BRITAIN'S BEST-SELLING TOTALLY UNOFFICIAL SEGA MAG

SEGA pro

NOT AN OFFICIAL SEGA PUBLICATION

OCTOBER 1992
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ISSUE 12

DRAGON'S FURY POSTER INSIDE!

DUNGEONS & DRAGONS

The phenomenon hits Sega. Have your swords at the ready. It'll split you in two!

MEGA DRIVE

- The truth behind *Alien*^{3} inside
- *Twinkle Tale* exclusive review!
- First look at *Final Fight* on CD

MASTER SYSTEM

- *Pit-Fighter* on 8-bit exposed!
- Golfing madness in *Putt & Putter*
- *Ninja Gaiden* mapped inside out

GAME GEAR

- *Sonic 2* hand-held shots inside!
- Race 'em up in *Ayrton Senna's*
- *Pit-Fighter* – the latest gossip

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SONIC 2

The only preview you'll ever need. Exclusive information inside!

MORE SEGA REVIEWS AND HOTTER NEWS THAN ANY OTHER MAGAZINE!

TERMINATOR	MEGADRIVE	MASTER SYSTEM
EURO CLUB SOCCER	MEGADRIVE	-
SPEEDBALL 2	MEGADRIVE	-
CHUCK ROCK	MEGADRIVE	MASTER SYSTEM
CORPORATION	MEGADRIVE	-

virgin games-
immaculate
concepts

hyperReal 5

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OCTOBER 1992

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HAPPY BIRTHDAY TO...
Us, after 12 issues. Here's to the next 12!

SPECIAL THANKS TO...
You for making SEGAPRO the top-selling totally unofficial Sega mag in the UK.

DINGBATS MESSAGE

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Competitions: look, only those who are unconnected with our compos may enter. And, the guy at the top of the masthead's decision is completely and utterly Crufts final.

Exit: Okay, there's this Nintendo owner, Sega owner and Amiga owner. The Nintendo spaz looked at the Amiga guy and said...

Final word: *deadline*

GAMESMASTER!

It was the biggest TV show of the year, and now the new series is about to hit the screen. World exclusive pictures and story on page.....18

MAMN

Exclusive Sonic 2 news! 16Mbit Sega game! It's page 14

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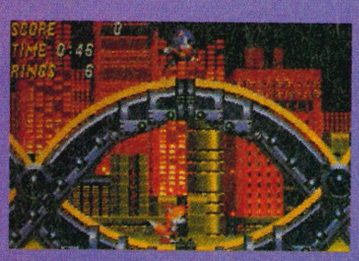
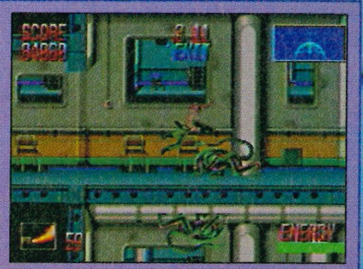
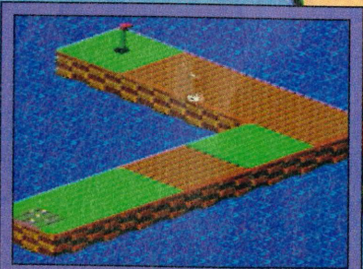


SONIC 2

Revealed in full in the country's top Japanese column on page.....14



ALIEN³ 38
It's inside her, and inside SEGAPRO.



PUTT & PUTTER 34
Hole in one!

OTH ATTACK!

Land Stalker, the first
all in News from Japan on

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GAME GEAR

Many apologies to all Game Gear owners for the lack of reviews this month. Sega didn't release anything, so we couldn't review anything. Normal service will be resumed next issue!

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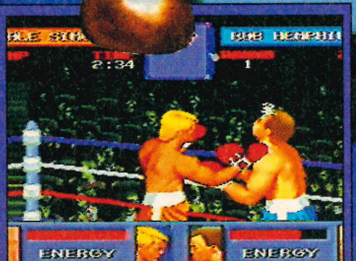
Shuduppa your face and bat, kid!

XENON 2.....42
Here, there, everywhere – now on MD!



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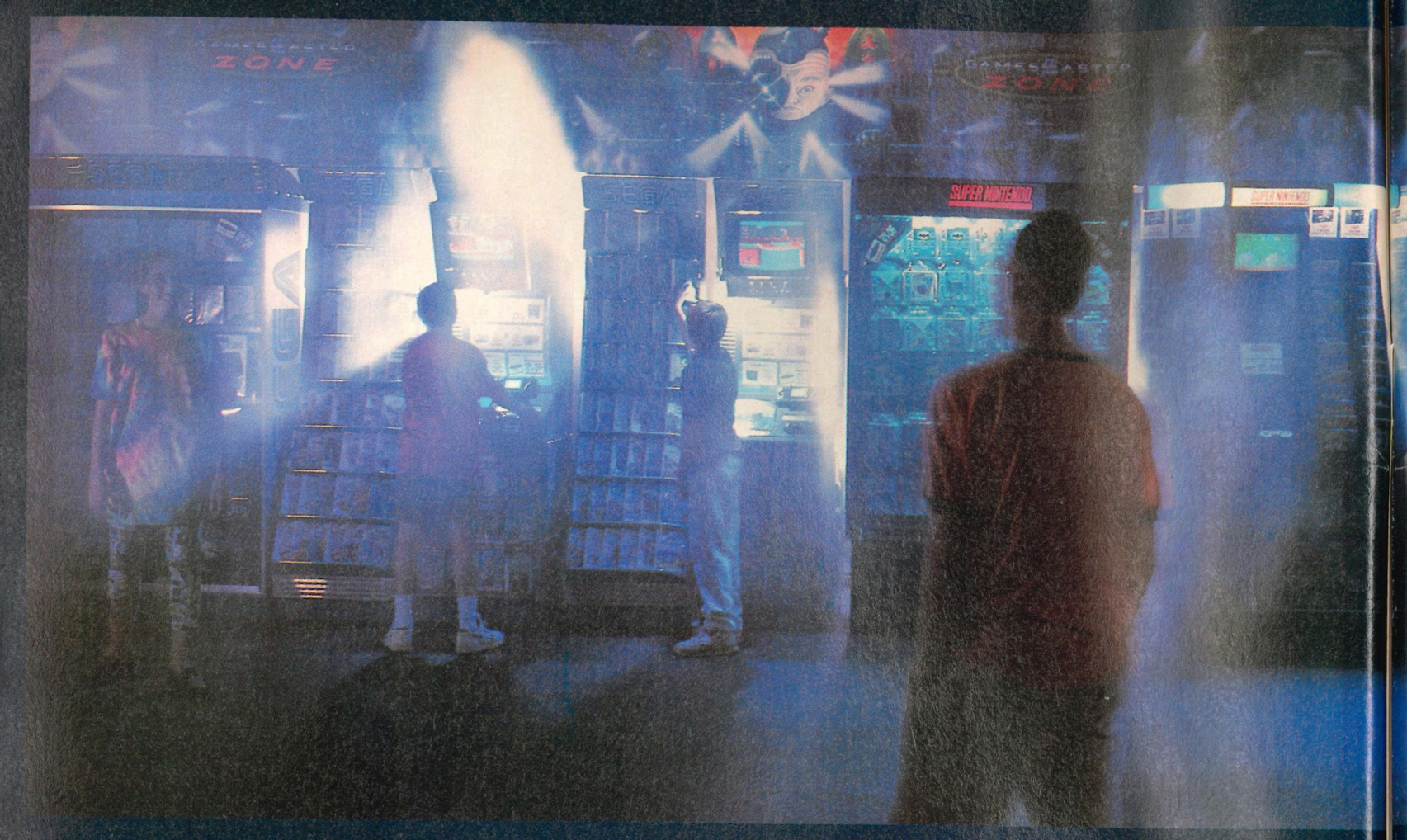
Sega hit back with the big man.

TWINKLE TALE 60
Direct from Japan, an exclusive review.



TO ENTER THE GAMES
YOU MUST NEGOTIATE
TUMBLE DRYERS, DOD
AVOID WASHING MACH
SIDE-STEP GRANNIES.

MASTER ZONE,

GE FRIDGES,

INES AND

Complete that simple mission and you've just about made it to The Gamesmaster Zone, at Comet.

A totally excellent place, that's based on Channel 4's Gamesmaster Show.

Check out the games in this place. There are literally hundreds of them. The latest and the greatest.

It's a hardware heaven. The complete range. All the hand-helds and all the consoles, including Sega Mega Drive, Commodore Amiga and Super NES.

And more good news, buy any one of them and you get a Gamesmaster Zone Discount Card which entitles you to 10% off all software from then on (valid until 30th April 1993).

The Zone is also a seriously hands-on situation. You can actually try out the new titles. We call it 'play before you pay', and it helps you make sure you're investing in a game you really love.

In fact there are over 250 games, so it might be a good idea to check out the Comet Top Ten Chart for starters.

So get down to Comet and enter The Gamesmaster Zone. There's one thing we forgot to mention however; you'll probably have to get past everyone else who reads this ad.

Good luck.

COMET
YOU KNOW WHERE TO COME.

BADGES BONANZA

While other Sega "mags" are playing it safe and sticking boring gifts on their covers, once again The Pros are rebelling against the system and giving the readers what they really want. Mario sucks!

On other subjects, those of you who can decipher the dingbats messages will know that we are moving our offices to Bournemouth. With the massive expansion of SegaPro, the battered old building in Trowbridge just couldn't contain us any more. So, as of next issue, the mag will be coming direct from the beaches of sunny (we hope!) Bournemouth. Word on the streets is that Bournemouth is one of the proposed sights to house a Sega Amusement Centre next year, so we're really looking forward to getting down there.

Before I go, I must have a big moan at Sega. What is wrong with them and support for their machines? Ever since the Mega Drive came out in the UK, they seem to have not only forgotten about the Master System (for which we only have two reviews this month), but also the Game Gear (for which we have no reviews this month!). The Game Gear is only selling about the same as the Atari Lynx in the UK, which can be put solely down to the fact that there is very little software released for it. We're as sorry as you about the lack of GG reviews, but if Sega don't let anyone produce the games, then we can't review them!

Roll on Christmas, and the plethora of titles that Sega promise for release...

Dom Handy

THE PROS

Dominic Handy – deadline smasher
Fave weather: *snow*
Fave day: *Sunday*
Fave month: *December*
Fave animal: *puma*
Fave vegetable: *Fergie*
GamesMaster reviews: *wimped out*
Best cartoon character: *Rude Dog*
Worst cartoon character: *the Riddler*
Game of month: *Evander Holyfield*
Best SegaPro poster: *Buck Rogers*

James Scullion – on the road
Fave weather: *snow*
Fave day: *Wednesday*
Fave month: *December*
Fave animal: *Chinchilla*
Fave vegetable: *Fergie*
GamesMaster reviews: *Leaderboard, Speedball 2*
Best cartoon character: *Fat Freddy*
Worst cartoon : *The New Schmoo*
Game of month: *Superman*
Best Pro poster: *American Gladiators*

David Graham – "street" wise
Fave weather: *deep snow*
Fave day: *Queen Mum's Birthday*
Fave month: *December*
Fave animal: *tribble*
Fave vegetable: *Fergie*
GamesMaster reviews: *too ugly*
Best cartoon: *Tasmanian Devil*
Worst cartoon character: *Mr Magoo*
Game of month: *Alien³*
Best SegaPro poster: *Pit-Fighter*

Damian Butt – dreamer
Fave weather: *rain*
Fave day: *birthday*
Fave month: *June*
Fave animal: *the Alien*
Fave vegetable: *Fergie*
GamesMaster reviews: *WC Leaderboard, Speedball 2*
Best character: *Chester Cheetah*
Worst cartoon character: *Bill 'n' Ted*
Game of month: *Evander Holyfield*
Best SegaPro poster: *Bart*

Dave Perry – miracle worker
Fave weather: *thunderstorms*
Fave day: *Saturday*
Fave month: *December*
Fave animal: *Fergie*
Fave vegetable: *Fergie*
GamesMaster reviews: *Sonic, Mario Lemieux, Arch Rivals*
Best cartoon character: *Fergie*
Worst cartoon character: *all of them*
Game of month: *Alien³*
Best SegaPro poster: *Desert Strike*

Richard Monteiro –mansion man
Fave weather: *hot 'n' sticky*
Fave day: *12 August*
Fave month: *August*
Fave animal: *turtle*
Fave vegetable: *Fergie*
GamesMaster reviews: *Mega-CD*
Best cartoon character: *Mr Magoo*
Worst cartoon: *Captain Britain*
Game of month: *Sports Talk Baseball*
Best SegaPro poster: *Bart*

THE KING IS DEAD! LONG LIVE THE KING!

On Friday 31 July, in a gripping final, the one and only Danny Curley was unceremoniously dumped from his European Sega Champion throne by 20-year-old Reza Abdolali from Germany. The games were held all over Europe, but the final was staged at the exclusive Kensington Roof Gardens, London.

Nine of Europe's best Sega gamers flew in to slug it out, and fought their way through five of the most popular Sega titles: *Sonic the Hedgehog, Road Rash, Moonwalker, Olympic Gold* and *Green Dog: The Beached Surfer Dude*, an as yet unseen game, which was played for the first time at the challenge. Compering the contest were the dubious talents of Children's ITV presenter Andy "hairspray-o-rama" Crane and Julian "Newsfield boy" Clary. Also there were Chris Kelly and Chris Smith from top US rap group Kriss Kross.

Reza's prize for winning was the first official European Sega Mega-CD, a special trophy, a Sega baseball jacket and a bundle of Michael Jackson goodies. A Sega-customised stretch limousine then took all of the finalists to the Michael Jackson gig at Wembley, where they sat in VIP grandstand seats to watch the man strut his stuff!

You'd think that'd be enough, but no! The very next day, they all jumped on a jet aeroplane and stayed for a once-in-a-lifetime weekend at the Barcelona Olympics. Wow!

SONIC STONE-WALLED

This pop-tabulous wall mural (and many others!) were painted by the supremely-talented Lisa Leslie, as part of an Urban Regeneration Project in the Rathcoole Housing Estate in sunny Belfast! Her original ideas were rejected by the residents as being "too weird!" (but what do they know about art?), so Lisa (just 20 years old) then came up with the idea of Mega Drive characters.

The murals include the Terminator, Bart Simpson, Donald Duck, Mickey Mouse, Batman and, as pictured, Sonic! Apart from being an ace artist, Lisa is also a terrific Mega Drive gamester! Perhaps she could come and paint the new SegaPro offices!

PRO DATES

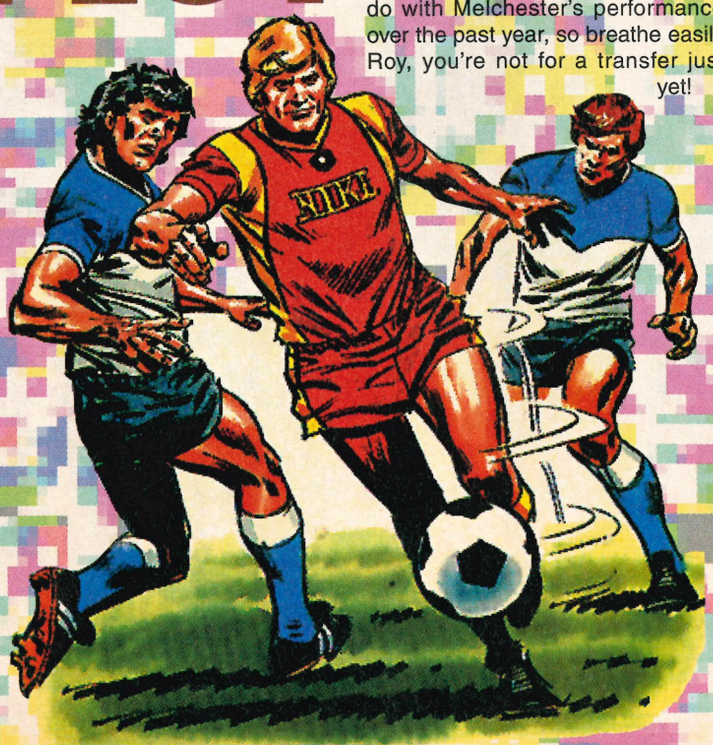
28/8/92	Rise of the Dragon (MD)	Japan
28/8/92	Thunder Storm FX (Mega-CD)	Japan
28/8/92	King Salmon (MD)	Japan
10/9/92	Burai (MD)	Japan
11/9/92	Shadam Crusader (GG)	Japan/UK
24/9/92	Admiral's Decision (MD)	Japan
25/9/92	Metal Fang (MD)	Japan
28/9/92	Land Stalker (Mega-CD)	Japan
28/9/92	Dark Wizard (MD)	Japan
28/9/92	Time Gal (MD)	Japan
2/10/92	Super HQ (MD)	Japan
9/92	Corporation (MD)	UK
9/92	Leander (MD)	UK
9/92	Team USA Basketball (MD)	UK
9/92	Steel Empire (MD)	UK
9/92	The Simpsons (MD)	UK
9/92	Twisted Flipper (MD)	UK
9/92	Green Dog (MD)	UK
9/92	Batman Returns (GG)	UK
9/92	The Terminator (GG)	UK
9/92	Marble Madness (GG)	UK
9/92	Paperboy (GG)	UK
9/92	Arch Rivals (MS)	UK
9/92	Marble Madness (MS)	UK
9/92	Alien3 (MS)	UK
9/92	Tin Tin (MS)	UK
8/10/92	SegaPro#13 on sale	Everywhere!

GLAD-HE-ATE-HER

All of you American Gladiators fans will be glad to hear that the UK Gladiators will be televised very, very soon. Roving SegaPro reporter, James Delli-Bori of Llanelli went along to the National Indoor Arena, Birmingham, to watch the filming. He reports that "the British Gladiators are crap, especially Wolf", but we advise you to make up your own mind!

NO ROY PLOY

Fans of the footy comic Roy of the Rovers will be totally shattered when they read the next issue of their fave non-console mag, as Melchester Rovers FC will no longer be carrying the Sega logo. Apparently, the contract expired around about the same time as Sega decided that the readership no longer needed to be aware of what Sega are about. Just for the record, the decision has nothing to do with Melchester's performance over the past year, so breathe easily Roy, you're not for a transfer just yet!



GENIE-US

Apologies to Andy Hiseman of Hornby Hobbies for a couple of howlers in last month's review of the gamebustin' Game Genie.

Officially endorsed by Sega (unlike Datel's Action Replay series), the Game Genie is not completely unprogrammable as we indicated. In fact, you can actually make up your own codes by fiddling about with existent codes or even just taking pot luck and plugging in any old combination of letters and numbers. Hornby Hobbies inform us that they have had plenty of people sending in their own codes, made up just from messing about with the device. You should remember, however, that the Game Genie is not intelligent in that it searches for the codes for you; finding the codes is left down to you, not the device – which sort of adds to the fun, doesn't it? Anyway, Hornby Hobbies have thousands of codes to get you started, so getting hold of codes should be no problem whatsoever.

The quarterly magazine that we mentioned is only available in the States, and in lieu of this, Hornby have set up the Game Genie Helpline which will give you new codes directly down the phone. Far from being just an inquiries desk for budding hackers, Hornby are offering free games in return for new codes that are supplied to the Helpline via the auspicious pages of SegaPro. As long as the codes are original – they need not be simply a cheat for a game, but can be anything that has a weird or wacky effect – you stand a chance of being chosen as the winner of the monthly cart. So get hacking, all you Game Genies!

The officially endorsed Game Genie for the Mega Drive should be on the shelves this November, priced £44.99.

GRAND OPENING

Special Reserve is probably the largest computer/console software mail order club in Europe; over 100,000 people have joined their club worldwide! Until recently, their small shop in Sawbridgeworth had been open to club members only who wished to buy both software and hardware at "cheaper than shop prices".

But on Thursday 20 August, the hallowed halls of the Special Reserve Games Shop were opened to the general public. They stock games and accessories for almost every format, including the complete Sega and Nintendo ranges, Lynx, Amiga, ST, PC, CDTV and CD-ROM!

They're open from 9am till 7:30pm on weekdays, and 9am till 5pm on Saturdays. Check 'em out at 2 South Block, The Maltings, Sawbridgeworth, Hertfordshire. Alternatively, give them a buzz on (0279) 600204 for a FREE colour catalogue. You won't believe their prices!

WHO'S BAD?

The YTV GamesMaster-challenger has finally been officially announced. Called Bad Influence, it begins on Thursday 29 October and will run for 13 weeks. The infamous Andy Crane will be co-hosting, with industry newcomer Violet Berlin.

Features will include Cyber Island (a Desert Island Discs-inspired section), and a hints 'n' tips section entitled Back Door. In addition to the gaming aspect, Bad Influence will be rather more techy than GamesMaster, looking at the latest hardware, and even delving into how computers are applied in the real world. How exciting (yawn!).

whispers...

Our man in spats is back, with even more hush-hush info on what's happening behind the scenes in the console world.

Has anyone out there seen that great Taito coin-op *Pulirura*? The word is it'll appear on your Mega Drive some time next year. Keep your cart slots open!

Domark are hoping to do a Mega-CD version of their forthcoming flying game, which will involve a plane not too dissimilar to a harrier jump jet – but that's all we can tell you about it right now. Talking of the Mega-CD, the official release date is drawing nearer (hopefully we'll see it in November), and at least ten titles are being approved by Sega as we speak, although no price has been released so far!

Super Kick Off fans watch out, as that controversially-popular footy sim *Sensible Soccer* is heading for your Mega Drive, and should include all of the features the Amiga version did.

We can all look forward to plenty of top-class racing games next year, including rumours of a Nigel Mansell burn-'em-up, which should be far superior to anything carrying Ayrton Senna's name (shouldn't be too difficult!).

Game Gear owners who are also fans of that totally sponditious game show *Wheel of Fortune* will be disappointed to hear that it is at present going through a total revamp, as Sega weren't too impressed. (They should be grateful that anyone's even supporting the GG, as they themselves don't seem to be!). Anyway we'll keep you posted. That's all folks!

POWERPLAYERS

Recently there's been a spate of Sega-oriented clubs that promise a lot, but deliver somewhat less. The PowerPlay Club is about to change all that! We are talking about a highly efficient group of guys and gals that are totally fanatical about their Sega machines! They aim to offer high-level service to Segaphiles not only in the UK but also in the rest of Europe.

The PowerPlay Club offers several facilities, including huge discounts on both hardware and software, a low-price swap scheme, regular newsletters, advance order facilities, up-to-date import news, and a second-hand cartridge buying and selling scheme.

However, plenty of emphasis is placed on the fact that PowerPlay is a *club*, as opposed to just another cheap cartridge company with no back-up service or support. Interest in PowerPlay has been high so far, with new members including John Major, George Bush, Boris Yeltsin, and even the Queen herself considering joining (allegedly!).

The swap scheme costs £3.75 per cart, which is fabtastic value considering this fee includes postage both ways! Also, there are no minimum or maximum limits on the number of swaps you make in a year (be it two or 200!), but all manuals and packaging must accompany the cart to be swapped.

Membership costs a measly £11 per year, and the regular newsletter contains competitions galore, so you could easily make more than your money back! PowerPlay is 100% Sega dedicated, and the Pros advise you to join now. We already have!

Contact the PowerPlay club at FREEPOST, Chichester, West Sussex PO19 1BR. Tel: (0243) 531194. Mention that you read about it in SegaPro for some extra special attention from club co-ordinator Samantha Williams!

PRINCE of PERSIA™

"The Character
Animation is Absolutely Stunning!"
"Got a Master System? Get this – You Won't Play Any Better"
SEGA PRO 96%

"Mega Drive Owners Will Buy MS Powerbase Converters Just To Play This! What More Can I Say Apart From It's Bloody Brilliant!"
SEGA FORCE 94%

"A Truly Superb Platform Game With Amazing Graphics And A Serious Long Term Challenge"
MEAN MACHINES 91%

"This Has Got To Be The Best Animated Cart Ever For The Master System."
SEGA POWER 92%

"The Whole Design Of Prince Of Persia is Perfect...And Not Just Graphically, But In The Actual Gameplay Itself."
GAME ZONE 94%

Need We Say More!

DOMARK

MASTERSYSTEM AVAILABLE LATE SEPTEMBER GAME GEAR AVAILABLE LATE OCTOBER

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pro CHARTS

These most excellent charts were put together with the excellent help of those most bodacious duders at TV Games, Console Concepts and AMS Electronic Games.

MEGA DRIVE

1	NE	Euro Club Soccer	NR
2	9	Taz-Mania	93%
3	NE	Terminator	92%
4	6	Krusty's Super Fun House	NR
5	3	Olympic Gold	81%
6	NE	Super Monaco GP 2	41%
7	2	Splatterhouse 2	86%
8	9	Bart vs the Space Mutants	92%
9	2	Desert Strike	92%
10	NE	Bulls vs Lakers	78%

MASTER SYSTEM

1	1	Asterix	90%
2	4	Super Kick Off	90%
3	2	Olympic Gold	80%
4	3	Sonic the Hedgehog	96%
5	5	Wimbledon	88%
6	7	Enduro Racer	NR
7	9	Wonder Boy III	97%
8	6	Super Monaco GP 2	21%
9	10	Castle of Illusion	93%
10	8	Super Hang On	NR

GAME GEAR

1	1	Spider-Man	92%
2	10	Super Kick Off	93%
3	3	Olympic Gold	83%
4	9	The Berlin Wall	92%
5	2	Crystal Warriors	79%
6	6	Halley Wars	92%
7	8	The Lucky Dime Caper	90%
8	7	Super Monaco GP	NR
9	NE	Paperboy	79%
10	4	Sonic the Hedgehog	96%

SEGA THE MENACE

In answer to the Nintendo Superscope, the Sega Menacer will be hitting your local retailer in late October. Carrying a hefty price tag (£59.99 – almost double the US price!), it will come complete with a six game cart specifically designed for use with it. Software support from the third-party publishers is certain to follow, including Acclaim, who promise to release an exclusive version of *Terminator 2* for it on their Flying Edge label.

DEEKAY OKAY

Deekay UK are one of the few British manufacturers of high-quality console add-ons. Their extensive range of low-priced pocket money products meet all of the British Standards, and include such budget wonders as a switchable mains adaptor (GG/MS), the Switchstix, which converts your joypad into a joystick (doesn't sound too hot in theory, but performs really well in practice!), battery packs, non-slip games mats, carry cases galore, and a car light adaptor and magnifier specifically for the Game Gear.

For more information on this terrific range, contact Deekay on (0702) 603435.

STILL SQUABBLING

The long-running silence has been broken between Sega and Accolade. The European Commission are at present investigating Accolade's accusations that Sega are using unfair business practices (that is, that they're interfering with distribution of Accolade products).

Sega are fuming at these allegations, which they whole-heartedly deny, and are threatening to strike back through even more legal action! When will it ever end?

GAMEBUDDY WINNERS!

Right, you 'orrible lot! Take a look at this list and you could be smilin' all the way to the Leeds!

I'VE STUCK GOLD
(US Gold)

We doubt that many of you out there won any gold medals at this year's Olympic Games (unless your name's Lynford Christie, that is!), but one of you is now the proud owner of a pristine Mega Drive, and 50 more are carrying away a limited edition US Gold T-shirt and badge ("woooo!"). And the winner is... **Sharon Hughes** of Lanarkshire, Scotland.

The runners-up are as follows: **Russell MacNeill, Neil Swales, Lee Cook, Nicholas Tsoulli, Dean Carter, Glenn Henderson, Mr noname Terry, Alan Bullock, Peter Carter, Reginald Bennett, Daniel Nash, David Sheldon, Matthew Richardson, Donald MacKay, Shaun Wells, P Weddle, Philip Lowe, Ross Crutcher, Ray Ward, Ryan Channing, L Hinds, Stuart Moore, Mrs G M. Bird, Simon Taylor, Emma Huntley, Claire Anderson, Eric Milne, Matthew Herrington, Antony Bray, Peter Blackett, Carlton Senior, Steven Key, Mark Broadbent, Stebens Paul, Jon Wright, Simon Smith, N Hutchins, Stuart Croxford, Mark Williams, David Curle, Alan Jones, Lee Cox, Stephen Levin, Mark Campo, Graham Farr, Mrs M Hinds, Jon Pearce, Christopher Jeans,** and (phew!) finally **Edward Shawe**. Well done to one and all!

16-BIT MADNESS
(SegaPro)

Pete Blackett of Torpoint, come on down! You've just become the proud owner of a Sega Mega Drive, and the not-so-proud owner of a snotty SNES (although what you're going to do with that heap of garbage we don't know!).

If your swag hasn't reached you by the time lucky SegaPro#13 is safely ensconced in your back pocket (essential street-wear, y'know!), then hassle Di "vine" Tavener on (0225) 765086.

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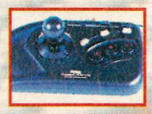

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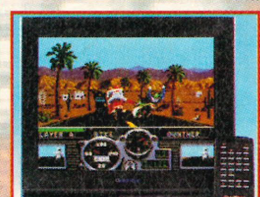

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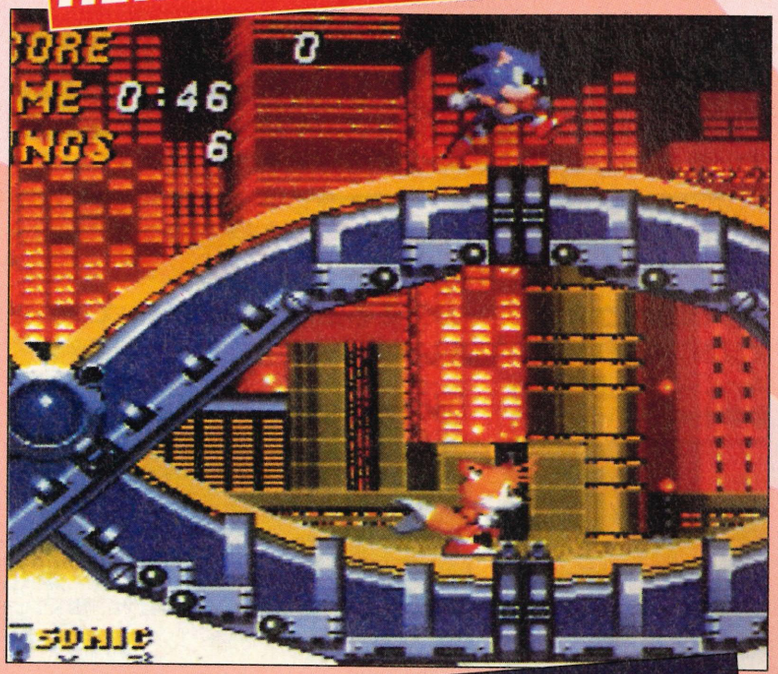
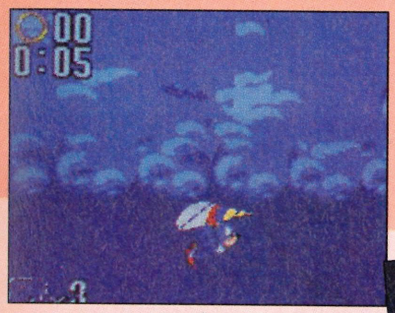
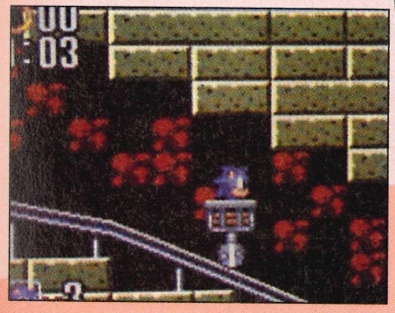
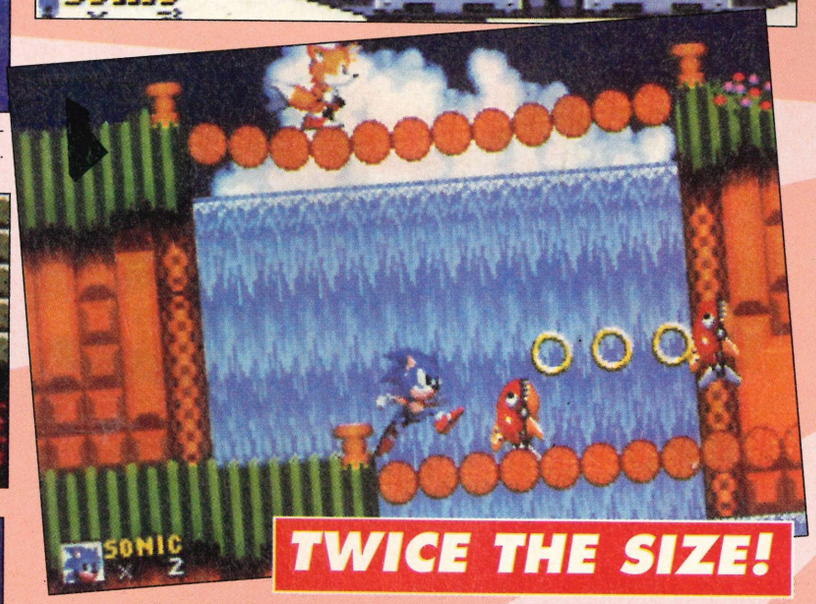




Here you can see Sonic flying in the air on a hang-glider. This may not appear in the finished game.



The two Game Gear shots above show that Sega are really trying to get all versions out for Xmas. Note how Tails isn't on the title screen yet!



TWICE THE SIZE!

The name is Sonic. The job is world-wide promotion of Sega. Success rate: 100%.

Since his introduction just 12 months ago (yeah, only a year ago!), Sonic has become the single most successful console character ever! Forget Mario, he's been around for aeons and still hasn't got the street cred of our Sonic.

Just to put things in perspective, can you remember the days without Sonic? Pretty boring, weren't they? The only characters Sega had were Alex Kidd, Wonder Boy and Joe Mushashi; none of whom you could really relate to. Software on the whole was quite conservative, with no-one really pushing any of the machines to the limit. Hardware sales were fairly modest too, with Sega only beating Nintendo in Europe.

Then along came a cheeky blue hedgehog. Sales soared everywhere, and so did the quality of software. As soon as *Sonic* was released, along came the likes of *Donald Duck, Kid Chameleon, The Immortal*; when programmers saw the three Sega versions of *Sonic*, they knew that this was only the beginning.

Rumours of *Sonic 2* started just months after the original was released. What would it be called? How could it be improved? When would it be released? What would be in it? Now we'll try to answer your questions...

First things first. The Mega Drive version of *Sonic the Hedgehog 2* will be simultaneously released world-wide on **Tuesday 24 November 1992**. The Master System and Game Gear conversions are also being developed at this time, although it is still unclear whether the programmers will be able to get them finished in time for November. As happened with the original *Sonic*, it is likely they will follow around Christmas or even early 1993.

The development is mostly taking place in Japan, with nearly all of the original team working on it. Recently they popped over to America to join forces with Sega's top American programmers, and also to get another perspective from an English-speaking country.

While it's too early to tell what will *definitely* be in the finished game, we have found out a few of the new items that the programmers have already implemented with a view to using in the finished version.

Primarily, there's the introduction of a two-tailed fox called, conveniently, Tails. Apparently, this cute little kid is just four years old (?), which makes Sonic a real old man at (apparently) 16 years old! We guess,

TWO PLAYERS!

Although they're not admitting that there will definitely be a two-player mode in *Sonic 2*, Sega do seem to have spent a lot of time testing out different ways of presenting Tails and Sonic onscreen. Here Tails follows Sonic through the rifle loop – keep up the speed, Sonic!

TRAVEL THROUGH TIME!

NOVEMBER 24!

WE GO.... SUPER SONIC!

Stop! Drop whatever you're doing! Sonic returns, and after our world exclusive pictures of the sequel in SegaPro#9, we're bringing you more. More pictures, more information and more hype than you've ever seen before. Why? Because Sonic's back, and this time he's brought a friend...

Tails is to Sonic what Luigi is Mario, a sort of sidekick who couldn't hold his own game together, but builds even more character into the *Sonic* series.

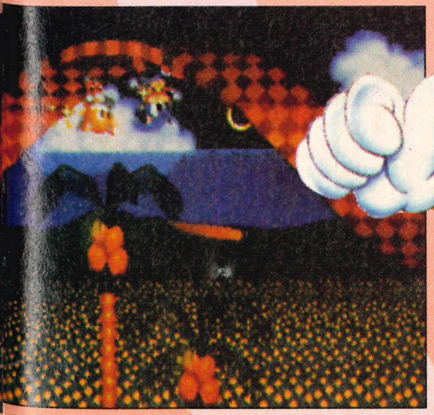
The whole of *Sonic 2* is based around time-travel. Sonic goes all the way back to prehistoric times, and progressing through various ages, will end up in the future. In each zone, he will meet his old friend, the Doctor, who is planting death-eggs through time. While some felt *Sonic* was a bit short, they'll be no danger of this in *Sonic 2*. The original game was only 4Mbits, but the sequel is planned to pack out a big 8Mbit cart. Which means more graphics, more sound and more gameplay!

Gameplay is one area where the programmers have spent a lot of time, and are currently trying out many new elements. First off, there'll be a new attack move, a side-kick. Yeah, Sonic's getting vicious! He'll also possibly having a mode of transport, too, with a hang-glider and carriage already designed. All the loops, spring and switches of the first should be in there, too, plus new obstacles like the rifle loop (pictured).

The big addition to gameplay is Tails. While no-one can really decide whether is will be a *simultaneous* two-player game, there's no doubt that the idea has been tried out. We have already seen a stage where the screen is split horizontally in two, with Sonic and Tails racing along their respective halves at a colossal speed.

Talking of speed, that's what Sonic is famous for, and the sequel should be even faster! Other tweaks include what seems like a brightening up and largening of the Sonic character and more facial expressions and moves when he's in action.

The only working version we've seen of *Sonic 2* was at an American show in May. That was a very simple version of the first game, but since then *Sonic 2* has come on in leaps and bounds. What we've seen so far looks great, and with *Sonic 2* progressing at such a rate, it should – yet again! – cause Nintendo to go back to the drawing board.



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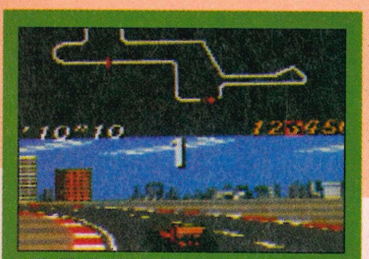
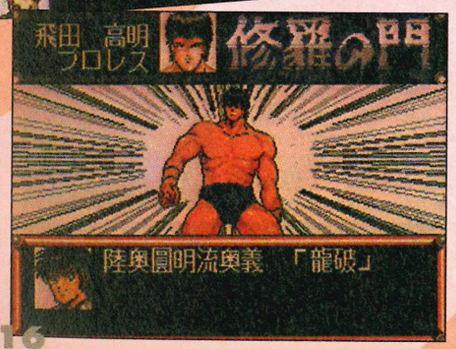
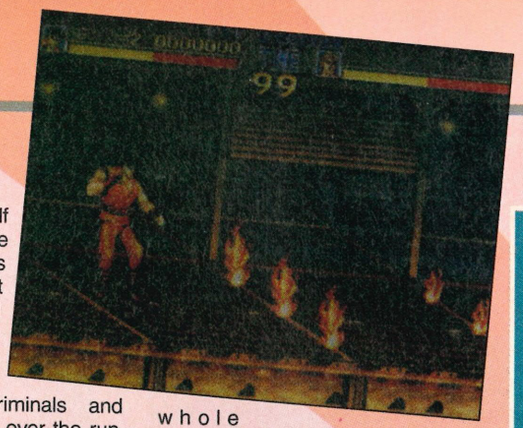


AYRTON'S IN GEAR

Sadly, as he's been all season, *Ayrton* on the GG was a bit late arriving, and failed to make it for review this month. Till next month, take a look at these GG screen pictures – and pray the game's better than the other versions.



FIGHTING MASTERS!



Just imagine yourself as mayor of a large American city. As with most places, it has its good and bad parts, but your problem is that the rougher areas are expanding, and criminals and hoodlums are taking over the running of the city. The police chief doesn't know what to do, and the public are screaming for action. With elections just around the corner, you must act.

Taking the law into your own hands, you take to the streets in the Mega-CD conversion of the Capcom coin-op, *Final Fight*. This game was mega-successful on the Super NES, but the Sega version will be even better. While the Super NES couldn't cope with the complete arcade game – missing the all-important stage four and a whole character! – the Mega-CD has the original arcade tunes, every level and all three characters, Hagar, Cody and Guy!

The only bad thing about *Final Fight* is that it's one-player. Well, it was on the SNES because the machine couldn't cope with two massive characters onscreen (it slowed down pretty bad in places anyway!), and it's still unclear whether the developers reckon they can get the Mega-CD to do the business in this area. At the moment the game's only 10% complete, so they're just seeing what the hardware can handle.

Although it sounds far from completion, but the programmers hope to have *Final Final* on the shelves by January 1993.

PHANTASY ZONE

Set 500 years after the original game, Game Gear *Phantasy Star Gaiden* is based in Alisaland – rumoured to be discovered by Alisa (of *Dragoon* fame). The major change from the other games is that the forced 3-D perspective has been changed to a simpler to view 2-D perspective.

You always have Minina and Alec in your party, plus another team member who can be changed depending on who you meet along the way. Places you visit on your quest vary greatly, from ordinary towns to gypsy villages and rich cities. You get around using various modes of transport, from canoes to cars, making this a very original twist on the usual RPG theme.

BIGGEST GAME EVER

Shining Force was Sega's first 12Mbit cart, and you'll already know that *Streets of Rage 2* (*Bare Knuckle 2* in Japan) is being developed on a 16Mbit cart for a January 93 release. But between those two, Sega are sneaking out another massive 16Mbit game, *Land Stalker*.

Yet again, they're packing the cart with a triumphant RPG. Its biggest attraction is the way that the graphics are rendered onscreen. While you stand in the middle of the screen, the whole solid 3-D environment moves around you. The landscape is constructed mathematically from small cubes, which allowed the programmers to created massive play areas while keeping memory usage down (not that they needed to with 16Mbits available) because they repeated loads of blocks. It also means that the whole game moves at a very quick rate, with the screen refreshing smoothly.

Your character can move in the four compass directions and jump. The main man also contains many manoeuvres, allowing him to slash his sword, and climb ropes and ladders.

Land Stalker is the first 16Mbit Sega game and is expected in late September. And don't worry about it being a Japanese RPG, because it's all graphics and very little text.

KICKBOXER

Gate of Shura follows in the footsteps of Electronic Arts' *Bushido* in being a beat-'em-up that hopes to instruct and educate, as well as allowing you to kick the hell out anyone who gets in your way.

Based on a comic of the same name, *Gate of Shura* allows you to enter combat using commands rather than the usual instinctive joypad controls. You must instruct ancient martial arts expert Mutsu as he challenges all-comers attempting to squash his head. Between the bouts, you are treated to a few static screens detailing your progress and the story so far.

This game is packed with loads of real moves that require a proficient hand if they are to have maximum effect. It will take many, many games, Daniel-san, for you to become the karate kid...

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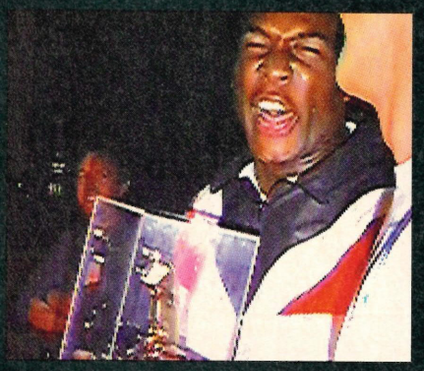
"Gerroff!" Dave is given a touch up by the make-up lady before going on camera. It's a man's life in television. "No lipstick, thanks."

Arsenal striker Ian Wright struggles to find his "goal touch" on the Super NES version of *Super Kick Off*. So did C&VG's Tim Boone, beaten 1-0 by our own Dave Perry!



Big Frank Bruno seems delighted with his golden GamesMaster joystick. "I'll put it with my Heavyweight Championship belt," he says. Well, we didn't argue.

PROFILE

Name: Dominik Diamond
Age: 22
Born: Arbroath
Previous "jobs": University student, security guard for Abbey National
Fave games:
John Madden's 92 (MD)
EA Hockey (MD)
Street Fighter 2 (SNES)
Super Tennis (SNES)
Ambitions: "To look as good in leather trousers as Dave Perry."
Which monk does he prefer?: From the waist up, the latest...

GAMES

"Oh my word! Where's the church?" "Goodness me! What's he wearing?" It's diamond Dom alright, resplendent in his new scarlet jacket and cricket slacks – a weird blend of Butlin's redcoat and Public School fag – but the GamesMaster set is almost unrecognisable, having undergone a head-to-toe revamp. Gone are the Gothic pillars, the stained glass windows and that strangely unnerving organ. In are giant machine cogs, steel viewing platforms reaching to the roof and the cold, dank feeling of late Victorian industrialisation. It's very reminiscent of an old Duran Duran video or an early Mad Max movie, and with torches burning all around the perimeter and the obligatory smoke and eerie lighting effects, GamesMaster has certainly hit the big time – but what's happened to the monk?

Hewland International have been so overawed by the success of the first series that they have been very careful to ensure that the second helping of games-induced mayhem should take the whole cyber-gothic concept even further. "I think we could quite conservatively expect to get around four million viewers this time around," predicts a confident Craig Goldman, the show's Marketing Director. "The last show of the previous series had over 3.4 million viewers, so the ratings were on the rise."

The show will keep roughly the same format despite its new face-lift, with reviews, tips and star-studded gamesplaying challenges being interspersed with the inimitable Dominik Diamond's quirky hosting links and the omnipresent GamesMaster's irreverent intrusions from his virtually real world.

Director Cameron McAllister is never seen without his very rare SEGAPRO cap. That's style for you.

Family fortunes

Above all, money is (almost) no object this time around, as Channel Four were more than happen to increase the meagre budget of the first series when they saw what potential the video gaming audience held. And when we say no expense spared, we mean it. In fact, they could even afford to bring in The Pros' very own Dave "the kid" Perry to pass his expert eyes over six of the star-studded challenges. With the small change left over, they also managed to secure the waggling talents of Renegade's Tom Watson (the man currently holding the reins on the Mega Drive version of *Gods*), Frank Bruno, Bob Holness and Take That, amongst a host of other top 'celebs'. There are even a few gimmicky challenges, like two grannies who battle it out in *Kings of the Monsters* (Neo•Geo). Yes, from October 1, hands and foreheads will be dripping with sweat as the reputations of top stars are at stake as they battle the toughest games the GamesMaster can throw at them. But where's the monk? Couldn't they afford him?

The latest mix of ideas for the programme's content have been floating around since the first series when a set of "conceptualizations" were conceived, but budget unfortunately dictated very heavily over creativity. However, director Cameron McAllister is now able to sink his teeth into putting together the programme he always wanted, and presenting the GamesMaster as he was originally envisioned: large, dark and foreboding.

The new-look set is complemented by a dapper Dominik Diamond shuffling around munching carrots and flicking back his side-parting, looking like an extra from Hi-De-Hi. Why-de-why, you may ask, is he donning such a strange outfit, he even has white shoes on! Well, it all fits in with the series' big "concept", man – can't tell you more than that, unfortunately, lest Patrick Moore comes round and bites our chilly bits off.

We asked Dominik, who is now also executive producer, what he thought of the new show: "The new series is going to be much, much better, the set is like a cross between Aliens, Blade Runner and Trumpton. I'm really happy with the way things have progressed from the first series."

The crew working on the new show has expanded enormously from the 15 or so working on the original, and now there are even comedians and warm-up artists to stop the 300-plus audience from getting bored between takes. In the

background, you'll hear MTV roaring out as Dom practises his lines or the director scurrying around, searching for the perfect camera angle.

As you might expect, there are a lot of stops and starts when filming a series like GamesMaster, but we, however, were more interested in the curious planting of a number of young would-be models into the audience. All dolled-up in plastic hotpants and mini-skirts, they were pushed to the front of the rails to add that certain *je ne sais quoi* to the crowd shots – keep an eye out for them. The monk would have loved this...

Challenge Anneka?

Okay, okay, you wanna know about the games. Well, the crew are shooting the series in two 13-show segments, with the intention of keeping the show bang up to date. The challenges are a mixture of classics like *Dyna Blaster* (an Amiga conversion of an old but utterly brilliant PC Engine called *Bomber Man*) and *Sonic the Hedgehog*, and the latest hot releases like *Super Kick Off* (the terrible SNES version) and *Street Fighter 2* (again on the SNES).

There is also some lively arcade activity, with the return of the punchy *Sonic Blastman* challenge and blood-vessel busting mechanical arm wrestling. Danny Curley, the (now ex!) European Sega champion, will also be a regular, taking on challenges from the audience and, during breaks, enjoying the latest copy of SegaPro. Yes, don't believe the hype, we have pictorial proof that Curley knows what's good for him.

The Pros (and even the hackers on our sister mag Console XS) have been heavily involved in the putting together of the reviews and consolation zone on GamesMaster. The Buttster's hotline and the Scullyphone have been constantly ringing with calls from the show's researchers and big Dom as they struggle their way through the latest software. (No problem – we're only too glad to help the GamesMaster out.) And be sure to watch out for Scully (wilting in front of camera), Damian (coming over like a real pro, of course) and Ryan Butt (fresh-faced whipping boy of the big Buttster) as guest reviewers on the new series, giving their expert opinions on the hottest games and being made to look very silly by the weird camera angles in the recording studios. Even our own fat publisher, Richard Monteiro, has got in on the act, reviewing the Mega-CD. No laughing, please. (Rumour is, you'll also be able to see one of the Buttster's old flames in there too – arght!)

Billowing smoke, cyberpunk, nymphettes and the latest games on the market... All in all this promises to be a block-busting new series. On the air from Thursday 1 October, at 6.30pm on Channel Four, GamesMaster has a new look, a new location (which we have promised not to reveal) and a brand new intro, so don't miss it.

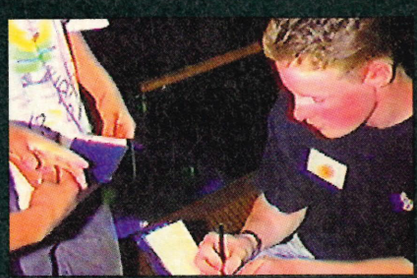
The latest games, the big names and now the Pros as well; it's gonna be a real televisual treat. And what about the monk? He seems to have changed a bit as well. You'll see what we mean...

"Cor, would you get a load of those!"
"I don't fancy yours much... hang on, yes I do."
"She must have sprayed those trousers on."

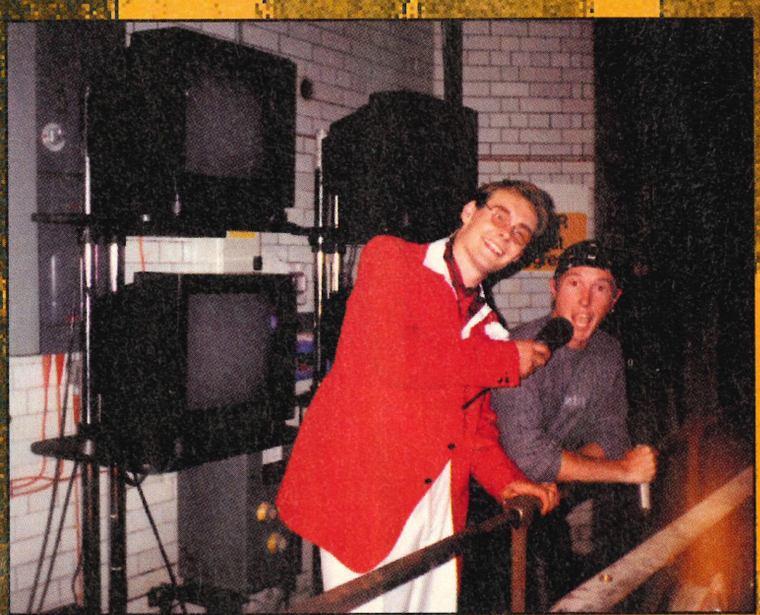
"Oops! Sorry girls."
The GamesMaster babes give our photographer an attitude check as he struggles with his aperture.

"Cut! Cut!"
It's all very serious and teccy behind the scenes as the director tries to ensure that every shot is perfect.

Dave wishes he was taller as the show's sexy new diver towers above him.
"I preferred the monk," he mumbles. We're not convinced.



Damian Butt, "tipster to the stars", gets down to the demanding task of signing autographs for some of his many young fans – and their mums.



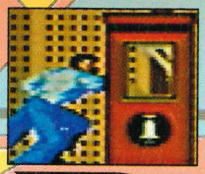
"Lights, camera, action!" The Pros' Dave Perry launches into commentary whilst Dom Diamond tries to shove his microphone down his throat so he can get a word in edgeways. "I'm the star!" they both yell.

GAMESMASTER

Oh, no! It's back!

It attracted over three million viewers each week.
It completely wiped the floor with the Jonathon Ross show and many other more established programmes in the ratings war.
GamesMaster was, without a doubt, the television phenomenon of last year... and now it's back for another 26 shows. The Pros, of course, were invited along to teach Patrick Moore about gamesplaying and to get an exclusive first look at the all-new show format. You saw it here first...

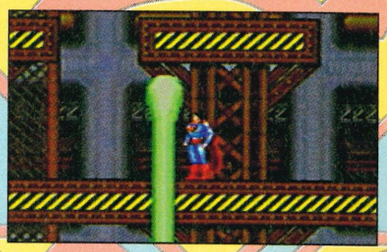
SUP

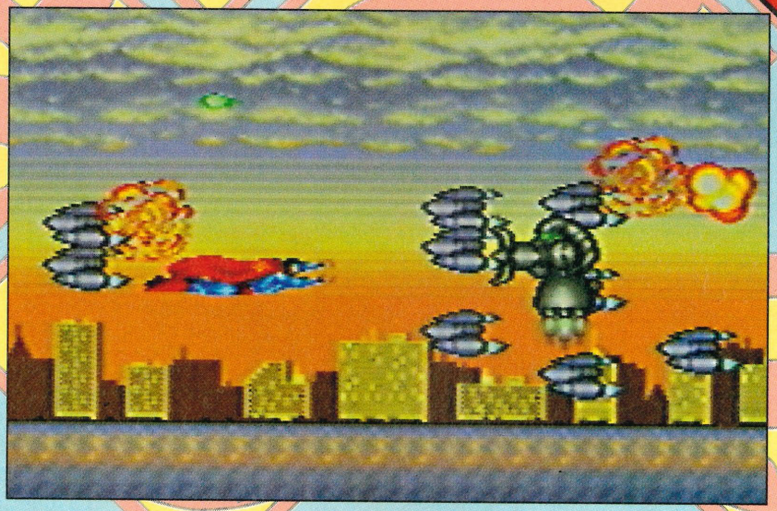


After seeing several conversions from the pages of our most famous and favourite comic books to computer, including the likes of Batman, Spider-Man, Judge Dredd, Asterix and, of course, Mickey and Donald, to name but a few, it seems only logical that the one-and-only Superman should join the ever-growing band of digitised heroes.

Yes, the Man of Steel has hit the Mega Drive, and with him he's brought plenty of his arch-enemies – and a couple of friends, too!

Maximus has kidnapped several people close to Superman's heart, and it's up to Clark Kent's alter-ego to free them before they come to any harm! Included in this band of hostages is his sweetheart, Lois Lane, so if there are ever gonna be any Superbabies, you'd better get to it!



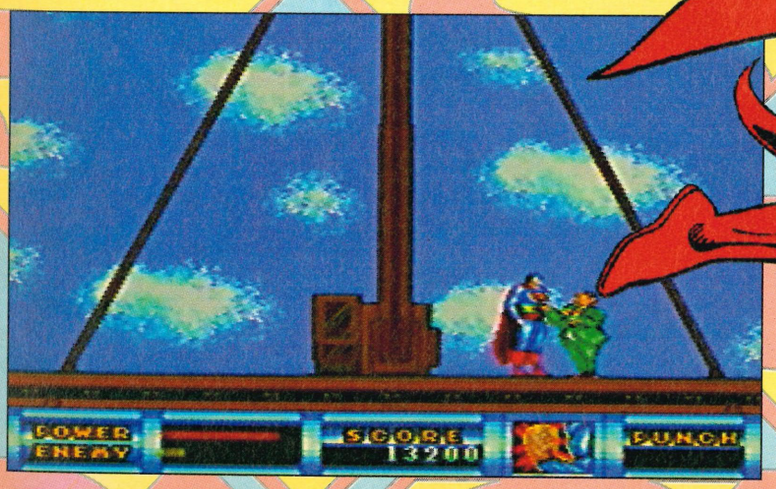


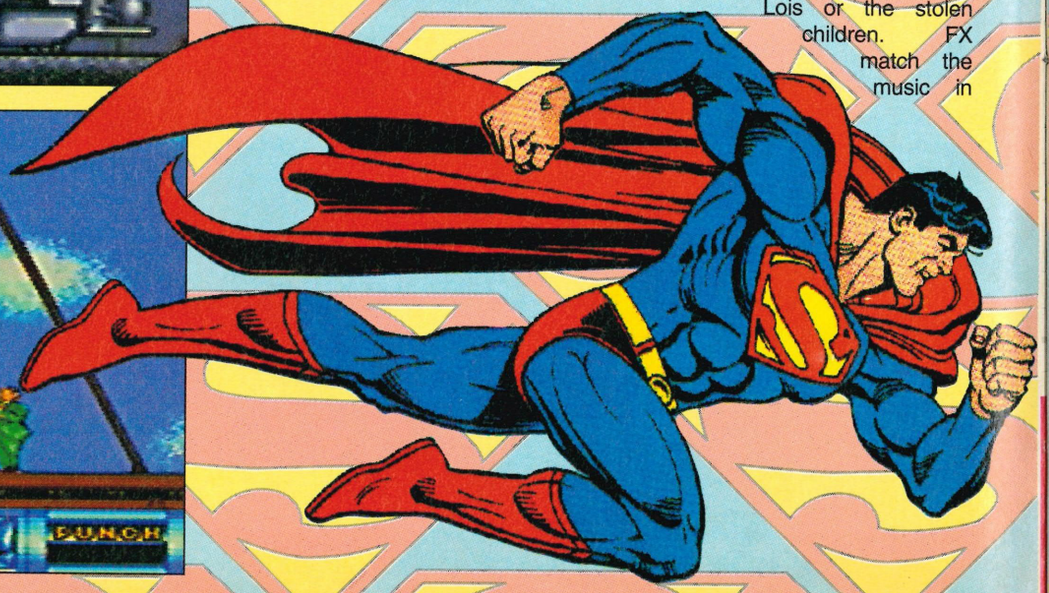
Superman begins with some awesome animated sequences, the best of which is Clark Kent's mad dash into a telephone booth, emerging after a split-second as the Man from Krypton! The high-gloss feel is carried over to the Daily Planet news stories that set the scene for each successive level.

Graphically, *Superman* is almost perfect! Our hero's sprite moves with life-like fluidity, and has a huge range of movements and powers. All of his superpowers are evident, and each must be used in the correct scenario or completion will evade you.

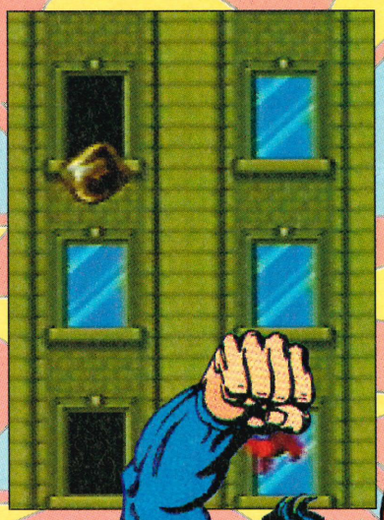
The sets are inordinately large, and realistically designed to resemble the areas portrayed. Metropolis, for example, is a sprawling city built up of skyscrapers and condominiums galore.

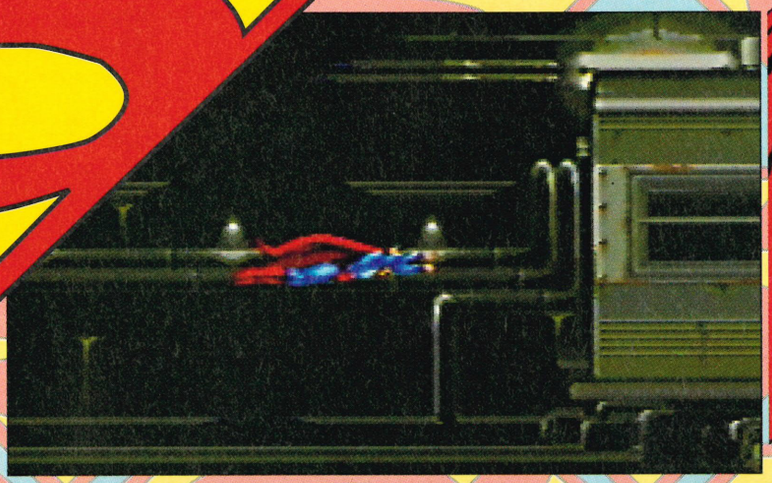
The incidental music is terrifically fast (to match the gameplay), and keeps the hype-level high throughout. It really helps to egg you on in your mission to save Lois or the stolen children. FX match the music in

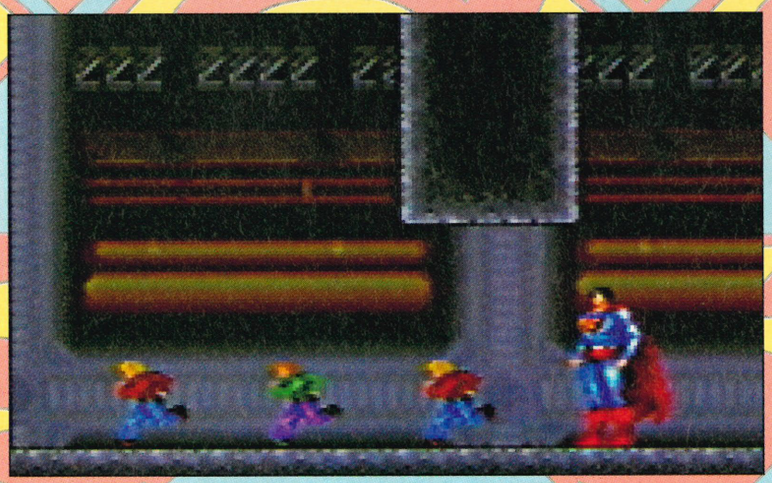




SUPERMAN

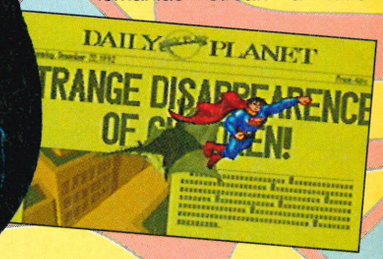


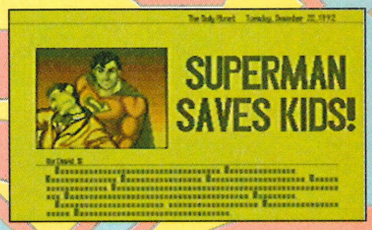




large platform element!

The only thing we were upset by was the non-appearance of arch-enemy Lex Luthor. Apparently, Lex had already died of radiation poisoning (the greatest criminal mind ever just simply forgot how dangerous plutonium is! whoops!). But there are always rising fiendlets ready to jump into his shoes, and, in this case, they include the Prankster, Braniac, Metallo and Terraman, who all have a megalomaniac streak a mile wide!





dynamism, and there are plenty of them, including explosions, collisions, punch noises and superpower sounds, such as the heat-ray that Kal-el can project from his eyes!

Superman's life-saving mission is constantly halted by the friends and followers of Maximus. These guys form the level guardians, and mighty tough they are too! They all have their special weapon, most of which have something to do with Kryptonite. Yes, Kryptonite! The only substance in the known universe that can harm our stockinged hero! Luckily, each miscreant has a weak spot which can be exploited by one or more of your off-world powers!

Gameplay comes in several varieties. The first level is a beat-'em-up, followed closely by a vertically-scrolling dodge-'em-up, and a horizontal shoot-'em-up. The coders really have succeeded in bringing several forms of gameplay together in a cohesive structure. The later underground levels even have a

After just a few plays of an early version of *Superman* on the Mega Drive we found it an extremely gratifying game to play, considering its high difficulty setting. It may look like all nice and friendly, but beware, a savage game lurks underneath!

For a more in-depth lowdown on the Man from Krypton, look out for an exclusive review in next month's SegaPro.

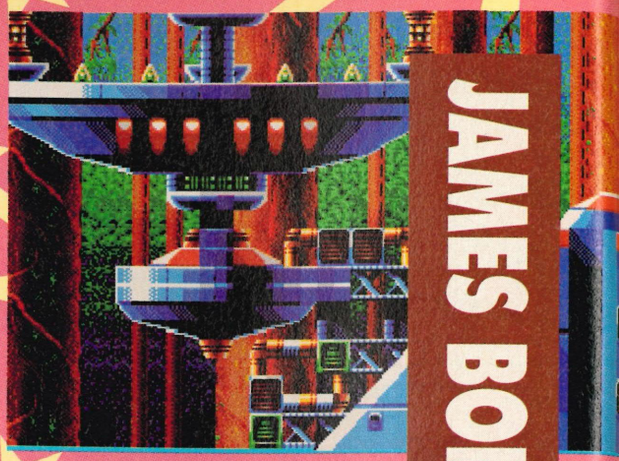
PROFILE

SUPERMAN ● VIRGIN ● £TBA ● OUT NOV

CART SIZE	8Mbit
STAGES	5
GAME COMPLETE	90%
DEVELOPERS	Sunsoft of Japan
FEATURES	kryptonite

The Kremlin is not quite what it sounds. In fact, you've been supporting it for years. No, not *that* Kremlin, we're talking about Domark's development house, The Kremlin. With Christmas just around the corner, like all programmers, they are busy at work on their top releases of the year. But even the high security of The Kremlin couldn't stop the Pros getting in where others feared to tread...

JAMES BOND - THE DUEL



"No, Mr Bond, I expect you to die..." <cue evil cackle> And to all intents and purposes, James Bond has died over the past few years. We used to be treated to a Bond film every two years, but due to untold legal wrangles in America, no-one has been able to produce one since the last film, Licence to Kill, came out in 1989.

Way back then, as with A View to a Kill and The Living Daylights, there was a computer game, and Domark were the folks with the money (and contacts!) to secure the lucrative licence. It's safe to say that every Bond computer game has improved on the last, with *Licence to Kill* being quite a decent little shoot-'em-up. No Bond game, of course, has ever made it onto Sega – mainly because there wasn't a Sega machine to put it on. And with the absence of a new film, you might have thought this sorry state of affairs would have continued. But being the shrewd dudes that they undoubtedly are, Domark decided that they (and tons of Sega-owning Bond fans!) could wait no longer, and what they've come up with is *James Bond – The Duel*, a mixture of great gameplay and even greater Bond adversaries from the 007 films.

Programmed on the Mega Drive by Paul Margrave at The Kremlin, the latest Bond extravaganza should blow your socks off! First glance of the game reveals it to be not too dissimilar to the brilliant *Rolling Thunder 2* (which is only available on import at present). Taking place over four levels, as 007 you must travel over land and sea to your arch-enemy's Caribbean island where he is holding Professor Michael Jones and his daughter, Sarah. Using the professor's know-how, the dastardly criminal has built a cloning machine which he's using to reproduce all of Bond's old enemies.

At the end of each of the four levels, you'll encounter your old "friends" Oddjob, Jaws, Yoyo (Grace Jones) and the Voodoo Doctor. It's up to you to settle old scores or jump out of the way and get on with the task of tracking down the prof.

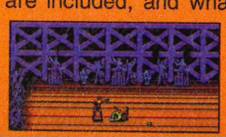
The Mega Drive version of *James Bond – The Duel* comes on a 4Mbit cart and is expected in November. It will be followed by the 2Mbit version on MS and GG in early 1993.

PIT-FIGHTER

Without doubt, the most eagerly awaited release of 1992 was *Pit-Fighter* on the Mega Drive. It was not unheard of for people to spend a good £10-15 extra just to get the American import ahead of Domark's official version. Packed with stunning animation and gorily realistic sound effects, you would have thought it impossible for anyone to even think about, let alone attempt, a Master System version of Tengen's beat-'em-up. But with that great MS game *Super Space Invaders* under his belt, The Kremlin's Andy Taylor was champing at the bit to get his hands on the Master System conversion.

Thankfully, Andy hasn't wimped out and done a cut-down version of the Mega Drive game, he's actually adapted *Pit-Fighter* to the 8-bit Sega. But this sort of game needs memory, lots of it, so don't be surprised if you don't get the MS's 4Mbit cart squeezed onto a Game Gear cart (although it should, theoretically, work through the Master Gear).

The game contains a massive 94 frames of animation which makes the, albeit small, characters come to life in a very aggressive manner. Practically all the moves from the original are included, and what isn't there isn't worth having. Sadly, there's no audience participation in the MS version, but you will still find yourself chucked back into the arena if you happen to fall into the crowd.



The main changes come on the options screen. Due to the MS's capabilities, the amount of fighters you can have onscreen is limited to two. Obviously this means you can't have two human oppos against the computer, but don't let that worry you as there are new options to compensate for it.

There are three two-player variants available. The first pits you against each other, with the winner being the first to get five victories. Or you can try your luck against an enemy opponent. Finally, you can choose to play any of the enemies yourself, and fight against any of the game's characters. So, let's face it, two players will not be short of something to play!

Also implemented into the game are a few hidden games and an ingenious cheat method – although we will most definitely NOT be revealing any of these till 1993! And if that wasn't enough there are seven speaker-busting tunes, and even the chance of having some speech!

All in all, *Pit-Fighter* on the MS has the potential for being the best 8-bit beat-'em-up of the year. Look out for it in November.

WHO THE HELL ARE... THE KREMLIN?

The oddly titled Kremlin is the home of Domark's software development division. Its name came out of an in-joke between Domark's central offices in Putney, London, and the programming base in Addlestone, Surrey. To avoid confusion between the two Domark offices, the employees called the two divisions The White House and The Kremlin (just to add a spot of intrigue to any outsider who picked up the correspondence). Journalists caught on to the name, and it's just stuck. They even have Russian text on the wall of the offices (goodness only knows what the locals think!).

The Kremlin was set up in April 1990, when Domark felt that their programmers "needed their own space and identity". For Domark, it's been one of their smartest moves, not only allowing them to keep hands on the development of their own games, but also to create their own original products, not just licences.

The Kremlin's expansion has been so rapid that they are even taking on trainees to bolster the team. At present, The Kremlin are working on the three Sega machines, IBM PC and various CD formats (including Mega-CD). On the Sega side, current games on the books include *James Bond*, MS *Pit-Fighter* as well as a few games they have slated for next year, like a flight sim and a "totally original" game on the Mega-CD.

Over the next few years, The Kremlin's general manager, Russell Ferrier, envisages them expanding their Sega side and entering more deeply into the realm of compact disc, whether it be CD-I, Mega-CD or whatever. "When an industry standard establishes itself, the CD market will really take off," enthuses an impatient Ferrier. He can't wait, and neither can we!

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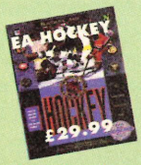

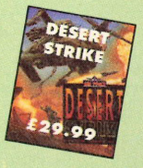

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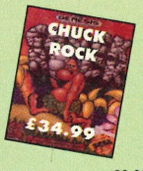

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Trivial Pursuit

MASTER SYSTEM

Trivial Pursuit has hit the Master System, and the boffins amongst the MS fraternity will finally have their favourite high-brow board game on their console!

The original board game has been licensed out by toy magnates Horn Abbot, and the coding has been carried out by Teque in London for that ever-successful software house, Domark.

For those of you who've been off-planet for the past decade, Trivial Pursuit (or Triv to those in the know!) was the smash hit board game of the Eighties. The rules are simple: answer questions to win the chance to answer more questions. The person who answers the most questions correctly wins! Exciting, huh? Well, most of the country thought so, and were swept up on the Triv craze. And if you don't watch out, you could be too!

The three rooms you'll be visiting in your quest for excellence: the library, cinema and music room.

Triv is now possibly (with the exceptions of such giants as chess, draughts and Monopoly) the most played board game across the globe. It's been translated into countless languages, and it comes as no surprise that it has appeared on several computer systems, the very latest being the Master System.

This version follows the gameplay pretty damn exactly. The board layout is perfect, and there's a time limit to your answering the problems. The game is compered by a spiffing alien chappie going by the name of Teepee (TP, geddit?) who asks the questions, or in the case of a pictorial or musical question, shows the slide or tinkles the ivories respectively!

As for the number of questions stored in memory, well the database is 8,000 questions strong and covers four languages, so there's no real problem with repetition. They include all six subjects, and the inclusion of audio-visual puzzles genuinely adds to the excitement!

Up to six masterminds can compete in this contest of cerebral excellence, so there'll be punch-ups aplenty beforehand (while choosing colours), during (cheating) and after (nyah, nyah, nyah!). The time limit is represented by a snail, who travels across the top of the screen from right to left toward a sign bearing the words "The End". If you haven't answered by this time, the solution is flashed up and your turn is ended.

The only problem with computerised versions is that some people aren't as honest as others! The computer displays the correct answer and you're asked if that was the answer you gave. If you're playing on your own against the computer, it would be all to easy to reply "yes" even if you got it wrong (as if a SegaPro reader would stoop that low!), and that takes all the fun out of it!

Triv will be available in the shops round about September, and if you haven't got the original then this game is a must in family entertainment.

WHO THE HELL ARE... TEQUE?

Most (if not all!) of you out there won't have heard of these cheeky chappies as *Triv* is their first outing into the Sega market. Teque have previously worked with the Atari ST, Amiga, IBM PC range and have been reasonably successful in that field. They too have been swept up in the console boom, though, and consequently are now at work on several hush-hush projects across the Sega formats. Dean Lester, the "producer", told the Pros that working on *Triv* was great fun, and that they're looking forward to the completion of their latest ventures (which they couldn't even tell *us* about!). Musically-minded Peter Hennig (*Triv*'s main coder) dragged himself from his keyboard to tell us that when he's not programming, he enjoys making electronic music (including jazz!), but that his main form of enjoyment is seeing a game come together well. *Trivial Pursuit* has, and we're sure the rest will too! The future for Teque looks bright – so good luck to 'em!

PROFILE

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CART SIZE	4Mbit
DEVELOPERS	Teque (London)
PERSONNEL	Peter Hennig, Dean Lester, Tony Hagar, Matt Furniss, Tony Love
FEATURES	teamplay/versus

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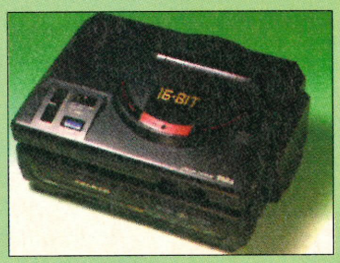

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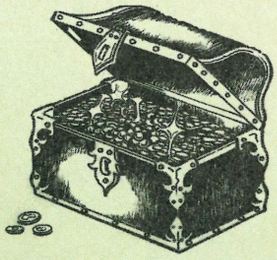

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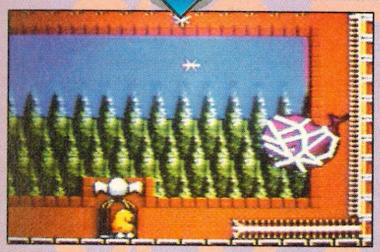
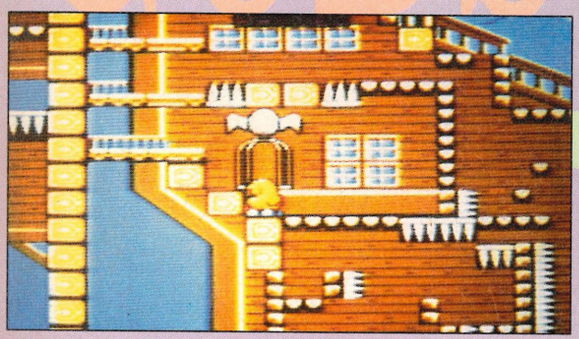
NEW ZEALAND STORY

MASTER SYSTEM



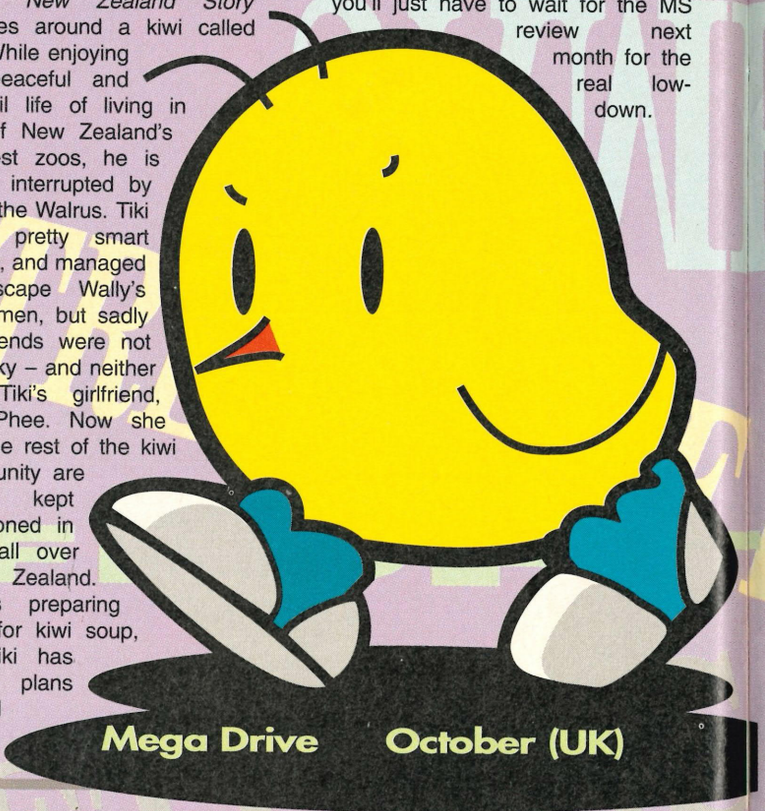
Let's face it, *New Zealand Story* has been around for absolutely eons. Almost every computer and console known to man has a version of the game on it – except Sega. Well that's not strictly true for there has actually been a brilliant Mega Drive version, which was sadly only available through importers as it was Japanese, and it's jolly tough to get hold of now. A UK version is strangely absent, especially considering the popularity of the game on the home computer formats. But all that is about to change for Master System owners as they are about to get their own version from good old Tecmagik, the folks who did those terrific conversions of *Populous* and *Shadow of the Beast*.



Tecmagik regular, Simon Freeman, and sidekick Karen Mangum are behind the coding, and have managed to squeezed everything from the original arcade machine onto the little MS. Officially, there are 21 levels, but just like the other versions, Tecmagik have also chucked in a few warps and hidden levels to keep you on your toes.

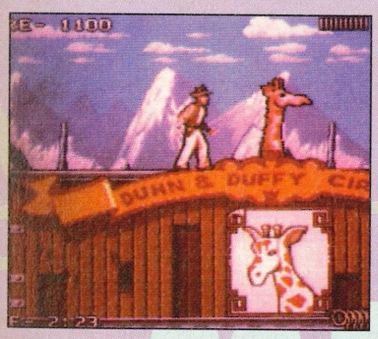
The New Zealand Story revolves around a kiwi called Tiki. While enjoying the peaceful and tranquil life of living in one of New Zealand's plushest zoos, he is rudely interrupted by Wally the Walrus. Tiki is a pretty smart cookie, and managed to escape Wally's henchmen, but sadly his friends were not so lucky – and neither was Tiki's girlfriend, Phee-Phee. Now she and the rest of the kiwi community are being kept imprisoned in zoos all over New Zealand. Wally's preparing them for kiwi soup, but Tiki has other plans and vows to rescue them all.

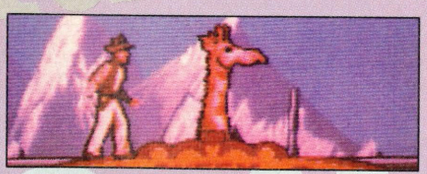
Judging by the screen pictures we've seen, this has the potential for being a massive platform hit. But you'll just have to wait for the MS review next month for the real low-down.



Mega Drive October (UK)

INDY'S CONTINUING CRUSADE

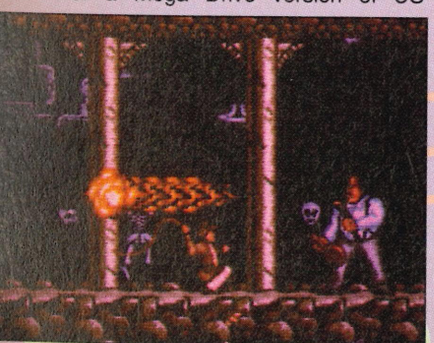




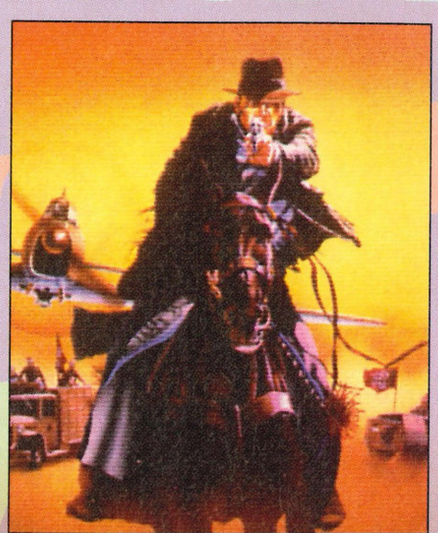
MEGA DRIVE Mega Drive November

GAME GEAR Game Gear November

For a Last Crusade, this has to be the longest one in history. It's almost two years since the third Indy film came out and The Last Crusade is still going, this time under the guise of a Mega Drive version of US Gold's original "arcade" game.



The 16-bit version comes on a big 8Mbit cart, but strangely it only contains five levels, whereas the 2Mbit Game Gear version has six. The improved graphics and parallax scrolling would certainly account for some of this, and perhaps the levels will be even bigger than the original. One thing's for sure, there's going to be loads of digitised music and sound effects, so you can be sure that the cart will be brimming with quality.



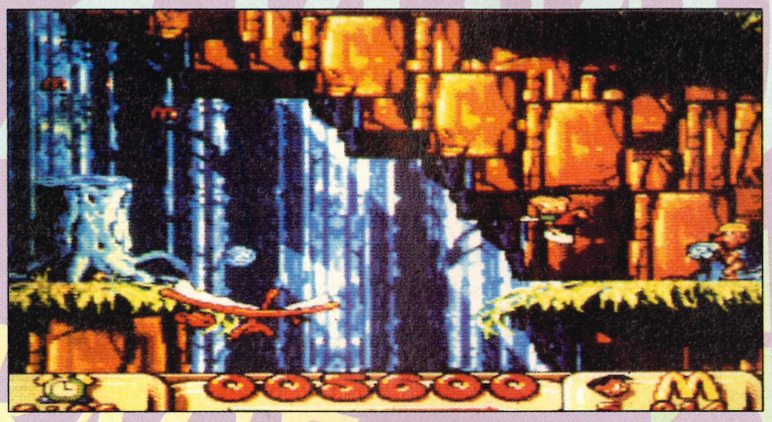
The Master System version has sold almost a quarter of a millions copies worldwide, so expect the Mega Drive version to rocket to an even larger figure.

US Gold's Game Gear version has been delayed and will join the Mega Drive version for a November release. Talking of delays, you're gonna have wait till November for the Game Gear version of *Out Run Europa* and the Mega Drive version of *World Class Leaderboard*, both which have already been reviewed in previous issues of SegaPro.

BIG MACK AND MICK

Wanna a hot tip for early 1993? Try Virgin's *Mick and Mack: Global Gladiators* for size. Well, at least that's what is was called the last time we saw it – the game has already gone through seven name changes since its conception early on in 1992!

Mick and Mack has the full backing of the fast-food chain McDonald's, who hope it will improve their environmental image. So what have burgers and patching up holes



in the ozone layer got to do with each other? Admittedly not very much, but Mick (the black kid) and Mack (the white kid) are supposed to be helping Ronald McDonald clean up the disgusting environment.

As you travel through the platforms of the four massive levels, you can combat the gruesome enemies by shooting some sort of neutralising goo at them. However, your main aim is not to kill all the uglies but to collect the golden arches that represent the McDonald's logo. The actual number you require still hasn't been decided, mainly because the game in deep in development and Virgin are only just putting it through the early playtesting stages.

We caught a glimpse of *Mick and Mack* earlier this month, and although we were poker-faced at the time, we now have to admit that we were totally awestruck and completely addicted by this terrific game. Best of all is the animation, which contains more frames than is healthy – not even Virgin could count how many frames the guys in the States had squeezed in.

We've saved the bad news till last, and that's that you'll have to wait till at least February of next year for the game to hit the streets. But take The Pros' word for it: it will be worth waiting for.

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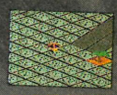
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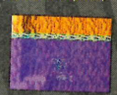
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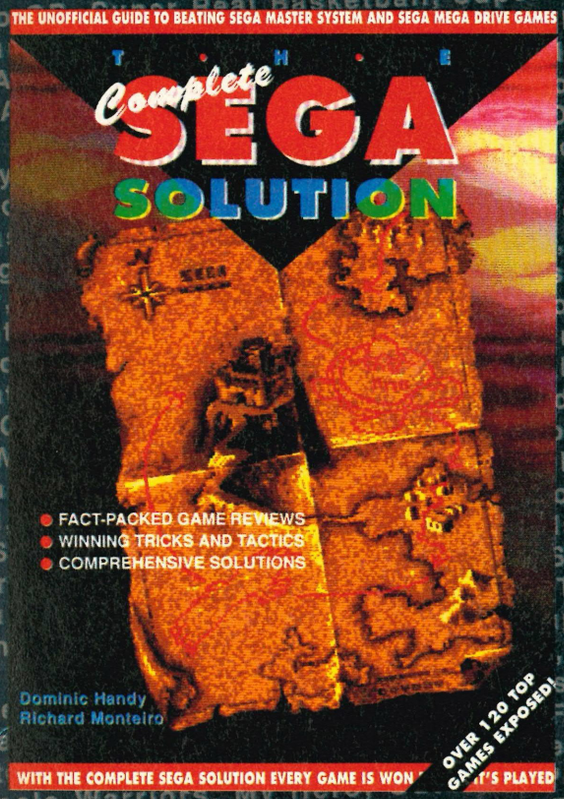

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pro reviews INDEX

THE REVIEWING 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 address given is of the main supplier in the UK. If the game's on import only, it'll contain an importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

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.

PROTALKERS

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MEGA DRIVE

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MASTER SYSTEM

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Xenon 2.....42

GAME GEAR

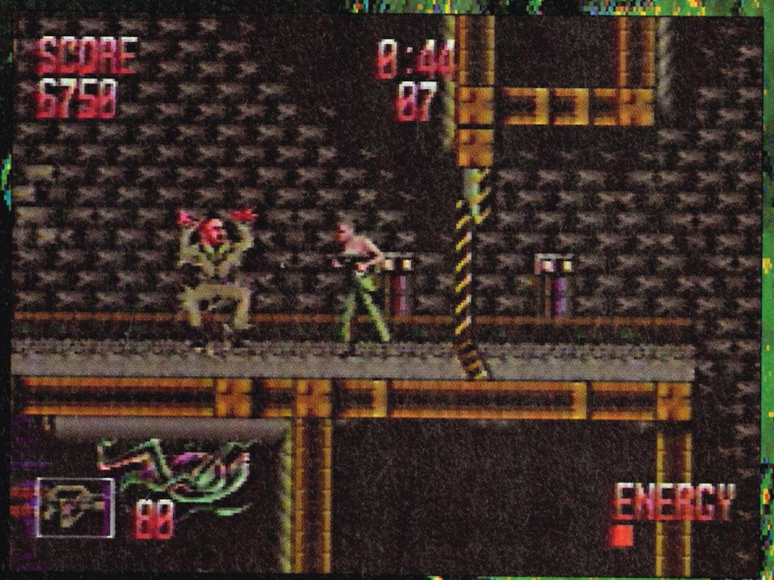
Many apologies for no Game Gear reviews this month. None were released but normal service will be resumed next issue!

MEGA DRIVE

ALI

Just when she thought she'd finally got away from the Aliens, Ripley's escape pod crash-lands on the surface of a prison planet. Unfortunately for the planet's residents, one of the Aliens has hitched a ride with her and subsequently has set about investigating its new-found home.

Already, the Aliens have set about impregnating their human hostages. Cocooned and stuck to walls in various parts of the prison, the humans have only one chance of survival: Ripley. Her skill with weapons (although there weren't any in the movie!) and previous experience of fighting the acid-blooded Aliens are the only things that can keep her and everyone else alive. Nobody else can beat the Aliens and rescue the hostages, but time is running out...



Here's one of the victims you've got to rescue. A quick caress from the hands of Ripley is enough to free the poor chap from his torment! Watch out, though, they're usually quite well protected.

slick intro featuring the Alien egg logo offers up your options screen. Here you can choose the number of tries you have at each mission from one to as many as nine times, select your difficulty settings, button configuration for firing, jumping and weapons selection plus check out the sound test.

The game opens with you controlling Ripley at the top of the underground prison complex. Your arsenal consists of a pulse rifle, flame thrower, grenade launcher and hand grenades. It sounds invincible, but your ammo is limited and, although there's plenty of ammo and energy power-ups hidden in the complex, you'll be too busy to spend time hunting for it.

PROTIP For extra points and to save time, blast through doors with your grenade launcher.

You play against the clock on each mission, even on the big level guardians you meet after every three stages. With only a certain amount of energy and time there's very little room for mistakes. The hostages are hidden all over the maze-like prison and worker Aliens are everywhere; jumping from the floors and ceilings and wandering the corridors. A motion tracker in the top-right corner of your screen will tell you if any are near, but it eats batteries and finding them wastes valuable time. Airduct crawlways can give you access to other parts of the complex, but provide perfect hiding places for Aliens, who lurk down ladders or drop on you from above. Clearing your path with hand grenades saves your other, more valuable ammo.

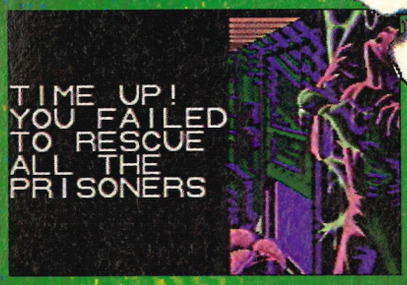
Alien^3 was developed by Probe, the same team who put together *The Terminator*, and it shows. The game sprites and backgrounds all display the same attention to detail, and the multi-directional scrolling is as smooth as silk. The backgrounds are relatively simple in the early stages, but as you progress things really hot up. From blood-pumping carcasses and gore-smeared walls in the infirmary sections, to the acid-dripping exteriors where face-hugger pods and Aliens hide in the scenery on the later missions.

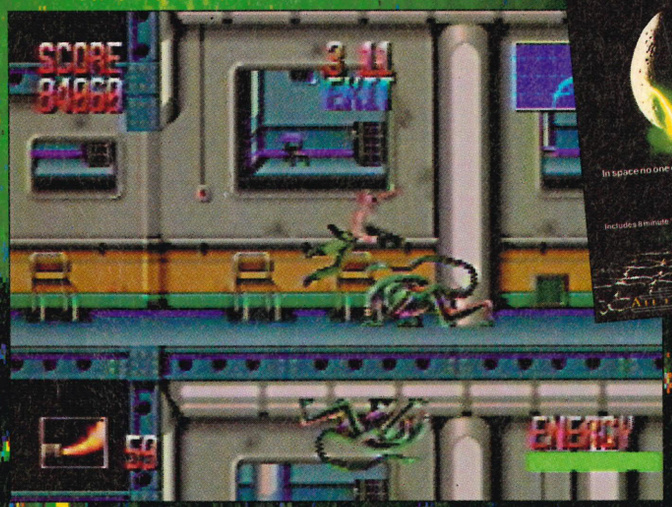
The Ripley sprite is well animated, though is not as detailed as the Aliens, whose metallic colour and shading is right out of the movies. Like Reese in *The Terminator*, Ripley's movements are restricted to jumping and climbing, but annoyingly, she can't jump and fire simultaneously, which would have made wasting ceiling-clinging Aliens a doddle. With so many ladders and moving platforms to cope with, you have to be careful how far you jump, too. Drop too far and you'll lose some energy.

The Three Degrees.

ALIEN 3

PROTIP Check out the bottom of the level where the sliding doors are on stage four. Go right through the wall by the ladder to find a secret room full of goodies!





This level is entitled "Mayhem!", and mayhem it is! Aliens attack you from all quarters, not even giving enough time to let a few rounds off!

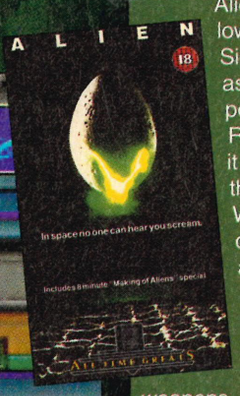
Reaching level four, you'll come across this little lovely! She's the guardian to the later levels, and takes no stick from puny humans! Your best bet's the grenade launcher.

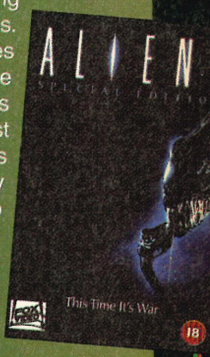
It isn't just the graphics that earn Probe a thumbs up. The music is fantastically atmospheric throughout the game, really conveying a sense of urgency as you crawl down Alien-infested ducts while the clock ticks down. The spot effects are even better, with some really meaty explosions to accompany your weapons.

The pulse rifle is the quickest and easiest to use, but chews up its ammo on each Alien, although you can use it at a distance. Your flame-thrower crisps up anything than comes near you, but they have to get close! The grenade launcher is the most devastating, but takes split-second timing to get right. Hand grenades are the least useful, but dropping them from stairs onto egg pods and Aliens saves time and risk to Ripley.

IF IT MOVIES, SEQUEL IT

Alien^3, directed by David Fincher, follows on from *Aliens* and sees Sigourney Weaver reprising her role as Ripley who crash-lands her escape pod on a prison planet. Unfortunately, Ripley's brought an Alien with her and it quickly starts mashing the prison's inmates. With her comrades dead, and Bishop, the android, a useless wreck, Ripley must convince the inmates of the danger they face and, with no weapons on the prison planet, destroy the Alien with whatever she can find. With or without the inmates' help, Ripley faces the ultimate challenge in what's rumoured to be the final movie in the series.





While we wouldn't want to turn into a bunch of film critics, it's interesting to see how the film press has received this innovative film. In America it was praised for its dark, menacing atmosphere, but the UK's press have criticised the movie for being boring. Personally, we agree with the American press. If you go to see *Alien^3* expecting another heavy action film, then you'll be disappointed. The last film in the trilogy is more like the first, with fleeting glances of the Alien and heavy, heavy atmosphere. It's definitely worth checking out.

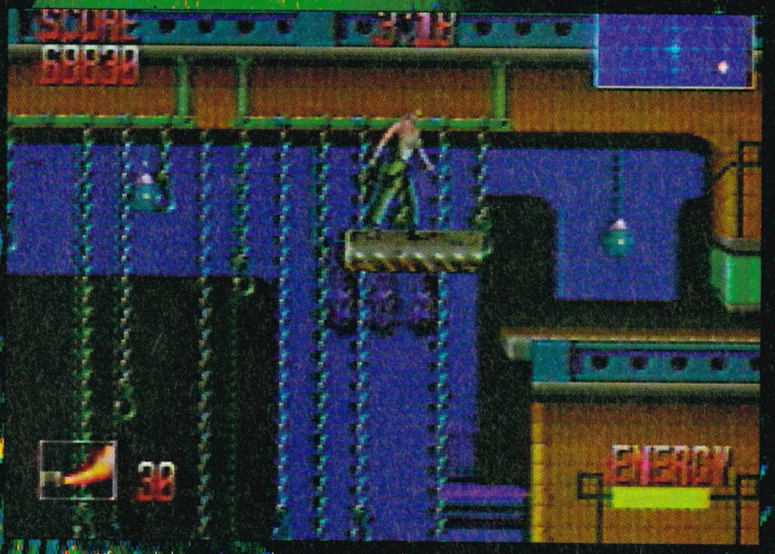
PROTIP For a Smarmie Charlie Bonus of 50,000, beat 1 min 30 seconds on stage one!

Flicking between weapons is easy, and the only real problem with controlling the Ripley character comes when you try and leave ladders. You have to be really precise, and it's a right pain when the clock's running down, there's an Alien coming at you and you can't get off in time to shoot him! The programmers should have sorted this, but it all adds to the tension. And that's what this game's about.

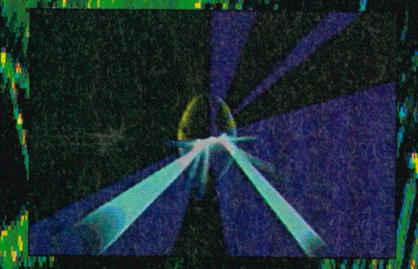
As platform shooters go, *Alien*^{3} isn't going to make the same splash as *Strider* did all those years ago, but as a movie licence, it more than makes up for *The Terminator*'s disappointments. It's a big game with heaps of secret rooms full of power-ups, and stacks to do, especially on the Rescue missions, where you have to free up to 19 hostages against the clock! Unlike *Terminator*, this will take you a while to complete and frustration is neatly offset thanks to the number of tries you can have at each level. The difficulty settings are pitched just right and, while there may be a few niggles with the control system, *Alien*^{3} is still a very playable, extremely addictive game that'll keep you coming back for more even after you've beaten it.

● David "hugger" Graham

Between each cell or vault lie miles of piping which Ripley can use to get around. Beware, though, as many aliens travel by tube too! Don't believe us? Check out the London Underground anytime!



Lifts can help you get to where you're going, but don't fall off them, because a long drop is almost always fatal. Not to mention the gruesome xenomorphs waiting for your carcass at the bottom!



You've just reached the planet's surface and immediately got chomped by an alien. Learnt your lesson yet?

PROFILE

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GRAPHICS 88
▲ Great detail on sprites and backgrounds.
▲ Slick animation and scrolling.

SOUND 87
▲ Atmospheric tunes as you play.
▲ Big spot effects.

GAMEPLAY 83
▲ Good combination platform shoot-'em-up.
▼ Game sprite control could've been better.

CHALLENGE 84
▲ Tough running against the clock.
▲ Heaps to do on each mission.

Almost an absolutely fantastic platform shoot-'em-up – almost!

PROSCORE 87

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PUTT & PUTTER

MASTER SYSTEM

Nick Faldo wouldn't be seen dead playing this game, as he's a "serious" pro. Anyone else, however, could have a great deal of fun. *Putt & Putter* is a cross between your local golfing greens and Pinball Wizard.

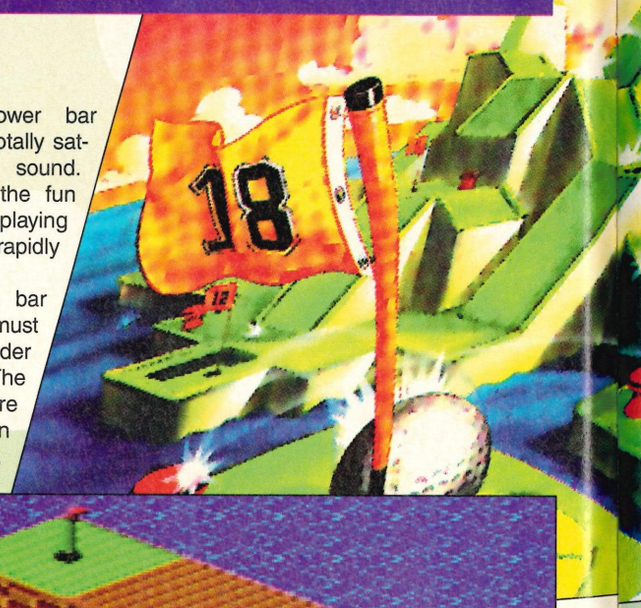
Pilot your ball through 18 treacherously zany (oops!) greens, against either an opponent or the course par. Hazards galore await the unsuspecting victim in this humorous look at a golfer's nightmare, not to mention the fact that you're surrounded by water! Yes, you're playing golf way out in the middle of some ocean or other, and if that wasn't bizarre enough, you're not getting off until you've completed the full 18 holes. So get like James's car, and putt, putt, putt!

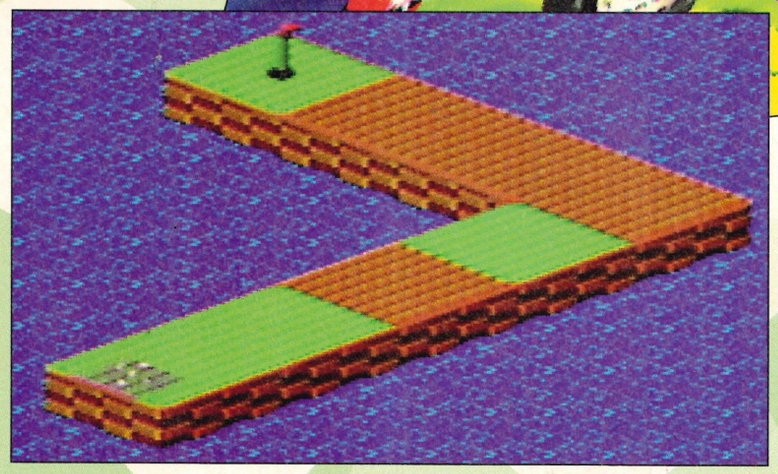
Putt & Putter, while not being the most original concept (we've seen it all before in *Zany Golf* on the Mega Drive), certainly is a novel game for the Master System. There's no real storyline to speak of, instead content yourself with the fact that here sits an extremely entertaining 8-bit game!

Quality runs high throughout *Putt & Putter*. The graphics have been skilfully designed, and wouldn't look out of place on a Mega Drive! Colour, too, is bold and brash, and ties in well with the golfing scenario. The waves lap hungrily at the shores of each green, longing for that little white ball to join them! The ball is controlled using two devices: firstly you choose which direction to send it in via a flashing line radiating outwards from the ball, and once done, a power meter appears which must be stopped at the right percentage for an accurate shot. This combination of methods works supremely well, although the power bar is slightly temperamental.

The sound is extremely well thought-out. A pleasant tune plays throughout, accompanied by suitably happy and sad birdie and bogie tunes. FX are plentiful and include such wacky greats as the pinball bumper noise, power bar pitch-rise, and the totally satisfying sunken-ball sound. These all add to the fun immeasurably, as playing without them rapidly proved.

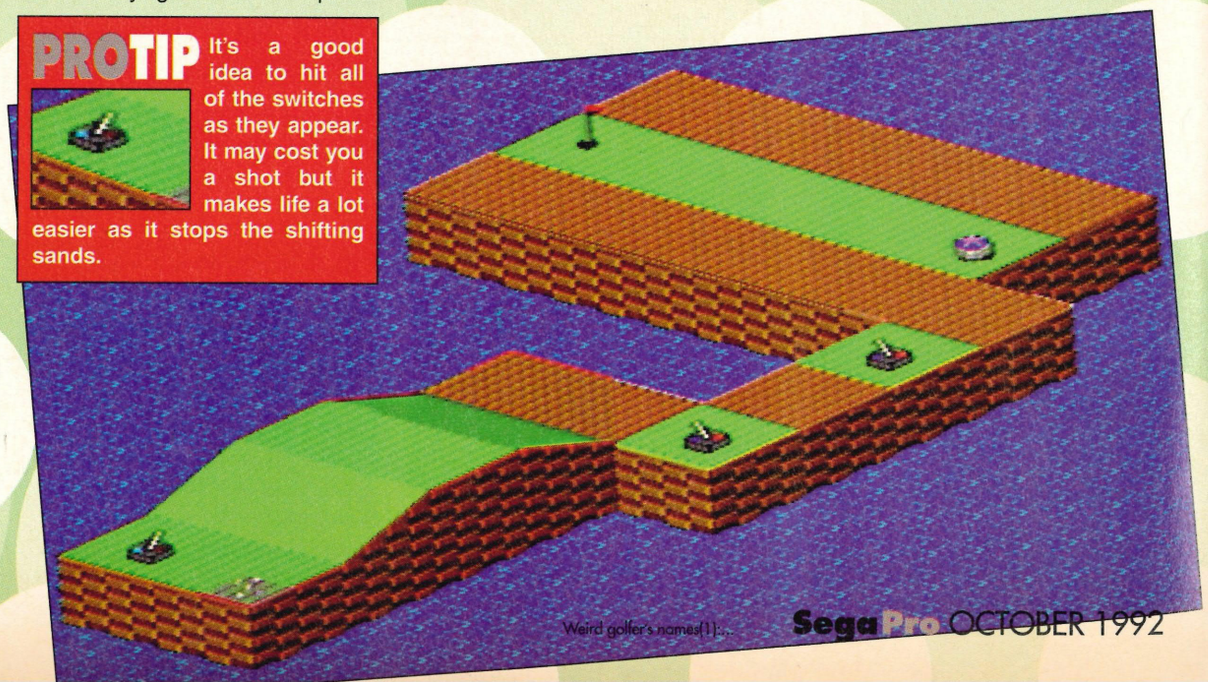
Obstacles galore bar your path, and you must find ways over, under and around them. The earlier levels are extremely friendly in that they teach you,





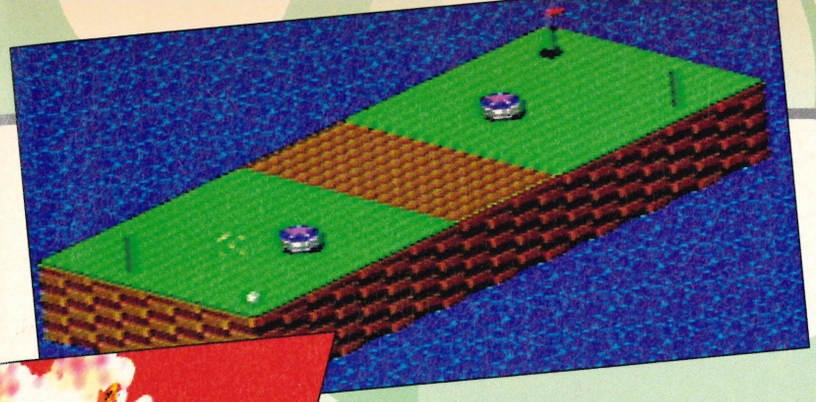
No problem, man. This is one of the first levels you'll encounter. All you've got to watch out for is the moving brown surface, which will drag your ball out to sea! Just smack it at full power.

PROTIP It's a good idea to hit all of the switches as they appear. It may cost you a shot but it makes life a lot easier as it stops the shifting sands.



Weird golfer's names(1)...

AVAILABLE IN UK

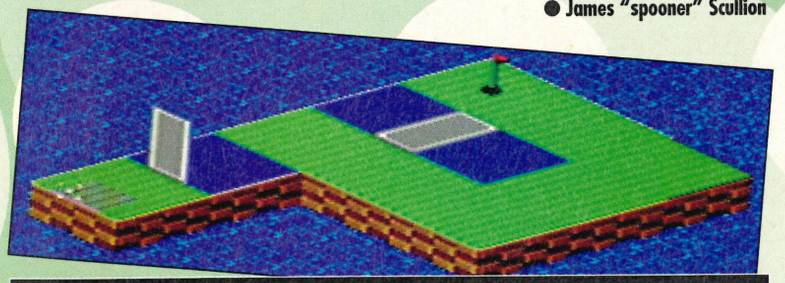


holes!

Aimed more at the younger gamer/golf fan more than the likes of a hardcore PGA zealot, *Putt & Putter* is almost a faultless krazy golf sim! You'll be back for more, I can assure you!

● **James "spooner" Scullion**

in effect, what to expect on the later levels. Obstructions include the water (obviously!), the obligatory pinball bumpers, treadmills that'll drag you off the course, switches (to turn those dratted treadmills off!), all sorts of bridges, and warps, which may or may not be helpful! You begin with five lives, and each birdie or bogey adds or subtracts one from these. You'll amass a fair few lives over the first couple of levels, then they'll slowly dwindle away as time goes by. I'm not kidding, some of these holes are devilishly tough, and you'll be hard pressed to see the later of the 18



PROFILE

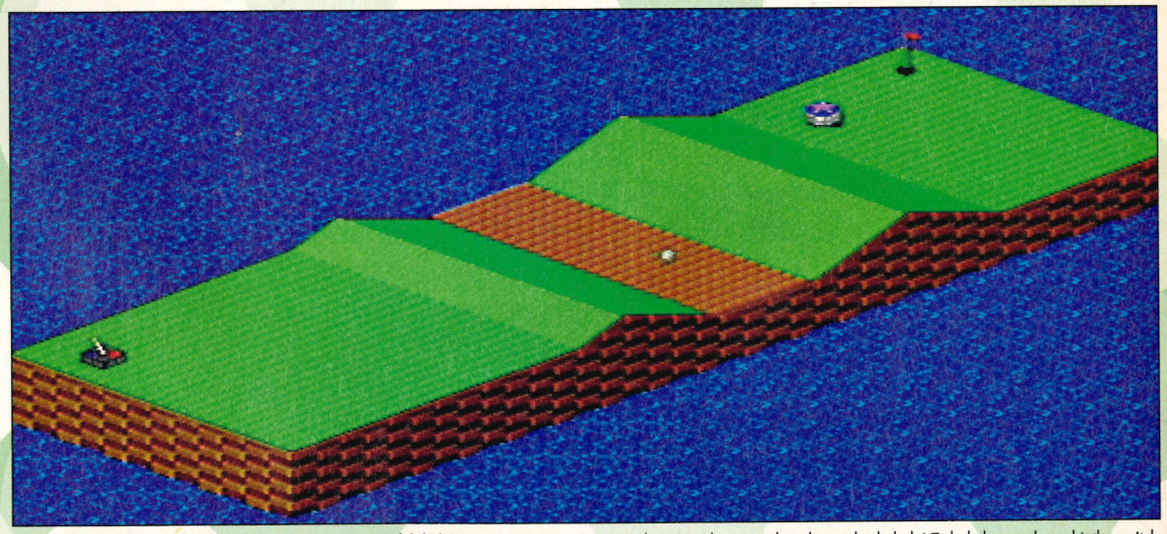
PUTT & PUTTER ● SEGA ● £32.99 ● OUT NOW

CART SIZE	2Mbit	SUPPLIER	AMS Electronic Games
PLAYERS	1 2		Hay Lane
STAGES	18		Kingsbury
SKILL LEVELS	3		London
FEATURES	versus		NW9 9EL
			✆(081) 4502166

PROTALK

This kind of game doesn't rely too heavily on graphics, but a nice job has been done on them. The sound is innocuous enough, but rather nondescript. You'll get the hang of it really quickly, but I suspect you'll complete it rather soon too. Until you do, though, it's addictive stuff.

Name: Steven North
From: Oldfield Park
Age: 16
Machine: Mega Drive
Fave game: EA Hockey

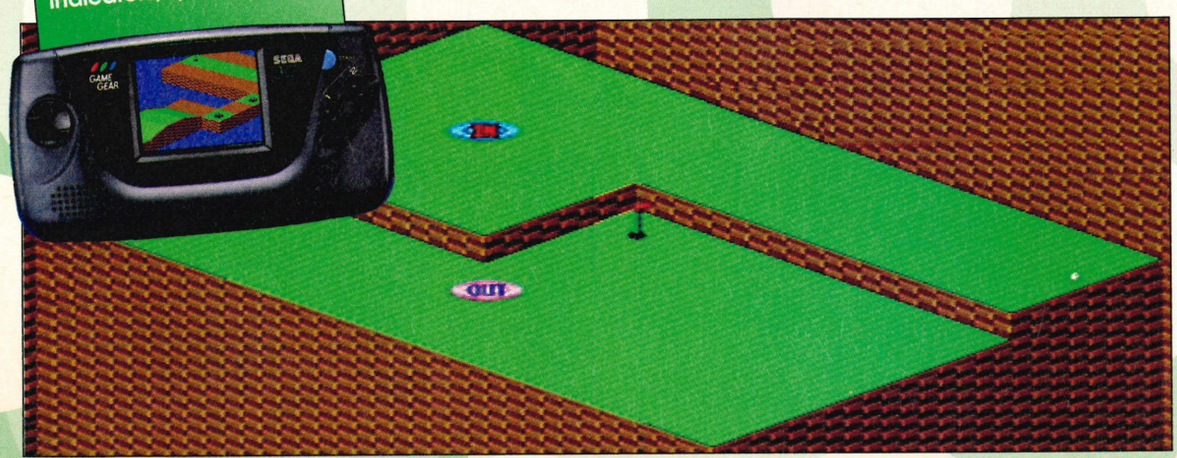


(Below) Warp tunnels are, in most cases, very useful, helping you to get somewhere previously impassable. But beware, some are red herrings, and will leave you stranded!

(Above) Welcome to the whoop-de-do hole! To halt the escalator, hit the switch, but try to avoid the pinball bumper, as it'll send you flying back to the start. Not as easy as it seems!

GOLF GEAR

Game Gear owners, be patient. Your very own hand-held version of *Putt & Putter* is on the way. If you really can't wait, then be prepared for extremely small balls and even smaller direction indicators, sprites, etc.



GRAPHICS	88
▲ Clarity is remarkably high. ▲ Well designed levels.	
SOUND	87
▲ Cheerful tune throughout. ▲ Lunatic noises accompany gameplay.	
GAMEPLAY	86
▲ Extremely user-friendly. ▲ Two-player is super fun!	
CHALLENGE	85
▲ Splendid difficulty curve. ▲ Now, now, calm down!	

Move over *Golfamania*, *Putt & Putter* is two holes ahead.

PROSCORE 86

Mega add-ons means massive firepower for the pilot of the Advanced Busterhawk space plane. The pods spinning around you can be defined to follow any of five patterns.

MEGA DRIVE

The evil Empire is once again encroaching on the Federation's spatial limits. Under the evil Emperor's orders, his complete Starfleet has camped itself just within the borders of the null-space zone.

You are Captain Grey Lancer, commander of the Advanced Busterhawk, fastest and most lethal ship in the known universe! Unfortunately, that may not be enough to vanquish your foes, as they are now in possession of the Sun Snuffer – a weapon so powerful that it is capable of destroying entire solar systems in one fell swoop.

It's up to you, Grey, to defeat the Empire, making sure that they don't use the Snuffer before you destroy it. Our hopes go with you, Grey! Briefing ends! (Better brush up on your George Lucas films for background info.)

Grey Lancer has one of the most professional front ends I've ever had the privilege of watching. The sheer amount of high-gloss stills and animations that comprise the storyline are a wonder to behold. Coupled with these is one of the most militaristic marching-into-battle tunes I've ever heard, setting the mood perfectly for the hostilities which surely must follow. Once past these though, the surprises continue. The options screen is crammed with utilities, including the obligatory sound test, but also several ship configuration modes (enough to make your head spin!).

Once you've waded through the options, and hit the game proper, there's no time to rest! The Busterhawk moves like lightning, even with the throttle turned right down to one! The technicolour high-res backdrops really flash past, and the huge variety of aliens speedily home in on you with uncanny intelligence!

These gruesome flesh-metal fusions come in all shapes and sizes, and range from kamikaze micro-machines to quarter screen scrolling abattoirs!

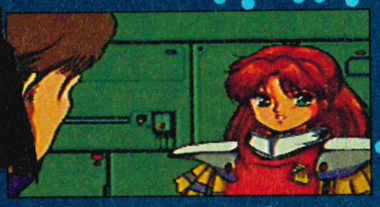
Luckily, there are several power-ups to be had (although still not enough!), and the bolt-on drones are a magnificent addition to your arsenal too. These can be separately

GREY LANCER

configured to circle you in over five different patterns, and provide coverage over areas which would normally be totally vulnerable.

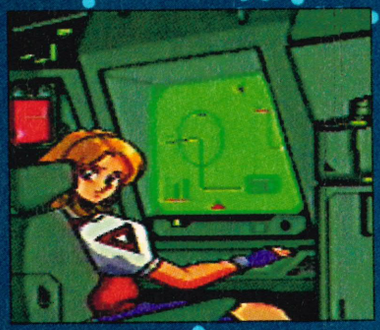
The music is absolutely superlative! For a shoot-'em-up, these are exactly the kind of hard, driving, up-up-tempo tunes that are essential to the plot. The sound FX are also stunning, and include masses of sampled speech. This comes in the form of messages from your home base back at the Federation, and includes such gems as "WARNING! Fragments are approaching!".

Grey Lancer is extremely easy to get to grips with, even with the masses of possible configurations! Saying this, though, the levels are extremely hard, including level one. You'll use up several lives, even credits maybe, learning the wave patterns. Add to this the highly-detailed (if not cluttered) backdrops, which have but one purpose – to confuse you – and you've got a classy horizontal scrolling blaster that stands up well against any seen so far!



PROTIP The first level guardian is a cinch. Just blow his waving arms away, then concentrate on the body – he's history!

● James "Gley Rancer" Scullion



"Hey, come on in and check out my controls." The whole of *Grey Lancer* is packed with gorgeous visuals that enhance the atmosphere of what is basically another Jap shoot-'em-up.

GRAPHICS	87
▲ Ultra-fast scrolling!	
▲ Wicked cartoon intro!	
SOUND	92
▲ Speed-rock tracks all the way!	
▲ Oodles of sampled speech!	
GAMEPLAY	86
▲ Plenty of options to tweak.	
▲ Quality control method.	
CHALLENGE	89
▲ Difficulty rises as you progress.	
▼ Guardians seem a little easy.	

Top-notch shooter that just gets better the more you play it!

PROSCORE 88

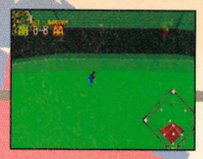
PROFILE

GREY LANCER ● NCS ● £35 ● IMPORT

CART SIZE	4Mbit
PLAYERS	1
STAGES	11
SKILL LEVELS	4
FEATURES	n/a

SUPPLIER
Skytek Software
10 Elizabeth Place
St Helier
Jersey
✆ (0534) 56212

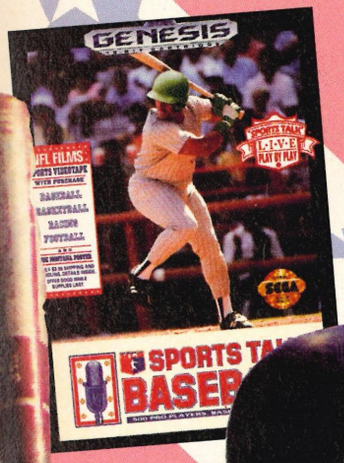
NCER



SPORTS TALK BASEBALL

"The bases are loaded! We're in the bottom of the ninth, and Chicago have two outs! The Babe steps up to the plate. The pitcher checks the bases, and throws! It's a wild swing by the batter, and, wow! The ball's travelling high into deep centre field! It's going, it's going, it's gone! Home run!"

Sports Talk Baseball **is the second in a potential series of sims (following** ***Joe Montana II****) which have the added bonus of a (live(ly!) commentary throughout. Also included in this package are the complete 1991 stats for every US team, incorporating over 500 pro ball players! So batter up, and hit that cowhide right outta the ballpark – or hang your head in shameful defeat!**



Baseball games are becoming more and more realistic as time goes on. How well I remember playing a flickering Spectrum version for weeks non-stop with anyone foolish enough to sit down and play me. More recently I've been dabbling in *TV Sports Baseball* on the Amiga (sorry, but someone has to keep the dust off it), which, although similar to this in graphics and gameplay, is absolutely annihilated by the superb sampled speech that just does not stop throughout the whole game! The quality is such that it takes the game far above and beyond any baseball sim that has gone before!

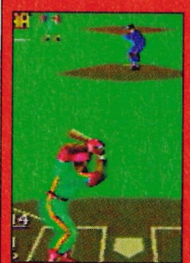
The commentator is clearly-spoken and has a massive array of sentences and phrases, and during play you become unaware that it is just a collection of samples. Instead, you're at the stadium yourself, playing against the very latest professional players, while in the background, the chatter goes on! Compared to the sampled speech in *Super Monaco II*, for instance, well there is no comparison!

After the obligatory digitised intro screens, and the plentiful options, you're in the game. There's no time to blink, as the opposing pitcher immediately unleashes a fast ball right at you! There are two main views during play, and the pitching/hitting is the first. Your huge sprite stands in the foreground facing the pitcher, while the first and third bases are portrayed by insets to the left and right of the action. Walloping the ball effects the transition to the second view, which is an aerial shot of the whole ballpark! The ant-like fielders scurry around marvellously, desperately attempting to catch the ball, while your players run around the diamond, hoping for the home plate! A scanner sits in the bottom right of the screen, and informs you which bases are loaded, enabling you to decide just when to steal a base! All animation is high-quality and every bit of the display is packed with colour. The teams all wear their authentic strips, clearly visible even during the aerial shots!

The sound, speech apart, complements the game perfectly. The ball being hit, the crowd cheering, and the home run jingles, to name but a few, really transport you to the real thing (where's my hot dog and coke, Ma?). The samples are the real rave throughout, and are so well interlaced with each other that the joins are totally imperceptible! (Unlike the speech in *Joe Montana II*!) The old guy supposedly uttering them appears periodically, and is good for a laugh as he knits and unfurls his

Batter up! Hitting the ball is far easier than the real thing (which, as any true fan of the sport will tell you, requires plenty of skill!). Just take a swing at it at the right time, and it'll be sent flying!

PROTIP



Pitchers: slow balls are far more effective against the batter than fast balls; add a touch of curve at your own discretion!

Batters: don't swing at everything that the pitcher throws your way. Slow balls and balls off the plate should be treated with caution as missing them will always result in a strike.

Baseball film stars (1) – Madonna (A League of their Own)

Slide, Charlie Brown, slide! *Sports Talk Baseball* has many features which you'll pick up as you progress, such as sliding to base, stealing and several pitching variants.

Bases one and three are loaded, so the pitch better be a good one, or someone's gonna score!

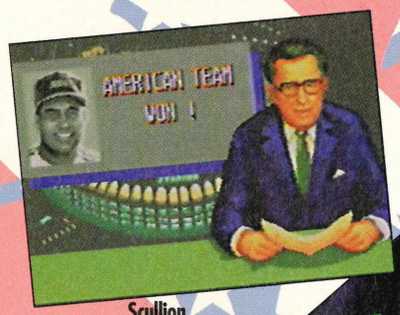
brow with juvenile excitability.

Gameplay is as good as any yet, with the exception of the fielders. I found them to be rather slow in comparison to other baseball games, and although this is my only real gripe, it really interfered with my fielding innings. Saying that though, they perform excellent jumps and dives for the ball, and that almost makes up for their sluggish running abilities!

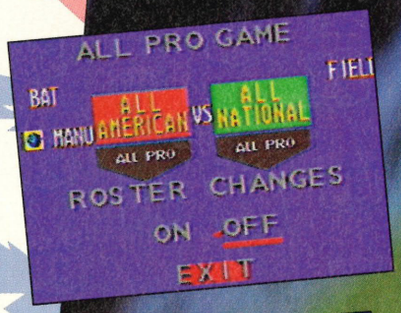
As for difficulty, well, the computer is, as always in these cases, a superb exponent of the bat 'n' ball game, and will give you a tough fight whichever teams you choose – he's even been programmed with such fineries as stealing bases, and double or even triple plays! Home runs are more a matter of luck than skill, but are class events. Scoring one gives you a full-screen scrolling message, and a huge ego-trip to boot!

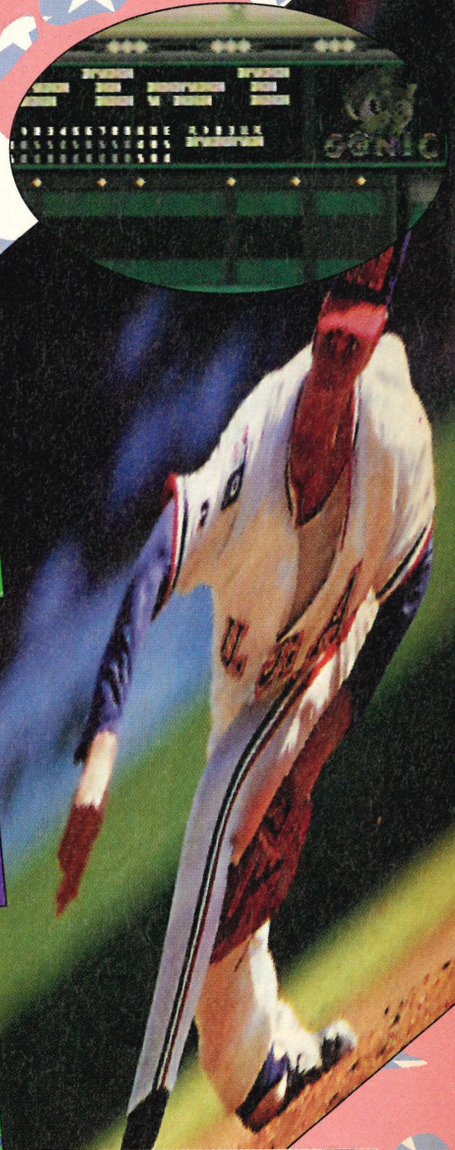
On the whole, *Sports Talk Baseball* is a highly polished, highly playable game with just a couple of small flaws. Baseball fans *will* go ape over it, as will sports sim fans in general. I can't wait for *STB 2*!

● **James "Willie Mays"**



Scullion





TAKE YOUR PITCH!

Choose to play indoor or outdoor, on real or artificial turf, by night or day, and even how loud the audience roar! High/low fences (for home run hits!) and defense/offense specialities are also catered for!

GRAPHICS	85
▲ Tastefully animated sprites. ▼ Outfielders are rather tiny.	
SOUND	98
▲ Will this guy ever stop talking? Hope not! ▲ Cool FX complement the yapping!	
GAMEPLAY	79
▲ Adheres closely to the real sport! ▼ Quirky (and slow) fielder control!	
CHALLENGE	89
▲ Computer plays like the Red Sox! ▲ Two-player mode is much easier.	

A baseball game that's real *fun* to play – unlike watching the game...

PROSCORE 84

PROFILE

SPORTS TALK BASEBALL ● SEGA ● £39.95 ● IMPORT

CART SIZE	8Mbit
PLAYERS	2
STAGES	162
SKILL LEVELS	infinite
FEATURES	battery, versus

SUPPLIER
AMS Electronic Games
9 Hay Lane
Kingsbury
London
NW9 9EL
✆(081) 4502166

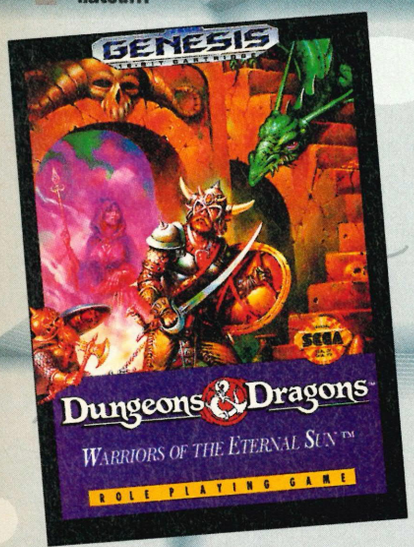
Baseball film stars (2) – John "Roseanne" Goodman (The Babe Ruth Story)

MEGA DRIVE

After a plethora of wannabes, the Mega Drive finally receives its first official Dungeons & Dragons title!

Duke Barrik knows that his men will soon fall prey to the advancing goblin hordes and that his castle and all he has built will be destroyed and forgotten. Then, just as the goblins prepare to attack, a bright flash envelops the castle... Duke Barrik and his men find themselves and their castle in the middle of a strange valley, surrounded by impossibly high cliffs and under the unrelenting glare of a bright, red sun.

In this new land, the Duke and his subjects will need to find allies to help them fight the many strange creatures of the valley. The Duke needs volunteers to explore the area, and you just got nominated...



Being the extremely shrewd Pros that we are, we refused to splash out the extortionate £60 Sega were asking, so we shopped around. Our American review copy of *Warriors of the Eternal Sun* came on horseback from AMS Electronic Games, Dept SNB (pro), 9 Hay Lane, Kingsbury, London NW9 9EL. Tel: (081) 4502166. Their meagre asking price is £44.95. Now that's more like it!

Within these four walls...
This is where your quest begins. Inside the confines of this fine old castle are many dungeons to be explored, characters to be thwarted or befriended and numerous shops in which to spend your hard earned booty.

A gloriously animated intro tells you the story so far and leads you to the options screen. Here you can either re-load a previously saved game, or opt for either the Mega Drive's default team of explorers (for a quick start) or create your own merry band.

You select your team of four from social classes: cleric (fighting and spell casting), fighter, magic-user, thief (stealth and fighting), dwarf (fighting), elfling (spell-casting and fighting) and halfling (stealth and fighting). After naming your character, there's the standard RPG ability setting, done by rolling the graphic dice.

The first thing that strikes you is the graphics. Viewed from above, the characters are beautifully defined and animated while the eight-way scrolling backgrounds are detailed

Uh,oh, you're in trouble now. Here comes the Hairy Beastman and he doesn't look too friendly. Careful tactics are required when repelling unfriendly adversaries, although big expensive weapons do help.

PROFILE

DUNGEONS & DRAGONS ● SEGA US ● £59.99 ● OUT AUG

CART SIZE	8Mbit
PLAYERS	1
STAGES	1(big)
SKILL LEVELS	1
FEATURES	battery save

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070

The sun generates about 20 million °C.

AVAILABLE IN UK

Dungeons & Dragons

WARRIORS OF THE ETERNAL SUN

and well rendered. In caverns and dungeons, the graphics change to first person 3-D, making the combat sequences are a blast!

You begin in the castle where you can interact with locals and purchase a variety of weapons and armour, although your limited funds won't stretch to buying magic scrolls. All the items available in the early stages are fairly wimpy, but as the game progresses, better weapons, stronger armour and more powerful spells quickly become available... at a price.

A full menu and sub menu system offer every conceivable option from game save to your all-important map. You can even turn off the mildly irritating tunes as you go along, thankfully. All your characters appear at the side of the screen, with a note of the weapons or spells they currently hold, and their hit point status.

Controlling the characters onscreen couldn't be easier. An arrow by the team portraits denotes which character leads the team and the rest trot along behind you. Joypad controls are simple, with directions moving people, getting rid of the necessity for much menu accessing.

Any RPG stands or falls on its ease of play for newcomers, and it must be said that *Warriors of the Eternal Sun* is extremely hard work to begin with and, to be honest, doesn't get much easier as you go on. It's not that it's set up any differently to other RPGs, but there's so little help in the early stages, and your characters have so few HPs (hit points), that any battle becomes risky. That, combined with the fact that it takes a long time before you make any real progress in the game, might dissuade a lot of people from buying it.

PROTIP When you attack enemy groups, use bows and slings in a hit and run technique until you build up your HP. It'll take longer, but at least you'll stay alive!

This is the main view screen used when strolling around the dungeons under the castle. Items can be collect and manipulated whilst in this mode and puzzle-solving is every bit as important as fighting.

Oh dear, it seems that you and your party have shuffled off this mortal coil and the world is left at the mercy of the hands of evil. Unless you reboot of course!

Warriors of the Eternal Sun will certainly give D&D fans a real kick and roleplayers will love it, but the high difficulty factor is going to put a lot of people off. On the plus side, *Warriors* is a MASSIVE game with heaps of features and some great locations to explore. The graphics are excellent for an RPG, and the tunes and effects are fairly smart, too. The only other positive aspect for newcomers to RPGs is that it's incredibly addictive which, given the difficulty, might just stop you from flinging your Mega Drive out of the window in frustration!

● David "goblin" Graham

GRAPHICS ▲ Detailed sprites throughout. ▲ Backgrounds well drawn and full of detail.	83
SOUND ▲ Tunes change in different area. ▼ Not enough spot effects.	77
GAMEPLAY ▲ Idiot-proof control method. ▲ Plenty to explore.	85
CHALLENGE ▲ Even super Pros will be struggling here. ▼ Very difficult to begin with.	90

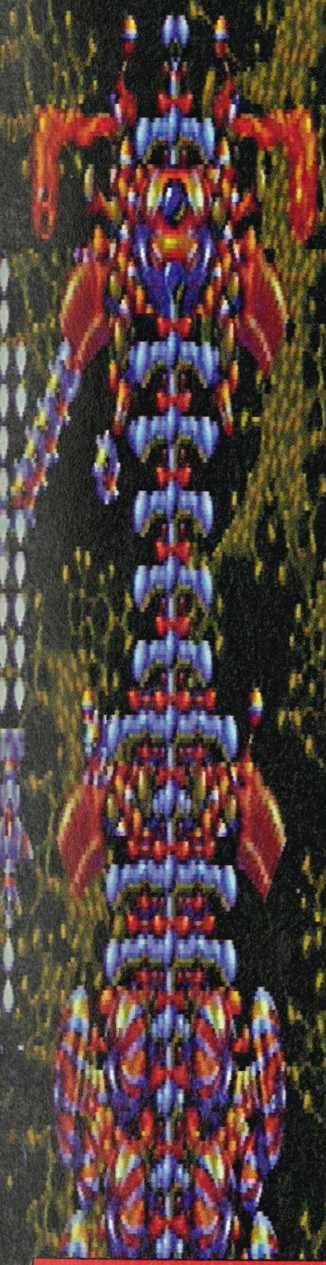
This game is tough – mega tough! – so make sure you're up to it.

PROSCORE 84

GIVE US A CLUE

Warriors of the Eternal Sun is one very, very big and ultra tough game. Even SegaPros will find this one tricky, that's why Sega of America have put together a totally comprehensive hint book to help buyers of this colossal game. The 96-page book contains everything you could ever need: comprehensive maps on over 25 dungeons and caverns, background info on the characters and full details on the armour, magic spells and 100 monsters. In the States, it retails for $12.95 (around £7), although Sega UK were unsure whether they would bring it into the UK. Check out your local retailer for more info.

The Sun reaches around 3.5 million readers.



MEGA DRIVE

The Bitmap Brothers, a legend in their own lunchtimes! Call them fashion gurus, call them ahead of their time, call them a bit of a spaz! But don't call them sloppy! Their coding is widely recognised as being pretty darn slick, and their meteoric rise to fame and fortune can only be put down to a great deal of hard work (by their public relations people, of course!) and knowing what the gamesplaying public want out of a game!

Xenon 2 **was just one of their many smash hits (like *Speedball*, *Gods* and *Cadaver*), and proved massively successful on just about every format it was converted to! The Bros are hoping that the Mega Drive and Master System versions will be just as lucrative, otherwise their champagne lifestyle could come to an abrupt halt (cue evil cackle...)!**

XEN

MEGA

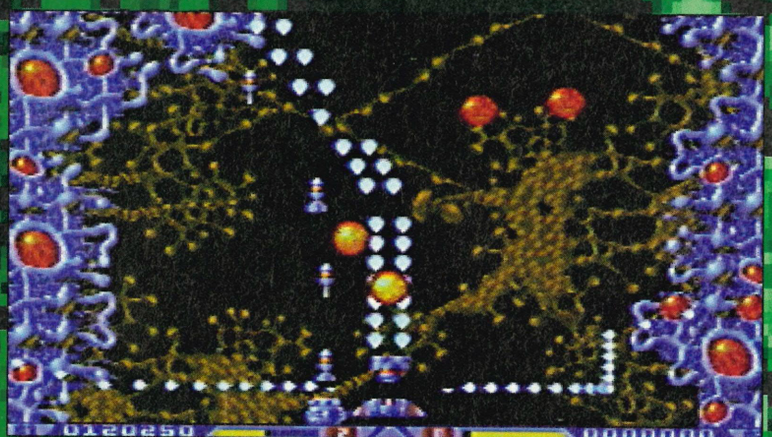
Sadly, the much-talented Tim Simenon and his chart-topping Bomb the Bass outfit are rarely heard of nowadays, but his music lives on in the form of a wicked digitised game soundtrack. Megablast (the rhythmical groove!) pumps out incessantly throughout *Xenon 2* and will have you rockin' as you ravage! Anyone who's never heard the original beat is advised to hit their local vinyl surgeon now (the album's called Into the Dragon)!

The game begins with the by-now-obligatory Bitmap hand-stamp (it's becoming a kind of seal of approval in the 16-bit market!) and the regularly-appearing starfield, then, all of a sudden, you're thrown headlong into deep space, with the pressure of fending off hordes of slavering alien Xenites with a phaser that's about as powerful as a pop-gun!

Luckily, there are power-ups to be had, and these can be found floating around in space, or bought from your friendly neighbourhood alien shopkeeper. Collect plenty of bubble money and buy, buy, buy! The game alters radically once you've a good supply of power-ups, degenerating into a bullet-frenzied killing spree! There are over 20 radically different bolt-ons, ranging from flame-throwers, drones and mine-layers to rear-

Weapons galore as your ship becomes overloaded with mindless blasting modules.

Twice a level you get the chance to pop into the shop and spend the bubble money you've acquired.



A bullet frenzy awaits those who challenge the great Xenites with the mighty autofire joystick. Here you have the sideways shooting and a side missile that homes in on the aliens. Note the intricate detail on the landscape and the parallax background, converted direct from the Amiga.

PROTIP Arm yourself with a rapid fire joypad. It'll make your life far easier, for sure!

GRAPHICS	▲ High definition throughout. ▲ Identical to its predecessors.	91
SOUND	▲ In-game sounds are professional. ▼ Soundtrack not so hot on MD.	83
GAMEPLAY	▲ A Bitmapper's dream. ▲ Gets harder the more you play!	87
CHALLENGE	▲ Eight guardians provide constant hassle. ▼ Only four levels, compared to original's five!	87

Even though it's an old design, *Xenon II* bashes Jap shooters any day.

PROSCORE 86

PROFILE

XENON 2 ● VIRGIN ● £TBA ● OUT SEPT

CART SIZE	4Mbit
PLAYERS	2
STAGES	4
SKILL LEVELS	3
FEATURES	n/a

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shot, side-shot, and fa-a-at lasers!

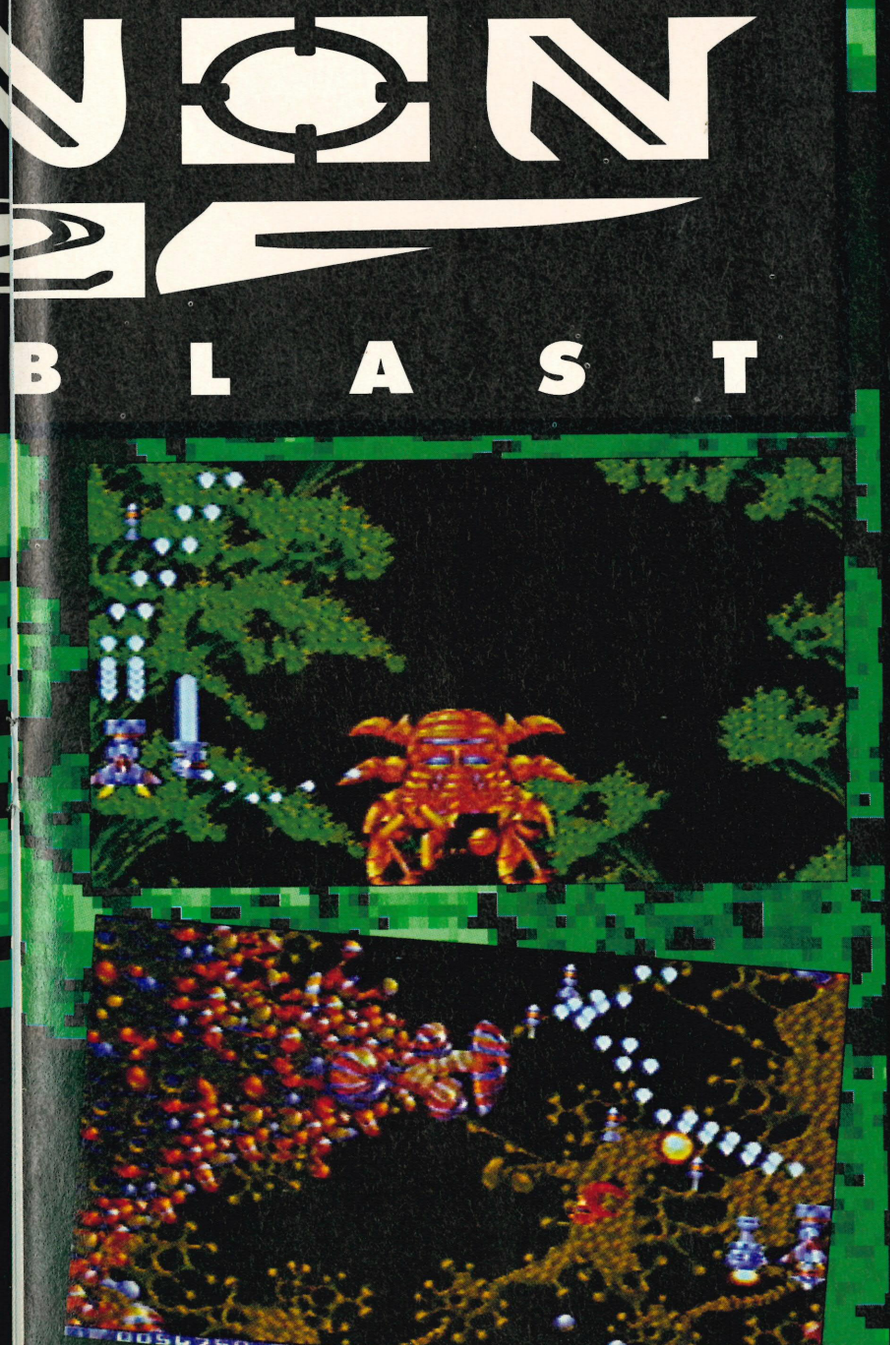
The graphics are 16-bit supreme, looking as if they've been ported straight over from the Amiga. Everything moves swiftly and smoothly, although with rapid fire toggled on, a slight flicker appears and chunks of guardians disappear, but this doesn't affect the gameplay, and it's far better than having poxily-small guardians with no flicker, I can assure you!

Gameplay, in my opinion, is the single most important aspect of a game. Out of the window with flash sound and graphics, I say (although good gameplay AND audio-visuals is obviously the best combination), it's user-friendliness I'm looking for! Luckily, *Xenon 2* has gameplay by the truckload, and nothing suffers because of it. The huge guardians (several screens long!) add to the fear and loathing, and come replete with miniature versions of their fair selves that they eject at you periodically.

As for challenge... well, seasoned Pros out there could probably complete *Xenon 2* in a fairly short period of time, but so what? It's still a superbly addictive shoot-'em-up, and holds up exceptionally well alongside most, if not all, of the others available today. I like it!

● James "Ragamuffin" Scullion

XENON 2 MEGABLAST



XENON 2 MEGABLAST

Xenon 2 had the distinct honour and privilege of being reviewed way back in the austere pages of SEGAPRO#1 (which is currently reaching an amazing £20 amongst collectors!) and received the praiseworthy score of 85%. In retrospect, we reckon that the ProScore stands. No Master System game has yet come out to make us even think about changing our decision.

MASTER SYSTEM

Xenon 2 was formerly an Image Works publication (a subsidiary of that most charitable of software companies, Mirrorsoft), but Virgin Games acquired the rights when Cap'n Bob bought the farm!

There *are* graphical differences between the two Sega versions – with the MS version lacking the backgrounds, but gaining horizontal scrolling(!) – but, ultimately, it still contains the superb playability of every other version. As we said in the ProGuide to Shoot-'em-ups in SEGAPRO#8, "this is one helluva blaster".

Look out for the Bitmaps' Gods on Mega Drive soon.

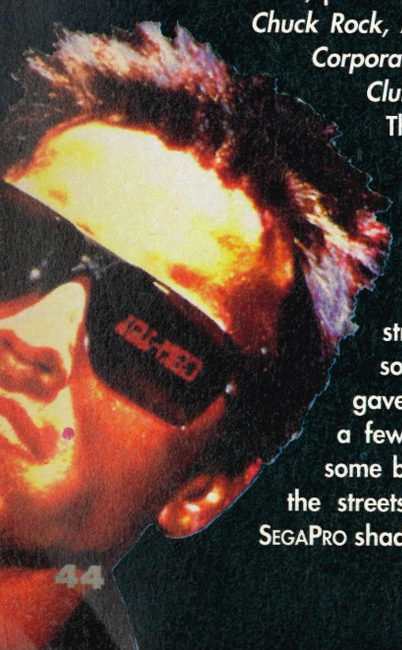
TOO COOL TO FOOL!

★ WIN FIVE WICKED VIRGIN JACKETS!
★ WIN TEN COOL VIRGIN T-SHIRTS!

If you mentioned the name Virgin to a Sega owner 12 months ago, he would either have said "yeah, where?", or more probably "pity those guys aren't producing Sega stuff, eh?". Mention them nowadays and the answer's more likely to be, "yeah, *Terminator*'s wicked," or, "jeez, I've be trying to get a copy of *Euro Club Soccer* all week!". Mention Virgin to a Nintendo owner and you'd probably have them stumped – words with more than one syllable do that to them.

From complete console obscurity, Virgin have become one of the top multi-format Sega publishers in the world in the space of less than a year. And thankfully it isn't down to hype, it's down to lots of solid research into finding out exactly what the Sega owner wants. Simple, we want brilliant games and that's just what Virgin are coming up with on every single Sega machine. Don't believe us, just take a look at the reviews in SEGAPRO; *Chuck Rock, Arcade Smash Hits, The Terminator, Corporation, Xenon 2, Speedball 2, Euro Club Soccer*... need we say more?

The guys and gals down at Virgin are also a cool bunch of dudes, and even though they are probably rolling in cash right now, they wouldn't been seen dead wearing anything less than the latest streetwear. First there was the "blouson", as they like to call it, and we gave you the chance to win one of those a few issues ago, and now they've got some brilliant jackets and T-shirts to cruise the streets in. Hey, and don't forget those SEGAPRO shades!



ME, ME, ME

So you wanna win one of these great jackets, do you? Whaddya mean, no? Okay, you wanna win an ultra cool T-shirt then? Yeah, that's more like it. Well whatever you fancy, get your laughing gear around this. Just glance over da questions, take pot luck at da answers (okay, a degree of intelligence will be allowed just this once), fill in the form and send the whole shebang (or a copy of the shebang) to *I Wanna Be A Jacket Potato, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.* If you ain't got your entry in by 8 October 1992, then don't bother sending it in – unless you fancy wasting the price of a stamp.

DA QUESTIONS

1. Who, apart from Richard Branson, really put Vigin where they are today?
a) Mike Yarwood
b) Mike Oldfield
c) Mike Rowfone

2. About how much did Richard Branson get for Virgin Music when he sold it?
a) 500 million
b) five million
c) a fiver

3. What two stars are to appear in a Virgin game soon? (Clue: it's not the first two.)
a) George and Barbara Bush
b) Mick and Mack
c) Tom and Jerry

I WANNA BE A JACKET POTATO

If you guys call me a dude one more time, I'm gonna take your competition entry forms and shove 'em down your <cut!>...

1 A B C 2 A B C 3 A B C

Name .....

Address .....

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Postcode .....

Age ..... Machine .....

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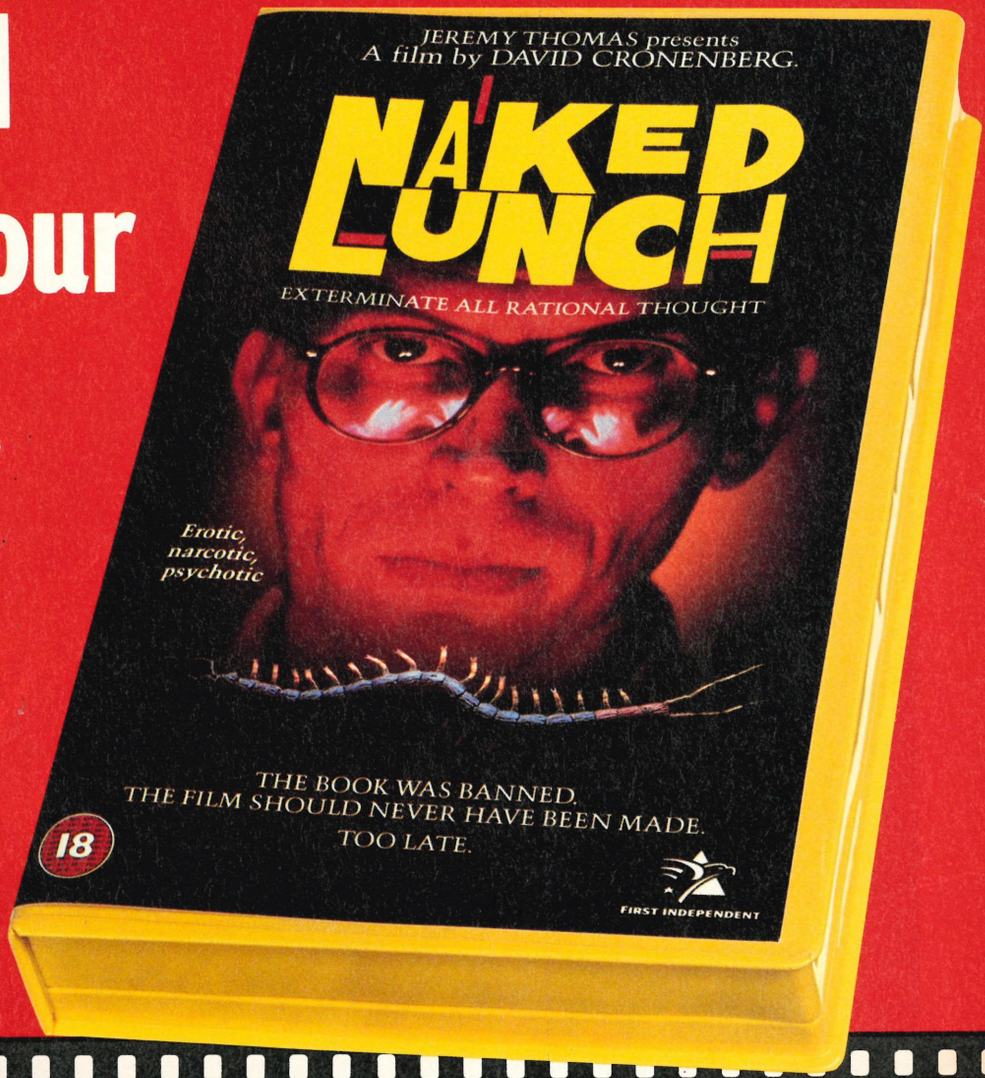

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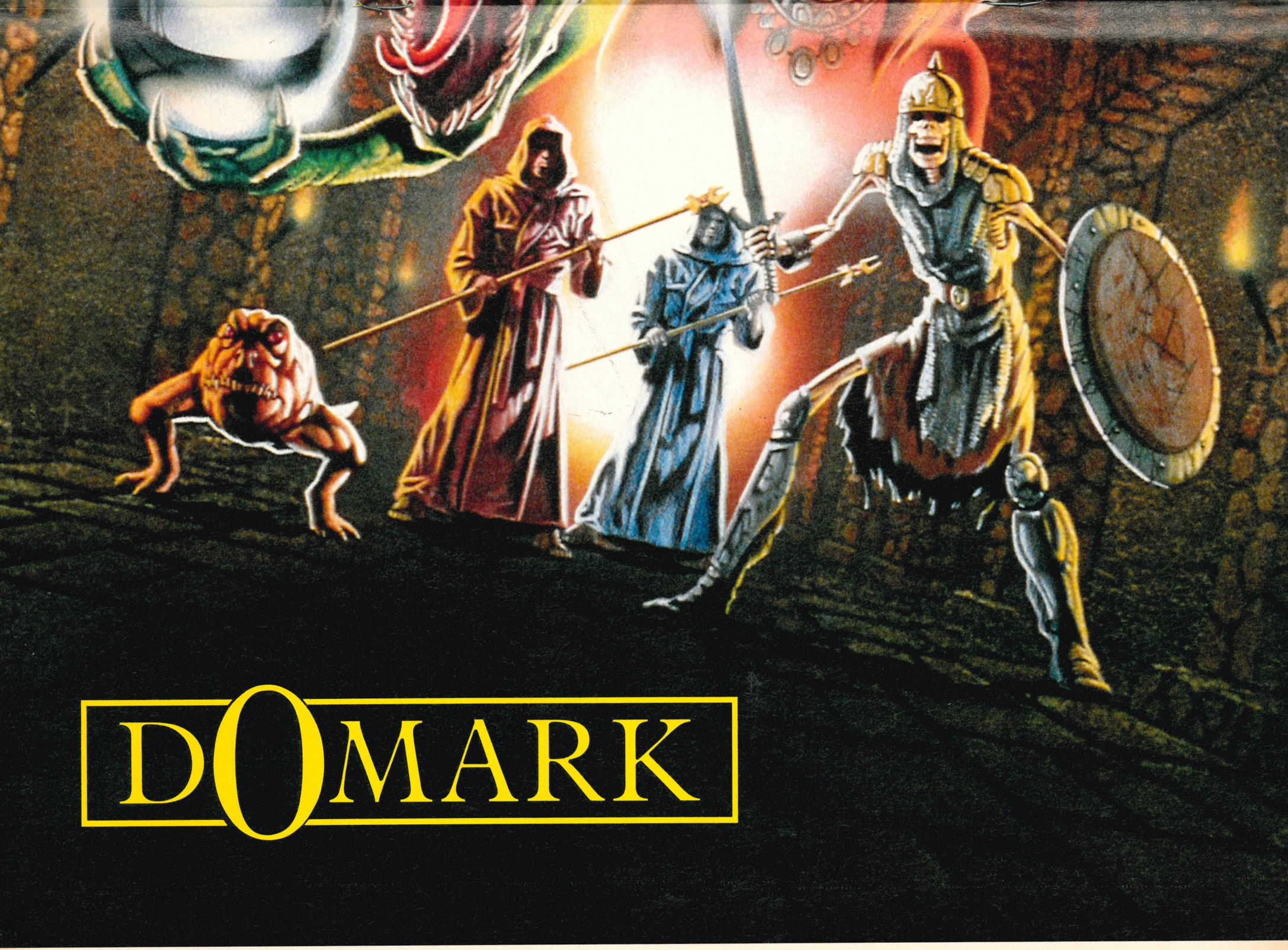
DOMARK

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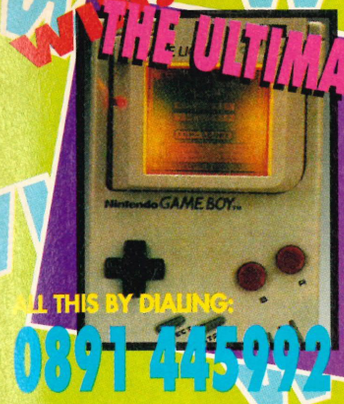

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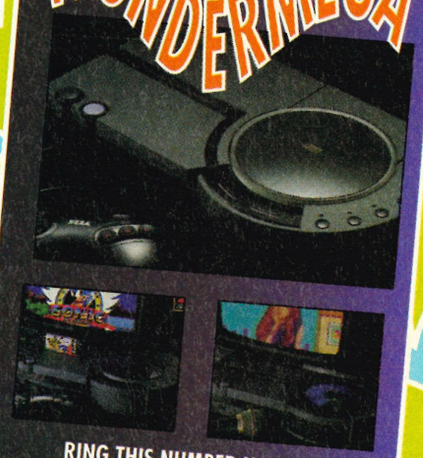

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CONSOLE CRAZY

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.

pro test

Jody Powell, age 12

Not much space to ramble on this month, so without further ado it's over to you. Send your letters and pictures to *ProTest, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS*. Best letter and most original and exciting picture of the month wins the sender a most-desirable SegaPro T-shirt. Not bad!

NO, NO, THANK *YOU*

Dear SegaPro

My friend bought *Quackshot* on July 24, and then came over to my house to play it. We had a go but couldn't get anywhere, then we looked in SegaPro at parts one and two of the solution and the next day we completed it. We would like to say thank you.

Glyn and Jo, Leeds

ONCE BITTEN

Dear ProTest

Please could you tell me how many bits there are in a megabit, as you said *Streets of Rage 2* would be on a 16Mbit cart. As I see it, there must be more than one normal bit, and if so, the Mega Drive must be exceeding its normal 16-bit capability – how is this so? Also *Street Fighter 2* is on a 16Mbit cart and costs between £60 and £80; will this mean *Streets of Rage 2* will cost around the same price?

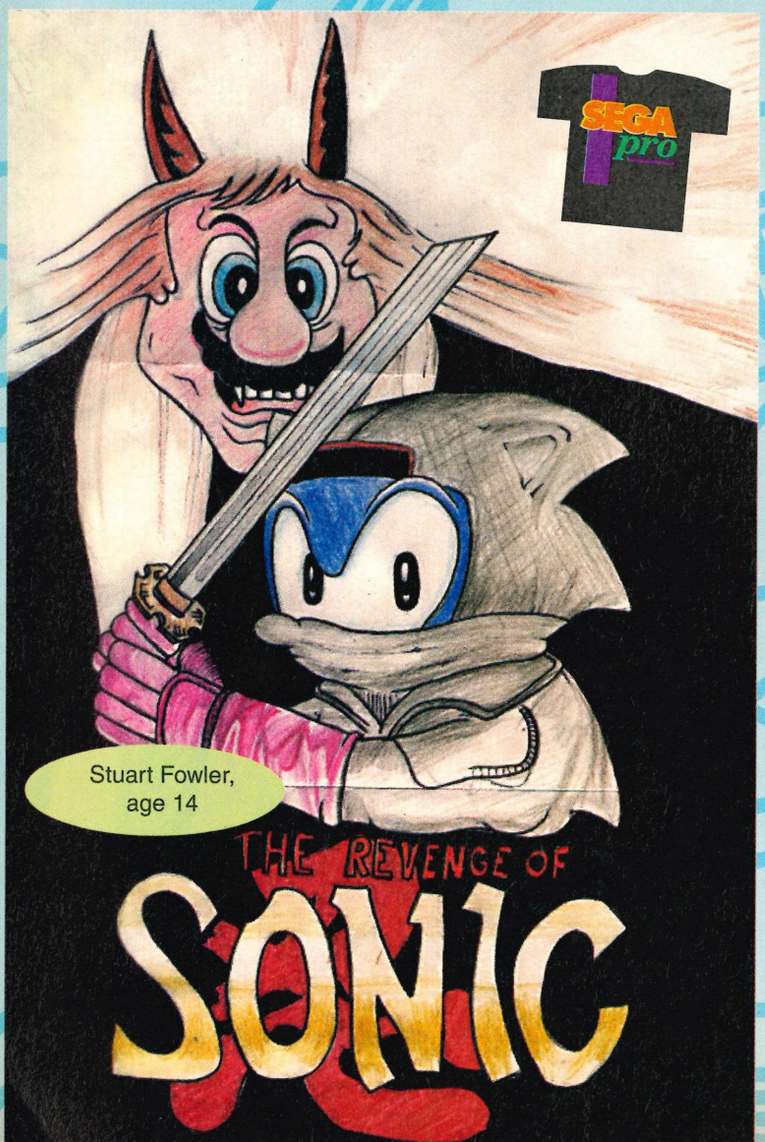
Andy Smith, Birmingham

Andy, you seem to be getting totally confused between your bits, bytes, kilobytes, megabits and Weetabix. You are also confusing the capacity of a cartridge with the processing capabilities of the machine. And considering the amount of different processes there are to measures all these things, who can blame you.

*Basically, you must view the megabit size of the cartridge and the 16-bit size of the Mega Drive differently – they are in no way connected. A megabit is 128K, which equates to 131072 bits (1024x128). A cart that is called 4Mbit has the capacity to hold 512K (4x128). Similarly an 8Mbit cart has 1024K (or one mega**byte**) of game data in it. So the bigger cart Mbit size, the more graphics, sound, etc can be crammed in the cart.*

The 16-bit of the Mega Drive refers to how many of the cart's bits the MD can handle at once. So the more bits a machine has, the quicker it can calculate the running of a game. The Master System is only 8-bit, so it can't process the information from the cart as quickly. Also MS carts are usually only 2Mbit, which means you can't pack as much graphics and sound on them.

Think of it like this. The MS is equivalent to a one-armed man trying to get groceries with a shopping basket, while the MD is a two-armed man with a shopping trolley. The two-armed man will get his groceries quicker and can have more of them. Er, or something like that!



Stuart Fowler, age 14

GREEDY OLD SEGA

Dear ProTest

A few weeks ago, I found out that Mega Drive carts only cost around £10 to make and yet Sega sell them at £35-40 . I have an Amiga and a Game Gear. Amiga games cost £25 and are 16-bit like the Mega Drive. Sega make good games, but do they really have to make so much profit?

Robin Elliot, Bury

Of course Sega couldn't actually sell carts for £10 because there is much more to spend their money on than just getting the carts produced. Don't forget all these things they have to pay for: programmers, translation and printing of manuals, printing of packaging, promotions (through advertising and public relations), shopkeeper's cut, distributor's cut, and finally their own profit with which they have to pay all their employees. Of course Amiga publishers have to pay for all this too, but Amiga games are on disk, which only cost about £1 to produce!

However, if you want some substance to the pricing argument, don't compare UK Sega prices with Amiga prices, compare them with prices in Japan where they have exactly the same costs (and even have full colour manuals!), yet manage to get the games on the shelves for half the price. Someone, somewhere along the line is exploiting the official UK market – and of that there's no doubt! – so how can Sega really argue against importing when the company that produces the carts can't even match the prices of grey market importers?

FANTASTICAL SCORE

Dear ProTest

I am a *Fantasia* owner and I have been trying to break the high score

Clare Preece, age 11½

of 2,281,220 held by Simon Cooper in ProScores. But I have discovered that due to a lack of space at the bottom of the screen after reaching 999,999, the score counter resets to 0. Therefore, it would be very difficult to get that score. Could you please explain how it can be reached.

L Rainford, Somewhere

PS: How about a free T-shirt?

Hmm... Well there are two answers to this question. Either Simon added the reset score to 999,999, or he's telling a porkie! So which is it, Simon?

PS: For that! You've gotta be kidding, man!

BRING IT BACK!

Dear SegaPro

Ever since SegaPro#1 you've had the old picture of the Master System on the front cover. But I noticed in your latest issue that you have changed it to the new Master System II. Now I don't really like either of them, but all my mates and I prefer the old picture.

So please change the picture back if you can

Thomas Bannister and Lee Van Frost, Bristol

Well, it's all a matter of taste, isn't it? Who's to say that Dannii Minogue is ~~a better "singer" than Kylie~~? ~~There~~ are fans of both, but seeing as Dannii's the newest she's always on the front cover of Big! Personally, we prefer Kylie, but we'd never print a picture of her on the cover...

SHAGGY DOG STORY

Dear SegaPros

Imagine my surprise: my copy of SegaPro minus the sunnies! Oh God! Why me! Who could have taken them? The postman? The next-door neighbours? Or perhaps one of those New Age travellers. (They don't even pay for much, with the exception of Special Brew and dog food... I wonder if the dog actually gets any of it.)

Hang on a mo. Scratches on the cover, tooth marks, slobber, lots of slobber. A-ha! Rosie, my boxer, little bitch. I thought so, she's out the back, next door. Sat there like Lady Muck, trying to impress next door's sausage dog, Lofty. One swift kick up the jacksie and it was all over. Oh I do love a good mystery...

Dave Connor, Trowbridge (!)

TASTY REVIEWS

Dear ProTest

What on earth has happened to good taste? You're probably wondering what this nut's on about. Well it's simple, yous lot down at SegaPro do reviews on everything EXCEPT *Street Fighter 2*. How comes yous lot don't care about *SF2* fans, eh? So I was hoping after you read this letter, you'll put in a review on *SF2* (and a poster, please!).

Najid Khan, London E13

PS: This is a complaint!

Now normally we'd deal with a complaint of this magnitude in the proper manner (ie, chuck it in the bin and hope no-one notices), but such spaz-worthy ignorance deserves a reply. In case you hadn't noticed a simple fact that the rest of the nation have, Najid, Street Fighter 2 isn't actually out on any Sega system. Capcom's cracking coin-op beat-'em-up is only out on the SNE... whoops, almost said it. Therefore, I would suggest that you control your urges and wait for Sega's next beat-'em-up, Streets of Rage 2, which should, of course, be at least ten times better than Nintendo's crummy effort. And you ~~can take that to the bank~~!

PS: That was a reply!

Adam Smith, age 13

A wise man once said, "Man with Sega problem should write to The Pros, for only a Pro is truly in the know." That wise man is now probably spending the tenner we slipped him, but what he says is true. So if you have any queries, quandaries, quibbles or questions, you know where to go – SegaPro! Tap The Pros untold resources at *Problems and ProCures, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.* Who knows, they may even solve your problem! (Don't forget, all playing tips problems should be addressed to ProHelp!)

First off, **Andrew Larcombe** asks if we're ever likely to see any of Incentive's great games, like *Castle Master* and *3-D Constriction Kit*, on the Mega Drive. Sadly, it's not very likely, Andrew, as Incentive have gone really quiet of late, and are rumoured to be concentrating more on high-powered graphics for TV programmes and suchlike.

Darren Grove asks that familiar question about playing MS two-player games like *Super Kick Off* through the Master Gear on the GG. You'll be able to play them in one-player, but versus mode won't work. Usually, the GG version of a game will cater for a link-up on MS two-player games, but GG *Super Kick Off* has been stripped down to one-player. Pity.

Another familiar question from **Richard Johnson**, asking about a Mega Drive adaptor for the MS. As we've said before, no way, no day. Start saving for the real thing.

Poor old **Julia Hoy** is desperate to play either *Lemmings* or *Humans* on her Game Gear. Well, rumours (just rumours) say that *Lemmings* will be out for Christmas, but we still haven't seen the Mega Drive version yet, so don't hold your breath. *Humans*, however, is a great little game, and if Imagitec continue their present policy, should be out this year on all formats.

Some young whipper-snapper called **QA Murtagh** asks just "one, simple question": if he bought a WonderMega from Console Concepts, what country's games would it run? Here's a simple answer: Japan's.

D Pascoe also has a "simple" CD question: normal carts have no moving parts, so they can be played for hours without damage, but a CD spins. Do the CD games spin all the time, and if so what is the life expectancy of the unit? Take it from us that the Mega-CD is built to very high standards and even the longest playing session won't knacker it, even if it's spinning all the time. We have our Mega-CD playing (music) all day and

night in the office, and have had no problems whatsoever.

Massive SEGAPRO fan, **San McAuliffe**, not only complains about how easy Sega games are but also asks if *Pit-Fighter* will be coming to the Game Gear. We popped down to see the programmers this month and they told us that the Master System version is a 4Mbit affair, and as the Game Gear only has 2Mbit carts it seem unlikely that an actual Game Gear version will appear. However, the MS version should work through the Master Gear convertor, although the already small sprites will be even tinier!

After seeing our review of *Euro Club Soccer*, **Richard Chapman** wrote in saying that he's searched high and low for the game, but can't find it anywhere. Yep, sadly it was delayed a bit, but if you pop into your local shop now, you should be able to get it (although it's selling like hot cakes!).

SEGAPRO newcomer, **Dominic o' Hare** wants to know if the name and address we print in the supplier's box on reviews is where you can buy the game from. Not always, it's just where we got it from for import games, or the name of the official UK supplier. In any event, if you contact this person, they will either sell you the game direct or tell you where you can get it from.

Finally, Aussie **Ben Paynter** has tons of questions relating to the *Street Fighter 2*. They can be easily answered by saying that we have heard no news that indicates a Sega version of *Street Fighter 2* is imminent. Sega have tons of their own great beat-'em-ups in the pipeline (*Pit-Fighter 2*, *Streets of Rage 2*, etc), so you shouldn't need it.

Hey, guess what, The Pros are just 30 days away from writing these same lines in next month's SEGAPRO. Just be thankful you don't have as many problems in those 30 days as they will.

WORRIED AND CONCERNED

Dear ProTest!

I am writing to you in a very concerned manner. I feel that the Sega-owning public are being cheated of great games, whereas Nintendo seem to be snapping up all the great games, such as *Street Fighter 2* and *Final Fight*. When will Sega get their act together? Not all of us are shoot-'em-up freaks which Sega seem to be producing at ten a minute.

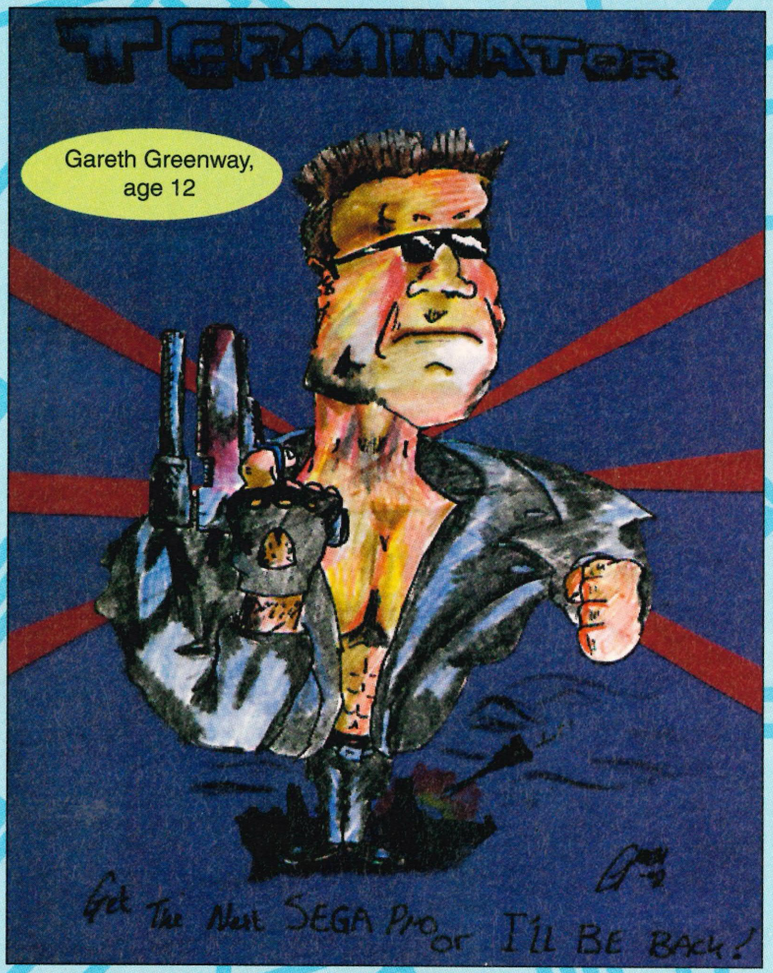
Then there's the Mega-CD. From what I've heard, the games that are out at the moment have been a complete flop in the USA. If the Mega-CD is capable of doing so much, why don't Sega use its capabilities to the full. Sega seem to spend most of the time making the game look great, but forget about the playability. Meanwhile, people are selling their Mega Drives to purchase a Super NES just to get hold of the "great" *Street Fighter 2*. (Which according to other magazines is the "greatest game ever!" – and it's not even out officially yet.) Will Sega ever produce a game of this high quality and WHEN? The majority of the public want a one-on-one beat-'em-up to rival *Street Fighter 2*, and don't want to feel left in the lurch, with Nintendo getting one up on us.

Sega should listen to the games-player and gamespayer, and come up with the goods. I am sure people would pay a little extra to get this long-awaited beat-'em-up. So come on Sega, get cracking!

Alan Yates, Manchester

Okay, first off, Street Fighter 2 is NOT the best game ever. Any magazine that says that about a game is misinforming its readers. How can you expect to say that from playing the game for a few weeks (which is the MAXIMUM time mags get to review games.) We've played SF2 in the office (those CONSOLE XS chaps forced us to look at it), and we were not impressed. Okay, so it looks great and there are loads of moves, but where are all the characters, and how come it's so easy?! Don't believe the hype, it is not the game it's cracked up to be.

On the Sega front, Pit-Fighter is the best one-on-one beat-'em-up around, and you won't complete that on the first day's play. Just look at the pathetic Super NES version and you'll see why the Mega Drive is the only machine for beat-'em-ups. Talking of which, have you seen Final Fight – it's not even two-player! And the action slows down terribly when there are more than a handful of fighters on screen. And anyway, if you check out the Japanese news section, you'll see that Final Fight is coming out on Mega-CD very soon. And if that wasn't enough, look out for the 16Mbit smasher, Streets of Rage 2, this Christmas. Come the end of the year, all those fools who sold their MDs to get a SNES will be pleading on their knees for the shopkeepers to swap it back again...



PROQUOTES

You say, we print it. (Amazing, huh?)

"Why can't Sega just take that extra bit longer to make their games last longer?"
James Buck, Ellon

"Please, please, please print more Master System tips." [Okay, we'll try!]
Alastair Wells, Beauly

"I have found every single issue of SEGAPRO interesting, useful and fun."
Anthony McEwan, Cromarty

"Is there any chance of a section where you review old games?" [Hmm... possibly.]
Ben "Tandy are idiots!" Carias, East Sussex

"I've never won anything!"
Dave Connor, Trowbridge

"Please will you send me a review of Sonic 2."
James Lambert, Alfreton

"We think it's pathetic the way people write in begging for T-shirts."
Jonathan and Nicholas Denson

"I do think you could do a lot more for the Master System." [So could Sega!]
Lee Griffiths, Pembroke Dock

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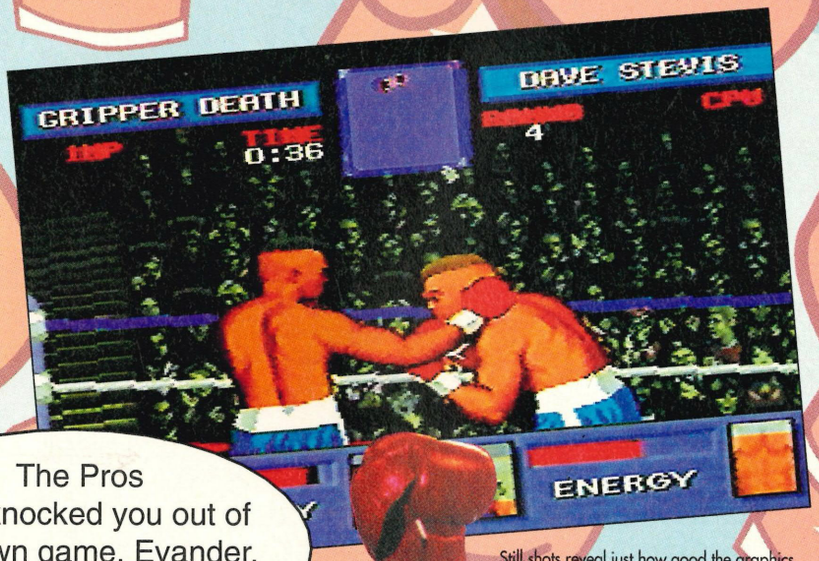
MEGA DRIVE

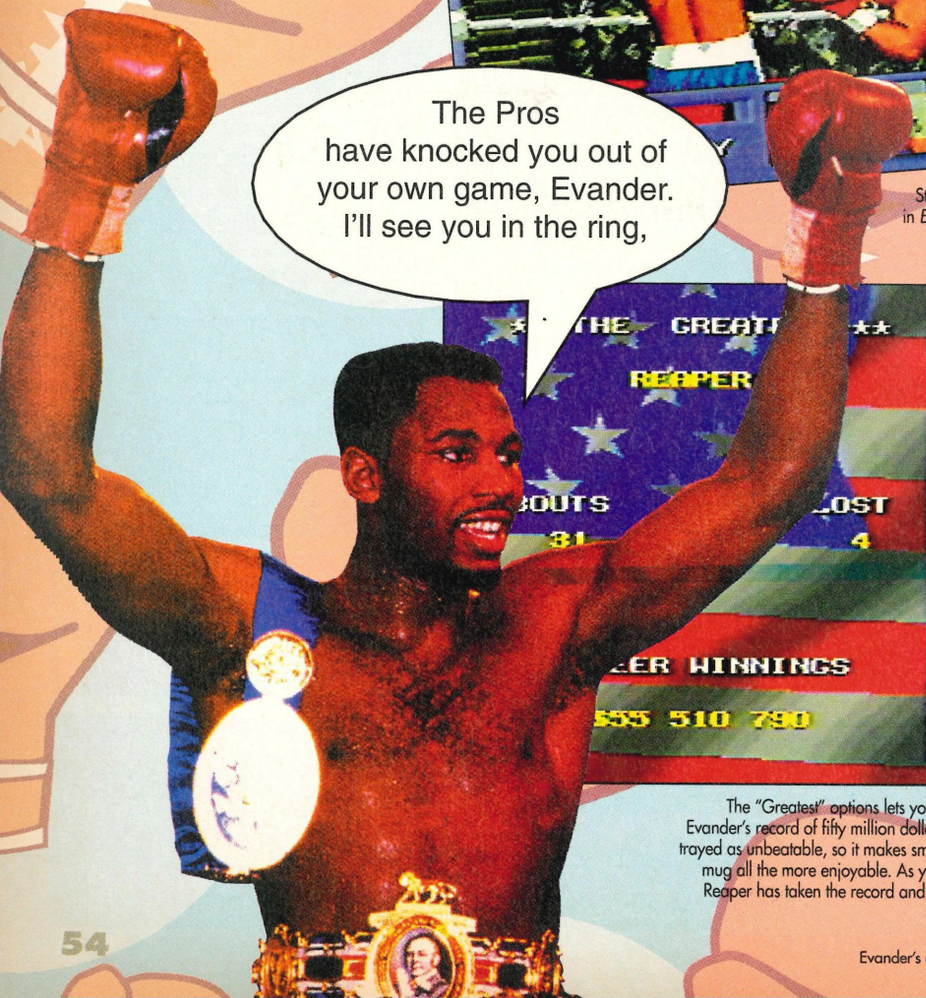
Let's get down to basics. *Evander Holyfield* is a strategy/training boxing sim that uses, for the first time on the Mega Drive, a spinning 360° view of the ring. This allows you to dance all over the ring while uttering threats like "Come on and fight you wimp" and creates a greater sense of realism.

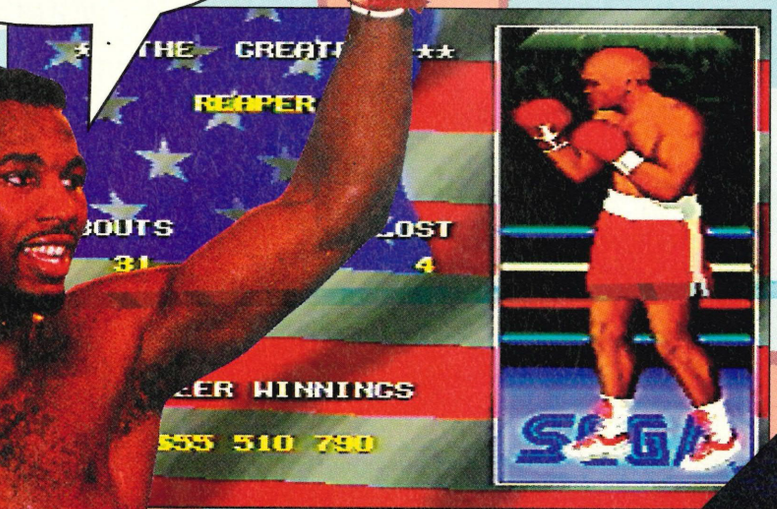
The object, as in real life, is to beat hell out of any chump who gets in the way of the championship. But this is boxing with brains. A trainer feature between bouts allows your fresh-faced contender to pump iron and build up various attributes, including speed and stamina, which are essential when the bell rings and an ugly mug starts throwing punches at you. Boxers can be saved and retired at will, but in the end it all comes down to how well you can inflict pain and whether you've got enough bottle to grapple with the champ.

Big Bad Jacob is a mean critter. It's only the first round and he already has the luckless Ron on the ropes and in trouble. A swift punch in the face followed up with an upper cut, and the bald Soviet steamroller will be counting stars. "Yo, Adrianne... I did it!"



Still shots reveal just how good the graphics in *Evander* are. The hook is excellent for GBH of the skull and stunning your opponent.





The "Greatest" options lets you see who has beaten Evander's record of fifty million dollars. Evander's portrayed as unbeatable, so it makes smashing his ugly mug all the more enjoyable. As you can see, the Reaper has taken the record and consigned Evander to the scrap heap.

Evander's dropped off the rankings on our copy.

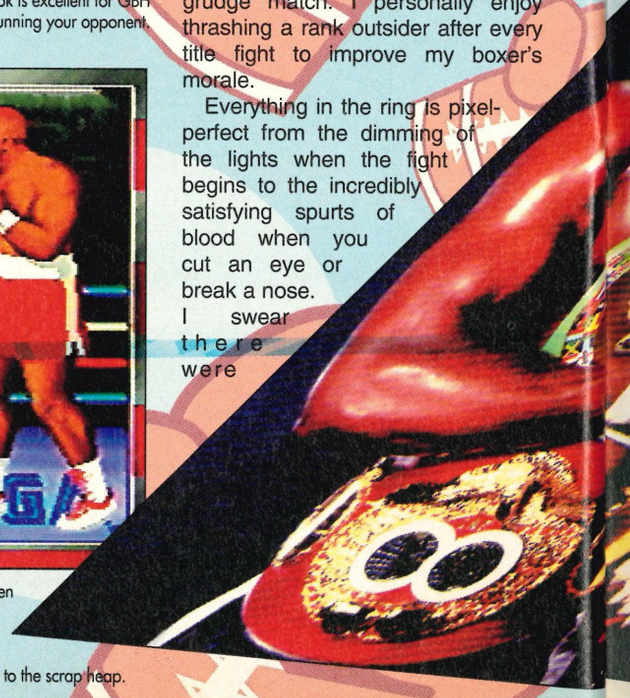
Evander Holyfield's "Real Deal" Boxing has come in for a lot of stick recently, which is a shame because it really is a knock-out of a game and a massive improvement over Sega's previous attempt, *Final Blow*. It has everything a sado-masochist could want: a host of criminal looking world contenders to pummel into the canvas, a save option to record your "Peter Perfect" and a handy training section that adds strategy and realism to the proceedings. As a die-hard fan of any game with a bit of GBH in it, I loved every minute of *Evander Holyfield*.

The graphics and central animation are of a high standard and not once did I or anybody else in the office ever complain of the boxers punching too slow or losing unfairly. Each fighter has their own characteristics and after a while you'll look forward to beating up your least favourite chump in a one-sided grudge match. I personally enjoy thrashing a rank outsider after every title fight to improve my boxer's morale.

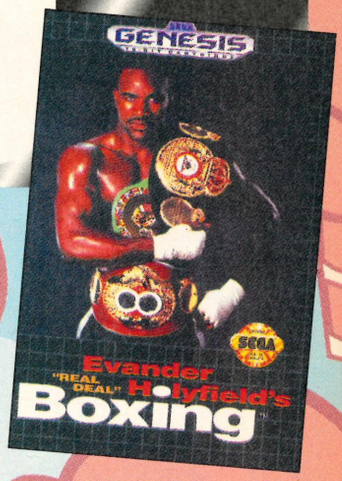
Everything in the ring is pixel-perfect from the dimming of the lights when the fight begins to the incredibly satisfying spurts of blood when you cut an eye or break a nose. I swear there were

PROTIP

The most effective move is to use long punches, one to the stomach, then when your opponent ducks down to cover, punch him briskly in the face and then move in close and try a couple of hooks, alternating between left and right blows (these do the worst damage). In no time at all, your opponent will hit the canvas and stay down (if he has any sense).

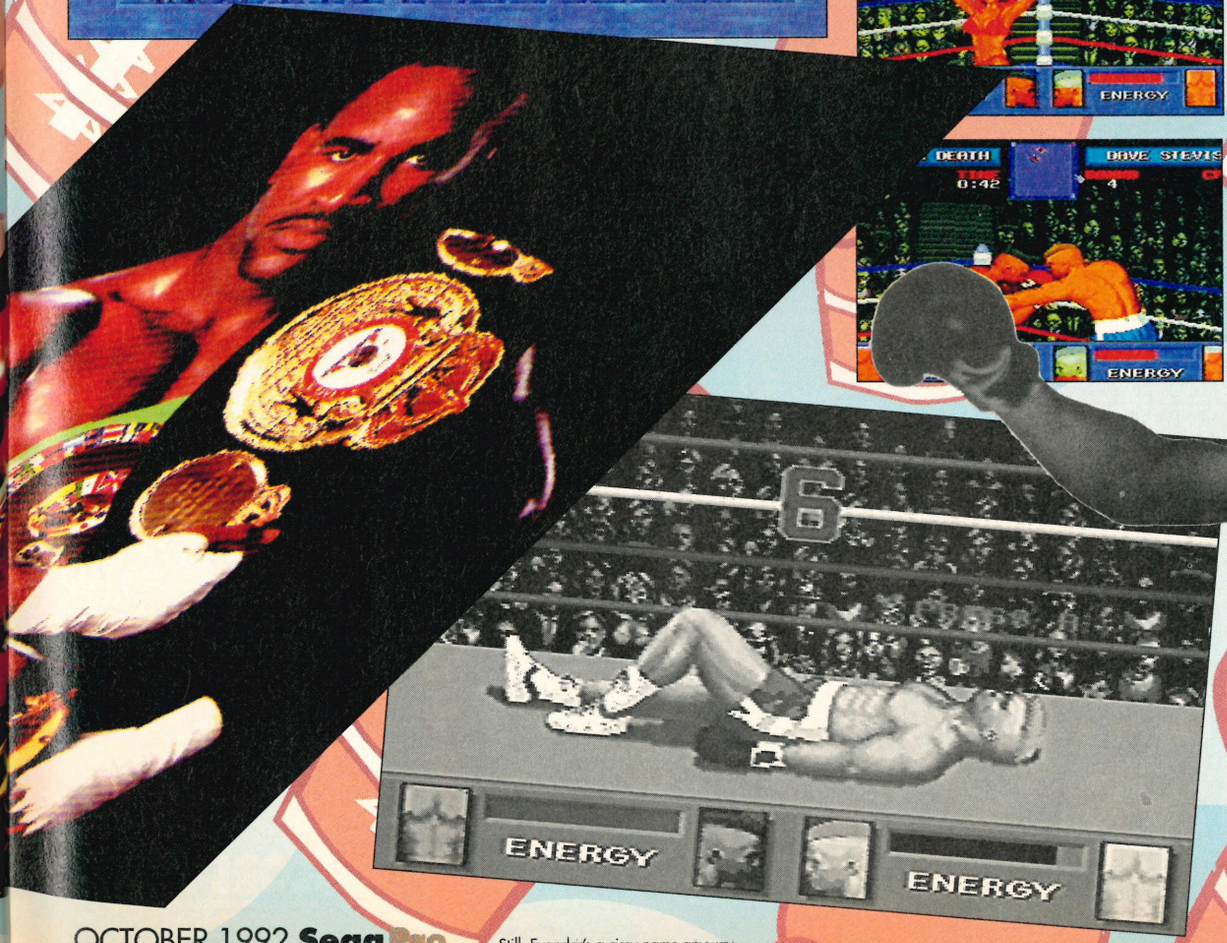


Evander "REAL DEAL" Holyfield's Boxing



Evander Holyfield's "Real Deal" Boxing is an official Sega game but we got our world ranked copy for £36.95 from AMS Electronic Games at 9 Hay Lane, Kingsbury, London NW9 9EL. Telephone (081) 4502166 to get your copy now before stocks disappear quicker than Evander's title.

The moment you beat Evander, or whoever is in the hot seat, you must fight any gimboid challenger who wants a shot at the title.



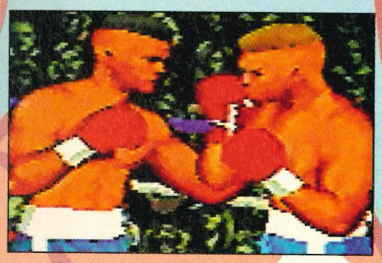
cheers in the office when Evander hit the canvas in a mass of cuts and bruises, and audience participation is what boxing is all about.

The indicator bars around the edge of the screen are clear and precise, and having the boxer's head or chest flash when a technical knock-out

Still, Evander's a cissy name anyway.

Evander "Real Deal" Holyfield's Boxing

Sometimes you need to totally cream a fighter to boost your moral; this one's a right wimp!



The timer tells you how long before you to spit in the bucket and get some of that important energy back. During your early fights you only have six rounds to fight, when you're tops, this is increased to 12.

This overhead view of the ring is very useful if you want to avoid getting caught on the ropes, if you are in danger, press the joypad towards the centre of the ring and you will create some space for an another attack.

Smashing the power bar down is entirely dependant on how good your stamina is. The higher it is, the quicker the bar rejuvenates. Evander's constitution is incredible but by constantly using left and right hooks, you will eventually beat him in a technical knock-out. Hit the canvas three times and it's all over.

If sweat sprays from your opponent's forehead then you know he's losin' it. Continuous punches to the head are quicker than body blows but if his stamina is good your attacks need to be relentless.

When you consider that each boxer receives about a hundred punches to the head each round, it's no wonder most of them have the IQ of a small water biscuit. Still, they can always do pantomine.

The body indicator takes quite a bit of punishment. It gradually turns grey the more gut blows you get in . When it reaches the bottom, it begins to flash and then a few more hits means a technical knock-out.

was imminent is clever and eye-catching. I also liked small graphical touches such as the partially clothed young lady holding the round banner and the way you can taunt your opponent with inviting fists and shouting insults; totally unnecessary but highly enjoyable. The spinning ring technique is clever but hardly practical and unfortunately very jerky. Many times I kept a direction pressed and the whole ring span at an alarming rate, finally leaving me stuck in a corner with EZ Ray punching my guts!

Boxing has never been known for musical prowess (just listen to those dreadful Rocky soundtracks!) and *Evander Holyfield* is no different. The main tune and those accompanying a win and training screens are ear-wrenching and painful, and you would be well advised to keep the volume well down until the fight starts. After the metallic ting of the bell each round is an acoustic orgy of grunts, slaps and heckling from the crowd, which really makes the atmosphere electric. Speech is recognisable and well received, especially when a "Stop the fight!" heralds a victory.

I especially like the training feature which lifts the game above the purely beat-'em-up mentality. Now you have to think about the structural integrity of your contender and this heavily influences the events in the ring. For example, sending a slower but powerful boxer against a lightning fast jabber who's quick on his feet spells certain disaster, it is this tactical aspect that gives this game the edge.

The save option lets you return again and again to sustain your career with the ultimate aim of becoming the greatest fighter who ever lived with an indelible record screen. I would have preferred to have chosen when to save, so as to avoid costly mistakes and loses.

Unfortunately, *Evander Holyfield*'s greatest asset is also its folly. Volleys of jabs, upper cuts and hooks can be effortlessly strung together in competition and as a result it is very easy to find a routine of moves that beat nearly every boxer without breaking a sweat. Once you hit the top ten, the pros get wise to your tricks but a quick jab to the nether regions followed quickly with a punch to their glass jaws and it's all over. Rapid combinations of this and many other moves should catapult you through the ranks but this ruins the challenge of what is otherwise a superb boxing sim. Luckily the two-player option is nothing short of excellent and more than enough fun can be derived from smashing your best friend into next week.

Evander himself is embarrassingly easy to beat once you have a system and for a game that's based around him, it's laughable to see him lose his marbles and fall from grace. At my last look he was ranked 25 and going down like a lead balloon. So much for a realistic game licence, eh Evander?

● Damian "bruiser" Butt

How was it for you? The fight's over, your bones are fusing together and it's time to start training for the next one. Different exercises improve your attributes; speed is essential but power and stamina will sustain you in a long bout. If you win, pick three, if not choose two then one.

PROFILE

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GRAPHICS	▲ Impressive, large boxer sprites. ▲ Excellent statics, smooth animation.	85
SOUND	▲ Gruesome grimaces and cheers. ▼ Terrible musical accompaniment.	79
GAMEPLAY	▲ Rapid bloodthirsty rounds. ▲ Great choice of opponents.	90
CHALLENGE	▲ Takes time to suss out the moves. ▼ Ultimately easy to beat Evander.	74

Low on challenge but still the best boxer in the ring.

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MEGA DRIVE

You know how it goes... It's a pleasant, peaceful day and without any warning at all, a rather large fleet of alien ships appear, hovering menacingly in the cloudy autumn sky, and proceed to splatter our beloved Earth with bomb craters.

While these no-good aliens are stealing your fellow humans by the thousand, you, under the moniker of Chelnov, and your father seek shelter in their underground laboratory. As your father draws his last dying breath, he unveils the secret of the Atomic Suit.

"It was found buried deep within an ancient Egyptain pyramid," he says, gasping for oxygen. "There was also a scroll depicting the design of the suit. It must have been designed and built by the aliens now attacking us. It was obvious that they've been here before, and are now coming back to reclaim what they believe is theirs." Your father sighs and then his eyes close for the last time. With sadness in your heart, you don the Atomic Suit knowing it is the only way to rid Earth of this extra-terrestrial scum. You are the Atomic Runner... Earth is waiting for you to save her...

Atomic Runner starts with an intricately ornate title screen which incorporates an animated version of the cover illustration. A quick trip to the options screen presents you with a wealth of choices: difficulty level (with three settings), number of lives and continues, pre-programmed button assignments and an option to turn on or off autofire and (for some obscure reason) auto-jumping.

Starting the game proper drops you right in at the deep end. As you explode out of the underground laboratory, the first things to hit you are the in-game tunes and FX. They both add to the feel of the game, which is fast and furious. There are loads of tunes in the game ranging from slightly rock orientated to downright funky! The FX are equally good with huge explosions and laser fire almost ripping your TV speaker to shreads.

The screen continually scrolls from left to right with some beautiful parallax effects which helps the game's unrelenting appearance. Fantastic backgrounds together with colourful and detailed, albeit small, sprites fill the screen. The main character is wonderfully animated, which *nearly* puts *Prince of Persia* to shame!

The game boasts seven tough levels, with the first seeing you battle your way *Rolling Thunder*-style out of your underground lab and into the open air. Then it's over a snow-covered landscape, complete with a blizzard in progress, through a dense jungle and a superb Egyptian desert complete with eye-catching pyramids, finally climaxing with a desperate run through the alien-infested streets of New York. All the backgrounds are expertly drawn with lovely detail throughout, such as the hieroglyphics on the Egyptian level.

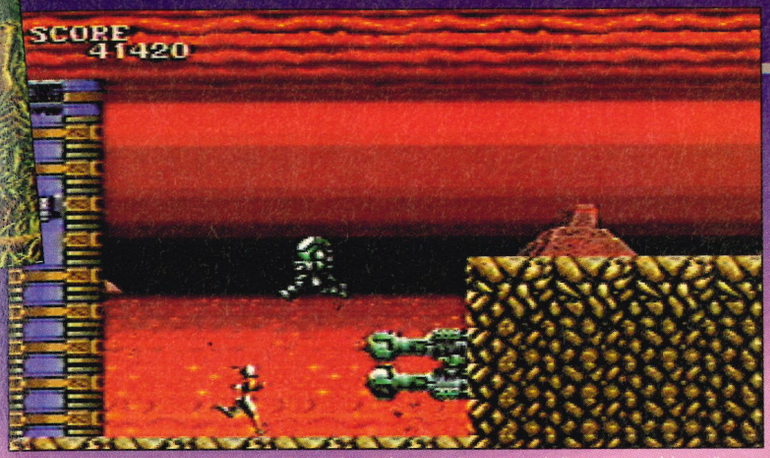
Just look at those gloriously detailed backgrounds! Every level is packed with colour and contains more than a few surprises. Here you find yourself being chased by the Loch Ness dragon. Make sure you don't stop running, or you could find yourself shark meat.

PROTIP **Always use the fireball weapon when you can get it. It has the largest size bullet and is especially good for dispatching level guardians.**

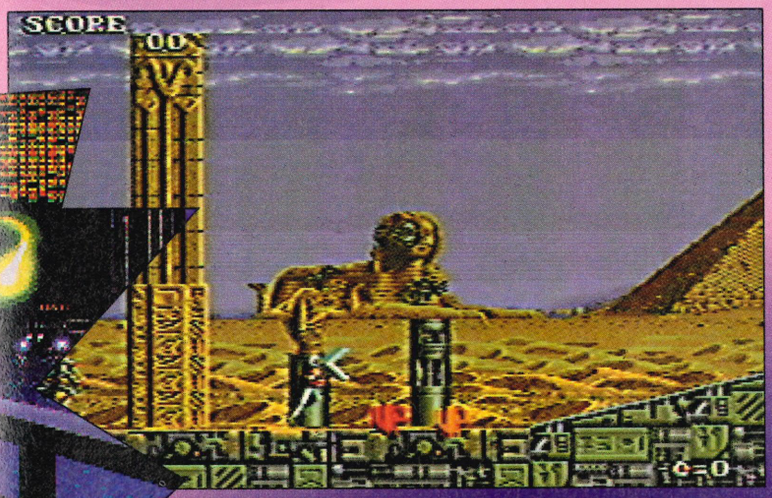
The many, many aliens you encounter are well-drawn and detailed, with some of them looking extremely creepy indeed. The animation of the aliens is nowhere near as good as the main character, but still creates the nessesary illusion of their deadly intent. The level guardians are the exception to this rule; they're huge, almost filling the entire screen. (I defy anyone to see the huge robot at the end of the sixth level without muttering a few choice words.)

The gameplay is a little different to your normal run-of-the-mill platform game. Firstly, you can't fire backwards unless you actually turn around! This can be a bit tricky at first but soon becomes second nature as you press a specific button to initiate the flip of Chelnov. Secondly, when you jump, you per-

Atomic bombs contain uranium and plutonium.



Late on in level one you'll come face to face with the incessant bullet-pumping of the wall guns. Just be cool and jump those suckers because shooting them will take ages.



Pick-ups aplenty as loads of gifts fall from the skies. Who knows what they contain, just pick 'em up and pray for something special.

ATOMIC RUNNER

GRAPHICS	▲ Great animation on Chelnov and guardians. ▼ Aliens have noticably cut down animation.	80
SOUND	▲ Great tunes bash along all through the game. ▼ FX include great lasers and explosions.	79
GAMEPLAY	▲ Fast, fast, fast and fast again! ▼ Turning around to shoot behind you is tricky.	75
CHALLENGE	▲ Extremely easy – NOT! ▼ Not too welcoming for inexperienced players.	80

Challenging and original gameplay ensures long-term appeal.

PROSCORE 79

form a nifty somersault. It may not sound exciting, but when combined with a spray of fire through 360°, it looks damn impressive. And thirdly, you can kill most of the aliens by jumping on their heads (not unlike a certain Italian chap that we all know and hate!).

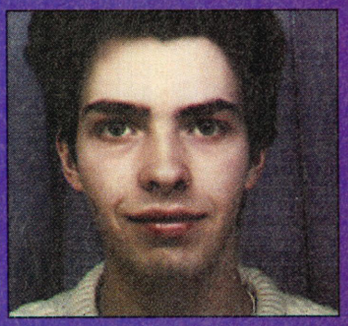
You start with a small laser but power-ups can be gained from shooting the tops of torches which line all the levels or by shooting aliens which sometimes appear carrying the life-giving and death-dealing symbols. These range from an awesome fireball to a pathetic spinning morning star.

Atomic Runner is a refreshing change from the normal scrolling shoot-'em-up. Great graphics and sound, together with fast and furious gameplay, make this a game that will keep you up till the wee hours of the morning muttering "Just one more try before I hit the sack – honest!". My only gripe is that on the easiest difficultly level it can get a bit tough, even for seasoned Pros. But, hey, it's better than being completed on the first day, right?

● **Dino "Dini" Boni**

PROTALK EXTRA!

Atomic Runner was reviewed by avid SEGAPRO reader, Dino Boni. Being a loyal Sega dude, Dino had no problem landing a job at House of Fun video games centre in Christchurch, Dorset, where he presently advises all customers to put Sega at the top of their shopping list. Taking the ProTalker reader reviews one step further, we hope to have more SEGAPRO readers fully reviewing and rating future games in SEGAPRO. We'll be picking people at random from our normal mailbag, so watch out, we may call on YOU next!



Name: *Dino Boni*
Address: *21*
Height: *5' 11"*
Weight: *10st 11lbs*
Eyes: *grey*
Hair: *yep!*
Fave MD game: *Sports Talk Baseball*
Fave MS game: *Impossible Mission*
Fave GG game: *Columns*
Fave Mega-CD game: *Sol-Feace*
Interests: *surfing, video games, girls, surfing, girls, girls, surfing, video games, beer, girls, surfing.*

PROFILE

ATOMIC RUNNER ● DATA EAST ● £34.95 ● IMPORT

CART SIZE	4Mbit
PLAYERS	1
STAGES	7
SKILL LEVELS	3
FEATURES	n/a

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Lynford Christie is the closest thing we'll get to an atomic runner.

MEGA DRIVE

Twinkle was at home with her granny, and being a good little witch was hard at work practising her spell-casting.

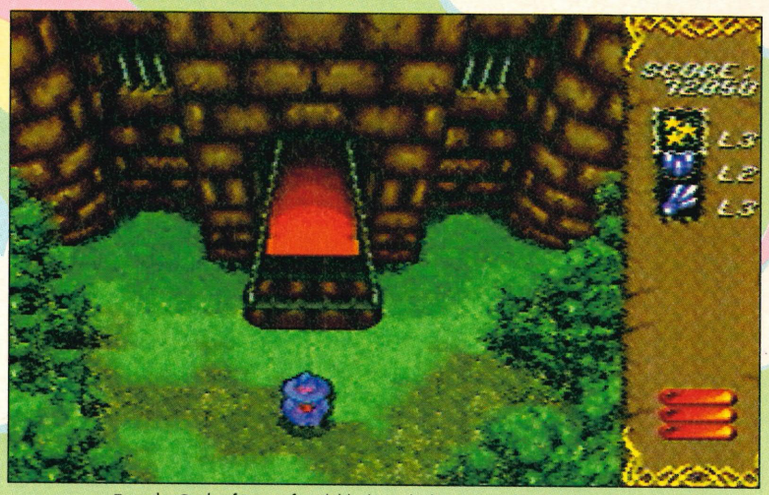
"Now then young Twinkle, what goes into the cauldron after the hogs' warts, eh?" demanded the old hag.

"Could it be the banyan root, Granny?" she guessed.

"No, no, no, you foolish young witch. If you do that, you'll have a disappearing potion instead of your favourite hogs' warts soup. Here let me continue with the recipe!" And with that, she brushed Twinkle aside. Fortunate indeed for the young novice witch, as a whirlwind appeared right there and then, just where she'd been standing, and sucked the wizened old crone away!

Twinkle was just able to hear her Grandmother's voice as she was dizzily carried away. "Find me in the Castle of the Dark Oneee.....!"

And then all was silent...



Enter the Castle of Doom, fair child! This is the beginning of level two, and there's a long way to go yet! But Granny needs you, Twinkle, so don't falter!

The level one guardian is a real pain! You've got to destroy his extra heads before assaulting his main body, otherwise your shots will be ineffectual!

Twinkle is a true maze game, with the action appearing both horizontally and vertically.

entire length of the screen, and the second, a series of circular white energy blasts that seek out the specified targets. Both are extremely useful, but should be saved for the abominable level guardians.

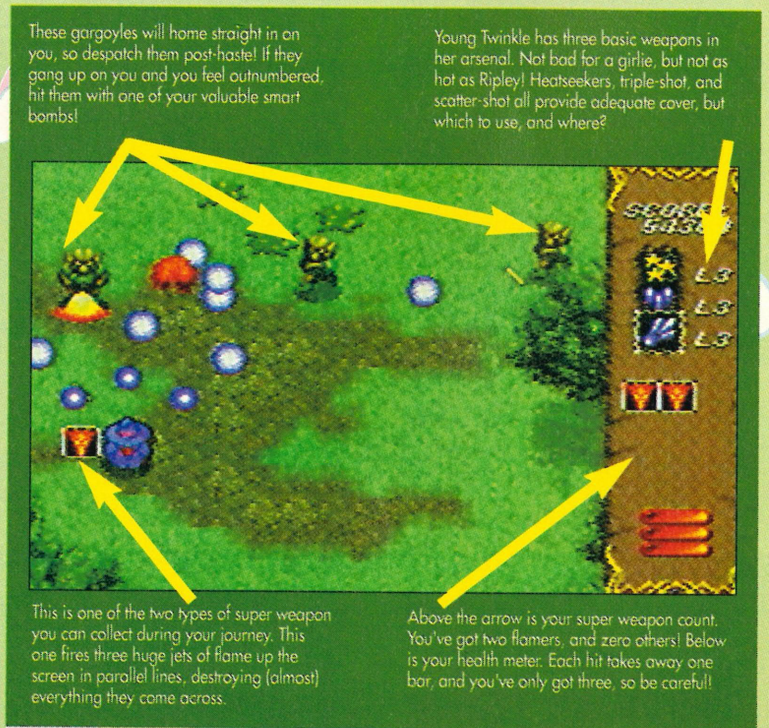
PROTIP For optimum efficiency, use the white smart bomb as opposed to the flamer. Its destructive potential is far greater!

Twinkle herself is a little small for such a powerful magic maker, and must have learnt fast since her grandmother disappeared. It's a good job she did, as the opposition are no pushover, and range from swarms of vampire bats (fairly easy to destroy) to three-headed fire-breathing miscreations! All are colourful, with lifelike animation, and above all are intelligent! Yes, these

Twinkle Tale begins with some really spaced-out graphics and sounds. A multitude of coloured balls spin hypnotically around the screen, accompanied by the weirdest psychedelic noises you're likely to hear on a Mega Drive! Hitting START brings up the delightfully animated title screen, showing Twinkle's world suspended in space. Next comes the storyline, in book form, telling the dreadful tale of Granny's abduction!

Into the game, and we're reminded of *Undeadline*. The action scrolls vertically upwards, and aside from killing the villains, there are plenty of chests, which must be shot before the goodies inside them can be collected.

You begin with three basic weapons, which can be easily scrolled between, and can soon power these up with the contents of certain chests. Smart bombs can also be acquired, and these come in two forms. The first is a three pronged flame that stretches the



These gargoyles will home straight in on you, so despatch them post-haste! If they gang up on you and you feel outnumbered, hit them with one of your valuable smart bombs!

Young Twinkle has three basic weapons in her arsenal. Not bad for a girlie, but not as hot as Ripley! Heatseekers, triple-shot, and scatter-shot all provide adequate cover, but which to use, and where?

This is one of the two types of super weapon you can collect during your journey. This one fires three huge jets of flame up the screen in parallel lines, destroying (almost) everything they come across.

Above the arrow is your super weapon count. You've got two flamers, and zero others! Below is your health meter. Each hit takes away one bar, and you've only got three, so be careful!

Twinkle Tale

Oh no, not you again! I thought I wasted you on level one!

sary to the game anyway. If you haven't yet purchased *Undeadline*, then why not try *Twinkle Tale* instead? It's on a par with the former, and mighty pleasant it is too!

● **James "MacBeth" Scullion**

PROFILE

TWINKLE TALE ● WAS ● £35 ● IMPORT

CART SIZE	4Mbit	SUPPLIER	Skytek Software
PLAYERS	1		10 Elizabeth Place
STAGES	6		St Helier
SKILL LEVELS	3		Jersey
FEATURES	n/a		✆ (0534) 56212

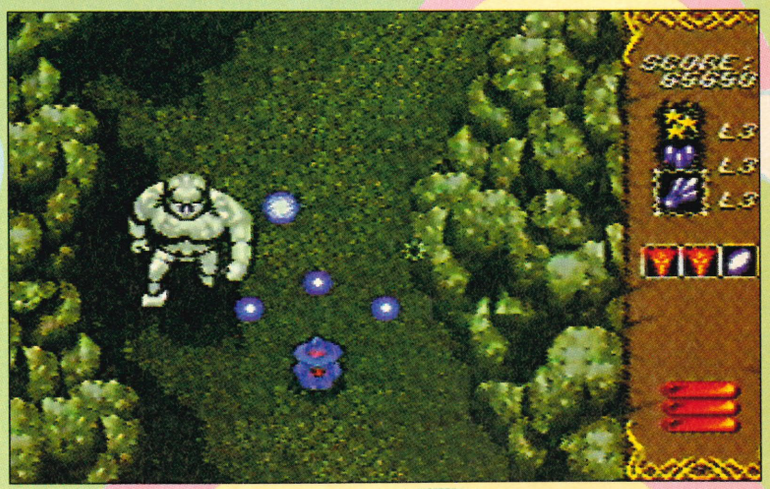
guys will keep tracking you until either you or they are a pile of dust.

The hardcore rockin' tunes that play throughout intensify the action to fever pitch, and with the addition of the explosive sound FX, create a concentrated aural noisefest that'll leave your ears ringing!

Twinkle's mission of mercy becomes progressively more rigourous, as she's assaulted by ever-growing numbers of the evildoers' acolytes. You'll be hard-pushed to complete this game soon after you'd bought it! Fortunately, you're armed with three continues, which help you get that tantalisingly bit closer to the end, and subsequently keep the excitement high.

Twinkle isn't the most original of games, but it's a competent fusion of several that have gone before. I really enjoyed playing it, frustrating as it was. Satisfying is the word that automatically springs to mind when a game's in progress, and the whole package is only marginally flawed by the Japanese text, which isn't neces-

"My, those are big balls you have, granny!" Avoid these at all costs, or die like a hedgehog!



When Jimmi Hendrix sang Stone Free this isn't quite what he meant! This evil deviant will stop at nothing in his quest to pull you limb from limb, so make like a banana, and split!

GRAPHICS	**85**
▲ Varied back and foreground designs.	
▲ Gorgeously gruesome collection of sprites.	
SOUND	**83**
▲ Pumpy-up-it's RAW!	
▲ Plenty of far-out FX.	
GAMEPLAY	**82**
▲ Fast, frenetic play with no slowdown.	
▼ Mildly repetitive.	
CHALLENGE	**85**
▲ Practice makes perfect.	
▲ Tough level guardians will have you tearful.	

The latest of the cutesy Jap shoot-'em-ups could be the most fun yet!

PROSCORE 83

...you turn me on just like a switch!

GAME GENIE

BECOME A GENIUS!

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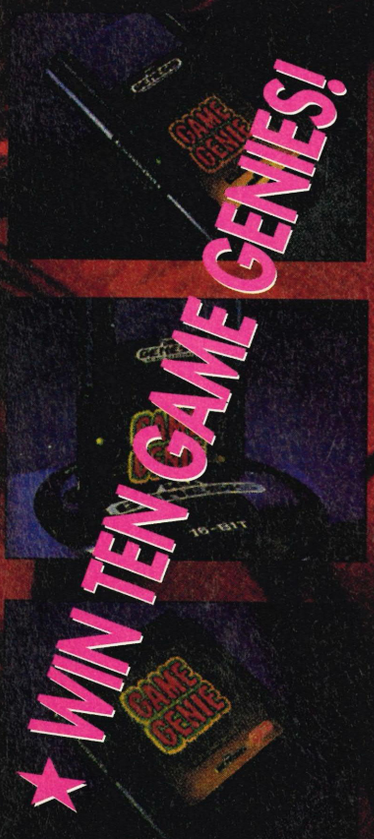
WIN TEN GAME GENIES!



With Datel's two Action Replays already well established in the market, you may think Hornby Hobbies' Game Genie is a bit late on the scene – but not so. In fact the Game Genie is the innovative box of tricks that started the hacking cart industry. It first appeared on the NES what seems like absolutely aeons ago, and because British inventors Code Masters couldn't get permission from Nintendo to produce it, the unit was subsequently banned from sale in the USA. However, courts in Canada quite rightly saw that such a restriction on sales was totally stupid and let the Game Genie sell in its thousands north of the border. Meanwhile, Nintendo and Galoob (the Game Genie's distributors in the States) battled away in court. Years later, and after hundreds of hours spent in court, the problem was resolved. The court decided the Game Genie *could* be sold in America, and to make up for all the lost sales while the unit was suspended, Nintendo had to pay out quite a hefty sum of compensation to Galoob.

With this in mind, is it any wonder that the Mega Drive version of the Game Genie has had the full backing from Sega – it's even a true authorised Sega product! Yes, Sega WANT you to hack into everyone's games and change them about. But with the Game Genie that doesn't just mean getting infinite lives and suchlike, no, Hornby Hobbies are positively encouraging people to fiddle about with the device and make their games do weird and wonderful things. And even if you don't fancy fiddling your own codes, you can always use any of the hundreds of codes that have already been found out for the Game Genie. But the hard work isn't left up to you, Code Masters are constantly trying to find the essential codes all the time, and you can tap into their wisdom by phoning the Game Genie Helpline. The special line will also allow you to drop off any new codes you've found yourself – perhaps for other users to pick up later.

All in all, Hornby Hobbies feel they've got one massive little device on their hands – and with sales soaring in both America and the UK, who are we to argue?

The Game Genie will go on sale this November, priced £44.99. While there's only a Mega Drive version available at the moment, you can certainly expect a Game Gear version early next year. But don't wait till November, why not try and win one of the TEN units we've got to give away.

Hey, whaddya mean you haven't got a Mega Drive? No problemo, just get the furniture out of the front room and prepare the way for another of Hornby Hobbies' great inventions, Scalextric! Yes we've got their top-selling RS Cosworth Set to give away, which includes two Sierra cars and a mind-blowing high-speed track with all the power packs and leads. Who said we don't look after you!

HOW D'YA DO IT?

So you wanna know just what amazing feat you need to perform to be in with a chance of winning one of these tricky devices or even a Scalextric set! Well, it's dead easy. Just take a look at the three questions, write your answers on the form below (or a postcard), fill in your name and address, and send the whole caboodle off to *I'm a Genius!, SegaPro, Trowbridge, Wiltshire BA14 8JS.* All those crucial entries must be in by 8 October 1992 or we'll stick them in our magic lamp and get them to disappear in a puff of smoke.

DA QUESTIONS

1. Who wrote has written a series of computer games based around a character called Dizzy?
a) Vic Reeves
b) The Wonder Stuff
c) Code Masters

2. Hornby Hobbies are also behind another great piece of home entertainment. What toy is it?
a) Scalextric
b) Barbie
c) Trivial Pursuit

3. How many wishes does your average genie grant (taking into account seasonal fluctuation)?
a) 1000
b) five
c) three

I'M A GENIUS!

Just call me Aladdin, man. Those questions could only be answered correctly by a real genius, and you'll find the name of this person at the bottom of this form.

1)	A	2)	A	3)	A
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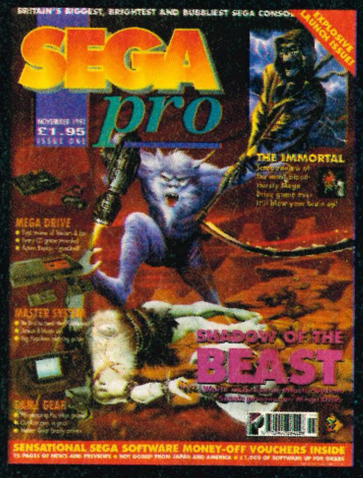

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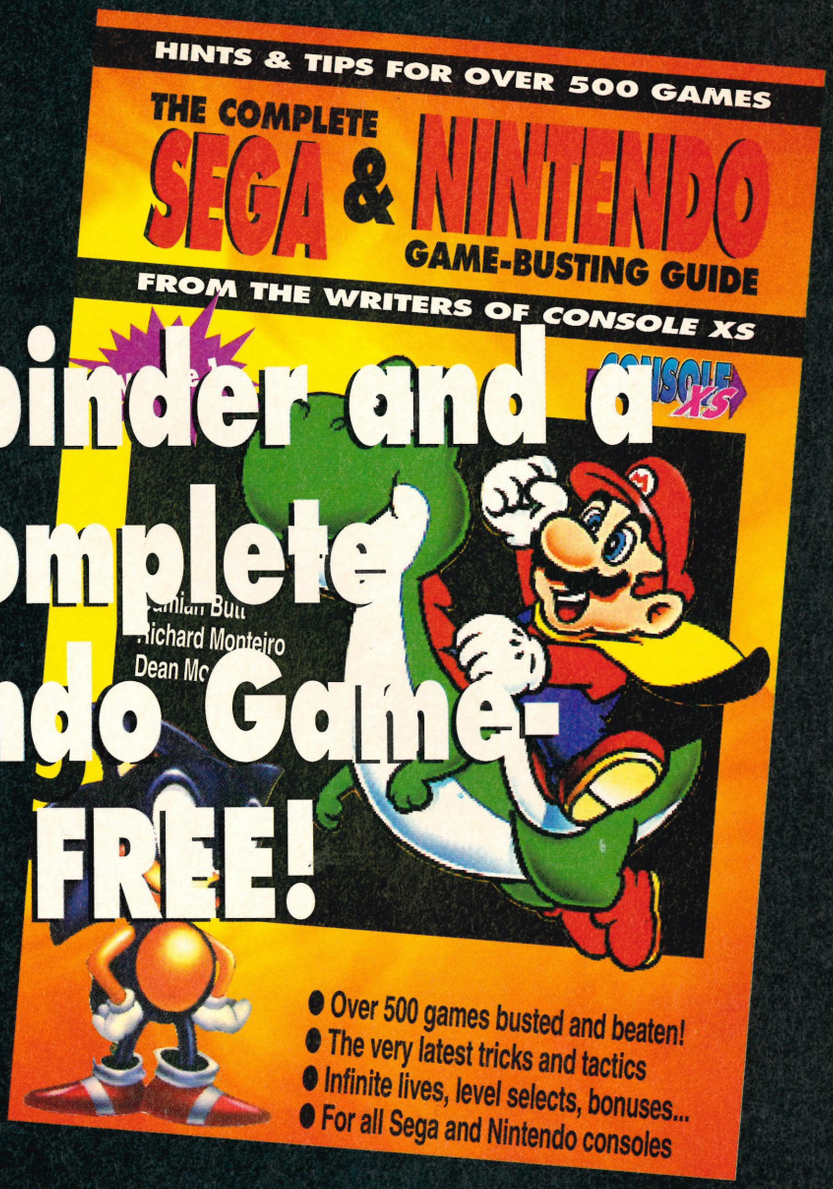

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pro PICK

Listed below are our recommended games of the past three months. They are in no order of greatness, they are just what we believe every SegaPro worth his salt should have seen. (And if you haven't seen the actual game, this page will help you bluff your way through those in-depth gaming discussions.)

GAME GEAR

ALIEN SYNDROME

Producer: Sims
ProReviewed: SegaPro#7
ProScore: 84 (import)

Fab deep-space arcade adventure, *Gauntlet*-style, that has you saving the inhabitants of moon-base Alpha from the most ugly marauding alien space-buccaneers you'll ever come across. Plenty of bolt-on weapons and massive play area make this a real GG winner.

The Pros said: "An excellent extra-terrestrial extermination escapade."

KLAX

Producer: Domark
ProReviewed: SegaPro#10
ProScore: 85%

The game designed to be a *Tetris*-beater, *Klax* originally appeared on almost every computer format known to man! The Game Gear version is the very latest to appear, and is a right corker of a puzzler! With 100 levels of hectic tile-stacking to get through, *Klax* is awesomely addictive!

The Pros said: "...like having an arcade machine inside your Game Gear!"

POPILS

Producer: Domark
ProReviewed: SegaPro#10
ProScore: 89%

Aarrggghhh! *Popils* has accounted for more bald scalps than Dave's barber, with unwary Game Gear owners tearing their hair out in great handfuls after just five minutes of play! The totally innocuous graphics and sound belie the fiendishly tough gameplay!

The Pros said: "THE puzzler for the Game Gear!"

PRINCE OF PERSIA

Producer: Domark
ProReviewed: SegaPro#10
ProScore: 95%

Put on your turban and twirly slippers, and get ready to save your beautiful Princess-bride from the evil Vizier. 13 huge levels await, packed with brain-bending puzzles and treacherous traps. Not only that, but the Vizier's sorcery has conjured up some pretty meaty opposition too!

The Pros said: "The character animation is absolutely stunning!"

MONSTER WORLD II

Producer: Sega Japan
ProReviewed: SegaPro#8
ProScore: 84%

An annoyed Wonder Boy embarks on a search for the magic cross which has the power to restore him to his original form. Will he succeed? His fate is in your hands! (There goes the neighbourhod!)

The Pros said: "A great progression from the original."

MASTER SYSTEM

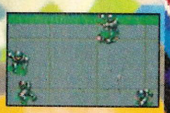
ARCH RIVALS

Producer: Acclaim
ProReviewed: SegaPro#7
ProScore: 83%

Balls-out arcade basketball fun where the only rule is there are no rules! Dive, lunge and punch out your opponents in the quest for on-court victory! Play against computer or human opponents, or team-up with a friend, but watch out, you may lose your shorts!

The Pros said: "Strictly two-player only... but very enjoyable!"

SPEEDBALL 2



Producer: Virgin
ProReviewed: SegaPro#9
ProScore: 86%

Take ailing Brutal Deluxe to the top in this futuristic sporting sim, and don't worry about the rules, there aren't any! Whatever machine you've got, this should be in your collection. It's fast, furious, addictive fun, brought to you courtesy of the one-and-only Bitmap Brothers!

The Pros said: "...brings terminal fun to MS owners everywhere!"

ASTERIX

Producer: Sega
ProReviewed: SegaPro#7
ProScore: 90%

You play either Asterix or Obelix in this stunning platform game. You've got to rescue Getafix, your druid, who's been kidnapped by the Romans. Graphically superb, the characters could have jumped from the pages of the comics.

The Pros said: "No matter what your age, you'll love playing *Asterix*."

WIMBLEDON

Producer: Sega
ProReviewed: SegaPro#10
ProScore: 88%

What with the real Wimbledon already just a distant memory in everyone's minds, you'd think this baby would be dropped faster than a hot potato! But no, *Wimbledon* the game is still going strong, and is deservedly acknowledged as one of the top sports sims for any Sega!

The Pros said: "...seasonal 8-bit fun at its sporting best!"

MARBLE MADNESS

Producer: Virgin
ProReviewed: SegaPro#8
ProScore: 88%

With graphics every bit as good as the arcade original, and all the old faithfuls, including the worms, acid-pools and hoovers to name but a few, this is a game for people with balls! All six levels are faithfully replicated from the coin-op, as are all the old tunes. This is it!

The Pros said: "Incredibly accurate and extremely encouraging."

MEGA DRIVE

SUPER OFF ROAD

Producer: Accolade
ProReviewed: SegaPro#8
ProScore: 85%

Possibly the most fun you can have without getting mucky. Two players compete in this motorised bounce-arama for the chance of pots of money and close contact with well-endowed semi-naked bimbettes! 16 track configurations and uprated equipment ensure long-term enjoyment.

The Pros said: "...deranged driving at its break-neck best!"

SPLATTERHOUSE 2

Producer: Namco
ProReviewed: SegaPro#10
ProScore: 86% (import)

Meet the most slimy, slithery and just downright gross alien mutations to have ever appeared on the MD. Use a variety of weapons to batter their repulsive heads in, or perhaps you'd rather use your bare hands! Either way, strap on your mask, because the house awaits!

The Pros said: "The most fun you can legally have with a chain saw!"

SPEEDBALL 2

Producer: Virgin
ProReviewed: SegaPro#10
ProScore: 92%

This is the game you've all been waiting for! *Speedball 2* has now appeared on the Mega Drive, and we should all give thanks to the great god Super Nashwan for bestowing this favour upon us!

The Pros said: "Accept no substitute... THE futuristic sports sim!"

TAZ MANIA

Producer: Sega
ProReviewed: SegaPro#10
ProScore: 93%

Help Taz, petulant star of a thousand cartoons, find the legendary Tasmanian sea-bird and steal its giant egg! His family are waiting with empty stomachs. Skills at your disposal include the ability to eat just about anything and an impressive whirling dervish impersonation!

The Pros said: "Without a doubt, one of the games of the Nineties!"

CORPORATION

Producer: Virgin
ProReviewed: SegaPro#8
ProScore: 95%

A genetically-mutated symbiotic cyborg has escaped from UCC and is running amok in the city, ripping people apart in a blood-stained frenzy. Your mission? To infiltrate UCC and escape (alive!) with proof of the illegal goings-on. Easy? You gotta be kidding!

The Pros said: "A great blend of exploration and blasting, *Corporation*"

SEGA
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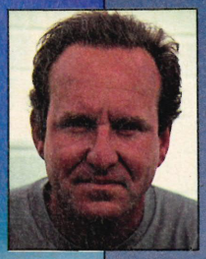
SERIES EDITOR
IAN LIVINGSTONE



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Use that tried and tested method of putting pen to paper and transcribing your secrets for the world to read. Send your wads of paper to: *ProTips, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.*

FAX

If you can pick up the phone but are to afraid to speak to anyone down it, you can scribble your tips down and fax them to us on (0225) 777869. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

PHONE

The SegaPro Tips Donation line operates between 4:00pm and 5:30pm Monday to Friday. Just ring (0225) 765086 and ask for the ProTips department. Please only use this number for SHORT tips, we cannot accept whole solutions down the phone as it ties up the line for other callers. Don't forget to give your name and telephone number. Any calls received outside of these times cannot, unfortunately, be accepted (the ProTips guys have to work too, you know!).

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DAMIAN BUTT'S PROLINE

You know how to give us the latest and greatest tips, but Damian can also get them to you. Damian Butt's ProLine is updated every Friday with the latest tips for the Mega Drive, Master System and Game Gear. When you ring this number, you'll not only get Damian's personal choice of music, you'll get 100% Sega tips – no ads, no bull, just help. Damian Butt completes every game he plays, so you can be sure that every tip you hear has come from the UK's top Sega tipster. The number to phone for the latest hints is...

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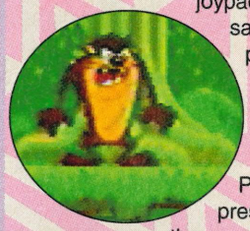
TAZ MANIA

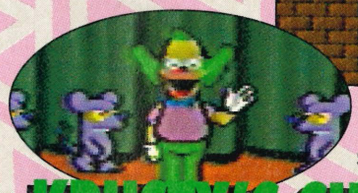


Here's a wicked cheat for *Taz Mania* from **Chris Macfarlane** of Preston. Whilst on the title screen, press A, B, C and START together on joypad two. At the same time, press A, B, C and START together on joypad one. On doing so, you should hear a ringing sound, and can now start the game. Pause the game, and you can jump levels by pressing A, B and C together. That's not all, though! Press B and then unpause to become invincible, or press C then unpause for a level select screen. Choose the required level, then unpause. To remove invincibility, press

BONANZA BROS

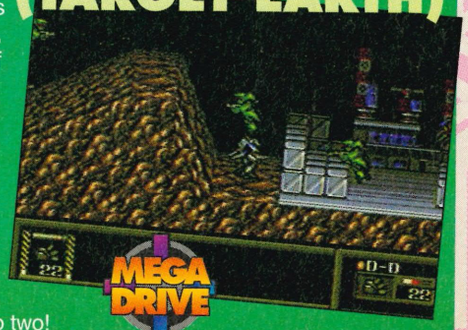
Steven Dodson of Wakefield has sent us a cracking couple of tips for *Bonanza Bros* on the Mega Drive. Firstly, go upstairs on the first level and you'll see a blue triangle. Collect this for a game warp. Secondly, find a rake, and step on it at the same time as a bullet hits you. This should make you invincible!

All you Krusty fans out there will probably already have all the level codes by now, but we bet you haven't tried this one, from **Darren Banks** of Brighton. Reverse the game designer's name, WILLIAMS, to SMAIL-LIW, and enter this on the password system. You can now freely enter all of the doors on all of the levels. Smart, eh?



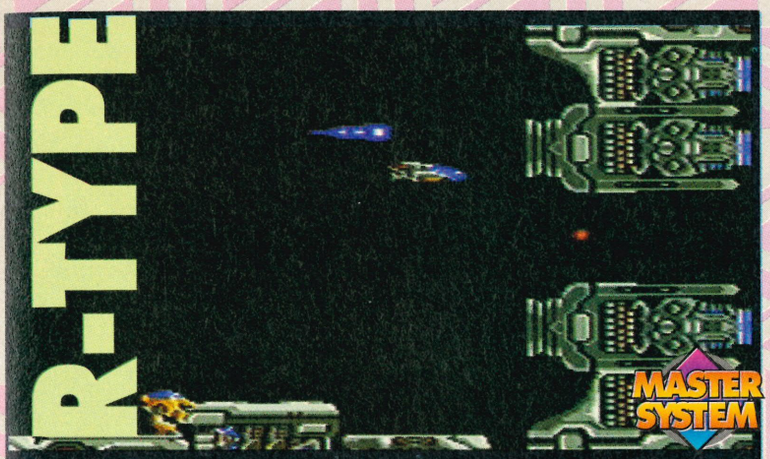
KRUSTY'S SUPER FUN HOUSE

ASSAULT-SUIT-LEYNOS (TARGET EARTH)



Now here's a handy tip for all you *Assault-Suit-Leynos* (alias *Target Earth*) fans out there, courtesy of **David Levers** of Congleton. When you die, don't use a continue. Instead, go to the options screen and press START, which makes a girl appear bearing a continue sign. Exit the options and use a continue, of which there should be nine now, not two. This works, apparently, each time you're down to two!

R-TYPE



Master System *R-Type* fans will be well-pleased to hear of this cheat from **Greg Hewitt** of Warrington. On the credit countdown screen, rotate your thumb clockwise around the control pad and your credits will count up to a maximum of 12. When you've used 11 of these, and the countdown screen shows only one left, rotate your thumb *anti*-clockwise until a sound test screen appears. Press BUTTON 2 and then left until the number 95 is displayed. Now press BUTTON 1 so that the special effect is played. Press LEFT to reveal 94 and play that effect. Repeat the process all the way to zero, then exit the sound test screen. The credit countdown screen will appear, so once again rotate the control pad clockwise as often as you like for more credits. An oldie but goodie.

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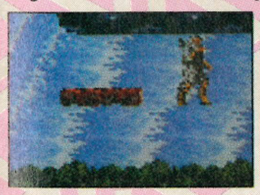


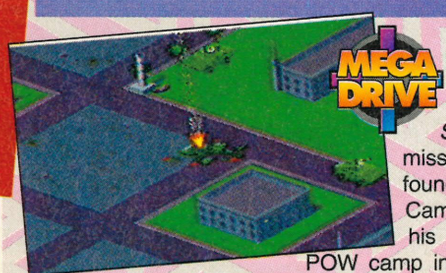
Here's another old classic, but we still get many frustrated readers ringing up for help on the great *Shinobi*. **Anonymous** from Aldershot informs us that a level select is obtainable by pushing DOWN and pressing BUTTON 2 when the complete ninja face is showing on the title screen. Thanks, anon!

SONIC THE HEDGEHOG

If you're stuck on the bridge, stage three, of *Sonic* on the Game Gear then this tip from Stuart Chapman of Camberley could be of some help! Perform the supersonic spin attack along the long bridge, and whilst doing so, press RIGHT to speed up. Dr Robotnik should now no longer shoot at you! Stuart is looking for more tips for *Sonic* (GG and MS versions) and so are we, so keep sending them in!

SPIDER-MAN

Game Gear owner **Isobel Pearce** of Stourbridge has made a great discovery! Hidden deep within the coding of *Spider-Man* is a *Pac-Man* game. To access it, you first have to be talented enough to collect the key from Electro's Power Plant. Once done, drop down the left side of the screen, and you'll see a Game Gear appear. The next time Peter's room appears, press A and get chomping those dots. Isobel can't be the only babe out there with some juicy tips, so come on ladies, get scribbling!



Berkshire resident **James Goddard** has pointed out a small error in Adrian Eldred's *Desert Strike* tips printed in SEGAPRO The missing co-pilot, Jake, is not to be found on Campaign one, but on Campaign two. He can be found by his crashed plane just above the POW camp in the top-right of the map. When he's rescued, you'll receive a message. An extra life is located underneath the wreckage. As correctly stated, Jake will then be available for Campaign three onwards.

DESERT STRIKE

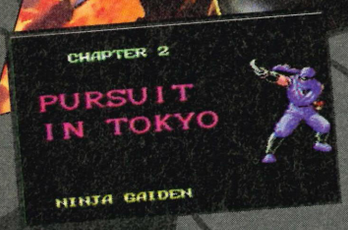
NINJA GAIDEN

Chapter 1

This scroll is 50 combat points so get it and kill yourself on the nearest spikes and continue to get 999 combat points!

There are two baddies that jump out of the spikes so keep a look out for them.

There are hidden scrolls here, and don't forget the shield down at the bottom-right.



Chapter 2

You will die in trying to get these, but you have infinite credits so you could stock up on combat points.

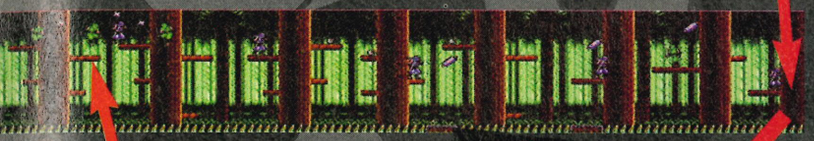
There are a lot of red guys on this stage, so keep your eyes open!

Chapter 3

If you have lost your fireballs, now's the time to get them back.

This dude is the easiest to kill. Go to the top left rung and shoot your fireballs. Once you have trashed him move on to the next chapter.

He jumps out of the first lot of spikes so watch out for him



Three at a time? You gotta be kidding. Use your bombs regularly.

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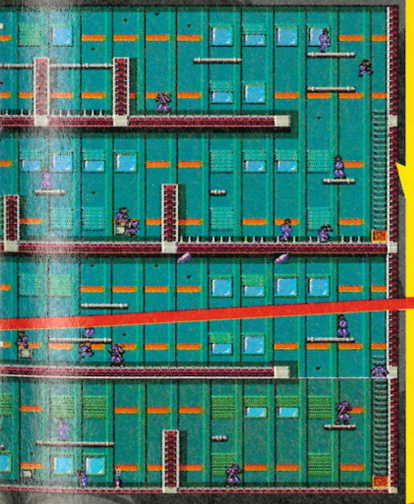
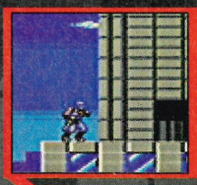
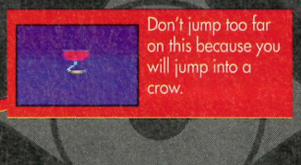


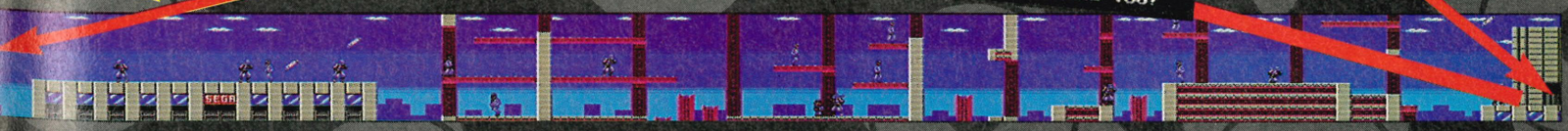
You have to use your kabekeri jump by pressing left and right on the joypad, and hold button 2.

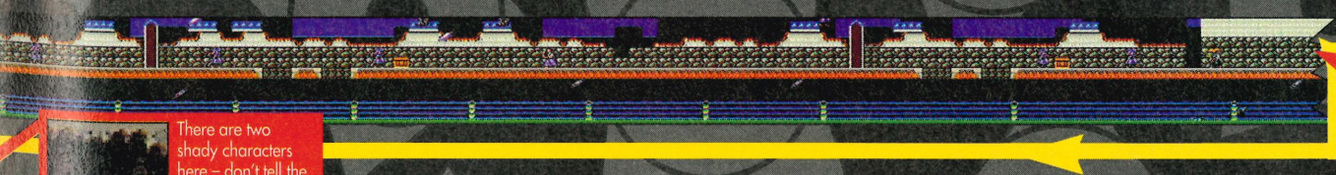


This door leads to Oyabun, the gang leader. To kill him off, get under the lowest platform by hanging then shoot your fireballs at him.



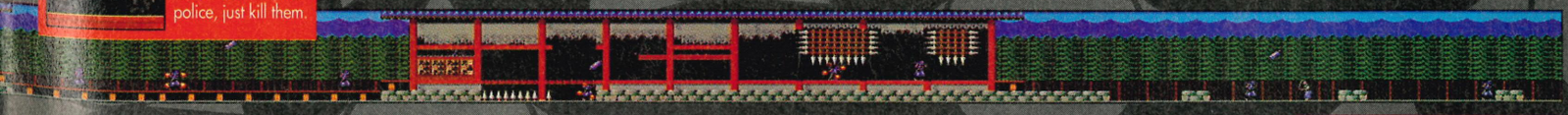
Don't jump too far on this because you will jump into a crow.





Do the kabekeri jump to get up to the later stage.

There are two shady characters here – don't tell the police, just kill them.



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pro TIPS

Chapter 3

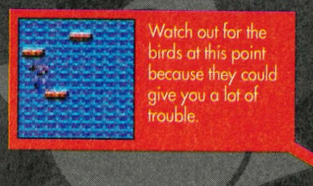
Yet again you have to use the kabekeri jump but watch out for the low-hanging spikes

You can get this scroll but not before jumping on the spikes.

Get the top right fireball to strike the scroll and bring it crashing to the ground

Use your fireballs to kill this guardian and when he comes near, jump over his head and run. Watch out, he is faster than Lynford in the 100 metres!

This guardian can be killed by shooting your fireballs at him. He will fly over your head while you are running to the other side.



Watch out for the birds at this point because they could give you a lot of trouble.

This guy could knock you off the platform so use your fireballs as soon as poss.

watch out for this guy because if you don't get him he will get you so use your fireballs as soon as you can.

Chapter 4

Do your kabekeri jump on to the block above and jump to safety.

If you have lost your fireballs here is a chance to get them back.

This ladder takes you up but watch out for the birds above your head.

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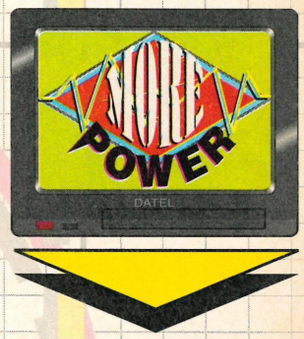

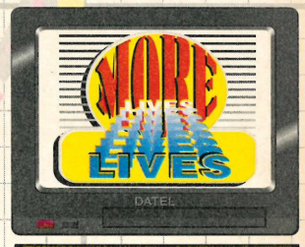

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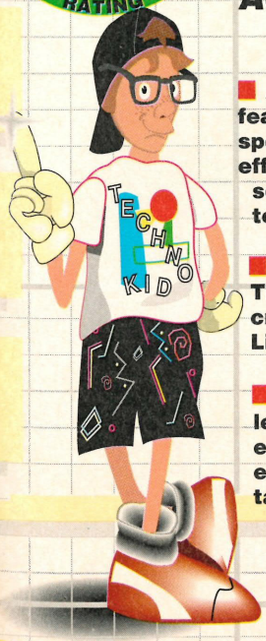

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ALISIA DRAGOON

Tons of you out there are understandably stuck on the mega difficult, yet truly superb, *Alisia Dragoon*. Luckily for you, an avid SegaPro reader despatched a guardian guide to us post-haste. Unfortunately for them, they forgot to include their name and address, so if you recognise the following words, write in to the ProTips department and a prize will be yours.

STAGE 1

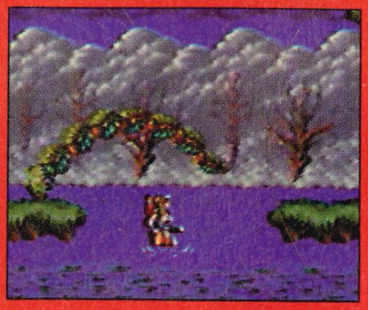
This duo are extremely easy to beat. Use either Dragon Frye or Thunder Raven for a quicker kill. Simply keep blasting at the duo with your thunder magic, but make sure that when they re-appear on the screen that you are not touching them. They should explode in no time at all!

STAGE 3

At the end of this level, you're given the task of destroying part of the enemy's ship. Choose either Thunder Raven or Dragon Frye for this mission.

STAGE 2

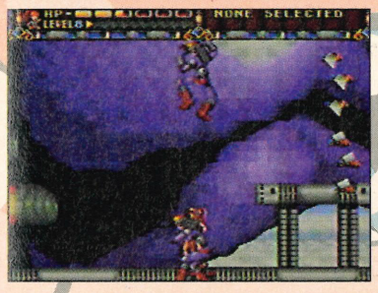
This one's a gnarly sea-monster which takes a huge number of hits before exploding! Use Thunder Raven for this one as it is the best at dodging the guardian's fireballs.



To start with, jump onto the island and the monster will rise from the water. You should constantly blast him whilst jumping over the fiery projectiles shooting from his cavernous maw. Once he dives, move to the right of the screen, and he'll re-surface on your left, exuding small green frog-like creatures from the pits at the back of his head. These are easily blasted before they harm you, by using a sudden burst of thunder!

As he re-submerges, move to the left side of the screen, staying in the water, and the fiery phlegm/frog muties process will be repeated. To survive this onslaught, wait on the island and watch for the ripples on the water's surface! If they are on your right, jump over the freak of nature as soon as it starts to move in your direction (not before, or it will hit you!). If they appear on your left, though, jump over the ripples when they have fully appeared, and you should dodge the monstrosity as he moves to the right.

After five or six cycles, the gnarly monstrosity will be no more!



To begin with, jump off the hover disk you're on, and climb to the top platform. Use a large burst of thunder magic to wipe out the two red and purple suction creatures waiting on the grey wall!

On your far left and right two monsters will alternately appear, blasting small fireballs at you which can be dodged by crouching. Blast these, then do the same to the red bubbles which appear close by, without allowing them to make contact with you. After a fairly short wait, the whole base will explode, and you can move onto level four!

STAGE 5

This guy comes in the form of an armoured tank, which is fairly easy to defeat, especially if you use either Thunder Raven or Dragon Frye!

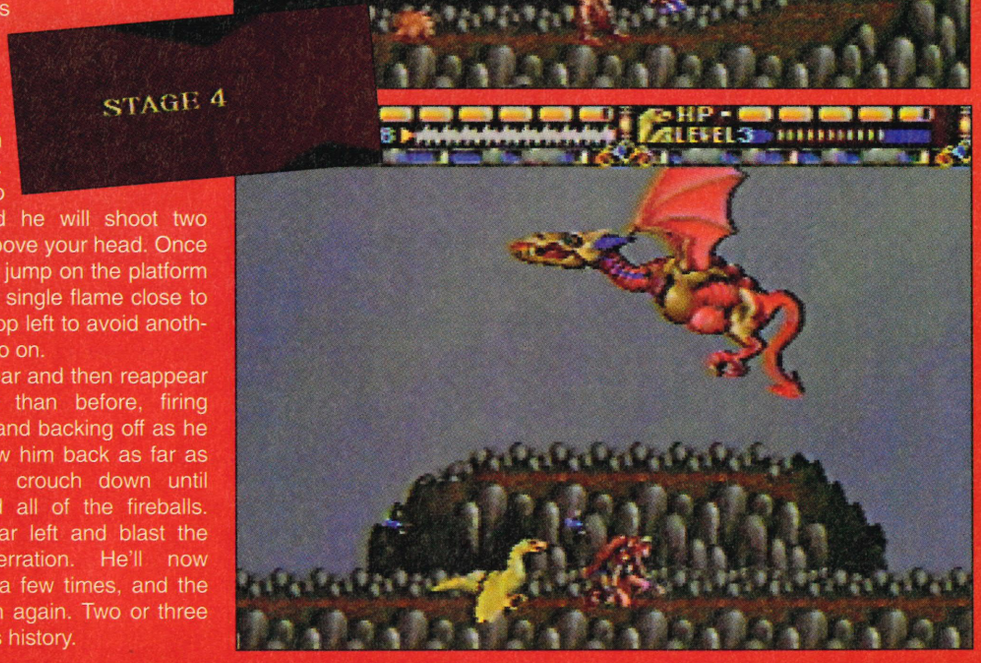
Firstly jump onto the highest platform in the centre of the screen, which is made from rock. Now go to the left of it, and soon the tank will come into your field of vision. As soon as it fires blue lasers at you, jump! Run right, dodging the lasers, and jump off the platform and over the tank. It will

STAGE 4

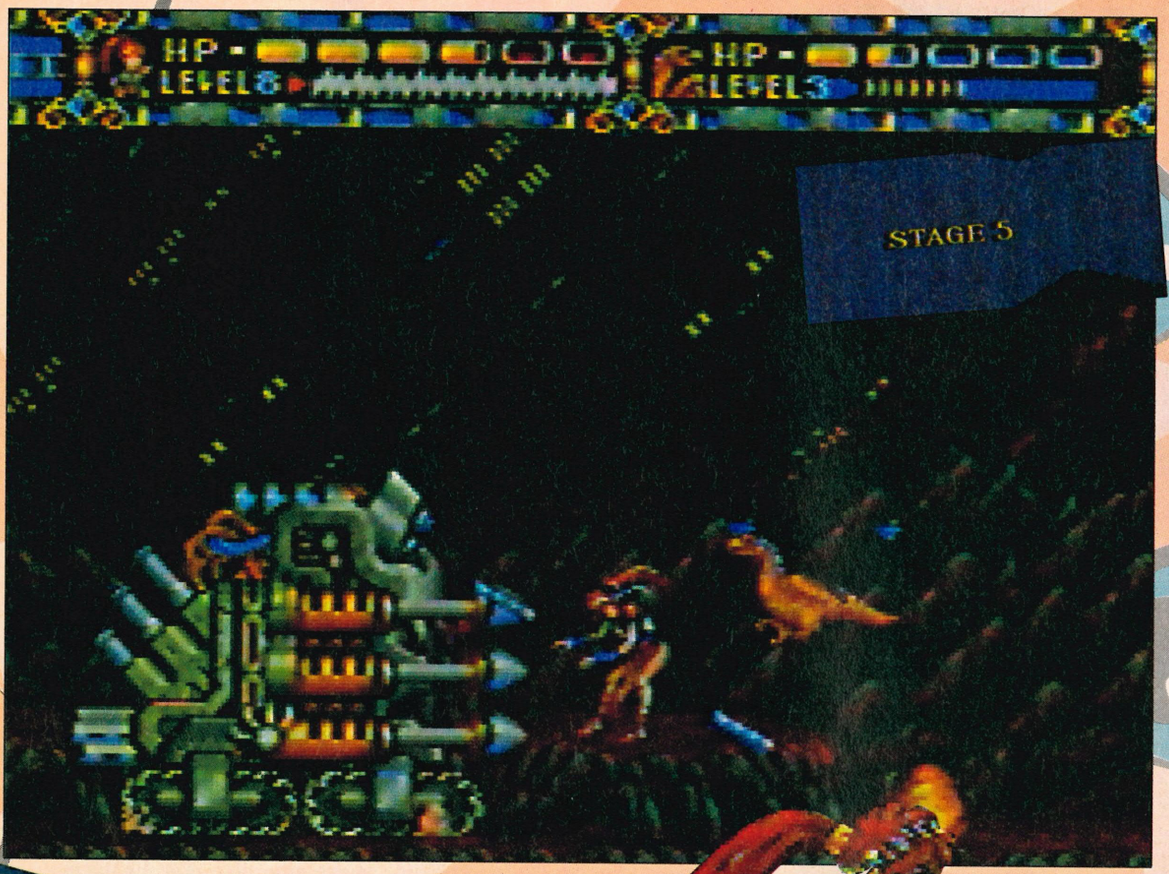
The guardian on this level is a giant pterodactyl who is relatively quick to destroy, especially when Thunder Raven has been enlisted to aid you!

Move to the left end of the platform, in the middle of the screen, and the pterodactyl will appear to your immediate right. Keep a constant blast on him until he goes offscreen. Now crouch down and blast him as he flies low over your head. Stay in the same place, and he'll appear again to your right. Continue to blast him, and he will shoot two large flames above your head. Once he's done that, jump on the platform as he shoots a single flame close to the ground. Drop left to avoid another flame, and so on.

He'll disappear and then reappear slightly higher than before, firing small fireballs and backing off as he does so. Follow him back as far as you can then crouch down until you've dodged all of the fireballs. Move to the far left and blast the swooping aberration. He'll now swoop at you a few times, and the cycle will begin again. Two or three cycles and he's history.

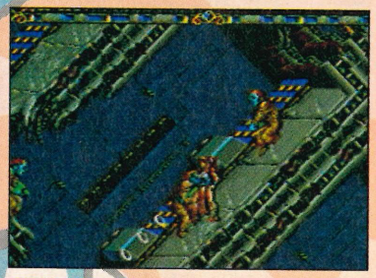


ALISIA DRAGOON



reappear on the opposite side of the screen and the process will be repeated. Next come four cannonballs, rolling right to left, but don't worry as they won't reach you if you're fully

left. The second lot of four must be jumped, and then the fun really begins. The tank starts to belch out toxic exhaust fumes close to the ground, so you've got to reach a higher safety zone! The cycle once again repeats itself, and hopefully the tank will have caught fire. It'll trundle into a cave and explode miserably!



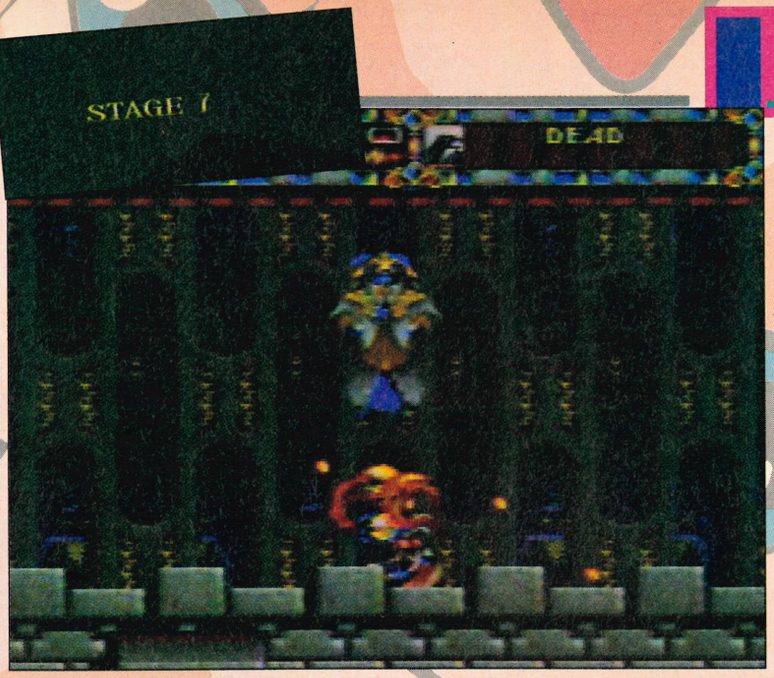
STAGE 6

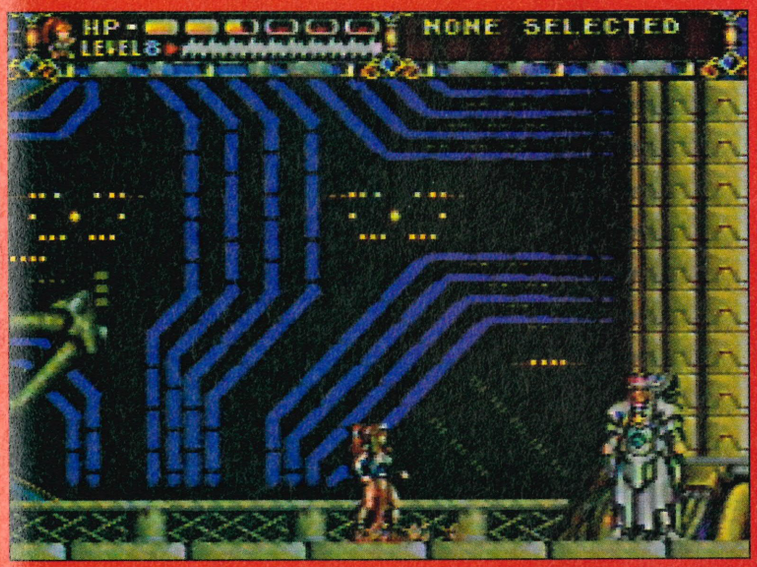
Now this guardian is a toughie as he has two machine gunners to protect him! Choose Dragon Frye for the first part of this level, although he won't last too long during this part of the game, so keep on checking his power and change before he dies. To begin with, move down towards the bottom right. Move in tightly against the trough-like indent, and move only when the guns commence firing. Get up the left slope, and destroy the guns with a sudden burst of thunder magic. Once the enemy appears again, fire the thunder and get back to the indent. Whenever you see the guardian, retire to your safe zone! Remember to watch your dragon's power, or he'll be luncheon meat! Your grotesque enemy takes a phenomenal amount of hits before dying.

STAGE 7

This guardian takes at least 15 minutes to beat, so it's advisable to take a break before tackling him! Use Ball o' Fire, as he's virtually indestructible compared to the others, and will provide you limited protection. The enemy will appear hovering in the centre of the screen, so move as far right as possible. Jump, duck or dodge his projectiles and move to the centre of the screen. Four unfriendly aliens will appear. Kill them all, but watch out for the fourth

one. He'll spit something rather unpleasant at you which must be avoided. The main guardian will reappear on the far side of the screen, and (yes, you guessed it!) the cycle is repeated. Easy but time consuming! Once destroyed, guide Alisia to Baldour's Palace and progress onto the next stage!





STAGE 8

Before you can tackle Baldour, you must first destroy his servant, Ornah. Once again, Ball o' Fire is the only guy that will survive this onslaught.

When Ornah appears, walk under him and he'll move to the right. Stay where you are and jump over the lightning he fires at your feet. He'll move right, and once again fire lightning at you! Avoid this and move to the opposite end of the screen, where Ornah will now shoot out a white snake-like creature. As it explodes, jump or duck the shrapnel, but do not, under any circumstances, shoot it! This will be closely followed by another one (Ornah only ever shoots them out in pairs!). A few well-placed shots later, and Ornah is no more!

Once Ornah is destroyed, the real task of taking on Baldour, the prime of all things evil, awaits.

Baldour will appear to your right, and will go straight to the far left. Move to his right and blast him. He will initially shoot some worms at you one by one. When they come towards you, move right, then left, then jump over them. Baldour will then fire two shots of his red laser at you (easily jumped), closely followed by a multitude of small fireballs which may be jumped or dodged. He'll now alternate between the worms and the fireballs until you've destroyed his right side. Once done, move to his left and dodge even more fireballs! Periodically you'll see four red balls shoot up into the air; when this occurs, move to the opposite side of them, so as not to be trapped underneath them. This will go on until you've destroyed his left side. Once you have, he will move slightly – move to the side with the most floor space, as Baldour will occasionally try to ram you himself! Dodge this, and keep blasting, and he'll soon explode and sink into the floor.

Now you can sit back, relax and watch the credits. You've completed *Alisia Dragoon*!

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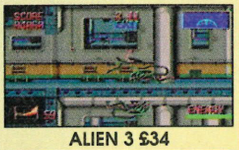
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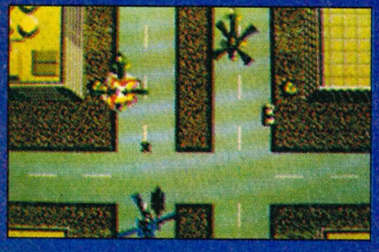
SCULLY'S pro TIPS HELP!

Back with a vengeance, here comes the Skullster with another batch of ruffled readers' gaming problems. This month, he not only solves our own problems, but also those created by other magazines – hey, we got nothing better to do, right?

● **Graeme Hood** of Inverness is having some difficulty finding one of the five scrolls in the oriental Master System beat-'em-up, *The Ninja*! Well, Graeme, your help comes via us from the one-and-only Steven Roberts of Essex, who tells us that the scroll you're looking for is to be found on level four. Shoot the bottom part of the stone dragon on the left five times, and it will appear between the two dragons!



● 11-year old **James Guy** of Reading had a most unfortunate experience when trying out a tip printed in one of the lesser Sega "magazines". The tip concerns *Thunder Blade* on the Master System, and should have read, "To get an invincible helicopter, press UP, DOWN, LEFT, RIGHT and BUTTON 1 (in sequence!)". Next time, James, trust no-one but the Pros – we deliver the goods!

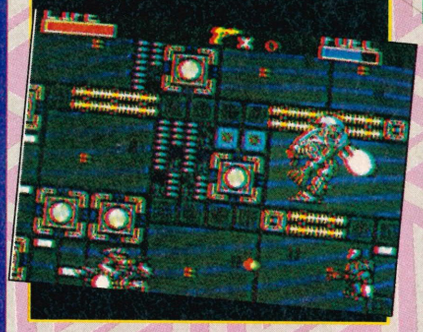
● *Quackshot* is proving to be a real strain for **Shaun Collins** of Calne. He can't find the red plungers amongst others. To get them, you've got to visit Goofy in the Aztec Ruins. He'll give you them, and also a very useful map too, Shaun!

● RPG fan, **Chris Bussell** of Belfast can't find the picture needed to metamorphose the upstairs maid into the Ring of Mutation. Well, Chris, have you visited the enchanter's guilds at thieves' haven, Magicnia and Richi? Talk to the guildmaster at each about your quest, and your problem could be solved!

TRANSBOT

MASTER SYSTEM

Hey, *Transbot* fans, good old **Nicky Chambers** has dug out a neat little trick to help you out. Every time you meet a Hilan spaceship, hit it with the control pad(?) and you'll be warped straight to the next level.



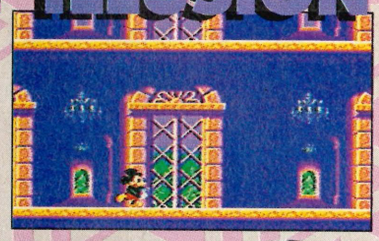
HERZOG ZWEI

Paul Simpson from Stoke-on-Trent sent us the bad ending code for *Herzog Zwei* on the Mega Drive. Just bash this in for a terrible ending: JDJOIGJAPLG!

CASTLE OF ILLUSION

MEGA DRIVE

Peter Ferdinando gave the Pros a tinkle this month to tell us of his corking tip for *Castle of Illusion*. Any time you like mid-game, hammer the START button as fast as you can



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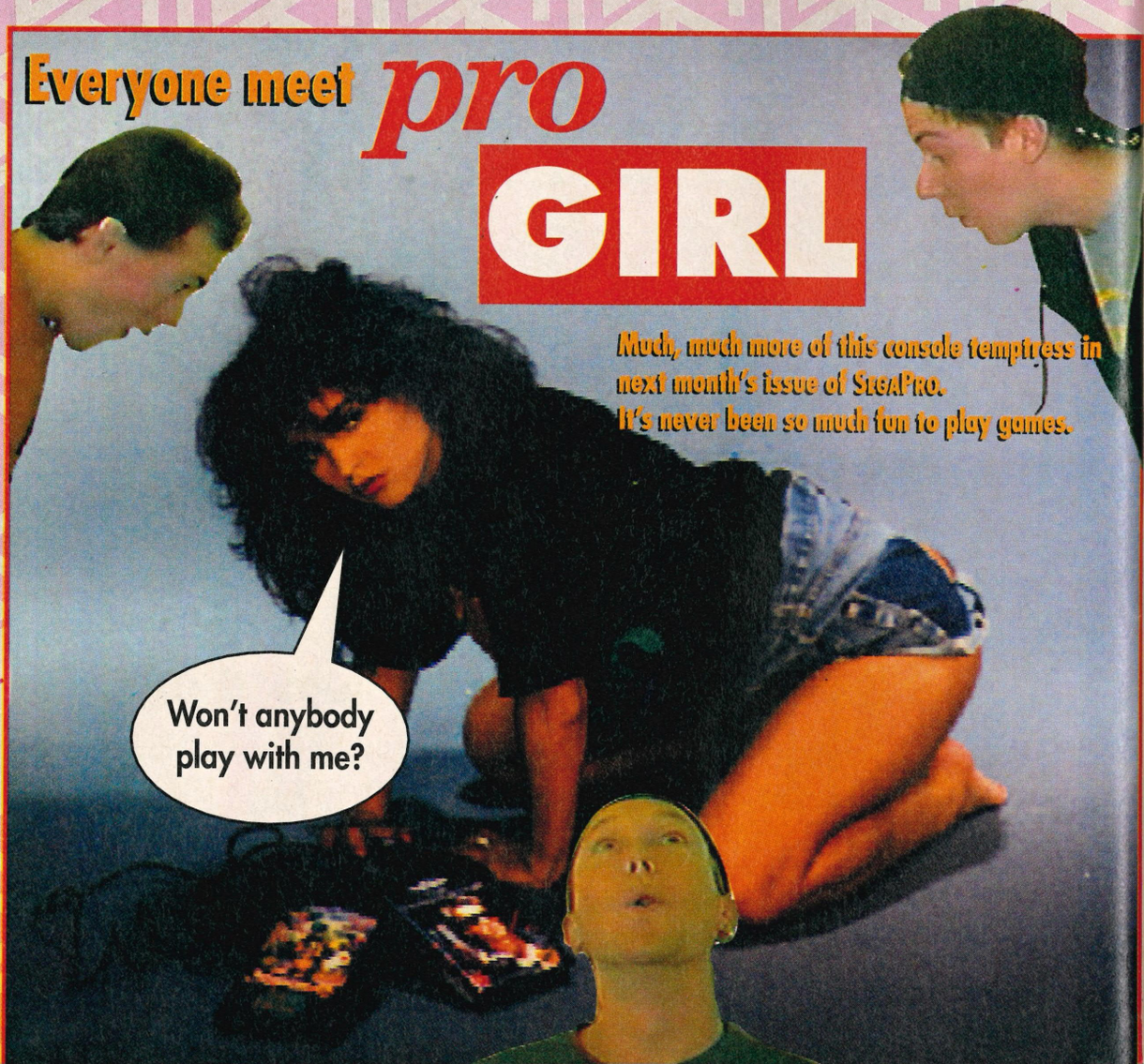

Much, much more of this console temptress in next month's issue of SEGAPRO. It's never been so much fun to play games.

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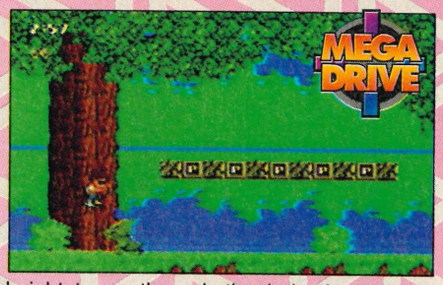
KID CHAMELEON

David Tutton of Middlesex is back with some short cut tips for that schizophrenic platform dude, Kid Chameleon!

Blue Lake Woods II



Get the Red Stealth helmet and jump on top of the first bonus block. Keep jumping up to reveal four cannon blocks on top of each other, which will fire as you hit them. Go just in front of the well, and jump up and right to go through the hole the cannon blocks have made in the wall. This means you by-pass the well section!

Highwater Pass II

Collect the Red Stealth helmet in the first set of bonus blocks to the right. Continue right down the slopes until you come to the second wall of ghost blocks. Jump up and press C to destroy the blocks below you. Fall down the hole and get onto the first transporter that you come to, which will take you to Elsewhere. When you get there, keep bouncing on the rubber blocks until you get onto the top level of ghost blocks. Hit the fourth prize block along from the left for a Cyclone helmet. This enables you to fly, and makes the following levels much easier to complete!

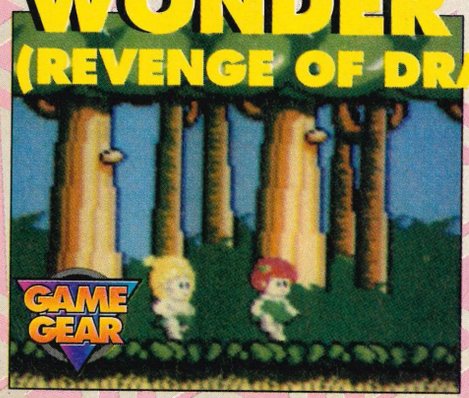
Whispering woods I

Grab the Berserker helmet, which is located just before the tunnel narrows (follow young Ryan Butt's guide in SEGAPRO#9!). Instead of collecting the Iron Knight helmet to climb the iron block wall and drop down to the flag, simply drop off the edge beside the iron blocks and charge left to push two blocks out of the way, thus reaching the flag!

ZILLION II

Nicky Chambers helps out MS owners stuck on *Zillion II*. Want to continue from where you last expired? Press BUTTONS 1, 2 and UP during the game over sequence.

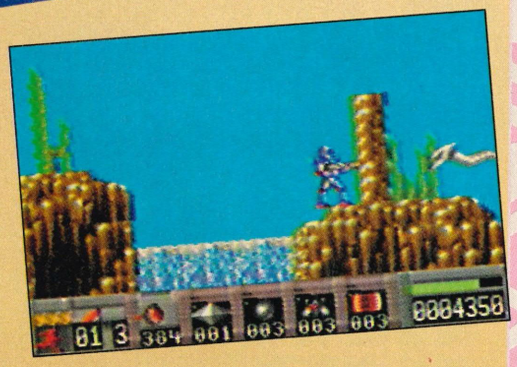
WONDER BOY (REVENGE OF DRANCON)



Having problems with *Wonder Boy* (alias *Revenge of Drancon*) on the Game Gear? **Alex Bridge** of Cardiff advises, "when you have the axe, shoot at rocks! If the axe hits the rock, avoid it, but if it passes through the rock, then jump on it! There'll be a doll inside

ACTION REPLAY PRO CODES

Yet again, here come the totally fantabulous codes for the Datel Action Replay Pro. Remember, these codes will not work on the original Action Replay, only the Pro version. For more information contact those corpulent coders at Datel on (0782) 744324. And remember, cheats never prosper – they just get more out of their games!



Dino, the manager of that pop-tabulous video games centre, House of Fun, has sent us a couple of codes for the belly-butter's dream game...

CHUCK ROCK

FF06D 10003
Infinite lives
FF06D 50007
Infinite energy

A huge list of ProCodes has been sent in to us by the industrious NR Stone. Here's a selection of the best of these.

STARFLIGHT
FF957 300FF
FF95D D00FF
Infinite fuel

FF978 10098
FF983 10098
Money

FF97A 50010
Cargo Pods

FF943 C0021
FFC34 B0015
Infinite time

CASTLE OF ILLUSION
FFF32 10000
Infinite items

NEW ZEALAND STORY
FF800 30003
Infinite lives

FF800 40005
Infinite continues

CALIFORNIA GAMES
FFFD0 60003
Half pipe – infinite falls

FFFCE C0005
Skating – infinite falls

WONDER BOY IN MONSTER WORLD
FF962 D00FF
Infinite gold

SWORD OF VERMILLION
FFC62 D0021
Infinite hit points

FFC63 3005E
Infinite magic points

FFC62 10099
FFC62 30099
Infinite kims

PHANTASY STAR II
FFC62 00005
Infinite money

It just goes to show that you can't keep a good man down, as David Tutton surfaces yet again. This time, he's back with some ripping ProCodes.

TURRICAN
FF049 20003
Infinite lives

KID CHAMELEON
FFFC4 10005
Infinite energy
FFFC5 50003
Infinite lives(?)

And finally, a quicky from Malcolm Bucklie of Plaistow.

THE TERMINATOR
FF147 D001F
Infinite energy

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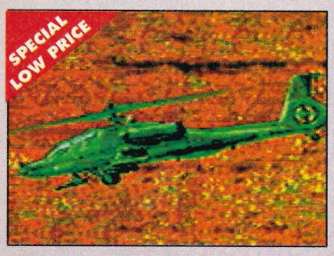

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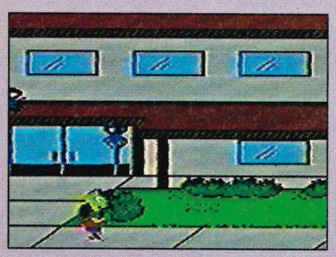

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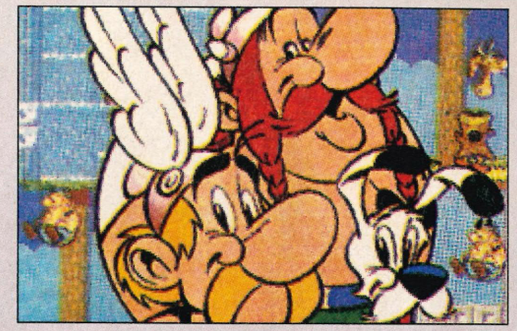

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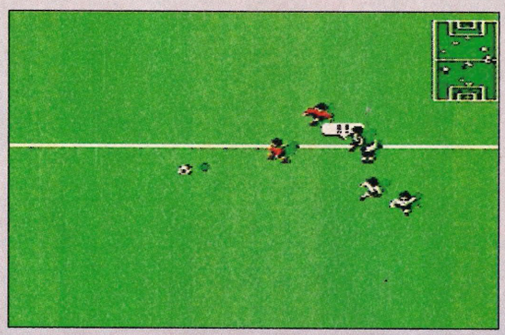

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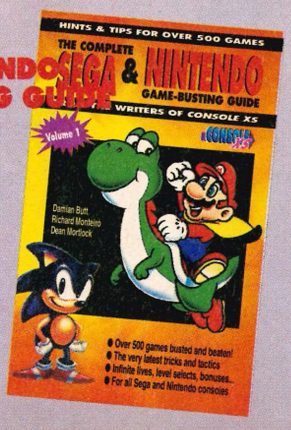

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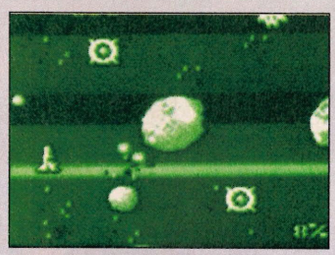

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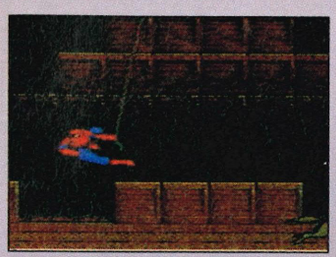

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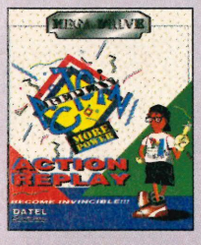

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8,146,100 Stephen Smith, Milford-on-Sea

WONDER BOY
1,250,310 Christian McGrane, Mid Glamorgan
334,050 Andrew Williams, Bournemouth
174,860 Rachel Wilson

WORLD CLASS LEADERBOARD
14 under Kie Farrell, Watford
11 under Robin Wilkinson, Winchester
10 under Steve Woodward, Sudbury

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35,128,590 Gareth Dickman, Manchester
215,600 John Atkins, Market Harborough
115,200 Daniel Bachhouse, Whitstable

ALEX KIDD IN SHINOBI WORLD
168,100 Simon Loakes, Ashby-de-la-Zounch
100,200 Simon Andrew, Cleveland
29,400 Darren Lightfoot, Nottingham

ASTERIX
398,200 Kevin Brett, Rutland
361,000 Rhys Lewis, Haverford
352,100 Neil Winter, Braunton

BUBBLE BOBBLE
5,406,090 Neil Winter, Braunton
5,399,130 Chris Jeans, Cardiff
4,439,460 Kevin Hunt, Newport

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290,520 Matthew Davies, Tunbridge Wells
289,320 David Third, Selkirkshire
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152,600 John Fitzgerald, Lechlade
34,900 David Durance, Hounslow
31,300 Gareth Hughes, Cardiff

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167 Gary Rolfe, Northampton

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72,750 Daniel Ellis, Truro

RAMPAGE
136,365 Darren Veala

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2,087,900 David Terry, Folkestone

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2,556,300 Chris Cartwright, Newcastle
768,700 Gary Watson, Chertsey

SHINOBI
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214,750 James Smith, Knutsford

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15-2 Tony Carrington, Hemel Hempstead
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ZILLION II
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7,899,300 Leigh Higgins, Melton Mowbray

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4,628,700 Wayne Turner
3,454,600 Giles Evans, Gorceston
1,600,250 Matthew Heeps, Isle of Wight

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324,023,200 Rachel Lovatt, Derby
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65-6 (Can vs Port) Adam Wallace, Margate
61-4 (Can vs UK) Sean Spratling, Gloucester

FANTASIA
2,281,220 Simon Cooper, Hinckley
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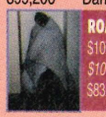

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4,835 Chris Cooper, Calne
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87,990 Neil Brockhouse, Bolton

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107.5 Jim Green, Wallington
105 Jason Henton, TV Games, Ewell
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SEGA 13 pro

THURSDAY 8 OCTOBER

Fingers crossed, we'll have this little lot...

Rise of the Dragon, Thunder Storm FX, King Salmon, Burai MD, Admiral's Decision, Metal Fang, Shadam Crusader, Ayrton Senna's GG, LHX Attack Chopper, Twisted Flipper, New Zealand Story, Superman, Wheel of Fortune... and many, many more! Plus a cover gift so big you'll need to bring a lorry to the newsagent's.

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TAZ MANIA

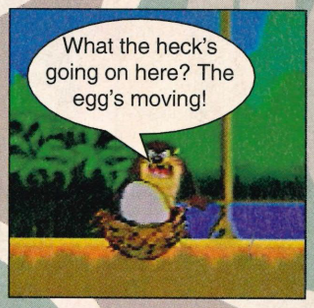
MEGA DRIVE

GAME OVER

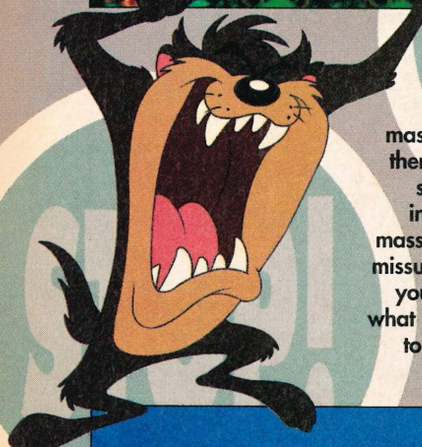
THE BIG GAMES BUSTED EVERY MONTH

GAME OVER SCREENS

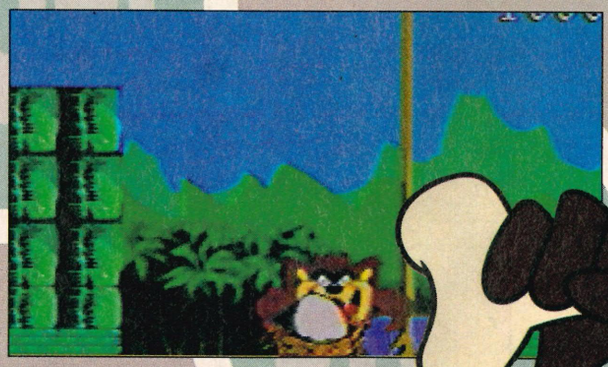
"Oh my word!" exclaimed young Taz's wife. All these kids to feed and no food in the pantry. So without further ado, she despatched her loving husband on an errand to the shops. But Taz wasn't that stupid, he pocketed the money and went after the massive egg he'd heard all about. "That should feed 'em for weeks," he thought, "and shut up the old bag at the same time." And now you've got to the egg, there's one more surprise awaiting the hungry Taz...

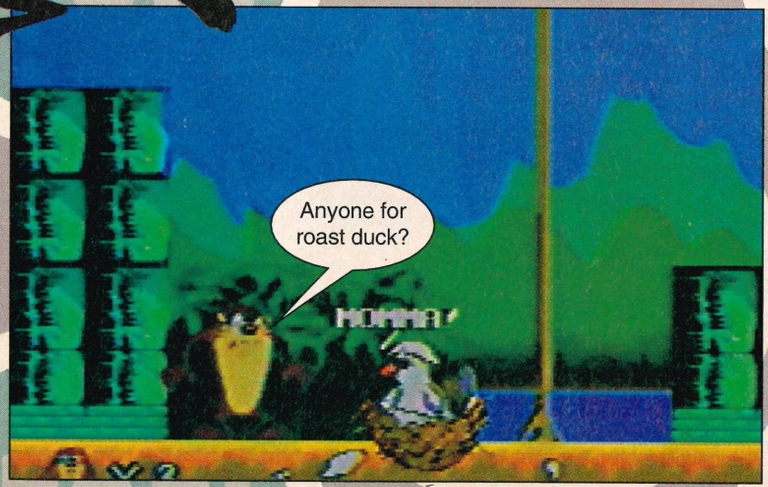


Taz has finally got to the big bird's egg. But what's this? The egg's started rumbling – what can be inside it...?



If there's one thing that Taz really hates, it's finding a massive egg to eat, and then finding that there's some little bird living inside it. You've got a massive appetite and the missus is breathing down your neck – my oh my, what is a responsible dad to do to feed his kids?





Pah, what the heck! The little guy looks like a laugh, so you let him join the family.

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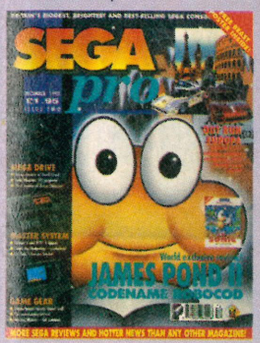

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Superb Sega software release rundown boasting virtually every title due for publication [illegible] the forth[illegible]ver. Revi[illegible] Tornis[illegible] D[illegible]Dra[illegible] (M[illegible]us (MD), G[illegible] Axe II (MD), Undeadline (MD), Bubble Bobble (MS), G-LOC (MS), Super Kick Off (GG), The Lucky Dime Caper (GG)...

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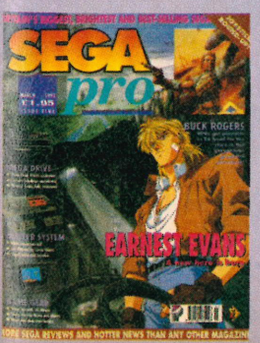
Massive A2 Simpsons poster and compete 80-page A to Z book of Sega games bundled with this issue. [illegible]acked re[illegible] [illegible]ing [illegible] (MD) [illegible]on [illegible]tch (M[illegible]s Bird (MD), Sh[illegible]orld (MD), Arcade Smash Hits (MS), Marble Madness (MS), The Terminator (MS), Monster World II (GG)...



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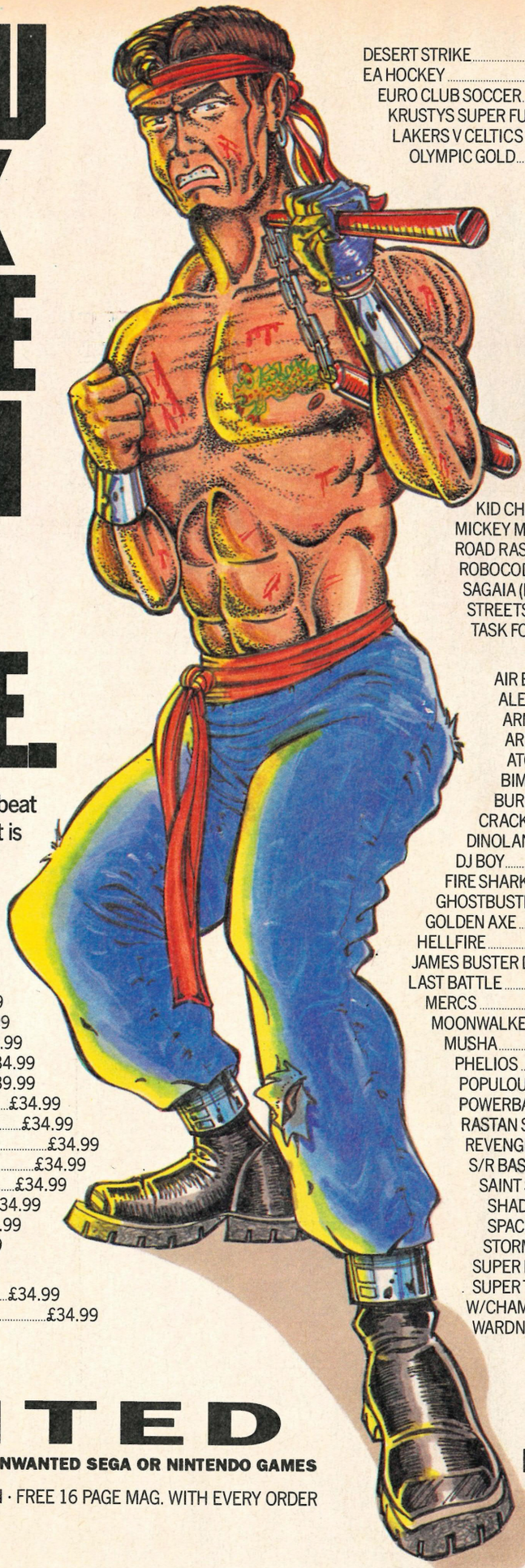

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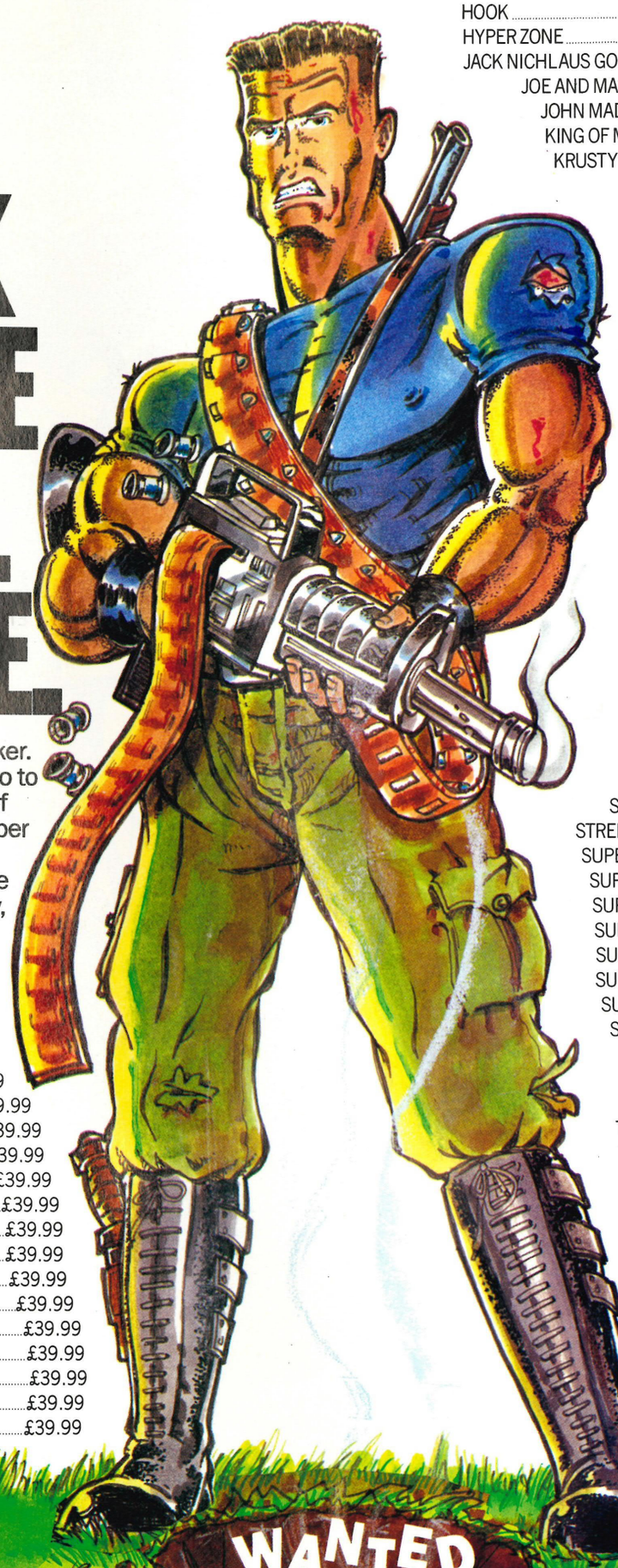

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