116-PAGE NEW-LOOK BUMPER ISSUE

27 GAMES REVIEWED INSIDE!

SEGA PRO

SEPTEMBER 1993
£2.50
DM13.00
ISSUE 23

NOT AN OFFICIAL SEGA PUBLICATION

PRINTED IN THE UK
09
9 770964 264954

LOCK ON!

F-15 Strike Eagle II
The EXCLUSIVE 4-page review of the new flight sim. from MicroProse.

JUNGLE STRIKE TIPPED INSIDE!

ALSO INSIDE:
Mortal Kombat
Gunstar Heroes
James Pond II
Dracula
Rocket Knight Advs
Fantastic Dizzy
Sherlock Holmes 2
ECCO CD

HEAVY METAL

How will Sonic defeat Robotnik's latest creation? All the details on *CD Sonic* EXCLUSIVELY revealed inside!

STAR WARS

Luke Skywalker and Han Solo lead the rebel assault on the 8-bit. EXCLUSIVELY reviewed.

MEGA-CD MEGA DRIVE MASTER SYSTEM GAME GEAR

new for MEGA DRIVE • new for MEGA DRIVE • new for MEG

The ultimate challenge has arrived for the Sega Mega Drive

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive!
Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant" N-FORCE

"A fantastically playable racing game"
Sega Force magazine

"Arguably the best race game ever written"
Neil West, Mega magazine **92%**

"So fast and furious, really challenging, it's just perfect"
Tom Glennister, Megatech magazine **92%**

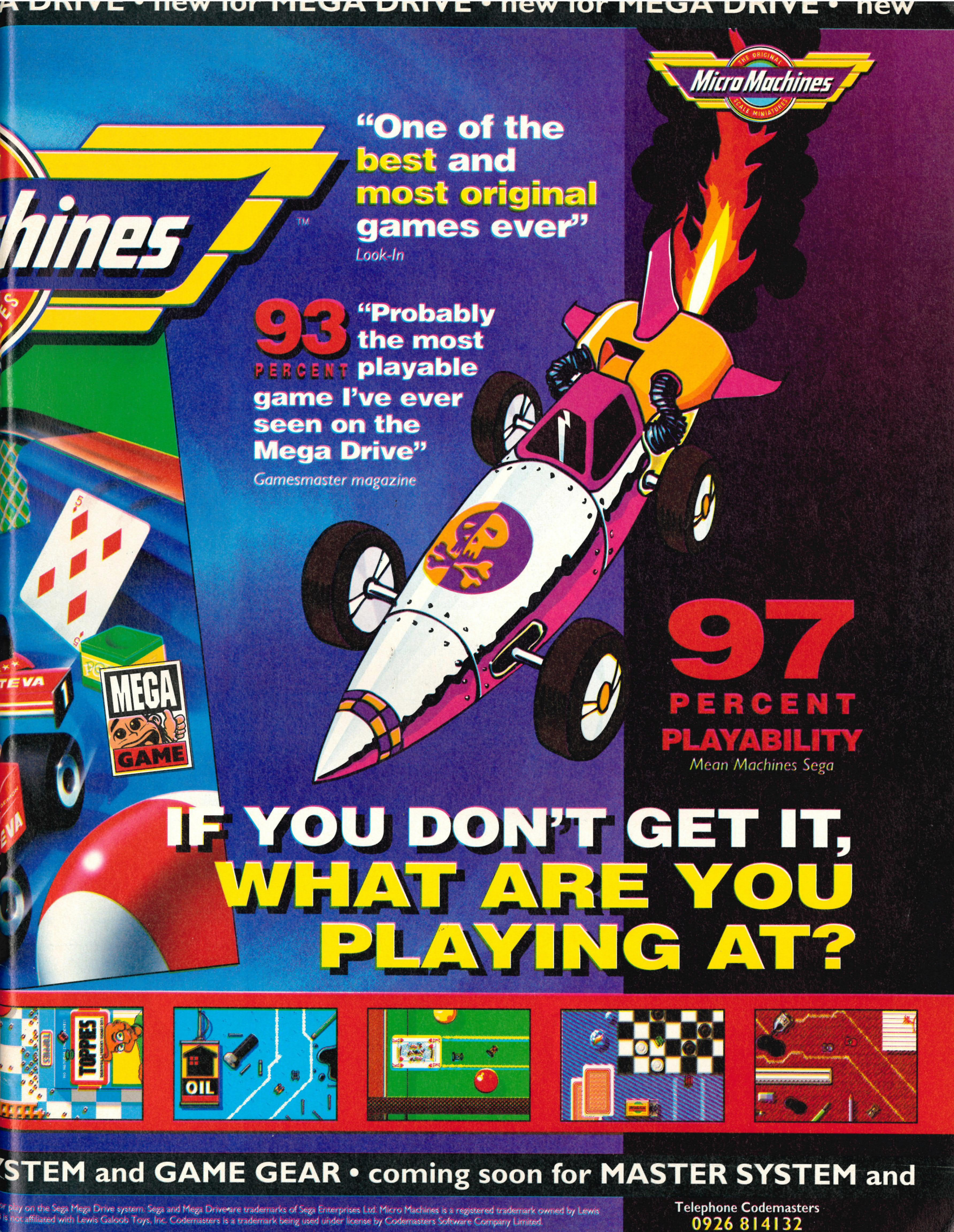
THE ORIGINA
MicroMa
SCALE MINIATU

16-BIT CARTRIDGE

Codemasters™

coming soon for MASTER S

© 1993 Codemasters Software Company Limited (Codemasters). Licensed by Sega Enterprises Limit
Galoob Toys, Inc. Codemasters is using the trademark pursuant to a license. Codema



r play on the Sega Mega Drive system. Sega and Mega Drive are trademarks of Sega Enterprises Ltd. Micro Machines is a registered trademark owned by Lewis
is not affiliated with Lewis Galoob Toys, Inc. Codemasters is a trademark being used under license by Codemasters Software Company Limited.

Telephone Codemasters
0926 814132

SEGA PRO

SEPTEMBER 1993

PUBLISHED BY
PARAGON PUBLISHING LTD
DURHAM HOUSE
124 OLD CHRISTCHURCH RD
BOURNEMOUTH
BH1 1NF

PHONE: (0202) 299900
FAX: (0202) 299955

EDITOR
Pat "ankle support" Kelly

SENIOR STAFF WRITER
Sam "holiday" Hickman

STAFF WRITERS
Jason "Romeo" Johnson
Mark "confused" Hill

DESIGNER
Simon "STAR!" Christopher

ASSISTANT DESIGNER
Helen "stairs" Monaghan

CONTRIBUTOR
Nicolas "froggy" Beucher

ADVERTISING SALES
Ian Kenyon *(Ad Manager)*
Diana Monteiro
Alan Walton

ADVERTISING PRODUCTION
Jane Hawkins
Kym Andrews

BUREAU
Mark "manager" Monteiro
Martin "scanner" Ollman

MARKETING MANAGER
Andrew "rumble" Smales

PRODUCTION MANAGER
Di "Hi!" Tavener

MANAGING EDITOR
Dominic "powermonger" Handy

PUBLISHER
Richard "tipster" Monteiro

SUBS/MAIL ORDER
Caring Karen on ✆(0202) 299900

SPECIAL THANKS TO...
Martin Rix (0202) 291950 for taking the photos.
Andrea and Emma for the exclusives.

PRINTED BY
Southernprint (Web Offset) Ltd

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

DISCLAIMER
SEGAPRO is a fully independent publication. The views expressed herein are not necessarily those of Sega Enterprises, Sega Europe or Sega UK.

DINGBATS MESSAGE
✷❒❒✻ ✻❒❒✻■✻▲▼❑ ▼✻✻
▼✻❍✻ ✻❖✻✻●✻❍●✻

(C) 1993 Paragon Publishing Ltd.

Final words: Shut up, Jase!

EXCLUSIVES!

There are a number of important exclusives to show off in this new-look issue. We admire and applaud our skill in acquiring these great stories for you and have decided to shout about it for once:

No.1 32 F-15 STRIKE EAGLE II

MicroProse are set to enter into the Sega arena with their top flight sim *F-15 Strike Eagle II*. Wait for it, though. Wouldn't it be good if the boring controls were minimised and the hot action maximised? Yes, it would and MicroProse thought so too! Gone are the multitude of key presses and in are the dog fighting sequences. Once you finish such a game, the only possible action to take is to give it to the most respected magazine in the business and that's why we have the exclusive review herein!

No.2 46 STAR WARS

When the Star Wars licence came along for Sega's 8-bit systems, US Gold were the company that was most trusted with its implementation into a finished product. We exclusively review the game that we know Master System owners have been waiting for!

No.3 24 CD SONIC

Where else (other than SEGAPRO, of course) will you get all the world-wide news as it happens? Once again, they said it couldn't be done, but we've managed not only to acquire finished screen shots, but also a full and concise plot and gameplan to the release that will make Sega's Mega-CD the console to own!

No.4 76 JAMES POND II

This was a very late entry into the ProReviews section and was a game that had us absolutely gob-smacked. Never before has the Master System been graced with such graphics on a game that won awards on the Mega Drive some time ago. Pond is back and SEGAPRO can exclusively give precise information to his whereabouts!

8 NEWS
Sega World
opened up in
Bournemouth
SEGAPRO! Fir
Sega are taki
of the arcade
how this will a
as an end us
about the late
releases in N
Japan and dis
the hottest Se

CONTENTS

SPECIALS

TRANSFER FIX
ou still have your *Street Fighter II* transfer, you'll want to know how to use it and what to avoid. We ve, in true Blue Peter fashion, made one earlier. Find out how we did it!

26 FANTASTIC DIZZY
zy is the most popular character on 8-bit computers, such as the Speccy, C64 and PC. Codemasters are set to launch their plans to take Dizzy to new heights in the nsole world. Starting with the Mega Drive, then Master System, Game Gear and ega-CD, they hope that he will become as internationally renowned as Sonic! We ke a look at Dizzy's super-hero credentials.

55 STREET FIGHTER II POSTERS
ou've been collecting the series of posters, you should need no explanation that this is e final issue where we'll be giving them away. This month, Chun Li, M Bison, Zangief d Guile fill the pages that have become the collectors' dream.

REGULARS

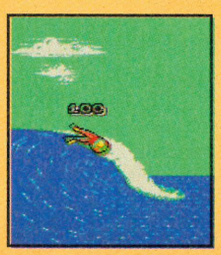
16 PREVIEWS
Six crammed pages with over 30 hot new releases that'll be hitting our Sega games playing system over the next few months including *Robocop vs Terminator, Asterix, Rebel Assault, Last Action Hero, Cliffhanger, EA Soccer, NHL '94, Gauntlet 4* and *Race Drivin'*.

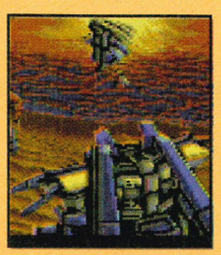
28 PRODATES
Some may say that ProDates is a waste of time, but where else can you see which games Sega intend to release over the coming months. It only covers the period that you'll want to know about. If you're looking to buy a new game, then this should be one of your first ports of call.

84 PROFILE
Contains every Sega game that's ever been released, whether it has been discontinued or not. It's the only place you need look if you want information. There's also ProTips, which may not look as if it's taking up a lot of room, but only the best tips make it here!

96 PROGUIDES
The mammoth *Jungle Strike* and the amazing *Ranger-X* come under the scrutiny of our master tipsters. What you'll find is seven pages of pure unadulterated games playing tips, with level codes, Action Replay codes and comprehensive talk-through guides.

108 PROTEST
Ever wanted to know what other readers from around the world think? Have a read at the CD Con and Games Are Too Easy protests. But most importantly, can Jane Elsley get her mum to lift the NO SEGAPRO ban? Maybe not, but you'll never know until you catch up on the gossip.





REVIEW INDEX

MEGA CD

Devastator 78
Ecco the Dolphin.....42
MMV: INXS 83
Night Striker.....64
Sherlock Holmes II 81

MEGA DRIVE

BOB 82
Bubsy 72
Championship Bowling 83
College Football.....82
Dracula 48
Davis Cup Tennis.....74
General Chaos 66
Golden Axe II.....83
Gunstar Heroes.....68
F-15 Strike Eagle II 44
Mortal Kombat 40
Power Challenge 82
Rocket Knight Adventures 50
TechnoClash 53
Ultimate Soccer 52

MASTER SYSTEM

James Pond II.....76
Mortal Kombat 40
Power Strike II 68
Star Wars.....46
Ultimate Soccer 52

GAME GEAR

Home Alone 82
Double Dragon.....83

Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

THE ULTIMATE GAME BUSTING CARTRIDGE

WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!!!!

"Pro Action Replay is a mean piece of hardware, this thing busts games wide open"
SEGA PRO

MORE LEVELS
ENERGY
LIVES
POWER
UNLIMITED SPECIAL EFFECTS

SPECIAL FX™ SYSTEM

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo or play on any level. Become invincible with the Action Replay Cartridge for your MEGADRIVE™ MASTER SYSTEM™ & GAME GEAR™ Console.

▶ So easy to use...if you can play the game you already know how to use Action Replay. Simply input any of the hundreds of codes and bust your games wide open!!!

FOR THE MEGADRIVE™ £49.99

INFINITE GAME BUSTING CODES WITH BUILT-IN CODE GENERATOR!!

▶ With its unique built-in "CODE GENERATOR", you can actually find and create your own cheats. No need to wait for code updates. With this unique feature you have the ability to crack the latest games as they are released. No other product can offer this!

▶ Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use.

Remember that only Action Replay gives you the power to bust open US, Japanese and European cartridges!

FOR THE GAME GEAR™ £39.99

FOR THE MASTER SYSTEM™ £39.99

ACTION REPLAY HELPLINE

INFORMATION AND NEW CODES

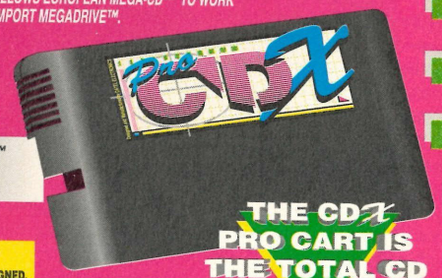
0782 745992

line open 9.am - 5.30pm Mon-Fri.
9.30am - 1.30pm Sat.

Pro CDX

NOW YOU CAN PLAY IMPORT CD GAMES ON YOUR EUROPEAN MEGA-CD™ !!

- PLAY U.S. AND JAPANESE CD GAMES ON ANY MEGA-CD™.
- ANY CD GAME - ANY MEGA-CD™, ANY MEGADRIVE ™
- SIMPLE PLUG-IN CARTRIDGE - NO MODIFICATIONS NEEDED.
- ALMOST ANY COMBINATION ALLOWED!!
- ALSO ALLOWS EUROPEAN MEGA-CD™ TO WORK WITH IMPORT MEGADRIVE™.



FOR THE MEGA-CD™ £49.99

THE CDX PRO CART IS THE TOTAL CD SOLUTION

NOW YOU CAN PLAY IMPORT GENESIS™ GAMES ON YOUR MEGADRIVE™!!

- PLAY U.S. AND JAPANESE GAMES ON YOUR MEGA-DRIVE™.
- NO MODIFICATIONS NEEDED.
- SIMPLE PLUG-IN CARTRIDGE.
- EASY TO USE-SWITCH BETWEEN U.S.A. OR JAPANESE CARTRIDGES.

FOR THE MEGADRIVE™ £14.99

Action Replay is also available from Virgin, Woolworths, Toys 'R' Us, W.H.Smiths, and all good computer stores.

"SEGA" & "MEGADRIVE" "MASTER SYSTEM" "GAME GEAR" & "MEGA-CD" ARE TRADEMARKS OF SEGA ENTERPRISES LTD.

*** IMPORTANT**
THESE PRODUCTS ARE NOT DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY SEGA ENTERPRISES LTD.

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

Access VISA SWITCH

24 HOUR MAIL ORDER HOTLINE
0782 744707
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

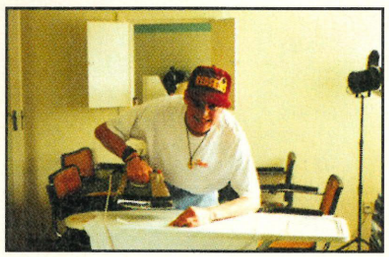
STREET FIGHTER II TRANSFER FIX

CONGRATULATIONS! You're now the proud owner of a well-sorted *Street Fighter II* transfer. All we have to do now is talk you through the various stages that will result in your transfer being successfully ironed onto your clothing

The transfer with this issue isn't just another paltry gift that you don't need (unlike gifts from other mags we could mention). You won't find transfers like these anywhere else in the UK! Why? Because they're totally exclusive to SegaPro. Anyway, not only are they 100% stylish, they're useful too!

There are three *Street Fighter II* transfers to collect in all, featuring Blanka, E Honda and Ken. If you don't have the transfer you want, why not try swapping with a friend? If you want to buy another copy of SegaPro to get more transfers, try peeping through the plastic wrapper. You should be able to see the character through the wrapping.

Anyway, once you've got your transfer out, what are you supposed to do with it? Well, whatever you do, don't smell it – the whiff nearly knocked Pat for six! The transfers can be adhered to any clothing you like, although obviously, they're going to look best on a T-shirt or sweat shirt. Now, before you go off complaining to your mum that they don't work, read the following instructions.



1 Take the transfer out of the packet (sounds obvious, but there's always one). Cut off the bottom part, unless you want the instructions welted all over your clothes!

2 Find a suitable T-shirt to stick the transfer on. Then set up the ironing board, plug the iron in and heat it up. A medium heat should be fine. Place the transfer in the middle of the T-shirt, with the **TRANSFER FACING DOWN** (this is very important as your mum will go up the wall if you paste E Honda all over the iron).

3 Now run the iron over the transfer. Make sure you keep the transfer straight and iron over the whole transfer area. It's important to press fairly firmly (as displayed by Ryan of SuperPro) otherwise the transfer may not stick.

4 When you're satisfied with the ironing, put the iron out of harm's way and turn to the T-shirt. Peel off the transfer quickly (we don't advise you to use your teeth), making sure that you keep the paper straight.

5 Behold! The transfer should now stick to your T-shirt. If it hasn't worked, don't be tempted to try it again. You'll only make a bigger mess. Now wave your T-shirt around, showing off to your brother and anyone else in the room.

6 Throw your old clothes off and bung the T-shirt on. There you go! Instant credibility, more friends and exclusive designer clothes (well sort of). You couldn't ask for more, really!

NB: SegaPro accepts no responsibility for incorrect use of the transfer whether accidental or not. If you aren't sure of what to do, give us a call or ask someone who does.

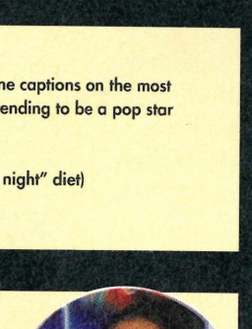
NEW LOOK ISSUE

Welcome to the new-look SegaPro. If you are a regular reader, you may have noticed that the changes have been made over the past few months. We thought it was better to do this rather than implementing too many new features at once which has allowed us to try out new ideas without setting them in stone. The new SegaPro logo uses the same elements that have been used elsewhere in the issue, such as ProFile, ProDates, and now ProNews and ProTest.

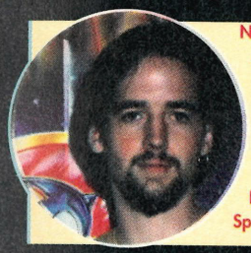
This month, we have exclusive reviews of *F-15 Strike Eagle II*, *Star Wars* and *James Pond II*, exclusive news on *CD Sonic*, exclusive *Street Fighter II* transfers and the last four posters in our *SF II* collection.

Although the summer period has proven very quiet, we have continued to cover all the Sega releases with no less than 33 previews and 27 reviews in this issue alone! This only confirms out motto, "If you want to be totally in the know, plug into SegaPro!"

Pat Kelly

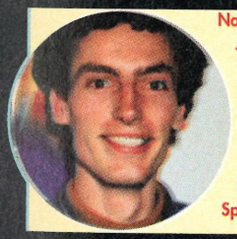


Name: Pat Kelly
Job description: Editor
Entails: making everyone work to deadline, sitting in the best chair, playing *J League Pro Striker*, swanning off down the pub for meetings
Time served: 11 months
Likes: watching movies, holidays and playing games
Dislikes: deadlines, working late or at any other time!
Favourite games ever: *J League Pro Striker* and *Grand Prix*(Amiga)
Special talent: doing as little as possible

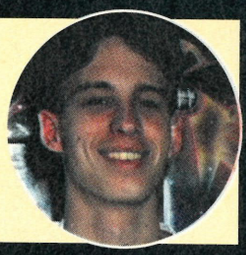


Name: Simon Christopher
Job description: Designer
Entails: being extremely arty, putting three-line captions on the most uninteresting pictures he can find whilst pretending to be a pop star
Time served: nine months hard labour
Likes: bongos, congos, and digeridoos
Dislikes: stale bread and stale beer (his "late night" diet)
Fave games ever: hide and seek, sardines
Special talent: sulking!

Name: Sam Hickman
Job description: Senior Staff Writer
Entails: trying to get asked out for lunch when PR people visit, spending all day on the phone to her friends, nicking off early when Pat's not looking
Time served: ten months and counting
Likes: weekends, holidays and lazing about
Dislikes: people who wear hats with clip on pony tails
Fave games ever: *Mortal Kombat, Flashback*
Special talent: Ignoring facts



Name: Jason Johnson
Job description: Staff Writer
Entails: breaking anything electrical, being a local celeb, wearing a variety of offensive baseball caps, occasionally doing some work (if he feels up to it)
Time served: seven destructive months
Likes: baseball hats
Dislikes: collars, ties and anything smart
Fave games ever: *Mortal Kombat, Sonic 2, R360!*
Special talent: knowing absolutely everyone in Bournemouth



Name: Mark Hill
Job description: Staff Writer
Entails: taking hour- long breaks three times a day, playing games, pretending to be deaf
Time served: three months
Likes: Spanish women and Swindon Town
Dislikes: dead matches in a match box
Fave games ever: *Jungle Strike, J League Pro Striker*
Special talent: acting incredibly thick

Name: Helen Monaghan
Job description: Assistant Designer
Entails: doing all the stuff Simon doesn't want to do, drinking 50 cups of coffee a day, swearing at the computer
Time served: three months
Likes: reliable cars and a hassle free life
Dislikes: buses and hitchhiking on the A35
Fave games ever: *Mortal Kombat*
Special talent: knows every swear word in the book!

SEGA'S WORLD

Sega are leading the way into the future, not only in home entertainment, but in the arcades too. Unlike Nintendo, Sega appear are planning the opening of huge family entertainment centres across the country. The first of these has just opened in Bournemouth, home of SegaPro, and boy is it impressive.

Having developed from the early arcade days of *Space Invaders* and *Pac-Man*, Sega's Amusement Centres will include the latest arcade games in a bright and friendly environment. We were there when Sonic was still drying on the walls to bring you exclusive details on one of the biggest arcade centres in the country.

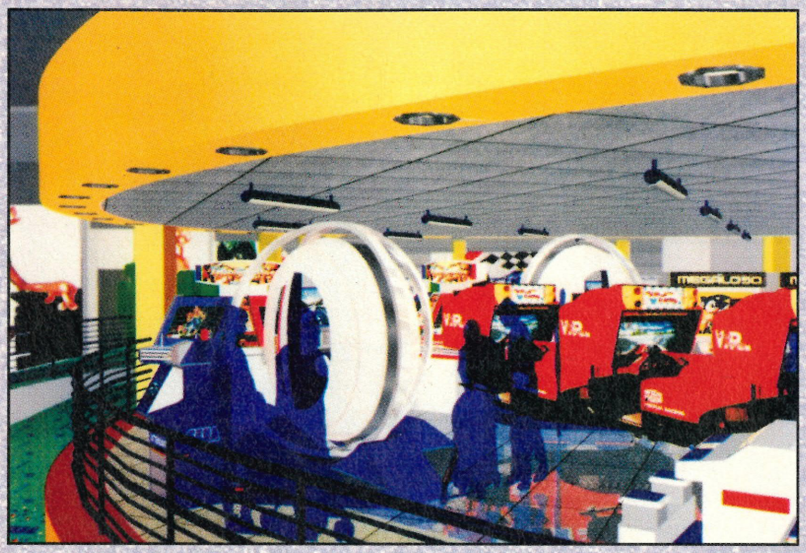
Sega World, Bournemouth, comprises nine zones, each of which is based on a particular theme. The best is The Driving Edge. Machines include *The R360*, *Virtua Racing* – with eight-player race-and *Outrunners* – also an eight-player race.

The AS-1, an impressive simulator, is to arrive later in the autumn and will be sited at Sega World. Other zones include Sonic Strike, an eight-lane bowling alley and Mega Byte, a Burger King restaurant. Karaoke and a special children's area have also been built to help create the family atmosphere.

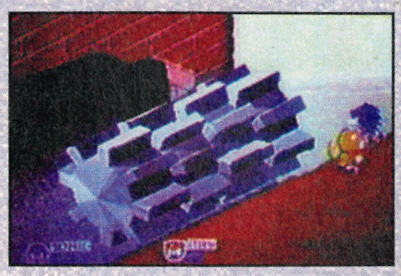
Just incase you're sick of the never ending stream of beat-'em-up machines, then prepare yourself for something completely different! *Sonic the Hedgehog* arcade machine is coming soon! It features Dr Robotnik who is up to his usual tricks and Sonic must put a stop to him. He's helped along by two extra friends this time, Ray and Mighty.

Up to three people can play the machine at any one time, or you can choose Sonic to play on his own! This adventure is very different from the Sonic you've seen on console, it strays away from the usual platform format – the graphics look totally brilliant! It's controlled by a trackball (with an extra button so you can jump) and is viewed from overhead.

NEWS



At the Sega World press day, we didn't spot the Sonic machine, but there was a *Sonic the Hedgehog* console version. Specially designed for youngsters, several machines including Sonic were half-size allowing children an easier reach. Expect to see the new Sonic and many more at Sega World in the very near future.



ARCADES

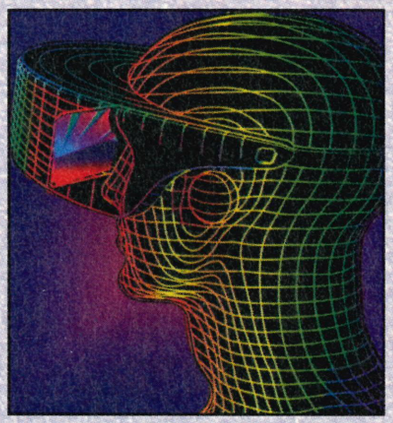
Sega appear to be planning their future very nicely indeed. Sega World is the first of many planned family entertainment centres and their first mini-theme park is opening early next year in Japan. Sega's amusement department account for 80% of their business in Japan and they want a similar share in Europe. The R&D department at Sega Japan involves 27% of their work force and machines, such as the 32-bit home system (Saturn), are currently being developed there.

Not only do Sega have a firm grip of the amusement side, their home consoles are one of the leading brands in the world. Licensing of games, both at home and in the arcade, is an important area for Sega to work on, especially with machines such as the 3DO and LaserActive appearing on the market.

Because of Sega's dominance in the arcade market, we could soon see Sega being very large players in the coin-op conversion market. So, for instance, Sony's future CD machine could be the one to buy for film and movie licence conversions, but if you want a coin-op conversion, you may have to buy Sega hardware! Alternatively, companies such as Sony, Panasonic, JVC and the likes may have to make a deal with Sega whereby software is not exclusive licensed to either party's hardware!

ARCADE VR

Another forthcoming attraction that will be appearing in the early part of 1994 is Virtual Reality, or VR as it is commonly known. A small company based in Leicester, W Industries, recently signed an agreement with Sega to develop VR systems for the arcades and Sega World will be the first place in the UK for their new developments are to be sited.



W Industries are the world leader in Immersive Virtual Reality entertainment systems. This is the use of a head-mounted system placing the user in an omni-present environment where a computer mimics the movements of the human body in real time. They are the company who developed the innovative Virtuality system and introduced it to arcades,such as the Trocadero in London.

pro NEWS

JOY PADS!

Spectravideo are planning to release two new joypads, although both of them won't be available until at least October. Both products have six firing buttons with the Logipad costing £17.99 and the Phantom Stick, which has an eight foot extension lead, costing £24.99. Look out for them both in a couple of months.

NEWSFLASH... Virgin Games have changed their name to Virgin Interactive Entertainment, so that the public is aware that they are more than just games publishers... STOP

SONIC SCRATCHING!

If you're feeling the pinch and can't afford any new games, why not shell out 50p for a Sonic scratch card? Produced in conjunction with the Scout Association, the scratch cards will be sold by Scouts all over the country.

Each card will ask three questions and if they are answered correctly, the player could win a prize. The top prize is a Mega-CD, with 10 Mega Drives, 20 Game Gears, 50 Master Systems and 5000 Sonic the Hedgehog badges as other prizes! Even if you don't win a prize, answering all three questions correctly will give you 10% off Sega software at any Comet store. Sonic scratch cards will be available from the beginning of September and there's an added bonus for Scouts. They'll be provided with special Sonic woggles and neck-ties!

- For further information ✆ (0800) 592291

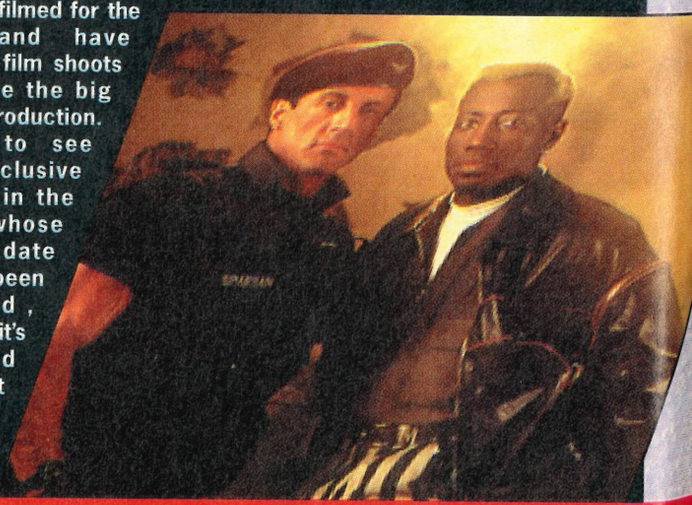
NOT UP TO SCRATCH

Many potential UK releases arrive on Sega's doorstep, but did you know that not all of them are accepted? Sometimes, a game won't reach Sega's standard of quality, so it won't be released. Since games have become much more widespread, releasing quality titles is much more important. In the past, we've reported that *Greendog*, *Surf Ninjas*, *Tecmo Cup Soccer* and *Golden Axe 3* will be available soon in the UK. Unfortunately, since those reports, Sega have changed their mind, so none of these games will be available officially. You will be able to buy them on import, but if Sega don't want them, surely that says it all?

VIRGIN RELEASES DEMOLITION PLANS

As reported in Whispers #22, Virgin Interactive Entertainment are moving into the video game/film crossover. They will definitely team up with Warner Bros to produce a Mega-CD and Mega Drive version of Demolition Man.

Sylvester Stallone and Wesley Snipes, stars of the film, will star in the game, which will include lots of footage from the movie. The two celebrities have been specially filmed for the game and have attended film shoots alongside the big screen production. Expect to see some exclusive footage in the game whose release date has not been confirmed, although it's expected early next year.



MEGA DRIVE SECRETS GIVEN AWAY!

If you've followed ProNews over the last couple of months, you may have noticed the Awesome Mega Drive Secrets books popping up here and there. Paragon Publishing (that's us!) have published the latest book in the series.

Awesome Mega Drive Secrets III gives you the most up to date tips and solutions for your Mega Drive. It costs £9.99 and is available from all good book shops now! However, if you fancy the chance of winning one of the ten free copies we have to give away, then enter our compo! All you have to do is answer this simple question and send it to:

Simply Awesome, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF.

Q What was the name of the cheat book given away free in SegaPro#20?

A

Name.....

Address.....

.....

.....Postcode.....

Entries to reach us by 10 September 1993.

SegaPro OCTOBER ISSUE UNLEASHED 9 SEPTEMBER

NEW MEMBERS DISCOUNT - EXTRA £2.00 OFF

New members deduct £2.00 from any one item ordered as you join.

SEGA MEGADRIVE

SAVE £20

SEGA MEGADRIVE + SONIC
TWO SEGA JOYPADS **109.99**

SEGA MEGADRIVE + SONIC 1 & 2
TWO SEGA JOYPADS **129.99**

SEGA MEGADRIVE + THREE GAMES
TWO SEGA JOYPADS
SONIC THE HEDGEHOG
EA ICE HOCKEY
& JOHN MADDEN FOOTBALL
STAR BUY **129.99**

£20 OFF A GAME OFFER

SONY 14" FST COLOUR TELEVISION/MONITOR

MODEL KVM1400
REMOTE CONTROL
FREE SCART LEAD
(STATE SNES, SEGA, AMIGA or ST) **199.99**

AND £20 OFF A GAME OFFER
DEDUCT £20 OFF OUR PRICE OF ANY GAME (OR THE TOTAL OF SEVERAL GAMES) PURCHASED AT THE SAME TIME AS THIS SONY TV

SONY TV/MONITOR ENABLES MONITOR QUALITY PICTURE FROM AMIGA, SUPER NES, ST OR MEGADRIVE VIA SCART CONNECTION. ALSO SUITS ALL CONSOLES VIA NORMAL RF INPUT. INCLUDES REAR SCART/EURO. 60 CHANNEL TUNING. BLACK TRINITON SCREEN, TWO POSITION TILT DESIGN FOR CHOICE OF ANGLE. INCLUDES LOOP AERIAL. SUPERB QUALITY.

WITH TELETEXT

ALSO AVAILABLE IN WHITE AT £199.99
ALSO AVAILABLE WITH TELETEXT AT £249.99
MORE TV/MONITORS AVAILABLE PLEASE RING

REBEL RIDER T-SHIRT
8.99 M/L/XL

TASMANIA CUDDLY TOY
16.99

EAT MY DUST T-SHIRT
8.99 M/L/XL

SONIC & TAILS CUDDLY TOYS
12.99 EACH

FOR A FREE 12 PAGE CATALOGUE CALL 0279 600204

JURASSIC PARK

ORDER YOUR COPY NOW

JURASSIC PARK 35.99

WWF 21.99

GHOULS' N'GHOSTS 19.99

LEMMINGS 29.99

STRIDER 19.99

NHL HOCKEY '93 21.99

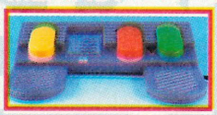
SPEEDBALL 2 19.49

SUPER KICK OFF 34.99

JUNGLE STRIKE 35.99

ALEX KIDD IN EN'D CASTLE	16.99	DOUBLE DRAGON	20.49	JACK NICKLAUS POWER		POPULOUS	19.99	SUPER OFF ROAD RACER	19.99
ALIEN 3	29.99	DRACULA	30.99	CHALLENGE GOLF	29.99	POPULOUS 2	35.99	SWORD OF VERMILLION	26.99
ALIEN STORM	16.99	DRAGON'S FURY	29.99	JAMES POND 3	35.99	RAMBO 3	16.99	TALESPIN	28.49
ANOTHER WORLD	29.99	ECCO (DOLPHIN)	29.99	JOHN MADDEN '93	29.99	RANGER-X	30.99	TAZMANIA	28.99
ARIEL - THE LITTLE MERMAID	28.49	EUROPEAN CLUB FOOTBALL	29.99	JOHN MADDEN AND EA ICE HOCKEY	30.99	REVENGE OF SHINOBI	16.99	TECHNO CLASH	35.49
B.O.B.	35.99	F15 STRIKE EAGLE 2	34.99	JUNGLE STRIKE	35.99	ROAD RASH	29.99	TECMO CUP SOCCER	30.99
BALL JACKS	27.49	F22 INTERCEPTOR	29.99	JURASSIC PARK	35.99	ROAD RASH 2	29.99	TERMINATOR	26.99
BATMAN RETURNS	29.99	FATAL FURY	35.99	LEMMINGS	29.99	SENNA SUPER MONACO	29.99	TESTDRIVE 2	20.99
BATTLETOADS	31.99	FIRE SHARK	16.99	LOTUS TURBO CHALLENGE	29.99	SHADOW OF THE BEAST 2	29.99	THUNDERFORCE 4	29.99
BUBSY BOBCAT	29.99	FLASHBACK	35.99	MAZIN WARS	30.99	SHINING FORCE	38.99	TINY TOONS	29.99
BULLS VS BLAZERS	29.99	FLINTSTONES	30.99	MEGA-LO-MANIA	35.99	SHINOBI 3 (RETURN OF THE NINJA MASTER)	29.99	TOE JAM AND EARL	23.99
CAPTAIN AMERICA	29.99	FORMULA ONE RACING	34.99	MERCS	16.99	SONIC 2	29.99	TRANCER BANKER	29.99
CHUCK ROCK	29.99	GHOULS N GHOSTS	19.99	MICKEY AND DONALD	29.99	SPEEDBALL 2	19.49	TURBO OUTRUN	16.99
CHUCK ROCK 2: SON OF CHUCK	30.99	GLOBAL GLADIATORS	35.99	MICKEY MOUSE	29.99	SPIDERMAN	16.99	TURRICAN	26.99
COLLEGE FOOTBALL	35.99	GOLDEN AXE	16.99	MICRO MACHINES	27.99	STEEL TALONS	29.99	ULTIMATE SOCCER	30.99
COLUMNS	24.99	GOLDEN AXE 3	30.99	MIG 29 FIGHTER PILOT	30.99	STREETS OF RAGE	21.99	WARPSPEED	25.99
COLUMNS 3	30.99	GRANDSLAM TENNIS	30.99	MORTAL KOMBAT	40.99	STREETS OF RAGE 2	34.99	WIMBLEDON TENNIS	30.99
COOL SPOT	34.99	GUNSTAR HEROES	30.99	MUHAMMAD ALI BOXING	35.99	STRIDER	19.99	WORLD CLASS L'BOARD	29.99
CORPORATION	29.99	GYNOUG	16.99	NHL ICE HOCKEY	27.99	STRIDER 2	35.99	WORLD CUP ITALIA 90	16.99
DAVIS CUP TENNIS	30.99	HARDBALL 3	29.99	NHL ICE HOCKEY '93	21.99	SUNSET RIDERS	29.99	WRESTLE WAR	15.99
DESERT STRIKE	29.99	HAUNTING	34.99	OUTRUN 2019	31.99	SUPER HANG ON	16.99	WWF WRESTLEMANIA	21.99
DONALD DUCK - QUACKSHOT	29.99	HOOK	30.99	PGA GOLF 2	29.99	SUPER KICK OFF	34.99	X-MEN	29.99
DOUBLE CLUTCH	27.99	INDIANA JONES	29.99					ZERO WING	16.99

MEGADRIVE JOYSTICKS



QUICKJOY FOOT PEDAL FOR MEGADRIVE (TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES) 22.99

SAITEK MEGAPAD 4 WITH AUTOFIRE, SLOW MOTION AND 8 FOOT CABLE 11.99

SAITEK MEGAMASTER 11 JOYSTICK WITH AUTOFIRE, SLOW MOTION AND 8 FOOT CABLE (MICROSWITCHED) 21.99

QUICKJOY MEGASTAR (WITH AUTOFIRE AND SLOW MOTION, INDUSTRIAL STRENGTH MICROSWITCHES AND SHOCK ABSORBED BODY) 24.99

QUICKJOY SG PROPAD (WITH SLOW MOTION AND TWO SPEED AUTOFIRE) 12.99

TURBO 2 RAPID FIRE JOYPAD FOR MEGADRIVE (WITH AUTOFIRE AND SLOW MOTION) 9.99

LEADS

MONITOR LEAD FOR MEGADRIVE TO PHILLIPS CM8833 MK 2 MONITOR 7.99
SCART LEAD FOR MEGADRIVE - CONNECTS TO TELEVISION WITH SCART INPUT (GIVES MONITOR QUALITY PICTURE) 9.99

MISCELLANEOUS

SEGA POWER BASE CONVERTER (ALLOWS USE OF MASTER SYSTEM GAMES) 24.99
ACTION REPLAY PRO CARTRIDGE FOR MEGADRIVE (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINITE LIVES, CREDITS ETC.) 42.99
GAME GENIE FOR MEGADRIVE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED) 38.99

MEGA CD FOR MEGADRIVE WITH 7 GAMES

SOL FEACE, COBRA COMMAND, COLUMNS, STREETS OF RAGE, SUPER MONACO GRAND PRIX, GOLDEN AXE & REVENGE OF SHINOBI

PLEASE NOTE: MEGADRIVE NOT INCLUDED **249.99**

AFTERBURNER 3	31.99	OR OVER	38.99
BATMAN RETURNS	35.99	PRINCE OF PERSIA	33.99
BLACK HOLE ASS	31.99	ROAD AVENGER	31.99
CHUCK ROCK	31.99	ROBO ALESTE	31.99
CHUCK ROCK 2	32.99	SEWER SHARK	42.99
DRACULA	31.99	SHERLOCK HOLMES	35.99
FINAL FIGHT	31.99	SHERLOCK HOLMES 2	35.99
HOOK	31.99	THUNDERHAWK	32.99
JAGUAR XJ220	35.99	TIME GAL	31.99
MUSIC VIDEO 2: INXS NIGHT TRAP (2 CDS) RATED 15 YEARS	31.99	WOLF CHILD	29.99
		WONDER DOG	31.99

GAME GEAR

SEGA GAME GEAR WITH COLUMNS GAME
FREE BLACK CARRY BAG
FREE MAINS ADAPTOR
79.99

GG GAMES

ALIEN 3	22.99	FORMULA ONE RACING	24.99	OUTRUN EUROPA	22.99
ALIEN SYNDROME	19.99	GALAGA 2	24.99	POWERSTRIKE	24.99
BATMAN RETURNS	22.99	GLOBAL GLADIATORS (MIC & MAC)	24.99	PRINCE OF PERSIA	22.99
BATTLETOADS	20.99	GREEN DOG	20.99	PSYCHIC WORLD	13.99
CHAKAN	24.99	INDIANA JONES 3	22.99	ROAD RUNNER (WILE E. COYOTE)	24.99
CHESS MASTER	13.99	JAMES BOND 007	24.99	ROBOCOD	24.99
CHUCK ROCK	19.99	JOE MONTANA (U.S.) FOOTBALL	19.99	SENNA SUPER MONACO	23.49
CHUCK ROCK 2: SON OF CHUCK	24.99	JURASSIC PARK	24.99	SHINOBI	19.99
COLUMNS	13.99	LEADER BOARD	19.99	SHINOBI 2	22.99
CRYSTAL WARRIORS	16.99	LEMMINGS	22.99	SIMPSONS	22.99
DEVELISH	13.99	MASTER OF DARKNESS	19.99	SLIDER	13.99
DONALD DUCK	24.99	MICKEY MOUSE	19.99	SOLITAIR POKER	13.99
ECCO THE DOLPHIN	24.99	MICKEY MOUSE 2	24.99	SONIC 2	22.99
		NINJA GAIDEN	16.99	SONIC THE HEDGEHOG	22.49
		OLYMPIC GOLD	22.99	SPIDERMAN	22.99
				STREETS OF RAGE	19.99
				STREETS OF RAGE 2	24.99
				STREETS OF RAGE 2	24.99
				STRIDER 2	24.99
				SUPER KICK OFF	24.99
				SUPER MONACO GP	14.99
				SUPER OFF ROAD RACER	22.99
				SUPER SPACE INVADERS	22.99
				SUPERMAN	24.99
				SURF NINJAS	24.99
				TAZMANIA	22.99
				TENGEN WORLD CUP SOCCER	24.99
				TERMINATOR	22.99
				TOM AND JERRY	19.99
				ULTIMATE SOCCER	24.99
				WIMBLEDON TENNIS	22.99

ACCESSORIES

LOGIC 3 RECHARGABLE BATTERY PACK (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) 24.99
LOGIC 3 PROTECTOR DELUXE CARRY CASE 11.99
GAME GEAR MAINS ADAPTOR (UK MADE) 7.99
BLACK CARRY BAG 6.99
SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) 13.99
PHASE 9 GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) 10.99
SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) 54.99
STORAGE RACK FOR CARTS 9.99
ACTION REPLAY CART 27.99

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts and cuddly toys!

Special Reserve Club Shop at The Maltings, Sawbridgeworth, Herts. Open to 7pm Weekdays and to 5pm Saturdays.

Special Reserve

The Games Club

Special Reserve members can have all this.. can YOU?

- **READ "NRG" Regular Club Magazine**
- **CHOOSE from our Huge Selection**
- **BUY at Best Possible Prices**
- **SAVE with our Special Deals**
- **SAVE more with our XS Coupons**
- **WIN £60,000 worth of prizes FREE**

JOIN now from just £4.99

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204.**

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **£60,000** worth of prizes per year in our **FREE-to-enter BIG TARGET COMPETITIONS**. That's £10,000 worth in every issue of NRG, exclusive to members.

That's why over 160,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

9am to 8pm Weekdays, 9am to 5pm Saturday, 10am to 5pm Sunday
10am to 5pm Bank Holidays. Order/Confirmation/Receipt sent for every order.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E .& O.E.

Registered Office & Club Shop: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	**4.99**	**7.99**	**14.99**
OVERSEAS EC MEMBERS	6.00	10.00	20.00
OVERSEAS WORLD MEMBERS	7.00	12.00	24.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS) **CULL**

Name _____

Address _____

_____

_____ Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or **NEW MEMBERSHIP FEE (ANNUAL UK 7.99)** _____

item _____ _____

item _____ _____

item _____ _____

item _____ _____

ALL PRICES INCLUDE UK POSTAGE & VAT £ _____

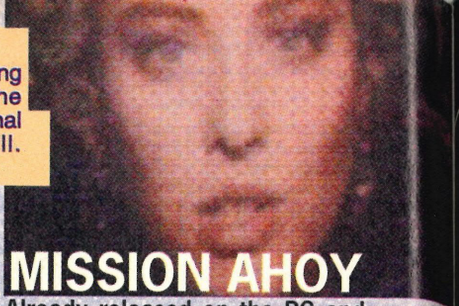
Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No_____)

Card expiry date_____ Signature_____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

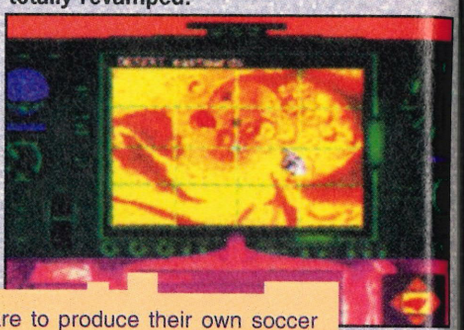
***Overseas Orders Surcharge (EC or World):* Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.**
Overseas orders must be paid by credit card.

NEWSFLASH... Dom Diamond won't be presenting the next series of Gamesmaster. Apparently the producers want to give the show more international appeal and cheeky Dom doesn't fit the bill. Aaaah... **STOP**



MISSION AHOY

Already released on the PC and Amiga, *Dune* is set to hit the Mega-CD in time for Christmas. As in the film version, the Atreides family is sent by the Emperor of Caladen to the planet Dune, to mine for Melange. Unfortunately, vicious Harkonnens have a monopoly over the spice production and won't let anyone else near it. As Paul, Son of Duke Leto Atreides, your mission is to gain control of the planet Dune. Although most of the gameplay is taken from the PC version, many of the graphics have been changed and the sound has been totally revamped.



whispers...

● Codemasters will release a Dizzy compilation for the Mega Drive later this year. The exact content isn't known yet, but it should include at least three of the egg's adventures. They are also producing a Dizzy game for the Mega-CD and guess what? They're yet another software house that's producing a footie game! It won't be released until next year, although it is known that it will be called *World League Soccer.*

● Although Disney have only worked with Virgin and Sega in the past, it seems as if other companies can't wait to get their hands on them. Expect to see many company tie-ins with Disney in the forthcoming year.

● Electronic Arts have just landed a licence that all the major software houses were competing for. *Jelly Boy* won't be released until next year, but believe me, it's going to be big!

● Renegade have announced that they have recently won a contract to produce games for those nice touch-tone telephones. Television programmes will broadcast the game, then the viewer will play by using the buttons on the telephone. Sky's Games World has already announced plans to run games such as these on its daily computer games show.

● Sunsoft will release two versions of the Disney classic Beauty and the Beast. The girls' version is called *Belle's Quest* and features puzzles and fairy tale action. *The Beast's Revenge* is the title for the boys' version features beat-'em-up action.

● On the same note, Hi-Tec will release Mega Drive and Game Gear versions of *Barbie.* The object is to guide Barbs to super model fame. If you're lucky, you'll reach the bonus level where Barbie's hair and make-up must be rearranged. You would have thought they'd learned their lesson when this was released on the Game Boy.

TAP INTO THIS

Electronic Arts have developed a four-player adapter, the 4-WAY PLAY. It will allow gamers to compete against three friends in a variety of games: General Chaos, EA Soccer, Bill Walsh's College Football and NHL Hockey '94, to name but a few. General Chaos and College Football don't work with the Sega Tap at present, but they hope to discuss with Sega the possibility of making a multi-compatible unit. Expect to see the 4-WAY PLAY out in the shops for October, priced £20.

NEWSFLASH... Psygnosis are to produce their own soccer game, but it won't be ready until next year. No name has been arranged at the moment... **STOP**

LETHAL MENACE

Konami are currently working on a plastic replica gun to rival the Menacer. With the forthcoming release of *Lethal Enforcers*, as reported in last month's News from Japan, Konami have decided to give their game an added touch of realism. The Menacer will not be compatible with *Lethal Enforcers*, but there is a rumour that Probe are currently working on a game for Sega's add-on.

STYLE GURUS

Until now, it's been pretty difficult to get hold of gaming clothes. There may have been the odd Sonic T-shirt kicking around, but that was about it. Well, worry no more, because it's all about to change! Outer Limits have just launched a gaming T-shirt range, all at the reasonable price of £9.99 (adult) or £7.99 (child) each! All major gaming stars are featured on the T-shirts, from *Sonic* and *Lemmings*, to *James Pond and Street Fighter II!* If you want to order a T-shirt, or find out more about their product range, then phone their mail order hotline on (0272) 768989.

Alternatively, enter our brill compo! We've got 30 of the T-shirts to give away, just for answering one weeny question.

Q Name three of the competitors in *Street Fighter II*.

A

Name.....Address.....

.....

.....Postcode.....T-shirt size.....

Send your entries to: Trendiest Kid on the Block, SEGAPRO, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF, by September 10th, 1993.

OXFORD STREET MASSACRE

HMV have only just entered into the gaming world, but they already have big plans for their in-store games departments.

Scheduled to open in September, their latest store in London's shopping centre, Oxford Street, will stock over 10,000 games. It even has a special game challenge area for customer tournaments and celebrity appearances, such as East 17's Tony Mortimer. HMV aim to become the UK's number one console games retailer and plan to open another 40 stores by the end of the year.

My life and works must always be secret. The only reason I can tell you now is that no one will accept these tales as true.

21st September 1693

The year of 1693 had been one of great change for both my beloved wife, who was fast approaching labour, and myself. This day its fulfillment would be seen in my great experiment for I would die before the day was through.

I had spent all day setting up the controller for the rare gas ionising transmitters in the marshes and moors just outside of Consett I found myself sitting on a large rock near my home pondering what had been done and what was to come that night.

My home was a huge cavern divided with wooden walls and floors.The entrance was small and totally obscured from view by well planted wild grasses and bushes.Each room inside was filled with my inventions, tools and experiments. I had come to the local area for many of the same reasons that the swordmakers were being brought over. There was the river Derwent which flowed fast with radio-active waters and bedded with small stones for grinding. It was far enough away from London and other main centres that my existence could remain unnoticed but was close enough to Newcastle whose famous dock the Derwent flowed into.There was a plentiful supply of coal and ores of iron lead copper and other necessities. And there was the story of King Arthur's Cave where he and his loyal followers slept for a glorious awakening..... maybe one day I would meet Merlin.

Over the previous week I had installed the 16 steel structures in an equidistant pattern on a perimeter of a circle 8 miles in diameter. The last 2 days had me travelling the 42 miles to install the control cables and fill the gas jars. I now had to connect them to what has become known as a computer and run its self test program. Then I would drink the mixture which would cause my death, wish my friends well, fasten the monitoring leads to myself and my wife and wait.

I considered the future- one day others would discover the uses of electricity and perhaps create computers.There may be games of great imagination to play on them for diversion from ordinary life. It was a great pity that I could not share my discoveries and see more people work on them instead of waiting for others to catch up.

May your imagination give you power,
may your reality give you confidence.

The Alchemist.

You can write to the Alchemist and he will answer your letter. But do not telephone or call him as he will speak to no one. He has available many "games of great imagination" at fantastic prices and will send you a scroll containing current lists. If you pay Seven Pounds to cover postage we will send you lists each fortnight for a year as he keeps acquiring more games and selling out of others. Ask him questions but NOT how to play games. Tell him about yourself, your birthday and the type of games you prefer if you wish.
Here is a very small sample of his Mega Drive stock, other formats are available:-

PGA TOUR GOLF 2 £34.99
MEGA GAMES I £29.99
WORLD OF ILLUSION £29.99
THE IMMORTAL £24.99
DE CAP ATTACK £24.99
ALIEN 3 £32.99
CRACKDOWN £29.99
NHLPA 93 £29.99
LHX ATTACK CHOPPER £29.99
JOHN MADDEN 92 £29.99
GREENDOG £24.99
AQUATIC GAMES £22.99
GHOULS N GHOSTS £29.99
DESERT STRIKE £29.99

Send your order or letter to (please copy this exactly): The Alchemist ,GC Electronics. Number 12 ,Street of Newmarket ,Consett , County of Durham. DH8 5LQ

©1993 BY G.CARR

You may speak to GC Electronics on 0207 502 249 and place orders by Access or Visa. Make cheques payable to G. C. Electronics. All prices include postage and packing.

NEWS FROM JAPAN

OH GREAT POLITICAL WORLD

Have you ever fancied being President of Japan for the day? Well, in Japan there are many, who dream of this position every day, and now they can be with The Great Political World of Ishii Hisaichi, is unmatched. Now the chance to do just this has been given with this console game for the Mega Drive.

News broadcasts, public rallies and door-to-door canvassing are all used to boost your popularity in the run-up to a general election. Everything about this sounds very good and realistic, but tediously boring. Sim City and the like appeal to a large section of games players, but a Japanese scenario may be too much for even these sad people. Don't expect to see this over here, besides, it's a text oriented game and is in Japanese!

PRO DATES

MEGA DRIVE

NOVEMBER

DARK WIZARD	SEGA	8Mbit
WING COMMANDER	SEGA	CD
WAR OF RHODES	SEGA	8Mbit
HISAICHI ISHII	SEGA	8Mbit
SONIC SPINBALL	SEGA	8Mbit

DECEMBER

BURNING FIST	SEGA	12Mbit
PHANTASY STAR IV	SEGA	16Mbit
AX 101	SEGA	CD
LETHAL ENFORCERS	KONAMI	CD
POLYGON GOLF	SIMMS	8Mbit

JANUARY

HYPER RD MONARCH	SEGA	8Mbit
POPPLE MAIL	SEGA	8Mbit
SISTER SONIC	SEGA	CD
POWER DRIFT	DENPA	8Mbit
BATTLE FANTASY	MIC/NET	CD

GAME GEAR

NOVEMBER

OUTRUN EUROPA	SEGA	2Mbit
STRIKER	SEGA	4Mbit
BATTLE TOADS	SUNSOFT	2Mbit
TEAM WILLIAMS	SEGA	2Mbit

DECEMBER

PUYO PUYO 2	SEGA	2Mbit
FACEBALL	R HILL	2Mbit

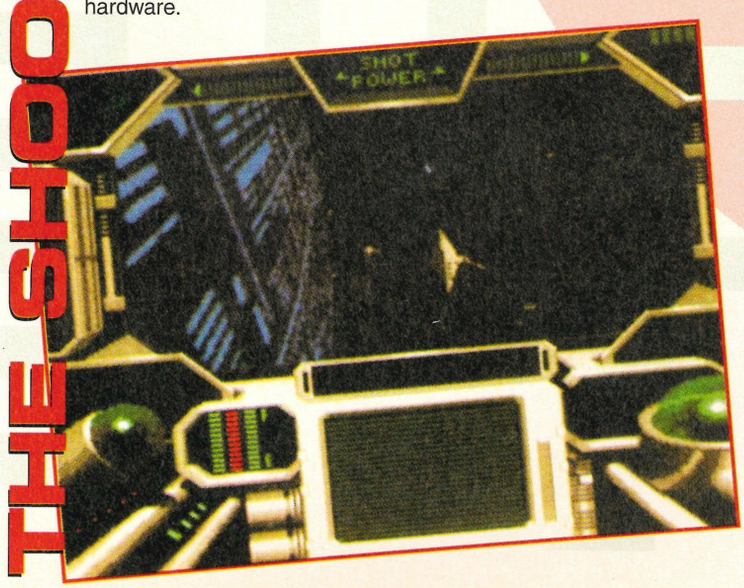
JANUARY

YOUNG INDY JONES	SEGA	4Mbit

世界の THE SHOOTING GAME

A 3-D shooting game by the name of *AX 101* is being worked on at present and is set for a December release, The Mega-CD game is going to be a mega-blaster with a *Cobra Command* style cockpit and a movie-like framework. The graphics and sound are some of the best yet seen on the Mega-CD, rivalling *Silpheed VR*.

The film-quality graphics are further enhanced by an element of speed. You fly through the city limits pressing left or right to avoid buildings and the like. This may sound very similar to *Cobra Command* and, indeed, there is a strong resemblance, but *AX 101* is going to be an updated version that takes full advantage of the hardware.



Jap CHARTS

MEGA DRIVE

1	4	Puyo Puyo
2	NEW	Night Striker
3	NEW	Ex-Ranza
4	NEW	Illusion City
5	1	The Hungry Wolf
6	3	Switch
7	7	Sonic
8	NEW	Devastator
9	7	Sonic 2
10	6	Classic Arcade

GAME GEAR

1	2	Puyo Puyo
2	1	Sonic 2
3	NEW	Sonic The Hedgehog
4	NEW	Doramean
5	5	Shining Force Gaiden

IS IT A DREAM?

A Mega-CD game, that hopes to change the future of gaming on the currently unpopular machine, has been revealed. *Dream Mansion* tries putting the game player in a different environment: inside a television monitor! This is one of a handful of games that simply was too big to fit onto cartridge and that alone makes it look promising.

You are given the opportunity to control time and space, two elements that have previously been impossible to alter. This gives you the feeling of Virtual Reality, not in the same way as with a VR headset, but as close as is possible to the usual environment of a video game.

The innovative adventure uses no icons, cursors, windows or letters. You simply move around the house and explore various paths, etc. The D-pad is used to move about in a way similar to that on a VR machine. It may sound confusing, but if you take a look at the screen shots, you'll begin to understand how it works.

As for the story to the game, you are a little boy trying to save his sister, who is lost in the mansion. She was enchanted into the house by a shining butterfly – following the mythical story of how the devil changes a man into a butterfly.

This sounds like one of those mad, but interesting, Japanese ideas that is sure to be a bit strange at first, but could develop into a totally new and popular style of game.

SEXY MOTHER

Agent 009 (yes, I know it's a tad similar to one British agent James Bond 007) is on a mission. His task, as a trial cyborg product, is to rescue the family of agent 003 – a sexy sprite if ever I've seen one – from the Black Ghost. This may sound too much like a weak storyline, but in Japan this has been the grounding for a popular 009 cartoon series called 'The Underground Kingdom of Hell.'

Stars of the cartoon have been included in the game, including Apollo, Skull and Black Ghost. The six stages have various settings, such as a mansion house, highway and grotto. Between each stage, as has become normal for recent CD releases such as *Devastator* and *Hook*, there is an animated sequence telling the story so far.

Stage one is set within the mansion house where Black Skull's cyborgs are waiting for you. Fight through to the level guardian and you'll meet 0012: the 12th cyborg that was created to kill 009 – a bit like Terminator here! This is sure to appear as an official release soon, but with it 95% finished and due for release this Christmas in Japan, don't hold your breath.

NIP BITS

● Japanese toy and video game fans went absolutely nuts when the Tokyo Toy Show arrived in town. Featuring everything that's electronic and geared to the young, Sega made the biggest impression with their latest software, including the secret *Rolling Thunder 3*. Scantily clad dancing girls, I must admit, were a personal favourite and far more impressive.

● Another impressive looking shoot-'em-up is to be released in Japan very soon. Bari-Arm features more baddies and power-ups than ever before and the graphics are likely to be on a par with Ranger-X.

● Sonic Chaos may have interested a few readers last month in the Summer CES report, so here's a little more information for Game Gear owners. Sonic and Tails GG is currently under production and is to be a 4Mbit version. It is going to allow you to play as Sonic or Tails and is the first time GG players have been given this option.

● An exciting Mega-CD project currently 50% finished is Popple Mail, a cartoon based RPG. There is little information available at the moment, but it looks like a Manga film conversion. Presumably, it will be practically unplayable because of the Japanese text, but you never know.

● Until now there have been very few quiz games for Mega Drive owners. There is now to be a game called Party Quiz Mega Q that will allow a group of party people to star in their very own game show. Realistic graphics have been used to provide players with a studio set and commentator, but the on-screen Japanese text tends to spoil everything. Don't expect this one to appear as an official release.

● The best colour-screen handheld video game machine, the Sega Game Gear, has now sold over one million units. This was up to the end of June 1993 and coincides with the release of the new *Sonic The Hedgehog 2* pack. What with the new 4Mbit games being released for the Gear, it looks as if two million units isn't that far away.

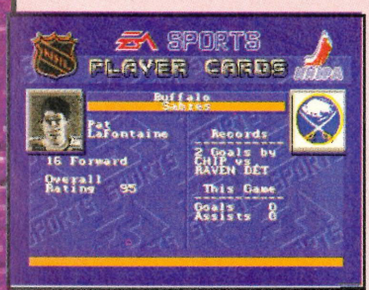
PREVIEWS
GAMES COMING TO SEGA SYSTEMS

Welcome to this new section where we bring you all the latest games news. Sam "out to lunch" Hickman has been given orders to wine and dine with only the best software companies to ensure that we bring you the most conclusive previews ever seen – every month!

There are lots of previews for Mega-CD and Mega Drive, but only a few for 8-bit releases. This is mainly because the games that we have seen, or been sent info on, have been supplied on Mega Drive or Mega-CD format only. The software companies are aware of this and promise that there'll be more 8-bit support in future.

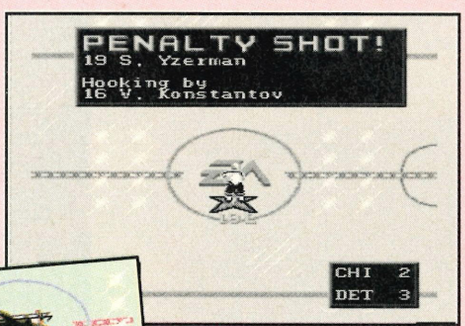
NHL '94

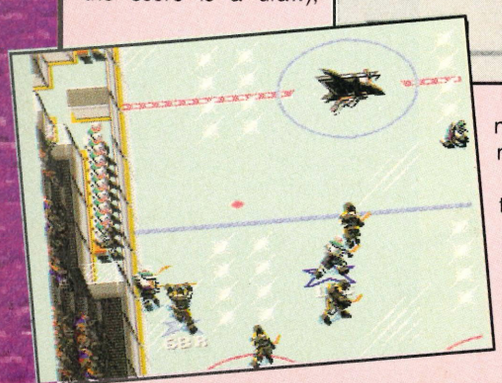
EA ● SEPTEMBER ● £44.99 ● 8Mbit



The name may have changed, but this hockey sim continues EA's famous Ice Hockey series. Both the National Hockey League and the National Hockey Players' Association have collaborated with EA so that the most up-to-date player information is included. This is yet another EA release that will use their own four-player adapter. It will allow players to take part in two-on-two games as well as the standard two-player versus or teammate options.

Among the new features is a manual goalkeeper: instead of the goalies' moves being down to pure luck, in this version you can make him dive, lunge and even kick save! Also included are the penalty options within the game, separate penalty options (in case the score is a draw),





new crowd animation and many new checking moves.

There's a game save for up to seven human players. All player ratings and statistics have been updated and the music has been changed too! If you loved *NHLPA Hockey '93*, look out for this!

GAUNTLET 4

TENGEN ● OCTOBER ● £39.99 ● 8Mbit

This is one of the first non-Sega titles to use the four-player tap. The arcade machine was a huge hit and this is another release that is aiming to stay close to the arcade version. Thor, Thyra Merlin and Questor must search their way through a strange universe to find magic codes. There are hundreds of mazes to negotiate and even more enemies than before. A competitive mode has been added where players can either play two-against-two or a team of four can play against the CPU.

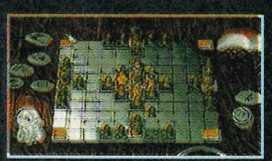
JAMES BOND

DOMARK ● OCTOBER ● £27.99 ● 2Mbit

Bond, James Bond is back! After waiting for what seems like years, Bond finally appears on the hand held. Once again, he takes on his old arch rival, Professor Greypen, in a bid to stop the evil mega-lomanic controlling the world. There are four missions to complete in all, taking you through 12 stages of fiendish plots and sinister gameplay.

RAGNAROK

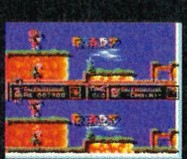
GAMETEK ● NOVEMBER ● £39.99 ● 4Mbit



Ragnarok takes its roots from Norse mythology. It represents the time of change from the old year to the new year – it's also when the gods engage in a gory battle.

Before anyone can be killed, they must lose at a board game known as the King's Table. It's a mixture between chess and the Chinese game Go, so strategy fans should have a field day! There are two different versions of the game and one is slightly easier than the other. Two people can play against each other or a CPU opponent can be selected. While this isn't the sort of game that usually appears on the Mega Drive, it certainly adds variety to the Sega catalogue!

DASHIN' DESPERADOES



IMPORT ● OCTOBER ● £39.99 ● 8Mbit

The Dashin' Desperadoes follow in the footsteps of all great comedy duos. Unfortunately, with names like Will and Rick, they're not going to make much of an impression.

The duo face their toughest challenge when a certain Miss Jenny moves into town. Both of the brothers fall madly in love with her and, unfortunately, their friendship suffers. They both set off on an expedition around the world, hoping to reach Jenny first. The game can

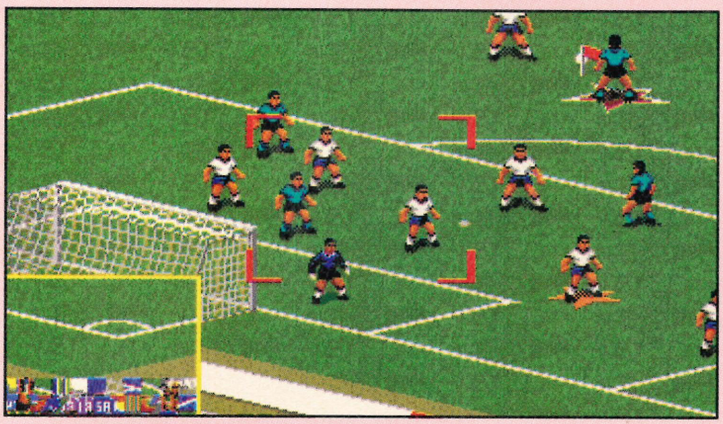
EA SOCCER

EA ● DECEMBER ● £44.99 ● 16Mbit

Electronic Arts are famous for their excellent sports sims, but to date they haven't attempted a football sim. *EA Sports Soccer*, due for release in November, aims to beat all other soccer games into the ground. Using EA's four-player tap, it has over 40 teams, each with different abilities and styles. Not only do the teams look like their real counterparts, they play like them too! EA say that this will be to football as *Bulls vs Blazers* is to basketball!

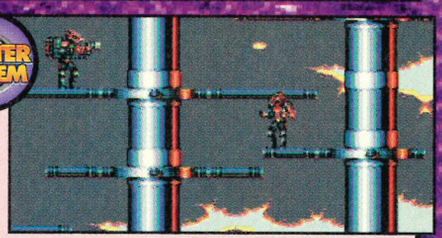
Players can select offensive and defensive strategies, and team line ups can be changed. There is a variety of field conditions, so that gameplay can be as authentic as possible and accompanying sound changes according to the situation. Over 2,000 frames of player animation ensure that every possible move is incorporated into the sim with the choice of playing single or tournament games.

Unlike most soccer games of the past, *EA Soccer* has a 3D isometric view, allowing more depth and playability than a side scrolling view. It can be played as a simulation or arcade game.

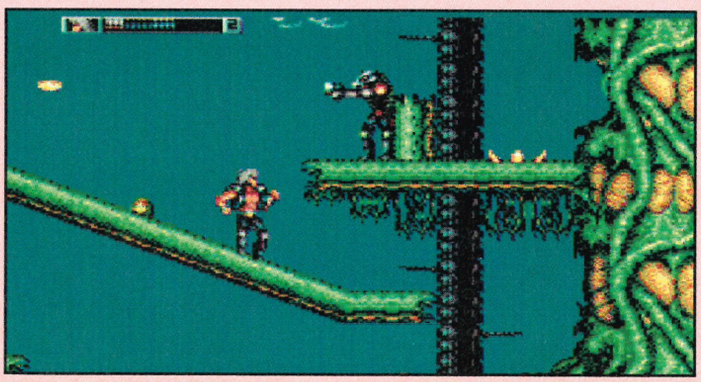


WOLFCHILD

VIRGIN ● OCTOBER ● £32.99 ● 2Mbit



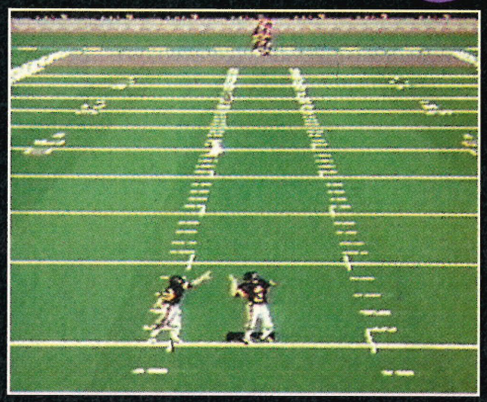
Already released on Mega-CD (and deemed a flop), the 8-bit versions are almost ready. You play the son of Saul Morrow, a talented scientist who has been kidnapped by evil forces. You are able to re-enact one of his father's experiments to become half man, half wolf. Your mission is to retrieve your father and put a stop to the evil terrorist group, Chimera. There are lots of secret rooms top be found and this is yet another 8-bit release that looks absolutely huge. To rescue your father, you'll have to make your way through five platform levels, each filled with many vicious enemies. Considering that this is only the meek Master System, it compares favourably to its CD counterpart.



ESPN SUNDAY NIGHT FOOTBALL

SONY ● NOVEMBER ● £39.99 ● CD

Sunday Night Football, like Baseball Tonight, is a popular TV sport show in America and Sony have decided to convert the show into a game of football! Choose your team from 28 and take part in America's premier football league. Features digitised footage of both the television programme and real American football games.



ROBOCOP v TERMINATOR

VIRGIN ● NOVEMBER ● £44.99 ● 16Mbit

Virgin are already plugging the CD release of *The Terminator*, but they have something just as spectacular on the Mega Drive! *Robocop v Terminator* sees Robocop on a quest for The Terminator's death!

While both Robocop and Terminator have already, or are about to feature in their own games (*Robocop 3* – Acclaim), they've never appeared on the same cart before. There are eight levels to shoot your way through and at the end of each, Robocop will face a Terminator boss. This has a very mean and moody theme throughout, with millions of enemies to kill and loads of blood too. The graphics are very similar to the CD version of Terminator, so you can see just how well this release is shaping up!

THE INCREDIBLE HULK

US GOLD ● NOVEMBER ● £39.99 ● 16Mbit

The Hulk has sold over 100 million comics world wide, so it's no surprise to see him in his own game. *The Hulk* will appear on the Mega Drive in November and shortly after that, he'll star in 8-bit adventures too! Although this is a five-level platform game, The Hulk has many moves against enemies, including super stomps, bear hugs and head butts. With 16Mbit of memory, US Gold will be able to include loads of 3D graphics and superb sprite animation and they hope that this will be a big winter hit.

GUNSHIP

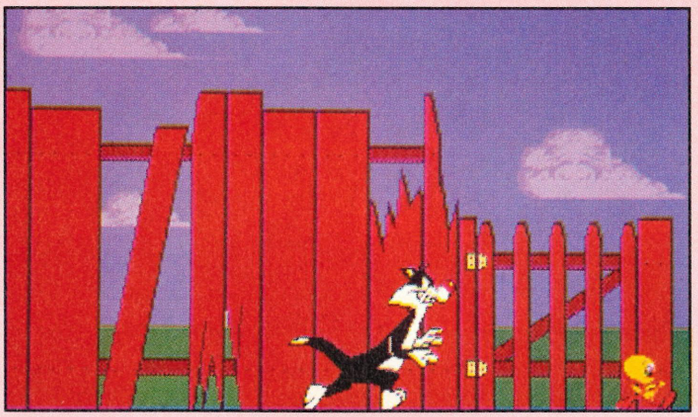
US GOLD ● DECEMBER ● 8Mbit ● £39.99

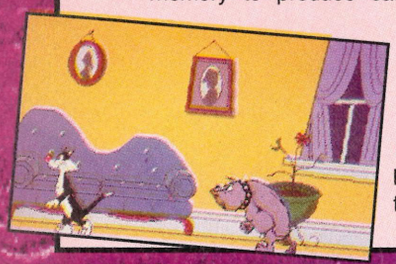
Gunship is not the same as the old classic from Microprose! Although there are simulation sequences, a lot of the action is based on a scrolling shoot-'em-up. You take control of an AH-64A Apache Chopper to participate in a fight for the skies and a selection of weapons is available. Among the enemies you'll be facing are S-60 tanks, aircraft cannons and ground troops. By the way, it uses the same choppers and troops as in the Desert Storm mission. It looks absolutely scrummy!

SYLVESTER AND TWEETY

TECMAGIK ● NOVEMBER ● £44.99 ● 16Mbit

Due to appear on Mega Drive, Master System and Game Gear, *Sylvester and Tweety* follows the chaotic antics of these two old arch rivals. Sylvester can't wait to get his hands on Tweety, but there are various obstacles he'll have to get past before he can get anywhere near his feathered friend. One of the obstacles is Spike, Sylvester's most feared enemy. A 16Mbit cart has been used for this release and TecMagik don't intend to waste it either! They're using the extra memory to produce cartoon-like animation, especially in the main sprite, Sylvester. However, look out for the part where Tweety drinks a bottle of Hyde potion and turns into a monster! The exact amount of levels hasn't been confirmed yet, but this cartoon-style platform adventure is sure to please fans of the cartoon.



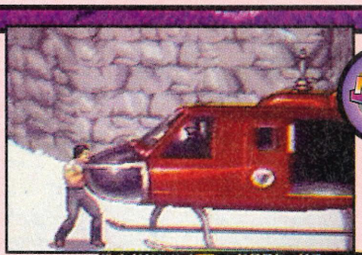


CLIFFHANGER

SONY ● DECEMBER ● £39.99 ● CD

Gabe Walker is just about the most trustworthy climber you could hope to find, but after a freak accident he completely loses his confidence. Unable to stay in the mountains, he flees to the city. Gabe starts to rebuild his life and returns to his old cabin shack to pick up some belongings. While there, he becomes involved with a rescue attempt. Little does he know that the survivors are ruthless criminals.

This is yet another Sony release that focuses on a combination of arcade and beat-'em-up action! It's also bound to have the obligatory video sequences and great sound. Look out for cartridge releases in the same month.



ROAD RUNNER

SEGA ● OCTOBER ● £32.99 ● 4Mbit

If you've ever had the pleasure to watch TV on the old Sunday slots, you can't have missed Road Runner! If you have, don't worry, it's coming to Sega consoles. The game follows the cartoon theme as much as possible and stars Wile Coyote and Road Runner. Expect to see loads of cunning plans and slapstick action.

PINK PANTHER

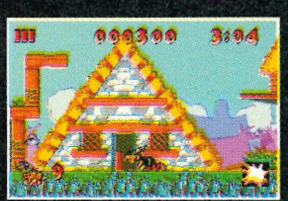
TECMAGIK ● NOVEMBER ● £39.99 ● 8Mbit

The Pink Panther has decided that he would like to star in a film, so enters himself for a local audition. Unfortunately, Inspector Clouseau has the same idea and when he sees Pink Panther, he's infuriated. After causing mayhem on the set, Clouseau decides that the panther must be stopped once and for all. This features lots of cartoon humour and Henry Mancini's original soundtrack too.

ASTERIX AND THE MISSION

SEGA ● OCTOBER ● £39.99 ● 8Mbit

The famous comic strip hero is set to appear on the Mega Drive in October and is a completely different game than *Asterix* on MS.



Asterix and the Mission is a platform structured adventure where you must take control of the famous character and make your way through a number of different levels where you'll meet other characters from the comics. The game is presented very much in the form of a cartoon and the backgrounds are suitably bright and cheerful – so this should appeal to a young age group.

The SNES version proved to be very successful with terrific gameplay and a host of detailed and colourful sprites that captured the Asterix cartoon. It's too early to say whether the Mega Drive version will live up to the standard the SNES version set, but its appeal should certainly prove to be the major influential factor over how well it does in the shops.

Sega are have announced an October release date and you can expect to see the review of *Asterix* in SegaPro soon.

ROCKY, BULLWINKLE AND FRIENDS

IMPORT ● OCTOBER ● £39.99 ● 8Mbit

Rocky and Bullwinkle appeared in their own cartoon in the Seventies, but have disappeared since then. However, they're back with their posse of friends, to star in their very own release. Their quest is to recover treasure, stolen by baddies Boris Badenov and Natasha Fatale. Both Rocky and Bullwinkle have different characteristics, useful for different functions. This will feature many bonus stages, where the heroes can travel through time!

IT'S JURASSIC!

BEAT TYRANNOSAURUS REX TO WIN

0839 40 50 62

OR WIN

A SEGA MEGADRIVE+CD INSTANTLY!

0839 40 50 51

RALEIGH ACTIVATOR 2

OR ANY OTHER MOUNTAIN BIKE UP TO £200!

0839 40 50 55

CALLING ALL SUPER HEROES.....PLAY THE

AMERICAN ADVENTURE

WIN £250 INSTANT PRIZE

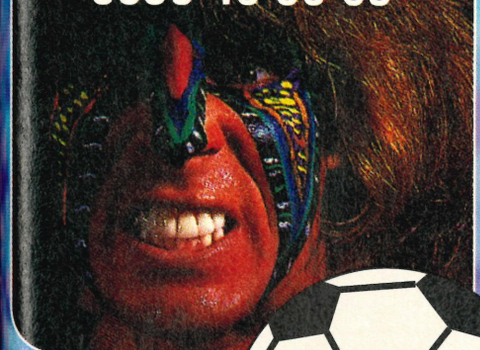
CALL **0839 40 50 54** FOR YOUR NEXT MISSION! OR....CALL **0839 4050 56**

TO WIN SUPER NINTENDO, KART + MORE! SUPER MARIO BROS

WRESTLING VIDEOS

WIN £60 WORTH OF WRESTLING ACTION

0839 40 50 65



SEGA GAME GEAR

JUST THE GAME FOR THOSE ON THE MOVE.

0839 40 50 58

£150 WORTH OF GAMES

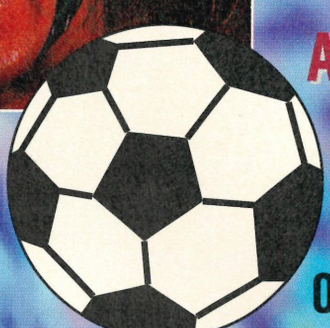
RUN RIOT IN A GAME STORE!

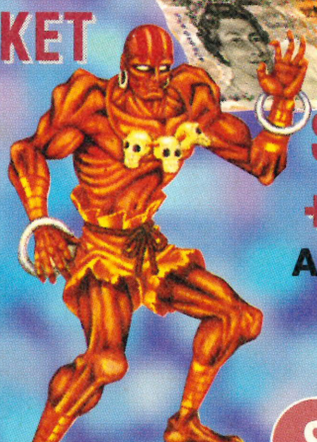
0839 40 50 57

A SEASON TICKET

TO THE FOOTBALL CLUB OF YOUR CHOICE!

0839 40 50 59





SUPER NINTENDO + STREETFIGHTER II

ALL THE ARCADE ACTION IN YOUR OWN HOME!

0839 40 50 53

£150 WORTH OF SPORTS GEAR

CHOOSE WHAT YOU WANT AT OLYMPIC OUTDOOR WORLD

0839 40 50 63

A NINTENDO GAME BOY

PLUS A LOAD OF ACCESSORIES

0839 40 50 61

JOYSTICK

ANY JOYSTICK UPTO THE VALUE OF £70! **0839 40 50 52**

SUPER NINTENDO AND STARWING

THE LATEST SNESACTION GAME CAN BE YOURS!!

0839 40 50 50

CALLS COST 36P/MIN CHEAP. 48P/MIN OTHER TIMES. MULTIPLE CHOICE QUESTIONS. MAX POSSIBLE COST £3.60 PLEASE BE SURE THAT YOU HAVE PERMISSION TO MAKE THIS CALL. ENDS 30.9.93. EXCEPT WHERE INSTANT WIN INDICATED. NINTENDO,SEGA, AMIGA, STREETFIGHTER II, STARWING, RALEIGH ARE ALL REGISTERED TRADE MARKS OF THEIR RESPECTIVE COMPANIES.WWF AND ALL OTHER DISTINCTIVE NAMES AND CHARACTER LIKENESSES ARE TRADEMARKS OF TITAN SPORTS INC.WE ARE NOT RELATED TO OR ENDORSED BY THEM.FOR RULES AND WINNERS NAMES SEND A S.A.E TO IMS LTD,PO BOX 28, NORTHAMPTON NN15DS.

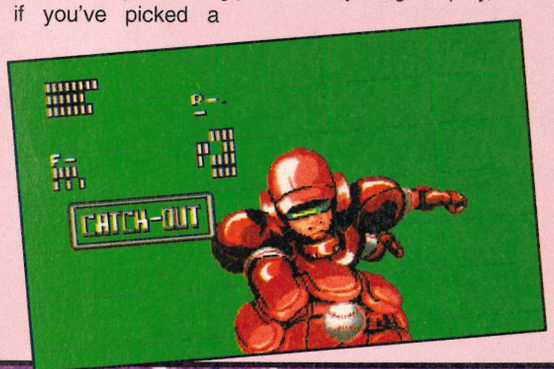
SUPER BASEBALL 2020

EA ● SEPTEMBER ● £44.99 ● 16Mbit

Although Super Baseball is a sport, it won't be included in EA Sports label. This is because it's not the same as real baseball!

The year is 2020 and the original rules of baseball have been forgotten. While the general rules still apply, males, females and robots all play in the same team. Sound familiar? This has already been released by EA on the Neo Geo, where it was very successful.

Players can choose from previously stored teams, or they can make up their own from a selection of stored players. There are twelve stored teams altogether, each with sixteen unique players. Teams can be improved by collecting prize money for good play, so if you've picked a duff team, they have a chance of becoming better than the rest. Money is earned by either taking a base, scoring a run or catching people out and is used to buy essential power ups for pitchers or batters. If you have a player that's exceptionally bad, don't expect to get away with it! Prize money will be deducted for bad play!



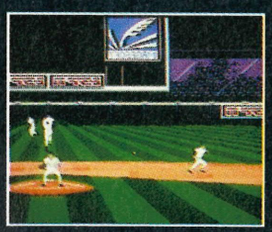
As in *Mutant League Football*, the action is quite violent. For instance, land mines can be planted around the fielding area so that star players can be eliminated. This may not be very sporting, but at least it spices up the gameplay a bit! Although it doesn't use the four-player adapter, two players can team up against a computer opponent. It also has a password option, so leagues can be finished later.

Super Baseball aims to take the more, shall we say, interesting elements of baseball and combine them with novelty features. It doesn't aim to be a sports sim, is could be the one to top your Xmas list.

ESPN BASEBALL TONIGHT

SONY ● NOVEMBER ● £39.99 ● CD

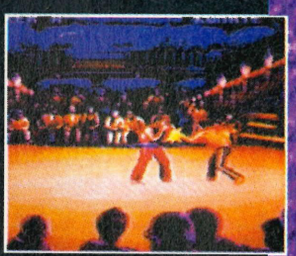
ESPN Baseball Tonight is a huge TV programme in America and Sony are developing it for the Mega-CD, primarily for release over there, but it will be sold here too. Choose your stars from over 28 teams to take part in major league baseball. Over 15,000 frames of digitised player animation have been included in this baseball sim, so look out for something realistic as well as an action-packed game to rival the likes of EA Sport's games!



CHAMPIONSHIP KARATE

IMPORT ● OCTOBER ● £39.99 ● 8Mbit

The Mega Drive has seen many beat-'em-ups in its time, but it's never seen a one-on-one karate sim! *Championship Karate* not only allows you to choose your fighter, you can choose your fighting style too! Your ultimate aim is to be invited to the Kumate championships, but you'll have to train! Only the best fighters in the world are allowed to compete there!



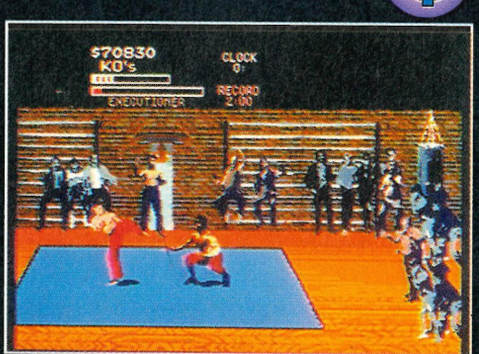
REBEL ASSAULT

IMPORT ● DECEMBER ● £39.99 ● CD

Star Wars hasn't been released on the Mega Drive yet, although work has already started on a CD follow up. The Empire is even stronger than ever before, but they're not without resistance. The Rebellion is joining forces to defeat the empire and have only the slightest chance of triumph, but they may just make it. You are part of the Rebellion's air forces and you'll have to navigate your way through space as well as alien planets. Although the adventure is only about 15% complete, it already has stunning flight sequences featuring some of the most detailed graphics ever seen on the CD. There's the standard digitised video footage included, so if you've got a CD, this

PITFIGHTER II

TENGEN ● OCTOBER ● £39.99 ● 8Mbit

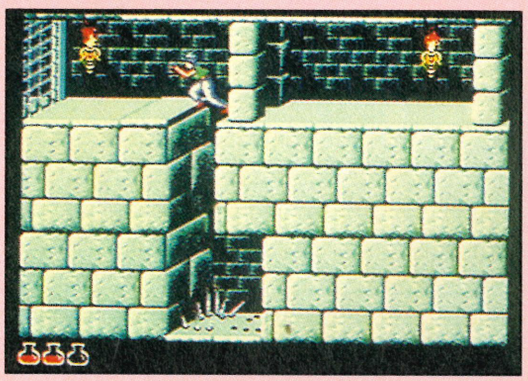


Pitfighter could be considered as a Mega Drive classic, but as it's so old, it's surprising to see a sequel on the way. The original was one of the best combat games of its time, but the moves for each character were fairly limited. *Pitfighter II* will have its work cut out if it wants to compete with the likes of *Mortal Kombat* and *Street Fighter II*. Although the sequel takes many elements from the original game, there are more characters and as you would expect, more moves. Look out for the digitised graphics, hopefully *Mortal Kombat* style!

PRINCE OF PERSIA

TENGEN ● OCTOBER ● £39.99 ● 8Mbit

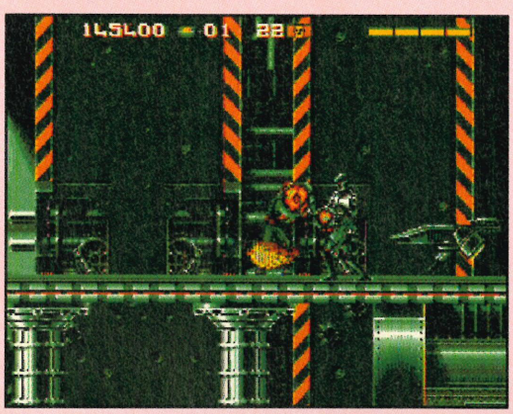
This has been released on every other Sega format except the Mega Drive, which has been delayed for over nine months for one reason or another. It has the same story line as other versions: you must rescue the Sultan's daughter before she is doomed to marry the Grand Visier. You have exactly one hour to complete your task and the Visier's soldiers are out to stop you any way they can! To create realistic animation, characters were filmed and the programmers worked from the stills. As well as looking great, this also allows the main sprite to move more freely.



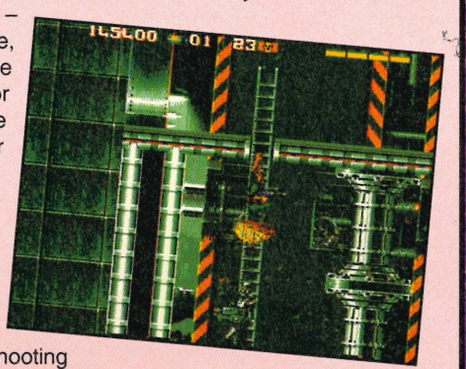
When this was released on other formats, it was a huge success and has hardly stopped selling since. A well-timed Christmas release should ensure that it will

THE TERMINATOR

VIRGIN ● NOVEMBER ● £44.99 ● CD



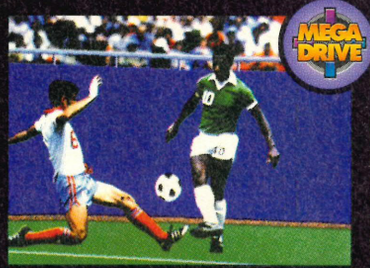
The Terminator was released nearly a year ago on the 16-bit to much acclaim. It still holds an 89% rating in the ProFile and now the CD version holds much more promise. Apart from being much bigger, the graphics have been changed and there's digitised footage in between each level too! The story remains the same as the original – as Kyle Reese, you must save Sarah Connor before the Terminator reaches her. There are ten levels in all and lots of different weapons to choose from. The best aspect of this has to be the incredible music that is of CD quality and very, very rocky.



Action-platform fans will love this as it features nothing other than shooting throughout every level! Not exactly in the spirit of the Nineties, but could be brilliant fun nonetheless!

PELE

ACCOLADE ● DECEMBER ● £39.99 ● 8Mbit



It seems as if every software company is about to release their own footy sim and Accolade aren't about to be left out of the action! While most companies are concentrating on bigger and better techniques, Accolade are using a sports personality to plug their product. Pele was the best football player around in his time and Accolade are hoping that his skill will rub off on the programmers!

RACE DRIVIN'

TENGEN ● OCTOBER ● £39.99 ● 8Mbit

If you're a fan of driving games, then watch out for this! *Race Drivin'* allows you to compete on three different circuits and even lets you build your own track! Whereas in most driving games you have to stick to the track, in *Race Drivin'* you can participate in an off-road adventure. There's also a stunt track where you can loop-the-loop and take part in special jump tricks. With all these special features and great action, this has the making of a great stunt racer.

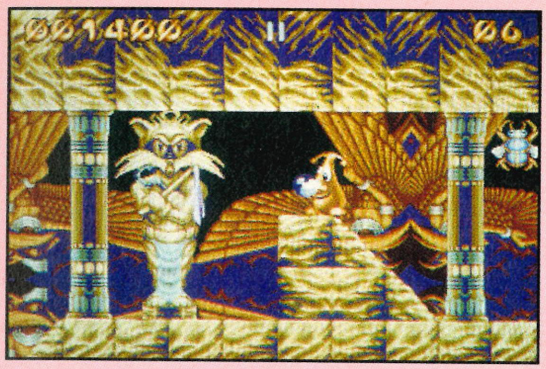
AWESOME POSSUM

TENGEN ● DECEMBER ● £39.99 ● 8Mbit

As most software companies struggle for original game ideas, characters seem to becoming increasingly obscure. This new release from Tengen features a possum who certainly doesn't want his beloved rain forest chopped down! There are four areas to save altogether and as well as saving the rain forest, the ocean and city must be preserved. Possum has to collect recyclable items and avoid chain-saws along the way.

PUGGSY

PSYGNOSIS ● SEPTEMBER ● £39.99 ● 8Mbit



Puggsy may look like nothing you've ever seen before, but that's because he's an alien! He's crash landed on a strange planet and the less than friendly inhabitants have made off with his spaceship! All he wants to do is get back to his own planet, but he can't go anywhere until he finds his ship! Puggsy has a good idea of where it may be stored, but unless he can get past the aliens and six level bosses, he'll never see it again!

Puggsy is yet another platform puzzler from Psygnosis and takes place in over 60 different levels. To complete each level, Puggsy will have to solve a puzzle (similar to *Fantastic Dizzy*, previewed this issue). Each item that Puggsy comes across can be used to get through a level and each problem can be solved in a variety of ways. This enables more flexible gameplay and allows interactive game elements too. Psygnosis are putting the finishing touches on *Puggsy*, so look out for the review in our October issue!

WIZ 'N' LIZ

PSYGNOSIS ● OCTOBER ● £39.99 ● 8Mbit

Wiz 'n' Liz may think that they're the best magicians on the planet, but that's because they're the only magicians! They've practised for years to perfect their spells and even though they've had a few mishaps, most of their spells work perfectly.

Wiz 'n' Liz are brilliant magicians, but they're not very good at population control. Their two pet rabbits have produced thousands of offspring and have practically taken over the planet! Unfortunately, one of their spells accidentally scatters the bunnies all over the world. They can't fend for themselves, so Wiz n' Liz must rescue them immediately!

Although this is basically a platform game, there are many sub stages and puzzle solving elements. The pair have over 100 spells between them, all of which can be used to rescue their fluffy friends. There's over 56 levels of play, taking the wizards through nine different worlds. As well as rescuing rabbits, there's also a two-player mode, where Wiz'n'Liz compete against each other. In this mode, each player has to collect a certain amount of letters to make a specific word. Although the game is aimed at all ages, the puzzles could especially appeal to youngsters. Look out for it in late October!

DINOSAURS FOR HIRE

IMPORT ● NOVEMBER ● £39.99 ● 8Mbit

Based on the comic series, Dinosaurs for Hire, this is the latest Jurassic Park spin-off. Choose your dinosaur from four powered up monsters, but don't expect to get them for free! If you ain't got the money, you don't get the dino! When you do get around to obtaining one, use it to fight evil forces! Although the monsters may be fierce, with names like Archie, Lorenzo, Reese and Cybano, surely they can't be as hard as they look?

BRETT HULL HOCKEY

ACCOLADE ● DECEMBER ● £39.99 ● 8Mbit

Although Accolade have created many different sport sims, they have never attempted a hockey game before. Brett Hull is a famous hockey player in the US and the hopes are that this will attract real hockey fans. This is still largely under development, but Accolade will have their work cut out to compete with *NHL '94*.

LAST ACTION HERO

SONY ● NOVEMBER ● £39.99 ● CD

Other mags may have brought you news on *Last Action Hero*, but they were mostly rabbiting on about the film and not the actual game! We know that our readers want to know about the action, which is why we're among the first to bring you screenshots! Although much of the format is taken from the film, the film's co-star Danny Madigan won't be appearing. Sony felt that the game was too violent for a youngster to appear in, so old Arnie will play on his own.

There are six beat-'em-up levels, although Arnie isn't allowed to carry a gun in any of the scenes. This means that he'll have to concentrate on muscle power alone! The CD version has the additional bonus of film footage, to be included in between levels, as well as some awesome music too! The cartridge versions of the game will be out before Christmas with the CD game to follow in January.

MEGA DRIVE

DIRECT SOFTWARE

MASTER SYSTEM

For The Cheapest Prices Anywhere

For All The latest releases please call!

Megadrive

688 Attack Sub
Abrams Battletank
Ariel The Mermaid
Afterburner 2
Alex Kidd in Enchanted Castle
Aliens 3
Alien Storm
Alisia Dragoon
Aquatic Games
Arch Rivals
Arnold Palmer Golf
Arrow Flash
Art Alive
Back to the Future 3
Batman Returns
Batman
Battle Squadron
Bio Hazard Battle
Block Out
Bonanza Brothers
Buck Rogers
Budokan
Bulls Vs Lakers
Burning Force
California Games
Centurion
Chakhan
Chuck Rock
Columns
Corporation
Crackdown
Crueball
Dark Castle
David Robinson Basketball
De Cap Attack
Desert Strike
Desert Strike 2
Dick Tracey
DJ Boy
Double Dragon
Dragons Fury
Dynamite Duke
Ecco the Dolphin
Empire of Steel
Eswat
European Club Soccer
Evander Holyfield Boxing
F22
Faery Tale Adventure
Fantasia
Fatal Rewind
Fatal Labyrinth
Ferrai Grand Prix
Fire Shark
Flicky
Forgoten Woods
Gain Ground
Galaxy Force 2
Galahad
Ghostbusters
Ghouls n Ghosts
Golden Axe
Golden Axe 2
GreenDog
Gynoug
Hard Drivin'
Hard Ball
Hell Fire Attack
Herzog Zwei
Home Alone
The Immortal
Indiana Jones
Ishido
James Buster Douglas Boxing
James Pond
Jewel Master
Joe Montana 2
Joe Montana 3
John Madden 93
Jordan vs Bird Basketball
Kid Chameleon
Kings Bounty
Klax
Krusty's Super Funhouse
Last Battle
Lemmings
LHX Attack Chopper
Lotus Turbo
Marble Madness
Mario Lemieux Hockey
Mega Games One
Mercs
Mickey & Donald- World of Illusion
Mickey Mouse - Castle of Illusion
MIght & Magic
Mike Ditka Power Football
Moon Walker
Mystic Defender
NHLPA '93 Ice Hockey
Olympic Gold
Onslaught
Outrun
Pacmania
Paperboy
PGA Tour Golf 2
Phelious
Pitfighter
Populous
Powermonger
Predator 2
Quackshot
Rambo 3
Revenge of Shinobi
Rings of Power
Risky Woods
Road Rash 1
Road Rash 2
Robocod
Rolo to the Rescue
Super Monaco 2
Shadow of the Beast 2
Shadow Dancer
Shining in the Darkness
Simpsons
Smash TV
Sonic Hedgehog1
Sonic 2
Space Harrier 2
Speedball 2
Spiderman
Splatter House 2
Streets of Rage 2
Strider
Super off Road Racer
Super Hydlide
Super Hang On
Super Monaco GP
Super Thunderblade
Sword of Sodan
Sword of Vermillion
Tail Spin
Talmit's Adventure
Tazmania
Team USA Basketb
Terminator 2
The Terminator
Test Drive 2
Thunderforce 4
Toe Jam & Earl
Toki
Truxton
Turbo Outrun
Turrican
Twin Hawk
Universal Soldier
Warriors of the Sun
Where in the World is Carmen San Diego
Winter Challenge
Wonderboy in Monster World
Wonderboy in Monster Lair
World Cup Italia '90
World Class Leaderboard
Wrestle Ware
WWF Wrestlemania
Xenon 2
Zany Golf
Zero Wing

MEGA DRIVE Machine inc. Sonic & 2 Control Pads

£99

(£6 for next - day courier)

MENACER

£49.99

Master System

Aerial Assault
Alien Storm
Alien Syndrome
Back to the Future 3
Carmen San Diego
Chess
Chase HQ
Cyber Shinobi
Dick Tracey
Dynamite Dux
Dragon Crystal
Eswat
G-Loc
Gain Ground
Gauntlet
Ghostbusters 2
Golden Axe
Great Volleyball
Heavyweight Champ
Impossible Mission
Joe Montanna
Klax
Line of Fire
Mercs
Operation Wolf
Outrun
Pac-mania
Populous
Psycho Fox
Putt & Putter
Penguin Land
Sagala is Kung Fu Kid
Shadow of the Beast
Shinobi
Speedball
Spellcaster
Xenon 2
zaxxon 3D

ALL £29.99

Accessories

ALL £14.99

Dragon Auto Fire/Slow Motion Pad	£9.99	Arcade Power Stick	£29.99
Python 3 Joystick	£11.95	Action Replay Pro(MD)	£32.99
Power Supply MD & GG	£9.95	Game Genie	£42.99
Game Gear Rechargeable Battery	£21.99	Game Gear TV Tuner	£49.99
Japanese Games Convertor	£9.99	Master Gear Convertor	£12.99
Wide Gear	£8.99	Pro 4 Joypad(MD)	£16.99
Game Gear Car Lighter Adaptor	£11.99	Cluster Stick	£26.99
Power Base Convertor(MD to MS)	£24.99	Competition Pro Star Joystick	£14.99
		Speedking Autofire Joystick	£14.99
		Mega Drve Carry Case(Hard)	£16.99

Please send orders to:

DIRECT SOFTWARE LTD

Unit 3, Cross Keys Shopping Mall, St. Neots,
Cambridgeshire PE19 2AU

VISA

TEL: 0908 379550

NAME .....(SP)
ADDRESS .....
POSTCODE ..... TELEPHONE .....
ITEM ..... ITEM ..... ITEM ..... ITEM .....
ALL PRICES INCLUDE VAT
TOTAL .....

CREDIT CARD NO.

CARD EXPIRY DATE

SIGNATURE.....

PLEASE ADD £1 P&P per order

PLEASE MAKE CHEQUES PAYABLE TO :**DIRECT SOFTWARE LTD**. TEL:0908 379550

SON

Isn't it great to see a totally original concept in gameplay for the latest Sonic the Hedgehog CD? This is what is known as a 360° loop. Sonic runs as fast as he can and if he's fast enough will fly up the ramp and come down the other side. Vaguely familiar?

Oh, no! More Sonic! We love it, don't we? Sonic personifies Sega's image and is the coolest game character in the entire planet. Everyone wants to know all about the blue hedgehog and Jason Johnson is no different. We sent him to Little Planet to find out more about Sonic's latest dilemma. He eventually returned with this exclusive report on the hottest title this Christmas.

This is more like it, a vertical ramp to run down. The post on the ledge throws you back in time, while other posts throw you into the future. Confusing or what!

HEAVY METAL

To help him reach his goal, Robotnik has secretly developed a robot that is faster than Sonic. Metal Sonic may look similar Sonic, but he has the capacity to travel four times faster. This cannot be sustained for a prolonged period of time, but Dr Robotnik believes that the robot's beauty makes up for this. He has often been quoted as saying; "If you look for too much from a robot of this size, it will be an ugly robot. Metal Sonic shows himself to have a powerful, yet elegant, shape."

Not only does Metal Sonic possess beauty, he also has brains. Inside the metal shell of his are three CPUs! As each can talk to each other, Metal Sonic has an un-matched logical and contemplative power. Mecha Sonic, the spiky guardian in Sonic 2, was merely a test; Metal Sonic is far more powerful and a real threat to Sonic. If you don't believe me, check out the data sheet below.

DATA SHEET: Metal Sonic
Height: 765.4mm
Weight: 125.2Kg
Main CPU: LISP AI, Eggman custom chip (3)
Logical calculations are made through a fuzzy logic system in the CPU, matched to mock neuro-connectors.
Sub CPU: Neo SFX DSP chip for controlling power (5 No. set in each part of the body). Next RISC-chip III for vision-correction (8 set in the eyes – RGB separation).
Camera: Micro Delaware – CCD
Frame: Monococoque – Chitin
Cowling: Strengthened blue chitin – tektite
Main Engine: 250cc, 4 valve Algon fusion engine. Maximum power: 55ps/6800 rpm. Maximum torque: 7.54Kg-m/400rpm.
Sub-engine: Tesula power: Coil induction generator. Maximum power: 256kw.

In the earlier Sonic games, there was a distinct lack of big, nasty guardians. Robotnik's contraptions were small and always easy to beat, this is big and a damn nightmare.

Sonic has just returned from a journey into space. A year's vacation has left him somewhat out of shape and he has no idea as to Dr Robotnik's whereabouts. Sonic lands on Little Planet and is instantly chased by a fan, Amy Rose. Amy is a cute little hedgehog and Sonic, being the hero he is, couldn't resist her. Suddenly, a blue flash streaked through the sky and she was gone.

IC CD

A determined Sonic gets ready to cross the road and see his flat mate. Yawn....

are mysterious stones which control time. Dr Robotnik wants these precious jewels and believes that he'll be able to shape the world to his requirements by controlling time.

PROS

There are many new additions to the game including more detail when Sonic jumps. His body twists when he fires into the sky from a spring and he also uses a new 'dash technique'. It still follows the expected action-packed platform adventure theme, but improved graphics and sound are sure to impress everyone who plays it.

Metallic colouring has been used throughout to give the sprites added depth and realism, and obviously to make them look better and robotic. New end-of-level guardians have been included and they're far bigger than anything seen before in a Sonic game. The intro sequence is fantastic with cartoon quality graphics and superb sound giving you the low-down on what Sonic has been getting up to in the past year.

The background music, developed by Japanese star Keiko Utoku, is to be hip-hop style, giving a huge change from the usual soundtracks. Sound FX will obviously be of CD quality and complement the music that should be the best on the Mega-CD to date.

A new feature is the concept of time travel. As the game is oriented around time stones and travel, there are sections of the game where you either travel to the past or future. There is also the possibility of finishing the game in more than one way – different to the traditional method of with or without the gems.

Oooohhh, this is the life. Gimme some more of that floating gas, it's great.

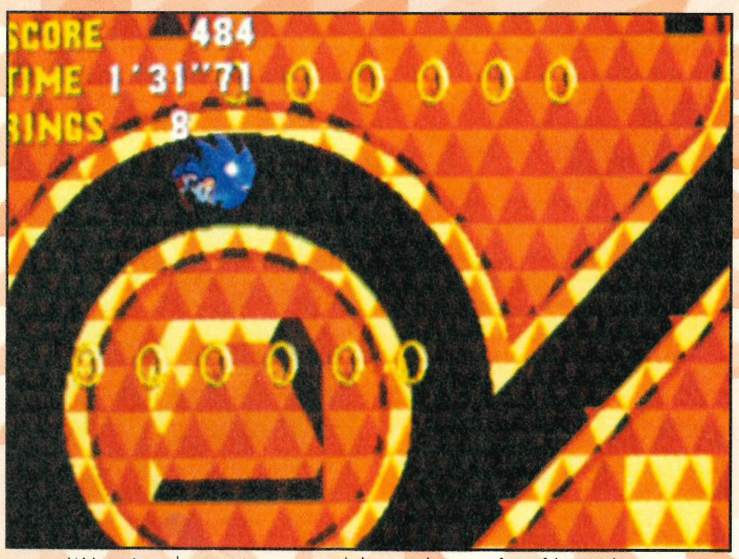
After a little detective work, Sonic comes to the conclusion that Dr Robotnik has had something to do with it. The plants are lifeless and the animals appear scared to come out of their dens. Little Planet is under threat of extinction and Sonic decides to do something about it.

Little Planet appears above Never Lake just once a year, staying there for a month. Little Planet is also known as Kiseki Planet – meaning Gemstone or Wonder Planet – and hidden on it

ON YOUR MARKS

Although only a few of the levels have been seen, here is a list of all the stages and their zones. As always, the names of the zones are very descriptive and should give a good indication to their nature.

Round 1 Palmtree Panic Zone
Round 2 Collision Chaos Zone
Round 3 Tidal Tempest Zone
Round 4 Wacky Workbench Zone
Round 5 Palmtree Panic Zone
Round 6 Stardust Speedway Zone
Round 7 Metallic Madness Zone
Round 8 Final Fever



We're going to keep you in suspense with this one. The rings infront of the tunnel can only be reached by... Like I said, all will be revealed in the review. Until then send your answers on a postcard to the usual address marked Ringo Sonic.

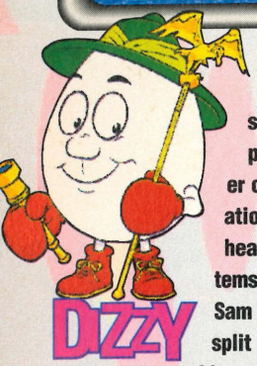
PROPLAY

All the previous game play and many more additions will be seen in the *Sonic the Hedgehog CD* game. The 360° loops, some with added twists, will be there, as will extensive amounts of bonus items and power-ups. Sonic will be able to warp through what is expected to be a 3-D sequence and the fantastic bonus levels, of which we cannot reveal this issue, will also be 3-D.

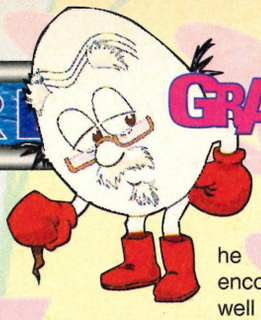
Sonic the Hedgehog CD is expected to be the release of the year for the Mega-CD, despite competition from games like *Silpheed VR* and *Rebel Assault*. A December release is planned. It's just in time for Christmas, so now it's a matter of waiting. The full review will be in SegaPro soon.

pro FEATURE

FANTASTIC DIZZY



Dizzy, the fantastic and energetic super-egg, has been popular with computer owners since his creation. Now that he's headed for all Sega systems, who better than Sam "egoist" Hickman to split the yolk and divulge his un-beat-able talents.



many mysteries he will encounter. As well as solving brain teasers, Dizzy must also collect stars. There are 250 to collect in all and unless each one is located, the game can't be completed properly!

PROS

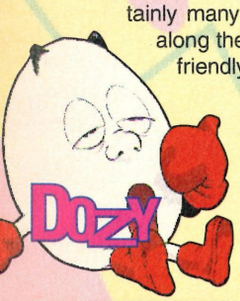
This isn't a game you're likely to finish in an hour. *Fantastic Dizzy* needs a combination of both brain power and games playing expertise! Even if you've got both of those, Dizzy will still take you a fair while to complete, as it's absolutely huge. It's also likely to have universal appeal, as it focuses on non-violent action. This doesn't mean it lacks on the gameplay, though, there are plenty of tasks to keep you occupied!

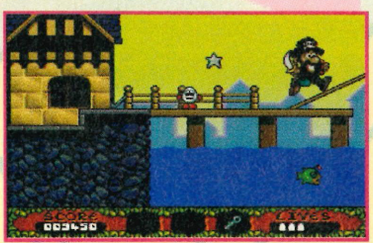
Dizzy is stranded in the middle of the desert without a soul around to help. Maybe the key is the secret.

C'mon Dizzy, hiding isn't going to solve any problems! Finding the cart is the only way to get out of the mine.

The Dizzy series was created as a direct backlash to increasingly violent games. In Dizzy's adventures, you don't kill anything, but have to use your brain! The evil wizard Zaks has cast a spell over the land, turning all the fluffy creatures into nasty monsters. He's also kidnapped Dizzy's girlfriend, Daisy. Dizzy must now set off on an adventure turning evil into good wherever he roams!

Codemasters describe Dizzy as an interactive cartoon. There are certainly many characters to talk to along the way. Some won't be friendly, but many will give Dizzy the clues he needs to complete his quest. There are also many items strewn throughout each level and Dizzy must use them to solve the





This pirate may look fierce, but bung him a bottle of rum and he'll disappear in no time!

Unlike other arcade adventures, you don't have to get a certain amount of points to access the many bonus levels. You can simply walk into them! They consist of a picture of Dizzy or another character that must be unscrambled before the allocated time runs out. If you succeed, you'll be granted an extra life!

The *Dizzy* series has already been hugely successful on other formats and has an excellent reputation. The Mega Drive version may be similar to previous 16-bit computer versions, but it has more levels and updated graphics!

The Master System and Game Gear versions will be similar, but with fewer levels and bonus puzzles.

PROPLAY

The graphics carry a cutesy cartoon theme throughout. While it could be graphically compared to other cute platform adventures, such as *Quackshot*, in Dizzy, you can explore much more of the game environment. In addition to problem solving, there's plenty of platform action to keep you occupied. Although you can't actually kill enemies, avoiding them is just as difficult! Dizzy is a joy to control and even though he's small, he's animated very well. *Fantastic Dizzy* is likely to appeal to Sega owners of all ages as it's both cute and challenging at the same

OH MY DARLING!

When the Darling brothers founded Codemasters in 1986, they had no idea of how big it would grow. What started as a company of two people, now employs 50 full-time staff and 80 freelance programmers!

Starting out, this small independent company released cheap and cheerful budget games for tape-based systems. It was only when the 16-bit computer scene had really got going that they moved into producing budget games on disk. These "pocket money" games proved so popular that full-price compilations, comprising four or five games, were sold.

It was only recently that the firm moved onto console. Starting with the NES, they grammed their first cartridge games, which were sold at full-price. This surprised many people because after fighting, and subsequently winning, a lengthy battle with Nintendo over copyright, it was thought (or hoped) that Codemasters would produce "budget" cartridge games.

Their biggest success must be the legal battle with Nintendo, after which it was claimed that they won substantial damages running into millions of dollars. This paved the way for the launch of their first piece of hardware, the Game Genie, which has since been released for the Mega Drive and Game Gear.

The company's plans seem to be geared for the USA, as that's where most of the world-wide cartridge sales come from. They have recently opened a US office. No longer the small fry of the console world, many great games are expected from them over the year.

HEY EGGHEAD!

Although Dizzy's quest may be huge, he has plenty of egg head friends to help him along the way. Cast your eyes over this little lot and decide for yourself whether they're a help or a hindrance!

●DOZY●

You'll find Dozy asleep wherever you left him last, as he's not exactly full of energy. If you want to wake him, you'll have to find an alarm clock!

●DORA●

Dora is the youngest of Dizzy's friends and is obsessed with sweets and frogs. She has a heart of gold, but be careful, those boxing gloves could be lethal!

●DENZIL●

The trendiest egg on the street! Denzil is obsessed by his walkman, so dragging him out to help Dizzy will be a difficult task!

●GRAND DIZZY●

Grand Dizzy may be old, but he's certainly got all his marbles. Consult him when Dizzy's in need of a few wise words.

●DYLAN●

When Dylan's not chanting his mantra, he can often be found admiring the wonderful outdoors. He's a bit of a hippy so getting him to conform can be a bit of a problem.

●PRINCE CLUMSY●

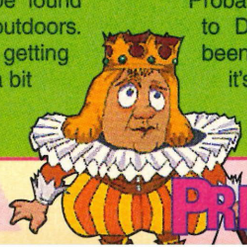
Heir to the throne of Dizzy's kingdom, Clumsy is the most bumbling prince you'll ever find. He means well, so everyone likes him anyway!

●WIZARD THEODORE●

Theo has many lotions and potions that can help Dizzy. He has trained our hero, but Dizzy's attempts at sorcery were disastrous!

●DAISY●

Probably the character closest to Dizzy's heart. Daisy has been kidnapped by Zaks and it's up to Dizzy to rescue her!



PROFILE

Name: Derek Leigh-Gilchrist
Age: 20
Job description: Programmer
Lives in: Leamington Spa
Fave food: Royal Digestive biscuits (loads of chocolate!).
Fave clothing: Anything comfy.
Fave music: Prince, Pink Floyd, The The, and acid jazz.
Big Break: Got my first game contract while still at school!
Fave person: Homer Simpson
Discology: *Battle Valley* (Amiga), *Spot* (ST), *Pub Trivia* (Amiga), *Magicland Dizzy* (Amiga), *Dizzy: Prince of the Yolkfolk* (Amiga), *Bubble Dizzy* (Amiga) and *Captain Dynamo* (Amiga).

INTERVIEW

Q What makes Dizzy such an appealing character?
A Dizzy is a character that the whole family can relate to. He's interested in having fun, which is why everyone likes him!

Q Who first designed Dizzy and has he changed much since then?
A Dizzy was designed by the Oliver Twins for the Spectrum over six years ago. Since then, Dizzy's game content has changed, but the actual character has remained the same.

Q Who decided to make Dizzy non-violent?
A The Oliver twins decided to make Dizzy non-violent, as it would then appeal to a wider audience. This has paid off not only in terms of sales, but in reputation too! *Fantastic Dizzy* recently received the Parent's Choice award in America, recommending it as a game for the whole family.

Q How long has it taken to program *Fantastic Dizzy*?
A One year of constant programming!

Q Are there any plans for more *Dizzy* episodes on the Mega Drive?
A At the moment, we are putting the finishing touches on the Mega Drive sequel to *Fantastic Dizzy*. I can't tell you what it will be called yet, but it's going to be great!

Q Are there any other Dizzy spin-offs in the pipeline?
A A CD version of Dizzy may be produced soon and he may also star in his own cartoon!

Q Do you still play games after having such close contact with them?
A Of course! It's great to see what other people are producing. My favourite games at the moment are *Micro Machines*, *Global Gladiators*, *Datastorm* and *Chuck Rock 2*.

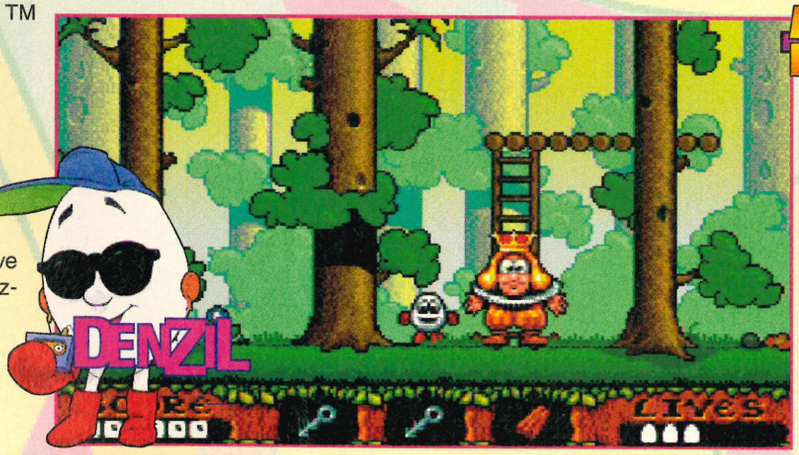
Q What are you working on next?
A A top secret original Sega game that should be nearing completion around this time next year.

This is Dizzy's house! If he wants to get out he'll have to find the key, which as you can see, is hidden up in the rafters.

DIZZY

TM

time. The Mega Drive may have seen many arcade adventures, puzzlers and platformers in its time, but it's never seen anything like Dizzy before. Watch out for it – it's going to be big!



MEGA DRIVE

FANTASTIC DIZZY

CODEMASTERS ● £39.99 ● OUT OCT
CART SIZE 8Mbit
PLAYERS.....1
STAGES 14
SKILL LEVELS.....1
FEATURES .....n/a
CONTACT
Codemasters ✆ (0926) 814132

ACTION
STRATEGY
DONE
TO DO

ROTTEN EGGS

Look out for this lot! They're out to get Dizzy in any way they can!

PALACE GUARD

This repulsive troll guards the palace and although he looks mean, he may be open to a bribe or two. Why not give it a try!

THE SHOPKEEPER

He may sell whatever you need, but it'll cost you! This man isn't out to give you any bargains, so don't even think about bartering!

EVIL WIZARD ZAKS

Zaks has captured many of the yolk folk, including Dizzy's girlfriend. If Dizzy ever wants to see them again, he'll have to get past Zaks first.

SHAMUS

He's not exactly evil, but won't help Dizzy without getting something in return,and his requests are the most obscure he can think of.

BLACKHEART

Blackheart is the toughest pirate to ever sail the seas. Mess with him and you could find yourself walking the plank!

PRODATES

Prodates is back this month, with an all new look! The information is the same, though, so if you want to plan your game purchases, read on. These pages contain all the information you'll need until September. However, remember that many of

Codes:
NR – Not Reviewed (yet!)
RV – Reviewed in this issue

AUGUST RELEASES

MASTER SYSTEM

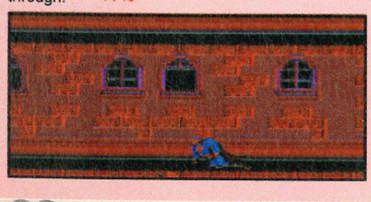
CALIFORNIA GAMES 2
SEGA £32.99
Although the first version of this was a huge success, the concept is rather dated now. The second attempt has the same feel, although the sports are different and the graphics have been updated. Even so, it's difficult to say whether this will be as successful. 58%

GAME GEAR

STREETS OF RAGE 2
SEGA £27.99
Streets of Rage was only released on the Game Gear at Christmas, but you'll soon be able to get the sequel too! This is one of the first Sega Game Gear titles to use 4Mbit, so look out for something special! NR

DOUBLE DRAGON
VIRGIN £27.99
The Double Dragon series has been kicking around for a fair few years. Unfortunately, none of the episodes have been very interesting. This time Billy and Jimmy hit the handheld to see if they can save face. Beat-'em-up action from start to finish. RV

SUPERMAN
VIRGIN £27.99
Lots of children have been kidnapped from their homes and the citizens can do nothing to bring them back. There is one hope, though – Superman! He must rescue the kids, defeat the baddies and restore order, all before the day is through! 77%

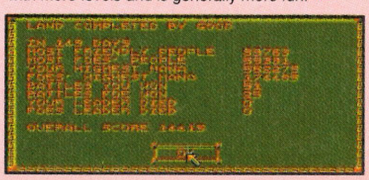


MEGA DRIVE

FLINTSTONES
SEGA £39.99
Yabba dabba doo! Not only are The Flintstones being transferred to the big screen, they'll also appear on the Mega Drive! As Fred, you must retrieve items that have been lost by Wilma, Barney and Betty. 79%

MiG 29
DOMARK £39.99
The battle has begun for best flight sim of the year, although Domark reckon they've got it pretty sewn up! Take to the skies in one of the most realistic flight sims ever to hit the MD. 80%

TWO TRIBES
VIRGIN £44.99
Populous may have been one of the best strategy games of its time, but it's starting to look a little dated now. This sequel is much more playable, with more levels and is generally more fun! NR



TECHNO CLASH
EA £39.99
When a demon arrives from the inner realm through an inter-dimensional portal, it has to mean trouble. Unfortunately, he's only come to predict a war between technology and magic. Only a brave warrior named Ronaan can save the world, although first he'll have to find the mysterious Engine Man. RV

GENERAL CHAOS
EA £39.99
General Chaos had been plotting victory against his old arch rival, General Havoc for years. Although both sides are fairly well matched, new tactics are brought in to end the war once and for all. Test your brain in the strategic shoot-'em-up of the century! RV

BOB
EA £39.99
When BOB crash lands on an alien planet, he finds it hard work coping with the locals. They're a less than friendly bunch, so he decides he should get off the planet fairly sharpish! Help him, or he may never get home again. RV

MICRO MACHINES
CODEMASTERS £39.99
This title was reviewed in SegaPro months ago, but due to a dispute with Sega, the game was withdrawn. Now, it's back! Weave your way around all kinds of novelty tracks in miniature radio

MEGA CD

controlled cars. 90%

CHUCK ROCK
SEGA £39.99
Gary Gritter has kidnapped Chuck Rock's girlfriend and he's infuriated! A manic platform adventure where Chuck Rock is on the warpath for revenge. Sounds ominous, but it's one of the cutest games around. 72%

HOOK
SEGA £39.99
All little boys must grow up at some time, including Peter Pan. Fortunately, Tinkerbell shows him the error of his ways, restores his youth and packs him

off on an

SEPTEMBER RELEASES

MASTER SYSTEM

THE FLASH
SEGA £32.99

The Flash has been around in the comics for quite some time and now he"s coming onto console. What we look like getting is a decent platformer, but you'll have to wait until next month to find out.
NR

POWER STRIKE II
SEGA £32.99

A young pilot takes to the skies to rid the airways of Space Pirates. These vigilantes are vicious fighters that will stop at nothing to loot money from innocent people. RV

CHUCK 2: SON OF CHUCK
CORE £32.99

Evil Gary Gritter has kidnapped Chuck Rock. Even though his son can barely walk, he toddles off into the distance to search for his father. Loads of levels and bright, cartoon style graphics. NR

ROAD RUNNER
SEGA £32.99

So far Road Runner has always managed to foil the attempts of the dastardly Wyle Coyote. Now that you play Road Runner, will he still be so successful? That won't be certain until we get the review version in, but it should be fun. NR

STAR WARS
US GOLD £32.99

Join Luke Skywalker in his first mission for The Force. Obi Wan Kenobi may be his mentor, but he'll have to find Han Solo and Princess Leia if he wants to complete the mission. Unfortunately, Darth Vader has other plans and is out to stop Skywalker any way he can. RV

JAMES POND II
US GOLD £32.99

Special Agent Robocod has appeared on the Mega Drive before, but it's his first appearance on the 8-bit. Detonate the bombs set in Santa's factory, or they'll be no Christmas presents for anyone!
RV

MORTAL KOMBAT
ACCLAIM £34.99

The fighting game of the moment! While the nation is awaiting the release of *Street Fighter II*, this may just steal the limelight! There's many different fighting styles and lots of competitors to choose from. RV

ROBOCOP 3
ACCLAIM £39.99

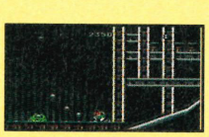
RoboCop 3, the movie, has been delayed because of lack of money. Don't worry though, all of Acclaim's efforts have been poured into the game. Take to the gang-infiltrated streets and clean up crime any way you can! NR

GAME GEAR

POWER STRIKE
SEGA £27.99

A young pilot was cruelly shot down by a gang known as the Space Pirates. When he recovers, he is still weak, but he climbs back into his space plane looking for revenge. NR

STRIDER II
US GOLD £27.99



The original *Strider* was a classic in its time. The sequel takes much of the original action, but has a much more modern feel. Can you rescue the princess before she is destined to a fate worse than death?
82%

WOLF CHILD
VIRGIN £27.99

When Saul Morrow saw a video tape of his father being kidnapped, he knew there was only one thing to do. Stepping into his father's experimental transmuter, he became wolfchild. NR

JAMES BOND
DOMARK £27.99

Bond was a success on the Master System and as the Game Gear version is almost identical, it's bound to be a success too! Defeat Dr Greypen and you might just get the girl. NR

AGASSI TENNIS
TECMAGIK £27.99

Andre has already played a few matches on the Mega Drive and Master System, although he received rather a lukewarm response. The Game Gear version is similar to the Master System code. NR

STAR WARS
US GOLD £27.99

Luke Skywalker teams up with Han Solo and Princess Leia to defeat the evil empire. The quest will be tough, but with the help of the Millennium Falcon, R2-D2 and C3P0, the task will be a lot easier! NR

JAMES POND II
US GOLD £27.99

Eight explosive penguins have been dotted around Santa's toy factory. Unless James Pond, codename Robocod, can discover them, the factory will blow sky high! NR

ADDAMS FAMILY
ACCLAIM £27.99

The Addams Family may sound like any normal family, but they're far from it! The clan are, shall we say, well and truly dead! This was a massive hit on the SNES and Acclaim saw the potential for a great Mega Drive release too! NR

MORTAL KOMBAT
ACCLAIM £34.99

Prepare to be killed – violently! The Game Gear has never seen a great one- on- one beat-'em-up before and this should be brilliant. Choose your competitor from a multitude of fighters and enter yourself in the goriest tournament ever! NR

ROBOCOP 3
ACCLAIM £27.99

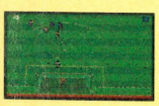
RoboCop is obsessed with getting rid of the bad guys at any price! Although this follows the third saga of RoboCop, episodes one and two have never appeared on any Sega console. Oh well, that's what's known as "artistic license". NR

MEGA DRIVE

JURASSIC PARK
SEGA £39.99

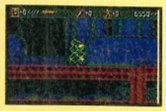
This is enjoying massive success at the cinema and the game is receiving the same hype. This loosely follows the film's plot, although in some levels you'll play the human-hungry Raptor! Features the same style of graphics as *Flashback*, although according to Sega, the animation is much better. NR

ULTIMATE SOCCER
SEGA £39.99



This is Sega's first official UK release to use the four-player tap! Even non-football fans should be drawn to this, as the option of playing with up to eight people could be great fun! RV

SHINOBI III
SEGA £39.99



We reviewed this way back in SegaPro #17, but it will only be released officially in September. Features beat-'em-up action (as in the first two episodes) and brilliant graphics all the way through.
89%

WIMBLEDON
SEGA £39.99

This is a little too late to catch the Wimbledon hype, although the tennis season will still be in full swing (groan) by the time it's released. If this is going to be successful, it will have to live up to both *Amazing Tennis* and *Davis World Cup Tennis*.
NR

RANGER-X
SEGA £39.99

An evil cybernoid plots to take over the world and no-one on Earth can stop him. One of the local psychic girls thinks she can get though to him but there's one problem. He's kidnapped her! Now it's up to you to rescue her! 92%

GUNSTAR HEROES
SEGA £39.99

This shoot-'em-up is set far into the future, where good must defeat evil. Thankfully, the Gunstar Heroes are always at hand to save the day. The way the adventure plays is largely determined by the throw of a die. Unique to say the least!
RV

HAUNTING
EA £39.99

Polterguy is just your average kind of ghost and he'll do anything to get rid of his greedy relatives who now occupy his home! Unfortunately, they don't respond to much. Polterguy's only hope is to scare them out. NR

JAMES POND 3
EA £39.99

With his third appearance to date, it seems as if Pond can't stay away from the Mega Drive. This time he's back for more mayhem. Features the usual platform fun, although the story is different.
NR

CHUCK ROCK 2: SON OF CHUCK
CORE £39.99

When Chuck goes missing, his baby son begins to worry. Even though he's only a nipper, he knows that Gary Gritter is behind the mystery. So off he goes, without even a spare pack of Pampers, to rescue his poor dad. NR

BASEBALL 2020
EA £44.99

Although baseball in 2020 carries the same rules as traditional baseball, there are also many differences. Male, female and robot athletes can take part in the action and minefields are placed all around the play area. Can be played with EA's four-player adapter. NR

NHL '94
EA £44.99

Possibly the best sports sim of all time! The 1994 version will arrive with more moves than ever before! The goalie can be controlled, there are more checking moves and there's even the inclusion of penalty shoot-outs! This can also be played with up to four players using EA's adaptor. NR

PUGGSY
PSYGNOSIS £39.99

Puggsy has landed on an alien planet and the inhabitants have stolen his ship. He has an idea who's taken it, but unless he can use his brains to get out of every level, he'll never get home.
NR

DRACULA
PSYGNOSIS £39.99

Spooky! There are rumours flying about that *Dracula* may never be released on the Mega-CD, although it's still looking healthy on the Mega Drive. Battle your way through hundreds of ghouls and ghosts in an ultimate quest to crush Dracula. RV

F15 STRIKE EAGLE II
MICROPROSE £39.99

Exclusively reviewed this issue! Yet another flight sim that promises to be realistic as well as challenging. Many different missions and a few medals to be won too! RV

ADDAMS FAMILY
ACCLAIM £39.99

This creepy family has already made an appearance on the Nintendo, although they're bound to be better on the Mega Drive. A spooky platform adventure that should include great sound and graphics. NR

MORTAL KOMBAT
ACCLAIM £49.99

Choose your competitor from nine brutal fighters, then use them to beat everyone else into a pulp. With so many special moves to learn, this has definite lastability! RV

ROBOCOP 3
ACCLAIM £39.99

Robocop bursts his way on to the Mega Drive in September and promises to take no prisoners. We've only seen a bit of this game, but it looks brilliant! It also seems fairly difficult, so if it's value for money you're after,

MEGA CD

then this could be for you. NR

THE TERMINATOR
VIRGIN £44.99

This is Virgin's first Mega-CD release, so look out for something special! It features digitised film footage in between levels, as well as some stunning in game graphics. The graphics have been changed from the Mega Drive version and there's more control over Kyle too. NR

WONDERDOG
JVC £39.99

We reviewed this way back in SegaPro #14, although it won't officially hit the shelves until mid-September. Wonderdog is an alien on a strange planet. No one likes him until he makes friend with a young boy. Unfortunately, the boy's parents don't like the dog either, so they kick him out. Aaaah.
82%

THUNDERHAWK
CORE £34.99

We've seen *Afterburner 3* on the Mega-CD, although frankly, it was a pile of rubbish. Hopefully Core can do the business with their latest flight sim. Check out the review next month to find out.
NR

SHERLOCK HOLMES 2
SEGA £39.99

The original Sherlock Holmes shifted very quickly, so something tells us that the follow-up will be huge too! Sherlock presents three more cases to be solved. To solve them in fewer moves than him, you'll have to be an ace detective. RV

INXS: MAKE MY VIDEO
SEGA £39.99

Michael Hutchence and his posse are the next group to take advantage of Make my Video. In the past, we've seen Kris Kross and Marky Mark, although neither parties have given much entertainment. Something tells us that INXS will be the same too. RV

CHUCK 2: SON OF CHUCK
CORE £39.99

August sees the release of the first episode of Chuck, so you only have to wait one month to see the sequel! This time,Gritter has kidnapped Chuck, so it's up to his baby son to get him back. Has the same flavour as the first version, although the graphics and gameplay are different. NR

BATMAN RETURNS
SEGA £39.99

Although the Batman Series may have been dire on all other formats, it's absolutely ace on the Mega-CD! As Batman, you must stop The Penguin from becoming mayor. Otherwise, the citizens will think that you're the baddie! 86%

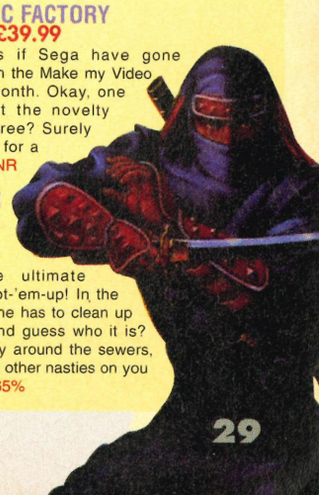
KRIS KROSS: MAKE MY VIDEO
SEGA £39.99

Released officially in September, this was the first Make My Video to arrive on import. The idea of editing a video is certainly original, but does it offer any great gameplay? Er, we don't think so.
56%

C&C MUSIC FACTORY
SEGA £39.99

It seems as if Sega have gone overboard with the Make my Video series this month. Okay, one might attract the novelty buyer, but three? Surely this is asking for a slagging off! NR

SEWER SHARK
SEGA £39.99



This is the ultimate futuristic shoot-'em-up! In the future, someone has to clean up the sewers and guess who it is? Blast your way around the sewers, killing rats and other nasties on you travels. 65%

REVIEW INDEX

MD CD MS GG

REVIEW SYSTEM

INTRODUCTION
Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW
The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS
Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE
All the info you'll need. The phone number given is of the main supplier in the UK and who the Pros got the game from. If the game's on import only, it'll contain an importer's phone number only.
The Action/Strategy bar reflects how much strategical element is in the game – it does not mean that the game is a strategy game – you have to read the review comments to discover a game's category.

PROSCORE
We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!
A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

MASTER GEAR
Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

I WANT A SECOND OPINION

Each game review's score is awarded on the game's own abilities; on how well it was programmed, how well it plays and what it offers the gameplayer. Although the Pros award scores, what we say in the reviews gives you more information to what the strengths and weaknesses of a game are.

By reading the review, you can make a decision whether the game is for you. To help you do this, we have included the second opinion comments. That means that you get the views of not only the reviewer, but also another Pro who thinks that the game might suit them. The opinions give the view of someone interested enough to have a look at a decent game.

IMPORTS

If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

Japanese machines will run all UK, USA and Asian cartridges, providing they don't have the notorious "PAL lock" on them.

UK machines will play UK and USA carts without any problems, but can't play Japanese carts without an adaptor. Also, some Jap carts will only produce a picture through the AV socket on the back of the Mega Drive. This means that they can only be played on a SCART TV or a monitor.

The obvious disadvantages with import games become apparent when you try and play a Japanese RPG when you can't speak the lingo! However, shoot-'em-ups, beat-'em-ups and platform games need very little in the way of instructions, so these should be okay.

40 MORTAL KOMBAT 93%
Can the MS version of the popular coin-up hit possibly have the same kind of playability levels experienced in the arcade?

46 STAR WARS 89%
The popular sci-fi trilogy series is now re-born in the shape of a console platform adventure where the aim of the game is to kill Vader.

52 ULTIMATE SOCCER 84%
An original pitch perspective, a differing penalty shoot-out and a host of soccer options make this a great MS soccer release.

68 POWER STRIKE II 89%
Get the power-ups to enhance you weapons for totally absorbing and frantic action where the enemies can pop up from anywhere!

76 JAMES POND II
James Pond II, Codename Robocod, makes his long awaited debut on 8-bit systems. He must prove that he's capable of this top assignement.

82 HOME ALONE 42%
Set traps to stop the crooks looting the neighbourhood houses and build weapons using implements such as hairdryers and toothbrushes!

83 DOUBLE DRAGON 45%
As the wimpy Billy can't fend for himself then it's his mate, Jimmy, who's taken on the responsibility of gaining revenge by cleaning up the street.

42 ECCO 78%
Take a dive deep down under the sea and explore the hidden secrets and dangers of an adventure that brings Flipper right into the picture!

64 NIGHT STRIKER 36%
Chequered floors and spiral ceilings are all part of the CD's scaling capabilities in this shoot-'em-up that comprises 21 levels over a pyramid map.

78 DEVASTATOR 73%
This shoot-'em-up brings those once popular transformer toys to life in an adventure where a lot of the bosses are designed to surprise!

81 SHERLOCK HOLMES ii 79%
It's time to clean the magnifying glass and start reading newspapers as there are now another three cases Holmes must solve in this sequel.

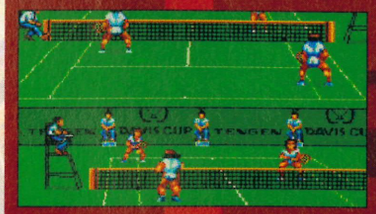
83 INXS: MAKE MY VIDEO 57%
With video editing software now starting to creep onto the software scene we see INXS making the most of CD graphical and audio entertainment.

32 F-15 STRIKE EAGLE II 88%
Pilot an F-15 through six different game worlds and aim to earn a collection of medals and promotions that'll make you a veteran wartime hero!

48 DRACULA 65%
From the terrors of Dracula's castle to a graveyard plagued with zombies, Bram Stoker's hit goes from big to small screen in a chilling adventure.

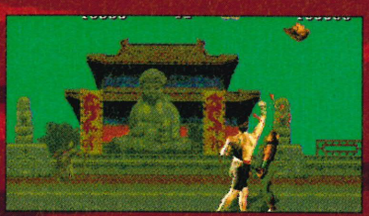
66 GENERAL CHAOS 91%
General Chaos and General Havoc have been at one another's throats for years and now it's time for a warfare bonanza to break up the stalemate.

74 DAVIS CUP TENNIS 83%
Build up your tennis career by travelling the globe and picking up prize money. With this tennis sim you can play split-screen doubles as well!



82 POWER CHALLENGE 72%
Tee off for a round of golf where the real fans can get a TV reverse angle of a replayed shot. How does this compare to *PGA Tour Golf*, though?

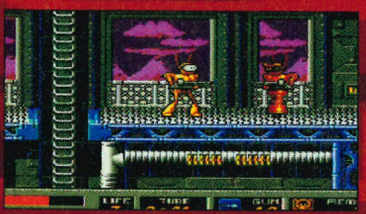
36 MORTAL KOMBAT 93%
How will the coin-up conversion compare to the original blood and gore arcade game that's lived in the shadows of *Street Fighter II*?



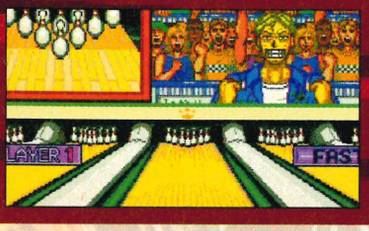
50 ROCKET KNIGHT ADVS 89%
Go completely power mad in a shoot-'em-up where rocket fuel gains new heights and the bosses surprise you in a multitude of fashions.

70 ULTIMATE SOCCER 70%
If you have eight mates, Sega Taps and a big room, you can all play together. However, is this really the 'Ultimate' soccer sim to date?

82 BOB 59%
He's a strange old robot who seems to have the characteristics of Inspector Gadget with a helicopter hat being just one of his add items.

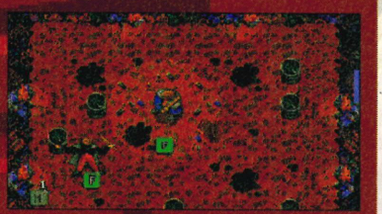


83 CHAMPION BOWLING 69%
Strike it lucky in this version of the revived modern day alley game where you can't get your fingers stuck and scoring is left to the CPU.



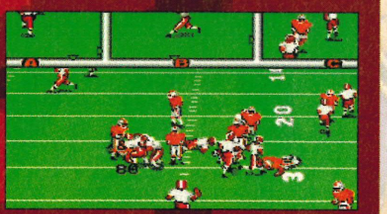
44 GUNSTAR HEROES 87%
Take a step into the unknown where a massive complex of space age robotics and nasties will keep you in suspense right until the very end.

53 TECHNO CLASH 82%
This role-playing shoot-'em-up has plenty of action and requires more brainpower and reflexes than usual for this type of adventure.



72 BUBSY 81%
It's a cat's paradise where balls of yarn earn points and bopping the woollies may well mean prizes. This cheeky puss has a touch of the Sonic fever!

82 COLLEGE FOOTBALL 93%
EA claim this is an experimentation in preperation for *Madden'94*, so what upgrades and features have been included this time?



83 GOLDEN AXE III 62%
After quite a while we now have a trilogy of the slice-'em-up series. However, is there any real improvement over the previous two mediocre affairs?

status. After your first success, you'll be awarded with an Airman's medal and a promotion to 1st Lieutenant. When you reach the top, the status of Brigadier General will confirm your reputation as an experienced and worthy pilot!

PROTIP When you come in to land, make sure you use the tactical display to avoid approaching the airstrip from the side. You waypoint will indicate the direct route – not the best route!

In Russia you find yourself in a dog fight with three MiG-17s as you approach the primary target. A white heaxagon such as the one ahead indicates you're locked-on with a 50% chance of hitting that MiG.

A massive explosion in the distance marks yet another success in your career as a pilot with a second MiG -23 being blown to pieces. Notice the pilot's parachute starting to come out just mid-left in the burning fireball!

The F-15 Strike Eagle is one of the world's fastest military aircraft. Its high-tech laser tracking system and advanced weapon load offer pilots the kind of technology that can make real life air combat seem like an incredible video game. The laser system produces close up TV pictures of targets below so the pilots can immediately see what has to be blown off the map next.

Six game worlds, and hundreds of targets, map the route of your career as a pilot, so the day you become Captain is the day you've fought in each and every one of them. All serious pilots are destined to have that strip of medals before ejecting out of their careers! So, sit back and make the skies your own in this flight of fancy that will put your life on the line!

MicroProse have always had a good reputation for producing quality flight simulators and they are now set to release *F-15 Strike Eagle II* where you must battle through six different worlds and destroy hundreds of designated targets.

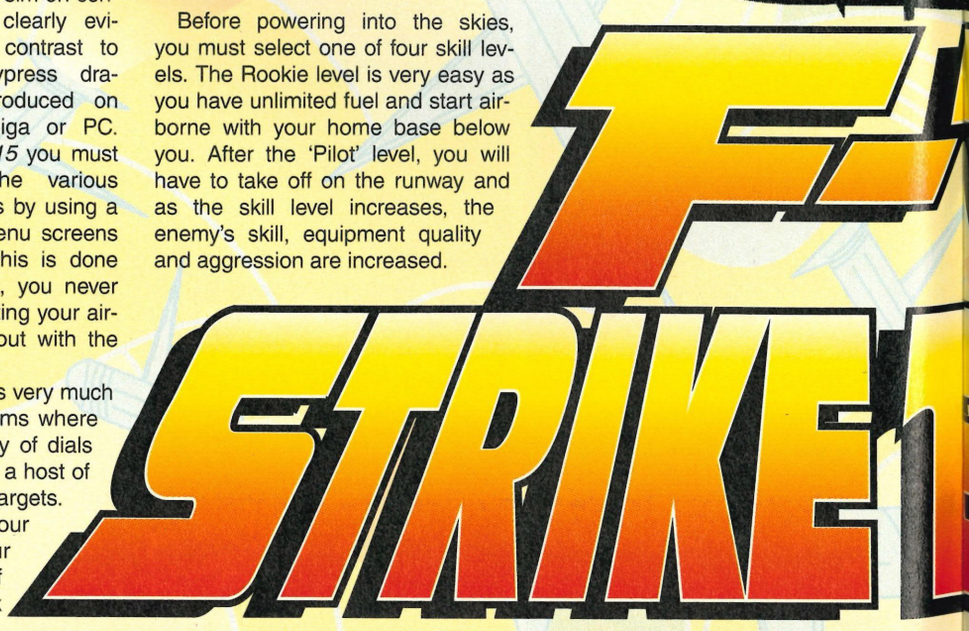
The limitations that programmers have when they produce a flight sim on console are clearly evident in contrast to the keypress dramas produced on the Amiga or PC. With *F-15* you must select the various commands by using a series of menu screens and because this is done whilst in pause mode, you never have to worry about piloting your aircraft whilst messing about with the controls.

The structure of *F-15* is very much like that of most flight sims where you have the usual array of dials and indicators as well as a host of primary and secondary targets. From Libya to Europe, your aim is to complete your career with a clutch of medals and a high rank

To become a Brigadier General will require experience and dedication concerning the nature of the game.

Before powering into the skies, you must select one of four skill levels. The Rookie level is very easy as you have unlimited fuel and start airborne with your home base below you. After the 'Pilot' level, you will have to take off on the runway and as the skill level increases, the enemy's skill, equipment quality and aggression are increased.

It's a shame the first two skill levels of *F-15* start you off in the air. Taking off should be part of the fun with a flight sim and it would have been better if the Rookie level gave you the complete training option; putting you through taking off and landing procedures.



Radar navigation systems came into general use during the mid fifties.

On the briefing screen, your targets are shown as you'll see them in the game. You can still earn a medal by just destroying one target when you're at a Rookie or Pilot level – even if you eject! The positions of targets can be viewed from the map and if they are a fair distance then you can warpspeed!

Starting off is a very simple and quick process where you select a game world, then begin your mission. Unlike *MiG 29* there is no weapon select screen as all you'll need for the mission is the standard F-15's armament and, thus, already attached to your aircraft. There are five weapons in all, including the chaffs and flares which are used as decoys for enemy fire. You have 16 Amraams that nourish the air-to-air action and eight mavericks for attacking ground targets. One hundred Cannon rounds are also at your fingertips if it comes down to daring close combat.

When you start your first campaign, a yellow arrow indicating the direction of your first target must be lined at the top of the screen. This is the waypoint, which is automatically set prior to your mission. If you start in the air, then it's very easy to select a waypoint and head for the primary target. The map will show your home base and the two targets that need to be destroyed. Long distances can be covered using the time warp option that speeds up the flight, otherwise the heavy fuel-thirsty afterburners will provide you with a top speed.

EXCLUSIVE REVIEW

F-15 EAGLE

HOW I WON THE WAR...

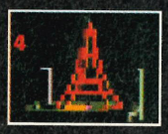
The Gulf war provided me with my first success as a budding new pilot. The territory had sandy coastlines, with high peaks and large open waters. The kind of enemy aircraft I encountered were F-1 Mirages and SA-5s. There were also two targets that I needed to find and destroy if I was ever to earn my first medal of a new and promising career.

1 The weather was hot and sunny in the Gulf as I climbed into the one remaining F-15 on the USS Eisenhower aircraft carrier. After a smooth take-off it was time to select my way point and head for the primary target.

2 Heading towards my first target, I encountered an F-1 Mirage and knew it was time to release an air-to-air missile. I was locked-on and ready for the kill, and as the hexagon turned red, I let the missile fly. The F-1 exploded in the distance and I felt very satisfied with the result!

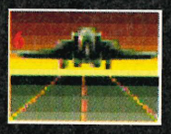
3 Finding the primary target was fairly easy as my computer locked-on to the Encampment below soon after my encounter with the F-1. An air-to-ground maverick made its mark with ease.

4 The secondary target was a warship in the Gulf sea. Because the enemy fighters were dotted all around my radar, I decided to fly in low over the waters and blow up the ship with my cannon.



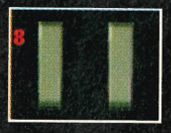
5 My most terrifying moment came next. I was hit by a missile from an SA-5 aircraft and despite a touch of shock, there was no critical damage to the plane.

6 Returning to the aircraft carrier was a smooth operation – despite the cluster of enemy ships in the open waters. As the speck grew against the blue sea I started to reduce my altitude and ease off on the afterburners. A smooth landing marked the end of a successful mission

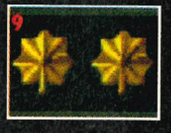


7 This is the distinguished flying cross I won for my achievements.

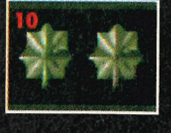
8 A year later I was promoted to 1st Lieutenant when I battled in the Middle-East. This was when I shot down five MiG 25s in one day!



9 I earned promotion to Major during a war in Libya. Going across the line of death I had to eject after a Soviet MiG 29 shot down my plane, but my bravery and success before the incident were worthy of such an honour.



10 I became a Lieutenant Colonel during the war in Europe. The war was named "Red Storm Raging" as the Germans invaded France in the bloodiest battle I'd ever experienced as a pilot.



11 Becoming Brigadier General was a dream come true. This is the highest rank a pilot can earn, and I was awarded this after my efforts at Nordkapp – the Soviet's Backyard. This was by far my toughest battle as the Russian MiGs were out in force against us.

Man's first ascent came in 1783 when J Charles' hydrogen balloon was invented.

F-15 STRIKE EAGLE II

If you select a Rookie or Pilot skill level then you start flying in the air without having to take-off. Landing is also a piece of cake as you only need to hit the runway. It's the Veteran skill level that'll put you in a real battle!

That was a close shave with the MiG 17s in front! Because they are going so fast means it's almost impossible to lock-on and destroy them.

Looking on the tactical display there seems to be one hell of a lot of enemy planes in the area. Using colours on the display to judge their altitude will enable you to adjust to a height that's safe, yet within striking distance.

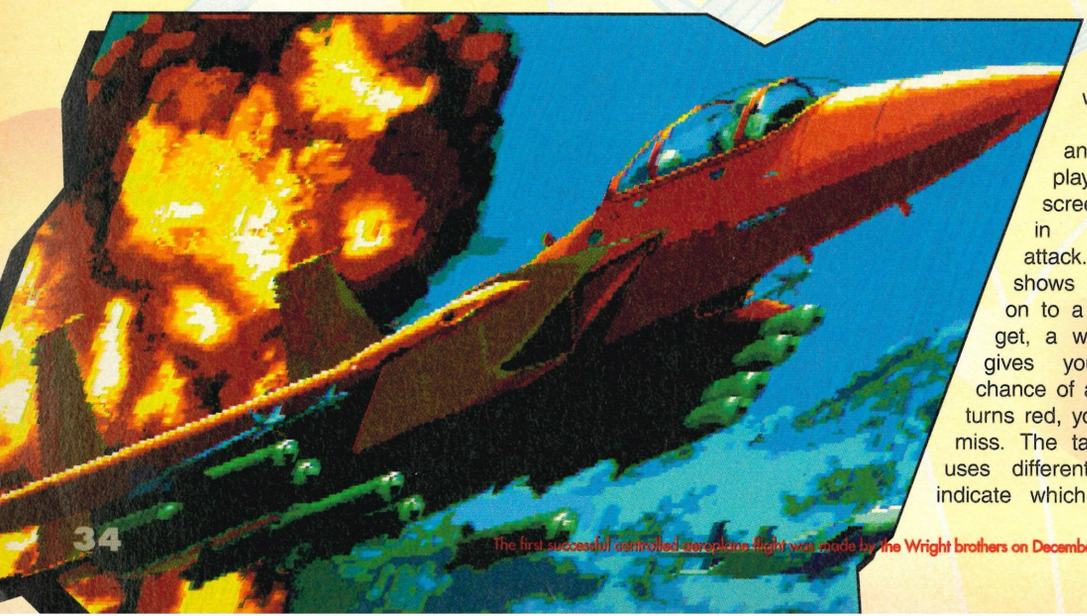
There are a number of options that can be selected whilst pausing the action. There's the auto pilot, eject, map range, waypoint select, and a map that pinpoints your targets. Another menu allows you to select external views with the kind of polygon graphics that were used to such good effect in *MiG-29*. Action can be viewed from a front, slot, enemy, chase, and even missile camera view. It can be great fun watching from the evil eye of an enemy heat-seeking missile! If you watch for too long then you may forget the growing speck of an F-15 on the screen is in fact your very own plane! Switching back to the cockpit view quickly is easy and essential for releasing the decoys!

Controlling the F-15 is fairly simple and there's not too much to worry about when you're flying. Your altitude needs to be watched, and fuel should be checked on, but the dive, climb and roll directions don't take long to get to grips with. Like all modern fighter planes, the technology makes offensive and defensive strategies easier anyway!

Your HUD and tactical displays are on the screen to help you in an enemy attack. A square shows you're locked on to a selected target, a white hexagon gives you a 50/50 chance of a hit, and if it turns red, you can hardly miss. The tactical display uses different colours to indicate which aircraft are either above, below or equal to your altitude. An orange asterisk will indicate your primary and secondary targets.

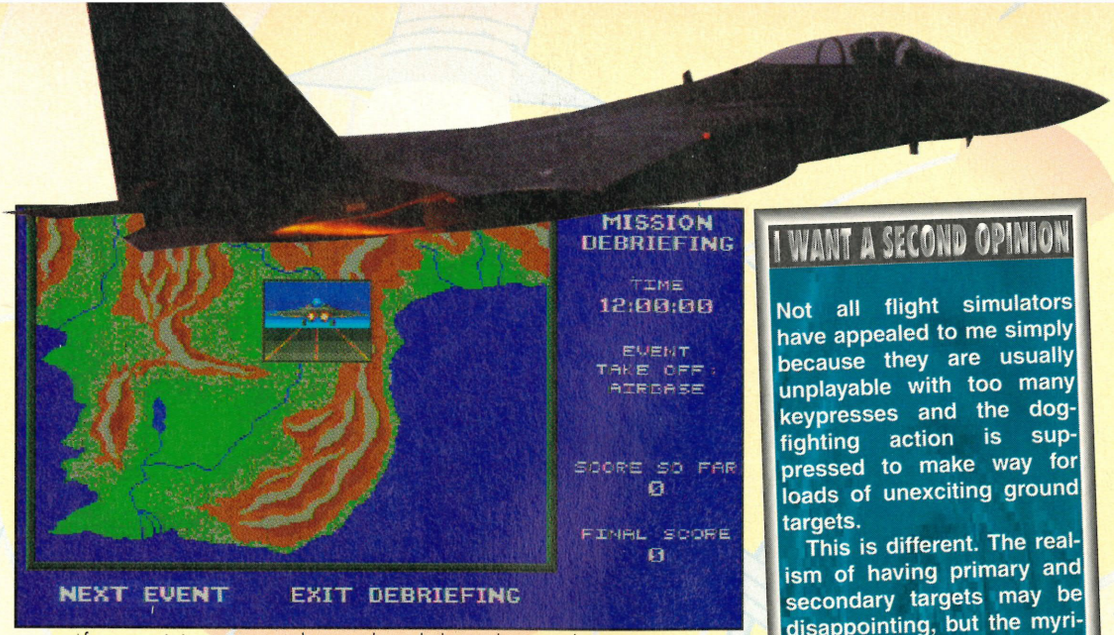
Graphics and sound work together like hammer and tongs to produce that terrific sense of perspective, speed, and chaotic warfare atmosphere that real pilots experience when the adrenaline is pumping. Often, a band of enemy MiG-25s may fly across your screen. If you shoot them down, you'll probably see the parachutes coming out as the pilots make their escapes!

Each of the six worlds comprises a different landscape that can be viewed in three different levels of detail. The downfall in having greater graphical views is that the game is slowed down slightly. However, the scenario is accurately created to produce a realistic sense of perspective despite the fact the controls are very basic.



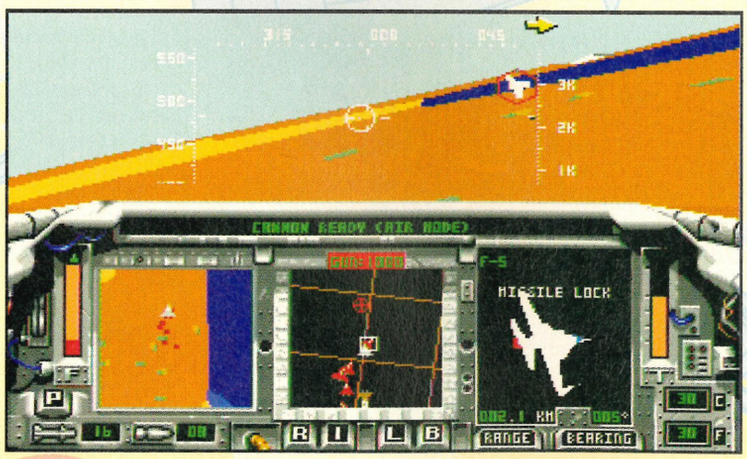
You'll become a Major when you complete five missions, then you'll have a satisfying band of medals!

The first successful controlled aeroplane flight was made by the Wright brothers on December 17th, 1903.

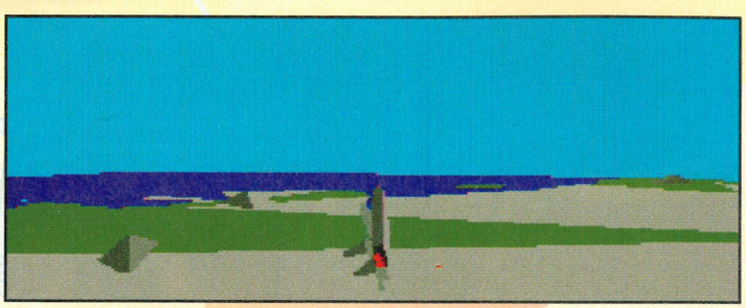


After every mission, you can see the events that took place and recap on the most dangerous or surprising moments that occured. Each event is also marked by the time and score increases .

You really don't need to be this close to a ship in the Gulf! Looking at the close-up TV screen it seems that an F-5 is about to attack you. It's now or never to launch that maverick and pull up away from this cruiser!



I've finally got that F-5 in my sights and I can blow the mother out the skies. Rememer the Red hexagon ensures a 99.9% chance of success, so get the fingers on the trigger straight away!



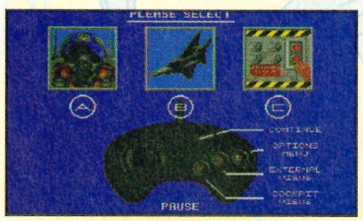
I WANT A SECOND OPINION

Not all flight simulators have appealed to me simply because they are usually unplayable with too many keypresses and the dog-fighting action is suppressed to make way for loads of unexciting ground targets.

This is different. The realism of having primary and secondary targets may be disappointing, but the myriad of enemy fighters make up for this. The missions only take up 10-15 minutes in duration, but you can stay up as long as you wish if dog-fighting is your main thrill. I loved *F-15* because of its simple controls and because it was so easy to get into.

PAT

The action is frantic and challenging, though there are some aspects that could have improved the overall flight tactics. There is no option to refuel, and taking-off should not just be a question of putting on thrust and climbing into the sky. It would have been better to include the undercarriage and air brake options at least.



When you select the menu screens, the action stops so you have as much time as you need!

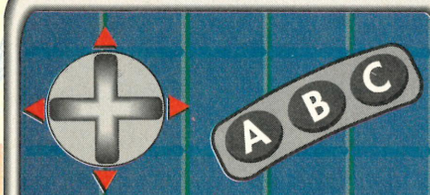
True flight sim freaks, who stay up all night with a cold cup of coffee, a PC and a complicated flight sim package may find too much action in this. If you like flight simulators purely because of the combat sequences and exciting cockpit views then *F-15* is perfect. There are loads of status screens and informative diagrams to consider, and you may fancy your chances of being the ultimate pilot in strategic aviation operations. This is the kind of game that can give you great satisfaction which is further enhanced as every mission has differing targets.

● Mark "19" Hill

F-15 STERIKE EAGLE II

MICROPROSE ● £39.99 ● OUT SEPT

CART SIZE 8Mbit
PLAYERS.....1
STAGES 6
SKILL LEVELS.....4
FEATURES .....password
CONTACT
MicroProse ✆ (0666) 504326



Use the D-pad to dive, climb and roll left or right. Button A selects a target, Button B selects a weapon and C fires a weapon. Button A will increase or decrease thrust and release decoys when used in conjunction with the D-pad.

ACTION

STRATEGY

GRAPHICS 93%

▲ The sense of depth and speed is enhanced by smooth and detailed sprites.
▲ At the end of each mission, there is a superb picture story of the events along your route.

SOUND 90%

▲ The music that plays with the action is typically dramatic and fast for a war game.
▲ All the realistic rumbles and explosions you'd expect to hear from the cockpit are there.

GAMEPLAY 86%

▲ It's great fun chasing the enemy fighters, locking-on, and then blowing them out the sky.
▼ True flight sim fans will feel there is a limitation in aircraft control and aviation.

CHALLENGE 83%

▲ Promotion, medals and a password save provides a great incentive to play for ages.
▼ If you just go for primary and secondary targets then the challenge is fairly easy.

PROSCORE

88%

F-15 is the best flight simulator yet and its easy controls will provide rookie console pilots with lots of action and less concern about complex flying.

The internal combustion engine made the heavier than air aeroplane possible

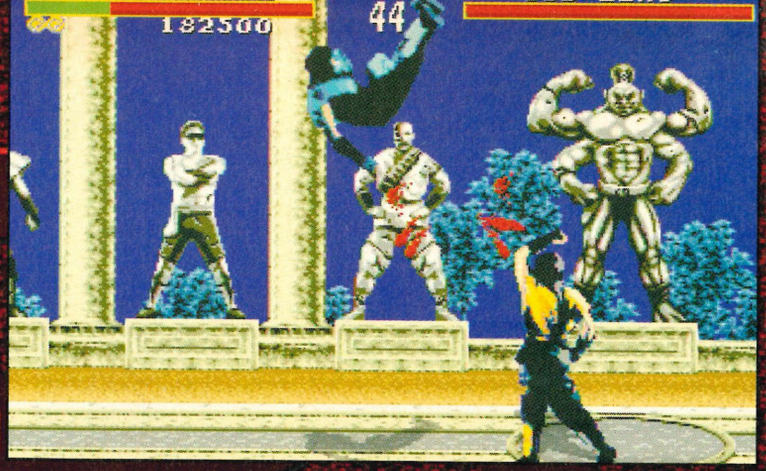
MORTAL KOMBAT

MEGA DRIVE

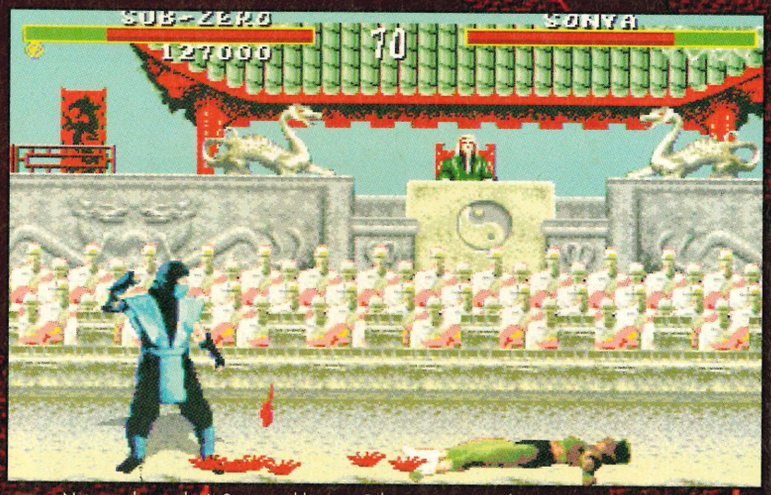
The Shaolin Tournament for Martial Arts was long a traditional event. It was where masters of fighting came together to battle for the coveted title of Grand Champion. Shang Tsung was one such contestant who won, but there was far more to this sinister character than first perceived.

Shang Tsung's evil forces grew with every victory, but one day his ego was on a high and his concentration at its lowest. He lost to a Shaolin monk, Kung Lao and disappeared from the face of the Earth. Years later, he returned with Goro, a creature of immense power and strength. Goro defeated Kung Lao and became Grand Champion.

Shang Tsung was now the host, much to the Shaolin monks' disapproval, of a new and sinister tournament. There's no turning back now, so in the famous words of Goro: "Let the tournament begin!"



Blood and gore is what we want, and this is what we get. The uppercut tends to smash your opponent's chin to pieces – bloody excellent! Sub-Zero is going to be in the intensive care for a long time after landing on the floor. No-one can beat Scorpion's sting!



Not even the acrobatic Sonya could escape Sub Zero's uppercut this time as a trail of blood divides the winner from the loser. In the background the presence of a holy audience puts an empasis on the religious theme to the occasion.

Mortal Kombat, the cart that Acclaim hope will be 'game of the year', is set for national release on Monday, 13 September. The arcade version features stunning video-animated characters and gruesome blood scenes. Death blows and special moves combine to make this one of the best arcade fighting games ever.

The aim of the one-player game is to become Grand Champion. This is done by defeating each opponent in turn. The seven initial contestants are Sonya Blade, Sub-Zero, Rayden, Scorpion, Liu Kang, Kano and Johnny Cage. To win, you must use a combination of punches, kicks and special moves until their energy bar runs down.

Taking control of any one of the seven fighters, you must defeat the six other contestants to enter into the Mirror Match, where you fight against an exact replica of your character. If you win, you proceed to the endurance fights, of which there are three. In these fights, you must take on two contestants in turn without your energy being replenished.

PROTIP Master each of the character's moves, special weapons and weaknesses. Then you can concentrate on combination attacks and kicking Goro's butt!

Goro, the four-armed Prince of Kuatan, is the penultimate challenge. His animation around the screen is very good, but beating him is tough. As for the final opponent, Shang Tsung, he is able to change into any character at any time. The implementation of this is very impressive, but his sprite isn't the same standard as the others.

Mortal Kombat was originally programmed by Americans Ed Boon and John Tobias.

MORTAL KOMBAT: THE COMBO BOOK © MIDWAY Manufacturing Company
MORTAL KOMBAT: THE CHARACTERS © MIDWAY

IMMORTAL

I WANT A SECOND OPINION

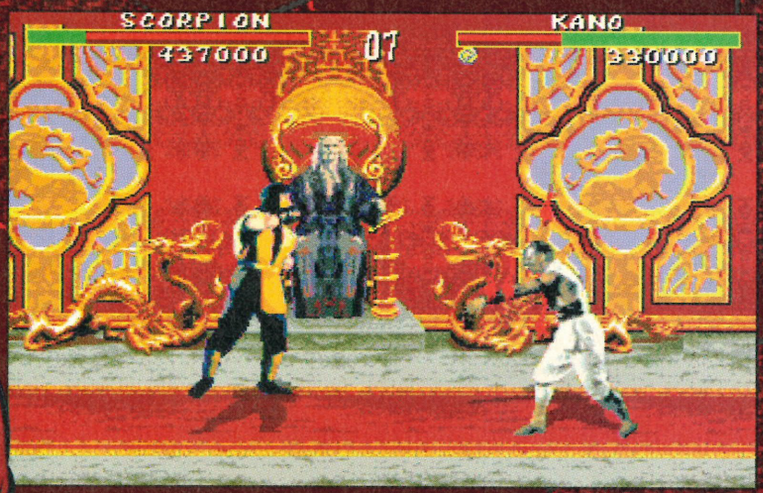
The first things to hit me about *Mortal Kombat* were the superb sprites and variety of moves. The action was instantly addictive and the whole structure of the game completely lives up to the arcade original. It gave me great satisfaction being able to learn and use all the different moves in a strategic manner.

Both the Mega Drive and Master System versions have managed to preserve the sinister aggression this beat'-em-up is known to have, and with the blood and gore codes available, this has to be the ultimate beat-'em-up game to date.

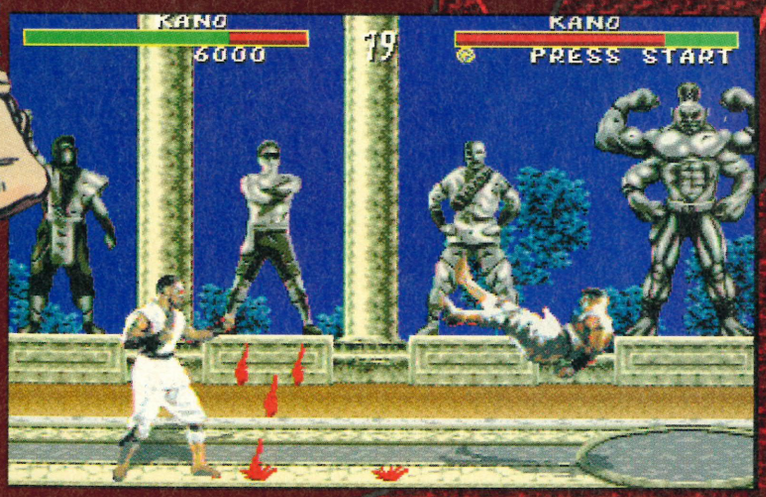
MARK

In two-player mode, you can select which characters to play with – these can be the same – fighting over the best of three bouts. Screens appear after each fight to show the table of results, with medals being awarded for a run of victories.

Graphically, the highlight of the arcade coin-op is the blood that flies across the screen when a fighter is hit with a lethal blow. A special code must be entered to enable the gore mode. Without it, all the bloody sequences are omitted from the action. The blood that spurts out is not as realistic as in the arcades, but is quite effective and playing without it is less fun.



Kano finds out what it's like to take a real pasting at the hands of Scorpion. Shang Tsung, the master and tournament holder, applauds in the background but it's too late. Kano has what it takes and intends to kick this guy's butt any moment now.



What with Kano possessing some of the hardest punches in the whole game, a mirror match battle is sure to be a sordid affair. As the other fighters watch the show, poor old Kano takes a battering.

SEGA PRO SEGA PRO SEGA PRO SEGA PRO SEGA PRO SEGA PRO
YO!

FLAWLESS VICTORY

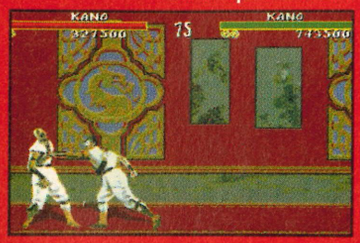
Use your skill to defeat an opponent without losing a single block of energy and you'll be awarded with a Flawless Bonus of 200,000 points. Complete these two bouts in a row and 500,000 points are yours.

Entering the secret code is done on the screen that explains the meaning of the word code...

MORTAL KOMBAT

DEATH BLOWS

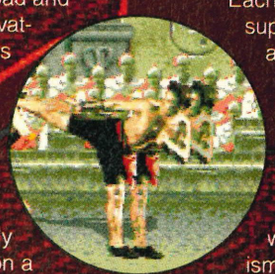
Win a contest and you are given the chance to finish your opponent. To do this, you must press the correct combination on your joypad and use your Death Blow. Each character has their own personal Death Blow and joypad combination.



There are various bonuses for a flawless victory and quick finishes. If you are victorious at the end of the fights, a voice challenges you to "Finish Him." Press the correct combination on the joypad and the death move is activated. This move ranges from ripping the loser's head off to electrocuting them to death.

There are various atmospheric backgrounds with the pit being particularly impressive. Balancing on a precarious looking concrete bridge, the unexpected happens should you lose – you're hurled into the air by a vicious upper-cut and fall into the pit below, landing on razor sharp spikes with blood pouring out of your body. Unfortunately, the horrific heads and bodies of past competitors have been left out.

A challenging Mirror Match between the Rayden twins is a real battle!



Each background is superbly detailed and the animation is very smooth. The claps from the crowd or seated masters after a good bout are an additional feature. Atmosphere is added with the immense realism of the sound effects. Each tune is exceptional with the thwacks 'n' thuds being very hard and realistic every time you strike a blow. The intro music jaunts along at a jolly pace and the speech is suitably sinister.

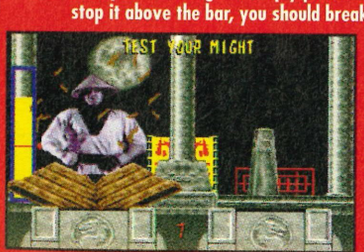
Goro just couldn't resist giving Rayden a good seeing to. Rayden did very well to get this far on a high difficulty level. The animation of Goro is extremely good and compares to the arcade version – despite being relatively simple to beat in easy modes.

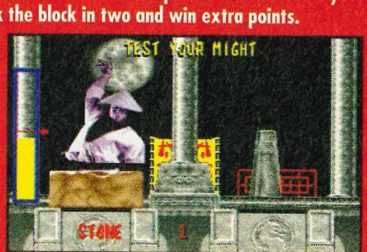
Mortal Kombat certainly offers endless challenge with its five skill levels and explosive two-player action. It's the best street fighting game by far, and one that will be tough to follow-up. Combinations of moves are the secret to success and learning them so that you can beat each of the other characters is what gives the game its massive appeal.

● **Jason "double flawless" Johnson**

TEST YOUR MIGHT

A chance to see just how tough you are is during the Test Your Might screens. They appear intermittently between fights. Simply press the buttons so that the power meter rises. If you stop it above the bar, you should break the block in two and win extra points.



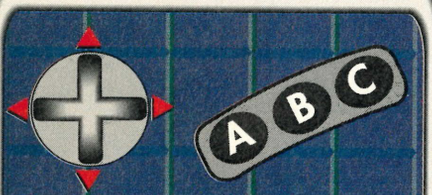


But you'll have to figure out what it is yourself, or wait until next month's tips guide!

MORTAL KOMBAT

ACCLAIM ● £49.99 ● OUT SEPT

CART SIZE.....16
PLAYERS.....2
STAGES 12
SKILL LEVELS.....5
FEATURES .....continues
CONTACT
Acclaim ✆ (0962) 877788



There are 14 basic moves that use the A, B and C buttons. Combinations of these with the D-pad controls make up personalised special moves. There are a maximum of five of these, including a death blow, which can be used by each character.

ACTION

STRATEGY

GRAPHICS 92%

▲ Each of the characters and backgrounds have been very well converted.
▼ An all important feature is the blood, but it's not up to the standard of the arcade version.

SOUND 93%

▲ Atmospheric background music combined with realistic punches and kicks.
▲ Although there isn't very much speech, what there is helps create a sinister atmosphere.

GAMEPLAY 94%

▲ The 19 possible moves for each character have been perfectly implemented.
▼ Using the START button to block can cause a few problems on certain joypads.

CHALLENGE 89%

▲ There are endless combinations, moves and tactics to master on every level.
▲ The easy levels are for beginners while the difficult and very difficult settings are tough.

PROSCORE

93%

Definitely the best one-on-one beat-'em-up. It is very close to the arcade coin-op with lots of blood, gore and superb special and death moves.

SWAP YOUR GAME IN MINUTES

EXCLUSIVE TO MEGA DRIVE OWNERS

Fed up with sending your games to swap companies only to wait weeks or months for your chosen game to arrive - or worse still, receive nothing?

THEN TRY THE MEGA SWAP LINE !!
We have hundreds of Mega drive games ready to swap TODAY!!

Simply Ring **0891 - 501080** to hear today's swaps. When you hear one you want, reserve it, and it's yours! Send in your exchange game and payment of £5.00 and we'll send your chosen game by return post - 1st Class!!

- ★ **All the latest titles**
- ★ **Fastest game swaps in the U.K.**
- ★ **Swap lines updated daily.**

Guarantee -
We promise to send your chosen game by 1st Class post on the same day we receive your exchange game and payment - or your money back!!

DON'T DELAY, RESERVE THE GAME OF YOUR CHOICE!
These are just a few of what's on offer:

SUPER KICK OFF
FLASHBACK
MICRO MACHINES
JOHN MADDENS 93
NHLPA HOCKEY
DRAGONS FURY
ROAD RASH II
THUNDER FORCE IV
THE CORPORATION
PGA TOUR GOLF II
LEMMINGS
MEGA-LO-MANIA
COOL SPOT

£3.50 + £1.50 POST & PACKAGING

Postal Orders/ Cheques for £5 payable to "MEGA SWAP LINE" Send to:- 33-35 Taylor Road, Kings Heath, Birmingham. B13 OPG.

MEGA SWAP *Line* 0891 501080

Children under 18 must seek permission of the person responsible for paying the telephone bill before calling. Calls charged at 36p a minute at cheap rate and 48p per minute at all other times. Maximum possible cost of call £3.60. MegaDrive is a trademark of Sega Enterprises Ltd. We are not endorsed by or related to them.

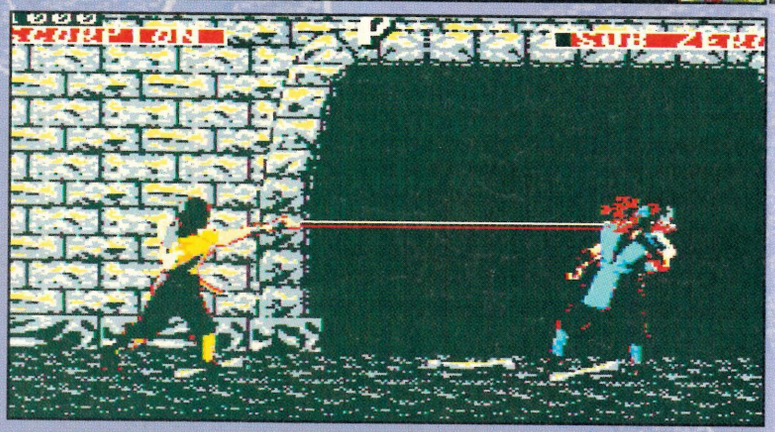
MORTAL KOMBAT

MASTER SYSTEM

The Shaolin Tournament is surely the bloodiest event ever to be staged in the history of Martial Arts. The warriors who compete have hidden powers that are terrifying, deadly and incredible to watch. It was Shang Tsung that laid down the simple, yet frightening rule for battle. One must not only take the life of an opponent, but also the soul.

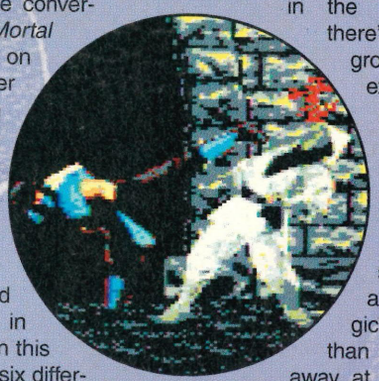
Now, six of the best warriors have been invited to this evil contest to fight for honour and glory. Sonya Blade, Liu Kang, Raiden, Johnny Cage, Scorpion and Sub Zero are the chosen ones who'll fight under the eye of Shang Tsung.

The holy theme behind the occasion has partly been influenced by the gods who cursed Tsung. Are you ready to fight?



Scorpion's spear on a cord can be devestating as you can see here. The spearhead stabs Sub Zero in the neck as the blood spurts to leave him with a real fight on his hands. If Sub Zero can produce his icy shot then revenge may be on the cards.

The arcade conversion of *Mortal Kombat* on the Master System has to be seen to be believed. As soon as you switch on, the holy beat of a battle ceremony takes place and you know you're in the next contest: In this version, there are six different fighters that include the likes of Scorpion with his deadly spear and Sub Zero who has an icy shot. Many of the moves in the arcade have been implemented onto this MS version. Kano is not in this version, but that seems to be a minor limitation unless he's your favourite fighter!



Because of the Master System's limitations, it was impossible to expect all the features the Mega Drive version has in *Mortal Kombat*. What we do see, however, is a brilliant effort at making this release as similar as possible to the arcade. The sprites couldn't have been any better and the backgrounds show the same theme and colour as seen in the original. Okay, so there's only two backgrounds, but we can't expect wonders from the MS – it's the all important gameplay that matters There are many moves you can learn and adapt to so you can appreciate the more strategic gameplay, rather than purely hammering away at the buttons in random patterns!

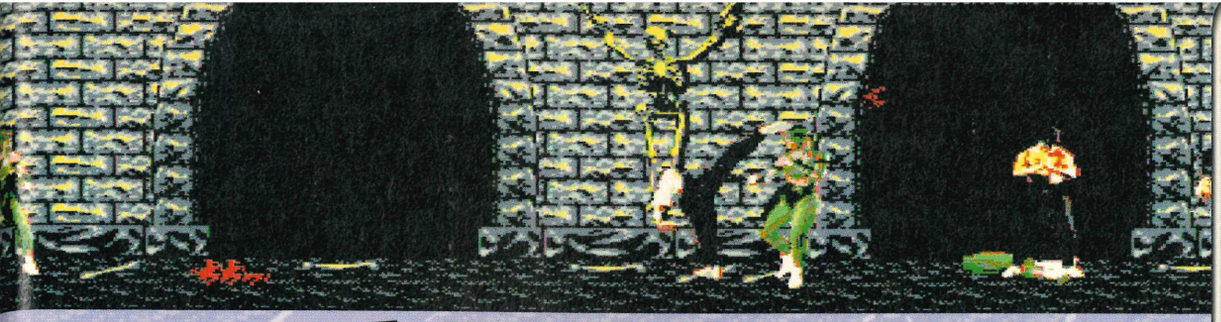
I WANT A SECOND OPINION

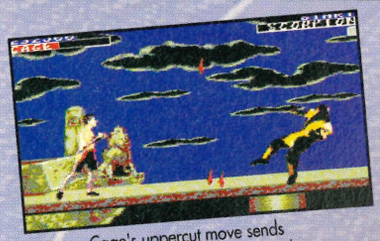
Hardware limitations appear to have marred this otherwise excellent conversion. The most noticeable problem is when you use Raiden's special move, the Torpedo: Raiden tends to break up mid-flight. Otherwise the graphics are superb, but not quite as impressive as on the recent *Streets of Rage*.

Three skill levels give MS owners plenty to master, along with the usual special moves of which there are practically all from the arcade machine. Accessing them is reasonably simple and the blood really does fly through the air. This is a very good game which should be well received.

JASON

Mortal Kombat was first released in the arcades in 1992 by a company called Midway.



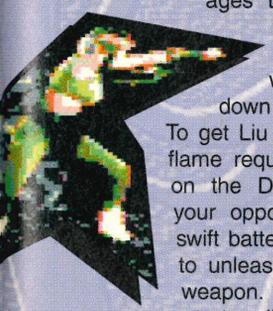


Cage's uppercut move sends Scorpion to his death bed with devestating results.

Liu Kang's high kick has quite an impact on Rayden. Kang can also perform the concorde kick and a grilling flame bolt while Rayden can teleport himself whenever he wishes, but it looks as if he was too slow this time!.

You can choose one of three skill levels depending on how the martial arts is coming on, then it's time to select and opponent. This version only has six fighters and a final boss, but the challenge is still nevertheless a bloody good one! You'll even have to fight your mirror image before going through the endurance stages where you fight two opponents in turn.

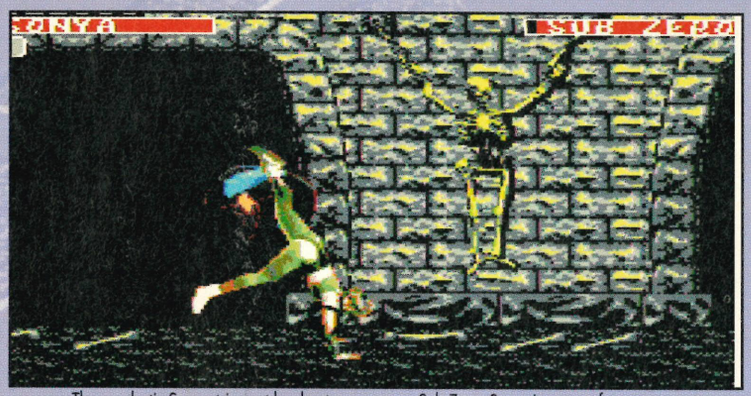
Getting to grips with moves always takes time in a beat'-em-up like this. The Master System's humble two buttoned joypad still manages to pull of the devastation when it comes down to the crunch. To get Liu King to fire a flame requires two taps on the D-Pad towards your opponent, then a swift batter on button A to unleash the burning weapon. When you start pulling off these moves without guesswork then the gameplay shines and the teeth really start to grit.



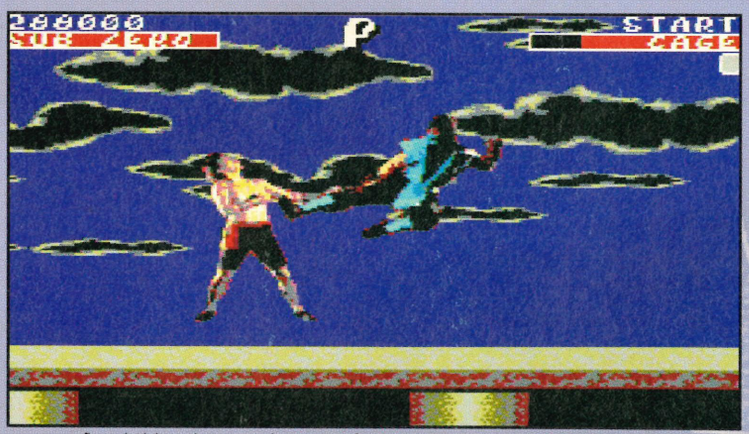
Mortal Kombat has guts, and lots of it. If you can master Johnny Cage's death blow then the horror of this event really comes to light. Push the D-pad towards, towards, toward, then hit button 1 for one horribly gory moment as Cage knocks his victim's head off. If Sonya can perform the leg toss well enough then she may avoid Cage's distasteful strategies!

A code can be entered to enhance the blood and gore theme if you feel the need to make each fight a personal spectacle, but the fights themselves are good enough. The graphics for each character are second to none for the MS, with excellent use of colour, and well-converted animation. The challenge of the tournament and that ever important two-player mode will get the crowds in for domestic household competition!

● Mark "warrior" Hill



The acrobatic Sonya tries out her leg toss move on Sub Zero. Sonya's array of acrobatic moves should never be underestimated by any opponent as her energy wave and flying punch can be mighty tricky to avoid!



A flying kick by Sub Zero teaches Cage a few lessons in martial arts. It all looks spectacular to watch when the moves really start to come off and if you pause the action then it's possible to get some spectacular poses of the fighters in action.

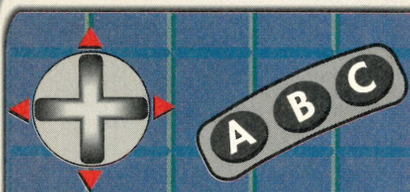
PROTIP The upper-cut move that's used by all fighters is easy to pull off and ideal for beginners.

A *Mortal Kombat* comic is now available in the USA and tells the story of the build up to the contest.

MORTAL KOMBAT

ACCLAIM ● £34.99 ● OUT SEPT

CART SIZE 4Mbit
PLAYERS.....2
STAGES 11
SKILL LEVELS.....4
FEATURES .....continues
CONTACT
Acclaim ✆ (0962) 877788



The D-pad will move your fighter left and right. Push at a diagonal to jump and use buttons 1 and two for punching. All other moves are performed with a series of D-pad directions used in conjunction with 1 and 2.

ACTION

STRATEGY

GRAPHICS 92%

▲ Fighters move with the bite and aggression that's been converted extremely well.
▲ There are only two backgrounds, but most of the detail and colour are here.

SOUND 88%

▲ The holy feeling of the event is carried across with good chilling music.
▲ Sound effects are typically bone-crunching and sharp to create that fighting atmosphere.

GAMEPLAY 95%

▲ The fights are totally absorbing with each character having their own personal moves.
▲ Two player challenges can be just as competitive as those in any other version.

CHALLENGE 86%

▲ Three skill levels and 11 stages to complete before becoming the all time master.
▲ The challenge is there for you learn the moves and using them against your mates.

PROSCORE 93%

One of the best beat-'em-ups ever seen on the Master System with compelling fighting action and lots of blood, but the CPU challenge is limited.

ECCO THE DOLPHIN

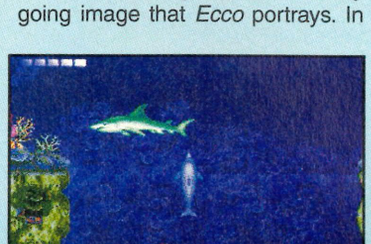
MEGA-CD

When *Ecco* was released on the Mega Drive, everyone hailed it as the beginning of a new era. The graphics were extremely peaceful, there was no violence and the overall game atmosphere was very environmentally friendly. What more could a child of the Nineties ask for?

Although no other game has come close to *Ecco* in terms of originality, our friendly fish is back with a vengeance. No, it's not a sequel, it's *Ecco* on the CD! The story is the same: a mysterious storm has wiped away most of the aquatic life, including Ecco's pod. Ecco must now embark on an adventure to find his pod and the rest of the marine life. If he doesn't, it could be the end of the planet as we know it!

Ecco the Dolphin received one of the best reviews of early 1993, so a CD version of the same game has a lot to live up to. First impressions confirmed my worst expectations. Apart from a flashy intro sequence, there seem to be few changes from the Mega Drive game. The passwords have been changed and there are three extra levels, but apart from that, *Ecco* is still exactly the same. Not even the glitches in the scenery have been ironed out!

It's hard to review the CD version of *Ecco* in its own right, but if you've never seen *Ecco* before, then you'll probably be impressed. Compared to a lot of CD releases (*Wolfchild, Jaguar XJ220,* etc), this has some great graphics and depth of gameplay too. However, I don't know if I agree with the easy going image that *Ecco* portrays. In general, it has to be one of the most frustrating games to ever grace a console! At times you'll find yourself carrying out the same petty task repeatedly, purely because the controls are so sensitive!

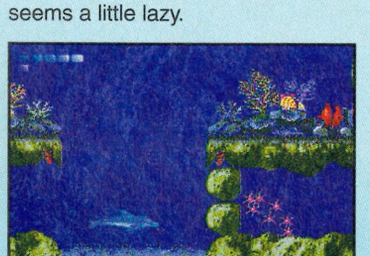


Aaah! No-one told Ecco that he would be meeting a few sharks along the way!

To get past the jellyfish, Ecco must kill them! I thought this game was supposed to be non-violent!

The only aspect of *Ecco* that's truly different from the MD version is the music. Accompanying the lush graphics in the CD version is perhaps some of the best music to appear on the CD yet. It suits the game perfectly and could even be listened to on its own!

Ecco the Dolphin was a great game on the Mega Drive and it's also fairly good on the CD. However, considering that it was only out on the 16-bit last Christmas, a straight conversion seems a little lazy.



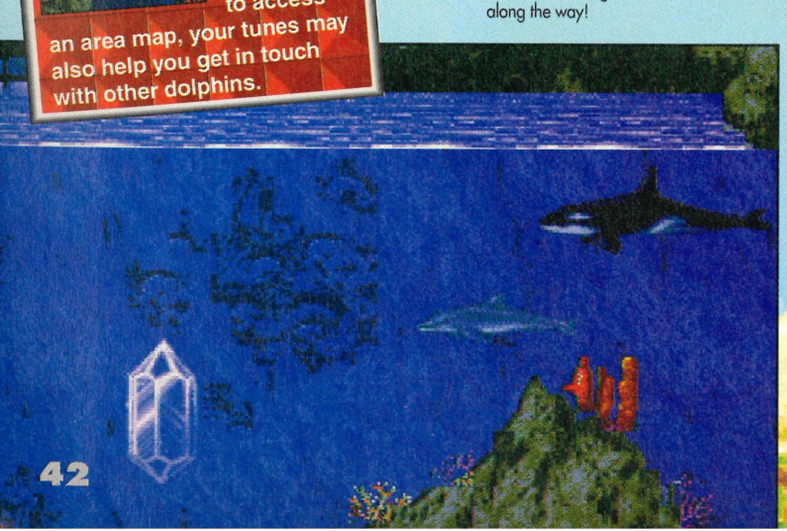
Although a lot of the gameplay is based around platforms, there are loads of puzzles to solve too.

If you already have *Ecco*, there's absolutely no point in buying this. If you don't you'll probably enjoy it, as it's one of the most original games about. Even so, at the same price as the cart version, you may wonder why you bothered.

● Sam "killer whale" Hickman

During the course of Flipper, the TV programme, at least five different dolphins played the star part.

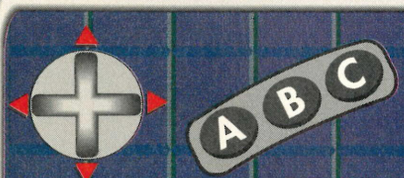
PROTIP Remember, if you get stuck, keep singing. Apart from being able to access an area map, your tunes may also help you get in touch with other dolphins.



ECCO THE DOLPHIN

SEGA ● £39.99 ● OUT SEPT

CD SPEED ....medium
PLAYERS.....1
STAGES 30
SKILL LEVELS.....1
FEATURES .....password
CONTACT
Sega ✆ (071) 3733000



Button A allows Ecco to sing and accesses a map.
Button B makes Ecco dart forward, exits a map and enters a letter on the password screen.
Button C speeds Ecco up and allows him to jump.
The D-pad moves the sprite around the screen.

ACTION
STRATEGY

GRAPHICS 80%
▲ Every level has extremely detailed backgrounds and all sprites look very realistic.
▼ Apart from the intro sequence, the graphics are the same as the Mega Drive version.

SOUND 85%
▲ Every level has a different accompanying tune which are all brilliantly atmospheric!
▲ The spot effects are very realistic, even though they're taken from the MD version.

GAMEPLAY 76%
▲ Each level has a certain number of tasks to be completed, adding depth to gameplay.
▼ Controls are very fiddly; they're too sensitive and far too frustrating.

CHALLENGE 80%
▲ With 30 levels to complete and puzzle elements too, this game will last a fair while.
▼ Offers a great challenge but it's far too frustrating, especially in later levels.

PROSCORE
78%

This looks and plays well, but there's hardly any difference between this and the cartridge. If you have the cart version, don't even think about buying it.

console plus

SALES HOTLINE
(0924) 456802 or 0345 090099

218 BRADFORD ROAD, DEWSBURY, WEST YORKSHIRE WF17 6JF

MAIL ORDER ONLY

ACCESSORIES

MEGADRIVE 4 PLAYER TAP	£21.99
JAPANESE MEGA DRIVE + SONIC	£99.99
FIRE TURBO JOYPAD FOR MEGA DRIVE	£9.99
AC ADAPTOR	£7.99
LEDA CARRY CASE MEGA DRIVE	£14.99
NTC CONVERTOR	£15.99
LEDA CARRY CASE GAME GEAR	£12.99
SUPER FX CONVERTOR	£14.99

SPECIAL OFFER

WITH EVERY MEGA DRIVE ORDER YOU CAN BUY ISHIDO FOR £5.00(THAT'S NO MISTAKE!)

MEGA CDS

MEGA CD SYSTEM (UK)	£239.99	KRISS KROSS	CALL
US/UK CD CONVERTOR	CALL	MAKE MY VIDEO IN XS	CALL
AFTERBURNER 3	£37.99	MAKE MY VIDEO MARKY MARK	CALL
BATMAN RETURNS (US/UK)	CALL	NIGHTRAP (UK/US)	£42.99
BLACKHOLE ASSAULT	£34.99	NIGHT STRIKER (JAP)	£41.00
C&C MUSIC FACTORY	CALL	PRINCE OF PERSIA	£39.99
CHUCK ROCK (UK)	CALL	ROAD AVENGER	£32.99
CHUCK ROCK 2	CALL	SHERLOCK HOLMES	£39.99
DEVASTATOR (JAP)	£41.00	SHERLOCK HOLMES 2	CALL
DRACULA	£34.99	SEWER SHARK (US/UK)	£37.99
ECCO THE DOLPHIN	CALL	SILPHEED (JAP)	CALL
FINAL FIGHT	£37.99	TIME GAL	£34.99
HOOK	£37.99	WOLF CHILD	£34.99
JAGUAR XJ220	£39.99	WONDERDOG (US)	£43.99
		WILLY BEAMISH (US)	£39.99

SONIC & TAILS SOFT TOYS £11.99 OTHER SONIC MERCHANDISE AVAILABLE INC. SONIC WATCHES £14.99

ORDER NOW TO OBTAIN DETAILS OF HOW TO GET EVEN GREATER OFFERS.UNBELIEVEABLE PRICES, POSTERS,FREE MAGAZINE ETC. DISCOUNTS ON YOUR NEXT ORDER.

WE ALSO STOCK HARDWARE AND GAMES FOR SUPER NES, NES (CALL FOR SALES LIST) & GAMEBOY (CALL SALES LIST) & LYNX.

P&P ADD £1.50 GAMES, £3.50 PERIPHERALS, £5.00 CONSOLES, £8.00 CONSOLES BY COURIER

MEGADRIVE NEWRELEASES/ BESTSELLERS

BACKSLASH	CALL!!
BATMAN RETURNS	£32.99
BATMAN REVENGE OF THE JOKER	£35.99
BATTLETOADS	£29.99
BEAST 2	£29.99
B.O.B	£32.99
BUBSY	CALL!!
CHAMPIONSHIP PRO AM	£32.99
CHAKAN	£32.99
CHESTER CHEETAH	CALL!!
CHIKI CHIKI BOYS	£32.99
COLLEGE FOOTBALL	£32.99
CYBOURG JUSTICE	£27.99
DAVIS CUP TENNIS	£32.99
D. CRANES AMAZING TENNIS	£39.99
DOUBLE CLUTCH	£27.99
DUNE	£32.99
ECCO THE DOLPHIN	£32.99
FANTASY ZONE	£32.99
FATAL FURY	£37.99
FLASHBACK	£37.99
FLINTSTONES	£32.99
GENERAL CHAOS	£32.99
GOLDEN AXE 3	CALL!!
GRAND SLAM TENNIS	£32.99
HUMANS	CALL!!
INDIANA JONES/YOUNG INDIE	£27.99
INTERNATIONAL RUGBY	CALL!!
J. LEAGUE PRO STRIKER (JAP) 4 PLAYERS	£37.99
JAMES BOND 007	£32.99
JUNGLE STRIKE	£37.99
JURASSIC PARK	£37.99
KING OF MONSTERS	£36.99
KRUSTYS SUPER FUNHOUSE	£32.99
LEADERBOARD GOLF	£32.99
LEMMINGS	£32.99
LITTLE MERMAID	£27.99
LOTUS TURBO CHALLENGE	£29.99
MAZIN WARS	£32.99
MORTAL KOMBAT	CALL!!
MIG 29	£32.99
MICKEY & DONALD	£29.99
MICRO MACHINES	CALL!!
MUHAMMED ALI BOXING	£37.99
MUTANT LEAGUE	£32.99
OTTIFANT	£32.99
OUTLANDER	£37.99
OUTRUN 2019	£32.99
PAPERBOY 2	£37.99
PGA TOUR GOLF 2	£32.99
P152	£32.99
PIGSKIN FOOTBRAWL	£25.99
POWERMONGER	£32.99
POPULOUS 2	£37.99
PUGSLY	£32.99
RANGER X	£32.99
RBI 93	£34.99
RISKY WOODS	£32.99
ROAD RASH 2	£32.99
ROCKET KNIGHT ADVENTURE	CALL!!
ROLLING THUNDER 3	CALL!!
ROLO TO THE RESCUE	£32.99
RUGBY 2	£32.99
SIDE POCKET	£32.99
SONIC 2	£32.99
SONIC 2 (JAP)	£19.99
SPIDERMAN & X-MEN	CALL!!
STREETS OF RAGE 2	£32.99
STRIDER 2	£32.99
SUMMER CHALLENGE	£32.99
SUNSET RIDERS	£32.99
TECHNO CLASH	£32.99
TECMO CUP SOCCER	£32.99
TEENAGE MUTANT TURTLES	£37.99
T2 ARCADE GAME	£32.99
TALESPIN	£27.99
THUNDERFORCE 4	£32.99
TINY TOONS ADVENTURES	£32.99
ULTIMATE SOCCER	£32.99
WAYNES WORLD	CALL!!
WWF WRESTLEMANIA	£27.99
WWF ROYAL RUMBLE	CALL!!
WILLIAMS G.P. RACING	£32.99

GAMEGEAR TOP 10/NEW RELEASES

SONIC 2	£22.99	SHIINOBI 2	£22.99
STREETS OF RAGE	£20.99	OLYMPIC GOLD	£22.99
LEMMINGS	£22.99	PREDATOR 2	£23.99
ALIEN 3	£22.99	LEADERBOARD GOLF	£23.99
SIMPSONS	£22.99	EVANDER HOLYFIELD	£22.99
TAZMANIA	£22.99	CRASH DUMMIES	£24.99

SELECTED GAME GEAR TITLES FROM £10.99!JAP TITLES £5.00! - GALAGA 91, RASTAN SAGA, COLUMNS, GARBY, PENGO.

PRICE SLAYER

0795 420377

JURASSIC PARK MEGA DRIVE £37.99 -ORDERS TAKEN NOW!!

SPECIAL OFFERS FIRST 200 CUSTOMERS TO ORDER TWO OR MORE GAMES WILL RECEIVE A VOUCHER FOR £2.00 OFF YOUR NEXT ORDER

SONIC & TAILS SOFT TOYS £11.99 EACH

VAST RANGE AVAILABLE -PHONE FOR PRICE

WE BUY SECOND HAND GAMES FOR GAME GEAR & MEGA DRIVE -PHONE FOR PRICE

ALL GAMES ARE NEW AND OF UK ORIGIN.

MEGADRIVE

688 ATTACK SUB	£33.99
ALISIA DRAGOON	£17.00
ALIENS 3	£33.99
BATMAN RETURNS	£33.99
BATTLETOADS	£29.50
CASTLE OF ILLUSION	£33.99
CHAKAN	£32.99
DESERT STRIKE	£32.99
EA HOCKEY	£33.99
ECCO THE DOLPHIN	£33.99
FLASH BACK	£37.99
GHOSTBUSTERS	£17.00
GLOBAL GLADIATORS	£37.99
HARD DRIVIN'	£33.99
JUNGLE STRIKE	£37.50
LEMMINGS	£33.99
MERCS	£17.00
MUHAMMAD ALI	£33.99
PAPERBOY 2	£33.99
PGA GOLF 2	£32.99
RISKY WOODS	£33.99
SIMPSONS	£33.99
SONIC 2	£33.99
STREETS OF RAGE	£37.50
SUPER KICK OFF	£37.99
TAZMANIA	£33.99
TERMINATOR 2	£33.99
TINY TOONS	£33.99
WWF WRESTLEMANIA	£32.99

GAME GEAR

ALIENS 3	£23.99
ARIEL MERMAID	£25.99
BATMAN RETURNS	£23.99
BATTLETOADS	£21.99
GLOBAL GLADIATORS	£24.99
G FOREMAN BOXING	£23.99
HOME ALONE	£21.99
JOE MONTANA	£21.99
NINJA GAIDEN	£17.00
ROBOCOD	£25.99
OUT RUN EUROPA	£23.99
PAPERBOY	£23.99
SHINOBI 2	£22.99
SONIC 2	£22.99
STREETS OF RAGE 2	£24.99
SUPER KICK OFF	£24.99
S.SPACE INVADERS	£23.99
TALESPIN	£23.99
TAZMANIA	£22.99

MEGA CDS

MEGA CD + 7 GAMES	£252.99
BATMAN RETURNS	£33.99
BLACK HOLE ASSAULT	£33.99
JAGUAR XJ220	£37.99
NIGHT TRAP	£41.99
PRINCE OF PERSIA	£37.99
SHERLOCK HOLMES	£38.99
SEWER SHARK	£42.99
TIME GAL	£33.99

PRICE SLAYER

UNIT 10. D2 TRADING ESTATE
CASTLE ROAD, SITTINGBOURNE
KENT ME10 3RN
TEL 0795 420377 FAX 0795 422508
MAIL ORDER ONLY. OPEN 9.00AM - 5.30PM MONDAY TO FRIDAY

ORDER FORM

0795 420377 P&P £1.00 per game
Hardware £7.00 - Courier Delivery

ITEMS

Name _____ **Cost** _____

Address _____

_____

_____ **Total +P&P** _____

Access/Visa ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ **Ex.Date** ☐☐☐☐

pro REVIEW

MEGA DRIVE

GUNSTAR HEROES

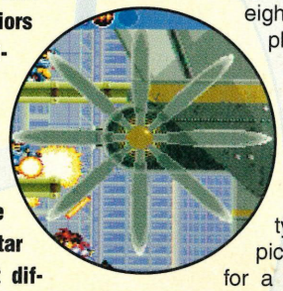
The gunstar heroes now face the greatest challenge of their lives as they take on the brutal forces of the Starworld's biggest and most frightening alien technology. Equipped with some of the most advanced weapons ever created, these young warriors must fight with confidence and determination if they are ever going to defeat the master of this huge empire.

You must now take control of the young gunstar and battle through eight different scenarios where the path ahead is full of twists and turns. Every boss you'll come across will have their own personal style of combat and you must learn to adjust to their different patterns. Gunstar heroes must shoot at will with skill and courage whilst avoiding the worst of the enemy fire. It's a tough job, but someone has to do it.

© 1992 Konami. All rights reserved.

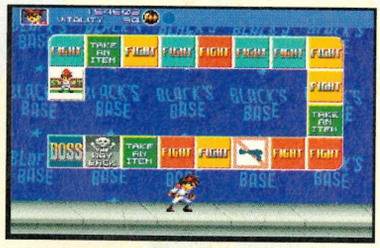
PROTIP The best way of dealing with the big bosses is to stand underneath them and fire vertically upwards so you have more control and can finish the job off quicker.

Gunstar Heroes is a pure shoot-'em-up bonanza that can be played with one or two players. You start the action with 100 vitality units and every time you're hit by the enemy fire, it's good-bye to at least four of them. The structure of the game is made up by eight different stages of platform and space action.



You begin by selecting one of four initial starting stages and one of four weapons. The type of weapon you pick may be unsuitable for a stage, so there are icons throughout that enable you to select a new form of power.

When you begin a scenario, you'll be thrown in at the deep end with a screen full of attacking enemies that take a lot of fire power to clear. It's often a good idea to keep moving when the "go" arrow blinks on the screen because clearing a stage is more important than pausing to see how many nasties you can dispose of.

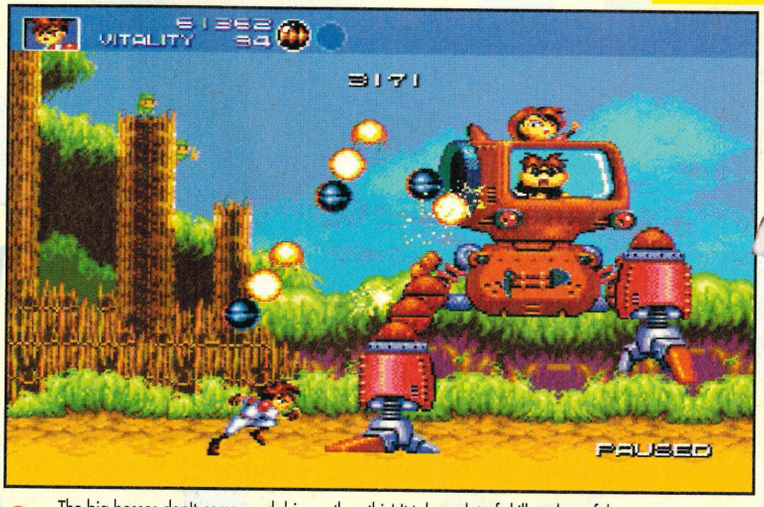


What's all this then? After four stages of action, you arrive at a dice-rolling game where luck decides your future!

The originality of the shoot-'em-up is only appreciated when new scenarios are encountered. When you come face to face with a boss and finish him off, a danger message often appears. This is accompanied by dramatic music and indicates another mighty beast is about to appear. You just never

The action suddenly speeds when you find yourself sliding down a steep pyramid face!

When all the ground work is done, the game mode changes, yet again, and you find yourself battling in space.



The big bosses don't come much bigger than this! It takes a lot of skill and careful movement to get yourself in a good position for making an attack. You can often jump onto the bosses and cling to their various pieces of machinery.

I WANT A SECOND OPINION

The thing that appealed to me most of all about *Gunstar Heroes* was the superb use of background graphics and original gameplay. The option to start on one of the first four stages allows experimentation with different weapons and enables you to see more of the game without having to go from level to level in the usual fashion most shoot-'em-ups seem to follow.

It didn't take long to get into the action as the gameplay is fairly addictive and the challenge immense. As two players are able to play simultaneously, this is a must for shoot-'em-up fans.

NICOLAS

The first artificial Earth satellite was launched on October 5, 1957.

know when the next trigger break will come!

As a gunstar you are able to travel and fight in a number of different ways. When the bosses appear, you can cling onto them to make the attacking less time-consuming and a lot easier. During later levels, the action changes and you find yourself meeting the bosses in a Starcruiser in the midst of deepest, darkest space. The same weapons are available, but the action is slightly different.

The graphics won't let you down for a second. Backgrounds are filled with science-fiction images and 3-D effects that add an extra dimension and strength into the pumping action. The scenarios are presented in a colourful and detailed manner with plenty of superbly animated sprites that make this shoot-'em-up a completely playable and absorbing affair!

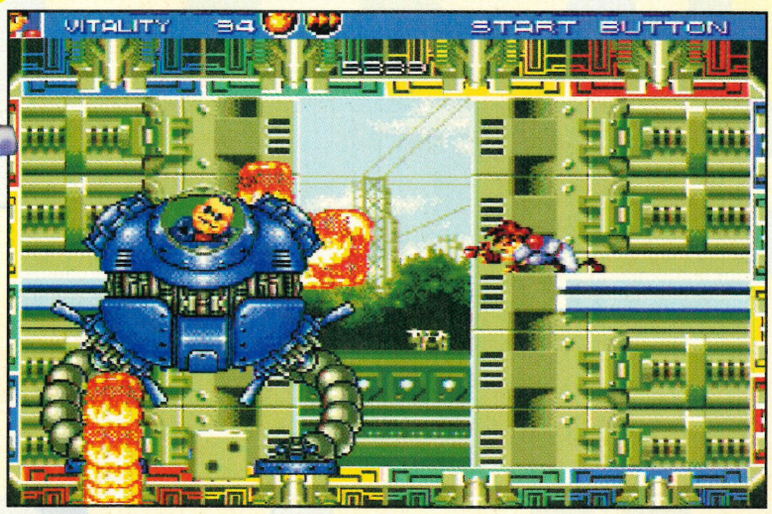
Every boss section is unique and here you find a mechanical vehicle being used as a lethal platform.

Near the end of the game, the action is displayed on the ultimate boss's big screen!

When you finish the four initial stages, it's certainly not time for rolling credits or cartoon endings. Instead, a dice-rolling gameboard appears and it's the luck of the draw where you'll end up next. The spaces are filled with either a weapons select screen, an action sequence or a fight! You must pick up the dice and throw for destiny!

Gunstar Heroes may prove to be very tough as the screen is often cluttered with sprites, but this is a shoot-'em-up where the challenge is immense and the action quite often superb.

● **Mark "Six-shooter" Hill**



If you ever get as far as this, then this could well be game over for you. The boss's huge vitality rating is displayed above so you're going to need one hell of a lot of firepower to get rid of this mean machine!

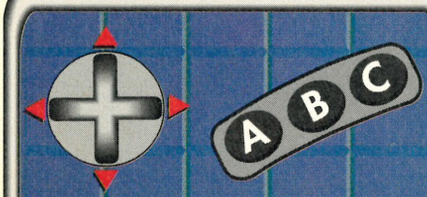
MEGA DRIVE

GUNSTAR HEROES

GUNSTAR HEROES

SEGA ● £39.99 ● OUT SEPT

CART SIZE 8Mbit
PLAYERS.....2
STAGES 8
SKILL LEVELS.....4
FEATURES .....none
CONTACT
Sega ✆ (071) 3733000



Press A to select a weapon. B will fire the weapon and C is used to jump. Press START to pause the action.

ACTION

STRATEGY

GRAPHICS 89%

▲ During the big boss scenes there are incredible 3-D effects in the background.
▲ The action is enhanced by terrific explosions and fire power from the many different sprites.

SOUND 88%

▲ There's so many changing sound effects that introduce you to each part of the action.
▲ Background music is suitably sci-fi based and certainly impressive.

GAMEPLAY 85%

▲ Sudden changes in the action when you least expect it can be fun!
▲ Plenty of different enemies that have their own attack methods.

CHALLENGE 91%

▲ Just when you think you've cleared a stage, you often an even bigger boss!
▼ This is a very tough shoot-'em-up and could well have you tearing your hair out!

PROSCORE

87%

Every step is full of new and original ideas. Excellent background graphics put the whole sci-fi experience into perspective.

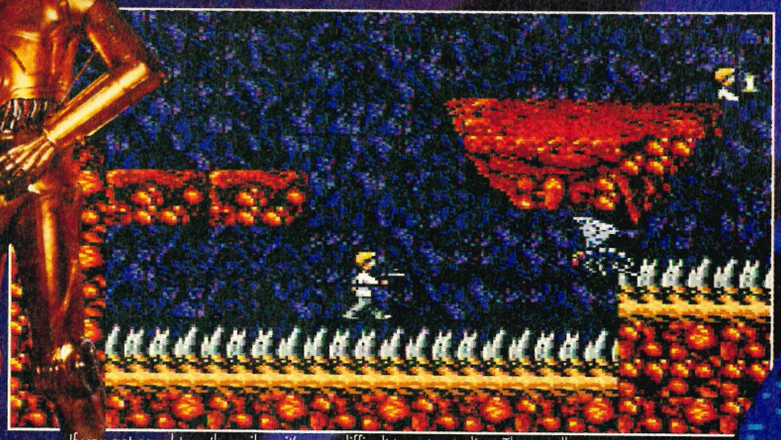
On April 12, 1961, the Soviet cosmonaut, Yuri Gagarin, was the first person to fly into space.

MASTER SYSTEM

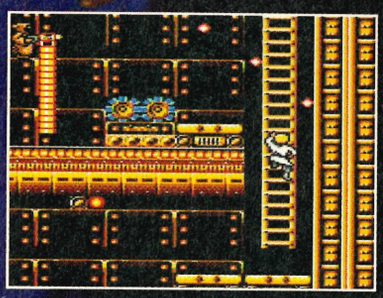
STAR WARS

In the late Seventies, Star Wars was one of the most popular films around. The Force's quest captured the nation's heart and Star Wars could do no wrong. The enormous hype resulted in many licensed spin-offs from miniature models to plastic light sabres. All good things must come to an end and, sadly, it did. After brilliant follow-ups (Empire Strikes Back and Return Of The Jedi), the Star Wars series was put to bed, but not before being deemed a classic of its time.

Obi Wan Kenobi and Chewbacca may now be limited to Boxing Day repeats, but the Star Wars posse is certainly not forgotten. 15 years after the film release, Star Wars seems to be enjoying a revival on console (*Super Star Wars*, SNES, *Star Wars*, NES). There's no sign of a Mega Drive version at the moment, but the Master System version is almost here!



If you get caught on the spikes, it's very difficult to get out alive. They really sap your energy, so if you can avoid it, don't jump on them. The flying insects seen in this shot are very vicious so shoot them on sight!

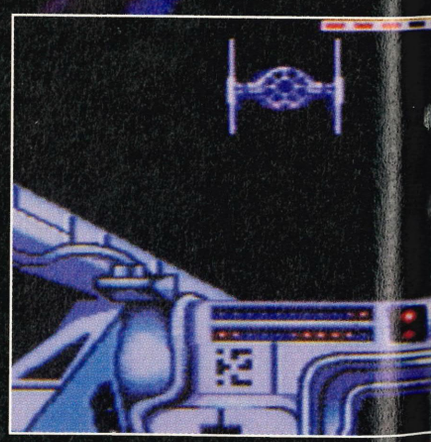


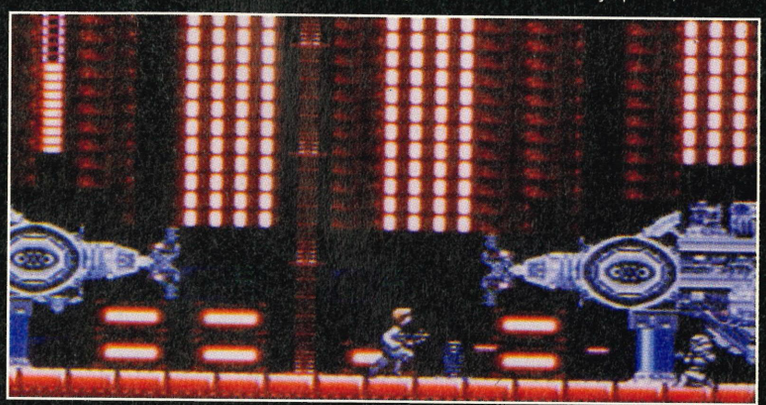
To rescue R2-D2, you'll have to face the evil Jawa. Don't let them get too near, or you'll die!

When US Gold decided to make an 8-bit version of *Star Wars*, they wanted to follow the film plot as closely as possible and each level follows a major scene. The adventure begins in the Tatooine Desert. After finding R2-D2, Luke must begin his quest for peace, meeting Han Solo (pilot of the Millennium Falcon) along the way.

The ultimate mission is to rescue Princess Leia from the Death Star, where Darth Vader is holding her captive. You must contend with storm troopers, Jawas and many other evil forces. Once Leia is rescued, the Death Star (including Darth Vader) must be destroyed, although that's not necessarily the end of the game. To see the real ending, each sub-level must be completed. If you skip certain tasks, you'll be given different ending!

Apart from having a huge amount of levels, *Star Wars* has many unique features. Although it has definite level boundaries, sub-levels can be completed in any order. This allows more flexibility and even lets you just complete the necessary parts, if that's





After making it through the desert, finding Han Solo and killing the Jawa, you'll still have to contend with millions of Stormtroopers. The enemies in the hangar are particularly vicious and can even hover above the ground. Kill them on sight.

I WANT A SECOND OPINION

The original theme tune helps create an authentic atmosphere as the opening screens tell the *Star Wars* story. Spot FX and background music are superb throughout and couldn't have been better. Combined with the detailed and surprisingly good graphics the overall presentation is great.

Varying styles of gameplay such as the fast asteroid section, combined with the standard platform format works incredibly well. The whole game is of very high quality and a step forward for the Master System. One problem though, there are a few controls and collision detection problems, together with a couple of annoying bugs. Even so, this should be a definite purchase.

JASON

PROTIP Watch out for the Jawas! They can be killed easily from a distance, but they'll kill you every time if you let them get close!

Star Wars was turned down by 3 film companies before 20Century Fox accepted them.

STAR WARS™ IS A TRADEMARK OF LUCASFILMS LTD. ©1993

Every time you exit a cave, a new weapon is usually left lying around. Although this may sound like a great bonus, all of the weapons are the same. They don't make any difference to gameplay at all, so they're not exactly a great bonus.

AR RS

Various styles of gameplay have been incorporated into the game. This may not sound very impressive, but most Master System releases only have five or six levels of similar gameplay. In some levels, you'll play a platformer, in others you'll zip around in Skywalker's land speeder. If you get far enough, you'll also get a chance to fly the Millennium Falcon! This breaks up the monotony of a pure platformer and gives you a unique way to travel between levels!

Each time you arrive at a new level, C3PO will inform you of prisoners to rescue, or any items of interest. This makes your task much easier, as after you've been killed a few times, you'll know which levels hold necessary items.

The graphics are varied, although some levels seem to use the same scenery in different colours. Many of the platform levels look similar to *Global Gladiators* and the sprite animation is very similar, but with more control over your character.

The only feature that lets it down is the lack of a password or save option. Although you are supplied with eight continues and various power-ups, it's still pretty difficult to get through the whole adventure in one go! Even if a password option was included, it would take a fair while to complete.

It's a refreshing change from the standard five-level platformer and isn't only huge, it's very original too.

● Sam

"May the force be with you"
Hickman

There are loads of different areas to explore in the first stage, the Tatooine Desert, and R2-D2 can be found in this cave. Go get him!

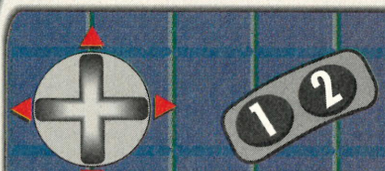
what you want! You can also select different characters to play each part of the game. Although only Skywalker, Solo and Leia can be chosen, they all have different weapons suitable for different tasks. For instance, Solo has a much more powerful gun, allowing him to blast baddies more easily! It's also useful to switch between characters when one is about to die, so your game will last longer.

Since directing Star Wars , George Lucas has never directed another film

STAR WARS

US GOLD ● £32.99 ● OUT SEPT

CART SIZE 4Mbit
PLAYERS.....1
STAGES 10
SKILL LEVELS.....2
FEATURES .....n/a
CONTACT
US Gold ✆ (021) 6253388



Pressing A allows you to fire the gun. B allows the character to jump. To switch between characters, press PAUSE and use the D-pad choose. While in the game, the D-pad moves the sprite. Hold down B while pressing C for a bigger jump.

ACTION
STRATEGY

GRAPHICS 84%
▲ Loads of different characters, enemies and a great variety of gameplay areas.
▼ Some of the levels look a bit too similar to each other and there is the odd glitch.

SOUND 90%
▲ The Star Wars theme tune pops up occasionally, giving something to sing along to!
▲ Almost every level has a different tune and they're all surprisingly good.

GAMEPLAY 88%
▲ More than one style of gameplay, offering something to every kind of gamer.
▼ Although controls aren't as difficult as in some games, they are still ropy in places.

CHALLENGE 86%
▲ An absolutely huge adventure that will provide a challenge to all types of gamers.
▼ It could have done with a password option as it could prove to be too difficult without one.

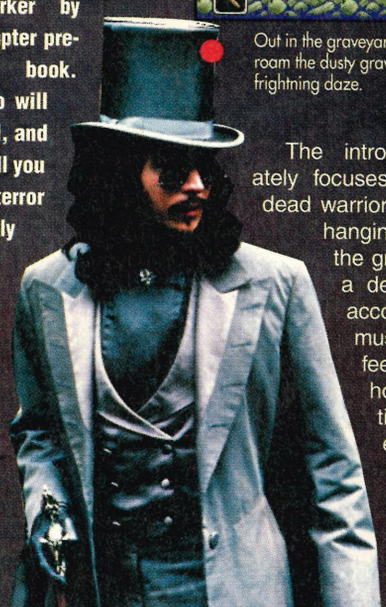
PROSCORE
89%

An original adventure that's both challenging and fun to play. May be too difficult for beginners, but action fans will absolutely love it!

The candles in the cathedral flicker brightly against the dark surroundings and gothic arches represent the religious scenario. Out in the graveyard, the zombies rise through the ground to scare any passer by.

The dark-red colour glazing the skies signifies the presence of Dracula. His thirst for blood is never ending and whatever form he takes, his evil will always be the same.

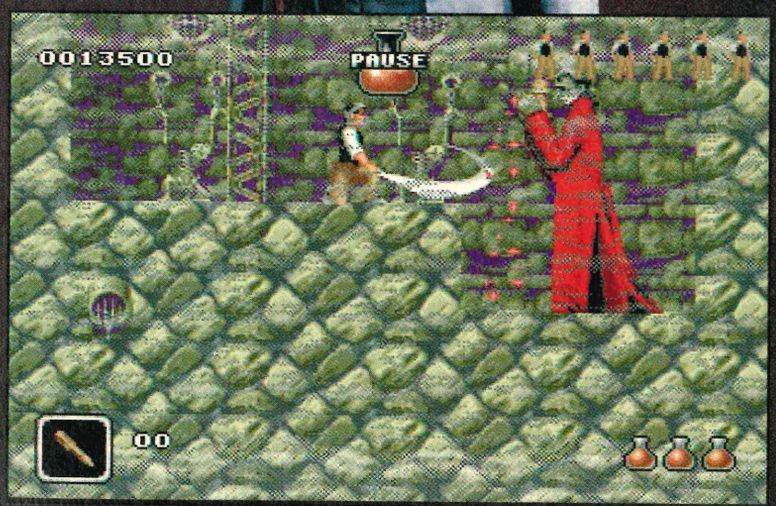
You must now play the part of Jonathan Harker by exploring each chapter presented in a book. Everywhere you go will be dark and fearful, and many places will fill you with the kind of terror that's usually only found in a nightmare. Starting in Dracula's castle, you must fight for your life whilst ensuring you don't become another victim of the blood-thirsty villain.



When the film *Dracula* was released in the cinemas, we saw the revival of a legendary horror film character. This release of *Dracula* on the Mega Drive has taken many features from the film – particularly the story book and many of the scenarios seen on the big screen.

Out in the graveyard the zombies roam the dusty gravestones in a frightning daze.

The introduction immediately focuses on horror with dead warriors' silhouettes left hanging from stakes in the ground. The sky is a deep red and the accompanying organ music creates the feeling of terror and horrific destruction. The lightning effects then add that sinister touch to the whole emotion of the occasion. *Dracula* is structured in the shape of a platform/shoot-'em-up adventure. You start in Dracula's castle and must travel through a number of different locations made up by six separate levels. In combat, you have the use of a sword that will slice anything that moves. On top of this, you can collect other weapons, such as stakes and pistols, but your sword will prove to be the easiest and most effective weapon for most of the sinister nasties you'll encounter.



The large figure of Dracula appears with his red gown and I think he's inviting you to join him for a little drink. Blood's certainly not on your favourite menu, so it'll require some good skill to put a nail in this guy's coffin.

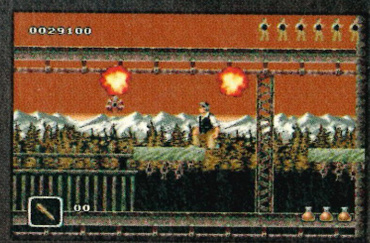
I WANT A SECOND OPINION

While the film version of *Dracula* may have been visually stunning, Psygnosis' version is far from it. Although the sprites are fairly big and detailed, the boring gameplay lets this down completely. Most of the characters from the film version of Dracula are included, but there is no real interaction with them. As Harker, all you do is either run away or shoot them! With great games, such as *Flashback* and *Ranger-X*, on the market, *Dracula* looks very dated. It may be big on challenge, but due to its repetitive style, it lacks real lastability.

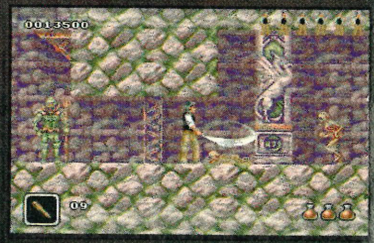
SAM

There are three skill levels and you can begin by using the trainer. This incredibly easy option takes you through a couple of the locations that you'll see in the full game. You can start with up to six lives, with one being lost every time your health units run out.

The Dracula image has been created very well with lovely backdrops of the castle scenario. Structural and aesthetic iron work, iron-bound oak doors and dancing shadows from flickering torches are just some of the effects created in this scene. The place is crawling with animals such as rats, spiders, bats and giant flies. On later levels, you'll come across wolves, robbers, and zombies just to name a few!



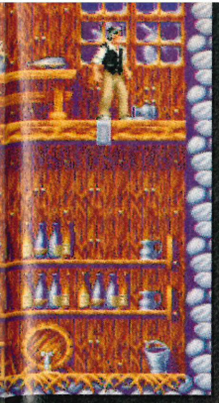
This is a very dangerous place in the adventure where the burning fires spark and invitation below.



Down in the misty depth of Dracula's castle you find the skeleton coming out to play!

Dracula, or Vlad the Impaler, cut of the heads of Europeans and tied them to spikes.

DRAC PAC



Dracula

simple to figure and most of your time is spent slicing nasties. There are a few secret locations that may hold an extra life, but the combat elements of the game lack any real bite or originality. The main sprite moves as if he is walking on a conveyer belt, and when he jumps there is very little sense of action.

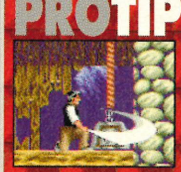
Graphics are superb at times with the graveyard scenes being particularly impressive. Grey crawling mist, pools of tepid water, ancient crypts, and dilapidated ornate stonework

This chap looks as if he may know something. Find this stick of dynamite to enhance your combat ability.

The gameplay is a little disappointing as everything is nothing we've not already seen in the past. Sometimes, you'll have to release a weight or pull a lever to open a secret panel, but usually the path ahead is

Out in the open, the wolves are heard baying to the moon as they haunt you in the moonlight. Watch the spiders that crawl to your feet and remember to prepare for a fight with three brides!

PROTIP On the second level, you'll need to cut the weight in the top right hand corner of the castle to open a secret hatch almost directly below.



really paint the Dracula picture to a tee. It's a shame that nice graphics don't enhance poor gameplay as this could have been superb. At least the chilling sound effects are realistic, especially when you hear the ghostly wailing and the wolves that start baying at the moon!

Sometimes, it takes some careful jumping when it comes to leaping over large gaps like this.

The large bosses put a little more sparkle in the action, but the overall structure of the game is far too dated and repetitive.

● Mark "Blood-thirsty" Hill

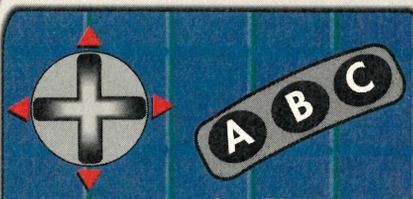
MEGA DRIVE

DRACULA

SONY ● £39.99 ● OUT SEPT

CART SIZE 8Mbit
PLAYERS.....1
STAGES 6
SKILL LEVELS.....3
FEATURES.....none
CONTACT

Psygnosis ✆ (051) 7095755



Press A to use your sword. B will let you jump and C fires a special weapon. Use the D-pad to move around the screens.

ACTION — **STRATEGY**

GRAPHICS 92%

▲ The backgrounds for each level are incredibly detailed with some great use of colour.
▲ The opening screen that shows Dracula's victims tied to the stakes sets the horror mood.

SOUND 90%

▲ Filtering organ music, howling wolves and ghostly wailing are a few of the sound effects.
▲ The opening theme tune taken from the film creates an instantly brilliant atmosphere.

GAMEPLAY 64%

▼ The structure is too dated and you'll soon get tired of doing the same old thing.
▼ The main character has limited animation and lacks the kind of aggression needed.

CHALLENGE 73%

▲ It can be challenging finding the secret rooms hidden throughout the adventure.
▼ The action becomes tiresome with a lack of incentive to go further than level one.

PROSCORE 65%

Those who like horror may persevere for a while, but the lack originality could have you reaching for the off button before the day is up.

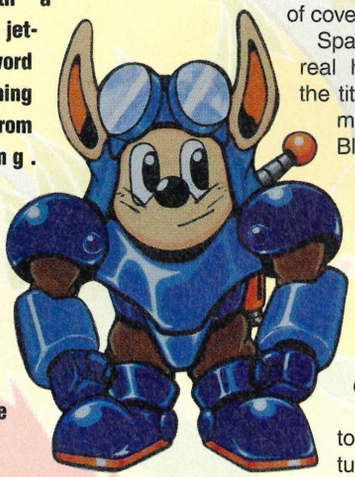
Bram Stoker based his character, Dracula, on a 15th Century Walachian prince.

ROCKET ADVENT

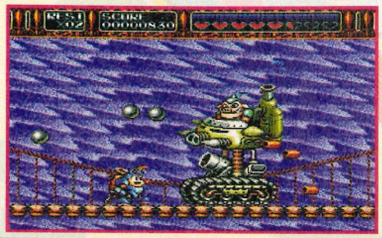
"Hello Sparkster, you hero of all hero Rocket Knights, my name is Lenny the Loch Ness Monster and I'm very, very hungry," said Lenny. "Why don't you fly down here and see how big my fangs are?"

Far, far away there is a fairy-tale land by the name of Elhorn which was once a flourishing nation. It was overseen by Seven Great Sorcerers and everybody was happy as could be. Now, it is in a state of turmoil after an evil sorcerer used their powerful energy source, Pig Star, to give him ultimate power. War rages day and night between hostile tribes in a battle to gain ground, and it's about time something was done about it.

Enter Sparkster, the elite Rocket Knight, who is seeking revenge of his friend's murder. Equipped with a rocket-fuelled jet-pack and sword of steel, nothing can stop him from succeeding. Elhorn's dark age is about to end, but your assistance is required. Let's hope you are up to the job!



Konami released a brilliant platform game, *Tiny Toon Adventures*, during May. Now they're continuing a cutesy cartoon theme with Buster Bunny taking a back seat and Sparkster seeking the limelight. Because of this, *Rocket Knight Adventures* has been the subject of a considerable amount of coverage.



Sparkster is given a real hero's welcome as the title screens and intro music are played. Blasting across the screen, he is built up to be the elite Rocket Knight that everyone admires. This is carried on throughout the levels as the zippy background tunes suit their heroic scenarios extremely well.

Superb graphics seem to be a prerequisite feature in Konami's titles, with each background in this adorned with detail and colour – especially in the fifth stage where an industrial city is brought to life with lightning bolts and parallax scrolling clouds scarring the sky. As for Sparkster, the animation of this heroic sprite is similarly impressive and comes in many guises.

"Rocket Knight, Rocket Knight, flying through the night. Rocket Knight, Rocket Knight with his dynamite..." After a quick burst of song Sparkster suddenly finds the going a bit tough as someone starts firing knight-seeking rockets into the sky.

I WANT A SECOND OPINION

Rocket Knight Adventures has to be one of the greatest shoot'-em-up platform adventures I've ever had the pleasure to play. Graphics are nothing short of excellent with incredible use of colour and special effects.

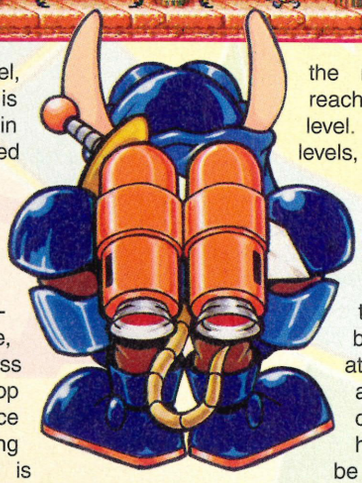
Each level is full of surprises and you just never know where the next twist in the story will take you. The novel ideas and original gameplay make the whole atmosphere something to savour. Totally absorbing gameplay and well-designed action sequences should keep your hand on the trigger for quite a while.

MARK

Fireworks, the very first rockets, were designed by the Chinese during the 13th Century.

KNIGHT TURES

The many faces of Sparkster can be seen here, or a few of them, at least, giving you an idea of how much time has gone into this game. Using the jet-pak may be a bit tricky to start with, but once you arrive at this section in level two, there should be very few problems. Collect the jewels along the way for extra points and watch out for anything that is likely to knock your energy down. To exit the section, go through the darkened door at the top.



Between each level, the story of how he is progressing unfolds in short, well-animated sequences. Equally colourful and detailed sprites scroll across the screen and you are shown the next scenario. As an example, level four is set across the treacherous rooftop of a speeding space rocket. In the preceding sequence, Sparkster is carried off into the sky to fight aboard the craft.

Sparkster's main feature, as you've probably guessed already, is a rocket-pack strapped onto his back. This is automatically available when the power gauge is at full capacity. Direct the little man and off he goes, shooting into the sky searching for a place to land. The problem is that it's often awkward to direct him and you're unable to change course mid-flight. This impairs gameplay and you quite often end up going in the wrong direction. However, this is the only fault in the game.

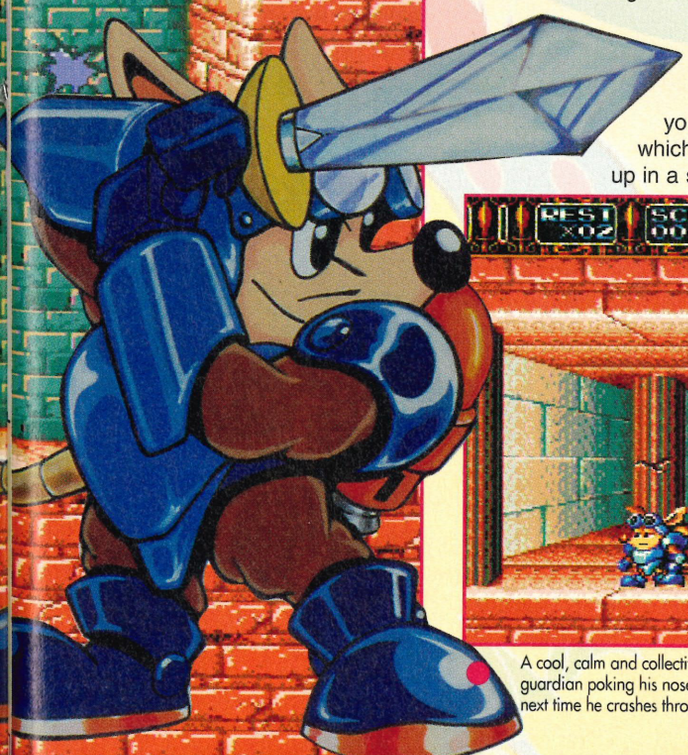
Fortunately, there are no carrots, rings or items of the kind. You must kill everything in sight with your sword, which is powered up in a similar way to the rocket-pak, and reach the end of the level. There are six levels, each including several stages that are set at a similar difficulty level. The game isn't particularly easy, but general attack patterns are simple to discover. Bonuses help as they can be collected to boost energy or gain extra lives.

Flipping joyriders, why don't you watch where you're going. Poor old Sparkster!

See those green piggys ahead, well, shoot them and they turn into screaming piglets. Yeeesss!

Rocket Knight Adventures is on a par with games such as *Tiny Toon Adventures*, *Global Gladiators* and *James Pond II*. It doesn't offer an original style of gameplay, but it's incredibly well presented and is challenging enough to appeal to a wide range of games players.

● **Jason "GTI" Johnson**



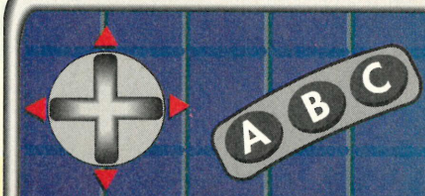
A cool, calm and collective Sparkster doesn't seem too bothered about that ugly guardian poking his nose through the ceiling. He'd better watch out, though, the next time he crashes through the roof it's going to be on his head.

MEGA DRIVE

ROCKET KNIGHT ADVENTURES

KONAMI ● £39.99 ● OUT SEPT

CART SIZE 8Mbit
PLAYERS.....1
STAGES 6
SKILL LEVELS.....2
FEATURES .....continues
CONTACT
Konami © (081) 4292446



The D-pad is used to control Sparkster's direction, B makes him jump and C, when depressed until the power bar is full, ignites the rocket-pak or starts the revolving sword weapon. START can be used to pause the game.

ACTION

STRATEGY

GRAPHICS 94%

▲ Multi-directional parallax scrolling gives the backgrounds far more life and interest.
▲ Every one of the detailed and brightly coloured sprites are well animated.

SOUND 89%

▲ The background music on every level is ideally suited to the on-screen action.
▼ The limited quantity of sound FX fail to enhance the game as much as the other music.

GAMEPLAY 87%

▲ Long and varied levels with several styles of gameplay included in each.
▼ Sparkster's rocket-pack is difficult to control as you can't change direction mid-flight.

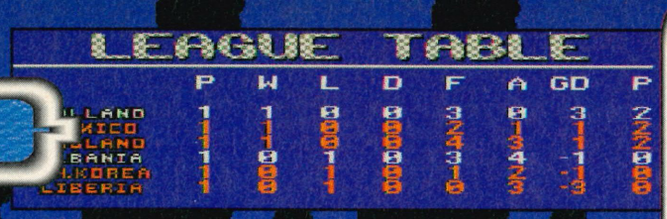
CHALLENGE 88%

▲ Levels become progressively tougher with each offering a considerable challenge.
▼ Easy to stroll through earlier parts as all the baddies have simple attack patterns.

PROSCORE 89%

Sparkster is one of the cutest and most fearless characters to appear in a platform adventure. The superb graphics and jolly music make this worth a look!

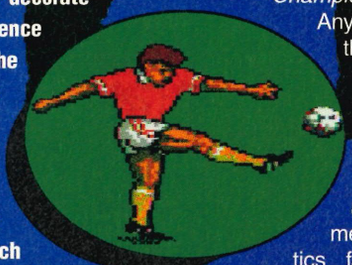
The first liquid fuel rocket was made by RH Goddard early in the 20th Century.



As the teams come out the tunnel, the atmosphere in the stadium becomes ecstatic with the sound of supporters cheering. Torn up pieces of newspaper are thrown into the air and big flags decorate the perimeter fence in support of the teams. When the occasion is big, the tension is second to none. Excitement is immense and each goal will ignite the roar of thousands of fans.

They say football is a game of 90 minutes and it only takes a second to score a goal. This makes for a very unpredictable sport. It also means the atmosphere is extremely difficult to capture on cart. However, Sega hope to have all the thrills and spills of real footy in their latest release, *Ultimate Soccer!*

The Master System has seen many football games in its time, from the rather good *Super Kick Off* to the almost extinct *Sports Pad Football*. However, the best release by far has to be the legendary *Champions of Europe*. Any release since then has been judged on its standard.



The opening screens of *Ultimate Soccer* are cluttered with menus and statistics familiar to many footy games. It's good to see a choice of 64 teams, although each country always appears in the same seed group. This means that even if you win a tournament with a weak team, they will still stay in a lower seed group.

PROTIP Rather than passing the ball, run up the field and zigzag the opposing players for a scoring chance.

It's a long range effort from England's Ian Wright that's sure to test the Italian goalkeeper.

Teams can kick off in four competitions. There's the Knockout Cup, the World League, a friendly competition, or penalty shoot-outs to choose from. There's also an extensive number of options to enhance strategic tactics. In addition to playing basic football rules, you can select one of eight formations, choose a pitch surface, set the wind and game speed and even turn the back pass rule off. With so many options, you'd be forgiven for thinking this was a Mega Drive release!

During play the ball can be kicked down field, although it periodically runs off the screen as the scrolling can't keep up. Controlling players is quite easy after a while and the sprites are as good as they come. Even the goalkeeper is very well animated. Unfortunately, the accompanying sound effects are fairly poor, particularly the long, grating swish that accompany sliding tackles.

A scramble in the goal mouth makes life tricky for the Italian goalkeeper. England lead by four goals to two and hope to make it five from this attack. Notice how the nets are held up by two poles at the back – very continental!

With *Ultimate Soccer* you'll be receiving yellow cards left, right and centre!

Ultimate Soccer is great fun to play, especially in two-player mode. However, the disappointing scrolling and dodgy sprite collision spoil this otherwise flexible footysim.

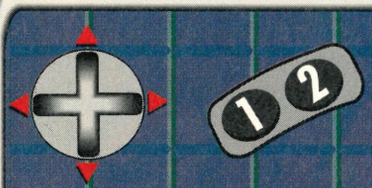
● Mark "square head" Hill

ULTIMATE SOCCER

ULTIMATE SOCCER

SEGA ● £29.99 ● OUT AUGUST

CART SIZE 8Mbit
PLAYERS.....2
STAGES .....n/a
SKILL LEVELS.....4
FEATURES.....none
CONTACT
Sega ✆ (071) 3733000



Push button 1 to kick and hold DOWN to kick higher. Button 2 will select a player nearest the ball and play a short pass.

ACTION

STRATEGY

GRAPHICS 79%

▲ The sprites move well with the action, and the goalkeeper is superbly animated.
▼ At times, the scrolling can't keep up with the ball, so you end up guessing where to run!

SOUND 75%

▲ The opening screens are presented with a typically wacky and cheerful soccer tune.
▼ The sound effects that accompany a tackle are fairly poor and unrealistic.

GAMEPLAY 84%

▲ Features include free kicks and red cards, to the back pass rule and penalty shoot-outs!
▲ Lots of up-to-date statistics showing possession, shots at goal, free kicks, etc.

CHALLENGE 85%

▲ 64 countries can be played in the Cup and World League competitions.
▲ The four skill levels and eight different formations allow you to adapt your technique.

PROSCORE

84%

***Ultimate Soccer* works fairly well. The variety of options and number of teams should keep footy fans hitting the back of the net for quite a while.**

Modern professional football began in the UK during 1885.

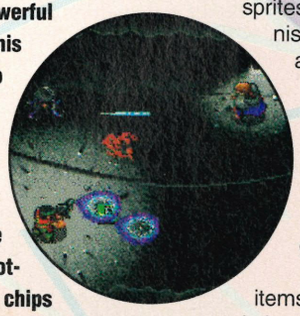
pro REVIEW

Abaris spoke to Ronaan. "Your quest will be long and you must be strong enough to take on the Engine Man. Now go, young Ronaan, and retrieve my Life Staff before it's too late," he said. Reluctantly, Ronaan packed a few things and put his ancient magical falcon upon his shoulder. This was the chance for him to prove he's a man, but technology is a powerful median and his mission was to be long and difficult.

A cold shiver swept down his spine as the thought of robot-encased silicon chips firing laser bolts appeared before his eyes. Fortunately, we have faith in the intrepid warrior and believe his powers will be too great for the electronic boxes. So, great warrior Ronaan, put on your walking boots and put those special powers of yours into use. This could be the ultimate challenge.

There has only been one other RPG shoot-'em-up for the Mega Drive and that was Renovation's *Gain Ground*. With an overhead view, the same as *Gauntlet*, and a two-player mode, it offered hours of entertainment. Now EA are trying to surprise the gamesplaying public by releasing something very similar, but modernised to suit today's demanding standards.

Each of the seven levels is cleverly shaded and detailed. The sprites are surprisingly recognisable and background animation adds to the quality of the presentation. There are one or two problems with sprite collision, but this fails to impair the general run of the game.



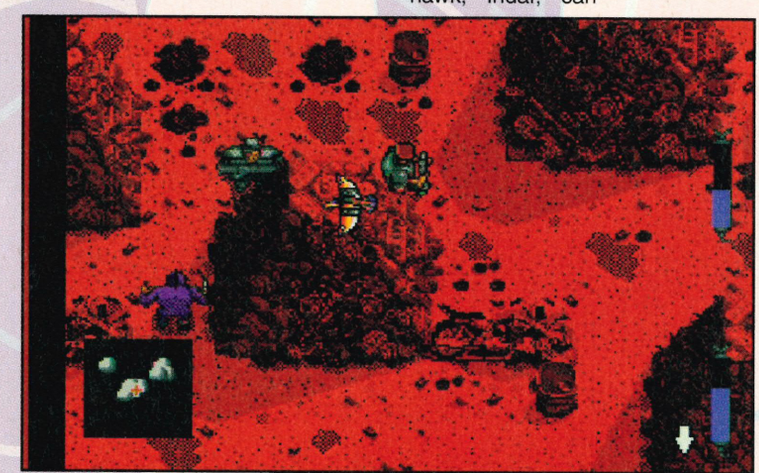
Power-ups and bonus items are hidden throughout each level, mostly concealed by the baddies. You must shoot every single one and solve the puzzles to clear a level. End of level guardians pose one or two problems too, but finding your way about is a priority. Fortunately your hawk, Indar, can be selected from the inventory and used to fly across the level to spot anything ahead.

PROTIP **Use Indar, the hawk at regular intervals to search for hidden items, etc. It may be time consuming, but this is virtually the only help you are given – so use it!**

Two bodyguards have been assigned to help you along the way. Their names are Chazz and Fargg. Chazz is slow and unsuitable for long adventures, but very strong and an excellent choice against powerful foe. Fargg is better for the first two or three levels. He will always stay closeby, unless you send him on a massacre, and relishes the chance to kill anything that moves. You can choose the violence mode for your bodyguard from the inventory. The inventory can also be used to access special weapons, instead of the on-screen selection process that would have been be difficult to operate under attack.

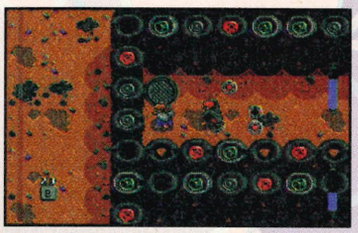
You could soon be into playing this massive game for hours on end. Its combination of detailed graphics, sound FX and tough levels make it well worth trying out.

● **Jason "bleep, bleep" Johnson**



A creepy part of the game is when you control Ingar. The music stops and a high-pitched screeching fills the sky. For something even weirder, select Indar view when you're inside a room or trash heap – the screen starts flashing like a gyroscope.

Now this is a really cool inventory. On the left are the special powers and on the right the weapons.

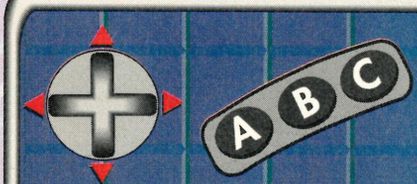


This looks like a dead end. Never fear, there is a way out through the grating where you'll find a tunnel.

TECHNOCLASH

EA ● £39.99 ● OUT AUGUST

CART SIZE 8Mbit
PLAYERS.....1
STAGES 7
SKILL LEVELS.....1
FEATURES .....continues
CONTACT
Electronic Arts ✆ (0753) 549442



The D-pad moves Ronaan around the screen in eight directions. Button A is used for close-contact combat with your staff and button B for one of nine other weapons. Hold button C down and use the D-pad to select your special weapon.

ACTION

STRATEGY

GRAPHICS 80%

▲ Clever detail, especially in the junk yard, adds to the realism of each level.
▼ At times, the sprite collision is poor and bullets are difficult to spot.

SOUND 85%

▲ The background music is very good and helps set an anarchic atmosphere.
▲ Realistic sound FX combined with the music is worth blasting out of your speakers.

GAMEPLAY 83%

▲ There's absolutely loads of different options and special weapons to choose.
▼ Targets can be frustratingly difficult to hit with the awkward shooting method.

CHALLENGE 78%

▲ An immediately challenging game that is likely to take a while to finish.
▼ Some gamesplayers will find the mission objectives too repetitive and dull.

PROSCORE

82%

A challenging RPG shoot-'em-up that, although unappealing at first, develops into a deep game with massive levels and a bucketful of options.

TECHNOCLASH

F

Falcon is the name given to about 60 species of hawk that inhabit most parts of the world.

OUT NOW!

For the very latest hints, tips and complete playing solutions for all the top Sega games, plug into SEGA XS.

No other magazine regularly gives you 164 power packed pages crammed with full game maps, massive solutions and exclusive game busters.

SEGA XS is the only magazine aimed at games playing winners. It provides you with the techniques and tactics necessary to win at all the major games.

It's an unmissable read featuring complete solutions, hints and tips, and exclusive game-busting ploys for the Mega Drive, Mega-CD, Master System and Game Gear.

There's nothing like it... and nothing comes close!

The second 164-page issue of SEGA XS is available at all good newsagents from Thursday 22nd of July. Don't miss it!

Reach the end... Reach for Sega XS!

you're having difficulty obtaining a copy of Sega XS, or you wish to place a regular rder for it, hand this form to your local newsagent.

)ear Newsagent

lease reserve me a copy of Britain's only dedicated Sega tips guide, *SEGA XS*. It's a fat 64-page publication crammed with the latest hints & tips, mapped solutions and game usters for the Mega Drive, Master System, Game Gear and Mega-CD.

EGA XS is available the fourth Thursday of alternate months and is priced £2.95.

EGA XS is distributed by Seymour Press Ltd (081 6791899) and is published by aragon Publishing Ltd (0202 299900). It is fully SOR.

Please reserve me a regular copy of Sega XS SEGA XS

Name .....

Address .....

.....

.....

Postcode .....Phone nº.....

SPECIAL POSTER PULL-OUT

STREET FIGHTER II

CHAMPION EDITION

At long last! Here are the final four characters to add to your collection which should have built up over the past issues. The Street Fighter II: Special Champion Edition cartridge should be available from local importers in about one month's time. Despite various rumours, including one that Capcom are waiting until November to release the game, we can only confirm that it will be out during September in the States on a massive 24Mbit cart and priced at $70. The early import versions may cost up to £100, so watch out and remember that the game should be out officially soon costing a lot less.

© CAPCOM

SEGA pro

THE THIRD AND FINAL PART

STREET FIGHTER II
CHAMPION EDITION

SEGA pro

STATISTICS

BORN: UNKNOWN
HEIGHT: 182cm
WEIGHT: 80Kg
CHEST/ WAIST/ HIPS
129cm/ 85cm/ 91cm
BLOOD TYPE: A

A PSYCHIC POWER

The caped crusader with no record of birth was the ultimate guardian in the original game. He now returns, but you are able to select him to fight against any other character. The ultimate master now offers his services to you.

His wide range of powerful moves is sure to provide an upper hand in against any other foe. Scissor Kicks, Head Stomps and Flaming Torpedos are included in an endless arsenal of improved special moves. It's doubtful that this psychic power can be beaten.

M.BISON

© CAPCOM

STREET FIGHTER II
CHAMPION EDITION

SEGA pro

THE PRETTY WOMAN

So much speed and power helps to make Chun-Li one of the best characters in the game. Her powerful kicks are further enhanced with particularly useful improved moves. The enhanced down kick now lets you land on your opponent to score up to five hits.

Her infamous Lightning Kick has also been enhanced, so Chun-Li can severely damage her opponents as her leg repeatedly kicks up and down in a blur of power. Even an opponent's block can't withstand this one – especially when performed mid-flight.

STATISTICS

BORN: 1968
HEIGHT: 170cm
WEIGHT: unknown
CHEST/ WAIST/ HIPS
88cm/ 58cm/ 90cm
BLOOD TYPE: A

CHUN LI

© CAPCOM

Subscribe and beco a PRO!

Get 12 issues of your favourite Sega read together with Datel's phenomenal Pro Action Replay game-busting cart and save an astounding £13.40 on this unbeatable package.

Alternatively, just take out a 12-month subscription to SegaPro for £23.40 and get The Complete Sega & Nintendo Game-Busting Guide or The Complete A-Z of Sega Games, worth £3.99 each, absolutely FREE!

Either way, you win!

now ome

SegaPro is Britain's leading independent Sega magazine. And one of the few to cover the Mega Drive, Master System, Game Gear and Mega-CD fully. With 100-plus pages every month it's not surprising that SegaPro carries more reviews, more entertainment, more excitement – in fact, a whole lot more for your money.

Full colour throughout SegaPro means you get the full picture. You're not left in the dark as far as Sega games and hardware developments go. Furthermore, the hints and tips section is second to none. With expansive playing guides and exclusive game-busters, you're always the winner.

In SegaPro you get authoritative, information-filled reviews of the very latest Sega console games. Plus exclusive news of the very latest Sega developments from around the world!

By subscribing to SegaPro, you're not only guaranteed trouble-free delivery to your door every month of the top Sega magazine and a considerable saving on news-stand prices, but special offers on games and hardware, a regular newsletter providing you with exclusive information on Sega developments and membership to a nation-wide Sega club.

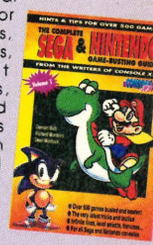
SegaPro: the pros' number one choice!

THE PRO ACTION REPLAY
The Pro Action Replay – now available for Mega Drive (RRP £49.99), Master System (RRP £39.99) and Game Gear (RRP £39.99) – is a stunning device which sits between the console's cartridge slot and a game. The device lets you beat any game; it's the ultimate game-busting cartridge. You can have infinite lives, unlimited energy, special effects, extra ammo, start on any level, even design your own levels. The Pro Action Replay lets you do all this and more with virtually any Sega game. You simply enter a code and the Action Replay device does the rest. There are thousands of codes for hundreds of games, and SegaPro exclusively prints the very latest codes every month. Pro Action Replay and SegaPro – the winning combination!

THE A-Z OF SEGA GAMES
The Complete A-Z of Sega Games (RRP £3.95) is an essential buyer's guide to games. Crammed between its covers are reviews of virtually every Mega Drive, Master System and Game Gear title released from the inception of each console. But it's more than that:

- Big. Not just larger-than-A4 in size, but packed with over 200 pages of game reviews.
- Collectable. Perfect bound, glossy, full colour, fact-packed – all the ingredients necessary to ensure it's referred to again and again.
- Authoritative. Every game review occupies at least a page, so you know exactly what the game is about, how it plays and what it looks like.
- Irresistible. Over 200 packed pages. Over 150 full reviews. Over 5,000 screen shots.

THE GAME-BUSTING GUIDE
The Complete Sega & Nintendo Game-Busting Guide (RRP £3.99) is a massive collection of hints, tips and dodges for all the biggest titles on Sega and Nintendo consoles. It's a fact-packed read that will help you get the most from your games. The guide features tricks and tactics for over 500 top titles on the Mega Drive, Master System, Game Gear, Mega-CD, Game Boy, NES and Super NES. But it's more than a book; it's an explosive manual for winners. Crammed between its cover are essential dodges for infinite lives, level selects, secret power-ups, unlimited continues and much more for all the biggest games.



SegaPro Subscription Form

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

OPTION 1 ☛ 12-MONTH SUBSCRIPTION PLUS DATEL PRO ACTION REPLAY
Please indicate which machine you would like Pro Action Replay for and whether the subscription is for the UK, Europe or elsewhere in the World.

Mega Drive Package
Pro Action Replay (RRP £49.99) plus 12-month SegaPro subscription (RRP £23.40). Your price £59.99. A saving of £13.40 on the combined package!

☐ UK £59.99 ☐ Europe £69.99 ☐ Rest of World £79.99

Master System Package
Pro Action Replay (RRP £39.99) plus 12-month SegaPro subscription (RRP £23.40). Your price £49.99. A saving of £13.40 on the combined package!

☐ UK £49.99 ☐ Europe £59.99 ☐ Rest of World £69.99

Game Gear Package
Game Gear (RRP £39.99) plus 12-month SegaPro subscription (RRP £23.40). Your price £49.99. A saving of £13.40 on the combined package!

☐ UK £49.99 ☐ Europe £59.99 ☐ Rest of World £69.99

OPTION 2 ☛ 12-MONTH SUBSCRIPTION PLUS FREE A-Z OR GAME-BUSTING GUIDE
Please indicate which FREE book you would like to receive and whether the subscription is for the UK, Europe or elsewhere in the World.

☐ The Complete Sega & Nintendo Game Busting Guide
☐ The Complete A-Z of Sega Games

☐ UK £23.40 ☐ Europe £33.40 ☐ Rest of World £43.40

YOUR DETAILS ☛
I would like the subscription to start from issue number .....

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

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

Address .....

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

Method of payment please indicate your choice

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date___/___/___

Card number_____/_____/_____/_____

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

Name .....

Address .....

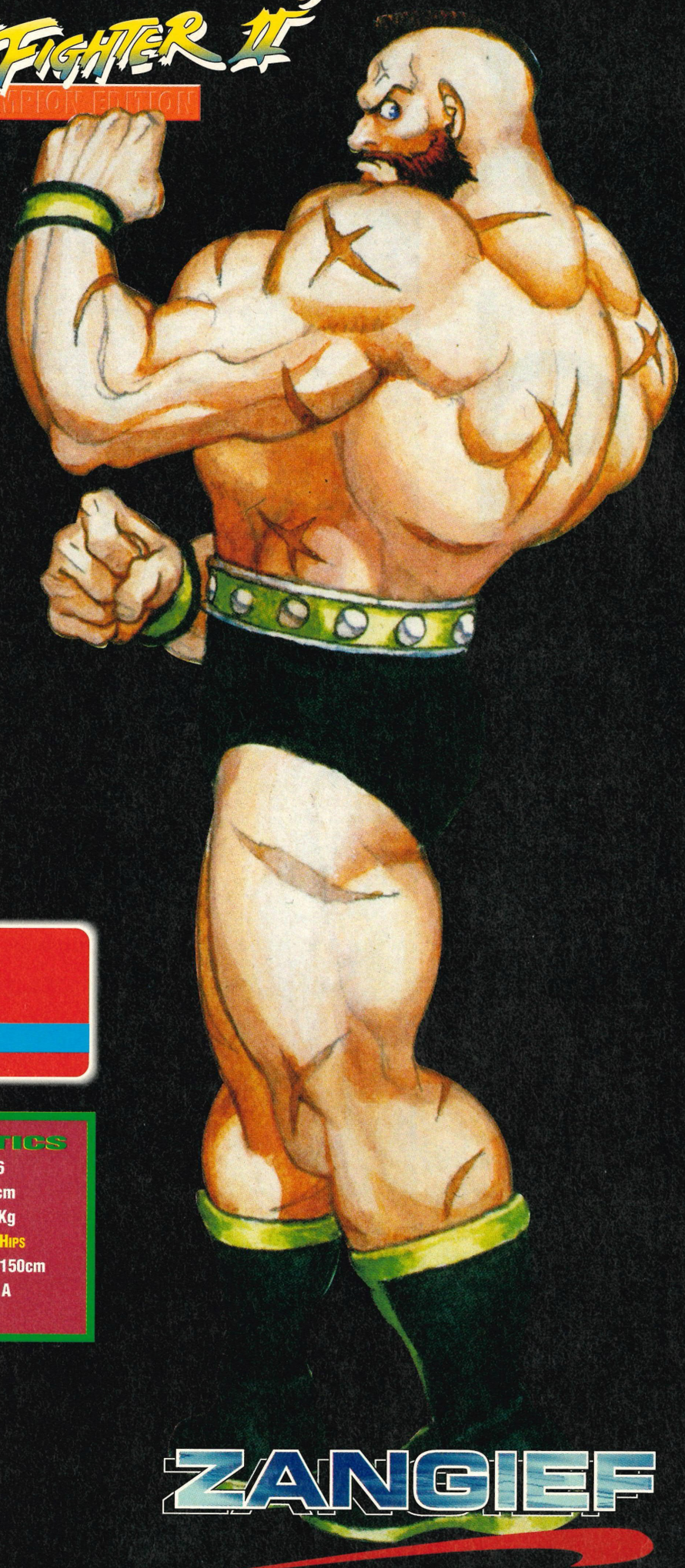
Postcode.....Phone number .....

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: SegaPro Subs, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

FORM23SEP

STREET FIGHTER II
CHAMPION EDITION

SEGA pro



THE SAMBO MAN

An old wrestling master from the deepest and coldest areas of Russia, Zangief really knows how to use his weight. A devastating Spinning Pile Driver, Head Slam, Flying Punch and Spinning Lariat help give anyone who dares to challenge him some painful memories.

Bear wrestling gave Zangief the challenge he required to build himself into what can only be described as massive. The special moves, now improved, lack a fireball, but this makes little difference.

STATISTICS

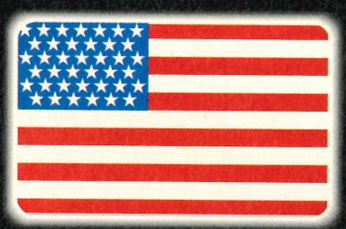
BORN: 1956
HEIGHT: 211cm
WEIGHT: 115Kg
CHEST/ WAIST/ HIPS
163cm/ 128cm/ 150cm
BLOOD TYPE: A

ZANGIEF

© CAPCOM

STREET FIGHTER II
CHAMPION EDITION

SEGA pro



STATISTICS

BORN: 1960
HEIGHT: 182cm
WEIGHT: 86Kg
CHEST/ WAIST/ HIPS
125cm/ 83cm/ 89cm
BLOOD TYPE: O

FIGHT FOR VENGEANCE

Guile was a Sixties wild child and joined the Special Forces as soon as he was old enough. While here, he learned fighting skills from the superior tutors. His special moves, Sonic Boom and Aerial Slam, have won him many victories. The Flash Kick can even cause lesser opponents to hide in a corner.

Arm to arm combat is Guile's speciality, but he's also a tough man to beat in normal distance fighting. An ability to control sound waves gives him the power to release his Sonic Boom weapon. The Street Fighter tournament provides the platform for him to take sweet revenge over M Bison's treachery.

GUILE

© CAPCOM

If you missed the last two issues of SEGAPRO with the stunning eight-page features on *Street Fighter II*, contact Karen on (0202) 299900 to place your back issue order. The first eight characters, shown here, are featured as glossy full-page posters. Once all 12 characters have been collected you will have the most sought after *Street Fighter II* collectors' edition ever!

STREET FIGHTING POSTER ORDER

You can't hope to be Street Fighter wise without it!

SOFTWARE SHOP

041 885 2761

MEGA DRIVE GAMES (SECOND HAND)

2 Crude Dudes	£25	Fantasia	£20	J. Madden Football	£19
688 Attack Sub	£23	Fatal Fury	£28	John Madden 92	£23
Aliens 3	£25	Flashback	£28	John Madden 93	£27
Alisia Dragoon	£15	Ghostbusters	£15	NHLPA Hockey	£25
Another World	£27	Ghouls 'n' Ghosts	£24	NHLPA93	£27
Aquatic Games	£23	Global Gladiators	£28	PGA Tour 1	£26
Batman	£22	Golden Axe	£15	PGA Tour 2	£27
Batman Returns	£24	Green Dog	£23	Pitfighter	£25
Battle Squadron	£24	Gynoug	£15	Powermonger	£27
Buck Rogers	£22	Immotal	£23	Rambo 3	£16
Carmen Sandiego	£23	Jewel Master	£19	Revenge of Shinobi	£15
Chuck Rock	£23	Jungle Strike	£28	Risky Woods	£23
Cool Spot	£28	Kid Chameleon	£23	Road Rash	£23
Corporation	£24	Lemmings	£27	Road Rash 2	£27
Decap Attack	£23	LHX Attack	£24	Robocod	£23
Desert Strike	£26	Lotus Turbo Esprit	£25	Rolo to the Rescue	£27
Dragons Fury	£25	Mega Lo Mania	£27	Shadow Dancer	£23
Dungeons & Dragons	£25	Mercs	£15	Shadow of the Beast	£15
EA Hockey	£25	Mickey Mouse - Castle of Illusion	£23	Simpsons	£25
Ecco	£27	Micro Machines	£25	Sonic 2	£24
Eswat	£23	Midnight Resistance	£25	Space Harrier 2	£15
Euro Club Soccer	£24	Moonwalker	£15	Speedball 2	£25
F22 Interceptor	£22	Joe Montana 92	£23	Spiderman	£15
				Splatterhouse 2	£25

Streets of Rage 1	£20
Streets of Rage 2	£28
Sunset Riders	£27
Super Hang On	£15
Super Kick Off	£28
Super Monaco 1	£23
Super Monaco 2	£25
Super Thunderblade	£15
Super Wrestlemania	£23
Tazmania	£25
Terminator	£23
Terminator 2	CALL
Tiny Toons	£27
Truxton	£23
Turbo Outrun	£15
Turrican	£23
Winter Challenge	£23
Wonderdog	£23
World Cup Italia 90	£15
World of Illusion	£27
Wrestle War	£15
Zany Golf	£15
Zero Wing	£15
X-Men	£27

SONIC 2 (MEGADRIVE) NEW £26.99

MASTER SYSTEM GAMES (ALL NEW AT £12.99)

Aerial Assault, Alien storm, Altered Beast, Bonanza Bros, Cyber Shinobi, Dynamite Duke, Double Dragon, Double Hawk, ESWAT, Galaxy Force, Ghostbusters,Indie -Last Crusade, GLOC, Laser Ghost, Line of Fire, Mercs, Pacmania, Phantasy Star, Populous, Quartet, Rastan, RType, Sega Chess, Shadow Dancer, Shadow of the Beast, Shinobi, Strider, Super Monaco.

EXCHANGE AVAILABLE

Exchange your games against the current top games. (Please write or phone for full current lists, free updates sent out)

* All used games have been checked and are in good condition with instruction books

SOFTWARE SHOP, DEPT SP, 48 HIGH ST, RENFREW, RENFREWSHIRE, SCOTLAND.PA4 8QP. TEL: 041 885 2761 FAX: 041 885 2830
SHOP HOUR 10AM - 5.30PM (CLOSED ON WEDNESDAYS)

D.D.S

TEL: 0256 331505
FAX: 0256 331477

UNIT M, LODDON BUSINESS CENTRE
ROENTGEN ROAD
BASINGSTOKE, HANTS.

MEGADRIVE MAIL ORDER

BUCK RODGERS **********	£25.99
DESERT STRIKE **********	£31.99
JUNGLE STRIKE *********	£37.99
SUPER SMASH TV********	£22.99
SPORTS TALK 93 *********	£29.99
GHOULS N GHOSTS *****	£25.99
ECCO THE DOLPHIN *****	£30.00
GLOBAL GLADIATORS ****	£28.99
T2 ARCADE **********	£30.99
PGA TOUR GOLF 2********	£32.99
MUHAMMED ALI BOXING	£33.99
SUPER WRESTLEMANIA *	£30.00

LOADS OF TITLES IN STOCK !! SEND A SAE FOR A CURRENT LIST - GAMES START FROM £15.00!!

CHEQUES SHOULD BE MADE PAYABLE TO D.D.S & REQUIRE A CURRENT GUARANTEE CARD NUMBER.

WHY JUST BUY ON PRICE? WHEN WE CAN OFFER YOU EXCELLENT SERVICE AND GREAT PRICES!

DC VIDEO GAMES DC

THE NAME YOU CAN TRUST FOR ALL YOUR GAME SUPPLIES! TRADE ENQUIRIES WELCOME.
254, LONDON ROAD, MITCHAM, SURREY, CR4 3HD TEL: 081 640 8692 or 081 646 8940 FAX: 081 640 8692
CALLERS WELCOME AT OUR SHOP.....OPEN 11AM-7PM MON - SAT.

LIST OF GAMES!! *SPECIAL OFFERS!!!*

ANOTHER WORLD	£34.95	LEMMINGS	£35.00
AMAZING TENNIS	£39.00	LEADERBOARD GOLF	£29.95
BUBSY / BOBCAT	£34.00	MAZIN WARS	£34.95
CHAK.FOREVERMAN	£29.95	MORTAL COMBAT	CALL
CHESTER CHEETAH	£39.00	MUTANT FOOTBALL	£34.95
COOL SPOT	£39.00	MEGA-LO-MANIA	£39.00
DESERT STRIKE	£32.00	MICRO MACHINES	£30.00
ECCO DOLPHIN	£34.95	PGA TOUR GOLF 2	£29.95
EURO SOCCER	£34.95	POWERMONGER	£29.95
F-15	CALL	QUACKSHOT	£29.95
FATAL FURY	£39.00	ROAD RASH II	£33.00
FLASHBACK	£40.00	ROCKET NIGHTS	CALL
GENERAL CHAOS	CALL	SHINING FORCE	£44.95
J. MADDEN 93	£29.95	STREETS/RAGE II	£37.95
JUNGLE STRIKE	£39.95	SUPER KICK OFF	£34.95
J. NICKLAUS GOLF	£34.95	TECHMO CLASH	CALL
KRUSTYS	£29.95	WORLD/ILLUSION	£35.00

ALISIA DRAGOON	£16.95	LHX ATTACK CHOPPER	£25.00
AQUATIC GAMES	£20.00	MARBLE MADNESS	£23.95
ALIEN 3	£29.95	NHLPA HOCKEY 93	£29.95
ALEX KIDD	£14.95	OLYMPIC GOLD	£24.95
688 ATTACK SOB	£29.95	PGA TØUR GOLF 2	£29.95
BUCK ROGERS	£29.00	POPULOUS	£25.00
BULLS VS BLAZERS	£29.95	ROLO / RESCUE	£30.00
CASTLE / ILLUSION	£29.95	SONIC 2	£29.95
DUNGEONS & DRAGS	£29.95	SWORD/VERMILLION	£29.95
DEVILISH	£25.00	SPEEDBALL 2	£24.95
GALAXY FORCE 2	£14.95	SPIDERMAN	£17.95
GYNOUG	£16.95	TALESPIN	£24.95
GHOULS + GHOSTS	£29.95	TAZMANIA	£29.95
GOLDEN AXE II	£16.95	TWISTED FLIPPER	£25.00
HELLFIRE	£19.95	USA TEAM BASKETBALL	£29.95
JOHN MADDEN 92	£25.00	WWF WRESTLEMANIA	£24.95
JORDAN VS BIRD	£19.00	ZERO WING	£16.95
J.POND II (ROBOCOD)	£29.95		

MANY OTHER TITLES IN STOCK. WE SPECIALISE IN THE LATEST AMERICAN IMPORTS
PLEASE CALL TO CHECK AVAILABILITY!

IF YOU DO NOT SEE THE GAME YOU REQUIRE ,PLEASE CALL AS NEW GAMES ARE ARRIVING DAILY
PART EXCHANGE ALSO AVAILABLE!

ORDER FORM (SP)

NAME .....

ADDRESS .....

.....

TELEPHONE No. .....

Please make cheques/P.Os payable to DC VIDEO GAMES
254, London Road, Mitcham, Surrey,CR4 3HD.
Please add £1.50 p+p per game for rec.1st class delivery.

EXP/DATE ☐☐☐☐

GAMES	COST+£1.50 P+P
.....	.....
.....	.....
.....	.....

CHEQUES/P.O./ACCESS/MASTER CARD/VISA ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

TOTAL

NIGHT STRIKER!

A futuristic metropolis has been transformed into an aerial battleground between Dr Masker Lindberry and the Special Service Agency. You are the night striker; an elite pilot of the Specials and a force to be reckoned with. Your assault vehicle, a transforming heavily armoured attack weapon, is armed with lasers and protected by a weak force shield. Every hit stretches this barrier to its limit, five or more and you're dead.

There are several paths to your target and close study of your on-screen display is of paramount importance – one mistake and you're history. Every sector is patrolled by Lindberry's guards, and barricades have been set up across the city. Night strikers have travelled these areas before, but no-one has returned to tell the tale. All information is subject to preliminary surveillance patrols, but nothing is definite. Only one detail has been confirmed – you must succeed!

This has been hyped in Japan to be one of the best shoot-'em-up Mega-CD releases to date. Early screen shots featured in News From Japan certainly looked impressive, but enter the first few screens and it plays like a poor *Afterburner* clone.

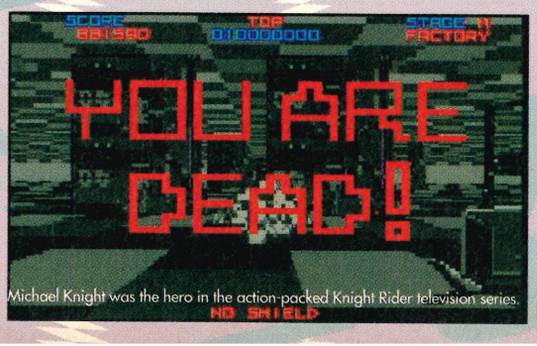
Your aim is to travel through each of the stages and reach the final mission to destroy the enemy positions. There are 21 stages, six levels and various paths through the pyramid map. You immediately think that the idea of the game is to clear each of the stages, but, alas, you must go from A to the top level (P-U) in the path of your choice.

The graphics fall along a very wide scale – some being excellent and others absolute drivel. The better areas are the tunnel and factory sequences that show off the Mega-CD's graphic scaling capabilities. Chequered floors and ceilings spiral towards you at a fast pace, resulting in some impressive scenes. On the down side, everything is extremely fuzzy and difficult to see – pixel city!

Mega-CD owners have been presented with a simple, very easy and short-lived one-player shooter. It fails to captivate in any way at all and is an absolute cinch to finish, even on the so-called 'extra hard' level. It has some nice touches, but who is going to pay 41 quid for the privilege of playing a new release for a day?

● **Jason "night stalker" Johnson**

● This is the first stage which you will have to complete before choosing which direction you want to travel in. The blurs in the top area of the screen are helicopters which you're aiming to shoot down.



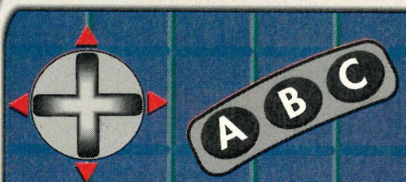
Michael Knight was the hero in the action-packed Knight Rider television series.

PROTIP It may seem a good idea to blast away on the auto fire from start to finish, but when you fight the final guardians, wait until they fire. This helps you see the missiles and determine their position.

NIGHTSTRIKER

TAITO ● £41.00 ● IMPORT

CD ACCESS.....fast
PLAYERS.....1
STAGES.....21
SKILL LEVELS.....5
FEATURES.....continues
CONTACT
Console Plus ✆ (0942) 456802



The D-pad moves your ship in the normal compass directions. Buttons A, B and C are programmable with one of the three offering an auto fire option. START pauses the game and apart from that there's very little else you need to know.

ACTION
STRATEGY

GRAPHICS 46%
▲ The fast scaling sequences are the most appealing part of the game.
▼ The graphics are very pixelated, especially on the in-coming ships and helicopters.

SOUND 38%
▲ The speech samples, although far from original, are okay, but that's about it.
▼ The background music is constantly droned out by a boring shooting sound effect.

GAMEPLAY 38%
▲ Various routes give the feeling that you're playing a variety of missions in one game.
▼ The simple up, down, left, right and fire routine is wearing a bit thin for Mega-CD.

CHALLENGE 15%
▼ Five difficulty levels have been included, but they're practically all the same.
▼ Far too easy; the majority of experienced gamers should finish this very quickly.

PROSCORE

36%

A dire game that is not worth getting excited about. Being able to complete every level in the first day is pitiful for a CD release.

BE A WINNER! GET THE MOST OUT OF YOUR MEGA DRIVE GAMES WITH

AWESOME

"Full game strategies, essential hints & tips, the latest game busters – there's so much in it."
Damian Butt, editor
Sega XS magazine

SEGA MEGA DRIVE SECRETS III

AVAILABLE NOW FROM ALL GOOD BOOKSTORES PRICED JUST £9.99

Awesome Sega Mega Drive Secrets 3 features over 320 pages crammed with exclusive game busters, playing guides, hints and tips, strategies and secrets. It's a fantastically comprehensive collection of tricks and tactics aimed at games playing winners.

Awesome Sega Mega Drive Secrets 3 has essential playing guides to many of the biggest games. These take you step by step through levels, inform you how to get past obstacles, where to pick up special items, and how to deal with attackers. The playing guides will get you through to the end when all else fails.

Awesome Sega Mega Drive Secrets 3 is the most accurate and fact-packed guide to winning Sega Mega Drive and Mega-CD games. Over 150 games busted and beaten! You'll discover secrets buried within games; infinite lives, hidden messages, level selects, bonus rounds, concealed stages, unlimited continues, and more!

Awesome Sega Mega Drive Secrets 3 comes with hints and tips, playing guides and game busters for the following games:

Afterburner 2, Alien 3, Air Diver, Aisle Lord, Aleste, Alex Kidd in the Enchanted Castle, Alien Storm, Allisia Dragoon, Altered Beast, Another World, Arch Rivals, Arcus Odyssey, Arnold Palmer Tournament Golf, Ayrton Senna's Super Monaco GP 2, Back to the Future 3, Bad Omen, Batman, Batman: Return of the Joker, Battlemania, Battletoads, Black Hole Assault, Burning Force, Centurion: Defender of Rome, Chakan, Chuck Rock, Cobra Command, Cool Spot, Cosmic Fantasy Stories, Curse, Cyberball, Dangerous Seed, Darius 2, Desert Strike, Devil Crash, Devilish, Dinoland, DJ Boy, EA Hockey, Earnest Evans, Ecco the Dolphin, El viento, ESWAT, Evander Holyfield's Boxing, European Club Soccer, F1 Circus, Faery Tale Adventure, Fantasia, Fastest One, Fatal Fury, Ferios, Fighting Masters, Fire Mustang, Fire Shark, Flashback, Forgotten Worlds, Gain Ground, Gaiares, Galahad, Ghostbusters, Ghouls 'n Ghosts, Golden Axe, Golden Axe 2, Granada, Grandslam Tennis '92, Gynaug, Hard Drivin', Heavy Nova, Hellfire, Herzog Zwei, Hook, Humans, The Immortal, Insector X, James Pond, James Pond II, Robocod, James "Buster" Douglas Boxing, Joe Montana '93 Football, John Madden '92, Kid Chameleon, King's Bounty, Klax, Kris Kross: Make my Video, Krusty's Super Fun House, Lakers vs Celtics, Lemmings, LHX Attack Chopper, Lotus Turbo Challenge, M1 Abrams Battle Tank, Marky Mark: Make my Video, Marvel Land, Master of Monsters, Mercs, Midnight Resistance, Moonwalker, The New Zealand Story, Night Trap, Nostalgia 1907, Onslaught, Outlander, Outrun, Phantasy Star 2, Phelios, Pit-Fighter, Populous, Powerball, Powermonger, Predator 2, Prince of Persia, Pro Baseball Super League '91, Quackshot, Rainbow Islands, Rambo 3, The Revenge of Shinobi, Rings of Power, Road Blasters FX, Road Rash, Road Rash II, Roto to the Rescue, Rolling Thunder 2, Saint Sword, SD Valis, Sega Classics, Shadow Dancer, Shadow of the Beast, Shadow of the Beast 2, Secret of Monkey Island, Sewer Shark, Shining Force, Shining in the Darkness, Side Pocket, Smash TV, Sol-Feace, Sonic the Hedgehog, Sonic the Hedgehog 2, Space Harrier 2, Space Invaders '90, Speedball 2, Spider-Man, Splatterhouse 2, Steel Empire, Stormlord, Street Smart, Streets of Rage, Streets of Rage II, Strider, Sword of Sodan, Sunset Riders, Super Fantasy Zone, Super Hang-On, Super League, Super Monaco GP, Super Thunderblade, Sword of Vermillion, Task Force Harrier Ex, T2: The Arcade Game, Taz-Mania, Team USA Basketball, Technocop, Terminator 2, Test Drive 2, Thunderforce III, Thunder Pro Wrestling, Thunderstorm FX, Time Gal, Tiny Toon Adventures, Teenage Muntant Ninja Turtles: Return of Shredder, Toejam & Earl, Trouble Shooter, Truxton, Turrican, Twin Cobra, Two Crude Dudes, Universal Soldier, Valis 3, Verytex, Wani Wani World, Warrior of Rome, Where in the World is Carmen Sandiego?, Wonderdog,

"With loads of the latest cheats, it's the most concise hints & tips book out. Definitely for those with a desire to win!"
Pat Kelly, editor
SegaPro magazine

"Up-to-date, 100% accurate and excellent value for money. The ultimate companion for Sega games players!"
Dominic Handy, editor
Mega Power magazine

OUT NOW! JUST £9.99

- OVER 320 PACKED PAGES
- FULLY ILLUSTRATED WITH 500-PLUS PICTURES
- ESSENTIAL TRICKS AND TACTICS TO OVER 150 GAMES
- FULL PLAYING SOLUTIONS FOR 30-PLUS MD GAMES
- GAME BUSTERS FOR MORE THAN 100 TITLES

***AWESOME SEGA MEGA DRIVE SECRETS 3* IS AVAILABLE NOW FROM ALL GOOD BOOKSHOPS PRICED JUST £9.99.**

IT CAN BE PURCHASED DIRECT FROM THE PUBLISHERS USING THE FORM TO THE RIGHT.

IF YOUR LOCAL BOOKSTORE DOESN'T STOCK THE TITLE, SIMPLY GIVE THEM THE FOLLOWING DETAILS AND THEY WILL BE ABLE TO ORDER IT FOR YOU.

Title: Awesome
Sega Mega Drive Secrets 3
Authors: Meston & Arnold
ISBN: 1 873650 03 5
Price: £9.99
Publisher: Paragon Publishing Ltd

Paragon Publishing Ltd
Durham House
124 Old Christchurch Rd
Bournemouth BH1 1NF
Tel: 0202 299900

Book Order Form

Please rush me a copy of *Awesome Sega Mega Drive Secrets 3* for £9.99 which includes postage and packing:

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

Address .....

.....

Postcode .....Phone nº.....

Method of payment *please indicate your choice*

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date___/___/___

Card number_____/_____/_____/_____

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: Book Offer, Paragon Publishing Ltd, FREEPOST (BH 1255), Bournemouth BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

NB: *Awesome Sega Mega Drive Secrets 3* is published by Paragon Publishing Ltd, an independent publishing company. The book is not published, authorised by, endorsed, or associated in any way with Sega of America Inc. or Sega Europe Ltd. The book is not related and should not be confused with any publication that is printed or

General Chaos, the Moronican commander, has a very old score to settle with his life-long adversary, General Havoc, commander of the Vicerian army. Although they have been at loggerheads for years, neither has achieved the final victory that would see the other humbly flee from their capital city.

However, to put it bluntly, their tactics weren't paying off and the war had become ever so stale. Now, the battles have changed to skirmishes between opposing, highly specialised and expertly trained, mobile five-man squads or two-man commando teams.

The mini-war, which the rest of the civilised world has chosen to ignore, has depleted into a petty dictator's battle where the winner takes all and the loser loses everything. In any case, no-one really cares either way.

Two players can team up and form four-man commando teams. Four players can use EA's four-play to compete against each other in two-player teams. As can be seen, the commandos are a formidable team, seen here mowing down the feeble reds. The status bar at the top of the screen highlights which soldier is currently being controlled. The extra objects, such as the safe, contain extra points if they are opened.

Electronic Arts have made quite a name for themselves in releasing unoriginal sequels to best-selling games, but with *General Chaos* they seem have broken the mould. With very few games like it, this war combat romp is one of the most original games from the publisher since the release of *Desert Strike!*

General Chaos is like no other game before it, probably the nearest being the dated, but popular, *Gain Ground*. The general idea is to control a team of five highly skilled combatants against similarly equipped opponents in a battlefield no bigger than the size of the screen. There are 17 battlefields in each campaign with two of these being the Capital cities of Moronica and Viceria.

Starting in the middle of the battle map, you must win territory and reach the opponent's Capital. You can only choose to fight on a nearby territory that hasn't been fought on and can win the campaign by advancing towards, and capturing, the enemy's Capital. Once you have taken the principal territory, you advance onto the next campaign of which there are three. This provides a maximum of 51 possible battlefields with different obstacles and secondary missions in each. Many of the battlefields are similar with some even being identical, but the CPU opponent becomes progressively tougher as you advance through each campaign.

The variety in gameplay is mainly determined

PROTIP When you get the chance, choose the five-gunner team and blast away until your foes are totally eliminated.

GENERAL CHAOS

The chaos theory states that apparently random phenomena have underlying order

I WANT A SECOND OPINION

General Chaos has to be the most chaotic and explosive release of the year. I found the gameplay unique and fresh, and the concept clever and challenging. The action seems too quick to cope with initially, but, after a short while, it becomes clear that the controls have to be experimented with before you can appreciate the absolute mayhem.

With up to four players able to compete together, the whole warfare scenario can produce a barrel of laughs. The large graphics, bubbly scenes and bright colours put that softer and fun touch to what could have merely been just another war sim!

MARK

SOLDIER, SOLDIER

There are five types of soldier. Each has a unique appearance that makes them stand out as individuals in the midst of battle.

GUNNER

Range: ***40 metres***

Gunners are most effective with their mid-distance sub-machine gun that spews out hot lead in a wide arc. They lay down a constant spray of bullets, but their line of fire can be blocked by obstacles.

LAUNCHER

Range: ***150 metres***

The launcher can lay down a line of devastation with the powerful and deadly rockets. They can't be beaten at long range and their bazookas can out-distance any other weapon. At short range, one hit will frazzle foes.

SCORCHER

Range: ***5 metres***

A scorcher can unleash a stream of liquid fire. However, with such a short range, they are only effective close in. Scorchers must be closely controlled, but their flame thrower can ignite more than one foe.

CHUCKER

Range: ***50 metres***

The chucker will hurl grenades up and over obstacles. They have quite an effective range that only the launcher can beat. They are most effective if they are placed behind an obstacle, and thus protected from harm.

BLASTER

Range: ***10 metres***

The blaster is an expert with high explosives and is useful in many hazardous situations where a target must be taken out or a foe must be blasted to smithereens. The dynamite kill area exceeds that of any other weapon.

with the use of either Assault, Brute Force and Demolition teams, or the two-man Commando outfit. There are five different types of soldier, each an expert in a crucial discipline. The choice of formation, although sometimes limited, provides a team for every job. For instance, the five-gunner assault team give a rock solid defence against an attacking foe, while the Brute Force team of two chuckers, two scorchers and one launcher provide an excellent close attack formation.

Once on the battlefield, the appropriateness of the generals' names, Chaos and Havoc, become clearer. There's so much going on that the outcome relies more on luck as it does skill. Sometimes, the formations you are offered by the CPU won't be ideal and there's not a damn lot you can do, but to watch your fearless troops being mowed down by a superior foe. However, it's likely that luck will be on your side for a higher percentage of the time and the odd defeat is to be expected.

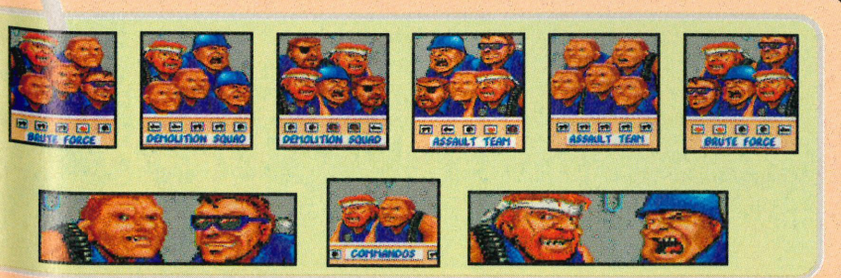
Up to four players can pair up and play a versus match, where four-man Commando teams are available with players controlling two men each. Solo gamers play against the CPU while two players have the option of playing against each other or teaming up to play the CPU. Whatever playing option is chosen, *General Chaos* is utterly brilliant. There are no limitations or loss of interest when playing against human or CPU foes. The anarchy, chaos and havoc make sure of that!

Almost everything you'd want from an arcade game is here. Speed, quick thinking, meticulous planning, determination, a sense of humour and, most of all, lots of luck are required. It's the quality of games such as this that make gamers continue to switch from computers to consoles.

● **Pat "logical" Kelly**

Now, this is where the game comes into its own. There are several private barneys going on, medics being called for, and neither side really knows what they're doing! It's just a case of hanging on in there.

Watch out! Beadle's about! We all think that the chucker looks a bit too like him for comfort!

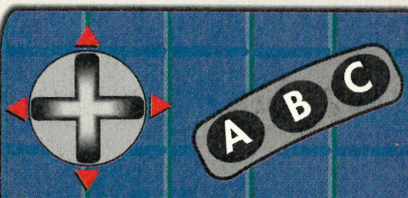


SQUADS

GENERAL CHAOS

EA ● £44.99 ● OUT AUGUST

CART SIZE 8Mbit
PLAYERS.....4
STAGES 51
SKILL LEVELS.....1
FEATURES .four play, vs
CONTACT
Electronic Arts© (0753)549442



The controls are kept simple with your troops' positions controlled with a combination of the joypad and B and C buttons. The A button is your order for the troops to fire. They will automatically pick out the closest or most dangerous target.

ACTION

STRATEGY

GRAPHICS 93%

▲ Because of the big sprites, each soldier can be easily recognised in the midst of the action.
▲ All the graphics are colourful, cartoony and exhibit the game's humorous nature.

SOUND 92%

▲ Atmospheric sound of bombs blasting, rockets launching and guns rattling.
▲ The jolly ditties, played during the non-action screens, spurs you onto victory.

GAMEPLAY 91%

▲ The chaotic concept is original and the execution of the battles is spot on.
▼ There isn't very much variety in each of the war zones and the fun could be short lived.

CHALLENGE 75%

▲ There's loads to do during battles and you'll have to keep your wits about you.
▼ The CPU is easy to beat and versus mode is where the challenge will come.

PROSCORE 91%

With its hugely chaotic action, colourful backgrounds and original gameplay, this should be an immediate addition to any arcade fan's artillery.

Guerrilla warfare is now an acceptable war strategy for large, as well as small, aggressors.

pro

REVIEW

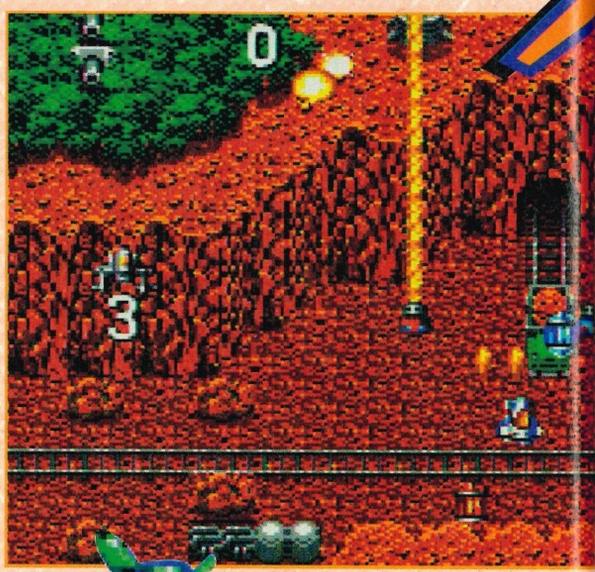
POWER

MASTER SYSTEM

A young co-pilot loved nothing but his job and made the skies his own during fighting days. Unfortunately, the days were cut short when he became yet another victim of the notorious sky pirates. As his plane crashed to the ground, he was robbed of almost everything. Thankfully, his life was too precious to lose. Despite spending months in hospital, he recovered and was able to plan his revenge.

Defeating the sky pirates would require guts and determination, but the time has come for a brave man to fight back and let peace reign once more. When thoughts run back to the moment of the crash, his hatred of the perpetrators becomes his ultimate weapon. After all, any self respecting hero knows that once the villains are beaten, revenge is sweet.

Every level is cluttered with colourful backdrops and superb sprites. Here on level one, you'll have to fly over a series of little islands where the enemies will surprise you at every possible moment. Don't forget to sweep up as many of the gold power-up icons, and watch for the cannons that pop up in rows. If you get through all this mayhem then the final guardian awaits you beyond the open seas!



Power Strike II carries the theme of power throughout every level of this shoot-'em-up bonanza. As the ship's pilot, your ultimate aim is to discover the space pirate's mother ship. To help you along your way, there are a selection of destructive weapons to take out the enemies. However, before you can get to the mother ship, you must complete another suicidal mission. Dodge the enemy fire and blast anything that moves!

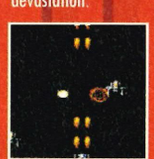
Before powering into action you are able to select one of four game speeds. A low speed will help the pilot adapt to different enemy attack patterns and a high speed is totally

WEAPONS

SEVEN UP

You won't get very far without collecting the available power ups. For one, if you can't shoot the enemy, they'll shoot you! Here are the available powers and their uses.

Shell Up
Collect this and your nose gun's firing power is enhanced to cause more devastation.

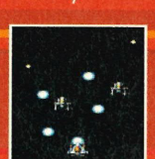


Shot Gun
This will give you a wide range blast for clearing enemy waves.

Missile
These are fired in pairs from both sides of your ship, making safer movement.

Burner
A long range flame thrower that is attached to your ship.

Absorption
This weapon will send a series of blasts to home in on the enemy.



Destroyer
These Rapid-fire missiles shoot from the front and sides but not back.

Napalm
Like a smart bomb, an explosion that destroys enemies in every direction.

Leonardo Da Vinci was the first man to attempt the scientific design of flying machines.

STRIKE

chaotic! A choice of weapons can also be selected from the animated illustrations on the options screen. On level one, you'll start with standard bullets, but it's possible to gain shells, missiles, flame burners, absorptions, destroyers and the ultimate in weapons, Napalm, by collecting power-ups.

The scenario is very much like the classic arcade game *1943*, as the screen scrolls from top to bottom with the enemy attacks becoming increasingly complex. End of level mother ships must also be destroyed and provide the platform for you to really test out your weaponry!

PROTIP When you find you're trapped by a swarm of bullets, fly to the other side of the screen and keep moving. You'll always avoid the majority of enemy fire.

The gameplay will suit shoot-'em-up fans down to the ground. You start with three lives and must collect P-Pod power-ups to put more bite into your weaponry and enables you to stay in one piece. Superblasts can also be collected and act as smart bombs. Spin shields can be found by either shooting particular enemies or passing over an item carrier. Red shields increase your nose gun's firing power, blue allows your bullets to blast through more than one enemy and yellow makes bullets fan out in front of the enemy. A maximum of three shields can be collected and they rotate around your ship for added protection.

The backgrounds change in each level and many of the graphics are superb. There are loads of different enemy sprites and the colourful landscapes are full of life. Sometimes, the ground breaks up like a mini earthquake, revealing hidden enemies! Over the waters, swirling whirlpools and flaming volcanoes add an extra touch to what initially seems like a motionless, flat seascape.

On level three, you must watch the cracks in the landscape as they open up to reveal more enemies.

The action in *Power Strike II* is very fast and the better your weapon, the less chance there is of being hit by an enemy. The Napalm weapon will destroy enemies in every direction! Explosive sounds add to the pace and power of every fighting second in your Falcon Flyer.

Power Strike II is a shoot-'em-up not to be missed on the Master System. The ideas may be a little dated, but the gameplay has power and guts. Your reactions will definitely be tested to the full!

● **Mark "sky warrior" Hill**

I WANT A SECOND OPINION

This has to be one of the best Master System shoot-'em-ups for ages! The graphics are absolutely superb. There are tons of power ups to collect and once you have them, they really make a difference. Although the idea of blatantly shooting enemies throughout each level may be dated, gameplay is very fast and frantic. There's a huge amount of variety in the graphics and controlling your ship is also fairly easy. This will suit trigger happy MS owners everywhere and if you miss this one, you could be kicking yourself for ever.

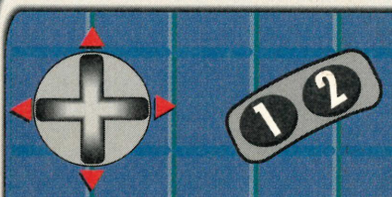
SAM

This colourful beast awaits your arrival at the end of level one. You'll need some powerful weapons to beat this monster, so it's essential you collect as many power-ups as possible to make the job all the easier!

POWER STRIKE II

SEGA ● £29.99 ● OUT SEPT

CART SIZE 4Mbit
PLAYERS.....1
STAGES 5
SKILL LEVELS.....4
FEATURES .....none
CONTACT
Sega ✆ 071 3733000



The D-pad moves your aircraft around the screen. Button 1 fires your current weapon while button 2 selects a special weapon.

ACTION — **STRATEGY**

GRAPHICS 92%

▲ The backgrounds on each level are colourful, detailed and even animated to some extent!
▲ Loads of different enemies that have been created with their own characteristics.

SOUND 87%

▲ There are plenty of combat sounds to create that fast and furious atmosphere.
▲ The soundtracks for each level are full of energy and help create a great war scenario.

GAMEPLAY 88%

▲ You can't keep your eyes of the screen for a second as the action is so explosive and fast!
▲ Collecting power-ups to enhance weapon power makes the game all the more interesting.

CHALLENGE 80%

▲ Building up enough weaponry to tackle the end of level enemy is a challenge in itself.
▼ Once you've completed five levels, the challenge is over.

PROSCORE

89%

Not enough levels for a ProYo! status. However, it's a great shoot-'em-up for the mindless gamer who loves finishing games.

Jet Propulsion was developed in many countries during World War II.

With Japan and America now becoming more involved with soccer, there is no doubt that it's a sport destined to last a good deal longer. The face of the game may have changed in modern times, but the basic principles behind its popularity will always be the same. From the days of childhood, a kick in the park would provide many an evening of after-school entertainment. Piles of clothes would be used as posts, and a tennis ball would always be a worthy substitute if a football was unavailable.

Now Sega are set to release *Ultimate Soccer* and, as such, we would expect some aspects of the game to live up to its strong title. Indeed, this is the first soccer release that can have up to eight players playing a once!

When it's a game of six men then it's a game of rebounding balls and smaller goals. You can't see the walls, the ball just bounces off an invisible sideline! However, six-a-side contests can be a lot of fun – particularly as the pitch is smaller and the action faster!

Soccer releases tend to include most aspects of the game. Looking back to a few years ago, soccer games never used to have free-kicks, penalties, red cards or after-touch, etc. The basic kick strengths and eight-directional passing were the only skilful aspects of those releases.

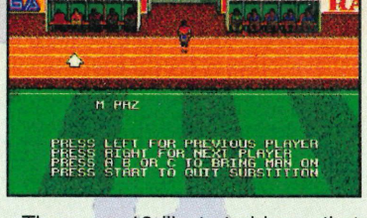
Ultimate Soccer seems to give a modern day example of how the options in a footy sim are becoming closer to the real life game.

The presentation screens put you in the footy mood as soon as you switch on the machine. The icons for each option are bright, detailed and cleverly animated, with the theme music typically zany and cheerful.

PROTIP It's often a good idea to run past defenders with the ball for a shot at goal rather than passing the ball up field.

The game can be played with up to eight players, using two Sega four-player adapters, and has the usual options – as well as many special extras. You can play in the Ultimate Cup, the World League, a knockout cup, or even a penalty shoot out. Friendlies are included and when the icon is selected, two illustrated soccer players start shaking hands!

When it comes to free kicks, you can choose the precise angle of your effort at goal!



There are 18 illustrated icons that are animated very clearly and help you see straight away what selection you've made. From the type of pitch surface and pitch angle, to the inertia and back pass selection, this seems to have it all. Even the weight of the ball can be selected.

Once you've selected your favourite options, it's down to the hard stuff. From Algeria to Argentina, you've got 64 of the world's minnows and big boys to play against. Before and during each match, you can select one of eight team formations and gameplay style. A breakaway style means all attackers attack

I WANT A SECOND OPINION

Even the popular *Super Kick-Off* fails to compare to this new Sega footy sim when it comes to options. This is the game's strength and, with them, the one-player matches are more fun than usual. The varying pitch conditions are an expected addition, but viewing angle, ball weight and even inertia makes for a few surprises.

Otherwise, it's a fairly plain affair with awkward and uneventful gameplay, sprite collision problems and no more than average quality scrolling. The Super NES version was much more playable and action packed. *J League* or the soon to be released *EA Soccer* are recommended alternatives.

JASON

WHAT'S ALL THIS THEN?

1 Pitch surface
Choose from dry, normal, damp or wet.

7 Difficulty
Choose from three skill levels.

13 Game duration
Play for up to 15 minutes per half.

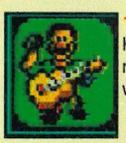
2 Wind strength
Select none, light, medium, strong or random wind strength.

8 Backpass rule
You can decide to agree or disagree with FIFA here!

14 Extra time
An extra third of playing time may be selected.

3 Wind direction
Select a North, south, east or west wind at four strengths.

9 Inertia
Do you want your players to accelerate to their top speed or not!



15 Music
Have the zany music on or off whilst you play.

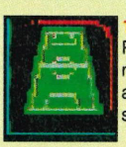
4 Ball control
You can select tight, normal, dribble, loose or push ball control.

10 Penalties
Go for a shoot-out or choose penalties after extra-time.

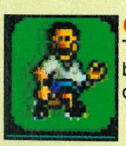
16 Sound FX
Switch sound effects on or off.

5 Game mode
Choose to play on an Indoor or outdoor pitch!

11 Instant replay
Choose an automatic or manual replay option.



17 Pitch Angle
Play with a normal or deep angle pitch surface.

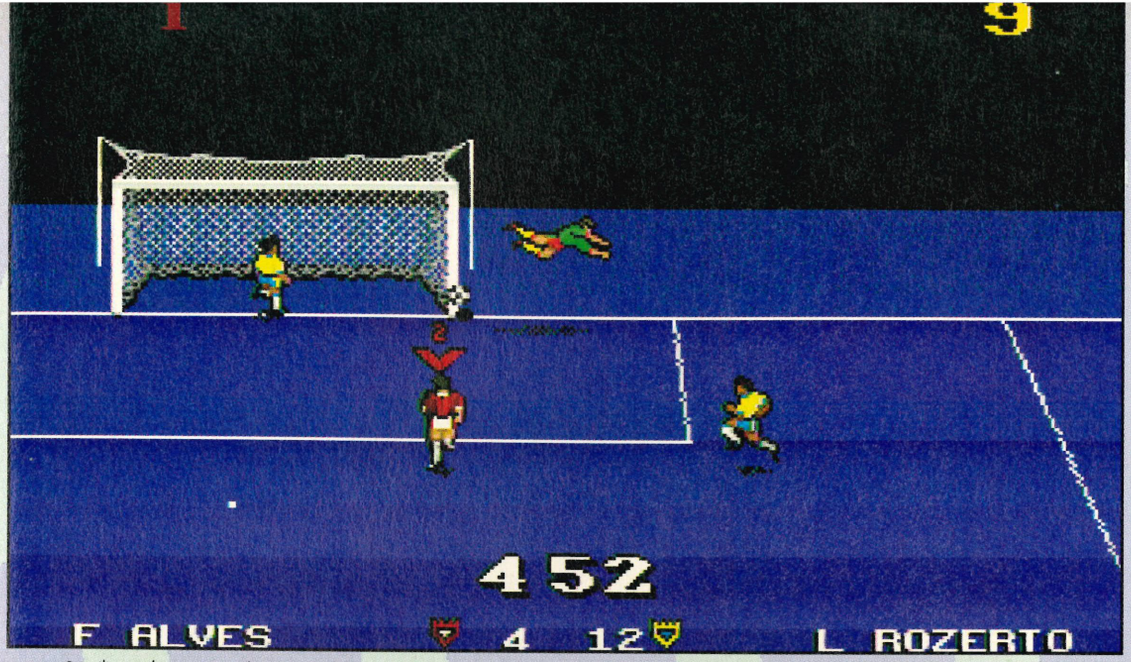


6 Game speed
The action can be played at four different speeds.

12 Ball weight
Fussy people may choose a light, normal or heavy ball!

18 Messages
Such as Goal, Foul, etc, can be on the screen if you wish.

When England played Germany in the US Cup, it was the first international ever to be played indoors.



Brazilian striker, Rozetro, shoots at goal and it very much looks as if the post will save the necks of the Welsh. Get a look at the keeper making what can only be the most spectacular, yet useless dive of the season! However, Brazil are winning nine-nil so it looks like another famous Brazilian victory.

when they have possession, otherwise they stay in normal positions.

When you get into the action, the player control becomes the first difficulty you'll encounter. There's a slight visual problem with the shades of grass tending to dazzle the action. Players have poor sprite collision – especially when it comes down to tackling.

It's all very well having the fancy match options such as event stats and shady replays, but not at the expense of concise and smooth action! Play is a little jerky and although the scaling technique can enhance the spectacular shots and long sweeping passes, everything else lacks that touch of quality and realism.

The superb graphical imagination that's used for the option icons and intro screens is great, but the classy static screens only make misleading presentation for the disappointing contents inside.

You do have the benefit of being able to play a variety of clever balls to other players, but this is the type of soccer game where it's far easier to run with the ball until you score rather than building up a style with some clever passing.

The options should provide soccer freaks with the chance to adapt their soccer philosophies, otherwise the majority will find the gameplay too unreal and rather stale in comparison to the ranks of *J League ProStriker*.

● Mark "Samba Man" Hill

Formations are a crucial factor in your strategic plans before you take to the field.

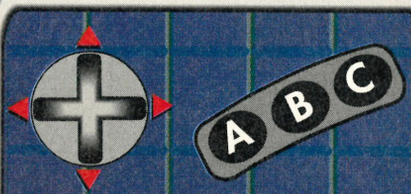
A rather poor effort by the Brazilian will be an easy catch for the keeper here.

Brazil kept the Jules Rimmet World Cup in 1970 after winning the competition for the third time.

ULTIMATE SOCCER

SEGA ● £39.99 ● OUT SEPT

CART SIZE 8Mbit
PLAYERS.....8
STAGES .....n/a
SKILL LEVELS.....3
FEATURES .....none
CONTACT
Sega ✆ (071) 373 3000



The D-pad is used to move your current player around the pitch. Buttons A and B perform a variety of kicks depending on your position. Button C will perform a diving header. Choice of player is automatic.

ACTION
STRATEGY

GRAPHICS 67%

▲ The clever, but CPU consuming, scaling perspective enhances the action on the field.
▼ Jerky scrolling and very poor sprite collisions when players tackle and run.

SOUND 70%

▲ The soundtrack accompanying the options screens creates a brilliant atmosphere.
▼ The sound effects when tackling and shooting aren't impressive.

GAMEPLAY 69%

▲ During play there are a number of different shots you can learn and adapt to.
▼ It's very difficult to get into the action with jerky scrolling and a lack of control.

CHALLENGE 75%

▲ There are over 60 countries you can compete against in league and cup competition.
▼ There is little incentive to build up a style when it's so difficult to get any feel.

PROSCORE 70%

Classy presentation, but never judge a book by its cover. Sadly, this game is too shallow in its gameplay and the sprites are too jerky and unrealistic.

REVIEW

MEGA DRIVE

BUBSY

In: CLAWS ENCOUNTERS OF THE FURRED KIND

If there is one thing Bubsy can't stand then it's doing nothing. He'd rather be bouncing on the woollies and henchmen whilst getting himself into all kinds of tricky situations. His back garden is split into 16 chapters, and that's pretty large for a small cat. However it's all one big playground for Bubsy, with funfairs, water chutes, car rides and caves just being part of the fun.

Bubsy can't play all the time, as he has the task of collecting as many yarn balls as possible. Some are hidden in secret places that could land our feline friend in deep water if he's not careful. His adventures take him through a world similar to those of Mario and Sonic. The question is, can Bubsy make the same league as his two console friends?

I WANT A SECOND OPINION

This is the game that Accolade have been hyping and I have been looking forward to playing for so long. Unfortunately it failed to impress me. The music is absolutly annoying and the gameplay tends to wear very thin after only a few tries.

A surprisingly high number of lives have been included and although the game may be tough and nine lives is a bit of a feline relation, there are far too many continues. Each of the 16 levels include plenty of hidden rooms and there's a good sense of humour about everything, but when Bubsy loses a life, it often seems to be because of irritating gameplay than lack of skill.

JASON

Bubsy is a platform adventure very much like *Sonic the Hedgehog* where you must battle your way through 16 stages by collecting yarn balls and other various icons as well as bopping your adversaries on the head.

In the village, Bubsy will encounter a lot of woollies, bonus crates and exclamation mark continues.

Bubsy starts his quest with nine lives and there are various bonuses he can collect throughout the game. If he finds a white T-shirt with a number on the front, he'll receive those much needed extra lives. If he wants to annoy the woollies, then he can find a black shadow T-Shirt which makes him invisible. The woollies won't be able to see him, and neither will you! If he gets the flashing T-shirt then he'll become invincible to any Woollies or henchman he is likely to meet.

Bubsy must behave like Mario and Sonic when it comes to finding the secret locations. Sometimes he can jump of a log or tree and use other bad guys as stepping stones for reaching a secret platform. At other times, Bubsy can go down the ground pipes to underground locations that are either filled with water or littered with yarn balls and T-shirt icons.

Water chutes

In this scene, our feline friend finds himself in some kind of Western adventure where he must make his way along the moving train. Some carriages hold zoo animals while others carry bonus crates and extra lives.

Bubsy finds himself working the bridge to gain access over a small lake. Once over, he'll have to find a safe way through the nearby village.

Bubsy has just come out the secret cove and finds himself in the middle of a waterslide network!

When Bubsy starts sliding down the waterchutes, the action speeds and anything can happen. Here, the screen flips upside down to help create that feeling of speed and confusion as poor Bubsy wonders where he'll end up next in his adventure!

PROTIP Find the bonus T-shirts and yarns by going down pipes and through caves. It's a good idea to learn which secret places are dangerous and which are safe.

and fairground rides add to the fun and frolics of this bizarre adventure. Every chapter has a variety of different features that Bubsy can interact with to some extent. But our feline friend will have to use his moggy instincts and explore backgrounds very carefully. Some trees will launch him high over stretches of water while, at other times, a secret cave will transport him to a different location.

The different characters in the game are superbly drawn. The bright colours and incredibly lively backgrounds produce the perfect scenario for Bubsy's character. Bubsy himself is gifted with some brilliant and often hilarious poses during the action. If he's flattened by a manhole cover then you see the poor creature slowly falls into a flattened heap like a crushed sand castle. If time runs out, he'll get his clock out and his eyes just bulge out the sockets in disbelief as he stares at the time!

There are loads of bad guys Bubsy will meet. Such characters include light bulb bugs, grumbleweeds, gumball machines, and invading pianos! Bubsy must tackle all obstacles with the aid of a move that enables him to glide. By taking a running jump of a high platform, he can gain a lot of ground by gliding across the screens.

On the funfair level, Bubsy can play the space cadet role in this amusment lunar craft.

When Bubsy climbs up the rock face, he's confronted with many woollies and loads of yarn balls.

Overall, *Bubsy* can be a lot of fun to play. The catchy music and cool sound effects coupled with incredible use of colour and animation will get you hooked straight away. It's only the frustration of dying too quickly and too often that will put a doubt over the lasting interest of this platform adventure.

● Mark "Cat flap" Hill

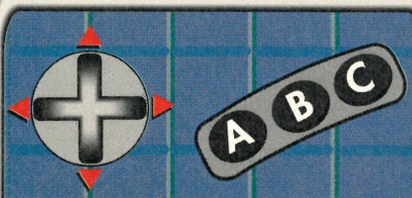
The gameplay becomes frustrating when Bubsy loses a life. It's so easy to clash with a bad guy or fall into deep water as you often see such dangers at the last minute. You'll certainly regret the fact that cats hate water in this adventure!

The term alley or gutter cat (meaning mixed breed) applies to about 90% of the world's cats.

BUBSY

ACCOLADE ● £39.99 ● OUT AUG

CART SIZE 16Mbit
PLAYERS.....2
STAGES 16
SKILL LEVELS.....1
FEATURES.....password
CONTACT
Accolade ✆ (081) 877 0880



Button A is used to jump and glide. Button B performs a simple jump. Use C and the D-pad to scroll the screen in any direction. The D-pad moves Bubsy around the screen.

ACTION
STRATEGY

GRAPHICS 93%

▲ Bubsy is presented with an impressive and humorous series of animated moves.
▲ All 16 chapters are full of detailed, colourful backgrounds that suit the Bubsy image.

SOUND 88%

▲ Some bright and cheerful music accompanies Bubsy through his adventures.
▲ When Bubsy interacts with objects, the sound effects are great.

GAMEPLAY 80%

▲ There are loads of hidden features that Bubsy will come across during the game.
▼ Too many occasions when guesswork leads to a loss of life that's impossible to avoid.

CHALLENGE 75%

▲ There are 16 different chapters to be explored and completed.
▼ Those who found *Sonic The Hedgehog* too easy may not find *Bubsy* any more challenging.

PROSCORE 81%

The gameplay may be very similar to the likes of Sonic and Mario, but Bubsy can be a lot of fun to play with plenty to do and a lot of hidden extras to find.

DAVIS CUP TENNIS

This summer, Britain went tennis mad for the Wimbledon Championships – the world's most famous tennis tournaments. America, Britain, France and Australia may stage such grand slam events, but the Davis Cup is played in more countries, and players form a team rather than competing as individuals.

The competition is all about playing for your country. There are still world ranking points to be gained, and prize money to be won.

From amateur to top speed, the competition allows players to grow in skill and confidence. Matches are played around the globe and players have the chance to represent their nation in singles and doubles competition. It was Dwight Davis who donated the Davis Cup in 1900. Since then, the International Lawn Tennis federation has regulated rules, and plays in over 80 countries.

With *Davis Cup Tennis*, there is a whole host of features. You can choose to play on hard, clay, indoor, or grass courts in a number of different competitions. Play singles, team up with the computer for doubles, or play side by side with either a friend or the computer! There is an option for split screen playing, so that a second player never needs to play from the other side of the net.

The training option allows you to return volleys from an automatic ball server. After you've had enough practise, you can play in tournament, Davis Cup, or championship competition.

During play, you can perform flat shots, back spins, smashes, drop shots, top spins, lobs and volleys using either a three or six-button joypad. The speed is the most notable part of the gameplay. There's often no chance of returning a shot, especially the smash volleys and dropshots. The pace of the game is frantic, yet unrealistic, as almost every shot you'll play will land inside the baseline.

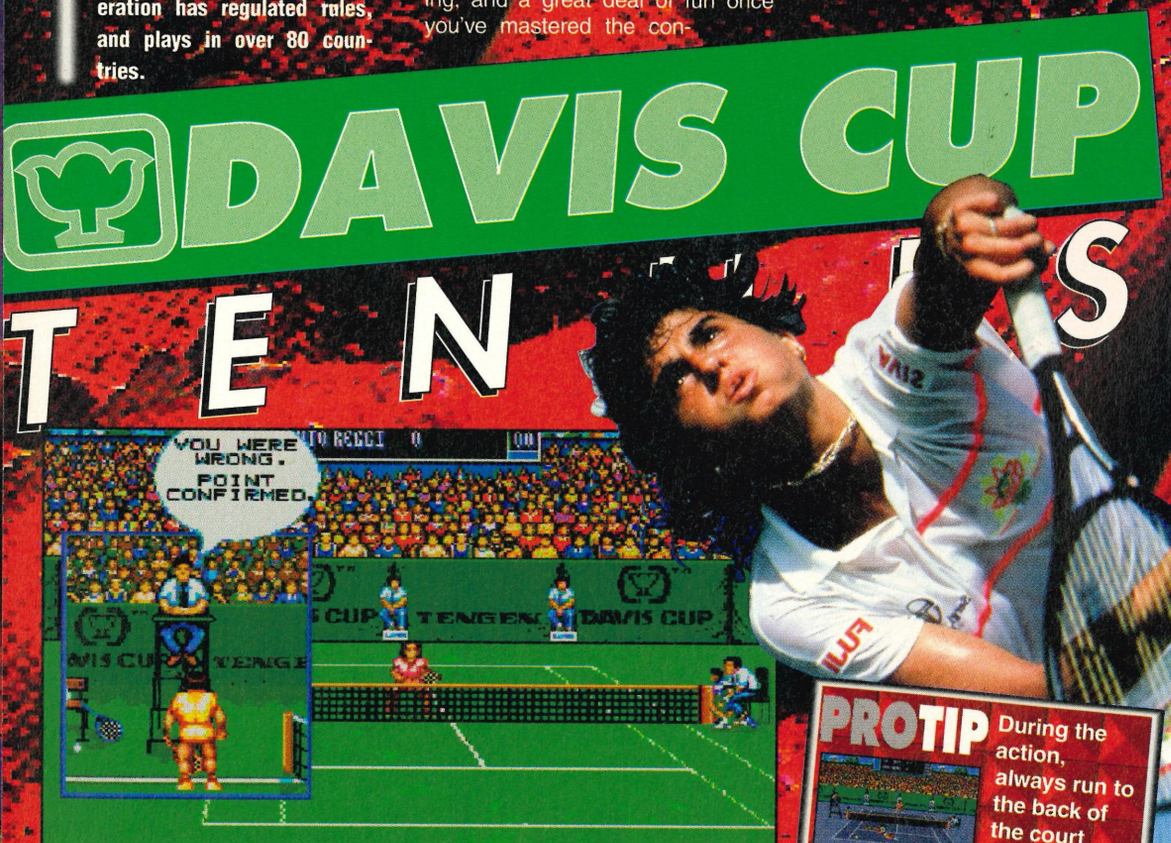
However, the action can be exciting, and a great deal of fun once you've mastered the controls. The gameplay menu enhances the match interest with statistic tables showing percentage of first serves in, missed volleys, aces, etc.

If you feel a decision is worth complaining about, you can argue with the umpire! Usually he'll just disagree, but it's worth a go just for a laugh. You can use the replay option if you're still not convinced!

There are animated line judges, ball boys, and a crowd that jump up and down as if they were celebrating a goal! It's a frantic, yet colourful and cheerful atmosphere, and the player sprites have some cool shading and nicely drawn frames.

Davis Cup Tennis can be overwhelming to play at first, but the huge variety of options should keep the interest there for some time.

● Mark "Dropshot" Hill



● With *Davis Cup Tennis* you can even argue with the umpire! Old Reggi swears the ball was out and he's making his point in front of this packed grass court exhibition match. It's rare if a decision is changed, so this option only allows you to take your anger out on someone!

PROTIP During the action, always run to the back of the court when your opponent lobs you. Then smash a return giving it direction with the D-pad.

Indoor tennis originated in the 15th century and outdoor lawn tennis in 1870.

© Sky Sports

MEGA DRIVE

DAVIS CUP WORLD TOUR

DAVIS CUP TENNIS

TENGEN ● £39.99 ● OUT SEPT

CART SIZE 8Mbit
PLAYERS.....2
STAGES 5
SKILL LEVELS.....3
FEATURES .....password
CONTACT
Domark ✆ (081) 780 222

A B C

Push A for a flatshot after the bounce, or a normal volley. B will play a backspin lob or lifted volley. C plays a topspin or drop shot. Use D-Pad to direct ball left and right. Speed balls, smashes, drop shots and lobs are also played with buttons used in conjunction with pushing the D-Pad down.

ACTION

STRATEGY

GRAPHICS 85%
▲ All the courtside characters are well animated and set the tennis mood.
▲ The colour and detail that's used in the huge variety of presentation screens is superb.

SOUND 84%
▲ Tennis noises are here, from the whack of the ball to the grunts from the players!
▼ The umpire's speech is clear, but sounds pretty unrealistic and becomes annoying.

GAMEPLAY 80%
▲ It's good to see a variety of options and a very useful training facility.
▼ Action on the court is just too fast, with some shots being impossible to return.

CHALLENGE 86%
▲ There are four tournaments and plenty incentive to win prize money.
▲ For tennis fans, it should prove a challenge mastering the many different shots.

PROSCORE

83%

Tennis fans will love the array of options and menu screens, but there may be too many statistics and not enough gameplay.

THE Games Exchange

The Original, the Best, the BIGGEST!!!

SWAP ANY GAME FOR ANY OTHER GAME OF YOUR CHOICE.
BEATS PAYING £40 OR MORE FOR A NEW ONE!!!

WE **DO NOT** CHARGE EXTRA FOR POSTAGE, WE **DO NOT** USE A POST BOX NO. WE **DO NOT** CHARGE MEMBERSHIP FEES, **BUT WE DO DELIVER BY 1ST CLASS RECORDED POST!!**

WE CHARGE ONLY £4.50 (TOTAL) PER GAME EXCHANGED. WE CARRY A LARGE UP TO DATE STOCK OF GAMES, TOO MANY TO LIST OUR MEMBERSHIP NUMBERS HAVE RISEN TO WELL ABOVE 1000! MAKE YOUR CHOICES OF A SIMILAR SEGAPRO RATING AS THE ONES YOU SEND. FOR THEIR SAFETY, SEND GAMES IN PADDED PACKAGING AND BY RECORDED DELIVERY. USE A COPY OF THE FORM OPPOSITE OR A SEPERATE SHEET OF PAPER IF YOU DO NOT WISH TO CUT OUT THIS COUPON.
GAMES ARE USUALLY DESPATCHED BY RETURN OF POST PLEASE ALLOW A MAXIMUM OF 14 DAYS FOR DELIVERY. ONLY CARTRIDGES THAT ARE BOXED WITH INSTRUCTIONS WILL BE ACCEPTED. **WE ALSO BUY AND SELL 2ND HAND GAMES AND CONSOLES..**

MEGA CD, MEGA DRIVE, GAME GEAR, MASTER SYSTEM

POST TO: The Games Exchange, 24 LANGTON CLOSE, HUCCLECOTE, GLOUCESTER, GL3 3AZ.
TEL: 0452 611550

NAME .....
ADDRESS .....
.....
SIGNATURE OF GUARDIAN
(IF UNDER 18) .....
1ST CHOICE .....
2ND CHOICE .....
3RD CHOICE .....
4TH CHOICE .....
GAME ENCLOSED .....
AMOUNT ENCLOSED £ .....

£4.50 (TOTAL)

PLEASE MAKE CHEQUES OR P.O.s PAYABLE TO
The Games Exchange

THE MAIN PLACE FOR ALL YOUR MEGADRIVE GAMES AND EXTRAS? OFFICIAL UK STOCKISTS.

TOP RELEASES *ALIEN 3 £33.00, BATTLETOADS £29.50, COOL SPOT £37.00 ECCO THE DOLPHIN £33.00, FATAL FURY £37.00, MEGA-LO-MANIA £37.00, MUTANT LEAGUE FOOTBALL £33.00, SPEED BALL 2 £26.99 S.KICK OFF £37.00, TINY TOONS £33.00, TURTLES £37.00*
+ LOADS MORE GAMES AT FANTASTIC PRICES. WE ALSO STOCK JOYSTICKS, JOYPADS, ACTION RELAYS+ MANY, MANY EXTRAS!

NEW SPECIAL OFFERS EACH DAY - CALL 0924 378265 FOR DETAILS

Action Chair - an ultimate experience in game playing. R.R.P £85 OUR PRICE £45

UK MEGADRIVE INCLUDING 3 TOP GAMES PLUS 2 CONTROL PADS £110

UK MEGADRIVE PLUS SONIC PLUS SONIC 2 £129

ALL OTHER CONSOLES STOCKED

UK. MEGA CD INCLUDING 7 GAMES -£239

PLEASE MAKE CHEQUES TO: PANDORAS GAME BOX & SEND TO 17 IRWIN AVENUE, EAST MOOR, WAKEFIELD. WF1 4Q2. P&P £1.50 PER GAME 1ST CLASS RECORDED DELIVERY. £10.50 PER CONSOLE 24HR COURIER.

"THE MAN FROM PANDORAS HE SAY YES!"

MEGADRIVE(UK) + SONIC + 2 CONTROL PADS £105.00

MEGA CD (UK) INC. 7 GAMES £255.00

GAME GEAR + SONIC + PSU £85.00 £5.00 P&P

MEGADRIVE TITLES

Aliens 3	£34.00
Aquatic Games	£34.00
Ariel the Little Mermaid	£25.00
Back to the Future III	£32.00
Bart vs Space Mutants	£32.50
Chakan	£34.00
Corporation	£34.00
Cybourg Justice	£29.00
Desert Strike	£34.00
Dragons Fury	£34.00
Ecco the Dolphin	£34.00
European Club Soccer	£34.00
Flashback	£38.00
Galahad	£34.00
Greendog	£29.00
LHX Attack Chopper	£34.00
Lemmings	£35.00
Mega Games I	£34.00
Mega - lo- Mania	£38.00
Mick & Mack	£34.00
Mickey & Donald	£34.00
Mortal Kombat (Sept 13th)	£43.00
NHLPA 93(special offer)	£27.00
PGA Tour Golf II	£34.00
Predator II	£34.00
Road Rash II	£34.00
Shadow of the Beast II	£34.00
Side Pockets	£34.00
Sonic II (special offer)	£25.00
Speedball II	£29.00
Splatterhouse II	£29.00
Streets of Rage II	£38.00
Super Kick Off	£38.00
Super Monaco Gp II	£33.00
Super Smash TV	£34.00
Talespin	£29.00
Tazmania	£32.50
Team USA Basketball	£34.00
Tiny Toons	£34.00
Jungle Strike	£38.00
ALL TITLES -BEST PRICES....CALL	

GAME GEAR TITLES

Chess Master	£24.00
Chuck Rock	£18.00
Donald Duck	£25.00
Olympic Gold	£24.00
Popils	£24.00
Smash TV	£25.00
Sonic	£25.00
Sonic II	£24.50
Streets of Rage	£21.00
Super Kick Off	£25.00
Super Monaco GP II	£25.00
Wonderboy	£25.00
ALL TITLES - CALL	

MASTER SYSTEM TITLES

Asterix	£27.50
Bart vs Space Mutants	£29.50
Chuck Rock	£27.50
Doanld Duck	£27.50
Land of Illusion	£26.00
Olympic Gold	£27.50
Populous	£29.50
Prince of Persia	£27.50
Smash TV	£25.50
Sonic	£25.50
Sonic II	£26.00
Super Kick Off	£29.50
Terminator	£27.50
Tom & Jerry	£25.50
Xenon II	£25.00

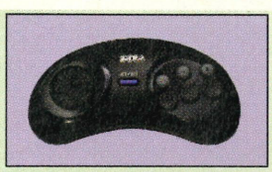
SUPER NINTENDO GAMES AT BEST PRICES SHOP PRICES MAY VARY

PART EXCHANGES WELCOME
ALL GAMES INCLUDE UK POST & PACKAGING. NO MEMBERSHIP. CONSOLES £5.00 £10.00 OVERNIGHT
MEGABYTES : 081 335 4224 VISA
NEW SHOP OPEN AT 22 CENTRAL ROAD WORCESTER PARK, SURREY

AMS ELECTRONIC GAMES

GAMES DIRECT FROM OUR SHOP AT MAIL ORDER PRICES
VISA **081 201 0535**

ORDER FROM THE LIST BELOW OR VISIT OUR SHOP AT 145b DEANS LANE EDGWARE MIDDX.HA8 9NY



6 BUTTON JOYPAD
£24.99(INC. P+P)
NOW IN STOCK
"BEAT THE CROWD"

GAMES MARKED * MAY NOT BE IMMEDIATELY IN STOCK DUE TO DEMAND & RELEASE DATES. PLEASE CALL TO RESERVE, AND /OR CONFIRM AVAILIBILITY. THANKYOU.

LOOK

OFFICIAL UK MEGADRIVE

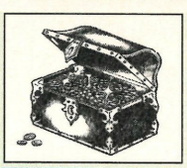
Inc Sonic; PSU; RF lead + 2 joypads
= £124.99 + 10.00 p&p
Game Gear inc Coloumns
+ AC Adaptor
= £99.99 + 10.00 p&p

SHOP HOURS 12am-7pm MON-FRI
10am - 6pm SAT

MEGADRIVE (UK/US)

ALIEN 3	34.99
ANDRE AGASSI TENNIS	34.99
*AMAZING TENNIS	49.99
ANOTHER WORLD	39.99
ATOMIC RUNNER	29.99
BATTLETOADS	34.99
*BEST OF THE BEST	CALL
BLASTER MASTER 2	39.99
*BUBSY	CALL
BULLS V BLAZERS	34.99
CADASH	29.99
CAPTAIN PLANET	34.99
CHAKAN: THE FOREVER MAN	38.99
CHAMPIONSHIPPRO AM	34.99
COOL SPOT	42.99
CORPORATION	34.99
CRUE BALL	29.99
CYBOURG JUSTICE	37.99
*DAVIS CUP TENNIS	CALL
DRAGONS FURY	34.99
DESERT STRIKE	34.99
*DOUBLE CLUTCH	34.99
DUNGEONS & DRAGONS	44.99
ECCO THE DOLPHIN	39.99
ECCO THE DOLPHIN BOX SET	49.99
EURO CLUB SOCCER	38.99
FATAL FURY	44.99
FLASHBACK	39.99
FLINTSTONES	34.99
GAME GENIE	44.95
GLOBAL GLADIATORS	44.99
GRAND SLAM TENNIS	34.99
G-LOC	34.99
INDIANA JONES 3	34.99
* INTERNATIONAL RUGBY	CALL
JACK NICKLAUS GOLF	34.99

HURRY WHILE STOCKS LAST



A TREASURE CHEST OF TITLES

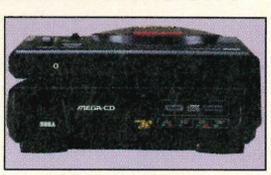
MEGADRIVE (UK/US)

JORDAN VS BIRD	29.99
* J. LEAGUE SOCCER (JAP)	CALL
JAMES BOND 007	34.99
JOHN MADDEN 92	29.99
JOHN MADDEN 93	34.99
JUNGLE STRIKE	39.99
LHX ATTACK CHOPPER	34.99
LOTUS TURBO CHALLENGE	34.99
LEMMINGS	34.99
* MORTAL KOMBAT(SEPT)	CALL
MEGA LO MANIA	34.99
MICRO MACHINES	33.99
* MIG 29	39.99
MOONWALKER	19.99
MUTANT LEAGUE FOOTBALL	37.99
MUHAMMED ALI BOXING	38.99
NHLPA HOCKEY '93	34.99
* OUTRUN 2019	34.99
*PGA TOUR GOLF 2	34.99
PITFIGHTER	24.99
PREDATOR 2	24.99
POWERMONGER	29.99
QUACKSHOT	34.99
* RANGER X	CALL
RAMBO 3	19.99
ROAD RASH 2	39.99
ROLLING THUNDER 2	39.99
ROLO TO THE RESCUE	38.99

MEGADRIVE (UK/US)

SHADOW OF THE BEAST 2	29.99
SHINING FORCE	44.99
SHINOBI 3	CALL
SIDE POCKET	37.99
SMASH TV	19.99
SONIC HEDGEHOG 2	36.99
SPEEDBALL 2	34.99
SPORTSTALK BASEBALL	44.99
STEEL TALONS	29.99
*SORCERER'S KINGDOM	CALL
*STREETFIGHTER 92 CE	CALL
STRIDER 2	37.99
STREETS OF RAGE 2	42.99
SUMMER CHALLENGE	34.99
SUNSET RIDERS	34.99
SUPERMAN	34.99
SUPER KICK OFF	39.99
SUPER MONACO GP 2	34.99
SUPER OFF ROAD	19.99
TAZMANIA	34.99
TEAM USA BASKETBALL	34.99
TERMINATOR 2 (ARCADE)	34.99
THE SIMPSONS	29.99
THUNDERFORCE 4	39.99
TINY TOON ADVENTURES	34.99
TURTLES - HYPER STONE HEIST	39.99
TWO CRUDE DUDES	39.99
UNIVERSAL SOLDIER	19.99
* WARP SPEED	CALL
WHEEL OF FORTUNE	34.99
WORLD OF ILLUSION (Mickey & Donald)	38.99
WWF WRESTLEMANIA	37.99
*X-MEN	CALL

ALL GAMES ARE NEW



UK MEGA-CD
£269.99 + £10.00
NEXT DAY DELIVERY.

MEGA CD (UK/US)

* BATMAN RETURNS	44.99
BLACK HOLE ASSAULT	34.99
CDX ADAPTOR	44.99
* DRACULA	CALL
*ECCO THE DOLPHIN	44.99
* FINAL FIGHT	44.99
HOOK	39.99
* JAGUAR XJ 220	44.99
* JOE MONTANA FOOTBALL	CALL
* MICROCOSM	CALL
* MONKEY ISLAND	CALL
NIGHT TRAP	49.99
PRINCE OF PERSIA	39.99
ROAD AVENGER	39.99
* SEWER SHARK	39.99
SHERLOCK HOLMES	44.99
TIME GAL	44.99
WOLF CHILD	34.99
* WONDERDOG	39.99

A RANGE OF 2ND HAND GAMES AVAILABLE FROM £10.00. CALL FOR LATEST TITLES.

GAME GEAR TITLES ALSO AVAILABLE PLEASE CALL! FREE CATALOGUE WITH EVERY ORDER

ORDER COUPON *PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO* ***AMS ELECTRONICS*** *DEPARTMENT PRO 145b DEANS LANE EDGWARE MIDDX. HA8 9NY*

NAME.....
ADDRESS.....
.....
.....
TEL.....
PHOTOCOPIES OF THIS FORM ACCEPTED.

PRICES INCLUDE P+P ON ALL SOFTWARE SENT WITHIN THE U.K..GAMES SENT BY RECORDED DELIVERY. PLEASE ADD £3.00 PER TITLE P+P TO EUROPE

ITEMS **COST**

.....
.....
.....
.....

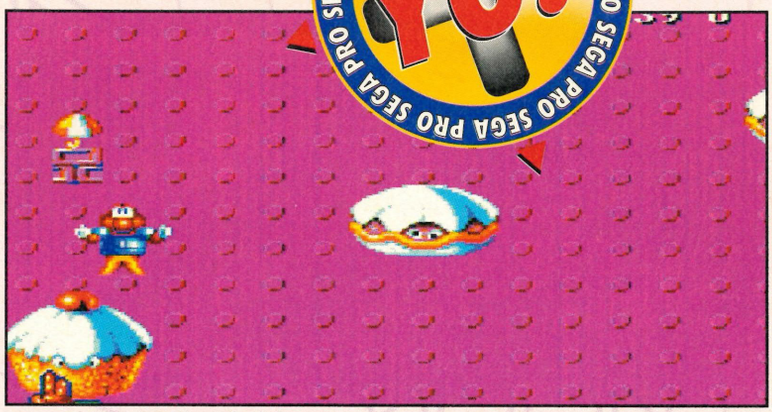
INTERNATIONAL & EUROPEAN ORDERS WELCOME **TOTAL**.....

MASTER SYSTEM

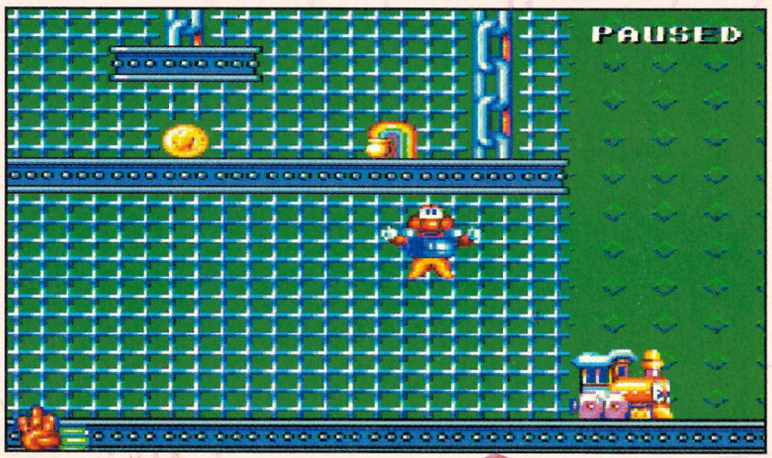
Dr Maybe has infiltrated Santa Claus's main toy factories in the North Pole by planting penguin-disguised bombs throughout the buildings. Many secret agents of the past have tried to stop this evil man, but all have failed in their quest. Now Pond has been assigned to the case and he knows there are only 48 hours before the bombs will detonate.

Pond's Robosuit contains enough oxygenated water to keep Pond and his scales healthy whilst on land. The only missing feature are the wings and sparkling armour attachments that Dr Maybe has locked in Santa's factory. If Pond finds these fittings then the job should be all the easier.

Pond must jump into his suit in a final attempt to save Christmas and make sure that the children of the world get their toys.



Pond finds himself in the land of sweets where the cream cakes must be used as stepping stones so he can reach the top of this large chamber. Notice the playing-card birds above, and the umbrella icon that enables Pond to float to the ground.



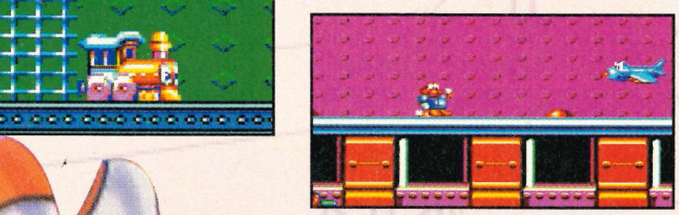
James Pond II is very much like *Super Mario World* in that you must travel through a number of different levels, each of which carry their own theme. There are nine levels in all which start with the Scary Sports rescue mission and end at the Wackiest Circus on Earth!

The outer face of the factory is your starting point and accessing each level requires working your way along the factory face. The scenario is similar to the movie Charlie and the Chocolate factory as each door you go through will put you in a massive world of tunnels, caverns, moving platforms and strange creatures.

Although all the doors are visible, the stages can only be attempted in one order. The aim in each is to detonate enough penguin bombs to exit through the flashing door. The route isn't always obvious and you'll need to make best use of Pond's ability to stretch at the most opportune time!

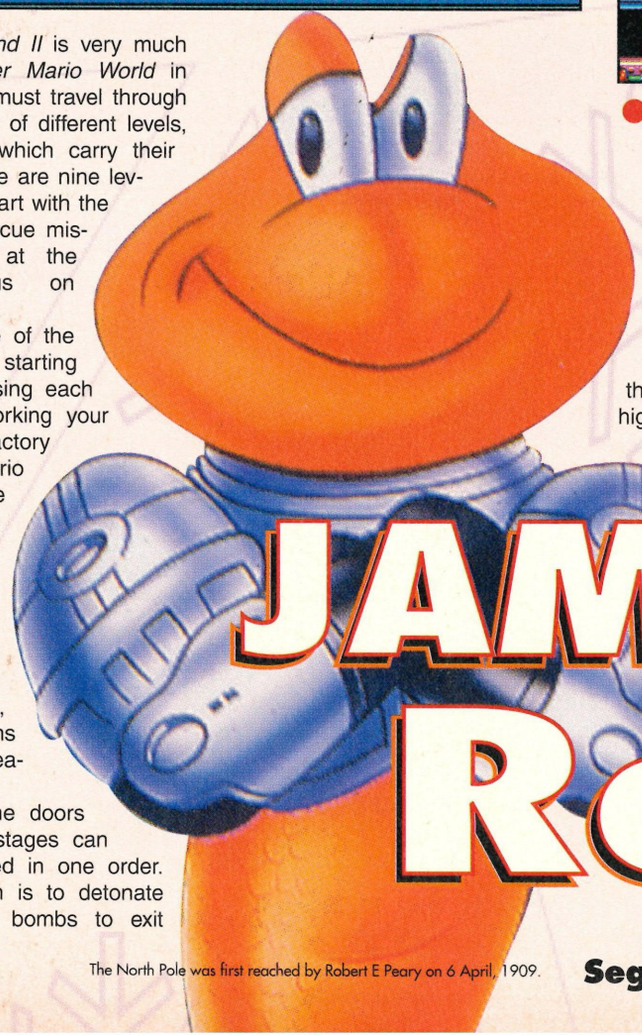
Like *Mario* and *Sonic*, you must kill all baddies by bopping them on the head. It's an old concept, but it seems to appeal as it's such an easy, yet less violent, task to perform! Pond can gain extra height by using the enemies as stepping stones. Sometimes this requires a little skill and luck to reach a high route that's impossible to get to any other way.

PROTIP If you ever find yourself stuck and unsure how to get out of what seems and impossible situation then always make use of Pond's stretch ability to see what's above.



On the moving train, you'll need to stay ahed of the scroling screen if you don't want to lose a life!

Icons are littered about that reveal new items that enhance control and status. Power stars give you an extra Robosuit battery, a spinning shield will make you invincible and the wings let you fly! There are also umbrellas that allow you to float down from high places and the Golden Ankhs will give you that much needed extra life. A bonus



JAMES
CODEN
Robo

I WANT A SECOND OPINION

James Pond II is well programmed with the puzzles and gameplay being nothing short of brilliant. All the different sprites can be recognised and, as such, there is a great incentive for games players to get through every mission. I found the stretching idea a lot of fun and because it's so original, it plays an important part in the complete adventures of James Pond.

I'd recommend this game to all MS owners as the gameplay is not too complicated, the adventure flows well and, most of all, because every aspect of the game is very neat and tidy.

NICOLAS

The North Pole was first reached by Robert E Peary on 6 April, 1909.

On the first level, there is a sporty theme with background scenes of golf clubs, baseballs, trainers and rackets – just to name a few items. There are many objects to collect and you'll need to avoid the many spikes by using the ceilings as a rail.

IT'S A TOY BONANZA!

Mission 1 – Scary sports
Jump the ping-pong paddles and volley balls, then stretch above boxing gloves and golf clubs! Don't forget to find the hidden aeroplane and pick up a useful set of wings!

Mission 2 – Frightful fluffy toys
Rescue the stuffed bears and horrified hippos and collect the extra lives on this level. Watch the playing-card birds that can be a right old nuisance!

Mission 3 – Sickening sweets
All the world's holiday cakes, candles and cookies are made here in the sweet factory! Watch the cherry pie soldiers and mutant caterpillars.

Mission 4 – Menacing mechanical toys!
Model trains, hungry cars, and crazed wind-up dolls chase you through this mission! Get the out of reach goodies by bouncing on such baddies.

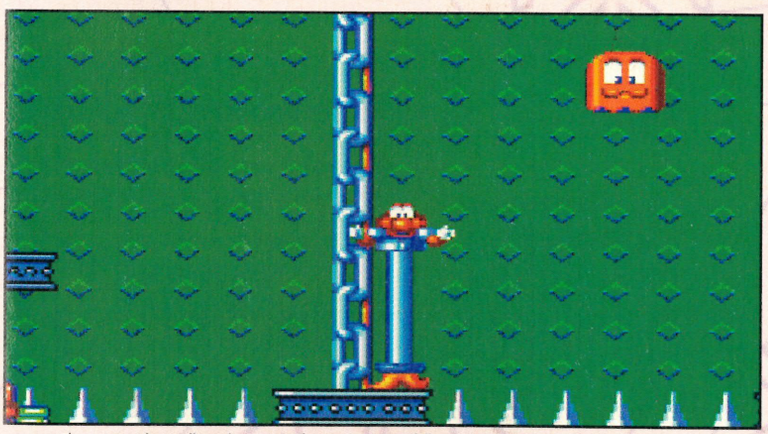
Mission 5 – Beware of bath time!
Get into an animated bathtub and rescue the toys. Don't forget to collect the Golden Ankhs for extra lives.

Mission 6 – Belligerent Board Games
Chess pieces and dominoes roam the factory and you'll, of course, meet the snakes and ladders! You'll need to make best use of your stretch abilities during this mission!

Mission 7 – A cringing castle
Run across the blocks and escape the angry flowers outside the castle. Use the window sills as stepping stones and save the toys at the top!

Mission 8 – The attacking arts
This mission will put you in with the stereo systems, paint brushes, and typewriters! Don't waste time on this level of art!

Mission 9 – The wackiest circus on Earth
Get shot out of a cannon and you'll be put in with the clowns. Watch the big tops and remember to collect as much as you can. Look out for hidden treasure!

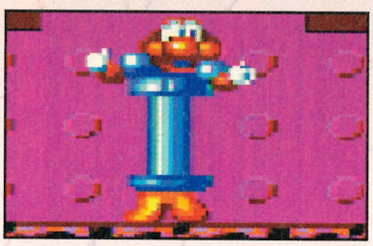


The iron girders will catch you out if you're not carefull as some drop on your head and squash you whilst others can smash you against the ceiling. This level will certainly keep you on your toes as all kinds of traps and not so obvious objects will make life tough!

block can be good or bad. Jump up and headbutt a block to reveal either a vehicle or a baddie. The vehicles may be bathtubs or planes and can be used as a form of transport!

You need to bounce on Big Teddy's head a fair few timesto knock the stuffing out of him.

Graphics are the best ever seen on the humble MS. Objects such as spoons, baseballs, teddy bears, lego bricks, chess pieces, playing-card birds and bathtubs put sparkle and colour into each world. The neat shading and detailed sprites make the adventure addictive and very well structured. The bosses take a lot of bopping, but even these move well for their size and there is never a lack of colour or detail in any of the levels.



As Pond can extend to any length, you'll often be able to make short cuts by guessing when to stretch.

The idea of moving around the outsides of the factory, as well as entering each level through doors, is brilliant and controlling Pond is ever so easy. The whole scenario is associated with toys which provides the excellent story line and links the stages in a suitable manner. The early stages are quite easy, but the further you go, the more puzzling it becomes. Pond can stretch and cling on if there is a platform above and it quite often requires guess work when it comes to finding the hidden passageways.

The beauty is that almost everyone will find it enthralling as the gameplay is suited to players of all ages.

● **Mark "Robocod" Hill**

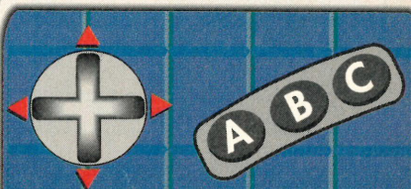
POND 2 ROBOCOD

EXCLUSIVE REVIEW

JAMES POND II
CODENAME ROBOCOD

US GOLD ● £29.99 ● OUT SEPT

CART SIZE 4Mbit
PLAYERS.....1
STAGES 9
SKILL LEVELS.....1
FEATURES.....none
CONTACT
US Gold ✆ (021) 6253388



Button 1 is used to jump and button 2 will cause Pond to stretch to some very dizzy heights! Use the D-Pad to move around the screen.

ACTION
STRATEGY

GRAPHICS 97%
▲The themes for each level have been superbly implemented thanks to brilliant graphics.
▲ All players will be drawn in by the bright colours and familiar domestic objects.

SOUND 85%
▲ Sound effects add to the typically bright and cheerful scenario Pond travels through.
▲ The cheerful and bright music is well suited to the platform action.

GAMEPLAY 92%
▲ It's great fun making use of Pond's stretching ability as the idea is so original.
▲ Pond always moves so smoothly that controlling him is an absolute joy!

CHALLENGE 86%
▲ Because each level is different, there is a great incentive to progress.
▼ Interest could soon be lost when the nine relatively short worlds are completed.

PROSCORE

92%

The graphics have been stretched to their limit and the gameplay is spot on. Both of these features provide an instantly addictive platform adventure.

The famous Teddy Bear was named after Theodore "Teddy" Roosevelt.

REVIEW

DEVASTATOR

PROTIP When fighting the first guardian, study its move sequence and you'll easily beat it. The missiles should be jumped over or ducked under and the bullets avoided or shot.

MEGA-CD

A futuristic transforming attack vehicle has been sent in to rid the city of its unwelcome visitors. Trains are going out of control, buildings are vanishing into thin air and thousands of people are dying. Nobody knows who these aliens are or where they come from, but they must be stopped at all cost. There is only one group who can do this and they are the force who call themselves the Devastators.

Wolfteam have built up quite a name for themselves as Mega-CD software developers. Their original games include *Road Avenger* (*Roadblaster FX*) and *Time Gal*, both of which have been released officially. Their latest offering changes from the usual style of hazy, but impressive backgrounds to a more perfected standard. It could, however, be too different and a step back to cartridge quality.

Virtually haze-free, the introduction sets about telling you how a local drunk witnessed an amazing train thundering across a bridge, tearing the concrete away as it passed over. The scenario then changes to a high-power business meeting and, finally, the workshop of a transforming assault vehicle, the *Devastator*.

Now, how to beat this mother? They guardians only look mean, but they're not that tough!

Between each stage the story continues. Excellent graphics and music accompany them but the speech is in Japanese. This is somewhat off-putting and the game suffers accordingly. Leaving the film sequences to one side, the game itself could be on cartridge and is a disappointment to look at after seeing the excellent intro. Fortunately the gameplay makes up for this; its constant blast-'em action with various styles keep you coming back.

Level one is very similar to the recently released *Mazin Wars*. A side-on scrolling view with various baddies to blast along the way. Anything flashing conceals a power-up and you can build your choice of weapon up to a maximum of four shots. Level three also has a scrolling side-on view, but you're flying along much like one of Virgin's *Superman* levels. Later levels tend to stay on a platform basis, but the challenge improves to an addictive and testing standard.

The in-between stage animations are very pretty. It's a shame that they don't add to the gameplay.

If you own a Mega-CD and like platform shoot-'em-ups, *Devastator* is well worth trying out. However, the Japanese speech degrades the game just as much as the cartridge-style play. This has nothing spectacular to offer, but it is addictive if not ground breaking.

● Jason "incognito" Johnson

WEAPONS

You can power-up each of your weapons four times which gives you four bullets, bombs or lasers respectively. When an icon appears, shoot it and the weapon will change, allowing you to build-up your preferred gun. Every time you die weapons lose a power-up.

SHOT
A good all-round weapon, but the weakest of them all.

BOMBER
Very useful in the platform sections, but not in the scrolling shoot-'em-up.

LASER
The most powerful weapon which is necessary in the scrolling shoot-'em-up area.

BONUSES

Shoot the weapon icon and you can select life.

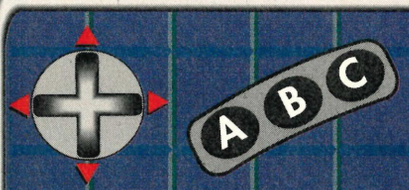
LIFE
Replenishes your life meter by one

BONUS
A random number of points

1 UP
Collect this icon for an extra life

The transformers were sold in the mid Eighties as 'Robots in Disguise'.

DEVASTATOR
WOLFTEAM ● £41.00 ● IMPORT
CD ACCESS.....fast
PLAYERS.....1
STAGES.....8
SKILL LEVELS.....3
FEATURES.....continues
CONTACT
Console Plus ✆ (0942)456802



You can change the controls to suit your preference, but if you don't A and C fire and B is used to jump. The D-pad moves your character left, right, up and down and the START button allows you to pause the game to put the kettle on.

ACTION

STRATEGY

GRAPHICS 78%

▲ Breathtaking animated movie sequences are of superb quality.
▼ It is somewhat of an anti-climax when you start playing the game, even in later levels.

SOUND 80%

▲ Soundtrack is brilliant with atmospheric sounds blasting through the speakers.
▼ The speech is all in Japanese and tends to make the story very difficult to follow.

GAMEPLAY 68%

▲ Plenty of bonuses to pick-up along the way and three weapons to choose from.
▼ The gameplay is a disappointment after the original Wolfteam releases.

CHALLENGE 77%

▲ Three difficulty levels to choose from with a starting range of three to nine lives.
▼ It's easy to play until the very last guardian which is tough and keeps changing its form!

PROSCORE

73%

A poor release that could be on cartridge. However, underneath it all, there's a very addictive and fun game for shoot-'em-up fans.

TURBO GAMES

CARTRIDGE EXCHANGE SPECIALISTS

THESE ARE JUST SOME OF OUR VERY LARGE COLLECTION OF HIGH QUALITY USED MEGA DRIVE GAMES

FLASHBACK	MEGA-LO-MANIA	SUPER KICK OFF
JOHN MADDENS 93	STREETS OF RAGE 2	ECCO THE DOLPHIN
CHUCK ROCK	ALIENS 3	COOL SPOT
SONIC 2	PGA GOLF 2	TINY TOONS
TAZMANIA	LEMMINGS	BULLS V BLAZERS
WORLD / LLUSION	FATAL FURY	SPEEDBALL 2
SIDE POCKET	TERMINATOR 2	MICK & MACK
DESERT STRIKE	NHLPA HOCKEY 93	ANOTHER WORLD
WRESTLEMANIA	THE CORPORATION	ROLO TO THE RESCUE
THUNDERFORCE 4	DRAGONS FURY	ROAD RASH 2

OUR RANGE OF GAMES CHANGES DAY BY DAY, BUT WE ALWAYS HAVE A GREAT MANY HIGHLY RATED TITLES IN STOCK. EVEN THE VERY LATEST GAMES NORMALLY BECOME AVAILABLE VERY SHORTLY AFTER RELEASE. SO PHONE REGULARLY FOR AN UP TO DATE LIST.

AN AVERAGE EXCHANGE COSTS JUST £5.00 + £1.00 P+P. YOUR NEW GAME WILL BE SENT BY 1ST CLASS RECORDED DELIVERY JUST AS SOON AS WE RECEIVE YOUR GAME AND THE EXCHANGE FEE. PHONE WITH A LIST OF GAMES YOU ARE AFTER, OR FEEL FREE TO ASK OUR ADVICE- WE PLAY ALL THE GAMES OURSELVES.

WE PAY THE BEST PRICES FOR YOUR UNWANTED GAMES. PHONE NOW FOR AN INSTANT CASH QUOTATION. SUPER NINTENDO GAMES ALSO BOUGHT, SOLD AND EXCHANGED. WE ALWAYS HAVE A GREAT MANY TITLES IN STOCK INCLUDING THE VERY LATEST GAMES.

PHONE GARY - 0621 776611

9AM - 6PM

6, BATE DUDLEY DRIVE, BRADWELL - ON - SEA, ESSEX. CMO 7QG

ARCADE SOFTWARE

77/80 SHOPPING HALL, MYRTLE ROAD,EAST HAM,LONDON.E6.
TEL: 081 470 4313 FAX: 081 471 8900 TRADE: 081 471 8765
EVENING: 6.30pm-12pm SUNDAY:10am-12pm (0831 193630)
SHOP OPEN MON - SAT 10am - 5pm

WANTED ...YOUR GAMES TOP PRICES PAID!!

SEGA MEGADRIVE, SEGA MASTER SYSTEM, MEGA CD.

ABSOLUTELY NONE REFUSED.
MUST BE BOXED.
SPECIAL OFFER IF YOU SEND GAMES BY POST, WE WILL PAY THE COST OF POSTAGE.

WE SELL USED GAMES

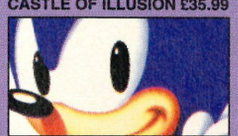
...SAVE MONEY ON OUR PRICES.PHONE NOW!

FIRST IN THE COUNTRY WITH NEW RELEASES - PHONE NOW E&EO

INTRAX

MON-FRI 10AM -7PM

CASTLE OF ILLUSION £35.99



SONIC 2 £35.99

MEGADRIVE

Alisia Dragoon
Alex Kidd in Enchanted Castle
Blockout
Bonanza Bros
Golden Axe 2
Revenge of Shinobi
Toe Jam & Earl
Super Hang-on
Spiderman
Strider
Moonwalker
Fireshark
Gain Ground
Herzog Zwei
Rambo III
Joe Montana Football
Mercs
Zero Wing
Toki

£19.99

Mystic Defender
California Games
Outrun

Castle of Illusion
Chakan
Ecco the Dolphin
Evander Holyfields Boxing
F22 Interceptor
James Pond II
John Madden Football 92
John Maddens Football 93
Lemmings
LHX Attack Chopper
Lotus Turbo Challenge
Mega-lo-mania
Micro Machines
Muhammed Ali Boxing
NHLPA Hockey
Olympic Gold
PGA Tour Golf
Populous
Quackshot
Road Rash 2
Rolo To The Rescue
Shadow Dancer
Sonic The Hedgehog 2
Taz-mania
Terminator 2:The Arcade Game
Tiny Toons Adventure
Talespin
Teenage Mutant Ninja Turtles

£35.99

Hellfire
Shinobi 3
Side Pocket
Streets of Rage

£32.99

S. Monaco GP2
Fatal Fury
Ghouls n Ghosts
PGA Tour Golf 2
Streets of Rage 2
Streetfighter 2

£39.99

Phantasy Star 3
Star Flight
Sword of Vermillion

£43.99

GAME GEAR

Bart vs Space Mutants
Crystal Warriors
Donald Duck
Predator 2
Sonic Hedgehog 2
Spiderman 2
Super Kick Off
Wimbledon

£24.99

Alien 3
Chessmaster
Klax
Lemmings
Olympic Gold
Prince of Persia
Shinobi 2
The Terminator

£23.99

Aerial Assault
Chuck Rock
Ariel little Mermaid
Batman Returns
Batter up

£21.99

Castle of Illusion
Chakan The Foreverman
Devilish
Dragon Crystal
Evander Holyfield Boxing
Factory Panic
G-Loc
George Foremans Boxing
Haley Wars
Leaderboard Golf
Marble Madness
Mickey Mouse
Ninja Gaiden
Pac-Man
Paperboy
Shinobi
Sonic Hedgehog
Space Harrier
Spiderman
Streets of Rage
Tazmania

£21.99

MEGA- CD

Sherlock Holmes
Jaguar XJ220
Prince of Persia
Black Hole Assault
Wolf Child
Fatal Fight

£35.99

MEGADRIVE £129.99
2 PADS, SONIC, JOHN MADDEN, EA HOCKEY

GAME GEAR £114.99
WITH 4 GAMES

SUPER MONACO GP2 £32.99

PRINCE OF PERSIA £35.99

MEGA-CD £259

FREE POSTAGE + PACKAGING

FREE MEMBERSHIP!

FIRST 200 ORDERS RECEIVES A FREE GIFT

ORDER COUPON.....
NAME & ADDRESS .....
.....
TELEPHONE .....

PLEASE MAKE CHEQUES/P.O.s PAYABLE TO INTRAX LTD. 23 REPTON CLOSE LUTON BEDS LU3 3UL
PLEASE ALLOW 4 DAYS CLEARANCE ON CHEQUES.

ITEMS	£
	£
	£
TOTAL	£

THE ULTIMATE QUEST

Can you reach the prize zone in THE ULTIMATE QUEST?

WIN ANY OF THESE TOP ARCADE MACHINES

STREET FIGHTER II
ZOOL
MORTAL COMBAT

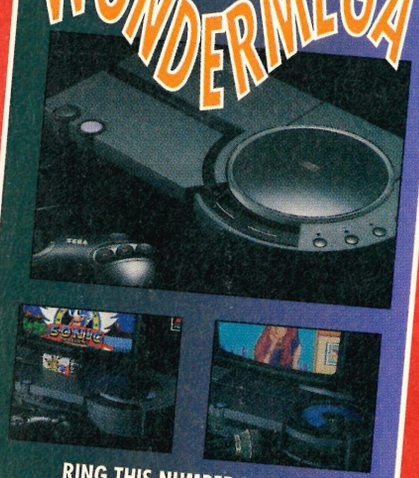
WORTH OVER £4000 EACH!

HUNDREDS OF RUNNERS-UP PRIZES INCLUDING 50 FREE GAMES OF YOUR CHOICE, STREET FIGHTER II BADGES AND 20% SOFTWARE DISCOUNT VOUCHERS FOR EACH CORRECT ENTRY.

PHONE NOW
0891 101266

WIN!!!

WONDERMEGA



RING THIS NUMBER NOW!

0891 445992

Mega Drive, Mega CD, CD Rom, Karaoke, CD player all in one. Also plays all games and CDs.

This wonder machine could be yours by ringing 0891 445992 NOW

CONSOLE CRAZY

WIN!!!

OFFICIAL UK SUPER NES AND JAP/US CONVERTOR WITH STARFOX!

RING THIS NUMBER NOW!

0891 445925

The word on the street is Super NES, and now you can play all the US and Jap carts as well. We're also giving away the ultimate new SNES game **STARFOX.** Get it and play it! Call 0891 445925

THE ULTIMATE GAME GEAR PACK!!

Sega Game Gear • TV Tuner • Master Gear Convertor • Wide Gear • Rechargeable Battery Pack • Carry Case • Mains Adaptor • Car Adapter • Cleaning Kit • Any two games of your choice.

ALL THIS BY DIALING:

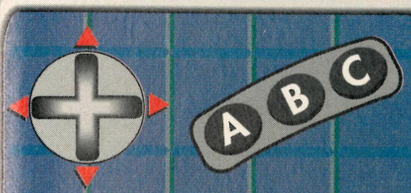
0891 445993

Calls cost 36p a minute cheap rate, and 48p a minute at all other times, and can be made from any phone. Ask permission of the person who pays the bills before calling.
Closing date for all competitions, 31 Jan 1994. One winner will be selected at random from all correct entries for each prize. All entrants have an equal chance of winning a prize.
Winners will be notified in writing and will receive their prizes within 28 days of the closing date.

SHERLOCK HOLMES CONSULTING DETECTIVE II

SEGA ● £39.99 ● OUT SEPT

CD ACCESS.....fast
PLAYERS.....1
STAGES.....3
SKILL LEVELS.....1
FEATURES.....save
CONTACT
Sega ✆ (071) 3733000



Sherlock Holmes Consulting Detective has a very simple control method. The cursor is placed over an icon to use it. To execute an action, press A while over the icon. The D-pad moves the cursor around the screen.

ACTION

STRATEGY

GRAPHICS 87%

▲ Features over one hour of video, incorporating many characters and locations.
▲ Icons are very well drawn, totally clear and are displayed in a comprehensive manner.

SOUND 79%

▲ When an important clue is found, Holmes will sit back and a satisfying jingle will play.
▼ There are only a few tunes which can make the adventure seem a little dull.

GAMEPLAY 75%

▲ The three cases will really make you think – not something you often find in a video game!
▼ After you've solved a case once, there's not really much point in going back to it again.

CHALLENGE 69%

▼ There are no limits to the number of people you can talk to, which cuts down the task.
▼ There's no incentive to actually beat Holmes, other than gaining a better score.

PROSCORE 79%

A great change from most video games, but it lacks challenge and there aren't enough cases. However, if you're a fan of the first, you'll love it!

Many different puzzlers have graced Sega consoles over the last few years. *Lemmings* could be seen as the most classic brain teaser of all time, but *Sherlock Holmes* is a very different kind of puzzle. It could be compared to the *Carmen Sandiego* series on the Mega Drive, although both of these episodes held little in the way of challenge.

This is the second time Holmes has appeared on the Mega-CD and after a brilliant debut, he's back with three more cases. They can be played in any order and they all offer roughly the same amount of challenge. Your ultimate aim is to crack each case in fewer moves than Holmes. Although this may seem to be a brilliant challenge, if you crack a case once, you'll know which moves to make the second time around.

After you've discovered the initial clue to each case, there are many sources you can turn to for more details. Consulting Holmes' directory gives information on the citizens of London and the newspaper reports on vital events of that day. Once a few suspicious names are gathered, you can either consult your files, ask the Baker Street Irregulars for information or visit the suspect. When you think enough evidence has been gathered, you can take the case to court to be judged.

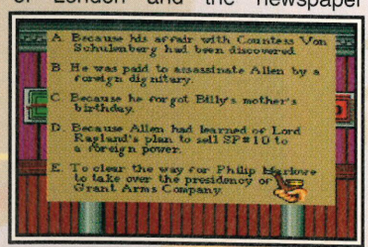
At the beginning of a case, looking in The Times is always a good place to find clues.

The graphics and sound in *Sherlock Holmes* are brilliant. There are lots of live video scenes and a tremendous amount of variation between characters. Many of the scenes and people are taken from the first *Sherlock Holmes*, but as the standard of graphics is so high, it doesn't seem to matter.

If you're looking for a game that's a little different, or you enjoyed *Sherlock Holmes Vol.1*, then this could be for you. It's not an action-packed assault on your senses, but it will certainly test the old grey matter for a while.

● **Sam "Watson" Hickman**

If you ask any of the Baker St. Irregulars for help, you'll receive a telegraph just like this one. Although the boys are supposed to know all the dealings of the underworld, their advice is never much help.



When you take your case to court, you'll have to answer many questions to substantiate your claims.

If you've ever read a Sherlock Holmes novel, you'll realise just how dodgy living in Victorian London could be. Aside from the usual clan of petty thieves, gruesome murderers and violent robbers lurk on every corner. While the local bobbies do the best they can, at least half of the city's crime slips through their fingers. That's why a man like Sherlock is so invaluable. As well as being on the right side of the law, he also has many shady street contacts. This combined with brilliant deductive powers made Holmes the most respected sleuth of his time.

Although Holmes is unique, there's no reason why any budding detective couldn't be just as good. With three mysterious cases to solve and Sherlock to help you on your way, *Sherlock Holmes Consulting Detective Vol. II* is just the place to start!

PROTIP When playing the Murdered Munitions Magnate, visit the tobacconist. He has the vital clues you are looking for.

Sherlock Holmes CONSULTING DETECTIVE VOL:II

This game is available on import now and was supplied by Lansdowne Computers ✆ (0202) 556535.

SHORT REVEIWS

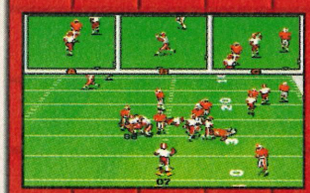
ROUNDUP RR ROUNDUP

MEGA DRIVE

COLLEGE FOOTBALL

EA SPORTS ● £44.99 ● OUT AUGUST

A touchdown to the Americans is like a goal to the British as the two actions in their respective national sports are the most celebrated aspects of each particular game. The John Madden series brought the thrills of American footy drama to life with its superb scaling dimension that made the action second to none for a stadium sports sim. EA have now released *College Football*, a game which the producers claim is a half way experiment in preparation for *John Madden '94*.



College Football is a totally different gameplay engine from the popular Madden series and is, in fact, a test bed for the engine to *Madden '94!* The triple option and two-point conversions are still there, but the new layout of these play-calling interfaces makes your strategy selection a lot easier. All the offence and defense options have been included and you now play college rules and teams against the all-time greats!

The four-player adapter makes the challenge all the more tasty and there are still all the great graphical presentations and stadium features to view with the action.

With the addition of a save option, this is yet another brilliant sports sim from EA Sports and should appeal to all American football fans.

91%

MEGA DRIVE

POWER CHALLENGE

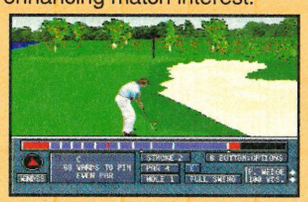
ACCOLADE ● £39.99 ● OUT NOW

Golf is one of those sports that requires incredible skill and the odd stroke of luck. The 19th hole and an exclusive hole-in-one club are just some of the classy features found. World number one, Nick Faldo, is perhaps one of golf's most consistent players, and finding consistency in a game such as this is a tall order for most!

Power Challenge has everything you'd expect from a golf game with up to four players able to compete and three different courses to play on. The wide range of options available will help beginners to learn more about golf as there are many realistic features.

The common power and snap indicator enables you to improve your skills very quickly as it's easy to get to grips with. The skill in judging wind direction will prove to be one of the hardest aspects to master.

The realistic graphics are of a high quality with trees, lakes, fairways and bunkers all drawn very well with smooth detail. The gameplay can be very exciting during a multi-player game with full golfing rules and an optional skins challenge enhancing match interest.



The player sprites in Power Challenge are so detailed and lifelike during the action.

Power Challenge will never match *PGA Tour Golf*, but this is still an accurate and challenging golf sim.

72%

MEGA DRIVE

BOB

E. A. ● £44.99 ● OUT NOW

BOB is a funny old character who gets himself into all kinds of trouble. He's a kind of robotic explorer who can move about in a variety of ways. He can grab overhead pipes, use umbrellas as parachutes and reach new heights on trampolines – just to name a few of his gadgets!

In the space age complex Bob comes face to face with yet another android.

You must guide this oddball android through three different worlds whilst blasting any hostile natives that may get in your way. Your objective is to find the teleporter at the end of each level and, every now and again, the big bosses appear to give BOB a real fright.

In this basic platform adventure the only originality comes in the animation of BOB himself. It takes some initiative to complete each level as you can collect items that enable you to fly up to places that are otherwise impossible to reach. Various weapons can be found to enhance your chances of success against the tougher enemies in the adventure.

The gameplay is too dated and repetitive between levels as moving platforms, electric charges and networks of ladders have all be seen before. Lifeless action and poor control response do no favours to a game that has few ideas apart from the small variety of gadgets BOB interacts with.

59%

GAME GEAR

HOME ALONE

SEGA ● £27.99 ● OUT NOW

Harry and Marv are two robbers who have been looting the houses in your neighbourhood. The fact that you've been left at home alone means that you have to fight against these crooks by setting traps in houses and build your own weapons to use against them.

The general idea is to travel around the neighbourhood on a sledge and find various objects for use in the surrounding houses. Time is critical and as you enter each house you must use the plan diagram to set traps that will slow the crooks down. Various household components must be found and put together using a weapon building screen. The better the weapons, the quicker you can force the crooks to bail out!

The ideas are fairly original and gameplay is enhanced by an indoor and outdoor playing mode, but the houses tend to lack in variety with only small changes in the furniture and backgrounds.

This type of game should appeal to young children as there are plenty of colourful backgrounds and many items to find. It's such a shame there is so little action – there are only two crooks to fire at and most of the time you just scale the area searching for objects. *Home Alone* is fun for a while, but the lack of action will put a doubt over the lasting interest.

42%

This month Mark Hill and Nicholas Beucher take a look at some releases that seem to have escaped the SegaPro main review system. Often, if a game is late or we haven't the room for it, it is put on the shelf until a later date. Now there is this new section which allows us to fit in many more games, leaving more space for big and exclusive reviews.

MEGA DRIVE

CHAMPIONSHIP BOWLING

IMPORT ● £37.99 ● OUT NOW

It's only recently that new leisure complexes have put life back into the sport with superb computerised scoring facilities and modern day alleyways.

Championship Bowling can be played by up to four players on four different alleyways. If you play the computer, you'll start on the fast alleyway where you must defeat three opponents before progressing to more difficult alleyway surfaces and harder opposition.

The gameplay is instantly addictive as the techniques are easy to learn and the use of a spin, power, and line-up indicator takes very little time to work out.

There are three very clear graphical pictures on the screen of the full alley, the close up of the pins, and the movements of your player. The expressions on the players' faces after a strike or spare are cleverly interpreted to create that cheerful, yet competitive kind of atmosphere. A tiresome tune plays with the action, but the sound effect of pins hitting the deck have that hollow echo that you'd hear in any modern bowling alley!

Championship Bowling can be great fun to play if you are a fan; but for others the action may be too limited and a little boring after a while.

69%

GAME GEAR

DOUBLE DRAGON

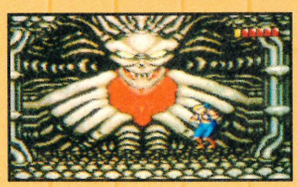
VIRGIN ● £27.99 ● OUT NOW

Crime is terrible in a city where the mysterious big boss and his gang are causing chaos. People can't walk in the streets because they are scared stiff of the violence that would wreck their lives. Billy's mate, Jimmy, was recently bashed up by one of the gangs and so now you step into Billy's shoes and attempt to clean up the city.

Double Dragon is no different from any other street fighting game where the concept is as old as the hills and the ideas of blinking arrows and baseball bats being something that's been seen just too many times.

Six different worlds encompass 21 lethal levels in this beat-'em-up where you must kick and punch your way past all the bad guys. Your adversaries include muscle-bound thugs, foxy ladies, and weapon-toting filth!

There are pump action shot-



This end of level boss looks frightening enough and certainly takes a lot of beating.

guns, pistols and baseball bats you can use to help fight the thugs – but even with these, the gameplay will prove to be tough. Getting past level one is frustrating with slow sprite responses and flickery visuals. The backgrounds may change, but the ideas lack bite in a fighting game that's just too difficult to get in to.

45%

MEGA CD

INXS: MAKE MY VIDEO

SEGA ● £39.99 ● OUT SEPT

Following the releases of *Kris Kross* and *Marky Mark* on Make My Video, we now see *INXS* in graphic wonderment. Indeed, it's fair to say that this may prove to be popular with those who have every INXS album!

The graphically impressive opening sequence is set in the stereotypical scenario of an American bar where the ladies are making a break on the pool table and I guess the guys hang out at the poker hut. The place is kind of like a 'dive bar in a west end town', but the music is of course INXS and not The Pet Shop Boys!

On the editing screen you can use over 30 different tools to create unique effects.

Like *Marky Mark: MMV*, what you have to do is select one of three soundtracks and then edit a video. You have the choice of 'Heaven Sent', 'Not Enough Time', or 'Baby Don't Cry'. You can also let Poindexter make a choice for you.

Video editing can be constructive and appealing with the many tools including strobe's, filters, and mixers. However, it's a mystery how the characters at the end decide whether you've created a decent video or not!

It's the true INXS fans who'd buy this. It's just not worth spending 40 quid when you can buy their video for around a tenner.

62%

GAME GEAR

GOLDEN AXE III

IMPORT ● £34.99 ● OUT NOW

Golden Axe was one of the Mega Drive's flagship releases in its time, as the gameplay proved to be both competitive and challenging. The sequel had little improvement over the original with a lava section offering the only real variation in scenarios. The game was also just as easy as the first and though there were more sound samples, the slash-'em-up concept failed to expand in originality and ideas.

Golden Axe III is a little better than the previous two offerings as there are junctions along the route to give you more freedom of choice in who you want to face. I guess this release had to preserve the slashing concept, not to mention those special powers that cause the screen to explode in a multitude of swirling patterns and fuzzy lines. The nasties who keep the fighting fantasy image differ between levels, but there is certainly a lack of variety in their attack patterns.

The two- player head-to-head battles provide more of a challenge for die-hard

The competitive two-player mode still remains, but the moves are limited and the control a little shabby in comparison to modern head-to-heads we see today.

Again, the challenge is far too easy and the gameplay soon becomes repetitive and boring. This is one too many.

57%

THE PROFILE

SegaPro is Britian's first Sega magazine to comprehensively cover both official and import games. Our experience and knowledge is crammed into each game review. We know more about Sega games than anyone else and that is reflected in the quantity and quality of the information we provide each and every month.

Definitive? Well, we think so. You won't find a more extensive guide in any other magazine. Every month, we'll update the listings, with all new entries highlighted. Many game ratings will change to reflect long-term interest and dating – most games become less impressive as technology develops and newer games become available. Each game rating is what we think now, not what we thought when the game was first released.

Regular readers will be aware that ProPick has been replaced. We now print our Top 100 Sega games every month and all ProYo! games (scoring 90% and over) will be highlighted in red throughout the file.

pro CHARTS

Not only one, but three charts from the big game retailers Virgin Mega Stores, HMV and Our Price on Mega Drive, Master System, Game Gear and, when it is in full swing, Mega-CD.

pro MOVES

If you are particularly hot on a game. Videotape your favourite sequence and send it in. It could be a super move on *Streets of Rage II*, a super goal in Super Kick Off or a touchdown in *Madden's Football*. A SegaPro T-shirt is up for grabs for any moves published!

pro SCORES

Send in your high scores for any game that you think you've mastered. Every month we'll print a list of games that we want high scores for. An overall winner, as judged by the Pros, will receive a SegaPro T-shirt!

pro TIPS INDEX

MEGA DRIVE

BATMAN:REVENGE OF THE JOKER 71
CYBORG JUSTICE.....75
ECCO THE DOLPHIN.....73
FLASHBACK.....73
GODS 77
MEGA LO MANIA 77
NHLPA HOCKEY '93 77
ROAD RASH II 77
SONIC 2 75
SUPER HYDLIDE 71
WORLD OF ILLUSION 71
X-MEN 79

MASTER SYSTEM

NEW ZEALAND STORY 71
PHANTASY STAR.....71
SHADOW OF THE BEAST.....71
WONDERBOY IN MONSTER WORLD 71

GAME GEAR

CASTLE OF ILLUSION 73
LAND OF ILLUSION.....73
SONIC 2.....73

MEGA CD

SHERLOCK HOLMES.....73

THE PRO

There are 699 Sega game reviews in this month's pages, charge £2.95 and call it a Summer Special proving that there's only one place to look if you w

MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA D

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%

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%

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 gruesome 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 is 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%

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%

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%

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 challenge. 82%

BUDOKHAN
ELECTRONIC ARTS £39.99
The presentation builds up a terrific atmosphere. It's a shame that beneath it is 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%

CHIKI CHIKI BOYS
SEGA £39.99
This is *Mega Twins* and it's far too cute and far too easy. Younger players should find a challenge hidden within, but this platform adventure 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%

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%

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%

FILE

**profile. We don't pad it out to 100
. It doesn't cost you a penny extra –
nt to be totally in the know.**

RIVE ▼ MEGA DRIVE ▼ MEGA D

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%

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%

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%

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%

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 challenge make this a 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 release of the much 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 and very original. 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%

EL VIENTO
IMPORT
This game not only looks great, it also plays like a dream. The animation and statics encourage you to venture further, even though it is tough. 88%

ESWAT
SEGA £34.99
This conversion of ESWAT is accurate. The parallax, multi-directional scrolling gives the impression of a huge game. Very challenging and addictive. 80%

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%

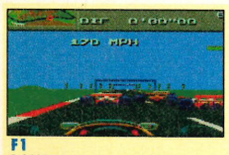
EVANDER HOLYFIELD'S BOXING
SEGA £39.99
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 84%

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%

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%



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-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%

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*

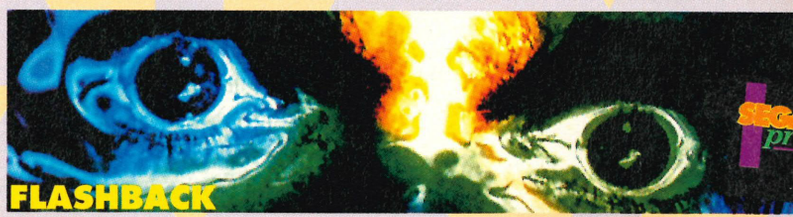
pro TIPS
CHEATS TRICKS CODES

THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

Once again, we have the latest and greatest tips for all you struggling games players! Despite the huge number of letters sent in revealing all Flashback codes, only one could win a SegaPro T-shirt. Well done to everyone who has finished the game and bad luck if you sent in the codes and haven't had a mention. Keep trying!

If you're stuck on a game, why not write in to the SegaPro team? The best games busters in the business can help solve any of your problems, all for the cost of a stamp!

Send your tips, cheats and problem posers to: Jason's ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Remember, there are loads of SegaPro goodies just waiting to be won if you solve a reader's problem or send in the Star Tip of the month.



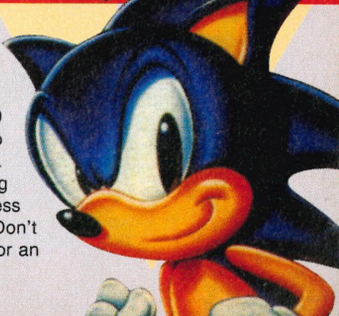
MEGA DRIVE
LEVEL CODES
These are all the codes you'll ever need for *Flashback*.

End of game sequence code: CYGNU
D Pollard, Abingdon

Easy		Normal		Expert	
1	PIXEL	1	FALCON	1	CLIO
2	BETSY	2	DATA	2	ACRTC
3	PANCHO	3	MILORD	3	BLOB
4	STUDIO	4	QUICKY	4	STUN
5	TOHO	5	BIJOU	5	MIMOLO
6a	AKANE	6a	BUBBLE	6a	HECTOR
6b	INCBIN	6b	CLIP	6b	KALIMA

WONDERBOY IN MONSTERLAND
MASTER SYSTEM
EXTRA GROATS
Find a safe place to stand and rapidly tap the pause button 100 times to be awarded with about 100 groats.
Michael Pratt, Essex

SONIC 2
MEGA DRIVE
QUICK TIME
Enter the options screen and select tunes 19, 65, 09 and 17 (press C after each tune), then press RESET. Go to the title screen and hold down A and START together. The level select should appear. Select your starting level and, when the game begins, press START then press B. Sonic will move in slow motion with C as jump. Don't press A as this will restart the game. Finish the level for an unbelievable time of 0.0 seconds and 50,000 points!
Daniel Corbett, Elstree



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%

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
IMPORT
Testing platform adventure fun at its best. Stunning graphics with authentic and powerful backgrounds and, as yet, not officially released. Only available from Japan and the States, but is worth seeing. 92%

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%

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%

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%

HEAVY NOVA
IMPORT
Robots giving each other what for 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 types 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
Taken from the arcade game, this 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%

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 Kap 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%

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 to the real thing, you only need to use a limited array of passes (not rushes!) 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%

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%

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%

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%

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%

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%

ProMoves

This month's ProMoves shows some action from the Japanese soccer game – Pro Striker. The following action is taken from a match between the Antlers and the Red Diamonds. It's the Antlers pushing forward, but will they score from this attack?

1 And with the game still goaless, the crowd will be hoping Antler's top scorer can make contact with this through ball.

2 The defender rushes in but it looks as if the man in the red shirt will get to the ball first. Can he kick a clean volley?

3 It's a cracking shot towards the top left hand corner. It's already cleared the defender, now can the keeper make a save?

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%

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
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%

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%

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? 89%

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%

POWERBALL
IMPORT
The graphics are very simple in the sport that is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

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%

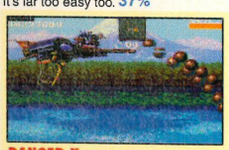
PREDATOR 2
FLYING EDGE £34.99
Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 80%

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 unplayable. 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%



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%

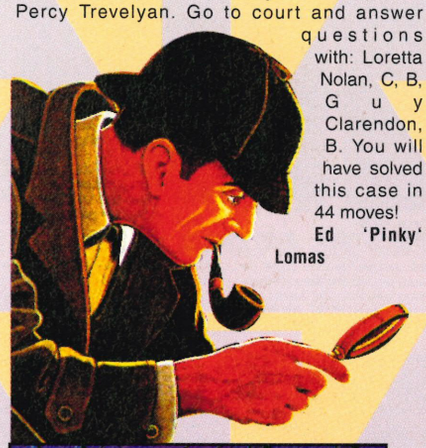
LAND OF ILLUSION

GAME GEAR
SECRET PLATFORM
Go to the end of the first stage of level one and hip-attack the snake. Jump across to the wall and hold RIGHT. You will land on a platform hidden in the wall. Walk straight through the wall to a platform with a vine. Climb the vine to reach the big snake. Throw the apple in its mouth and collect the key to finish the level in record time!
Ben Secher, Cambridge

SHERLOCK HOLMES

MEGA-CD
CLOSED CASE
To complete The Mummy's Curse case in just 28 moves, visit Henry Ellis, London University, Jardine, Matheson and Co. (under shipping companies) and Andrew Weatherby. Now go to court and answer questions with: Philip Travis, B, Philip Travis, D and Philip Travis, C. After doing this, you will have finished the case!

For The Mystified Murderess case, interview: Sir Frances Clarendon, Edward Hall, Hallidays Hotel, S.Goff (under S), Porky Shinwell and Dr. Percy Trevelyan. Go to court and answer questions with: Loretta Nolan, C, B, Guy Clarendon, B. You will have solved this case in 44 moves!
Ed 'Pinky' Lomas



ECCO THE DOLPHIN

MEGA DRIVE
MORE PASSWORDS!
Just when you thought *Ecco the Dolphi* had been busted wide open, along com some different level codes! Some of the will give you added bonuses too!

ALNILSEN: The Library
NESLINLA: The Last Fight
AAAAAAAA: The Undercaves
NNNNNNNN: Welcome to the Machine
AAAANNNN: Origin Beach with th Deadly Sonar (press B then A).
NNNNAAAA: Island Zone
ANANANAN: Hard Water with Infinite Ai
NANANANA: Hard Water with Infinite A Deadly Sonar and Stun Sonar.
AANNAANN: The Vents, with Infinite A Deadly Sonar and Stun Sonar.
NNAANNAA: Dark Water with Infinite Ai
AANNNNAA: Deep City with Infinite Air.
ANNANNAA: Dark Water with Infinite Ai
ANANAANN: The Vents with Infinite Air.

You will also be able to find extr passwords by playing around on th password entry screen with the letters and N.
Ed 'Pinky' Lomas

CYBORG JUSTICE

MEGA DRIVE
BOSS BEATERS

Planetscape Boss
Jump over the energy wave shot (from right to left) to stun the cyborg three times. After doing this, you'll be free to blow it apart.

Cydrek Command Centre
Avoid close combat with this boss. Use jump kicks to keep it at a safe distance. Jump over the energy wave from the right and continue to bash it to pieces.

The Outer Sanctum
Jump over the energy barrier fired at you, but beware as it may re-appear from behind. Use jump kicks until it dies.

Above the Inner Sanctum
This is very similar to the previous boss, but tougher because of its higher armour class. As before, jump over the energy wave and wait for the cyborg to appear from the right. When it appears, stun the cyborg and rip off its arm. Stun it again and rip off its torso! If this sounds too difficult repeatedly jump kick it, avoiding the energy waves.

Future Jungle
This boss is a little different from the others. It's in the form of a gigantic brain! A laser barrier protects it and a row of laser cannons will attack from the right. Avoid the fire and wait for the barrier to shut off. When it's safe, hit and destroy the three red-glowing squares on the brain. Jump kick the top square, then the square in the middle. Finally, duck and punch the bottom square to finish.

BATMAN: REVENGE OF THE JOKER

MEGA DRIVE
LEVEL SELECT
Enter the code 5257 on the password screen, then press A. Various symbols will appear at the bottom of the screen – move left and you will be able to enter a level code. Simply enter the two level digits followed by 00. For example, if you want to start on level 5-1, enter 5100.

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%

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. 51%

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. 60%

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. 70%

RBI '93
IMPORT
Yet another attempt to introduce us to American baseball. Sadly, this isn't going to persuade many people that it's a great sport with its dodgy control and bland gameplay. 68%

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. 90%

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
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
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%

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%

SHINOBI III
SEGA £34.99
Use mystical powers to conquer over the strength of darkness. Tremendous platform adventure with loads of pick-ups and plenty of ninja magic. 89%

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%

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%

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%

SOKOBAHN
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 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%

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 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. 90%

STREETS OF RAGE II
SEGA £44.99
An absolutely fantastic 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. 93%

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 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%

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%

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 of Toxie and help him in this dire scrolling arcade adventure. 38%

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 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%

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%

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%

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%

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%

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. 78%

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 considered an 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%

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%

You may have noticed that we've spent some time updating the scores. So, many have changed dramatically since last time.
Tune in next month for the top Sega reference.

WIN! WIN AN EXCLUSIVE SEGAPRO T-SHIRT!

Brian Scott of Fife asks: I recently bought Super Hydlide for the Mega Drive and I am having a few problems with it. I've managed to get to the battle with Kaisack, but cannot kill him. I've shot off his kneecaps to prevent him from moving, but he still gets up! Please, please, could you tell me how to defeat him?

Is there anyone out there with the answer to Brian's question? If there's anyone who can help and would relish the chance of winning an exclusive SegaPro T-shirt, write in to:

ProHelp, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF. Remember, include any relevant maps and drawings to help explain your answer.

In SEGAPRO 21, **Daniel Oxley of Woodlesford** asked for some special help with *Phantasy Star* on the Master System. The question he asked was: I can't find the Laconian armour and the Laconian Axe. I need these items to defeat Lassic, but every time I try to collect them, I keep getting killed.

Two top SEGAPRO tipsters, **Dax and Wayne Turner** set about the task and presented us with a full fact sheet answering the question in some detail. So, Daniel, here's the answer to all your *Phantasy Star* problems:

Medusa needs to be defeated before you can obtain the Laconian Axe. To find her, travel to level nine and she's in the large tower in the bottom left corner. Make sure you have the flute and the dungeon key. You will also need the mirror shield from the small island in the middle of the Motavian Lake, which you can reach by hover craft.

The zombie catacomb can be found in the top right hand corner of the Dezrian Planet. Use the map in the booklet to find the Small Valley – you'll discover a tower at the top of this. The Laconian armour is on the other side of the door. Unfortunately a trap protects the armour, so disarm it with Myau's trap magic. You can collect the armour on the other side of the door.

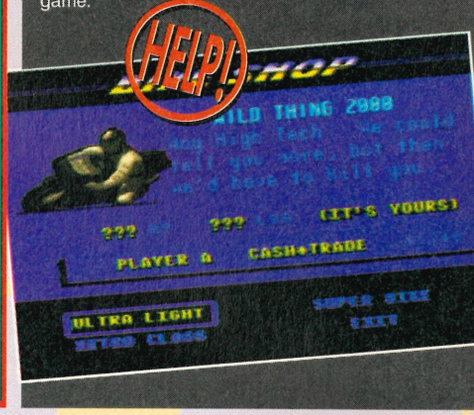
ROAD RASH

MEGA DRIVE

Q I'm having trouble completing levels four and five on *Road Rash II* for the Mega Drive. I bought the Pro Action Replay cart to see if that would help, but it has proved to be useless. Are there any tips, cheats or codes you can give me to finish this brilliant game?
D Strong, Kent

A The most useful cheat I can give you is the unlimited cash solver. To be the proud owner of loads-a-money, start the game on level one and go to the options screen. Choose the man to man game and go to the bike shop. You will now be able to buy any bike you want, enabling ultra-fast times.

Just as an extra, a Pro Action Replay code for the player one level select is: FFF4C F000X, FFF4D 1000X. Enter both of these codes and you'll be able to start at any level of the game you want. Check out SEGAPRO #17 for a complete guide to this classic EA game.



NHLPA HOCKEY '93

MEGA DRIVE

EDIT LINES

To edit the computer's team, insert two controllers and select the home team, regardless of the mode you're playing in. With the second controller, go to the menu and choose edit lines: you will now be able to change the opposition. However, you can only edit the teams at the beginning or end of a period. Simple, but useful!
Simon Leonard, Australia

MEGA-LO-MANIA

MEGA DRIVE

EXTRA MEN

Go to the options screen and select a number of men for your mission. Now put them onto the island of your choice. Go back into the options screen and press c to decrease your men to zero. You will now still have the same number of men on the island, but the number carried forward to the next island will be greater.
Alan Pattern, Merseyside

The Top 50

1 Jungle Strike
2 Sonic The Hedgehog 2
3 NHLPA Hockey
4 Flashback
5 Castle Of Illusion
6 Ecco
7 Quackshot
8 Streets Of Rage II
9 Cool Spot
10 Shining Force
11 John Madden Football '92/'93
12 T2: The Arcade Game
13 Ranger-X
14 Road Rash II
15 Gods
16 Mega lo Mania
17 Thunderforce IV
18 Speedball 2
19 Rainbow Islands
20 Another World
21 PGA Tour Golf II
22 Tiny Toon Adventures
23 J League Pro Striker
24 Lemmings
25 Revenge Of Shinobi
26 Micro Machines
27 Desert Strike
28 Sonic The Hedgehog
29 Streets Of Rage
30 James Pond II
31 Taz-Mania
32 Corporation
33 Road Rash
34 Inspector X
35 Ghouls'n'Ghosts
36 Pit-Fighter
37 Universal Soldier
38 Thunderforce III
39 Bulls vs Blazers
40 The Terminator
41 Two Crude Dudes
42 Bart vs The Space Mutants
43 Bulls vs Blazers
44 Lotus Turbo Challenge
45 World Of Illusion
46 Shinobi III
47 Global Gladiators
48 Gadget Twins
49 Rolling Thunder 2
50 El Viento

MEGA DRIVE CHARTS • MEGA DRIVE CHARTS • MEGA DRIVE CHARTS • MEGA

pro CHARTS

Cool Spot takes top spot, but with Jungle Strike now released, will that take over next month? Other than that, the surprises seem to be the success of SKO and Summer Challenge!

GAME ZONE music

1 Cool Spot
2 Flashback
3 Super Kick Off
4 Tiny Toons
5 Bulls vs Blazers
6 Fatal Fury
7 Summer Challenge
8 PGA Golf 2
9 Ecco the Dolphin
10 Streets Of Rage 2

Virgin GAMES

1 Cool Spot
2 PGA Tour Golf 2
3 Super Kick Off
4 Ecco The Dolphin
5 Tiny Toons
6 Bulls vs Blazers
7 Road Rash 2
8 Desert Strike
9 Lemmings
10 Mutant League Football

HMV

1 Cool Spot
2 Micro Machines
3 Flashback
4 Muhammad Ali
5 Super Kick Off
6 Fatal Fury
7 Tiny Toons
8 Bulls vs Blazers
9 Summer Challenge
10 Strider 2

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 a part of SegaPro. We know our readers are the best in the land and just to prove it, here's your chance to become immortalised in the pages of SegaPro. The first thing to do is be like the Pros and play a game until some ridiculous hour in the morning, racking up a ridiculously high score. Now fill in the form below giving all the details we ask for (if we didn't want 'em we wouldn't ask for 'em). Now take a photo of yourself (or get someone else to take it), preferably as wacky as possible . Be warned, any boring pictures will be doctored for our own pleasure! Get some proof of your score, either a friend's signature or a photo of the screen. Now send the whole lot to ProScores, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

GAME GEAR

COLUMNS
42,925 Darren Walker, Smethwick
30,660 Johnathan Owen, Crewe
14,208 Robert Rixson, Gwent

DONALD DUCK
899,200 Karen Rae, Cumbernauld
516,400 Matthew Williamson, Telford
385,100 John Marshall, Co Durham

G-LOCK
258,440 Steve Kinder, Stoke-on-Trent
169,500 Sean Parris, Surrey

JOE MONTANA FOOTBALL
127-0 (Pro) Matthew Williamson,Telford
127-7 (easy) Andrew Ship, Newbury
99-0 (Pro) Robin Westblom, Chislehurst

SONIC THE HEDGEHOG 2
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

MASTER SYSTEM

ALIEN 3
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

G-LOC
190,900 Matthew Sadler, Surrey

GOLDEN AXE
230 Matthew Alan, West Drayton
158 Kevin Fell, Croydon

OLYMPIC GOLD
Pole Vault
6.00
Matthew Spear, Cornwall
5.90
Jonathan Place, Tyne and Wear

SWIMMING
1.44.44 Wayne Hibbs, Bournemouth
1.45.00 Ian Smith, Winchester

SHINOBI
582,950 Matthew Walker, Chertney
560,450 Christian Weber, Chester
214,750 James Smith, Knutsford

SONIC THE HEDGEHOG 2
618,900 Jonathan Place
642,100 Chris O'Byrne

SUPER KICK OFF
134 - 3 Tony Carrington

MEGA DRIVE

ALIEN 3
6,020,700 Carl Souley, Cleveland
6,125,120 Mick Mercer, London
3,567,402 Robert Edge, Eltham

CALIFORNIA GAMES
130, 098 Clare Lerche, Washington

CASTLE OF ILLUSION
150,700 Andrew Brown,Pontypool

COOL SPOT
234,000 Carlos Madrid, Bournemouth
156,300 Edward Richards, Liverpool

DESERT STRIKE
3,402,300 Paul Hartwell, Pottersbury
2,800,200 Simon Nicholls, Reading

GOLDEN AXE
379.0 John Smith
357.1 Andrew/Stephen Pryke, Peterborough
315.0 Paul Wheatley, Nottingham

JOHN MADDEN 93
326-3 Andy Duncombe, Winchester

KID CHAMELEON
1093,391 Craig Stewart, Aberdeen
899,70 Colin Mackintosh, Leeds

PGA TOUR GOLF 2
–37 A Marson, Barnsley
–31 Kenny Carman, Chichester

SHADOW DANCER
723,800 Derek Brockhouse, Lancs

SHINING IN THE DARKNESS
2,357,732 Spike, St Albans

SONIC THE HEDGEHOG 2
724,600 Andrew Brown, Pontypool

STREETS OF RAGE 2
999,990 Chris Flowers,Gillingham
833,810 The Harlequin, London
812,430 Darren Gwynne, Bedford

THE TERMINATOR
176,800 Michael Barnaby
137,300 Paul Smelt
108,870 Johnathan Epworth, Humberside

TERMINATOR 2
8,012,950 Mark Penfold, London
7,292,850 Ben Yelland
5,682,350 Paul Cox,Kent

TOEJAM AND EARL
1056 David Voss, Leeds
976 Lee Gray, Satchet
670 Colin Newman, Runcorn

TWO CRUDE DUDES
298,650 Chris Flowers,Gillingham
226,020 Lee Turner, Burnley

HI-SCORE CHALLENGE

We want all your hi-scores, but every month we'll print a list of games that are new-ish. If you send in your hi-scores for them we can compare them with those from other readers.

MEGA DRIVE	MASTER SYSTEM	GAME GEAR
Jungle Strike	Alien 3	Tom and Jerry
PGA Tour Golf 2	Superman	Master of Darkness
MiG -29	Batman Returns	Krusty's Fun House
Cool Spot	Krusty's Fun House	Tengen's World Cup

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, though. 51%

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 machine still 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, but is 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 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 different. 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 gnarly 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%

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%

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 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 is 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%

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%

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%

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 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%

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 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 brilliant 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%

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%

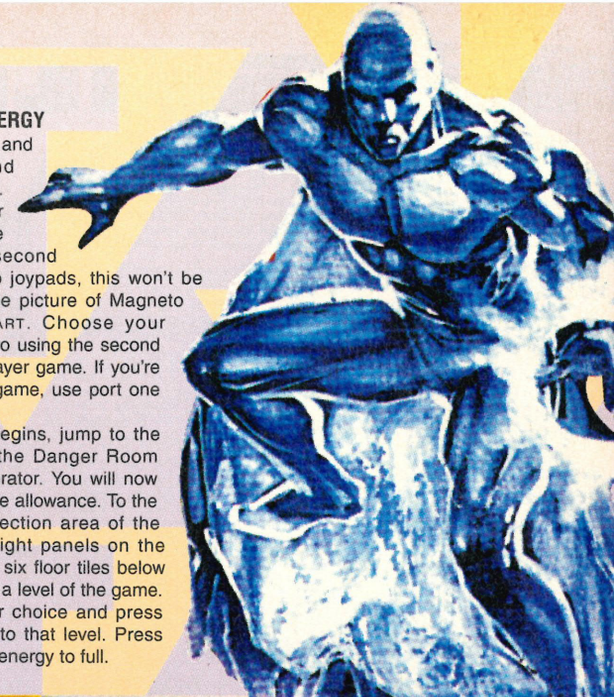
PIT-FIGHTER
DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%

POPULOUS
TECMAGIK £34.99
A game that you'll either love or hate.

X-MEN
MEGA DRIVE
EXTRA TIME AND ENERGY

Go to the title screen and hold A, C, DOWN and START joypad 1. Remove the controller from the Mega Drive and put it into the second port (if you have two joypads, this won't be necessary). When the picture of Magneto appears, press START. Choose your difficulty level and hero using the second port, to play a one-player game. If you're playing a two-player game, use port one for player two.

When the game begins, jump to the upper-right area of the Danger Room and destroy the generator. You will now have an increased time allowance. To the right of the hero selection area of the Danger Room are eight panels on the wall. They each have six floor tiles below them, all representing a level of the game. Go to the tile of your choice and press DOWN and C to warp to that level. Press START twice to restore energy to full.



SONIC 2
GAME GEAR

Q I recently bought *Sonic the Hedgehog 2* for my Game Gear and I'm having big problems with it. I would really appreciate a level select, but I don't know how to get to the sound test. Can you help me?
David Lewis, Chippenham

A It appears that you haven't been reading SEGAPRO very carefully! For a Game Gear level select, follow these instructions. Wait until th title screen appears, the hold down buttons 1, and START. Kee rotating the D-pad in clockwise direction unt you hear a jingling sound This confirms that you hav been successful. Now you can spin attack i any level you choose!

SHADOW OF THE BEAST
MASTER SYSTEM
EXTRA LIFE ● JET PACK ● KEY USE ● POTION USE

At the start of level three, drop a coin down the well a you will be awarded an extra life.

Jet Pack: You will find the jet pack and mask outside th entrance to level five. Put them on before entering the room, otherwise you'll die immediately.

Square White Key: You'll find a key in the top-left corner o level two. You'll need this to open the door to the castle.

Round White Key: This has absolutely no use whatsoever.

High-jump Potion: Use this potion to destroy the monster at th end of level four. Remember, you will also need the gun.

Andrew Brown, Gwent

NEW ZEALAND STORY
MASTER SYSTEM

Q I'm having great difficulty with *New Zealand Story*. I always die on the first few levels. Can you give me any cheats, tips or Action Replay codes to make this game easier?
Tim Simpkins, Chippenham

A Here are a couple of Pro Action Replay codes for you to get your teeth into. Maybe now you will be able to finish the game:
00DD EC03 – Infinite lives
00DE 1504 – Invisibility

GODS
MEGA DRIVE LEVEL CODES

LEVEL	CODE
2	NASHWAN
3	COYOTE
4	FOXX

Clive Patrick, Australia

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. 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. 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%

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 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
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%

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%

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 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%

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%

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%

PRO CLASSIFIEDS

For Sale

Master System for sale inc 11 games (Prince of Persia, Champions of Europe) will sell for £175 or swap with Mega Drive with game. Tel Frank on (021) 4407800.

Game Gear in good condition with magnifyer and large soft carry case inc. Prince of Persia, Mickey Mouse, Shinobi 1 and 2, Sonic and Taz £110 O.N.O. Tel (0423) 886517.

Game Gear games for sale, including Alien 3, Chuck Rock, Taz-mania, Sonic 1 and 2. Reply to 37 Belgrave Street, Stepney, London E1 0NG for further information. Games will cost £10-£15.

Mega Drive games for sale (or swap), Revenge of Shinobi - £18, Strider -£18, Rings of Power -£23, Sword of Vermillion -£25, Phantasy Star -£28, Carmarthen area only. Tel (0267) 231933.

Mega Drive with 12 games inc: Shinobi, Hang On, Cyborg Justice, Sonic and Mickey. Will sell for £350 or swap for a Mega CD + game(s). Tel James (0787) 224055.

For sale. Super Off Road - £20, boxed, instructions, brilliant condition. For more details Tel (0269) 844866 after 5pm.

For sale. Master System with 2 joypads and 4 games inc: Donald Duck, Rocky, Thunder Blade and Choplifter sell for £50. Tel Andrew (081) 9043119.

For sale. Various games for the Master System only £12 on average. Call Colin now on (0732) 351220.

Game Gear, Adaptor, Sonic, Sonic 2, Alien 3, all boxed £110 o.n.o. Near mint condition. Call Dom on (081) 8762508 after 7pm.

For sale. Gameboy with Super Mario, Chase H.Q., recharger batteries, Connector Leads, etc. £50 o.n.o. Write to: Richard Beck, Barnleys Farm , Happisburgh, Norwich, Norfolk, NR12 ORX.

Master System 2, brilliant condition all boxed with 15 games, 2 joysticks, 1 joypad, worth £400, sell for £250 o.n.o. Tel Adam on (0234) 351605.

Mega Drive and Master System games for sale, all mint condition, loads of half price and less bargains. Tel (0908) 230019 for details.

Sonic 3! Only joking! If you want to buy my Game Gear, Sonic, Sonic 2, Shinobi, Mickey Mouse, Spiderman and columns. Tel Andrew (071) 2493760.

Super Mario World and U.N. Squadron on SNES, £25 each or both £45. Tel (0646) 682581.

Master System 2 with 13 games, Sonic, Sonic 2 and other top games. Sell the lot for £120 or with 5 games for £75. Tel (0600) 716522.

Commodore 64 for sale with 20 games inc Bubble Bobble £59 o.n.o. Also, Flash Back and Castle of Illusion wanted for MD. Tel (021) 443 5366.

8 RPG Mega CD games for £20 each or swap 3 RPG CD games for any non RPG CD game. contact T.H.Yip flat 1/01, 15 New Street, Stevenston, Ayreshire KA20 3HB.

Game Gear, Sonic, Sonic 2, Shinobi, Mickey, Columns, Spiderman, worth £250 will sell for £130 o.n.o. Tel Andrew on (071) 2493760. Also Amstrad GX4000 + game £50; Atari 2600 + games, £30. Buy 'em now!

Sonic, Last Battle, Indiana Jones (Last Crusade), Marble Madness and Corporation. Total price £75. Tel (0235) 819097 mornings only.

Master System Sonic 2 for sale. Excellent condition, boxed with full instructions £17 o.n.o. Tel Ian on (0628) 521822. Free postage and packaging.

Streets of Rage, Wrestle War, Forgotten Worlds, Golden Axe £17.50 each. EA Hockey £20, Thunder Force IV, Road Rash II, Terminator 2, £25 each, 2 control pads £7 each, everything v.g.c. May swap. Tel (0375) 842611.

Great cheats and codes for MD games such as T2, Sonic 2, Road Rash II etc. send SAE to Andy Glencross, 14 Addison Rd, Stretford, Manchester, M32 9LH. Also send £1 for tips.

Mega Drive tips for sale! Send £1 + SAE to 20 Second Ave, High Fields, Dursuey, Glos. Money back if I can't help!

Game Gear for Sale, 9-10 games, Action Replay Pro, various accessories, £280. Tel Alain on (0600) 83426 except Wednesdays. Also, huge collection of SegaPro mags.

Clubs

Look! The best Mega Drive and Mega CD fanzine ever Tips, cheats, letters, news, reviews and more. Send 60p and SAE to 12 Lydget Grove, Birmingham B23 5EH.

Portable Power covers Gameboy and Game Gear plus Lynx. lots of reviews and cheats, only £1 plus A4 SAE per issue. 49 East Lane, Sandiway, Northwich, Cheshire CW8 2QQ.

Penpal

Female penpal wanted aged 14+. My likes are music and computer games. Contact Craig Buchan, Smiddy Hill Rd, Fraserburgh, Aberdeenshire. Send photo if poss.

Penpal who owns Game Gear, willing to swap games. Please write to Alistair or Natalie Kay, 1 Hampshire Drive, Edgbaston Birmingham. Aged between 10 and 13.

Swap

I have Taz Mania for the GG. Will swap for any game except Sonic! Call Simon on (0533) 543705 anytime.

I will swap Sonic 2 or Taz Mania for Desert Strike, or Road Rash II. Must be boxed with instructions. Tel (0253) 890605.

Will swap Alien 3 game on the MS for Lemmings or any decent game.Tel after 4.30pm any day (0945) 64293. Please ask for Ben. Ta!

Swap Game Gear with 8 games including Alien 3, Streets of Rage, Sonic 2, and Alien Syndrome + adaptor, for MD with games. Sell for £150. Tel Glenn on (081) 669 0839.

Will swap Hellfire for PGA Tour Golf, Arnold Palmer or World Class Leader Board. Tel (0884) 33611 now!

Game Boy games! Choplifter 2, Qix and Motorcross Maniacs, to swap for Fareball 2000, Dyna Blaster, Lemmings or Game Genie. Write to Lee Chapman, 3 Meadow Way, Melton Mowbray, Leics LE13 1DT.

I want to swap Ghouls 'N' Ghosts or Quackshot for almost anything, (not a platform game). or swap World of Illusion for EA Hockey or Marble Madness. Tel (0274) 591266.

Swap Dungeons and Dragons or The Immortal for Shining in the Darkness. Tel (081) 472 8860.

Wanted

Have you got any unwanted Marvel or DC comics, new or old, in good condition? Contact Tristram on (0734) 772229. Prices to be confirmed.

Wanted for the MD, Castle of Illusion, Quackshot and Streets of Rage II. Will pay up to £20. Tel David on (0508) 418108. Norfolk area.

Can anyone send me tips on Dungeons and Dragons on the MD? 67 Latchingdon Rd, Cold Norton, Chelmsford, Essex CM3 6HT. Thank you.

SEX! Now I've got your attention! Wanted Game Gear TV Tuner, also Prince of Persia, Outrun and a case. Tel Matthew on (0252) 878017.

I want your MD or MS games! I will pay up to £20 per game. Call Colin now on (0732) 351220.

Wanted Radio Controlled Car. Will swap for Game Genie or 2 games from Sonic 1, 3x3 Eyes, Wonder Boy 3, Gynoug. Please Tel 763932 between 4pm and 10pm and day.

Wanted. Cheap second hand games. Write to W. Ennis, Haarlemmerweg 181 HS, 1051 LB Amsterdam Netherlands.

Space Invaders '90 by Tatio. Where the hell is this game! If you have a copy, I will to pay between £25-30. Tel (0768) 899773.

Game Gear/Master System owner needs second hand carts especially Light Phaser Games, Fantasy Zone for Master System, sport games or racing games. Phone Mandy (081) 598 1016 .

Wanted Mega Drive games between £10 and £15. Especially EA Hockey or NHLPA Hockey. All games considered. If interested write to: David Hanney, Hunters Moon, Barneston, Essex.

I would like to have box and instructions for Dick Tracy. Will pay £4 for good condition, ring Lawrence on (0344) 22548 (Berkshire Area) before 9pm.

Wanted Sega Game Gear. Will pay up to £65 depending on contents of package. Contact Tim on (0460) 67267.

FREE READERS' ADS

FOR SALE.....PENPALS.....WANTED.....HELP.....SWAP.....CLUBS.....

Fill in the box with one word per square, cut-out the coupon and send it to:
FREE READERS' ADS, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

INARCADIA

WHOLESALERS and IMPORTERS of
NEO-GEO
SNES
MEGADRIVE
MEGA CD
PC ENGINE
SUPERGUN
REPAIR SERVICE ALSO
AVAILABLE ON ALL CONSOLES.

TEL: 071 404 2338
FAX: 071 404 2668

15 GREVILLE ST.
LONDON EC1N 8SQ

THE POWERSTATION
HARDWARE & SOFTWARE AT REDUCED PRICES

M.D. SEPTEMBER SPECIALS
BUBSY.....36.00
COLLEGE FOOTBALL .36.00
DOUBLE CLUTCH 28.50
F-15 - 2 .....36.00
GENERAL CHAOS.....36.00
MICRO MACHINES ...31.50
PUGSLEY.....32.50
UNIVERSAL SOLDIER .31.50
WIZ & LIZ.....32.50
MIG - 29.....33.00
SUPERMAN 38.99
TECHNO CLASH 36.00
JURASSIC PARK.....38.00

MASTER SYSTEM
BATTLETOADS
POWERSTRIKE 2
SON OF CHUCK
SUPERMAN
SUPER OFF ROAD
T2
ULTIMATE SOCCER
WOLFCHILD
ALL AT 27.00

GAME GEAR/ MASTER SYSTEM/ MEGADRIVE/ MEGA CD MINIMUM 10% DISCOUNT OFF LIST PRICE OF EVERY GAME. ...CALL NOW FOR A PRICE LIST 021 783 9294

ACCESSORIES
MENACER GUN £55.00
STEERING WHEEL £22.00
GAME GENIE (MEGA) £40.00
SEE PRICE LIST FOR MORE

MEGA CD DEALS
BATMAN RETURNS 36.50
DRACULA 45.00
HOOK.....45.00
MAKE MY VIDEO....36.50
NIGHT TRAP 45.00
SEWER SHARK 36.00

GAMEGEAR BARGAINS
BART VS WORLD....27.00
DOUBLE DRAGON 27.00
GREENDOG.....22.50
ROBOCOD II.....27.00
STREETS/ RAGE II ..27.00
STRIDER 2 .....27.00
SUPERMAN.....27.00
SURF NINJAS.....27.00
T2.....27.00
ULTIMATE SOCCER.27.00
WOLFCHILD.....27.00

SEGA MEGA DRIVES FROM £85.00
MEGA- CD + 7 GAMES FOR £250.00

OPEN MON-FRIDAY 10 AM - 6PM
CALL NOW FOR A POWER DEAL
54 SUNBEAM WAY, KITTS GREEN, BIRMINGHAM B33 OYN
021 783 9294 - PAY BY POSTAL ORDER/ CHEQUE OR CREDIT CARD

ORDER FORM
PLEASE RUSH ME THE FOLLOWING SOFTWARE. I ENCLOSE PAYMENT TO THE VALUE OF:

TITLE	FORMAT	PRICE
	TOTAL	
	ADD £1.50 P& P PER ITEM	
	TOTAL MONEY SENT	

Name .....
.....
Address .....
.....
.....
Postcode .....

pro CHARTS

Acclaim's *Steel Cage* has knocked Mickey's *Land Of Illusion* off the top. Glory be!.

The Pros' TOP 20

1	Sonic The Hedgehog 2
2	Land Of Illusion
3	Castle Of Illusion
4	The Lucky Dime Caper
5	Prince Of Persia
6	Super Kick Off
7	Spider-Man
8	Bart vs The Space Mutants
9	GG Aleste
10	Columns
11	Sonic The Hedgehog
12	The Terminator
13	Rastan Saga
14	Shinobi II
15	Super Off Road Racer
16	Chakan: Forever Man
17	Streets Of Rage
18	Popils
19	Alien 3
20	Lemmings

OUR PRICE MUSIC GAME ZONE

1	WWF Steel Cage
2	Crash Dummies
3	Global Gladiators
4	Land Of Illusion
5	Lemmings
6	Sonic the Hedgehog 2
7	Chakan
8	Alien 3
9	Talespin
10	Super Kick Off

Virgin GAMES

1	Land Of Illusion
2	WWF Steel Cage
3	Sonic 2
4	Aliens 2
5	Lemmings
6	Global Gladiators
7	Master of Darkness
8	Tazmania
9	Krusty's Fun House
10	Crash Dummies

HMV

1	WWF Steel Cage
2	Land Of Illusion
3	Sonic the Hedgehog 2
4	Lemmings
5	Outrun Europa
6	Prince of Persia
7	Streets of Rage
8	Krusty's Fun House
9	SpiderMan
10	Master of Darkness

THE PROFILE

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%

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 over 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%

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%

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%

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%

FACTORY PANIC
SEGA £24.99
Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, but make this one tough and enjoyable game. 86%

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%

FROGGER
SEGA £19.99
Frogger 's attraction is to see your friend get run over on his first couple of goes. After you are familiarised 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%

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%

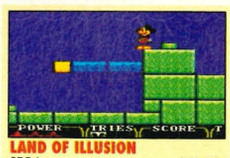
JOE MONTANA FOOTBALL
SEGA £24.99
Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA £24.99
Overly difficult puzzle game in which you have to rearrange 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 at all once you've completed it. 77%

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%



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%

THE LUCKY DIME CAPER
SEGA £24.99
Cartoon capers with this 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

THE PROFILE

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 upkeep 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 us tthe 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%

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. 80%

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 entertainment! 49%

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%

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%

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%

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%

MEGA CD ▲ MEGA CD ▲ MEGA CD ▲ MEGA CD ▲ MEGA CD

GAME GEAR

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%

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%

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%

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%

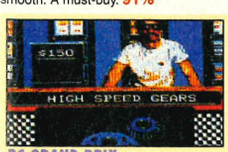
PRINCE OF PERSIA
DOMARK £27.99
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

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%



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 on the GG. This has all the right elements, but doesn't manage to keep your attention for very long. 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 size. 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%

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. 89%

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%

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 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%

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%

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%

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%

The biggest ever Sega game catalogue will return next month, packed with more info than ever before. With more Protips and more ProMoves, can you afford to miss it?

CHEATS / TIPS / CHEATS

BUST THEM GAMES OPEN WITH THE CONSOLE HELPLINE

0891 318 400 .....INFORMATION HELPLINE
0891 318 401 .....GOLDEN OLDIES(MEGA)CHEATS & TIPS
0891 318 402 ....PROBLEM LINE ALL FORMATS PHONE IN YOUR PROBLEMS & EVERY GAME GENIE & ACTION REPLAY CODE. NOW ON THIS LINE (NEW!!!!)
0891 318 403.....DESERT STRIKE &TERMINATOR I & II
0891 318 404 .....STREETS OF RAGE 2 & 1 CHEATS & HELP
0891 318 405 .....SONIC II & I TIPS, CHEATS & HELP
0891 318 406 .....QUACKSHOT, FULL SOLUTION & CHEATS
0891 318 407.....NEW RELEASE (MEGADRIVE)
0891 318 408 .....MEGADRIVE CHEATS (LOADS & LOADS)
0891 318 409..... MASTER SYSTEM CHEATS (LOADS & LOADS)
0891 318 410 .....SUPER NES CHEATS HINTS & TIPS
0891 318 411.....AMIGA/ PC SUPPORT
0891 318 412 .....SONIC II & I (MASTER SYSTEM)
0891 318 413 .....JUNGLE STRIKE FULL SOLUTION!!!! (NEW)
0891 318 414.....GAME GEAR CHEATS HINTS & TIPS

NO MUSIC,NO FRILLS,JUST HELP - IF YOU WANT MUSIC?? THEN BUY A RADIO!
PLEASE HAVE A PEN AND PAPER READY FOR INFORMATION!!!!!!!!!!!!!!
CALLS COST 36p PER MINUTE CHEAP RATE 48p ALL OTHER TIMES.
LINES UPDATED EVERY MONDAY!!!!
PLEASE ASK PERMISSION FROM BILL PAYER BEFORE PHONING

HOME GROWN PRODUCTIONS LTD. PO BOX 193 HAYES MIDDLESEX.

GAME GENIE CODES

Every month, Game Genie codes are updated and sent into us at SegaPro. If you are stuck on a particular game and the relevant code has not been listed, phone the Game Genie helpline on (084) 323088. More game busters next month, but if you discover any codes in the meantime send them to: Game Genie Codes, Paragon Publishing, SegaPro, 124 Old Christchurch Road, Bournemouth BH1 1NF.

JAMES BOND 007
THE DUEL
ATGA-AA56
Infinite lives
ATGA-AA70
Infinite continues
AE8A-AA9N
Infinite ammunition
AMKA-AA56
Cannot be harmed by enemy fire
7LPT-B98E
Jump higher
BF6A-AAGN
Start with nine grenades

RISKY WOODS
master codes must be entered
RHST-26WY
EJ8A-JA8G
Start on stage3
GT8A-JA8G
Start on stage 4
J28A-JA8G
Start on stage 5
MA8A-JA8G
Start on stage 6
PJ8A-JA8G
Start on stage 7
ST8A-JA8G
Start on stage 8
V28A-JAGJ +

AA8A-JA8G
Start on stage 9
YA8A-JAGJ +
AA8A-JA8G
Start on stage 10
OJ8A-JAGJ +
AA8A-JA8G
Start on stage 11
2T8A-JAGJ +
AA8A-JA8G
Start on stage 12
LEMMINGS
AKEA-AA9A
Infinite climbers
AKET-AA6C
Infinite floaters
AKET-AA3T

Infinite bombers
AKHA-AA2Y
Infinite blockers
AKET-AA9N
Infinite builders
AKFA-AA6R
Infinite bashers
AKFT-AA34
Infinite miners
AKFT-AA84
Infinite diggers
Infinite bashers
TALESPIN
ATSA-AA92
Infinite lives – player 1
ATTA-AA66

ACTION REPLAY PRO CODES

The Pro Action Replay is a games-busting cartridge that not only allows you to enter codes for cheats, it also lets you find them yourself. This month we've also got Game Gear codes! The Game Gear Action Replay is Datel's latest addition to their cheats range, so if you're a GG owner, it could be a necessity!

If you have any Pro Action Replay codes for either the Mega Drive, Master System or Game Gear send them to: Jason's 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!

MEGA DRIVE

ROADBLASTER
FF2A5D0005
Infinite lives
Special Weapons (Note: both the following codes must be used).
FF2A61000X
Number of weapons left or duration of weapon (X is 0-3).
FF2A69000X
Type of weapon, where X is as follows:
0 - No special weapon
1 - Nitro Injector
2 - Cruise Missile
3 - Electro Shield
4 - U.Z. Cannon
FFABC300E0
FF2A650001
Go to the next rally (flag).

THUNDER FORCE IV
FFF2DD00FF
All weapons
FF80030001
Gives you the claw
FF80040001
Gives you the shield

TINY TOONS
FFFB0B0003
Infinite energy
FFFB090002
Infinite lives
FFFB0F0032
Gives one special helper each time you pick up a carrot (One carrot=50 carrots). Switch the Action Replay off at the end of level and back on at the beginning of the next one.
FFFB110009
Pick one special helper up to get infinite helpers.
FFFB0B0002
Infinite hearts
FFFB110002
Infinite mates

GAME GEAR

MICKEY MOUSE CASTLE OF ILLUSION
00C0C803
Infinite lives
00C0BD03
Infinite energy
00DC0005
Infinite timer

PRINCE OF PERSIA
00C29203
Infinite energy
(any fatal falls or blows will still kill)
00C2983B
Infinite timer

SHINOBI
00D20B04
Infinite energy
00D21E01
Infinite special weapons

SPIDERMAN VS THE KING-PIN
00DF7520
Infinite web fluid
00DF7205
Infinite time
00DF76FF
Infinite energy

TERMINATOR
00CC1664
Infinite energy

BART VS THE SPACE MUTANTS
00C01003
Infinite lives
00C01E00
Painted items are at 0
00C01201
Infinite paint
00C39E09
Infinite timer (switch Action replay off at the end of level)
00C01101
Infinite coins
00C01301
Infinite cherry bombs
00C01401
Infinite rockets
00C01501
Infinite wrench
00C01601
Infinite keys
00C01701
Infinite magnet
00C01801
Infinite whistle
00C43B00
Moonwalking Bart

MASTER SYSTEM

ASTERIX
00C09D03
Infinite lives
00C09A03
Invincibility

BART VS THE SPACE MUTANTS
00C01003
Infinite lives
00C3AF09
Infinite time
00C3E9BE
Infinite paint

DOUBLE DRAGON
00CB2B03
Infinite lives

FLINTSTONES
00C9A504
Infinite sand timer
00C9F20F
Infinite paint
00C9A203
Infinite lives

GHOULS 'N' GHOSTS
00C03302
Infinite lives
00C04C02
Invincibility
00C04B40
Fire and thunder Magic stays full.

G-LOC
00CB2C38
Infinite time
00CC0E28
Infinite missiles
00CC0D07
Infinite armour

PRINCE OF PERSIA
00C29208
Infinite life

SONIC 2
00D29803
Infinite lives
00D29905
Invincibility (always keeps six rings). Turn Action Replay off at the end of the act and back on again at the beginning of the next one. Level select
00D2950X
00D2B9FF
Score 999000 for every act and unlimited timer.

TAZMANIA
00C10005
Unlimited lives

TERMINATOR
00CC163C
Infinite energy

W. C.LEADERBOARD
00D36200
Score a hole in one every time.

XENON 2
00D0E203
Infinite lives

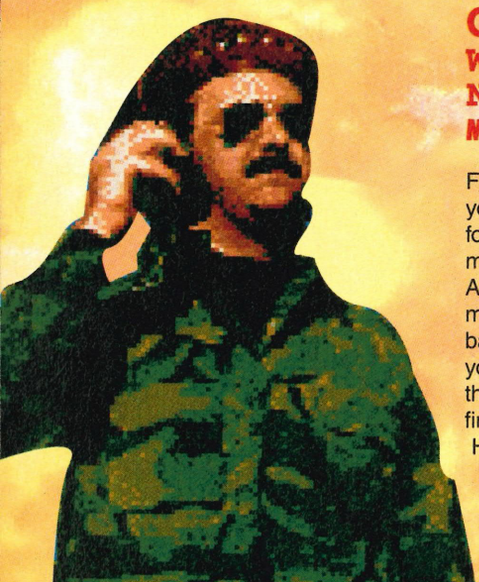
JUN STR

THE SEQUEL TO

MEGA DRIVE

Mark "killer" Hill brings the first part of a comprehensive guide to one of this year's biggest releases. Taking command of the Commanche attack copter, each mission has been broken down to give you the best advice and tactics for getting through the game.

With every terrorist building there's likely to be three enemy ground troops, a bazooka man just inside, and a beefy tank around the rear. You may like to be a bit cheeky and position your attack away from the tank – then you can capture the terrorists inside.



CAMPAIGN 1
Washington DC
No password

MISSION 1 – MONUMENTS

Fly southwest from your helipad and head for the Washington monument first. Approach with care, as the monument is surrounded by HARVs and bazooka men. Shoot the first HARV you see using two rockets, then kill the three bazooka men using hellfires. After that, you'll have two HARVs left, which will arrive from any direction. Position your chopper in a place out of range, then wait for them to attack. Fire hellfires or rockets as soon as they've fired at you and don't forget to keep moving so you're not hit too easily! When the monument is safe, the illustration on the map will disappear.

Now fly southwest to the Jefferson monument. Approach it with the same strategy. One rocket will destroy each attacking van, although Hydras can also be used. Next, head north to the library monument. Destroy the ammo truck on the way for a re-stock on weapons.

At the library, destroy four HARVs. The last HARV will uncover an armour repair kit when destroyed and you'll have 1000 Armour points again!

MISSION 2 – TERRORIST HQ

After refuelling, fly north to the nearby garage. Then go back past the library to the first terrorist building. Sneak up on the tank and fire two rockets at it. Next, use the chain gun to kill the bazooka men. Once the area is safe, use the chain gun and fire at close range in front of the building. As soon as it explodes, launch your hellfire at the bazooka man running from the ruins. Then capture the leader using the ladder from your chopper.

Repeat this procedure for the two other buildings (only three out of four need be destroyed) and remember that tanks guard two of the four

When the HARVs are about, you'll need to be quick. They'll surprise you when you think they've gone, and they attack with force to put you in with the rest of Washington's threatened history!

GLE IKE DESERT STRIKE

your armour points by 150 per person. Refuel, then refer to map for location of your agent. The building in which he is captive is surrounded by four terrorists. Kill them with a chain gun, then attack the building. Once the building is destroyed, immediately fire a hellfire at the bazooka man inside. Now chase and rescue the agent. He'll tell you that the President's motorcade is arriving from the southwest of Washington.

MISSION 5 – MOTORCADE

This requires some skilful chopper control. Fly ahead of the limousine and clear the roads leading up to each junction. You'll need to destroy road barriers using the chain gun to allow the limousine through. The limo will stop and start many times giving you space to clear the route. Fire at will, as there's enough ammo lying about. Use hellfires or fire rockets if you're low on armour. Make sure you refuel before escorting the President, as losing him is terminal! Bazooka men and attack vans patrol the route, but damage is not critical if you keep moving.

If you're one for going into situations like a bat out of hell then it's likely you'll suffer the humiliation of returning to base. Here the navy seals have been shot in an attack where you felt like really spreading the lead. You're supposed to rescue them!

buildings.

MISSION 3 – CAR BOMBS

The car bombs start moving as soon as they appear on screen. Using the map, take the quickest route around the car locations and use hellfires to destroy them. Approach them from behind for the best control and position of your chopper. All the cars must be stopped before they reach the embassy buildings.

MISSION 4 – AGENT AKBAR

First, drop off any people you have on board at a landing zone. Doing this will increase

MISSION 6 – ENEMY SNIPER

This is a fairly easy and straight forward mission. The building you need to destroy is to the west of the White House. Destroy the attack van and bazooka men with rockets as this is the last time you'll need them for the campaign. Capture the sniper running onto the grass once the area is safe. Now return to the White House helipad, as the campaign is complete!

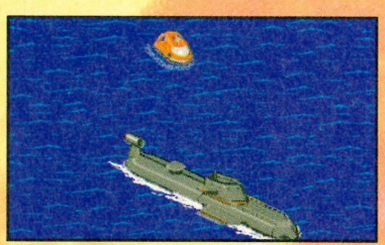
CAMPAIGN 2
Nuclear Subs
RXVWT74MYR7

MISSION 1 – NAVY SEALS

Fly northwest to the navy seal, but avoid the electric fence on the first island. On the second island, kill the two enemy ground troops using the chain gun. Don't shoot the navy seals, otherwise you'll have to return to base! Once you've picked up the seals, take the same route back and drop them off at the landing zone. They will give you the code to jam the electric fence surrounding the hover craft.

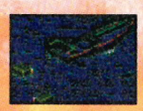
MISSION 2 – ELECTRIC FENCE

Now you've completed mission one, the enemies on the first island will be easier to kill. Fly west to the first island and destroy the four ground troops using hellfires. Keep moving in a circle around them to avoid critical damage. Now you can land your Commanche on the pad and step into the hover craft!



The nuke subs sure have metal, but you've got mines to break them up, so lay them in the sub's path!

MISSION 3 – PLUTONIUM



Take a good look at the map as you have eight crates of plutonium to pick up. Head for the gunboats that carry the plutonium, avoiding other enemy boats and weaponry. Destroy gunboats by crossing in front of their path and laying a mine just in front of them. Wait for the boats to hit the mines then backtrack and collect the loose crate. Some boats will reach the beach and the crates will be loaded onto trucks. Get the rest of the crates by destroying the runaway trucks on the beach. Again, lay mines in front of the trucks, or use hellfires if your armour is low. It's best to return to base halfway through the mission to pick up fuel and ammo crates around your pad. You can also get armour repair if you need it. Keep an eye on ammo, you'll use a lot of it!

MISSION 4 – F-15 PILOT

The pilot knows the secret location of the drug lord's nuclear attack submarines. You'll find him in the southeast corner of the map. Destroy the AAA gun using a few hellfires and make sure you immediately attack the two ground troops. Pick up the pilot, but be wary of any gunboats around the small island where the pilot's plane has crashed. Destroy these with a couple of rockets, and don't hang around for more to arrive!

MISSION 5 – NUKE SUBS

There are four submarines and you'll need to use mines to destroy them. The first sub shows up on the map, near the beach. As soon as it appears on screen, it starts moving southeast in a straight line. Get your hover craft running just in front of it and lay three or four mines, making sure the sub will run over them. These mines have a 1000 armour point damage and are far better than the rockets. Be quick, as the subs will stop if you take too long. Repeat the procedure for the other three subs and collect an ammo crate after destroying the first two. Avoid other gunboats zipping around and don't waste any ammo on them. The submarines don't attack you that often if you stay in front of them.

Return to your Commanche after this mission, then fly back to base to complete the campaign.

CAMPAIGN 3
Training Camp
9VMF9NSHK9G

MISSION 1 – TRAINING CAMP

There are five enemy guard towers to wipe out, running from the north to southwest. Go to the most northern tower first and attack from the east. Attack the bazooka men with hellfires, making sure you're out of range from the control tower. When the ground area is clear, circle the tower. Destroy it using one rocket and a few hellfires. Next, fly southwest, taking the other four towers out with the same strategy. Always approach to the east of the towers, where at least one bazooka man will be waiting to attack.

After completing the mission, get some supplies of ammo and fuel, by gunning down tents west of the ruined towers.

MISSION 2 – LANDING ZONE

To secure the landing zone, fly to the jungle clearing; marked on your map with a green dot. Pick up the green beret and airlift him to the enemy landing zone located to the west. Before dropping him off, take out the control tower with a rocket. Check out the tents around your starting base, because there's a useful ladder to be found!

MISSION 3 – MOBILE RADAR 1

From the landing zone, pick up the tank track southeast of your position and approach very slowly. ZSU tanks guard the radars and they have a very quick firing rate. Use rockets to destroy them and only attack when their gun is facing the other way. Take your time, some radar sites have bazooka men and one ZSU, others have a couple of the beasts. Use hellfires to clear the bazooka men and watch for other ZSU vans coming along the tank track.

MISSION 4 – COMMUNICATION EXPERT

Now fly west to the barrack jail where the communication expert must be rescued. Avoid the fence at all costs. The area is full of enemy towers and dangerous tanks. The jail is situated amongst a cluster of other buildings that look similar. Destroy the twin AAA gun guarding the buildings, then identify the correct jail using the yellow dot on the map. Destroy the jail, rescue the two men that run out. Next, fly north to northeast and drop the communications expert off at the telephone pole. Again, a yellow dot indicates the position of the poles. Now the expert can listen to the drug lord's calls.

At the training camp your objective concerns striking any objects that appear as components in a communications system. This radar site will need to go, and the tank certainly won't be missed. Using rockets will make this job a clean one.

MISSION 5 – TANK DEPOT

Now you have to deal with a cluster of part and fully operational ZSU tanks! The depot is clearly marked with a big tank in the centre of the map. First, hit the

These twin AAAs are quick mothers, so you'll have to attack with confidence and speed to avoid damage.

unoperational tanks with your chain gun. Next, go for the operational tanks, moving in with hellfires and rockets if need be. The key to this mission is patience; if you run low on ammo, find some more. Pick up the ammo crate back at base if you have not already used it. Otherwise, check out some more tents and buildings, you'll be surprised just how much is hidden about!

MISSION 6 – MOBILE RADAR 2

This second group of mobile radars should be dealt with like the first group (campaign three, mission three). Watch the twin AAA guns. They have a rapid fire rate, so catch them out when they're facing the other way. Never take the bazooka men lightly, use hellfires on them, saving the rockets for the AAAs.

MISSION 7 – TRAINING HQ

Three field commanders are stranded and they all have vital radio passwords. The field training headquarters are located in an area full of big marquee type tents. Twin AAAs and ZSU tanks crawl around the area so, you'll have to approach the enemies slowly. Wait until you can just see them in the corner of the screen. If they're facing the other way, attack with hellfires, but do it quickly. Otherwise, circle the tanks and AAAs at a radius that's just out of firing range. When you attack the training HQ, pick up the runaway commanders – they won't run far!

MISSION 8 – NUKE REACTOR

You can't miss these large buildings. Be careful of the surrounding watch towers and always keep an eye out for ground troops. When you find the nuclear reactor (found in one of the buildings), release all the rockets and hellfires you have left. Be careful not to aim your fire at the reactor itself, otherwise you'll have a nuclear leak on your hands! Once the area is cleared, return the reactor to base and way behold, campaign complete!

CAMPAIGN 4 – Jungle Night
X7NL4SHCYRN

MISSION 1 – WATCH TOWERS

This night campaign will be your toughest yet. You must destroy the eight enemy guard towers. If you want to stop the enemy choppers detecting your attack, don't fire at their pads! Destroy each watch tower in turn and be aware of enemy choppers. Approach the towers with care and attack as soon as you see their faint blue outline on screen. Use hellfires for this job and make sure your TV brightness is turned up – visibility will be very difficult!

MISSION 2 – GREEN BERET

Look for Green Beret by means of a flare. He's indicated by a green dot on the map, just north of the destroyed watch

towers. When you arrive at the enemy landing zone, clear the area, but don't fly into the clearing. First, skirt the edge and deal with enemies using hellfires. When the area is cleared, pick up the green beret and fly him south to your landing zone.

MISSION 3 – CHOPPER PADS

For this mission, you'll need to fly north of your base and destroy the enemy Apache choppers and their pads. Watch out, they can also fire rockets and their damage ability is high! To attack, position your chopper where you can see the Apaches, but make sure they're out of firing range. When you're ready, fly towards the chopper, fire a rocket at the Apache, then

quickly retreat backwards. Veer to the left or right if a rocket is fired back at you. It will take three rockets to blow these muthers out the sky.

MISSION 4 – SCIENTISTS

Fly north to the bamboo cages and rescue the kidnapped German scientists. When you reach the cages, there are surprisingly few enemies. One or two ground troops will attack you, so use your chain gun to defeat them. When you break open a cage, more ground troops will appear. Some hide in the trees, so identify them by watching out for the light from their infra red weapons. Some cages hold the POWs that need rescuing in mission five, so you can complete both missions in this area. Fly back south to the landing zone to drop them off. Your armour will increase when you land, so don't look for armour repair kits yet.

MISSION 5 – POWS

Approach with the same strategy as the scientist mission. All the cages will need busting open for missions four and five. Always kill the ground troops that appear after breaking the cages.

MISSION 6 – WEAPONS PLANT

Stretching down the far left hand side of the map, you'll come across many buildings and aircraft that should be destroyed. There are plenty of pods that, if shot, will reveal armour repair, fuel and ammo crates. MLRS guns fire with incredible speed in this area, but there are only a few of them. Use your chain gun to destroy planes and buildings as the area is often safe. Don't forget to destroy the weapons uncovered from the large boxes. Also, make sure you kill the troops uncovered in many of the buildings. This mission is easy if you keep stocking up on ammo and fuel. Look out for an extra life situated in a pod halfway down the string of the buildings to the west.

MISSION 7 – COMMANDER

You'll find this chap with ease, just refer to the map. He can be located east of the most southern weapons' plant. When you've rescued him, return to base and you'll have completed the night time campaign!

CAMPAIGN 5

Puloso City

VL4S6MGZBVP

MISSION 1 – UN RESCUE

From your helipad, a short trip east will take you to the UN prisoners – you must airlift them to safety. For each of the three buildings, take out the four command towers on the perimeter wall corners first. Use hellfires to knock out the towers and trucks inside the wall. Attack whilst skirting the wall and keep out of range until the last possible minute. When the area is cleared, use the chain gun to destroy the building, then seven prisoners will run out. You can only take six, so drop them off at UN base, then return and rescue anyone left. Armour will be fully restored every time you drop off the six prisoners, so it's an idea to keep six on board for later missions – then you can gain armour points when you really need them!

The first small building over the east wall of the nearest prisoner building holds the quick retracting ladder. Blow it up and collect the ladder.

MISSION 2 – DRUG PLANT

There are three of these buildings and you'll need to blow up all the drugs inside. First, you'll realise how little fuel and ammo lies about on this level. Blow up some buildings and trucks to uncover supplies. When supplies are uncovered, they'll show up on the map.

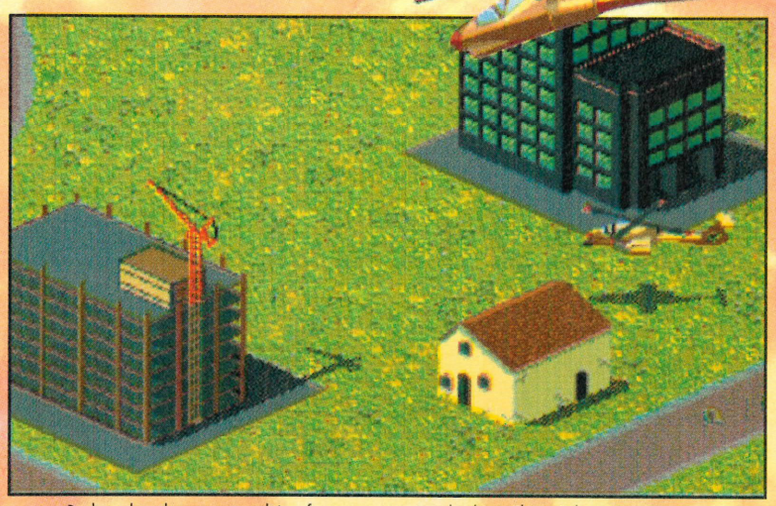
Now, blow up each drugs plant in turn. This will blow the roof off each plant, revealing the scientists and drugs equipment. Capture the scientist to gain armour and destroy everything in the buildings. Hit the MLRS cannons with rockets. Get the ground troops with hellfires, but watch your ammo supply.

MISSION 3 – COUNTERFEITING

From the drugs plant, fly northwest to the three buildings to destroy the presses. At the international counterfeiting buildings, you'll come face to face with more MLRS units. These are deadly and will fire at you if you're in their range. Destroy the buildings from a safe side and check where each MLRS is. If you do come under attack, use the rockets to destroy them. Otherwise, use hellfires to destroy troops and buildings. It's worth destroying other buildings here, as armour repair kits lie underneath them.

MISSION 4 – POWER GRID

Halfway down the west side of your map are three transformer towers. Kill any ground troops with your chain gun, then simply destroy the three towers. Easy!

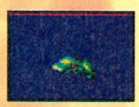


Back on the urban scene, and time for some more street bashing. This is Puloso City, with tall buildings and plenty of road vehicles. This structure coming up may well have an armoured car inside – it's got to have something!

MISSION 5 – ARMOURED CARS

Fly north to the two labs that hold the armoured cars. Don't try and fire rockets or hellfires at these vehicles as they won't explode. You now need to go to the police station (Near the transformer towers) and collect the urban attack cycle. By the time you've landed the chopper and got into the cycle, the five armoured cars will be loose around the city. Check them on the map.

MISSION 6 – DETONATORS



Using the cycle, lay mines in front of the armoured cars. Once they've exploded, pick up the detonators left behind. Be careful not to shoot them!

You only get 500 armour points for the cycle and fuel is scarce! This mission must be completed quickly, so don't forget to keep moving.

MISSION 7 – C4 PLASTIC EXPLOSIVES

First you must ride back to the police station and transfer back to your Commanche helicopter. The explosives are located on the eastern edge of the operations area – which is very heavily guarded. Blow up the armoury using rockets, then winch up at least one bundle of explosives. Take out the MLRS units using hellfires, but keep moving to avoid critical damage.

MISSION 8 – DRUG LORD'S WAR ROOM

From the armoury, you must fly north to a landing zone. Clear the ground area using hellfires, then land at the zone. Your co-pilot will set C4 charges in the war room. Watch out for roof snipers while you wait for the co-pilot to re-emerge, then pick him up. You'll see the building blow to bits and you can return to base and finish the campaign.

Next month, the final campaigns are busted and tipped!

Issue 5 £2.50

First ever Mega-CD reviews of Earnest Evans, Heavy Nova and Sol-Feace. Also reviewed are Buck Rogers (MD), Rings of Power (MD), Super Fantasy Zone (MD), Toki (MD), Wani Wani World (MD), Alien Storm (MS), Laser Ghost (MS), Line of Fire (MS), Shadow Dancer (MS), Aleste (GG), Heavyweight Champ (GG), Space Harrier (GG)...

Issue 10 £2.75

Essential SegaPro shades come with this issue. As do crucial reviews of Batman (MD), Cadash (MD), Ferrari Grand Prix Challenge (MD), Splatterhouse 2 (MD), Taz Mania (MD), Super Monaco GP 2 (MS), Wimbledon (MS), Klax (GG), Marble Madness (GG), Olympic Gold (GG), Paperboy (GG), Popils (GG), Prince of Persia (GG)...

Issue 17 £2.50

You'll find an exclusive look at Global Gladiators in this issue together with incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many, many more.

Issue 6 £3.50

Fabulous Electronic Arts sports watch with this issue. Included in the many reviews are Art Alive (MD), Battlemaster (MD), Where in Time is Carmen Sandiego? (MD), Desert Strike (MD), Kid Chamelion (MD), SD Valis (MD), Two Crude Dudes (MD), Funky Horror Band (M-CD), Bonanza Bros (MS), Spider-Man (GG)...

Issue 11 £2.50

Huge issue with an exclusive review of the game-cracking Game Genie device from Code Masters and heaps of reviews, including American Gladiators (MD), Aquabatics (MD), Gadget Twins (MD), Thunderforce IV (MD), Alf (MS), Chuck Rock (MS), Ninja Gaiden (MS), Aerial Assault (GG), The Viking Child (GG)...

Issue 18 £3.50

Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD), Tecmo World Cup '93 (MS)...

Issue 7 £2.50

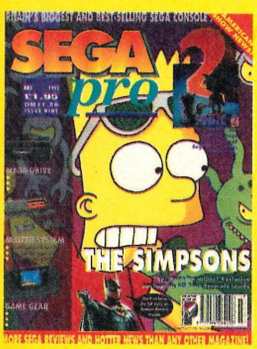
Absolutely free with this month's issue are a collection of super-cool SegaPro stickers. Plus an exclusive look at the sensational Wondermega. Reviews include Arch Rivals (MD), Double Dragon (MD), Ninja Burai (MD), Turbo Out Run (MD), Asterix (MS), Back to the Future III (MS), Champions of Europe (MS), Alien Syndrome (GG)...

Issue 12 £2.50

Superb issue with free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of Superman plus many more...

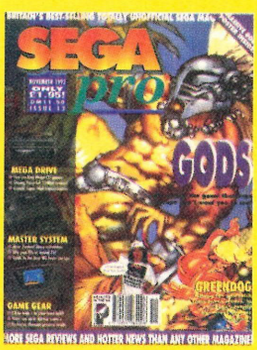
Issue 19 £2.75

Read the exclusive review of Cool Spot on the Mega Drive inside. Plus Night Trap (CD), Captain America (MD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Predator 2 (GG), Spider-Man 2 (GG), The Humans (GG) and plenty more!



Issue 9 £2.50

Simpsons special with exclusive reviews on all Sega formats. Plus a massive preview of every Sega game coming out during the rest of the year. Reviews include Chuck Rock (MD), Olympic Gold (MD), Thunder Pro Wrestling (MD), Prince of Persia (MS), Sagaia (MS), Speedball 2 (MS), Crystal Warriors (GG)...



Issue 13 £2.50

Superb issue bundled with a free fact-packed buyer's guide to Sega games and add-ons. Exclusive reviews of Gods (MD) , Shining Force (MD), Predator 2 (MD), Super high Impact (MD), Super Smash TV (MS), The Terminator (GG) and many, many more. Also a fabulous round-up of the best beat-'em-ups around on all formats.

Issue 20 £3.00

An impressive package. Not only a 100-page magazine bursting with exclusive information, but a 100-page A-Z tips book too. Unbeatable value. Reviews include Final Fight (CD), Jaguar XJ220 (CD), Wolfchild (CD), Battletoads (MD), Flintstones (MD), Shining Force (MD), Andre Agassi Tennis (MS), Global Gladiators (GG)...

Back Issues Form

Here's your chance to grab those all-important issues of SegaPro you might have missed. Please send me the following issues of SegaPro:

.....

Name .....

Signature .....

Address .....

.....

..... Postcode .....

Phone number .....

Method of payment *please indicate your choice*

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date___/___/___

Card number _____/_____/_____/_____

Please return this coupon (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: SegaPro Back Issues, Paragon Publishing Ltd, FREEPOST (BH 255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively call our credit card hotline on 0202 99900 or fax us on 0202 299955.

Issue 15 £3.25

Fantastic Christmas special featuring an essential 16-page pull-out Sonic 2 guide, a massive Sonic 2 poster and a superb Action replay code book. Reviews include Crüe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD), Pit-Fighter (MS), Batman Returns (GG), Taz-Mania (GG) and more!

Issue 21 £3.25

Be amazed at the eight-page poster pull-out on the most awaited game of the year, Street Fighter II. And then read reviews of Marky Mark: Make my Video (CD), Willy Beamish (CD), Andre Agassi Tennis (MD), Captain Planet (MD), Muhammed Ali (MD), Tecmo World Soccer (MD), Home Alone (MS), Master of Darkness (GG)...

Issue 16 £4.25

Bundled with this exclusive-packed issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...

Issue 22 £3.25

Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS) and many more!

SUPER NINTENDO

UNIVERSAL CONVERTOR	12.00
ALIEN 3	47.00
ASTERIX	54.99
BATMAN RETURNS	45.00
BOMBERMAN	49.99
BUBSY	49.99
CYBERNATOR	44.99
EQUINOX	54.99
FINAL FIGHT	54.99
FORMATION SOCCER 2	52.99
HYPER FIGHTING (S/FIGHTER 93)	CALL
JURASSIC PARK	54.99
MARIO COLLECTION	49.99
MARIO KART	39.99
MARO PAINT	49.99
MORTAL COMBAT (MORTAL MONDAY)	CALL
POCKY & ROCKY	48.00
STAR WARS	44.99
STARWING	44.99
STRIKER	45.00
TAZMANIAN DEVIL	47.99
WORLD HEROS	55.00
WWF 2	49.99

OVER 100 SECOND HAND GAMES ON ALL SYSTEMS

GAME GEAR, GAMEBOY PC ENGINE,NEO-GEO. PLEASE RING REPAIR SPECIALIST FROM CONSOLES TO PC'S.

EVERY TITLE AVAILABLE ON ALL MACHINES.

PART EXCHANGE CONSOLES & GAMES!!

Wamazing Deals!

WACKY WORLD

ZAP!

081 295 0556

Access

MAIL ORDER HOTLINE!!

VISA

OPEN FROM 9.30 TILL LATE 7 DAYS A WEEK

ZAPCO LTD. 14 HIGH STREET CHISLEHURST KENT BR7 5AN

MEGA DRIVE

AMAZING TENNIS	38.99
DAVIS CUP TENNIS	39.99
FATAL FURY	37.00
F1 (DOMARK)	44.99
FLASHBACK	37.99
JUNGLE STRIKE	39.99
JURASSIC PARK	39.99
MICRO MACHINES	32.99
MORTAL COMBAT	49.99
RANGER X	39.99
SHINING FORCE	45.00
STREETFIGHTER 2	59.99

EVERY MEGA DRIVE TITLE AVAILABLE!

MEGA CD

DAVIS CUP TENNIS	44.99
ECCO THE DOLPHIN	39.99
FINAL FIGHT	39.99
SEWER SHARK	39.99
SWITCH	44.99

NAME .....
ADDRESS .....
POSTCODE .....
TEL .....

ITEM	COST
	£
	£
	£
	£
Sub Total	£
	£
Total	£

Add £1.50 per order for P+P

Credit Card Details
Exp. Date
Signature

Cheque/PO/ Acess/Visa/ Mastercard

Order dispatched within 24hrs. Cheques dispatched subject to clearance

INTERNATIONAL COMPUTER EQUIPMENT

MEGADRIVE GAMES 158 Bath Street, Ilkeston, Derby. DE7 8FH MASTER SYSTEM GAMES

Road Rash	£24.99
Sonic 2	£24.99
Streets of Rage 2	£34.99
Desert Strike	£24.99
Fantasia	£19.99
Ecco	£29.99
Wrestle War	£9.99
Super Kick Off	£34.99
Alex Kidd	£15.99
Alien 3	£27.99
Euro Cup Soccer	£25.99
Last Battle	£9.99
Terminator	£24.99
Paperboy	£22.99
Centurian	£19.99
Pitfighter	£19.99

Sega Mega Drive inc 3 Games £119.00
Sega Sports Pack £135.99
SG Pro Pad £12.99
Python 3 £10.99
Maverick 3 £13.99
Soft Carry Case Available From £4.99
Hard Carry Case Available From £9.99
Dust Covers Available From £1.99
Game Gear Games Available From £6.99

0602 445071

Access TENLINES VISA

PAYMENT BY ACCESS /VISA, CHEQUES PAYABLE TO I.C.E.
P+P-GAMES £1.50 HARDWARE £10.00. NEXT DAY COURIER

Cyber Shinobi	£14.99
Dick Tracy	£12.99
R-Type	£12.99
Tom and Jerry	£19.99
Sonic 1	£17.99
Sonic 2	£19.99
Physic World	£12.99
Operation Wolf	£12.99
Chase HQ	£12.99
Spy Vs Spy	£4.99
Ace of Aces	£12.99
Air Rescue	£12.99
Sega Chess	£12.99
Eswat	£12.99
Lazer Ghost	£9.99
Power Strike	£15.99

OVER 200 other titles available - please call for details. Part Exchange service also available. OVER 100 other console items available

ORDER FORM
NAME .....
ADDRESS .....
.....
TOWN .....
POTCODE .....
TELEPHONE .....
CREDIT CARD NO. ..... EX.DATE .....

ITEMS	PRICE	P+P	TOTAL

pro TIPS

RANGER-X

MEGA DRIVE

There have been several impressive shoot-'em-ups, but none has come close to the latest Sega release, *Ranger-X*. Jason "migrane" Johnson has been given the ambitious task of rescuing the psychic girl who holds the key to saving the anarchy-ruled planet Earth.

Your mission is to destroy a given number of targets on each of the six levels, defeat the level guardians and all with just one life and limited continues. Here is a level-by-level guide to completing this hugely popular shoot-'em-up.

STAGE 1
TARGETS 6

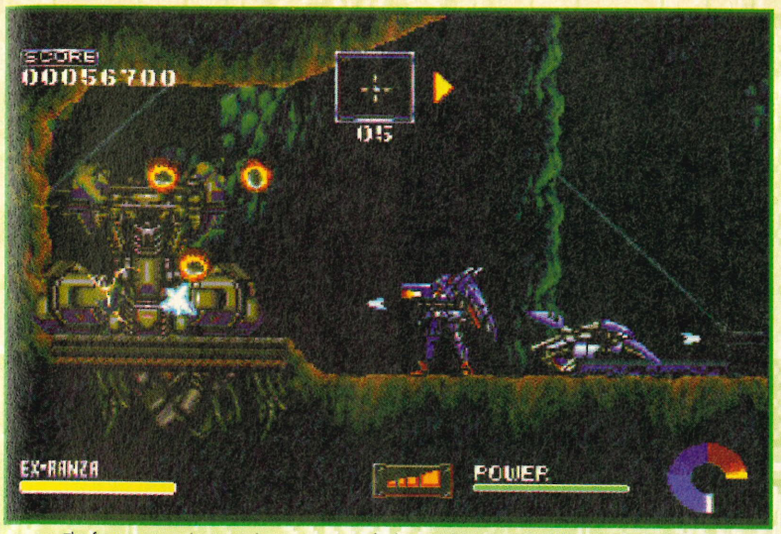
When your character appears on the screen, you will be attacked by several flying baddies. Move right and avoid the incoming missiles or fly up and shoot them. There is a charger to your left, use this to replenish energy supplies, but remember that it saps your special weapon power.

This is a target on the first level. Destroy it without losing any energy by ducking just before it fires at you.

Run or ride on your bike to the right and blast everything in sight – the more hits, the better. Your targets can be found using the radar positioned at the top of the screen. Battle through the waves of baddies and destroy the primary targets. Play the game a few times and you'll become accustomed to the way the baddies attack and when to expect them.

The plate will boost your energy, but the power isn't free, it is transferred from your weapon power bar.

There aren't any special weapons to be found on this stage, but the energy replenishing stations will help you through to the guardian. To destroy this huge boss, shoot the spinning missile launchers as they appear on-screen, then destroy the section of the ship they're being launched from. When it explodes, you will be able to concentrate on the guardian's legs, but avoid the laser gun at the bottom. Shoot the legs and it will crash to the ground, but will have a new weapon ready to fire at you. The heat-seeking missiles are relatively easy to avoid, but it's better to shoot them on-sight as they track you until they hit something. The guardian will eventually explode.



The first target on the second stage is easy to find. Drop down to your right and press left. You will land on a large platform with this strange contraption releasing all sorts of strange fireballs. Give it a blast or two with your best special weapon and it's history.

Just as you were beginning to think that this was too easy, here comes the second wave of baddies.

STAGE 2 TARGETS 5

This is a tricky level and you'll need to use your radar to find the five targets. Drop down and shoot the flashing generator – it powers the guns. The targets are relatively easy to destroy and the missiles they fire can be blasted with one or two hits. Tread carefully at all times as there are several pools of toxic waste that sap your energy. When you use the jetpack, keep an eye on the meter at the bottom right of the screen: fly for too long and you'll fall to the ground.

There is a special weapon, the Wide Beam, to be found by the energy restorer, but the tank, below, must be taken out first. Collect the weapon and restore your energy. Drop down and travel right, making sure you blast everything in your way.

If you look carefully, there are blocks on the ceiling which can be shot away. Light will streak down from the ceiling and kill the tadpoles if they swim into it. This is very useful as the paths to gennys and targets are often blocked by these slippery monsters. Destroy the final target and drop down the gap that appears when it explodes.

You are then transported into a 3-D corridor which includes seven more targets, one being the guardian. The targets fly through the alleys and attack with laser guns. Simply dodge these and fire at them with a special weapon, such as the Wide Beam, to quickly destroy them. Use the radar to predetermine when targets are going to crash through the barriers.

The stage guardian is easy to beat if you keep your cool. It breaks into four sections and fires various weapons as well as charging towards you as it nears death. Firstly, you will have to avoid the bombs, so stay close to the guardian and keep firing. Spiked bombs are then hurled at you, but these are even easier to dodge. Clear the bombs and duck below the massive laser fire. Finally, jump over the guardian as it charges towards you, firing when you have the opportunity.

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

• THE ORIGINAL AND THE BEST •

ALL SYSTEMS CHEATLINE

(SAY 'YES' FOR SEGA)

0891 101 234

SEGA CHEATS N'TIPS	0891 445933
CONSOLE CHEATS N'TIPS	0891 445991
CONSOLE HOTLINE	0891 445990
NINTENDO CHEATS N'TIPS	0891 445913

ALL CHEAT LINES UPDATED WEEKLY/ INTERACTIVE GAMES SOLUTIONS

SONIC 1&2 8BIT & 16BIT	0891 445929
CHUCK ROCK 2 (SON OF CHUCK)	0891 445946
DESERT STRIKE:RETURN TO THE GULF	0891 445953
STREETFIGHTER 2:THE WORLD WARRIOR	0891 445927
SHADOW OF THE BEAST 1&2	0891 445949

FOR FULL INFORMATION ON ALL OUR SOLUTION SERVICES & CHEATLINES

DIAL 0891 445 904

IF YOU'RE STUCK IN A GAME CALL OUR QUESTIONS & ANSWERS LINE

DIAL 0891 668 012

HYPERSPACE 10 IS A BAD PLACE TO BE! THAT ABANDONED SPACE STATION LOOKS DANGEROUS!! HAVE YOU GOT WHAT IT TAKES FOR THE ULTIMATE QUEST????

DIAL 0891 101 255

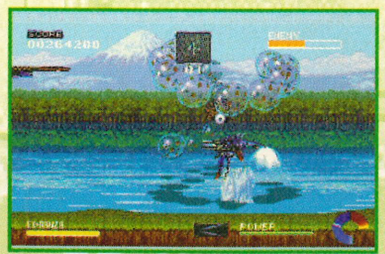
AND PLAY THE GAME WITH THE GREATEST PRIZES!

GUIDING LIGHT COMPUTER SERVICES LTD,P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW

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. Maximum call charge £3.60

STAGE 3 TARGETS 11

You are now given an aircraft support system that tracks you and fires lasers at anything in your way. Below the tree line, there are 11 targets to blow-up and by the second target there is a special weapon power-up to collect. This is the Metal Bird and is one of the most useful due to its devastating power. It attacks anything in its path and doesn't stop sapping energy until it explodes.

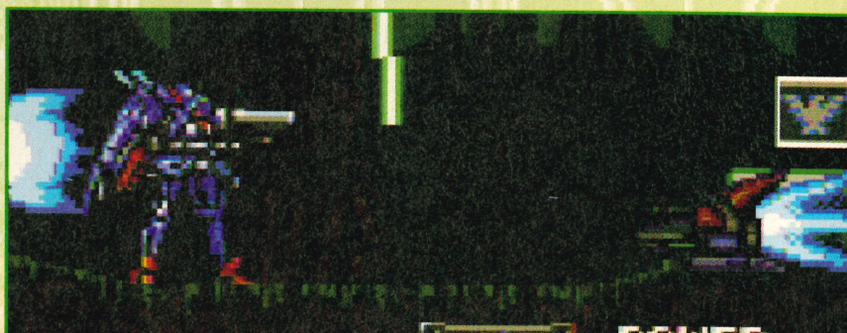


Remember those 10p eyeballs from the local sweety shop? Well that's your target – weird or what!

The baddies on this level tend to be relatively easy to destroy and only take one or two hits. There are so many of them that you need to keep the fire button held down at all times. Despite the numbers, this is an easy level and it's not until you reach the level guardian that you're likely to encounter too many problems.

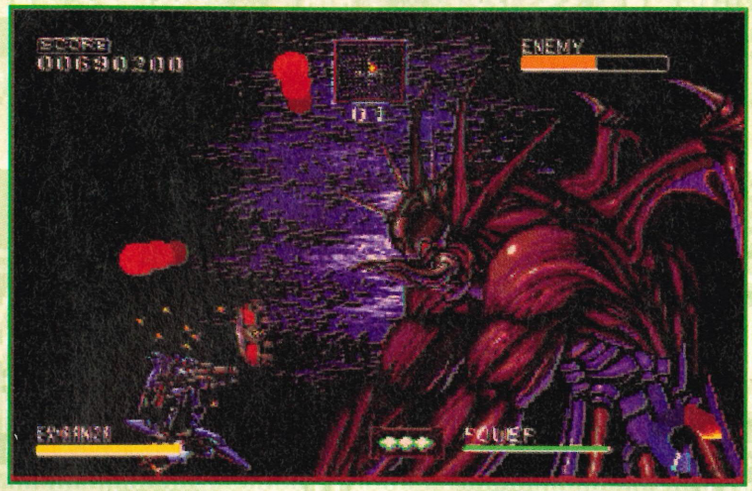
The spiralling arms of the guardian are the main danger and you must avoid them or blast-'em. Your target is the eye of the gruesome monster, but it is forever opening and closing. It can only be injured when the eyelid is open.

Continuously fire at the eyelid until it sinks into the water, then shoot the red ball which is protected by more spiralling, rotating transparent globes. This doesn't take long and, once again, your main problem is avoiding the bullets. After the dramatic explosion that signals the guardian's demise, you're zoomed into stage four.



pro TIPS

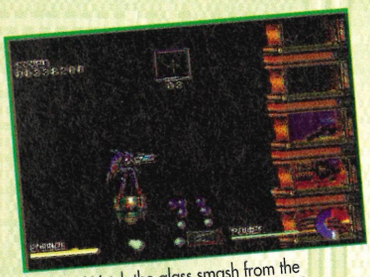
RANGER-X



This is the final guardian, and what an ugly mutha it is! Blast the shield out and you'll be able to get a clear shot at its head. Only problem is you are constantly under attack from all angles with fireballs commin' at ya!

STAGE 4 TARGETS 6

In the fourth stage you will need to use your jetpack more than before. The general idea is to climb the skyscraper, using platforms to rest and recharge your jetpack energy. They are sparsely positioned as you fly up and at one point you must use one of the mid-air platforms on the left. Another special weapon can be collected around the second target.



Watch the glass smash from the tower block as you fire a rally of shots into the Sega HQ.

There are only six targets to destroy and they're fairly simple to take out. Stand on top of them and shoot away until their tops explode, then use the jetpack to hover below and destroy the remains. Repeat this process six times and when you reach the top run right to exit the stage.

STAGE 5 TARGETS 8

Run along the top section of the platforms and you'll avoid walking into any dead ends. Destroy the first target and drop down until you are walking through the alleyways. The baddies along here are literally everywhere, so switch to a more practical weapon such as Thunder or Bombs.

This guardian takes whatever you throw at it unless you use the immense Buster weapon.

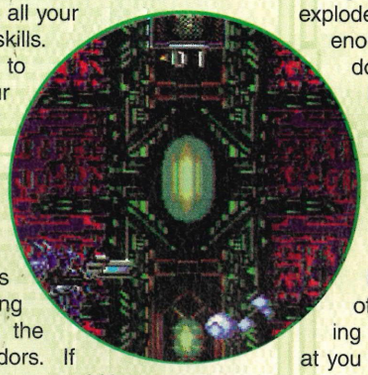
With eight targets in all, it may sound pretty simple, but they're not only difficult to find, but also protected by hordes of nasties. Use the radar to prevent becoming lost and keep your finger held down on the fire button. Another danger is walking too far and back-tracking – you may end up battling against more than you can handle!

Somewhere within the hidden depths of the later levels, you too will have to survive this barrage.

This is the easiest guardian to kill, especially if you have the powerful Buster weapon. Continuously fire in the middle of the ship until it splits in two. Repeat the process with the second part of the ship using another Buster if possible. Avoid the bullets, missiles and other harmful projectiles and the final stage will be waiting. The tension now becomes unbearable!

STAGE 6 TARGETS 12

This is a very, very tough level which will require all your shoot-'em-up skills. Use the radar to track down your 12 targets, but be careful not to be trapped into fighting more than one at a time. Shoot the barrier generators before attempting to cross through the flame-filled corridors. If you don't, you're a gonner! No other hints can help you here; just keep firing and use the most suitable special weapons available to you. The Flame Thrower and Wide Beam are the best.



The final battle isn't far away, or so it seems. Destroy the twelfth target and you fall down a tunnel. Shoot the robot on the right and as you watch your gal flying away, the final battle becomes imminent.

FINAL BOSS

The secret to giving this final baddie a good kicking is to watch its firing sequences and then attack when you can. Firstly, avoid the fireballs it fires out by manoeuvring around the screen and firing constantly. To knock its energy down, hit the boss on and around the head. Always use the most powerful weapon available to you – the Metal Bird or Flame Thrower, if possible.

You will then be attacked with a relentless tally of bird-shaped missiles. Blast'em and hit the main target whenever possible. The penultimate problem you must face is the moving shield that prevents you from hitting the boss. This will explode if you hit it enough, so either dodge around it or blow it away.

The final attack is fairly easy and if you keep your cool you should be able to finish the boss off quickly. Avoid the sprays of particles by waiting for them to be fired at you and then moving to another part of the screen. When you have the chance, blast the boss and you will have cracked this brilliant game. Now try the difficult level!

POWERHOUSE

Support systems carry the special weapons you will need and so here is the guide to what they are, how good they are and when to use them.

BOMBS
Very good for wiping out large numbers of ground based baddies.

THUNDER
Very useful in situations where there are enemy targets in all directions.

BUSTER
An awesome weapon that should only be used as a planned guardian attack or to wipe out vast numbers of enemy targets.

FIRE
Most effective at close range, but uses too much energy to use frequently.

SHIELD
Fairly good, but it's better to dodge the bullets than deplete your special weapon power on this.

METAL BIRD
This just has to be used on tough targets and whenever something needs to be blown up quickly.

TWO'S COMPANY

You have two vehicles to carry your special weapons on and they're your support systems. To select a different weapon, press B to scroll through them and jump off the vehicle to activate it.

BIKE
All of your special weapons are stored on this support system and you can also ride it. Press fire and the bike will fire a weapon, so use this to your advantage and leave it in a strategically useful position.

AIRCRAFT
Tricky to get into to change your special weapon and you can't fly in it, but it fires a laser at primary targets and baddies when you fire.

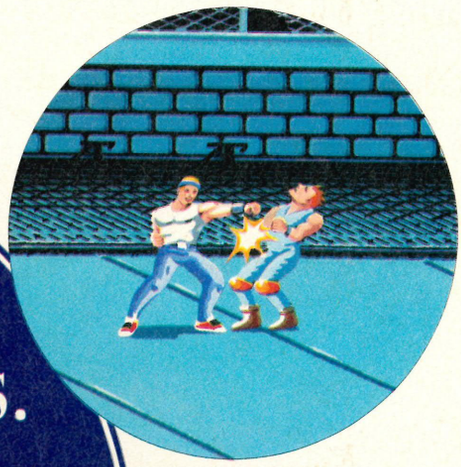
ADDITIONALS

ENERGY RECHARGER
Stand on this platform and your energy will be given an often needed boost. Be careful, your special weapon power is the casualty and is sapped away as the energy is rejuvenated.

ACTION REPLAY CODE

Infinite energy FFFD72 3003E

Midland Livecash is available for 11-18 year olds. You must be 16 to receive the driving lesson vouchers and 17 to use them. ©MIDLAND BANK plc. 1993.



25% OFF COMPUTER GAMES. JUST ONE MORE REASON TO OPEN A LIVECASH ACCOUNT.

When you open a Midland Livecash account, you get your own Livecash card, which gives you instant access to your money from more than 6,000 cash dispensers throughout the country.
You also get a pack of discount vouchers, and for once, they're for things you'd actually want to buy.
They'll save you up to £11 on many of the top Sega, Amiga or Nintendo games.
They'll save you £5 on any Playhouse or Our Price Video.
They'll save you money on all sorts of things from pizzas and cinema tickets, to clothes, CD's and cameras.
And if you're over 16, they'll get you your first BSM driving lesson free, and save you £3 off the next five.
Now that's what we call a savings account.

For more information about Midland Livecash send this coupon to: Customer Information Service, Midland Bank plc, FREEPOST, Sheffield S1 1AY, or call us on 0345 626192 Monday to Friday 8.00am – 8.00pm.

NAME (MR/MISS/MS)* SEGA PRO/0.9

ADDRESS

POSTCODE

MIDLAND
The Listening Bank
member HSBC *group*

SUPER

Joypads & JoySticks

COMPETITION PRO (SERIES II) £13.99

DUALIST £28.99

SG PROPAD £14.99

MAVERICK 3 (JOYSTICK) £17.50

VOYAGER CONTROL PAD £14.99

SUPER JO-JO £42.99

STAR FIGHTER III £14.99

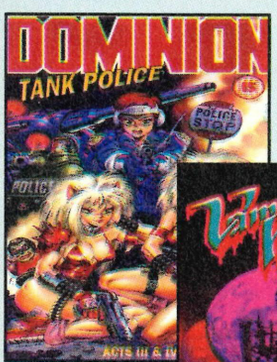
6 BUTTON ARCADE PAD £24.00

INTRUDER 3 £24.50

TURBO II JOYPAD £14.99

PYTHON 1 £14.99 (MULTI SYSTEM)

MASTER SYSTEM CONTROL PAD £10.99



DOMINION TANK POLICE £12.50

VAMPIRE HUNTER £12.50

PROJECT A-KO £12.50

NEW MANGA VIDEOS

SEGA ACTION CHAIR ONLY £60

MEGADRIVE

ARIEL THE LITTLE MERMAID	£27.99
LHX ATTACK CHOPPER	£27.99
ROLO TO THE RESCUE	£27.99
JAMES POND II	£28.99
SPEEDBALL II	£27.99
TERMINATOR II	£27.99
EVANDER HOLYFIELD	£28.99
DUNGEONS & DRAGONS	£30.99

MASTER SYSTEM

SONIC 2	£27.50
LEMMINGS	£27.50
NEW ZEALAND STORY	£26.99
OLYMPIC GOLD	£27.50
XENON 2	£24.99

GAME GEAR

PRINCE OF PERSIA	£28.99
GLOBAL GLADIATORS	£28.99
BATMAN RETURNS	£26.99

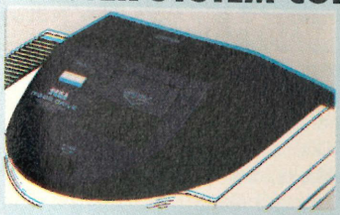
SAVERS

ACCESSORIES

MENACER LIGHT GUN

£55.00

MASTER SYSTEM CONVERTER



£28.99
Allows you to play Master System games on your Mega Drive.

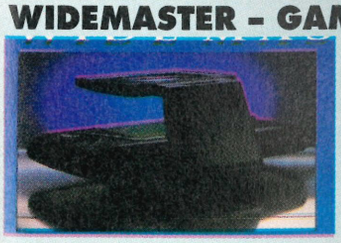
MASTER GEAR CONVERTER

£12.50
Allows you to play Master System games on your Game Gear.

ACTION CASE - GAME GEAR

£14.99
Portable organiser for your Game Gear, AC adaptor, 8 games and 6 batteries

WIDEMASTER - GAME GEAR



£9.50
Maginfier for the Game Gear

GEAR-TO-GEAR - GAME GEAR

£4.99
A connector cable that allows you to link two Game Gears together for exciting head-to-head action.

VIDEO ENTERTAINMENT CENTRE FOR MEGA DRIVE/MASTER SYSTEM/MS II £29.50

Organises and protects your Mega Drive with Power Base converter, Master System I/II, controllers and 18 gamcartridges.

ACTION REPLAY CARTS

FOR THE MEGA DRIVE £45.99

The ultimate intelligent hacking devices for your consoles. Will find cheats for you automatically.

FOR THE MASTER SYSTEM £35.99

AND FOR THE GAME GEAR £35.99

TIPS BOOKS

THE COMPLETE SEGA SOLUTION £9.99

A comprehensive collection of tricks, tactics and playing solutions for over 120 Master System and Mega Drive games. Each game is also reviewed and rated to help you decide whether it is worth adding to your collection.

THE COMPLETE SEGA & NINTENDO GAME-BUSTING GUIDE £3.50

Fabulous collection of hints, tips and dodges for all the biggest titles on Sega and Nintendo consoles. The fact-packed read features tricks and tactics to over 500 top titles. Infinite lives, level selects, power-ups and more...

ORDER FORM

I would like to order the following:

ITEM	MACHINE	PRICE

Please add £1 P&P for games and £1.50 for accessories

Enclose a total of £ _____

Method of payment (please circle)

Cheque • Postal Order • Access • Visa

Credit Card No

_____/_____/_____/_____

Expiry date ___/___/___

Name _____

Address _____

_____

Postcode _____

Telephone _____

Signature _____

Subs No *(if applicable)* _____

Please allow 28 Days for delivery

SEND THIS FORM TO:

Super Savers (SEGA PRO)
Paragon Publishing
FREEPOST (BH 1255)
BOURNEMOUTH
BH1 1BR

VISA Access

Or telephone our Mail Order Hotline on

0202 299900

Please make all cheques payable in pounds Sterling to Paragon Publishing Limited.

PROTEST

CONTACT

Gee. We get an Everest of mail every day so much so that a large part of our time is spent sorting it into correct bundles.

Send all submissions to the proper department (see below) at:

SEGAPRO,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF.

PROTEST
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of 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 such: 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!

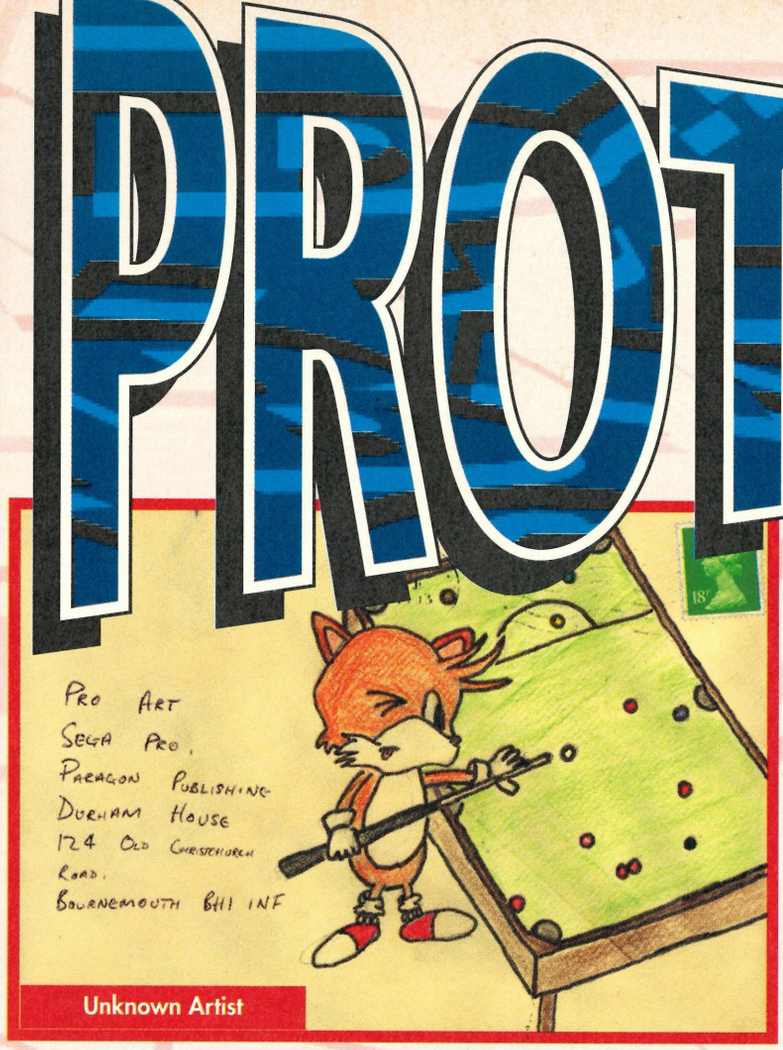
PROART
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art, each month, wins a stupendously 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.

PROHELP
Our revitalised section is bigger and better than ever! If you are 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 is published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.



Unknown Artist

Do you think the Mega-CD's a rip off? Does Dominik Diamond make you feel slightly ill every time he pops up on telly? If you want to voice your opinions on any aspect of video games, then Protest is the place to do it! Send your offerings to Protest, SEGAPRO, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF.

GAMES TOO EASY

I believe that I am the best games player in the world. I even have proof to back up my statement! I buy games that SEGAPRO regard as challenging, but tend to finish them very quickly. For instance, I finished *Ecco* in less than four days and finished *T2* on my first go. I never cheat when I play games and don't even have a rapid fire button on my joypad. I think you should be more careful with your challenge rating – either you play games with one hand behind your back, or I'm the best games player in the world!

Jason Roos, South Africa

So you reckon you're the best games player in the world, eh? Get yourself down to our offices and we'll soon see about that! When we review a game, we don't just give out our personal opinions. We have to take into consideration who will be playing the game and why. We still think that Ecco is a challenging game and readers are always phoning up for help! The same goes for T2 – we used to get at least three calls a day asking for help on the truck stage! You may think these games are easy, but the rest of the population doesn't.

BIN IT

I just want to let you know that I used to be the proud owner of a Mega-CD. I still own a Mega-CD, but I'm not proud of it any more. The reason? The terrible grainy effect encountered in many CD games. A friend told me that due to the CD's limited colours, we will never get clear film quality in games.

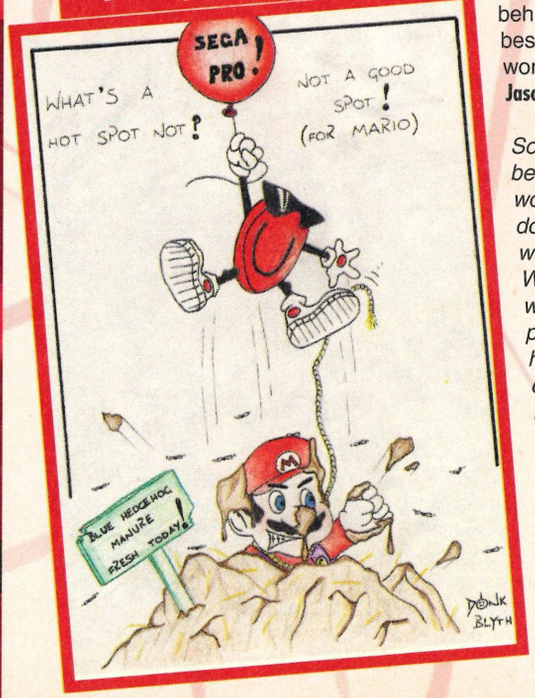
Please put my mind at rest. If what I've heard is true, I may as well put the Mega-CD where it belongs – in the bin! So far, we've seen no decent software for the console and I'm getting fed up with empty promises of better software in the future!

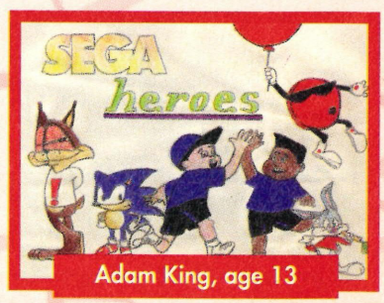
N Maffei, Birmingham

Jane E

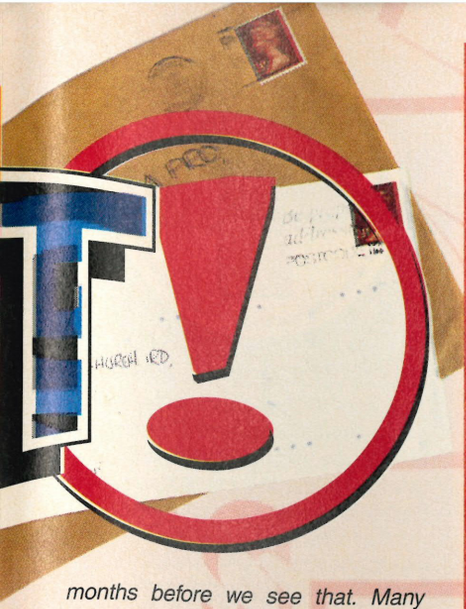
Unfortunately, the rumours you have heard are correct. It's unlikely that the Mega-CD, as it is, will ever be able to produce true film images, as it has a limited on-screen palette. Sega have said that they are looking into a new chip that will allow FMV (full motion video), but it could be

Donk Blyth, age 21





Adam King, age 13



months before we see that. Many developers are still using film images in games anyway, although the grainy effect will always be present. This doesn't render the Mega-CD useless, though. Once developers start producing better games, the CD will rely on excellent gameplay rather than a few grainy film images.

PRICE SQUABBLES

ey, age 12

Who decides the prices of games in every country? We all know about the price differences in the US and Japan, but what about Europe? Surely games should be the same price everywhere. I recently went to Amsterdam and found that the prices of games varied between £60 and £95. The only way you could get cheaper games is by buying them second hand or visiting the Virgin Megastore in Amsterdam. Even then, most of their games are much more expensive than in the UK. What happened to a united Europe? Games are expensive enough at UK prices, but £95 in Holland is a joke.

W Emis, Holland

Sega enterprises decide the prices for Japanese games and Sega of America decide American prices. Obviously Sega Europe decide all European prices, although many countries still import a large amount of their games. This could explain the high prices to some extent, although the prices you describe are extortionate. Maybe it would be cheaper if you ordered your games via a mail order company advertised in SEGAPRO.

★ T-shirt winner ★

Gary Bailey, age 20

SEGA CD CON

Sega, being the zealous bunch that they are, had the ingenious idea to make all Mega-CD machines work with each territorial Mega Drive only. A well thought out idea, or just very naive thinking?

Well, shortly after its release, along came those masters of devices, Datel, with their CDX Pro. For only £49.99 you could interchange machines and play software from any country. Was that too much to ask for, especially if you had just paid £270 for a brand new machine? Sega obviously thought it was!

So the total cost of your proper Mega-CD is now £320. But is there a deadly secret hidden here? Ask yourself why Sega attempted to stop you from playing imported games on your new machine. Was it so they could get together with a well known 'cheat' cartridge company and sneakily release a device allowing you to use your machine to the full, thus getting a healthy bonus from that company? Maybe not, but Sega obviously don't think much of its customers who, after all, have spent at least £400 on their hardware.

Joe Public

Well, Joe. There's a lot said in this letter, but Sega Europe can't be blamed for protecting its profits. You must take into consideration that Sega US, Sega Japan and importers benefit from import games – not Sega Europe. However, you would think that Sega Europe would fight harder to have universally released titles. If games were released at the same time in Europe, US and Japan, there would be no need for imports. As Datel say, "Sega have inadvertently created a market for our products." However the CDX Pro isn't officially endorsed by Sega and they don't receive any benefits from the CDX – it's the complete opposite.

Don't you think you're being just a little paranoid? If one company is determined to stop you from playing games, there's bound to be another that tries to get around it. Sega have never encouraged the production of cheat cartridges, and they can do little to stop it.

We've been snowed under with problems this month, although most of them (yet again) concern the Mega-CD.

Mr Kiriakos from **Greece** wonders if the Mega-CD is better than Nintendo's CD ROM. The Mega-CD is much better as the Nintendo machine doesn't exist and doesn't seem as if it will.

Jason Roos form **Africa** would like to know if *Mortal Kombat* will ever be released on the Mega-CD. It will be released, although it will be later than the other console versions (reviewed in this issue). The programmers are working on a version that is absolutely identical to the arcade version and it won't be out until next year.

Paul Jones of **Watford** wants us to tell him whether the Mega-CD is good value for money. Well, yes and no. At the moment, the software isn't really up to scratch, although the CD definitely has the potential to be a great console. Generally, the Mega-CD is worth buying if you have the spare cash, but there are new machines just around the corner.

Ed Drayton of **Oxfordshire** has heard a very interesting piece of news about the Mega Drive. He's heard that if you remove the covering from the Mega Drive, there is a small clip by the cartridge holder. If you remove it, apparently it will play Japanese games. Sorry Ed. You've got it all wrong. All you need to do is to reshape the cartridge slot mould so that the Japanese cartridges can fit. There is no need to open up your machine at all. However, if you make any modifications (even without opening the machine), your guarantee will be void.

Ryan Kes of **Holland** wants to know if there is an illegal machine that combines a Mega-CD, a Mega Drive, a Master System, Game Gear and cart dumper all in one. What is this? Honestly, I just don't know where some people get their ideas from.

Hadley Kreeger is curious about the release date of *Bubsy*. Apparently every mag seems to tell a different story! *Bubsy* will definitely be in the shops by the time this is read. Look out for the review in this issue!

Simon Keshey of **Yorkshire** wonders if Datel are working on an Action Replay cart for the CD. The answer to that is yes! Datel are producing the cart at the moment, although it won't be finished until much later this year.

Ryan of **Hertfordshire** asks why you shouldn't keep games in the Mega Drive for a long time. Well, if you keep a cart in the port for more than a few hours, it will start to overheat. This

PROTEST!

Shaun Odridge, age 16

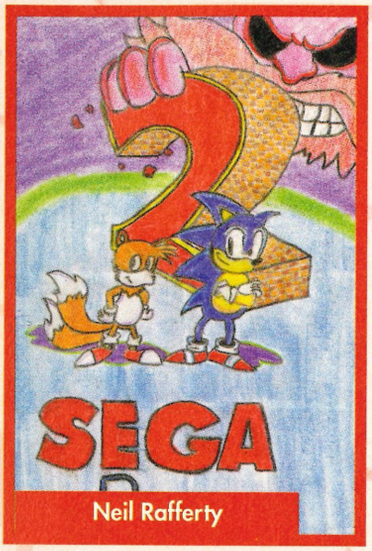
TAKE MY BRAIN TO ANOTHER DIMENSION

So Sega are about to release a virtual reality add-on in the States? I find this very suspicious indeed. Only last year, they were hailing the Mega-CD as the best games machine ever. Apparently, that's not true, because the VR add-on will have the best games. How can this be true? The state of current VR technology doesn't allow realistic gameplay. I'm wondering if this add-on is going to be just another expensive rip-off. How can something that is plugged into the Mega Drive allow us to play great VR games like the ones in the arcades? I would advise anyone who is thinking about buying the add-on, to see what it's like first. After all, look what happened to the Menacer!

Emma Collins, Brixton

Let's get a few things straight. The VR headset hasn't even been released in America yet, so it's certainly going to be while before we see it in the UK. Sega are obviously going to hype this product, but I haven't heard them saying it's going to be the best product to date. It will certainly bring a new slant to games playing, but even we don't know how good it's going to be at the moment. We'd rather just wait until we can see it before we can make any opinions on its abilities.

Nintendo's Super FX chip heralded a new era for cartridge games. It is now possible to extend a machine's capability with a custom chip inserted into the cartridge. Later, the new DSP chip will speed things up, but will only be only be inserted into a few cartridges, such as Virtua Racing and Aladdin.



Neil Rafferty

PROQUOTES

A selection of the best, the worst and the down right bizarre comments of the month!

"Where on earth did Jason Johnson get that jacket?"
Gavin Robbins, Rugby

"I've read every single Sega magazine and yours is definitely the best"
Peter Bailey, Rayleigh

"Could you send me three SegaPro T-shirts as my friends want one too."
David Rodriguez, Southampton

"Here are the plans for my first game. Could you please make it for me and send me a copy when it's finished?
Katie Boardman, Newcastle

"Please send me a Mega Drive or a Mega-CD."
Gary Tufnell, Manchester

"I have to say that *T2* is the easiest game I have ever played."
Julian Dunstall, Eastbourne

"Any chance of a job?"
Eddie Graham, Edinburgh

"I've read all your reviews since issue #14 and they seem to be accurate"
John Murray, Derby

NIGHT TRAP BACK CHAT

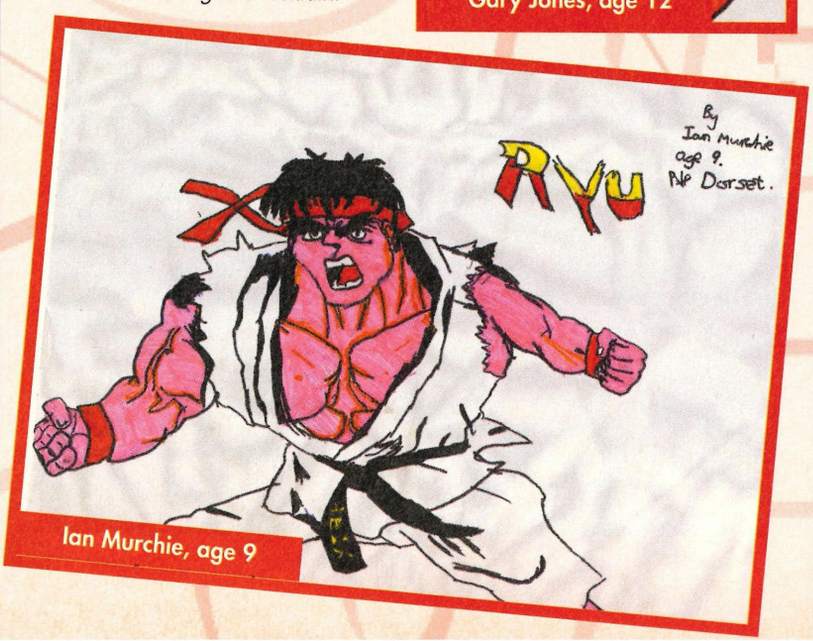
I think it's really strange that Sega have put an age certificate on *Night Trap*. *Street Fighter II* is even more violent and so are half the cartoons that are shown on TV. Why don't they ban those? More people watch cartoons than play video games, so why not pick on the most relevant industry? Anyway, when we went into the shop to see *Night Trap*, the shop assistant didn't care if we were under 15 or not. All he wanted was a quick £40, with no questions asked.

Why doesn't anyone ever talk about the advantages of video games? They improve your hand to eye coordination as well as open your imagination.

Video games are not unhealthy unless you sit and play them for over eight hours a day.

Anon, Luton

Gary Jones, age 12



Ian Murchie, age 9

encourages the game to crash and you wouldn't want that, would you! He also asks when the Mega-CD 2 will be released. It's already available in America, but we'll have to wait until Christmas before we can buy it officially.

Kelly Mason of **Stratford-Upon-Avon** wants to know if the Master System will be updated, as the Mega Drive and Mega-CD are both being revamped. As far as we know, there are absolutely no plans to release a new version of the Master System. It's already been updated once and it seems that Sega are concentrating their efforts on bigger and better machines.

Anthony Wesley of **Swansea** asks if any games come with the Sega Tap. Unfortunately, you'll have to buy compatible games for the Tap and it's only available on import at the moment. There's also only one game you can buy at present, which is the excellent *J League Striker*. Once the Tap becomes more widely available, it's very likely that a wider range of four player games will be developed. *Gauntlet IV* and *College Football* are just two which we know of that are in development.

Rob Martin of **East Anglia** is thinking of buying a Mega PC, but is worried that import games will not work on the machine. If games have a code in to stop the UK market from playing them, then they won't work on the Mega PC either.

M Hill of **Gloucester** wonders if the Mega Drive 2 has a headphone socket. We have a Mega Drive 2 in the office and as far as we can see, there is no headphone port.

Talking of *Street Fighter II*, **David Jones** of **Cheshire** wonders if it will ever be released on the Game Gear. At the moment, there are no plans for an 8-bit release. It's highly unlikely! Also, some of the moves in *SFII* are very complicated and it would be very difficult for the Master System or the Game Gear to incorporate them.

Finally, **Gary Bailey** of **Norfolk** asks why SegaPro doesn't review many Game Gear releases. Unfortunately, it's the same old story. We can only review the games that are released and there are usually more Mega Drive releases than anything else.

That's about all there's space for. Keep writing in with your problems and we'll be back next month to solve some more!

VACANCIES

Imagine being offered a job...
...because you love your SEGA®

We could turn this dream into virtual reality.

Silica Systems have been in the video games business for the last 14 years. From our head office in Sidcup, Kent, we operate a large mail order division and several shops in London and the South East.

We are looking for enthusiastic, friendly and out-going people to join the sales teams in our shops in the following areas:

CENTRAL LONDON • SOUTHEND, ESSEX
SOUTH EAST LONDON

We will keep you up to date and train you in the latest products as they become available. You must be keen to learn, enjoy helping people....and in love with your Sega (if you also know Amiga, ST, or PC - even better!).

INTERESTED?

Telephone **Janice Austin** on **081- 309 1111** for an application form.

Or write to David West, Personnel Manager, at the following address:
Silica Systems, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX.

SILICA SYSTEMS

Join Our Winning Team!

PROTEST!

Graham Tolhurst, age 14

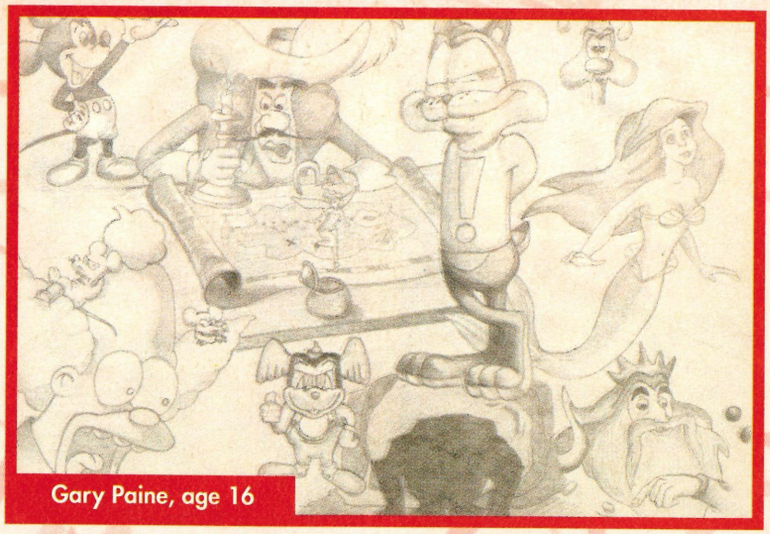
films must be screened for violent scenes and if Mega-CD releases include video footage, then they must be checked for violence too.

COPY CAT

I've been thinking about buying a Mega Drive copying machine, but have finally decided against it. After carefully pondering the issue, I decided that it was unfair to other Mega Drive owners. If everyone starts copying games, the prices of carts will increase. I know one person that already has a Magi Drive and he just rents games for the evening, then copies them. This costs him roughly £2. Although no one else at our school has a Magi Drive at the moment, many people are thinking of buying one to get cheap games. My friend thinks he can sell disk versions for around £5 and that most people would buy them. I know that this idea seems to make sense, but if people don't buy these copiers then perhaps the prices of games will be cut. Sega already have enough excuses to bump up the prices of carts, so let's not give them another reason.

There is one other question I have concerning the copier. How does it actually work? I know that there's a disk drive involved, but what else?

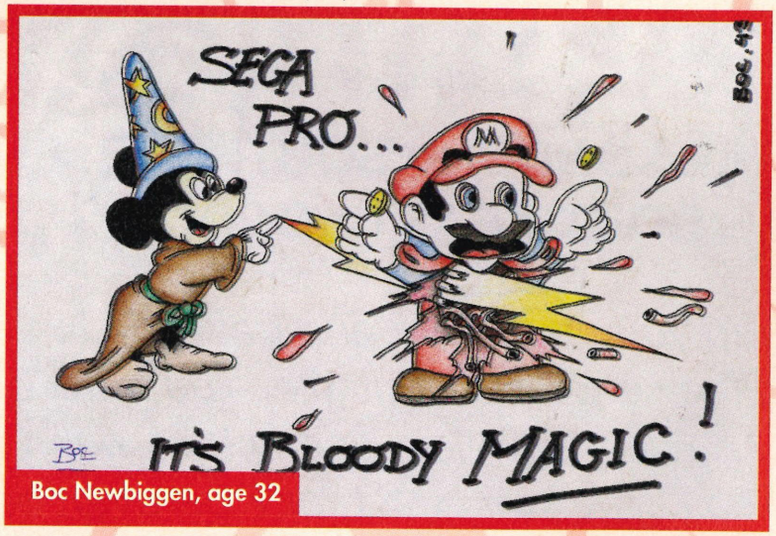
James Keith, Essex


Gary Paine, age 16

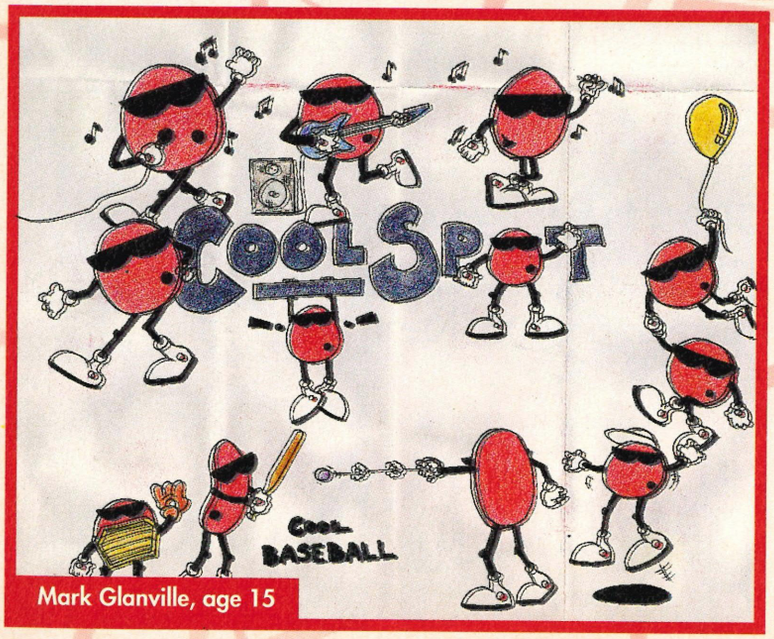
Paul Andrews, age 11

According to most software houses, it was only a matter of time before age certification was introduced into games. Unfortunately, *Night Trap* came along at the wrong time and hit the headlines. It has been used as an instrument for media hype, but the computer games industry was planning a regulatory board long before *Night Trap* hit the headlines.

Violent cartoons, such as Tom and Jerry, are banned in some countries, but the reason that Mega-CD games in particular need to be vetoed isn't purely due to violence. Many of the games include real actors and actresses, rather than cartoon images. If violence is used towards real people, it's a much more serious issue than a violence in a cartoon. All



Boc Newbiggen, age 32



Mark Glanville, age 15

PS. Sega know a good marketing strategy when they see one. Anyone who wants to play head-to-head *SFII* will have to buy two of the new six button pads priced at £15.99!

Well, good for you! Games copiers aren't a good idea for obvious reasons. A Magi Drive either slots into the top of your cartridge holder or is connected by a lead. When you turn it on, you are able to download the contents of the cartridge on to a disk, which can then be played later.

In any case, a Magi Drive is highly illegal and if you are caught in using one, you could be in big trouble.

If you want to play Street Fighter II properly, it's not just the cart you'll be paying for – you'll need the six button joypad too! Sega will be bundling the six-button pad with new Mega Drives, but most of us will lose out to technology, yet again.

SEGAPRO BANNED!

Please save me! I wrote this when I was supposed to be doing my French and Maths homework. My mum has grounded me and has also stopped my pocket money. This means that I won't be able to buy your super cool mag ever again! Please send me something to remind me of SegaPro as I sit in my room without a copy!

Jane Elsley, Hants

I don't know what you did to become grounded AND have your pocket money stopped, but it must have been pretty serious! I suggest some serious creeping to your mum is in order – if you're lucky she might at least buy you SegaPro again!

Oh well, it's that time of the month again. Time to put away the keyboard and start opening the mail for next issue's Protest. Remember, if you have any interesting ideas about the weird and wonderful world of Sega, then jot them down and bung them in the post! You never know, your letter may get printed and you may end up with a SegaPro T-shirt!

The Cartridge Swapshop

USA SNES

BUBSY BOBCAT.....£52.00
DESERT STRIKE (UK).....£42.00
FATAL FURY.....£52.00
ININDO.....£52.00
J.CONNERS TENNIS(UK).£42.00
KING OF THE MONSTERS £46.00
LOST VIKINGS.....£46.00
TECHMO NBA.....£52.00
SUPER CONFLICT.....£49.00
SUPER JAMES POND (UK)£36.00
TERMINATOR.....£49.00
TOYS.....£48.00
WAYNES WORLD.....£51.00

USA MEGADRIVE

RBI 93.....£42.00
AMERICAN GLADIATORS.£51.00
ANOTHER WORLD (UK)..£38.00
BULLS VS BLAZERS.....£32.00
CYBORG JUSTICE (UK)...£35.00
DRAGON FURY.....£39.00
HUMANS.....£49.00
JAMES BOND 007 (UK)..£38.00
JUNGLE STRIKE (UK).....£40.00
TEENAGE MUT. TURT(UK)£40.00
TINY TOONS (UK).....£39.00
WARPSPEED (UK).....£33.00
WORLD TROPHY SOCCER £32.00

SPECIALS

MEGADRIVE
STREETFIGHTER 2 CALL, MEGA-LO-MANIA £35.00
SUPER NES
SUPER GHOULS N GHOSTS £25.00
GAME GEAR
LEADERBOARD £18.00
GAMEBOY
STAR SAVER £14.00

USA GAME BOY

ALIEN 3.....£22.00
BALLOON KID.....£18.00
DOUBLE DRAGON 3.....£24.00
JETSONS.....£21.00
LOONY TOONS.....£22.00
TOP GUN GUTS=GLORY..£23.00

USA GAME GEAR

CLUTCH HITTER.....£18.00
G-LOC.....£23.00
OLYMPIC GOLD.....£20.00
SUPER SPACE INVADERS £24.00
STREETS OF RAGE.....£24.00
WOODPOP.....£18.00

Are you bored with some of your cartridges ?
Do you have cartridges you never use?

WE HAVE THE ANSWER!

Simply fill in the form below and send it to us along with your cartridges and £5.00 per swop you wish to make, to:-
CARTRIDGE SWAPSHOP, PO BOX 490, DUNOON PA23 8RQ

NAME.....
ADDRESS.....
.....
.....
.....
POSTCODE.....
TEL.....

1ST CHOICE.....
2ND CHOICE.....
3RD CHOICE.....

We also stock a large selection of cartridges for the Megadrive, the Super NES, the Master System, the NES, the Gameboy and the Game Gear. If you would like our full list send a S.A.E. to the above address.

Gameboy and Game Gear games from only £19.00
New Megadrive Games from only £17.00
New Super NES Games from only £28.00

Sales Hotline 0369 84574

PLEASE MAKE ALL CHEQUES AND POSTAL ORDERS PAYABLE TO: CARTRIDGE SWAPSHOP

ELECTRIC AVENUE GAMES

Has now got 1000's of games at knockdown prices .All top ten games on Mega Drive including:-

COOL SPOT
JUNGLE STRIKE
MICRO MACHINES
F15 STRIKE EAGLE
ULTIMATE SOCCER
DRACULA
TECHNO CLASH
MORTAL COMBAT
DAVIS CUP TENNIS
ROCKET KNIGHT ADV.

£29.99!

SEND £1.99 FOR FULL DETAILS, CATALOGUE AND ORDER FORM. CHEQUES PAYABLE TO

CABARET ENTERTAINMENT LTD
MITCHUM ROAD, CROYDON CR0 3JG
TEL: 081 683 3915 OR
109 LOWER ADDISCOMBE ROAD,
CROYDON CR0 6UP
TEL: 081 654 7630

1000's OF GAMES!
1000's OF GAMES!

Please allow 10 days for Cheques to clear.
We also stock Amiga, PC, Atari, Lynx, Commodore, Mega CD, SNES, Gameboy & Game Gear.

PHAZE FOUR

MEGADRIVE SPORT'S PACK
2 JOYPADS, 3 GAMES. £129.99

TEL: 0695 33362 MON-FRI 930AM-6PM
24, HAWTHORN CRESCENT, SKELMERSDALE,WN8

MEGADRIVE		MASTER SYSTEM	
Ball Jacks	£29.99	Alien 3	£28.99
Batman Returns	£32.99	California Games II	£25.49
Captain Planet	£32.99	Double Dragon	£13.49
Cool Spot	£35.99	Galaxy Force	£25.49
Chikki Chikki Boys	£32.99	Lemmings	£25.99
Ecco The Dolphin	£32.99	Pacmania	£28.99
European Club Soccer	£32.99	Paperboy	£25.49
Ghostbusters	£17.49	Phantasy Star	£32.99
Global Gladiators	£35.99	Pitfighter	£25.49
Hollow World	£26.99	Prince of Persia	£27.49
Lemmings	£32.99	Simpsons	£28.99
MEGA-LO-MANIA	£35.99	Sonic II	£25.49
Muhammed Ali Boxing	£32.99	Taz-Mania	£25.49
Mutant League Football	£32.99	Ultima 4	£25.49
Rings of Power	£35.99	Wimbledon 2	£25.49
Road Rash II	£32.99	World Soccer	£13.99
Smash T.V	£29.99	**GAME GEAR**	
Space Harrier II	£17.49	Batman Returns	£23.99
Streets of Rage II	£35.99	Chessmaster	£13.49
Taz-mania	£32.99	Crystal Warriors	£18.49
Toe Jam & Earl	£17.49	Klax	£23.99
WWF Wrestlemania	£32.99	Lemmings	£23.99
MEGA CD		Master of Darkness	£21.49
Black Hole Assault	£32.99	Outrun Europa	£23.99
Jaguar XJ220	£35.99	Paperboy	£23.99
Prince of Persia	£35.99	Shinobi 2	£23.99
Road Avenger	£32.99	Super Kick Off	£25.49
Robo Aleste	£32.99	Talespin	£21.49
Sherlock Holmes	£35.99	Wonderboy	£25.49
Wolf Child	£32.99	Woodypop	£13.99

******************EXCHANGE GUARANTEE**************

If you are not entirely happy with your choice of game, we will be happy to exchange it for another of equivalent value,if the game is returned undamaged within seven days. A game can only be exchanged once. Your second choice is your final choice. SEND AN S.A.E FOR A CATALOGUE.

POSTAGE & PACKING"PER ITEM"SOFTWARE £1.00 HARDWARE £5.00
METHODS OF PAYMENT CHEQUE/PO. PAYABLE TO "PHAZE FOUR "

You've got slickest 16-bit console. Perhaps the CD system too. Now get the only magazine that really shows you what's happening on the vibrant 16-bit Sega scene.

Mega Power is 100% Sega Mega Drive and Mega-CD. It carries massive reviews so you can get all the information on the games you want to read about.

It is the essential read for power players.

Each issue is packed with vital playing tips, revealing features, exclusive news from around the world and complete buyers' guides. It's a must.

Mega Power comes from the publishers of SegaPro and Sega XS, so quality, accuracy, essential editorial and value for money are guaranteed.

The second issue of Mega Power is available at all good newsagents from Thursday 19th of August. Don't miss it!

The power read for Mega Drive players!

If you're having difficulty obtaining a copy of *Mega Power*, or you wish to place a regular order for it, hand this form to your local newsagent.

Dear Newsagent

Please reserve me a copy of Britain's essential read for Mega Drive and Mega-CD owners, *Mega Power*. It's a packed magazine covering the latest reviews, news, features and playing tips for Sega's 16-bit systems.

Mega Power is available the third Thursday of every month and is priced £1.95.

Mega Power is distributed by Seymour Press Ltd (081 6791899) and is published by Paragon Publishing Ltd (0202 299900). It is fully SOR.

Please reserve me a regular copy of Mega Power

Name .....

Address .....

.....

.....

Postcode .....Phone nº.....

SUPER OFFERS MEGA-DISCOUNTS AND FREEBIES ONLY AT THESE SHOPS

MAIL ORDER HOTLINE: 081 741 9050 OR 0708 736663

WEST LONDON
Computer Games
309 Goldhawk Rd, London W12
Tel: 081 741 9050

LAKESIDE
That"z Entertainment
Unit 616, Pavilion Building, Lakeside Shopping Centre West Thurrock, Essex. Tel: 0708 890 800

WALTHAMSTOW
That'z Entertainment
231 High St.,Walthamstow, E17
Tel: 081 503 6633

ROMFORD
That'z Entertainment
Units 33-34, Romford Shopping Hall, Market Place, Essex.
Tel: 0708 744 338
That'z Entertainment
6 Moray Way, Romford, Essex.
Tel:0708 736 663

WEMBLEY
Wembly Stadium
Sunday Market 9.00am-3.00pm

CRAWLEY
Gamesville
18, Springfield Road, West Sussex.
Tel:0273 620 814

BRIGHTON
Gamesville
152 Lewes Road.Tel: 0273 620 814

COVENTRY
Coventry Computer Centre
62 Lower Precinct
Coventry. CV1 1DX
Tel: 0203 223 081

LEICESTER
Techno Games
15b Town Square
Syston, Leicester
LE7 8G2
Tel: 0533 698070

SOUTHAMPTON
Prime Time
Shakespeare Ave.
Andover, Hants.
Tel: 0264 334 400
Game Master
342 Shirley Road, Shirley,
Southampton.
Tel: 0703 511 546

N.IRELAND
Megamania
10 South Street, Newtownards.
Tel: 0247 820 688
Megamania
219 Castlereagh Road, Belfast.
Tel: 0232 453 071

SCOTLAND
C&A Games
Marketplace, 61-63 South Street.
Perth. Tel: 0738 440 669
C&A Games
6 The Parade, Stirling Central.
Tel: 0786 447 470
C&A Games
De' Courcys Arcade,
Cresswell Lane, Glasgow.
Tel: 041 334 3901

BUY BACK
All shops will buy back your unwanted console games. Absolutely none refused.

All shops listed here are independent

A2Z VIDEO GAMES

FREE MAG

FREE VIDEO

SEGA TIPS

*Only on selected items

£1 OFF

Discount Voucher

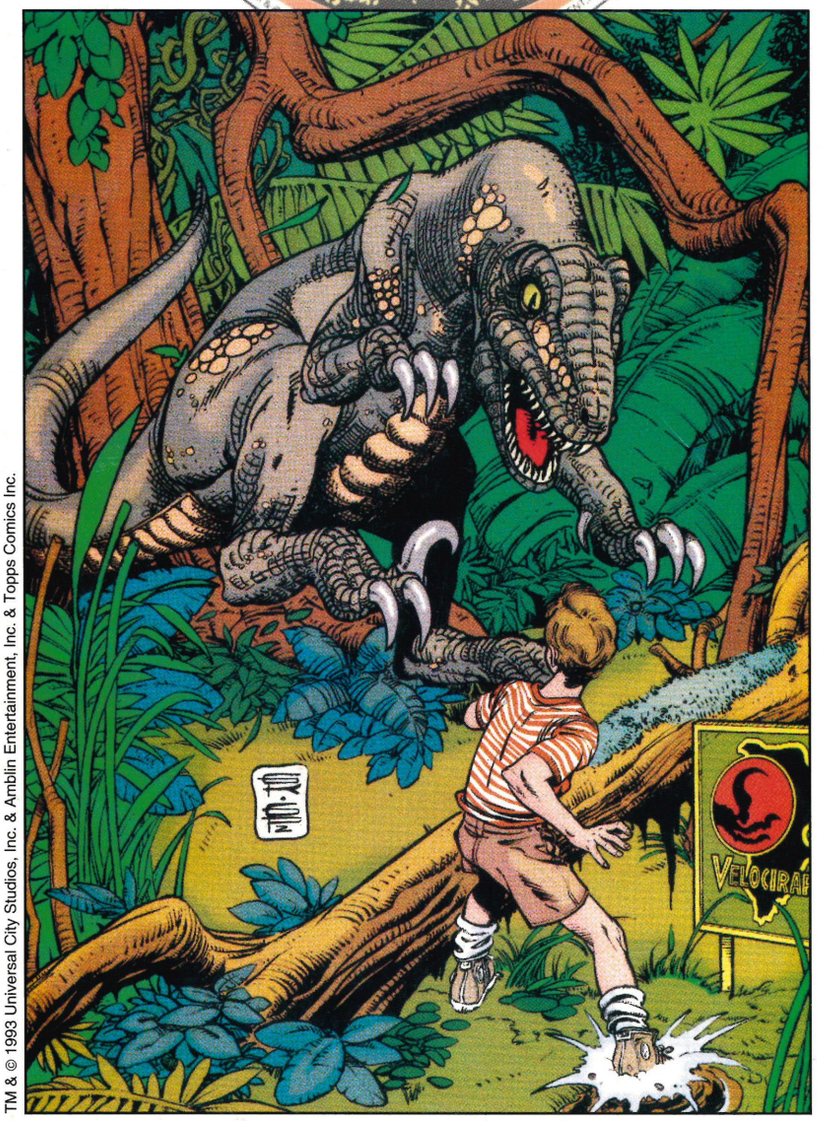
£1 Off our rock bottom prices when you next purchase games at the shops listed on this page.

This voucher cannot be used in conjuction with any other offer or promotion. NOT TRANSFERABLE. Offer ends 31st July 1993.

YEAR OF THE DINOSAUR!

DARK HORSE INTERNATIONAL PRESENTS THE OFFICIAL COMIC BOOK ADAPTATION OF STEVEN SPIELBERG'S

JURASSIC PARK™



TM & © 1993 Universal City Studios, Inc. & Amblin Entertainment, Inc. & Topps Comics Inc.

● Dinosaurs roam the earth again in **STEVEN SPIELBERG**'s towering new movie ***JURASSIC PARK***, scheduled for national release on 16 July, and Dark Horse International are proud to present the official comic book version of what promises to be the blockbuster to end all blockbusters.

● Teeming with every kind of dinosaur imaginable, and featuring the acclaimed talents of artists **GIL KANE** and **GEORGE PEREZ** whose adaptation is closely based on stills from the film, this is bound to be the comics hit of the year.

● **PLUS** lavishly illustrated features on the making of the movie and interviews with the cast and crew. **THEN** there's our incredible competition with 50 (count them) 50 fantastic prizes to give away.

JURASSIC PARK #1 • ON SALE 8 JULY • 95p • 32 PAGES

MODE D'EMPLOI : Transfert pour tissu blanc ou clair
1 - Laisser chauffer le fer à repasser à 200°;
2 - Posez votre Tee-shirt bien à plat, sans faux plis;
3 - Placez le transfert côté encre en contact avec le tissu;
4 - Repassez en pressant fortement, et retirez le papier aussitôt.

INSTRUCTIONS FOR USE : Transfer for white or light coloured material
1 - Heat the iron to 200°C ;
2 - Place the tee-shirt on a flat surface, smoothing out any creases ;
3 - Place the transfer, ink side down, on top of the tee-shirt ;
4 - Iron firmly, and remove the paper immediatly.