFL history.

JOE MONTANA'S NFL FOOTBALL

SEGA SPORTS ● £44.99 ● OUT JAN

CD ACCESS.....slow
PLAYERS.....1
STAGES .....n/a
SKILL LEVELS.....3
FEATURES .....save
CONTACT
Sega ✆ (071) 373 3000



During play (what you need to know) A – snaps and throws or hands off the ball, B – changes the receiver or makes a selected player spin, C – makes the player dive.

ACTION — **STRATEGY**

GRAPHICS 90%
▲ Nice large sprites fill up the pitch during play and digitised Joe!
▼ These can be confusing as they tend to merge into a seething mass.

SOUND 80%
▲ Digitised speech as good as you'd expect from CD. Music is passable if not exciting.
▼ Those crowd noises aren't atmospheric enough for my taste (not up to *FIFA Soccer*).

GAMEPLAY 70%
▲ The usual variety of flips, audibles and fake plays to fox the opposition.
▼ Controlling receivers is difficult as is kick returning. CD access slows it all down.

CHALLENGE 80%
▲ Various teams to beat, all with different strengths and weaknesses.
▼ Sadly, there's no two-player option to spice things up a bit.

PROSCORE

83%

Joe Montana **promises much but fails to deliver. Although not as flash, *Madden'94* is both more immediately playable and more absorbing in the long term.**

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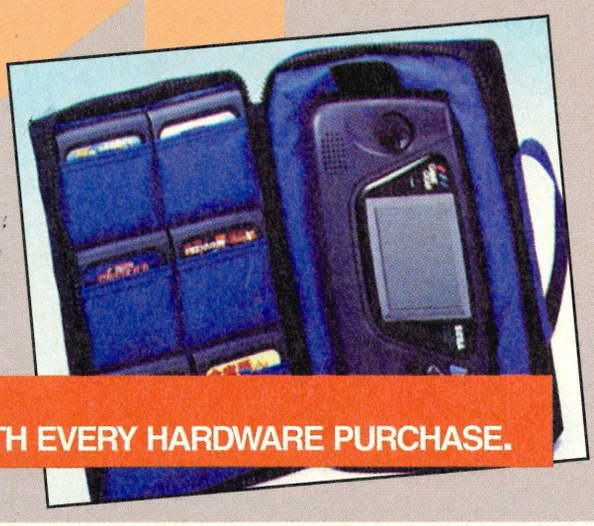

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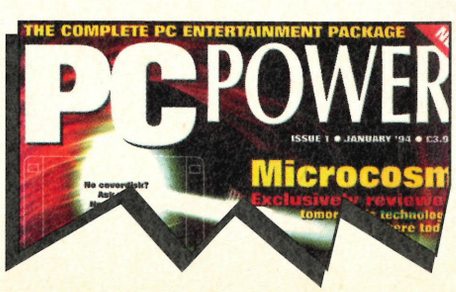

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SHORT REVIEWS

ROUNDUP ROUNDUP RRR

MASTER SYSTEM

JUNGLE BOOK

VIRGIN ● £29.99 ● OUT NOW

Virgin has continued in Disney mode after their ground-breaking version of *Aladdin* to re-tell one of the original animated classics, Jungle Book. Released at the same time as the Game Gear version and with a Mega Drive version to follow in early 1994, this promises to be one of the best platform adventures for the 8-bit format.

As Mowgli you can use a boomerang, nuts and bananas as ammunition to fight off the hoards of dangerous monkeys and snakes. Your aim is to collect the number of gems necessary to finish each level. Various bonus levels and hidden rooms add to the gameplay, as does swinging and climbing using vines and other jungle paraphernalia.

Platform fiends will relish the challenge of 12 side-on-view areas to complete with the option of three difficulty levels. Overall, the presentation is very clean cut and bright with relatively smooth animation of all sprites – although the fact that they haven't been animated by Disney shows. Various spot FX and a jumpy background tune are above average too.

Jungle Book is an enjoyable platform game for all Master System owners young and old alike. Its size and presentation make for an entertaining adventure, but don't expect anything exceptionally new or out of the ordinary.

85%

GAME GEAR

DESERT STRIKE

DOMARK ● £29.99 ● OUT JANUARY

Enter the Apache! Yes, the Desert war has now arrived on the handheld with Kilbaba still out there trying to take control over the oil whilst building some rather nasty nuclear weapons.

The GG version of this classic war release is every bit as good

as its MS counterpart. There are plenty of installations to blow holes through and the enemy firepower is relentless – as it should be. Each campaign is full of a variety of involved and challenging missions that are a great deal of fun to complete.

Controlling the chopper is a little frustrating at first. The Game Gear's D-Pad can be fairly awkward to use when rotating the chopper. As there are only two buttons, changing from cannon to hellfires or rockets often causes you to lose control or waste time, so that you are exposed to enemy fire. The button responses tend to be slow as well making your challenge even tougher – especially on the first few goes.

Graphics are similar to those in the MS version – of course they use larger pixels but at least all the small MIA's and ground troops are present as well as all the tough armoured vehicles that attack with bite, vigour and aggression. All the usual pick-ups are available so there's plenty of strategic planning to enhance the enjoyment of the game. Real warfare fans will get a lot out of this.

88%

GAME GEAR

COOL SPOT

VIRGIN ● £TBA ● OUT NOW

We're talking cool when we see this cheeky Spot leaping around the small screen. The crystal screen graphics on level one are as crisp as the Mega Drive version with colours that paint the seaside scene to a tee. Further levels are brilliantly rendered from action under the pier to a leap around playing-card towers.

Against the soft contrast of sandy yellow and bright blue, sprites stand out well with cool animation and appealing colours. Spot himself flips around in that cool casual style making the game as much fun to watch as it is to play. When Spot attacks he uses fizz bubbles (a light hearted combat method appropriate to the cool theme).

Playability rates as highly here as it did on the Mega Drive version. There are plenty of awkward situations to tackle and a real incentive to get the 60% or more of the spots so you can rescue a spot in the cage. Going for 80% gives you a shout at the bonus game, a lime green drink scenario with bubbles that Spot uses as stepping stones to reach captive spots and power-ups.

The lead character is original and oozes personality. This is a real hand-held masterpiece that should not be missed.

95%

We've got a nice mixture of Short Reviews this month with sports sims, beat-'em-ups, platformers, beat-'em-ups and er, any more beat-'em-ups? Well, anyway, if you fancy a bit of baseball with your flying kick, a game of snakes and vines before you put on your shades and go down to the beach... you're in luck.

GAME GEAR

JUNGLE BOOK

VIRGIN ● £TBA ● OUT JANUARY

Mowgli is a man cub wishing to return to the Man village on the outskirts of the jungle. Imagine a scene from the film with the lively Disney character swinging from tree to

tree. Bananas peep out that can only be good for Mowgli, whilst the scattered nuts can be collected for ammunition.

Mowgli must swing, climb and leap through a computerised jungle almost as dense as the real one. He must avoid all the dangers whilst collecting the gems he needs. Later levels take Mowgli downstream on Baloo the bear's stomach and into King Louie's domain – not to mention a bizarre journey up the treehouse and a ride on the back of the Dawn Patrol's elephant parade!

As soon as you start to play *Jungle Book* the scenes will delight you. Graphics are marvellously detailed for the humble Game Gear and the animation is a joy to watch. The graphics not only enhance playability but also help to put across the humorous nature of the journey.

Controlling Mowgli is smooth and enjoyable, especially when he starts to climb the vines and hit the mad monkeys (who are often tricky to get rid of). The innovative Dual Contour map sums up the quality of this release as characters can interact with platforms in the foreground and background, doubling the size of the play field. Handheld owners can't miss this one.

93%

MEGA DRIVE

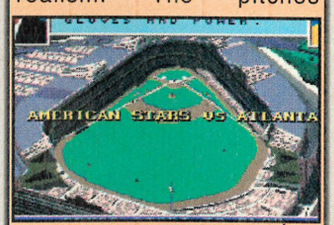
TONY LA RUSSA BASEBALL

ELECTRONIC ARTS ● £39.99 ● OUT NOW

Showered with various baseball games including *2020 Baseball* with a fun influence and the *RBI Baseball* series, EA have found a gap in the market for a realistic major league simulation with impressive stats based low-down on the 1992 season, but it will not be released officially in the UK.

In typical EA Sports fashion everything is tabulated, this time including over 500 major league baseball players' stats. You can play a full season of 162 games or manage any team at your discretion. Beware – unless you're mad about the game *Tony La Russa Baseball* has very little to offer.

Colourful screens of real life stadiums, accurately animated, player representation and more than enough ways to bat or ball create maximum effect and realism. The pitches



themselves are bland, but you wouldn't buy this game for the glamour. Most of the memory has been used for providing statistics and ball control, not 'cutesy' backgrounds and in-game sequences.

The atmosphere is very intense and makes for a heavy game. If you want stats and you're really into baseball this is one of the best available, but stay away if you play games to relax and have a bit of a laugh.

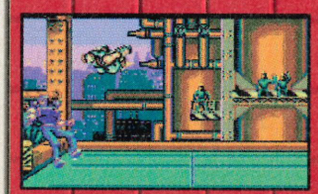
65%

MASTER SYSTEM

MASTERS OF COMBAT

SEGA ● £29.99 ● OUT NOVEMBER

Beat-'em-ups are few and far between on the Master System and with the most recent release being *Mortal Kombat* there's not a huge amount of room for



improvement. The 8-bit machine isn't the ideal platform for this style of game and *Masters of Combat* is Sega's answer to Acclaim's hit.

You have a choice of four characters each with their own special moves, strengths and weaknesses. Play in a head-to-head battle with the CPU set on one of three difficulty settings and aim for the end of game boss. There's a bonus game thrown in for good measure and everything is very *Street Fighter II* orientated, but this is definitely not *SFII* for the MS.

Despite a lack of challenging gameplay on the one-player mode it is fun against a human opponent, if only for a few rounds. The graphics and sound are both suitable to the style of game with industrial backdrops and violent spot FX. The animation is smooth enough for the 8-bit and it will appeal to younger games players if not the older ones among us.

If you're not impressed with the biggest MS beat-'em-up of the year, *Mortal Kombat*, this may be more to your liking. A *Street Fighter II* influence and several good ideas have been used, but it doesn't really work as well as it could.

60%

MASTER SYSTEM

STREETS OF RAGE 2

SEGA ● £29.99 ● OUT DECEMBER

Axel, Blaze and Skate are the top three fighters and common household names when it comes to scrolling beat-'em-ups. Already released on the Mega Drive, its hard fighting action had deprived gamers crying out for this follow-up. At last the ultimate bruiser cruises onto the Master System.

The instantly familiar intro is followed by a character select screen with three dudes up for grabs. Select your favourite warrior and embark on the first of six levels, each split into smaller zones. You won't be surprised to learn that an end of level guardian awaits your presence in the final area.

For those of you who own the first SOR game you will remember the graphics were quite superb, but its limited life-span

was a serious drawback. You will probably be pleased to hear that this title is tougher, but unfortunately what the gameplay gains the graphics lose (although, as you know, in our book gameplay should always come first).

If *Streets of Rage* was your sort of game (bruising and bashing) this has to be the best thing available this Christmas. A brilliant 8-bit beat-'em-up which, despite poorer quality graphics than its predecessor is even better. The essential buy for all you bloodthirsty gamers out there – and just for a change it requires a competent amount of skill to finish!

90%

PRO TIPS

CHEATS TRICKS CODES

THE BEST. HINTS, TIPS AND PROBLEM SOLVING FROM THE WORLD'S TOP SEGA PLAYERS!

No game is too tough for Jason Johnson who'll be passing on your hottest tips and offering invaluable advice on how to tweak, cheat and take apart the latest games. If you're a Sega player with a problem - read on! Alternatively, if you're a Sega genius who's just cracked a password system (Ed Lomas!) give Jason a call on Tuesday's between 4:00 – 5:30 on ✆ (0202) 299900.

Send your tips, cheats and problem posers to: ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

IT'S A WINNER!

Jason's new tips section now has even more SegaPro goodies up for grabs. The reader that sends in the best tip for their specific format will win a cartridge or CD of their choice. All other tips will be put into a free prize draw, the winner receiving a bundle of SegaPro goodies!

INDEX

MEGA DRIVE

GAME GENIE 65
KING SALMON.....63
LEMMINGS 63
MORTAL KOMBAT 63
MORTAL KOMBAT (JAP) 63
MUTANT LEAGUE FOOTBALL ...65
PRO ACTION REPLAY.....65
RANGER X 62
ROCKET KNIGHT ADVS.....62
SHINOBI III.....63
SPIDER MAN 64
STREETFIGHTER II SCE 64

MEGA CD

STREETFIGHTER II PLUS (JAP) 64

MASTER SYSTEM

TECHNO CLASH 64
SILPHEED 68-9
MORTAL KOMBAT 67
PRO ACTION REPLAY.....67

GAME GEAR

SUPERMAN.....67
WOLFCHILD.....67
THE DRAGON'S TRAP 66
JURASSIC PARK 66
PRO ACTION REPLAY.....66

RANGER-X

LEVEL SKIP

Pause the game and press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT and LEFT. When the music starts up again press B and you will skip to the end of the current level.

EXTRA ZONE

From the option screen press A, B, C, A, B, C, A, B, C and you will hear a sound effect. Select easy level and you can play in a new zone.

ROCKET KNIGHT ADVENTURES

HARDER GAME

Press DOWN, DOWN, DOWN, DOWN, DOWN, DOWN when the Konami logo appears and you will hear a sound effect to indicate that the cheat is now activated. Go to the options screen and select the very difficult level with one life and one continue.

MORTAL KOMBAT

THE CHEAT SCREEN

To access the cheat screen go to game START and options then press DOWN, UP, LEFT, LEFT, A, RIGHT and DOWN. Follow these guidelines to understand what each of the flags do:

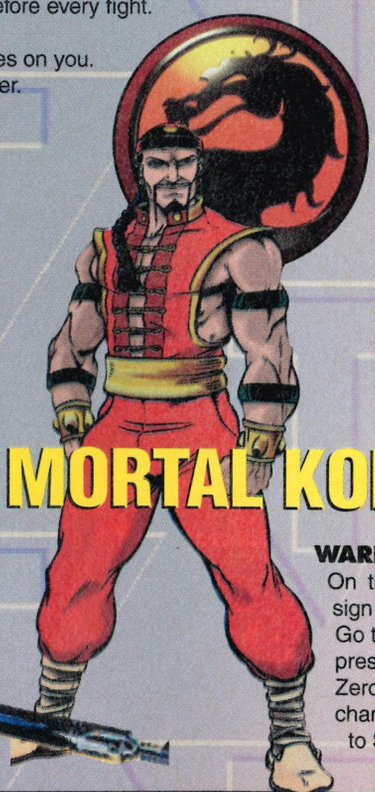
PLAN BASE: Choose the order you fight the computer characters in a one player game. There are four different plans and a random choice where the computer selects it for you.

CHOP-CHOP: Both the one and two chop-chop options allow you to choose how often you must do the bonus stage. X0 means never and X1 means every fight. X2 means every two fights and X3 means every three fights, etc.

DEMO: This options allows you to look at various screens. To see a character's introduction story put their name as fighter one then put the demo option to Cameo and press A. To see the end of game sequences choose your fighter and press A on Biography One or Two. You can see the four different fight plans by choosing one from Plan Base, choosing a fighter and pressing A.

FLAG 0: Player one will kill his opponent with one hit.
FLAG 1: Player two will kill his opponent with one hit.
FLAG 2: Player one loses after one hit.
FLAG 3: Different shadows fly across the pit level.
FLAG 4: A clue to finding the reptile before every fight.
FLAG 5: Infinite credits.
FLAG 6: Computer will do fatality moves on you.
FLAG 7: Increases difficulty of computer.
FLAG 8: TBA

Ed Lomas, Rochester



SHINOBI III

INFINITE SHURIKEN

Go into the options and move to S.E. Set it to Shuriken and set them at 00. Wait a moment and the infinity symbol will appear, restart the game and you will have an infinite supply of Shuriken.

INVINCIBILITY

Go into the options screen and highlight the music option. Play each of the songs in the correct order and exit. Play the game as normal and you will be invincible.

LEMMINGS

LEVEL CODES (UK VERSION)

After many hours playing through this massive puzzle game, top pro **Claire Turner** not only wrote down every password but sent them in!

FUN	TRICKY	TAXING	MAYHEM	PRESENT	SUNSOFT
RXBGD	FPBMD	FZBGD	SQBMD	TTDWV	HLDCW
WQHMN	XMJWF	GDHKP	HZJSG	ZXLYG	BVLJY
TXBGD	DZBJF	JLBDF	SFBKF	YJDTW	NPDQZ
YQHMN	WXJSG	KHHKP	QDJTG	KRLQK	HRMZB
LNBJM	ZPBLN	BFBGN	VKBCR	XRFMJ	MTFPK
QGHPW	SNJVP	HMJCB	KMJMS	DWLPT	GWMYL
NNBJM	YSBLN	KTBWQ	VYBYR	CHFKK	SBFFF
SGHPW	RRJVP	LQJCB	SXJJT	NZLDP	MLMLH
BYBGD	RDBKF	YHBVH	RVBXJ	XVDWV	NBDZW
GRHMN	KCJTG	ZLHXS	JMJWF	DZLYG	MPMZB
DYBGD	VSBZH	CTBRJ	TRBMD	CLDTW	TFFNB
JRHMN	NRJKK	DQHXS	RQJWF	NSLQK	NHMXC
VNBJM	RJBCR	VMBTR	RSBLN	BTFMJ	DGFHF
ZGHPW	KHJMS	BGHPW	GVJVP	HXLPT	XHMRG
XNBJM	OMBCR	DMBJM	WLBCR	GJFKK	FYFDG
CHHPW	JLJMS	FKHPW	TKJMS	XHLHP	DMMFL
BCBJD	YZBBJ	JFBJD	GDBCJ	XGDBW	VFDVZ
GVHNN	RYJLK	KJHLP	VMJJL	DLLDH	PPMBD
DCBJD	XLBYJ	MQBFF	GSBYL	CWDXW	BVDGW
JVHNN	QKJJL	NMHLP	DRJJL	NDLVK	VWLQX
VRBKM	TBBBS	FKBHN	PPBSM	BFFRJ	ZYFFG
ZKHQW	MZJKT	LRJDB	DRJCP	HJLTT	TBMCH
XRBKM	SFBBS	NYBXQ	PDBQN	GTFNK	GWFWJ
CLHQW	LDJLT	PVJDB	MCJZP	RMLJP	ZFMDM
LCBJD	LQBYJ	CNBWH	JSBNF	BJDBW	BWFRB
QVHNN	DPJJL	DRHYS	LGJPK	HMLDH	XYLNX
NCBJB	PQBND	GYBSJ	NLBFJ	GXDXW	FODBX
SVHNN	HPJXF	HVHYS	LKJPK	RFLVK	YRLLY
FSBKM	LGBQM	YRBVR	LMBDS	FGFRJ	JYFTJ
KLHQW	DFJZN	LRHSW	ZNJNT	LKLTT	CBMFC

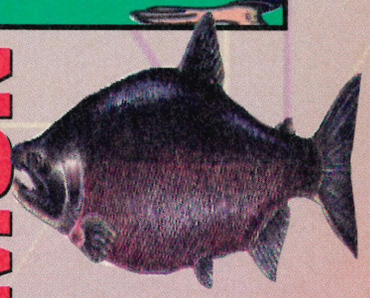
Claire Turner, Cheshire

MORTAL KOMBAT (Jap)

WARP TO SHANG TSUNG

On the player select screen the dragon sign is a secret warp to Shang Tsung. Go to Kano and press RIGHT, then quickly press B while moving from Kano to Sub-Zero. After a while the screen will change and you will be warped straight to Shang Tsung.

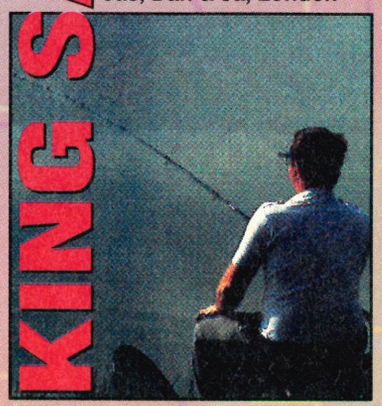
KING SALMON



LEVEL CODES

Level 2: XDDJ GHGR MK
Level 3: DCVQ HNJW RV
Level 4: NKHL SQFV XG

Jas, Dan & Ja, London



TECHNO CLASH

LEVEL CODES

Level 1:.....ZP80BFAR
Level 2:.....FPKRBFA9
Level 3:.....DAAW3FAX
Level 4:.....TZSIUFAU
Level 5:.....6ZSITFA6
Level 6:.....6ZSITFA6
Level 7:.....H9M9SFA0

Douglas Hill, Newport-on-Tay

SPIDER-MAN

SPECIAL CHEATS

Go to the options screen and press DIAGONALLY UP/RIGHT while holding A, B and C on control pad one simultaneously pressing START on joypad two. Three exclamation marks will appear next to the game choice; start the game and when your life or web is low press PAUSE. Use A to refill your web and B to refill life. A and C together will make you invincible for a while and A, B and C will take you to the next level.

Andy Cooper, Sharpthorne

STREET FIGHTER II SCE

SPECIAL MOVES ONLY

Switch the machine on and while the Capcom logo is still on-screen press DOWN, Z, UP, X, A, Y, B and C. You will hear the sound "Yatta" to indicate the cheat has been enabled.

STREET FIGHTER II' PLUS (Jap)

NEW FIGHTER

Play the game on normal level until you obtain a high score. Enter your name as BERTNERNIE, then go to the options screen. Select the hardest level and start the game on the fastest speed. When fighting M.Bison simultaneously press START, UP, C, MODE and Y. Then press LEFT, A, RIGHT, DOWN, Y, B, A, LEFT, LEFT and START. You will now be able to fight against a new fighter called Dee Jay Max who features in the new arcade machine *Super Street Fighter.*

Leigh Russell, Ewell

MUTANT LEAGUE FOOTBALL

PASSWORDS

Continue the playoffs and enter your password and you will even be able to access the Mutant Bowl as the Darkstar Dragons.

Divisional Playoffs: H1B11111J
League Playoffs: H1G1111111
Mutant Bowl: H1L1111114

GAME GENIE CODES

Every month, Game Genie codes are updated and sent to us at SEGAPRO. This month we have the definitive collection of *Mortal Kombat* codes. If you are stuck on a particular game and the relevant code has not been listed, phone the Game Genie helpline ✆ (084) 323088. More game busters to come next month, but if you discover any codes in the meantime send them to:
ProTips, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

MORTAL KOMBAT

ABNTCABN
Create blood effects
AKRAAA7N
Infinite time
WBRAAAEA
Each round is 90 seconds long
NBRAAAEA
Each round is 60 seconds long
GBRAAAEA
Each round is 30 seconds long
CBRAAAEA
Each round is 10 seconds long
A2JTDA9W
Always fight in the courtyard
AEJTDA9W
After first round most fights in Palace Gates
AJJTDA9W
After first round most fights in Warrior Shrine
ANJTDA9W
After first round most fights in The Pit
ATJTDA9W
After first round most fights in Throne Room
AYJTDA9W
After first round most fights in Goro's Lair
AC2TB67C + AAJTDA4E + RG2TA6ZA
Always fight Johnny Cage
AG2TB67C + AEJTDA4E + RG2TA6ZA
Always fight Kano
AL2TB67C + AJJTDA4E + RG2TA6ZA
Always fight Rayden
AR2TB67C + ANJTDA4E + RG2TA6ZA
Always fight Liu Kang
AW2TB67C + ATJTDA4E + RG2TA6ZA
Always fight Scorpion
A02TB67C + AYJTAD4E + RG2TA6ZA
Always fight Sub-Zero
A42TB67C + A2JTDA4E + RG2TA6ZA
Always fight Sonia Blade
A82TB67C + A6JTDA4E + RG2TA6ZA
Always fight Goro

CHEATS / TIPS / CHEATS

MERRY CHRISTMAS, TO ALL, FROM THE STAFF AT HOME GROWN

BUST THEM GAMES OPEN WITH THE CONSOLE HELPLINE

0891 318 400 .....INFORMATION HELPLINE
0891 318 401 .....SWAP SHOP (Swap & Sell your games and stuff)
0891 318 402 .....GAME GEAR Cheatline
0891 318 403.... DESERT STRIKE &TERMINATOR 1 & II Cheats& Help
0891 318 404 .....STREETS OF RAGE 2 & 1 Cheats & Help
0891 318 405 .....SONIC II & I Cheats, Helps & Hints
0891 318 406 .....GOLDEN OLDIES,Loads of Cheats on the Classics
0891 318 407 .....NEW RELEASE LINE Cheats, Hints & Tips
0891 318 408 .....MEGADRIVE CHEATLINE Loads of Cheats
0891 318 409 .....MASTER SYSTEM Loads of Cheats
0891 318 410 .....FLASHBACK Level Codes Cheats & Help
0891 318 411 .....BUBSY-(Solution)
0891 318 412 ..... PC BULLETIN BOARD (Download Modems Only)
0891 318 413 .....JUNGLE STRIKE Solution & Cheats
0891 318 414 .....PC BULLETIN BOARD (Download Modems Only)
0891 318 415 .....MORTAL KOMBAT Help & Cheats
0891 318 416 .....ECCO Level codes Cheats & Help
0891 318 417 .....ALADDIN Solution & Help
0891 813 5003 PC BULLETIN BOARD (View, Modems Only, Normal Rates)

NO MUSIC,NO FRILLS,JUST HELP - PHONE THE INFORMATION LINE TO SEE WHAT'S NEW THIS WEEK.PLEASE HAVE A PEN AND PAPER READY FOR INFORMATION!!!!
CALLS COST 36p PER MIN. CHEAP RATE 48p ALL OTHER TIMES. LINES ALWAYS BEING UPDATED!!!!PLEASE ASK PERMISSION FROM BILL PAYER BEFORE PHONING

PRO ACTION REPLAY CODES

The Pro Action Replay is a games-busting cartridge that not only allows you to enter cheat codes, it lets you find them yourself! If you have any Action Replay codes for the Mega Drive send them to:
ProTips, SEGAPRO, Paragon Publishing Durham House, 124 Old Christchurch Road Bournemouth BH1 1NF. We'd prefer it if you sent in codes for new games, but we don't mind codes for old games too.

BUBSY
FF023 B0008
Infinite lives

DRACULA
FF097 90006
Infinite lives
FF096 F0003
Infinite health

GUNSTAR HEROES
FFA42 5005E
Infinite vitality

BATTLETOADS
FFE04 60005
Infinite lives player one
FFE00 70017
Infinite energy player one
FFE0C 60005
Infinite lives player two
FFE08 70017
Infinite energy player two
Jason Hill, Newport–on–Tay

SUPER BATTLETANK
FFC3E F0032
Infinite shells
FFC3F B0093
Infinite machine gun
FFC3F 30001
Infinite laser shells
FFC44 90003
Infinite lives
Jason Hill, Newport–on–Tay

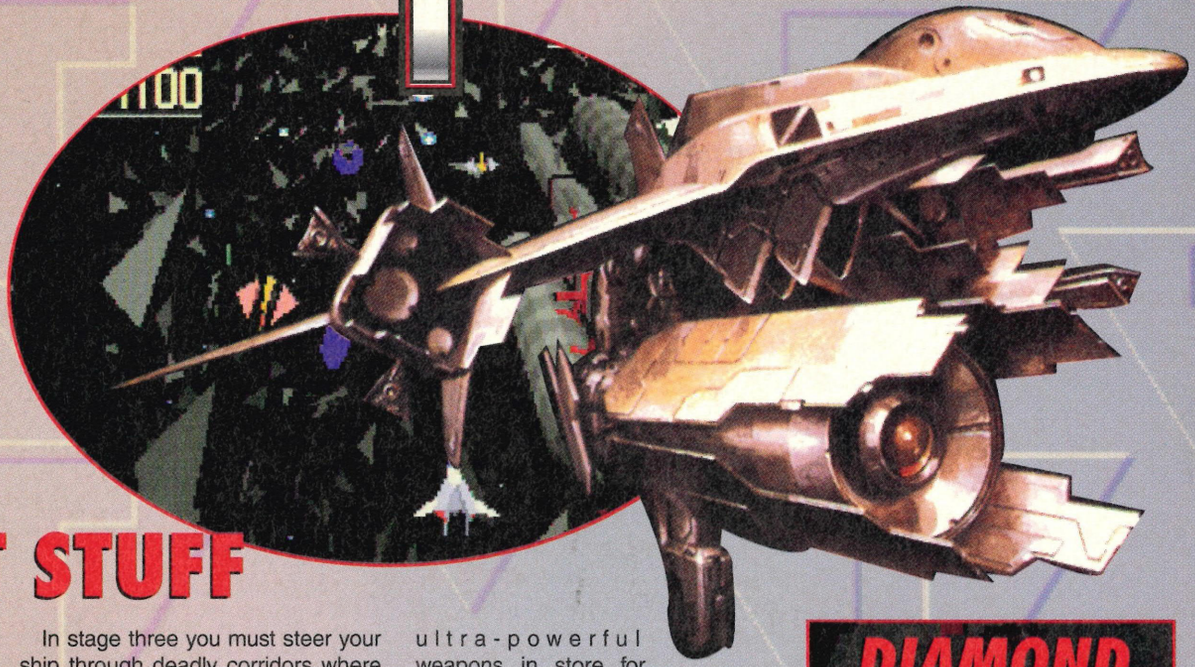
MICRO MACHINES
FFA63 70003
Infinite lives
Jason Hill, Newport–on–Tay

KID CHAMELEON
FFFC3 F0003
Infinite lives
FFFC4 10002
Infinite hit power
FFFC5 F0003
Infinite continues
FFFC1 F0004
Freezes timer
Jason Hill, Newport–on–Tay

As a special treat for Mega-CD gamers I have compiled a player guide to the awesome shoot-'em-up *Silpheed*. Everything you need to know including how the bonus items will help you, what to expect from level guardians and a stage by stage guide is here. If there is a Mega-CD game you would like to see tipped write to:

ProTips
SegaPro
Paragon Publishing
Durham House
124 Old Christchurch Road
BOURNEMOUTH
Dorset
BH1 1NF

SILPHEED



THE RIGHT STUFF

It would be a good idea to use an auto-fire joypad when playing this game. The positioning of your ship is important and staying far away from the aliens is best. Wait for them to come to you rather than trying to be a macho hero and flying into the thick of the action.

Asteroids hurtle towards you from the second stage onwards and they can be easily avoided with a swift left or right. Incoming missiles can usually be shot before they reach you, but this can often be dangerous – avoiding them is the best strategy. Fireballs and laser fire from the guardians can be a real pain, avoid them in a similar manner.

In stage three you must steer your ship through deadly corridors where the slightest mistake will send you into a crash and burn mode. Keep your wits about you and watch out for laser fire from gun-turrets, especially in stage four. In stage five shoot the main targets and you'll escape to a simple guardian battle.

Stage six is the same as the previous but stage seven throws mines at you; shoot them on-sight or tactically manoeuvre your ship to avoid them. I have no tips for stage eight except to pump your fire button and hope your reactions are fast enough to help you through. Use your option energy if necessary but it's best to leave the ultra-powerful weapons in store for the final guardians as the power increases throughout the game (for a real blast!).

Stage's nine and ten are similar to the rest of the game, but stage 11 features a particularly nasty hard target. Shoot the central core with your option energy, but move left or right when a huge laser beam starts to sweep in your direction. Stage 12 features your final target, the mother ship. You will notice a central target that signals if it's hit, so fire repeatedly until the ship explodes.

GAME OVER

DIAMOND DELIGHTS

Shooting the yellow diamond-shaped sprites will reveal a bonus or power-up. Try to collect them all; especially the repair item to replenish your oh so precious energy.

Bonus 1 – Points

Bonus 2 – Repair

Bonus 3 – Destroy

Bonus 4 – Option Energy Up

Bonus 5 – Invincible

THINK TOUGH

At the end of each stage you will come across a guardian ship. The secret to success is studying their attack path and firing your option weapon when it's safe. Constantly shoot at the ships and avoid their fire to blow them away.

HAVE YOU GOT WHAT IT TAKES?

DO YOU THINK YOU COULD DO BETTER THAN ALEX FERGUSON OR GEORGE GRAHAM? THEN TRY PLAYING THE ULTIMATE SOCCER GAME.....

COULD YOU CREATE A SUPER CUP AND CHAMPIONSHIP WINNING TEAM? DO YOU THINK YOU COULD HANDLE THE PRESSURE OF SOCCER MANAGEMENT? THANKS TO OUR SUPERB PBM SOCCER GAME, YOU NOW HAVE THE CHANCE TO PROVE IT! COULD YOU IMPROVE RESULTS? COULD YOU IMPROVE ATTENDANCES? COULD YOU LEAD YOUR CLUB TO GLORY IN THE 1ST SEASON? IF YOU THINK YOU ARE UP TO THE CHALLENGE, SEND OFF YOUR APPLICATION TODAY AND WE WIL RUSH YOU A COMPREHENSIVE STARTER PACK FREE OF CHARGE -SAVING YOU £3.00! REMEMBER YOU WON'T BE PLAYING AGAINST A COMPUTER BUT OTHER REAL PEOPLE LIKE YOURSELF WEEK IN

TO APPLY: SIMPLY WRITE YOUR NAME & ADDRESS ON A PIECE OF PAPER AND SEND YOUR LETTER TO:- APEX SERVICES,(SEGAPRO OFFER) P.O.BOX 56, GRAVESEND, KENT, DA11 9LT

DESPERATE MEASURES

Recharge shield

On the opening demo screen (after Game Arts logo) press RIGHT, LEFT, A, RIGHT, UP, C, B, Ó, DOWN, LEFT, B, A and UP on the 1-player joypad. Press START and play the game as usual. Every time you press A on the 2-player joypad you can recover all of your lost shield.

Extra continues

When you have just one continue remaining press RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A and START. You can now increase your number of continues up to a useful maximum of 10.

Mania mode

To play a more difficult version press B, B, A, C, UP, LEFT, RIGHT, DOWN, C, UP and A on the 2-player joypad. Do this after the first demo screen.

Game supplied by Video Games Box ✆ (0425) 616705.

LET'S GO HOME

Wipe out the enemy attack force, destroy their mother ship and return home as their life source is scattered around the galaxy. Here is a selection from the end of game sequence.

THE DRAGON'S TRAP COMPLETION GUIDE: PART TWO

Once again we continue *The Dragon's Trap* completion guide that will help you finish this massive game once and for all. Ian Arblaster from Wolverhampton sent us the solution and was a lucky cartridge winner in last month's ProTips. For the chance to win a cartridge and be entered in the ProTips lucky draw write to:

ProTips
SegaPro
Paragon Publishing
Durham House
124 Old Christchurch Road
Bournemouth
Dorset
BH1 1NF

MOUSE-MAN – 6CRF PJ1 8GEV J5E

Use the shop to stock-up with potions then walk left over the bridge until you reach some mouse-blocks. Go over the blocks and into the shop on the other side, then buy what you can, exit and continue left. You will eventually arrive at an obstacle. Go underneath until you come to a gap where an enemy is waiting. Go under the strip of mouse blocks on the left and jump up until you're standing on the ceiling.

Go round the corner and kill the enemy going around the obstacle until you reach the shop. Buy whatever you can there, then leave and continue, dodging or killing, enemies and the blue glowing rocks. The next set of obstacles are some mouse-block walls with enemies, just climb the walls and kill them.

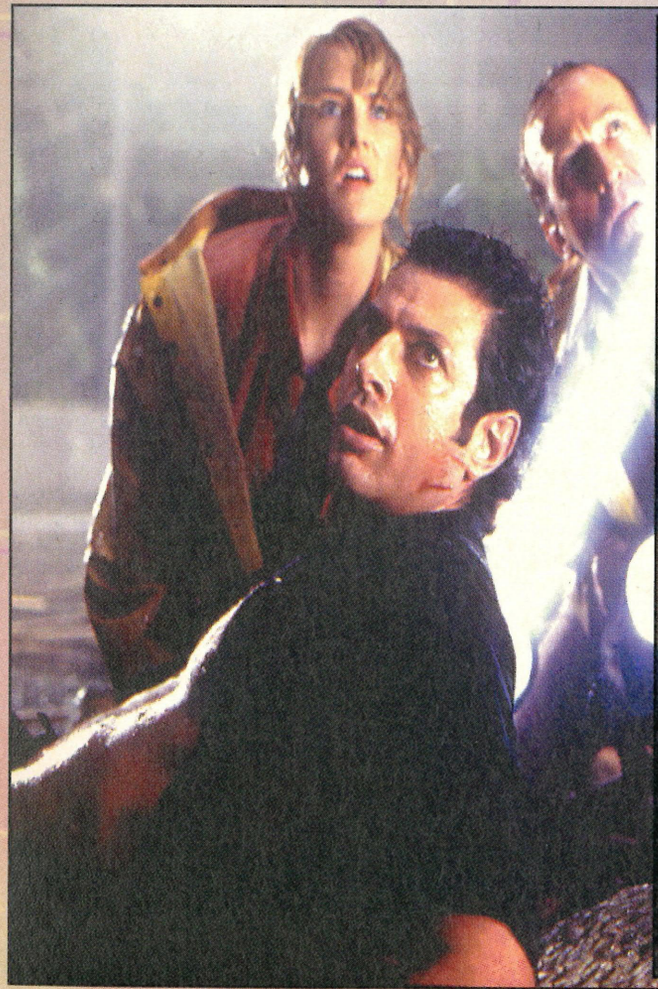
When you're past the obstacles walk along killing all in your path until you reach a place with a gap in the floor and a very tall wall of mouse-blocks. Jump onto the wall and walk up. As soon as you get onto the third screen up, quickly press button 1, and an enemy should shoot down After you've killed it you will be given a key.

Go to the top and jump off, trying to land on the platform with a door. If you can't do it just try again. Now go through the door and you will end up in a corridor. Walk right until you fall, then walk left and fall right until you reach the end. Now walk up on the mouse-blocks until you reach a door. Open the treasure chest and leave. Go back around the system and go up until you reach a chasm.

Fall down and walk right, now follow round the system upwards until you come to a door. Go in and you will be faced by the Dragon Zombie. To kill him jump over him five or six times then stab him. Keep doing this and eventually he will die. Once you have killed him, you'll be transported back outside the Piranha-Man.

Fall left and then down the gap in the ground and swim to the door. Go through the door, open the treasure chest and use a magic stone to get back to the start.

Next Month...The Piranha Man.



JURASSIC PARK

BOSS GUIDE

Pteranodon
This flying dinosaur will always attack you firstly from the upper right, then upper left, then lower right and then lower left. It will launch its final attacks from the upper left and upper right sides so shoot it with the stun gun before it dives. Five hits should be enough to kill it.

Brachiosaur
Bubbles will rise in the water to indicate where this clumsy dino will appear. Stay either side of the bubbles and when its head pops up use the stun gun to hit it. Repeat five times to kill. Another helpful tip is to jump over the dinosaur's head if you're too close to the screen.

Triceratops
Load your tranquilliser gun and jump up to the leaf on the right. It will charge towards you so jump over the dopey thing and let it run into the tree, turn around and shoot it in the tail. Repeat this either side of the triceratops until you hit it about five times and it'll die.

Velociraptor
Wait in the middle of the screen and load your tranquilliser gun, shooting the vicious dinosaur as it appears in the doorways on the left and right. Shoot it ten times and you will enter the final level against T-Rex.

Tyrannosaurus
Use your stun gun and shoot at the boxes above T-Rex's back. Ten boxes must fall down before it will be crushed and you can save Jurassic Park.

PRO ACTION REPLAY CODES

SHINOBI II – THE SILENT FURY
00C0 4004
Infinite lives.
00C0 2404
Infinite energy.
00C0 4109
Unlimited Ninjitsu points.
00C0 28FF
Activate all new Ninja.
00C0 27FF
All crystals have been collected.
00C0 2005
Go straight to round five.

WWF – STEEL CAGE CHALLENGE
00C4 0DEF
Unlimited energy for the first character.
00C4 4CEF
Unlimited energy for the second character in a tag match.

CHAKAN
00DF B3FO
When you enable the Action Replay this renews your energy.

GLADIATORS
00D0 B905
Infinite lives.

MARBLE MADNESS
00DF ACB3
Infinite time.

Here we are once again with the latest and greatest selection of Master System hints and tips. *Mortal Kombat* tips have been flooding into the office, but the only one worth a mention was sent in by Mark Ballie of Glasgow. If you have busted a MS game and found the passwords or a useful cheat, send it in to ProTips and you may win a cartridge or an exclusive (and valuable) SegaPro t-shirt.

SUPERMAN
LEVEL CHEAT

Enter the password ZAQ to activate the cheat mode then hold down buttons 1 and 2 on joypad one for two or three seconds. You will now skip to the next level.

WOLFCHILD
PASSWORDS

Stuck on an incredibly difficult part of an early level? Fret not, here are all the passwords:

Level	Password
1	n/a
2	WX9F2
3	FD4RM
4	VGK6S
5	J8TPR

MORTAL KOMBAT
INFINITE CREDITS

If you're getting completely duffed-up or you just want a change of character press either button on joypad two to start a two-player game. Then choose your character and beat-up player two. Now, let the countdown run out and you will be back at the start of the fight without losing a single credit. If the counter is running out and your energy is less than the computer's fighter, do this cheat to save using a continue.

Mark Baillie, Glasgow

DIAL-A-TIP

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• THE ORIGINAL AND THE BEST •

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SEGA CHEATS'N'TIPS	0891 445933
CONSOLE CHEATS'N'TIPS	0891 445991
CONSOLE HOTLINE	0891 445990
ULTIMATE QUEST (COMPETITION)	0891 101255

ALL CHEATLINES ARE UPDATED EVERY WEEK!

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SONIC 1,2 &CHAOS SONIC	0891 445929
MORTAL KOMBAT	0891 445987
CHAOS ENGINE/SOLDIERS OF FORTUNE	0891 445936
JUNGLE STRIKE/DESERT STRIKE	0891 445953
CHUCK ROCK 2	0891 445946
STREETFIGHTER 2: (INC. TURBO ED.)	0891 445927
SHADOW OF THE BEAST 1,2&3	0891 445949

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IF YOU'RE STUCK IN A GAME,WHY NOT TELL ME YOUR PROBLEM AND SEE IF I CAN HELP YOU?? FOR A PERSONAL ANSWER-

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For full competition rules send s.a.e. Calls cost 36p a min at 'cheap rate' and 48p a min at all other times. Please get permission if you dont pay the bill. Max. call charge £3.60. Send S.A.E. for competition rules.

PRO ACTION REPLAY CODES

The Pro Action Replay is a games-busting cartridge that not only allows you to enter cheat codes, it lets you find them yourself. If you have any Pro Action Replay codes for either the Mega Drive, Master System or Game Gear send them to:

Action Man, SegaPro, Paragon Publishing Durham House, 124 Old Christchurch Road Bournemouth BH1 1NF.

We'd prefer it if you sent in codes for new games, but we don't mind those for old games.

SHADOW/ BEAST
00DA 5109
Infinite energy
00DA 50003
Infinite lives
00DA 5201
Always have a strange weapon.
00DA 5401
Always have a gun.

BLACKBELT
00DB 9340
Invincibility

FANTASY ZONE
00C0 0A02
Infinite lives

RASTAN
00C0 2064
Invincibility

RENEGADE
00C2 4BA0
Unlimited energy for player one and two.
00C3 AB03
Infinite lives for both player one and two.
00C2 1E0X
Mission select. Replace X with 0-3.
00C3 A159
Stops countdown timer for unlimited time.

SPIDER-MAN
00DF 7FFF
Invincibility

DRAGON CRYSTAL
00C6 2164
Infinite energy

BATMAN RETURNS
00D2 9B03
Infinite lives
00D2 980X
Stage select. Replace X with 0-4.
00D5 0340
Invincible – turn Action Replay off before the end of each level or Batman will stop moving.

LORD OF THE SWORD
00C1 2930
Infinite energy bar

WANTED! YOUR ACTION REPLAY CODES.

PRO TIPS

CHEATS TRICKS CODES

HELP!

HELP! Welcome to SegaPro's ProHelp section, giving you the chance to have your gaming problems solved. Jason Johnson, tips expert and professional games player is here to help you with any problems you may have with a Sega game be it old, new or discontinued. Write to ProHelp, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

INDEX

Mega Drive
ECCO THE DOLPHIN
LEMMINGS
MORTAL KOMBAT
SONIC THE HEDGEHOG

Mega-CD
NIGHT TRAP

Master System
AZTEC ADVENTURE
CALIFORNIA WORLD
CASINO GAMES
CLOUD MASTER
FANTASY ZONE II
OLYMPIC GOLD
POSEIDON WARS 3-D
RC GRAND PRIX
TRANSBOT
WORLD CLASS LEADERBOARD

Game Gear
MORTAL KOMBAT

Q I am the owner of Spider-Man on the Mega Drive, but for four weeks now I get to the same place and can go no further. Is there a level select or other cheat to help me past the Sandman? Please help me as I like this game and don't want to get rid of it because of this.
Stephen McGrady, Cumbria

A *For a useful cheat screen go to the options screen and choose the difficulty level, then press and hold diagonally UP/RIGHT with A, B and C on pad one. At the same time keep pressing START on joypad two. If the cheat has worked exclamation marks will appear on-screen. Start the game as normal and press PAUSE, then press A to restore the web and B energy. Press all three buttons to skip a level.*

WIN A DAY WITH THE PROS

Terry Conway from Tolladine wrote a desperate letter asking if I could help with some cheats for a few Master System games including:

Olympic Gold, *RC Grand Prix*, *Cloud Master*, *Casino Games*, *California Games*, *World Class Leaderboard*, *Fantasy Zone II*, *Poseidon Wars 3-D*, *Transbot* and *Aztec Adventure*.

Now being the sort of chap I am, wouldn't it be nice to offer SegaPro reader's the chance of something a little bit special. As this is quite a task for any reader, how would you like to meet the Pro's for the day and possibly see your work published in our February issue? Sorted or what!? Send in the correct answers to help young Terry Conway and you may be the lucky reader (only females who don't use age-reducing face cream and are above the age of consent need apply).

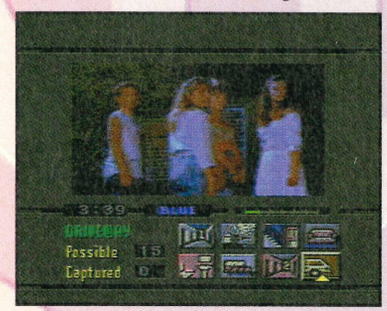
HELP

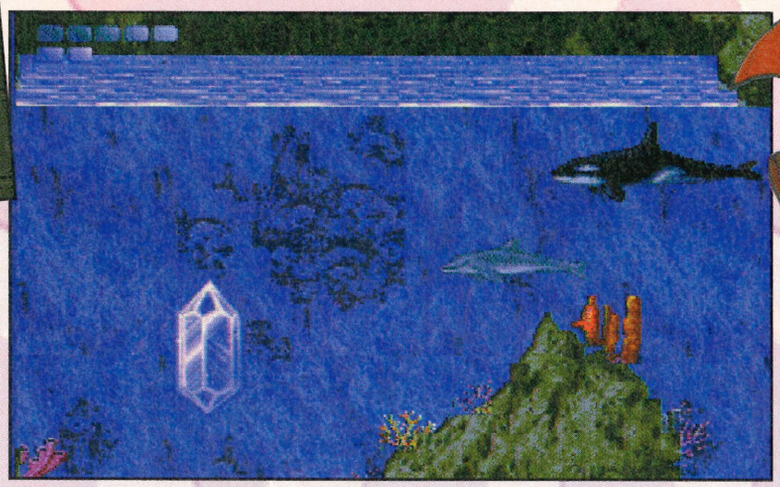
Q Please tell me the times that the codes change in *Night Trap* as I have a listing for the normal traps but I often stumble when the codes change and I desperately want to save the babes.

Nigel Tracey, Milton Keynes

A *The times you are missing to help rescue the babes are as follows:*

CODE CHANGE	TIME	LOCATION
1	05:40	Entry Way
2	09:00	Living Room
3	13:27	Entry Way
4	14:13	Living Room

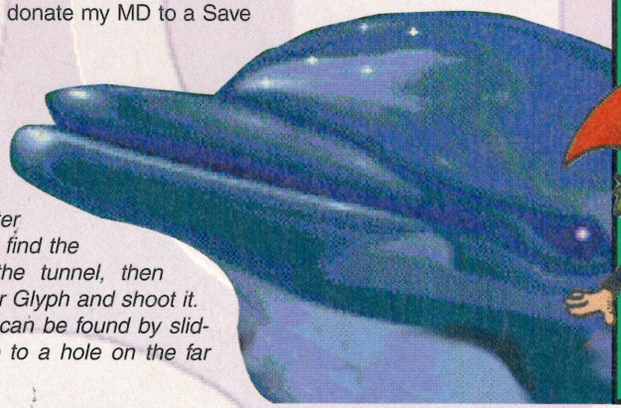




Q I have been playing the excellent *Ecco the Dolphin* on the Mega Drive but I've been unable to find the big blue. Please tell me where I can find it before I pull all my hair out and donate my MD to a Save the Whale fund.

Natalie Parks, Kidderminster

A *My advice to you would be to start the Cold Water level as usual and find the first glyph after the tunnel, then swim to the Barrier Glyph and shoot it. The Big Blue exit can be found by sliding across the ice to a hole on the far right.*



Q Can you give me the passwords to get past the taxing levels on *Lemmings* for the Mega Drive? I have been stuck here for absolutely ages and have been unable to find the correct passwords anywhere.

Richard Stevens, Nuneaton

A *Here are the codes for levels Taxing 11–15 on Lemmings for the Mega Drive. This should help you, but if you're still stuck turn to the* PRO-TIPS *section and every code is listed to help you finish the game.*

CTBRJ
DQHXS
VMBTR
BGHPW
DMBJM

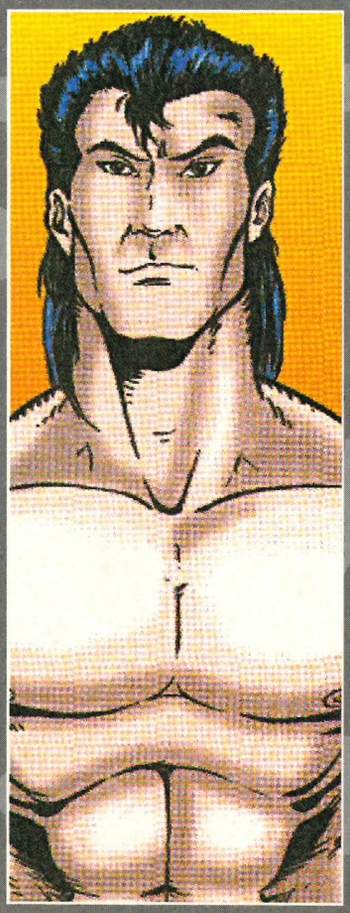
Q I am having problems with *Mortal Kombat* on the Mega Drive. Completing the game is easy but I cannot seem to find the lizard man. I entered the DULLARD cheat, activated Flag Four so the lizard man would appear at the start of each level and got my fighter quickly to the pit.

I entered two-player mode so I could get double flawless easily and find the Lizard Man. At the start of round 2 I looked Luna-ward again to see Peter Pan, Wendy, John and Michael sailing past! I reset the machine, activated the cheat and returned to the pit. I have seen Santa, Peter Pan, a witch, a rocket, a UFO, the Zepplin and a hot air balloon.

I have tried hundreds of combinations, e.g. double flawless with uppercut, double flawless with death blow, but I can't find the Lizard Man. Please save my sanity and tell me what all this means and how to get the Lizard Man so I can make a belt out of him.

Douglas Hingston, Munlocky

A *To fight against the Lizard Man you must be fighting in the pit. You will see a flying saucer, rocket or zeppelin cross the sky. Kill your opponent without losing a single drop of energy, without using block and finishing with your death blow. The Lizard Man will drop down and challenge you to a fight in the bottom of the pit. He has the skills of both Sub Zero and Scorpion, so he's very tough to beat. Try using the cheat mode to change the flags and make things easier for you.*



Q I own *Mortal Kombat* on the Game Gear and I wanted to know if it is possible to fight the Lizard Man. I have seen the Mega Drive's green man, but after trying the same tactics on my GG version nothing has happened. Am I hoping for too much or will my reptile vision come true?

Chris Duncan, Netherlands

A *Sorry* ***Chris*** *but it is not possible to fight with the Lizard Man on the handheld version and the only cheat I know of is the blood mode that you can access by pressing 2, 1, 2,* DOWN, UP *on the ethical code screen.*

Q Help! My friend said if you enter a special code on the Ethical Code screen the words will go red and there will be a special blood mode. I have tried everything but to no avail. Can you help?

Ian Compton, Huntingdon

A *To play this brilliant beat-'em-up there are two variations of the blood code, so enter either on the Ethical Code screen. The first is 2, 1, 2,* DOWN, UP. *The alternative is to simultaneously hold buttons 1, 2 and* START *while rotating the D-Pad clockwise. Play the game as normal and the gore mode will be active.*

STREET FIGHTER II

SPECIAL CHAMPION EDITION

ARE YOU READY TO FIGHT LIKE YOU'VE NEVER FOUGHT BEFORE?

It's big, it's strong, it's got the guts many games could never capture – it's the greatest sequel ever known. We're talking *Street Fighter II*, the champion of the arcades, the marketing dream of the SNES, and now the best gift possible for any Sega owner.

Mark Hill joins in with the Street Fighter craze as he brings you a pro tips guide to the release of the century. Use it to discover every bone-crunching, electrified move of all twelve street fighters.

Remember, here at the Pro offices we're the ones you can trust to make all the right moves. Rather than sifting through the small pages of a dull instruction booklet you can look up each street fighting move in this pro guide. If you have a number of players fighting then this colourful guide is the ideal reference for those looking to perfect their techniques quickly.

You'll find all the special moves with a screen shot for each so you can see exactly how it should look. For other moves; Blanka's Face Bite and Honda's Bear Hug you should refer to the instruction booklet. The general rule for close contact moves is to make sure you are as close as possible to your opponent before grabbing or throwing them.

All the directions in this guide should be used in the Hyper edition of *Street Fighter II*. The championship edition is missing many of the extra moves and tends to play a lot slower in comparison.

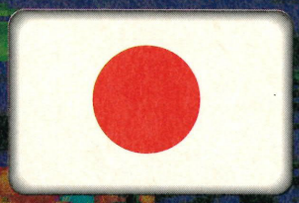
Finally, the type of joypad you are using can make a big difference to your performance. If you're using a three-button joypad then many of the combo's will be very difficult to pull off. As you have to press START to alternate between kicks and punches then time becomes a crucial and often disruptive factor. In order to get the best out of *SFII* you should play with the new six-button joypads where you are also able to pause the great moves by pressing START.

COMBOS

Although pulling off the special moves can be very effective, there are a variety of combinations each fighter can perform that will enhance their damage capabilities and provide more of a strategic plan for each bout. A fighter can combine a string of moves to trick or trap his or her opponent. Combinations also expose a fighter's weakness and often an opponent can do little to recover if a powerful salvo of moves are pulled off quickly and correctly from the right position (Please note these Combo's should be used for the Hyper version of *SFII*).

RYU

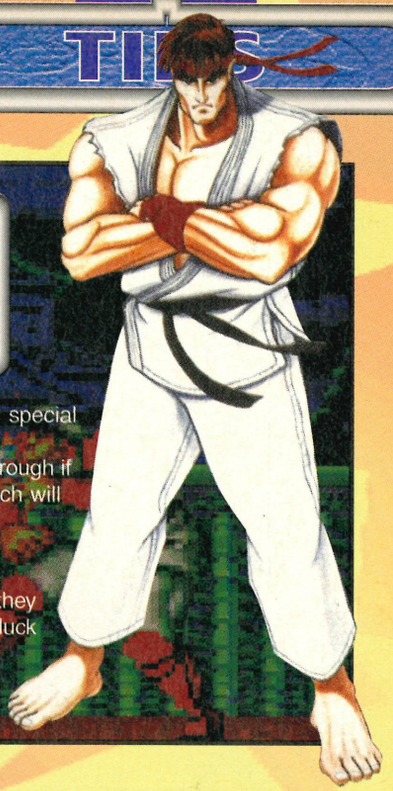
From: Japan - a true martial arts kind of place
Weight: 68kg - the second lightest and most agile fighter
Special moves: Fireball, Dragon Punch, Hurricane Kick



This guy is one of the most popular characters in the contest with a wicked combination of punching and kicking moves. Coming from Japan we can feel no surprise at his hurricane techniques although the power he can produce is unbelievable – especially as he is probably the most agile tournament fighter.

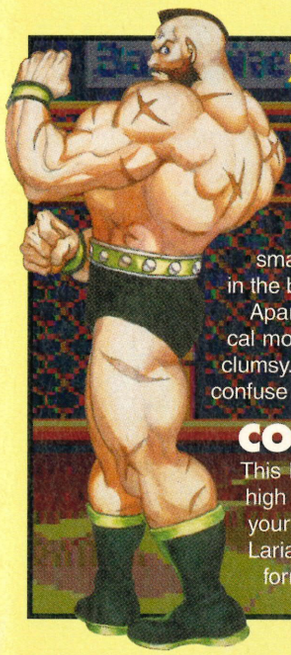
From levels 1 to 4 you can benefit a lot from the fire-ball move. The boxer Balrog is a sucker for these as his special moves run into the fireball's path.

Ryu's Hurricane Kick is devastating and many opponents will fall after a few of these. Early levels can be sailed through if this move is frequently pulled off, you may like to try a rapid sequence of fireball-hurricane-fireball techniques which will give opponents no chance. Later levels are best tackled with the combo's. (See guide).



COMBO

You may like to combine a Dragon Punch with a string of fireballs. Fire two or three fireballs at your opponent, as they jump over them move in close and execute the devastating Dragon Punch. As your opponent recovers, quickly duck and trip them with a strong low kick as a sweep movement (remember, fireball-fireball-Dragon-Sweep). On easier levels Ryu can continue to pull off strong low kicks each time the opposition tries to stand. Be quick and they'll have no chance.



ZANGIEF

From: Russia - a large cold land that's recently been divided
Weight: 115kg - the second heaviest fighter behind old Sumo
Special moves: Lariat, Double Lariat, Spinning Piledriver

Here's a character who can well surprise you – that is if you really get too close! The fact is, when he lays on the Piledriver you're in for some headache! He'll grab you, spin like an athlete as he rises and then throw you down onto the floor for one huge bone-crunching smash-down. All you can do is stagger as the energy bar races down leaving the contest well in the balance. Expect blisters on the thumbs as you try to get the D-Pad to rotate 360 degrees!

Apart from his pile driver, Zangief is easier than most to beat if you don't get too close. Take him out with fireballs or head-on vertical moves like Bison's flaming torpedo or Honda's Sumo version. Controlling Zangief can be awkward as he is heavy and visually clumsy. An agile charcacter – like Ryu or Chun Li – is what's needed to take him apart as their lightning reactions and overall speed confuse the clumsier fighters.

COMBO

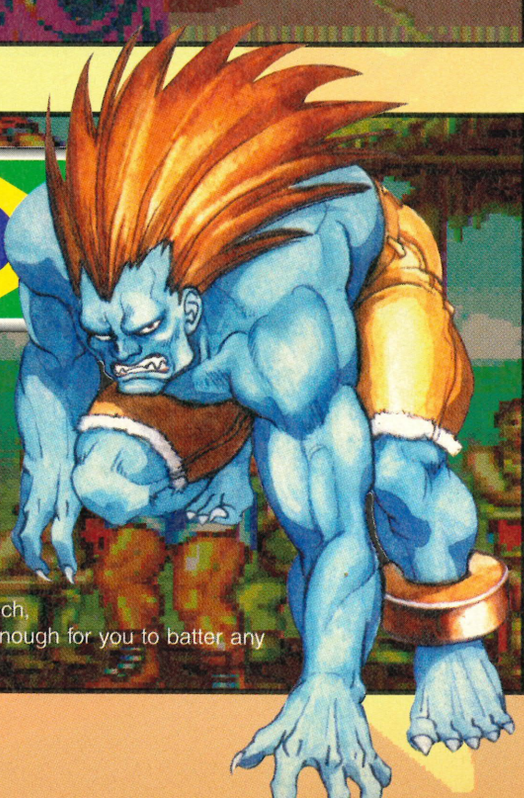
This Russian Power merchant has a devastating spinning Piledriver move that'll knock the stuffing out of anyone. First perform a high speed Double Lariat then immediately execute the ultimate spinning pile driver. It's very difficult rotating the plastic cross on your D-Pad 360 degrees, but the quality of the move requires patience and perseverance. Remember that although the Double Lariat will stun an opponent long enough for you to do the Piledriver, you may need to spend time practising so that it can be performed quickly enough.

BLANKA

From: Brazil - a land of great rain forests and superb soccer teams
Weight: 98kg - fairly heavy due to his solid figure
Special moves: Thunderstorm, Cannonball, Vertical Cannonball

Here's another guy who'll shock the living daylights out of you if you get too close. His electricity charge can be very useful. Some find Blanka a great fighter to use – especially as he can now perform vertical and horizontal cannonball moves. To be quite honest, any opponent is at risk from any distance with this Brazilian.

Of Blanka's three special attacks his cannonball is blockable. Electricity is impossible to avoid if you're in contact with him. Watch out for his face-bite as well, Blanka often starts putting your head between his teeth – a nasty experience that can be shortened if you grapple with the joypad buttons.



COMBO

Blanka's ability to generate an electric charge for use on his opponents makes him a very tricky fighter. For a combination you should concentrate on getting in a close but safe position for electrifying your opponent. To do this you should first attack your opponent with a flying hard claw punch, then proceed with a medium punch as this will stun your opponent in the correct position long enough for you to batter any punch button repeatedly and pump up the voltage!

TIPS

CHUN LI

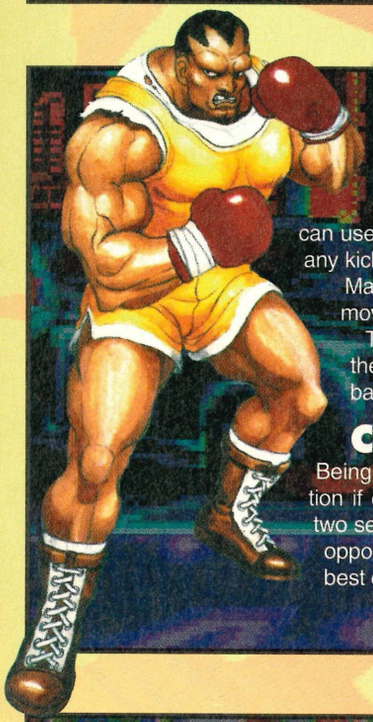
From: China - a land suffering a population crisis at present
Weight: unknown - as if anyone would dare ask her!
Special moves: Lightning Kick, Fireball, Spinning Bird Kick

The only female fighter and an opponent who should never be underestimated. Her two kicking moves are lightning fast and very powerful. If she corners you with a Spinning Bird Kick and then pulls of a Lightning Kick then you've got no chance. They can be blocked in early levels, but even as you master the hard levels Chun Li could prove to be your most difficult opponent.

Pulling off the fireball move is tricky with Chun Li and often it's better to concentrate on her Lighting Kick. This will block opponents running towards you. Cornering your opponent is a good technique although experienced opponents will be able to block at the right moments.

COMBO

Chun Li's Spinning Bird Kick can be very effective – and it's so easy to pull off. Start with a flying hard punch, then a medium low kick to put your opponent off balance a while. Next, execute the Spinning Bird Kick at full strength. This will daze your opponent. Now you can finish the job off with a lightning kick as your opponent comes round.



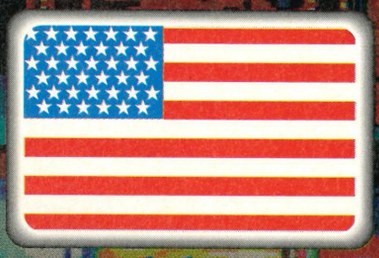
BALROG

From: USA - the home of fast food and great movies
Weight: 102kg - one of the heavier fighters
Special moves: Dash Punch, Dash Uppercut, Turn Punch

Being a typical boxer, Balrog lacks the advanced special powers other fighters can use. His Dash Punch can be fearsome but even this is fairly avoidable. Balrog lacks any kicking power and so he suffers from it in competition.

Many don't choose Balrog as their regular fighter due to his poor combination of moves.

To fight the Balrog you can use sweep kicks which he'll fall for in a big way. Using the strongest kick button opponents can duck and trip him up and repeatedly continue to do this every time he staggers back up onto his feet. To do this effectively, however, requires perfect timing and lightning reactions.



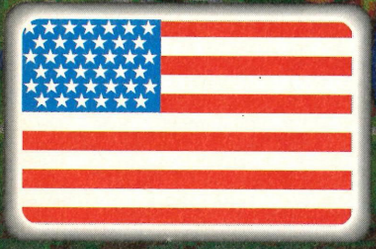
COMBO

Being a Boxer Balrog is very weak in the kicking department. His dashing abilities can however produce a good attack combination if executed correctly. Try this: Start off by performing Dash Punch, then retreat for two seconds before making a second attack in the form of a Dash Uppercut. As your opponent feels your fist, duck and execute a series of hard jabs. This is one of the best combos Balrog can possibly perform.

KEN

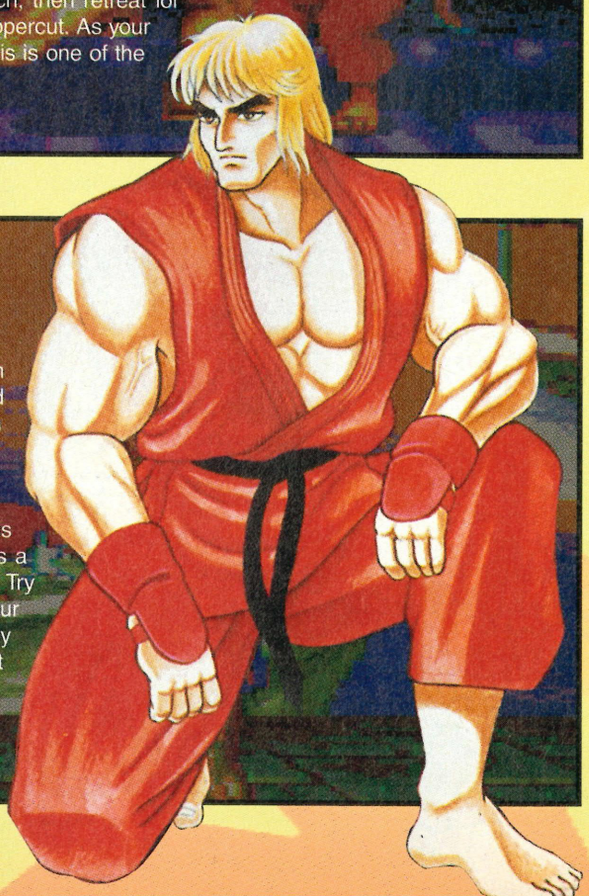
From: USA - discovered by Christopher Columbus
Weight: 76kg - the third lightest fighter excluding Chun Li
Special moves: Fireball, Dragon Punch, Hurricane Kick

As Ken trained with Ryu then his moves are identical. Ken has the advantage of more strength although Ryu benefits from extra speed. Ken can pull off devastating combinations like Ryu and when these two fight together the battle is often very close. You should practice the Dragon Punch which requires a difficult D-Pad rotation using only 90 degrees of freedom (See diagrams).

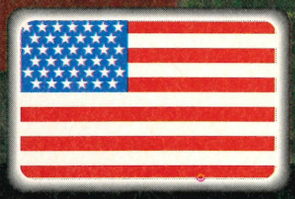


COMBO

Although Ken has a very similar set of moves to Ryu he is considered to be a stronger fighter. His dragon punch is a sure winner when it comes to destroying any opponent. Try this series of moves. First execute a flying kick over your opponent's head, then unleash a strong punch followed by the Dragon Punch. These three hits combine for about two seconds of total devastation. Watch your victim's energy bar race down!



GUILE



From: USA - hosts to the World Cup in 1994
Weight: 86kg - fairly heavy for his frame size
Special moves: Sonic Boom, Flash Kick, Slammer

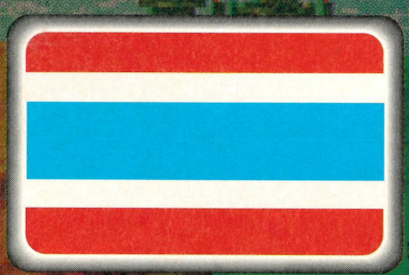
As he is from the army Guile is a pretty tough opponent. He'll often throw you into the empty crates given half a chance and have you jumping or blocking a salvo of Sonic Booms. Guile loves to use his Flash Kick after knocking his opponent dizzy – so if you control Guile this is the nail-in-the-coffin move.

Normal punches and kicks are often of great benefit to a fighter who won't need to rely on special moves so much. A quick combination of hard punches and tripping sweep kicks can put any opponent flat out. Guile is one of the favourites in *Street Fighter* because of his hard image and often proves to be a frustrating opponent.

COMBO

Guile's Flash Kick is one heck of a special move, so combined with the rest of his attacks you'll be able to put any opponent in their place. You can try this combination. First perform a mid-air punch as you jump into your opponent. Next knock him to the ground and duck down to pull off a hard kick that'll trip him up. As he recovers you should be charging up your Flash Kick for use when your opponent is just about standing. After this, you can grab your opponent as he recovers from the Flash Kick and throw him. This combination will work on most of the other characters.

SAGAT



From: Thailand - a place of great temples and beautiful beaches
Weight: 78kg - very light considering his height
Special moves: Tiger Shot, Tiger Knee, Tiger Uppercut

Sagat size gives him an incredible reaching ability. When you fight this giant he towers over you with a mean grin on his face. His Tiger shots arrive from two different levels and they are often very difficult to jump. His Tiger Uppercut is a very powerful move – but it does leave him exposed to attack afterwards.

Sagat rarely finishes his opponents off with ease although some of his blows can cause a lot of damage. Due to his height he does tend to be a fair bit clumsy so smaller opponents may be able to slip in and surprise him.

COMBO

Sagat's Tiger Knee is a very useful move that can help you attack and defend at the same time. Jump into a fight with a good strong mid-air kick, then execute the Tiger Knee two times for a three-hit attack. You may want to consider a medium low kick followed by the Tiger Uppercut to finish off the job.

VEGA

From: Spain - the home of bull fighting
Weight: 72kg - one of the lighter fighters
Special moves: Izna Drop, Izna Kick, Crystal Roll

Vega is surely one of the most glamorous and tricky fighters – especially as this guy can interact with the cage on his home ground. When he does his 'Barcelona' move it leaves most opponents dazed. To avoid his leap from the cage you must stand as far away from him as possible on the screen.

There is no arguing about the athletic abilities of Vega. He wears steel claws to make blows more damaging and if you get thrown into a Crystal Roll then you're left very exposed to further attack. You'll need to attack this guy with confidence and familiarise yourself with all your special moves and combinations.

COMBO

Although Vega is famous for his Barcelona attacks, when he's not climbing the cage he's jabbing his opponents to death with a lethal steel claw. A flying full-powered kick combined with a medium kick, then a medium slash punch is a great attacking combination. This will leave you with room for a Crystal Roll if these series of moves are pulled of correctly.

TIPS

DHALSIM

From: India - a hot country famous for its tea production
Weight: 48kg - the lightest fighter in the competition
Special moves: Corkscrew, Teleport, Yoga Fire, Yoga Flame

Dhalsim has to be the most mysterious character with combat techniques that are often questioned by other fighters. His Teleport move has recently been accepted as legal – and this has tricked many an opponent. Dhalsim's stretching abilities make life even tougher for the opposition. Often a fighter feels at a safe distance only for Dhalsim to extend his arms and legs to give you a good old whacking.

There is no doubt that Dhalsim will not let you near him very often. One of the best techniques you can use against Dhalsim is to jump towards him and attack with strong kicks. This will then leave him exposed to attack – an invitation for you to turn off a damaging combination. Blanka's vertical cannon followed by electrification is often a good move although Ryu and Ken can make good use of their Hurricane Kicks. Fireballs are effective on Dhalsim although he can avoid them by teleporting frequently!

COMBO

A good attack sequence can be found using a combination of punch and kick movements. Okay, the flame is included, but then there is nothing better than giving your opponent a good roasting! To do this flame trick, first strike with a medium punch, then a medium kick and finally a Yoga Flame. The flame is difficult to master but the medium punches and kicks will give you enough time to attempt it before your opponent can fight back.

M BISON

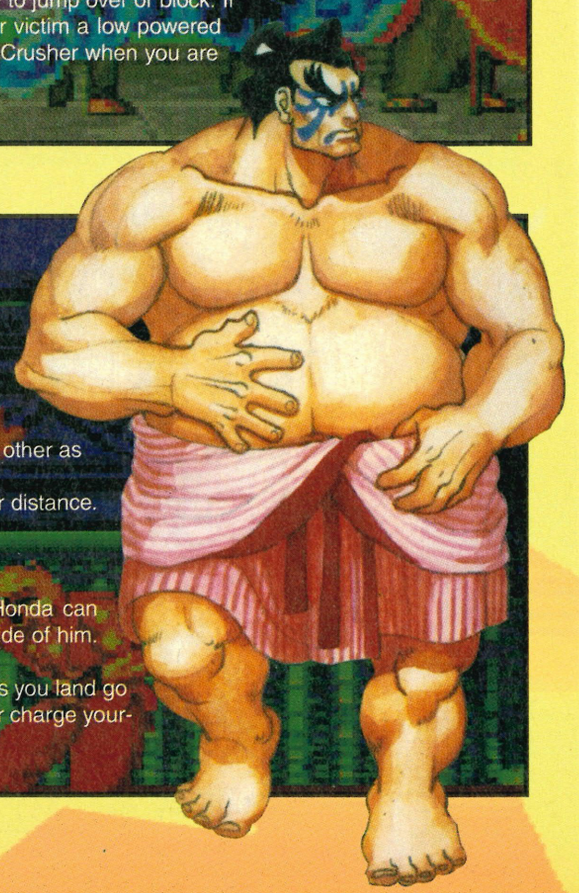
From: Thailand - a country which makes all those plastic products
Weight: 80kg - the main boss has an average weight
Special moves: Flaming Torpedo, Knee Jerk, Head Stomp

If you fear Bison too much he'll punish you in a big way. Treat him as you would any other opponent and concentrate on defensive techniques. You should be patient and wait for the moments to attack. Be prepared for his Flaming Torpedo because if you can leap over this then Bison is vulnerable at the end of the move.

Bison's Torpedo is electrifying and very easy to pull off. You'll be able to rip apart the inexperienced player in a matter of seconds if you're quick. To defend against this guy is a real nightmare – and if he corners you then getting out is very tricky. Bison can also slide towards you with a chin-cracking rush kick series that'll knock you senseless.

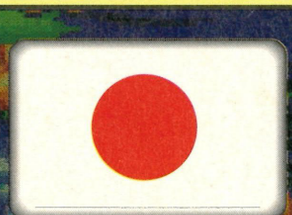
COMBO

Bison's Psycho Crusher is one of the most powerful moves in the tournament. Not only does it totally knock-out your opponent for a few seconds but it's also fairly tricky to jump over or block. If you are controlling Bison then attack with a flying kick, then duck and give your victim a low powered punch before powering up the Psycho Crusher. You should engage the Psycho Crusher when you are close to your opponent.



E HONDA

From: Japan - the source of many Sega import games
Weight: 137kg - The heaviest fighter in the contest
Special moves: Hundred-Hand Slap, Sumo Torpedo, Belly Flop



Honda's Hundred-Hand Slap is a very effective move that is only matched by Chun Li's Lightning Kick. Because Honda can move as he uses the slap opponents are left battered to death. Honda's aggression makes him a force to be reckoned with on the streets. Many players use the slap move more than any other as it's so easy to pull off and devastating on any victim.

Honda's other specialities include a Sumo Torpedo that is useful when opponents are keeping their distance. If Honda can daze his opponent then his next best move is the Bear Hug.

COMBO

Although Honda is respected by all the fighters because of his unstoppable Hundred-Hand Slap, Honda can perform a very worthwhile combo. First Belly Flop your opponent so you land on the deck the other side of him. Next perform a high-kick followed by a standard hard punch.

You may like to try this easier combination using special moves. Begin with a Sumo Torpedo, then as you land go into a Hundred-Hand Slap. As your opponent is stunned continue your attacks with a rapid knee jab or charge yourself up for a second Torpedo. The aim here is to confuse your opponent and give him no chance!

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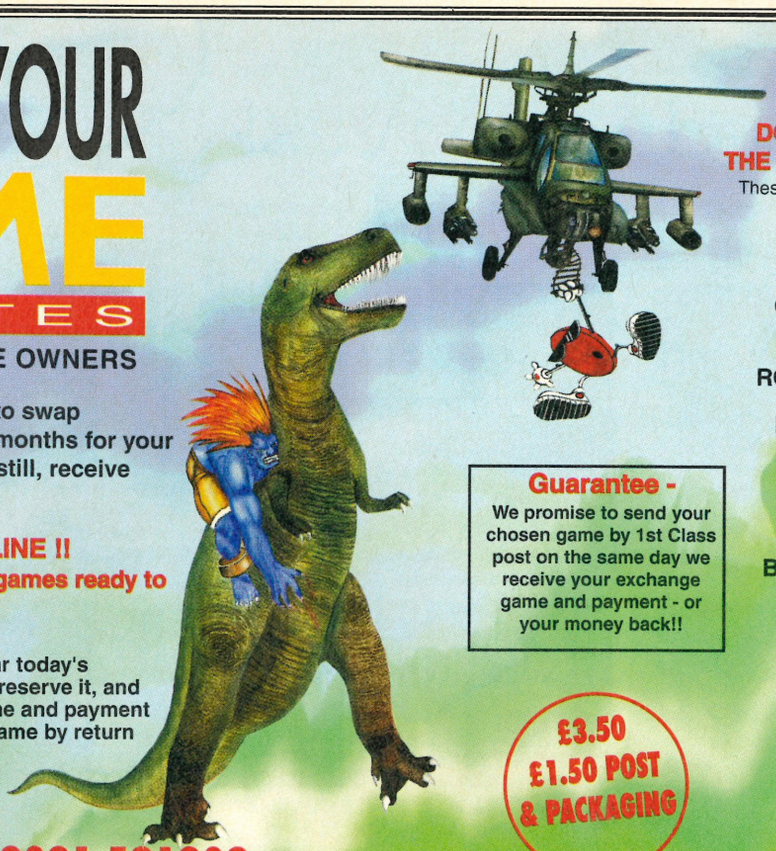

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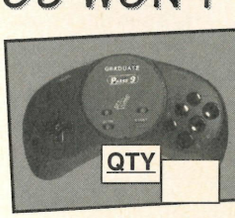

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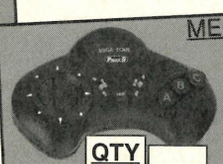

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A	D-Pad away from opponent
T	D-Pad towards opponent
D	D-Pad down
U	D-Pad up
P	Punch
K	Kick

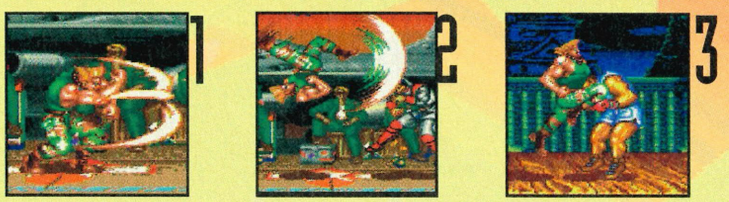
(- Between these two buttons)

RYU

1. Fireball ..... **D**, **D-T**, **T** and **P**
2. Dragon Punch ..... **T**, **D**, **D-T**
3. Hurricane Kick ..... **D**, **D-A**, **A**

GUILE

1. Sonic Boom ..... *Hold* **A** for 2 seconds, then **T** and **P**
2. Flashkick ..... *Hold* **D** for 2 seconds, then **U** and **K**
3. Slammer ..... **T** and medium **K**



ZANGIEF

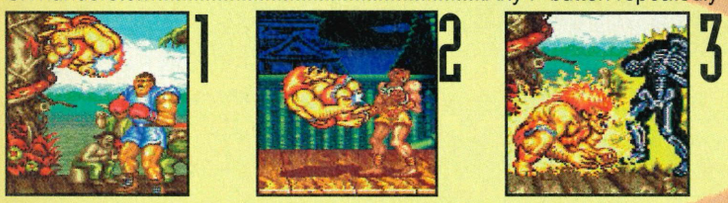
1. Double Lariat ..... All 3 **K** buttons
2. Lariat ..... All 3 **P** buttons
3. Spinning Pile Driver ..... Rotate D-Pad 360 degrees

SAGAT

1. Tiger Shot ..... **D**, **D-T**, **T** and **P**
2. Low Tiger/Tiger Uppercut ..... **D**, **D-T**, **T** and **K/P**
3. Tiger Knee ..... **D**, **D-T**, **T**, **T-U**, **U** and **K**

BLANKA

1. Vertical Cannon ..... *Hold* **D** for 2 seconds
2. Cannonball Spin ..... *Hold* **A** for 2 seconds, then **T** and **P**
3. Thunderstorm ..... Any P button repeatedly

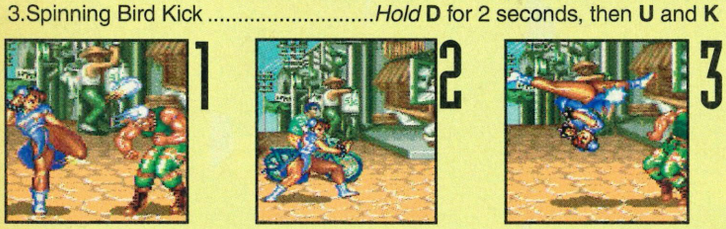


VEGA

1. Izna Drop ..... *Hold* **D** for 2 seconds, then **U** and **K**, **A** and **P**
2. Barcelona Attack ..... *Hold* for 2 seconds, then **U** and **P**
3. Crystal Roll ..... *Hold* **A** for 2 seconds, then **T** and **P**

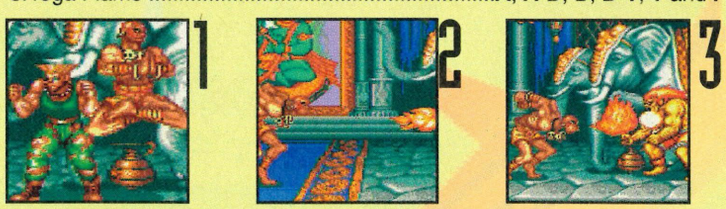
CHUN LI

1. Lightning Kick ..... Any **K** button repeatedly
2. Fireball ..... **A**, **A-D**, **D**, **D-T**, **T** and **P**
3. Spinning Bird Kick ..... *Hold* **D** for 2 seconds, then **U** and **K**



DHALSIM

1. Teleport ..... **T**, **D**, **D-T** and **P**
2. Yoga Fire ..... **D**, **D-T**, **T** and **P**
3. Yoga Flame ..... **A**, **A-D**, **D**, **D-T**, **T** and **P**

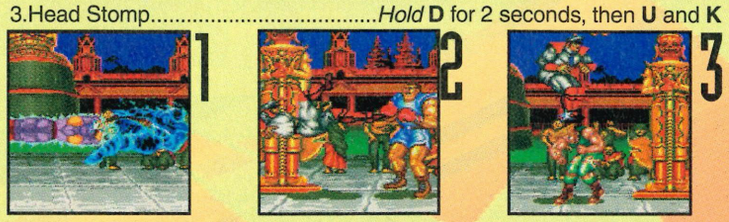


BALROG

1. Dash Punch ..... *Hold* **A** for 2 seconds, then **T** and **P**
2. Dash Uppercut ..... *Hold* **A** for 2 seconds, then **T** and **K**
3. Turn Punch ..... *Hold* all 3 **P** buttons, then release

M BISON

1. Flaming Torpedo ..... *Hold* **A** for 2 seconds, then **T** and **D**
2. Knee Jerk ..... *Hold* **A** for 2 seconds, then **T** and **K**
3. Head Stomp ..... *Hold* **D** for 2 seconds, then **U** and **K**



KEN

1. Fireball ..... **D**, **D-T**, **T** and **P**
2. Dragon Punch ..... **T**, **D**, **D-T**
3. Hurricane Kick ..... **D**, **D-A**, **A**

E HONDA

1. Hundred-Hand Slap ..... Any **P** button repeatedly
2. Sumo Torpedo ..... *Hold* **A** for 2 seconds, then **T** and **P**
3. Belly Flop ..... *Hold* **D** for 2 seconds, then **U** and **K**

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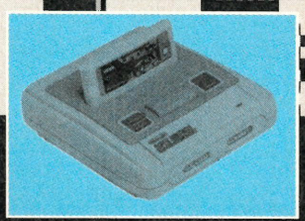

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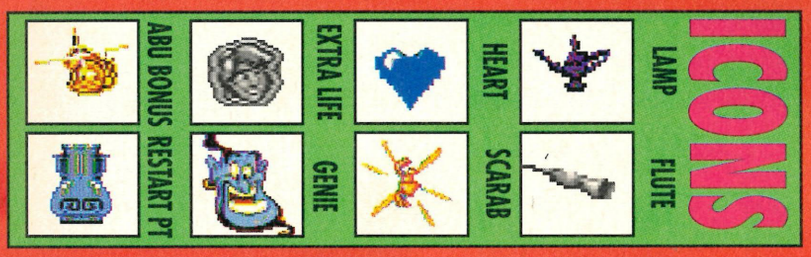
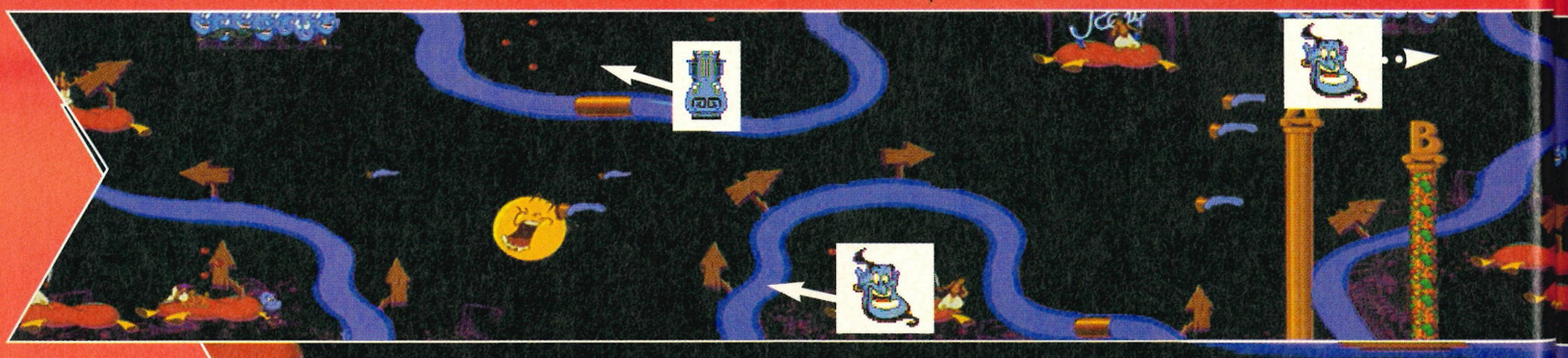
TIPS

Disney's Aladdin

MEGA DRIVE

Since mapping the final levels of *Aladdin* Mark Hill is still convinced that level eight inside the magic lamp is the reason why recent shouts of "Abu" have been heard by others in his house at night. After finding the cheeky monkey wrapped in the crawling mist of the lamp's interior, the rest of the level must have got to his brain with hands disappearing in odd patterns and balloons that float as a staggered obstacle course! Well, as promised, the *Aladdin* master now reveals the second part of this comprehensive tips guide. It's been mapped, it's been tipped and there's even a level select for you this month.





LEVEL 8 – INSIDE THE LAMP

This level moves completely away from your average cave or town backgrounds as you are actually inside the mystic lamp. The genie's home is a weird and bizarre scenario of rubber hands, disappearing gloves, strings of balloons and crawling mist. You'll be frustrated at the stepping stone sequences whilst at the same time enjoy the humour of rubber hands flicking you upwards and genie faces that honk as you use them like a trampoline.

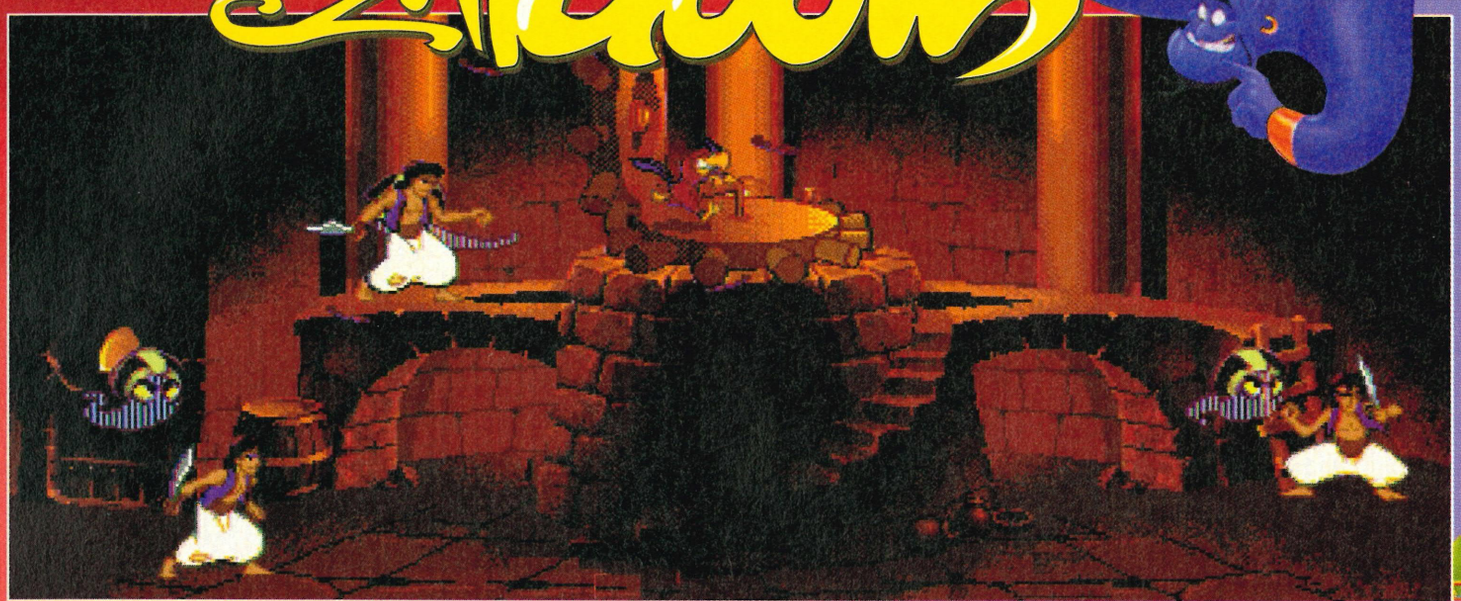
The secret inside the lamp is for you to keep cool. The crawling streams of mist are an easy trap to fall through – so keep on the move! Wooden arrows will give you a rough idea of the route, so really you should have no problems.

The helpful gloves that spring you upwards can often lead you into danger, whilst disappearing gloves will only spoil the party and cause a life to be lost. Use these gloves like the stepping stones. The medium sized gloves won't shrink, so you can give yourself a breather to assess the next situation. The small gloves represented as a small blip cannot be jumped on – just wait for them to expand. The patterns are tricky in places so watch the sequence before stepping onwards. Note that near the end of the level there is one hand that'll stay as a blip, you can land on this, then jump to safety through a character's mouth.

The genies you need to collect for the bonuses at the end of the level are not hidden, it's just a question of reaching them! You'll need to drop through the mist streams in some areas – just make sure you'll land on a platform below, if (or when) you fall. At other times you should use the flat genie faces and rubber gloves to shoot yourself through the air to reach the gems and the extra life just after the series of balloons.

The balloon sequence can be easy when you learn how to grab the strings of each. Just fall through each string from an angle above as you jump from one to another. Don't forget you'll need to be very quick – this part is very much like walking up a downward escalator!

Disney's Aladdin



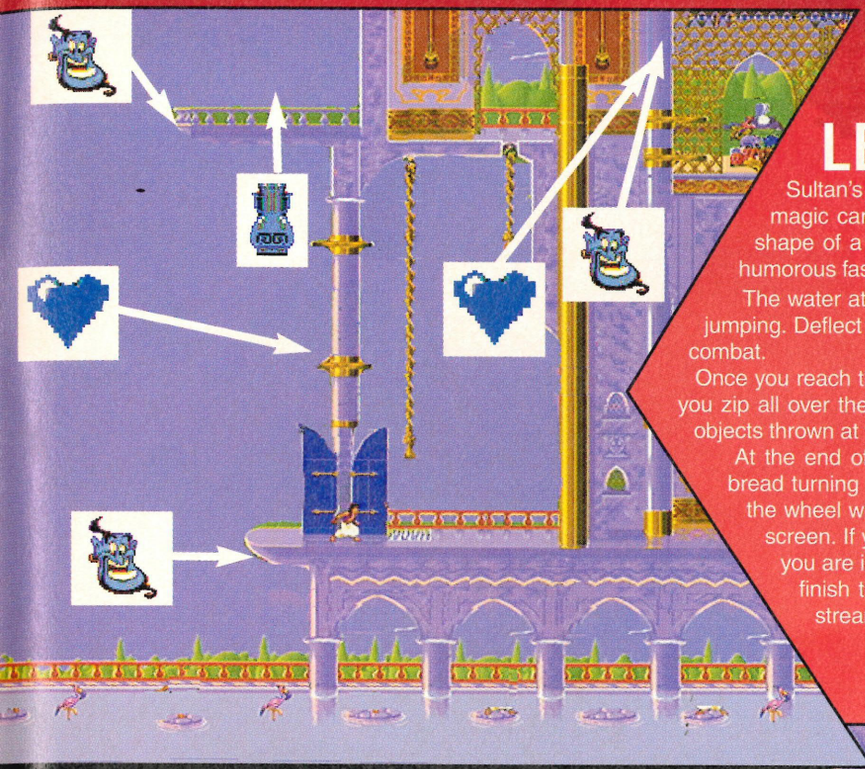
LEVEL 9 – Sultan's Palace.

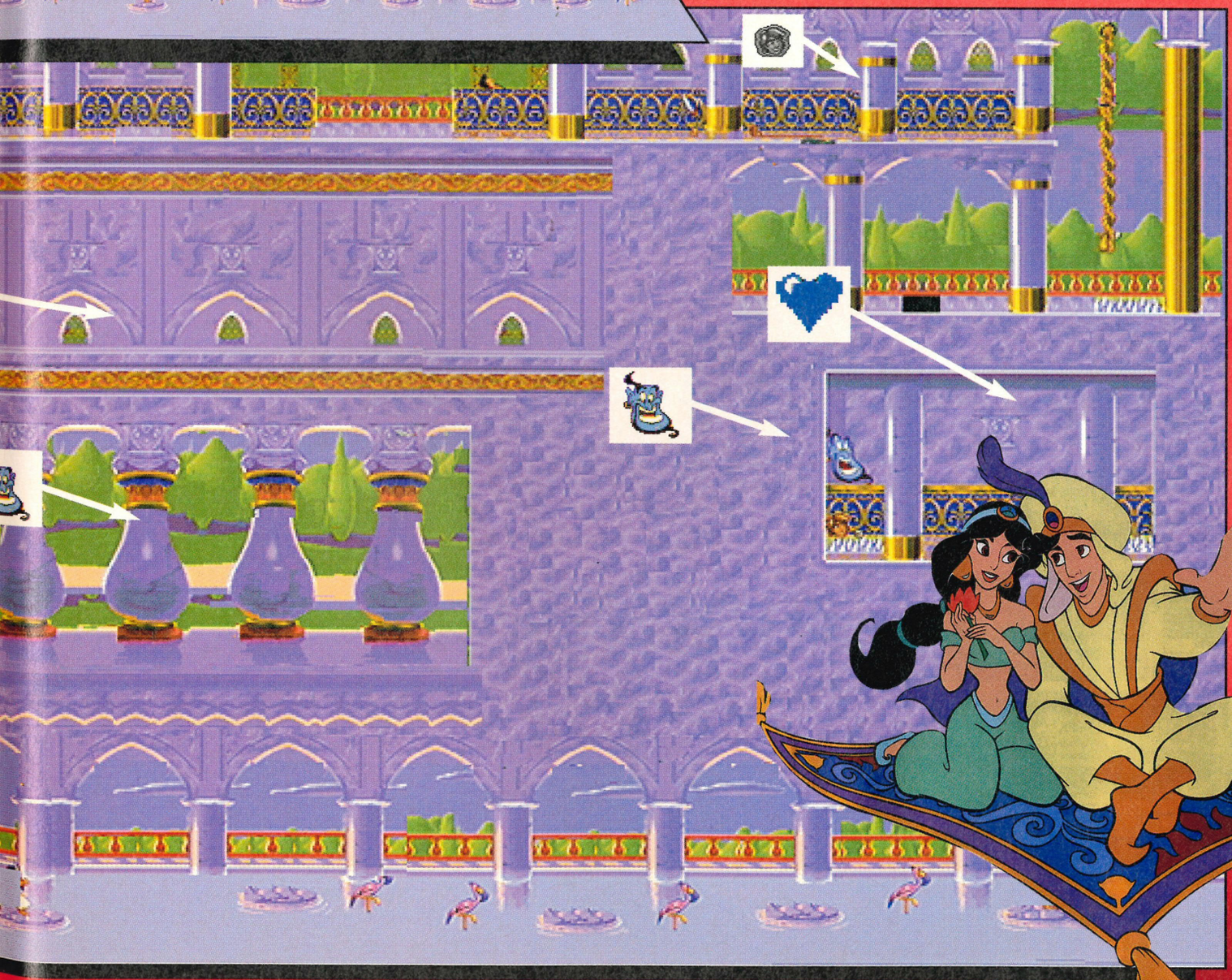
Sultan's palace is a real treasure-house of goodies which you'll explore either on the magic carpet or on foot. The start of the level reveals a new Disney character in the shape of a stalk. When you land on them they stretch out and flatten their backs in a humorous fashion – here again we see the quality of this Disney animation.

The water at the base of Sultan's palace is deadly if you fall in – so make sure you keep jumping. Deflect the pirate's daggers with your sword and use any apples to prevent close-up combat.

Once you reach the carpet then life is really very easy. Keep swiping away with your sword as you zip all over the screen collecting genies and gems whilst at the same time deflecting any objects thrown at you.

At the end of this level you'll go on to the clock tower where a small mouse earns his bread turning the wooden cog. All you need to do is throw as many apples as you can at the wheel whilst avoiding the ghosts that repeatedly appear from the left and right of the screen. If you can climb the stone steps and throw apples to the right of the wheel then you are in good position for the job. Hack the ghosts as soon as they appear, you can finish the level if you manage to throw enough apples before your energy smoke-stream runs out.





TIPS

Disney's Aladdin

LEVEL 10 – Jafar's Palace

In Jafar's palace you'll need to deal with the deadly statues whilst jumping hot-footed over flame trails that run at you through the palace floors. There are more rug rides to endure on this final level and often it's worthwhile for you to jump off the rug at certain points to grab the bonuses out of reach from the rug.

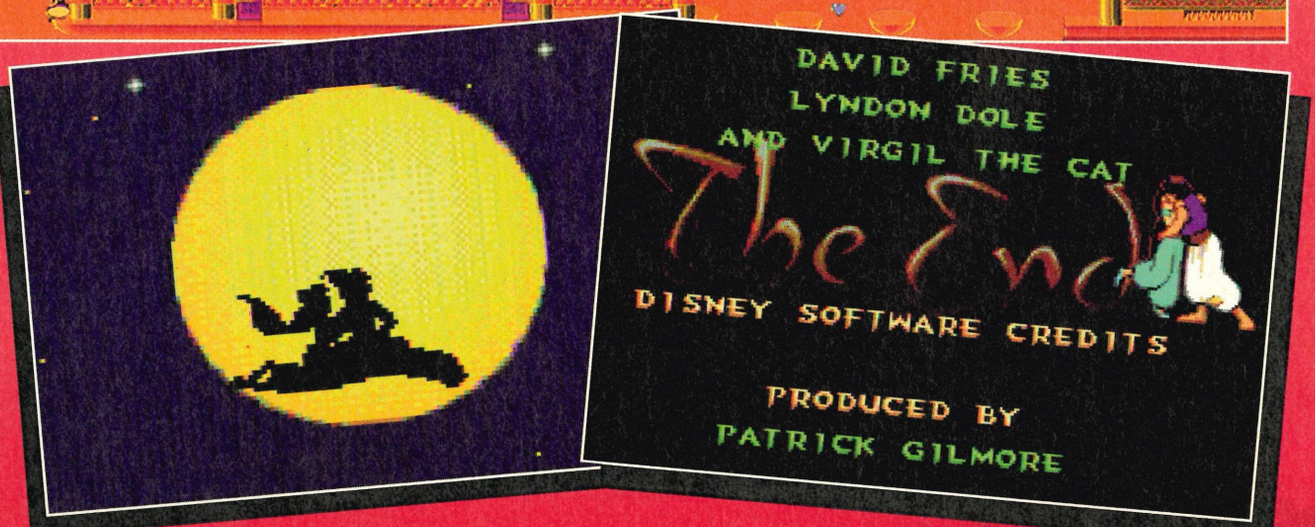
With the rug rides, your route is always decided so once you have enough bonuses stay on the rug until you reach the highest platform. The statues should be attacked as soon as they appear to prevent their attacks on you.

You'll need to rely very much on the re-start posts for this final showdown so when you lose a life it's not necessary to scale the whole palace again (It can be very irritating having to keep battling past the same palace guards time and time again).

As you near the final guardian you'll need to be careful not to fall onto the pit of spikes below. Just one fall will cause you to lose a life, so keep hopping and hacking as you move.

The final guardian will test you as you grapple with the joypad. To avoid his ray of deadly magic bash the A button repeatedly to get as many apples slung in his direction as possible. When the guardian turns into a dragon you'll need to jump at intervals over his trailing flames whilst collecting and throwing more apples. With speed and accuracy you'll kill off this dragon and finish the game. Then it's off into the sunset for a kiss with the rescued princess and a look at the end credits.

That's all you should need to successfully navigate Aladdin to his waiting princess, however to skip levels: Press START to pause the action. Then press ABBAABBA. This will take you to the end of the current level.



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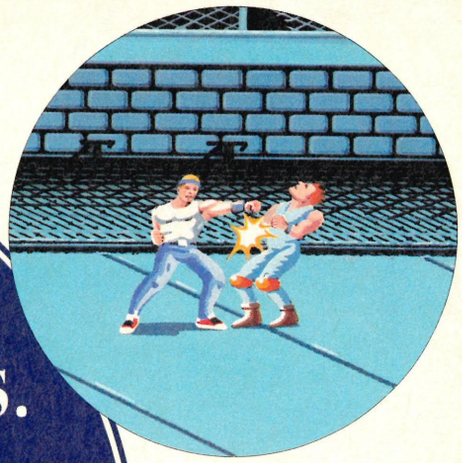

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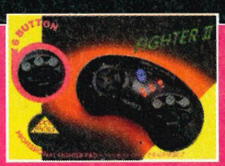

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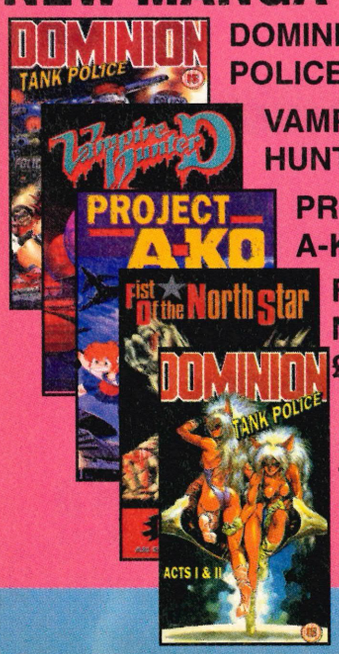

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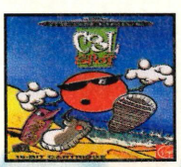

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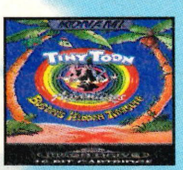

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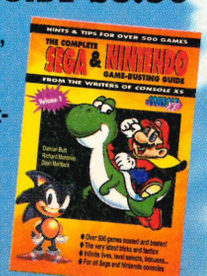

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PRO DATES

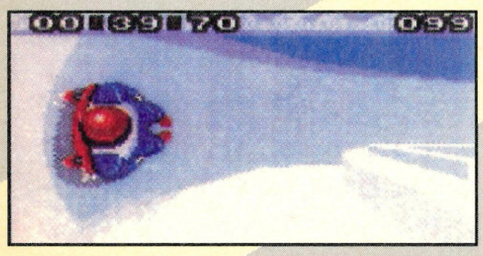
Welcome welcome welcome to another Prodates column, the only bit of the mag where you get to read loads of info that we've copied straight from the companies' release schedules! Yeah, we love this job. Anyway, keep a keen, well-oiled and only partially skinned eye out for these jewels of the software trade over the next month or so. And don't forget: have a darned good Christmas! (Right lads, we can go now, that's the last bit of this issue written!)

MEGA DRIVE

DECEMBER

WINTER OLYMPICS (US Gold)

US Gold have snapped up speedskater Wilf O'Reilly and the rest of the Olympic events in this game of the sport. Very kind of them if you ask us.



FOOTBALL (Sony)

Sony join the football field, but it's not going to be easy with the likes of their own *Sensi Soccer*, and many others to contend with. We watch with interest, since that's what we're paid to do.

THE PRO

Once again it's time to open the ProFile to take a l the different formats. Armed with this info it sho precious game, only to find out that that nice shop

MEGA DRIVE MEGA

The good-old down-to-earth Mega Drive is still the format that most Sega Programmers think of writing for first. As the pages below go to prove, there are plenty of games out there if you own one of these.

1943
IMPORT
Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated but still fun. 64%

688 ATTACK SUB
SEGA £39.99
Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 68%

ADDAMS FAMILY
ACCLAIM £39.99
With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay. Only the standard platform concept pulls this down from the likes of *Mario*. 84%

ADVANCED WW2 SIMULATOR
IMPORT
This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden behind it all. 66%

AERO BLASTERS
IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. 62%

AEROBIZ
IMPORT
An air business simulation with some great strategic features. It's a unique offering with mediocre graphics that function very well. Certainly worth a look. 82%

AFTER BURNER II
SEGA £34.99
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 62%

AIR DIVER
IMPORT
Similar to *After Burner II* in both looks and playability. It has more challenging play with a wider variety of opponents and tough guardians. 73%

ALESTE (MUSHA)
IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 77%

ALEX KIDD IN ENCHANTED CASTLE
SEGA £19.99
This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

ALIEN 3
FLYING EDGE £39.99
May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. 77%

ALIEN STORM
SEGA £19.99
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. 74%

ALISIA DRAGOON
SEGA £19.99
Alisia Dragoon is one tough chick. You must help her through eight stages in the style of *Valis*. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST
SEGA £34.99
The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 48%

AMBITION OF CAESAR
IMPORT
Only for real fans of strategy games. Fortunately the graphics are excellent and will keep you enthralled for ages. Sadly, it's very hard to get into. 73%

AMERICAN GLADIATORS
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 67%

ANDRE AGASSI TENNIS
TECMAGIK £39.99
Each computerised competitor was digitised from real life action, making this a fast and furious tennis game. Sprites are well drawn, though they move a little too quickly. 59%

ANOTHER WORLD
VIRGIN £39.99
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 91%

AQUATIC GAMES
ELECTRONIC ARTS £34.99
James Pond, the fishy star, stars in a series of classy but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS
FLYING EDGE £37.99
Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 65%

ARCUS ODYSSEY
IMPORT
RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 84%

ARIEL: THE LITTLE MERMAID
SEGA £39.99
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

ARNOLD PALMER TOUR GOLF
SEGA £34.99
One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. 81%

ARROW FLASH
SEGA £19.99
This is a very vacant shoot-'em-up. The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? 29%

ART ALIVE
SEGA £14.99
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the pictures. 39%

ASSAULT-SUIT-LEYNOS
IMPORT
Called *Target Earth* in the States. You are a robot who has to bash similar robots over eight moonscapes. Not much fun, but there are a few neat cheats. 42%

ATOMIC ROBOKID
IMPORT
Yet another run-of-the-mill scrolling shoot-'em-up. Definitely one for blast-'em fans who aim to collect every cart released, even if they're rubbish. 37%

ATOMIC RUNNER
SEGA £34.99
Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

AXIS
IMPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

BACK TO THE FUTURE III
SEGA £37.99
Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

BAD OMEN
IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts to kill. 71%

BALL JACKS
SEGA £34.99
A strange game if ever there was one. Stealing spheres from your opponent's robot starts as fun at first, but soon becomes a futuristic bore and very, very tiresome. 28%

BART VS THE SPACE MUTANTS
FLYING EDGE £39.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

BART'S NIGHTMARE
ACCLAIM £39.99
Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 75%

BATTLETOADS
SEGA £39.99
This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

BATMAN
SEGA £39.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 78%

BATMAN RETURNS
SEGA £39.99
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%

BATMAN: REVENGE OF THE JOKER
IMPORT
Better than all the other Sega versions put together, which isn't saying much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. 82%

BATTLE GOLFER
IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

BATTLEMASTER
IMPORT
Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON
ELECTRONIC ARTS £39.99
Its one advantage over other shoot-'em-ups is toughness challenging evenost gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

BEAST WARRIORS
IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

BIMINI RUN
IMPORT
A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

BIO-HAZARD BATTLE
SEGA £39.99
With colourful, atmospheric graphics and a high difficulty setting, this has all it takes, but there isn't anything new in the way of gameplay. 68%

BIO SHIP: PALADIN
IMPORT
Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

BLASTER MASTER 2
IMPORT
A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's so easy. 62%

BLOCK-OUT
ELECTRONIC ARTS £19.99
Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

BOB
ELECTRONIC ARTS £44.99
A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 59%

BONANZA BROS
SEGA £19.99
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in two-player mode you'll soon have it completed. 58%

BUCK RODGERS
ELECTRONIC ARTS £39.99
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big task to perform. 82%

BUBSY
ACCOLADE £39.99
Guide Bubsy around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over lastability. 81%

FILE

k back over all the best and worst releases for all d be nigh impossible to get back home with that eeper's sold you another five-minute wonder!

DRIVE ▼ MEGA DRIVE ▼ MEGA DRIVE ▼

BUDOKHAN
ELECTRONIC ARTS £39.99
The presentation builds up a terrific atmosphere. It's a shame that beneath it's a shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS
ELECTRONIC ARTS £39.99
Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

BULLS v BLAZERS
ELECTRONIC ARTS £39.99
A very realistic basketball sim – fast and superbly simulated. The variety of shots, dunks and slams give you a wide choice of options making the game a very playable affair. 89%

BURNING FORCE
IMPORT
A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. 28%

CADASH
IMPORT
A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

CALIBRE .50
IMPORT
Vertical shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. 33%

CALIFORNIA GAMES
SEGA £19.99
All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS
SEGA £34.99
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

CAPTAIN PLANET
SEGA £39.99
Join the Planeteers in a typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 39%

CASTLE OF ILLUSION
SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. 93%

CENTURION
ELECTRONIC ARTS £39.99
A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

CHAKAN
SEGA £39.99
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76%

CHAMPIONSHIP PRO-AM
IMPORT
This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 67%

CHAMPIONSHIP BOWLING
IMPORT £37.99
An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 69%

CHESTER CHEETAH
IMPORT
A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at *Rocket Knight Adventures* for a decent alternative. 32%

CHIKI CHIKI BOYS
SEGA £39.99
This is *Mega Twins* and it's far too cute and easy. Younger players may find a challenge hidden within, but this platformer offers very little. 44%

CHUCK ROCK
VIRGIN £39.99
Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 79%

CHUCK ROCK 2
CORE DESIGN £39.99
A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 71%

CLUE
IMPORT
Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 76%

COOL SPOT
VIRGIN £44.99
Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%

COLLEGE FOOTBALL
ELECTRONIC ARTS £44.99
A half way experiment between Madden'93 and '94 that allows you to play college teams against the all-time greats with more strategies and an updated presentation of the playing moves. 91%

COLUMNS
SEGA £29.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. 82%

CORPORATION
VIRGIN £39.99
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%

COSMIC SPACEHEAD
CODEMASTERS £39.99
Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. 83%

CRACKDOWN
SEGA £39.99
Wander around *Gauntlet*-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. 77%

CRUE BALL
ELECTRONIC ARTS £39.99
Fast and furious pinball simulator. Tries to better the classy *Dragon's Fury*, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 69%

CURSE
IMPORT
It's a sad day when something as appalling as this is released. Its only purchase value is the novelty of having the worst ever shoot-'em-up. 0%

CYBERBALL
SEGA £19.99
Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

CYBORG JUSTICE
SEGA £39.99
This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

DANGEROUS SEED
IMPORT
Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 80%

DARIUS II
IMPORT
12 levels can be attacked in any order means that there are a variety of possible endings. That alone should satisfy any shoot-'em-up player. 83%

DARK CASTLE
ELECTRONIC ARTS £34.99
The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 50%

DARWIN 4081
IMPORT
Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics. 81%

DAVE ROBINSON'S SUPREME COURT
SEGA £39.99
The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 84%

DAVIS CUP TENNIS
TENGEN £39.99
Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 83%

DEADLY MOVES
IMPORT
Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%

DEATH DUEL
RAZORSOFT £39.99
A shoot-'em-up which offers more than just a blast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. 42%

DECAP ATTACK
SEGA £34.99
Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 75%

DESERT STRIKE
ELECTRONIC ARTS £39.99
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 90%

DEVILISH
IMPORT
Remember *Break-Out*? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-down fun. 85%

DICK TRACY
SEGA £19.99
Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

DINOLAND
IMPORT
Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DISNEY'S ALADDIN
SEGA £44.99
This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. 94%

DORAEMON ADVENTURE
IMPORT
A bright and cheerful platformer that's suited to kids rather than adults. Cute graphics and light-hearted musical tunes make this an easy yet very playable release. 75%

DOUBLE CLUTCH
SEGA £39.99
Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 78%

DJ BOY
IMPORT
While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates (?) – it is simple and too easy. 59%

DOUBLE DRAGON
BALLISTIC £29.99
A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

DOUBLE DRAGON II
IMPORT
Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29%

DOUBLE DRAGON 3
FLYING EDGE £39.99
Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless, street fighting. 35%

DRACULA
PSYGNOSIS £39.99
Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. 65%

DRAGON'S FURY
DOMARK £39.99
Official release of *Devilish*. Stunningly addictive game that has superb graphics and sound with tons of brilliant bonus rooms. 81%

DUNGEONS AND DRAGONS
IMPORT
Dungeons and Dragons will certainly test your RPG skills to the limit. Superb graphics and unlimited adventuring challenge make this a Mega Drive must. 84%

DYNAMITE DUKE
SEGA £34.99
The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

EA HOCKEY
ELECTRONIC ARTS £39.99
Was, in its day, one of the most accurate sport conversions ever. However,the improved *NHLPA Hockey* puts it down a few points. 85%

ECCO
SEGA £39.99
Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics enhance a refreshingly original game. 93%

ELEMENTAL MASTER
IMPORT
This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%

EUROPEAN CLUB SOCCER
VIRGIN £39.99
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 82%

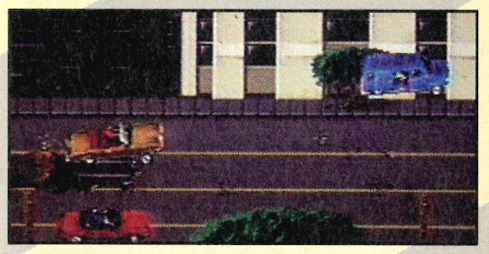
EVANDER HOLYFIELD'S BOXING
SEGA £39.99
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 84%

EXILE
IMPORT
A strange mixture of RPG, platform and puzzle, makes *Exile* an intriguing game to play. Admirable and well worth seeing. 78%

EX-MUTANTS
SEGA £34.99
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

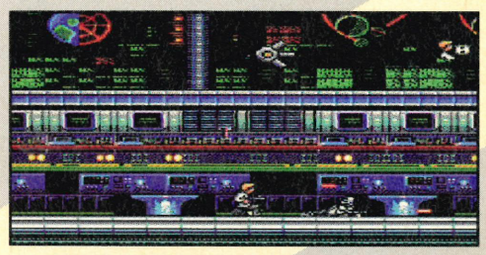
LAST ACTION HERO (Sony)

Arnie attempts to move into the world of the Mega Drive. This is one of several licences Sony have coming up for release soon, all based on films from Columbia Pictures (their film division).



STAR WARS (Sony)

George Lucas's phenomenon continues its amazing advance. The film is nearly seventeen years old and still going strong. Astonishing. And extremely good for George Lucas's bank balance, we think.



JANUARY

TOE JAM & EARL 2 (Sega)

It's the sequel to the first *TJ and E* and don't we all feel so much better for it? Anyway, keep a lingering eye out for this – we'll be reviewing it in the next issue.

GREATEST HEAVYWEIGHTS (Sega)

Boxing might damage the brain but the worst thing that can happen with his version is you get eyestrain in front of the TV. Which is very kind of the game designers. Could this deliver an uppercut to other beat-'em-ups? Tune in next issue to find out...

BODY COUNT (Sega)

This charmingly-named title is sure to be a hit with members of videogames censors and the usual bunch of psychopathic kids. Well, sign us up too, we want some action! Anyway, for some entertaining beat'em-up action, this release could be the place to look.

DRAGON'S REVENGE (Electronic Arts)

This is Tengen's follow-up to the excellent *Dragon's Fury* and we're looking forward to it, especially after the disappointment over *Virtual Pinball* and *Sonic Spinball*.

F117 NIGHT STORM (Electronic Arts)

Reviewed this month, EA get into Mega Drive flight sims, a pretty gutsy move considering the 'Drive's supposed lack of suitability for this type of game. After all, no keyboard!

GUNSHIP (US Gold)

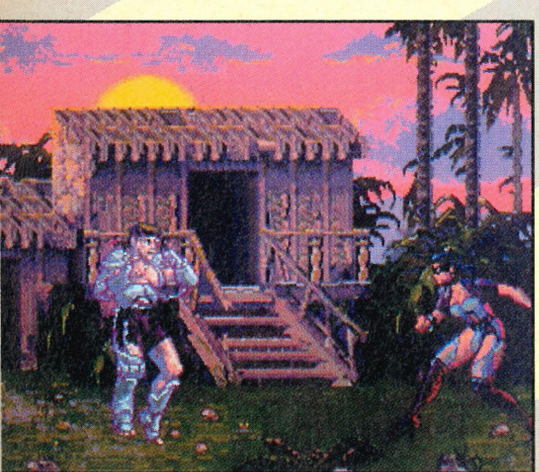
US Gold look towards the new year with a sparkle in the eyes and a gun in their pockets. Yep, this new chopper sim (a conversion from other formats) will be with us soon. Watch out for it.

MEAN BEAN MACHINE (Sega)

Good grief, you'd have thought with the couple of million words of English to choose from, they'd come up with a better name than this? Jeez. Ah well, we await this at the office with interest.

ETERNAL CHAMPIONS (Sega)

We preview this beat-'em-up title in this issue which is rather kind of us isn't it? Nothing better than being up to date, that's what we think. Anyway turn to the previews section for more information.



F1
DOMARK £44.99
Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 86%

F-1 CIRCUS
IMPORT
Addictive and playable, *F-1 Circus* was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's great fun. 82%

F-1 GRAND PRIX
IMPORT
Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 87%

F-15 STRIKE EAGLE II
MICROPROSE £39.99
This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 88%

F-22 INTERCEPTOR
ELECTRONIC ARTS £39.99
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 72%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS £39.99
One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA
SEGA £39.99
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

FANTASTIC DIZZY
CODEMASTERS £39.99
Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and constructive puzzles. 90%

FATAL FURY
SEGA £44.99
A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

FASTEST 1
IMPORT
Full marks for splitting the screen for two-player racing, but zero for looks and gameplay. Racers are essentially simple, but surely not this basic? 48%

FATAL LABYRINTH
SEGA £19.99
Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

FATAL REWIND
ELECTRONIC ARTS £39.99
Originally titled *The Killing Game Show*, this makes excellent use of the the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 86%

FATMAN
IMPORT
This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

FERRARI GRAND PRIX CHALLENGE
FLYING EDGE £39.99
Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. 38%

FIGHTING MASTERS
IMPORT
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

FINAL BLOW
IMPORT
As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

FIRE MUSTANG
IMPORT
Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right. The large graphics slow the gameplay below an acceptable speed. 55%

FIRE SHARK
SEGA £19.99
Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

FLASHBACK
US GOLD £44.99
If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. 94%

FLICKY
SEGA £29.99
The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

THE FLINTSTONES
SEGA £39.99
Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%

FORGOTTEN WORLDS
SEGA £34.99
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

G-LOC
SEGA £39.99
More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%

GADGET TWINS
IMAGITEC £37.00
Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 89%

GAIARES
IMPORT
Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happydespite its lack of originality. 81%

GAIN GROUND
SEGA £19.99
A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 87%

GALAXY FORCE II
SEGA £19.95
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%

GAUNTLET IV
TENGEN £39.99
With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 83%

GENERAL CHAOS
ELECTRONIC ARTS £44.99
The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft shade of humour that makes this an original piece of software for the collection. 91%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £39.99
A poor attempt that should have been put to sleep the moment the programmers finished. 54%

GHOSTBUSTERS
SEGA £19.99
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA £44.99
A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

GLOBAL GLADIATORS
VIRGIN £44.99
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 89%

GODS
ACCOLADE £39.99
A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzler, but there is little variety in the game format. 81%

GOLDEN AXE
SEGA £19.99
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

GOLDEN AXE II
SEGA £19.99
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

GOLDEN AXE III
IMPORT £34.99
The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 62%

GRANADA X
SEGA £29.99
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 77%

GRANDSLAM TENNIS
SEGA £39.99
Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

GREENDOG
SEGA £39.99
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

GREY LANCER
IMPORT
Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 83%

GUNSTAR HEROES
SEGA £39.99
The original ideas and unique gameplay add to the fun and excitement of this two player shoot-'em-up that boasts effective and colourful backdrops. 87%

GYNOUG
SEGA £19.99
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 76%

HARDBALL
IMPORT
An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. 32%

HARDBALL III
ACCOLADE £39.99
Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 80%

HARD DRIVIN'
TENGEN £39.99
Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 83%

HAUNTING
ELECTRONIC ARTS £49.99
Vito and Flo have made sure their brother has a hasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 75%

HEAVY NOVA
IMPORT
Robots in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better in this genre. 29%

HEAVY UNIT
IMPORT
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 68%

HELLFIRE
IMPORT
Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

HERZOG ZWEI
SEGA £19.99
You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

HIT THE ICE
IMPORT
This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, destroying any incentive to progress in the tournament. 32%

HOME ALONE
SEGA £39.99
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

HUMANS
IMPORT
Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 80%

IMMORTAL (THE)
ELECTRONIC ARTS £44.99
The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

INDIANA JONES: LAST CRUSADE
US GOLD £39.99
A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 72%

INSPECTOR X
IMPORT
This is a truly superb shoot-'em-up and one of the very few import games to excel. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenaline pumping. Almost necessary kit. 90%

INTERNATIONAL RUGBY
DOMARK £39.99
This rugger sim is the first of its kind and hopefully the last. It lacks any stadium atmosphere and scoring a try is so straight forward and easy. Any strategic capabilities go out the window here. 39%

ISHIDO: THE WAY OF THE STONES
IMPORT
Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

J LEAGUE PRO STRIKER
IMPORT
Soccer is becoming big in Japan and this game coincided with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. It's faster on jap machines! 90%

JAMES BOND - THE DUEL
DOMARK £39.99
James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES POND
ELECTRONIC ARTS £39.99
This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

JAMES POND II
ELECTRONIC ARTS £39.99
Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's a really fun game to play. A brilliant sequel. 90%

JAMES POND 3
The aquatic agent returns in a new 100 level game. Excellent speed and graphics go to make a top notch pick-'em-up adventure. 83%

JENNIFER CAPRIATI TENNIS
IMPORT
Run-of-the-mill tennis game, released officially as *Grandslam Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

JEWEL MASTER
SEGA £34.99
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

JOE MONTANA FOOTBALL
SEGA £19.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

JOE MONTANA II
SEGA £34.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative, but it's far from making it a hit. The side-on view is not as good as *John Maddens*. 75%

JOE MONTANA III
SEGA £34.99
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden 93*. Nice try, all the same. 84%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS £39.99
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy. 84%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS £39.99
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 92%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS £39.99
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden 92*, but if you haven't got one, buy this. 92%

JORDAN VS BIRD
ELECTRONIC ARTS £39.99
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent full game option. 78%

JUNCTION
IMPORT
Junction adds a new flame to the fire by mixing a *Pipe Mania* type game with a slide puzzle, resulting in a very challenging game. 81%

JUNGLE STRIKE
ELECTRONIC ARTS £44.99
Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from *Desert Strike*. 96%

JURASSIC PARK
IMPORT £49.99
The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 85%

KABUKI SOLDIER
IMPORT
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

KA-GE-KI
IMPORT
Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about

in an effort to beat each other up. Need we say more? 36%

KEIO FLYING SQUADRON
IMPORT
An import shoot-'em-up featuring loads of guardians and a variety of pick-ups. Graphics are large and detailed, it's only the repetitive gameplay pulling this one down. 49%

KID CHAMELEON
SEGA £39.99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 78%

KING COLOSSUS
SEGA IMPORT
Japanese adventure game with a long introductory sequence. Nine stages of pretty, but uneventful, adventuring. Learn the lingo first! 43%

KING'S BOUNTY
IMPORT
A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

KING SALMON
IMPORT
Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. 68%

KING OF THE MONSTERS
SEGA £39.99
King of the Monsters isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 57%

KLAX
DOMARK £39.99
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE £39.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LAND STALKER
IMPORT
Fantastic adventure game with tremendous graphics and a huge game area to cover. Currently in Japanese text, but well worth waiting for officially. 84%

LANDSTALKER
An interactive adventure where you'll talk as much as you'll hack. Atmospheric and challenging as you set out to find the king's lost treasure. 85%

LAKERS VS CELTICS
ELECTRONIC ARTS £34.99
This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE
SEGA £19.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay. 58%

THE LEGEND OF GALAHAD
ELECTRONIC ARTS £39.99
Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

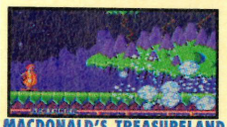
LEMMINGS
SEGA £39.99
The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

LHX ATTACK CHOPPER
ELECTRONIC ARTS £39.99
A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard war junkies. 70%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS £39.99
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

M1 ABRAMS BATTLE TANK
SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

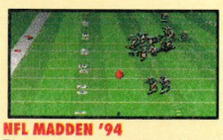
MAGICAL MR TALUROOT
IMPORT
A platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%



MACDONALD'S TREASURELAND ADVENTURE
A colourful and innovative scroller that sees you piloting Ronald to the treasure (not the till). Fun and frolics in his own fantasy world. 84%

MARBLE MADNESS
ELECTRONIC ARTS £34.99
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

MARIO LEMIEUX HOCKEY
SEGA £39.99
Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and *NHLPA Hockey* runs all over it. 73%



NFL MADDEN '94
The series continues with this stormer of a simulation! More detailed sprites, a better view of the action and just as much strategy and gameplay improve on all previous attempts. This takes American Football all the way into the EndZone! 91%

MARVEL LAND
IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill. 73%

MASTER OF MONSTERS
IMPORT
A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

MASTER OF WEAPON
IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

MAZIN WARS
SEGA £39.99
A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. 81%

MEGA LO MANIA
VIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL
IMPORT
Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an addictive game. 83%

MEGA TRAX
IMPORT
This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

MERCS
SEGA £19.99
Identical to the arcade, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

MICRO MACHINES
CODEMASTERS £39.99
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

MIDNIGHT MADNESS
IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

MiG-29 FIGHTER PILOT
DOMARK £39.99
A challenging and exciting flight sim that takes you through five tough missions in the Middle East. Some great polygon graphics and relentless cockpit dramas! 82%

MIGHT & MAGIC
ELECTRONIC ARTS £39.99
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. 82%

MIKE DITKA FOOTBALL
BALLISTIC £34.99
The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 78%

MONOPOLY
IMPORT
A good representation of the board with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 44%

MONSTER LAIR
SEGA £19.99
Controlling a sword-wielding young lass may excite you, but the whole adventure through the greenery soon gets very tedious. 40%

MOONWALKER
SEGA £19.99
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 78%

MORTAL KOMBAT
ACCLAIM £49.99
A one-on-one beat-'em-up that's almost a perfect conversion of the arcade original. The life-like graphics and superb animation make this one of the best fights ever! 93%

MS PACMAN
IMPORT
Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. 28%

MUHAMMAD ALI'S BOXING
VIRGIN £39.99
There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 81%

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS £39.99
A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden'* too deep, then try this for more fun. 70%

MYSTIC DEFENDER
SEGA £19.99
A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 65%

NEW ZEALAND STORY
IMPORT
This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 85%

NBA ALL STAR CHALLENGE
IMPORT
The lack of a full-game tournament option lets it down, but there are lots of challenges against the computer or second player. 68%

NHLPA HOCKEY '93
ELECTRONIC ARTS £39.99
The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

NHL HOCKEY '94
ELECTRONIC ARTS £44.99
In contrast to *NHLPA '93*, this has 72 different types of organ music with a great atmosphere and fast, furious gameplay. However, due to the complete lack of scoring ability, this rates lower than *NHLPA '93*. 74%

NINJA BURAI
IMPORT
An RPG that requires an understanding of the Japanese language. All on-screen instructions, gauges and indicators make life very difficult. 79%

OLYMPIC GOLD
US GOLD £39.99
The MD is short of this kind of sporting compilation, but *Olympic Gold* more than manages to fill the gap that has been created. Best played with a crowd of players. 81%

ONSLAUGHT
IMPORT
An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 81%

OUTLANDER
IMPORT
An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! 62%

OUT RUN
SEGA £19.99
This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 75%

OUTRUN 2019
SEGA £39.99
This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 63%

THE OTTIFANTS
Cute graphics as Baby Bruno tries to find his dad and ends up in his own daydream. Slick throughout and good platform entertainment. 83%

PAC-MANIA
DOMARK £34.99
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to play. 78%

PAPERBOY
DOMARK £39.99
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode. 60%

PAPERBOY 2
DOMARK £39.99
Another fine conversion, but there's still no two player versus mode. Still if you are a fan of the original, then this is more of the same, with very little else added. 63%

PGA TOUR GOLF
ELECTRONIC ARTS £39.99
Slightly better than *Arnold Palmer* due to its realism (you even get the occasional bird tweeting) and improved graphics. 88%

PGA TOUR GOLF II
ELECTRONIC ARTS £44.99
A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes other than a few more courses. 90%

PHANTASY SOLDIER 3
IMPORT
As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 86%

PHANTASY STAR II
SEGA £59.99
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 70%

PHANTASY STAR III
SEGA £49.99
Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 78%

PHELIOS
SEGA £34.99
Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

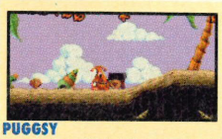
PIGSKIN FOOTBRAWL
IMPORT
Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

PIT-FIGHTER
DOMARK £49.99
Improved digitised graphics, gut wrenching sound and the appeal of battering opponents to death. How could this fail to be a winner? 87%

POPULOUS
ELECTRONIC ARTS £39.99
One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

POWER ATHLETE
IMPORT
A tame beat-'em-up that lacks a variety of moves and aggression. It can be challenging with two players, but that's about it. 56%

POWERBALL
IMPORT
The graphics are very simple in what is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%



PUGGSY
A really thoughtful platformer this with puzzles galore. If you feel your brain could do with some taxing gameplay this alien's your man. 82%

ELSPA
PENGUIN CHARTS

CHARTS

MEGA-CD

1	Ecco	Sega
2	Night Trap	Sega
3	Final Fight	Sega
4	Batman Returns	Sega
5	Sherlock Holmes	Sega
6	Road Avenger	Sega
7	INXS	Sega
8	Afterburner III	Sega
9	Wolfchild	Sega
10	Time Gal	Sega

GAME GEAR

1	Mortal Kombat	Acclaim
2	Jurassic Park	Sega
3	Sonic 2	Sega
4	Talespin	Telstar
5	Ecco	Sega
6	Mickey Mouse 2	Sega
7	Lemmings	Sega
8	G-Loc	Sega
9	Chuck Rock	Sega
10	Axe Battler	Sega

MASTER SYSTEM

1	Mortal Kombat	Acclaim
2	Asterix	Sega
3	Champs of Europe	TekMagic
4	Lemmings	Sega
5	Mickey Mouse 2	Sega
6	Tazmania	Sega
7	Sonic 2	Sega
8	Senna Monaco GP	Sega
9	Trivial Pursuit	Domark
10	The Simpsons	Flying Edge

MEGA DRIVE

1	Street Fighter II	Sega
2	F1	Domark
3	Aladdin	Sega
4	Mortal Kombat	Acclaim
5	Jungle Strike	EA
6	Ultimate Soccer	Sega
7	Sonic 2	Sega
8	Micro Machines	Codemasters
9	Jurassic Park	Sega
10	World Of Illusion	Sega

POWER CHALLENGE
ACCOLADE £39.99
Reverse angle replays, well drawn fairways and a realistic sense of depth and control on the two courses are the main features of this average golf sim. 72%

POWERMONGER
ELECTRONIC ARTS £39.99
A massive land-conquering mission has to be undertaken. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%

PREDATOR 2
FLYING EDGE £34.99
Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 80%

PRO QUARTERBACK
IMPORT
A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

QUACKSHOT
SEGA £39.99
You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 93%

QUAD CHALLENGE
IMPORT
Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very, very un-playable. 16%

RAIDEN TRAD
IMPORT
More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 37%

RACE DRIVIN'
TENGEN £39.99
This sequel to the arcade driving simulation offers new circuits including a built-in circuit design programme. The content has improved but the ideas remain the same. 80%

RAINBOW ISLANDS
IMPORT
With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

RANGER-X
SEGA £39.99
Sega seem to have pushed the machine to its limits with 128 colours on-screen simultaneously! Although the difficulty seems to be set high, it will keep you coming back for more and more! 92%

RAMBO III
SEGA £19.99
Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

RASTAN SAGA 2
IMPORT
Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

RBI 3 BASEBALL
IMPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of the ordinary. 72%

RBI 4 BASEBALL
IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland. 78%

THE REVENGE OF SHINOBI
SEGA £19.99
Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

RINGSIDE ANGEL
IMPORT
The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited. 60%

RINGS OF POWER
ELECTRONIC ARTS £49.95
Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS
ELECTRONIC ARTS £39.99
Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

ROAD BLASTERS
IMPORT
Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ROAD RASH
ELECTRONIC ARTS £39.99
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 85%

ROAD RASH II
ELECTRONIC ARTS £39.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should keep everyone happy. 92%

ROLLING THUNDER 2
SEGA £39.99
Be prepared for encounters with hoods brandashing sub-machine guns, panthers and 18-wheel juggernauts.. 88%

RUNARK
IMPORT

ROBOCOP VS TERMINATOR
A heavyweight encounter of the box-office kind. Typical scrolling shoot-'em-up without much break from repetitive gameplay. Don't expect originality.
77%

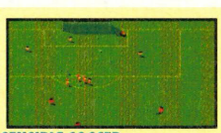
Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD
IMPORT
An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. 64%

SD VALIS
IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

SHADOW BLASTERS
IMPORT
This is a beat-'em-up which fails to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. 46%

SHADOW DANCER
SEGA £39.99



SENSIBLE SOCCER
A fun soccer game that goes for the arcade approach rather than real simulation and strategy. You could moan about the small sprites but the user-friendly controls are likely to disarm most critics.
84%

The addition of a dog to do your dirty work and help you out of awkward situations adds a welcome element to an attractive beat-'em-up. 83%

SHADOW OF THE BEAST
ELECTRONIC ARTS £19.99
Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%

SHADOW OF THE BEAST II
ELECTRONIC ARTS £39.99
The long awaited follow up to the original beastly adventure. Teasing puzzles combined with atmospheric music and mystical graphics. 78%

SHINOBI III
SEGA £34.99
Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. 80%

SHINING IN THE DARKNESS
SEGA £44.99
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 88%

SHINING FORCE
SEGA £44.99
The best RPG to be released on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combet scenes. 93%

SHOVE IT
IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

SIDE POCKET
SEGA £34.99
Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SLAPFIGHT MD
IMPORT
A typical old-fashioned vertical scrolling shoot-'em-up with imaginative sprites and backgrounds plus loads of options. It may be a little too easy to finish. 71%

SLIME WORLD
IMPORT
Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

SNAKE, RATTLE AND ROLL
SEGA £39.99
A blast from the past really in the way you have to gobble up objects as a snake whilst avoiding the footmen. It may be dated, but the action is fairly addictive. 78%

SNOW BROS
IMPORT
Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still hugely addictive and brilliant fun! 79%

SOKOBHAN
IMPORT
Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. 59%

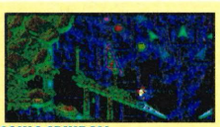
SOL-FEACE
IMPORT
A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

SONIC THE HEDGEHOG
SEGA £34.99
Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed, but it has to be experienced. 90%

SONIC THE HEDGEHOG 2
SEGA £39.99
The best game of 1992. Sonic *2* delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SPACE HARRIER II
SEGA £19.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

SPACE INVADERS '90
IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the



SONIC SPINBALL
Sonic goes pinball crazy zapping through warps and crashing through gates. Some nice unexpected touches although only four levels might damage its lastability.
79%

modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II
VIRGIN £39.99
Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or computer, but play it! 92%

SPIDER-MAN
SEGA £19.99
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%

SPIDER-MAN AND THE X-MEN
FLYING EDGE £39.99
A fun platform adventure with a lot of variety in the gameplay and visuals. The style may be a little dated, but this should still appeal to Marvel hero fans. 80%

SPLATTERHOUSE 2
NAMCO £39.95
Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 86%

SPORTS TALK BASEBALL
SEGA £39.95
A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 80%

STAR CRUISER
IMPORT
Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

STARFLIGHT
ELECTRONIC ARTS £49.99
Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 80%

STEEL EMPIRE
ACCLAIM £39.95
A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 50%

STEEL TALONS
DOMARK £39.99
The MD hasn't been utilised to its full potential and fails to impress as much as the arcade game. Chopper combat at a lower level. 54%

STORMLORD
IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 73%

STREET FIGHTER II
SEGA £59.99
The first ever 24Mbit cart is used to maximum effect to produce a superb conversion of an all-time classic arcade game. The graphics are astoundingly superior and the gameplay is fast. 95%

STREET SMART
SEGA £34.99
This beat-'em-up's gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go. 67%

STREETS OF RAGE
SEGA £34.99
This was widely accepted as the most gruesome beat-'em-up when first released, but it penultimately lacks challenge. Moves are wide-ranging and the sound effects and tunes awesome, but it could all be over on the first go. 83%

STREETS OF RAGE II
SEGA £44.99
An good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 87%

STRIDER
SEGA £19.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

STRIDER II
US GOLD £39.99
This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no passwords, so it's going to be a fair while before you finish it. 76%

SUMMER CHALLENGE
ACCOLADE £34.99
Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 52%

SUNSET RIDERS
KONAMI £39.99
Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 85%

SUPER AIRWOLF
IMPORT
Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 53%

SUPER BASEBALL 2020
ELECTRONIC ARTS £49.99
Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being over-priced. 82%

SUPER BATTLETANK
IMPORT
This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE
SEGA £34.99
Small sprites with extras including power-ups and big guardians. Corking good fun for a few hours, but after that your eyes may become weary. 67%

SUPER HANG-ON
SEGA £19.99
Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

SUPER HIGH IMPACT
IMPORT
A total of 18 teams should give American football fans something to find of interest. Good animation, but a lack of challenge due to the omission of a league. 73%

SUPER HQ
IMPORT
It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

SUPER HYDLIDE
SEGA £19.99
Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few places. Very boring. 49%

SUPER KICK OFF
US GOLD £44.99
May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 77%

SUPER LEAGUE BASEBALL
SEGA £34.99
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled.One of the decent attempts at the sport. 82%

SUPERMAN
VIRGIN £39.99
Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 80%

SUPER MILITARY
IMPORT
This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

SUPER MONACO GP
SEGA £34.99
Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

SUPER MONACO GRAND PRIX II
SEGA £49.99
An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

SUPER OFF ROAD
BALLISTIC £29.99
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL
SEGA £34.99
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

SUPER SMASH TV
ACCLAIM £29.99
Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%

SUPER THUNDER BLADE
SEGA £19.99
A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%

SUPER VOLLEYBALL
IMPORT
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you have to play the sport to enjoy it. 84%

SUPER WRESTLEMANIA
FLYING EDGE £39.99
Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 80%

SWORD OF SODAN
ELECTRONIC ARTS £39.99
Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA £49.99
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

TAILSPIN
SEGA £39.99
A completely boring platform game with the nice addition of a shoot-'em-up section. This doesn't improve the situation enough to make it fun. 61%

TASK FORCE HARRIER EX
IMPORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 45%

TATSUJIN
IMPORT
Average verically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. Just another Japanese release. 46%

TAZ MANIA
SEGA £39.95
Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

TEAM USA BASKETBALL
ELECTRONIC ARTS £39.99
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound effects. 70%

TECHNOCOP
IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 51%

TECMO WORLD CUP SOCCER
IMPORT
The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 51%

TECHNOCLASH
ELECTRONIC ARTS £39.99
This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 84%

TEENAGE MUTANT NINJA TURTLES
KONAMI £39.99
A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 83%

TEL TEL BASEBALL
IMPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

THE TERMINATOR
VIRGIN £39.99
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME
ARENA £39.99
A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

TEST DRIVE 2: THE DUEL
BALLISTIC £34.99
This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THE GREAT WALDO SEARCH
IMPORT
An awful fantasy adventure with simple sprites, barely any music, jerky movements and incredibly easy levels. Don't waste £40. 19%

THUNDER FORCE II
SEGA £34.99
Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

THUNDER FORCE III
SEGA £34.99
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

THUNDER FORCE IV
SEGA £39.99
The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

THUNDERFOX
IMPORT
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

THUNDER PRO WRESTLING
IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

TIGER HELI
IMPORT
Previously exciting helicopter game. Unfortunately, this has seriously dated and can no longer be recommended to young or old. 28%

TINY TOON ADVENTURES
KONAMI £39.99
A wonderful adventure that borrows a lot of elements from the Warner Bros. cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 90%

TOEJAM & EARL
SEGA £19.99
Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 88%

TOKI
SEGA £19.99
Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

TORA! TORA! TORA!
IMPORT
Also known as *Fire Shark*, this is an extremely average shoot-'em-up which has very little to offer to those looking for something a bit different. 75%

TOXIC CRUSADERS
IMPORT
Oh dear! Save the world from the threat of toxic poisoning. Take control

ROBOCOP 3
Third instalment of the lethal law-enforcer. Unfortunately he's armed with flickery sprites and a boring old format. Better left at the cinema.
54%

of Toxie and help him in this dire scrolling arcade adventure. 38%

TOYS
IMPORT
Yes, it's all about childhood objects, but it's not that much fun. Graphics are dull throughout each level and the animation is very poor. Avoid at all costs. 25%

TRAMPOLINE TERROR
IMPORT
Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TRAYSIA
IMPORT
An American RPG that offers very little. Unacceptable graphics and lacking gameplay. Leave it! 17%

TROUBLE SHOOTER
IMPORT
Forgotten Worlds updated! Everything is

TMHT: TOURNAMENT FIGHTERS
The turtles return to face their own clones for a beat-'em-up in Dimension X. Furious *StreetfFghter*-ish fun with a lighter style and some superb animation. Cowabunga! 89%

extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

TRUXTON
SEGA £34.99
Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

TURBO OUT RUN
SEGA £19.99
The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

TURRICAN
BALLISTIC £34.99
A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 81%

TWIN COBRA
SEGA £34.99
Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%

TWIN HAWK
SEGA £34.99
Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%

TWINKLE TALE
IMPORT
A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%

TWO CRUDE DUDES
SEGA £34.99
The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 88%

TWO TRIBES
VIRGIN £44.99
A physiological battle where the aim is to diminish the opposition's population. A well constructed strategic game which some simple, yet creative, background designs and simply hundreds of stages. 88%

ULTIMATE SOCCER
SEGA £39.99
Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. 70%

ULTIMATE TIGER
IMPORT
Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great fun. 80%

ULTIMATE QIX
IMPORT
This certainly plays like the classic board game, Othello. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. 55%

UNDEADLINE
IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega power-ups and zombie level guardians keep everything alive. 85%

UNIVERSAL SOLDIER
ACCOLADE £39.99
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 86%

VALIS
IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

VALIS III
IMPORT
Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a monotonous arcade adventure. 78%

VAPOR TRAIL
IMPORT
The lack of difficulty pulls the rating down. While fun to play, with some breath-takingly fast gameplay, you soon find nothing challenging in the game. 57%

VARIS SD
IMPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

VERYTEX
IMPORT
This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 80%

WANI WANI WORLD
IMPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%

WARDNER
IMPORT
A boring platform game which has nothing to offer and purchasing it may prove to be a complete waste of your money. 25%

WARDNER SPECIAL
IMPORT
The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

WARPSPEED
ACCOLADE £39.99
As an intergalactic space pilot, you must single-handedly prevent aliens from invading the Earth. A brilliant idea, although gameplay is totally unrealistic and the graphics are very dated. 36%

WARSONG
IMPORT
You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%

WHEEL OF FORTUNE
IMPORT
If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 43%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS £39.99
An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it's boring for the experienced adventurer. Kids won't be fooled. 59%

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS £49.99
You must, yet again, get on the trail of Carmen Sandiego and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing, but it's still very lacking in entertainment. 70%

WHIP RUSH
SEGA £34.99
The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too, but there has since been better games releases. 65%

WIMBLEDON
SEGA £39.99
Get into a competitive spirit with a four-player Tap and a worthwhile tennis package. An average tennis sim with the Tap giving it the edge over many other tennis releases. 80%

WINTER CHALLENGE
BALLISTIC £39.99
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 79%

WONDER BOY III
SEGA £34.99
The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only and single players should try elsewhere. 79%

WONDER BOY IV
SEGA £39.99
More fun than the original, or any other for that matter, but it's still too tedious to be an

WIZ 'N' LIZ
Fantasy typecast game, with addition of mixing spells and rescuing rabbits. The sub-games aren't up to much but you'll enjoy the two-player for a bit. 79%

WWF ROYAL RUMBLE
Disapointing fight sim. Not enough characterisation and moves that are rather unsatisfying. Still, if you like the wrestlers you'll enjoy them flexing their sprites. 70%

all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. 82%

WONDER BOY V
SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 75%

WORLD CLASS LEADERBOARD
US GOLD £39.99
Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 77%

WORLD CUP ITALIA 90
SEGA £19.99
This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it. 76%

WORLD OF ILLUSION
SEGA £39.99
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 89%

WRESTLE WAR
SEGA £19.99
Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

XDR
IMPORT
A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as *X-Dazzldy-Ray*. 54%

XENON II
VIRGIN £34.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. 80%

X-MEN
SEGA £34.99
A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

Y's 3: WANDERERS FROM Y's
IMPORT
An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

ZANY GOLF
ELECTRONIC ARTS £39.99
Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. 66%

ZERO WING
SEGA £19.99
Horizontal shooter which is flawed by its small graphics and ease. Looks like *R-Type*, but won't give any of that game's fans any problems. 77%

ZOOL
EA £39.99
This Amiga classic has been converted to console and continues to express a bizarre world with hundreds of hidden bonuses and a lot of interactive fun! 84%

ZOOM
SEGA £29.99
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. 48%

ZOMBIES
The arcade adventure that'll frighten the living dead out of you! Addictive gameplay and a huge playing area make this one for your collection. 91%

You may have noticed that we've spent some time updating the scores. Many have been changed dramatically to reflect our revised opinion of each game.

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PRO DATES

MASTER SYSTEM

DECEMBER

BARTMAN (Acclaim)
The ubiquitous Bart Simpson takes no prisoners in this game of the TV series, comic strip, T-Shirt and so on. Watch out for it.

SPIDERMAN AND X-MEN (Acclaim)
Spidey comes to the Master System at last. The Mega Drive version was good, now we'll have to see how it stacks up on the older console.

SENSIBLE SOCCER (Sony)
A curious name for a soccer game, we always thought. Check out our Mega Drive review last issue to see what to expect.

CLIFFHANGER (Sony)
It must have been galling for Arnie to see arch-rival (and good mate) Sly Stallone hit the big time again in this action film licence.

MICRO MACHINES (Codemasters)
This superb mutiformat release finally hits the Master System. And about time. Watch out for our review in this issue!

WINTER OLYMPICS (US Gold)
Yep, it's nearly Olympics time so US Gold does the decent thing and packages the winter part of it for those of us who can't afford to visit Lillehammer in person.

JANUARY

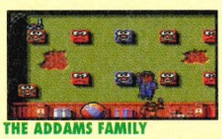
BUGGY RUN (Soga)
To be honest, we're not too familiar with this one, but we'd guess it has something to do with running buggies around something.

THE PROFILE

The Master System is surely the most under-rated of Sega's machines. Here's a run-down of what's available for this format, including some excellent games that'll make those who put it down eat their proverbial hat...

ACE OF ACES
SEGA £32.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics but in-game graphics are pretty dreadful. 55%

ACTION FIGHTER
SEGA £12.99
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content. 51%



THE ADDAMS FAMILY
Enjoyable platform adventure where some things are perhaps too hard to find. Quite a challenge for puzzle-freaks, not for action types. 75%

AGASSI TENNIS
TECMAGIK £32.99
The king of bleached hair and hairy stomachs takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

AERIAL ASSAULT
SEGA £29.99
Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

AFTER BURNER
SEGA £14.99
Speed and frenetic action of the simple arcade variety here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

ALEX KIDD IN HI-TECH WORLD
SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

ALEX KIDD IN MIRACLE WORLD
SEGA £24.99
This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD
SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player though. 85%

ALEX KIDD AND THE LOST STARS
SEGA £29.99
Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. 79%

ALF
TONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with it! 16%

ALIEN 3
ACCLAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

ALIEN STORM
SEGA £9.99
Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended for gamers everywhere. 87%

ALIEN SYNDROME
SEGA £29.99
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. 85%

ALTERED BEAST
SEGA £14.99
Appalling conversion of a popular coin-op. It's a beat-'em-up that's severely flawed and made very average due to the flickery sprites and jerky scrolling. 50%

AMERICAN BASEBALL
SEGA £29.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. 83%

AMERICAN PRO FOOTBALL
SEGA £29.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

ARCH RIVALS
FLYING EDGE £32.99
Basketball with an attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode. 83%

ARCADE SMASH HITS
VIRGIN £29.99
Centipede, Break-Out and *Missile Command* all in one cartridge. All the games are fairly basic in content, but the addictiveness and playability shines through. 82%

ASSAULT CITY
SEGA £14.99
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX
SEGA £29.99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. 94%

ASTRO WARRIOR
SEGA £29.99
Usual shoot-'em-up stuff and there's nothing here to make you think differently. Pick up the power-ups, learn the attack strategy and Bob's your uncle. 67%

AZTEC ADVENTURE
SEGA £12.99
Could have been a fun arcade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. 70%

BACK TO THE FUTURE II
IMAGE WORKS £34.99
Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. 24%

BACK TO THE FUTURE III
FLYING EDGE £34.99
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC
SEGA £17.99
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

BART VS THE SPACE MUTANTS
FLYING EDGE £32.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

BASKETBALL NIGHTMARE
SEGA £29.99
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

BATMAN RETURNS
SEGA £29.99
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

BATTLE OUT RUN
SEGA £29.99
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

BLACK BELT
SEGA £24.99
A criminally easy beat-'em-up. Incredibly poor graphics with backdrops containing little more than a wall and some sky. Unexciting and repetitive. 41%

BLADE EAGLE 3-D
SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels but punishes on the last. 77%

BOMBER RAID
SEGA £29.99
Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes exceedingly boring. 33%

BONANZA BROS
SEGA £29.99
Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the loot on ten frantic stages. 90%

BUBBLE BOBBLE
SEGA £29.99
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

CALIFORNIA GAMES
SEGA £29.99
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CALIFORNIA GAMES II
SEGA £32.99
Hanging ten and catching waves may be fine in California but it's not very interesting on the Master System. Every event looks very dated and gameplay is far too simple. 58%

CAPTAIN SILVER
SEGA £29.99
Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

CASINO GAMES
SEGA £29.99
This should help solve your addiction to one arm bandits in five minutes. After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good. 44%

CASTLE OF ILLUSION
SEGA £29.99
Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

CHAMPIONS OF EUROPE
TECMAGIK £34.99
Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

CHASE HQ
SEGA £14.99
What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

CRASH DUMMIES
ACCLAIM £32.99
A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 52%

CHOPLIFTER
SEGA £24.99
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

CHUCK ROCK
VIRGIN £29.99
A hilariousNeanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

CHUCK ROCK 2
Chuck's son brings some stone-age humour to the MS. Excellent platform action from start to finish. If you liked the original... 83%

CLOUD MASTER
SEGA £29.99
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA £24.99
Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%

COSMIC SPACEHEAD
CODEMASTERS £29.99
A brilliant interactive cartoon with a solid plot and plenty of simple, yet addictive, puzzles to work out. You'll also find many different styles of arcade action here. 93%

CYBER SHINOBI
SEGA £14.99
The Shinobi series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

CYBORG HUNTER
SEGA £24.99
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

DANAN: THE JUNGLE FIGHTER
SEGA £29.99
Stuck in the jungles, you must fight your way through the undergrowth and

DESERT STRIKE
The classic wargame is brilliantly recreated on the MS. Everything from the MD version has been included. A real achievement and top of any MS owners list. 93%

the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE
SEGA £29.99
A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

DICK TRACY
SEGA £14.99
Blurred graphics, jerky animation and totally unplayable. One of the worst film tie-ins ever. 21%

DOUBLE DRAGON
SEGA £14.99
This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

DOUBLE HAWK
SEGA £14.99
Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

DRAGON CRYSTAL
SEGA £29.99
This seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE
SEGA £29.99
If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

DYNAMITE DUX
SEGA £29.99
A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

ENDURO RACER
SEGA £9.99
Nothing like the arcade as you view your bike from above and race over an obstacle course. Plays surprisingly well, but there's a serious lack of a two-player mode. 68%

ESWAT
SEGA £14.99
A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch. Enjoyable and challenging. 71%

F1
DOMARK £29.99
A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. This basic racing sim has poor control and a lack of Grand Prix atmosphere. 61%

F-16 FIGHTER
SEGA £14.99
Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASTIC DIZZY
CODEMASTERS £24.99
The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. A very playable adventure that's domesticated for all the family. 92%

FANTASY ZONE
SEGA £12.99
For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! A piece of history that can't be ignored. 91%

FANTASY ZONE 2
SEGA £24.99
More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

FANTASY ZONE 3
SEGA £24.99
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS £29.99
Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES
GRANDSLAM £29.99
The quality of programming is evident, except everything is very simple to execute and soon bores you. For the young and inexperienced only. 70%

FORGOTTEN WORLDS
SEGA £14.99
With an abundance of shoot-'em-ups available, they have to be good to sell. This is far too easy and the controls are useless. Try anything else. 32%

GAIN GROUND
SEGA £29.99
You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay and very addictive. 82%

GALAXY FORCE
SEGA £29.99
This coin-op game is excellent fun. Some hideous enemy sprites but it only makes you more determined to blow them to bits. A great shoot-'em-up conversion. 86%

GANGSTER TOWN
SEGA £24.99
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun but like most gun games, becomes boring. 65%

GAUNTLET
SEGA £29.99
Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £29.99
Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. The gameplay is okay, but there's nothing new or original. 69%

GHOSTBUSTERS
SEGA £14.99
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%

GHOST HOUSE
SEGA £17.99
Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA £29.99
A great medieval romp through the undergrowth and onto gigantic guardians. It may not have all the special effects, but it plays like a dream. Buy it. 90%

GLOBAL DEFENSE
SEGA £12.99
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%

GLOBAL GLADIATORS
VIRGIN £32.99
It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

G-LOC
SEGA £29.99
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%

GOLDEN AXE
SEGA £14.99
A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85%

GOLDEN AXE WARRIOR
SEGA £32.99
Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

GOLFAMANIA
SEGA £32.99
For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82%

GOLVELLIUS
SEGA £29.99
The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

GP RIDER
SEGA £32.99
The riding stakes may be high, but the flickery sprites and poor graphics let *GP Rider* down. There's little variety between races and an annoying control method. 58%

GREAT BASEBALL
SEGA £24.99
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. For sports fans only. 75%

GREAT BASKETBALL
SEGA £24.99
Die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge, but the computer oppos are easy. 78%

GREAT FOOTBALL
SEGA £24.99
There is no reason to buy this game with the likes of *Joe Montana Football* already out. This is a crinkly attempt that doesn't contain any credible atmosphere. 60%

GREAT GOLF
SEGA £24.99
There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%

GREAT ICE HOCKEY
SEGA £29.99
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

GREAT VOLLEYBALL
SEGA £24.99
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

HANG-ON
SEGA £9.99
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant but excellent value for those on a budget. 78%

HEAVYWEIGHT CHAMP
SEGA £24.99
Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69%

HEROES OF THE LANCE
US GOLD £34.99
This is very slow and monotonous. Plenty of characters to play with but even with the combat scenes boring, there's not much hope. 68%

HOME ALONE
SEGA £29.99
Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Home Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 63%

IMPOSSIBLE MISSION
US GOLD £29.99
An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90%

INDIANA JONES 3
US GOLD £34.99
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%

JAMES BOND
DOMARK £32.99
Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%

JAMES POND II
US GOLD £29.99
This platform adventure is very much like a shortened *Super Mario World* with each level carrying a colourful toy theme that's achieved by outstanding graphics. 92%

JOE MONTANA FOOTBALL
SEGA £29.99
If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 78%

JUNGLE FIGHTER
SEGA £29.99
Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58%

KENSEIDEN
SEGA £29.99
While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

KLAX
TENGEN £29.99
Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73%

KRUSTY'S FUN HOUSE
ACCLAIM £32.99
Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps maned by The Simpson family. 84%

KUNG FU KID
SEGA £24.99
You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

LASER GHOST
SEGA £14.99
One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%

LAND OF ILLUSION
SEGA £29.99
A brilliant sequel to *Castle of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 92%

LEMMINGS
SEGA £27.99
Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. 89%

LINE OF FIRE
SEGA £29.99
Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but thoroughly enjoyable entertainment. 82%

LORD OF THE SWORD
SEGA £29.99
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%

THE LUCKY DIME CAPER
SEGA £24.99
Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94%

MARBLE MADNESS
VIRGIN £29.99
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88%

MARKSMAN SHOOTING
SEGA £9.99
One of a limited amount of software released for the Light Phaser. Simple and fun to play, but *Safari Hunt* is far better. 43%

MASTER OF DARKNESS
SEGA £29.99
As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platform game that should keep fans happy for quite a while. 80%

MAZE HUNTER 3-D
SEGA £19.99
Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72%

MERCS
SEGA £9.99
This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73%

MIRACLE WARRIORS
SEGA £32.99
This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82%

MISSILE DEFENCE 3-D
SEGA £19.99
This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

MONOPOLY
SEGA £29.99
Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. It's accurate, but what's the point? 79%

MOONWALKER
SEGA £29.99
Luckily, the game is much better than the film, with attractive graphics and decent sound. 85%

MORTAL KOMBAT
ACCLAIM £34.99
A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 93%

MS PACMAN
TENGEN £29.99
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but all too dated and it shows. 72%

MY HERO
SEGA £17.99
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. If you're the school bully type, you'll love it. 64%

NEW ZEALAND STORY
TECMAGIK £34.99
It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness you could wish for, but it's very hard. 88%

THE NINJA
SEGA £9.99
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics though. 75%

NINJA GAIDEN
SEGA £32.99
One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. Spot-on difficulty level makes it ideal for young or old. 90%

OLYMPIC GOLD
US GOLD £34.99
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%

OPERATION WOLF
TAITO £14.99
The old Phaser gun should have come into its own but the light detection isn't too hot. Neat backdrops, although the flickery scrolling is annoying. 73%

OUT RUN
SEGA £29.99
There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D

DONALD DUCK 2 (Sega)

The Master System version of the squawking stupid one makes a flap to. Will there be ever be an escape?!

DAFFY DUCK (Sega)

Ah, now this is more like it. A decent duck, not that dreadful Disney one. Join the cantankerous Daffy and see if he really can win a battle against Porky Pig.

ZOOL (Gremlin)

Gremlin's ninja creature decides the Master System would be a nice place to settle too. Keep an eye out for it – you can be sure it's going to be a big hit.

DESERT STRIKE (Domark)

We reviewed this version in the last issue of your friendly neighbourhood SEGAPRO which was pretty kind of us we think. And it's ruddy superb as well. You have to be madder than a cheese and blackcurrant sandwich to miss this one.

PGA TOUR GOLF (Tengen)

Wild game, said all we need to already. Except one final thing: Buy it when it comes out. You won't regret it. Mind you, nor will Tengen for that matter. But that's their job we guess. Hurrah anyway.

ROAD RASH (US Gold)

It's flippin' difficult having to write something different each time the same game comes up on different systems. Oh, stuff it. Go and look at the Game Gear text!

FIRE AND ICE (Virgin)

You know what we were saying just in the last paragraph? Well, it applies to this too. Suffice to say that it was regarded as one of the best Amiga platformers, so get the heck over to the other spread and check out what all the fuss is going to be about.

specs version available at the same price. 73%

OUT RUN 3-D
SEGA £29.99
Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%

OUT RUN EUROPA
US GOLD £29.99
This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. Refreshingly good racing fun. 90%

PAC-MANIA
TECMAGIK £34.99
An excellent interpretation, but £35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%

PAPERBOY
TENGEN £29.99
Emulates the coin-op but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills well into the morning run. 81%

PARLOUR GAMES
SEGA £9.99
Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

PENGUIN LAND
SEGA £29.99
The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun and there's a nice feel to the game. 77%

PGA TOUR GOLF
TENGEN £27.99
A superb recreation of the famous golfing tournament for the MS. Plenty of effort has gone into the tournament structure with fine graphics and realistic stats. 90%

PHANTASY STAR
SEGA £39.99
It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over. 94%

PIT-FIGHTER
DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%

POPULOUS
TECMAGIK £34.99
A game that you'll either love or hate. This is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender. 88%

POSEIDON WARS 3-D
SEGA £19.99
Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Very simple stuff and not worth bothering about really. 34%

POWER STRIKE
SEGA £24.99
An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 82%

POWER STRIKE II
SEGA £29.99
A great shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour and action with sprites being detailed and well presented. 89%

PRO WRESTLING
SEGA £24.99
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56%

PREDATOR 2
ARENA £32.99
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%

PRINCE OF PERSIA
DOMARK £29.99
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%

PSYCHIC WORLD
SEGA £14.99
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. 48%

PSYCHO FOX
SEGA £29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good as an alternative to *Sonic*. 88%

PUTT 'N PUTTER GOLF
SEGA £32.99
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%

QUARTET
SEGA £24.99
Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. 25%

RAINBOW ISLANDS
SEGA £29.99
A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but doesn't quite come up to scratch as it's too easy. 79%

RAMBO III
SEGA £29.99
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction only lasts for weeks. 77%

RAMPAGE
SEGA £29.99
Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. 85%

RAMPART
TENGEN £29.99
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%

RASTAN SAGA
SEGA £29.99
Hac'n'slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. 88%

RC GRAND PRIX
SEGA £29.99
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega slap their name all over the hoardings? 59%

RENEGADE
SEGA £29.99
After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47%

RESCUE MISSION
SEGA £9.99
Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90%

ROCKY
SEGA £29.99
Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. 32%

R-TYPE
SEGA £14.99
This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit.

ROBOCOP 3
Yet another film release without much originality. Very basic gameplay makes this a title to forget about. Sad when the MS can do so much better. 52%

Everything is great. Go for it – you won't lose out! 94%

RUNNING BATTLE
SEGA £14.99
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

SAFARI HUNT
SEGA £29.99
Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. 63% **SAGAIA**
SEGA £9.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But the game is far too easy for almost any player. 43%

SPECIAL CRIMINAL INVESTIGATION
SEGA £29.99
This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy-peasy for anyone except real beginners. 54%

SCRAMBLE SPIRITS
SEGA £29.99
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better. 44%

SECRET COMMAND
SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting shooter. 85%

SEGA CHESS
SEGA £14.99
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%

SHADOW DANCER
SEGA £32.99
Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog. 69%

SHADOW OF THE BEAST
TECMAGIK £29.99
Despite the obvious limitations of the MS, Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent mood music and even some improved gameplay make it hot property! 90%

SHANGHAI
SEGA £24.99
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85%

SHINOBI
SEGA £14.99
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for most players. 79%

SHOOTING GALLERY
SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round. 70%

SHOOTING GAMES
SEGA £24.99
Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72%

SLAP SHOT
SEGA £29.99
Like its MD counterpart, *EA Hockey*, *Slap Shot* is easy to get into and has all the added extras like brawling and dodgy umpiring. Don't worry if you don't like the real thing, this is pretty manic. 76%

SONIC THE HEDGEHOG
SEGA £29.99
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling. 92%

SONIC THE HEDGEHOG 2
SEGA £32.99
A fantastic version of the most famous game in the world, but it's bugged. *Sonic 2* is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. 95%

SPACE GUN
SEGA £29.99
If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. 56%

SPACE HARRIER
SEGA £14.99
There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. 84%

SPEEDBALL 2
VIRGIN £29.99
Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%

SPELLCASTER
SEGA £14.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and time and even to the land of the dead. 90%

SPIDER-MAN
SEGA £29.99
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%

SPORTS PAD FOOTBALL
SEGA £29.99
Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

SPY VS SPY
SEGA £17.99
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%

STAR WARS
US GOLD £32.99
This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 89%

STRIDER
SEGA £14.99
The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79%

STRIDER II
US GOLD £29.99
Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%

STREETS OF RAGE
SEGA £29.99
This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89%

SUBMARINE ATTACK
SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound *R-Type*. 68%

SUMMER GAMES
SEGA £29.99
This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. 40%

SUPER OFF ROAD
VIRGIN £29.99
Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper, rough and tumble fun. Sprites are a little shoddy, but the speed compensates for this. 84%

SUPER KICK OFF
US GOLD £29.99
All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. 80%

SUPERMAN
VIRGIN £32.99
An atmospheric platformer that suits our superhero down to the ground. Each level contains a variety of well drawn backgrounds and impressive sprite animation. 78%

SUPER MONACO GP
SEGA £29.99
A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%

SUPER MONACO GP II
SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPER REAL BASKETBALL
SEGA £24.99
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%

SUPER SMASH TV
ACCLAIM £29.99
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's too hard. 65%

SUPER SPACE INVADERS
DOMARK £32.99
Original waves and a sensational simultaneous two-player option set this above any clone. 82%

SUPER TENNIS
SEGA £9.99
This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA
SEGA £29.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%

TECMO WORLD CUP '93
SEGA £29.99
Very different from the arcade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. 69%

TEDDY BOY
SEGA £9.99
Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%

TENNIS ACE
SEGA £14.99
Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. 83%

THE TERMINATOR
SEGA £34.99
Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself and won't be completed in a hurry. 90%

THUNDER BLADE
SEGA £14.99
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65%

TIME SOLDIERS
SEGA £29.99
The coin-op was based was a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. 36%

TOM AND JERRY
SEGA £29.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%

TRANSBOT
SEGA £9.99
Oh dear! It has all the usual elements; shoot-'em-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awful. 26%

TRAP SHOOTING
SEGA £29.99
As the title suggests, this is a clay pigeon shooting sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. 45%

TRIVIAL PURSUIT
DOMARK £29.99

T2: JUDGEMENT DAY
You wonder why they bothered to send him back in time to fight flickery sprites with only a pathetic punch and a pop-gun. Gives new meaning to 'tedious'. 35%

This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

ULTIMA IV
SEGA £39.99
If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast, challenging and it comes with a great manual and map. 92%

ULTIMATE SOCCER
SEGA £29.99
Plenty of options and challenging competitions make this a well put together footy sim that has good graphics and addictive gameplay. 84%

VIGILANTE
SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. 77%

WWF: STEEL CAGE
ACCLAIM £32.99
Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79%

WANTED
SEGA £24.99
Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78%

WIMBLEDON
SEGA £14.99
Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 90%

WOLFCHILD
VIRGIN £29.99
A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average and a little dull. 72%

WONDER BOY
SEGA £24.99
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%

WONDER BOY IN MONSTERLAND
SEGA £29.99
The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. 89%

WONDER BOY IN MONSTERWORLD
SEGA £29.99
An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%

WONDER BOY III: DRAGON'S TRAP
SEGA £29.99
If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

WOODY POP
SEGA £19.99
This may be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. 47%

WORLD CLASS LEADER BOARD
US GOLD £29.99
A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

WORLD CUP ITALIA 90
SEGA £24.99
It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. 77%

WORLD GAMES
SEGA £24.99
This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65%

WORLD GRAND PRIX
SEGA £12.99
This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%

WORLD TOURNAMENT GOLF
SEGA £32.99
Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master. 75%

WORLD SOCCER
SEGA £24.99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%

XENON II
VIRGIN £29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. 85%

Y'S: THE VANISHED OMENS
SEGA £32.99
An excellent RPG, but doesn't have the playability of *Ultima*, *Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 84%

ZAXXON 3-D
SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. 42%

ZILLION
SEGA £24.99
The Norsa forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. 67%

ZILLION II
SEGA £24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. 67%

Who knows, after you've managed to find a game that suits you might get a mention on the hallowed page next-door. Only the best reach PROSCORES.

PRO SCORES

Okay, you've played the game, you've finished the levels, you've found all the objects and you've scored all the points. Now it's your chance to become part of SegaPro. We know that our readers are the best game players in the country and just to prove it, we have brought back the all-new, section where you can become immortalised on this very page. All you have to do is play a game until some ridiculously late hour (just as we do!) to rack up your high score. Now take a photo of yourself (or get someone to take it for you). Get some proof of your score. Now send the lot to us using the form below.

GAME GEAR

COLUMNS
103, 143 ..... Shaun Wells, Leigh-On-Sea
42,925 ..... Darren Walker, Smethwick
30,660 ..... Johnathan Owen, Crewe

DONALD DUCK
899,200 ..... Karen Roe, Cumbernauld
516,400 ..... Matthew Williamson, Telford
385,100 ..... John Marshall, Co Durham

G-LOC
270,650 ..... Terry Andrews, Hastings
258,440 ..... Steve Kinder, Stoke-on-trent
169,500 ..... Sean Parris, Surrey

JOE MONTANA FOOTBALL
127-0 (Pro) ..... M. Williamson, Telford
127-7 (easy) ..... Andrew Ship, Newbury
99-0 (Pro) ..... Robin Westblom, Chislehurst

SONIC THE HEDGEHOG 2
955,630 ..... Andrew Webster, London
828,780 ..... Stephen Taylor, Glasgow
629,700 ..... Nicholas Hambridge, Woodstock

NINJA GAIDEN
65,800 ..... Jack Jackson, London
26,800 ..... Nicholas Turner, Leeds

STREETS OF RAGE
430,000 ..... Karl Benat, Whitchurch
414,000 ..... Jonathan Owen, Crewe
144,200 ..... Bob Porter, Brisbane

WORLD CLASS LEADERBOARD
13 under ..... James Harvey, Brighton
10 under ..... David Wheeler, Sunderland
9 under ..... Peter Lavendor, Burn Moor

MASTER SYSTEM

ALIEN 3
760,500 ..... Amy Willis, Westbury
602,805 ..... Johnathan Place, London

ASTERIX
710,560 ..... Paul Denney, Durham
611,100 ..... Matthew Sinton, Cleveland
834,900 ..... Ross Gibbens, London

CALIFORNIA GAMES
22,500 (Half Pipe) Richard Murland, Coventry
11,250 (Half Pipe) ..... Leon Renn, Nuneaton

GOLDON AXE
230 ..... Matthew Alan, West Drayton
158 ..... Kevin Fell, Croydon

SHINOBI
582,950 ..... Matthew Walker, Chertney
560,450 ..... Christian Weber, Chester
214,750 ..... James Smith, Knutsford

SONIC THE HEDGEHOG 2
770,250 ..... Kevin Smales, Harrow
618,900 ..... Jonathan Place
642,100 ..... Chris O'Byrne

STRIDER 2
1,345,600 ..... James Clinton, Margate
980,765 ..... Gavin Lewis, Aberdeen

SUMMER GAMES
5.30 (Pole Vault) ..... Neil Wright, Essex
5.15 (Pole Vault) .. Kevin Anderson, Kettering

MEGA DRIVE

ALIEN 3
6,020,700 ..... Carl Souley, Cleveland
6,125,120 ..... Mick Mercer, London
3,567,402 ..... Robert Edge, Eltham

CALIFORNIA GAMES
163,550(BMX) ..... Lee Potten, E Sussex
105,600(BMX) ..... David Knight, Liverpool
88,540 (BMX) ..... Clare Lerche, Washington

COOL SPOT
378,600 ..... Chris Flowers, Gillingham
234,000 ..... Carlos Madrid, Bournemouth
199,870 ..... Michael Barmby, Wakefiel
175,360 ..... Richard Belson, Oxford

COLUMNS
995,941 ..... Clare McAllister, Maidenhead

DRAGONS FURY
22,920,300 ..... Peter Brodie

EUROPEAN CLUB SOCCER
26-0 ..... Richard Brown, Gorleston
23-2 ..... Jerry Hall, Somerset

JOHN MADDEN 93
326-3 ..... Andy Duncombe, Winchester
145-7 ..... Alex Jasper, Bournemouth
139-15 ..... Tony Allingdale, Bristol

JUNGLE STRIKE
14,948,500 ..... Joe Sopiee, Tottenham
13,696,900 ..... John White, London
13,610,756 ..... Mark Hill, SegaPro
12,989,500 ..... Richard Guy, Fife

LOTUS TURBO CHALLENGE
85,238,787 ..... Richard Guy, Fife

PGA TOUR GOLF 2
–37 ..... A Marson, Barnsley
–31 ..... Kenny Carman, Chichester
–26 ..... Andy Stephens, Kidderminster
–23 ..... Russell Yeamans, Shetland

SHADOW DANCER
957,500 ..... Ryan Farmer, Devon

SONIC THE HEDGEHOG
801,750 ..... Scott Messer, Brighton
724,600 ..... Andrew Brown, Pontypool

SPEEDBALL 2
John Clerkin, County Tyrone

STREETS OF RAGE 2
999,999 ..... Lee Mayes, Merseyside
999,990 ..... Chris Flowers, Gillingham
833,810 ..... The Harlequin, London
733,990 ..... James Murray, Middlesex

TINY TOON ADVENTURES
435, 600 ..... Lee Potten, E Sussex

WANI WANI WORLD
463,800 ..... Richard Salmon, Newbridge
429,700 ..... Damien Giles, North Lancing

MEGA CD

BATMAN RETURNS
240,320 ..... Philip Sibley, Sky
225,450 ..... Simon Wymon, Leyton
130,460 ..... Claire Stewarts, Swindon

ECCO THE DOLPHIN
650,780 ..... Wayne Hammel, Taunton
543,780 ..... Helen Biggins, Barton-on-sea

FINAL FIGHT
2,024,662 ..... Chris Flowers, Kent

PROSCORE ENTRY FORM

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MACHINE MD☐ MS☐ GG☐ CD☐

☐Yes, I have enclosed a photo of myself and I understand that if it is printed then I will receive a free SegaPro T-Shirt.

Send this form (or a copy) to: ProScores, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF

PRO DATES

GAME GEAR

DECEMBER

CLIFFHANGER (Sony)

Sylvester Stallone throws himself off mountains in an attempt to improve his box-office pulling power. Mad.

LAST ACTION HERO (Sony)

What more can we say about this release that we haven't already said previously in this column? Answers on a postcard...

MICRO MACHINES (Sony)

This great game isn't really a single player affair, so prepare to link those Game Gears up when this hits the streets!

REN AND STIMPY (Sega)

Inspired by the success of *The Simpsons*, Ren and Stimpy are two cartoon characters even more anarchic than the aforementioned terrors of Springfield.

JANUARY

SENSIBLE SOCCER (Sony)

The best soccer game of all is about to hit your Game Gear. Will it achieve its expected standards? You'll have to wait and see...

DONALD DUCK 2 (Sega)

Get down (duck down) with Disney's famous main course in this Game Gear sequel. Let's see how well this does in the light of *Aladdin*.

THE PROFILE

Feeling miserable? don't think there are any games worth playing on your cute little Game Gear? SegaPro wouldn't hear of it. Here are some good ideas for what will and what won't while away those boring old hours on the bus, or (yawn) a dull day at school or in the office. Now, where did I put that cart?...

ADDAMS FAMILY

A puzzle platformer every bit as good as the MS version. The crystal screen doesn't detract from the spooky atmosphere and general adventuring. 77%

AERIAL ASSAULT

SEGA £25.00

Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42%

ANDRE AGASSI TENNIS

TECMAGIK £27.99

A poor tennis release with major flaws in the opponent's skill-level difference and sprite display. Without a gear-link as well, this just does not deliver the goods on the small screen. 48%

ALIEN 3

ARENA £27.99

All action platform game with superb graphics and atmospheric tunes. *Alien3* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME

SIMS CO IMPORT

The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%

ARIEL: THE LITTLE MERMAID

SEGA £24.99

Ariel may look the business but that's as far as it goes. A waste of a Disney licence and not much fun unless you're a beginner. 71%

AX-BATTLER

SEGA IMPORT

One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

BART VS THE SPACE MUTANTS

FLYING EDGE £29.99

Move out Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with super graphics, great sound and wicked gameplay. 92%

BATMAN RETURNS

SEGA £24.99

Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

BATTER UP

SEGA £24.99

The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

THE BERLIN WALL

KANEKO IMPORT

Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

BUSTER BALL

RIVERHILL IMPORT

Speedball is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION

SEGA £24.99

Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 93%

CHAKAN: THE FOREVER MAN

SEGA £24.99

Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

CHASE HQ

TAITO IMPORT

Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

THE CHESSMASTER

SEGA £27.99

Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

CHUCK ROCK

SEGA £25.00

Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

CHUCK ROCK 2

Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as on the MS though. 78%

COLUMNS

SEGA £19.99

Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%

COSMIC SPACEHEAD

CODEMASTERS £27.99

A superb portable interactive adventure that's as appealing and attractive as the *Dizzy* release. It's very colourful and the variety in gameplay is solid and addictive. 85%

CRASH DUMMIES

ACCLAIM £29.99

All that's here is a small compendium of very short and addictive stages that may interest the very young but at this price, I doubt it! 49%

CRYSTAL WARRIORS

SEGA £29.99

Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times but very impressive overall. 79%

DEVILISH

SEGA £24.99

Far from original but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) 37%

DEFENDERS OF OASIS

SEGA £34.99

A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 88%

DOUBLE DRAGON

VIRGIN £27.99

A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also far too slow and frustrating to bare. 45%

DRAGON CRYSTAL

SEGA £24.99

A very big game for such a small machine and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to. 80%

EVANDER HOLYFIELD BOXING

SEGA £24.99

Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%

ECCO

SEGA £29.99

The aquatic softy swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 92%

FACTORY PANIC

SEGA £24.99

Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, making this one tough and enjoyable game. 86%

F1

Brilliant racing sim with Grand Prix tracks, pit-stops and complete car set-up with wings, torque/power and tyre type. Tough opposition given by computerised versions of top Grand Prix drivers. "Quite remarkable Murray..." 81%

FANTASY ZONE

SEGA £19.99

Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

FANTASTIC DIZZY

CODEMASTERS £29.99

Even on the small screen Dizzy makes for a great portable adventure. The interactive cartoons are great fun to puzzle out and the sprites are graced with character and sparkle. 92%

FROGGER

SEGA £19.99

Frogger 's attraction is to see your friend get run over on his first couple of goes. After you are become familiar with the timing, it becomes very repetitive and simplistic. 75%

G-LOC

SEGA £24.99

G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GALAGA '91

NAMCOT IMPORT

A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GALAGA 2

SEGA £27.99

Although playing that old classic *Space Invaders* may seem like fun, it's not that great if you're shelling out £27.99 for it. Enough said. 60%

GEORGE FOREMAN'S BOXING

ARENA £24.99

This sad boxing sim (also known as *Heavyweight Champ*) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%

GG ALESTE

COMPILE IMPORT

Halley Wars pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole *Aleste* experience one you will never forget. 92%

GLOBAL GLADIATORS

VIRGIN £27.99

The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

GRIFFIN

IMPORT

A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. 86%

HALLEY WARS

SEGA £24.99

The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP

SEGA IMPORT

This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%

HOME ALONE

SEGA £27.99

Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 42%

THE HUMANS

GAMETEK IMPORT

This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. 75%

INDIANA JONES 3

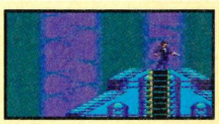
SEGA £24.99

Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%

JAMES POND II

US GOLD £27.99

This is a terrific handheld adventure for anyone. Agent Robocod must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 90%



JAMES BOND

James in small sprite form fails to make much of an impression in this only average platformer. Won't leave you very shaken or stirred. 70%

JOE MONTANA FOOTBALL

SEGA £24.99

Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA £24.99
Overly difficult puzzle game in which you have to re-arrange the pieces of a jigsaw.It's fun for a while but it ultimately drives you insane. 72%

KLAX
DOMARK £27.99
Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

KRUSTY'S FUN HOUSE
ACCLAIM £29.99
A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 77%

LAND OF ILLUSION
SEGA £29.99
It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 94%

LEMMINGS
SEGA £27.99
Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA £24.99
Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

MAPPY
IMPORT
Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative and there's no playability. 50%

MARBLE MADNESS
DOMARK £24.99
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically superb. 79%

MONSTER WORLD II
SEGA IMPORT
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

MORTAL KOMBAT
ACCLAIM £34.99
The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 91%

NINJA GAIDEN
SEGA £24.99
Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD
US GOLD £27.99
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

OUT RUN
SEGA £24.99
The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

THE OTTIFANTS
Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and this takes away most of the appeal. 63%

OUT RUN EUROPA
SEGA £19.99
The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

PAC-MAN
SEGA £24.99
What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY
DOMARK £24.99
Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO
SEGA £19.99
This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas.79%

PGA TOUR GOLF
TENGEN £27.99
This is one for a long journey as this portable game of golf will provide golfing fans with a worthwhile and well constructed interpretation of the PGA event. 85%

POP BREAKER
IMPORT
Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%

POPILS
DOMARK £24.99
Puzzle fans everywhere should own a copy of *Popils*. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

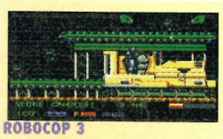
PRINCE OF PERSIA
DOMARK £27.99
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PREDATOR 2
ACCLAIM £29.99
Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%

PSYCHIC WORLD
SEGA £24.99
Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%

PUTT AND PUTTER
SEGA £25.99
When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

RASTAN SAGA
SEGA £24.99
Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%



ROBOCOP 3
No originality in this game that attempts to re-hash a tired old format. Even taking into account the small screen, this is poor stuff. 55%

RC GRAND PRIX
IMPORT £29.99
Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well. This has all the right elements, but doesn't manage to keep your attention. 59%

SHINOBI
SEGA £24.99
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SHINOBI II
SEGA £27.99
Totally addictive gameplay with different routes to explore everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SKWEEK
SEGA IMPORT
Also known as *Slider* , it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SLIDER
SEGA £24.99
Also known as *Skweek* , it has colourful graphics that are a tad on the small side. All the addictiveness of *Klax* with 30 password levels. 82%

SOLITAIRE POKER
SEGA £24.99
Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

SONIC THE HEDGEHOG
SEGA £29.99
Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

SONIC THE HEDGEHOG 2
SEGA £24.99
As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves Sonic can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

SPACE HARRIER
SEGA £24.99
The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. 71%

SPIDER-MAN
FLYING EDGE £24.99
Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics but also some enthralling gameplay over five massive stages. 92%

SPIDER-MAN 2
ACCLAIM £29.99
A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

STAR WARS
US GOLD £27.99
With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A huge hit with any fan of the movie for sure. 90%

STREETS OF RAGE
SEGA £24.99
Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 88%

STREETS OF RAGE II
SEGA £29.99
A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. 88%

SUPERMAN
VIRGIN £27.99
Good old Superman has finally made his way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 77%

SUPER GOLF
SIGMA IMPORT
Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

SUPER KICK OFF
SEGA £29.99
The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

SUPER MONACO GP
SEGA £19.99
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA £25.99
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

SUPER OFF ROAD RACER
VIRGIN £24.99
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

SUPER SMASH TV
FLYING EDGE £24.99
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

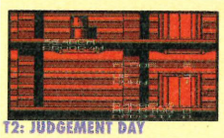
TALESPIN
SEGA £24.99
Disney games are reknowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%

TAZ-MANIA
SEGA £24.99
A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%

TENGEN'S WORLD CUP SOCCER
DOMARK £27.99
Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. 85%

THE TERMINATOR
VIRGIN £27.99
One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

TERMINATOR II
ARENA £32.99
A mediocre release that tends to fall into the same category as many other film-based releases with standard platform action and only a reasonable adaptation of the movie plot. 71%



T2: JUDGEMENT DAY
Twice as flickery, just as dull and tedious this must be one of the worst releases for the GG ever. There's no excuse for lack of effort. This game should be terminated. 20%

TOM AND JERRY
SEGA £27.99
A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. 80%

ULTIMATE SOCCER
SEGA £29.99
A playable soccer sim that has all the stats and option but fails to match the appeal of *World Cup Soccer*. Controls are fiddly and sprites are a little shoddy. 78%

VAMPIRE MASTER OF DARKNESS
SEGA £27.99
Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 85%

VIKING CHILD (THE)
GAMETEK £19.99
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

WWF: STEEL CAGE CHALLENGE
ACCLAIM £29.99
The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet but obviously it won't appeal to everyone. 84%

WAGON LAND
NAMCOT IMPORT
Cute Japanese graphics with rather impressive additional features. Nothing more so than the weapon your user friendly frog fires. 66%

WIMBLEDON
SEGA £29.99
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WOLFCHILD
VIRGIN £27.99
Like the MS version, this is really a basic platformer that lacks ideas and gets pulled down with dull and lifeless gameplay. Not one for the collection unfortunately. 59%

WONDER BOY
SEGA £19.99
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

WONDER BOY: DRAGON'S TRAP
SEGA £19.99
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right but unoriginal. 75%

WOODY POP
SEGA £19.99
Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%

WORLD CLASS LEADERBOARD
SEGA £24.99
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

Phew! After finding so many good games crammed into such a small amount of memory, it does make you wonder what they could do with the larger formats if they tried that bit harder. Obviously only having 2Mbit to work in concentrates the mind wonderfully!

X-MEN (Sega)

Another set of comic book characters leaps out of the page and onto the screen in search of some more super villains to vanquish. Like how about the guys who set cart prices, eh?

ZOOL (Gremlin)

The Ninja from the Nth dimension finally gets to make his mark on the Game Gear after his recent release on the Game Gear. Can he do what he did on the Amiga though?

DESERT STRIKE (Domark)

The huge chopper shoot'em-up flits sideways onto the Game Gear – and it's reviewed in this issue! So what are you reading this for, eh? We just don't know sometimes...

PGA TOUR GOLF (Tengen)

The best golf game of the lot makes a happy conversion onto the palm pleaser, so grip tightly and let it fly. We think you know what we're trying to say...

ROAD RASH (US Gold)

Just about everyone seems to own the Mega Drive versions of this so it's good to see it arrive on the Game Gear too. Punch and kick your way to the winning line – it's great – with plenty of racing fun. Now what more could you want, eh?

FIRE AND ICE (Virgin)

It's a pretty old Amiga game this one but it's a good one and it's about time it crossed over into the real world of Sega. Bright, colourful graphics and platform gameplay are a certainty.

THE PROFILE MEGA CD

Mega-CD owners, don't despair! the SegaPro crew haven't forgotten that you exist!
Okay, so you may feel superior because you've got a CD thingummy, but here to prove we care is a Profile page of your very own.

AFTER BURNER III
CRS IMPORT
This all-action arcade flight sim isn't very good. Poor graphics and a ridiculous, increasing difficulty level make this nothing more than an average game. Nice music though. 45%

BATMAN RETURNS
SEGA £39.99
Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. 86%

BLACK HOLE ASSAULT
SEGA £39.99
Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to keep up interest. 45%

CHUCK ROCK
SONY IMPORT
Not much different from the Mega Drive version. Similar graphics but nicer intro sequence and better sound. Still playable but doesn't use the machine's capabilities. 72%

ROBO ALESTE
COMPILE IMPORT
Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. 60%

DEVASTATOR
IMPORT £41.00
This shoot-'em-up has the fast and addictive action that's typical of the CD's capabilities. Opening movie sequences are great, but the graphics during the game are rather disappointing. 73%

DUNE CD
VIRGIN £44.99
A great CD release featuring a space-age interactive adventure on a desert planet. It's a futuristic quest with plenty of strategy and some novel and well constructed sci-fi ideas. 91%

EARNEST EVANS
WOLFTEAM IMPORT
One of the first releases for the Mega-CD. Spectacular graphics and a good storyline. Numerous soundtracks and constantly challenging stages make this platformer a real pleasure to play. 56%

FINAL FIGHT CD
SEGA £39.99
Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 91%

FUNKY HORROR BAND
SEGA IMPORT
Far from impressive Japanese RPG. This is mainly due to the text being in the above mentioned language. Unfortunately, the graphics and sound which are great, end up being totally wasted. 23%

HEAVY NOVA
MICRONET IMPORT
A fantastic introduction, as with the majority of Mega-CD games but little else to offer. Two fighting robots in a one-on-one battle with terrible gameplay. Hardly original and just about bearable. 34%

HOOK
SONY IMPORT
Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay. 50%

JAGUAR XJ220
SEGA £39.99
Thie first Mega-CD racer isn't too bad, but apart from the course designer and nice music, there's little in it that couldn't have been done on a cart. 72%

KRIS KROSS MAKE MY VIDEO
SONY IMPORT
A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable. 56%

MARKY MARK: MAKE MY VIDEO
SEGA £39.99
Despite the superb motion video while you edit Marky's video, gameplay is dull. Even if you're a fan of insipid pop music, this won't offer much! 49%

NIGHT STRIKER
IMPORT £41.00
A very easy shoot-'em-up where the graphics are too pixilated and the challenge is far too easy. The scaling works well, but CD gamers will be disappointed with this drivel. 36%

NIGHT TRAP
SEGA £49.99
One of the first CD games to use full motion video, although highlighting the usual display limitation of the Mega-CD. It's a big game and there's lots of challenging gameplay. 60%

PRINCE OF PERSIA
SEGA £39.99
Totally engrossing, but possibly too challenging. The well-known platformadventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

ROAD AVENGER
SEGA free with Mega-CD
Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 60%

SEWER SHARK
SEGA £39.99
The grainy graphics provide the feel of a futuristic adventure. The atmosphere and story are great but the gameplay is too shallow. 62%

SHERLOCK HOLMES
SEGA IMPORT
A welcome change to an action-packed market. Only three cases to solve but user-friendly interface and complex clues prolong life. 78%

SHERLOCK HOLMES II
SEGA £39.99
Three more cases await Holmes in a sequel that boasts impressive film sequences that add up to one hours viewing time. It's a shame the challenge is limited. 79%

SILPHEED
IMPORT
Behind the spectacular and deceptive polygon shapes, this is really a straight forward, old fashioned shoot-'em-up. The effects are worth seeing but the gameplay is just too dated. 69%

SOL FEACE
SEGA free with Mega-CD
The original blast-'em on the Mega-CD. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 44%

SONIC CD
SEGA £44.99
A brilliant new adventure featuring the hedgehog in a time-travelling adventure. Great ideas, plenty of chaotic action, incredible speed and totally absorbing audio effects. 90%

SPIDEY VS KINGPIN
Big in quantity (lots of levels) but sadly lacking in quality. Nothing the MD couldn't do much, much better. Doesn't use any of the Mega-CD's real capabilities.
37%

SUPER LEAGUE CD
SEGA IMPORT
What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%

SWITCH
IMPORT
Perhaps the most bizarre Japanese game we've ever seen! This has no gameplay in the traditional sense and getting through each level relies on luck! Although this sounds very strange, the graphics and wacky sense of humour are brilliant! 67%

TIME GAL
WOLFTEAM IMPORT
Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! 80%

THUNDER STORM FX
WOLFTEAM IMPORT
Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84%

THUNDERHAWK
CORE £44.99
An explosive and action-packed warfare release that uses the scaling techniques to enhance the perception of war through the eyes of a chopper pilot. Starts off as great fun, then becomes a little repetitive and easy. 79%

THE ADVENTURES OF WILLY BEAMISH
SIERRA £39.99
Willy must avoid a barrage of do-gooders in his quest to compete in the Nintari championships. Solutions to his problems are often far too easy, and there is a long wait between interactions. 55%

WOLFCHILD
SEGA £39.99
A suitable attempt at a CD platform, where as the Wolfchild you mutate between man and wolf. Nothing special. 70%

WONDER DOG
SEGA IMPORT
Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound effects, there is nothing that justifies its appearance on CD. 82%

If you've already got an extensive selection of CD games check out our double page guide to *Silpheed*.

PRO DATES

DECEMBER

JEOPARDY (Sony)
Sony tempts fate with their dodgily-named Christmas release. It's double or nothing time!

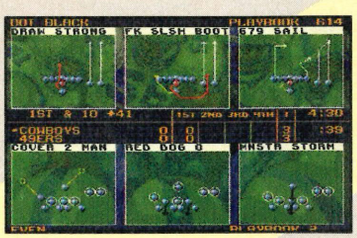
LAST ACTION HERO (Sony)
Arnie's worst moment gets immortalised into videogamesdom. Flex your muscles and get ready for some action, laughs and hopefully more entertainment than the movie provided.

WHEEL OF FORTUNE (Sony)
Who would have believed it? When computer game start to win licences based on ITV gameshows, the world could possibly be coming to an end. Or not. Better wait and see!

JANUARY

JURASSIC PARK (Sega)
Well now, here's a surprise, eh? Another version of Jurassic Park, even if it's for the Mega-CD this time. Well, we'll be reviewing it in the next issue so keep an eye out for it.

INDIANA JONES (Sega)
"Yu vill die hobbly at ze hanz of my veapon, Doktor Chonez." Yep, Indy is back and should be on cracking form with all the space of the CD unit to use. Well, we hope so anyway.



JO MONTANA (Sega)
Reviewed in this very issue, Joe Montana comes from the same stable as John Madden's and it shows. Plenty of American Footy fun for all to have. Not bad at all.

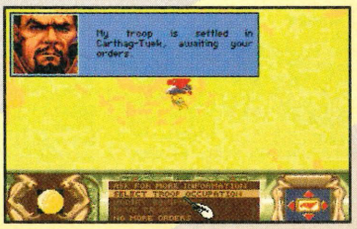
WONDERDOG (Sega)
We saw it on cartridge several months ago and now it hits the trusty old Mega-CD. How very terribly kind of it!

DRACULA (Sony)
Heck, who knows when this one is going to appear? It says December on this release schedule but then the date has been jumping about all over the place these last few months. Sigh.

TERMINATOR (Virgin)
He's been back.. again and again and again. This time he develops an interest in bright spinning disks and things. Hasta be good, baby.

MICROCOSM (Psygnosis)
Reviewed in this issue, we found it graphically interesting but disappointing on the gameplay front. A pity, but there you go. Still, it's here in a month or so for your pleasure.

DUNE (Virgin)
The battle for Arrakis hots up again as Virgin's classic sim hits the Mega-CD at last. Well, hope it's better than the PC version was in the gameplay stakes anyway.



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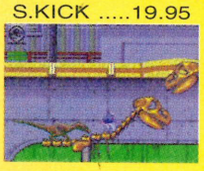

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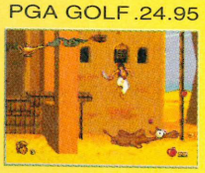

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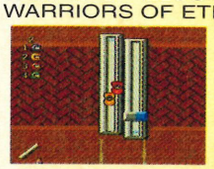

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Sega Mega Drive with two joypads, *Sonic*, *NHL'93*, *Road Rash*, *Dragons Fury* and *WWF* as a swap for a SNES with *Street Fighter II* and *F1 Exhaust Heat*. Tel: (0268) 752827. (Essex area)

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Wanted

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Wanted. Cheap Game Gear games from £5 to £15. Ring Bob (021) 436 6170.

Wanted Game Gear, SNES, NES and Game Boy games. Will collect near Essex area only. Phone M Clark. (0376) 550242

Wanted. Sega Master System games if very cheap, I am only 10 years old with very low pocket money. Please help me - phone Andy on 0705 386216

Wanted. Cheap Game Gear games £5 - £15. Must live by Wythall or Hollywood. Ring Rob - 021 436 6170

Wanted. Mega Drive, Master System, Game Gear, SNES, NES and Game Boy games. Cash paid , will collect, N. Essex area only phone M. Clarke (0376) 550242.

Wanted. *John Madden 93*, or *Super Kick Off*, swap for *NHLPA* or others. I also want other games to swap call Daniel on 0582 603613 (first caller gets a free game!)

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15 year old lad wants penpals; male or female of a similar age from any town or country. Will guarantee reply. Please contact Damien Fahy at 26 Beechwood Av, Chatham, Kent, ME5 YHM.

I'm a Mega Drive owner looking for a penpal aged 16-22 to swap games. Please contact Mike at 1 Bracknell Close, Wood Green, London N22 5RE.

Hi, I'm looking for a penpal (male if possible), who is into Game Gear stuff. Write to Jane Elsley, 83 Wolversdew Road, Andover, Hants, SP10 2AO. Please send a photo if possible.

Female penpal(s) aged 14. My likes: Video games, discos and most other things! Contact Fred Lyth Torsg 010 20 62145 Visby, Sweden.

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I'm a Mega Drive owner looking for a penpal aged 16-22 male or female, to swap games and likes football, Send a photo to :- Mike, 1 Bracknell Close, WoodGreen, London, N22 5RE.

Hi, I'm looking for a penpal male if poss aged 11-13 who's into Game Gear stuff. Write to (miss) Jane Elsley, 83 Wolverdene Road, Andover, Hants, SP10 2AO, Photo if possible. Bye!!!

Help

SEX! Good, now I have your attention. I need help on *Spider-Man* for the Mega Drive with the bomb and I need want cheats for Fatal Fury. Call Scott on (0244) 344726

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I will swap my *World Class Leaderboard* and *Slaughter Sport* for any good games. Also swap two Mega Drive games for one of your Mega CD games. Tel: (0634) 721657

I will swap my *Lemmings* (with passwords) for the Master System for your *Land of Illusion* or *WWF Steel Cage Wrestling*. Write to 23 Silver Birch Way, Lydiate, Merseyside L31 4OT

I want to swap MS *Lemmings*, *Wonderboy 3*, *Shinobi*, *Alien Storn*, *Dragon Crystal* for any similarly priced games. e.g. *Sonic*, *Aliens* etc. Contact 63 Heol Glyndwr, Fishguard, Dyfed, SA65 9LN

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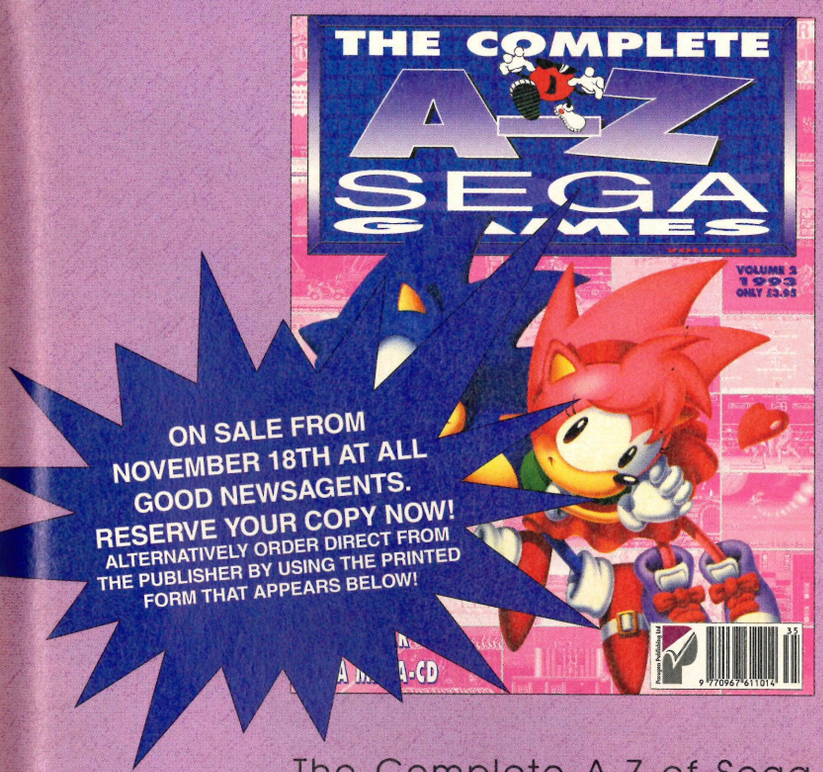

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PROTEST

CONTACT

Gee golly gosh! We get an Everest of mail every day, so much so that a large part of our valuable time is spent sorting it out into the correct bundles.

So please make sure you send all submissions to the proper department (see below) at:

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124 Old Christchurch Road,
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PROTEST
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, some poor guy needing help with their console or probably just about anyone who needs advice on console specific problems.

You can ask what games will be available or how to get in contact with a company but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SegaPro T-shirt but only witty, cheeky or lively submissions are even considered – you can't win a T-shirt by asking for some advice!

PRODEBATE
In addition to letters, we sometimes have ProDebates, which should be addressed like so: TV Debate, ProTest. Get your views into the open and state your case. SegaPro T-shirts are awarded if we consider a point to be particularly valid. If you want to start a debate, write in and let us know about it!

PROART
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art sent each month wins a stupendously brill SegaPro T-shirt.

PROTIPS
There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending your tips.

PROHELP
Our revitalised section is bigger and better than ever! If you're stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

PROSCORES
No prizes here but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are .

GAME OVER
If you have finished a game recently, why not tape it and if it's published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a (sometimes) witty storyline.

Welcome to the section where you, the readers, have the chance to voice an opinion or ask for help. Is Bad Influence worth the time of day? Does *Street Fighter II SCE* live up to your expectations? Is Sega's Virtual Reality system for real or is it just a pipe dream? Write in and you have the chance of winning an exclusive SegaPro t-shirt. Dare you miss it?
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YOU'RE CONFUSED!

Please can you answer my letter because I am confused about Nintendo's 64-bit computer. I heard that Nintendo are making a 64-bit console. When I heard the news I was sick. I believe Sega are making a 32-bit console, so what are they going to do? Are they going to make their VR headset a 32-bit or are they going to make the Saturn a 64-bit or are they going to pack their bags and go. P.S. Your mag is so cool.
David Leitch, Glasgow

You sound a little confused, David, but rest assured we'll try and put you in the picture. The 32-bit console Sega are currently developing is planned for release towards the end of next year. Featuring the latest technology it will be capable of running games superior to those you see in the arcades. Last month in Japanese news we published specifications of the new machine. As you will have read it is expected to simultaneously display more than 16 million colours.

Basically, the more powerful the console the more colours it will display, but in-built chips such as the DSP chip will be required before a 32-bit system can handle this many colours.

Even if Nintendo's 64-bit machine does materialise, it will not be in direct competition. Nintendo cannot release a 64-bit machine with the specifications they have quoted for

under £200. You don't need to worry about Nintendo's 64-bit running away with the home console market. Sega's 32-bit will not only be available much earlier, it will be cheaper and the software will be better.

The 32-bit or 64-bit question is unrelated to Sega's planned VR headsets, this will depend on the machine it's made to run on. As this is most likely to be the 16-bit Mega Drive, there's nothing to worry about. We can assure you that whatever Nintendo have up their sleeves Sega will always be better, whether they're 32-bit or 64-bit.

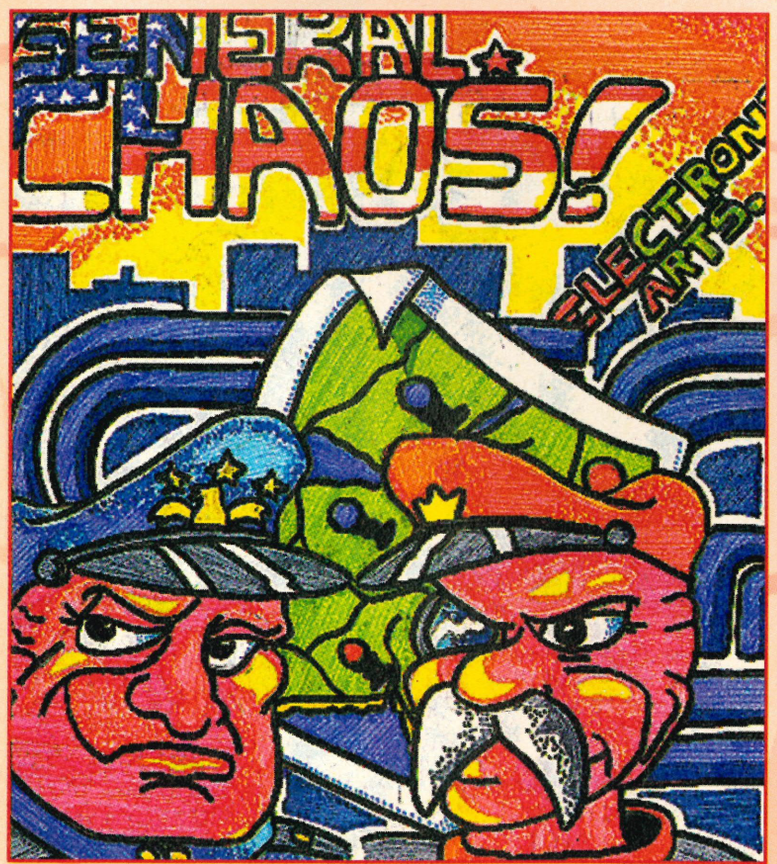
MASTER PROGRAMMER

I have an IBM PC and I want to design my own Master System games. What else do I need and how do I learn to design them?

Alex Papadopoulos, Cyprus

I presume that when you say design games you mean create your own, not just come up with the ideas and pass them on to somebody else. If you simply want to come up with ideas for games (probably the best thing you could do in the immediate future) a notepad and pencil will start you off, not a PC.

Designing games – even for the



★ T-shirt winner ★

SOFTWARE FAILURE

Some games are great, but other games with similar ideas just don't have the magic touch. Here is my list of failures: the games that never quite made it!

Bubsy the Bobble-Hat
Cattle of Illusion
Chuck Up
Cool Pimple
Daz Mania
Desert Trike
Echo the Dustbin
Golden Oxo
Lemons
Mortal Wombat
Road Trash
Sicky Mouse
Sonic the Hedge
Street Cleaner
Streets of Ramsgate
and of course Altered Beast.

Katie Pitt, Leeds

Most humorous **Katie** and a T-shirt is in the post. If you too have any ideas of software failures send them in to ProTest. If we receive enough a monthly chart may become a regular feature.

Answering your questions is one of the most important jobs at SegaPro as we really do care about our readers.

In this section we aim to help anyone with a problem. If the family Mega Drive just isn't working properly, your Game Gear is constantly posing problems or you're after that elusive import game, this is the section to write to. Send your problem posers to: Problems and Procure, SegaPr, Paragon Publishin, Durham Hous, 124 Old Christchurch Roa, Bournemout BH1 1NF

Sarah from **Perth** wants to know if *Mortal Kombat* is coming out on the Mega-CD. Yes it is **Sarah** and Probe Design are currently working on the game that hopes to be the definitive in beat-'em-ups. Watch out for more details in SegaPro early next year.

Paul Dewey wrote from **Wigston** asking whether the password for *Hang-On*, the lot's of money cheat, uses zeros or noughts. Get a life!

Johnnie Mareausl lives in **West Africa** and wrote to us asking for a "few copies of your latest magazines." If you were to give Karen a ring here at Paragon Publishing ✆ (0202) 299900 she'll be able to help you. He also asks if we have a members club and tells us he's interested in taking part in competitions as he reckons he's the best games player in the world!

A very bold statement Johnnie and I'm sure you will find plenty of games players eagerly waiting to prove you wrong in your home town. As for the club, speak to Karen and she'll tell you all about SegaPro's club. It offers superb reductions in the ProSavers section and you'll receive SegaPro goodies every month.

An inquisitive 12 year old, **Steven Harrison** from **King's Lynn**, wrote in asking if there will be a *Mortal Kombat 2*, is *Street Fighter II SCE* coming on the Game Gear and is *Sonic the Hedgehog 3* coming out soon and if so how much will it be?

As of yet there are no plans for *Mortal Kombat 2* on the Mega Drive but there is the possibility that should a new coin-op find its way into the arcades, a MD version would follow. As far as we know *Street Fighter II* is not to be released on the GG but there have been one or two rumours floating around Japan.. The truth about *Sonic the Hedgehog 3*. Does it exist? Will it exist? we're still keeping our ear to the ground on this one...

PROTEST!

Master System – cannot be learnt over night. It could take you years of messing around on computers and learning various languages. If you are serious about this, why not buy an Amiga or similar computer to learn the basics and produce some simple 'Lunar Lander' type games.

Programmers often use a PC such as yours to develop games, but they have to use tools like cross assemblers to convert them into the language the MS uses. At the least, you must be able to program using standard machine code. The task of burning data onto chips and licensing the product is the final straw, so as you can see this is a massive undertaking.

HAPPY CHAPPY

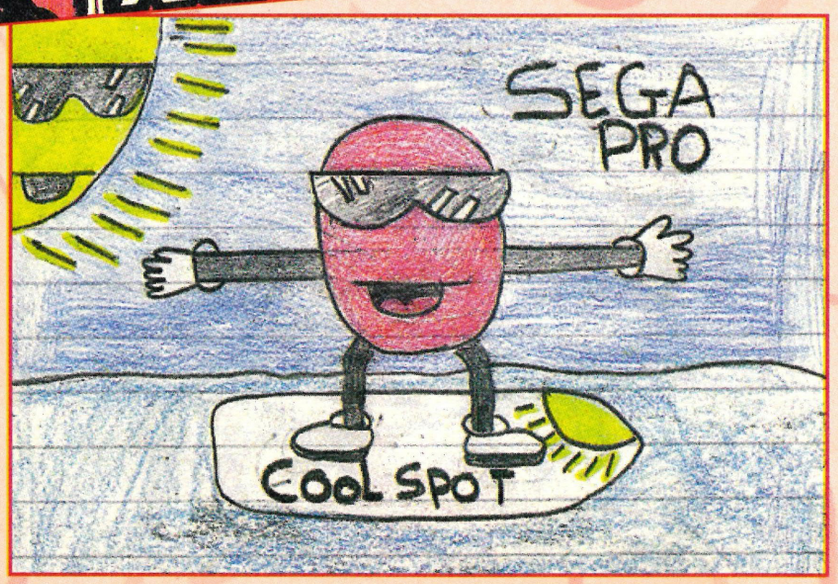
Thank you! Thank you very much! Thank you very, very much! You may be wondering what has bought on such a deluge of gratitude, or you may not, but I'll tell you anyway.

The reason for my gratitude is that you, within the ProFile section of your magazine, are printing Action Replay codes for the Master System. Only you and one other magazine print them. If it wasn't for your support the add-on would be virtually useless.

And now a question. What exactly does the dingbats message on the content's page mean and how do I work it out?

Thank you! Thank you very much! After all that praise we cannot express our overflow of emotion. Yes, it's true, we are one of the few magazines that publish Action Replay codes for the Mega Drive, Master System and Game Gear. Our monthly update is the best there is and all the latest codes for all the latest games are included.

As for your question. The dingbats message at the bottom of the content's page is in a secret code. Only those clever enough to crack it will ever know the hidden meanings. Beware, if you intend to crack the codes you may witness outer body experiences. A special dingbats message just for you is: ◘◆ ○◆▲▼ ❊❁❖❊ ▼❊❊ ❊❑■▼✌ ❊❑■☮▼ ◘◆✝



GAME GEAR BLUES

I am writing to complain about what you said in SegaPro #24. I recall someone writing in and complaining about Game Gear reviews only being a mere half page. In the response you said that if a game was not very good it was not worth wasting a whole double page on a poor game. You said that you would give good games a double page review, so why did *Mortal Kombat* on the Game Gear only get a single page. The game was rated 91%.

Chris Cook, Bristol

You have made a valid point, Chris, so, to clear-up the confusion once and for all we will explain how reviewing on SegaPro works. When we receive a game it is allocated a set space within the magazine. This is usually before it has even been played and refers to the expected popularity and selling value. If a new game is sure to be popular, Mortal Kombat or Street Fighter II SCE for instance, it will be given as much coverage as possible.

A good Game Gear game will never sell as many copies as a good Mega Drive game. For this reason all popular GG releases are given a single page (presuming we receive the game in time). If we don't expect a Game Gear release to sell well it's usually included in the Short Reviews and sometimes, if after playing a game we find it doesn't live up to expectations, it may be dropped to a Short Review. It's swings and roundabouts but you'll be pleased to hear SegaPro is considering giving Game Gear games double page coverage.

One reader having a real problem is **John Devlin** from **Macclesfield**. Every month his copy of SegaPro is covered in rings. The cause of this problem? relations constantly leave their coffee mugs on his beloved mag and soon disfiguring the cover beyond recognition. "What should I do?" he writes.

Our new chief, Nik the Ed, suggested that you take the cover off before you put it down, that way you won't find any coffee stains on it, or try using some Tippex to cover the rings. Colin, a recent addition to the design department, suggested buying your own plastic cover and stop trying to be such a scrounging git. Mark simply grunted "Uh!"

To prevent the dilemma of the mysterious coffee rings I vote you try using a bit of 'Initiative', available at all good D.I.Y. stores. What's more it's absolutely free. And no we will not print 'THIS IS NOT A DRINK'S MAT" on the front cover for you or anybody else, got it?!

After that rip-roaring letter **Benjamin Williams** from **Essex** asked us if we could reassure him that console games are not a complete rip-off. He explains that having heard games cost less than £1 to make and mail order companies sell inferior products, he's at his wit's end. Rest assured, **Benjamin**, games are a complete rip-off. "What?" I hear you cry, "Is this guy serious?" Well, not all games are over-priced but a huge number of releases should never be sold at an outrageous 40 quid.

Without the expert opinions of the writers from SegaPro you would probably find yourself wasting bundles of dosh on games you just couldn't believe were so bad. The other side of the argument is that games like *Aladdin*, *SFII SCE*, *Mortal Kombat*, *FIFA Soccer*, etc. are worth their weight in gold. Our advice to you is to try before you buy – it's the only sure way to decide what's best for you.

This could cause numerous discussions and we would appreciate your views on the subject. Write in to the usual address with your argument and the readers with the most interesting points of view could win a bundle of SegaPro goodies.

More Problems and Procures from the writers of SegaPro next year!

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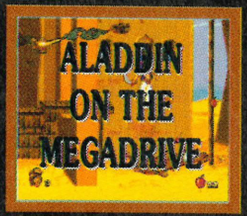

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BOUND AND GAGGED

I am a devoted reader of SegaPro and have all 24 issues in two SegaPro binders. The only problem is that both my binders are full and in the ProSavers pages I cannot see binders. Are you going to sell them again?

Also, I don't see why other readers must deface Mario, I know it's not your fault, but please print in big letters NO MORE ANTI-MARIO PICTURES! I personally feel that Sega and Nintendo should make a joint game with both characters in such as Mario and Sonic Olympics. Please pass my idea on to Sega.

Simon Day, Doncaster

You will be pleased to see that SegaPro's binders are back in business as advertised in the SuperSavers section. Now you will be able to keep the latest issues of your favourite Sega magazine neat and tidy. Priced £4.95 they offer superb value.

As for your next comment, I fail to see why this topic constantly crops up. Sega and Nintendo are the two major forces in the video games world and are therefore keen rivals. Sonic the Hedgehog and Mario are their flagship games and logos. There is absolutely no way Sega would release a game along the lines you suggest, so, sorry Simon, but I am unable to pass your idea to Sega.

SONIC RANGER

Please could you tell me where I could buy a copy of Zone Rangers or Metal City Mayhem? If not, please could you send me a copy of Zone Rangers? I am willing to pay, of course.

Raymond Edwards, Macduf

Is someone pulling your leg? It would appear you've convinced yourself that another Sonic game exists, somewhere, but you're not too sure where. Unfortunately, Raymond, the two titles you have asked about do not exist. Zone Rangers, perhaps, has been confused with the brilliant shoot-'em-up game Ranger-X and Metal City Mayhem is a zone from the recently released Mega-CD title Sonic CD.

EXPANDING PLAY

Last Christmas I jumped on the *Lemmings* bandwagon after reading a most accurate review of the Mega Drive version in SegaPro #14. I was therefore excited to read an article in SegaPro #15 in which you reported on a Mega Drive compatible mouse. That started me wondering if it would be possible to use it on Lemmings or would carts have to be specially programmed to let you utilise it.

Up until now the art package, *Art Alive*, has been rather uncompetitive. This is probably because there is only one such cart and I believe this is due to the incredible difficulty to create great works of art using the standard Mega Drive joypad no matter how many buttons it has. However, the control problem may soon be solved with the introduction of the aforementioned cheese loving peripheral.

I am sure that we all know how successful the *DPaint* packages are, after all the graphics for *Silly Putty* were designed using this package. It's obvious that without the mouse, packages of this quality would be simply impossible. Is there any chance of *DPaint* putting in an appearance on the Mega Drive?

There is also one other peripheral that many of you may by now have forgotten about: the Menacer. This would make an excellent airbrush, complemented by a mouse in the other port. Can you tell me exactly what is happening in this area and could my idea be practical?

Peter Shields, Dunbartonshire

Firstly, many thanks for the praise, and yes, Lemmings is a terrific game. After a little research we found out the Mega Mouse will be hitting the shelves any moment now. As yet there is no fixed price, but expect it to be around £25-30. Alternatively, Sega may bundle it with a piece of software such as Art Alive, but this could prove costly as with Nintendo's Mario Paint bundle priced around £60!

Another piece of information you may be interested in is about a new piece of software for the Mega-CD called My Paint by Saddleback Graphics. Currently being developed in the States for an early '94 release it will be the only Mega-CD artists' package available.

As for the Menacer idea I think you may have been writing this letter late at night with an extra paragraph worth of space to fill. Can you seriously imagine using the bulky, redundant light-gun as an airbrush? I think not. There are no plans to develop an airbrush for the Mega Drive mainly because people who want art packages are far more likely to buy a PC...but who can tell?

SPOILED BRAT

A couple of days ago my Mum said "Do you want a Mega-CD or a SNES?" After reading past ProTest pages where the majority of contributors slagged-off the latest piece of hardware, I decided to vote for the SNES. Then my Mum said "You're getting a Mega-CD whether you like it or not!"

I thought to myself and came up with its good points. It has *Final Fight CD*, *Silpheed*, *Ecco* and *Batman Returns* with many more on their way. So, Ashley Price, go and shove your head down a public toilet and flush it away. You can also use a Mega-CD to serve drinks on and there is no other piece of hardware as good as this anywhere!

Sarah, Perth

What is it with you privileged youngsters who have to be bribed by your parents into accepting an expensive piece of hardware? When I was a lad...[snip]...so, you should be grateful. All I have to say is that your mother has taste, I mean, who would buy a SNES?

PROQUOTES

Once again here is a selection of the best, worst and most bizarre comments of the month!

Send me your Mega-CD games and I'll guarantee you a place in heaven.

Matt Hoppers New Christian Church of Sega, N. Humberside

I am not writing in to go on about how wonderful you are. I am writing to ask how you earn free games.

Katie Bennett, Sheffield

(Usually by grovelling, Katie, or alternatively by coming up with an extra-special piece of artwork, an amazingly good tip or writing a topical letter. Better luck next time.)

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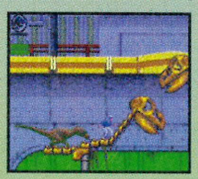
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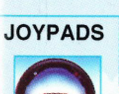

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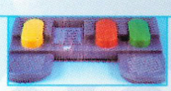

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