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XS

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DRAGONS LAIR

Probably the most annoying graphic adventure ever, busted!



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CLOCKWORK KNIGHT

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What better way to set the ball rolling than a solution to the next generation platformer, *Clockwork Knight*, on the Saturn. Our trusty Knight is set loose in a toy mansion to search for a beautiful decorative doll – kidnapped from her native cuckoo clock.

Sega of Japan created *Clockwork Knight* to show off the Saturn's new specifications. The introduction is impressive, as are the polygon sequences throughout the levels, where the backgrounds meet the interactive foregrounds to superb effect.

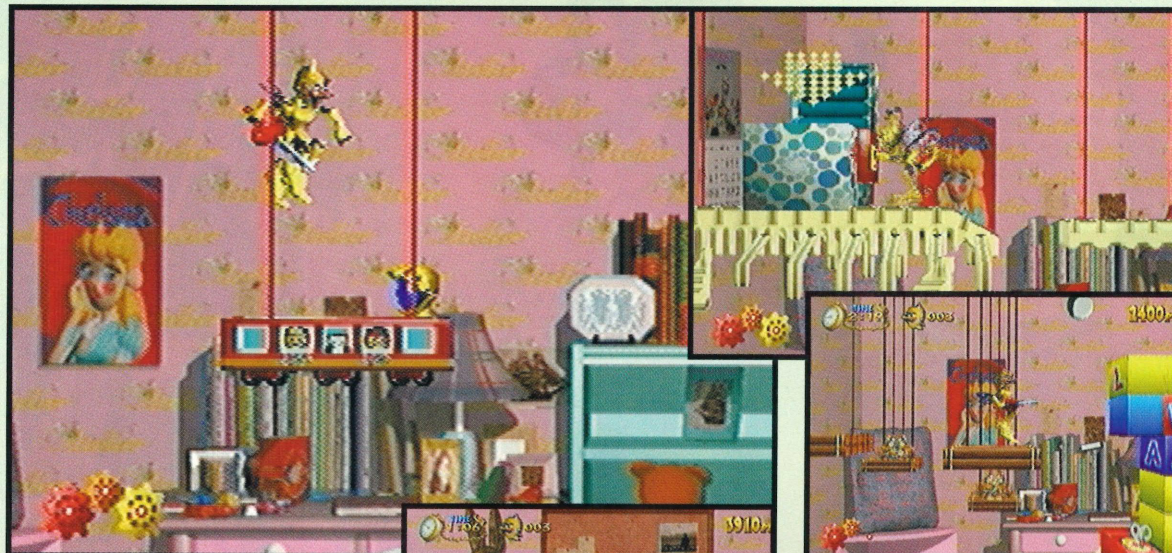
The boss stages give your jaw the chance to hit the floor – terrific 3D scaling to create a unique and very busy atmosphere. The Japanese art is breath-taking and the gameplay a new experience. SEGA XS winds up to extreme proportions to bring you the most comprehensive step-by-step guide to this Saturn sizzler.

BETSY'S ROOM STAGE 1

The first stage is relatively straightforward. You can take Clockwork Knight through in a matter of seconds. But don't be a fool – where there's an alternative route there are bonuses. Like other platformers, exploring a level properly brings reward.

So when you reach the first mobile platform lift moving up and down on wires, jump aboard and sail to the top. You'll see a series of stable platforms strung out to the left and right. Jump right along the top of the screen and you'll soon pick up the first available extra life in the game.

Now retrace your steps to the left and continue running jumps along the top of the screen from platform to platform. You'll reach a box. Open it with your clockwork key and jump in to be transported to a new room. In this room you can pick up coins and energy keys. The box in this room



will take you back to the main level.

You reappear just after the falling backdrop obstacles. Continue to walk right, prodding the enemy with early attacks. Ensure you avoid the bottles beneath the columns of child's bricks on your way to the next vertical mobile platform on wires.

Ride this platform to the top of the screen. At the highest point take a running jump right into thin air. You'll swipe another extra life if the jump is long enough. You may need to practice this a few times. Give yourself running space on the platform; dou-



ble pressing on the right direction to sprint and then leaping on the very edge. Continue right to the finishing post once you've dropped back to the floor.

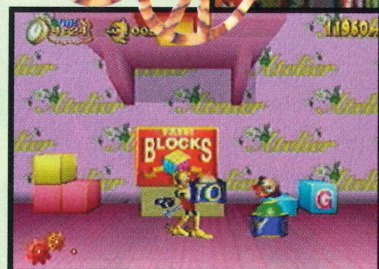
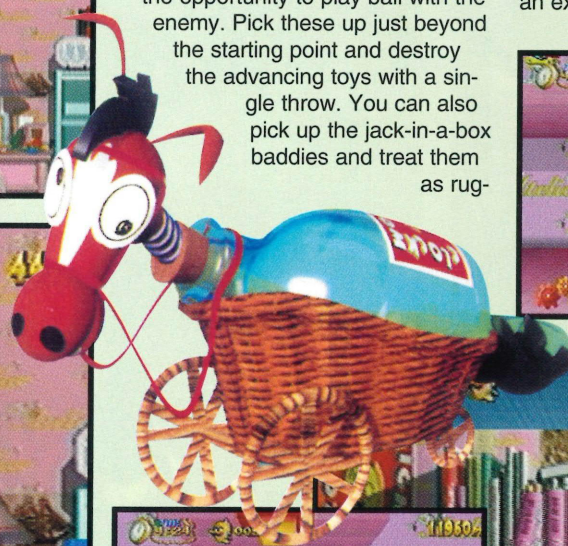
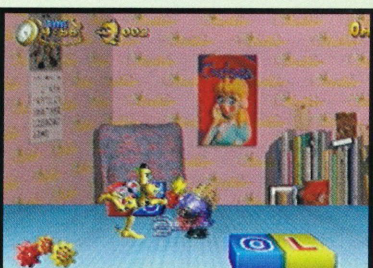
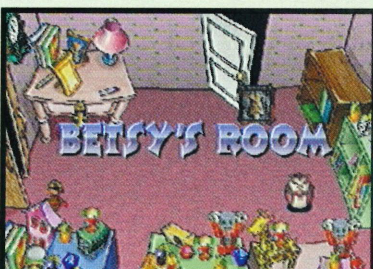
STAGE 2

The rugby balls left scattered untidily around the playroom give our Knight the opportunity to play ball with the enemy. Pick these up just beyond the starting point and destroy the advancing toys with a single throw. You can also pick up the jack-in-a-box baddies and treat them as rug-



ger balls too!

On reaching the long boxes waiting to topple over, find an invincibility icon just above and to the left. Then jump over the first two fallen boxes and immediately duck under the third, continually sprinting right to find an extra life. To get out of this





STAGE 3 : THE BOSS STAGE

This cheeky toy magician poses few problems if you know what to do. First he'll leap up and down in his hat. Ensure you don't get caught underneath with quick sprints to the left or right. When the magician jumps out of his hat and crawls by on the floor (in a rather suspect position too!) you can prod him with your key. Do this as many times as possible until his hat snaps him up inside again!

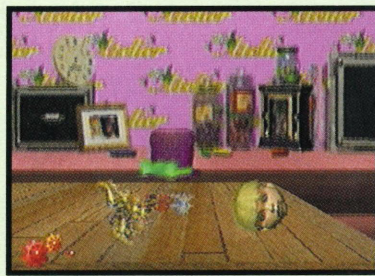


enclosed area simply jump up to head-butt the red trap-door.

Continue to walk left past two more toppling boxes, then open the box at the end to transport to another section. Before you continue left in this section, turn right! Push the blocks in front of you to get through the gap. Collect the sequence of useful coins.

Returning left, run past the boxing glove obstacles darting in and out of the backdrops. Then open and jump inside the box to take you to another section.

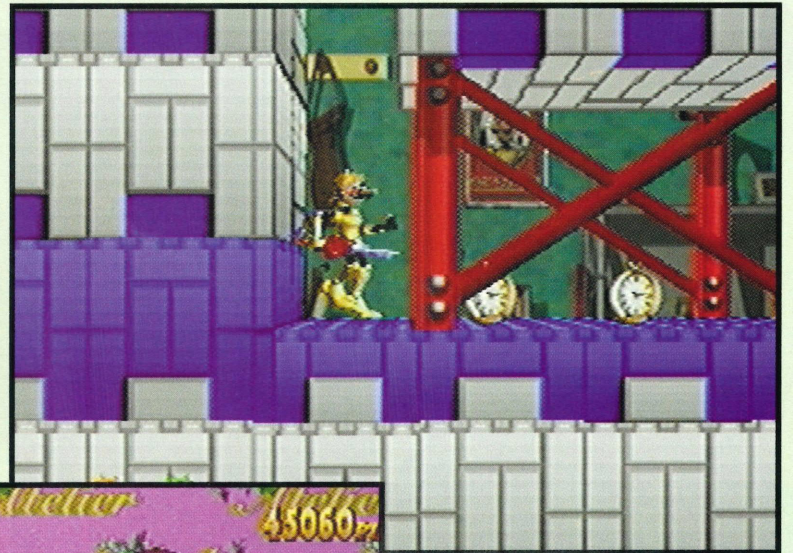
In this section simply continue left, trapping the moving books by pushing the stacks of toy bricks in front. To avoid the group of three boxing gloves you can sprint through without stopping. Only hesitation will cost you energy cogs.



explode in a cloud of smoke. This completes the level.

KEVIN'S ROOM STAGE 1

Starting on a wall of Lego bricks, run





up to the first crane and drop down the gap to the right. Down here you'll find an extra life. If you are trapped by the crane dropping a load above then fear not. The switch will come to life below

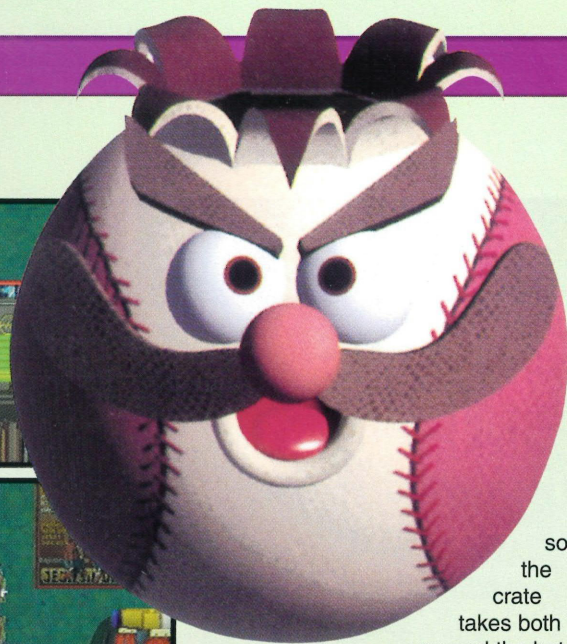
allowing you to reactivate the crane and escape. Marvellous.

It's easy to assume that dropping down any other gap will cause you to lose a life. In most cases you would be right. But here the programmers challenge your risks once more. Run to the next crane, insert the battery on top



uncovered gap, again to the right. You'll drop down to find extra time icons.

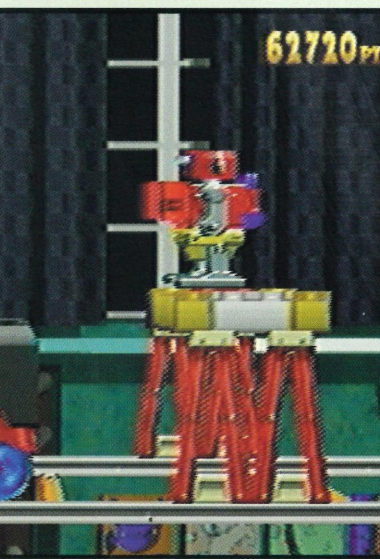
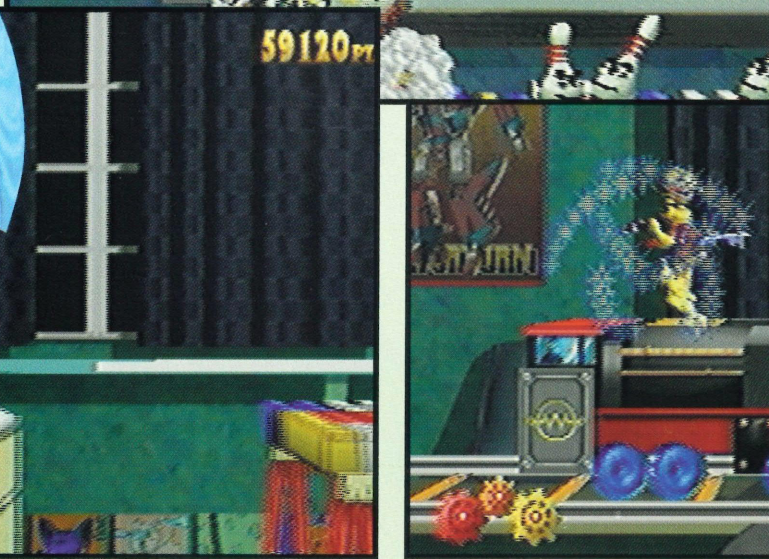
Now walk right to find another battery. Insert this to activate the crane. This will bring a crate down from the top of the screen. Now for the really clever part — push the battery on top of the crate and make sure you follow



so the crate takes both you and the battery upwards. You'll then find a line of coins available to collect as the crane changes direction to take you right. As the crane stops just before the train you can start its engine by pushing your battery into the back.

Ride the train to a box, then open and enter this box to be transported to a new room. Here you get to ride a demolition robot after inserting its battery. Ride this robot as it knocks all the skittles flying, then jump off to find yet another battery. Insert this, press the button and you'll be given a key. This will give you that all-important extra energy cog.

You'll reappear back in the main level (cunningly avoiding the skittle





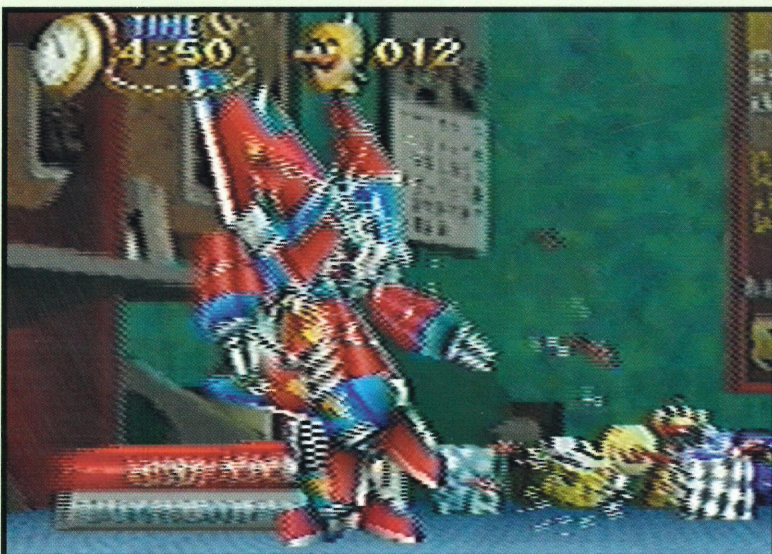
alley part). Continue to the end using the rugby balls to clear enemy attacks. This completes the first stage.

STAGE 2

Trains, trains and yet more trains here. This railway network is a child's dream. Jump on the first train, stepping on the switch as you do so. Then move to the front nose of the train and prod the barrier just as you reach it. This ensures they'll open and stay open.

Although you can race through this level without using the train, don't; you'll miss out on extra lives and icons. When the train reaches a bridge, jump up to kill the robot, then jump up and left onto the red roof of a toy station. As you wait you'll see a train arriving in the background. Jump

onto this train and travel right. You'll pick up an invincibility icon and an extra life on the water tank. Once these are collected, take a risk and drop down to the lower railway line. Take the train right to find the level exit.



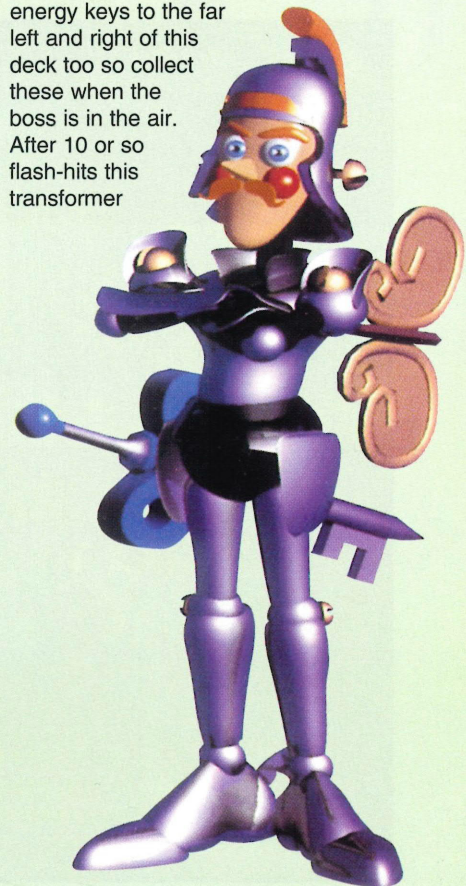
STAGE 3: THE BOSS STAGE

Stand well clear of the centre as this transforming robot/plane flies past and drops two enemies onto the deck. Get rid of these with darting jabs, then deal with the boss. To inflict damage you must stand next to



him with his back facing you. As he swivels around he is at his most vulnerable. Attack with your key once or twice, then retreat very quickly before he lashes out. Watch his stamping too.

Keep repeating the process of getting in a position behind him where you can attack as he turns around. Remember there are energy keys to the far left and right of this deck too so collect these when the boss is in the air. After 10 or so flash-hits this transformer





will explode. You've then finished the level.

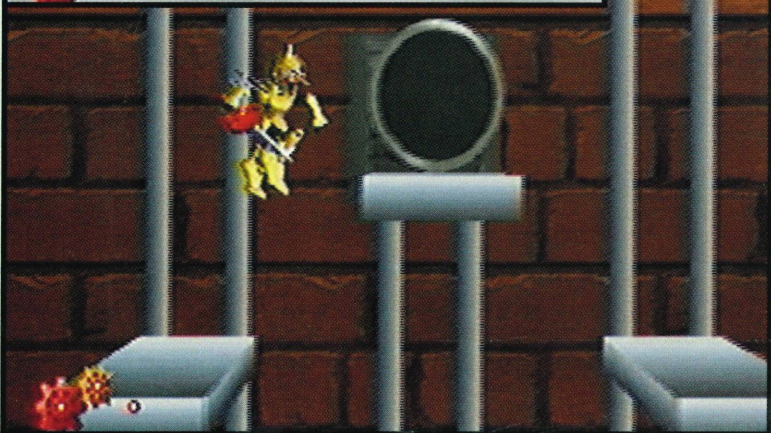
THE KITCHEN STAGE 1

Watch the surfaces you walk on in this level. They are extremely slippery. This will soon become evident when you jump from surface to surface on the first part of this level. Ensure you leave room to brake when landing on a small platform.



You may find reversing the direction upon landing very useful in stopping the slide over the edge.

Run right as far as you can go until you reach a scales spring. Use this to launch yourself upwards for collecting the invincibility icon. Then continue right until you find the pipe. Go through the pipe, continue to go right



and you'll reach a series of metal shelves. Instead of going upwards to the pipe, continue right across the shelves. Use reverse directions as you land on the shelves to stop yourself slipping off and losing lives.

Beyond these shelves you'll pass under two taps. Pass when they are off to find another set of metal shelves. Continue right past these shelves to the gas stoves. Jump each group of burning stoves by taking a running jump over each. Press direction-right twice followed by jump for a clean leap.



STAGE 2

The second part to this level puts you in the sink. Use the soaps and taps





as stepping stones. When you reach the taps, jump up to find a drain. Enter this drain and you'll travel to a new room. Go left in this room over



the taps to find a spring. Use this spring to leap high and collect a much-needed extra-life. The exit to this room can be found via a trap-door in the top of the silver tap in the middle of this room.

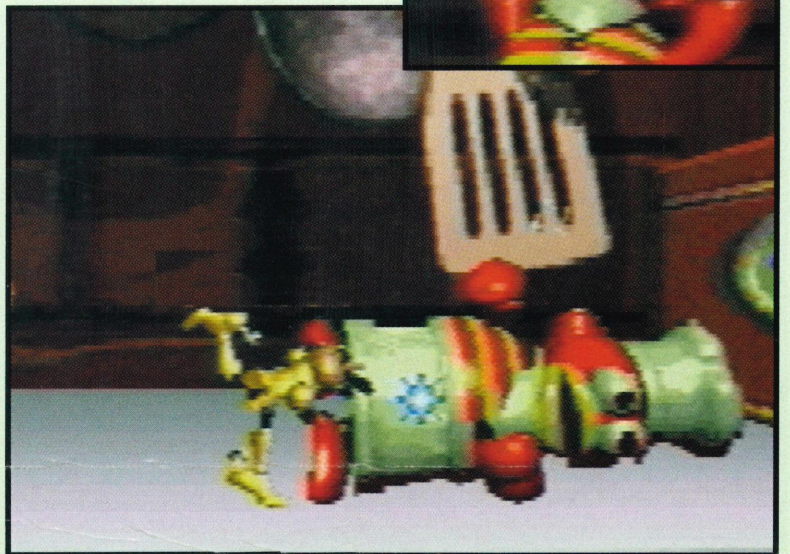
Continue right through this level to the end by sprinting. If you keep moving then there's less chance of the rising water catching you out.



STAGE 3: THE BOSS STAGE

Similar to the magician boss in stage one, you should have few problems knocking this chef out. As he advances towards you, duck and jab his body under his hat. The hat will fly into the background leaving the

chef exposed to a series of jabs from you. Keep jabbing but watch the hat! As it starts to move back into the foreground then

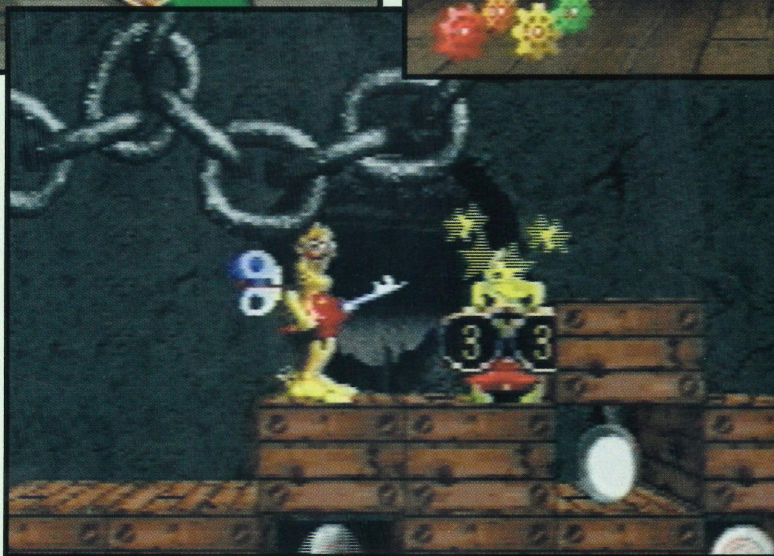




retreat. The hat will jump into the air ready to land on top of you. Ensure you are sprinting left or right out of danger. When the hat stops, repeat the jabbing process again. After three series of jabs the boss will be dead and the stage complete.

THE ATTIC STAGE 1

At the very start of the gloomy attic you'll be able to snatch an extra life. Pick up the spring just to the right, throw it over the box on the floor, then look up and you'll see an extra



life in the ceiling. Use the spring to launch yourself up and over to the right through the gap into the ceiling. Collect the extra life, then drop back down and continue right.

At the end of this section you'll find a box. Before opening this, jump over the box to pick up an energy key.

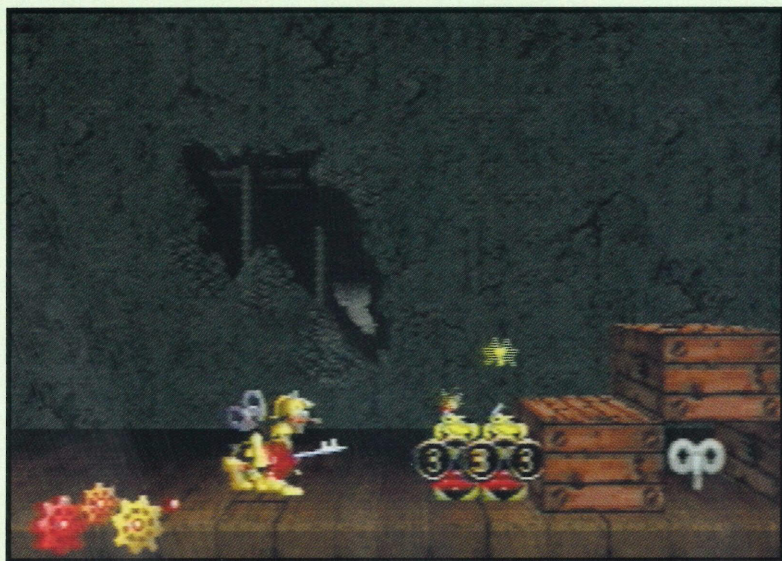
Then open and enter the box to transport to the next section. Continue right and defeat the enemy with the shield by ducking and jabbing. Be sure to snap up the energy key from the spiked ceiling inlet on route. Open the box at the end to go on to another section.



You appear with the whole ceiling above moving up and down. When there's enough space for you to run underneath, do so at full speed. Double-press on the right direction and keep going, this way you'll be safe. At the end of the ceiling hazard ensure the dynamite enemies are blown to pieces near the boxes. You can then collect the coins.

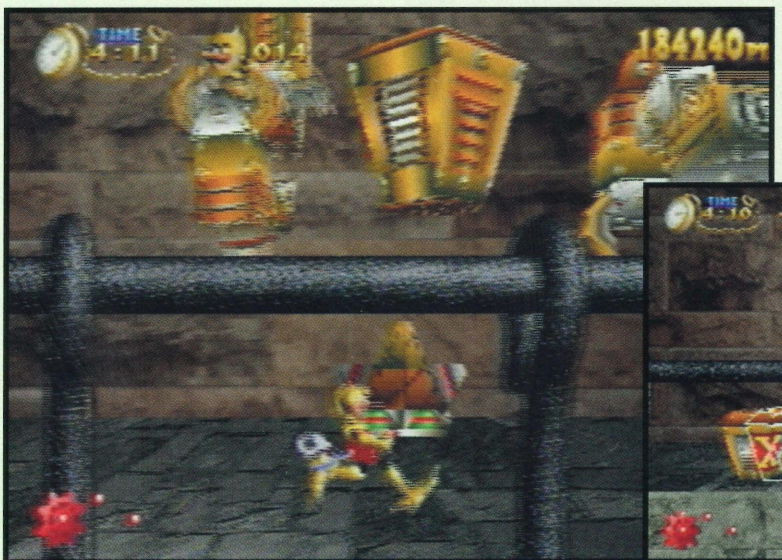
Continue right, past another ceiling moving up and down and another series of dynamite enemies, until you





reach another long stretch with a ceiling threatening to crush you. Dash along here and don't hesitate for a second. Kill the enemies roaming

underneath with quick jabs just as you are almost touching them. Pick up the extra life at the midway point with one long fluid jump.



STAGE 2

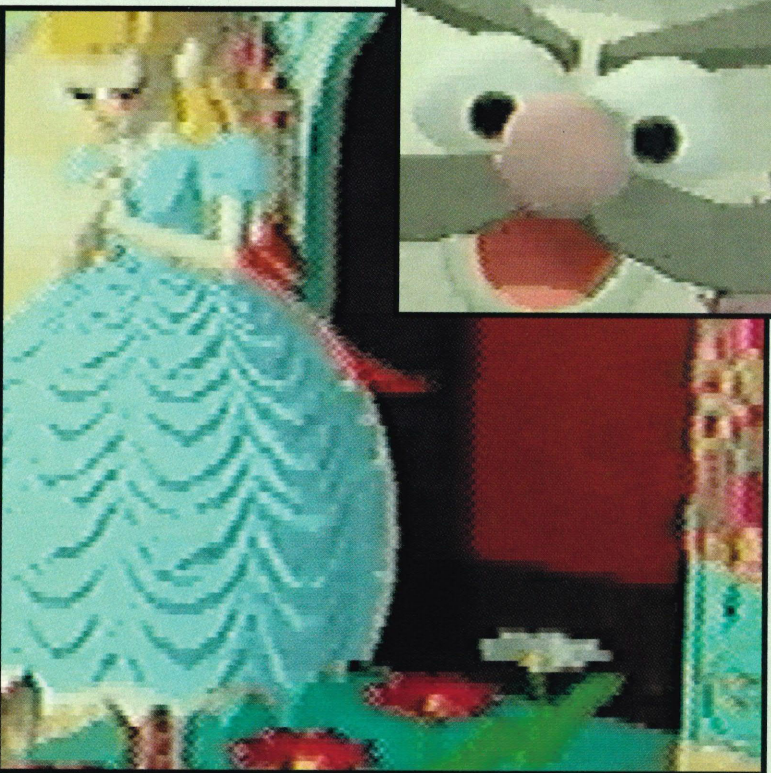
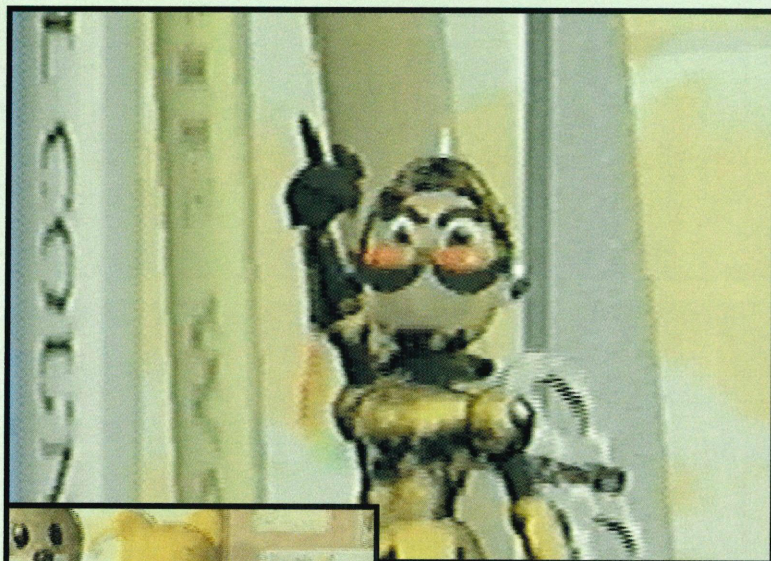
You begin this stage in a long corridor with a series of boxes available to open. Don't enter the first box, or the next, or the next. Instead, do a series of running jumps over all of them up until the second box from the end. If you wish you can open the boxes with enemies standing on top as the weight of the lid will crush them into the ceiling. Open and enter the second box from the end to be transported to the next section.

As you appear you'll see a dynamite enemy. Before you continue to the end of going right, turn left and walk into the corridor. Pick up the big key and open the door further to the left. Here you'll be able to collect

extra coins.

Now go back to the right and continue right through the group of dynamite enemies. Where there are three boxes stacked, stand on the top one and wait for the dynamite enemy to the left to explode. This will blow a space for you to collect the inviting energy





key.

From here go right to enter the huge area with stepping-stone rock columns that move up and down. Take your time in carefully stepping from one to the next. Be sure to see the next landing area as you jump from the previous one. Never over-jump, and remember to reverse directions on your D-pad as you land



to avoid slipping to your peril over the edge.

STAGE 3: THE FINAL BOSS

A tough nut at first, but very easy once you know the technique to use with this robot. First he'll crash to the

floor and attempt to reach out and swipe you. Ensure you are standing well clear. As the robot turns to face the screen, sprint towards him and jab with the key. When the robot flashes green you'll know you've inflicted damage.

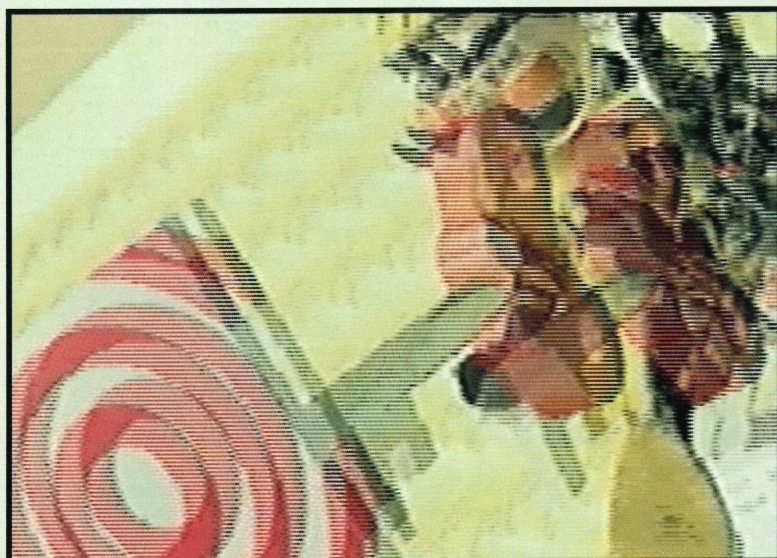
Repeat the jabs whenever the robot faces the screen. Retreat quickly when the robot jumps up high to try and stamp on you. After a while the robot will perform one stamp too many and crash through the floorboards.





As both yourself and the robot tumble to the ground, find and pick up a weapon laying nearby. Run to the middle of the screen and follow the

robot's X attachment as it hovers upwards above the robot wreckage. Throw your weapon up at this attachment so it flashes green to signal



more inflicted damage.

As the robot starts to rebuild and spin, ensure you stay in between his two rotating arms. You must stay here to continue throwing the weapon up at the X attachment. Eventually the rest of the robot's body will disappear to leave only the X attachment attacking. Finish this off by jabbing with your key.

When the robot is defeated it'll explode. Then a decorative doll will appear from the top of the screen.



be continued...' flashes up. SEGA XS will one day be bringing you a solution sequel, but only when the Japanese have finished the second part to the game of course!

MISSION ACCOMPLISHED

This is it – the beautiful princess is rescued. As a Knight in shining armour you've become the hero. The ending screen leaves a lot to be desired though – especially for a Saturn machine. But as the ending screen flashes off, the message 'To

THANKS CHAPS!

Many thanks to the boys at Dream Machines for supplying us with a copy of *Clockwork Knight* on the Sega Saturn.



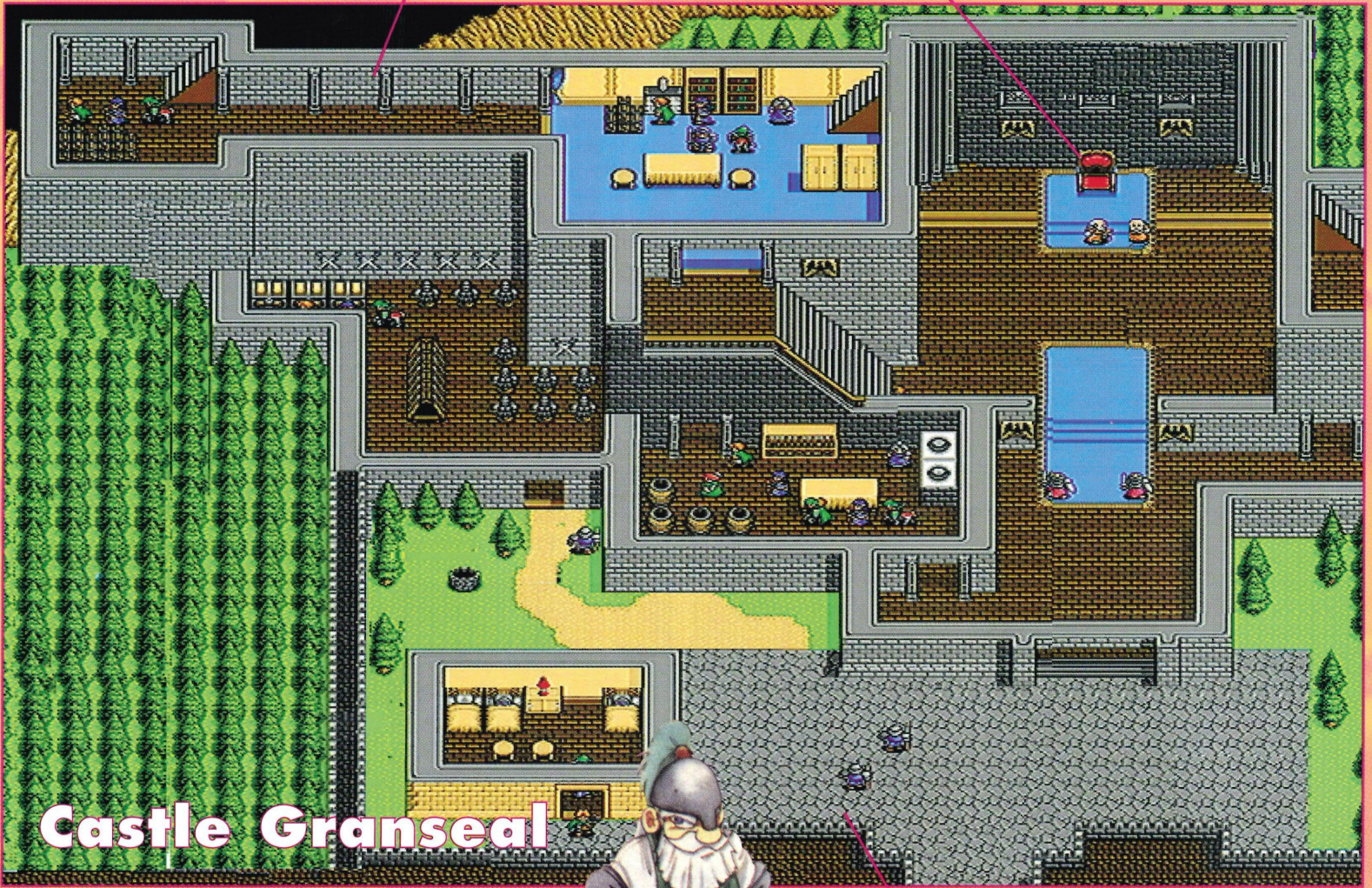
SUMMARY

GAME NAME: Clockwork Knight
 TIME TO COMPLETE: 1 day
 HIGHEST SCORE: N/A
 NUMBER OF LEVELS: N/A
 CHALLENGE RATING: Easy

GRANSEAL ISLAND

Go down this passageway and up the stairs to reach the tower. However, it is important you only do this when explicitly instructed to by Sir Astral. At other times steer clear.

This is the royal throne room, where many of your meetings take place. As explained in the main text it was here the king was possessed by the evil devil and his soul was driven mad.



Castle Granseal



When roaming around this part of the castle always keep a clear head, never forgetting your purpose within the game, or else you might just come unstuck.

SEGA XS has done many solutions in its illustrious history, but none have been as enormous as this! *Shining Force 2* finally proves size is everything. The long awaited sequel to the classic RPG, this game keeps your brain in top gear and your hands firmly glued to the joypad.

With a harrowing and intriguing plot, which twists like a python on a rollercoaster, your imagination will be rivetted by this cart. Games as complex as *Shining Force 2* deserve the best and most comprehensive gamesplaying guide in the business, which, thankfully, is where we step in. Check out the first section of the game and be ready for more of *Shining Force 2* in the next issue

MEGA DRIVE

SEGA ● RPG

SHINING FORCE 2



● Upstairs in the bedroom, you discover Sir Astral, Ellis the Princess, and the minister. They are gathered around the king, unsure what is wrong with him, as he lies, mumbling incoherently, in his bed.

SCHOOL'S OUT

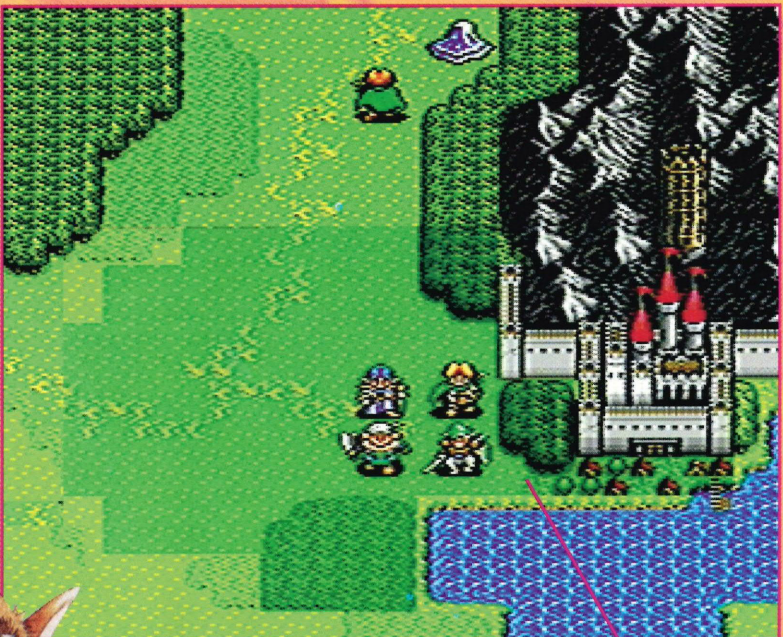
You begin your adventure as a young boy, preparing to go to school in your home kingdom of Granseal. Your mother tells you to hurry along to your lessons. Go to the school to meet Chester, a Centaur, and Sarah, a young girl priest. Go upstairs to find your respected teacher, Sir Astral, a wise figure, respected throughout the land. He asks you if you heard the storm last night. He believes it was strange and supernatural.

Go downstairs and take a seat. Sir Astral follows you down the stairs to begin his lesson. He sees an empty seat. A pupil is missing. Before the lesson starts, a guard hurries through the door and asks Astral to accompany him to the castle. Chester turns to you and says he suspects the guard was not telling the truth and trouble is

imminent. Sarah wants to go to the castle to find out the truth. However, Chester believes you won't be allowed in. Undeterred, Sarah concocts a plan, and entices you to come along by saying you may meet the princess who is rarely seen but is apparently very beautiful.

Before leaving the school, investigate all the chests and vases. Pick up the medical herb you find, which can be used later when you are wounded in battle.

Go to the castle. Sarah does the talking. She tells the guards you've been



● Once outside the village boundaries, you are in open country. It is here most of your battles with foul and ugly foes take place.

summoned to the castle by Sir Astral to deliver something to him. Go upstairs to the royal bedroom. The King is in bed and Princess Ellis is by his bedside. The king seems to

be unconscious. Sir Astral and the minister are also watching over the king. As you walk in, you're spotted. The minister presumes Sir Astral has summoned you, but Sir Astral merely grumbles and changes the subject. Sir Astral firmly believes the open door in the tower is linked to the King's sickness.

● If you ever wish to save the game simply go to the church and talk to the priest. Also go here to try and promote yourself or revive any members of the force defeated in battle. There is always a church in every village. Notice the school, your first destination, is to the right of this church.

● Every time a member of the force wins a fight, they receive gold coins. These gold coins can be either spent on bringing a defeated member of the Force back to life, or for purchasing an item or weapon at one of these handy shops.



Granseal Village



Army

So, all we have to do is find the evil Gizmo and kill him.

The minister instructs the troops to seek out the devil that fled from the castle and destroy it before it does any more harm.



Cave

Whenever you spot a cave like this, enter it and usually you'll find an interesting clue to aid your progress later in the section.

TOWER OF TERROR

Astral pretends he called the kids to investigate the tower with him. Follow Sir Astral as he goes to the tower. You enter and see Sir Astral. Quite unexpectedly a Gizmo appears. It

materialises above an occult star, inscribed in the stone floor. The Gizmo is a devil. It has the ability to possess people. Astral confronts it, blocking its path every time it tries to move. It is trying to make it's way towards the King.

The devil first pauses and then multiplies, producing several similar devils to itself. You and your friends must fight your first battle here. The devils are not powerful but then again, at this stage, nor are you. Give the medical herb to anyone who sustains serious damage. Even if you win the fight, the main devil still escapes the tower, heading for the castle.

A DEVIL FOR A KING

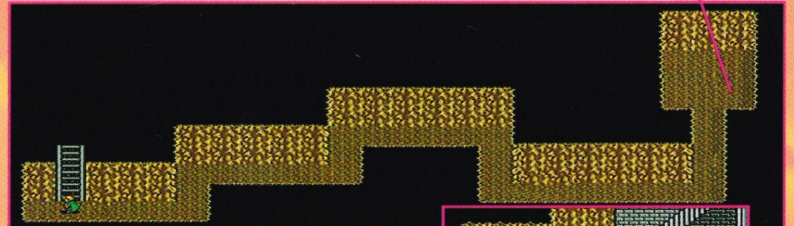
Run back to the castle, and the King's bedroom. The devil has beaten you and it's obvious it has possessed the King. The King is no longer unconscious and has moved to the Princess's bedroom to the right. He's ranting and so violent he strikes Sir Astral when he tries to calm him.

A little shaken and dazed, Sir Astral decides a spell is needed to exorcise the devil from the uncontrollable King. He performs the spell, and a flaming ball of magical power bursts from Astral's



Gallam Jail

This is an escape tunnel that leads from the prison to a cellar under the kitchen floor in Gallam Castle.



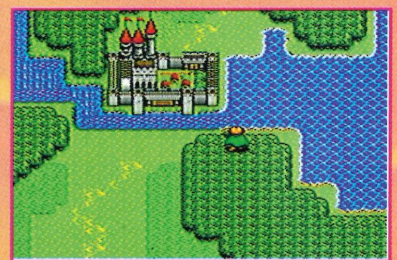
gifted hands and strikes the king firmly in the chest. The King tumbles and while he lies on the floor, the devil rises from his body and moves slowly out through the castle wall.

The King returns to his senses and



cannot recall what has happened.

Astral is worried the devil has gone looking for another victim to possess.



Gallam Castle

Always investigate barrels, vases, bookshelves and chests for goodies. You never know what you may find, in even the strangest of places.

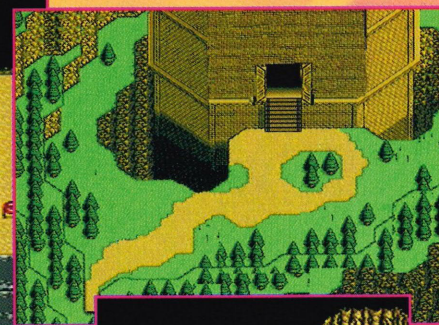
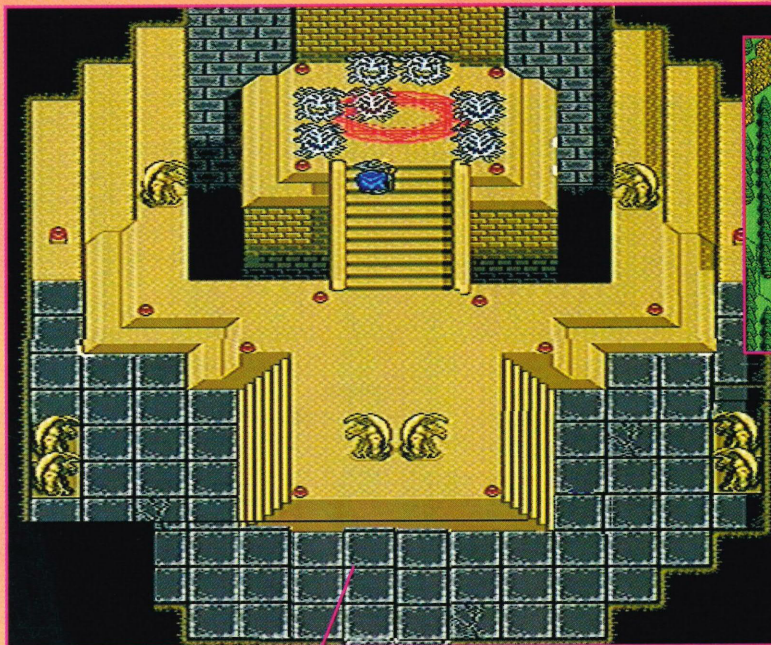


The possessed king of Gallam musters an army to go off, on false pretences, to kill without mercy every living creature in Granseal — the swine!

He will need soldiers to go and locate the devil and kill it. Astral collapses in exhaustion from the ordeal.

The minister believes Astral is on his last legs and may not recover as he is very old. A troop of the King's soldiers are mustered together and sent to find and finish off the rampaging devil. As soon as the guard have departed, Astral awakens and realises sending the guard away on this hunt was the wrong thing to do.

Astral detects an ill omen behind the opening of the tower where the devil appeared. He suggests someone should study the history of Granseal Island. You and your force did such a good job in your last battle you're nominated to go to Yeel and bring back Hawal (who is very knowledgeable of the island and can help).

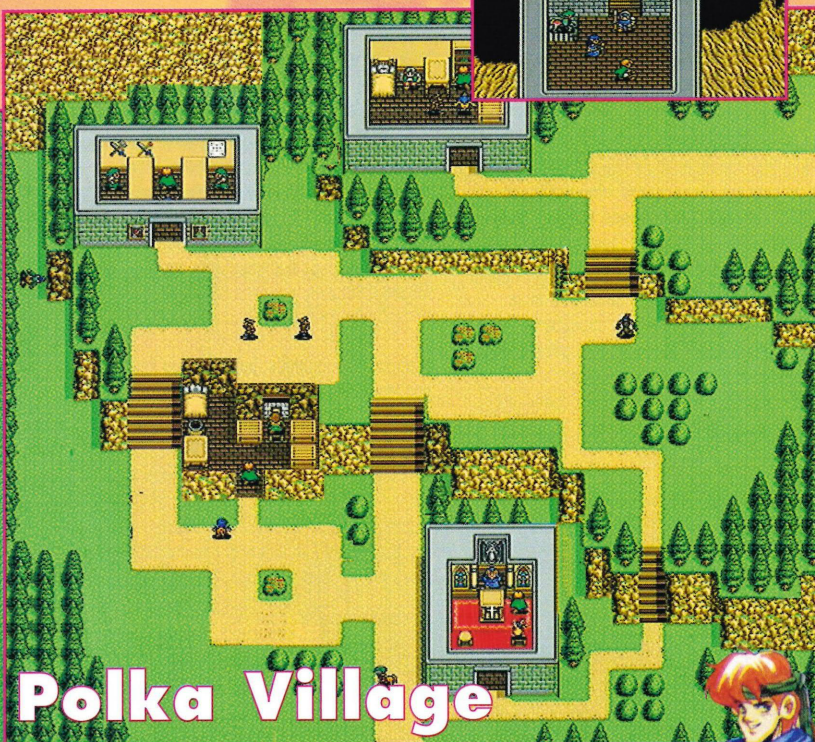


This is where you discover a devil, which eventually possesses the King. At this stage there is nothing you can do to prevent these terrible future events!

Village on Granseal



This is the village of Yeel, where you have the good fortune to discover the valuable Force member, Kazine. He'll come in useful at a later date.



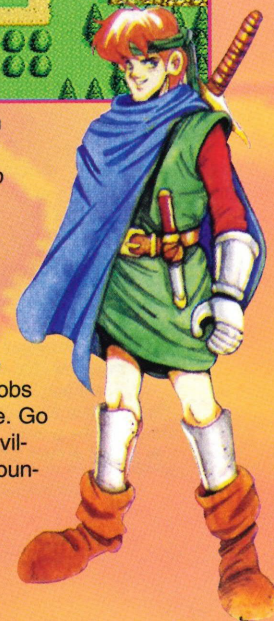
Polka Village

IN SEARCH OF THE PAST

Leave the castle and head West to exit the kingdom. On the boundary of Granseal you meet Jaha the warrior. He is a large lad with a battle axe, which he knows how to use in a tight corner!

You are now in open country but this is no walk in the park. There are beasties from every corner on the attack and you must prepare for the first of many open air battles. Surround your enemy with the stronger characters and always heal

wounds, through herbs or seeds bought at a shop beforehand or through Sarah (an invaluable character in the force) who has a healing spell. Enemies include giant rats and blobs of projectile ooze. Go North West to a village between mountains when the fights have been won.



Kazine's master, Hawal, is being beaten by Gallam guards. They want his notes on the Ground Seal! This is very disturbing. It is becoming obvious that the Gallam kingdom is up to no good.



Kazine's Masters Home

You learn from a barman in Yeel that the town is a peaceful place, requiring no soldiers or rules. It seems soldiers from the kingdom of Galem have been this way too, also looking for Hawal. This seems odd, why would they want Hawal?

You eventually meet Kazin, the apprentice of Hawal. He takes you to Hawal's house by going North West. It seems the Galem soldiers are already there and are roughing Hawal up, demanding he give them the papers to Ground Seal.

As soon as the soldiers see you, they flee out the other door. Kazin is

furious and confused. You explain that the Ground Seal has been opened and a disaster has taken place. Hawal is lying crumpled on the floor and coughs and splutters:

"Granseal island is lost...The tower is a sacred seal that confines a terrible devil. Two jewels were installed to complete the seal ..."

With these final words Hawal dies.

THE EVE OF WAR

Kazin, the mage, joins your force. Kazin encourages you to go to the ancient shrine. In Hawal's house you find an antidote and a Healing Drop. Leave the house and engage in battle with the Galam soldiers waiting outside. The Galam soldiers are led by Captain Lemon, a fearless fighter and stern opponent. Even if you win the battle you're kidnapped, taken away to Galam Castle and thrown in jail.

In jail you have time to think and talk. Sarah says the situation is impossible as Galam and Granseal are supposed to be allies, so

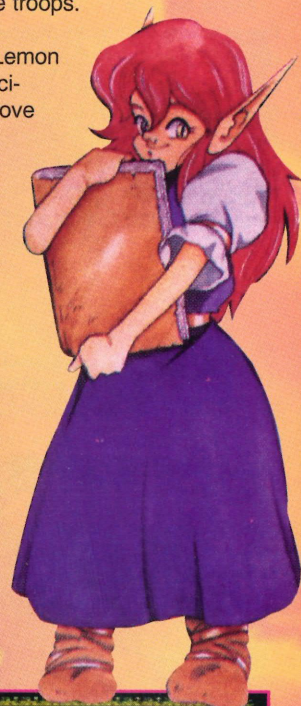
why did they do this? There must be a cover up of some sort to do with the Ground Seal. You learn someone broke the seal by stealing the two jewels keeping the seal strong.

In the jail next door is Slade, a great thief. He listens with interest to your story of the jewels and the shrine. He tells you his friends were killed when he was brought here. It's then revealed Galam has plans to invade Granseal.

You decide to escape and return to Granseal for help. Slade is eager to help and says it's easy for him to escape as he's a skilled thief and picking locks is his business. He produces a length of wire and unlocks his cell door, before unlocking yours. Slade is helping to make amends, as he was the one who stole

in the kitchen and she informs you the King has been arguing with Lemon. Go further upstairs to overhear the king. He's saying his messenger was killed and Granseal's people were the culprit. Retaliation is the only answer.

The troops are not happy about this. No one really believes Granseal would have done this but nobody wishes to question their King. Captain Lemon tries to rally the troops. The King instructs Lemon to be merciless, to prove his allegiance to his King. Lemon agrees and they set off to attack.

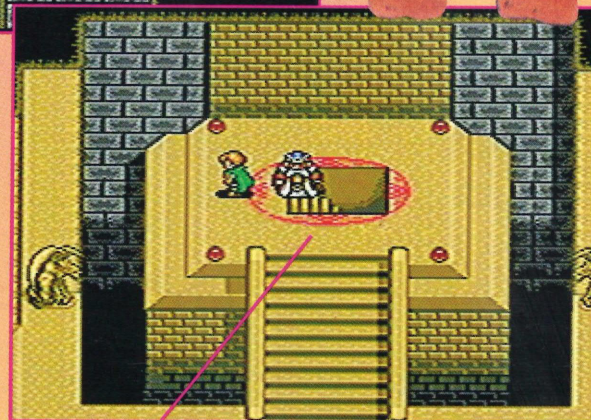


the jewels.

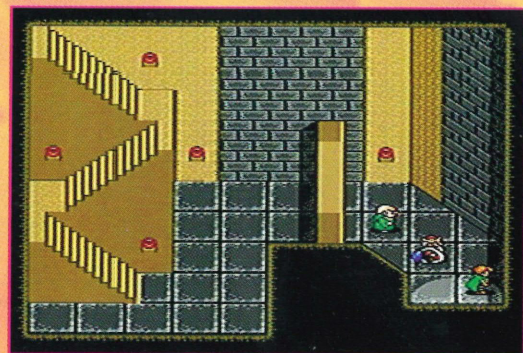
Slade is a thief with a good heart, as he steals only to help the poor and needy. However, all the trouble is down to him. It's his fault. Sarah throws him to the ground in rage. He admits it was him, but protests that he did not know about the Ground Seal and the devils.

You decide to leave through the main door, but Slade goes back into your cell and removes a floor panel. It's a secret panel to the kitchens in the castle. You follow him.

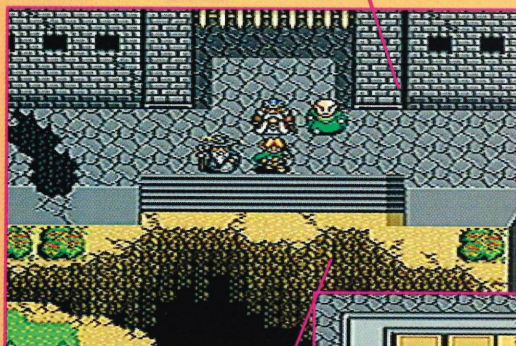
Talk to a maid



Following the screams of the Princess, you discover a secret door in the tower and a whole underground passage unfolds.



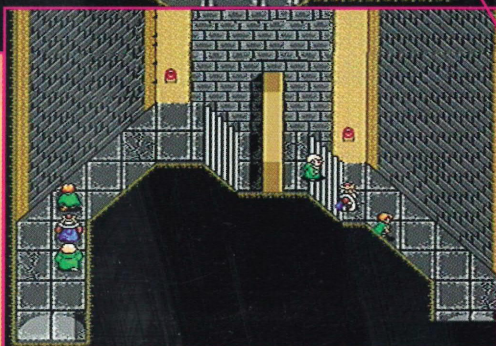
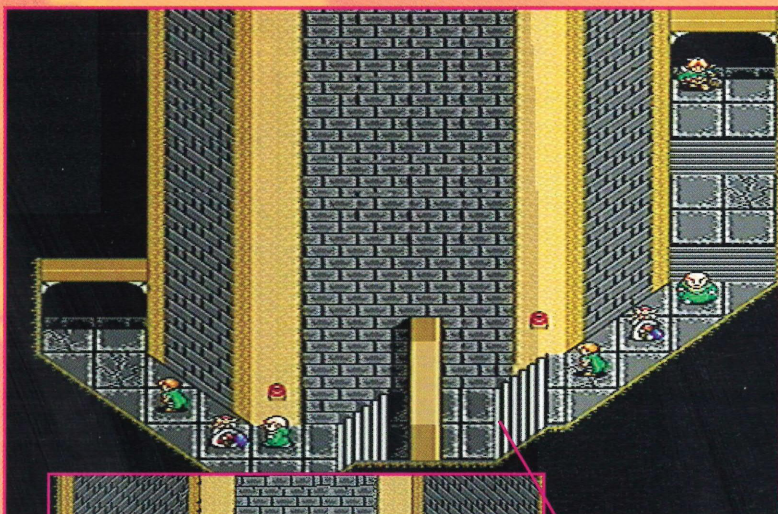
The earth is rocked by the evil King's misery, there is little anyone can do about this, so hold tight and be patient as help will soon arrive on the scene.



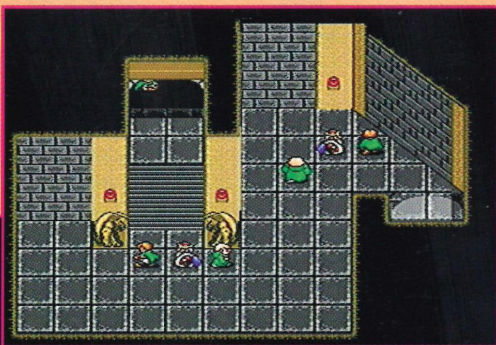
After the possessed king vanishes, a terrible earthquake erupts all over Granseal and the buildings crumble to the ground. Time to get out of there pronto!



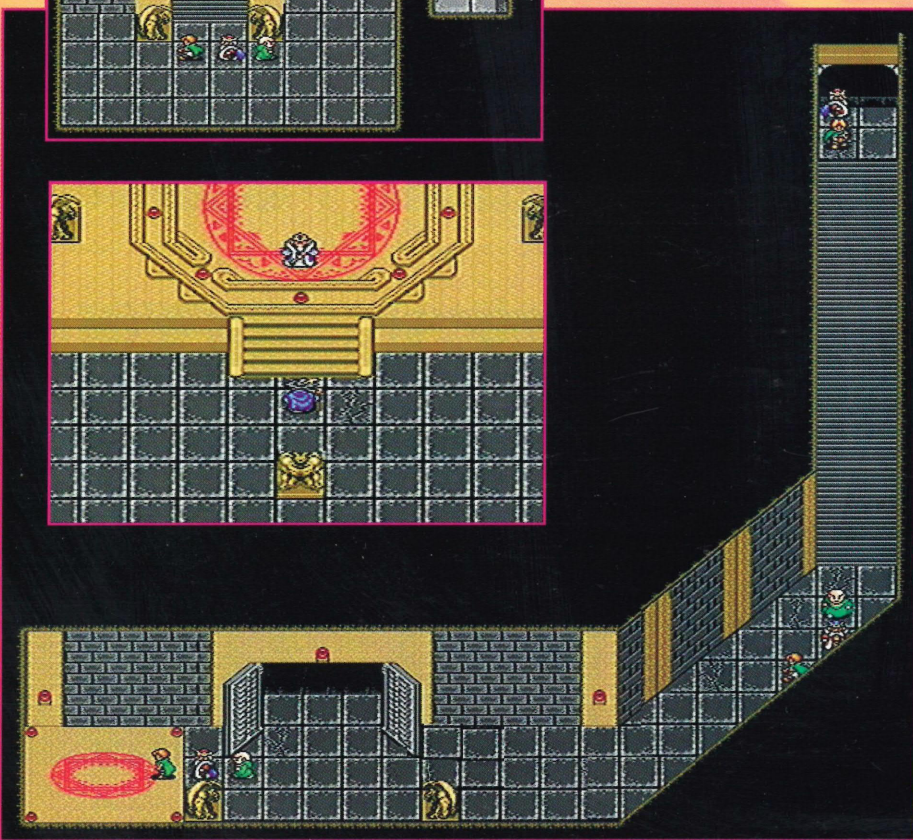
Earthquake



You have to traverse all these pathways before finally arriving at the main Ground Seal room where you will find the bad King and the helpless Princess.



You move down the large stairs and are instantly spotted by a guard. Engage in a fight within the castle to escape this situation. You're up against archers, who can hit you from two squares away. They



are particularly dangerous as they hide behind a spear rack for cover, so it's hard to surround and attack them.

There is also a deadly Callam Knight to overcome, who has a terrible blaze attack, which showers you with fireballs. Defeat the Callam Knight to win the struggle. The Knight has one of the jewels you're looking for. It was given to him by the King Gallam, who has the other jewel. Slade takes the jewel off the Knight. It's the Jewel of Light. Slade gives the jewel to you. A sign you can trust the thief. He joins your forces. Oddly, the jewel suddenly fuses to your neck.

It's a good idea to go around the castle and talk to its inhabitants. Most people believe the messenger was not killed by Granseal. Apparently the King changed when he heard the messenger had been murdered. His eyes were different. You may assume from this the King has become the latest victim of the devil you fought earlier and he is now possessed.

Leaving the castle, you bump into some Gallam sol-

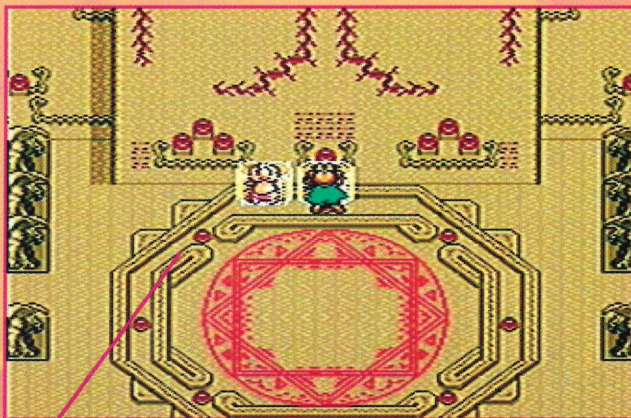
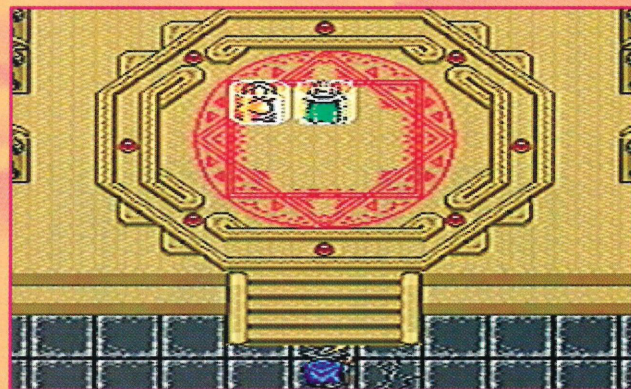
diers who are bemused by your presence. Slade thinks up a cunning lie. "We are delivering a package to the King Callam," he claims.

As clever as the boy Slade is, the guards are not completely stupid and recognise the group as the spies from the prison. Once again you have to engage in battle.

Don't take on the Callam Knights with any of the weaker characters. Use Jaha for most of the time as he is best suited to combat. There are also Callam Soldiers and a Dark Cleric to overcome. The Dark Cleric is a nuisance because he heals the wounded on his side just as you hack



I have a bad feeling about this!



You make a leap for the jewel in the evil King's hands as he drifts away with his captive Princess into the darkness of the netherworld.

WHATEVER POSSESSED THE KING?

When this battle is won, go to the village in front of the Castle Granseal. The first tragic sight you see is a dead guard on the ground. Go to an indoor zoo and a girl tells you how the guards destroyed all the cages and let the strange animals loose. Explore the village a bit more to discover one of these animals shivering in the corner of a room. The animal is called a Tort and joins your force. The Tort will later prove to be a proficient fighter.

When you eventually go into the castle there are a lot of dead guards scattered about the floor. Sir Astral is trying to reason with Captain Lemon. Lemon does not really wish to kill anyone, but he feels compelled to do it for the love of his King.

The King was deceiving Lemon about the attack from Granseal. It's common knowledge Granseal and Gallam have always been allies. Astral confirms that King Gallam is possessed by a devil. Lemon

becomes confused, torn between his King's demands on him and common sense. Suddenly Princess Ellis is heard screaming for help.

Sir Astral convinces Lemon to go with him to the tower to see what is happening. You follow. It's hard to keep up with Lemon and his two guards.

You find Lemon at the door before the tower. He is lying on the ground, spluttering. It seems he is injured and close to death. Lemon's last words beg you to save the Princess. He now knows Sir Astral was right, and his King is indeed possessed by a devil. Lemon dies.

Go to the tower. There is a stand off between the devil and Sir Astral. They tussle and Sir Astral falls to the floor. However, he has momentarily paralysed the evil King and he shouts at the Princess to run for her life. She is stopped as the evil King summons a small army of beasts.

You now engage in a battle with the nasties, while Sir Astral ties to hold off the devil King. Watch out for the dark smoke bad guy, who is fairly powerful and may pick off weaker characters in a single attack. The evil

King's goons fail (or if they don't, you should brush up on your fighting technique!).

Despite losing the fight, the evil King still refuses to let the Princess go. Evil King Gallam utters a magic spell and the minister and King Granseal are blown over. This is luckily not fatal but it's still a lethal warning.

GO TO HELL!

At this point King Gallam displays the missing jewel of evil. It opens the door to a terrible underworld. He tries it out and the ground quakes. A hole appears in the ground, the seal to another world has been broken!

Two transparent tubes are summoned from the dark hole and they envelope the Princess and the bad King. You make a dart for the jewel in the evil King's hands. He protests but you manage to grab it off him. The jewel strangely fuses to your neck, with the other one!

The King Gallam is furious but can do nothing as he plummets into the darkness of the evil netherworld with



THE CAST GOODIES

These are the good guys. Most are in your Shining Force, primarily serving as fighters, but some are just good hearted folks who are part and parcel of solving this massive adventure puzzle. Notice that when a character is promoted (when he becomes expert at fighting) he grows older in profile, from child to adult, for instance, the Phoenix is the promoted version here.



ASTRAL



CHESTER



DR. ROHDE



JAHA



KAZINE



LUKE



MAY



ODDLER



PETER



PHOENIX



SARAH



SLADE



TORT

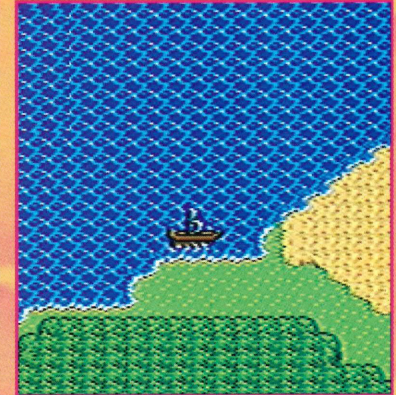


VOLCANON



YOU

Boarding the Ship



To leave Granseal you must board the ship and travel across seas to Parmecia. When you reach Parmecia, dismantle the ship for timber to build a village.

the Princess in toe. The two jewels merge together on your neck. Astral suggests the jewels are the key to solving the problem of the broken seal.

Another earthquake erupts, no doubt the doing of the possessed King in his newly discovered dark domain. The King Granseal is understandably very upset because his daughter has been snatched, and you have to drag him away from the scene. The earthquake gets increasingly violent.

As you flee from the crumbling tower and run out of the castle, you are greeted by two guards who have

not yet fled. They tell you chasms are appearing in the ground. Everybody is on the ship to avoid falling into these gaping holes. With a tragic and cruel twist of fate, the two guards who waited for you are swallowed up. You board the ship, found to the right, and make your way to Parmecia, the mainland of this strange world.

STRANGERS IN A STRANGE LAND

The King is still upset and does not want to leave Granseal, where his daughter is trapped. However, the

survivors sail across the vast ocean in search of Parmecia.

The Tort is the first to spot the mainland. Astral tells the captain to land anywhere. The ship crashes on a beach and no-one is hurt. Everybody unites in taking the ship apart plank by wooden plank. Jaha, being the clumsy oaf he is, falls overboard trying to pull up a floorboard. Still, no harm done. As you dismantle the boat, a shiphand runs back onto the ship saying his friend is in trouble at the North Cliff. Could you help?

You will be given the option to help. Always agree. A battle commences with the island's bloodthirsty

forest dwellers. After a big bust up with these guys, go North to see a man next to a cliff. Surround the wounded man. He says a big rock fell on him, but mysteriously there are no big rocks around. To the right is a tunnel blocked by a rock slide. You wonder if there is treasure inside but for now there is nothing you can do.

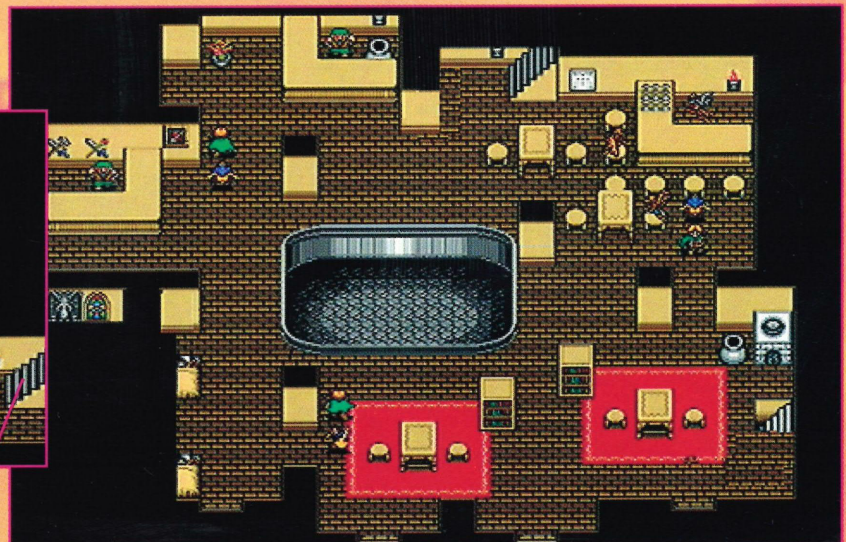
The sailor suggests you all return to the ship. The ship has now been totally stripped and there is a small village nearby which has been erected from the scavenged ship parts. It's very humble compared to the original Granseal, but for now you must call it home.

PARMECIA

Bedoe Palace



Go up stairs to the top to talk to the Bird King and then Volcanon himself. On the way, gather information from the birdmen.





THE VOLCANO GOD

A year passes. The town is coming on nicely but trading is needed with other towns. The King is still a broken man, repeating his belief Princess Elis is alive. He wishes to return to Granseal to find her and wants you to get him a boat. For now, try not to worry too much about the King. Leave the new Palace and enter the town. Some children are making fun of a strange dumpy bird that has wandered into the area. The bird talks and seems annoyed the kids are poking fun at it. The minister spots what is going on and intervenes, inviting the bird into the castle as a welcome guest.

Follow them to the castle where the minister is chatting to the animal in a friendly manner. The bird introduces itself as Peter the Phoenix. Peter serves a God called Volcanon. Volcanon created the Earth and, as long as he watches over, peace will always reign. Peter agrees to Astral's

request to see his master. The King and the minister stop Sir Astral from going, as he is needed at the castle. In his place, Shining Force, your army, must go to Mount Volcano in the East to meet this God.

On the way to the Volcano there are many hazards to overcome. You're set upon by the usual enemies, as well as deadly vampire bats with the ability to use blaze attacks to destroy your forces.

Up to 15 points can be lost in one of these attacks. Peter, who is not yet under your control, is very powerful and really knows how to fight. The witches are now armed with freeze spells which rip into your all-important energy. Use the weaker charac-

ters to heal the stronger ones, always ensuring they have healing herbs and drops (which you can purchase in the village shops).

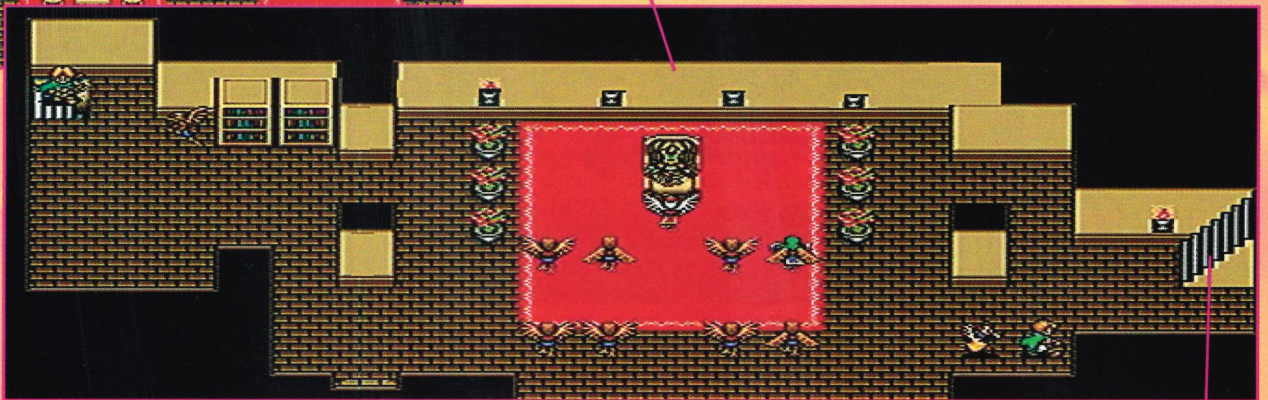
DON'T BE SHY!

You will reach the destination of Ribble before you reach the volcano. This is a quaint little village, where the people are shy and hide from you. They mistrust visitors, especially those who have come from another country. They believe you have come to conquer.

Finding the Volcano may be difficult. Look for the river, and then go down to the riverbank, near the rock, and you will see a gap in the rock, leading to a cave. This is the route to take.

The volcano itself has little to do with anything at this point. Go to the village at its base and this will lead you in turn to Bedoe and Volcanon.

The Bird King discusses matters with his troops after an exhausting battle with a band of devils.



Go up these stairs and you will be on your way to see the great God Volcanon himself. Scary or what!

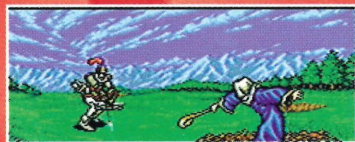


Volcano



THE CAST BADDIES

Apart from the good cleric in the bottom right corner, all of this horrible lot will try and reduce your Shining Force to a pile of bones. The good cleric is there as a reminder that if one of these vulgar villains does decapitate you in battle, then your block can be put back on with a bit of his divine help. He is a dab hand at bringing souls back from the other side. Amongst the usual axe wielding brutes there are some more diverse baddies, such as archers, who can shoot you from a distance of two squares, and Dark clerics, who heal the wounds of their own. Remember in battle, surround your foe with strong fighting characters.



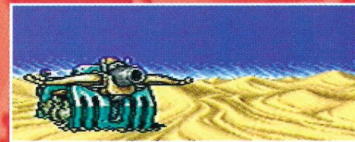
ARCHER



ARCHER DWARF



ARCHER ON ROCKS



ARROW LAUNCHER



SUPER BADDIE



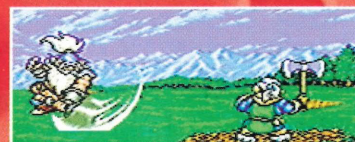
DARK CLERIC



DARK KNIGHT



DWARF



INSANE DWARF



VIOLENT DWARF



GALLUM KNIGHT



GARGOYLE



GIANT RAT



GIZMO (DEVIL)



HOBGOBLIN



KRAKEN



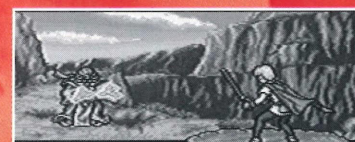
KRAKEN LEG



MAGE



Ooze



SLY BADDIE



TAROS



LEMON



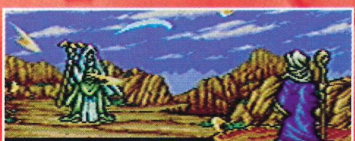
VAMPIRE BAT



FIRE VAMPIRE



WITCH



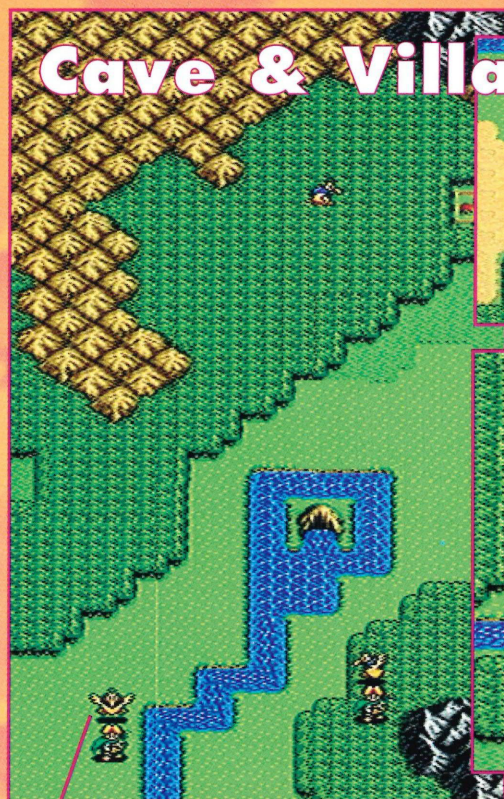
SPITEFUL WITCH



ZOMBIE



CLERIC



Cave & Village

Parmeia has many caves to explore. It is in the one near the shore you meet a man who may hold the answer on how to return to Granseal?

Just look at the size of that helmet, not character to go around picking on.

However, one door is open. It's the mayor's house. Peter talks to the mayor. Luckily Peter is a legend in these parts. All the doors are open after Peter convinces the mayor you're friendly. You meet May the Ranger in this town and she joins the force. She is a real asset in battle because she can attack diagonally and from two squares away, armed with her bow. Use her to compound attacks.

Investigate the houses. One house to the right of the centre tree has a bookshelf in it. Investigate to find a diary belonging to a character called Kasseran. It reads: "I spent another day searching for it...I'll never give up. I'll find the caravan, even if I have to travel all over the continent. I need

the Achilles Sword to defeat the giant Torsos in the shrine."

There are ancient ruins beneath Ribble and there is rumoured to be a door to it somewhere in the village. The tree has a hole in it that requires something to be inserted. The answer to these riddles of Ribble are disclosed at a later date, so onto your primary mission — the volcano.

NO DANCING IN POLKA!

To reach the volcano, pass through a dark cave. The entrance is in a mountain range near the river. Your only means of vision in the cave is a small spotlight directly over the character being used. As soon as you enter the cave a hobgoblin, a witch and a bat attack. Keep your characters fairly close together in the attack so you do not lose sight of the area.

When you win the battle, exit at the bottom-left corner of the cave. Before leaving the cave, open the two chests to the left and to the right. One of them gives you a silver tank.

When you emerge into the

light, go to the village at the base of the vol-

cano. This is the village of Polka. You meet a Centaur here, who thanks you for killing the bad guys in the cave. They can now use it to access the wilderness beyond. There are also friendly beastmen dwelling here.

There is an old man helpless on the floor to the right of the village. He asks you to push him. He will call you a wimp, before laughing and turning into a small fairy, saying he was testing you. The fairy flies off. Do not concern yourself about this for now.

There is a weapon maker under the stone platform where the mayor has his house. This is odd. Why would a peaceful town want a weapon maker? There are some excellent weapons on sale in Polka and it's a good opportunity to upgrade your sword.

Suddenly, there is a small eruption and a boy staggers into the village, from the mountains. A beastman looks at the boy and says he is seriously injured. The boy's eyes are damaged and he's weak. He may not even survive the night. Nobody really knows anything about him but the mayor makes a bed for him in his house.

Go right of the village

EXPERIENCE

Soon after reaching level 20 in experience, you can promote yourself and others in your Shining Force. This will make them more powerful and will change boys into men!

to the base of a tall mountain. Peter spots some evil villains on a higher plateau, looking for something littered with craters and it's obvious there has been a fierce battle here, involving the Birdmen of Bedoe, who live on top of the mountain.

A hobgoblin sees you and you engage in a fight. Beware of Death Monks, who can heal the wounds you inflict, while also dealing out some pretty lethal blows of their own.

It becomes apparent the devils want you personally, because of the jewels fused to your neck, but pay no heed and battle on. If all goes well, continue up the mountain.

VOLCANON GETS IN A FLAP!

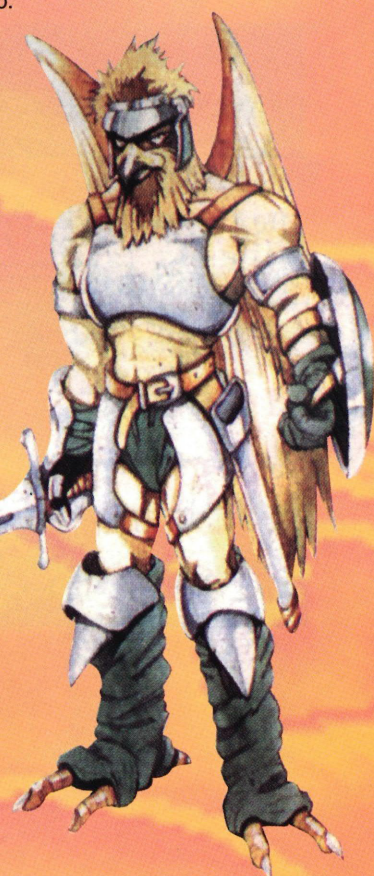
You are in Bedoe, a place only for birdmen. The birdmen welcome Peter back, and tell him Volcanon is waiting. It becomes apparent the birdmen have recently been in a fight with a band of devils who tried to invade Bedoe. The stronger devils broke through the sacred barrier but Volcanon defeated them.

You inform the birdmen you have just emerged from a battle with devils on the mountain. Some birdmen act on this information and check the area you have come from, in case there are any devils still around. They decide to check Polka village also.

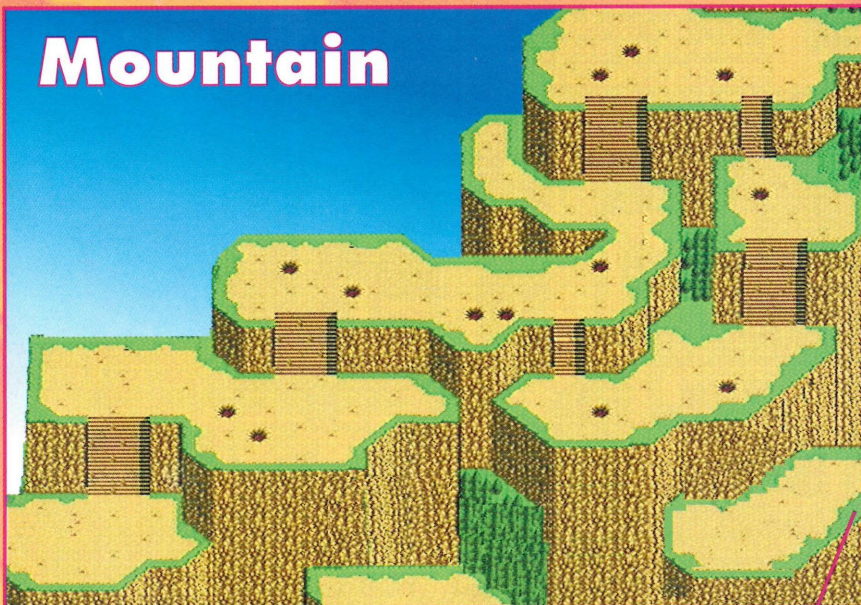


Bridge

Parmeia is a massive place to roam around in. The trouble is, if you wander around for a long time without visiting a village, you will be sprung upon by a hoard of bad guys.



Mountain



This mountain is the route to the palace of Bedoe where the birdmen live. It looks as if there has been a fierce battle fought here recently. Shining Force will have to fight a small battle here as well it would seem, as a bunch of nasty cronies, sent by the the devils, spot you and try to overpower you.

Work your way up the tall Palace of Bedoe and talk to the birdmen. They are surprised the devils even tried to have a go at the mighty Volcanon when it's obvious they would lose. You soon reach the Throne Room, where you're introduced to the King. He tells you Volcanon's in a bad mood and wants to see Peter.

Volcanon is particularly mad with people from Granseal, who he blames for breaking the seal in the first place, and letting Zeon, King of the Devils free to bring havoc on the world. The King of the Birdmen at first thinks it unwise for a Granseal person to talk to Volcanon but believes it may be the only chance to smooth things over.

Before you go to see the King you meet Luke, a plucky character who knows Sir Astral, as he was once asked to be a messenger for Volcanon. Luke is impressed you're a pupil of Astral. While in this room you hear one of the greater devils, Creed, escaped from the fight and may try and regain strength unless he is caught at his dwelling in a place called Devil's Tail.

Peter decides to lead the way to the great God himself. You go up a flight of stairs and eventually arrive in a building where two birdmen are on guard.

You enter the temple and arrive before a truly massive black bird of prey, Volcanon himself. The King was right, he's very angry. When he hears you are from Granseal, the earth quakes with his fiery temper. Volcanon says he cannot forgive Granseal people for letting Zeon out.

He has been trying to protect ground people but he says it's no longer his problem and from now on his protection ceases. You must face the devils on your own! Volcanon does not care if all the humans get annihilated.

However, Volcanon does feel he's not beyond giving out some advice, however vague it sounds at first. He says "Believe in the power of the jewel, it belongs to both the light and the dark. When the light and darkness are as one, it shows its true power!"

Peter is surprised to discover Volcanon is so cold-hearted. He has not seen him like this before. Peter decides to officially join the force and be under your control. On your way out, make sure you talk to all the birdmen. Volcanon can apparently revive any dead being, one birdman tells you. This may become useful at some later stage.

The King of Bedoe is impressed by your resolve to solve this titanic problem and tells you to find Creed the

devil. He may give you some useful information. Travel along the river to get to Creed's mansion. The King of Bedoe instructs Luke to tell the

mayor to make a raft for your journey.

BETTER THE DEVIL YOU KNOW!

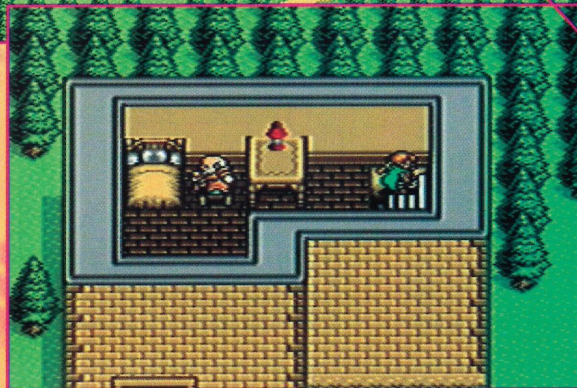
Make your way down the mountain, back to the village. When you arrive, Luke and the two birdmen that were patrolling are in an uncomfortable confrontation with some tough-looking goblins. The birdmen are slaughtered and Luke is wounded.

You and the Shining Force are all that stands against the enemy. They demand you hand over the blind boy that stumbled into Polka earlier. You must refuse to give him up, and fight these goblins until they are beaten. A beastman in the village decides to join in the fight to protect Oddler, the boy.

After the fight, Luke comes around, a little dazed, but not badly hurt. He came down to tell the mayor to make a raft and found Polka under the control of devils. Luke decides to join the Force and so does Gerhalt the Wolfman.

He is the only villager eager to

Ribble

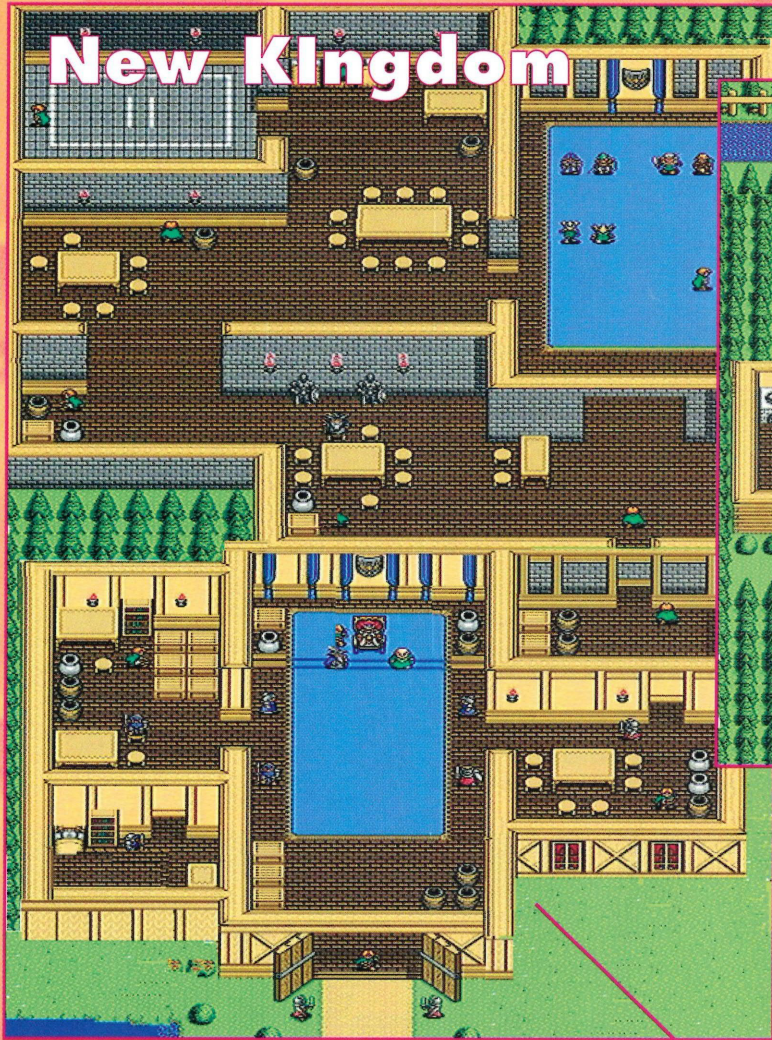


This tree may confound you! What is its secret? How can you get to the ancient ruins under Ribble? Find out soon!

Dark Cave



These are the caves that precede reaching the volcano. The only available light is a spotlight that highlights the immediate area around the character in play. It gets confusing in battle.



New Kingdom

The new kingdom, built from the boat, is not a touch on the old one, but it's better than nothing. The king seems very unhappy, and is missing his stolen daughter.

fight. If you go to the mayor's house you see the boy is up and about and obviously feeling much better. In contrast, the mayor is a gibbering wreck in the corner of the room, rambling about devils and being possessed. He sees you and slowly calms down.

Luke tells the mayor to make a raft for the Force. The mayor gives you the village raft rather than bother making another! Go to the river and take the blind boy with you.

Follow the river left before meeting a mighty sea beast called the Kraken. It's an oversized octopus

and attacks the raft from every angle with large tentacles. Tackle these tentacles one by one in order to defeat the creature. In this fight all the flightless characters are restricted to the confined space of the raft and,

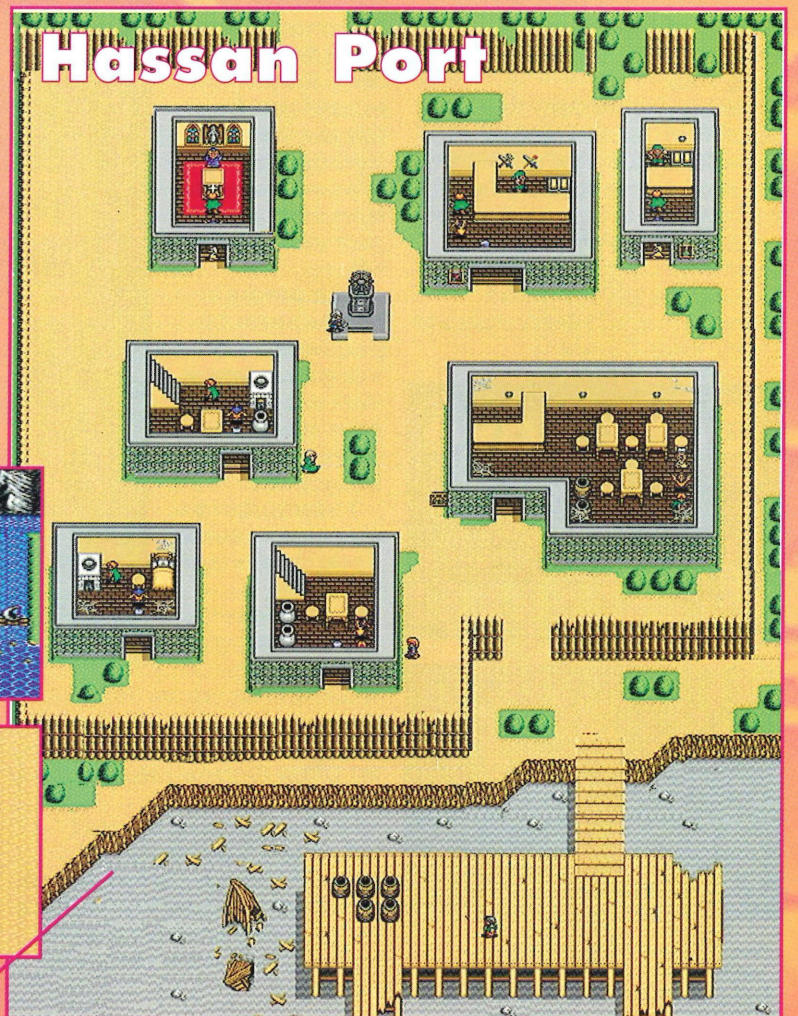


Hassan is a dry and doomed trading port. If only there was water in the river here.

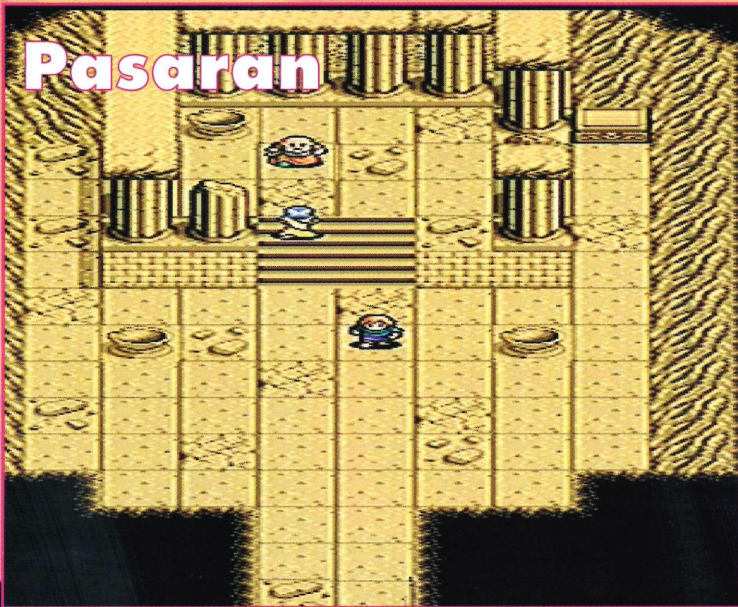
At this stage, you might be feeling a little overwhelmed by the immensity of it all. Perhaps it's worth saving the game, going down the pub and coming back later refreshed and ready to fight (Oi! Get back to work or you're sacked! -Ed).



A dumpy yellow bird wanders into the village (New Granseal). This is no chicken however, and will soon be know as Peter, your companion and eventually a member of the Force.



Hassan Port



Pasaran

UP PASARAN'S PASSAGE

Go to a cave to the far right or South East of the island. Here there is a man who mistakes you for someone called Petro who has stolen a Sky Orb. When he realises his mistake, he tells you an ancient stone, in his family for generations, has been stolen by Petro.

Petro is one of his grandsons, while his other grandson is with him in the cave. Petro apparently went to Granseal Island to operate an ancient vehicle called the Nasca ship. Talk to the grandson, standing nearby. He continues the story and

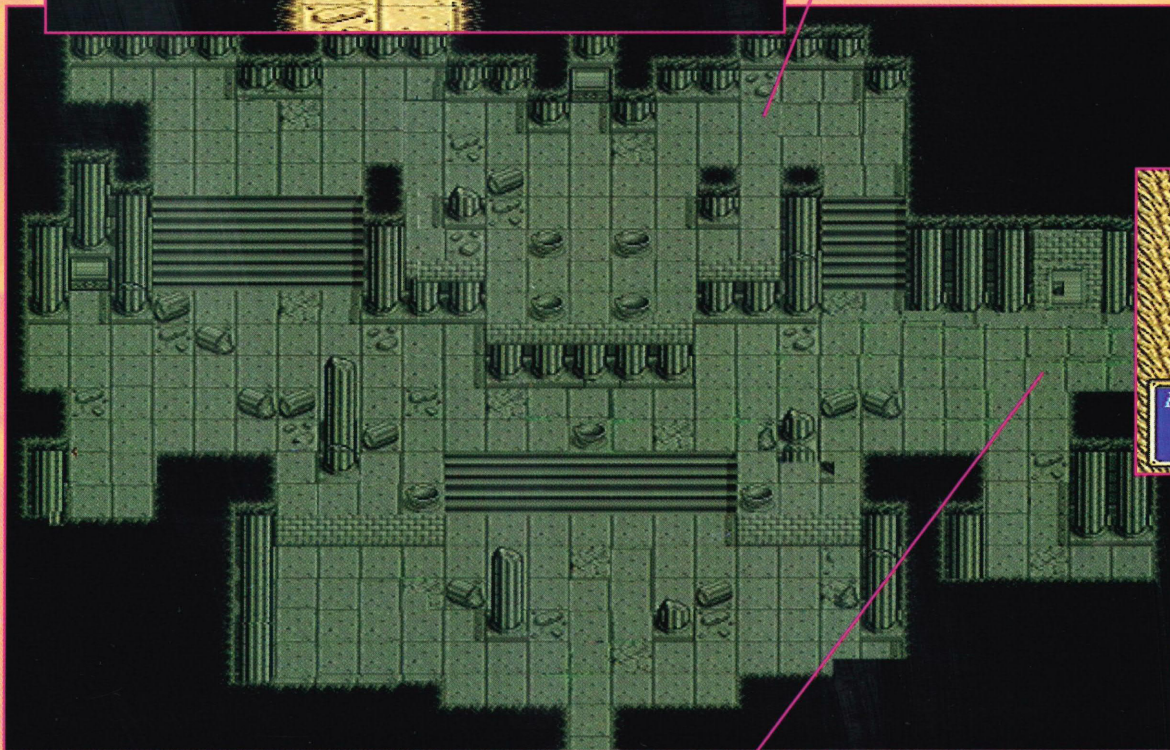
Don't be frightened of the gloomy passages, there's absolutely nothing to be scared of.

except the one to Granseal. He agrees to take you through the tunnel.

To find this ancient passage go to the cave containing a smaller shrine. It's the cave nestled in a fork in the river. Pasaran leads you up between the pillars in the shrine and reads the pentagraphs, which mysteriously say, "Row...Sham...Bow."

A door suddenly opens. Enter the hall leading to the ancient tunnel. First you must fight off some beasties guarding the hall. Once they're dispatched, Pasaran tries to open the tunnel door to the right; unfortunately it's closed. Petro, his grandson, must have closed it. Your only hope is to find Petro and the Orb to open the door.

If you go back to Bedoe, the King tells you something strange has happened in North Parmecia. There was a strange cloud. Goddess Mitula lives on the north side of Tristan through the mountains. The people in Tristan are kind, but weak.



It's my job!

Pasaran's job is opening doors. It must be a hard life! The irony is, he can't even do that very well...

This entrance will not budge. It's the entrance to a tunnel to Granseal. To open it would require the Skyorb. However, investigate the chests to pick up some new items. This place is in the cave with the pentagraphs, but can only be accessed with the help of Pasaran.

although Luke has the power of moving anywhere, he's very weak. Use Peter for most of the attack, as he can fly and is a powerful fighter.

PORT OF CALL

You will soon arrive at a blockage in the river. Step off the raft to the right to enter the port of Hassan. Unfortunately Hassan is dried up and has seen no trade for a long time. A good deal of the buildings are derelict and nothing occupies them other than cobwebs.

Upstairs in one house is a monk who claims he may be related to you

as his ancestors came from Granseal. Apparently they came to Parmecia to chase a soldier called Max. They split into two groups. One went back to Granseal by way of the Devil's Tail. Max probably went back to Granseal as he was never found in Parmecia.

In another house you find Dr Rohde. He's an eccentric and does not talk to anyone unless they have a topic of interest to him, such as history. At this point you are not able to talk to him, but things change at a later date.

says his grandfather had found out his ancestors could fly.

Open the chest in the corner of the room to find a steel sword. Talk to the old man some more. He says he came here looking for treasure and found the Sky Orb. He also discovered how to use the ancient tunnels. Most of the tunnels are useless



Continued next issue!

You have now come a long way from the small school in your humble village in Granseal and have become entangled in a devilishly complicated problem, affecting the whole world as you know it. What is the meaning of jewels fused to your neck? Where is Creed, and will an X-devil help you to defeat his own kind? Just who is Oddler and why is he valuable? These dilemmas and many more will be solved for you in the very next issue of SEGA XS. Until then — happy adventuring!

Dragon's Lair is a game based on timing and reactions. Use your wit and reflexes to avoid the obstacles in each scene, moving with exact accuracy in order to win through to the Dragon's Lair itself. In general, flashing items indicate either danger or the direction to move. At the beginning of the game, these lights help you to get through, but after a while you will have to move without any visual clues.

The timing of your moves is critical, so don't act too early or too late. You don't control Dirk's actions, rather you control his reactions to the events happening around him. As you watch the amazing cartoon animation, you must decide what Dirk is going to do next.

In each scene there are several moves to make, from a choice of LEFT, RIGHT, UP, DOWN or SWORD (B-Button). Any wrong move at any stage in the game results in a strange and painful death, so *Dragon's Lair* really is a test for any gamesplayer, no matter how experienced.

The order in which you visit the different scenes can change and differ each time you play the game and, most importantly, the sequence of moves changes as well. What happens is a reversal of the moves in a scene. This means a mirror image occurs, so the correct moves from your previous game change to the opposite move. Thus, RIGHT becomes LEFT and vice versa, but UP and DOWN still remain the same.



Dragon's Lair is a classic tale of heroism, adventure and the fight against evil. As brave knight Dirk the Daring, your task is to rescue the fair Princess Daphne from the dreaded clutches of Singe the evil dragon. The timing of your every move, through spooky snake-infested rooms and haunted hallways, is crucial in order to defeat the likes of the Lizard King and the Phantom Knight in this perilous journey to save your one true love.

To guide you safely through this classic story of chivalry and swordplay on the Mega-CD comes the classic solution by the Knights of the game table! So remember, if you're ever fighting a losing battle, simply pick up your copy of SEGA XS — the champions of all lost gamesplaying causes.

THE QUEST BEGINS!



The Drawbridge

Start outside the castle on the old wooden drawbridge, overhanging the dark and mysterious moat. Dirk walks along the drawbridge until he comes to an area of rotten wood, when the wood gives way Dirk falls through the drawbridge into the moat below. Dirk grabs the sides of the hole to stop himself falling any further, but the risk of getting wet is the least of his problems!

Several purple tentacles will appear to the right of the screen and immediately start to head for our hero. As soon as they move press the B button to draw your SWORD. This allows Dirk to swing his sword at them to buy an extra couple of seconds. Halfway through the swing of the sword, press UP. This allows Dirk to clamber up through the hole and run into the castle to escape the tentacles following him up the hole.



End of Corridor

Once inside the castle, you come to the end of the first corridor with three doors leading from it. The corridor will now begin to shake and shiver and the floor will begin to break up. This cuts you off from the left hand door and the straight forward option, so the only course is to move RIGHT. Wait until Dirk staggers to the right and then to the left as the passage quakes before you select the correct direction. If you're too late in pressing the correct direction, Dirk is crushed beneath falling masonry.



Drink Me

The third scene takes place in a room with a sign at the back saying Drink Me. Even though Dirk must be pretty thirsty by now don't drink the potion. It turns Dirk into a pillar of crumbling salt! As you walk towards the sign, fire breaks out behind you and a fanfare of music begins. As soon as this happens press the direction pad RIGHT. Dirk then escapes from the room by kicking down the door.



Tentacles from the Ceiling

As you walk into this room a large pair of tentacles drop down from a trapdoor in the ceiling. Immediately draw your sword and cut the tentacles down. More tentacles come up behind you and the animation shows Dirk leaping over to the back of the room. When he reaches the back wall, the door to the right flashes so move to the RIGHT. When you reach the door it closes up and you have to press DOWN to jump to the front right of the room at the foot of the long stone staircase.

Dirk will now begin to walk up the staircase but on the second step more tentacles force you to press LEFT, so Dirk leaps onto the stone table in the centre of the room. When he is balanced on the table, press UP and, as the sea of tentacles moves in for the kill, he leaps towards the top door and escapes to the next extremely hair-raising scene.



MEGA CD

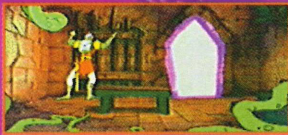
SEGA ANIMATED ADVENTURE

DRAGONS LAIR



land near a shelf. Dirk will now grab a potion bottle on the shelf and begin to guide it towards his lips. As this happens a ghostly figure metamorphoses from the potion and, if left alone, it proceeds to swallow you up whole.

When the figure appears, press the B Button and draw your SWORD. If you do this quickly enough, Dirk has time to swing his sword and cut the smoky figure in two. As this happens, another evil form materialises from the cauldron. Press the SWORD button again and swipe the evil smile off the second demon's face, before pressing RIGHT to leap from the room via the door before the bubbling ooze catches up with you.



Snake Room

You will have to be very quick with your reactions in this room to get through in one piece. As you enter, a large snake lunges down from the ceiling to the left. Quickly draw your SWORD to cut it



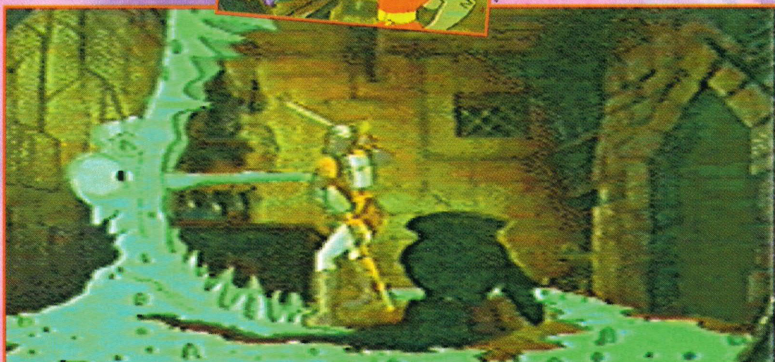
down before turning to repeat the SWORD move on a second snake to the right. As you swing the sword to cut the second snake down, press the direction pad RIGHT so that when the snake is history you can pull on the skull-on-a-rope and climb up to safety.



Bubbling Ooze



This room features a large black cauldron in the centre which overflows onto the floor and vaporises you if the liquid makes contact with Dirk. When the cauldron erupts press UP and Dirk will leap past the witch's brew to



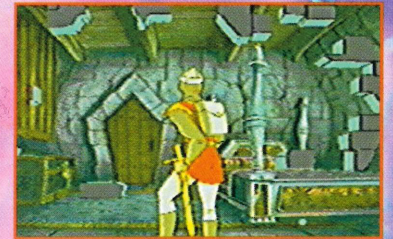
DEATH BECOMES HIM!



Closing Wall

The door from the previous passage leads you to this room where reactions must once again be lightning fast. As you stand in the room you will see a door at the back of the room. Make it over to the door before it's closed off by a magic wall in the middle of the room. This wall builds itself into a solid within seconds, so, as soon as it begins to form, press UP and UP again.

Dirk leaps through the centre of the wall before it's completed and on through the door. If you're too late in selecting your direction, Dirk tries to jump through the wall just as it's completing its formation and he will be walled up forever.



Throne Room

In the middle of the throne room floor you're confronted by a circle of light, closing up like the hands on a clock. The light goes around the circle and you must jump to stay ahead of it. As the animation cuts to the top view of this circle and the light begins to move, complete the following sequence of moves quickly in order to escape from disaster — RIGHT, UP, RIGHT and RIGHT.

The final move throws Dirk away from the circle, just as it closes up, and onto the actual castle throne. Dirk then spins around on the throne, before going through a secret panel in the wall and on to another corridor. As soon as the throne spins around quickly press RIGHT and RIGHT again to sprint from the throne to the door on the opposite side of the passage, before the light catches up with you and toasts your hide!





Chequered Floor Knight

This room can be one of the most difficult rooms in the game with the tendency to throw you off guard by flipping around so the moves are reversed. You get

your first sight of the Princess in this section, who shouts "Save Me" as she is

carried off to the Dragon's Lair.

In order to progress you must first get past the Floor Knight, who is a rather large figure with a magic sword. This sword sends lethal magic rays racing across the floor. If you step on the magic it burns you in an instant. As he sends the magic into the floor jump away from it and try to quickly get over to him at the top of the screen.

When the room is the normal way around jump in this sequence — LEFT, RIGHT, UP, RIGHT, LEFT, RIGHT, LEFT and SWORD. If the room is mirrored, the lefts and rights are reversed. The SWORD move at the end destroys the Floor Knight in one swooping move.



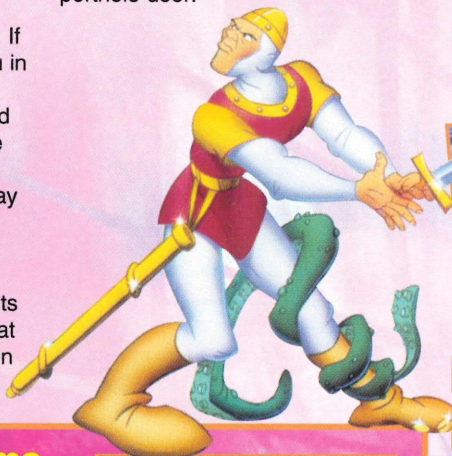
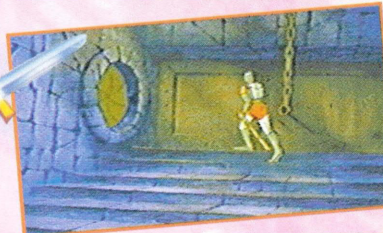
Sliding Stairs

This scene can be daunting at first but is actually quite easy to complete. When the animation cuts to an overall view of the stone staircase with Dirk at the top, the stairs disappear and become a slope. When this happens simply press the direction pad to the LEFT and Dirk moves to a safe section of the slope.

Dirk then walks down to the centre platform and, as he does this, press the

SWORD button to defend yourself against the return of those evil killer tentacles.

Halfway through the sword manoeuvre press LEFT again to allow Dirk to dodge past the tentacles and walk up the next stairway. As he reaches the top of the second set of stairs, they too turn into a slope. When this happens simply press LEFT so Dirk can regain his balance and exit the room via a porthole door.



Metallic Flying Horse

It's time for the ride of your life as you saddle up and ride this pony from hell! As you climb on press LEFT to activate the horse and hold on tight. Dirk and his mount shoot off down the dangerous corridors of the castle encountering all kinds of deadly foes.

At the first corner move RIGHT to avoid the fire on the left and at the next corner move LEFT to dodge the fire on the right.

Further down the track are two large stone columns in the centre of the screen. At the first one press RIGHT and at the second one press RIGHT. You're now heading for a dead end, so you must quickly turn RIGHT again to be thrown from the horse to the safety of a doorway. The Flying Horse scene is yet another that regularly flips around so the moves are back to front.



DEATH BECOMES HIM!



Wooden Platforms

This old castle could really do with some DIY as all the wooden floors seem to be rotting away! These wooden platforms are quite high up in the castle, so, if you fail to move swiftly, Dirk falls to his death. As you stand on the platform, the wood behind you begins to disappear. When this happens press UP and then UP again when the other platforms collapse behind you.

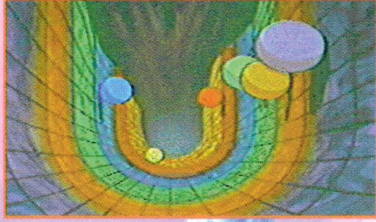
Dirk now runs around the corner and immediately gets attacked by crazed vampire bats. As soon as the animation shows Dirk is safely around the corner press the SWORD button and swipe at the incoming bats. As you complete your sword swing, leap to the RIGHT to land on a wooden bridge, and then RIGHT again to clamber up the castle wall and through to the doorway at the top.





The Giddy Goons

There are four moves to negotiate in this section. As soon as Dirk enters the room, press the SWORD button to foil the Giddy Goon stalking you from the left. Midway through the move press RIGHT to get away from the second Goon, before pressing UP to move up the stone staircase and away from the danger area. As you move up the stairs, more Goons appear from the top of the stairs. Immediately draw your SWORD and stop them in their tracks. Dirk then moves through the door and on to the next scene.

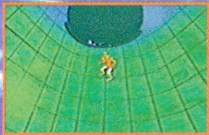


Rolling Balls

You are now but a midget in a giant game of Pool and you must move at speed to avoid being 8-balled! Wait until the animation changes to the ball tunnel with the black ball rolling at speed behind Dirk. The movements are very simple but the timing is critical.



When the black ball is rolling towards Dirk, press DOWN in direction but only after one of the smaller balls (rolling from left to right) has passed by. When a smaller ball does pass press DOWN and move on to the next one. Repeat this timing



movement six times before pressing UP to bound over the hole in the ground to exit.



Bats

The Vampire bats are back again and this time their huge mutant bat friend is with them. Draw your SWORD as a large number of bats hove into view and begin to attack you.

Halfway through your sword swing, press LEFT to escape the rest of the bats and flee before the ground gives way.

The next section takes place on a downward sloping wooden ledge. Simply press LEFT again to jump over the gap to carry on around the corner. As you watch the animation of Dirk leaping over the gap, go for your SWORD again. You need to be in mid-swing when the mutant bat turns up. Once you've carved him up press LEFT again to exit through the doorway.

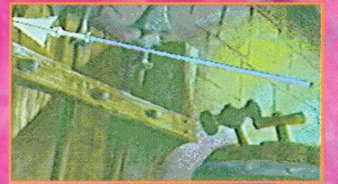
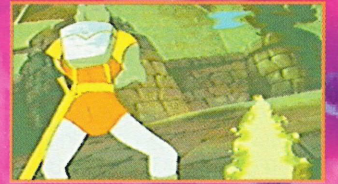


The Smithy

Dirk is now in the Blacksmith's room with danger present all around him. Draw your SWORD straight away in order to dissuade the fire sword from ploughing you down. The fire sword rises up to the ceiling and comes down at you for the kill. Press your SWORD button again to deflect the fire sword away. Now a flying mace rides up to the roof and comes down at you in the same way as the fire sword. Simply press the Sword button again to deflect it away.

The animation now changes and in front of Dirk appears a bright yellow bouncing anvil. Simply press to the RIGHT (or LEFT if in reverse mode) to dodge the anvil and jump away from the fire breaking out around you. Now go back to the SWORD button to deflect the magic arrow flying at you almost immediately.

As Dirk puts his sword in the Forge, the stone statue next to him comes alive and swings back its broadsword to foil your escape. Be ready for this to happen and press your SWORD button until you swing at him and turn him back into stone with your blade.

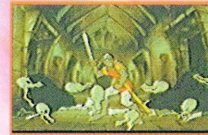


Haunted Hallway

The Haunted Hallway is a very scary place and you are well advised not to dwell there too long. As you begin to walk down this creepy passage press UP on the direction pad to skip past the skulls and bones and then draw your SWORD to shatter the huge skeleton hand coming at you from the left.

Repeat those two moves by jumping UP past the incoming ghostly slime and SWORD to break up the

second mutant hand. Now simply skip to the LEFT to exit the hallway but go straight to your SWORD again to slice up the two hooded skeletons moving in to seal your doom. Dirk then exits to the next phase.





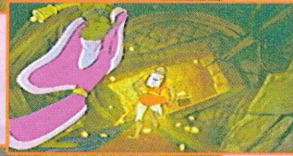
The Lizard King

This is one of the best stages in the game, although you need to act very quickly to stay alive. The Lizard King comes at you from the start and Dirk automatically draws his sword. However, a magic pot of gold will fly past and grab your sword. Now all Dirk can do is run after the pot of gold to retrieve his sword, but he will have to move quickly as the Lizard King is running after him.

As soon as the gold pot steals your sword press LEFT to duck as it comes back at you. Now run after the pot and follow its direction. There are five corridors to chase it down, at the end of them all go RIGHT. Every time Dirk moves right, the Lizard King lunges at him with a staff so if you're too late or too early, Dirk gets a bang on the head and is dragged off to certain death.

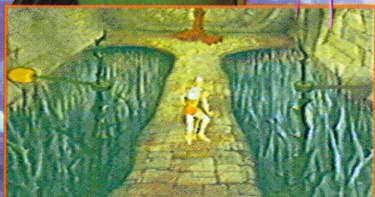
After you've successfully negotiated the five RIGHT moves, you enter a room containing the pot of gold and your sword at the top. Press UP to claim your sword and then press the SWORD button to swing at the

Lizard King who has also arrived in the chamber. Enter into a sword fight with the Lizard King and move very quickly indeed. When you draw your sword, press LEFT to get to the other side of the room, then press RIGHT to return to the right hand side of the room. Press DOWN to duck as the King strikes and then immediately press the SWORD button to finish off the godforsaken Lizard King.

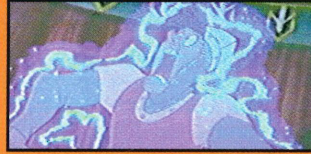


Spinning Batons

In this section play the waiting game to get past the spinning batons and then utilise your quick reactions to defeat the Cloaked Spectre. The animation shows Dirk inching towards the two large batons, wait until he stops and moves slightly from side to side. When Dirk does this press UP on the pad and Dirk dives between the batons and lands on the floor at the other side. As he does this reach for your SWORD and slay the Cloaked Spectre in one swoop. Now quickly move DOWN to dodge the magic thorns and press UP to exit through the door before the thorns tangle you up.



DEATH BECOMES HIM!



Chequerboard Corridor



This section is a rather quick little stage but it's difficult to get the timing right. As Dirk walks up the corridor, the floor moves down and then up. The animation moves in closer and the music sounds out as the floor begins to break up. When this happens press DOWN to leap to a clear spot and press UP to skip back over. As soon



as you skip back press LEFT to jump over to the clear doorway and away from the fire. The whole section only takes a few seconds to get through but it takes a lot of practise to get the timing exactly right.



Pool of Water

This is another section that will reverse from time to time, so be careful with your first move. At the beginning of the scene press RIGHT to jump over the gap as the floor opens up into holes and cracks. As you land swiftly press UP in direction to tumble over to the next plinth while dodging the dagger booby traps. When you land press LEFT to jump into the centre of the room next to the pool of water and then press UP to dive into the water for a cool dip.

Once you are in the water press LEFT to climb out of the pool before the tentacles make a grab for you. Once Dirk pulls himself out of the water press UP to jump over the falling floor to land on a small ledge near the exit. Now Dirk begins to look around and as soon as he looks up to the ceiling press the SWORD button to kill the giant spider that is dropping from the ceiling before it clings on to your head. Once you have killed the spider, press UP again and Dirk squeezes between two rising stone blocks to exit.



Phantom Horseman

This can be a nightmare section if you don't have a clue what to do, but once you realise what the moves are, the timing is very easy. The reason why the first two moves aren't too obvious is that you actually jump into the trouble spot to avoid the trouble. The Phantom Horseman rides up the screen towards you and just as he reaches you thorns grow to one side. Basically, jump away from the thorns by leaping under the horse's huge legs. When the Phantom rides at you for the first time press LEFT and then repeat the LEFT move on his second gallop. He's now lurking at the other side of the screen so on his third trot up the screen press RIGHT. The animation changes to the Phantom as he hurls his sword at you. As he does this simply press RIGHT again to crawl through the exit, thus making the sword crash harmlessly against the wall.

The Fire Room

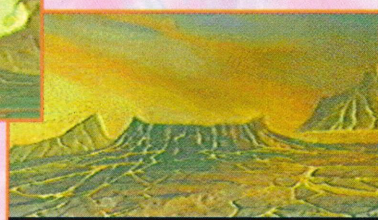
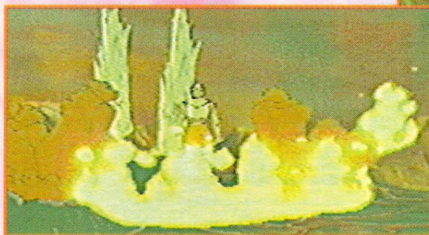
Moves must again be timed to perfection in order to get through this tricky section. At the beginning wait until the wooden bench drops down from the ceiling. When it does, fire hurtles across the room in your direction and you should initially press RIGHT to dodge it. Another bolt of fire strikes in from the right and, just before it starts to come across towards you, press DOWN to avoid it.

Fire now fills the room so press UP, followed swiftly by LEFT. The animation now focuses on the bench that fell from the ceiling at the beginning of the scene. Press LEFT again and Dirk moves the bench aside to find a low exit.



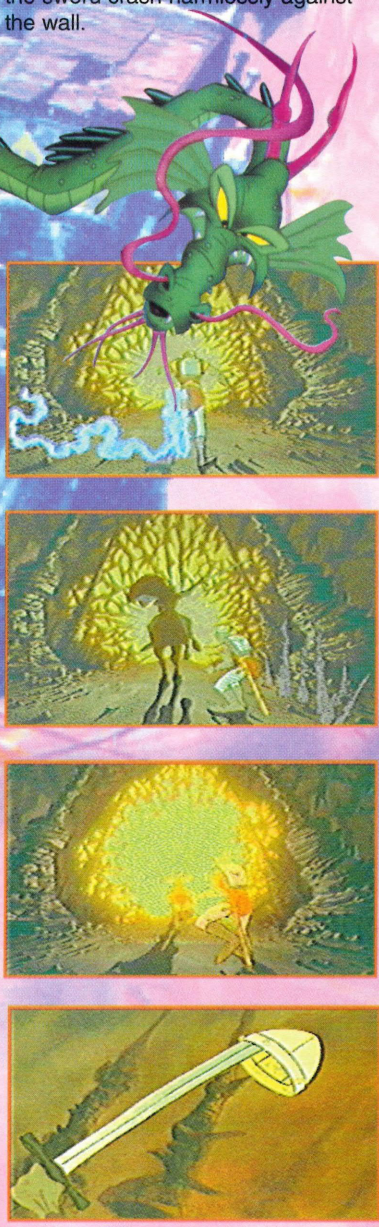
Lava field of Mudmen

This is a similar chase scene to the Lizard King. At the start draw your SWORD as the Mudmen close in. This buys you a second or so to press UP, allowing Dirk to begin to flee. This is followed by six more screens where the object is to press the UP button at exactly the right moment to continue Dirk's flight. This timing is the crucial element in the level and the direction should be pressed just as the Mudmen are closing in or when Dirk has run out of room. After the six UP movements Dirk quickly exits via a doorway.



The Round Cage

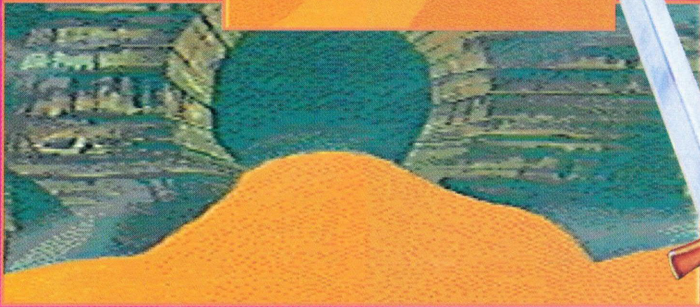
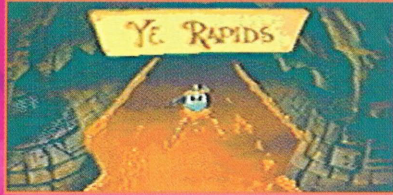
This is a very easy scene late on in the game. You find yourself inside a rounded cage corridor with magic light coming towards you on the floor of the cage. Just before it gets to you press UP to leap down the cage and then press UP again as the magic light gets close. This second move takes you through a door and onto a bridge. Wait to the right of the bridge until the first signs of the magic light come in from the right and press LEFT to sprint across the bridge before it is consumed with you on it.



The Rapids

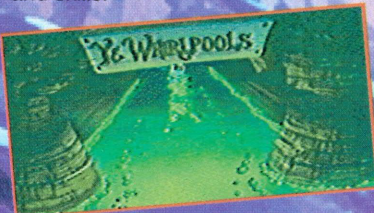
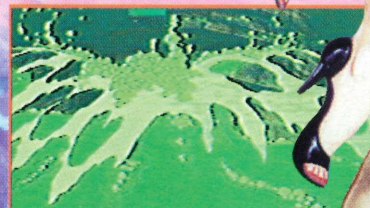
Dirk is now only a couple of scenes away from the final and greatest test in *Dragon's Lair*. Walk along a darkened passage and fall down another small hole in the draw-bridge section. As he falls through the hole he lands in a log boat, passing under a sign that reads 'Ye Rapids'. There are now four sections of rapid lava flow to get across.

As Dirk rows across the rapids from the left there will be a slightly different colour stream in the centre of the rapids. When Dirk gets to these slip streams press UP. Repeat this on four occasions and Dirk heads for the penultimate test in the whirlpools.



The Whirlpools

In the Whirlpool section, Dirk must paddle around the four sections of swirling water by moving against the natural current. At the first whirlpool steer RIGHT, at the second LEFT, at the third RIGHT and at the final one LEFT. The boat then continues into a strong rapid and smashes up on the rocks. The force of the impact sends Dirk flying into the air and at the peak of his rise press RIGHT to allow him to grab the chain, hanging down from the exit door. This leads you into the ultimate test of your endurance and skills!



The Dragon's Lair

Dirk is now inside the Dragon's Lair! Ahead of him is the toughest task yet, to rescue the Princess from the clutches of the evil Singe the Dragon. Singe is initially asleep so the first object of the game is not to awake him too soon. Throughout the room are balancing dishes and crockery. Dirk must stop them from falling to the ground and making a noise and awakening the mighty Dragon.

In the opening move catch a pile of falling household objects by pressing UP. The animation then move to the Princess, locked up in a glass cage. She spots our dashing hero and the scene cuts back to Dirk, who seems to be in a very slap-

stick situation having lost his balance. Dirk moves around from the left, trying not to fall over as he leaps on barrels and chests. When he reaches the right hand treasure chest press LEFT so he can leap over to the left hand treasure chest.



As he does this the chest begins to slide down the slope of gold, bringing him to the clearing in front of the waking Dragon.

As soon as the Dragon moves press LEFT to avoid his fiery breath but don't worry yet he hasn't seen you and settles back down to sleep. The fourth move comes now — press DOWN to stop another pile of plates from falling. You can then go up to the Princess's cage. She tells you the key to the cage is around the Dragon's enormous neck and the only way to slay the Dragon is to use the Magic Sword located somewhere within the lair.

However, your sociable chat with the lovely Princess has roused the Dragon and now he is coming for our hero.

Dirk hides behind a large stone and the Dragon comes up behind him. As soon as the Dragon moves towards the stone press DOWN and, as his claws come onto the stone, press DOWN again to duck and LEFT to slip under his razor sharp nails. As Singe comes towards you press UP to leap over and down the slope as he breathes his fire at you. Dirk now hides behind a large wooden stake (used for burning maidens) and the Dragon



approaches his hiding place.

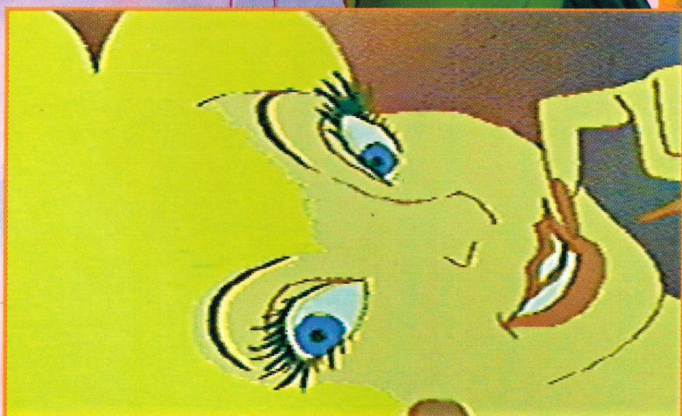
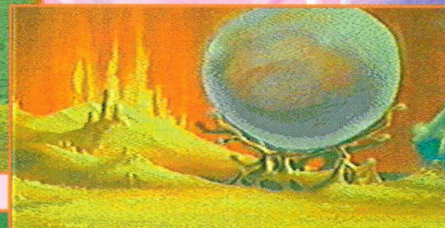
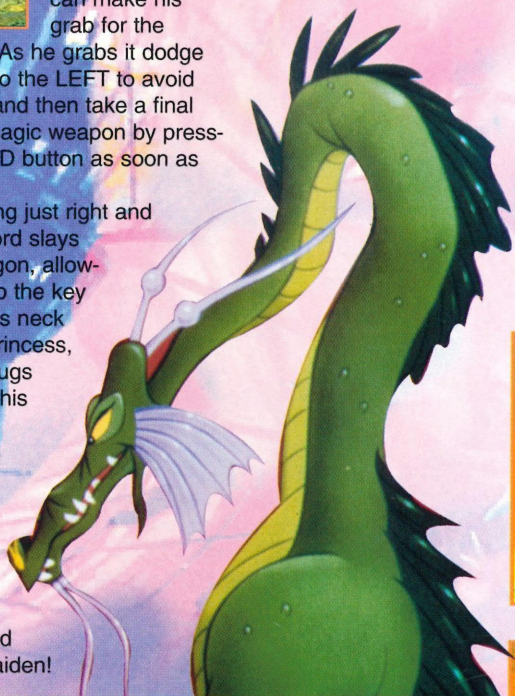
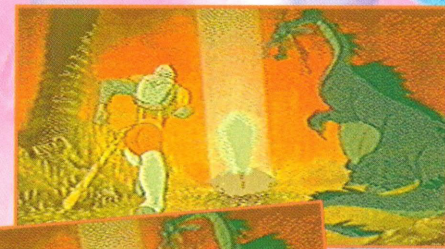
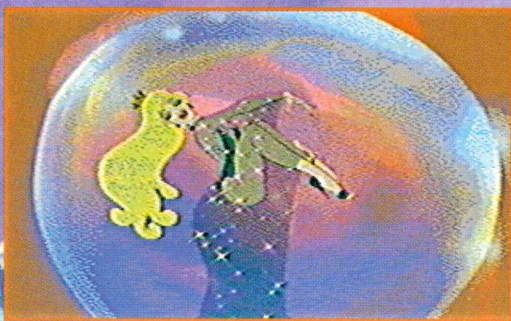
As Singe reaches Dirk press DOWN to leap away, and start running for your life. When Dirk gets to the end of the passage press RIGHT to avoid more of the Dragon's fire. It is now the final conflict. The Princess looks on as Singe catches up with our brave Knight and the game's hardest moves have to be carried out with precise timing.

When the dragon comes closer press the SWORD button to deflect his fire away. Now press the SWORD button again as soon as the animation changes its view point and Dirk can make his grab for the

Magic Sword. As he grabs it dodge very speedily to the LEFT to avoid the fire again and then take a final swing of the magic weapon by pressing the SWORD button as soon as possible.

Get the timing just right and the Magic Sword slays Singe the Dragon, allowing Dirk to grab the key from around his neck and free the Princess, getting huge hugs and kisses for his trouble.

The game is now complete — the titles roll, the epic quest is over and once again SEGA XS has rescued another fair maiden!



SUMMARY

GAME NAME: Dragon's Lair
 TIME TO COMPLETE: 3 Days
 HIGHEST SCORE: N/A
 NUMBER OF LEVELS: N/A
 CHALLENGE RATING: Medium

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