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JUNE 1994

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M A G A Z I N E

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

32-BIT HITS HOME!

VIRTUA FIGHTER
DAYTONA USA
VIRTUA RACING

GARGANTUAN PICTURE-
PACKED SPECIAL!

PLUS NEW SATURN
GAMES REVEALED!
EXCLUSIVE! SEGA AND ACCLAIM
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LIMITED EDITION VIRTUA
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THE JUNGLE BOOK! EXCLUSIVE REVIEW INSIDE!

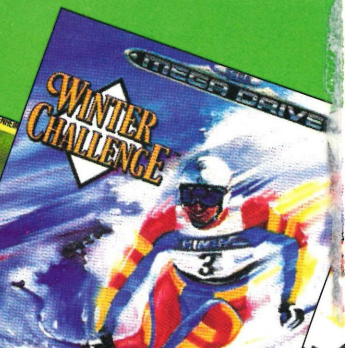
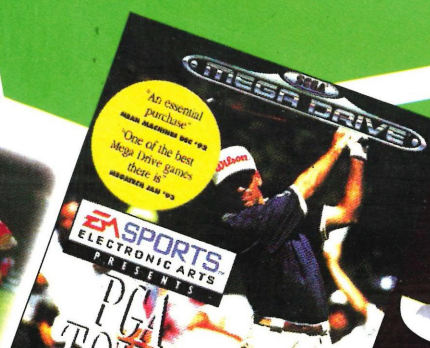
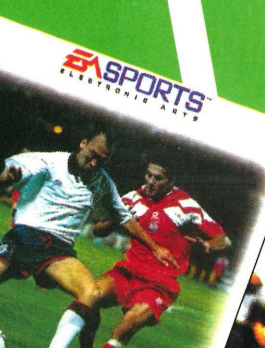
THANK YOU CAN



Cole, Cantona Papin? So you know your goal scorers. Matthaus, Guillit, Platt, and your midfield maestro's. But did you know that Dixons stock the premier football games? FIFA Soccer, Ultimate Soccer, Super Kick Off. The boys done good? But the boys done even better if your bag is golf, motor racing, ice hockey, American football, athletics, or skiing. In fact Dixons has more choice for sports games than any other store.

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* We will refund the difference on the spot if you can find the same product with the same offer, cheaper locally. Just come back to us within 7 days of purchase, with the details. The product must be new, complete and available for immediate delivery. This guarantee excludes mail order prices/offers.



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Our boys will also do you proud when it comes to value for money. With more stores in more towns we always get the best deals on Sega games. And with our price promise, if you can get a game cheaper, we'll refund the difference*.

So, as they say in this funny old game: if you don't pop along to Dixons for your sports games, you're likely to be as sick as a parrot 🏈

AT

Dixons



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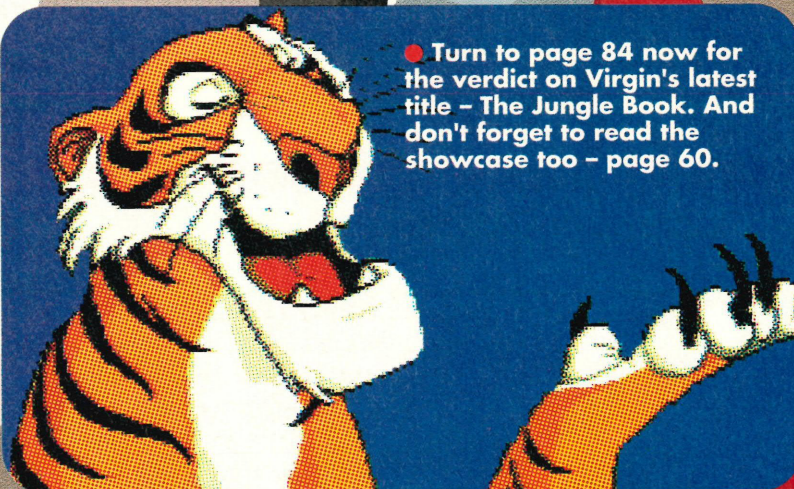
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● Turn to page 84 now for the verdict on Virgin's latest title - The Jungle Book. And don't forget to read the showcase too - page 60.

TS



- Yep, soon you'll be able to play Daytona Racing in the comfort of your own home! Turn to page 46 to see how.

SHOWCASES

★ WELCOME TO THE NEXT LEVEL 40

SEGA MAGAZINE brings you the latest news on the home 32-bit scene, along with startling tidings of the same technology being used in the arcades.

★ VIRTUA FIGHTER 42

An exclusive of vast proportions! We've seen Virtua Fighter on the Saturn and it's stunning. See loads of pics and "read all about it" here.

★ DAYTONA USA 46

Yet another earth-shattering exclusive. SEGA MAGAZINE brings you video work-in-progress shots of the home 32-bit version of Daytona USA. You won't see this ANYWHERE else.

★ SATURN ROUND-UP 50

Expanding on our coverage from the Winter CES Show, we show you even more home 32-bit screenshots - a taster of the coverage we have planned for next month.

★ TOMCAT ALLEY 52

Providing the best full-motion video ever seen on the Mega-CD, Tomcat Alley is a game of much importance. A four-page showcase follows...

★ PETE SAMPRAS TENNIS 56

What looks like being the greatest Megadrive tennis game yet is extensively featured in SEGA MAGAZINE. And why not?

★ THE JUNGLE BOOK 60

Aha - something of a SEGA MAG exclusive here - a top six page mega-feature on the finished version of Virgin's latest stunner - The Jungle Book. You can't say fairer than that can you, eh?

★ SONIC: THE COIN-OP 66

Love him or loathe him, you can't get away from the phenomenum that is Sonic the Hedgehog. This month we check out the little known, but really rather good, Sonic coin-op. It's a whole new style of Sonic game.

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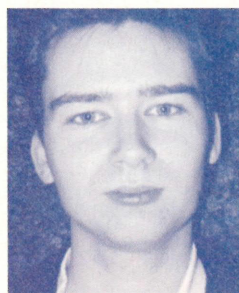
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SEGA

32 BIT

32 BIT H



As our striking cover has already suggested, this month's edition of **SEGA MAGAZINE** is, shall we say, rather special. Ever since the Las Vegas CES Show in January, everyone has been crazy

to get hold of exclusive pictures of the Saturn games revealed at that event. **SEGA MAGAZINE** is the first magazine in the world to extensively feature these titles.

In fact, we have access to **FIVE** Saturn games and we'll be covering them in depth over the next couple of months. This issue we feature **Virtua Fighter** and **Daytona** - both of which look totally outstanding - ramming home the fact that nothing can touch Sega's home 32-bit technology. And let's not forget that the Megadrive add-on, **Mega-32**, is just as

powerful as the mighty Saturn. There is nothing to stop Sega bringing the five mega-games we've revealed this issue onto their cheap, yet super-powerful Megadrive upgrade.

However, in our excitement over 32-bit, let's not overlook the here and now. **SEGA MAGAZINE** has exclusive coverage of Virgin's stunning **The Jungle Book** - has a Megadrive title ever looked this good? We have a total of eight pages of coverage lined up for this one. Mega-CD owners are more than taken care of with **Mortal Kombat CD** and the intriguing **Tomcat Alley**. In terms of tips, we have definitive guides to the brilliant **Virtua Racing** along with the current king of blasters, **Sub-Terrania**.

Next month, we've got hold of the exclusive on what could be the Megadrive game of the year, along with three more work-in-progress Saturn showcases. Will you find any of this elsewhere? I think not...

RICHARD LEADBETTER



RAD

Poor old Rad has been suffering from insomnia these past few weeks. No matter how hard he tries, he just can't get a wink of sleep during the day. "I blame it on those noisy keyboards and people having the radio on in the office" says our prolific work-horse. "Pretty soon I'll be forced to stay at home during the daylight periods in order to get my full eighteen hours". Oh how we'd hate to see the back of him.



TOMMY G

We approached Tom to find out what kind of month he's had. "Jane...has a...pink...dress...John...has a...blue...dress" he replied. "Tom want biscuit" he continued. Yes, Tom's new reward-based reading scheme has really made a difference to his literary abilities. Sadly, his house training isn't progressing quite so rapidly, but we hope to have the stains out of the carpet before the managing director arrives for his annual tour of the building. In August.



CAPTAIN RICARD

Well, the time has come for the games industry trade show, so Ricky has spent most of this month out of the office, power breakfasting, doing lunch, running things up the flagpole, putting his ass on the goddamn line and so on. So it's no wonder he rolls up to work just when everyone else is going home, obviously worn out, slurring his words and falling over. And he's still got time to tell the team that "yer all me besht mates, assbff." What a guy.



SAM

When we asked Sam what she'd been up to this month, she glanced around furtively, looked momentarily embarrassed and asked us who we'd been talking to exactly. We then noticed her trying to sweep some dry bones and crumbling skin under the desk with her foot. It has since been brought to Sam's attention that reanimating the dead in the workplace is in clear breach of health regulations, and arming them with assault rifles and using them to rob banks is practically a sackable offence.

ITS HOME

WIN! 5 LIMITED EDITION CDs!

Exciting eh? Well, calm down, they're only Slow Boat to Barnet ones. That's not to say they're no good or anything, it's just they're not Street Fighter Music and Effects Remixes Vol 3 CDs. So you should be thankful. Anyway, as you should

know by now, our Art Editor Tommy is a bit of a Warrior of the Metal Apocalypse, if you will, and his band have just released their first album. So of course, we thought we'd give you - our lucky readers - the chance to experience the wonders of this rock 'n' roll, Satan-worshipping, heavy metal onslaught. You never know, you might like it. Or they might even get famous and the CD'll be worth loads. Well, you never know. So if you'd like to get your hands on one of these strictly limited edition items without forking out the requisite £8, why don't you just jot down the answer to the following question on the back of a postcard and send it to us at HELLOOOO SEGA MAG - ARE YOU READY TO RAAAWK? COMPETITION, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

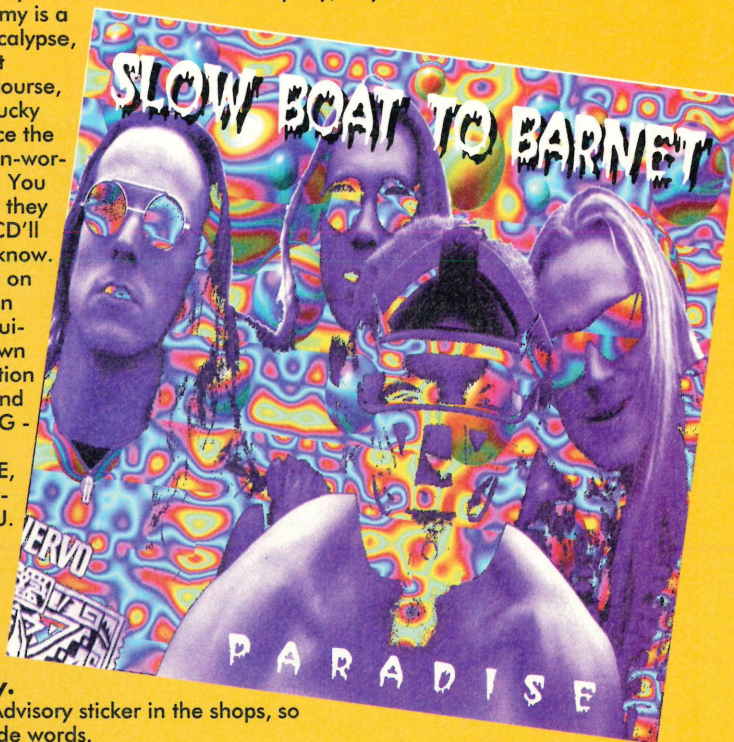
And the question is - What does Tom do in the band?

A: Plays bass

B: Plays accordion

C: Stands there looking pretty.

PS. It'd probably get a Parental Advisory sticker in the shops, so don't enter if you're scared of rude words.



JEFF

Jeff's very life was placed in danger this month when he entered an illegal bare knuckle fighting tournament in the basement of a palace built on a secret island near Krakatoa. Unfortunately, Jeff didn't quite make it to the finals, but that was actually quite lucky. The man who beat the big J had his spine ripped out by a four-armed half-dragon in the last round. The scary thing is, there's actually a grain of truth in all this.

TOMMY BOY C-BOY (or, FOXY COXY)

Tom has spent this month with one task in mind - the Pursuit of Rrok. You see, Tom's band - Slow Boat to Barnet - have released their debut CD (entitled Paradise and available from this address for a mere £9 & P+P). This has of course led to an orgy of Rrok excesses, as Tom swigs his Jack Daniels, cranks his amp up to eleven and furiously bangs his head like an arachnophobe with a haircut full of spiders.

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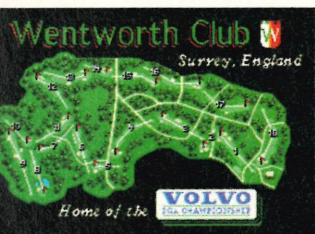
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PGA EUROPEAN TOUR



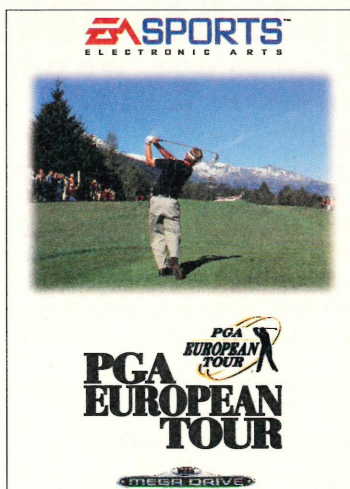
Windswept at Wentworth

The Championship Course at Wentworth is difficult enough when you're facing the greats of European golf. Seve, Woosie, Sandy... the gang's all here. But there's far more to the PGA European Tour, including the weather. Judging the wind is just one of the elements – if you're not careful that perfect drive will make a big splash in the drink. Drop a stroke? You're more likely to *have* a stroke. And when the sky's dark and brooding like a mother hen, the only birdies on the course are the chickens playing it safe with the shorter club.

PGA European Tour perfectly recreates the challenges of professional tour golf – tricky ball lies, varied weather, and every blade of grass on 5 of Europe's top courses. Test your nerve on 90 holes in 5 game modes, 2 of which are brand new. Hone your skills with a Practice round, play a Tournament against 60 European Tour pros, or take the Skins Challenge with a pot of dosh at the end of every hole.

And now there's Matchplay and the Canon Shoot-Out too, where a single slice can put you back in the club house.

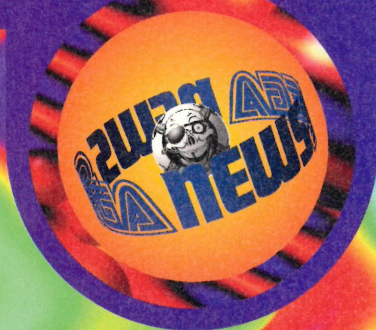
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MICRO MACHINES IS BACK!

Good news for all Micro Machines fans – the sequel is on the way! After a runaway success on just about every games platform known to man, Codemasters are hoping to receive the same response with their second episode, out in November of this year. However, rather than simply offering a couple of new tracks with the game format staying basically the same, Codies are pulling out all the stops to produce a racer that completely blows away its prequel.

The best news so far is that the game will be included in Codemasters' J-Cart series – therefore utilising Codies' unique four-player adaptor (see the Tennis showcase on page 56). There are also 54 new courses, again taking place around the house, (with the most vulgar played around the toilet bowl), a number of new competitors, bonus power-ups and an all-new champion league for the real experts.

With so many new options and the inclusion of the J-Cart, you could be forgiven for thinking that this will be sold at a £50+ price point, as effectively, Codemasters have doubled the size of the original game. However, in keeping with their "Value for Money Policy" the game will be on sale for between £40-£45, which can't be bad. Look out for an in-depth report on this game next month, along with news of more J-Cart games.



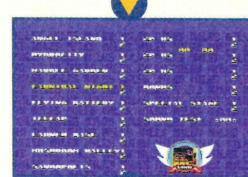
▲ It's flippin' Micro Machines 2, innit?

EXCLUSIVE! SONIC 3 CHEAT - WITHOUT A GAME GENIE

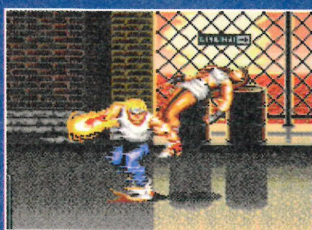
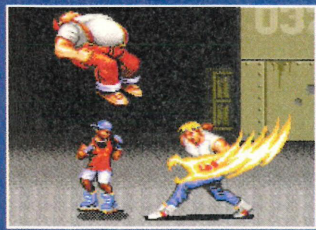
A couple of issues ago, we printed the level select Game Genie code for Sonic 3. Well, now, all of you "non-game enhancing" Sonic 3 owners can enjoy the benefits of the Sonic 3 level select.

Turn on the Sonic 3 game and when Sonic is leaping out at you on the black background, push UP, UP, DOWN, DOWN, UP, UP, UP, UP. You should hear a chime, indicating that the cheat has been activated. Don't believe us? Well, examine these pictures then. We must stress that at first we thought it was a wind-up because it took us ages to get it to work, but work it does... eventually. To increase your chances of success, keep pushing UP after your final four movements.

Now, a new option, SOUND TEST, appears on the title screen. Use this to access the level select. And remember, holding down A whilst selecting a level gives you the level construction mode.



▲ Time to reach and touch some



▲ Streets of Rage 3: faster and a little bit more difficult than the imported version.

ALL CARS ARE NOT THE SAME

Virtua Racing and Streets of Rage 3 have both been available as import games before their official release. Other mags have reviewed these games - but the official versions of both are significantly different.

The official version of Virtua Racing, for example, is a lot faster than its imported brethren. Sega's AM2 department optimised the code to make the game run faster on official Megadrives (should you play an import copy on an official Megadrive, the action is very slow, the sampled noises dodgy). If you don't believe us, check it out for yourself. Sega Europe also requested changes to be made to Streets of Rage 3 before it gained its official release. You may have noticed that in the official version, the characters are wearing different coloured clothes. That is not the only difference. Again, the code has been optimised to

make it run faster. Play the import version on an official machine and you get s-l-o-w music and action no faster than Rage 2. Plug the official game in and you get the music as it should be heard - and more importantly - you play the game at greater speeds. The difficulty level has also been ramped up a tad.

On the plus side, most magazines tell you what version they reviewed. Just remember that Sega Europe do suggest a lot of changes to selected products before they gain an official release over here - and being an official Sega magazine, we never pass off a review of an imported title as coverage of an official game.



ON THE BUSES

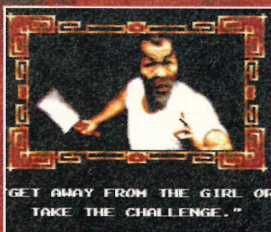
Sega and Capital Radio have once again teamed up for some roadshow action

At each of the three Capital Radio roadshows, the Sega Buses will be appearing, packed as they are with all the latest Sega gear - including the stunning Virtua Racing. And Sega aren't the only stars of the show. Capital Radio aim to pull in the crowds with a variety of hip celebrities including D:Ream, East 17, er, Bad Boys Inc and Aswad. Can't be bad eh? For more up-to-date details, keep your wireless tuned to Capital Radio (that's 95.8 FM). Still, if you're "in", you can catch the road shows at the following venues on the following dates:

Finsbury Park, May 15 (ie now!)

Central Park, Dagenham, May 22

Gurnall Leisure Centre, Ealing, May 29



▲ Some Virgin games that are quite smart.

VIRGIN ARE ACE - OFFICIAL

Virgin Interactive Entertainment announced a whole new range of potentially excellent Sega games at the recent ECTS trade show. Games like Goal!, The Jungle Book and Dragon are featured more heavily in this issue.

They also announced a follow-up to Cool Spot, known tentatively as Spot Goes To Hollywood. No firm details as yet, but DON'T expect another slick platform game a la Aladdin. An isometric view-point (as in the Sonic coin-op) is the order of the day. Virgin have also signed up the excellent Rock 'n' Roll Racing from Interplay - which looks very promising. The company are also committed to Sega's 32-bit platforms. We will be revealing their first title next month - exclusively - in SEGA MAGAZINE.

The trade show also turned out to be a high point for Virgin - they scooped the prestigious Software House of the Year accolade at the ECTS awards, for overall excellence in the market. Although pleased at the result, Virgin inform us that the best is yet to come...



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MANY APOLOGIES

In issue four of SEGA MAGAZINE, we ran a rather fine feature on the hottest new team around: Treasure. This feature included selected quotations from an interview with Treasure's Managing Director, Mr Maekawa. This interview was conducted with Beep! Megadrive magazine and our quotations should have been credited to them in the article. SEGA MAGAZINE offers its humblest apologies.

Also, those "gremlins" were again busy during last month's issue, changing the Angel Island headline on our Sonic map to Angel City and shortening Marble Garden Zone to Marble Zone. Sorry about the confusion, folks.

KONAMI RELEASE NEW GAMES SHOCKER

Apart from the yawn-inducing Hyperdunk, Konami have been pretty quiet of late... no longer!

They have revealed a grand total of three new Megadrive titles in the "pipeline". First up is Probotector - which may be familiar to you under the moniker of Contra or Gryzor (depending on whether you've played other home versions of the game or if you've seen the ageing original coin-op).

There are some nice pics here to look at.

Also in development at the moment is a Tiny Toons follow-up - a sports sim featuring all your favourite toons at Looniversity, playing bizarre versions of soccer and basketball (and maybe more in the finished version). Aimed at a younger audience, it's looking good.

The final title is Sparkster - the sequel to Rocket Knight Adventures. It's bigger, it's a lot more playable and it's looking smart. No pics yet, but maybe next month eh?

DESERT STRIKE 3: URBAN STRIKE

Electronic Arts have finally taken the wraps off their proposed sequel to Jungle Strike. Its name is Urban Strike, and the game is shaping up quite well.

As the name suggests, Urban Strike is set in a city environment, as opposed to the sandy and foresty locale of the first two games. Electronic Arts are also promising loads of new weapons along with deeper, more involving gameplay and missions.

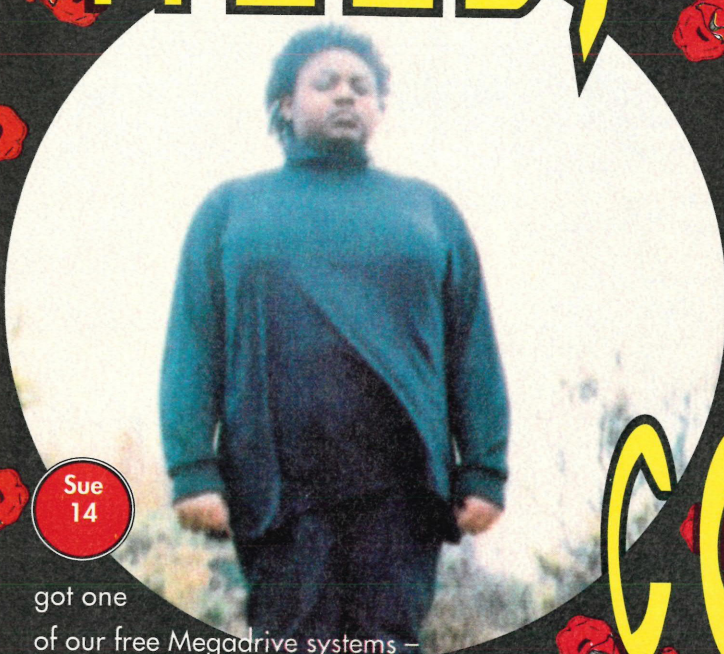
It sounds pretty good to us - if EA can surpass the mighty Jungle Strike (which we still rate as one of the greatest Megadrive blasters available), this should be one to look for. It's a November release - but we should have some more coverage in the next few issues of SEGA MAGAZINE.

At the last minute, we ran out of space, so we couldn't print any shots of the game - but we'll publish 'em next month.

▼ We've seen the Sparkster game in action: it's great!

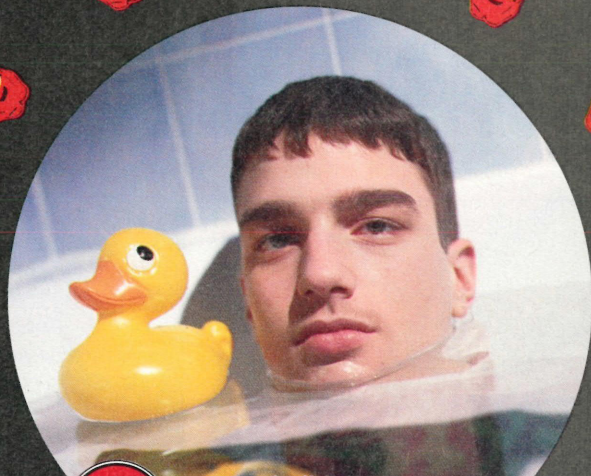


GREED,



Sue
14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.



Steve
17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

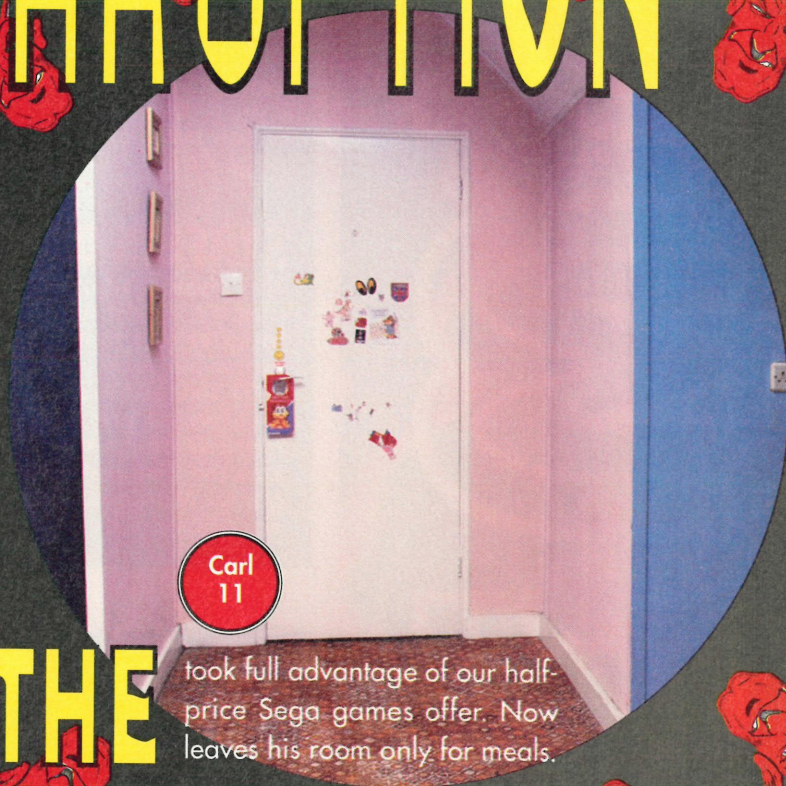
CORRUPTION

&



Joe
15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.



Carl
11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

THE MIDLAND LIVECASH DEAL

Can you handle it? Opening a LiveCash account will bring you many things. Free gifts, competitions. Big money off Sega, Nintendo and Amiga. But it can also bring out the worst in you. You have been warned. Find out more by sending the coupon to Midland Bank plc, FREEPOST, Customer Information, Silver Street Head, Sheffield S1 1AY, or by asking at your nearest Midland branch, or by calling us on 0345 180 180. Lines are open 8 am – 8 pm, Monday to Friday. All calls charged at local rates. LiveCash is available to 11 – 18 year olds.

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SEGA MAGAZINE RECOMMENDS...

Continuing the on-going saga of telling you lot what our favourite games are at the moment.

VIRTUA RACING

Yes, it's only got three tracks. However, three months on, this is still our favourite Megadrive game. It's the speed, the graphics, the smart two-player mode... Let's face facts, Virtua Racing is excellent. If this is what a 16-bit machine can do, we can't wait for the first home 32-bit version (check out page 50 for some idea though).

DAYTONA USA

Not out in the arcades yet, but on location testing at Hamley's Metropolis while we write this (but not for much longer). Incredible graphics, utterly brilliant car handling and some brilliant "accident" camera angles all add up to make this the best arcade road racer ever! We can't wait for the home versions... although you can get a sneak peek of the Saturn game on page 46.

STREETS OF RAGE 3

This should be out officially soon... and it's worth waiting for - being tougher and faster than the import game out now (see ALL CARS ARE NOT THE SAME story early on). In fact, we've just found about some more secret characters, in addition to Roo the Kangaroo, hidden in the game. More news next month... and no 'phone calls please.



▲ Virtua Racing and Daytona USA: both of 'em very ace.



SONY SWEEP LICENCES

Sony have been very quiet on the release front lately - but they have several proposed releases lined up - including Megadrive Elite!

The game has been updated somewhat, with a bigger gameplay area, some lovely 3D rendered graphics and a whole lot more too. There's no screenshots available at the moment - in fact the whole project is being kept largely under wraps, but we're doing our best to get hold of some shots for our July issue.

In conjunction with the cinema release later this year, Sony have bought up the rights to The Flintstones - and they're proposing to produce a Megadrive conversion for the Autumn.

After a successful debut in America, a new cartoon character known as Mighty Max could well be hitting your TV later this year. Again, Sony have picked up the licence for this and the proposed Megadrive version will be hitting the shops in time for Christmas. Expect one- or two-player split-screen scrolling action.



▲ Mighty Max. Coming soon.

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MERCHANDISING!!**

**NBA JAM
SOFTWARE!!**

IN THIS MONTH'S ARGOS ACCLAIM TIE UP YOU COULD WALK AWAY WITH NOT ONLY THE SOUND OR COMPUTER SYSTEM TO TURN YOUR MATES GREEN BUT ALSO COPIES OF THE BIGGEST GAME THIS YEAR AS WELL AS A BUNDLE OF THE SERIOUSLY CRUCIAL MERCHANDISE TO GO WITH IT!

Where can you walk into a store and flick through a jam packed catalogue full of the best and latest software and hardware?

Where can you choose at will £1500 of the hottest home entertainment systems around, from Sega to PC from Nicam Digital Videos to seriously mind blowing stereos? The Argos Superstore catalogue that's where. In this month's Argos Acclaim competition there's another £1500 of the best gear around, whether its Sega, Nintendo or an armful of the greatest games from the huge range currently on offer at the Argos Superstores, they've simply got to be given away!

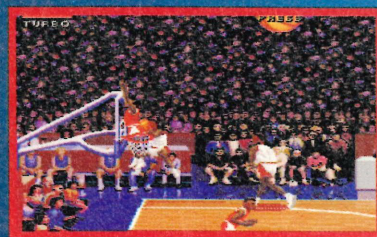
And what have you got to do to grab this veritable Aladdin's cave of goodies? Simply race down to your local Argos Superstore, tear through one of their catalogues packed full of possible prizes and pick out the catalogue number for a SEGA Gamegear (with Columns). Put it on the entry coupon and post it to us here at Emap!

It couldn't be simpler!
So what are you waiting
for Get Thumbing!



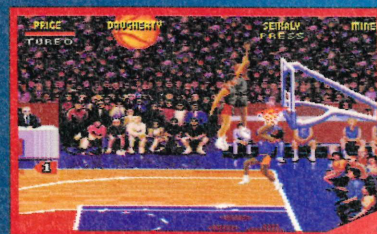
● ALTITUDE WITH AN ATTITUDE!!!

- ★ THE NON-STOP FULL-COURT ACTION OF NBA BASKETBALL FEATURING REALISTIC ARCADE QUALITY 16 MEG DIGITISED GRAPHICS AND SOUND FOR THE SUPER NES/MEGADRIE/GAME GEAR.



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- ★ SHOOT, PASS, BLOCK AND STEAL JUST LIKE THE REAL NBA STARS. PLUS THE AWESOME TURBO FEATURE HEIGHTENS THE ACTION WITH DAZZLING DUNKS, OUTRAGEOUS DEATH-DEFYING SLAMS AND ALL THOSE FAMOUS SIGNATURE MOVES.



- ★ ALSO WITH THE UNIQUE FOUR PLAYER OPTION ON THE SUPER NES AND MEGADRIE.



ENTRY FORM

QUESTION 1: WHAT IS THE CATALOGUE NUMBER FOR A SEGA GAMEGEAR (WITH COLUMNS)?

ANSWER 1

QUESTION 2 : WHAT DOES NBA STAND FOR?

ANSWER 2

NAME.....

ADDRESS.....

.....

TELEPHONE NO.....AGE.....

HOW TO ENTER

Put the answer to the two questions on the voucher on the left.

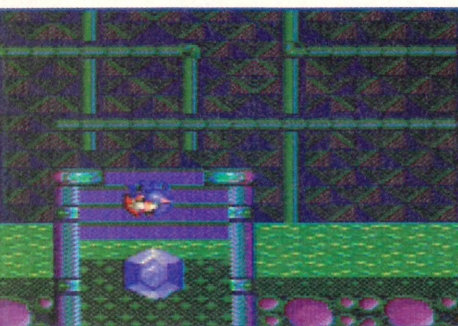
Post it to us at:

NBA Comp.,
Emap Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

- ★ Entries must be in by 15th June.
- ★ Winners will be notified by post.
- ★ No correspondence will be entered into.
- ★ Employees, friends, family, dogs, window cleaners and other relations of Emap, Argos or Acclaim are not allowed to enter



COMING SOON



▲ Oooh look! It's Sonic Spinball on the Game Gear! And guess what? You'll be able to buy it in June! Yipee!

You know how it happens, sometimes release schedules get changed and everyone gets confused and, well quite frankly it can all get very messy. So, if you really want the latest release dates you should call Sega's magic phone booth on 071 244 2698. Calls are charged at normal rates. But be warned, the phoneline only works if you've got a touch tone phone, not a pulse dialler. Or a pacemaker.

MEGA DRIVE

JUNE

STREETS OF RAGE 3
WORLD CUP USA '94
BODY COUNT
DUNE 2
JAMMIT
F-15 STRIKE EAGLE II
FUN 'N' GAMES
PETE SAMPRAS TENNIS
CAPTAIN DYNAMO
COMBAT CARS
HARDBALL '94

JULY

THE INCREDIBLE HULK
MARIO ANDRETTI RACING
MARKO'S MAGIC FOOTBALL
JUNGLE BOOK
ROCK 'N' ROLL RACING
CHAOS ENGINE
GLOBAL GOLF
SPEED RACER
ITCHY AND SCRATCHY
VIRTUAL BART

AUGUST

EXCELLENT DIZZY

MEGA-CD

JUNE

TOMCAT ALLEY
WORLD CUP USA '94
DOUBLE SWITCH
DRAGON'S LAIR
PRIZE FIGHTER
ANOTHER WORLD 2
SOULSTAR
DUNE
SENSIBLE SOCCER
SHADOW OF THE BEAST 2
HEART OF THE ALIEN

JULY

BATTLECORPS
AV&B HARRIER
ASSAULT
LINKS

AUGUST

Master System

JUNE

ECCO
WORLD CUP USA '94
FIRE & ICE

JULY

THE INCREDIBLE HULK
BATTLETOADS: BATTLE-MANIACS
GLOBAL GOLF
DROPZONE

AUGUST

EXCELLENT DIZZY

GAME GEAR

JUNE

SONIC SPINBALL
WORLD CUP USA '94
FIRE & ICE
CAPTAIN DYNAMO
CJ - ELEPHANT FUGITIVE

JULY

THE INCREDIBLE HULK
WIZARD PINBALL
MARKO'S MAGIC FOOTBALL
CAESAR'S PALACE
DROPZONE
ITCHY & SCRATCHY

AUGUST

EXCELLENT DIZZY

There are some
COOL PEOPLE

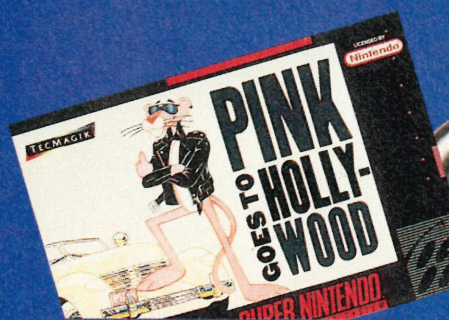
There are many
COOL SPOTS

But there's
only one

**COOL
GAME**

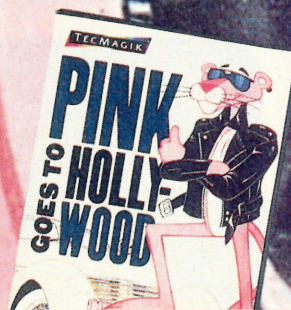
The intrepid Pink Hero arrives in Hollywood to audition for a movie and unwittingly becomes the star attraction as he wreaks havoc in a bid to escape the legendary Inspector Clouseau.

PINK GOES TO HOLLYWOOD!
Never has a game been so cool.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

**BAN
DAI**



**SEGA
MEGA DRIVE**

TECMAGIK

PREVIEW

ADVENTURE
PREVIEW

8 MEG

BY:
TENGENRELEASE:
SEPT '94

THE LAWNMOWER MAN

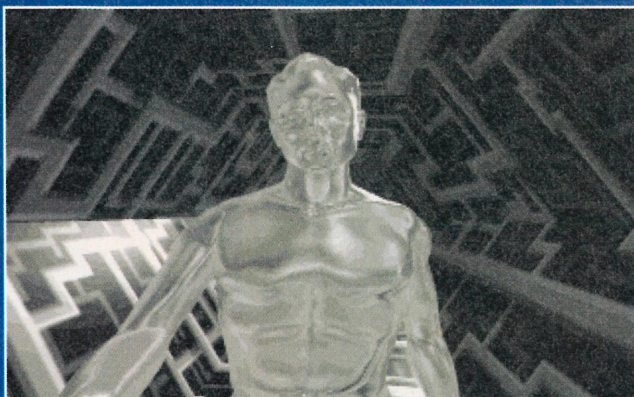
It's flippin' Virtual Reality innit? Well, that's the general concept of *The Lawnmower Man* - the idea that VR could be used to boost a man's IQ to dangerous levels. Intriguing excursion into the unknown, or yet another aspect of the media, intent on exposing games as being "bad" for you? As *The Sun* might say, "You! Decide Now! Ring 0891...." Well, maybe not.

Any road, the film did pretty well and as you most probably gathered when you turned to this page, it's coming to the Megadrive in game form. Tengen have constructed quite a clever little game, with many different sub-sections making up the whole. There are platform sections (which don't look too great to be honest) along with some very pretty 3D sections set in CyberSpace. Adding to the variety are ten bonus stages.

As you can tell from the pictures, the game is looking mighty lovely. The 3D sections, in particular, are most impressive, moving smoothly (even at great speeds) and basically looking like a lot of fun, so that's all right then.

The *Lawnmower Man* is set for a September release, so expect to see some sort of further coverage (like a review, perhaps) appearing in an issue of *SEGA MAGAZINE* soon.

SEGA



▲ Ooh, it's that scary Robert Patrick out of *Terminator*. Ooh.

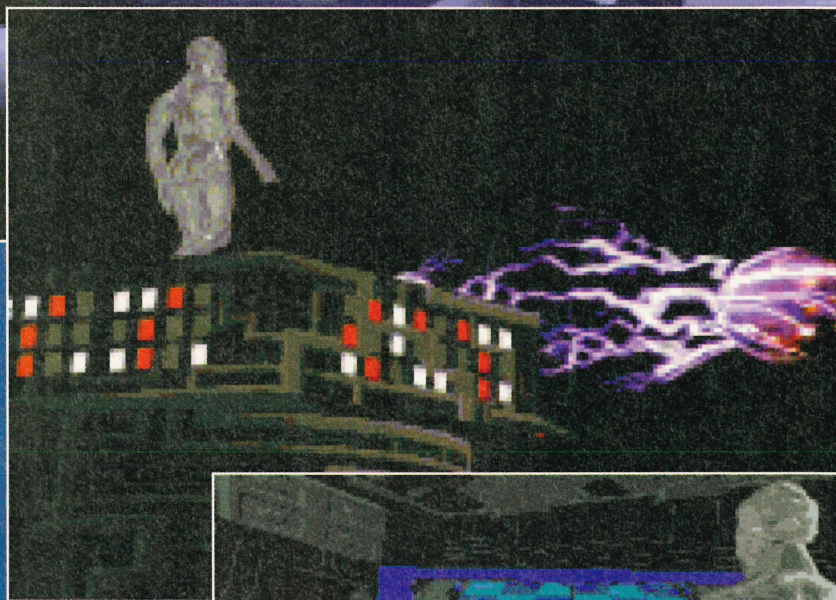
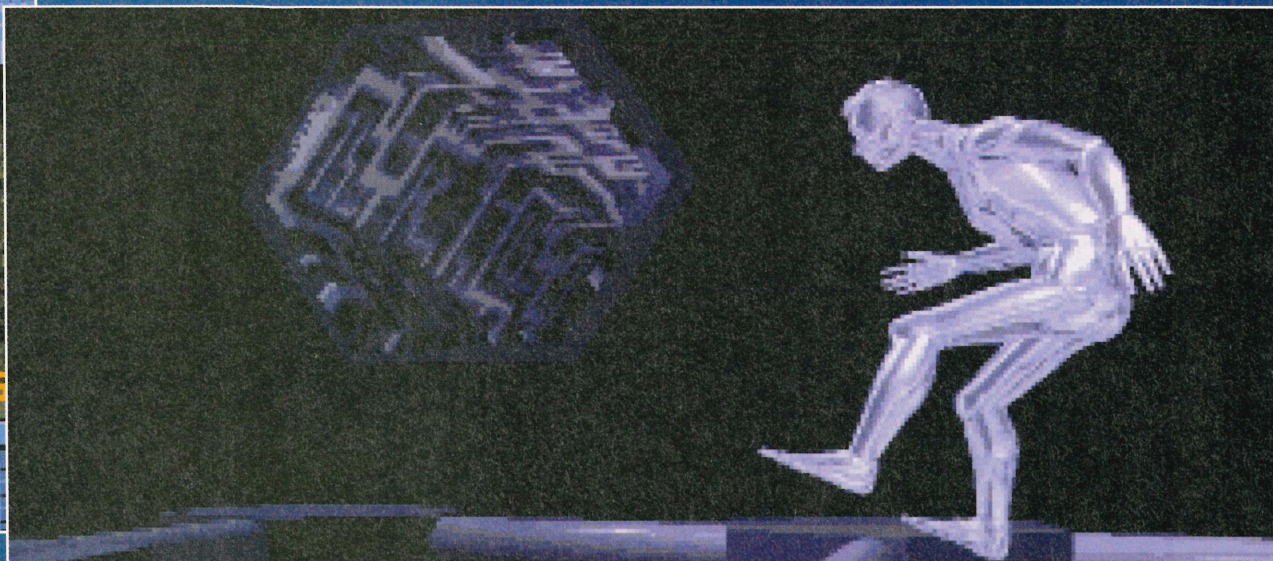
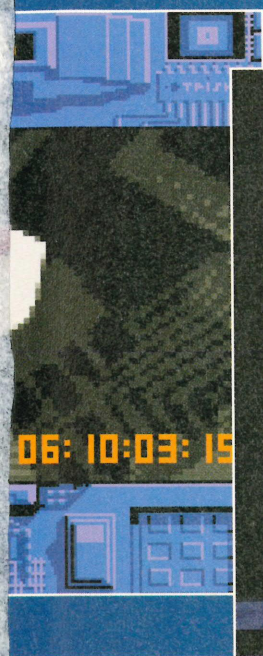


▲ Hey! Remember this from the film?

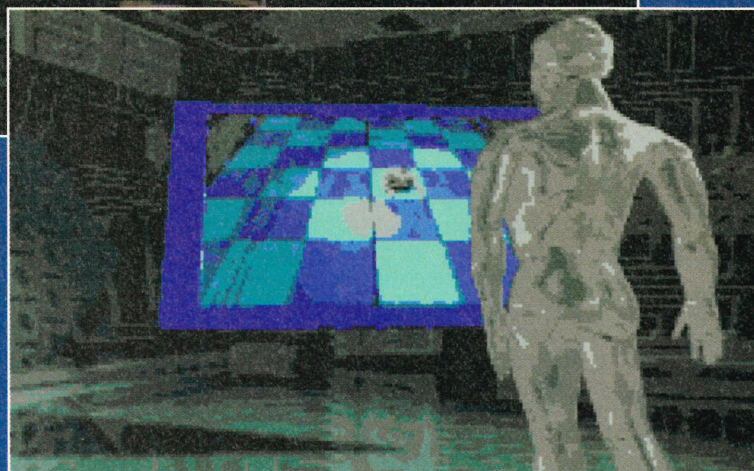


▲ Actually, I'd rather not remember the film at all. It wasn't very good, was it?

POWER MAN



▲ Let's face it, the special effects were a bit dodgy, weren't they? Even the computer bits were a little on the lame side.



▲ Still, the game's bound to be better. So that's all right then.

PREVIEW

MACH
PREVIEW

8 MEG

BY:
ACCOLADERELEASE:
TBA

SPEED R

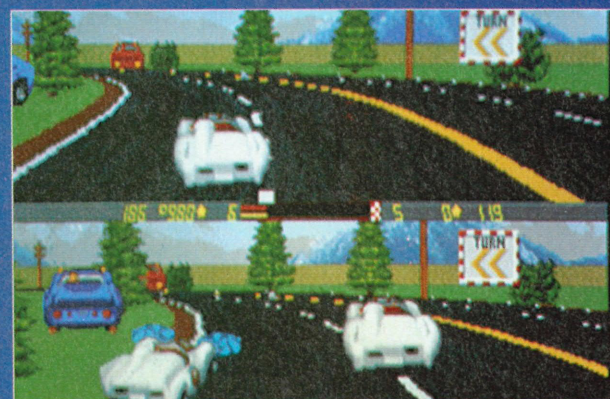
Speed Racer, what a name. Not stating the obvious at all. What else is he going to be called? Slow Racer? Ooh, Ooh, Get a Move On Racer? And then, of course, there's his mysterious rival - Racer X. He's called X, that's how mysterious he is. Anyway, this pair of almost spookily accurately named drivers are the stars of one of America's most popular animated series - aptly entitled Speed Racer. Speed Racer is starting to take off over here too, thanks to Sky TV who recently picked up European broadcasting rights. Good job too, because the game of the cartoon is soon to hit Megadrives everywhere, and it'll help if you have an idea what it's all about.

Basically, you play the part of either Speedy or Racer X. The object of the game is to outwit and out-drive sixteen villainous opponents - with suitably villainous monikers such as Captain Terror and Snake Oiler - over a series of courses culled from the cartoon, which have quite daunting titles like Danger Pass or the Valley of Destruction. To make life a little bit easier, it's possible to upgrade and modify your car, adding bullet-proof shields, super-grip tyres and wheel blades to slash your opponents' tyres. Viewed from the traditional arcade behind-the-car view, Speed Racer looks a little similar to Jaguar XJ220, with the backgrounds drawn in a semi-cartoon style. However, the ultra-cool 50s-style cars and incidental graphics give Speed Racer a flavour all of its own. This is all very well, and it looks great from the screenshots, but it's not worth two beans if the gameplay isn't up to scratch. So is it? Well, it's certainly fast, but other than that we're not saying. You'll just have to read the next issue to find out. Remember - book early to avoid disappointment.

SEGA



▲ This is our hero, Speed Racer. Although actually, he's got an M on his head, so it might not be Speed Racer.



▲ This split-screen display allows two players to participate simultaneously.



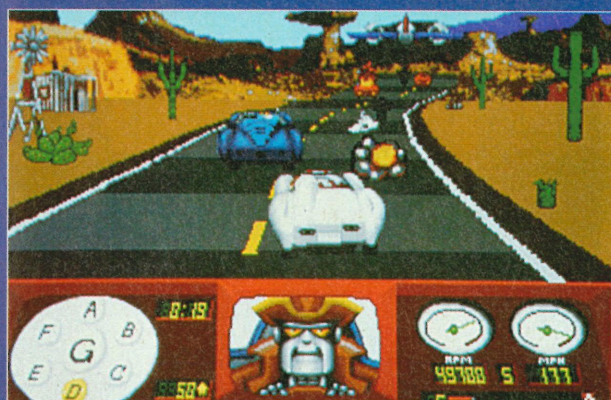
▲ Part of the attractive attract sequence.

RACER



▲ Hey grandma! Watch where you're going! Go on, get a move on! Beep beep! Use your indicators you git!

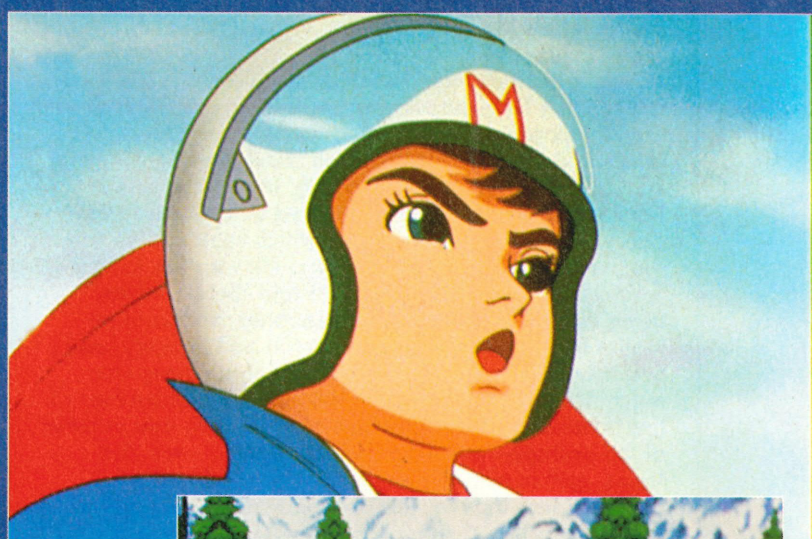
▲ Speed Racer and Racer X twist it down the youth club disco.



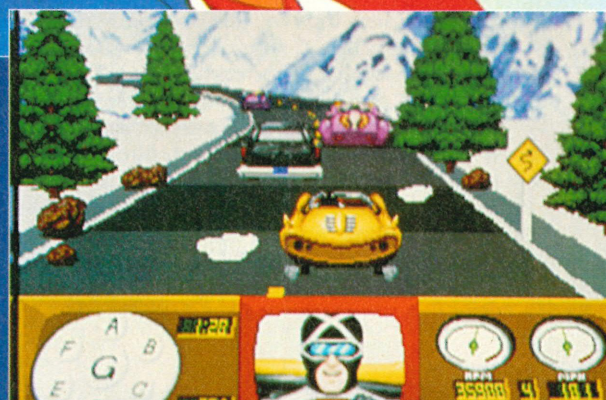
▲ All action here as a robot pirate cuts our hero up in the wrong lane.



▲ It's all action and death here, folks.



▲ So has anyone seen this Speed Racer cartoon then?



▲ My, what an attractive motor vehicle.

PREVIEW

MEGA
PREVIEW

8 MEG

BY:
ACCLAIMRELEASE:
JULY '94

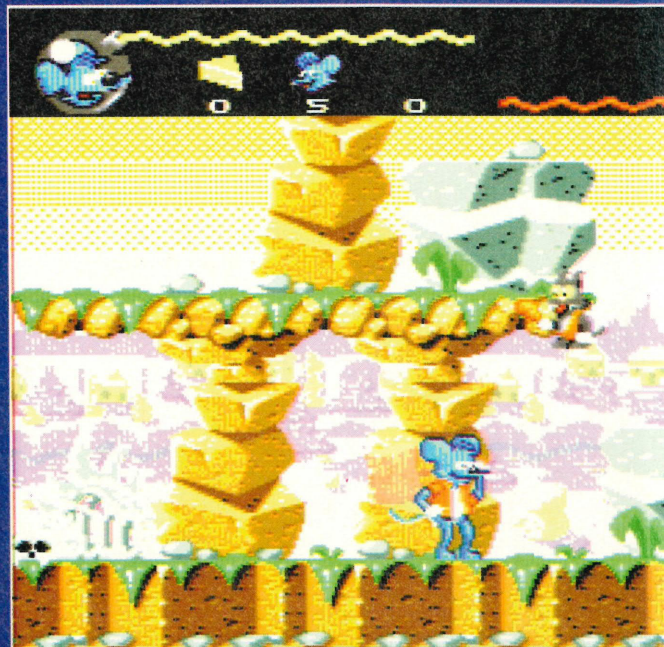
ITCHY &

They're the lovable, huggable, ultra-violent, corrupting influence cat and mouse cartoon duo your family wouldn't let you watch if they had any idea of the show's content - and now they're coming to the Megadrive. Moral standards are obviously a little lower in Itchy & Scratchy's world, where the pair show their affection by tricking each other into drinking acid, running over their children in combine harvesters and generally using all manner of cruel weapons to shorten the lifespan of their best buddy.

Itchy and Scratchy are the latest installment in the incredibly lengthy Simpsons license series. Anyone familiar with the Simpsons will know them from their regular appearances in Bart's favourite cartoon show. Having spawned spin-off comic books and clothing, it was only a matter of time before they were immortalised in their own video game. The object of this game, which casts you as Itchy the mouse, isn't exactly surprising. It's your job to find Scratchy and rob him of his nine-fold cache of lives, using an arsenal of assorted weaponry, from a giant mallet to a heavy cannonball. At the end of every level, Scratchy bids for revenge using one of his many war machines (as not featured in the cartoon). Of course, all this is handled in the very best of taste, with one or other of the protagonists being crushed, electrocuted, flattened, split in two, blown up or beheaded just about every second. Indeed, this is already more violent than Mortal Kombat - Compton Edition could ever be, but luckily it's all harmless cartoon fun.

Itchy & Scratchy is a good idea for a license, and the violence inherent in their performances has been faithfully reproduced, it must be said. But is the Megadrive world ready for another platform game? Is it any different to all the others? Is it better? Is it any good at all? Who wants to know? Well, we do, that's who. And you know, we're sure you'd be interested too, which is why we'll reveal our verdict in a forthcoming SEGA MAGAZINE review.

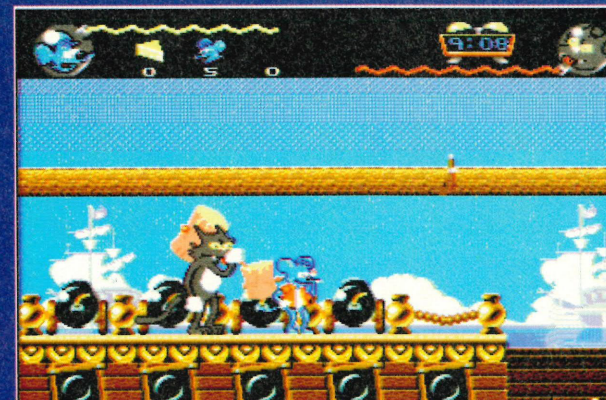
SEGA



▲ Itchy lies in wait for Scratchy. Zzzzz.

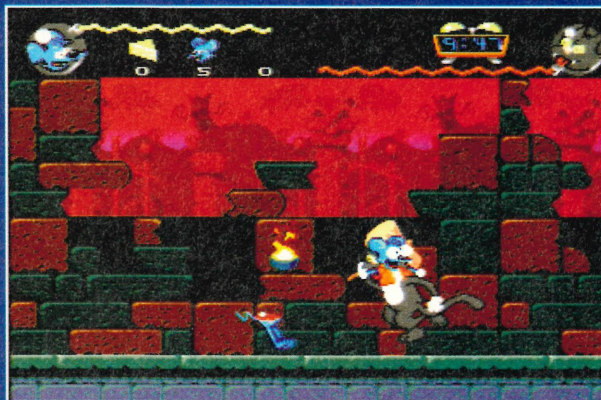


▲ Itchy swings his chopper around. Ho ho.



▲ Imminent comedy situation alert!

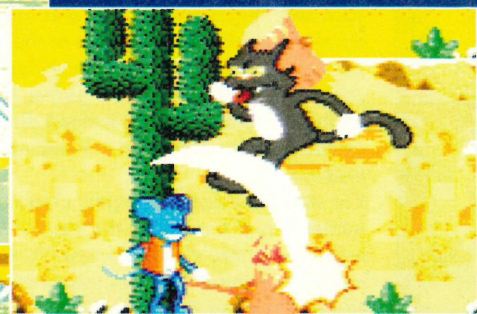
SCRATCHY



▲ More gratuitous violence with the fun-loving twosome.



▲ Itchy checks to see if the tortoise is curious.



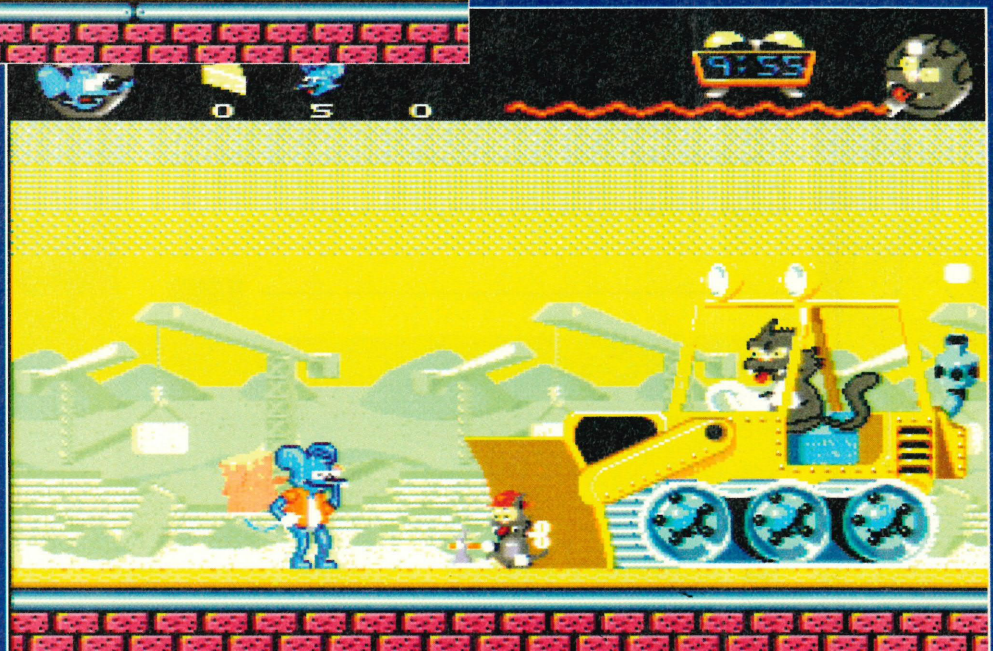
▲ Itchy swings his ch...oh, I've done that one already.



▲ Stunned with horror by the sight of Rich taking an early morning skinny dip, Itchy never saw Scratchy sneak up from behind.



▲ You know, if Paul Glancey (occasional contributor to this magazine) so much as sniffs a bit of seaweed it nearly kills him. It's the only thing which can sap his superhuman powers.



▲ Hehey! It's nearly home time! No-one's going to read this anyway! I'm off!

SENSIBLE

Sensible Soccer is a bit of a contradiction in terms. Surely sensible soccer would involve staying indoors in the warm and having a nice cup of tea instead of running about all over the shop. However, anyone looking for these more refined qualities in Sensi Soccer will be disappointed - it's another rough and uncouth simulation depicting fouls and men on and all the rest of it.

Yes, Psygnosis are establishing a reputation as software mavericks, spurning market trends and releasing a soccer game - surely an underworked genre at the moment. But let's not dwell on the fact that, by a mere coincidence, the release of several thousand Megadrive soccer games has come at the same time as the World Cup. Let us instead discuss the new features and added gubbins Psygnosis are adding to the Sensible Software original.

For starters, there's a lengthy digitised intro sequence - in itself something of a rarity on the Mega-CD. On a football game, at least. Plus there's a whole new phunky soundtrack, consisting of sampled Tranmere Rovers fans showing their approval of a particularly rousing 0-0 home draw (which is actually true). The real difference comes in the gameplay department. Psygnosis have pledged to keep the fast-paced, arcadey approach to the sport intact, but they have also expressed a desire to boost the intelligence levels of the goalies. Seeing as it's usually possible to tuck away twenty goals or so in a game, this shouldn't be too difficult and should add a new edge to the title, especially in the previously not uneasy single player mode. Sensible Soccer CD is almost complete as we speak, so you can be sure there'll be a nice review in this very magazine soon. Well, not this very magazine, it's not a magic one which changes the text or anything. We mean a forthcoming issue of this very magazine.

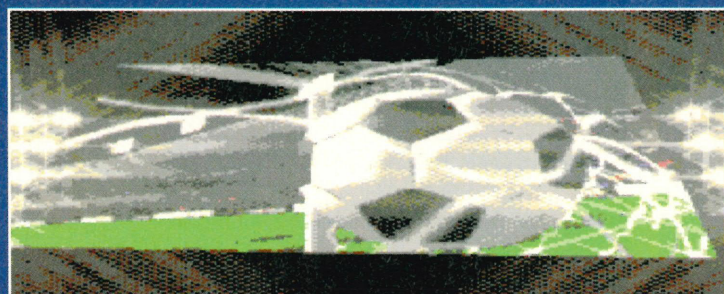
SEGA

1	CHROS NUDDS	G	ENGL
12	TOM FLEMING	G	
13	TONY EDWARDS	O	4-4-2 5-4
5	DIS WELKER	O	3-5-2 4-3
6	GARY PELLISTER	O	PLAY GAME
2	LIE ODDON	O	
3	STUART PIRCE	O	
4	PAUL ONCE	M	
14	DAVID BETTY	M	2 0 3
11	CERLTON PELMER	M	
7	DAVID FLETT	M	
8	PAUL GESCOIGNE	M	4 M 11
15	ANDY BENTON	M	
16	LES FROTHWELL	F	
10	DAN WRIGHT	F	10 F
9	ELAN SHARRER	F	

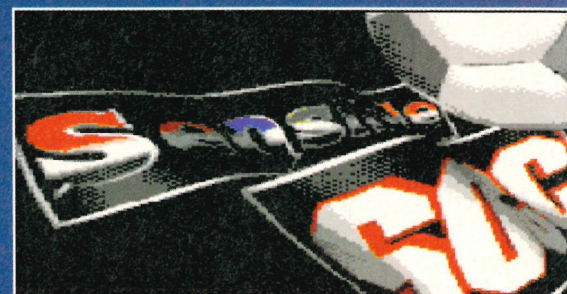
▲ A fascinating insight into the world of statistics.



▲ Some football players line up to play football.

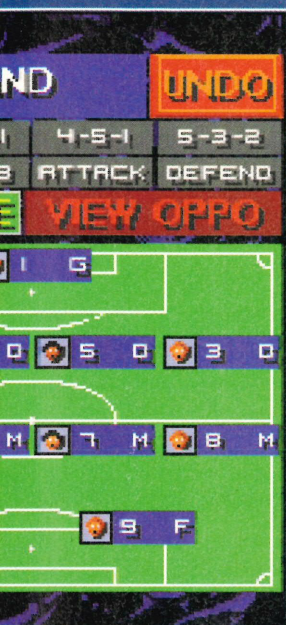


▲ This is a shot from the new ace intro sequence.



▲ Oh ho, I said "shot". I do believe I made a football joke.

SOCCER CD



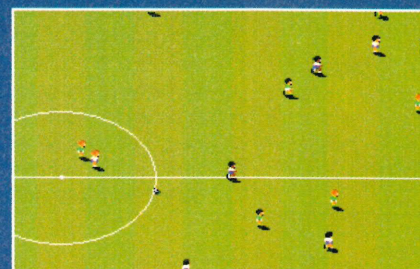
▲ More fantastic facts from the world of stats.



▲ That large "Goal!" sign helps helicopter-flying layers find the net.



▲ Exterminate the vermin!



▲ More football fun here.



▲ This here is the team select screen, where you have the chance to select any team from a list. Some of them have very funny names for all the players. It's all rather amusing.



PREVIEW

SEGA
PREVIEW

CD

BY:
PSYGNOSIS

RELEASE:
TBA

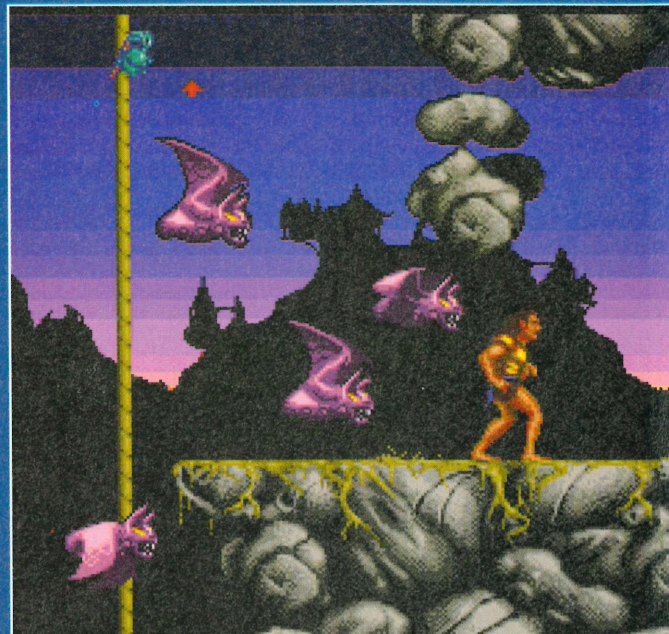
SHADOW OF

It's no fun being a beast. Really. Ask anyone who's ever played *Altered Beast* or the original Megadrive *Shadow of the Beast*. No fun at all. All running right across the screen and pressing punch every now and then. And to make matters worse, you're not even a nice cute looking sprite, like a hedgehog or a round red thing, or a heroic looking sprite, like Axel out of *Streets of Rage*. You're just a nondescript looking grey mutant. Not exactly the sort of figure *Blaze Fielding* or *Shadow out of Eternal Champions* are going to take much notice of at the Annual Pretend Games Characters Cheese 'n' Wine Disco.

So spare a thought for poor old Beast (Hey! Imaginative name!), who, after winning his normal human status at the end of his first game, has now got to go through the whole beast business all over again, thanks to yet another evil and twisted sorcerer. Mind you, this does give him an opportunity to make up for the rather dismal effort which was the original *Shadow of the Beast*, a game upstaged by its own backgrounds. And indeed, for that matter, it also presents an opportunity to make up for the cartridge version on *Beast 2*, which was pretty poor. *Shadow of the Beast 2* belongs to the platform/puzzle family, so if you have a moral aversion to picking up items and working out where to use them later on in the game, this may cause offence. However, there's also a healthy dose of hitting things and jumping on or over things to keep arcade-type fans happy.

Psygnosis are handling the CD conversion of *Beast 2*, as opposed to EA who are responsible for the cartridge. The *Beast* CD team claim that the new version has been completely renovated and much improved over *Beast* cartridge, but are they telling the truth? Are they fibbing? In this world of *Sparksters* and *Gunstar Heroes*, is there room for a rather ugly-faced but otherwise normal humanoid as a saviour? Well, guess what, you're going to have to wait until a future issue of *SEGA MAGAZINE* for a full review which will answer all these questions and more. Like "what would you give it for graphics?" and "what captions will you write?"

SEGA



▲ Behiind you! Oh yes they are! Oh no they're not!

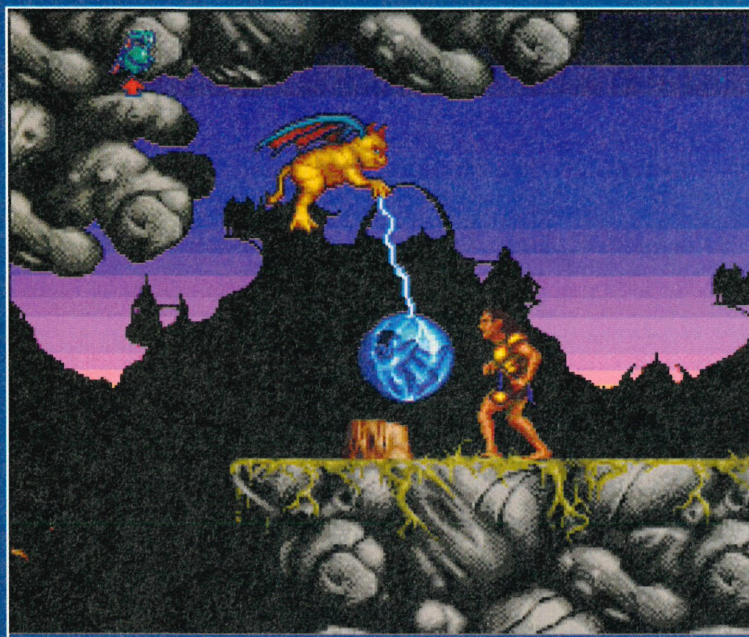
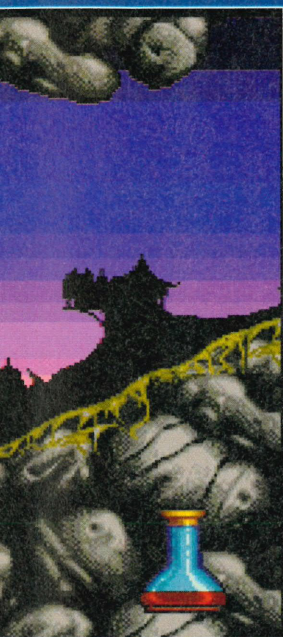


▲ Coocheecaochee cool! Er...I mean, Ahaha, now you shall perish, lowly infant!



▲ But to save my time...I must help Apocalypse destroy a past one. What a bummer!

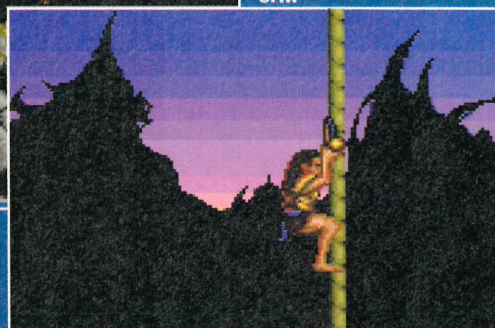
THE BEAST II



▲ A scary flying cat plays with a large ball of magic yarn.



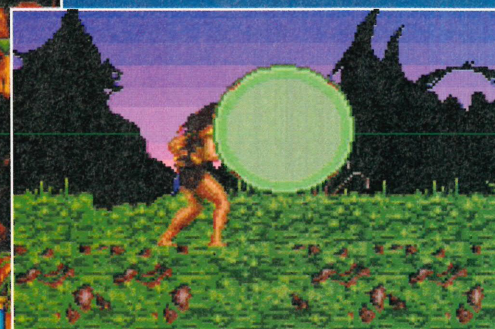
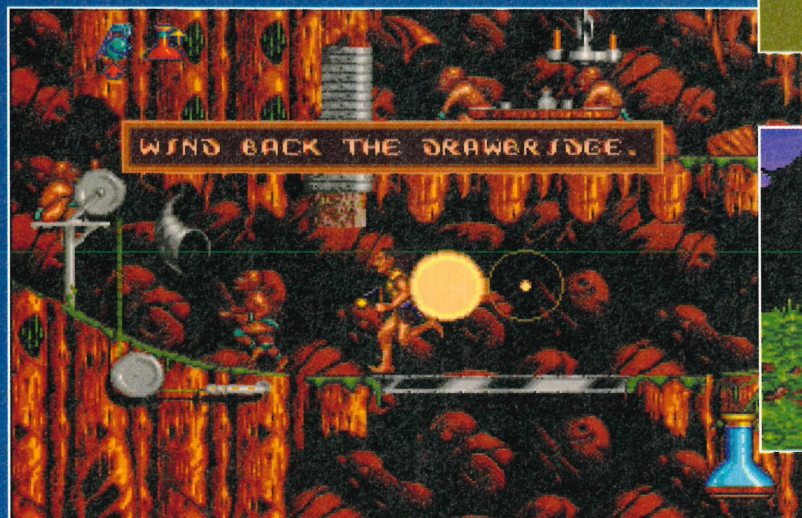
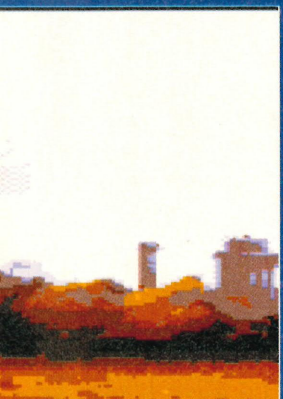
▲ If I could just make it to that giant Bunsen burner...



▲ Time to reach out...and touch someone.



▲ Bring forth a mist to blind their hatred!



▲ Bring forth a large pea to blind his hatred!

PREVIEW



4 MEG

BY:
SEGA

RELEASE:
AUG '94

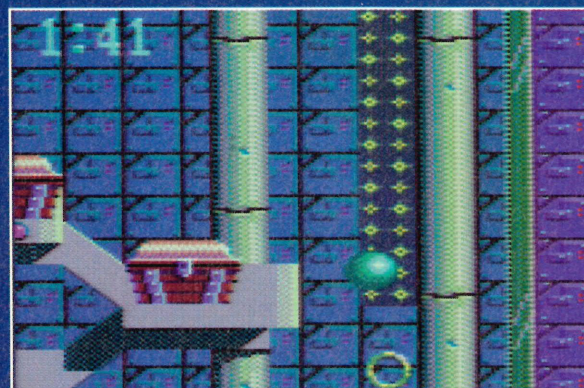
SONIC SPINBALL



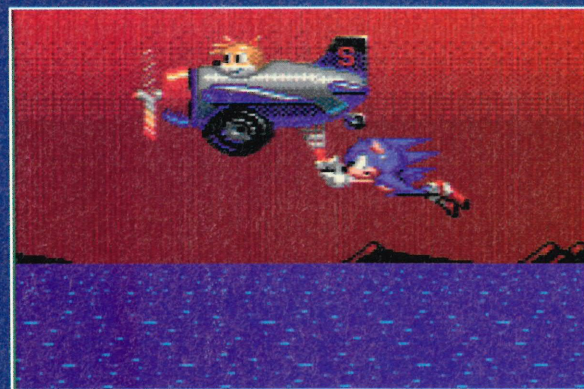
Sonic the Hedgehog is a funny little creature really. The second you lay eyes on him you think "Why he's just made to be a pinball!" He's fast, he rolls up into a ball and he bounces off things. Just the stuff pinballs are made of. Anyway, Sonic starred in a rather successful Megadrive pinball game last year. Sonic Spinball was its name and so impressed were Sega by his pinball impersonation, they've decided to give him the job again – this time on the Game Gear.

Hand-held Spinball looks set to have most of the features from the 16-bit version. All four levels are there with Sonic spanging and bouncing his way to the top of Robotnik's Veg-o-matic Fortress, from the sewage-filled Toxic Caves, through to the lava-filled boiler room and then up to the Badnik Machine before his final confrontation with Robotnik at the top. The only thing that's missing is the 3D bonus pinball table, which has been replaced by a bulb-smashing time-trial series of stages. At the moment, the graphics look very true to the Megadrive version, with all the sprites and background features present. However, the playability still requires some severe tuning to get Sonic bouncing around like a pinball (even though, as we've already said, he's actually a hedgehog). Look out for the full review of Sonic Spinball on the Game Gear in next month's SEGA MAGAZINE.

SEGA



▲ Be a pinball, they said. It'll be fun.

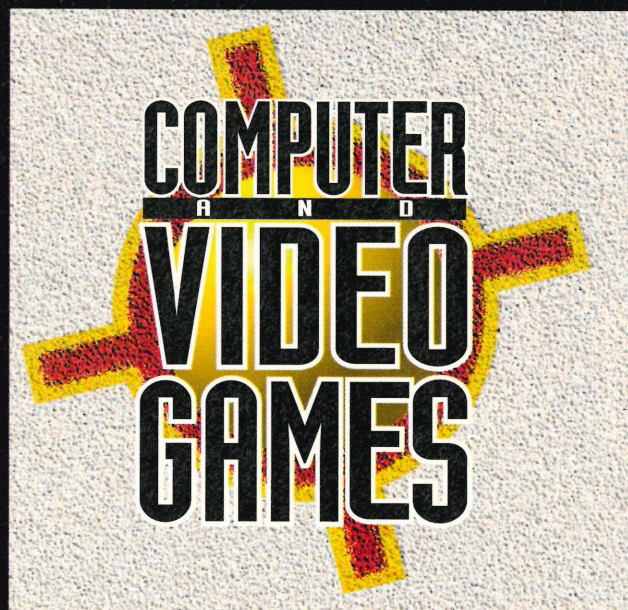


▲ Fun huh? I'll show those little animals. Gloves and pies, the lot of them.



▲ Yeh, rabbit skin gloves. Teddy bear pies. Ahahaha!

— OVER —
25000000
READERS
SINCE 1982
AND IT'S STILL
— THE MAG —
REAL GAMERS
— READ —



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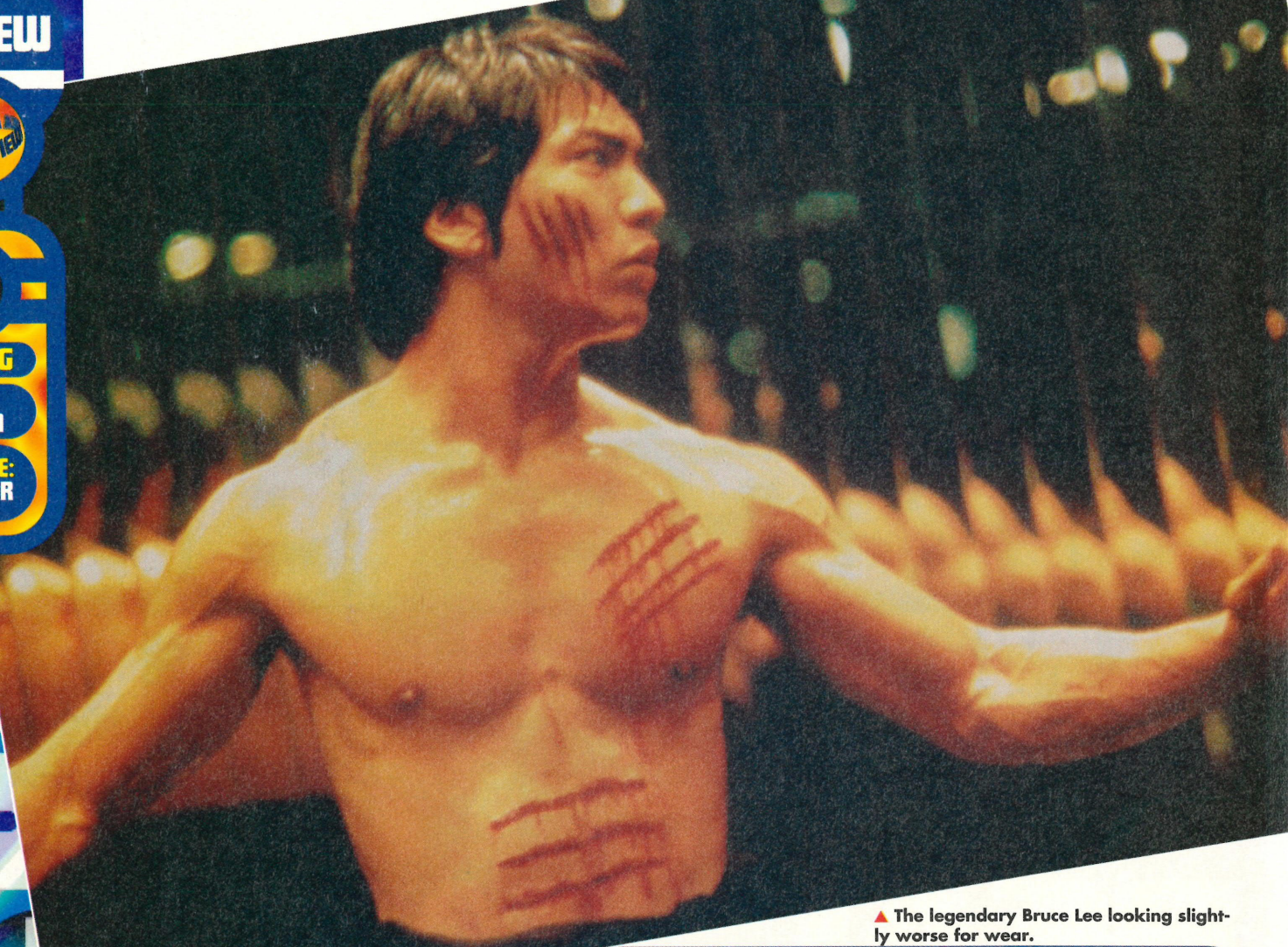
PREVIEW



16-MEG

BY:
VIRGIN

RELEASE:
OCTOBER



▲ The legendary Bruce Lee looking slightly worse for wear.



▲ In the game version of Dragon, Bruce takes time out to visit the Blue Oyster Bar.



▲ How come Bruce never wears any clothes on his top half? An exhibitionist if ever there was one.

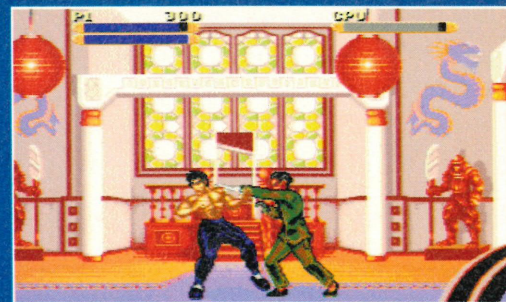


"WHAT ARE YOU DOING LATER BRUCE?"



"GET DANDY FROM THE GIRL, OR TAKE THE CHALLENGE."

▲ Hmm, tough decision here.



▲ Schmeck! Bruce takes a bit of a beating from this Freddy Krueger wannabe.

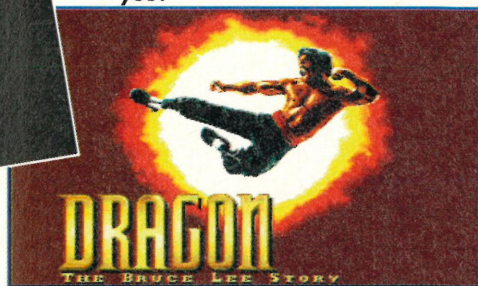
DRAGON



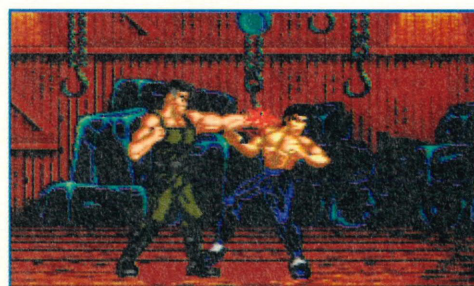
▲ Mirrors? What kind of protection do you think they're going to give you?



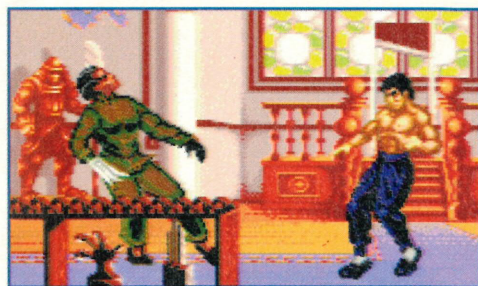
▲ Bruce has a final heart to heart with Mum before leaving for America.



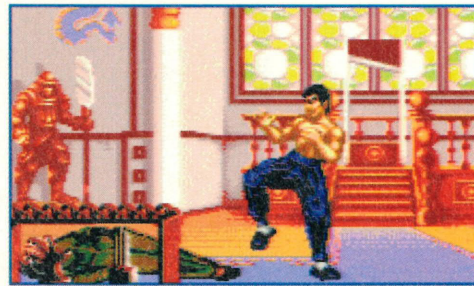
▲ Bruce showing off.



▲ Thwack! "That'll teach you to step on my toe, Sonny Jim."



▲ More fighting action from Brucie boy.



▲ Bruce practices his Karate Kid impression.



▲ In this level, Bruce must fight his way through several ice blocks before his opponent appears.

▲ "...If I can just get a bit higher...I might be able to ...reach...oomph!...it's no good."

Bruce Lee eh? What a geezer. He grew up in Hong Kong, learned martial arts, went to America, made a few films and became world famous. Then, tragically, he died.

Dragon: The Bruce Lee story earned a cinema release late last year and was basically a rather smart film, capturing the high-speed combat action of Bruce at his best. Virgin's game is based around that movie (hence the name).

As you can gather from the screenshots, Dragon is something of a beat 'em up fest, looking rather similar to the likes of Street Fighter II, but actually introducing a fair amount of original features.

For starters, players can look forward to the first three-player beat 'em up ever to hit the Megadrive. Dragon uses the Sega Tap to good effect, allowing a trio of combat fans to take each other on in an orgy of Bruce Lee action.

Alternatively, two players can gang up on a single computer player.

The showpiece of Dragon is the advanced artificial intelligence programming. The computer-controlled characters in the game are basically "well 'ard" and actually learn from their mistakes, putting these guys far above their Mortal Kombat and Street Fighter II counterparts. Should two of you take on the computer player, it becomes even more clever, and even attempts to duck past attacks so the damage is inflicted on your friend instead. Clever stuff.

Adding to the game immensely are the bonus rounds. Unlike Street Fighter II, these actually serve a purpose. Should you do well, you're awarded with Chi life force which can be used to activate different fighting modes. At the moment, Dragon also includes a nunchuka combat mode - although this might have to be taken out owing to the fact that said weapons are illegal (and in fact, you're more likely to hurt yourself than someone else if you try to use them without proper training).

Dragon has two main game modes. As well as the usual one-on-one action, it also features a "progressive" game option, which basically follows the plot of the film. Some lovely cut-scene presentation screens are displayed between bouts to keep you abreast of the Bruce Lee story.

We'll be reviewing this just as soon as it's ready. Look out for the full "monty", plus a showcase in the coming months. This should be a goodie...

SEGA

PREVIEW

Mega
Preview

8 MEG

BY:
VIRGINRELEASE:
OCT '94

GOAL!

Over the last few months, plenty of software companies have been intent on "milking" the forthcoming World Cup for all its worth. We've seen games like *Sensible Soccer CD*, *Ryan Giggs Champions*, *World Cup USA '94*... and plenty more. However, from the looks of it, the game to buy won't be available until October. That game is *Goal!* and it's already looking fantastic.

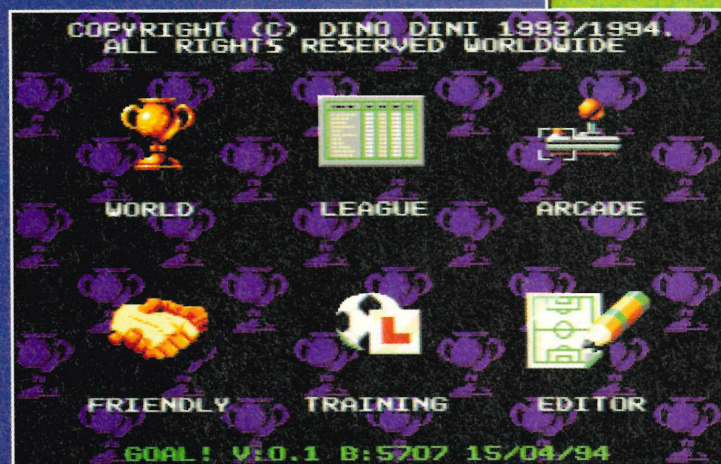
This soccer sim has been coded by none other than Dino Dini - the man responsible for the soccer phenomenon that is *Kick Off* and *Kick Off 2*. He's brought his updated *Kick Off* routines to the Megadrive, introducing new features and generally adding all sorts of programming wizardry.

And what's more, it looks as if his efforts have paid off. *Goal!* is the fastest, smoothest and maybe even the most playable soccer simulation we've seen for ages. The game-play is quite similar to *Kick Off 2* on the Amiga - only a lot smoother. The player logic (already superb) has been upgraded to make passing a lot more intuitive. There's also two different views - a traditional *Kick Off* viewpoint, or a longer range view. For close-up play, the former is invaluable. However, when planning long range strikes and corner attacks on goal, the latter viewpoint really comes into its own.

Just like *World Cup USA '94*, *Goal!* has an 8K battery backed-up memory so you can save your world cup configurations and team choices. It isn't as optionally comprehensive as *US Gold's* title, but from what we've seen it looks like being a lot more fun to play - which we reckon is much more important.

So, what else can we say? *Goal!* is shaping up to be a superlative soccer simulation and could well give the mighty *FIFA International Soccer* a run for its money. More coverage soon.

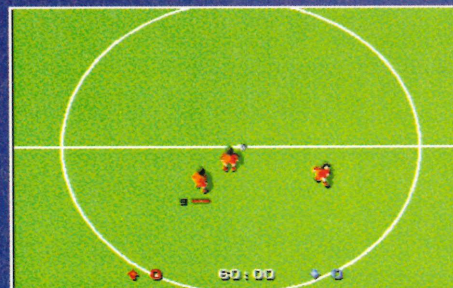
SEGA



▲ Hmm, such decisions. Now should I play world cup or league? Ho hum, or maybe arcade or friendly? Coo, then again, maybe I need some training? Gosh, what to do, what to do? Then again, I could play editor. Yeh, then I could be just Richard. Yeh, haha. Snort.



▲ Yes doctor, it doesn't matter what I look at, I just keep seeing blue world cups everywhere. Hang on a second, doc. No Mother, I won't do it again. No Mother, no, get out of my head. Damn you, get out!



▲ Sorry fellas, they said they'd turn up, they honestly did. I'm so embarrassed I really am. Why, I could just curl up into a ball and die, I'm that embarrassed.



▲ My feet! They're caught in some sort of strange netting! It's a trap. Uh oh, here they come, Bucky and they look hungry. I guess this where it all ends for us, old chum. Blast it, and I never ever got the chance to tell Lois how much I, oh it doesn't matter. Stiff upper lip, old friend.



▲ Yes young Johnny, this is my allotment. But I am old, diseased. My flesh is rotten and soon I will be dead. Yes Johnny, that is why I have brought you here. One day all this will be yours and you can wear the proud emblem of Lord Of The Cabbage Patch!



▲ Yes puny Earth-people, I, the mighty Celestius, have hurt your so-called space-hero, J Feynfis. Now nothing stands in my way. Soon, the whole multi-verse will be mine! Bwa-ha-ha-ha!



▲ What's that, Sentinel One? J Feynfis is hurt? Give me visual? Great Moons of Neptune, I'm on my way!



▲ As the martian striker S lanou headed for the goal, the opposition brought on their secret super warrior, the sinister Red Card, Man of Muscle Mystery!

LETTERS

Ah! Is it already a month since last we met? How the changing seasons blur the passing of time! Actually, it isn't a month since last we met at all, it's about three weeks, but there's nothing else to do right now so we're wheeling out your wonderful correspondence to fill up the time. So all that stuff about the changing seasons was all made up. It is, in fact, still raining - just like it was when we did the last Letters Page. But just reading your mis-sives has brought a little ray of sunshine to us here at the Citadel of Sega. But we demand more! More reader communication! We don't want a little ray of sunshine! We want skin-peeling vampire-destroying summer radiance so we can wear shorts and persuade Rich to buy us ice lollies! If you fancy repaying us for the information and - hey - downright fun we've given you, please write to us. Please. We'll be your best friends. You can send your letters to **BOY HOWDY LETTERS PAGE, SEGA MAGAZINE, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** We love you.

A SCHIZOPHRENIC WRITES

TO SEGA MAG,
Your SEGA MAGAZINE is excellent. I like your tips because they really helped me on Lotus Turbo Challenge. I got to the last level all because of your brilliant magazine. I own a Sega Megadrive. I will soon have Sega Soccer! I want to complain about your SEGA MAGAZINE because it's too expensive.

Nicholas O'Reardon, Leicester.

SM: This is a classic case of 'build-'em-up- and-knock-'em-down' syndrome. It's rare, however, that you are both built up and knocked down within the course of one short letter.

For too long large established companies like Electronic Arts have got away with rehashing old games with their '93 and '94 editions and as a result, they have had to create more innovative titles, such as General Chaos and FIFA Soccer. It's great to see newer companies, often relatively unknown beforehand, making sudden large impacts on the videogame world and keeping the industry alive and introducing and developing innovative new touches into the games they produce. Great games like Ecco, Gunstar Heroes, Rocket Knight Adventures and Micro Machines are being churned out and as long as these innovative new titles are being produced I will be buying them.

Liam Bland, Waterlooville, Hants.

SM: What do you mean "borrowing" your friends' consoles? Why the inverted commas? You mean you steal them, don't you? "Borrowing" indeed, you no-good thief.



I AM REALLY ANNOYED WITH MYSELF

DEAR SEGA MAGAZINE,
I am really annoyed with myself because only a couple of months ago I sold my Game Gear to purchase a Mega-CD. I thought that Sega would start to concentrate on the Mega-CD and bring out some good quality games which are worth playing. Boy was I mistaken! Along came the likes of Silpheed, Microcosm and Ground Zero, Texas. I have played all of these games in a local computer shop and if this is the best the Mega-CD has to offer then forget it! Silpheed is a classic example of pig swill. It's slow, very boring and reminds me of the Master System game Galaxy Force (some of the sounds are the same on both games). Some

people may wish to pay a year's pocket money for a CD game and that's fine but I personally would rather not. Since I sold my Game Gear there have been a number of good quality handheld games (mainly Megadrive conversions) on the market. With prices around the £30.00 mark, I think this is what value for money is all about. Take for example Ecco the Dolphin, Mortal Kombat, NBA Jam, Micro Machines and Sonic Chaos. You're paying for games that will keep you going for hours without any flashy intro screens or background graphics to amuse you for five minutes. With such good titles available, I sometimes forget the Game Gear is an 8-BIT machine.

Megadrive owners have taken an interest in the latest technology and are buying Mega-CDs to keep up to date and as a result, many of them don't wish to know about crappy 8-bit machines any more. I know from experience that most people would rather play a CD game because it looks better but as you know, looks aren't everything. As I don't own a lot of money, I would rather pay for a game that's good value for money and, for me, a Mega-CD game is not. As a result of this, I am seriously thinking about purchasing another Game Gear.

I WOULD LIKE TO VOICE MY APPROVAL

DEAR SEGA MAGAZINE,
I would like to voice my approval of the wealth of original games and game concepts seen recently. These new Megadrive titles have been flooding the market and have automatically become hits with the public and set new standards for other programmers and companies to compete with.

I have been a strong Sega fan (in general) since before I even had a Master System, buying over four magazines a month regularly and from time to time "borrowing" friends' consoles. Until recently I did not see anything particularly special in games but over the past months (and indeed, year) gaming has taken a large step forward. Independent software designers like Treasure, Codemasters and Konami (as well as Sega) have taken it into their own hands to introduce a new class of video games which breathes fresh air into Sega's sails (or sales).

PS May I point out that this is my personal opinion and I accept many readers may think otherwise.

Eddie Baker, North London.

SM: Indeed, many other readers may think otherwise, us included. The games you cite in your letter aren't particularly impressive, it must be said. But hang on there - have you bothered to look at stuff like *Dracula Unleashed*, *Thunderhawk*, *Double Switch* or *Jurassic Park*? Yes, there's a lot of dross out for the Mega-CD, but if you bother looking around you'll see there's also some excellent titles available. And why are you buying a Game Gear for all those Megadrive conversions when you must already own the 16-bit console so you can run your Mega-CD? The words "d" and "oh" spring to mind.

I STILL THINK

DEAR SEGA MAGAZINE,
When I was on holiday I played *Virtua Racing* in the arcade, and thought it was excellent. When I came home I saw that *Virtua Racing* was coming out on the Megadrive, so you can imagine my delight. All the reviews on the game were good and then I saw the price - £69.99. Who has that sort of money to spend on a computer game? I would like to know why computer games are so expensive.

Also I am very disappointed in *Sonic 3* as I played it at my friend's house and I think all the levels are too similar. If I was going to spend £59.99 on a computer game I would expect the game to be a lot better than that. I still think your magazine is brill and worth £2.25.

Leigh Lungley, Cranleigh, Surrey.

SM: *Virtua Racing* is relatively expensive, yes, but there are reasons. For starters, the game represents a lot of R&D investment on the part of Sega - new chips don't just materialise out of nowhere, you know. However, the most significant factor behind the game's cost is the production cost of the SVP custom chip - being new, cutting edge technology, it doesn't come cheaply. Still, at least the official version is cheaper than the blatant rip-off import prices - and the official version is faster too! *Virtua Racing* is certainly as costly as anything, but it really is ace, especially in two-player mode. Ergo, splitting the cost with someone else might be a good idea.

YOU CHAT A LOAD OF RUBBISH

DEAR SEGA MAG,
Your mag is alright, but please do pen pals! And another thing you chat a load of rubbish half the time.

Almeare Beckford, Norbury.

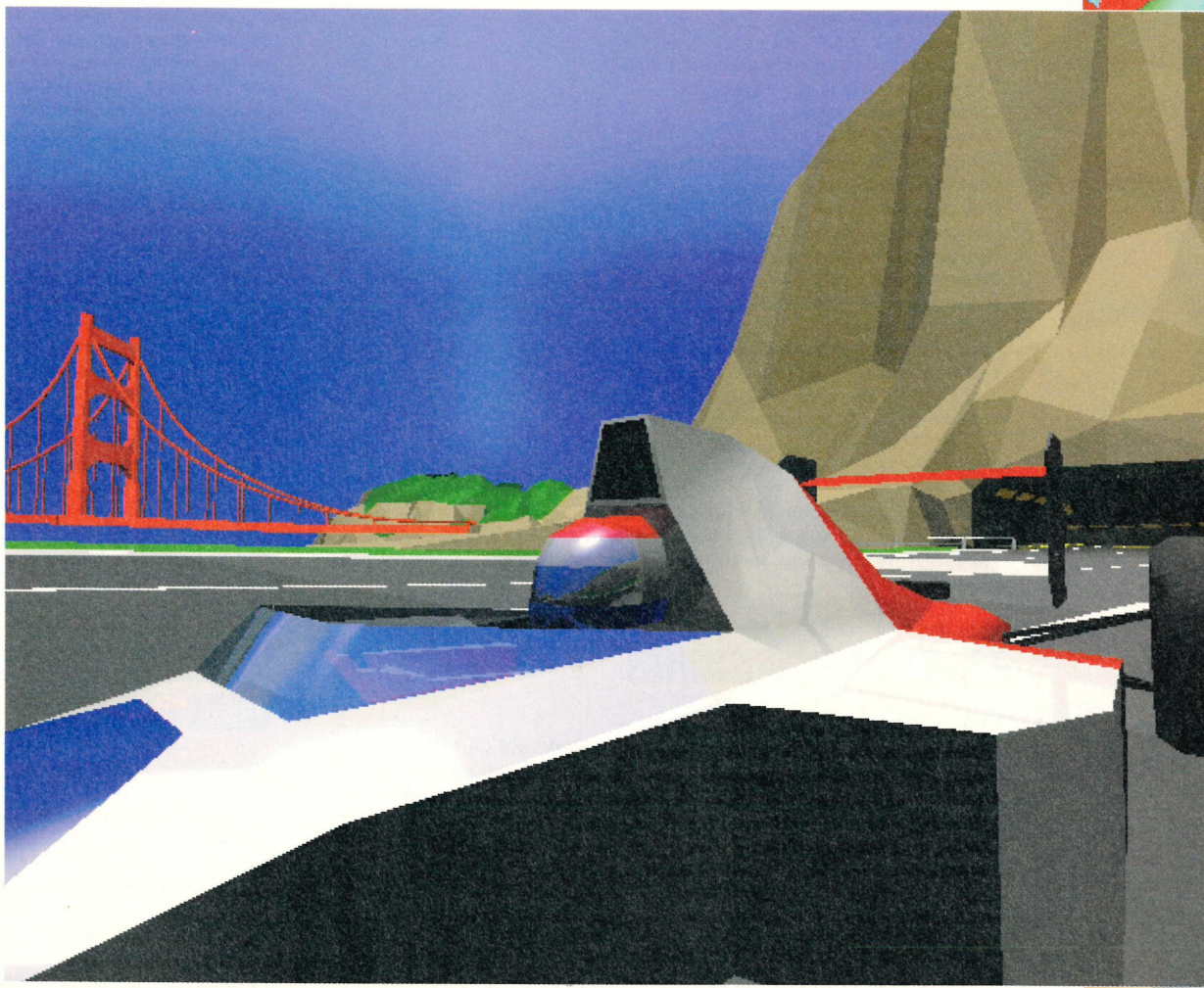
SM: Hey! What do you call *Chez(ter)*'s plea to all our "sexy 10-12 year-old" girl readers in the last issue if not a pen pal-type affair? And to be brutally frank, if that's the sort of hilarious thing we're going to start seeing, we'd love to 'do pen pals'.

I WISH I HAD A COPY

DEAR SEGA MAGAZINE,
I have now obtained issues 2, 3 and 4 of your great mag, *Sega Magazine*. Everybody is congratulating you on what a brilliant first issue you produced. Congratulations! But I wish I had a copy. If you know how I can get one please let me know.

Daniel Byers, Glenrothes, Fife, Scotland

SM: Daniel! Danny! MC Danster! You're in luck! We do actually have a couple of what you might call "back issues" stocked in a secret warehouse, to protect them from nuclear war. There aren't many left, but if you ask for our marketing department on the regular number they should be able to sort you out.



I WAS SO IMPRESSED

DEAR SEGA MAGAZINE,

I think your magazine is absolutely brilliant (creep creep). I got issue one for Christmas from my sister with a lot of other Sega stuff. I was so impressed that I went to my local newsagent and ordered it on a regular basis. The question I have been asking myself is what will the letters on the spines of the books spell out? Will they spell out SEGA MAGAZINE? If it does, next year will you do a different magazine with a different name? But until then keep up the absolutely brilliant work and I will keep on buying your magazine.

Anthony Harma, Havant, Hants.

SM: Yes, next year we're going to rename the magazine REALLY RATHER WONDERFUL MAGAZINE FOR ALL SEGA CONSOLES AND GAMES MONTHLY so people have to buy the mag for several years to build up the full spinal message. A ha ha ha haaaa!

GIVE ME CHARTS, OLD MAN

DEAR SEGA MAGAZINE,

First of all I would like to congratulate you on making the most utterly utterly brilliant magazine on Earth. However, can you tell me why you don't print the charts every month, and can you put a poster of *Virtua Racing* or *Streets of Rage 3* in your next issue? Thank you.

Ryan Scott-Douglas, Hartley, Longfield, Kent.

SM: We do try to print the charts every month, but it's a matter of space. We have to give priority to the news, and if there's an especially large number of ace stories we have to allocate them the space the charts would normally get. Awfully sorry about that. Still eh? If you're reading this issue, you should have noticed the rather smart *Virtua Racing* postcards, which feature exclusive artwork that isn't available anywhere else in the entire world (well, certainly not in postcard form anyway).

WHO IS THIS LYRICAL GUY?

DEAR SEGA MAGAZINE,

I have written a poem of my views on *Sonic Spinball* for my amusement and now yours. I hope you will print it.

ODE TO SONIC SPINBALL

The game is too easy
 The levels too short
 The bonus rooms are tedious and I thought
 £45 of pure crap is what I bought
 Come on Sega please
 Games with difficulty
 Games for the skilled
 Games for the best of players
 Not games well overpriced
 Not games you complete in a day
 Not games like Sonic Spinball
 Inadequate in every way
 The magazines rave its praises
 Saying it is great
 I ask plainly What the hell are you on about mate?
 You may well wonder who is this lyrical guy?
 And I will surely reply
 Why, my name is Simon Shy

Simon Shy, Swindon

SM: Well, I shouldn't think Wilfred Owen has anything to worry about that's for sure. In fact, I don't think that bloke out of 2 Unlimited has anything to worry about to be honest. Let my tribal dance control your techno!

I AM GOOD AT GAMES

DEAR SEGA MAGAZINE,
 I think you are brill! I have been looking in HMV and Our Price for Sega Megadrive games. I am good at games such as Mortal Kombat, Bubsy, Aladdin and NHLPA Hockey '93. But I am having problems with Sonic Spinball. I can only get to the third machine, with one Chaos Emerald. Could you please give me a cheat? I would be grateful.
 Jonathan Feeney, Uddington, Glasgow.

SM: Perhaps you'd like to ask Simon Shy, seeing as he thinks it's so easy.

THAT DOES NOT BOTHER ME

DEAR SEGA MAG
 I would like to complain about the loss of Master System tips reviews and previews in your mag, but that does not bother me. My real question is "Why does US Gold's Olympic Gold lack in javelin throwing, discus and shot putt?"
 David Morris, Woodley, Reading, Berks.

SM: You know, it's a good job the loss of Master System coverage doesn't bother you, because it hasn't actually happened. You might have noticed, if you have a look through the magazine, the Master System and Game Gear stuff in the magazine. This gives slight clues to the non-loss of 8-BIT tips, reviews and previews.

WHERE'S MONKEY ISLAND?

DEAR SEGA MAGAZINE
 I'm writing to you to complain about Sega and their lack of decent official releases in this country. It's no wonder people aren't buying Mega CDs - there aren't enough official games that are any good. For example, where are Monkey Island and Lunar the Silver Star? We here in Blighty don't appear to be allowed to receive good games such as the two mentioned above (which are available in the US). Instead we receive crap like Microcosm and the extremely dire Dragon's Lair. After reading around in your mag and others I see that the excuses made are that the publishers of these games don't have the rights to publish in Europe. Well, then, why don't Sega release them themselves as they did with Street Fighter 2 and probably many other games too? Sorry to moan so much but it really annoys me that in order to play good games I should have to spend £50 on an adaptor and then the same amount on the games themselves just because Sega can't be bothered trying to bring decent games over here.
 You're doing a great job on the mag. Keep it up!
 Mike Peters, Bolton, Lancs.

SM: Whoah, Nelly! Calm thee down! You're obviously a bit confused about the licensing arrangements here. If a company has neither the license or the inclination to release a game in this country there's noth-

ing Sega can do about it. The company which produces the game completely owns the rights to the product so Sega Europe would have to buy the game outright in order to release it over here. This would be very expensive, and it probably wouldn't be worth it in terms of European Sales.

I HAVE A FRIEND CALLED ADAM

DEAR SEGA MAG,
 Could you tell me the expert cheat for the Master System by sending it to the above address. I have a friend called Adam who knows this cheat and he says that it does something cool!!! I hope you know this cheat.
 Chris Pearson, Windlesham, Surrey.

SM: Chris - or can we call you Ch? - you seem to be missing out on a couple of essentials here. Asking for a cheat which "does something cool" "for the Master System" is a little bit vague n'est ce pas? Don't you think it might be a good idea to, say, tell us which game this cheat concerns? Or at the very least, what the cheat actually does. If any readers happen to know what Chris is on about, perhaps they'd like to write in and tell us.

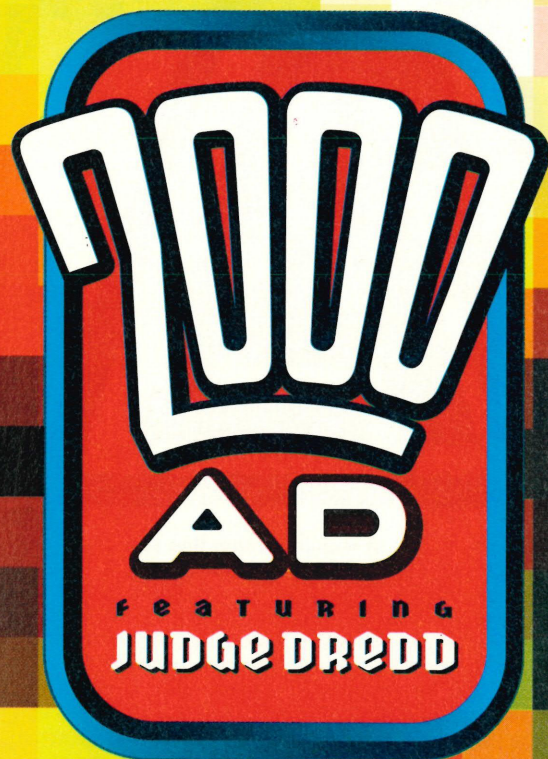
KNOWING MY LUCK THE SATURN WILL BE RUBBISH

DEAR SEGA MAG,
 It's me again, and I've got a problem. Every time a game comes out that I've been really looking forward to for ages, it's always complete crap! I was REALLY looking forward to Jurassic Park on the Mega CD. and what a surprise, it's crap and boring and the graphics aren't even up to much! And don't you think that Acclaim are simply the worst software company ever to see the light of day? I mean, they've never made a decent game and now they're doing the Mortal Kombat conversion for the Mega CD and guess what? Early reports say it's looking pretty sad. There's the Mega CD, more powerful than the MK arcade machine, easily able to do an arcade-perfect version of Mortal Kombat, so what do Acclaim do? They bung the Megadrive version straight onto a CD and add a crap opening sequence! Acclaim are so sad that even their sub-standard Nintendo programming shows through! And what's more, I bet Akira will be a sad platform game as well, what a bleedin' waste of a license! You know what, knowing my luck the Saturn will turn out to be the worst console ever produced, but I doubt that sincerely. No, the CD32's the worst console ever produced. The only original game that sad debacle has is Microcosm, and the Mega CD did that better. I'm still a regular reader, by the way.
 Paul Johnson, Skegness.

SM: It's good to hear from you again, Paul. However, your comments seem a little, how can we put this, reactionary, don't you think? Dismissing Acclaim as never having programmed a good game ever is just a teensy bit incorrect. What about NBA Jam? Or Alien 3? Or all those other good ones? And the Mega CD is hardly more powerful than the Mortal Koin-op. And the arcade version has custom chips to handle all the the digitised graphics and so forth. The Mega CD version has been graphically enhanced you know. And Jurassic Park on the Mega CD is pretty good, we'll have you know. And as for Akira, well, we were going to tell you just what that's going to be like after we had our little chat with the American projects director, but if that's your attitude you can jolly well stuff off. Oh alright then, seeing as you're a regular reader - it isn't going to be a platform game. The design is actually quite innovative and features some previously unexplored gameplay ideas. But that's all we're saying, Mr Sore Head.

Hey you hep cats! We outta here, as they say. Watch out for next issue's special edition letters pages, where we'll be printing more of your letters, along with some replies from us. So until then remember - if you're driving, don't drink, and if you're drinking...don't drive.

THE GALAXY'S GREATEST - AS SEEN ON TV!



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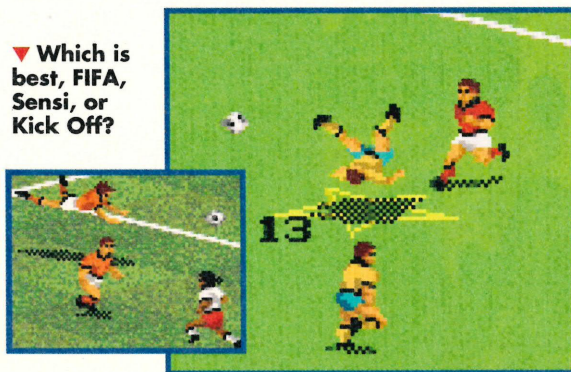
2000 AD. THE FUTURE IS HERE...

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Well, as you've probably guessed by now, this is the Q&A page – the place where we attempt to answer just about any question you can throw at us. You know, it's strange, but recently we've been asked for our advice on everything from girlfriend troubles (sorry, K Turner from Bolton) to those unexplainable stirrings young boys sometimes get in geography on a Friday afternoon. Now being a games magazine, we're not exactly qualified to answer these questions, although we'd love to give our expert opinions on such personal matters. It's just that we don't think you'd like it very much – I mean, which would you prefer? Loads of gigglesome problems on the traumas of growing up (and the dirt on people's personal lives), or questions answered regarding your consoles? There's no contest really. Anyway, if you have a problem that needs solving (whatever its nature) why not drop us a line at: Q&A, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, we can't reply personally to any letters, so no SAE's please.

Q&A

▼ Which is best, FIFA, Sensi, or Kick Off?



TELL ME WHICH IS BEST

DEAR SEGA MAGAZINE,

I would be very grateful, if you could answer the following questions:

1 Which game is the best: FIFA Soccer, Super Kick Off or Sensible Soccer?

2 When are Ryan Giggs World Champions Soccer and Kick Off 3 going to be released? And when they are released, will they be any good?

3 Which is better, F1 or Micro Machines?

Please, please answer these questions and keep up the good work.

YOUR GOOD FRIEND MARK, NORTHERN IRELAND

SM: FIFA and Sensible Soccer are both excellent footie sims, although a lot of people prefer FIFA for the graphics and the ease of play. Sensi is a deeper sim that will take you longer to get into, but it has a good lastability factor. Your best bet is to try both of them out in the shop, and then decide which one you prefer.

Ryan Giggs Soccer is due for a July release, and we've already previewed it in the previous issue. It's looking pretty good at the moment, but look out for the full review in the near future. F1 and Micro Machines are completely different racing games really – F1 is your traditional racing sim with a first-person perspective, whereas Micro Machines takes an overhead perspective and does not attempt to simulate the racing experience.

WHERE'S THE SEGA CONFERENCE?

DEAR SEGA MAGAZINE,

I have bought all your excellent issues, but there is one thing that I'm not pleased with – in Issue One you wrote a paragraph or two about a Sega conference. As soon as I'd finished reading the article, I sent off a postcard to you, as I would really like to be involved. After two months waiting, I still haven't heard any more about the conference, and I thought you would have printed the names of the chosen people by now. What has happened? Will the Sega Conference happen at all? Please tell me, because it's just not fair.

SAIR MIR, MIDDLESEX

SM: We've had a lot of enquiries regarding the Sega Conference lately, and fret not, we are getting round to sorting out all the entries. As you can imagine, the response to the offer was tremendous and due to this, Sega are currently reshuffling the dates for the conference, so that more people will be able to visit. All the chosen people will have their names printed in next month's issue, along with the revised date and details of the day. The same goes for the other competitions (such as Virtua Fighters) – the entries are being processed at the moment, so expect to hear news of that soon as well.

WILL WE SEE FIFA SOCCER 2?

DEAR SEGA MAG,

Please could you answer the following questions:

1 Are there any plans to release FIFA Soccer 2 on the Megadrive this year?

2 Will Sim City ever be released on the Megadrive (this would be highly original for the machine)?

3 Finally, will there be a sequel to Flashback?

DAVID RICHARDSON, CUMBRIA

SM: At the moment, EA have no plans to release FIFA Soccer 2, but judging by their past record, it wouldn't be surprising if they did release an updated FIFA sometime



▲ Flashback... is there more action on the way?

in the future.

There are no plans to release Sim City on the Megadrive, which is quite surprising really, as it's been released on nearly every other games platform known to man. It's a shame too, because it's a great game.

Again, there's no word of a sequel to Flashback, but seeing as Flashback itself is a kind of unofficial sequel to Another World, I suppose it's possible.



▲ Rage 3 - harder than the others?

WHICH IS HARDER?

DEAR SEGA MAGAZINE, I have some more questions that need answering and only you (the best mag ever) can answer them.

- 1 If you put Sub-Terrania on the most difficult setting, is it harder than Thunderforce IV?
- 2 How long do you think it would take a fairly good gamesplayer to finish Landstalker? Is it worth £60?
- 3 Is Streets of Rage 3 more difficult than the previous Streets of Rage games?
- 4 Do you know what games will be coming out at Christmas?

MARK SMITH, BIRMINGHAM

SM: As we mentioned in the review, Sub-Terrania is painstakingly simple to finish on the EASY level, although if you select the harder levels it does become noticeably more difficult. It's probably as hard, if not a little harder than Thunderforce IV. It's difficult to say how long it will take you to finish Landstalker, as it relies on luck as well as skill. Still, if you played it all day every day for about two weeks you'll probably get through it. As for Streets of Rage, well it's only as difficult as the previous two episodes, meaning that it's fairly simple to get through.

At the moment, no game releases have been announced for the Christmas period, as it's far too early to tell what will be finished by December. However, expect to see some news on this in the next couple of months.

CONGRATULATIONS! BUT...

DEAR SEGA MAG, Firstly I would like to congratulate you on your magazine. It's brilliant! However, I'm pretty annoyed, because the tip you printed for Road Avenger in Issue 2 doesn't work! Could you re-print the correct one?

I also have some other questions for you:

- 1 Did Sega and JVC ever release the Wondermega?
- 2 Is there a device which allows you to link up your Game Gear to the TV? If so, how much will it cost?

DUNCAN WILSON, LONDON

SM: Oops, sorry 'bout that. Often, we rely on readers for our tips and unfortunately, this means that occasionally the cheats won't work because either a) The reader has copied down the cheat incorrectly b) The cheat doesn't work on certain versions of the game (such as import cartridges) or c) The cheat didn't exist in the first place. Yes, people actually go to great lengths to send us duff cheats because (chortle) it's so funny when they get printed. Know what I mean?

The Wondermega was available in Japan for about a year and sold fairly well, but it was withdrawn from the shops sometime last year. It was never available officially in this country. You can buy special equipment to link up the Game Gear to a TV, and that's exactly how we get Game Gear screen shots for the magazine. However, this equipment is very expensive and basically is a not worth the hassle. If you want to

play games on a large screen buy a Megadrive - the Game Gear is MEANT to be used as a hand-held machine

I HAVE A FEW PROBLEMS...

DEAR SEGA MAGAZINE, I have some problems that I would like your expert opinion on. I recently watched the news and heard that games are going to be rated in the same way as videos. I already have Lethal Enforcers, which is rated as a PG, but I want to buy another game soon. Can I buy a game which has a 15 rating or will the shopkeeper refuse to sell to me? Also do you think Streets of Rage 3 will be worth it? I already have Streets of Rage 1 and 2 and they're really good, but I'm a bit dubious about shelling out £60 for a game that's basically the same as before. Also, when will it be available on the shops?

BEN SPORE, REDDITCH

All games which are possibly super violent or use full-motion video are automatically put forward for an age classification from now on. However, this isn't because the games industry is guilty of creating titles full of gore and blood, it's just the industry's way of covering itself and with the advent of FMV it also prevents people from going totally overboard with either violent or sexual images (to some extent anyway). A lot of Sega titles - particularly CD titles - are rated by the BBFC, the very same people who rate movies. Therefore it is illegal for the shopkeeper to sell you a 15-rated game if you're below that age. Also, ELSPA have just launched a self-regulation programme that will be appearing on just about all software soon (and according to ELSPA that includes Sega gear). These guidelines are recommendations - and do not have the legal backing of BBFC certificates. Expect to see stickers appearing on games soon, with recommendations on who should and should not be playing these games.

Moving on, if you're a huge Streets of Rage fan, then you'll love this third installment, but if not, think carefully before you rush out and buy the title. It may have a bit more detail and slicker gameplay, but basically this is the same game all over again.

IS THIS RELEVANT?

DEAR SEGA MAGAZINE, I have read your magazine from cover to cover and reckon it's pretty damn excellent, but I've noticed that you've never covered any educational courses for computer games design. I've already read that Middlesex University are offering a degree in the design and production of interactive games, but I don't exactly know what this entails. Would I need to take any specific A levels? I am beginning my A levels in September and have decided to take Maths, computing and French. Do you think this is relevant?

FAISAL SHARIFF, BIRMINGHAM

This course will give you the basic grounding necessary for any number of jobs in the computer games industry. Of course it will include lot of programming, so if you're not into that, you could find the course very hard going. Still there are probably loads of different areas you can get into if you take the course up and your best bet to find out more information is to contact the University direct. They will be able to tell you which A levels are necessary and what the course entails.



WAS IT WORTH IT?

DEAR SEGA MAGAZINE, Please please pleeeaaassee answer my questions as they are causing me a great brain strain.

- 1 I've just bought Mortal Kombat for the Game Gear, do you think it was worth it?
- 2 Why are Sonic Chaos and Sonic 3 called different names, because they are basically the same game on different systems.
- 3 Is Final Fight going to be converted on to the Game Gear?
- 4 Why was Sensible Soccer rated in the charts as the second best game (Issue 2), when everyone knows that FIFA Soccer is much better?

LUCAS ALLEN, WALSALL

SM: 1 Well, you should know, you bought it. Haven't you bothered to play it or something? Anyway, for what it's worth, we think MK on the Game Gear is pretty ace. 2 They ARE different games - I mean, you could hardly get the two confused could you? 3 No. 4 The charts that we print aren't our opinions of what the best games are, they're based on sales figures. So whatever you may think of Sensible Soccer, it seems that in that particular month it sold more than FIFA - which of course doesn't mean it's better, it was just more popular at the time.

WELCOME TO TITAN

The next generation of home gaming is looming on the horizon. Mega-32 and Saturn will lead the way, bringing incredible new experiences to the home console scene. We have the latest news on Mega-32, along with the full story on Titan - the project that takes the new technology into the arcades! Richard Leadbetter reports.

As regular readers will know, last month we brought you exclusive information on the 32-bit upgrade for the Megadrive - the Mega-32. We interviewed Sega's European Product Director, Barry Jafrato, who promised a new level of gaming. Innovative games like Virtua Racing and Virtua Fighter will no longer be the province of the arcades alone. Mega-32 adds enough power to the basic Megadrive to bring this type of game to the home system - virtually identical to the arcade originals.

Over the past month, we have been gathering more information on the 32-bit revolution, including more Mega-32 details, information on the Titan project - and some frankly massive Saturn news. However, to the average Megadrive owner, it's the Mega-32 that is of most interest. We'll be honest here - at the moment there isn't much we can add to what was already revealed in last month's interview with Sega's European Product Director, Barry Jafrato.

Basically, Mega-32 sits on top of your Megadrive and provides plenty more colours on-screen and higher screen definition. Like Saturn, it is powered by two super-powerful Hitachi SH2 RISC chips. This enables Mega-32 games to produce stunning polygon-based titles like Virtua Fighter and Virtua Racing. A new sound chip gives Mega-32 games CD quality digital sampling capabilities. Also, a new breed of Mega-CD title will appear that uses the Mega-32 architecture. The possibilities are endless. However, just for starters, this next level of CD game will bring VHS quality full-motion video to the masses.

In this feature we'll be examining 32-bit - explaining the jargon and showing what the new technology is capable of. There isn't anything to see yet in the way of Mega-32 software (let's allow Sega to actually program something first eh?) - but we have full access to the Saturn games revealed so far - and there's no reason why Mega-32 games shouldn't be just as good... or even better.

INTRODUCING TITAN

You may have already heard some rumours about Sega's new Titan project. SEGA MAGAZINE has the full story.

Basically, Titan is an extension of Sega's SH2 32-bit technology. The same chips that form the heart of Mega-32 and Saturn have been included in a new coin-op board which Sega are selling to major players in the arcade field. The possibilities are most interesting. For starters, arcade games using Titan can be ported across to both the Mega-32 and Saturn with very little effort

whatsoever. For the gamesplayer, this means that they will be able to play games indistinguishable from their coin-op parents - if they invest in the new 32-bit technology.

SEGA MAGAZINE understands that many companies have expressed a strong interest in this new project. The first firm to publicly commit to the system has been, somewhat surprisingly, Acclaim (in fact, it's from them that we got the information on Titan since no official word has come from Sega Amusements yet). It's a bold move. At the moment, they're licensing their many projects to Midway (creators of Mortal Kombat) for conversion to the arcades. Titan enables them to go it alone, and since the same code can be used on Sega's home 32-bit platforms, hundreds of thousands of development dollars will be saved on conversion and programming costs.

Contrary to other reports you may have seen, Titan doesn't specifically concentrate on 2D 32-bit games. What would be the point of basing the project around the polygon/texture map producing SH2 chips if that was the case? Although Titan contains custom chips for producing excellent 2D games, Titan developers would be lunatics not to take advantage of the polygon rendering technology.

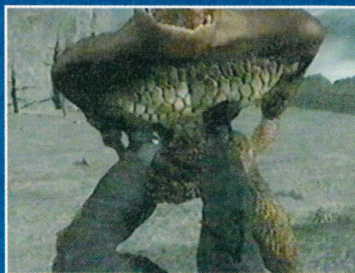
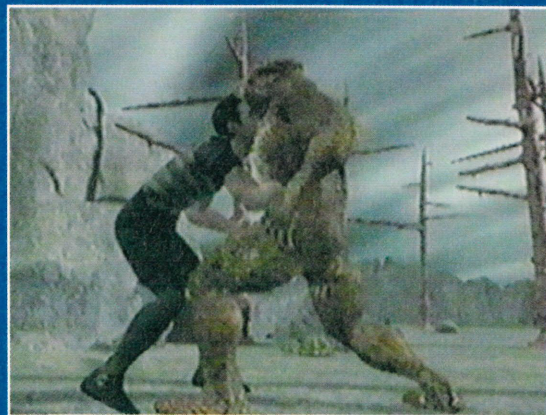
FIRST THIRD PARTY SATURN GAME

Acclaim have publicly committed to the Titan arcade project - and have also revealed their first Saturn game to a select few journalists. The game is called *Duel* and looks very interesting... as you can see from our screenshots.

For a start, it looks as though Acclaim's title is the first we've seen that DOESN'T use polygons. It appears that the company have been seduced by the charms of full-motion video. These few shots of the game show just how much of a leap the 32-bit technology represents for FMV.

After consultation with Acclaim, it transpires that the main characters are actually computer generated - the coders made wire-frame models of actors and overlaid textures to produce stunningly realistic action. However, the swinging camera angles and panning do question just how much interaction the player has with their environment.

As for the game itself, it's too early to tell you much about it. It's a kind of 50s B-movie type one-on-one fighting game between the player and various "hideous" monsters, like the rubber atrocity you can see here. Expect more coverage in SEGA MAGAZINE soon.



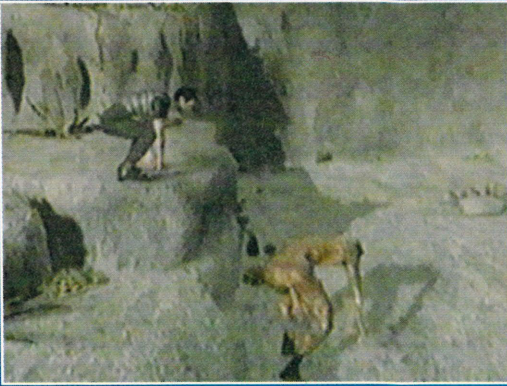
▲ *Duel*: it's a combat game quite different to every other game in the genre revealed so far. There's plenty of sweaty grappling as in this picture.

▲ A close-up encounter with a hideous B-movie monster.



SEGA

THE NEXT LEVEL



▲ "Duel", as Acclaim's first title is provisionally called, looks most fascinating. First Saturn FMV game?

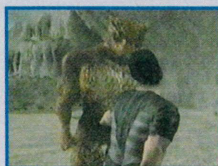


▲ Some lovely computer-generated images.

▲ What we've seen of Duel so far is one pitched battle with this evil being.



▲ Frenzied combat and bizarre religious ceremonies as well. Can't be bad...

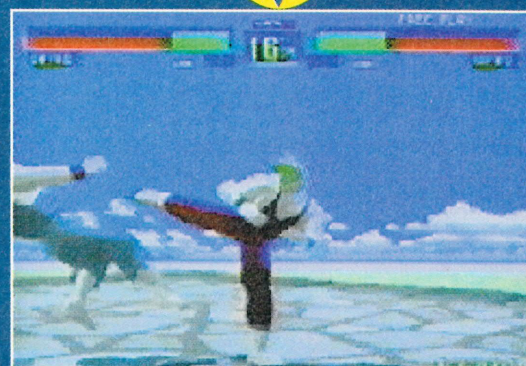
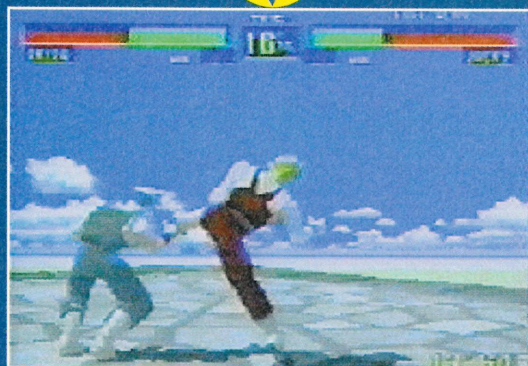
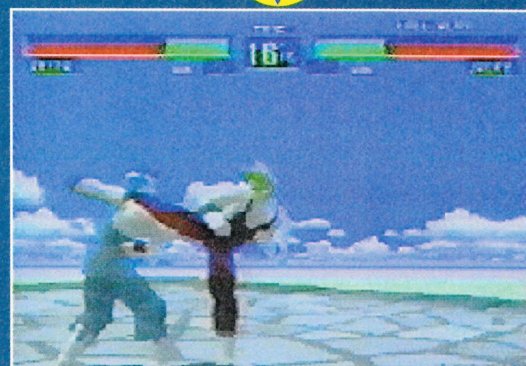
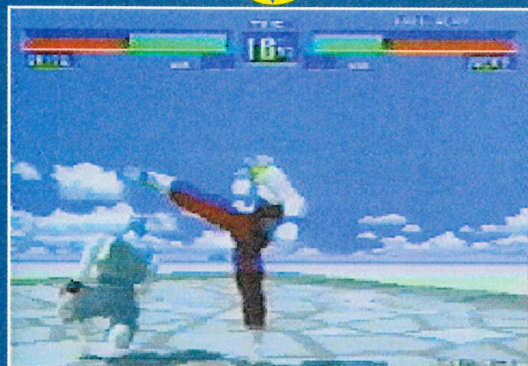
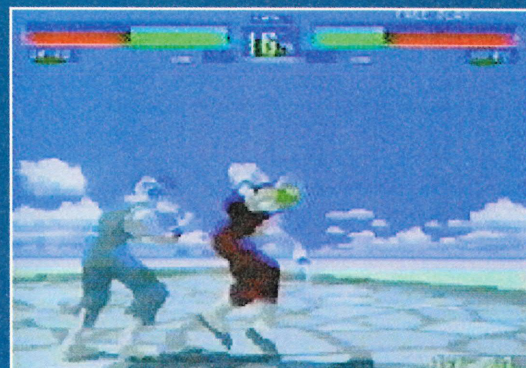


VIRTUA FIGHTER

Are you ready for the 32-bit generation of video games? Do you feel comfortable to absorb the new jargon inevitably associated with this new technology? Don't you feel in the slightest bit confused by it all? SEGA MAGAZINE is here to help. By examining the home 32-bit versions of two of Sega's top coin-ops we aim to tell you all about what all this new technology will do for you. We have unprecedented access to the 32-bit games officially unveiled by Sega. Welcome to the next level...



What most impresses you about Virtua Fighter? Is it the uncomplicated, yet totally realistic fighting action? Is it the blasting music and sound effects? Is it the smoothness and fluidity that other fighting games just can't compete with?



▲ **Virtua Fighter:** it's the sheer realism of the game that makes it so impressive. This sequence details one of the most impressive looking moves in the entire game. Jacky (for it is indeed he) is able to produce a stunning double roundhouse. It is possible to inflict massive amounts of damage with this move - if you can make both kicks count.

Whatever it is, you'll find it in the 32-bit home version of Sega's flagship combat game. What you see on this page are 100% authentic Saturn pictures of Virtua Fighter. I had to emphasise that, because as you've probably gathered, there is little or no difference between this version and the arcade game (except perhaps, the 50" projection monitor).

Sega's 32-bit technology, based on a joint venture with Hitachi, is custom-built to deal with the sort of challenge that Virtua Fighter represents. The SH2s were designed to display polygons. Hundreds of thousands of them. The Saturn version of Virtua Fighter is shown here, but it's almost a certainty that the game will appear on Mega-32 - and since that too is based around the SH2 technology, there is no reason why it shouldn't be exactly the same.

Indeed, in last month's SEGA MAGAZINE, Sega's European Product Director stated for the record that Mega-32's specs should result in a conversion of this game which is actually BETTER than what you see here.

UNPRECEDENTED REALISM

Take the fighting genre. All previous fighting games have relied on 2D sprites to convey the action. The result? Well, Street Fighter 2 did incredibly well, but the fact is, it's not realistic at all and although SF2 and all its brethren do the job, they are missing a trick. The 32-bit technology incorporated in Mega-32 and Saturn brings that missing realism to the home console market for the first time. It's all done with some serious custom hardware and some very clever maths.

WHAT IS ALL THIS POLYGON LARK?

In order to create realistic environments, the Mega-32/Saturn microprocessors use polygons - basically, lots of mathematically generated shapes combined to create a larger image, say, Akira from Virtua Fighter. Being mathematically generated, convincingly realistic action is portrayed just by changing the position and shape of those polygons. Of course, to create a very believable

image, a lot of polygons are required. Each Virtua Fighter character is made up of at least 1,500 polygons.

With the smoothness and realism that mathematically generated images create, there also comes flexibility. The fighting action in this game can be viewed from any angle whatsoever, hence the great replays and sweeping camera angles in Virtua Fighter.

AND THE REST!

The 32-bit revolution isn't just about maths, polygons and suchlike. Both Mega-32 and Saturn contain all-new processors that deal with sound. Both machines have top-spec sound chips that bring CD quality sounds to the next generation's games.

The 32-bit architecture's super speed also means that playing "old fashioned" games like Street Fighter 2 or whatever will be a lot slicker - and faster - providing that the games companies use the new technology effectively.

GETTING BACK TO VIRTUA FIGHTER

From what we've seen of Virtua Fighter on the Saturn, it looks as though anyone buying into Sega's 32-bit technology is onto a winner. The conversion runs at exactly the same speed as the coin-op. The effect is unbelievable, leading many to believe that what they were seeing was a £13,000 coin-op in action. Small differences do manifest themselves (we're talking really stupid stuff here, like the size of the REPLAY message flashing on screen), but the fact is that Virtua Fighter is looking hot with a capital H. Basically, the message is, you can go into any arcade with a Virtua game in it and come away happy in the knowledge that you will be playing games of this quality at home by this time next year - at the latest.

SEGA



▲ The replay modes of Virtua Fighter are successfully captured in the home 32-bit version.



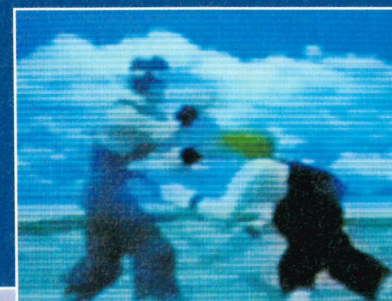
▲ Some more REPLAY action from the Saturn version of Virtua Fighter. Being mathematically generated, the console can produce a view from any angle whatsoever.



▲ Every aspect of the coin-op appears to be in the home game.



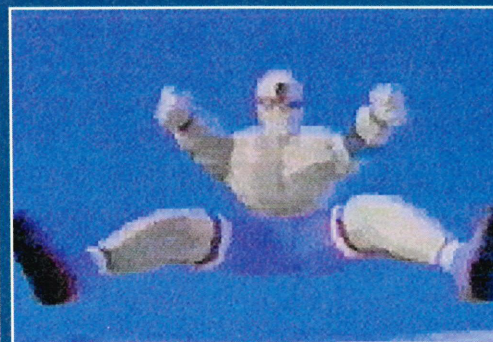
▲ The camera sweeps into the Virtua playing area - a very flashy move that replicates the coin-op perfectly. Not bad eh?



▲ Some may call Akira something of a "feisty chap". His reaction to victory is to launch into this spectacular movement - an enormous high kick. Very realistic indeed - right down to the expressions on the character's face.



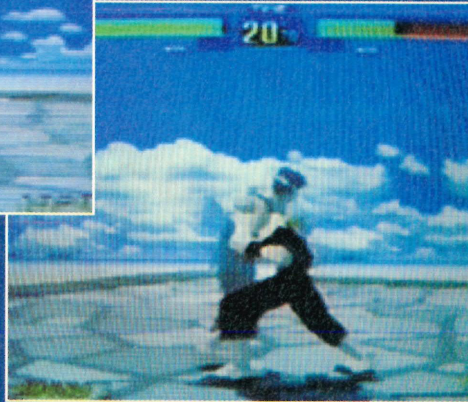
▲ Jacky's movements as he celebrates his latest victory are really rather smart. The sheer realism of the action takes the fighting genre into the next level of home gaming.



▲ Wolf's victory salute appears in a special demo on the Saturn version of Virtua Fighter. It makes you think eh? This is only the first game on the new home format...



▲ Even all the camera angles from the coin-op have made their way into the home conversion.



▲ Totally smooth and moving like a dream - that's the home 32-bit version of Virtua Fighter. The next level of home Sega gaming is going to be mightily impressive... and remember, this is only the beginning.



▲ Akira prepares to unleash a devastating kick on a cautious Jacky. Nasty stuff...

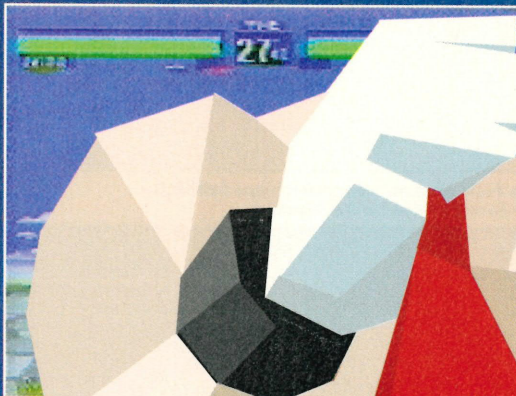


▲ The throws are the most spectacular movements of Virtua Fighter - as you can see.



▲ Sega's AM2 R&D department mapped the movements of real martial artists for Virtua Fighter.

▲ More experienced players can learn deadly counter moves. Here Akira is catching Jacky's leg as he attempted a kick. He can now follow this with a bonesnapping throw.



DAYTONA USA

Continuing our unprecedented access to the Saturn material unveiled at the last CES Show, we continue our journey into the virtual world of 32-bit. Daytona is currently wowing the arcades with its incredible graphics and gameplay. We explore the home version and bust open all that confusing 32-bit related jargon. Texture maps, gouraud shading and light sourcing may sound impressive, but what are their applications in games? Daytona is perhaps the greatest example yet of what all this new technology is capable of. Read on...



▲ Just like arcade Daytona, the Saturn version will have three different race tracks.



▲ The four arcade viewpoints are faithfully reproduced in the home version.





▲ Viewpoint One in full effect. Here you get to see all the action from the front of the bonnet. Bashing cars around like this almost hurts!



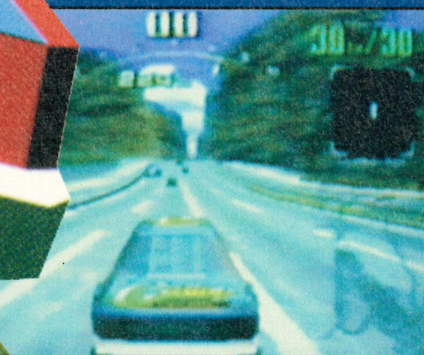
▲ It's still early days for Saturn Daytona - the basic routines and graphics are in - now the coders must work on the gameplay.



▲ The radar at the top-right of the screen helps warn you of on-coming traffic. This is all the more vital because the computer cars tend to crash into each other causing massive pile-ups, with you right in the centre!



▲ Damaged? Then take a critical pit-stop. In Daytona even the pit-crew are texture-mapped.



▲ Switch from one view to another and the camera zooms smoothly in or out. Here the camera glides across the car's roof as the view switches from the driver's seat (view 2) to behind the car (view 3).



Daytona USA has only just been released in the arcades, but Sega know when they're onto a winner. Work on the 32-bit home version of this classic road racer began way back in 1993, with the first demo being shown at the CES show in Las Vegas in January of this year.

First of all, let me just say that Daytona USA in its Saturn incarnation had a somewhat jaw-dropping effect on the SEGA MAGAZINE staff. It's just as smooth as Virtua Racing (Saturn or arcade - the effect is much the same), but boasts an incredible level of graphical detail. What's more - it's actually faster. A lot faster. Every visual trick in the 32-bit arsenal is brought to bear on Daytona. We'll be exploring all of this custom video chip trickery in greater depth a bit later on.

In terms of current comparisons, there are none. The Saturn version of Daytona USA is categorically the best thing ever seen outside of an arcade - and if you haven't seen the coin-op yet, it must be said that it is easily comparable to the Ridge Racer coin-op. Nothing on the home games scene touches it. Yes, games like Indycar Racing on the PC are a marvel to behold, but the fact is, comparing Indycar to Daytona is like comparing a Megadrive to a pocket calculator.

TEXTURE MAPPING

... A term often bandied about, but very seldomly is it actually explained. Basically, the cars in Daytona USA are created in a process very similar to the combatants in Virtua Fighter. They are made of hundreds of polygons, and as such, move very realistically.

However, little details like the reflections on the windows, the on-car advertising - even the tyre detail, are all texture mapped. Mega-32 and Saturn both have in-built texture mapping. Basically, all of this detail is stored in much the same way as a normal sprite. However, the 32-bit technology bends and distorts the sprite into how it would look in 3D. This is then displayed on top of the basic polygons.

In the past, texture mapping has been something of a luxury reserved for owners of expensive PCs (the excellent game Doom is perhaps the most notorious example). No longer. Mega-32 and Saturn both have texture mapping capabilities that laugh in the face of even a £2,000+ PC.

Just to prove it, Sega of Japan's 32-bit coders really went to town with Daytona. The windows of each car have texture maps overlaid that actually reflect the sky (clouds and all). Now that's what I call style.

LIGHT SOURCING

Daytona USA on Saturn is also resplendent with something known as light sourcing. This is a lot easier to understand. Basically, when displaying a polygon image like a Virtua Fighter, the Saturn/Mega-32 also has to decide what colour each polygon should be.

The machines have custom-built microchips that determine how light or dark each polygon should be in relation to an artificial light source. Polygons that are not exposed to any light will be very dark. Those directly exposed to the virtual light will obviously be a lot lighter.

With a bit of ingenuity, programmers can use this effect to create shadows. As you can see from our pictures of Daytona and Virtua Fighter. Witness the tunnel sequence in Saturn Daytona. As the cars pass holes in the tunnel (which are exposed to "daylight"), the colour of certain parts of the car changes to look more realistic. It's incredible.

GOURAUD SHADING

This is another hardware feature of the SH2 microprocessors used in both the Mega-32 and Saturn. Again, this has been around for ages on machines like the PC and Amiga, but since they have no custom hardware, to deal with all the mathematical calculations involved takes up valuable processor time, thus slowing the games down. Mega-32 and Saturn have no worries at all there.

Gouraud shading is very similar to light sourcing, but whereas light sourcing tends to effect the colour of the entire polygon, gouraud shading actually introduces colour-blending to each polygon - basically making it look even more realistic.

DAYTONA: LOOKING INCREDIBLE

Virtua Racing on the Saturn looks impressive enough. Daytona has all the ingredients to make it even better. The demo we've seen is far from complete. A lot of the car's logic has yet to be coded (there aren't any crashes in there - you bounce off the opposition) and there are a couple of graphics glitches.

But the simple fact is that Daytona is perhaps the single most impressive Saturn demonstration yet, showing that Sega's high investment in the SH2 project with Hitachi is really going to pay off. We've tried to convey the action here by using sequences, but wait until you see it in action! The sheer speed and smoothness of it all basically rams home the point that the move from 16 to 32-bit is going to be incredible.

SEGA



▲ Time to overtake on the Beginner's Course. This track is all about high-speed thrills. The race even begins with a rolling start where your car races along before the engine cuts in!



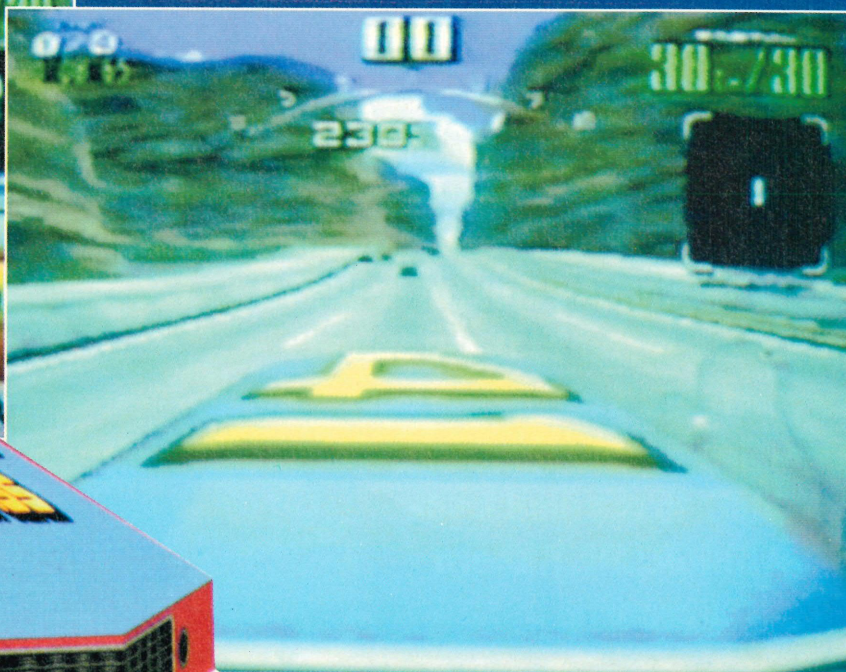
▲ It may look like the coin-op, but this really is the home version of Daytona. Don't believe us? Take a look at all the pictures. The timer at the top of the screen reads '00' because it doesn't work on this version yet.



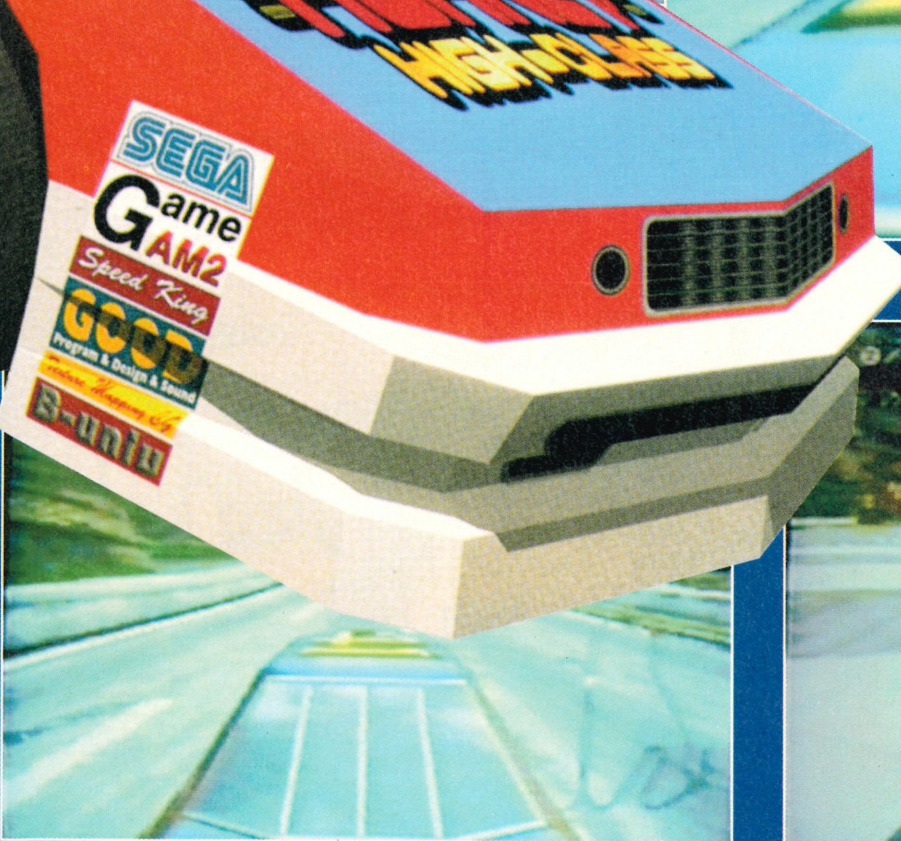
▲ Texture mapping allows home 32-bit coders to produce some totally astounding (not to mention realistic) visuals. The cars, the cliffs, the signs - texture maps, all of them.



▲ Even though we have plenty of pics of the home version of Daytona USA, we still can't convey the sheer smoothness of this stunning conversion. It's still early days, but this IS the way forward!



▲ It's virtually impossible to tell Saturn Daytona apart from the coin-op. The only clues are small pre-production glitches which will, of course, be gone from the final version.



▲ From this shot your car looks in pretty good shape, but take a few bashes and it shows. The bonnet folds in, the roof crumples and the doors dent inwards. In Daytona USA a crash really is a crash!



▲ Watch your distance! Bashing other cars off the road is a vital part of the game, but beware, a bad crash can result in some serious damage to your bodywork and a critical drop in your car's performance.

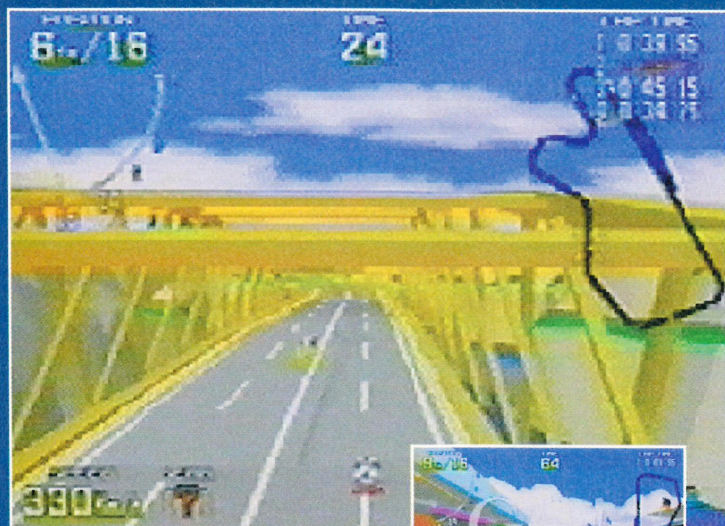
AND THERE'S MORE

So... you thought we'd just reveal two of the treats Sega have lined up for potential 32-bit owners? Wrong. SEGA MAGAZINE has access to the 32-bit material released at the Las Vegas CES Show - and in our run-up to exclusively unveiling the first Mega-32 products, we'll be making the most of it. We're giving you a taster of those games here and there's no reason why we shouldn't cover them in more depth in the next issue of SEGA MAGAZINE. Richard Leadbetter reports.



32
BIT

▲ The future of Sega gaming: Saturn. Sega of Japan have just sent out these pictures of what could be the final casing to the Japanese press. With its champagne finish, it's a real looker - a lot different to the wooden mock-up on the CES Show's video wall.



▲ A couple of what we term "teaser" shots from the home 32-bit version of Virtua Racing. All being well we should feature more next month.

VIRTUA RACING

Virtua Racing is another great example of the power of Sega's home 32-bit technology. If you've ever played the arcade version before (and let's face it, just about everyone has), you're not going to be surprised by anything you see here.

This is conclusive proof that Sega's home 32-bit technology can more than easily take on their Model One coin-op accomplishments. Virtua Racing on the home 32-bit system is every bit as fast and smooth as the coin-op, and the car moves and handles just as it should do. Every last piece of detail from the coin-op is there - right down to the realistically fluttering flags. In fact, we found it extremely hard to believe that this wasn't the arcade machine, such is the closeness of the conversion. We did find one or two little differences.

The on-screen map scrolls over the car in the coin-op. In this version the car covers it slightly. Also, just to point out how painstakingly we researched this one, the pit crew have different coloured trousers!

This is still early work-in-progress stuff, but the fact is that an experience as unique as arcade Virtua Racing CAN be reproduced on a home system.

There is no longer any doubt of that... and why do I get the feeling that this is all just the beginning?

3D SHOOTING GAME

As you'd have probably read before in SEGA MAGAZINE, this stunning-looking 32-bit game has no firm title yet. It is totally original and although it's easily of coin-op quality, Sega have never released anything quite like it in the arcades to date. To be honest, we aren't even sure if it is more than just a demo - although the Japanese press are referring to it as "3D Shooting Game", which does suggest something more than just a demonstration of the 32-bit's capabilities.

The game is still at an early stage. Basically, you ride around on the back of a dragon, using what looks like some kind of laser-spitting crossbow to unleash photon doom onto hordes of hideous flying insects.

To tell the truth, it does bear a marked similarity to a Silicon Graphics demo that was running on Nintendo's "booth" at the January CES Show, but Sega of Japan have certainly done a good job in surpassing that limited graphical exercise. For example, there are even Virtua Racing style views of the action that are player controlled (in fact, these far surpass VR's viewpoints, but we'll tell you more about that next month).

This game shows off what the Hitachi SH2 RISC processors (as used in Mega-32 and Saturn) are really capable of doing. Yes, there are polygons. But it's the texture mapping that really steals the show here. But not only that, these texture maps are actually light-sourced, changing colour slightly depending on their relation to the computer-generated sun.

We've got loads more to tell you, but you'll just have to wait for the extensive 32-bit coverage we have next month! Sorry!



▲ Swooping under the rock bridge, the effect is utterly stunning.



▲ Take to the skies and use your crossbow to down the enemy.



▲ Your dragon gives chase to a particularly nasty flying insect type.



▲ You turn to face the enemy and unleash a photon projectile of doom.



▲ "Action Game" in, er, action!



▲ A jack-in-the-box springs open.



▲ One of the enemy...



▲ Unleash your umbrella!

ACTION GAME

Again, just like the incredible "Shooting Game" also revealed on the page, this jaw-dropping title has no firm title yet. To be honest, the name "Action Game", as the Japanese press have called it, doesn't do it any kind of justice at all. It is a platform game - but it completely revolutionises this tired genre. All platform games have backdrops, yes? Well, Action Game goes one better. The entire game world is made up of polygons and texture maps, and the SH2 hardware mathematically generates these backdrops. Everything you see in the "backdrop" can be explored, visited and interacted with. There's plenty to see and do, and we get the impression that Sega have spent a lot longer in terms of development time on this than on Shooting Game... and it's still early days.

Just like Virtua Fighter, Virtua Racing, Daytona and all the others, Action Game runs at coin-op quality 60 frames a second (the official European version will run at 50 frames - but that's down to our TV system). So, all the smoothness and quality of Sega's arcade games - and more - are simplicity itself to the SH2-powered Mega-32 and Saturn.

ESBIMONIS



SHOWCASE FEATURE



CHOCKS AWAY!

When full-motion video games first came out, people talked about interactive movies. "Imagine taking part in your favourite action blockbuster" some said. Well, at long last it looks like Sega might have something that finally fits that description, a Top Gun style action game called TomCat Alley. TOM GUISE clambers into his custom-built gyrocopter and gives the game a birds-eye view.

You know, ever since I was a kid I've always wanted to be a secret agent. Not a secret agent like James Bond. Ho no, more like the Defenders Of The Earth or the Space Sentinels, protecting Earth from the twisted schemes of evil master brains and mad scientists. There I'd be, sitting in my secret volcano hideout, waiting for the emergency signal from Sentinel One, whereupon I'd leap into my SuperThunderSting Jet Fighter and take to the skies to face whatever this week's action-packed episode had in store for me. Foul weapons factories, dreaded graviton ray cannons, giant insecto-bots, it would all be just another day's work for Chuck Zetan and his Astro-knights. Sadly though, my chosen career was not to be and both the Pentagon and Knight Industries turned down my job applications. In fact, I'd all but given up hope when TomCat Alley, Sega's latest Mega-CD game,

arrived – a game packed to the brim with thrilling airborne action. The time has finally come for Chuck Zetan to ride the skyways!

REACH FOR THE SKIES!

Let's get this clear right from the beginning, TomCat Alley isn't a flight simulator, it's more of a fighter plane adventure. Imagine watching Top Gun and actually being able to take part in the combat situations. Well that's exactly what you've got here. Using full-motion video, the game features real actors, filmed dog-fighting scenes and plenty of explosive special effects. Round this all off with a thumping rock soundtrack, plenty of corny dialogue and a nail-biting storyline and what you have is the closest you're going to get to starring in a fighter plane movie, without going to Hollywood. ➡



TO THE CATCAVE!

Anyone who's ever watched that old TV series, *Airwolf*, should find the plotline to *TomCat Alley* remarkably familiar. Hidden deep within a mountain is the top secret base of the Shadow Force, an elite squadron of fighter pilots on 24-hour standby. At the slightest hint of World threatening trouble they're buckled into their F-14 TomCat fighters and taxi-ing off the special runway on the summit. Of course, to be one of these pilots takes stronger stuff than your average fighter pilot is made of. You have to be cool, calm and collected, with razor sharp wits and the reflexes of a cobra. You must be a hero! Enter Johnny Dakota, the pilot of Shadow 5. He's tough, he talks hard, he's a babe-hound and he battles the terrorist scum between meals. He is the stuff heroes are made of. So you'll be glad to hear you're his co-pilot. Bald and spotty, with knock-knees.

EASY ON THE THROTTLE!

That's right, you aren't the pilot. You don't get to fly the plane. You aren't the hero. But hang in there a second, because things aren't so bad. As navigator you get to do all sorts of interesting things. For starters, you select each flight destination and it's up to you to man the radio. What's more, you get to do all the dog-fighting. When there are enemy planes in the area, it's up to you to select which one to go for, it's up to you to target the critter and it's up to you to fire the goddamn missile! And if the enemy fire on you, you've got to initiate evasive action, barrel-rolling the plane.

ENTER... THE VILLAIN!

What's more, your all-important co-piloting skills are going to be put to good use, because there's some world threatening trouble afoot. An evil masterbrain, Colonel Povitch has defected from the East and is manufacturing a deadly neuro-agent at a hidden desert factory. If this lethal toxin is released into the air it could spell the end of mankind as we know it. There's only one thing to do – send in the Shadow Force.

Throughout the game, you're given a series of attack missions against Povitch's force. The first one is a simple attack on a deadly bomber. The second one requires you to bomb a rail-bridge cutting off Povitch's supply of a vital ingredient – Strontium 19, and by the third one you're involved in an air assault on Povitch's factory.

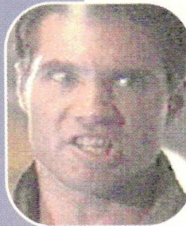
What's more, with these later missions, you can't just fly in and knock out the target. First you've got to perform a reconnaissance run, flying over the target and taking spy photographs in order to find critical weak spots.

YOU HAVE BEEN WATCHING IN ORDER OF APPEARANCE...

No action-packed adventure series would be complete without a cast of wholesome heroes and heroines, rich in vitamins and minerals. Well, *TomCat Alley* is no exception.

JOHNNY DAKOTA

Nobody can fly a tin-bird like Johnny Dakota, pilot of the future. This man is the best pilot in the force and he knows it. However, he has a dark past and doesn't want to talk about it. But what really did happen in Angola back in '66?



THE KID

This is YOU! As the co-pilot of Shadow 5, you have the honour of flying with super-pilot Johnny Dakota. Funnily enough we never get to see your face, because you always wear your helmet. Could it be that you're hideously disfigured underneath it? Could it have something to do with Angola?



RATCHET

This is the pilot of Shadow 3, your wing plane. More than a match for Johnny Dakota, she is forever warding off his romantic advances. But how did she get her unusual call-sign? The answer could bring tears to your eyes.



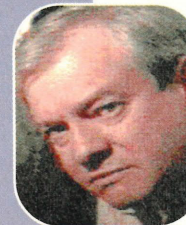
BUZZ

The co-pilot of Shadow 3, Buzz gets his name from the sound his dentures make at high G's. Quick-witted, dependable and high in fibre, Buzz's sharp shooting has got you out of many a tricky situation.



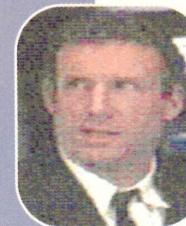
COLONEL REMINGTON

The chief of the Shadow Force, Colonel Remington briefs you about each mission with the help of his handy hologram table. He's a bit serious though, so he doesn't get involved in all the witty back chat.

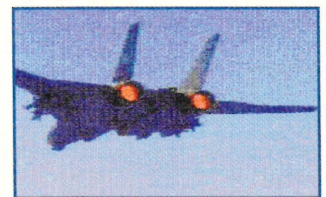


MR WILLIAMS

Cold and ruthless, this weaselly fellow comes from the Agency, the company that funds the Shadow Force. Dakota doesn't like him much at all. Could it have something to do with William's cyanide pills and an incident in Angola? Hmm.



▲ From left to right, ace pilot Larry the Bunny and co-pilot.



▲ "Is she looking at me, Buzz? Oh gosh, I'm so nervous!"



▲ The Hologram Table!



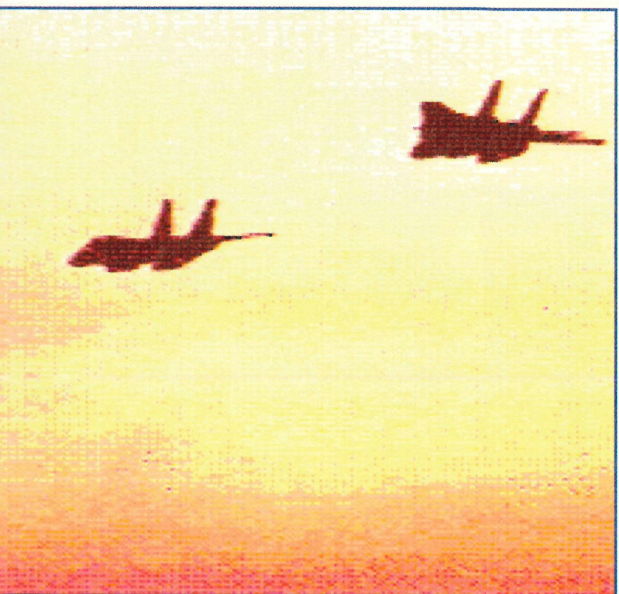
▲ "What was that young Billy? There's a big chopper outside? Why you rude little hooligan. Stand outside till the end of the lesson."



▲ "Hi there hot lips. Do you come here often?"

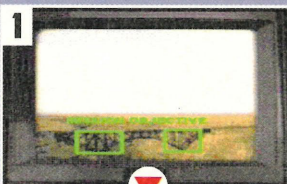


▲ "Oh Ratchet" "Oh Johnny!" "Hey, watch the gear-stick. Nooo! Aargh!" Kabloom!



UP, UP AND AWAY!

Last week on TomCat 90210 Johnny Dakota and his Astro-knights defeated the evil Dr Menglen and returned with vital photographs of the Santa Goonhooli rail-bridge. Our story continues.



"Sentinel One here! You must attack the bridge at these points. Krrk."



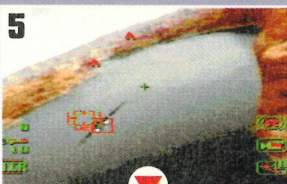
Astro-knights Assemble! Onward to quosh all evil!



Time to select the first waypoint.



Uh oh, trouble. It looks like, could it be? Planes!



There's one. Now if I can just get a lock...



I have you now! Launch missile!



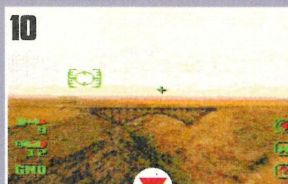
Kathoom! Look at that explosion. Ha ha. Ahahaha!



Hang on, we've been spotted by SAM sites.



Lock on and take them out. Double Kathoom!



The bridge! Targetting weak points and...



Bombs away! Weeeeeoooooh!



Krakabooooom! Another job well done, Earthlings.

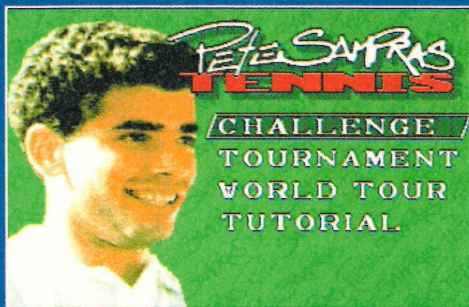


BANDITS AT SIX O'CLOCK

The main problem with full-motion Mega-CD games has always been their linear nature. Not so with TomCat Alley. Although the missions may remain the same with each play, there's a random element to the aerial combat. Every time you're faced with a plane, it's a completely new situation. Most of the time, if you miss an enemy plane it turns and fires on you, although sometimes it may try and escape into a canyon. And when confronted by a zig-zagging plane, instead of trying to get a lock, it may be worth hanging on to see if your pilot can reel it in.

As the plot unfolds, all kinds of new situations can come into play. Sometimes your wing-plane falls under attack. If you shoot the attacker, then the mission continues. However, fail to save your colleagues and they crash into enemy territory. With the mission aborted, it's up to you to return to base and escort an air rescue team into the badlands. Generally, the more you play the game the more tricks you'll learn, increasing the game's playability. For instance, when first confronted by SAM (Surface to Air Missile) sites, it seems the only way to avoid attacks is by barrel-rolling. However, you soon learn that it's better to switch to Maverick Missiles and blow the sites away.

So there you have it. All the thrills and spills of a fighter plane movie in one handy Mega-CD game. But the big question still remains - what happened to Johnny Dakota back in Angola? And then there's the smaller question - is the game any good or what? Well, the answer to that question can be found in the full review on page 88. The answer to the Angola question though, will remain a mystery.



▲ This is Pete Sampras. He looks like he's just sat on an upturned stool.



▲ Use of superpowers such as flying in tennis was not outlawed until 1967.



▲ Yes! It's SEGA MAGAZINE's first Spot The Ball Competition! Win a toaster!

GAME, SET AND MATCH SAMPRAS

Pete Sampras
TENNIS

Tennis has come a long way since its humble beginnings. Pete Sampras, current world tennis number one, earned (if that's the word) over three million pounds in prize money last year alone. This is a far cry from the sport's origins in 1979 when it was actually known as Pong and was played, not using racquets, but with an Atari home console and two badly designed controllers. Of course, the sporting community saw the great potential of the game, and converted it from the telly-knacker apparatus onto special "courts", marked out to closely resemble the original screens. The new outdoor version was named Tennis in honour of the man responsible for the conversion – Brendan Tennis. Of course, real-life tennis could never hope to compare with the sheer tactical depth and fast-paced excitement of Mr Atari's brainchild, but the presence of such dreamy sports stars as Bjorn Bjork, contrasting with the rather unattractive straight lines of the console game, made the human sport a firm favourite with the nation's housewives and assured the popularity of the game.

Now, history has come full circle, with Codemasters' latest conversion of the outdoors pursuit, taking full advantage of the three dimensional perspective often found in real life. The action is viewed from the baseline of the court, and the players swap ends after every two games to ensure a fair crack – playing at the top of the screen takes more getting used to, it must be said. Just think how devastated Mr Tennis would be if he saw his efforts to get people off their corrupting, morally reprehensible games machines and out into the nice fresh air for some exercise so ironically turned against him.



▲ This shot shows Peter Sampras (as indicated by the name on the scoreboard, fact fans). He's betraying his reputation as something of a gentleman by arguing with the umpire. These sequences are quite good and occur whenever the referee makes a controversial decision. The crowd shout lots and the umpire tries in vain to calm everyone down.



▲ If you embark on the one-player world tour competition, you'll get used to seeing this map screen/ It tells you what country you'll be playing in next, what type of court they have there and the password to restart on that level. Because we're tight, we've just put a picture from the first level in so you can't use our passwords to get really far into the game. Ahahahahahahaaaa!

THE J-CART

J-Carts are a new idea for Codemasters. They allow up to four players to participate simultaneously without you having to shell out for one of the four-way adaptors currently on the market. "B...but how?" we hear you ask in that incredulous Marvel comics dialogue-type way. Well, it's dead easy - they've built a mini adaptor with two joy-pad ports into the top of each J-Cart. The most amazing thing about this is that Codemasters have been able to do it without raising their prices - Sampras should cost around the same price as other Megadrive games and Codemasters hope to keep to this general price point for further titles in the J-Cart series. This is a rather smart idea and keeps four-player gaming costs to a minimum.

MEET PETE

Pete Sampras is a successful tennis-playing type and no mistake. He started playing tennis at seven, qualified for pro status in 1988, and was world ranking 97 at the age of 17. He's currently the world's number one male tennis player. Pete is also the first man to win three grand slams in a row since 1969 - the tournaments in question being Wimbledon, the US Open and the Australian Open. In 1993, the man Sampras scored 1011 aces, which is something of a serving achievement, to say the least. The New York Times, known for its swankiness, described Petey Boy as "a class kid with a classic disposition". We here at SEGA MAG prefer to refer to the lad as "a spawny git with loads of cash", although we'd like to stress that we're in no way bitter.

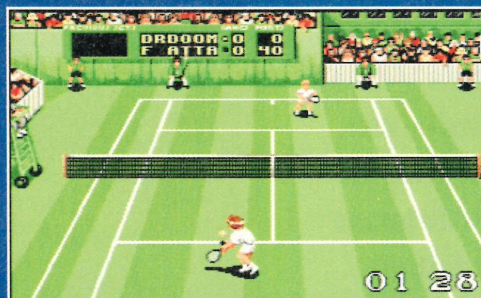
PETE SAMPRAS TENNIS IS REVIEWED ON PAGE 82

SEGA

UNE COURT EN HIVER

Just as in real life, there are three types of tennis courts to play on in this fine simulation. And indeed, just like in real life, which type of course you're playing on has quite an effect on the game. And because we're so nice, we're going to tell you all about them.

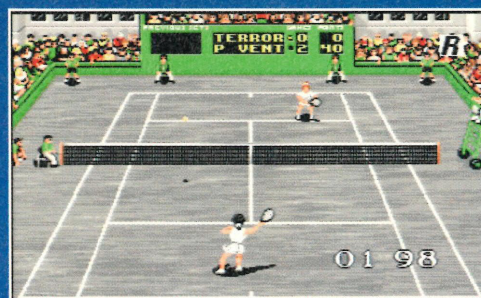
Actually, the programmers did miss out on one surface type - All-Weather Pitch, a court consisting of loose clay covered in tiny sharp stones which prevents any ball from bouncing and produces a spectacular display of cuts and grazes upon any fool who dares set foot near it. These courts are usually found in the grounds of schools with stupid PE teachers.



GRASS The slowest of all the surfaces, grass isn't exactly known for its extreme bounciness. Very predictable, and the slow game speed makes this ideal for beginners.



CLAY Clay courts take a bit of getting used to. The packed earth means that game moves at a much quicker pace than on a grass court, although clay surfaces aren't too bouncy to make life difficult.



HARD The fastest court going, and also the bounciest. This doesn't mean it's like an inflatable castle and the players have to keep jumping up and down or anything, but it does mean shots rebound off the floor at high speeds and bounce higher - so it's harder to receive a lob.

ROCK LOB

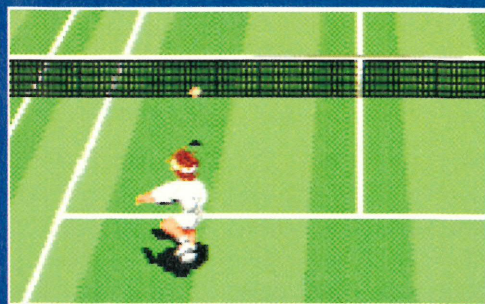
When it comes to playing tennis, human beings have one distinct advantage over chunky white lines - their arms. These allow people to perform a variety of shots with their rackets, rather than the pretty standard deflecting procedures granted to the computer-generated vectors. Such feats of manual dexterity are fully represented in Pete Sampras' Tennis, and the total quota of shots are fully represented in this list.



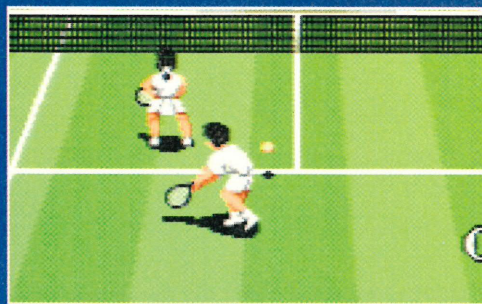
AUTOMATIC SERVE Pressing A coerces the computer into making your serve for you, if you're a bit of an amateur. Whilst the serve is usually pretty safe it's not really going to ace anyone.



MANUAL SERVE Press the B button to throw the ball up and take the service into your own hands. It's possible to pull off some pretty neat shots with this, but you're more likely to screw up too.



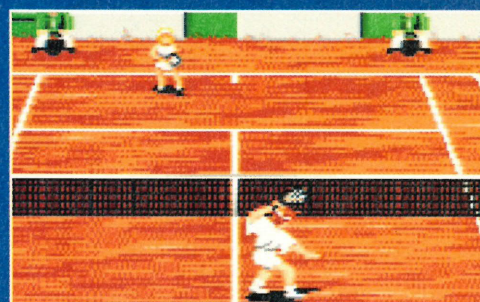
LOB Whack the ball right up in the air and cause much landing-site related confusion on the part of your opponent. Unfortunately, the same applies for you, so it's all too easy to thwack the sphere out of the court.



STANDARD SHOT The B button is the one you want for this. A shot which is in no way out of the ordinary and shoots the ball straight back towards the other half of the court.



DIVING SHOT Press the direction you wish to dive in along with the C button to make a desperate fling towards the ball. This shot is very important and is often life-saving in tight matches.

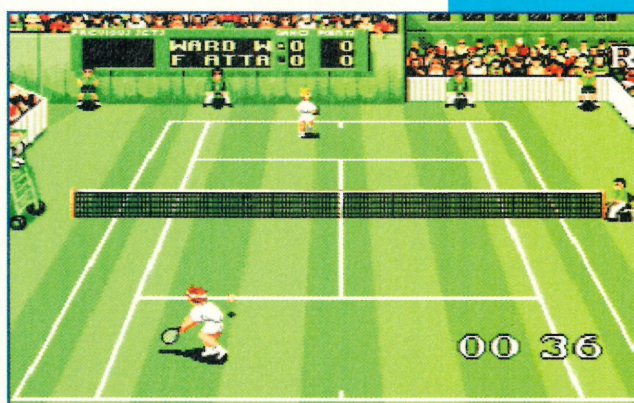


TOP SPIN Press A+B together to add top spin to your return shot. This makes the process of volleying the ball back much more difficult for your foe.

Pressing either left or right on the D-pad whilst executing any of these shots causes the ball to spang across to the desired trajectory. Forward and back on the pad respectively increase and reduce the power of the shot. The longer any of these directions are held down, the greater the effect. So just tapping left doesn't really affect the flight path of the ball much, and it's possible to overdo things by keeping the pad held down for too long.



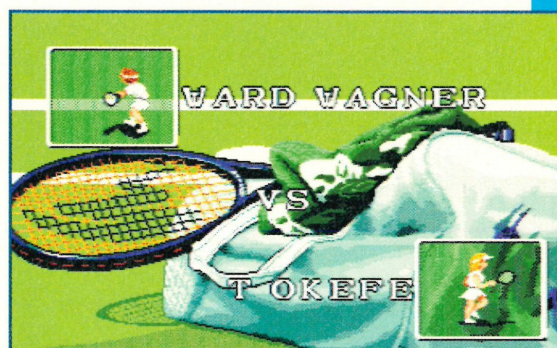
▲ The number in the bottom right of the screen is the timer on the action replay. This option is accessed via the Pause Menu.



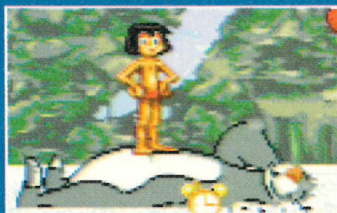
▲ Oh dear, this chap obviously thinks he's playing cricket with that stance.



▲ Action aplenty on the court here, as Bonnie Langford displays her new aerobics dance workout on the far end of the court.



▲ This is a picture of a bag, not unlike the bags used by real-life tennis players to store and transport their equipment. What realism.



JUNGLE BOOK FOR THE COMPLETE KLUTZ

SHOWCASE FEATURE

The Jungle Book. One of the most famous Disney cartoons ever. Bet you can't remember who wrote the book though, can you? In fact, bet you don't even know the plot do you? Well, as ever us clever bods at SEGA MAGAZINE know the answers to these, and many more consciousness-expanding questions. And who better to explain the finer details than our very own king of the swingers, Rad Automatic.

The Jungle Book was written in 1610 by the future leader of the Republican opposition in the Civil War, Oliver Cromwell. It's the story of a small boy called Jason, who was accidentally reduced to microscopic size by his father's patent shrinking ray. By a twist of fate, Jason and his similarly-afflicted friends found themselves being swept up and thrown out of the house by the cleaning lady. The book documents their heroic struggle to return to the safety of the house and alert the adults of the domicile to their plight. Along the way Jason and co befriend the local wildlife, including the famous Baloo the Ant, fondly remembered for his rendition of the song "Ant Necessities". Of course, it all works out in the end, after a couple of hilarious episodes featuring Jason's father, John Lennon of the Beatles, searching for the lost children hanging in a sling suspended from a washing line and nearly eating one of the kids who falls in his cereal. By the end of the story everything's back to normal and the grouchy neighbours have learnt a lasting lesson in humility. Hurray.

Of course, with this being a computer game conversion, you'd expect there to be a few minor plot discrepancies, purely to keep the action flowing and make the adventure more gripping. So, for the sake of excitement, those strictly un-scary insects have been replaced with bears, tigers and other large-scale tooth-and-claw beasts of the tropics. For ease of controllability, the troupe of kids have been reduced to one young boy in his underpants. And what with miniature orang utans not being exactly commonplace in most peoples' lawns, it was decided to

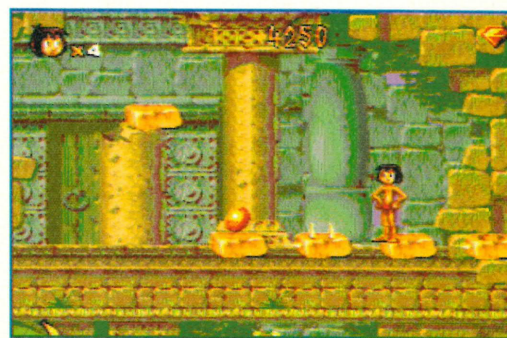
set the game in the full-size Amazon and not the back yard. So there's not really that much difference from the original.

STYLE-A-RAMA

The Jungle Book game is put together by the same team responsible for other Virgin platform hits such as McDonald's Global Gladiators and Cool Spot. Unfortunately head honcho Dave Perry had to drop out of the project halfway through the programming, but the game was still finished to specification. The quality of the graphics and animation was a major consideration, as being a Disney film license, the team had a lot to live up to. To this end, a whole sea of storyboards and character stills were drawn up to ensure the game adhered closely to the original cells.

As well as the rather natty animation, The Jungle Book utilises a previously unexplored graphical technique, known as Dual Contour Mapping. DCM basically takes what would be the background and places it between two interactive maps, allowing the programmers to lay parallax backgrounds behind it. Theoretically, this doubles the size of the play area, allowing your character to move behind foreground objects or scenery. In the Jungle Book, though, DCM is used more for concealing platforms or paths to otherwise out of reach areas. A bit like those toothbrushes they're advertising at the moment.

But, for all this time and all this innovation, is the Jungle Book any good? Is it sufficiently different to distance itself from the zillions of other platform games already knocking around, most probably in your software collection? Well, if you can't wait to find out, you may want to read our comments elsewhere in the magazine.



▲ Mowgli considers whether his fear of pain outweighs his love of chocolate oranges.



▲ Don't be fooled - Mowgli is actually crawling along the floor. The animators then turned the scene on its side to produce the ascension effect.



▲ Mowgli hits the hut. Oh ho ho.

SAD CLAIM TO FAME SHOCKER!

The Jungle Book is one of the first games from Virgin to bear the mark of our illustrious ex-editor Julian "Jaz" Rignall, now a Stateside bigwig projects director-type person. Jaz was assigned to the game right near the completion end of the schedule. Before he masterfully stepped in to help the team out, the sprites consisted only of stick men, and all the graphics came in one colour only - puce. Also, the game design consisted only of flat, platform-less backgrounds, with the sole objective being to run as far right as possible. Honest. We're not just saying that.

BUSH INSTRUMENTS OF DEATH

As a weak and feeble human being, Mowgli isn't exactly evenly matched against the mad killer jungle animals. Luckily for him though, Mowgli is a past master at adapting seemingly harmless vegetation into an arsenal of deadly weaponry. Listed below is the full terrifying range of Mowgli's armaments.

BANANAS: Of course, Jungle Bananas are completely different to the squishy fruit we get over here. Bananas in the Amazon basin are in fact made of solid Adamantium. This means Mowgli is able to stun enemies merely by throwing a couple of nanas at them.

DOUBLE BANANAS: Whilst not available in such plentiful quantities as regular, unlimited bananas, these unseparated fruits have double the hit power of a single banana. **BOOMERANGS:** Obviously, Mowgli is only able to store a limited number of bananas down his pants, so these fellows come in especially handy. After throwing a boomerang banana, it's naturally boomerang-esque curvature sends it spinning back towards home, and on past Mowgli. It means you can only throw them once, but with a good shot you can take out two enemies with one boomerang.

NUTS: Any pygmy readers out there may be aware that indigenous jungle cultures often use blowpipes to fire poison-tipped darts at their foes. Well, there's no such subtlety for our hero. He uses his blowpipe to fire iron-hard nuts at anyone who stands in his way.

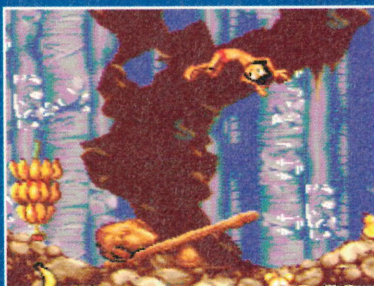
MASKS: Masks are few and far between, but it's a very good idea to collect every single one you see. Once you activate a mask by selecting it as a weapon and pressing the fire button, Mowgli is rendered invincible for thirty seconds. Hooray!

THEM BONUS

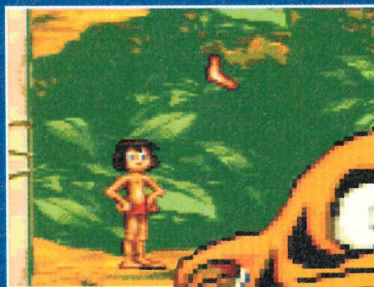
The jungle is of course a bountiful place, full of fruit, flowers and power-ups. However, given the time limit imposed on Mowgli's escape from his forest confines, he doesn't exactly have a lot of spare moments to take advantage of this fertility. Luckily for him, there are several bonus levels along the way where our chum is able to nab a few goodies. A plethora of extra lives, ammunition, points bonuses and the like are distributed around a series of platforms, along with some springy jump-enhancing snakes. Mowgli is given a rather short few seconds to leg it around these standpoints and pick up as many bonuses as possible.



▲ Oh dear, it looks like Sam's been up to her old tricks - bringing fire and damnation down upon the material plane again. Tcha!



▲ Tom Guise prepares to mash his bananas for lunch.



▲ Now where did I leave that pesky sock? I can't go out in just underpants and no blimming socks.



▲ Has anyone noticed that Mowgli looks just like Tommy G?

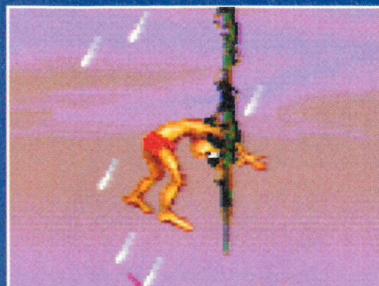


▲ Soft fruits aplenty!





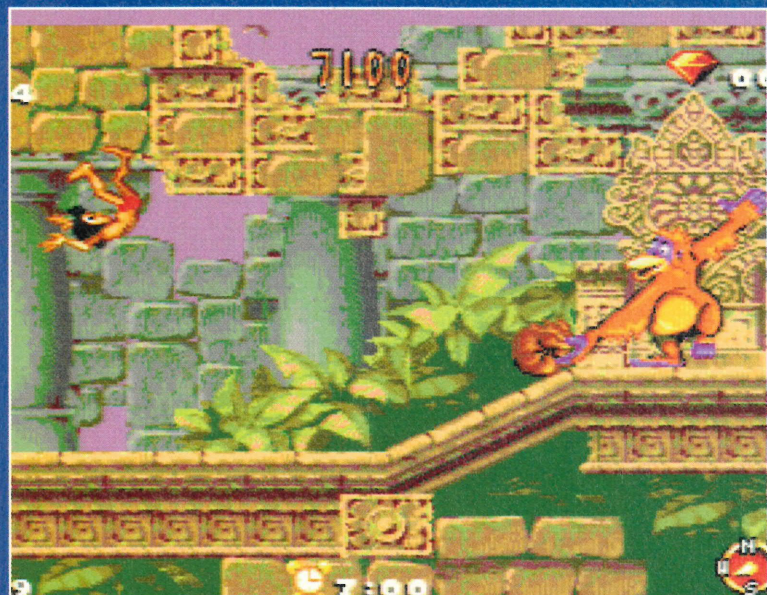
▲ Ooh! It's evil Shere Kahn - the last boss! Aren't we clever getting there, eh? Smarm, smarm.



▲ Shere Kahn's Death Move - impaling Mowgli on a twig.



▲ The little-known Amazon Jungle Bats are a shy and retiring species. Although they did appear in the Jungle Book film, they were hiding, so you have to look really closely for them. But they're there. Honest.



▲ The audience collapse in apoplexy as Mowgli falls for the old "slipping up on an armadillo skin" gag.



▲ Mowgli suddenly notices the tree in his swing path.



▲ Mowgli's deep affection for chocolate oranges endangers his one chance for riches.



▲ As the warthog lumbered towards the shining jewel, young Mowgli knew his only chance was to lithely leap for it "Gnn!" he said, gruntingly "Got to...reach..." © SM Force novellas.

STAY AWHILE...STAY FOREVER!

What with the title of the game being The Jungle Book, and it being set in a jungle and everything, you might think that all the backgrounds would be a bit similar, in a foliage-laden sort of way. You would, of course, be wrong - there's a wealth of graphical styles, as illustrated in our level-by-level guide below.

1 JUNGLE BY DAY A traditional jungle-style environment to start with. Mowgli swings on vines, climbs creepers and avoids the semi-deadly wildlife, including spine-propelling porcupines.

2 GREAT TREE Strategic climbing skills are the order of the day when it comes to tackling the aptly-named Great Tree. Hollow in sections, it's possible to climb past certain tricky bits by crawling up the inside of the trunk.

3 DAWN PATROL This level is set high up in the tree-tops, way above the jungle floor. This means that if Mowgli misses a jump he's likely to plummet to the ground and die. Luckily, Colonel Hathi the elephant is leading his eleforce on dawn manoeuvres, allowing Mowgli to survive by aiming for the back of a marching pachyderm.

4 RIVER Remember the trip Mowgli took down the river in the cartoon? Well, that's faithfully reproduced here, with added snakes, killer apes, angry porcupines etc.

5 BALOO AND RIVER Mowgli takes advantage of Baloo's afternoon float down the river, hitching a ride on the bear's belly. It isn't all plain sailing though, as Mowgli still has to explore the trees for the essential gems they contain. If Baloo floats away, don't worry - there'll be another bear along in a minute.

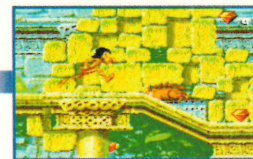
6 TREE VILLAGE Not overrun with cute Ewoks like the tree village in The Return of the Jedi, this one is instead populated by poison-spitting snakes and killer flying squirrels.

7 RUINS Not behaviourally dissimilar to our own Tom Guise, King Louie is the "zany" orang-utan king of this domain. Your job in this level is to track down the misguided primate and clock him one.

8 FALLING RUINS Being an agile sort, King Louie has concealed himself at the top of a very dodgy collapsing platforms-type climb. Learning the layout of the platforms is essential to succeed here. Watch out for the spiky platforms, too.

9 JUNGLE BY NIGHT Ooooh! It's Spooksville here and no mistake. This is the scary haunted level populated by vampire bats, haunted trees and a mad witch doctor. No, I don't remember any of that being in the film either.

10 WASTELANDS The last level. This scorched, volcanic environment is the gateway to civilisation, but before you reach the human village, you'll have to contend with Shere Kahn - icky tiger extraordinaire. Only bare necessities power can save Mowgli now!



▲ Blinded by a sudden glare of headlights, the two protagonists narrowly miss each other. By the way, did we say Shere Kahn was the last boss? And we got there. We're dead clever and big.



▲ Mowgli hangs on to a rope by his nuts. Ho ho. Get it? Look you see, there's some nuts on that branch and he's... zzzzzzzzz.

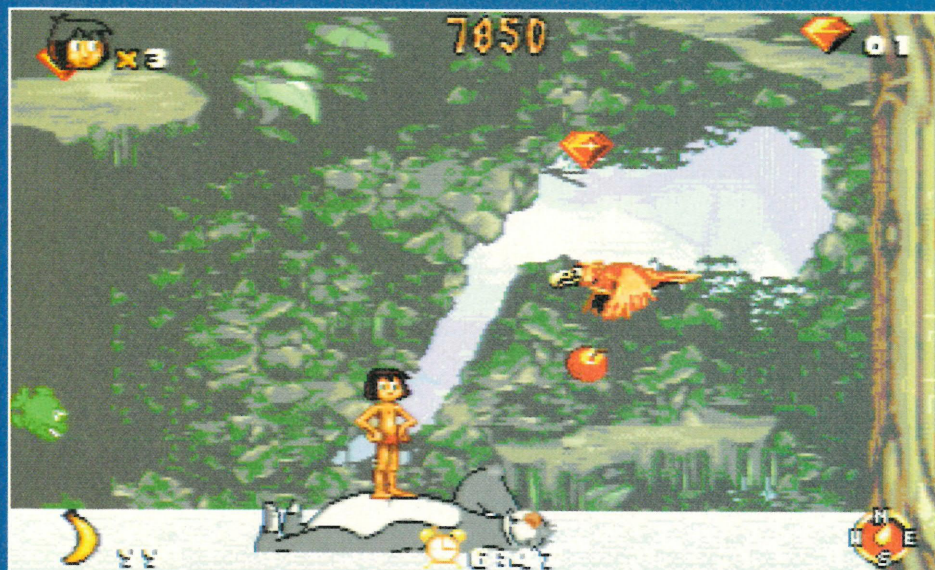


▲ Mowgli and a friendly ape play a relaxing game of "popcorpine in the Middle" between levels.



▲ Oh dear. It appears very much as if Mowgli is going to die here.

SEGA



▲ Birds throwing apples are a constant threat to the safety of floating bears everywhere.



▲ As Mowgli stealthily crept along the harsh, yet yielding, jungle floor, he was surprised by a swimming monkey. "What the...!?!?" he exclaimed, surprisedly... ©SM Force novellas.



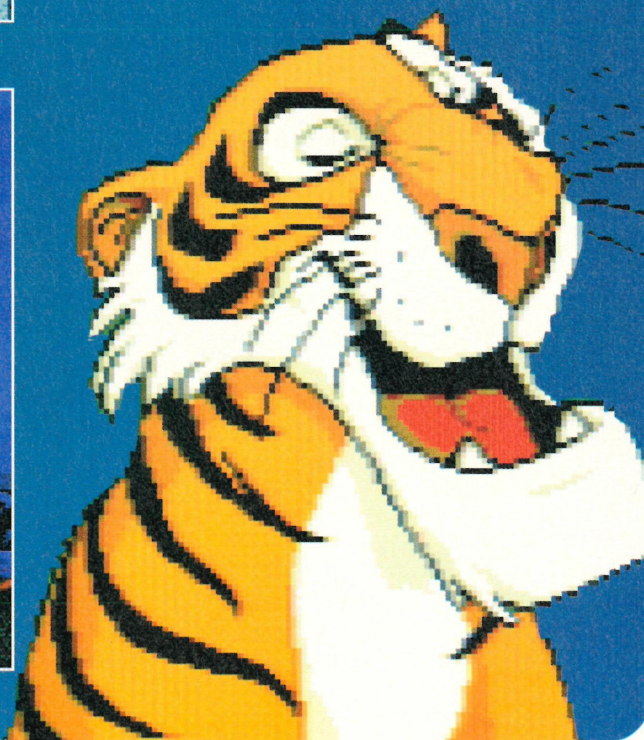
▲ You know, it'd be a sin and a shame to talk all the way through this lovely screenshot. Let's just allow the picture to speak for itself.



▲ Mowgli still can't decided whether to go for that chocolate orange or not.



▲ One of Sonic's legendary pre-fame "not blue" nude appearances.





▲ Cross the chasm with these handy catapults.



▲ Sonic versus Robotnik in an action-packed shot from the very last level!



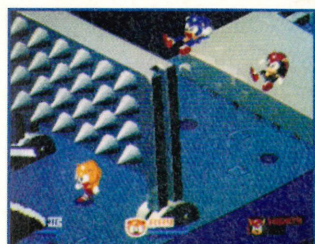
▲ You think this is bad? Wait until the spinning blades start flying at you!

THE AMAZING COIN-OPERATED HEDGEHOG!

SHOWCASE
FEATURE

Sonic the Hedgehog – the most famous video games character in the world and corporate symbol for Sega. Sega – the number one developer of coin-op technology, responsible for some of the biggest and most ground-breaking games machines in all arcade history. With such a powerful partnership it only made sense that Sonic: The Arcade Game would eventually appear

and indeed it has. Honourary member of the Green Hill Chums, TOM GUISE gave the game a spin.



▲ Watch the crusher! Arghhhh! Poor Ray.



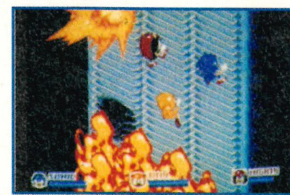
▲ Electro totem poles of doom abound.



▲ Underwater action. GO!

Roll up, roll up! Welcome to the secret laboratory of Dr Robotnik, world renowned rocket scientist and arch-enemy of little woodland animals everywhere. Inside this technological grotto can be found all manner of crazy contraptions. Take, for instance, the Egg-Ship – a hovering 'egg-cup-for-one' that makes light work of chasing small animals (if you're into that kind of thing). Then there's the Mean Bean Machine – a device specifically created for making beans. Mean beans! Most marvellous of all though is the dreaded Badnik-O-Matic – a foul construct that encases sweet little animals in robot suits. But does it work? Well judge for yourselves, because here in the corner is one last item. The body of Sonic the Hedgehog, crammed into an arcade cabinet and ready to be put on display at amusement arcades around the world. Just pop a coin in the slot and puppeteer the lobotomised little hedgehog around.

➔



▲ Exploding walls are just one hazard...

● LEVEL ONE: VOLCANIC VAULT

As the game starts, our heroes have to break out of their prison cell rather quickly, because a spikey wall is closing in to seal their doom. However, it's a case of out of the frying pan and into the fire as our woodland chums are blasted into the stratosphere by a giant geyser before facing a huge molten-red boulder and a tidal wave of lava as the floor explodes behind them. There's even a tip-of-the-hat to that famous scene in *Indiana Jones and the Temple of Doom*, when a rope bridge collapses on them and they have to use it like a ladder to scale the wall.

● LEVEL TWO: ICY ISLE

Trapped in an underwater current beneath the surface of a frozen river. That's how our heroes enter this chilling level. However, the worse is still to come as sliding ice cubes attempt to knock Sonic and Co off the screen, thin ice ledges crack beneath their feet and retractable spears burst out of the ground. On top of this, they have to swing across climbing-frame bridges, slide down icy slopes and clamber up slippery hills whilst staying ahead of an avalanche of giant falling stalagmites.

● LEVEL THREE: DESERT DODGE

It's a bit warmer here, as Sonic and Co have to race across the boiling sands, chased by a giant whirlwind. To make matters worse, they face collapsing sand dunes, wade through waist-high quicksand and battle giant sand worms and mutated centipedes. Most terrifying of all though, are the huge sandpools. Hidden in the bottom of these are horrible Saalack-style pincer creatures.

● LEVEL FOUR: TRAP TOWER

This level certainly lives up to its name. Followed by a giant trundling rolling pin, our heroes must race through the corridors of this tower, avoiding spiky crushing plates. As the rolling pin chases the chums, it causes all manner of mayhem, blowing up a massive oil-filled generator and ripping up the floor. To reach each new storey of the tower, Sonic and Co have to negotiate a vertical wall packed with deadly mines. Only at the very end does the giant rolling pin finally give up the chase, plunging down a chasm.

● LEVEL FIVE: LANDSLIDE LIMBO

Uh oh, the rolling pin is back! Crashing through the wall at the top of Trap Tower, it forces our heroes to race across a crumbling rock bridge. Unfortunately, this bridge is full of gaps and Sonic and Co. have to use trapezes, little catapults and wooden ramps to get over them. Giant boulders make their appearance too. Oh and watch out for the fake painted pathway. If our heroes run too fast they'll get their faces stuck in it.

● BOSS!

At the end of Landslide Limbo the team come across this deadly machine. Trapped within its electrical fence, they must bash at the core whilst avoiding the flame throwers and circular saws that it fires. Defeat it and it's onto level six!

● LEVEL SIX: WILD WATER WAY

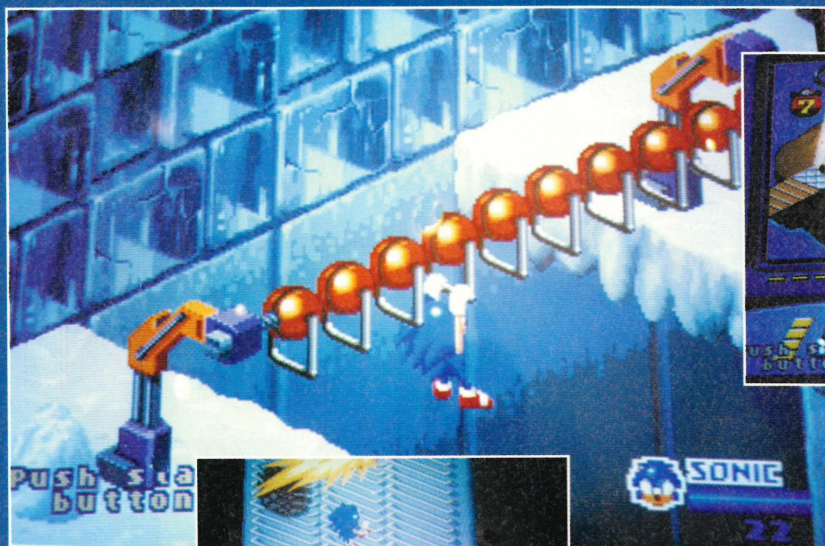
Robotnik's tower lies across a collapsing log bridge, but it's all a trap. With the door at the end locked, the trio plunge into the moat below. Chased by a huge propeller, they now have to race through the watery hell, avoiding sea-snakes, mutant clams and falling mines. Next they have to climb up a rocky cliff-wall and negotiate a raging rapid – complete with lethal waterfall – by jumping across a series of rickety rafts.

● LEVEL SEVEN: EGGMAN'S TOWER

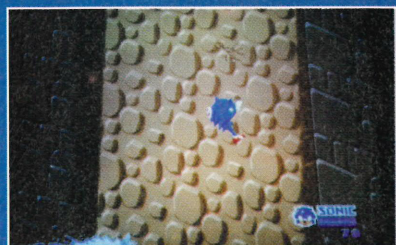
The final level! Chased by Robotnik's death's head tank, the Sonic posse have to race down the corridors of the scientist's HQ avoiding deadly guillotines. Clambering up a vertical wall, they are chased by deadly circular saws before racing across a collapsing scaffolding floor. The giant rolling pin even makes a reappearance.

● BOSS!

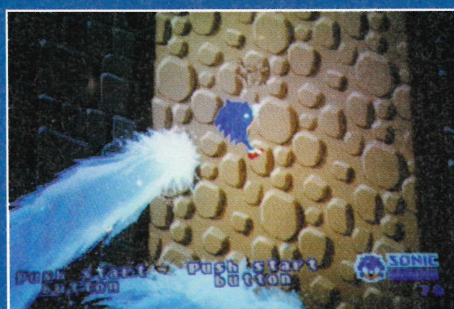
Waiting at the end is Dr Robotnik – with a detonator. Now it's a race against time to get out of the building. Sonic and Co have 20 seconds to run down a series of slopes and reach the exit. Fail and the game is over, even if you've got credits left!



▲ The sprites are excellent - and indeed faithful to the home version's rendition of the world's greatest hedgehog.



▲ Sonic becomes the first wall-climbing hedgehog in history.



SONIC TEAM!

Up to three players can play at any one time, as in this version, the blue hedgehog is joined by two new buddies – Ray the flying squirrel and Mighty the armadillo. It doesn't matter who you choose though as all the characters possess the same abilities. By moving the trackball around, they run, and by pressing fire, they spin jump. Unfortunately, none of them can do a super-spin attack.



▲ The inter-level map screen in all its glory.



▲ The rings are often hidden in crates.

THE GREAT RING THING

No Sonic game would be complete without golden rings and that includes Sonic the coin-op. Also, it's worth bashing certain items to see if they release hidden rings. Why? Well, collect more than fifty-percent of the rings on each level and your character gets a huge bonus and his life energy is topped up.

WELCOME TO ROBOTNIK ISLAND

Ooh, that nasty ol' Robotnik. Using his giant robo-tank he's captured Sonic and pals and taken them to his dreaded headquarters, no doubt to make them into pies and gloves or something.

THE ALL-NEW SONIC SHOW!

So, what does the big, bad world of arcade games hold in store for the tender young hedgehog? Could it be more of the platform action we know and love with each level packed brim full of slides, tubes and loop-the-loops? Well actually, no. Sonic the coin-op is completely different from any of his previous console outings.

Created by Sega Research and Development, department AM3, the game takes on an isometric 3D view as Sonic has to negotiate seven different obstacle courses, each one with its own special theme. As you'd expect, there's the standard water, lava and ice stages. These are joined by a desert level, a trap-filled tower, a rocky pass and the final confrontation at Robotnik's lighthouse headquarters.

BALL-CONTROL!

Nothing particularly out of the ordinary so far, but here's the twist in the plot. Rather than playing the game with the traditional joystick, Sonic has to be steered around the screen using a trackball. Anyone familiar with Atari's old Marble Madness coin-op will know what that entails, as you frantically spin the ball in different directions in an attempt to keep Sonic from falling off the ledges.

To make matters worse, each level is a chain-reaction of deadly events which Sonic has to stay one step ahead of. Floods of lava, collapsing pathways and circular saws are just a few of the hazards that force Sonic onwards. Move too slowly and it's curtains!

HANDSOME HEDGEHOG!

Graphically, Sonic: The Arcade Game is surprisingly traditional. No fancy Virtua technology in this baby, just good old-fashioned sprites laid onto the isometric backdrops. The result, however, is stunning, as giant rolling-pins, huge boulders and mutant insects all crash onto the screen. There's plenty of slapstick humour too – in one scene Sonic screams and hollers as his behind catches fire, in others he gets flattened like a pancake and he even gets his nose caught in a clam.

MORE FUN THAN A BARREL FULL OF MONKEYS!

So, is it any good to play then? Well, yes it is. The frenetic pace of the action as you try to keep ahead of the hazards makes for excellent fun. However, getting to grips with the trackball is pretty tricky and it's torture on your palms as you try to manoeuvre Sonic up a steep slope whilst being chased by huge tornado. Sonic: The Arcade isn't a particularly hard game and you should be able to crack it using about a dozen credits, but if ever you happen across the machine it's well worth a go.



SUB-TER

SEGA MAGAZINE, amongst others, have rightly hailed this classic piece of software as one of the greatest blasters ever to hit the Megadrive. However, no doubt remains as to its difficulty factor. Unless you use the **EASY** mode, it's very hard indeed. Well, here's where you get some help.

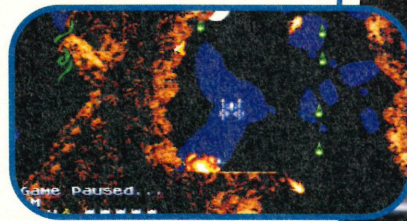
● LEVEL ONE

Oh so easy. Just fly left and follow the cavern down to find the Sub-Module, retrace your steps and follow the cavern right to pick up the stranded miners. To the right of your base and down a tad is an extra life. Collect this before blasting the barrier (which will move, destroying the 1-UP). There are some missiles to collect if you follow the cave behind said barrier.

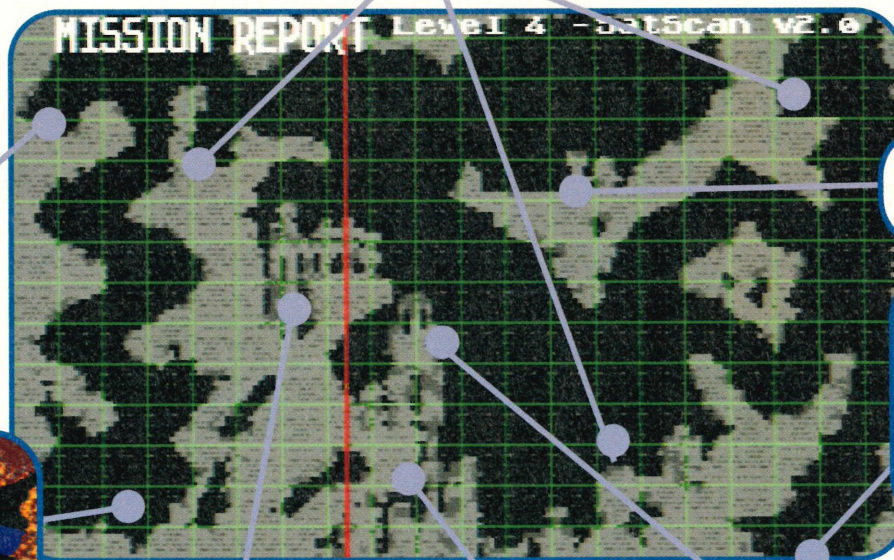


● LEVEL FOUR

Reprinting the initial map is relevant here. This place is pretty complex and this should help prevent you from getting lost.



In need of fuel? These arrows point to where you can find some extra juice.



A weapon power-up lies here. Collect red firepower at this point in the game.

You start your voyage of rescue and destruction right here.



Missiles are hidden in a building here.

The blokes you need to rescue are all the way down here. That's a bit inconsiderate, but there you go.

There's a building here. Blast it all the way down to the ground to reveal an extra life.

This building should be razed to the ground to reveal the Sub-Module.

Destroy the boss here. It shouldn't need missiles or anything clever like that.

RAMIA PLAYER'S GUIDE

● LEVEL TWO

You need to destroy the boss to open the top-left cave (containing men and the Sub-Module). Scout around, Collect the missiles and the weapon power-up (get the red cannister). Try not to use your missiles on the boss unless your fuel supplies are running out - or just sit on the end of the top rail and blast down to eventually deal with the boss. There is an extra life on a cave to left of the area.



● LEVEL THREE

Again, pretty easy. Thrust down and collect the first deflector. Take it up and left into the cave with the laser cannon. Drop the deflector onto the truck (use A to select DEFLECTOR then press C). You are now free to land on the switch on the bottom right of the cave, opening a cavern below. Fly to that cavern, get the fuel nearby and get the double deflector. Return to the laser cannon cave and position yourself above the laser beam. It should reflect off your deflector, blasting open the left wall. Shoot the building to pieces, get the fuel and collect the deflector. Use that deflector on the laser cannon to open up another cave. Inside is the Sub-Module and the men in need of rescue.

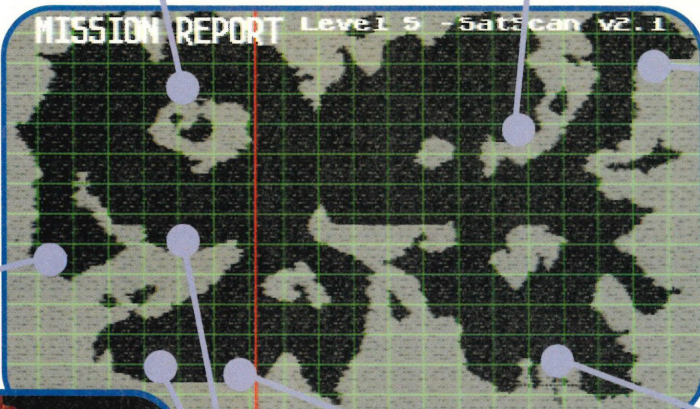


● LEVEL FIVE

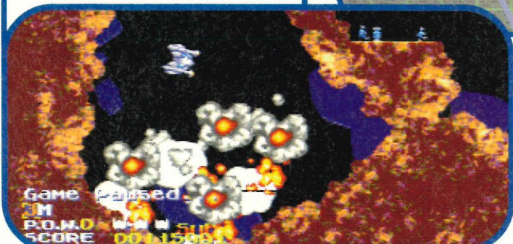
This annotated map should be helpful in locating fuel. It's a bit short in this level. In fact, there's only one cannister!

You start right here. It makes sense to collect the men first.

The only fuel in the level is right here.

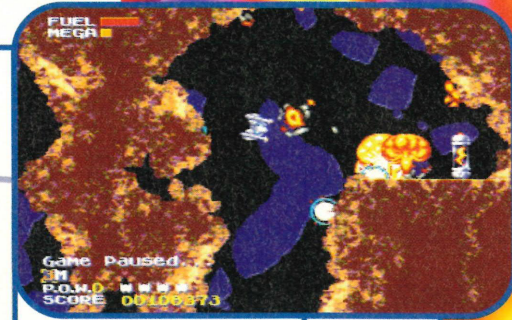


After collection of the nuclear core, go here and drop it on the alien. The Sub-Module is revealed!



There are two sets of men. Collect them both first.

This weapon power-up is right next to the second batch of men to rescue.



Collection of this anti-shield fire icon enables you to breach the power plant's deflectors.

Blast the power plant and collect the core.



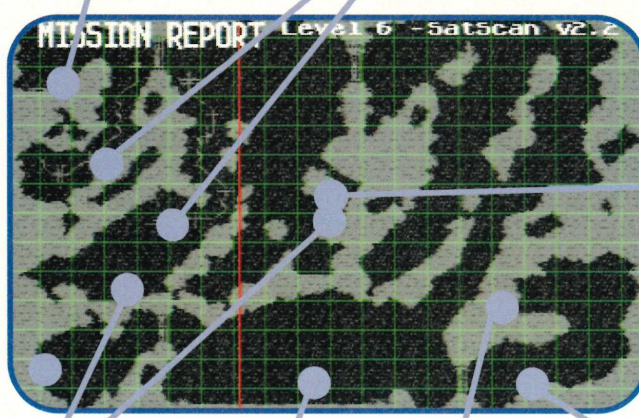
● LEVEL SIX

Quite simple actually, enabling you to pick up an extra life. In fact, completing the mission is pretty easy, with only the robot boss putting up any sort of struggle.

You begin here.

These rails lead to goodies, bonus men to rescue and weapons power-ups.

There are two weapons power-ups on this stage. Not bad eh?



An essential extra life lurks in this area.



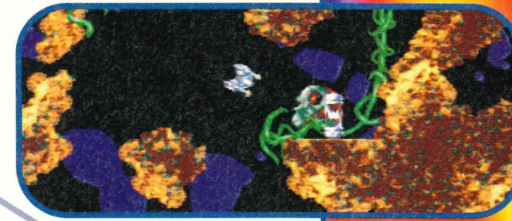
The Sub-Module lurks alone in this cave.

There are three sets of men to rescue in this level - although you only really need the ones with the robot.

The guardian robot. Stay high, point down and blast.

If the robot's damaged your shields, duck in here for a recharge.

There are two fuel cannisters on this level.



● LEVEL SEVEN

No map is given for this level, but it isn't really that difficult to remember where to go. From the start, go left and down underwater. Left again then up. There should be an anti-pressure power-up here on the top ledge. There are a couple of fuel cannisters around if you need them. Once at the top, go down to collect the tube bombs (remembering to blast the yellow glowing rocks down first). The anti-pressure is used to save fuel underwater - try it. Retrace your steps to the start position and take the right-hand underwater cave. Drop the tube bombs on the, um, tube. This drains off a lot of water letting you fly all the way left to level eight!

For extra missiles, just fly right a bit from the start position.

● LEVEL EIGHT

A bit of a tough level this one, so read carefully. From the start, fly down and left as far as you can go. You should reach a partially submerged channel going right. Follow it all the way and go up the last tunnel. This gives you the mirror laser. Don't bother using it yet. Go back down and move two tunnels left then go up that one (you should see a weapon power-up on the left of the screen). On the way up, you'll see a fuel cannister on the left. You should be able to reach it with ease by going up, left, then down a bit. From there, go up and shoot the glowing part of the shield generator. Fly up and left and shoot another shield generator (it's below you). Thrust left and let gravity take you down a long vertical channel. At the bottom is left-right tunnel submerged in acid. Keep going right and don't worry about the rising acid level. You'll reach a strange cave with three laser reflectors. Select the mirror laser and blast upwards into the bottom right reflector. Keep blasting until the mirror laser disappears. Blast the right wall continuously (next to the reflector) and the exit should appear.

● LEVEL NINE

This is the final level and although it is possibly the largest in the game, we're going to leave it for you to solve. One tip though: from the beginning, go left and down and you'll find a nuclear crystal - this effectively gives you infinite fuel. And we must say that Sub-Terrania has a brilliant end-sequence - although short, it's one of the best on the Megadrive.

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SEGA

MAGAZINE

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You know, when we were talking about types of tips last month, we missed out a couple. Ordinarily, we'd just forget about it, but sorry, we really feel that this needs to be said. To leave that tips intro incomplete would be a great disservice to you, our noble readership. The first kind of tip we missed was the felt tip - a kind of leaky pen popular with small children. They especially like to eat them, causing their gums to turn various shades of green or purple, and freeing the ink-soaked swab at the core, ready to stain any unsuspecting carpet/wall/haircut permanently. Also, every time a felt tip pen comes into contact with any form of paper, it endeavours to colour the whole page, all at once, spreading its inky malaise through the pulp like a poison. The other type of tip we missed is lesser known as the gratuity, a back-hand, back-pocket payment often used to reward good service, but nowadays expected by the vast majority of hotel and restaurant staff, and cab drivers. The way we see it, why should they get all the action, eh? Don't we provide a service? Isn't it much better than some snoot git sniffing at every choice you make from a menu and constantly reminding you of prices like you're some sort of pauper? Well, now we're going to change the name of The Tips Pages to The Gratuities Page, and instead of sending us cheats for Sega games, we want you to send us money. So send all your cash to THE ALL-NEW GRATUITIES PAGE, SEGA MAGAZINE, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Your co-operation is appreciated.

● SONIC 3

There's been plenty of cheats sent in for Sonic 3 so far - but this is the first one that encourages you to swindle one of your friends! William Dixon of Louth, Lincs has sent us this hint to ensure two-player time attack victory every time. Select Tails as your character, and pick the Balloon Park level to race in. Now hover over the balloon nearest the check point and when the timer reaches 1 or so, drop onto the balloon and press left. Keep pushing and you'll go through the scenery and onto the very top of the level. This allows you to fly over the rest of the stage and thrash your opponent every time. Until they catch on, that is. Which shouldn't be long unless they're very stupid.

● WIZ 'N' LIZ

Rohan Wood from Colchester, Essex, sent us a rather lengthy and long-winded letter with some decent tips for Wiz 'n' Liz hidden inside the text. Good job he wrote them in red pen so we could spot them without having to wade through his entire flaming life story.

Not that we're ungrateful, of course, but all those tales of teenage rejection and sexual failures nearly put us off our coffee. Anyway, Rohan says that he's discovered the special Super Wizard Levels - all 56 of them - which you can openly access after completing the first leg of the game. The codes you'll want should you fancy playing these

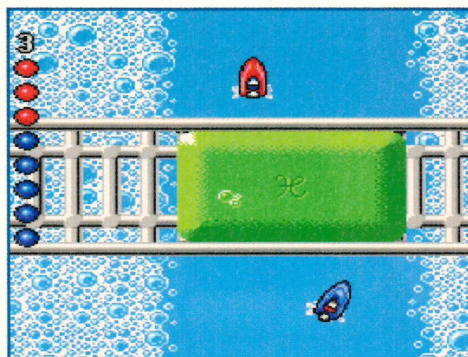
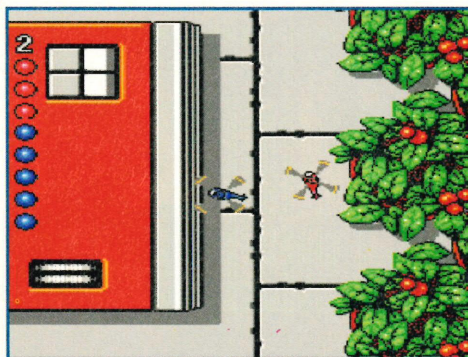


stages without all the fuss of playing the Absolutely Normal Wizard Levels are:

GSSN QLML for the tame rating.

HSSN RLLL for the taxing rating.

Thanks Rohan, and we hope the oozing sores heal up soon.



● MICRO MACHINES

The mysteriously-monikered GJ of London SE1 presents our next tip. Not much of a name is it, GJ? Did you have minimalist parents or something? Or are you just a code-labelled government genetic experiment? Well, even if you are a half weasel throwback produced by scientists dabbling in realms forbidden by the gods, your Micro Machines tip is pretty good. Pause the game and press B, Down, C, Down, Up, Down, Left and Down. Unpause the game and you should have infinite lives! Boy howdy!

And whilst we're on the subject of Micro Machines, Michael Ash, who you may have heard of if you live in Knottingley, West Yorks - perhaps you're his neighbour, or a friend - has some more cheats for the title. Pause the game and press Up, Down, A, B, Left, Right, C and unpause for a faster vehicle. That's a good one, isn't it? Well, what about this one - to make the one-player opponents tougher, press Left, Down, Up, Down, Right, Down, A and Down. That should do you. Actually, it might not. So here's a final, last one, no-more-after-this Micro Machines tip. If you're good enough to get to the final Champions course but not good enough to actually beat it, tap Start repeatedly before your life falls off the bottom of the screen at the end of an unsuccessful attempt. Do this right and you shouldn't lose a life - meaning infinite attempts at the last track! Don't forget your Incontinentants!

LOTUS ESPRIT 2

Dean Martin of Derry, N Ireland, writes to us asking "Do you think Bio Hazard Battle is any good?" Obviously, that's just a quote. He's not asking if you think Bio Hazard Battle is any good, he's asking us because we know that sort of thing. Well, Dean, if brings any sunshine to your life, we actually think Bio Hazard Battle is quite ace. Anyway, that wasn't the only reason for Dean's missive, otherwise it would have been in Q&A. He also sent us a load of tips, including this one for Lotus Turbo Hyper Fighting Esprit 2. Dean reckons that owners of this title ought to type in POD PLEASE on the password screen. This transports you to a secret game, the likes of which you'll never have experienced before.



ZOOL

The SEGA MAGAZINE staff thought the best tip for this game was "avoid picking it up off the shelves and buy Sonic instead", but here comes Tom Bell of Noaddressston to prove us wrong. Whilst playing the game, pause the game and keep the Start button held down. Now press Down, Up, Left, Left, A, Right and Down. This gives you an extra life. If you should ever meet Tom Bell, we believe you ought to thank him personally. Thank you.

Also, nuff 'speck must go out to the man they call Bernard Devine from Virginia, Co Cavan. Yes, this man, a giant amongst plankton, has come up with a cheat for 240 - count 'em - energy units and 999 - count them - time units. All you have to do is Pause the game, keep the pause button held down and press Right, A, Down, A, Right, B, Left, Up, Right. That's really very clever.



RANGER X

Fresh from his treatment for painkiller addiction, Michael Jackson has fled to Windle, St Helens, Merseyside, to escape possible arrest thanks to allegations of child abuse. But Mike still cares about the kids, that's true. So much so, in fact, that he sent us a postcard with a tip for Ranger X, just in case any little ones are having trouble with it. Aah, how sweet of him. At the beginning of level 6, he says, you'll come across some walking baddies. Get in the unicycle and start to ram them as far as you can - but don't shoot. A Special Weapons icon should now appear. If that doesn't work, reverse and ram them again until it does. Aaaow! Well, how many Michael Jacksons can there be, eh?

SPIDER MAN

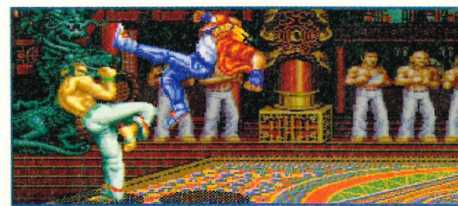
Know nothing about modern video games? Accidentally bought Spider Man instead of some ancient arcade title no-one's heard of since 1976? Well never fear, for you can always access the hidden Pac Man game in your copy of the arachnoid hero's 16-BIT adventure. You'll probably remember that one. Anyway, it's dead simple. Start the game in Nightmare mode. Now, when you reach Electro's lair and you've just collected the key, fall down to the left hand side of the screen. You should see a little Game Gear on your fall. Land on this and go back to Peter's room. You'll now be able to play away at Pac Man to your heart's content.

FATAL FURY

Lee Scott of Taunton in Somerset has sent us what can only be described as a cheat for extra continues on Megadrive Fatal Fury. He's a wily one, eh? Cunning of a stoat, this feller. Apparently you should wait until you've lost all your lives and make it to the continue screen. Now keep tapping Up, A, B and C for a maximum of nine continues. Most useful for unskilled Fatal Fury players.

Speaking of which, Luke Gregory of Bitterne, Southampton has also sent us a couple of good tips for this game. For starters, when you're selecting a VS game, hold down the Left direction on the D-pad. You should now have the option of playing big boss man Geese Howard. Plus, when you're playing as Raiden, wait until your opponent comes up to you and press away and C to pick your foe up by the eyes. Yaroo!

Bejabbers! That's not all! Mark Brett from Reedham, Norfolk has even more tips for this beat 'em up! For infinite time, go to the options screen and highlight the timer option. Select thirty seconds and press A and Left together - the counter should go to zero. You now have infinite time. Mark also has a good list of special moves to complement the one from Luke Gregory. For Geese Howard's Dragon Throw, press C and Away when an opponent jumps towards you. Richard Meyer's Back Hand Spring is executed by means of pressing Back twice. His Hand Stand Kick consists of the movements Down, Down, Back, Back and B. Tung Fu Rue is particularly deadly when he's in big mode. Try the Palm Slap move for a Spinning Corkscrew Punch and the Flying Wheel Kick for a fire-ball dispensing manoeuvre from Hell. Michael Max's Super Skip sounds like a bit of a girly move - and indeed it is. Press the direction in which you wish to travel twice for that one. And finally, Terry Bogard's Super Shot Kick, which is a bit of a faff to pull off. Press Down, Down, Back, Back, Back, Up and B to perform this.



MEGA-CD TIP

GROUND ZERO, TEXAS

"A simple but effective tip" says Michael Pearson of Ave Luyton, Merseyside, of his GZT cheat. Michael reckons that you should just move the cursor constantly from left to right while on the shooting screens. When an alien pops up, the cursor should automatically be dragged towards the enemy, so all you have to do is press the fire button to annihilate the otherworldly scum. But one day Michael, one day we shall have our revenge! Ahahahahahahaaaaa!



● JURASSIC PARK

Luke Gregory, he of the Fatal Fury tips fame, has also given us a rather nasty code for the Megadrive conversion of the unpopular art house movie Jurassic Park. On the code screen, enter the code NYUKNYUK and press Start - a weird message should appear. Start the game by pressing the A button. Now, pressing A should restore all your energy, and pressing B should restore your life. Good eh? Isn't it?

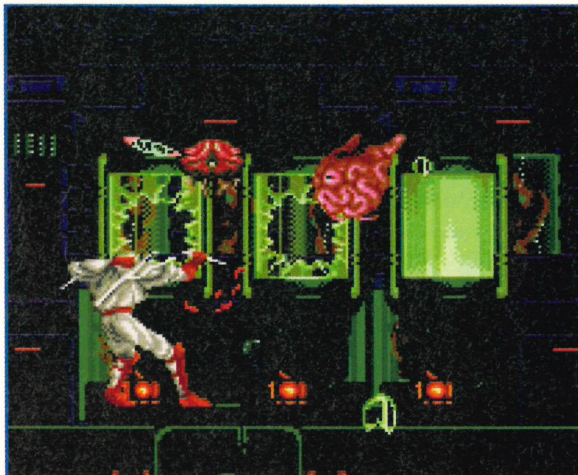


● ECCO THE DOLPHIN

Luke Gregory is at it again, this time with a cheat we had no idea existed. Unfortunately, we didn't have a copy of Ecco in the office to try it out on, so we're not sure if it works, but if it does it should be ace. First off, reach level ten - easy enough using the cheat we printed last issue. Now position Ecco next to the blue whale and press Up, A, Down, Left, B, Left, C, C and Down. This should allow you to control the mighty blue behemoth himself! Wowola!

● SHINOBI 3

"It's a cracker!" says Frank Carson quote-alike Michael Ash of Knottingley, W Yorks of this tip. If you suffer from a rare disease and can't read headlines, it's for Shinobi 3, and it is indeed of a high quality. Go to the options screen, put the SE Test to Shuriken and set the number of shuriken to 00. Wait a short while and these noughts should merge together to form an infinity symbol - everlasting shuriken! This tip also works on the original Megadrive Shinobi, if you press Start quickly enough.

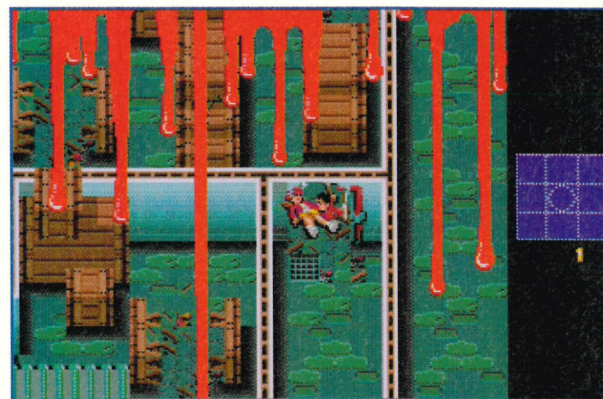


● SUPER MONACO 2

Aaron Sharp of Chatham, Kent has something of a weirdo cheat for this fine racer. All you have to do is finish the Senna GP and get the Senna Super License. That's not very hard. Oh no. Anyway, now select the Senna GP again and choose the middle course, Austria. Watch the skies about halfway around the first lap, for a UFO appears! Aieeee! It's the invasion of the bodysnatchers!

● ZOMBIES

A small cheat here, but it's a doozy. Robert Clarke of Sutton Hill, Telford, sent us a list of level codes for Konami's ace title, but we've already printed them. But he did send us one we didn't have, a code which transports you to level 45 with ten neighbours to rescue instead of only one, thus greatly improving your chances of success. The code is BNYZ. And here it is subtitled for the hard of hearing: BNYZ. Thank you.





● JUNGLE STRIKE

E Sylvester of Birkby, Huddersfield, W Yorks has discovered how to play the Commanche instead of the hovercraft of the Sub Hunt level. Well, he might not have discovered it. One of his friends might have discovered it, and old Sly might just have ripped them off. But we wouldn't want to imply anything like that. What you have to do is rescue all the Navy SEALs and shut down the power grid for the hovercraft as normal, switch to hovercraft and then switch back to the Commanche immediately. Fly to the top corner of the screen, ram the bridge several times and, with luck, you should be able to reverse in. Fly forward through the wreckage and complete the missions with the Commanche.



● FLASHBACK

E Sylvester has another strange tip, this time for Flashback. It allows you to transform your memory-impaired tyke into an eerie wall-floating-through spook! Ooweeoo. The method is as follows - walk up to the wall or door, turn around, run away, then turn back immediately, holding down A at the same time. If it doesn't work first time give it another couple of goes until it does. It does work though. Honest.

● X-MEN

Daniel Adams of Creswell, Worksop, Notts, gets straight to the point. "Here is a small but useful tip for X-Men" he says. And it is. On the first half of level 3, just before you get to Sabretooth, jump up on the ledge above and stay completely still so Sabey doesn't come into sight. Now pause the game and select Iceman, who'll make a bridge. Walk across the bridge and hey presto - you've dodged Wolverine's arch-nemesis.

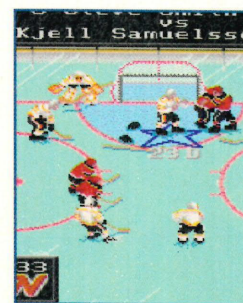


● VIRTUA RACING

It's the Mirror Mode cheat! We actually managed to find this one ourselves without too much fuss, but the first person to actually send it into the Tips section was one Sean Rowe (aged 8), with a bit of help from his dad (aged Over 21). All you have to do to get the reverse tracks is this - complete all three original courses on Medium difficulty level. Here's the trick - you have to finish all the races in first place consecutively. Do this, and the Mirror Mode icon (a reversed Virtua Racing icon) appears on the set up screen.

● NHLPA HOCKEY

This cheat from Andrew Wright of Esh Winning, Co Durham, must have taken a lot of research. Either that, or the boy Andrew is a bit of an ice hockey expert. Anyway, choose your team as the All Stars West. Go to the edit lines menu and change your teams to the following:
RD - HOUSLEY
RW - YZERMAN
C - REONICK
LW - FEDROV
LD - CHEILOS
Do this successfully and you should now automatically win every single game you play. What a super swizz!



CHAKAN THE FOREVER MAN

Bernard Devine of N Ireland, already famous for his Zool tip printed earlier this issue, now assails the senses with this almost jaw-shatteringly powerful mystic cheat for the spooky platform game. Those readers not well versed in the realms beyond science and the machinations of demons are advised not to attempt this at home. First of all, chalk a Star of David on your floor, and light a scented ram's blood candle at each point. Now squat in the middle, with your Megadrive and TV set up in front of you, and select the practice mode. Start the game whilst turning a pentangle over in your right hand five times. Above the air portal in the game, you'll see a platform, and another platform to the right of this. Stand on the first platform, select and use the passage spell (NB only in the game - don't use a real passage spell). Now look at the big overall map of the game - ta daaa! You've completed twelve levels! Now quickly set fire to your television set to prevent the demons, whose macabre meddlings invoke the cheat, from escaping.

● PACMANIA

"Dear SEGA MAGAZINE, I have a great cheat for The Jungle Book on the Master System. Press Up, Down, Up, Down and Start." writes Robert McIlleavy of Coleraine, Co Londonderry. Unfortunately, he doesn't go on to tell us what it does. Plus, the Master System doesn't have a Start button anywhere on itself or its controllers. Luckily, Rob redeems himself with this cheat for Pacmania. Complete the Block Town level without eating any of the Power Pills. In the middle, where the ghosts start out, a golden pill should appear. Eat that and you'll be transported to Coin World. Huzzaro!

● CHAMPIONS OF EUROPE

The boy McIlleavy returns with another cheat for Master System owners everywhere - well, the ones who also have a copy of Champions of Europe, anyway. First pick the Tournament option, which isn't that hard, is it? Now, after the first half, go to the red-ringed ball in the bottom corner of the screen and press button 1 to spirit yourself off to the next match, regardless of your performance. Yipparoozers!

● THE JUNGLE BOOK

It's a bit daft calling the Jungle Book the Jungle Book nowadays, isn't it? I mean, it's not like it's really a book anymore. Although I'm sure it's still available to buy in certain shops. But it's much more appropriate to call things The Jungle Film, or The Jungle Pop-Up Sticker Fun Activity Book, or the Jungle Game. Anyway, if you've got The Jungle Game for your Master System, whether you bought it yourself or got it as a present, here's a level select for you. And just you. Nobody else. Wait until after the Disney logo has disappeared and press Up, Down, Up, Down, Left, Right. Then go to Start and use the D-button to pick your level. Once you've done this press button 1 to start the game. Thanks very much to Daniel Snowden of Ashford, Middx for that cheat.

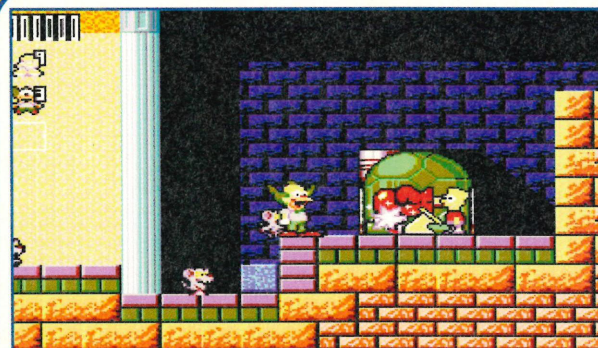


● ALIEN 3

Alex DeGruchy of Ammanford, Dyfed sent us a whole big package of Master System tips and that's no mistake. And whilst it must have taken him some time to compile and transcribe his meisterwork, we have something of a problem believing it was the task of three hundred years, as he says. For starters, Sega were living in caves and manufacturing woad three hundred years ago and not making home entertainment consoles. Still, who are we to argue, so here's Alex's first effort for Alien 3. Select a two-player game and ensure both players have a high score. Then, when the first player kicks the bucket and gets to enter his name, type in ALIEN for infinite lives. Or infinite lives aplenty as it says here. I should think it is aplenty. They're infinite in number. They don't end ever.

● THE FLINTSTONES

Alex DeGruchy strikes again, this time with a level select for the everyday story of prehistoric folk. On the title screen, press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left. Now start the game as normal, but as soon as the action starts, pause the game and hold down both buttons on the joystick. Now press one of the following directions for your choice of level:
UP - LEVEL 1
RIGHT - LEVEL 2
DOWN - LEVEL 3
LEFT - LEVEL 4
Obviously, it's a pretty bad idea to press Up. That won't get you anywhere.



● KRUSTY'S FUN HOUSE

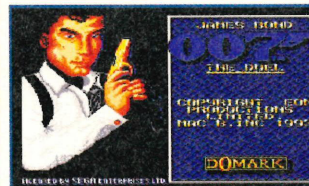
All you Master System owners must be hailing the day our friend DeGruchy was born, because here he is with yet another cheat for your console. Although it's not really a cheat, more a collection of completely above-board passwords.
LEVEL 2 - BARNEY
LEVEL 3 - MARTIN
LEVEL 4 - SQUISHY
LEVEL 5 - ELFMAN
OPEN ALL DOORS SPECIAL - HPKEITH

● GANGSTER TOWN

A bit of an old game this, but it's still very ace. And guess what - Alex DeGruchy has a tip for it. What a star. When you die and your hat falls off (only Gangster Town owners will understand this secret message), simply shoot it to reap another continue. Groit!

● JAMES BOND

Jings! There's no stopping Alex DeGruchy's quest for world domination of Master System tips! He's obviously an otherworldly invader, bargaining for the minds and souls of every human being on Earth! Only Atlasman can save us now! But in the absence of any saviour, we might as well print this tip. Plug in both joypads. Now hold Up/Left along with both buttons on the second pad. Now press button 1 on the first joystick for a cheat screen.



LEMMINGS

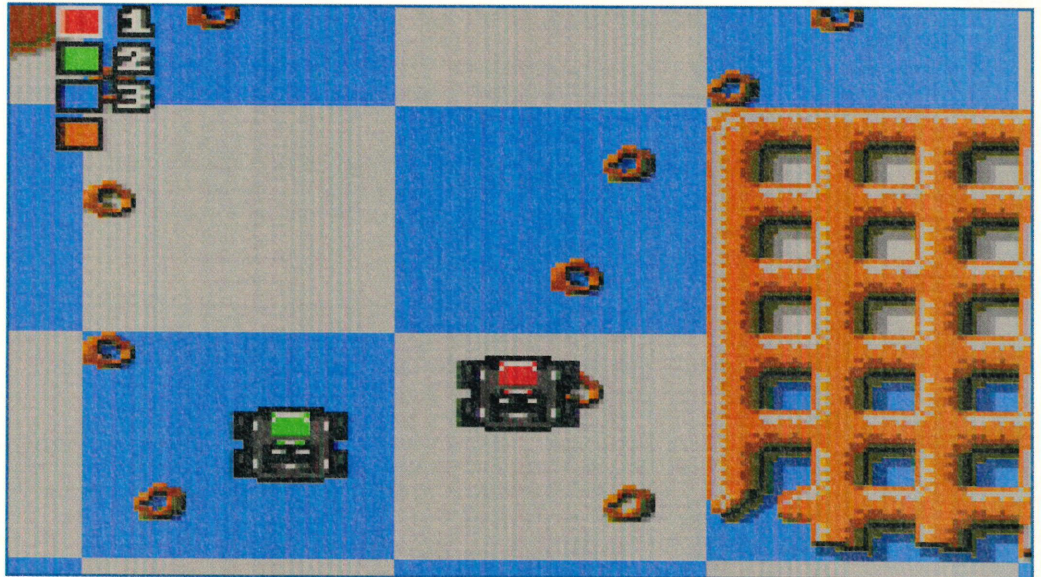
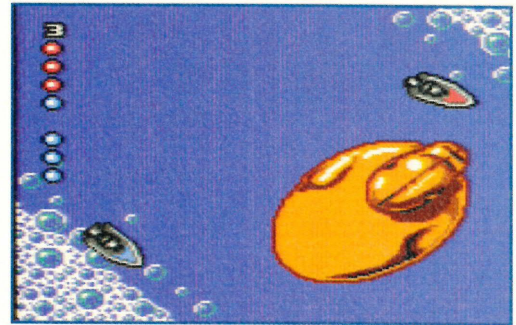
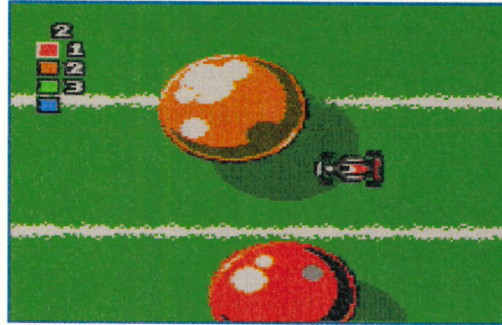
This has to be the prettiest cheat we've ever received. It's sender, Master G Collington, has obviously spent a great length of time illustrating and colouring in his letter, and even if his tip was completely rubbish we would have felt obliged to print it. Luckily, though, the cheat is pretty good, so that's alright. To access a level

select for this popular puzzle title, wait until the Sega logo comes up, and hold down buttons one and two. Now quickly rotate the joystick clockwise until you hear a beep, which indicates the cheat has worked. Go to the options screen, choose your difficulty level and now use left and right to scroll through the stages on the new Level box.

MICRO MACHINES

Andrew MacPherson from North Kessock, Inverness is no stranger to these pages, and now he's even less of one thanks to his fantastic ace top cheat for the brilliant game of Micro Machines, by the lovely people at Codemasters. We hope everyone will be our friend. Please. Yes, well, anyway, during the first race, Breakfast Bends, race round the course in the wrong direction. After one full lap you'll hear an effect which indicates the cheat has worked. What does this cheat do? Why, it allows you to come first in every race. Whizzo.

If you'd like to make the game easier for yourself, but think this first tip makes it all a bit too simple to succeed, why don't you try this next tip from Paul Nower of Tilgate, Crawley, W Sussex? Because you're scared, that's why. Take a tip from psychiatrists who treat this sort of condition by looking at pictures of cheats, and eventually handling cheats themselves, until you have sufficiently conquered your cheatophobia enough to enter one, like this. Choose the one-player game, and wait until you've nearly completed the qualifying lap. Now turn your boat around and reverse over the line. Every vehicle you find yourself in after this is endowed with Super Turbo Speed! What a beezer! PS - You'll hear a sound effect if you get the cheat right.



ECCO THE DOLPHIN

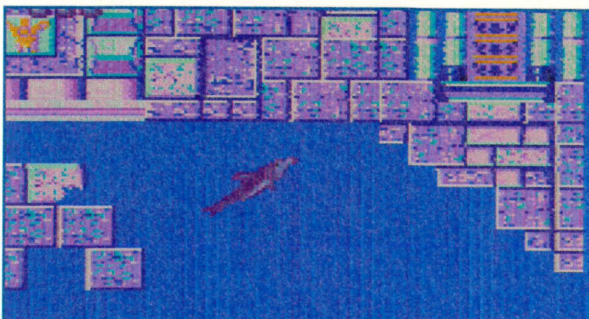
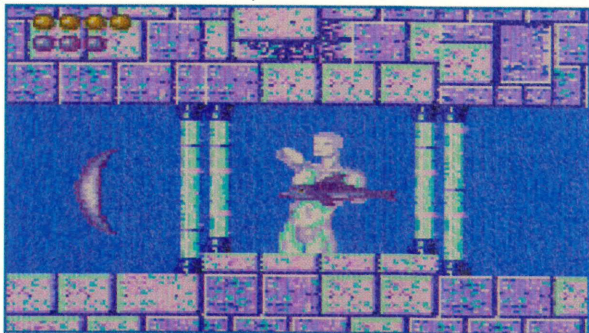
You know, it's a pretty good job there's a password system for Ecco. Not only does it make it a lot easier to cheat, but a full end-to-end game of Dolphin would last longer than the battery life of the Game Gear. Actually, that might have been a good way for the programmers to get out of writing the last few levels. If only they'd thought of that. Anyway, as there is a password system, we thought we'd print this pretty comprehensive list of codes from Paul Aylott, Alistair Davidson and Graham Faulkner of Dunblane, Scotland.

MEDUSA BAY	ESBBJ
UNDERCAVES	UACFV
RIDGE WATER	SFVYD
OPEN OCEAN 1	IIESB
COLD WATER	MOFSB
OPEN OCEAN 2	GSRYG

DEEP WATER	EYHSR
FOREVER CITY 1	KCROI
ORIGIN BEACH	SOFYJ
DARK WATER	ESKWF
FOREVER CITY 2	KWOKM
THE TUBE	IKOSS
THE MACHINE	GWOIP
THE VORTEX	AWQGW

Hey, thanks lads, for that wonderful co-operative team effort. It's nice to see you're not watching Kid's Play 8 horror films and murdering your parents.

Well, that's all we've time for this month. Don't forget to send us all your money. If you haven't got any, or don't want to give it to us, or if it's illegal or anything, then you can send us Sega tips instead. We don't really mind that much. So until next month - keep your mind on the driving, keep your hands on the wheel, and keep your beady eyes on the road ahead!



VIRTUA RACING

So, you like Virtua Racing, but you're not very good eh? Well, take heed of these timely tips from the games masters at SEGA MAGAZINE. We reveal the potential pitfalls of each track, plus we show you how to access the hidden Mirror Match mode.

BIG FOREST

The EASY track certainly lives up to its moniker - and is the best place to get to grips with your car. There's only one small area of the track that requires use of the brake. The rest you can negotiate at Warp 9 (well, around 330 km/h anyway).

TARGET LAP TIME: 0'39"13

1 Here's where things get a bit tricky. Drive on the right at top speed and when you negotiate the next corner, drop down to 295 km/h. If you're using manual shift, just drop down to sixth gear and you'll be fine.

2 Speed up a tad, but be ready to hit the brakes as you steer right. The tightest corner on the track without a shadow of a doubt, you should be able to take this at 270 km/h. Again, sixth gear (with a little braking) is a good bet for manual shift drivers.



BAY BRIDGE

It is quite intriguing to note that the MEDIUM course is in many ways harder than the EXPERT track. The first two thirds of this track can be negotiated (with some very minor braking) at full speed. It's only in the last third where things start to get a bit "hairy". VR drivers using manual shift (ie the clever ones) should note you can speed around the track and should never have to use anything less than sixth gear.

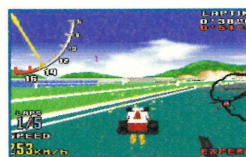
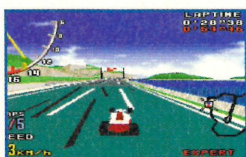
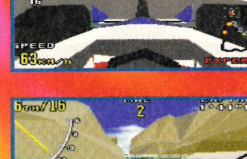
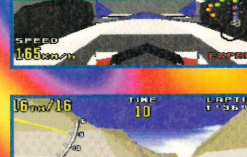
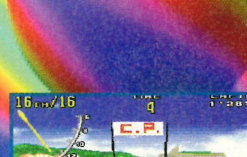
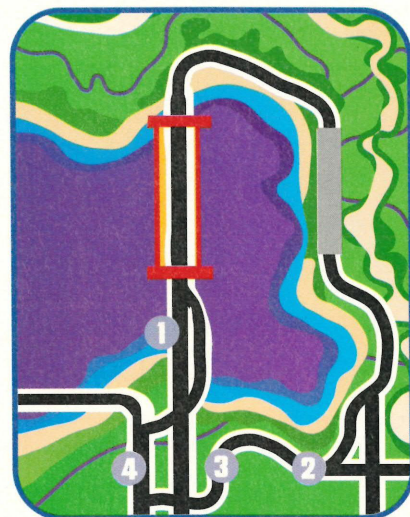
TARGET LAP TIME: 0'39"80

1 The starting line. When you first begin your race, you can overtake the most cars by staying to the left. It's not the quickest route, but your car is significantly superior to overtake many others. You should be in fourth or fifth position by the time you reach the first checkpoint. Skillful drivers will be in pole position by the end of lap one - it is possible.

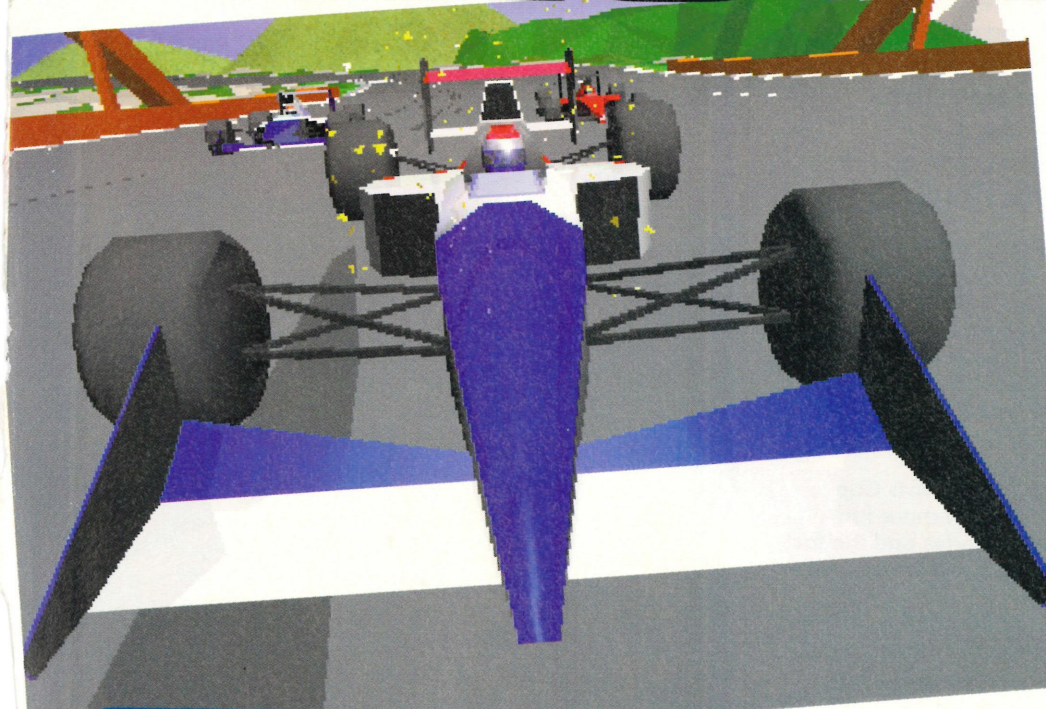
2 It's odd this. These signs don't actually appear to be solid. This means that the rather daunting corners can be taken at high speed - around 295 km/h or maybe even a bit higher if you're the risky type. However, there is a strong chance of spinning off the track should you make contact with the sign farthest away (it should be marked on the accompanying screenshot). The rest you can sail through without losing any speed or incurring any damage.

3 Straight after the corner with the signs, you come up against this little devil. Take it too quickly and you spin off onto the grass on the right (there's already some skid marks there to point out the danger). Slow down and take this corner carefully - we recommend a speed of around 240 to 260 km/h. Any more and the chances are you'll spin, losing valuable seconds.

4 With the concrete wall on the left here, you can't afford to get sloppy. Touch the grass on the right and your automatic response is to steer left - which leads you right into the concrete wall. Take it easy and ease off the accelerator when the power drift starts to affect your manoeuvrability. You should be all right then.



RACING PLAYER'S GUIDE



THE ACROPOLIS

At first, this track seems very daunting - after all the majority of it is surrounded by rock, collision with which tends to be... damaging. However, if you keep on the road and maintain a good speed, reaching the number one position will be quite easy.

TARGET LAP TIME: 0'49"80

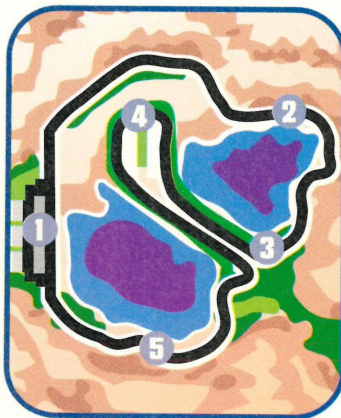
1 The starting grid. Of course, you end up right at the back, but you should be able to reach the fourth (or maybe even third) position by sticking to the right of the track. Sometimes cars can come close, but they never seem to like that right lane much. Keep in lane until you reach the first checkpoint, then weave about as much as you see fit.

2 The first checkpoint presents your first challenge. It is possible to take this corner at maximum speed, but the power drift created tends to whack you into the left cliff face just when you think you've cleared it. Slow to around 295 km/h to negate that power drift and speed onwards as soon as the danger has passed you by.

3 Just as you see this hoarding, take the left lane. Ease off the accelerator and swing sharply right. There is an extra piece of road to accommodate this. This is a great opportunity to overtake since the computer cars slow down here.

4 The hairpin turn requires sharp breaking. Keep to the left and once you've passed the mid-point of the turn, hit the accelerator. Maximum speed for this corner? Well, you're safest at speeds of around 210 km/h. Again, manual shift users should be able to take this corner a lot more swiftly than automatic drivers. Of course, speed isn't as important as deciding when to engage the breaks for the hairpin turn...

5 After the perils of the hairpin turn, this scenic ride back to the starting grid is comparatively easy. Stick more to the right and be ready to let go of the throttle in order to retain your grip on the road. Some of those final corners are just a tad too severe for normal red-line speeds.



GENERAL TIPS

Virtua Racing is a pretty simple game to get to grips with. There are only a few basic pointers you need to get your driving up to scratch.

1. USE THE MANUAL GEAR SHIFT

Absolutely essential! Your top speed is increased slightly, plus your acceleration really picks up. This means that recovering from spinning off, or getting a good start is a lot easier than it would be otherwise.

2. ALWAYS PUT THE ROAD BEFORE OTHER DRIVERS

Look out for number one. If you've got a sharp corner up ahead, but there's a computer car in the way, go for it anyway. The computer car has to take the corner as well and inevitably gets out of the way just as you're braking and steering around.

3. DON'T BOTHER ABOUT THE PITS

You get extra time, granted. The problem is that Virtua Racing is all about placing. The other cars don't pit in at all, so you lose a good four or five rank positions every time you pit-in. DON'T BOTHER! You can only lose up to 4 km/h with maximum damage anyway. Keep going instead.

4. KEEP CONTROL

At top speed, cornering is a lot more difficult, owing to power drift. You're left with enough manoeuvrability for the most part. However, don't take unnecessary risks. Steer and let go of the accelerator. Often, just a split second off the accelerator is adequate to get enough manoeuvrability to take the corner.

5. USE THE BRAKE

A couple of the corners on Bay Bridge and the Acropolis require use of the brake. Yes, you lose speed using it, but you lose a lot more by spinning off. Of course, if you take heed of hint number 1, you can shift down a gear or two instead and keep the acceleration on, shifting up when you're back on a straight. You can't do this in real life mind you (unless you fancy blowing your engine up). Still, it's only a game isn't it?

MIRROR MATCH REVEALED

We're still pretty sure there's a cheat to access Virtua Racing's Mirror Match, but until (if) we find out how, here's how to do it the hard way.

Basically, you have to come first on every race! Every time you romp home victorious, you'll notice a little gold cup appear on the track you've defeated (this is on the course select screen). Collect all three gold cups and return to the main menu. In the bottom right hand corner there should be another option (The Virtua Racing icon, mirrored). Choose this to activate the Mirror Match.

It's a great touch, because playing those courses back to front DOES seem like playing three all-new tracks. It's really good - and it's a great bonus to the game.

REVIEW

REVIEW



8 MEG

BY:
CODEMASTERSPRICE:
£TBARELEASE:
JUNESTYLE:
SPORTSPLAYERS:
1-4CONTROL:
JOYPADCONTINUES:
N/A

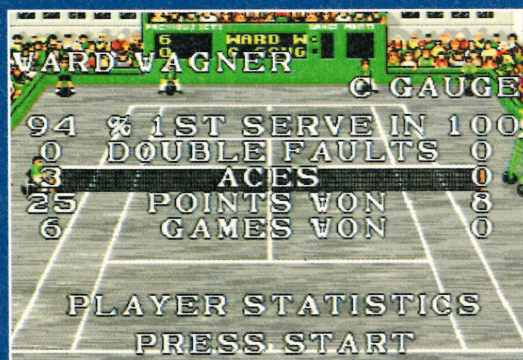
REVIEW

Writing an intro for a tennis game is perhaps one of the greatest challenges a computer journalist can ever undertake. After all, it's all pretty obvious what's going on. Just about everyone knows how to play tennis. Codemasters' interpretation isn't new or clever in any special way in terms of the presentation or gameplay. It's just a really good game, that's all.

And what's more, it's a tennis game with two extra joyports built into the cart - that means that four-player tennis action is all yours without fiddling around with Sega Taps or EA Four-Way-Plays or anything like that. A neat idea, and although Codemasters haven't settled on a final price point yet, they're promising that it won't be any more expensive than any other Megadrive game around now.

Although it isn't quite as slick as Davis Cup Tennis, Pete Sampras Tennis is a lot more fun - owing to the super four-player modes and the fact that the game is so much more easier to pick up and play.

Since the release of their epoch-making Micro Machines, Codemasters' games have been a tad lacking. With the release of Pete Sampras Tennis, the Codies have restored their reputation - and it's good to see a British company delivering the goods and leading the way in terms of innovation with the advent of the J-Cart.

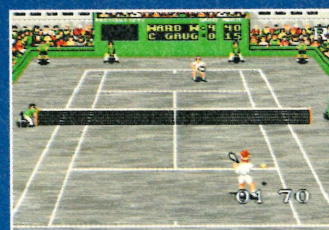


▲ As you can see from these amazing stats, the player has triumphed somewhat.



▲ Billy Ray Sampras Hill dives for cover as his homies swing their gatts. Boyee.

PETE TENNIS

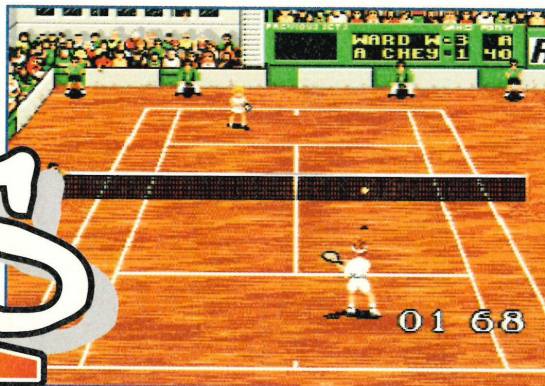


▲ Smash the evil ginger player!



▲ Meanwhile, 0.02 seconds later...

PETE SAMPRAS TENNIS



▲ A fascinating insight into the usage of a clay court.



▲ Look! It's the innovative J-Cart four-player option in full effect.

COMMENT



RICHARD
LEADBETTER

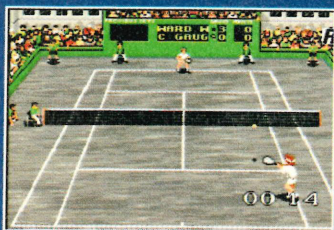
Although it's a bit rough around the edges, I think that Pete Sampras Tennis is probably the best tennis simulation available for the Megadrive. There is no doubt that it's a superlative four-player game - and the fact that the four-player adaptor is actually built into the cart is the icing on the cake. Nicely presented and excellent to play, Pete Sampras Tennis is a top-notch sporting buy.

COMMENT

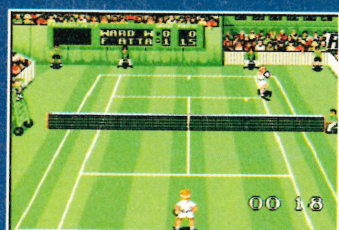


RODION
AUTOMITIC

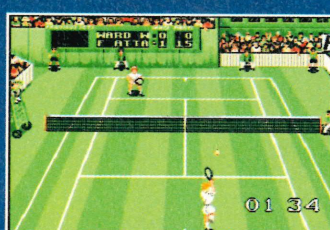
Codemasters are the people behind one of the greatest games on the Megadrive (Micro Machines), so I was very interested in playing Pete Sampras Tennis. I came away impressed. Yes, it's a decent enough tennis game and plays very well indeed - but where the game really comes into its own is with the excellent four-player modes. This elevates Sampras Tennis from the status of "smart game" into the heady realms of being "an essential Megadrive purchase".



▲ That player at the top isn't doing much, is he?



▲ Tennis - the Sport of Kings.



▲ Tennis - Recreation from Beyond the Stars.



Presentation:

86

A bit rough, but very entertaining. Nice tutorial and an excellent atmosphere on-court.

Graphics:

83

Not bad at all. The range and animation on the sprites is nice and serves the game well.

Sound:

88

Low sample rate, but loads of atmospheric noises and a decent attempt to sample the umpire et al.

Originality:

07

Apart from some nice little touches, there is nothing new here whatsoever...

Playability:

93

... But that doesn't really matter. Sampras Tennis takes the genre to new heights in terms of playability.

Challenge:

77

Defeating the computer opponents is down to analysing their weaknesses - and there are quite a few...

Lastability:

92

... But in terms of lastability, it's the two, three and four player options that make this one to keep coming back to.

OVERALL:

The best tennis simulation on the Megadrive to date - and a brilliant multi-player experience.

92

REVIEW

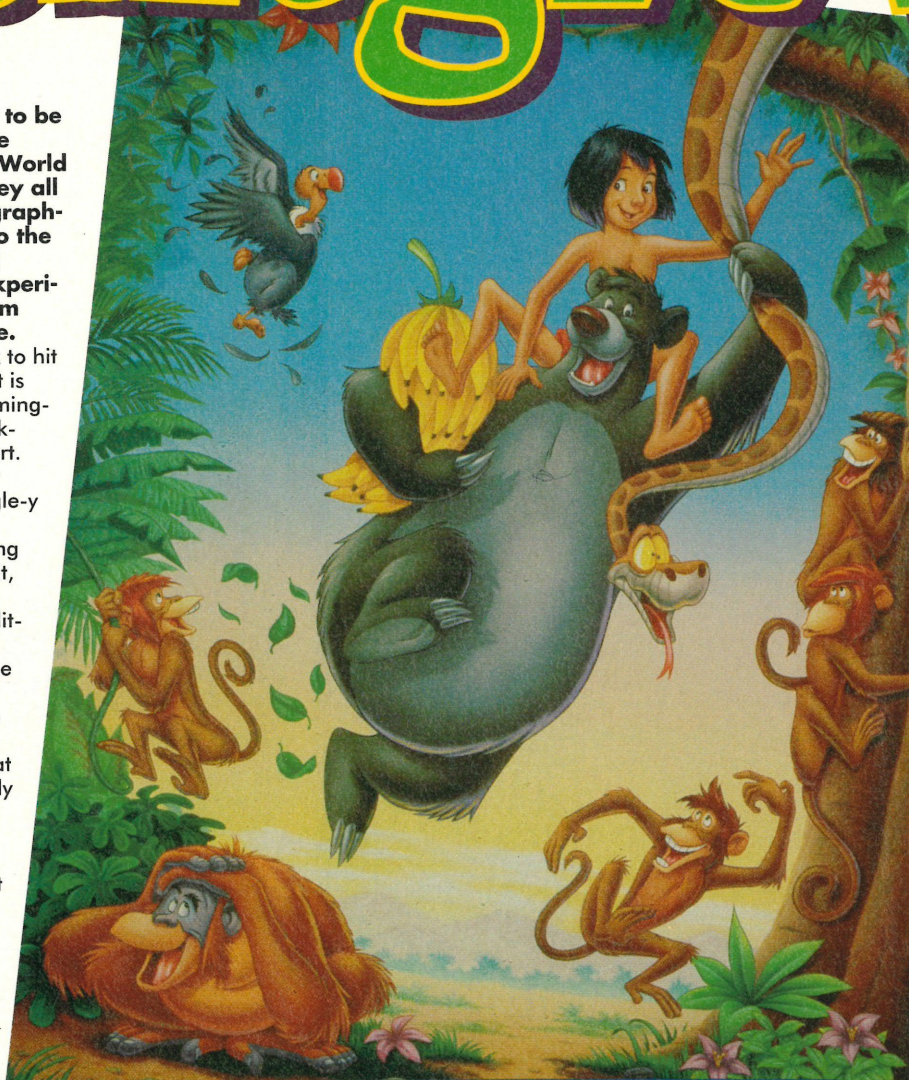
The Jungle Book

Disney games have a tendency to be rather good - especially on the Megadrive. Castle of Illusion, World of Illusion, Quackshot, Aladdin - they all did the trick, bringing superlative graphics and smart platform gameplay to the 16-bit machine. Also, they were all somewhat on the easy side with experienced gamers able to complete them within a couple of days of purchase.

The Jungle Book is the latest Disney flick to hit the Megadrive and it must be said that it is very good indeed. The graphics are seemingly beyond reproach. The animation, backdrops, sprites... all of them are very smart. The sound isn't bad either. You get your Jungle Book "hits", as well as some jungle-y type "tribal" percussion numbers.

As expected, the gameplay isn't surprising at all. Run, jump, pelt your foes with fruit, collect bonuses... you get the idea. The slickness of the title, along with jungles literally alive with evil (albeit cute, smiling evil), keeps the excitement level high; the urge to see the next level quite strong. Also, to sooth the little niggle that arose in the first paragraph, the game is the most lastable Disney conversion yet. That energy bar gets worn down pretty quickly by the missiles thrown in your direction. The bosses, though, are a tad weedy - seemingly more than willing to be on the receiving end of injury-inducing fruit of varying descriptions.

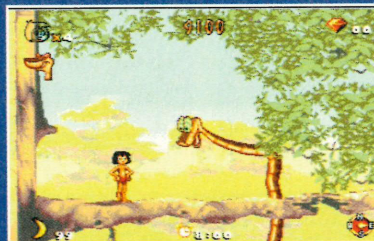
Disney titles always do well, mostly deservedly. However, The Jungle Book shows that you can pack 16-megs with some truly superb visuals AND have a large, enjoyable and lastable caper.



16 MEG

BY:
VIRGINPRICE:
£TBARELEASE:
JULYSTYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
3

▲ Dave Perry is the man behind games like Global Gladiators, Cool Spot and Aladdin - all of which use his distinctive super-smooth scrolling platform game code. The Jungle Book was partially coded by Dave - and all his slick hallmarks are there.



▲ On the whole, the levels are well-designed and packed with springing snakes, swinging vines and all manner of intriguing jungle life. Level seven isn't so great though. You have to jump around on stones that vanish beneath your feet, and more often than not, plunge to an irritating death.



▲ Of course, the high point of the game has to be the superlative graphics. The animation on Mowgli the Mancub is particularly impressive, while other Jungle Book characters, like Baloo the bear and King Louie, are equally well represented. Aladdin was great - this is better.

Book

COMMENT

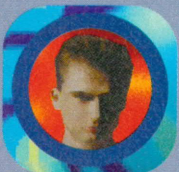


**RADION
AUTOMATIC**

You can certainly tell this is, at least partially, a Dave Perry game. However, that's something of a double-edged statement.

Yes, *The Jungle Book* is excellent, the graphics are fantastic, the controls are ace, there are millions of bonuses and secrets and it's great fun to play. Just like *Aladdin*, in fact. Or *Cool Spot* or *Mick and Mack*. Whilst *The Jungle Book* is really rather smart, you do sometimes get the feeling that you've played it before. If you've already got a couple of Perry games in your collection, this might not be sufficiently different to warrant a look. If you're *Spot-less*, though, *The Jungle Book* is highly recommended.

COMMENT



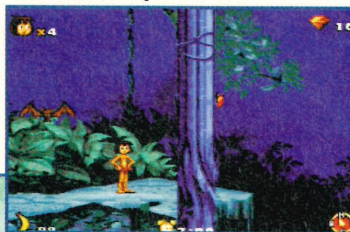
**RICHARD
LEADBETTER**

The Jungle Book is definitely the most appealing platform game since *Sonic 3*. The graphics beat *Sonic's* into a cocked hat, such is their

magnificence. Smooth scrolling, superb animation, loads of character - it's all here. The game's great to play as well, with tons more in it than *Aladdin* and *Cool Spot* - and it's a lot less linear. To continue the comparison, this is a lot tougher than those other games, with loads more in the way of secret stuff to keep you coming back even when the game is complete. I'm reliably informed that this is the last game to use the "Dave Perry Platform Engine" - and what a way to go.



▲ There is a lot of repetition in the backdrops...



▲ Time to reach out... and touch someone.



▲ Collection of gems is the order of the day in terms of gameplay.



▲ Even the very jungle is alive with evil! But not here.



▼ This cart is the same capacity as *Aladdin's* - 16-meg. However, the fact that the game is significantly tougher as well the inclusion of some cunning compression code, make this last considerably longer.

▼ Another lastability booster involves the use of Mystery Bonuses. Your performance in each level is measured by the computer, who rates you according to all the secret bonuses you picked up. The best bonus must be the sad man bonus. Lose a life on level one and you're awarded with three extra lives and 10,000 points. Why? Because only a sad mockery of a gamesplayer could conceivably lose a life on the first stage! Do I see the input of a certain Jaz Rignall here? I think so...



Presentation:

88

Very slick and very easy to get into. The usual difficulty levels and pretty screens to look at.

Graphics:

94

Untouchable. Superb animation, sprites and jaw-dropping backdrops. Your actual Disney artists were responsible here - and it shows.

Sound:

86

Some authentic jungle sampling - and some great *Jungle Book* musical renditions.

Originality:

13

The sole area in which *The Jungle Book* is totally lacking...

Playability:

91

... but the fact is that *The Jungle Book* is easy to get into - and there's no denying that it is very enjoyable to play.

Challenge:

87

The very foliage is alive with evil - all of those sprites intent on robbing you of some energy. Quite challenging, in other words.

Lastability:

89

Ten large levels to conquer, with plenty of bonus frivolity and secret bits to keep you coming back.

OVERALL:

Broadly similar to *Aladdin*, *Cool Spot* et al - but more playable, lastable - and enjoyable.

90

REVIEW

HIGHER
REVIEW

16 MEG

BY:
TENGENPRICE:
£TBARELEASE:
TBASTYLE:
SPORTSPLAYERS:
1-2CONTROL:
JOYPADCONTINUES:
PASSWORDRBI '94
BASEBALL

What is it with Americans and their obscure sports? Not content palming us off with their inferior versions of Football and Netball (they call it Basketball or something), they're also trying it on with Baseball. It's enough to drive you away from sports forever and stay indoors playing video games, like the new one from Tengen - RBI Baseball '94. Yipes!

For those of you uninitiated in the American Way, Baseball is just like our popular school sport, Rounders, only with more scratching and spitting. What these bad habits add to the game is unclear, but the aim is basically to hit a ball with a large bat and then run around a square. Should you make it around the whole square without stopping at any of the corner bases, you score what is known as a 'Home Run'. However, if the other team manage to beat you to any of the bases with the ball, then you're out. Once all your team are out, it's your turn to pitch the ball. For further reference try watching films like Bull Durham or Field of Dreams. Anything with Kevin Costner in, but not the Bodyguard.

As is standard with sports sims, there are options-a-plenty with 72 teams to choose from, complete with stats for each player. Diehard baseball fanatics can enjoy the delights of an 80 or even 162 game season. If you're looking for a smaller dose of baseball action however, you can indulge the 'Game Breakers' option which puts you straight into such nail-biting situations as sudden death, making a comeback, or even the movie-style 'all-hope-on-the-last-batter' scenario.

With its easy-to-use control system, RBI Baseball '94 is certainly a good attempt to bring Baseball to the Megadrive. However, the limited appeal of the sport in this country extends to this simulation and only true Baseball fans will get any real enjoyment from the game.

COMMENT

TOM
GUISE

Admittedly this is a great simulation - the controls are instinctive, the sprites are well animated and there's plenty of atmosphere. The problem is, I'm not particularly interested in the sport and as such found the game to be, well, boring. If you're a big Baseball fanatic I've no doubt you'll enjoy RBI '94. For the rest of us though, I recommend sticking to Kevin Costner movies. Then again, perhaps not.

COMMENT

SAM
HICKMAN

Although Baseball isn't what I'd call a riveting sport, RBI is immediately accessible, due to its easy control system. However, Baseball has never had a very high profile in this country, and it's purely for this reason that I can't see this being very popular. Obviously, baseball fans will love it, and for them it is one of the best sims around. However, for the rest of us, this could become tiresome very quickly.



▲ If you press A and C when fielding, the bowler performs a sneaky spitball which drops just before the plate, causing the batter to miss the ball. Watch it though, this move is illegal.



▲ Although the screen follows the ball, the fielders and the batters can use the radar at the bottom right of the screen to work out where they're going.

85

Presentation:

Unattractive presentation screens give the game an unpolished feel. However, there are loads of stats and options to make up for it.

82

Graphics:

The sprites are very well animated and perform the complete roster of gross Baseball moves.

76

Sound:

Plenty of excited whoops from the crowd and there's a whole jamboree of stadium organ tunes, if you like that sort of thing.

78

Originality:

RBI '94 is a copy of a real-live Baseball, so it isn't very original. However, as far as the Megadrive goes this is only the second official UK baseball game released.

75

Playability:

The controls are easy to use and it doesn't take long to learn all the subtleties of pitching and batting.

85

Challenge:

Winning a 162 game season certainly is quite a challenge. Although whether it's a challenge of your gaming skills or your mental tolerance is unclear.

68

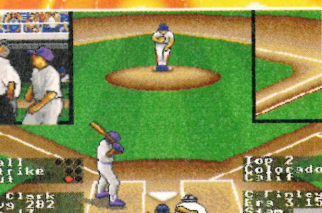
Lastability:

True Baseball-bandits will find plenty to keep them happy here. For Joe Public though, it gets dull far too soon.

OVERALL:

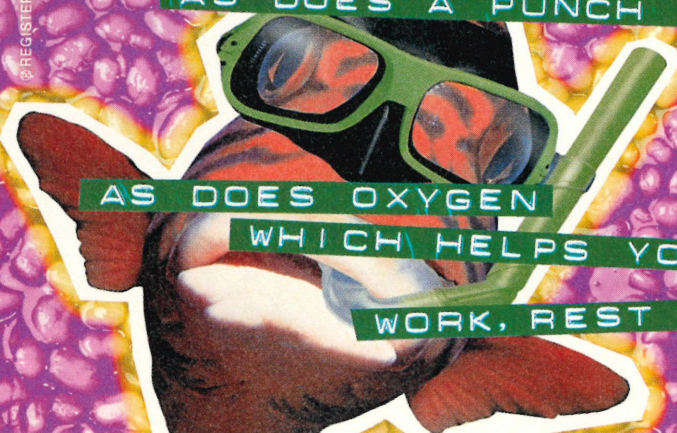
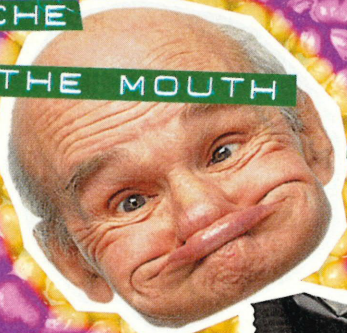
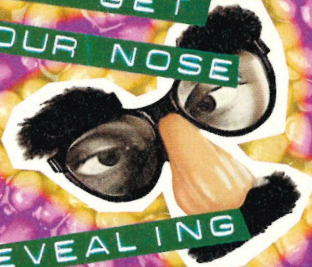
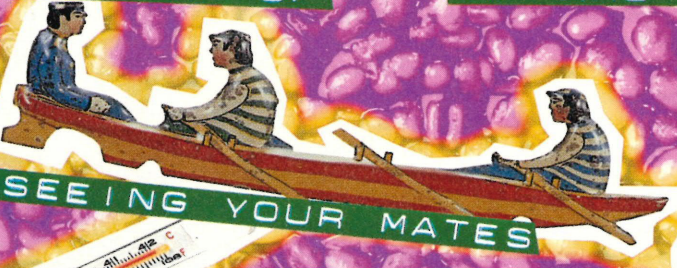
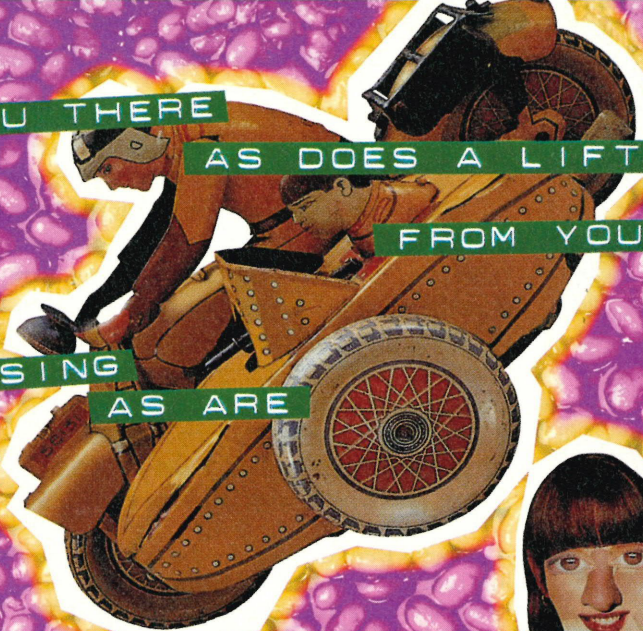
If you like Baseball and want to play it on your Megadrive, then here's the game for you. Otherwise go. Go now.

73



▲ "I'll teach you to mess around with my wife!" Thwack!





WHICH CAN BE EMBARRASSING

SOME HABITS

WHICH YOU CAN

EASILY PICK UP

AS ARE GIRLFRIENDS

WHO STOP YOU

SEEING YOUR MATES

AS DOES HOMEWORK

WHICH CAN GET UP YOUR NOSE

AS DOES THE FLU

WHICH

SPREADS LIKE ANYTHING

AS DO RUMOURS

WHICH ARE

VERY REVEALING

AS ARE

LYCRA SHORTS WHICH ARE

DEAD SEXY

AS IS SNOGGING

WHICH MAKES

YOUR JAW ACHE

AS DOES A PUNCH IN THE MOUTH

WHICH CAN COME

OUT OF

THE BLUE

AS DOES OXYGEN

WHICH HELPS YOU

WORK, REST AND PLAY AS DO



BARS

REVIEW

NUMBER
REVIEW

MEGA CD

BY:
SEGAPRICE:
£18.95RELEASE:
MAYSTYLE:
ADVENTUREPLAYERS:
1CONTROL:
JOYPADCONTINUES:
PASSWORDNUMBER
REVIEW

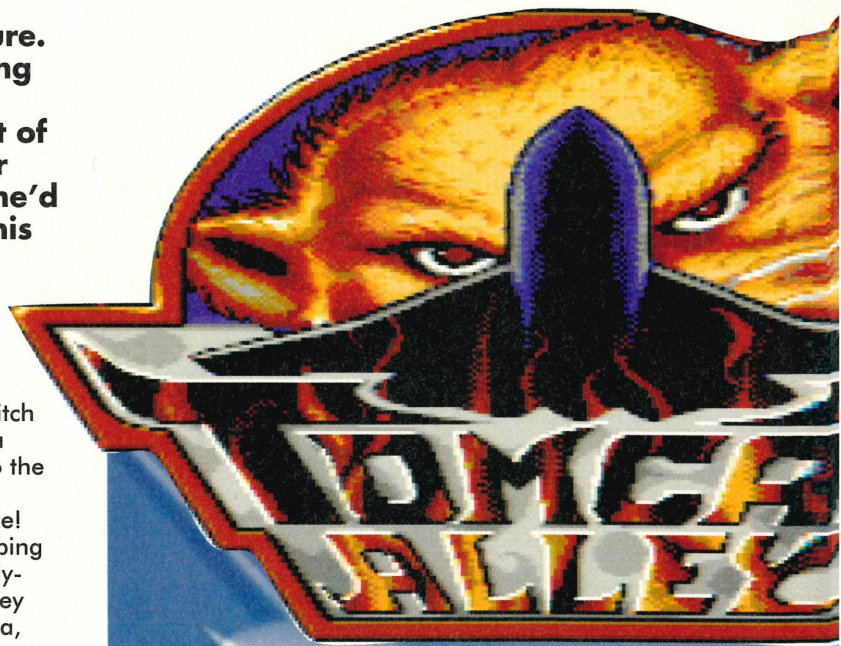
In the old days, the life of an alley cat was a one of pleasure. Most of the time he'd just hang out with his scraggy moggy friends, eating fish skeletons out of dustbins and annoying Inspector Dibble. And when evening fell, he'd woo some hot kitty by playing his double bass below her balcony. Yup, it was a cat's life. But that was in the good old days, the days before Colonel Povitch.

A defector from an alley on the Eastside, Povitch has brought with him the secret formula for a lethal brand of fish-skeletons. If released into the neighbourhood dustbins, these skeletons will surely spell doom for all catkind. Cat-astrophe!

There's only one chance. A full-scale bombing raid on Povitch's trash-can factory. In specially-constructed TomCat jet fighters, the brave alley cats led by their hero, Benny 'The Ball' Dakota, take to the skies on their brave mission.

If you've read our TomCat Alley showcase on page 52, you should be more than familiar with what this game is all about. Featuring full-screen, full-motion video, TomCat Alley IS Top Gun – interactive movie-style. To help achieve this, the game features a typical TV action show cast, hard rockin' music and plenty of aerial combat complete with stunning plane destruction SFX. However, it must be said that some of the planes explode in a suspiciously Airfix-like way.

The layout of the game is fairly linear, with each attempt consisting of the same series of missions interspersed with hammy plot sections. However, the action sections prove to be extremely good fun, capturing all the excitement of an aerial dogfight. Couple this with the atmosphere created by the stunning visuals and sound, plus the urge to see how the story develops, and what you have is an extremely addictive and highly entertaining Mega-CD game.



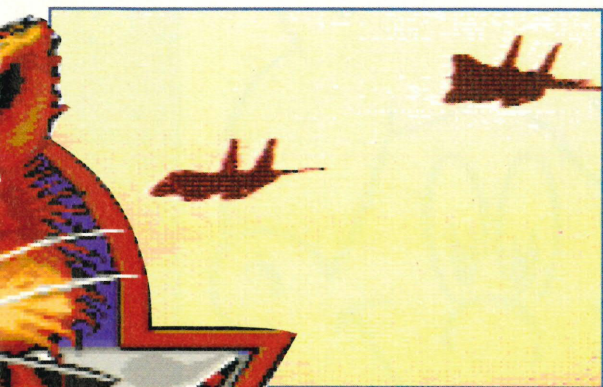
▲ An interesting and drama-packed scene from headquarters.



▲ A helicopter – a flying apparatus rather different to your aeroplane.



▲ Another Airfix kit kicks the bucket thanks to you.



▲ The full force of deadly military weaponry is really brought home by these harrowing scenes of small models being blown up by fireworks.

COMMENT



TOM GUSE

I used to think FMV games would always amount to unplayable trash. Recently however, I've been made to eat those words, first by Double Switch and now by TomCat Alley. Admittedly, it's just a case of targetting planes and hitting the evasion button, but the action is hectic enough to keep your pulse up. It's even more nail-biting when the fate of your wing-plane rests on your shot. And for once, it's skill, not memory, that you'll need to play the game. The real thrill though, comes from all the incredible visuals and explosive sound. Those of you after a fully-controllable flight-sim style shoot 'em up will be sorely disappointed by what TomCat Alley has to offer. If like me however, it's Top Gun-style fighter-plane action you want, this game should be right up your alley.

COMMENT



RADION AUTOMATIC

TomCat Alley is another example of the latest spate of Mega-CD games to make really good use of the console. There's no way you could replicate this title on a regular Megadrive - the full-motion video really does make the game. It's difficult to describe just what sort of game TomCat Alley is. Whilst the shooting bits are highly exciting, half the fun comes from watching the story of your brave team unfold as the missions progress. There's certainly more to this than cursor shuffling too, it takes quick wits to survive the later operations, and you need to know exactly what you're doing. Entertaining and definitely different, TomCat Alley is certainly worth a look.



▲ Your good, honest, freedom-moving plane.



▲ An evil, unwashed Johnny Foreigner plane.



▲ Hooray for the brave, plucky Tommy pilot!



Presentation:

A lengthy intro and plenty of in-between mission stories to spice up the fun. A very polished game.

90

Graphics:

The FMV is as grainy as ever, but thanks to the full-screen window it's very clear to see what's happening. Visually stunning!

93

Sound:

A full soundtrack, plenty of macho yelling, shouting and mind-blowing explosions really add to the atmosphere.

95

Originality:

A fresh and ambitious attempt to push full-motion video games to new levels of entertainment. Very original.

88

Playability:

The gameplay is very simple, however the fast pace keeps you sweating. Plus, this is genuinely playable - unlike other FMV games it's not a memory test.

90

Challenge:

Pulling off each mission is pretty tough. However a save-position system means once you've done them you don't have to go back.

85

Lastability:

Once the game is completed, and that shouldn't take you too long, it doesn't offer anything more. You'll still come back for a game though.

80

OVERALL:

A playable and highly absorbing interactive movie. There's hope for full-motion video and the Mega-CD yet.

90

REVIEW



8 MEG

BY:
DOMARKPRICE:
£TBARELEASE:
JULYSTYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
NONE

With the Megadrive currently overflowing with football titles, you'd hardly think there would be room for one more. However, Marko's Magic Football isn't concerned with replicating the finer points of football – quite the opposite. Marko is a cartoon character, who complete with his trusty football is on a quest to save the world.

And guess how he's going to do it? Yup, Marko, football at feet must make his way through 14 platform levels in order to defeat Colonel Brown, an evil scientist (and toy factory owner) bent on turning all creatures into sludge monsters. To get to the Colonel, Marko must battle through the suburbs, sewers, forest, and finally make it to the toy factory for a final showdown with the evil one.

If you're thinking that this all sounds a bit predictable, then you're quite right. While the graphics are fairly detailed and the sprite animation is rather cool, it seems as if little imagination has been used to conjure up any interesting levels. Most of them have little point, apart from to get to the end, and although you keep expecting something mega-exciting to happen, nothing ever does. This is a shame, because it's obvious that Domark have spent a lot of time getting the sprite movement perfect – Marko himself has seven different ball moves and a whole host of other additional animations. Unfortunately, as a result, the rest of the game appears rather rushed and with such uninteresting gameplay, you'll soon become fed up. Some of the levels are also fairly short and although the adventure is quite difficult, with the added help of a password option, you'll find yourself getting through it in no time.

For a platform title to be successful on the Megadrive, it really should be packed with high-speed gameplay and innovative features.

Unfortunately, Marko has neither of these and although it's fun for a while, it lacks any real substance, and therefore has little long-term appeal.

▼ If you see this girl on your travels, don't worry. She's there to take pictures of your footballing abilities, and she also provides you with a handy restart point.



▲ Marko - opportunist thief and game star extraordinaire.

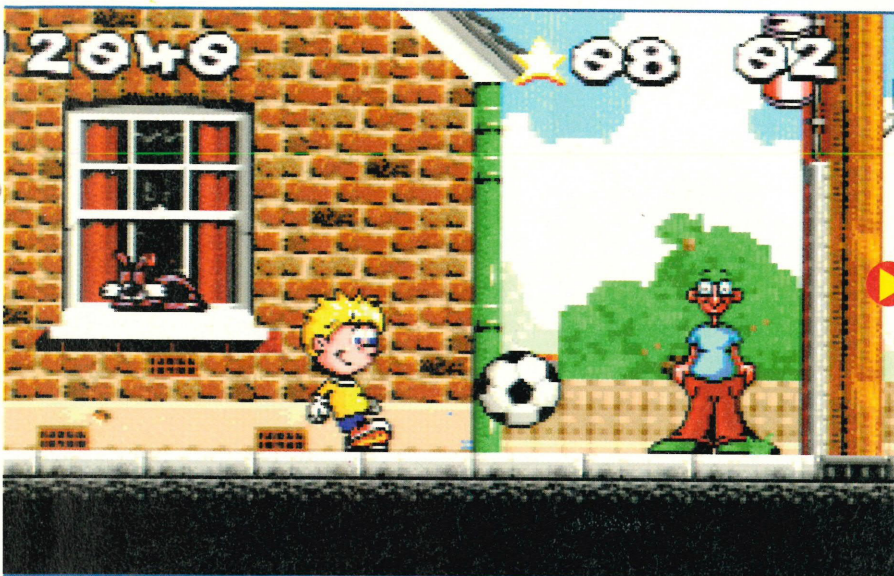
▲ See those shoes? They're magic, they are.



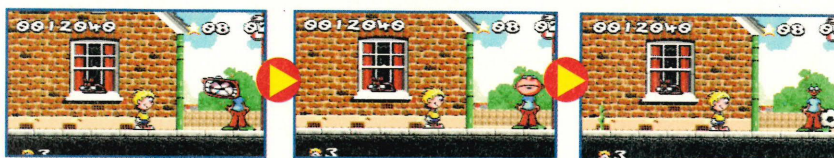
MAGIC



▲ Marko has a number of moves that he can utilise – apart from his usual kicking abilities, he can head the ball, use it to bounce on and even perform overhead kicks. However, if he tries to run with the ball, he'll trip up and fall flat on his face, leaving him at the mercy of the sludge monsters.



▲ You see this bloke? Well, if Marko kicks his football at him, he catches it in his mouth. He then keeps it there until you summon the ball back using the C button. The strange thing is, he seems to do it for absolutely no reason at all - it's almost as if Domark had bigger plans for him, then decided not to bother at the last minute. Spooky.



MARKO'S MAGIC FOOTBALL™



▲ Eek! A scary spider! Run for it!

COMMENT



SAM
HICKMAN

I was really looking forward to playing Marko, as in the

early versions, the sprite was wonderfully animated and the graphics had a great cartoon feel. However, something has gone terribly wrong on the gameplay side. Marko reminds me of platform games from around three years ago, where the object was to plod around levels, kill bad-dies and find the exit. Which is about all there is to this title. There are no secret rooms, no bonus levels, and no depth to the game whatsoever. When you compare it to the cream of platformers today, such as Sonic 3, this really does look a little embarrassing, and not something you'd be proud to display in your Megadrive collection.

COMMENT



RICHARD
LEADBETTER

Just like soccer, Marko's Magic Football is definitely "a game of two halves". On the one side we have some rather nice graphics and excellent animation along with a decent game design that has plenty of secrets and nice touches. However, on the minus side it must be said that Marko himself is a bit of a weed - his much vaunted football proving to be very difficult to manage. Sometimes it's not there when it's needed - other times it just gets in the way. Oh - and the sound is intensely irritating, consisting of a horrific aural barrage that had me shaking with rage and woeing the injustices of a world that just doesn't care (well, almost). Marko's is just about there - it's almost a decent arcade adventure and it does genuinely offer something different, but I just found it very annoying to play.



Presentation:

50

There's no inter-level screens and the presentation is a what-you-see-is-what-you-get type affair.

Graphics:

70

The sprite is nicely animated, but the graphics are fairly bland and the scrolling is a bit jerky too.

Sound:

50

Not something you'd be happy to hear time and time again.

Originality:

40

Well, the footballing bit is quite original, but the rest is highly unimaginative.

Playability:

70

For all its faults, it's fairly playable, but you can't help wishing you were playing Sonic 3 instead.

Challenge:

60

Bit of a mixed bag really. Some levels are easy to complete and others take absolutely ages.

Lastability:

50

Too annoying and shallow to have any real lastability.

OVERALL:

A mediocre game, that could have been much, much better. Disappointing to say the least.

61

REVIEW



4 MEG

BY:
SEGA

PRICE:
£TBA

RELEASE:
JULY

STYLE:
PUZZLE

PLAYERS:
1

CONTROL:
JOYPAD

CONTINUES:
PASSWORD



Ecce the Dolphin made a huge impression on the Megadrive market and is one of the best selling Sega titles ever. By a combination of incredible graphics, great depth of gameplay and remarkable originality the alien-smiting friend of Flipper became a firm favourite with just about everyone. After a highly successful outing on the Game Gear, Ecco finally gets round to the Master System. This is a straight conversion of the Megadrive original, with all the levels and puzzles of the 16-bit cart being ported across.

For those not familiar with Ecco, this is the story of a dolphin apparently orphaned by a supernatural storm. His task is now to find his family (if they're still alive), helping reunite other stranded sea dwellers and crushing a malevolent alien civilisation along the way. Ecco is able to swim at high speeds by use of the turbo button, and can use his powerful snout to nose-butt foes into submission. But probably Ecco's most essential asset is his sonar. This allows him to converse with other creatures - who often reveal mighty helpful clues - as well as find his way around with the map sonar use provides. If you're after a fast-paced action blaster, you can forget Ecco. The gameplay emphasis is definitely on puzzle solving. However, it's far "deeper" than the usual "find an item, take it to the right place" palava which usually passes for a brain game. Some of the problems require great control and dexterity, such as one where Ecco guides a glyph through a rocky tunnel using his sonar, whilst others are there simply to make your life painful and keep you awake at nights thinking about them.

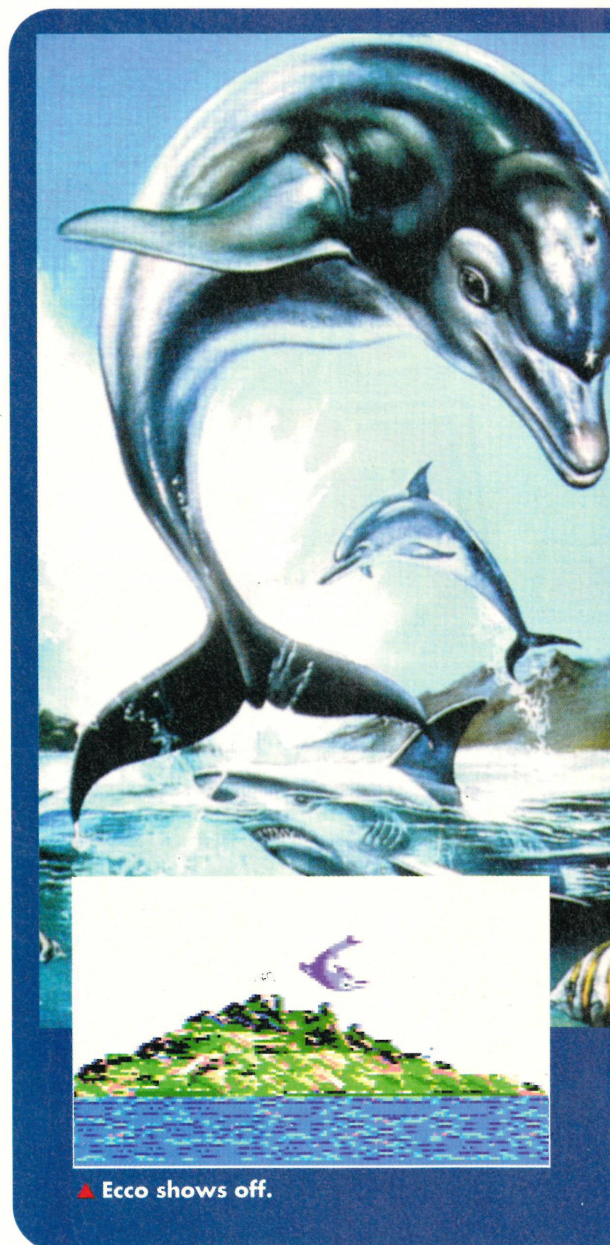
Don't be put off by this thought, though. Ecco is a really rewarding game to play. You get a real buzz every time you pick up the pass code for a new level, and when you finally get around a bit which you thought you'd never pass the feeling is akin to having a unpleasant old relative you hated die and leave you a vast personal fortune.

One of the things which is so appealing about Ecco is the control system. You're given complete freedom of the waters, so long as you watch your air gauge and make sure you remember to pop up to the surface to breathe every now and again. This makes Ecco incredibly relaxing. Not until right near the end is there much cause to rush what you're doing. When you first put the game on it's easy to lose an hour or so just swimming around the first screen and getting used to controlling Ecco. Even once you've got into the game, there's a real temptation to simply float about and admire the scenery. The graphics of the Megadrive version have been surprisingly well converted. The sprites and backgrounds are very smooth, the creatures are all detailed and the scrolling is exemplary. Unfortunately, due to the Master System's now-outdated sound chip, the music comes off less "haunting" and more "scary", or in places, "painful".

But it's playability that's all important, and Ecco has absolutely loads of it. You can't move for playability in fact. The only thing Ecco has as much of as playability is challenge. If you're short on patience, the plethora of levels and difficulty setting might frustrate you, but the password system means you don't have to start all over again every time you turn the machine on and it makes the task a lot less daunting.

Ecco is the best thing to happen to the Master System since Micro Machines. It's absolutely splendid, and if you're an 8-bit owner, make sure you definitely buy this game as soon as you possibly can.

ECCO DO

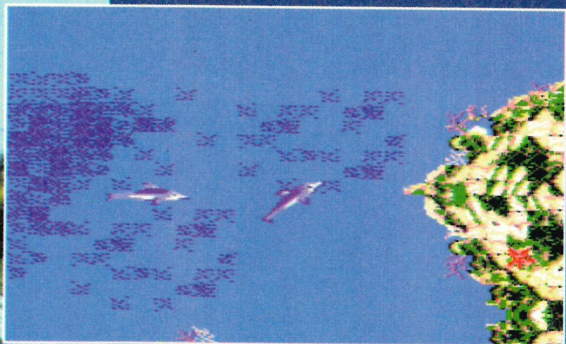


▲ Ecco shows off.

CO THE LPHIN



▲ Ecco runs into some deadly jellyfish from the wrong side of the sea.



▲ Ecco meets a friendly dolphin.



▲ Ecco meets some yellow hedgehogs. A bit like Super Sonic.

COMMENT



TOM
GUISE

Considering Ecco is one of the best looking Megadrive games around, you wouldn't expect it to make a particularly good transition to the Master System, but it has. Okay, so it

doesn't look as good, but the graphics are highly impressive nonetheless and Ecco is extremely well animated. More importantly though, the gameplay is all there. It's fast, highly controllable and the puzzle-packed adventure is as addictive as it ever was on the Megadrive. Even the sound comes up trumps with some excellent dolphin noises. If you've got a Master System and have never played Ecco, this is your big chance.

COMMENT



RADION
AUTOMATIC

Ecco was a hugely impressive and greatly ace piece of software when it was first released on the Megadrive, and it's just as good on the Master System. The size and complexity of the game means it'll keep even the most accomplished player going for ages, and you'll love every minute of it.



Presentation:

80

Nice title screen and excellent in-game presentation, but not much else.

Graphics:

91

Everything looks very serene and peaceful, the sort of visual equivalent of a whale song tape.

Sound:

82

Not the aural equivalent of a whale song tape, sadly. However, the tunes can be quite nice in places.

Originality:

94

As a game in its own right, nothing like this has ever been done before.

Playability:

93

Easy to get the hang of and with great freedom of movement. Highly enjoyable.

Challenge:

95

Loads and loads of levels, and some of the problems you'll face are rock hard.

Lastability:

95

You'll keep plugging away at this one until you finally complete it.

OVERALL:

A real classic. A game every collection must have amongst its ranks.

93

WONDER

THE CHAOS ENGINE

SYSTEM: MEGADRIVE
BY: MICROPROSE

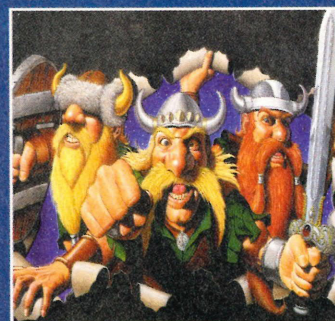
Also erroneously known as Soldiers of Fortune, The Chaos Engine is a fast and frenetic blaster from Britain's very own Bitmap Brothers.

Basically, the game plays in a similar way to the classic Gauntlet, featuring a large eight-way scrolling battle arena, loads of levels and one or two-player action. However, this is a blaster with a difference. The Chaos Engine relies on brains as well as firepower (although you have plenty of the latter in the game owing to the vast range of power-up weaponry). Featuring great sound and a distinctive style, The Chaos Engine is let down only by some slowdown and a little jerky scrolling. Otherwise, we found it to be a very challenging, very deep blaster. Highly recommended.

FIRST ENCOUNTER: OCTOBER '93

LONG TERM COMMENTS: We still haven't completed it - and the extra secret bits add a lot to the lastability.

OVERALL 87%



LOST VIKINGS

SYSTEM: MEGADRIVE
BY: VIRGIN

Virgin's latest titles on the shelves have been cursed by "slippage" - a term used when the release date of a game is put back... and put back... and in Lost Vikings' case, put back time and time again. Well, it's finally here and it is well worth investigation. Take control of three vikings and guide them through many different platform/ puzzle type arenas using each of their different strengths to compensate for the others' weaknesses.

The Lost Vikings is the sort of game you either love or hate. For the most part, the puzzling action is addictive,

well-crafted and great to play. Sometimes there are parts of the game that have you losing control of your temper, shouting out loud and dismembering passing family members (except the last one). The old adage, "try before you buy" springs instantly to mind - but we get the feeling that you'll quite like this game.

FIRST ENCOUNTER: OCTOBER '93
LONG TERM COMMENTS: A few months of enjoyable action can be gleaned from The Lost Vikings, if you like it to begin with, that is.

OVERALL: 87%

MCDONALD'S TREASURELAND ADVENTURE

SYSTEM: MEGADRIVE
BY: SEGA

The premise of this title: to bring Ronald McDonald and his associated burger-fixated "friends" to the Megadrive was enough to bring tears to our eyes. However, Sega of Japan soon gave us a lot of enthusiasm for the title by assigning top coders Treasure (Gunstar Heroes) to the conversion.

Right up there with Sonic creators, STI (Sega Technical Institute), Treasure are renowned for slick, quality games - and McDonald's Treasureland Adventure is no exception. The game is vibrant with superb, colourful graphics, decent sprites and great bosses. Treasure have used their Megadrive coding prowess to produce some excellent graphical effects. In terms of gameplay, Treasureland is a feast too. The game's great to play, with plenty of features and a fair few levels to keep you occupied. In fact,

the game only has one problem. It's basically too easy. This could have been forgiven were it not for the fact that there's also a lastability-draining password system incorporated too. What this does mean though is that Treasureland is a brilliant buy for younger Megadrive owners. The graphics, gameplay and lovable characters will go down ten times better than a Big Mac and fries.

FIRST ENCOUNTER: OCTOBER '93

LONG TERM COMMENTS: A decent game that we still pick up from time to time - but our enthusiasm was dampened by the fact that it is easy to complete. A great game for younger Megadrive fans.

OVERALL 76%



▲ Treasureland Adventure: "Ten times better than a Big Mac and fries."



▲ Ronald McDonald: "Enough to bring tears to our eyes."

PGA EUROPEAN TOUR GOLF

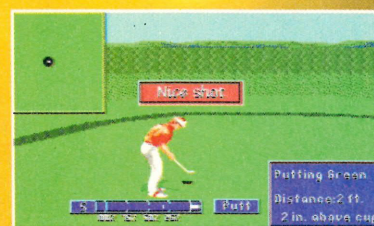
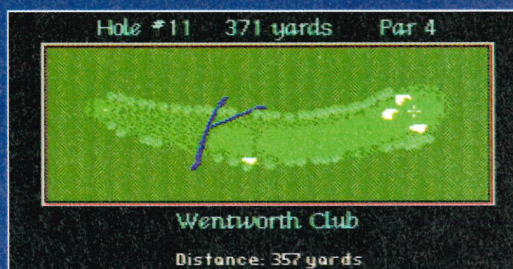
SYSTEM: MEGADRIIVE
BY: SEGA

PGA Golf is something of a Megadrive institution. Many are the hours that have been spent playing multi-person skins tournaments and generally doing little else. These habits are likely to continue now that the latest installment of the PGA saga has now hit the streets. We'll be honest - if you already have a PGA game (preferably PGA 2), there's little point investing in this unless you're after new courses and new challenges. However, the European courses incorporated into this game are the hardest yet, which should make those late evening PGA-with-mates sessions become even more exciting, and dare we say it, intriguing. What's more, because it's all packed onto an 8-meg car-

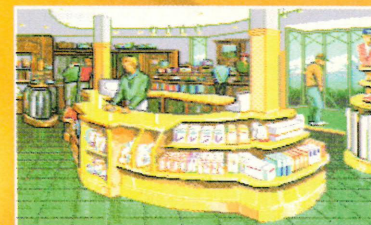
tridge, it's quite a bit cheaper than a lot of more memory intensive carts, weighing in at an oh-so-reasonable £39.99. Bargain.

FIRST ENCOUNTER: FEBRUARY
LONG TERM COMMENTS: This is a brilliant game - the best PGA yet - and a brilliant multi-player experience. And it's relatively cheap too.

OVERALL 93%



▲ PGA European Tour: a "nice shot" from Electronic Arts.



▲ Bubba 'n' Stix: a game with a bloke called Bubba, who befriends an alien called Stix. As you can see from this highly explanatory screenshot of the game.

BUBBA 'N' STIX

SYSTEM: MEGADRIIVE
BY: CORE DESIGN

Never let it be said that Core Design don't come up with original concepts. Yes, Bubba 'n' Stix does make the words "game" and indeed "platform" manifest themselves in our minds quite strongly. However, with the addition of Stix (a sentient alien stick-being), Core have designed a rather cunning little puzzle game.

In terms of graphics and sound, Bubba 'n' Stix is well up to the usual Core Design standards, and although it's very similar to the Amiga original, it's still impressive. The gameplay is initially intriguing as well. The game is cer-

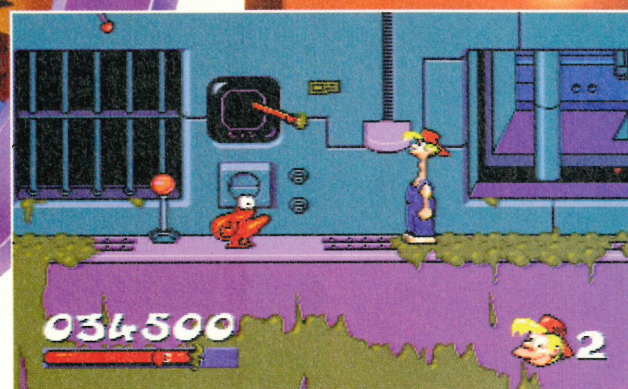
tainly executed very differently from other platformers, but just as Stix makes the playability more interesting, he is also the game's downfall. In the long run, you figure out that solving puzzles is just a simple case of chucking Stix at just about everything possible. When you get a response, you know you're onto something.

For platform puzzling, The Lost Vikings or maybe even something like Flashback are more interesting - and a lot cleverer in execution.

FIRST ENCOUNTER: FEBRUARY '94
LONG TERM COMMENTS: A couple of months on and we've lost just about all interest in this one. Good fun to begin with, though.

OVERALL: 74%

Originally a big hit on the Amiga, Bubba 'n' Stix arrives on Megadrive: Well, you've got to admit that it certainly looks a lot different to any other Megadrive platformer.



OUT NOW

ROAD RASH

SYSTEM: MASTER SYSTEM
BY: US GOLD

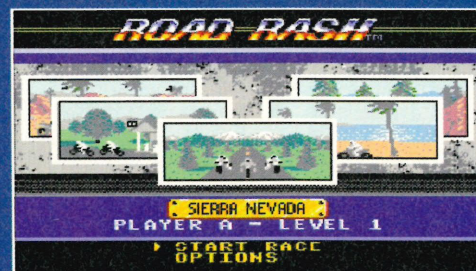
One of EA's top-selling games on the Megadrive, US Gold showed a bit of "savvy" by picking up the rights for conversion on the 8-bit systems. The result of their subsequent labours is impressive. Jump onto a high power motorcycle, burn up the opposition and collect weapons to use on your competitors. Come first, get loads of money and then purchase new bikes. Smart stuff in theory...

... And in practice! Road Rash on the Master System has great graphics, a decent road routine and is basically just as much fun to play as the Megadrive original. A great purchase indeed. Now then US Gold, how about some 8-bit versions of EA Hockey or Jungle Strike?

FIRST ENCOUNTER: JANUARY

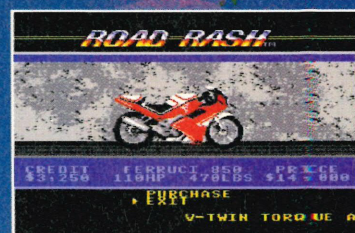
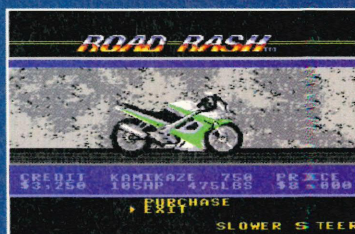
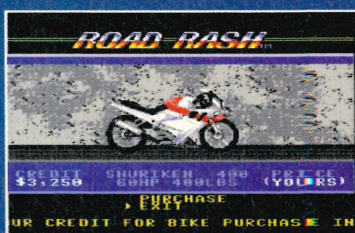
LONG TERM COMMENTS: Just as much fun to play now as it was then. Highly recommended stuff.

OVERALL 84%



▲ Road Rash on the Master System. Something of a "race riot" for all 8-bit owners - and out on the Game Gear too.

▼ Bizarre religious ceremonies are all part of the high-speed biking simulation.



▲ Road Rash offers plenty of bikes to purchase and race.

▲ Road Rash on the Master System. Not bad at all, it must be said. As you can see, the overall look is very similar to the Megadrive version.

GP RIDER

SYSTEM: GAME GEAR
BY: SEGA

GP Rider is an arcade machine that had a reasonably successful run in the arcades. It used Sega's arcade sprite-scaling technology to good effect, and boasted some seriously lovely visuals.

The Game Gear version is nothing like that, it must be said. However, it is extremely similar to another Sega biking coin-op: Super Hang-On. It features some very fast biking action along with very smooth graphics. Not bad eh? Well, there's also several different

gaming options - some of which are very easy - others, excessively difficult.

There aren't many road racers on the GG, with only Road Rash offering this any sort of competition. US Gold's release is slightly better, but doesn't have the two-player link-up mode that this game possesses.

FIRST ENCOUNTER: FEBRUARY
LONG TERM COMMENTS:

Owing to the lack of GG releases, this is still plugged into the hand-held now and is played quite regularly. Simple, entertaining fun.

OVERALL 80%



▲ Fast, playable and a rather decent Game Gear purchase: the bike game that is GP Rider.

▼ GP Rider? More like Super Hang-On - even down to the Start/Goal bar running along the top.



MEGA-CD

OUT NOW

POWERMONGER

SYSTEM: MEGA-CD
BY: ELECTRONIC ARTS

Powermonger was originally seen as something of a Populous follow-up when it first came out on the Amiga. Populous coders, Bullfrog, did the honours in producing a game with a similar look, but incorporating far more in the way of depth and longevity. The graphical effects (snow, rain and sunshine) were also stunning, and the sound effects great.

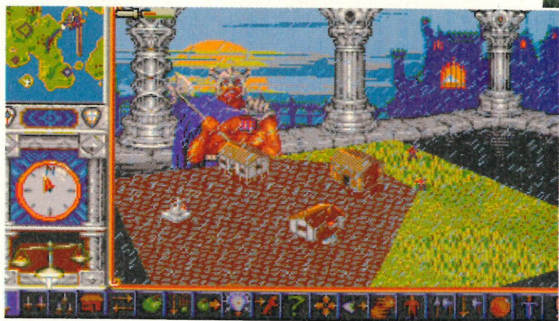
However, Powermonger is slow to play and difficult to get into. This CD version does improve matters slightly by incorporating a lot more presentation and there are also some brilliant fractal graphic flybys of the area thrown in for good measure. The main snag, though, that of speed - is not redressed sufficiently in this new version - a great shame considering the Mega-CD's faster 68000 processor.

The depth of the game along with its 195 levels does make Powermonger a game of interest to Mega-CD owners after a decent strategy title. It's also cheaper than the cart version at £39.99. However, for something more immediate and satisfying, Populous 2 or Mega-Lo-Mania are recommended.

FIRST ENCOUNTER: MARCH '93

LONG TERM COMMENTS: A lastable title - that's for sure. If you like it once you've sussed the controls, there's a lot of life in Powermonger CD.

OVERALL: 76%



▲ Powermonger on the Mega-CD. Not an essential purchase, but intriguing nonetheless.





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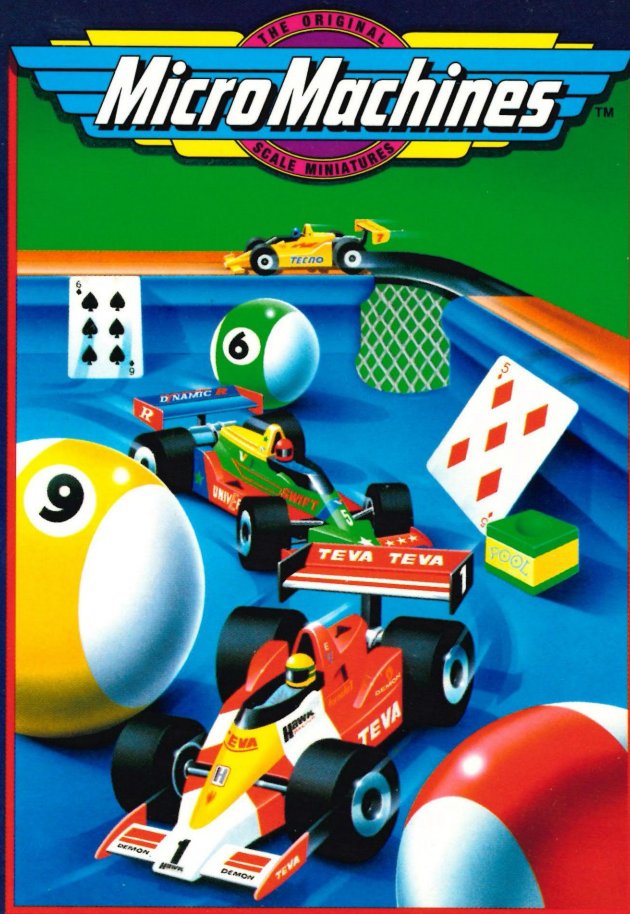
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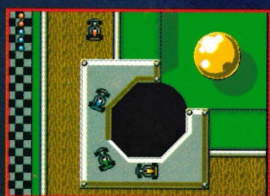
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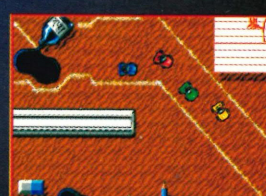
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