BRITAIN'S BEST-SELLING TOTALLY UNOFFICIAL SEGA MAG

SEGA pro

NOT AN OFFICIAL SEGA PUBLICATION

VIDEO SPECIAL
FEBRUARY 1993
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DM11.50
ISSUE 16

EXCESSIVE! Over 25 red-hot games reviewed

TIME GAL!

You won't see a better game on the Mega-CD. She's ready and waiting inside!

MEGA-CD

- Time Gal – clean or just squeaky?
- Baseball bonanza in Super League!

MEGA DRIVE

- Streets Of Rage 2 – full 16Mbits!
- Micro Machines gets into motion.

MASTER SYSTEM

- Beast or wimp? Predator 2 laid bare.
- Exclusive – Sonic 2 tipped to the hilt!

GAME GEAR

- Global Gladiators first mini-preview
- Alien³ sucks battery power – dead!

LANDSTALKER

Sega's first 16Mbit cartridge hits the streets – and a new era begins for Mega Drive owners

Paragon Publishing Ltd
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MORE SEGA REVIEWS AND HOTTER NEWS THAN ANY OTHER MAGAZINE!

THE SECRET DIARY OF A SEGA PLAYER...

MONDAY

MUM DRAGGED ME OUT OF BED, GOT READY, NO TIME TO MAKE BUTTIES SO GOT MONEY OFF MUM FOR PIZZA, WHICH GOES ON TUB OF SLIME TO HURL AT LORRAINE (UGLY) JENKINS. MISSED WITH SLIME, HIT MR (SLIM) PROBY. GOT DETENTION. AGAIN! GOT HOME CHUCKED BRO. OFF MEGADRIVE. SLAPPED IN **'PITFIGHTER'** PUMMELED 'CHAIN MAN EDDIE' INTO THE GROUND DUKIKAAA! WENT TO BED

TUESDAY

TORCHED MR. TRIPPS DIRTY WHITE COAT! HE WAS NOT TOO CHUFFED. EXPLAINED IT WAS AN ACCIDENT BUT FOR SOME STRANGE REASON HE DIDNT BELIEVE ME. ANOTHER DETENTION. AT LUNCHTIME 'FAT BOY' ATKINS O'D ED ON ICED BUNS, NEARLY HURLED IN THE LANTERN BUT WE WERE DENIED THE PLEASURE. WHICH REMINDED ME TO PLAY **'PACMANIA** WHEN I GOT HOME (AT LEAST HE DOESNT HURL!)

WEDNESDAY.

WAITED TOO LONG FOR THE BUS THIS MORNING, NO THANKS TO OUR HIPPY BUS DRIVER, LORRAINE SAT NEXT TO ME (WHAT DOES SHE WANT?) GRAND PRIX TONITE ON TELLY BUT I BET NONE OF THE DRIVERS COULD HANDLE **'HARD DRIVIN'** PRACTISED VIGOUROUSLY! CASE THEY NEED ME (SOME HOPE!)

THURSDAY

MATHS TEST (NIGHTMARE)
NO DETENTION (?) GOT HOME, DOG HAD DUMPED ON NEW CARPET, MUM BOOTED IT UP THE BEHIND, THEN MADE ME CLEAN IT UP. THAT DOG HAS TO GO. AFTER SEVERE HAND WASHING. CHILLED OUT WITH **KLAX** THAT SCREEN 29 IS A REAL SMEGGER!

FRIDAY.

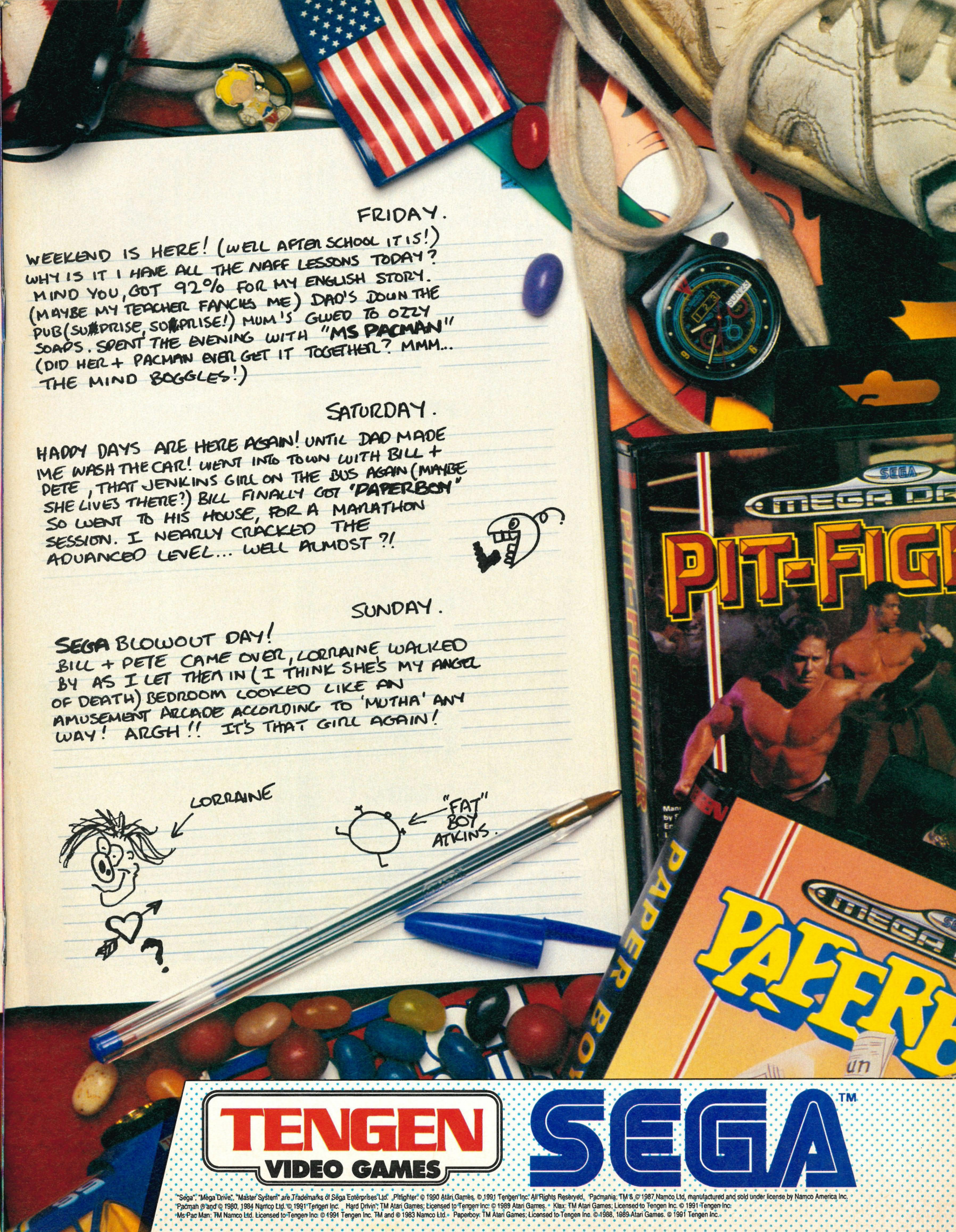
WEEKEND IS HERE! (WELL AFTER SCHOOL IT IS!) WHY IS IT I HAVE ALL THE NAFF LESSONS TODAY? MIND YOU, GOT 92% FOR MY ENGLISH STORY. (MAYBE MY TEACHER FANCIES ME) DAD'S DOWN THE PUB (SURPRISE, SURPRISE!) MUM'S GLUED TO OZZY SOAPS. SPENT THE EVENING WITH "MS PACMAN" (DID HER + PACMAN EVER GET IT TOGETHER? MMM... THE MIND BOGGLES!)

SATURDAY.

HAPPY DAYS ARE HERE AGAIN! UNTIL DAD MADE ME WASH THE CAR! WENT INTO TOWN WITH BILL + PETE, THAT JENKINS GIRL ON THE BUS AGAIN (MAYBE SHE LIVES THERE?) BILL FINALLY GOT 'PAPERBOY' SO WENT TO HIS HOUSE, FOR A MARATHON SESSION. I NEARLY CRACKED THE ADVANCED LEVEL... WELL ALMOST ?!

SUNDAY.

SEGA BLOWOUT DAY!
BILL + PETE CAME OVER, LORRAINE WALKED BY AS I LET THEM IN (I THINK SHE'S MY ANGEL OF DEATH) BEDROOM LOOKED LIKE AN AMUSEMENT ARCADE ACCORDING TO 'MUTHA' ANY WAY! ARGH!! IT'S THAT GIRL AGAIN!



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

MANAGING EDITOR
Dominic "flipper" Handy

EDITOR
Pat "wheels!" Kelly

STAFF WRITERS
Dino "mummy's boy" Boni
Sam "£300 pcm" Hickman
Jason "hairy" Johnson

DESIGNER
Dave "Guile" Perry

ASSISTANT DESIGNER
Simon "beanburger" Christopher

CONTRIBUTORS
Emiko Nishimura

ADVERTISING & SALES
"MC" Andrew Smales *(Sales Manager)*
Alan "wheezy" Walton
Chris "?" Cain
Diana "Santa's helper" Monteiro

PRODUCTION MANAGER
Di Tavener

PUBLISHER
Richard Monteiro

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

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DINGBATS MESSAGE
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Exit: If there was one game you could put on the Sega, what would it be?
(Send to the normal address for the chance of a free cart!)

Final words: ho, ho, ho!

MADDEN 93 AND LOTUS

Total tiptopic treatment for two of the most popular games of 1992. With these tricky tips in your armoury, the 49ers will be crushed in your wake and fellow racers will be left in the pits.

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FLIP OUT!

We totally flip over Ecco, one strangest releases from Sega Dive into our review on page

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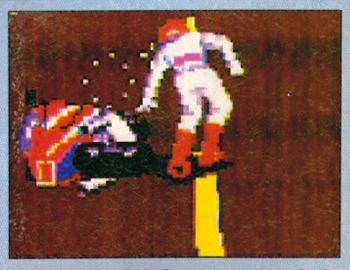
The biggest Sega game ever!

STREETS OF RAGE 2....28
The biggest Sega game ever 2!



ROAD RASH 2 30
Sequel of a very big game.

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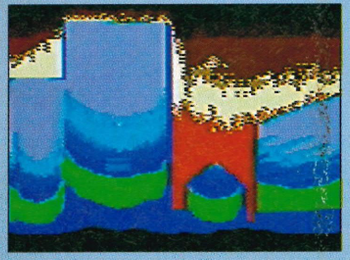
MEGA PC?

Amstrad's new Mega Drive/PC combo is set to change the way people work and play. But is it worth your Dad laying out £1000 just for you to play Sonic on his computer?



PREDATOR 2 38

Not a sequel at all really...

WORLD OF ILLUSION ... 49

A big, big sequel to two big games.

TIME GAL 62

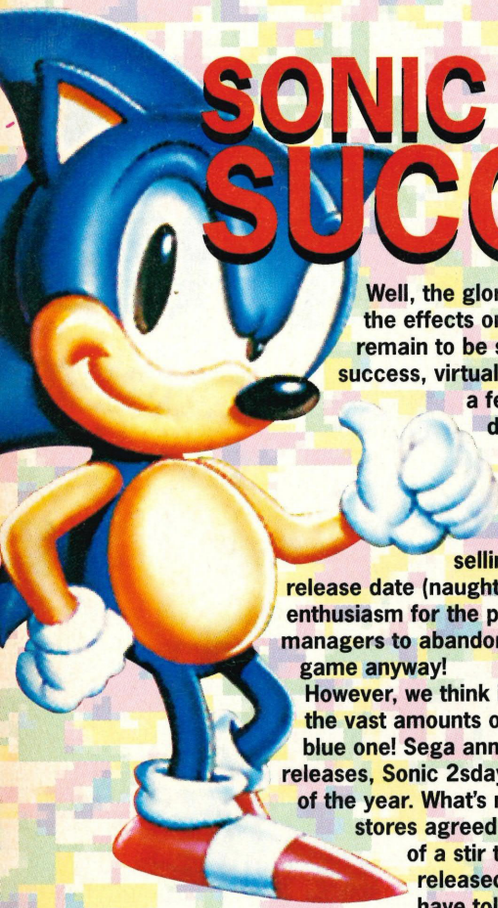
Totally original CD game – not!

TOXIC CRUSADERS 64

Now this one really is original...

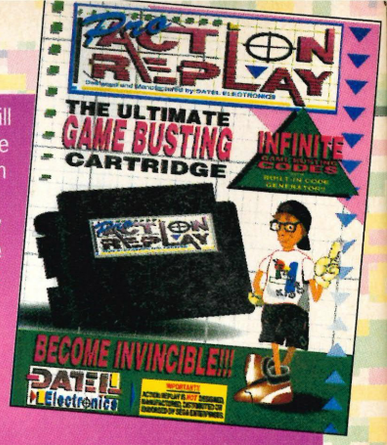
pro NEWS

SONIC 2SDAY SUCCESS



Well, the glorious day has been and gone, but the effects on the population of the UK remain to be seen! *Sonic 2* was a huge success, virtually selling out in most shops after a few days! Although the release date was finally set for the last time in early November, some shops (rumoured to include Comet and some smaller shops) were found guilty of selling the cart prior to the official release date (naughty, naughty!). Apparently, enthusiasm for the product encouraged many shop managers to abandon their instructions and sell the game anyway!

However, we think it may have something to do with the vast amounts of money tied up with the heroic blue one! Sega announced that despite these early releases, Sonic 2sday lived up to its billing as launch of the year. What's more, all of the multiple chain stores agreed that *Sonic 2* caused much more of a stir than the hyped *Street Fighter II* released by Nintendo! Pah, we could have told them that!



SEGAPRO can exclusively reveal that Datel will be producing Master System and Game Gear versions of the much acclaimed Action Replay Pro device.

Due out for release at the end of January and costing £39.99 (£10 less than the Mega Drive version), the Action Replays will offer the 8-bit owners a chance to beat any game. Extra power, more lives and more fun is what the Action Replay offers. Included with the device, the code book will allow new owners to get started and new codes will be printed in SEGAPRO.

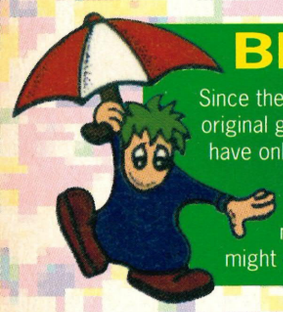
The Master System Action Replay will use the machines pause button to activate cheats, while the control for the Game Gear may feature a switch in the cartridge. Full reviews will follow soon.

MASTER AND SERVANT

KC'S TO THE RESCUE!

KC's Computer and Console Magic are well known for their up-to-date range of games and ability to provide an excellent customer service, but did you know that they can also fix your console? This service will prove to be an absolute godsend, especially if the guarantee has run out! Up until now you would have to be content with either shelling out a wad load of cash to get it fixed, or give it up for good! KC's now offer a full repair service for all consoles, and will supply free quotes on request. They can also convert imported machines, and are happy to advise you on any queries you have concerning your machines. If you want to get your console repaired or have any queries, then call KC's on (0509) 211799.

BEWARE CHEAP IMITATIONS!



Since the huge success of Lemmings, there has been a backlash of copycat games almost identical to the original game developed by Psygnosis. The offending games look almost exactly the same on the cover and have only very subtle differences until you actually begin to play them! It's for this reason that Psygnosis feel no pressure to take action against the companies at all, and even went as far to say, "It's quite flattering that people want to emulate something so successful." You have been warned, although it's not likely that you'll find much of this funny business on Sega consoles (although Krusty's and Humans might come close)!

CONVERSION BLUES

Isn't it annoying how there are so many ex-computer games making their way onto console almost a year after they have been released on floppy. The most annoying part is that they are sometimes worse than the original version.

Wouldn't it be better if these games were enhanced or, dare we say it, updated? Many console owners, and definitely us reviewers, have had a taste of the computer version. But who wants to lay out an extra £10 for the console version when it's not as good as the ageing original!

Okay, so it's a cheap development process for software companies and people like to see their old faves converted to their new machine, but all we ask is that they be improved to reflect the developments in hardware. People aren't going to join the console clan if they can play better games on computer.

Admittedly, simulations and text-heavy adventures can be forgiven for not making a smooth transition, but when it comes to arcade games it's just laziness on the development side. But over and over again, this is being missed by the mysterious bods at Sega who are supposed to be assessing whether something deserves the "Sega Seal of Approval". If the game makes the Sega look worse than the Amiga, they shouldn't let the game appear on Sega – just chuck it back at the programmers and tell them to do better.

Conversely, there are the strange occasions when Sega Japan and America get a game and think it's okay for release, but Sega UK decide it's not what the British public want. The omission of *Gods* from the Sega release schedule is a travesty which should be put right – let the public decide.

GRRRRR! The Pros

GAMES? YEAH, WE'VE PLAYED A FEW IN OUR TIME...

Pat Kelly

Pat will always moan that he hasn't got time to play games, but we've all seen the on-going saga of *John Madden Football '93*, between him and Dave. Unfortunately though, it was uncovered that Pat cheated in order to become the winner and this has resulted in many spin-off "deciding" games.

Pat's passion also extends to some dodgy SNES game called *Super Soccer* (traitor) and NHLPA Hockey.

ELECTRONIC ARTS

EA NETWORK DISPUTE

Electronic Arts, purveyors of those excellent sports games, have recently been involved in a dispute over EASN (Electronic Arts Sports Network). The sports label, which includes all-time greats such as *John Madden Football* and *NHLPA Hockey*, was designed to have the look and feel of a television sports station. The problem came when the American sports channel ESPN found out about the sports label and decided that it was rather too similar to their own identity. It claimed that EA were making various copyright infringements, and wanted to stop the sports label being used at all. EA filed their own claims against ESPN , including one preventing ESPN using their logo in the interactive entertainment business. However, the disputes were settled with no monetary or copyright harm to either parties, although the actual deal will not be revealed. Both parties will continue to use their logo though! Who knows what CNN think of EANN used in *Desert Strike*!

MASTER BOOST

Sega attempted to give the Master System a final boost before Christmas by releasing a reshuffled package. The new package contains *Sonic the Hedgehog* as the new built-in game, replacing the epic *Alex Kidd in Miracle World*.The new Master System retails at £59.99 as opposed to the bottom-end price of £49.99, but anyone desperate for both games together can buy them in a package for £79.99.

As Christmas got closer, we also heard rumours of a new Mega Drive pack. This is basically all the mod-cons, but including a specific Scart version of the Mega Drive. This only goes to show Sega made a mistake when they designed the MS2 without an AV socket.

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0891 318 406 ..... QUACKSHOT
0891 318 407 ..... NEW RELEASE/CHEATS
0891 318 408 ..... MEGA DRIVE CHEATS
0891 318 409 ..... MASTER SYSTEM CHEATS

NO MUSIC OR FRILLS, JUST HELP....SO PLEASE HAVE PEN AND PAPER READY FOR INFORMATION. PLEASE ASK PERMISSION OF PHONE OWNER BEFORE PHONING.CALLS AT 36P CHEAP RATE AND 48P AT OTHER TIMES

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MULTI MILLION SIGNING FOR VIRGIN

Dino Dini, the cult programmer who brought you the likes of *Super Kick Off*, is to sign for Virgin! This is good news for the guys at Virgin, but there's also a bit of sad news that goes with it. Unfortunately, Dini will not be bringing the *Super Kick Off* contracts with him – is this the end of an era? Probably not, as Virgin have already signed him up to develop a game called Goal!; Kick Off under another name?

Dino Boni

Dino is our self-proclaimed gamesplaying expert, so you can guarantee if it's been released, he's played it (or, at least bluff his way through it)! He's not content with any old trash though! Among Dino's favourites are *EA Hockey*, *Gods* and *King Salmon*, although he's been recently seen bashing away on *Micro Machines* into the early hours of the morning!

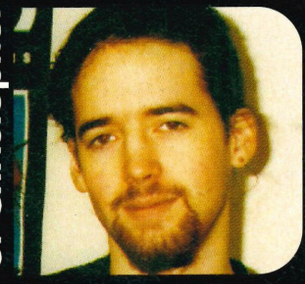
Sam Hickman

Time Gal is Sam's firm favourite at the moment, so she was absolutely heart-broken when it had to be sent back. *Sonic 2* is another firm favourite, even though it is too easy! When she's looking for a challenge the game to play has to be *Lotus Turbo Challenge* – fast cars and action are just what she needs after a hard day at the office (not)!

Dave Perry

It seems that Dave can't resist a challenge, and that's why *John Madden Football '93* is his firm favourite. If Dave doesn't play this at least twice a day he becomes extremely agitated, so we all do our best to humour him! *NHLPA Hockey* is a close second for Dave. After playing this he runs around the office crying "Let's get it on", which apparently helps his creative abilities no end! (Sad...)

Si Christopher



Although Simon is fairly new to the console world, this doesn't mean that he hasn't already got his favourites! If you can't find Simon, you can guarantee that he'll be discovered clutching a Game Gear in a quiet part of the office, wailing "I can't get past level two" or "how do you turn it on?". *Sonic 2* is the instrument of his torture, although he has been attracted by the simplicity of *Columns* too.

IS THIS A CONSPIRACY?

What's all this then? We have discovered a level on the Mega Drive version of *Sonic the Hedgehog 2* that was never released! Yes, take a look at this screenshot and see what you think! Looks pretty much finished to us, so why wasn't it included in the finished version? Very strange. More info on this as it comes.

pro CHARTS

This month we have to thank Video Games Centre and AMS Games for their contribution to the ProCharts. If you feel like putting pen to paper, then why not send us your version of the charts. Just mark it ProCharts and send it to the usual address.

MEGA DRIVE

1)	(NE)	Sonic The Hedgehog 2	94%
2)	(NE)	Terminator 2	94%
3)	(3)	Lemmings	90%
4)	(2)	NHLPA Hockey	92%
5)	(4)	Alien^3	87%
6)	(9)	Corporation	94%
7)	(NE)	Crüe Ball	78%
8)	(10)	Predator 2	80%
9)	(6)	Taz-Mania	93%
10)	(8)	Galahad	75%

MASTER SYSTEM

1)	(NE)	Sonic The Hedgehog 2	95%
2)	(8)	Tom and Jerry	75%
3)	(NE)	Pit-Fighter	75%
4)	(3)	Alien^3	90%
5)	(4)	SCI	54%
6)	(NE)	George Foreman's Boxing	69%
7)	(2)	Sonic the Hedgehog	96%
8)	(6)	Castle of Illusion	93%
9)	(10)	Super Kick Off	93%
10)	(9)	Wimbledon Tennis	88%

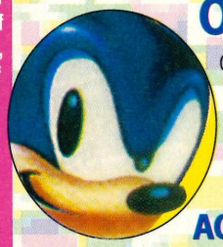
GAME GEAR

1	(NE)	Sonic The Hedgehog 2	95%
2)	(NE)	Taz-Mania	92%
3)	(2)	Chuck Rock	90%
4)	(3)	Spider-Man	92%
5)	(NE)	Batman Returns	65%
6)	(NE)	George Foreman's Boxing	69%
7)	(4)	Smash TV	58%
8)	(6)	Sonic The Hedgehog	96%
9)	(8)	Crystal Warriors	79%
10)	(4)	Ninja	NR

OOPS #1!

The results of our Menacer competition were published two issues ago, but unfortunately we've, er, mislaid the winners' addresses. So if you were a winner (check SEGAPRO#16), please send us your address again! No funny business, we've still got the real names so don't even think about sending us your address if you're not a winner!

OOPS – #2!



Oh no! If you bought SEGAPRO#15, then you couldn't fail to spot the deliberate mistake (not!) on the *Sonic* MD review. Some of the text was missing, so here's a reprint so you can get the full info on *Sonic 2*!

ACT 1

Possibly the largest of the two acts, but quite easy to find your way around. Keep an eye out for the gold platforms found throughout the two acts that crumble as soon as you step on them. Slow down and pause for thought before you leap into thin air.

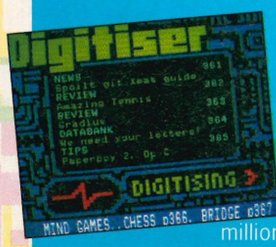
ACT 2

This is the most difficult act of the two to find your way around. Heading to the right is favourable, but I've seen the act completed by going more or less completely in the wrong direction. As with all the previous zones, the corridors and slides all lead to the same place in the end, so keep on going and keep and eye out for the pink octopuses which spit balls(!) at you.

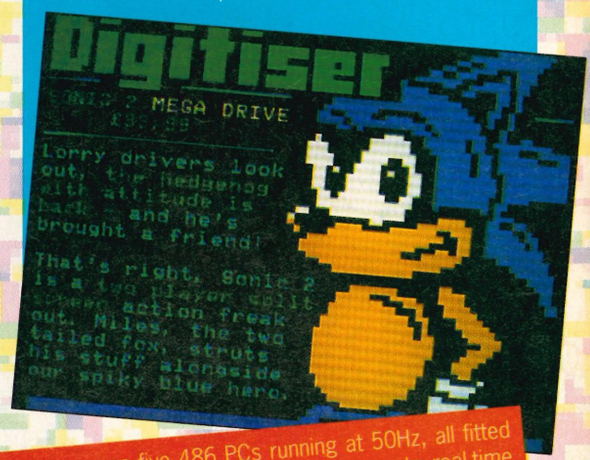
ROBOTNIK

When you reach the end, you'll be confronted with a rather displeased Robotnik who has taken to an ocean-going craft. Hit him a few times. As soon as he rears his ugly head out of the oil and then make a hasty retreat to one of the platforms.
A claw-like snake will then make a bee-line for you tiny blue body, so stand in a corner and jump over it when it's about to hit you. After that, a laser gun pokes out of the water and is just as easy to avoid. Jump over the first shot, duck under the next and then jump over the third. Hit him again as he surfaces and then jump straight back onto the platform – Sonic doesn't like the taste of oil that much!

DAILY SERVICE



Channel 4 and ITV have been running their own teletext services for years (named 4-Tel and Oracle respectively), but from 1 January 1993 the whole service is being taken over by a company called Teletext Ltd. With nine million potential users, Teletext Ltd promise the most comprehensive and up-to-date teletext information service ever.
The obligatory video games section is named Digitiser and you should be able to find the index on page 360 (although this might change). What you'll encounter is four pages of console reviews, a news page, a problems page plus all the normal charts, competitions and tips that you'd expect. But there's nothing normal about this as the whole service is updated daily, ensuring that the info is never out of date. At the weekend you'll also get reviews on computer and arcade games, plus letters, compos and a star console game of the week.
As the New Year chimes in, you can be sure that we'll be glued to our sets to see just what these new folks can come up with.



CYBERZONE MEETS RED DWARF

A new concept in game shows is about to hit your TV screens! It's called Cyberzone and it's television's first virtual reality game show. This novel form of adventure game allows human competitors to compete in battles within computerised environments, and uses specially developed technology to put competitors "into" the game. The VR environment can only work due to the high speed capabilities of the computer processors used. The programme uses five 486 PCs running at 50Hz, all fitted with a graphics card. These all help to create real-time images, allowing competitors to drive their cyborg alter egos.
Animations are controlled by the body motions of the players. For instance, when the player runs through the studio, they will be running through the streets of the virtual reality. Each competitor has a cyborg alter ego which copies the competitor's movements exactly, and it's all displayed on huge video screens for the audience to see!
The show is star-studded, with big names such as John Fashanu (er, not Justin thank goodness) and John Barnes all joining in the fun. It's presented by Craig Charles (he of Red Dwarf fame) and is patrolled by a mega brain known as THESP (James Grout).
Cyberzone has been developed for BBC 2's DEF II magazine, will run for an initial ten weeks, first appearing in January.

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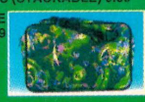

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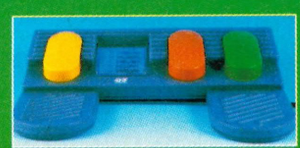

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MEGA CD COLUMN

Roadblasters FX should be available in the shops now, so get on down to your local dealer and purchase a copy! Brought to you by Wolfteam, it promises the high standard of their previous releases *Thunder Storm* and *Time Gal*.

A small storm has been created in Japan by a game called *Slipheed*. Although it's a fairly unoriginal game, the backgrounds are fractally generated. These are mathematically created images which are absolutely amazing to look at, which could make this THE release of the year.

I'm now pleased to say *Time Gal* has arrived! You can see her gracing the pages of the review section in this issue, and it's amazing!

It has now been confirmed that if you bought your Mega-CD before March 1992, then it is likely that it is compatible with all other formats. This is because the country coding chips were not put into the consoles until March 1992, so they will take a CD of any origin.

For those of you who are left wondering about the origin of your Mega-CD, the import system has finally been busted! To check the origin of your console, flip the top open (only do this if your guarantee has expired!) and look on the international boundary chip. The chip is either white or blue, and will have the code EPR104800 (or similar) on it. There is also a letter on the chip, which will either be A,B,C or D. These letters mean Japan, USA, Europe and elsewhere.

World Rally, a much superior version of *Thrash Rally* on the Neo•Geo, is due out any day now. It was supposed to be released in early December, but there's still no sign of it yet!

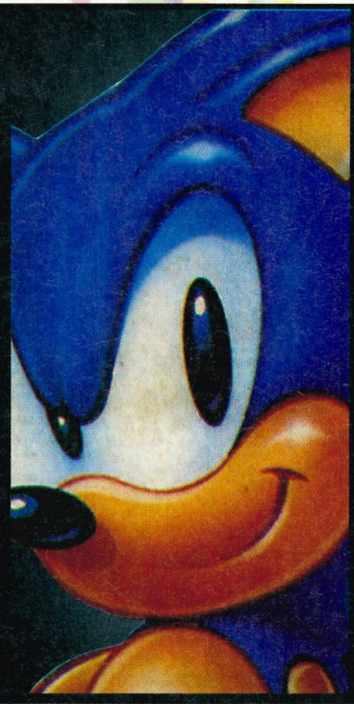
More new releases to look out for in the next few weeks include *Dark Wizard*, *Wolfchild*, *Nobunaga and his Ninja Force* (which is reviewed as *Denin Aleste* in this issue) and *Super Dunk Baseball*.

Don't forget, if you want to join the Mega-CD club, then write off to 28 Churchfield, Ware, Hertfordshire SG12 0EP.

DIAL-A- SONIC!

Dial- a-Tip, who regularly operate a tipsline via SegaPro, have a new line in tips! For all of you who are stuck on *Sonic 2*, fear no more, they are here to help! The *Sonic 2* helpline is open now, and you can call it on (0891) 866 001. Calls cost 36p a min cheap rate and 48p a min at all other times – just make sure you get permission to use the phone.

whispers...



● It's rumoured that *Sonic 2* on Master System is full of bugs, and was never supposed to be released at such an early date. Many readers have written in and complained about this, and we too have found odd places where Sonic can venture and get stuck.

● *Sonic 2*'s new advert displays squashed hedgehogs, demonstrating Sonic's need for speed. Originally, the ASA (Advertising Standards Authority) were dubious about its content, but after the ad was welcomed by the St Tiggywinkles society, Britain's main protectors of the spiky rodents, who gave Sonic its full support, they allowed the commercial to run.

● Looking much further ahead in the year, *Lemmings 2* is due to hit the Mega Drive in time for Christmas 1993, as is *Sonic 3*.

● Sega recently claimed to have outstripped all their 1992 targets and final Mega Drive sales have reached 900,000 units. Even more stocks were rushed in to the shops in December for the last-minute Christmas rush! Yet again though, they seem to have totally underestimated demand and some folks may end up buying Nintendos because they can't get Segas.

● Sega has taken out its first injunction against a UK video store for illegally renting carts. The aim of the injunction is to discourage other dealers from doing the same thing. Boo!

● Virgin is to link up with top UK bicycle distributors Raleigh in a major cross promotion. Over the next few months, when you pop in to pick up a Raleigh bike you could find yourself getting a £10 voucher for Virgin software in with the bargain.

● Finally, Acclaim are linking up with Marvel comics to launch a massive marketing offensive for *Spider-Man*. The official release of all versions has been consistently delayed, and even import stocks have been short, but all Sega owners should be able to find it on the shelves now. While Acclaim are having four weeks of cinema ads, Marvel have promised to produce an actual comic around the game. Is this a first for a console game?

FISHY WINNERS

If you entered our James Pond F.I.5.H. membership competition, then you could have already been picked as a winner! Yes, the results have been drawn, and what can I say – except why were there so many wrong answers?

Membership Winners

Ben Knight, St Agnes; Richard Woods, Devon; Sam Bleakley, Cornwall; Mike Lallake, London; Chris Marsh, Bristol; Steven Baird, Fife; Robert Jackson, Bedford; Shane Jeanes, Bristol; Mark Newberry, Scotland; Christopher Mound, Scotland.

Poster Winners

Julian Blake, East Sussex; Stephen Smith, Wiltshire; Gavin Taylor, Co Durham; Luke Organ, Banbury; David Marsh, London; John Kenshole, Cornwall; Damion Radford, Whitehill; Mark Pearson, Lancs; Shane Halbert, Berwickshire; Steven Key, Essex.

QUICKSHOT COMPETITION

Loads of people entered this competition and who can blame them when the prizes were so generous? We offered a Supervision hand-held plus five games to the winner, and a Supervision to four lucky runners-up. All you had to do was come up with the most original answer to the tie-breaker.

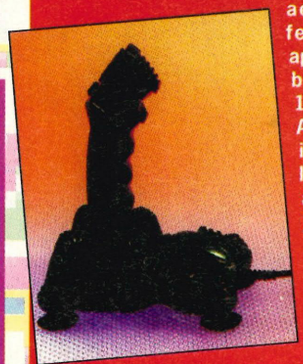
Although Mark Tajadawoski seems to have misunderstood the tie-breaker question, he was the one who gave the best answer: "If I had a Supervision I'd play it until the buttons fell off, then I'd carry on until it blew up. Then I'd run around the room singing "I'm a little hedgehog." Er, yeah, whatever you say, Mark...

As for the rest of you winners, don't worry your goods are on their way right now! The fortunate four are: Selda Taskan, London; Sylva Robbins, Kent; Alan Bullock, Glos; and Nick Martin, London.

TWIT-TWOO!

Cheetah, the inventors of wild and wonderful joysticks, have added another two to their extensive range. First up is the Owl – computer generated for a more ergonomic design(?). Among its many features, it includes: eight-way directional control, three light action fire buttons, a turbo switch and a three position slow motion function. It retails at only £12.50, and comes with a year's full guarantee, making it excellent value for money!

The other joystick, named the Argostick, also contains all the features you would expect to see from Cheetah. Again the shape is ergonomically designed, but more emphasis has been placed on futuristic design. The trigger fire button is carved into a skull, and the base looks more at home on a sci-fi film rather than on a Mega Drive! Although this may be an aesthetic masterpiece, the features match up to the appearance – it has several fire buttons, automatic fire and a 12-month warranty. The Argostick retails at £14.99, and is also brilliant value for money! If you're skint after Christmas and fancy owning one of these joysticks, then why not enter our competition? We've got five of each to give away, and, as always, all you have to do is answer the following question.



Q: What is the fastest land animal in the world?
A:.....

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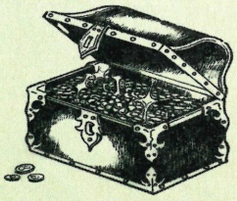

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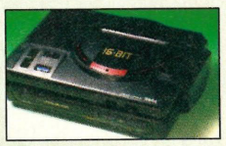

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The Pros' TOP 100

MEGA DRIVE

01	Streets Of Rage 2
02	Sonic the Hedgehog 2
03	Ecco
04	Desert Strike
05	NHLPA Hockey
06	T2: The Arcade Game
07	Road Rash 2
08	World of Illusion
09	European Club Soccer
10	John Madden '93
11	Gods
12	Alien 3
13	Lotus Turbo Challenge
14	Sword of Vermillion
15	Splatterhouse 2
16	Lemmings
17	Thunder Force IV
18	James Pond II
19	Speedball 2
20	Tazmania
21	PGA Tour Golf
22	Universal Soldier
23	Greendog
24	Revenge of Shinobi
25	Populous
26	Rainbow Islands
27	Decap Attack
28	The Terminator
29	Corporation
30	Sports Talk Baseball
31	F22 Interceptor
32	The Immortal
33	Buck Rogers - Countdown to Doomsday
34	Wonderboy in Monster World
35	Toejam and Earl
36	Hellfire
37	Chuck Rock
38	Kid Chameleon
39	Pitfighter
40	Columns
41	Shining in the Darkness
42	Shadow Dancer
43	Phantasy Star III
44	El Viento
45	Two Crude Dudes
46	Gadget Twins
47	Strider
48	Ghouls'n'Ghosts
49	Arcus Odyssey
50	Olympic Gold

MASTER SYSTEM

01	Sonic the Hedgehog 2
02	Asterix
03	Lemmings
04	The Lucky Dime Caper
05	Prince of Persia
06	Castle of Illusion
07	Alien 3
08	Super Kick Off
09	Spiderman
10	Terminator
11	Bart vs Space Mutants
12	Ninja Gaiden
13	Impossible Mission
14	Chuck Rock
15	Columns
16	Outrun Europa
17	New Zealand Story
18	Tom and Jerry
19	Bubble Bobble
20	Xenon 2
21	Champions of Europe
22	Alien Storm
23	Arcade Smash Hits
24	Shadow Dancer
25	Gain Ground
26	Spy vs Spy
27	Putt&Putter
28	Rastan Saga
29	Trivial Pursuits
30	Rampart

GAME GEAR

01	Sonic The Hedgehog 2
02	Castle of Illusion
03	The Lucky Dime Caper
04	GG Aleste
05	Spiderman
06	Alien 3
07	Prince of Persia
08	Chuck Rock
09	Ninja Gaiden
10	Columns
11	Bart vs Space Mutants
12	Super Off Road
13	Rastan Saga
14	GG Shinobi
15	Super Kick Off
16	Lemmings
17	Joe Montana Football
18	Outrun Europa
19	Taz-Mania
20	The Terminator

Golden CART AWARD

Game Gear
Sonic The Hedgehog

As promised, here are the results of our Golden Cart Awards! You may be amazed at the winners, or just slightly surprised, but one thing's for sure – you know what you want when it comes to games!

OVERALL GAME

The Best
Mega Drive
Desert Strike
Master System
Asterix
Game Gear
Sonic The Hedgehog

The Worst
Mega Drive
Altered Beast
Master System
Back to the Future 2
Game Gear
Ax-Battler

ARCADE GAME

The Best
Mega Drive
Pit-Fighter
Master System
The Terminator
Game Gear
Alien3

The Worst
Mega Drive
Hard Drivin'
Master System
Double Dragon
Game Gear
Double Dragon

STRATEGY GAME

The Best
Mega Drive
Desert Strike
Master System
Populous
Game Gear
Columns

The Worst
Mega Drive
Rings of Power
Master System
Klax
Game Gear
G-LOC

SPORTS GAME

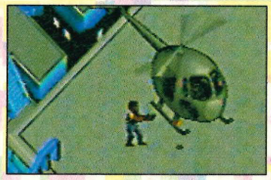
The Best
Mega Drive
John Madden Football '92
Master System
Olympic Gold
Game Gear
Super Kick Off

The Worst
Mega Drive
Olympic Gold
Master System
Champions of Europe
Game Gear
Olympic Gold

GRAPHICS

The Best
Mega Drive
Sonic The Hedgehog 2
Master System
Sonic The Hedgehog 2
Game Gear
Sonic The Hedgehog 2

The Worst
Mega Drive
Predator 2
Master System
Alex Kidd in Miracle World
Game Gear
Columns



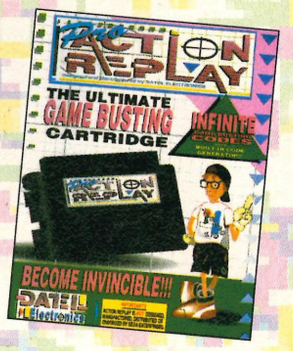
SOUND

The Best
Mega Drive
Lemmings
Master System
Sonic The Hedgehog

The Worst
Mega Drive
Test Drive 2
Master System
Alien Storm
Game Gear
Olympic Gold

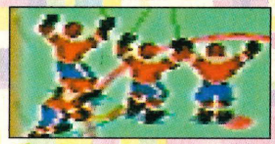
ACCESSORY

The Best
Mega Drive
Action Replay Cartridge
Master System
Light Phaser Gun
Game Gear
TV Tuner



The Worst
Mega Drive
Sega Chair
Master System
Sega Chair
Game Gear
Wide Gear

SOFTWARE PUBLISHER



The Best
Mega Drive
Electronic Arts
Master System
Sega
Game Gear
Sega

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GAME GEAR

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SONIC II	£21.50
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NEWS FROM JAPAN

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JAPANESE PRO DATES?

JANUARY

14	Bare Knuckle II	SEGA	16Mbit
16	European Battlefront	KOEI	8Mbit
29	Kick Boxer	Micro World	8Mbit
31	Jaguar XJ220	Victor/Core	CD
31	A Rank Thunder	TELENET	CD
31	Dark Wizard	SEGA	CD
31	Sim Earth	SEGA	CD

FEBRUARY

15	Furry Friends	EA/VICTOR	4Mbit
19	G-LOC	SEGA	8Mbit
29	Battle Toads	SEGA	4Mbit
29	Majin Saga	SEGA	8Mbit
29	Devestator	TELENET	CD
29	Cal .50	BSICO	8Mbit

MARCH

12	Ninja Warriors	TATIO	CD
19	Doraemon	SEGA	4Mbit
19	Laughing Salesman	SEGA	CD
26	3 X 3 Eyes	SEGA	CD
31	Cyborg 007	TELENET	CD
31	Hiemdel	VICTOR	CD
?	Out Run 2019	SIMS	8Mbit
?	Super Shinobi II	SEGA	8Mbit
?	Wing Commander	SEGA	CD
?	Sonic the Hedgehog	SEGA	CD
?	Splatterhouse 3	NAMCO	8Mbit

APRIL

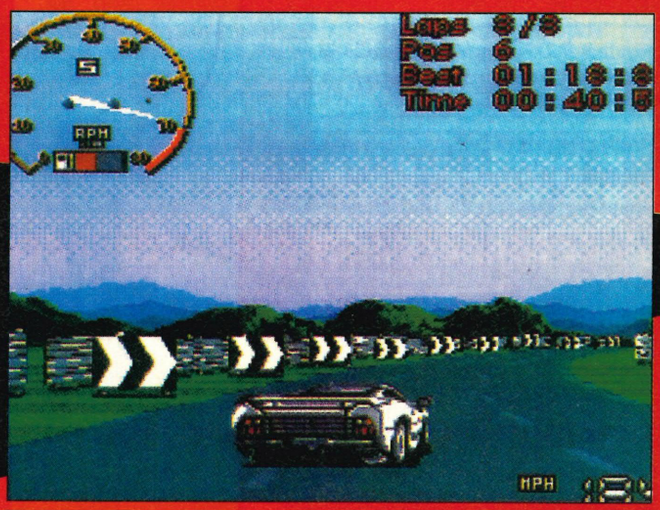
?	Legend of the Knight	Tengen	12Mbit
?	Road Riot	Tengen	?
?	Vay	Sims	8Mbit
?	Illusion City	Micro Cabin	CD

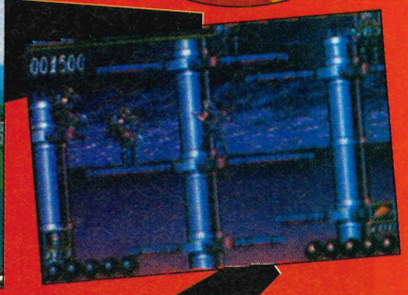
ANNETTE - YET AGAIN

Last month, we brought you a few sneak previews of the forthcoming CD game, Annette Again. Well, it seems like the name is about to be changed to EARNEST EVANS III - ANNETTE AGAIN (well, that's the translation anyway!). Why this is being billed as an Earnest Evans game is unknown, but this huge CD animation spectacular is around 70% complete and is due for a late February release in Japan. The game features over an hour of animated cartoons (that's the claim of Wolfteam) and is as close to real-time animation as you can get. We'll just have to wait and see, won't we.

世界の

CORE! WHAT A SCORCHER!





Core Design, a UK company, are one of the leading CD producers in Japan at the moment and have released pictures of three forthcoming titles due to be released soon.

JAGUAR XJ220 is based around the £400,000 super car that was produced in 1989. There were only a limited number of these sleek speed-machines built (around 350 of them). They boast an awesome performance. Nestling quitely under the bonnet is a Turbo-charged V6 twin turbo, super-cooled engine which puts out an astonishing 500bhp.

The game can be played in any one of four modes, including one which lets you manage the entire Jaguar racing team. Here, you must take account of the expenses that the team will occur, administration costs and even the fuel consumption!

Also included in the game is a rather nifty track editor. This lets you design a complete racing circuit from scratch and saves it to the battery-backed ram inside the Mega-CD. Just think of all of the twisting, hair-rasing tracks you could create that would even make Nigel Mansell think twice about a change of career.

The other two games from Core Design are Eye of the Beholder II and Wolfchild, which were first released in the Amiga 500. Eye of the Beholder II is a 3-D RPG based around the old Amiga classic, Dungeon Master. Taking control of a party of warriors and magicians, you must defeat an army of fantasy creatures and solve many complex puzzles before moving onto the next level of the dungeon.

Wolfchild is centred around a disgruntled scientist who, fed up with the evil in the world, creates a machine to transform him in a super-hero type wolf. When he hears of the kidnapping of a wealthy businessman daughter by a gang of powerful terrorists, he transforms himself in El Wolfy and goes on the rampage.

EXCLUSIVE! PHANTASY STAR IV IS COMING

Any Mega Drive boffin will tell you that the Phantasy Star series of RPGs are the most comprehensive selection of games in existence. Huge adventures are concealed inside those little carts and now Sega are releasing the next game in the ongoing saga on a 16Mbit cart!

The game is still in its primary development stage and many of the graphics have yet to be completed, let alone programmed. The new game centres around a 16 year old boy named Rudi Ashley and starts 1000 years after Phantasy Star III. This setting continues the story of the 1000 year cycle of evil and is sure to be a massive hit with RPGers everywhere.

ROAD HOG

Road Blaster FX has now been released in Japan and, as expected, is a variant on the Dragon's Lair laser disc game. The original arcade version of this game was doing the rounds in Japan around four years ago and now Wolfteam have come up with the goods yet again.

You play the hero who lost his newly-wedded wife on honeymoon. She was killed by a gang of Hell's Angels as you were driving to you country retreat for a few peaceful days of doing nothing. Vowing revenge for your sweetheart's death, he soups up his car and equips it with a super-turbo capable of producing massive bursts of speed.

Gameplay is more or less the same as Thunderstorm FX where you control the movement of the car only at certain points in the game. It also switches from the driver's eye view to an outside view on occasions. This may seem a little disorientating, but the transition is smooth and the whole game gives a fantastic illusion of speed.

FORCE IS WITH THE GEAR

As we all know, the Japanese are great lovers of RPGs and, now, the GG version of Sega's 12Mbit Mega Drive conversion is complete. Packed into a 4Mbit GG cart, it's the first of what is hoped to be a three part series of the Mega Drive game. The control system has be re-designed for the GG's two buttons and all of the original characters are available for battle in this mini-version. Released in Japan on Christmas Day (the Japanese don't celebrate Christmas to the extent that we do!), it should be available on import soon. The only problem being the massive amount of Japanese text involved, but if the combat scenes are as good as the Mega Drive version (yes, they've even managed to cram those in!) then it should be worth checking out.

MEGA CD SALES IN JAPAN HIT PEEK

New figures just released in Japan put the sales of the Mega-CD at around 250,000 units! That's quite a few addicts!

世界のスーパーピーローが帰ってきた

PRO DATES?

JANUARY

MEGA DRIVE

ECCO	SEGA	UK
G-LOC	SEGA	UK
JAMES BOND 2 - THE DUEL	DOMARK	UK
NINJA GAIDEN	SEGA	UK
PGA TOUR GOLF II	EA	UK
PREDATOR 2	ACCLAIM	UK
ROAD RASH 2	EA	UK
STREETS OF RAGE 2	SEGA	UK
WC LEADERBOARD	US GOLD	UK
X-MEN	SEGA	UK
POWERMONGER	EA	UK
ROLO TO THE RESCUE	EA	UK

MASTER SYSTEM

PREDATOR 2	ACCLAIM	UK
CALIFORNIA GAMES 2	SEGA	UK
TECMO WORLD CUP	SEGA	UK

GAME GEAR

ALIEN3	SEGA	UK
THE SIMPSONS	FLYING EDGE	UK
DEFENDERS OF THE OASIS	SEGA	UK
CHAKAN	SEGA	UK
GREEN DOG	SEGA	UK
EVANDER HOLYFIELD BOXING	SEGA	UK
MICKEY MOUSE 2	SEGA	UK
TALESPIN	SEGA	UK

FEBRUARY

MEGA DRIVE

PGA TOUR GOLF II	EA	UK
GEORGE FOREMAN'S BOXING	FLYING EDGE	UK
SUPER KICK OFF	US GOLD	UK
STRIDER 2	US GOLD	UK

MASTER SYSTEM

TBA	TBA	UK

GAME GEAR

SPIDER-MAN 2	FLYING EDGE	UK
ARCH RIVALS	FLYING EDGE	UK
HOME ALONE	SEGA	UK

MARCH

MEGA DRIVE

BLOOD & GUTS FOOTBALL	EA	UK
BUBSY THE BOBCAT	ACCOLADE	UK
F-15 STRIKE EAGLE	MICROPROSE	UK
INT. RUGBY CHALLENGE	DOMARK	UK
JAMES POND 3	EA	UK
MEGA-LO-MANIA	VIRGIN	UK
MICK AND MAC	VIRGIN	UK
POPULOUS 2 VIRGIN	UK	
TONY LA RUSSA BASEBALL	EA	UK

MASTER SYSTEM

ROBIN HOOD	VIRGIN	UK

GAME GEAR

ARCH RIVALS	FLYING EDGE	UK
KRUSTY'S FUN HOUSE	FLYING EDGE	UK
SPIDER-MAN 2	FLYING EDGE	UK

MIG 29

DOMARK ■ MARCH

Domark are enjoying a lot of success and praise for their latest PC flight sim, AV8B Harrier Assault which centres around the Harrier jump-jet. Rumours are that it is possibly one of the smoothest flight sims ever designed (available for under £100!).

Also still flying high on computers for Domark is MiG-29, the first game to centre around the former Soviet Union's highly secretive fighter plane. After a year amazing computer captains, the flight sim is about to be squeezed into the Mega Drive. Hopefully this will bring the flight sim nearer the technically correct game, and further from the arcade wimp-outs that F-22 Interceptor and LHX Attack Chopper provided. But the nature of the console beast is that you should expect too many complex controls as the tri-buttoned joypads just won't be able to cope – or perhaps it'll use two joypads at once...

THE QUEST FOR COOLNESS

VIRGIN ■ MAY

We've all seen the 7-Up adverts featuring the cool, wire-frame drinking dude with the funny haircut. But who would have thought to put him in a console game? Virgin, that's who. Unfortunately, they couldn't get 7-UP to part with the rights to the character, so they've created a game that's inspired by the little red spot on the can. (Desperate or what?)

The suitably-named Spot has grown arms and legs, put on some shades and decided to become the coolest thing alive. His quest takes him through nine levels of spot-related danger including a beach with all sorts of troublesome aquatic life.

Programmed by Dave Perry (no, not the Dave "squealer" Perry!) who brought such creations as The Terminator and Mick & Mack – Global Gladiators, it's set to be a bubble-bursting game.

PGA TOUR GOLF 2

EA ■ FEBRUARY

EA are desperately continuing their policy of cloning all their greatest hits of yester-year, with the latest reincarnation coming on the golf course.

The first PGA game was hailed as the best ever console golf game, an accolade that has stood firm ever since. No other attempt has come close to its gameplay, lastability and true-to-life features.

Wishing to expand on this, EA have included a number of new features to the updated version, including seven new courses and five tournaments. Up to four players can compete with 60 real PGA Tour pros or play a round or two on their own.

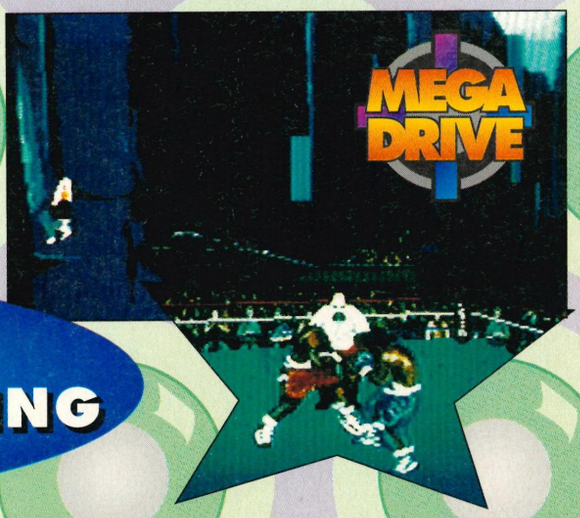
The cart comes with battery back-up to save tournaments, players' prize money and performance stats such as driving distance, par breakers and scoring averages. Also included in the updated version is a Skins game (where the players go round a course and play each hole for money), digitised speech and a draw/fade meter for better shot control.

ANOTHER WORLD

VIRGIN ■ MARCH

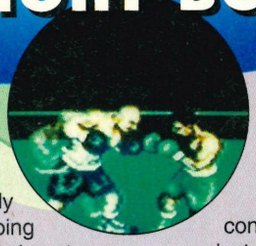
Originally programmed in France by Delphine Software, Another World caused a storm on the Amiga when it was released mid-1992. Featuring graphics that were completely made of filled vectors and animation that left the jaw dangling around floor level, it was snapped up by all and sundry and immediately work began on a Mega Drive version.

Boasting the same impressive graphics and joypad-wrecking gameplay, the game centres on you, a scientist who during a particle-accelerator experiment, gets transported through space to "another world" when the accelerator goes berserk after being hit by a bolt of lightning. You find yourself instantly in trouble and eventually befriend an alien who's being held prisoner, just like you are. Together, you must blast and think your way out of the prison and solve many tricky puzzles before you have any chance of getting back home.



MEGA DRIVE

MUHAMMED ALI HEAVYWEIGHT BOXING



VIRGIN ■ APRIL

"Float like a butterfly, sting like a bee. That's the only way that you're going to beat me!", is Ali's boastful claim for this all-new boxing game. After a number of boxing games that looked very pretty but played like a wet blanket in a washing machine(?), Virgin are hoping to capture the beat-'em-up market with this new licence.

Players can either take control of Ali himself and fight against nine contenders who are just itching to wear the coveted Heavyweight belt, or you can choose to be one of the contenders and attempt to knock Ali into the middle of next week. The game features a 360° revolving ring to allow the player to enjoy the action from any angle whilst permitting him to box his opponent into a corner with a quick turn at the crucial moment.

Other options include tournament or exhibition mode, arcade or simulation controls, digitised sound, crowd responses and adjustable round lengths.

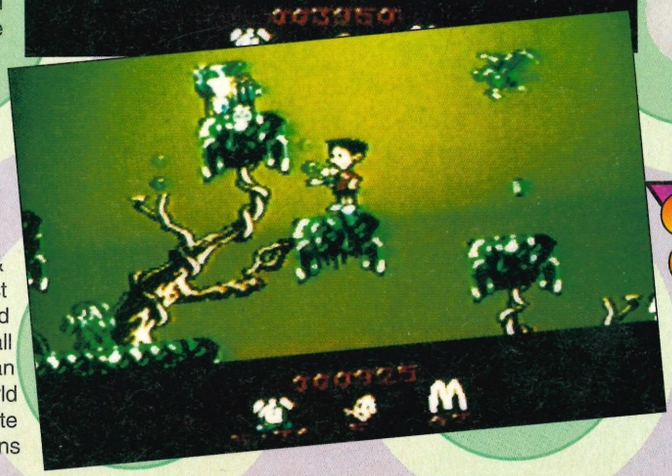
Known around the world for his grace as a heavyweight champion, Muhammad Ali will be bashing his way onto your Mega Drive in April 1993.

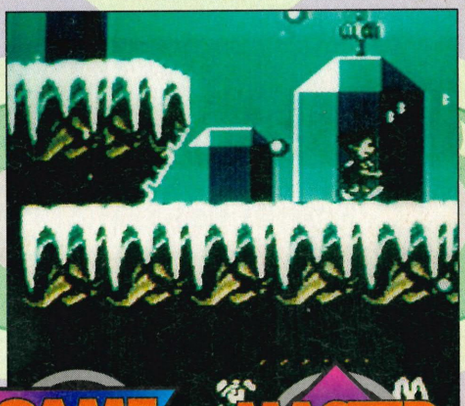
MICK AND MACK
GLOBAL GLADIATORS

VIRGIN ■ APRIL

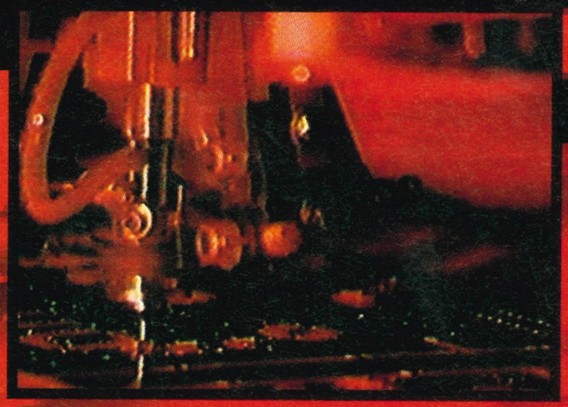
As you probably already know, Mick and Mack will be appearing on a Mega Drive near you very but now Master System and Game Gear owners can do their bit for the environment in this cute game.

Mick & Mack must travel the world and clean up all the mess they can find before the world turns into a giant waste dump! The MS and GG versions look good and we'll be featuring full reviews as soon as Mick and Mack decide to come in and clean up the SegaPro offices .





GAME GEAR MASTER SYSTEM



Everyone knows that if you can't beat your favourite game, then the only solution is to CHEAT! Datel are experts in this field and their Action Replay cartridge is now standard equipment for all serious Mega Drive gamers. Not wanting to leave out Master System and Game Gear owners, the boffins at Datel have come up with a cheat cartridge for you too.

The Action Replay allows you to enter cheats, in the form of codes, into a game to give you infinite lives, energy etc. With a bit of dabbling by an adventurous owner, you can also make you games harder, more entertaining or even just plain wacky!

The Datel film features the wacky MC Tunes, who provides the narration and music while Sonic and Ripley demonstrate some of the advantages of the Action Replay.

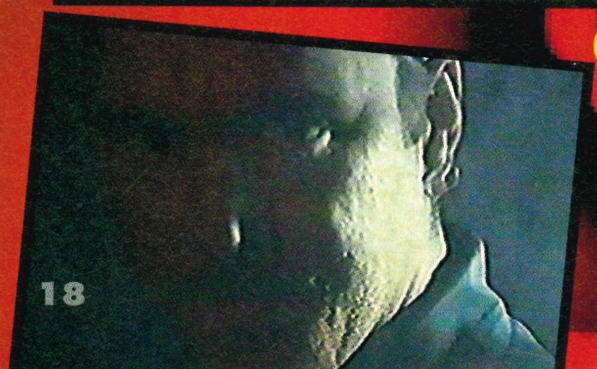
WIN, WIN, WIN

Those lovely people at Datel have a selection of brilliant prizes up for grabs in their Video competition. First prize is an all-expenses paid trip to the hi-tech Datel Headquarters. Once there, the winner will be given a ride in Datel's helicopter and a guided tour of their offices. On top of this, the winner will also receive an Action Replay Pro cart for their machine and a pop-tabulous Daniel Poole designer jacket!

For the runners-up, Datel are providing 10 Action Replay Pro carts, 10 designer Daniel Poole T-shirts and 5 copies of the new MC Tunes album, personally signed by the rave-master himself!

All you have to do to win one of these manic prizes is pick up the phone, dial the number below and follow the instructions contained within.

0891 662551

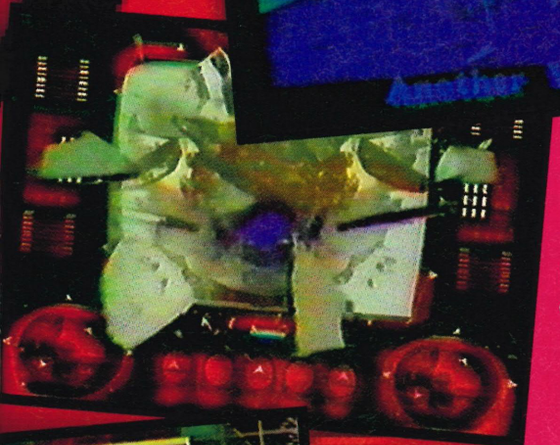


All entires must be in by 28th February. Calls cost 36p per minute cheap rate and 48p a minute at all other times. Please ask the permission of whoever pays the phone bill before you call. The judge's decision is final and not to be questioned (or he may get a bit upset!).

COMPO VIDEO COMPO VIDEO COMPO VIDEO COMPO VIDEO CO

Virgin Games have enjoyed unprecedented success lately with the release of many titles on all of the Sega formats, among the best of which are *The Terminator* and their big chart-topping seller *European Club Soccer*.

They are now ready to release another set of stonkingly good games onto the market (as you can see from the video) and include the surreal *Mick and Mick*, *Superman* and *Another World*. Considering their track record of producing great games, this little lot should be worth a very big peek when they appear in March.



WIN, WIN, WIN

Virgin have a breath-taking selection of prizes up for grabs. The lucky bleeder who wins will receive a brand-new Samsung Camcorder so he or she can dabble in the delightful art of home-movie making. Who knows, Jeremy Beadle may even show a few, if you're very unlucky! Virgin are also putting up 2 Raleigh Activator mountain bikes, 5 Virgin bomber jackets and 10 Virgin T-shirts for the runners-up. Exciting stuff or what?!

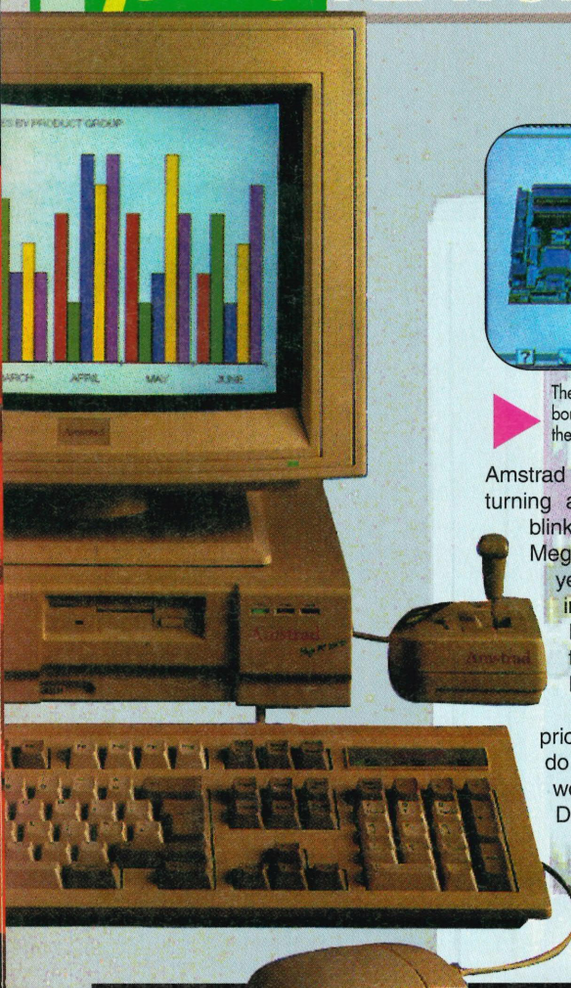
All you have to do to win one of these hyper-valuable prizes is pick up the phone and dial the number below and follow the instructions on the recording.

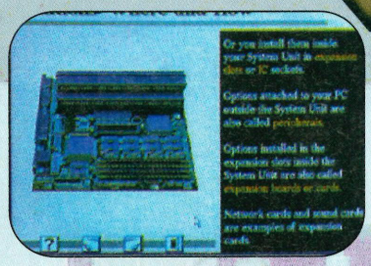
0891 66256 0

All entires must be in by 28th February. Calls cost 36p per minute cheap rate and 48p a minute at all other times. Please ask the permission of whoever pays the phone bill before you call. The judge's decision is final and not to be

MEGA PC

The MegaPC is Amstrad's latest bid to enter into the home market. With a high-spec 386 PC and a Mega Drive in one box, it seems the perfect computer. The £1000 price tag seems about as attractive as a kick in the ging-gangs, but no expense has been spared to bring us the ideal home machine.





The cheek bon i's connected to the jaw bone. The jaw bone is connected to the...The on-screen help reveals the lot!

Amstrad have always succeeded in turning an unusual concept into a blinking good idea. As the MegaPC is their boldest attempt yet, they may have a job trying to convince us that the PC needs a Mega Drive and that the Mega Drive needs a PC.

£1000 is closer to the price of a PC, so they'll have to do more convincing to the PC world than prospective Mega Drive owners, but Amstrad have sold a PC or two in their time and the feeling is that they might just create a small niche in the home users market.

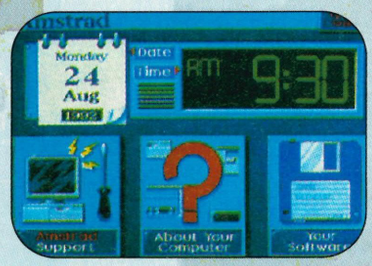
The Mega PC is a dual-system comprising a highly specified PC which plays large adventures/simulations and business programs and the standard Mega Drive which can play arcade games.

SKY'S THE LIMIT

Amstrad have produced a neat TV ad which will be shown on SKY TV during the year. In the ad, a young kid is playing with the Mega Drive in a study room. The kid's father comes into the room and chases him out, spinning a yarn that he needs to do some PC work. Once the kid has left the room the father plugs a copy of Desert Strike into the MegaPC and leaves his spreadsheets for dead!

The video typifies the sort of user that may the MegaPC is aimed at – the father who needs a PC in the home, but has a son or daughter who wants a Mega Drive. Amstrad also see students and young computer users as ideal users too. These guys use computers in their normal life, but want to play on something a bit more responsive.

Use this setup screen to input the time and date the very first time you switch on and the machine will remember...



...so that every time you switch on thereafter, you are greeted with this entry screen which displays the correct date.

GROWING OUT

That description brings us to the general idea behind the MegaPC. There are millions of kids who have grown up with consoles and as they become older, they'll want a computer to use in their home for revision, writing letters/ reports, programming (all console games are designed and programmed on PCs), creating artwork and all the other uses in which computers can be used. However, those same people will still want to play with consoles and a dual purpose computer/console such as the MegaPC could be ideal.

The theory, however, is shaded a little when reality comes into the fold. Consoles are popular because the hardware doesn't cost much and they are superb for arcade games. PCs are popular because they offer more than just arcade games, but they tend to be expensive. The two concepts contradict each other and there seems to be a huge gulf between them.

MEGA DRIVING

The Mega Drive was chosen as it is the most popular console in the UK and because of the street-cred image that it has developed at the expense of the Super NES which, afterall, is only a kids machine!

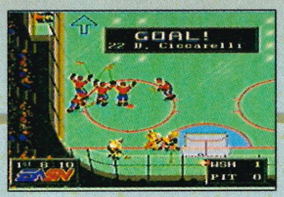
Unlike previous Amstrad PCs, there has been little compromise in the Mega's quality and build. It is Amstrad's determination not to compromise that, they believe, will make the difference between success and failure. For instance, instead of using a slower 12MHz 286 CPU, the faster 25MHz 386sx was chosen. A quality mouse, fast 40Mbyte hard disk and additions such as the Ad-Lib stereo soundcard and analogue joystick is fair evidence of the machine's impressive specification. A less expensive machine could have been bolted together, but it would not have been a desirable piece of kit.

THE MACHINE

Although the Amstrad MegaPC may look spectacularly hi-tec, it is actually two machines in one casing – a hybrid of Sega's Mega Drive and an Amstrad 386SX PC. It is definitely not a PC-controlled Mega Drive emulator which is plugged into the PC's motherboard.

The machine's concept, if not the technology, is the ingenuity behind its operation. The sliding front panel of the machine provides the mode select allowing either the Mega Drive or the PC to be used, but not both at the same time. The sliding panel allows or inhibits access to the cartridge slot and the PC disk drive. The monitor senses the change of video input between the Mega Drive and PC and automatically changes its display mode to suit.

The power supply powers both machines simultaneously and the power lines taken from it, like the circuitry, are kept completely separate. When the machine is switched onto Mega Drive mode, power is being sucked from both machines.



However, the Mega Drive cartridge and paddle need to be unplugged before the sliding panel can be moved over and the Mega Drive is automatically switched off while in PC mode.

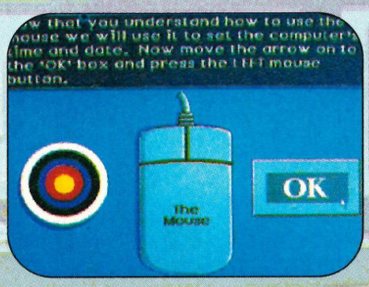
The PC is always powered while the machine is – even while playing a Mega Drive game. Spreadsheets, word processors, music and graphics packages can be running and interrupted for a quick blast on the Mega Drive to be returned to later on. As the mouse and PC joystick are connected to the PC hardware and the Mega Drive controller is plugged into the Mega Drive hardware, the PC can continue its normal operation irrespective of the mode in which the MegaPC is operating. Any keypresses or mouse selections are still accepted even if in Mega Drive mode!

PC MODE

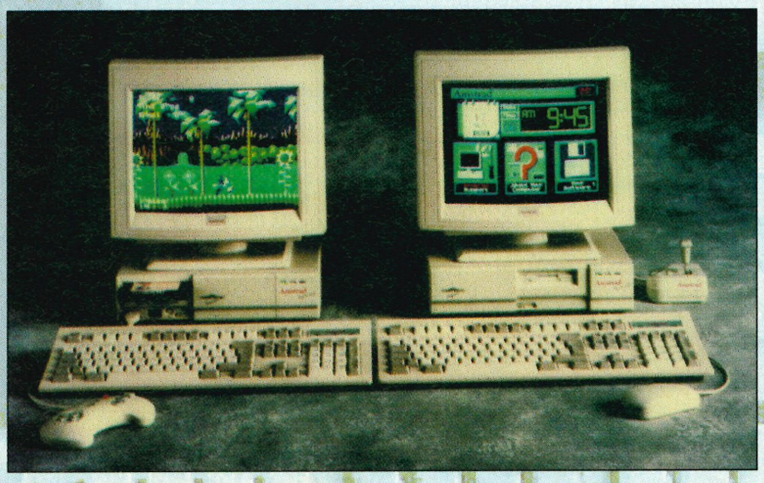
In PC mode, the MegaPC operates just as you would expect of a 386 machine. There is a mouse, a keyboard, a monitor, a disk drive, a 40Mbyte hard drive and 1Mbyte of RAM (expandable up to 16Mbytes).

There is no bundled software, but Amstrad have included their own Windows-beating Desktop as a standard feature. As the interface is built into the system software, it is more akin to that of the Amiga Workbench interface than the clumsy, hap-hazard, bolt on PC Window interface.

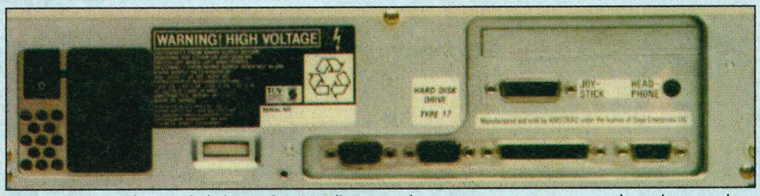
Using the Amstrad Desktop, users can create their own drawers in which to place files and documents. There is a handy icon-design program and on-screen help which is very thorough. This on-screen help provides information on just about every aspect which concerns the PC's operation and then more!



Sega owners won't be used to devices such as the mouse. It's just as well that the tutorial starts from the very basics.



The sliding front panel won't let you play with the Mega Drive when the PC is switched on and vice-versa. It allows easy access to the Mega Drive port with the added bonus that the machine doesn't have to be switched off and on when cartridges are swapped over.



Amstrad have included everything you'll ever need into one compact unit. It's ready to plug in and go from the minute it is taken out of the box. However, there are the standard connectors for the mouse, joystick, printer, monitor and power to connect. Think you can handle that?

When the machine is switched on for the very first time, an initialisation sequence lets the user set the current date and time. Once this has been completed, the set up will never be repeated.

In normal operation, the user boots up to the Amstrad Desktop. From there, programs can be run by clicking on icons or DOS can be entered into.

All-in-all, the PC is in all respects a normal PC although there are the additions of the Amstrad Desktop and extra Ad-Lib soundcard and joystick (both built into the main motherboard).

MEGA DRIVE MODE

The MegaPC's Mega Drive is a real bona fide Sega machine using Sega's latest chip-set and, thus, incorporates the country verification routines which block out imported games from Asia and America. The advantages of the MegaPC is that a colour 14" stereo monitor is included in the package.

The MegaPC joypad is the same Sega joypad which, although functional, isn't the best in the world.

The Mega-CD expansion slot is incorporated so that the CD unit can be used with the machine. All games that run on a UK Mega Drive will run on the MegaPC at the same speed – exactly like the real thing.

When the user switches back to PC mode, the cartridge and joypad must be removed. When the panel is slid into position, the Mega Drive is switched off. This is the only quirk the machine has, but once the Mega Drive is on, who wants to go back to PC mode?

The unit is totally compatible with Sega games and hardware, so devices such as the Action Replay Pro, Menacer light gun and joysticks are supported. Unfortunately, because of the machine's design, the Powerbase Converter will be tricky to plug in, but it should work if connected.

THE VERDICT

Amstrad have gone to great lengths to provide a machine which is easy to setup, easy to operate and easy to switch from one mode to the other. From delivery, the machine is ready to go. There are no complicated procedures to follow, no formatting, no construction and no installation.

The market doesn't need the MegaPC and the machine has its disadvantages as well as advantages. As a machine for use in the home, it provides a perfect set-up, but the family will always be dragged into turmoil when dad wants to do some work and kid wants to play Sonic!

SPECIFICATIONS

MegaPC 386SX

AMSTRAD ● £999.99 ● OUT NOW

	PC Mode	Mega Drive Mode
Processor	80386sx	68000
Clock Speed	25MHz	8MHz
Memory	1Mbyte	–
Expansion	up to 16Mbyte (SIMM)	–
Hard Drive	40Mbyte (28ms)	–
Floppy Drive	3.5" 1.44Mbyte	–
Expansion Slots	2x16 bit	–
Graphics	Super VGA	–
Video Memory	256Kbyte (512K max)	–
Max Resolution	1024x768	320x224
Monitor		
Graphics Resolution	640x480	320x224
On-screen Colours	256 from 262,144	64 from 512
Sound Capability	Full Ad-Lib	Stereo
Power Supply	50W 110/220-240V Auto-Switching	
Dimensions	325mm (W) x 78mm (H) x 292mm (D)	
Keyboard	102 key high quality PS/2-type	
Monitor	14" Hi-Res Dual Sync Colour	

Monitor Compatibility
Full VGA with Ad-Lib soundcard, full Mega Drive with stereo sound.

Interfaces
Parallel Port, Twin RS232C Serial Ports, External VGA Monitor Port, PC Analogue Joystick Port, Twin Sega Paddle Ports, PS/2-type Keyboard Socket, PS/2-type Mouse Socket, VGA Monitor Power Socket, Stereo Headphones Socket , Mega Drive Cartridge Slot, Mega-CD connector, Stereo Headphones Socket.

Supplied Software
MS-DOS 5.0
Amstrad Desktop User-friendly graphical interface with n-screen Interactive Tutorial.

Supplied Accessories
Two-button PS/2-type PC Mouse, precision analogue PC Joystick, Sega Games Paddle.

REVIEW SYSTEM

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

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

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

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

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

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

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

MEGA DRIVE

24 LANDSTALKER 84%
This massive RPG is straight in from Japan and will be officially released later this year.

28 STREETS OF RAGE 2 96%
The first official 16Mbit cart from Sega is probably the best game that's ever been released on Mega Drive!

101

PROTALKERS
No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and send them a special ProTalker review pack.

This means you'll get the chance to play one of the latest games, and give us your views. Then, in the next

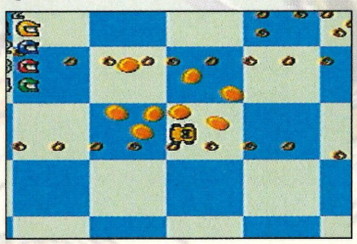
30 ROAD RASH 2 92%
Another of EA's sequels with similar gameplay to the first, but enhanced with the two player option.

34 ECCO 93%
This dolphin simulator from Sega plays like a dream and looks like one too! One for all diehard Flipper fans.

36 STEEL TALONS 69%
Aka, aka, aka. Domark's arcade conversion of this helicopter blaster flies in to a mixed reception.

49 WORLD OF ILLUSION 91%
Mickey and Donald set the screen alight with superior graphics and great two player co-operative gameplay.

50 MICRO MACHINES 90%
Code Masters release their first Sega title with the super conversion of its big game on the little cars.



53 BEAST 2 78%
And the beastman returned in human form, but his latest quest was more dangerous than ever.

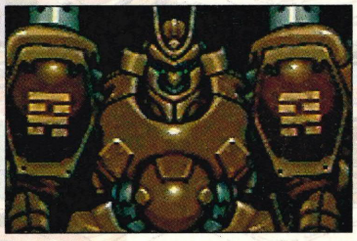
IMPORTS
If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

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

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

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

58 DENEM ALESTE 60%
This CD shoot-'em-up takes nothing worthwhile from the superior hardware that it was designed for.



60 SUPER LEAGUE 49%
This looked good and we couldn't wait to get it going. Once we started, we knew something was amiss.

MEGA CD

62 TIME GAL 86%
Definitely the best Mega-CD title lately. The gameplay is derived from the Dragons Lair Laser arcade.

reviews INDEX

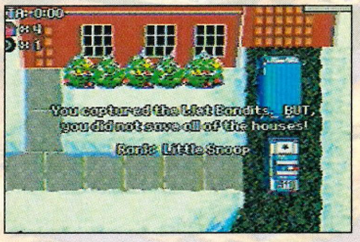
issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SegaPro. If you fancy becoming a ProTalker, send your name, address and telephone number to *ProTalk, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

40 RISKY WOODS 79%
A very, very average platformer which is saved slightly by its super graphics and sound fx.

42 DOUBLE DRAGON 3 35%
Oh dear. That about sums it up, really. We were, at least, expecting DD3 to be better than the original.

46 WWF WRESTLEMANIA 84%
Grab a friend and give him a good bashing via the WWF challenge. A great version of the new-improved sport.

48 HOME ALONE 54%
The success of the film may sell the game, but the gameplay is very poor. A very poor release for a big name title.



54 SUPER HQ 52%
Take an old game, Chase HQ on floppy, convert it to the MD and release it in Japan as Super HQ. What a con!

56 CHIKI CHIKI BOYS 44%
The import version of Mega Twins which Sega will be releasing later this year. (Note to Sega: don't bother!)

57 BATMAN RETURNS 53%
The masked crusader tries to make good his poor Game Gear appearance, but sadly fails dismally.

64 TOXIC CRUSADERS 38%
A great Saturday morning cartoon doesn't make for a great game as we find from this below average import.

32 LEMMINGS 89%
Oh, no. Not content with the success on other formats, the cute little suicidals proceed into new territories.

38 PREDATOR 2 46%
The invisible beast is roaming the streets looking for unsuspecting MS owners to take as victim.

MASTER SYSTEM

33 LEMMINGS 83%
They said it couldn't be done, but it was and it was well worth the effort. These Lemmings seem to be unstoppable.

44 ALIEN³ 88%
Arena are good at releasing brilliant titles on the Gear and this super platform blast is no exception.

GAME GEAR

Landstalker is Sega's first 16Mbit cart (that's 2Mbytes to all you tech-junkies) and while this may not be huge for a home computer (some PC games can occupy over 50Mbits of disk space and need up to 8Mbytes of memory to run!), for a console it's pretty big!

The game is a combination of traditional RPG puzzles and missions together with a blend of platform action and obstacles. Many people will be wondering if such a combination can work, but Sega Japan seem to think so and we all know that they're always right.

You, as the Landstalker, are joined by a little flying girl who lives in your rucksack! She'll offer you tips and advice, but as they are all in Japanese, they'll be of little use! Landstalker is due to be converted into English later this year and could be a bigger hit then.

After falling off the cliff, the Ewoks look after you untill you get better. All together now, Ahhh!

Oops! Put on my back by a giant mushroom! In swoops Ms Fairy-thing to administer the healing berries.

First mission completed! After a lot of wondering around and killing things without really knowing what to do, a solution to a puzzle just leapt out at me and I rescued the prisoner. For your work, he gives you an extra heart and a lot of chat!

The opening title screen to the game is very bland indeed. Pressing start reveals what could only be the game select screen where you pick which one of your saved games you wish to play. You can have up to four games in the battery-backup, non-volatile RAM and can switch between them at leisure.

Selecting an empty game slot prompts the start of a very lengthy intro, which is tediously boring. It lasts for around ten minutes and I suggest you go and grab yourself a cup of char if you want to miss out on the storyline. During the intro, you're introduced to your companion, a midget girl with long, dark hair and wings! She sometimes gives you advice or helps you with a difficult situation that could harm certain body parts!

After the intro, you're left standing outside a cave entrance. The only possible choice of action is to go in. Once inside the cave, a network of passages and corridors extends into the distance and the logical thing to do is to have a wander around. After a while, you'll end up in a long passageway and once you walk past an orange tile in the floor, the door shuts, the ground rumbles and a gigantic ball starts chasing you – Indiana Jones style. There's a gap ahead! If only I can make it! A graceful leap into the air and you miss the ledge (well, you're not supposed to make it!) and land on a raft which carries you along a little river that

David Bellamy could be called a LandStalker.

flows through the cave and then chucks you off a cliff to the ground below. You land on your face and, not surprising, don't feel like getting up for a while! A few dark brown furry creatures who look too much like Ewoks to be a coincidence, rescue you and help you recover from the numerous fractures and bruises.

This is where the game really starts. The first section is only an interactive demo that forcefully places you into a situation. You awake in a small village of Ewok-like creatures and they soon ask you to go to a nearby cave and rescue a trapped member of their clan who happens to be human, for some reason. There are numerous shops in the village in which all types of items can be bought and sold. To get the money to buy items, you'll have to go out into the cave

and beat up a few monsters! The combat is as simple as your average beat-'em-up, with the A or C buttons making you swipe your sword around. When a monster is killed, it will leave a purse of money behind or even a useful item.

Your health is controlled by a series of hearts on the top panel of the screen. Each time you get hit by a monster, one or more hearts are removed. When they've all gone, you die! If you have some healing berries in your possession, these can be eaten and all of your hearts will be regained. If you die and you have some berries, your flying girlfriend will administer them for you.

Objects can be used by pressing the start button, selecting the left-hand option, placing the cursor over the item you wish to use and then pushing the A button. You'll need to use keys to open doors, torches to light up dark rooms and so on. All of the items are represented by pictures, so you don't need to be able to read Japanese.

You can save your game at any time by visiting a village which has a church in it (most of them do) and picking up one of the four prayer books – four save games are available. Dump the chosen book on the priest's table and then select the left-

PROTIP Talk to everyone you meet, even if you can't understand what they're saying! Many non-player characters have information and items that they will only give to you if you have a quick natter with them!

Okay, so I fouled up, yet again. Those ugly ogres didn't help matters either. Maybe I should've used my sword...

Excuse me, Mate! Do you know the way to the nearest village with a pub and a Beefeater?! No? I'll find it myself then!

My Mum always told me not to jump on the beds, but I couldn't resist it just this once! This room is the second floor of one of the shops in the first village. The two guys you can see have a lot to say if you talk to them, but you won't understand a word of it!

Stalking is the most common form of hunting in animals.

You want a fight, huh? Well, you've got one pal! Fighting on a bridge is a bit tricky as you're liable to fall off it!

hand option and he'll duly save the game for you. It's a good idea to save your game every time you make a major advancement , just in case you meet a nasty accident.

usual tosh that developers have been including in their games. The tunes are a little bit on the sparse side, but when they do appear, they add more than a little touch of atmosphere.

They whole game is in Japanese and the gameplay therefore suffers due to the fact that you never know what you're supposed to be doing. There are still a lot of platform-game type puzzles that can be solved without the need for a huge Japanese to English dictionary but the proper game will always be bypassed. When Sega convert the text into English and release it here sometime within the next few months, this is a game that will make all of the old RPGs look positively tame, but as it stands now, it's takes a lot of effort.

● Dino "-San" Boni

These blobs are the first monsters you encounter, but they don't do much except wobble and die!

The area you're in is presented in a forced 3-D perspective view which is reminiscent of the old Spectrum game *Knight Lore*. The Landstalker is beautifully drawn and animated with the backgrounds just as decorative and eye-catching. The entire landscape is covered in trees, boulders, flowers and small animals. Before you ask, you can't bash a rabbit over the head with your sword! The sound makes a pleasant change from the

If you get lost, you could always turn to a policeman for help, but as there aren't any in this fantasy land, then you'd better check out a signpost. As per usual, you're no better off as it's all in Japanese. Now, where did I put that A to Z?!

LANDSTALKER

SEGA ● £59.99 ● IMPORT

CART SIZE..16 Mbit
PLAYERS 1
STAGES .....n/a
SKILL LEVELS 1
FEATURES ..battery back-up
CONTACT
Video Games Centre ✆ (0202)527314

AVAILABLE IN JAPAN

ACTION / STRATEGY

GRAPHICS 92%
▲ Wonderful animated characters and sprites.
▲ Backgrounds are detailed and scroll smoothly.

SOUND 81%
▲ Sound effects are crystal clear and plentiful.
▼ Tunes are good, but there are too few of them.

GAMEPLAY 82%
▲ A brilliant combination of action and puzzles.
▼ As it's in Japanese, it's impossible to get into.

CHALLENGE 91%
▲ Huge game area with numerous tasks and missions.
▲ Save facility allows continued play over many months.

PROSCORE
84%

A fantastic game that is currently let down by Japanese text. Sure to be a real hit when it's converted for English gamers.

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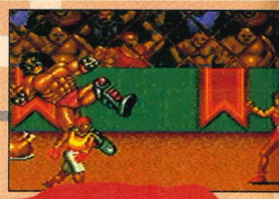


MEGA DRIVE

It was a scene of complete and utter chaos. Random violence and looting in the streets together with wholesale death and destruction scared everyone into saying indoors where it was safe. Well, nearly safe...

Mr Big and his gang owned the entire city and the police were powerless to stop them. It seems that no-one is above corruption if the price is right. Just as everyone had lost hope of a peaceful community, three shadowy figures appeared in the mist. They were three ex-police officers who quit the force when the entire establishment became corrupt. Using only their fists, feet and the odd knife or two, they cleaned up the streets and put an end to Mr. Big and the reign of his crime gang.

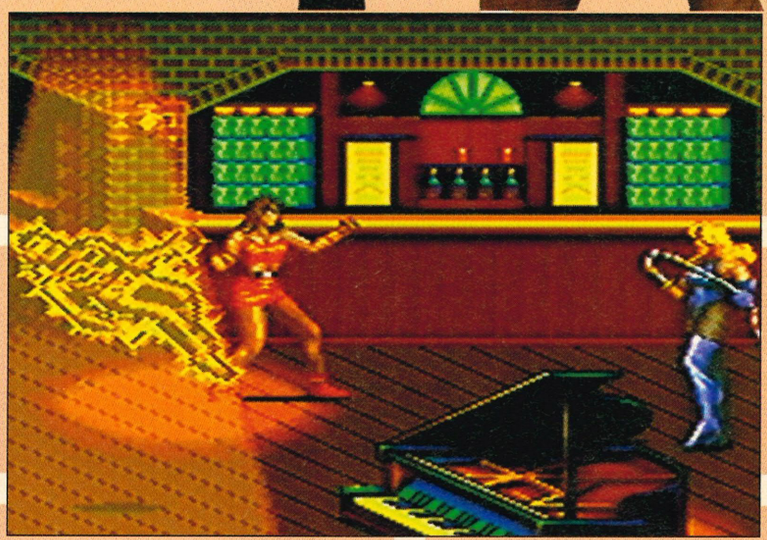
Now their services are called upon again and this time they've lost one friend and acquired two new ones. Together Axel, Blaze, Max and Skate patrol the streets, cleaning up the drifters and gang-bashers to make the city safe once again for the people to live in...

Remeber the lift level from the first *Streets of Rage*? Well, *SOR II* has a lift level as well, but this one goes down, not up! It's the same idea, though, with guys dropping on your head!

Streets of Rage II opens up with a title screen and logo that looks exactly the same as the original, except for the II donation. Options allow you to select the number of lives and continues you have, try out the sound effects or listen to the music.

The music deserves a special mention as it's the best we've ever heard on a console game. Thumping rock tracks pound your eardrums into submission and there are even a few rave tracks if you want a change.

After you've customised the game to your requirements, it's time to pick your character and start fighting. There are four available in this follow-up. Axel and Blaze are still there and are around 150% bigger than the old sprites were. Max is a huge, muscle-bound power-house who takes great delight in pounding his foes into the ground like nails. Skate is the younger brother of Adam who appeared in the first game. He zips around the screen on his roller-blades and has a great ability to jump onto punks' backs and repeatedly hit them over the head!

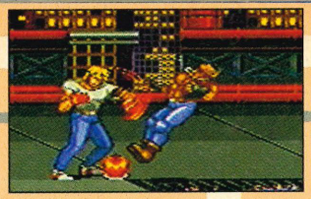


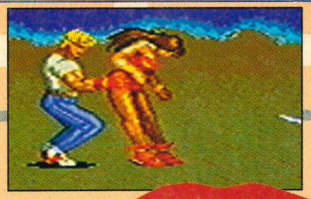
Each character has around 20 different moves to use including two special moves that take off some energy each time they're used. For instance, Axel throws a series of lightning-fast punches which are climaxed with a jumping upper-cut (not too unlike a certain move in *Street Fighter II*) or a quick tap of the D-pad and then the attack button throws a mega powerful dashing upper-cut.

Blaze throws a fireball that pounds her enemies into the ground while Max spins around using a two-handed axe handle punch! Skate brings up the rear with a flying summersault which leaves his foes completely bewildered and needless to say, a little bit on the painful side!

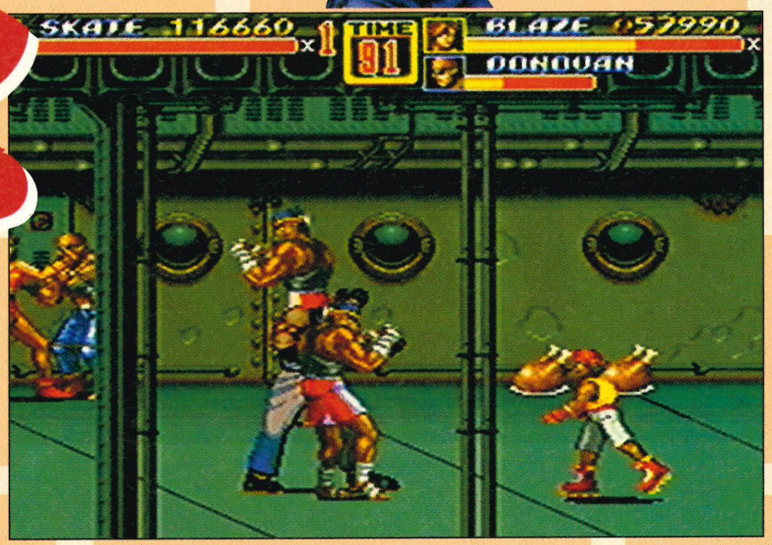
There are eight levels, with each split into two or more segments. There are plenty of mid-level guardians to deal with and some of them take quite a lot of hits. Each gang-basher is named and their

Streets Of Rage II was originally planned to be a 12Mbit cart!



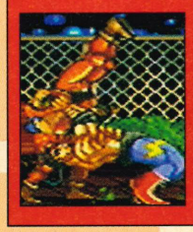


STREETS OF RAGE 2



Kick boxers are bad news at the best of times, but when they have a few mates with them and all you have for protection is two cooked chickens (see background!) then I'm afraid that you've had it!

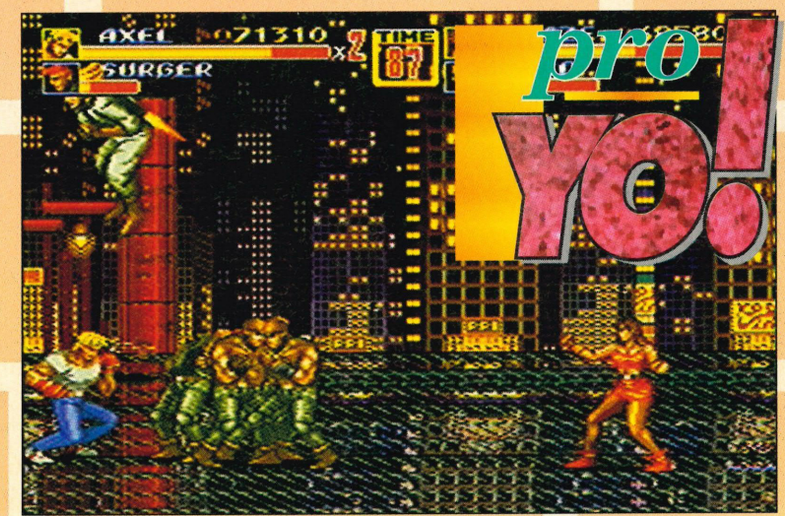
PROTIP As in the first game, you can grab and throw each other in two player mode to make a super-powerful, two-player combination.



respective energy bars appear beneath the player attacking them. This allows you to keep an eye on how much damage you're inflicting on an opponent and change your attacks accordingly.

The backgrounds are truly stunning and range from an amusement park to a sea-bound ship! All are lovingly drawn and detailed with very smooth scrolling. The animation is also superb – you can see the characters wince when they are hit by a well-placed punch or kick! All sound effects are atmospheric and there's even a few sampled phrases.

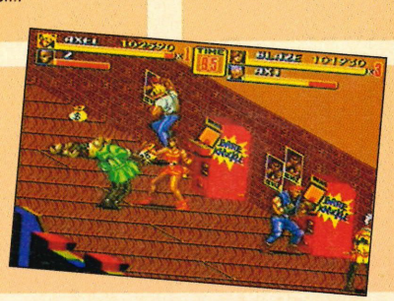
Should you get bored with the main game (!), there's a duel mode that lets two players fight one another without anyone interrupting. Eight backgrounds, taken from the game levels, are available and the special moves can be switched off if you want to hone your fighting and weapon skills.

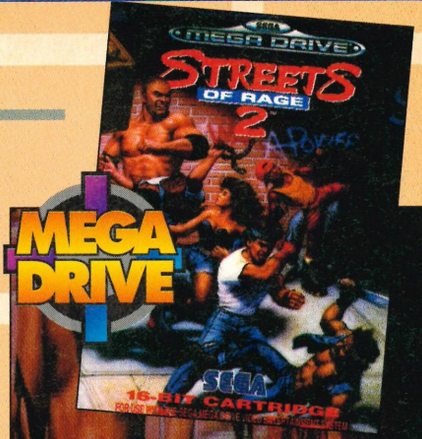


While those guys in the green duds are having a mothers meeting in the centre of the screen, a flying dude with an attitude is trying to kick me into the middle of next week! Not the sort of thing that friendships are made of...

Quite simply, this is the best game we've played and it should thrill even the most hardened pacifist! It will keep you interested for many months to come, calling on you to have just one more go at freeing this ravaged city.

● **Dino "backfist" Boni.**





STREETS OF RAGE II

SEGA ● £44.99 ● OUT JAN

CART SIZE..16 Mbit
PLAYERS 2
STAGES.....8
SKILL LEVELS 3
FEATURES....teamplay,vs
CONTACT
Sega ✆ (071) 7248070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 93%
▲ Large, well animated sprites are wicked.
▲ Excellent backgrounds and still pictures.

SOUND 94%
▲ The best soundtrack of any Sega game ever!
▲ Thumping sound effects and sampled speech.

GAMEPLAY 92%
▲ Constant, manic violent mayhem and then some!
▲ Duel mode provides alternative two player action.

CHALLENGE 92%
▲ Masses of guys, girls and a few mutants to beat up!
▲ Makes a great challenge on standard setting.

PROSCORE
96%

Forget *Sonic 2*, this has to be the best game to date. Start saving your pennies now and reserve yourself a copy before they're all gone!

Skate was originally called Eddie.

Get ready to grab chains and sticks from your opponents, if you don't they'll only use it against you!

pro Yo!

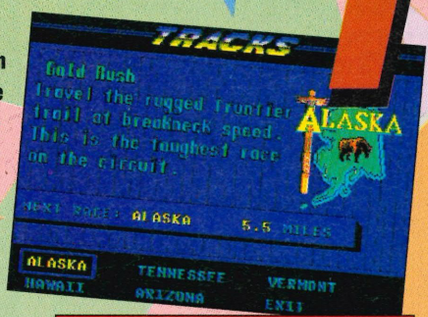
ROAD RASH II

MEGA DRIVE

If you feel like you've been starved of your daily dose of violence since completing Road Rash, then fear no more, there's much more violence on the way! The sequel to this fine game has arrived and is out to pack a punch in more ways than one!

Road Rash was one of the most action-packed, eye catching games of 1992, and the follow-up guarantees to be just as good! Although Road Rash 2 has the brilliant reputation of its predecessor to rely upon, this doesn't mean the makers have simply sat back in their comfy chairs and released any old rubbish! Far from it! The graphics, sound and speed have all been improved, and there's even two-player action!

So,if you've got that Road Rash feeling again, get your biker boots on – this could be just what you're looking for!



PROTIP Watch out. As in the first version, players have sticks and chains. You can still get this off your opponents by punching them at just the right moment!

Two-player mode is the most challenging aspect of Road Rash 2, however, things don't always go to plan!

As soon as you switch the cart on and the title screens run, you know you're in for that familiar Road Rash style of play again. Although the object of the game is very simple (ie win and mutilate all other bikers), there are many other features which give the gameplay extra depth. This is displayed immediately when you go to the options screen. In addition to having a choice of five tracks to race on, there's a bike shop which is the same as the original shop in Road Rash, but with updated graphics. The most important feature is the two-player option! This is perhaps the strongest selling point of the game and the only significant change from the first version of Road Rash.

After you've selected your track and psyched yourself up, there's only one thing left! When the race begins, you may feel slightly disappointed, as action seems to be far too similar to the first version. However, as you get deeper into the race, one thing that becomes apparent is the controls are about 200 more times more sensitive and reactive than those of the original. This can take quite a lot of getting used to and also results in fatal crashes with cars, cows and deer!

As in Road Rash, it is still possible to get far too close to the local bob-

A Japanese man recently rode to the South Pole on a pollution free bike!

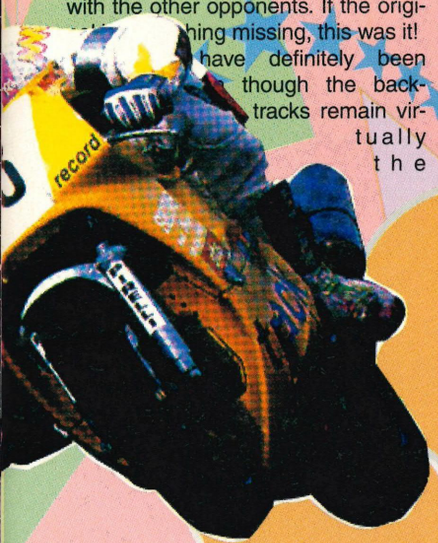
bies, who seem to pop out of nowhere as soon as you've fallen off your bike! The only difference is that some of them now have cars, so it's harder to give them the slip!

Apart from a few subtle differences, there are hardly any new features in this version. However, a two-player mode can do wonders for any game and it certainly does that in Road Rash 2! In this mode, the screen becomes split, so you and another player can battle it out head-to-head! This really is brilliant fun, as you can punch and kick the other player (who will invariably do the same to you) as well as battling it out with the other opponents. If the origi- hing missing, this was it! have definitely been though the back- tracks remain vir- tually the same. Everything is far smoother, including the animation and there's also a great feeling of speed which is often lacking in other racing games.

If you've never played Road Rash before, then this is definitely to be recommended – you'll be hard pushed to find anything better.

Similarly, if you bought Road Rash and are looking for more of the same, this is definitely for you. However, if you're looking for something that bit different, only buy it if you are desperate to thrash it out against a friend. Otherwise you may end up very disappointed indeed!

● **Sam "Harley" Hickman**



Excuse me mate but the road is that way – or is this player merely taking time out to admire the scenery? It wouldn't be suprising as the graphics in Road Rash 2 are nothing short of excellent.

Player A is miles in front at the moment, but things can change very easily! Oncoming cars, cows and deer soon see to that!

ROAD RASH 2

EA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 2
STAGES.....15
SKILL LEVELS 3
FEATURES versus, password
CONTACT
Electronic Arts ✆ (0753) 546672

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 89%
▲Very smooth animation and classy backgrounds.
▼Far too similar to the original version.

SOUND 90%
▲Tracks have different tunes which add atmosphere!
▼Quality of tunes is very high – they're very addictive!

GAMEPLAY 90%
▲So addictive that you won't be able to leave it alone.
▲Controls are a bit hard to get used to.

CHALLENGE 90%
▼Difficulty settings ease you into the game.
▲Later levels are very difficult and will take time.

PROSCORE
92%

Even though it may be the same as the first version, it's still brilliant and two-player mode makes up for lack of originality.

Famous biking movies include The Wild One, Easy Rider and The Loveless.

LEMMINGS

SEGA ● £29.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....120
SKILL LEVELS.....4
FEATURES .....n/a
CONTACT
Sega ✆ (071) 727 8070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 87%

▲ Simplicity is the name of the game. Brilliant!
▼ Settings are varied and not repetitive at all.

SOUND 87%

▲ Each level has a different soundtrack of good quality.
▼ Sfx are superb, especially when nuking Lemmings!

GAMEPLAY 88%

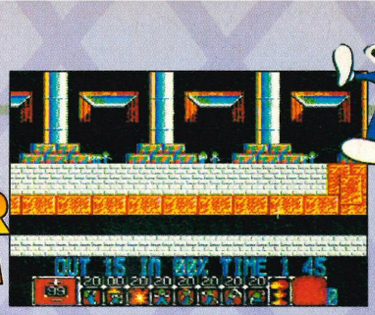
▲ Makes you use your brain – a first for the MS
▲ Many levels ensures that it isn't completed quickly.

CHALLENGE 93%

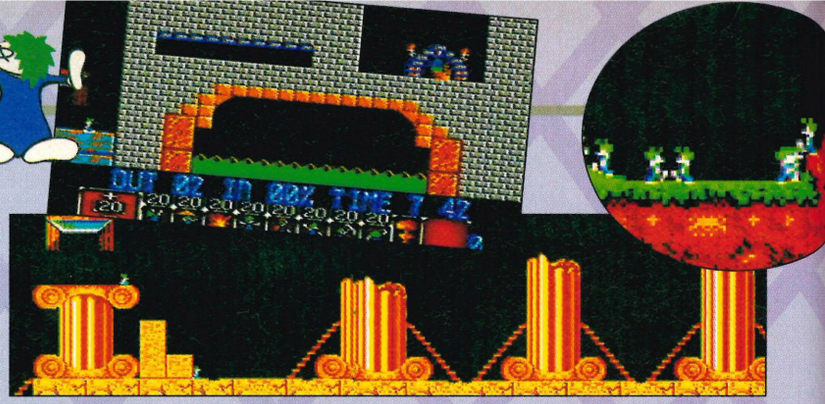
▼ Easy levels at first to tease you into the game.
▲ Challenge becomes tough to almost impossible!

PROSCORE 89%

If you like games with a high strategy element, then this is for you and even if you're not a big fan, I can't see why you shouldn't like it!



Some of the puzzles, such as the one above, leave you a totally bewildered when first encountered!



MASTER SYSTEM

The adorable but brainless creatures are back! Lemmings have arrived on the Master System and are out to cause mayhem and frustration everywhere! Although these creatures may be the cutest thing since the Cabbage Patch Kids (?), they have terrible habit of becoming very depressed, which usually leads to them throwing themselves off cliffs en masse! Although this may seem a pretty desperate act to us mortals, Lemmings only do this as a last resort when their population becomes overcrowded. There could be a chance to save the fluffies from certain death, though! If you can solve the puzzles and lead the Lemmings out safely through the trap door, they might stop trying to kill themselves! There's 120 levels to get through, so if you want to save the resident lemming population you'd better hurry up!

What can I say about Lemmings that hasn't been said a hundred times before? These creatures have almost single-handedly taken over the console world in the last two months, as well as capturing the hearts of the nation.

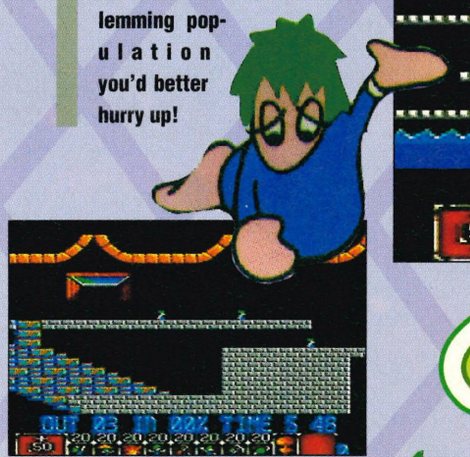
Tune in to Lemmings MS, and it's immediately apparent that the quality matches up to the high standards of the MD version extremely well. Although there's no two player option, there are all of the other choices that were found on the MD. Choose your game category from fun, tricky, taxing and mayhem, and choose a level (if you have the password!).

The first few levels act as a training module which is extremely useful as it is a great way of getting to know what skills the Lemmings can perform and how they are used! There are only a set amount of skills to go around and these range from dig, mine, block and bash.

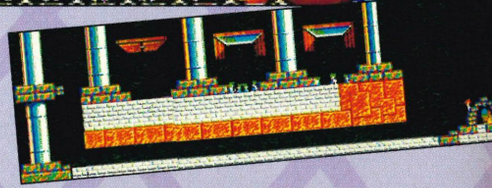
If you're after a real challenge, though, the tricky and taxing levels could be just the thing! These levels are for the professional puzzle solvers only because things can end up very messy indeed if you're not careful! Each level has a different background and theme tune and the sprite size is just right. Although it's not as polished as the MD version, it's pretty impressive for the MS!

With 120 levels to get through, Lemmings has got to be one of the best value games around! As well as having brilliant graphics and sound, it also gives a certain amount of intellectual stimulation, which makes it slightly different from the majority of games!

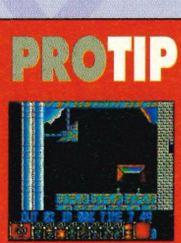
● **Sam "Digger" Hickman**



This is one of the simpler levels. There are loads of skills in this puzzle, but later on, they become more sparse.



PROTIP Work out what you're going to do before you do it. if you just plunge straight in it can cause you lots of trouble!



Once every few years, the Lemming population explodes and they commit mass suicide!

Those cute and cuddly, loveable Lemmings are on the move, yet again, but this time they're making their way onto a Game Gear near you! The object of this popular puzzler is to guide the hordes of obtuse Lemmings through 120 levels of midget-related danger to the safety of the exit port.

Each Lemmings can be tasked to perform a certain job – be it build a bridge or explode into tiny fragments! Mastering these actions and fitting them together to provide a safe path through the level for the little green pratts is what this game is really all about and it will keep you going till the wee hours of the morning. Yes, this is one of those games that make weekends disappear and brings the meaning of life into perspective!

The game commences with a Lemming pulling a mine cart onto the screen which contains the Sega logo. After this, I was amazed to hear the infamous "Let's go!" sample which was accompanied by a Lemmings sitting on his logo. No animated intros here, I guess. The Options screen only features three options: Players, Continue and Difficulty level, but the music does wonders to jazz up an otherwise bare screen. Two players can use the Gear-to-Gear link up cable and play in the competitive two-player game that was included in the Mega Drive version.

The graphics on the Gear version are almost like the originals, although squashed to fit the minute screen.

A lone Lemming walker is released to make the path safe for the ensuing hordes who will start to drop from the trapdoor pretty soon. If the bridge isn't started soon, it will be total carnage, but hey, there's almost eight minutes to do this – what's the big hurry?

PROTIP All the level codes were printed in SegaPro#15. If you are stuck on any level, you could always consult your back issues!

The actual game is exactly the same as the previous versions and is a simple case of guiding your Lemmings through each level, avoiding obstacles and death-inducing traps along the way and then shovel them through the exit door. You have to rescue a certain percentage of the Lemmings to progress to the next level, but you can have as many goes as it take to see them all safely through.

The graphics are small (obviously!), but very clear and the animation on the little Lemming figures is smooth and pleasing. The music is a simple rendition of the Can-Can theme along with a few other ditties and tunes.

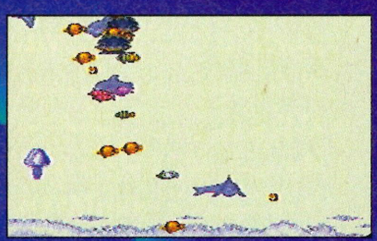
There are very little sound effects to be found. In fact, I didn't hear one, let along a few! The music and occasional "Let's go!" is all that will be heard for the duration of each game.

I'm afraid that it's Lemming-fever time again and now Game Gear owners all over the country will have it!

● **Dino "Floater" Boni**

Lemmings 2 is about to break loose on the Amiga and, thus, should make it onto Sega systems.

This is one of the glyphs that give you a code to allow you to pass through its matching gylph somewhere in the level.

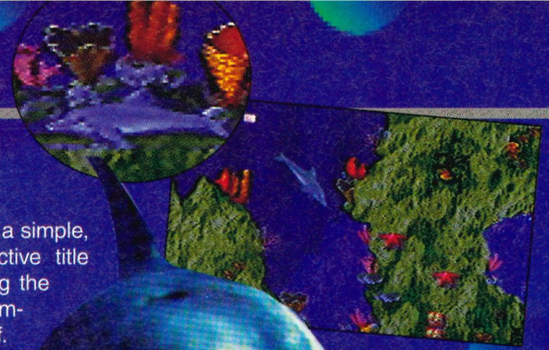


If you don't swim very slowly pass this Octopus then it'll grab you by the short and curlies!

Dolphins are happy, beautiful, intelligent creatures who are well known for their friendliness although they grin a lot. Never trust an someone or something that grins all the time – that's what mum used to say! However, if you've ever watched Flipper on Sunday mornings, you'll tend to disagree with anyone who says dolphins aren't all they're cracked up to be.

Ecco is one of these graceful creatures who once lived a happy, contented life beneath the waves with the rest of his family and pod. That was until a mysterious vortex tore most of the aquatic life from the sea.

Ecco, now separated from his pod and feeling more than a little concerned for his friends must search for the solution to this mystery which could endanger the whole planet.



Ecco starts with a simple, yet very attractive title screen showing the sea-bound mammal himself. After this, it's straight into the game and into the water. You're first placed with your pod, happily swimming around until you make a leap into the air. As soon as you do this, the vortex sweeps down and, in a matter of seconds, the sea is empties of most aquatic life.

This is where the game begins. You must solve the puzzles by communicating with other creatures and the numerous Glyphs. These crystal-like structures are actually very intelligent, having spent many hundreds of years beneath the waves and having nothing to do except gather the knowledge of every creature there is. Sometimes they just act as clue providers, but most of the time, they are make-shift doors which can only be opened by finding a second glyph and communicating with it. It will then give you a code which will let you move the glyph that bars the exit to each level.

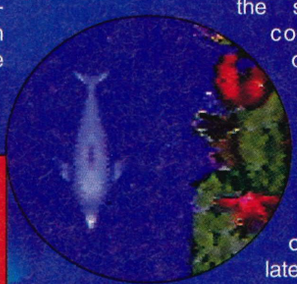
You communicate with other creatures by Sonar waves. When they hit a glyph or animal, it may give you a clue. You might be ignored (not all marine life is as intelligent as you are!) Ecco can also carry objects by pushing them through the water or balancing them on his rather large nose!

Health is measured by two bars at the top of the screen. The top indicates the amount of air that Ecco has remaining and the bottom represents his actual energy. Air can be replenished by popping your head out of the water on the surface or by finding a pocket of air that has been trapped by a rock formation. Energy can be replenished by zipping through a shoal of fish that appear every so often. Ecco will grab one to increase his energy.

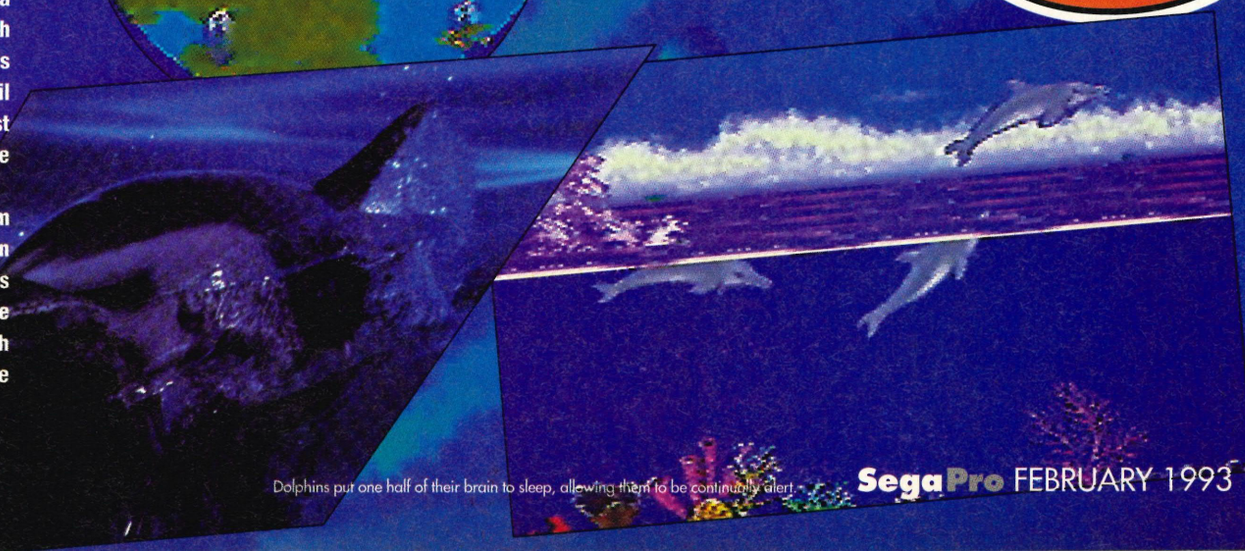
PROTIP **The cone-shaped shells have a great ability to absorb rock. This is sometimes the only way to get through a wall of stone.**

Sharks are very bad news for Ecco and avioding them at all costs is a very wise move.

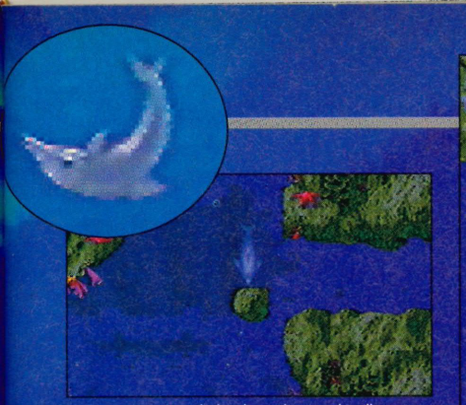
All of the 27 levels have different layouts with some of the later stages becoming very difficult. Luckily, a password system has been included so you can start off from a later level and don't have to play the game all they way from the beginning every time. Missions and tasks vary, as do the size and complexity of the puzzles, but most require no more than a bit of thought, lateral thinking and maybe a bit of luck!



Graphically, this game is superb. Ecco is animated perfectly and you can see that the graphic artist has spent time watching films of dolphins. The screen scrolls smoothly at an incredible speed and the control system makes you believe you're controlling something under-water. There are lots of pretty graphical effects, with a personal favourite

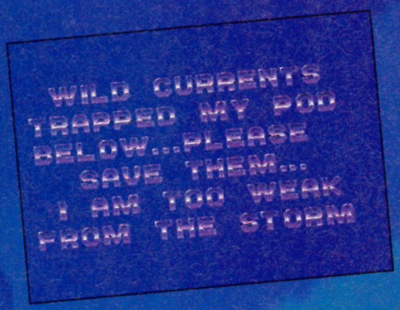


Dolphins put one half of their brain to sleep, allowing them to be continually alert.



Swimming behind a sinking rock will allow Ecco to swim through strong currents and deeper into the sea.

Killer whales are noted for their deadly hunter instinct, but not for their intelligence. This one has a lot to say about life, the universe and sea-bound antics in general! He is a vital source of information to you.



being the rippling water background that is displayed when you talk to a glyph or creature.

The sound is both loud, clear and atmospheric. Lots of watery-type tunes and deep, throbbing sound effects give the game a tense, dramatic feel.

This is a totally original game in concept as well as in design. The idea of puzzle solving adventures is nothing new, but stick a dolphin in there and what you end up with is a challenging, original and very attractive game.

● Dino "Flipper" Boni.

A bit of fresh air was needed and, so, the search for a pocket of the life-saving gas was fruitful. There are plenty of pockets on the early levels, but the later ones have only one or two pockets and they're pretty difficult to find.

ECCO

SEGA ● £39.99 ● OUT JAN

CART SIZE.....8Mbit
PLAYERS 1
STAGES.....27
SKILL LEVELS 1
FEATURES ...password,cont
CONTACT
Sega ✆ (071) 7278070

AVAILABLE IN UK

ACTION / STRATEGY

GRAPHICS 93%
▲ Mind-blowing backgrounds and scrolling.
▲ Great animation on the sprites and Ecco.

SOUND 89%
▲ Booming sound effects and ocean sounds.
▲ Atmospheric tunes and ditties are spot on.

GAMEPLAY 94%
▲ Totally original. I can't say much more than that.
▼ Shame about the lack of a two-player mode.

CHALLENGE 93%
▲ 27 levels of brain-bending puzzles to solve.
▼ But the difficulty level of the later stages is a bit high.

PROSCORE 94%
A compelling and addictive game. Another definite purchase for all Mega Drive owners.

STEEL TALONS

MEGA DRIVE

Tengen are renowned for their coin-op conversions of such classics as Paperboy, Klax, Stun Runner and the likes.Steel Talons is their latest conversion in which you are pilot of the super assault chopper which is armed with enough weaponry for the most fervent missile hoarder.

Rather than a real flight simulator, this is an out-and-out arcade game - there's no doubt about that! So, although LHX Attack Chopper is an alternative, this is quite similar in concept, but slightly different in gameplay.

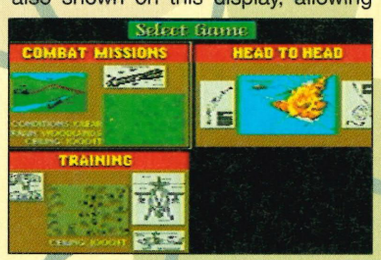
The vector graphics are viewed from the cockpit of the chopper. The outside view is constructed of polygon landscapes and various targets. There are 12 missions, each one tougher and more complex than the previous, but in all, the directive is the same – kill the enemy before the enemy kills you!

All of the 12 combat areas in Steel Talons are small with adjoining boundaries – if you fly any edge of the map, you'll reappear on the opposite edge! This keeps the action compact, with lots of impending targets around every corner. There is no limit on bullets, but there is a limit on missiles which are sparse and vary from mission to mission.

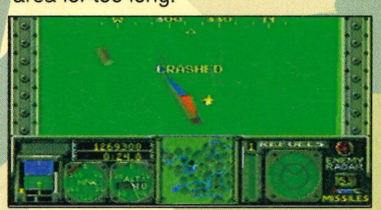
Having four lives and starting out on the first mission, the aim is to stay alive as long as possible, which isn't as easy as it first appears. If you don't keep moving you become a sitting target and will be picked off quickly. If you stay alive, you'll continue through the missions.

The instrument panel contains the radar, control dials and a target view. The radar displays the play area, within which all targets are shown as flashing yellow dots. The chopper's position and current direction are also shown on this display, allowing you to know exactly how many targets are still remaining, where they are and your current position and direction. Control dials let you keep up to date with your altitude, speed and fuel. The fuel is your energy (or life) gauge – if you are hit, your fuel depletes. You start the game with three refuels and thus four lives.

The control buttons are used to fire rockets and guided missiles and, when used with the direction pad, provide extra control functions such as altitude control. Once a target has been auto-selected, it is displayed on the target-select display and just a few ammo bursts will destroy whatever it was. If you are in a hurry, a guided missile will provide a kill every time! Kills are scored very easily, but the skill and gameplay lean towards a "seek and destroy as fast as possible" type of game, so you don't want to be hanging around any particular area for too long.



The 12 combat missions last from between four and ten minutes each and have no password save option.



Oops! Watch out for the mountainous terrain. Unlike some other games, you can actually crash into it!

The Apache homes in on a convoy of trucks carrying enemy ammunition and a few burst of lead later, will fly off leaving nothing but a pile of scrap in its wake. These targets don't hit back, so are one of the easiest to destroy.

A VIEW TO A KILL

BUNKER
These bunkers lie at the bottom of the mountains and the challenge will be to hit them close in.

JET FIGHTER
The hardest target of all! The fighters are fast and will defeat your missiles if fired from a distance.

GUN TURRET
If you don't dispose of these quickly, they'll deplete your energy with their rapid fire.

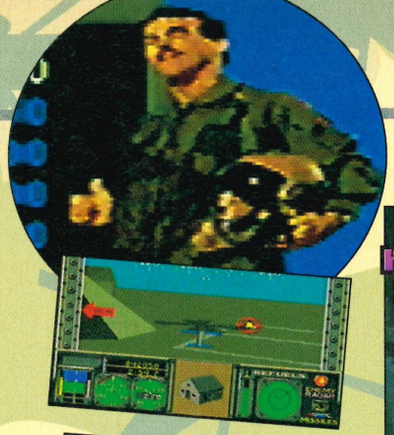
GUNSHIP
Once your missile locks onto this target, you can take it out easily. One hit from it will end a life.

BARRACKS
Watch out for the barracks, because they are usually protected by gun turrets.

JEEP
Little more than canon fodder, the jeep provides little resistance and is easy to pick off.

Pilots who fail early fighter-training are usually trained to fly helicopters as a last option.

EEL ONS



STEEL TALONS

DOMARK ● £39.99 ● OUT FEB

CART SIZE.....4Mbit
PLAYERS 2
STAGES.....12
SKILL LEVELS 2
FEATURES.....xx
CONTACT
Domark ✆ (081) 7802222

AVAILABLE IN UK

As well as the several combat missions, there is a training mission, where you'll learn the basics by flying through giant hoops. The training mission doesn't serve any purpose, but the head-to-head combat offers a seek-and-destroy mission against a single computer opponent who is out to blast your ship out of the sky too.

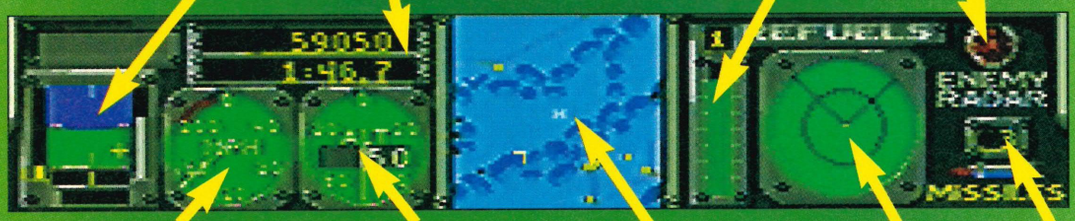
The direct combat option is enhancer by a score table – once either gunship has been blasted out of the sky, the winner receives a point, a table of the current score is shown and then the combat starts in another location.

There is very little in Steel Talons that hasn't been seen before in LHX Attack Chopper. The main difference must be that it is an arcade coin-op conversion and, as such, the gameplay is aimed towards short-term explosive action rather than simulated strategy.

Steel Talons is another bold attempt at vector-flight on the Mega Drive and compares favourably to LHX Attack Chopper on programming, but it doesn't seem to have the depth of gameplay that the EA game has. It certainly doesn't have nearly the same amount of missions and they won't last very long.

● **Pat "Maverick" Kelly**

PROTIP Don't waste your missiles on normal ground-based targets – shoot them with your unlimited bullets. The missiles are limited, so keep them for the airborne gunships and fighter jets.



The artificial horizon shows your level of flight, but you never high enough for it to be useful.

These numbers are the score (on top) and time elapsed (bottom).

The fuel display is your energy. Once it runs down and there are no more refuels left, the game is over.

When this lights up, you have been locked onto by an enemy gunship or jet.

Speed is built up by pressing UP on the control pad and reduces automatically.

The altitude can be controlled by pressing the C-button and UP or DOWN.

The map displays the whole battlefield and shows the targets in yellow and your gunship as an arrow.

The enemy radar displays enemy targets and is totally useless.

This is how many missiles you have remaining.

MISSILE
The missiles don't fire at you, but are positioned on plateaus which are more difficult to reach.

RADAR
Like missiles, the radar dishes are placed in hard-to-reach positions, but they don't fire back!

TANK
Tanks do fire back, but aren't as damaging as gun turrets. A quick kill is recommended.

CONROL TOWER
Hit these early enough and the jet fighters will be less effective at hunting you down.

SUPPLY TRUCKS
The trucks drive in convoys and are more or less there for the target practice. Take your time.

ACTION
STRATEGY

GRAPHICS 80%
▲ The graphics and landscapes are similar to coin-op.
▼ There isn't enough variety in the different missions.

SOUND 85%
▲ The droning of the gunship engines is very realistic.
▼ Poor and lack-lustre sound effects spoil the action.

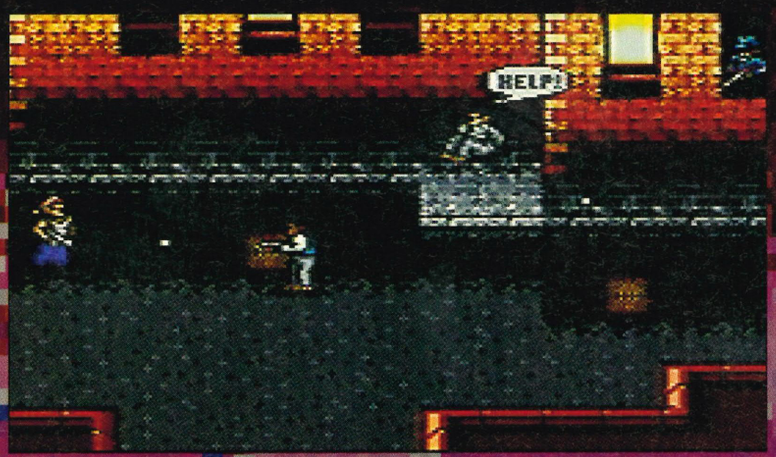
GAMEPLAY 70%
▲ The combat zones are packed with lots of targets.
▼ The zones are too short and lack addictiveness!

CHALLENGE 62%
▼ Once a target is selected, it is too easy to destroy.
▼ The different landscapes are very easy to negotiate!

PROSCORE 69%

In the arcades, it was a great experience. On console, the lack of variety in gameplay and challenge are much more apparent.

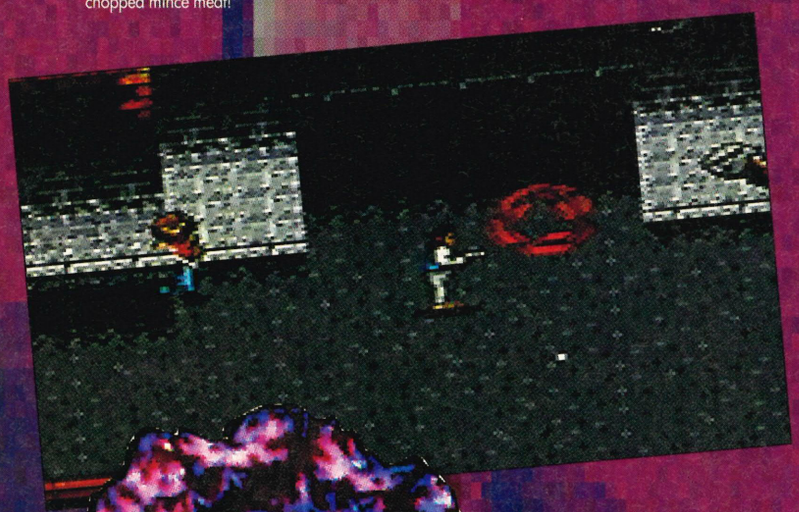
On Royal Navy ships, the chief pilot is often second in command of the vessel.



Hang on a sec, mate! I'll rescue you right after I've filled this guy with more lead than a pencil! If you don't rescue them before the Predator arrives, he'll turn them into finely-chopped mince meat!

Helicopters appear everywhere and this one makes his entrance as the second level-guardian. Dodge the fireballs (since when have helicopters come equipped with flame-throwers?!) and blast him into the ground!

PREDATOR 2



MASTER SYSTEM

LA is suffering from the the hottest heatwave to hit California in 20 years. If that wasn't enough to put off the inhabitants from going outside, then the sudden series of gang murders will. Rival Columbian and Jamaican drug gangs are killing each other in broad daylight, but there's something strange about the murders.

The men killed are either cut to bits or hung up by the ankles and skinned alive! The gangs are just as afraid of the police as they are of this invisible assassin and only one cop has seen it and lived.

You are that cop, cleaning up the streets of LA and rescuing hostages before the Predator can hunt again – killing people in grotesque ways – all in the name of sport.

Predator 2 starts with a colourful title screen showing LA viewed from the Predator's infra-red eyes. After this comes the options screen which only has two options on it: Start game and Password (to continue a game from a later level). There are no difficulty settings, sound tests or music tests. A bit disappointing to say the least.

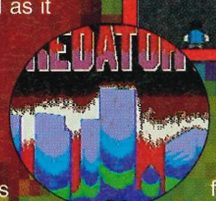
The Mega Drive version featured a multi-directional scrolling play area., but he Master System version is just a simple left-to-right scrolling street with the occasional gang member shooting at will. Different weapons such as an M-16 rifle and grenades can be collected, but all of these have limited ammo, so the best bet is to stick with the trusty pistol as it has unlimited ammo.

On each level, a given number of hostages, who are placed at intervals along the stage, must be rescued. If one is missed, they're blown to smithereens by the Predator and, should it kill three hostages on any level, you loose a life and have to start all over again!

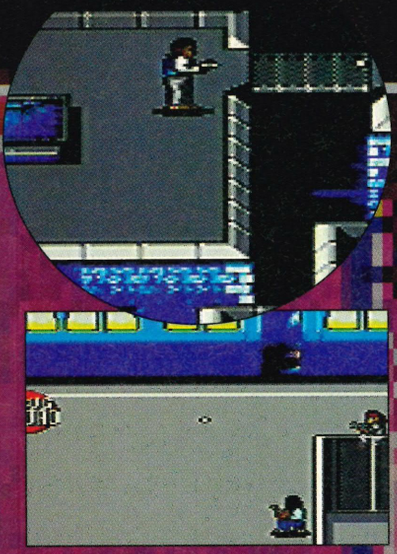
The Predator also tries to get you every now and then. His three-pointed laser sight, which tracks your movements, pops up on the screen. If it should catch up with you, then you don't explode into a million bits of warm, red flesh. You simply fall over and die. Shame, it would've been nice to see arms and legs fly around the screen as seen in the Mega Drive version.

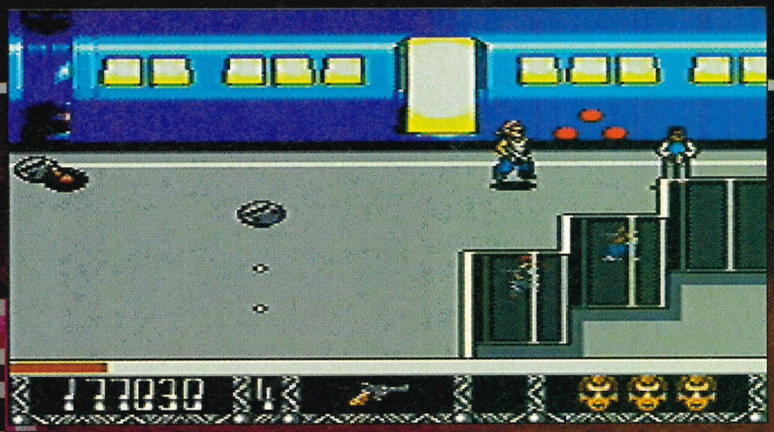
After all of the hostages have been rescued, the level guardian pops up for the challenge. These bosses vary from a taxi cab filled with gang-bashers to a helicopter which drops bombs onto your unprotected head. A few swift bullets later and you're given the password that will let you

PROTIP **To kill the first level-guardian, stand just to the right of the taxi at the bottom of the screen and just keep firing!**



The Predator alien is made up of mostly animatronic robotics!





There's never a Guardian Angel around when you need one. Is there?! The subway level is filled with punks and muggers and most of them are hiding behind screens, dustbins and even in the odd manhole or two!

TOP 2

PREDATOR 2

ARENA ● £32.99 ● OUT JAN

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....8
SKILL LEVELS 1
FEATURES ...password
CONTACT
Acclaim ✆(0962) 877788

AVAILABLE IN UK

Welcome to the options screen. Notice, if you will please, the distinct lack of ermm... options!

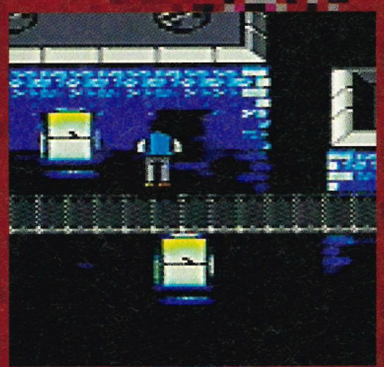
continue from the next level should you die in a hail of hot, super-sonic lead!

Graphically it's okay, although the scrolling leaves a lot to be desired. Some of the quirks from the Mega Drive have crept into this version, such as dodgy collision detection, which make for a frustrating game. Sound effects consist of lots of gunfire and the odd explosion as a grenade explodes. Software houses seem to be wrongly neglecting sound in favour of graphics. They should be trying to strike a balance between the two.

A few digitised pictures appear which look quite good as far as Master System graphics go. I imagine that there wasn't enough room to include all of the pictures that were in the Mega Drive version, but as it's really only a cosmetic touch which doesn't effect the gameplay, then it's not too bad a move after all.

Predator 2 is an attempt to improve a game that couldn't possibly be converted in its original format. The re-write is good fun for a while, but the collision detection problems and sheer lack of action will soon drive you away from it. It's really another case of "try before you buy" or you might come away very disappointed.

● **Dino "surveillance is my middle name" Boni**



Don't move, dirtbag! Did I fire six shots or did I fire five? Do you feel lucky, punk?!

UGLY MOTHER...

Don't bother! The graphics are small and the game slows down on occasions when there are a lot of sprites on screen. The sound and music are okay, but you'll be a wise person if you wait for the specially re-programmed Game Gear version.

Now this is the kind of paint job I'd love to have on my Escort! Better watch out for the barrells that are thrown out of it!

ACTION
STRATEGY

GRAPHICS 59%
▲ Detailed, colourful sprites and backgrounds.
▼ Scrolling is jerky, but not enough to hurt the eyes!

SOUND 44%
▼ Poor attempt to provide atmospheric music.
▲ Okay-ish sound effects, but very little use made.

GAMEPLAY 46%
▲ Plenty of weapons to pick up and blast with!
▼ Run for a bit, shoot, get a hostage, etc...

CHALLENGE 44%
▲ The first few levels are quite difficult to complete.
▼ Lack of difficulty setting makes it harder than need be.

PROSCORE 46%

Nice try guys, but it's well short of the mark! A frustrating, boring and difficult game that will put you off Predator for life.

Predator 2 starred Bill Paxton who played Hudson in ALIENS.

MEGA DRIVE

Risky Wo

The old monks were wise in their philosophy and in the way that they lived, but in the end they were destroyed. The evil Draxos turned them into statues and all those centuries of wisdom was encased in stone.

Since that fateful day, evil has spread all over the nation. Rotting corpses run wild through the woods, so everyday people stay inside for fear of being killed. If the monks were set free, they could keep the zombies away from the average family and restore the values of old.

There is one hope for the nation – the young warrior Rohan. Rohan promises to rid the woods of evil and release the monks from captivity. A long shot by anyone's standards, but Rohan is special. Armed with a deadly knife and loads of common sense, only he can do this job. So, are you going to help him or what?

Oi mate, I'm up here! This is one of the monks that must be released. Only they can save the world from evil forces (along with Rohan of course)!

What sort of a name is Risky Wood's? It sounds like something that's been badly translated from Japanese! Fortunately, the game is much better than the name! Power-up to an action packed sound track and go straight into the game. The options screen isn't worth wasting time on as it doesn't give you any choices!

At the start of the game, you are stranded in the middle of some very eerie wood. If you weren't a brave and fearless warrior you may be frightened by the surroundings. Before there's much time to think about feelings, zombie skeletons descend upon you and the action becomes pretty intense! If the skeletons aren't killed immediately, they'll follow you and, not long after, there'll be all sorts of trouble! You have a pretty nifty knife and one throw will dispel any lingering zombies very quickly!

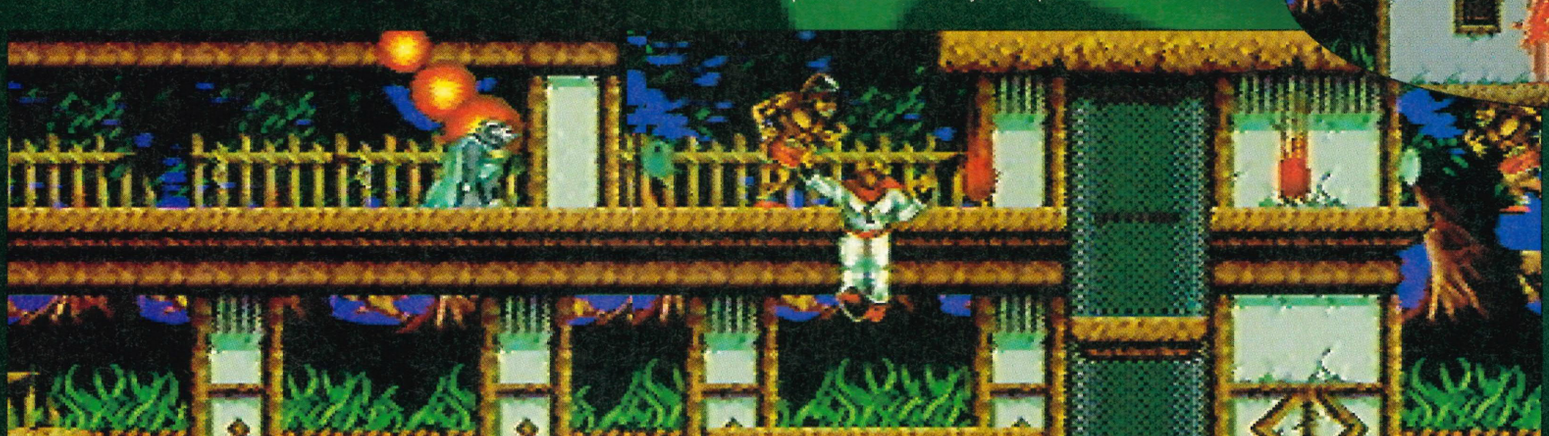
There are strict time limits in which to finish each level, making the action even more frantic. Due to this, it's essential to pick items up straight away or time will run out without much progress being made. The game is very strategic in that to pass each level a key must be found and picked up. In addition, armour and weapons must be picked up to offer protection from zombies.

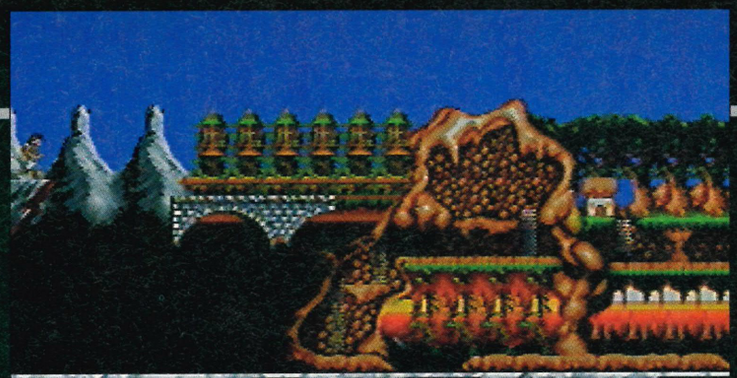
On reaching the end of a level, throw the key to the guardian who then chants a little song. To pass the guardian, the chant must be copied using the D-pad. After this is completed successfully, the path to the next level seems to be free, but there's another guardian, lurking in the caves that link each level, who won't be fobbed off with mere chanting!

Risky Woods is played platform-style and is very similar to The Legend of Galahad, also released by EA. Fortunately, this is far more involved, but it almost adopts another extreme – there is too much going on at any one time. As well as having to kill zombies, golden skulls, gate keys and hourglasses must be discovered whilst avoiding fatal potions and dodging falling rocks! Also, when monks are rescued, some give off evil powers (not very grateful are they!) which could mean sudden death for Rohan.

The sheer amount of lives makes up for the high difficulty setting. The lives can be found all over the place.

PROTIP Just keep firing your knife continually! This is an unlimited weapon and you never know what's going to pop up out of the trees!





At the beginning of each level, you'll be shown a map even though you don't exactly need it! There's only two ways you can go – up or forward. So this cuts down your options significantly!

Rohan may be a tough and brave warrior, but his facial expressons are rather Chuck Rock-esque!

especially in treasure chests! This definitely helps the game to be beaten and if they weren't available, getting through would be almost impossible!

The graphics are arcade-style throughout and, although the theme remains the same in each level, there is a lot of variation in backgrounds, baddies and items to collect. This is quite a difficult game, but at least the difficulty level is staggered and completing is a learning process. As you progress further, you can become invincible to attack by picking up plates of gold armour.

Risky Woods is very involving and combines excellent graphics and sound effects. Unfortunately, this is not enough as it's not sufficiently different to be outstanding.

● Sam "risque" Hickman

MEGA DRIVE

RISKY WOODS

EA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 1
STAGES.....12
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
Electronic Arts (0753) 549442

AVAILABLE IN UK

ACTION

STRATEGY

GRAPHICS 85%

▲ Backgrounds and levels have a lot of variety.

▼ Very similar to a lot of games of this genre.

SOUND 78%

▲ Title tune fits atmosphere of game splendidly.

▼ Effects are spot-on, but there are too few.

GAMEPLAY 75%

▲ Loads and loads of action in every level.

▼ Sometimes there is a bit too much to take in.

CHALLENGE 80%

▲ Is a learning process and is very strategic.

▼ Challenge set just a little high at the beginning.

PROSCORE 79%

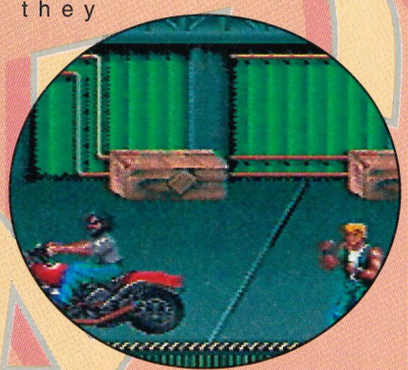
Good to play, but not very original and, at times, it's too frustrating! It has a good learning curve, though.

Steve Wetherill, Risky Woods' programmer, has written at least 20 top selling games!

Double Dragon, although a classic in it's time, is now well past it's sell by date. Although it received a respectable 72% in SEGAPRO#7 and was a smash hit in the arcades, it wasn't really up there with the all time beat-'em up greats. _Double Dragon 2_ was in for even more stick. Released on consoles before Double Dragon (why?) it received an appalling 29%, which disappointed DD fans everywhere. So until now, _Double Dragon_ has faded into a fuzzy but fond memory in most gameplayers minds.

Hardcore _Double Dragon_ fans (there must be some) needn't despair, though! It's back! Unbelievable though it may seem, this is the third chapter in the saga, and the ninja are back, fierce as ever and out to save the world from evil forces!

It's been two years since the last adventure and Billy and Jimmy being that type of people, decide to go and have their fortune told. An old hag named Huriko tells them that they must journey to the ends of the world to find the three precious jewels, which guard against evil forces. After they have done this they

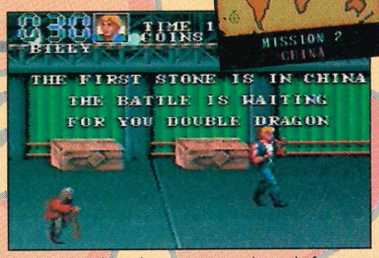


PROTIP Give yourself loads of space. If you let your opponents corner you, they'll all pile on you at once and kill you.

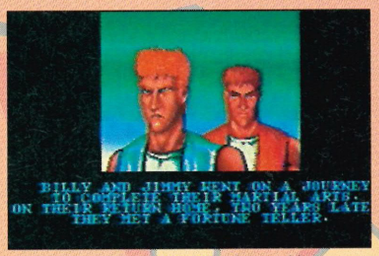
Whoops! Old Billy's not to good on the fighting front! When the opposition's this hard, though, you're left standing at all! At least there are extra power-ups, but you must reach the shop (below) with enough coins.

Double Dragon

St George killed the last remaining dragon in England!



This old codger appears at the end of every level to tell you where you should go next – as if you have any choice!

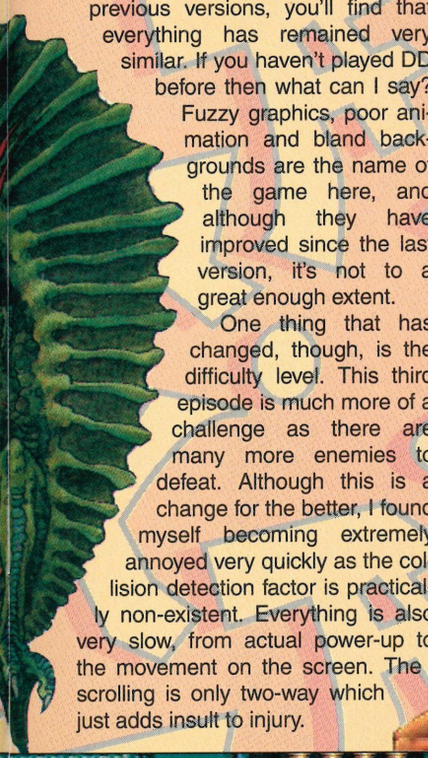


These two don't look like they could fight their way out of a paper bag, let alone face the toughest ninja 's in the world.

must go to Egypt to fight the Double Dragon. Easy-peasy! Already the feel is much the same as the last two episodes, as are the graphics, but there are no options at all which is a let down for this version.

You begin your mission in America and as soon as you hit the street, the baddies leap on you from all directions. If you've ever played any of the previous versions, you'll find that everything has remained very similar. If you haven't played DD before then what can I say? Fuzzy graphics, poor animation and bland backgrounds are the name of the game here, and although they have improved since the last version, it's not to a great enough extent.

One thing that has changed, though, is the difficulty level. This third episode is much more of a challenge as there are many more enemies to defeat. Although this is a change for the better, I found myself becoming extremely annoyed very quickly as the collision detection factor is practically non-existent. Everything is also very slow, from actual power-up to the movement on the screen. The scrolling is only two-way which just adds insult to injury.



Dragons are usually associated with ninjas and kung fu!

You defeat the enemy by either punching them (button A) or by landing them with a ninja sidekick (button B). It's easy to control the shower of punches and kicks you have to land on the enemy, but as all the baddies seem to crowd around you, it's hard to see what going on! Also, every time you die you are placed right in the middle of the enemy, so you end up on the floor again almost immediately!

Even though the backgrounds change, the gameplay remains EXACTLY the same in each level. Nothing changes at all except when you visit the shop, where you will be able to buy more weapons or "guys" (special fighting friends who can take your place when you die). You can also buy "tricks" which give you a special moves that usually take your opponents by surprise and is the only thing that brightens up the action at all.

Double Dragon 3 is so unimaginative and annoying that you may feel like throwing it (or yourself) out of the window. Every time you want to kill someone you have to hit them about ten times and by that time there are about four other blokes around you waiting to duff you up. Action is very limited – punch and kick in a straight line until you reach the end of the level.

Playing this in two-player mode does brighten things up somewhat. DD was really meant for two players and playing it by yourself makes things much harder, but even two-player mode is not enough to save it. Everything is poor: from the old-fashioned scrolling to the abysmal music. Even loyal fans of Double Dragon will be disappointed and anyone who hasn't played it before is seriously advised to stay away at all costs.

● Sam "side kick" Hickman

Oi! No fighting behind the bike sheds! Enemies leap out from the most obscure places and, unfortunately, our Jimmy is reduced to a jibbering mess.

DOUBLE DRAGON

First released as a coin-op. Although it was a smash hit in the arcades, it didn't seem to work very well in console format. The challenge was weak, the graphics weaker, and the style was far too old for the likes of the Mega Drive.

The Pros said: " People who like finishing games may find some pleasure here – they'll have to dig deep though." (SEGAPRO#7)

DOUBLE DRAGON 2

Released on consoles way before it's predecessor, this was a complete flop on the MD. Everything was wrong with it, and no self-respecting Mega drive owner would have been seen within ten miles of this game.

The Pros said " Cliff Richard has heaps more history than anyone who buys this."(SEGAPRO#4)

Not a very good history really is it?!

DOUBLE DRAGON 3

FLYING EDGE ● £39.99 ● OUT JAN

CART SIZE.....4Mbit
PLAYERS 2
STAGES.....5
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
Acclaim ✆ (0962) 877788

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 35%
▼ Very poorly animated sprites reduce appeal.
▼ Completely bland and behind the times.

SOUND 30%
▼ Soundtrack is appalling and painful to the ears.
▼ Sound effects sound nothing like the real thing.

GAMEPLAY 32%
▼ Really, really boring – too samey and unoriginal.
▼ No bonuses or power-ups to be found here.

CHALLENGE 33%
▲ More challenge than in the previous episodes.
▼ Although challenge quite high, stamina is low!

PROSCORE
35%

Too boring, too bland, too unoriginal and very poorly thought out. This is Flying Edge's worst release for quite some time!

GAME GEAR

Aliens everywhere! Enemies waiting patiently to spit acid in your face or suffocate you slowly and painfully! Where is this strange and eerie place? It could only be Fiorina 161, the planet that Ripley just happens to have crash landed onto! The xenomorph are everywhere and are doing their best to get through the entire prison population on the planet. There's only one thing Ripley can do and that is find the Mother Alien. Easier said than done, though. The closer you get to mother, the more aliens there are! Every corner turned brings new danger and unexpected attacks. What can a gal do in times like this? Well, she could grab a gun, power-up and set off on the final and most dangerous mission of her life!

Everyone should know the story of Alien 3 by now. If you don't, where were you in 1992? It was one of the most hyped releases of the year! This is the treat that a lot of Game Gear owners have been waiting for, so, after a quick trip to the options screen (limited to sound on or off), it's straight into level one! Nothing has changed from the Master System version, allowing the excellent graphics to grace the Game Gear as well!

The adventure begins in the underground prison complex and your task is to rescue seven prisoners who have been cocooned to the walls. Sprite size is excellent, but difficulty is raised because as the screen is so small, you often can't see things coming before it's too late!

As soon as you step into the prison, aliens swarm upon you from all directions, but there are loads and loads of power-ups to be found as progress is made through the levels. These vary from hand grenades (which are useless) to grenade launchers which are the most effective weapon to be found.

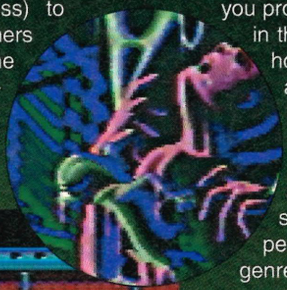
PROTIP To stop the face huggers from suffocating you, wiggle the D-pad furiously from left to right until they fall off!

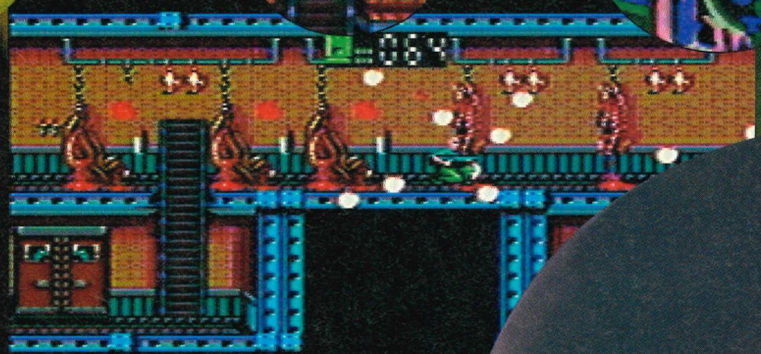
There are six levels which start to toughen up after the third. Face-huggers are everywhere and as you become so engrossed with defeating them, it's easy to forget about finding essential power-ups.

Sound is mediocre throughout, but due to the immense action involved, you probably won't notice the bleeps in the background. The graphics, however, are brilliant! Aliens are very detailed and the levels are intricate, which gives the content an added boost.

Alien^3 is packed with action and includes a slight strategy element which is the perfect recipe for a game of this genre.

● Sam "Blaster" Hickman





● Secret passages take you to other parts of the prison where you may find prisoners cocooned to the walls! Aliens lurk in their multitudes in these tunnels, so be careful!

ALIEN 3

GAME GEAR

ALIEN^3

ARENA ● £27.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....6
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
Acclaim ✆(0962) 877788

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 88%
▲ Ripley and the Aliens are superbly detailed.
▲ Lots of different backgrounds and power-ups.

SOUND 65%
▲ Moody tunes get you into that "blast-'em" mood.
▼ Unfortunately, they don't last all that long.

GAMEPLAY 88%
▲ Concentration is needed to complete the game!
▼ Size of screen slightly inhibits the gameplay.

CHALLENGE 87%
▲ Earlier levels act as a trainer for later on!
▼ Gets tough, making for an excellent challenge!

PROSCORE
88%

Good graphics, tough challenge and fast moving gameplay makes Alien 3 a blast from start to finish!

Aliens won two Oscars for its outstanding special fx!

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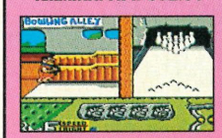

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EXPORT ENQUIRIES WELCOME

TRADE ENQUIRIES WELCOME

MEGA DRIVE

A standing-room-only crowd, which packs into the arena, and millions of fans watching at home on television await the opening bell. The spotlight shines on the centre of the ring where, in just a few moments, you and your opponent will be engaged in the most grueling competition in the sporting world. You are one of eight awesome wrestlers; the cream of the crop of the World Wrestling Federation.

You will be wrestling not only to achieve victory, but also to maintain personal pride. You know that you have the skills to overcome your opponent and have the determination to do whatever is necessary to get the job done.

There's the bell! The crowd is roaring, your adrenalin is pumping and match time is here. Charge into the ring and prove to the world that you ARE the best. The best in the WWF.

WWF opens with a digitised picture from the cover and lobs you straight into the options screen. You can select the format of your match from four different options: One-on-one, Tag team, Survivor Series or a one-on-one tournament. You then select the difficulty of the game from easy, medium or hard. After you have completed all three options screens, it's time to choose which wrestler (or wrestlers) you're going to be.

You can choose from eight different WWF wrestlers (the wrestlers featured offer a better selection of good and bad guys than the SNES version) and then it's into the ring.

After a brief introduction by the MC, the battle ensues between the steroid addicts. There are around 11 different moves that can be performed, each with the sole purpose of inflicting serious amounts of pain to your opponent. All of the old favourites are there including the suplex, bodyslam and the devastating clothesline. In addition to this, each wrestler has his own special move which can be performed by pressing the A and C buttons together.

Both wrestlers have an energy bar at the top of the screen which shows how much strength they have left. When it gets too low, you might not be able to kick out of a pin and as this will lose you the match, you'd better watch out for your back.

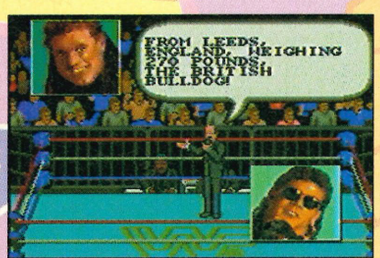
The different match modes offer loads of variety to the game when you get bored with a one-on-one match. In a tag team match, you pick two wrestlers and can swop between them freely when the other one gets too tired. The survivor series divides the eight wrestlers into two teams of four, with the last person standing winning the match for their team and the tournament is a simple winner-takes-all affair. Still, it adds a little bit of excitement for the one-player mode.

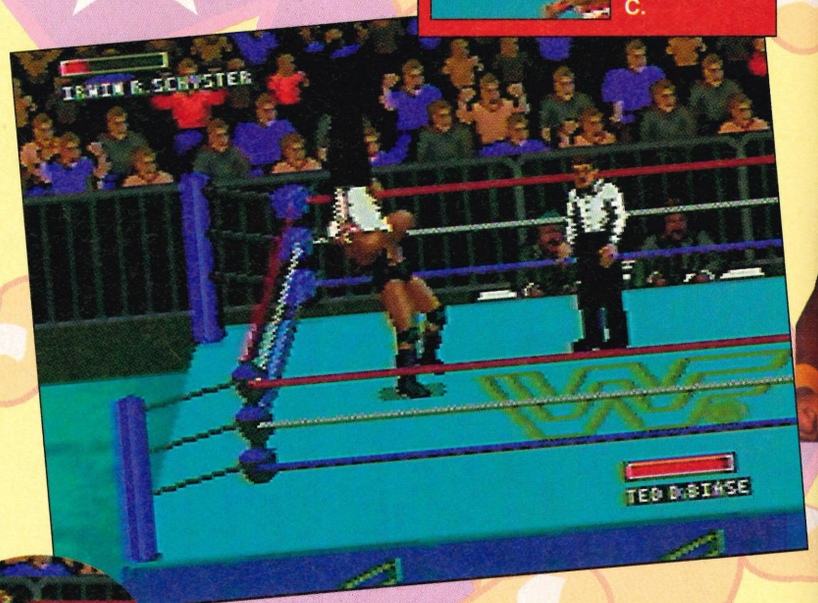
When the winner is finally decided, the MC declares him with a little speech and then it's back to the title screen to select your next pain inducing match.

The graphics are nicely drawn but the animation is a little jerky (probably due to memory constraints) and is not so fluid as the SNES version. Still, many people have doubted the Mega Drive's ability as far as graphics go and this should give hope to all owners of the black brick everywhere.

Sound consists mainly off Ooffs, grunts and other pain-related noises, as your wrestler kisses mat after a missed flying dropkick. The

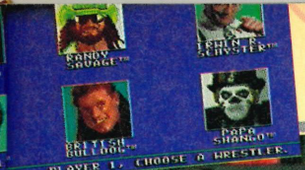
PROTIP To activate Hogan's special move, stand near your opponents shoulders when he's on the mat and then press A and C.

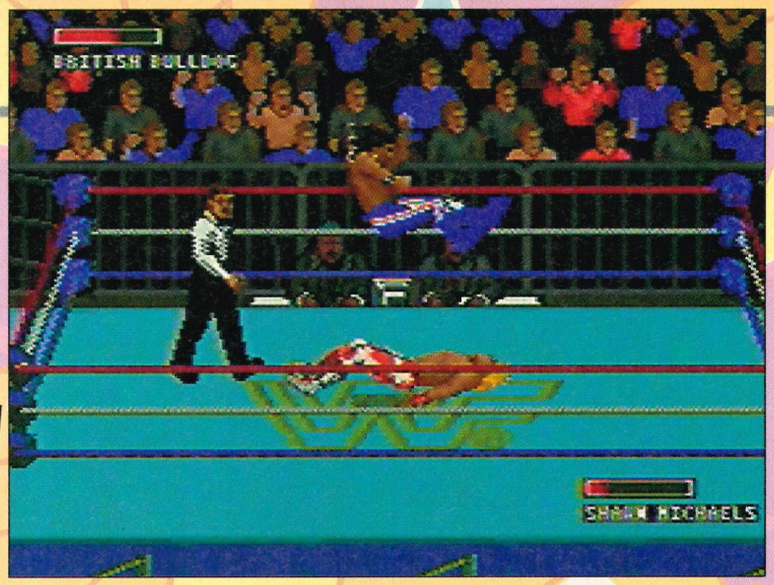




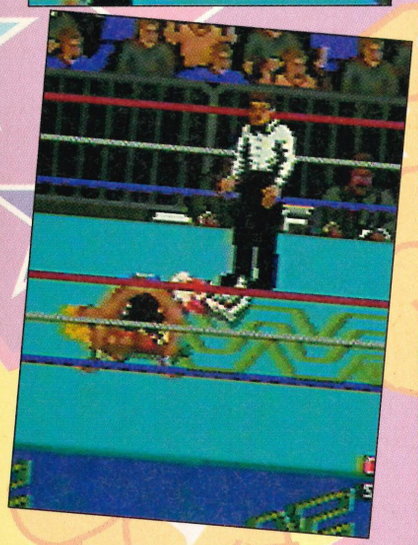
WRES

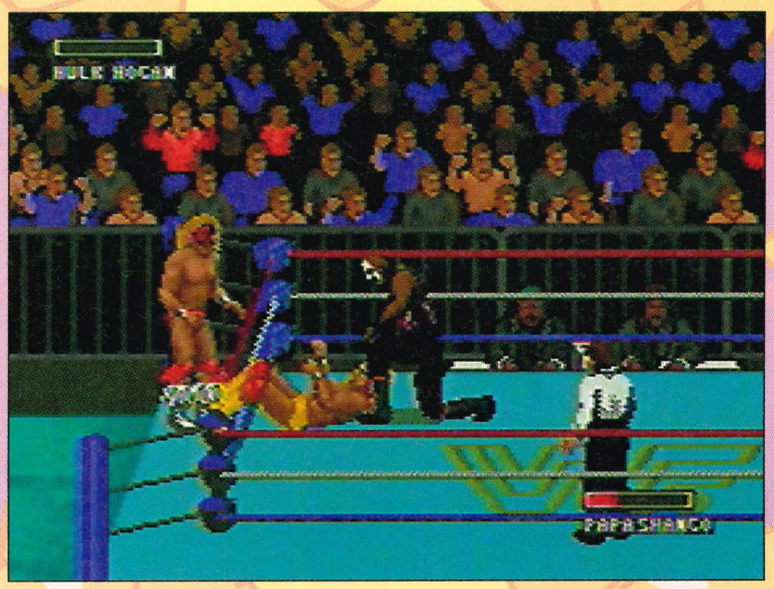
The WWF Summerslam event was held at Wembly this year.





Believe me, this is going to hurt you far more than it's going to hurt me! Leg drops are a sure way of causing bodily harm to your opponent. If he manages to move out of the way though, it's you who will feel the pain!





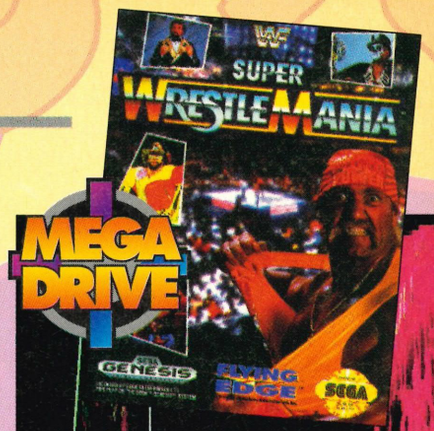
The Ultimate Warrior looks on in dismay as Papa Shango power-slams Hulk to the mat. The referee is strictly for show as he doesn't do anything except count you out. Shame you can't beat the hell out of him too!

SUPER WRESTLEMANIA

tunes are few and far between, but capture the atmosphere of wrestling quite well (even if the real-life WWF stuff is so fixed that it looks totally unconvincing).

After the appalling effort Sega released way back in early 1990 in the shape of Wrestle War, this game fills a gap in the games market that has been sadly empty for a while. Fun and challenging, it ranks as a brilliant laugh and is even better when you're beating up a friend, but will get a bit boring in one player mode after you beaten every wrestler and are in need of a fresh challenge. Still, you can't always have your cake and eat it, can you?

● **Dino "What a rush!" Boni**



SUPER WRESTLEMANIA

FLYING EDGE ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS.....2
STAGES.....1
SKILL LEVELS.....3
FEATURES.....versus
CONTACT
Acclaim ✆ (0962) 877788

AVAILABLE IN UK

ACTION

STRATEGY

GRAPHICS 80%

▲ Detailed sprites and crisp digitised pictures.
▼ Animation is okay, but could have been better.

SOUND 76%

▲ Loads of effects such as oofs, grunts and smashes.
▼ Music soundtrack could have been a lot better.

GAMEPLAY 84%

▲ Tons of moves and that all-important "Special Move".
▲ New Tournament mode for one player gaming.

CHALLENGE 83%

▲ There are eight different characters to beat.
▲ And then you have all those different game modes.

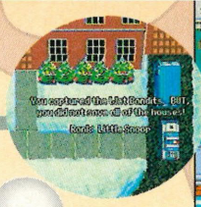
PROSCORE

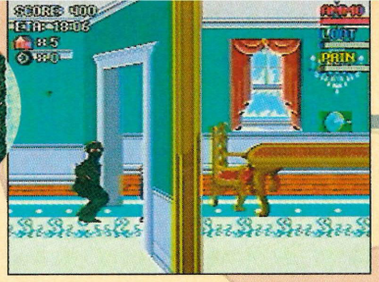
84%

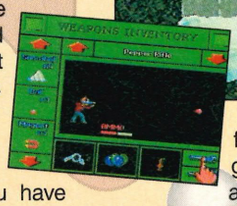
An enjoyable wrestling bash, but could become boring for single players after a very short time.

And the British Bulldog won his fight in front of 80,000 fans!

MEGA DRIVE

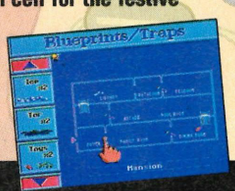






Everyone knows what Christmas is like, rushing around buying presents, writing cards and generally loosing your rag! Well Kevin's family were no exception to this rule and, in a fit of panic trying to get to the airport on time, they forgot one vital thing in the rush, Kevin!

Now he's home alone and to make matters worse, two burglars named Harry and Marv are going around all the deserted houses on his street and robbing them blind! Kevin's the only guy who can stop them, so he must go to every house on his street, laying traps for the unwary villains and prevent them from making a fortune out of Christmas until the Police arrive to cart them off to a nice warm cell for the festive season.



The game opens with the familiar Home Alone logo and jumps straight into the options screen letting you define the buttons and set the difficulty level as well as offering a music and sound test. After you've set these to your requirements, it's into the game.

The first section of the game is centred around Kevin on his sled. He must shoot around the gardens on his street, knocking over snowmen and collecting the useful goodies that are contained within. Once you have enough goodies, you can enter one of the five empty houses and set the traps that will, hopefully, cause Harry and Marv (AKA The Wet Bandits) to gain a few bumps and bruises.

After you've set these, sit back and wait for the burglars to arrive or you can speed off on your sled and bobby-trap the next house – all ready for the burglars. If you decide to stay, the house is full of useful items that can be put together on the weapons screen and turned into home-grown weapons. Kevin starts with a Ball-bearing gun, but that will soon run out of bullets, so you must constantly be on the look-out for more ammo and gadgets.

The police won't arrive for 20 minutes, so you've got to keep the burglars at bay until then. If you shoot, zap and burn them enough, they'll give up on that house and move onto the next one. If they rob all the safes and collect all the loot, they flood the house and all the houses are flooded before the time is up, then it's game over.

The graphics are average, the sound is average and the gameplay is most definitely average! A real let down to what could have been a really enjoyable game, but is shot down in flames by the lack of thought and design that's gone into the game. One for die-hard Home Alone fans only.

●Dino "homeboy" Boni

HOME ALONe

PROTIP Collect a hair drier, some balloons and a pepper pot to make a "Pepper Bazooka"!

Here's what you have to defend. A complete house in all it's glory. Shame you can't steal stuff yourself because you'd propbably make a small fortune (hang on, Caulkin makes a mint out of being a brat anyway!)

Let's hope that the game of Home Alone 2 will never see the light of day!

HOME ALONE

SEGA ● £39.99 ● OUT NOW

CART SIZE.....4Mbit
PLAYERS 1
STAGES.....1
SKILL LEVELS 3
FEATURES .....n/a
CONTACT
Sega ✆ (071)7278070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 65%
▲ Smooth scrolling on the sledge scene.
▼ But that's about it, really.

SOUND 55%
▼ Average, average and even more average.
▼ Oh, and the music is terrible as well.

GAMEPLAY 60%
▲ Laying traps and bouncing around is fun...
▼ After ten minutes, hello Boredom City!

CHALLENGE 60%
▲ Five houses to save from the crims.
▼ And they're all pretty easy to save.

PROSCORE
54%

A very average, boring, tedious release from the big "S" which should have had more thought put into it.

Copyright © 1992 The Walt Disney Company

World of Illusion

MEGA DRIVE

Mickey and Donald have got themselves into a bit of a mess. After practising for many weeks on for an amateur magic show, they discover an old wardrobe hidden behind the props backstage. Just minutes before they're about to go on,

with the insatiable curiosity that is only common in ducks, Donald plunges in and is swallowed up by the dark depths of the mouldy oak box.

Mickey makes a desperate leap to save his friend and falls victim to the same fate as the hapless duck!

They are greeted by a bewildering landscape that couldn't possibly be real. While gawping at the scenery, a large and very ominous voice booms from the clouds, "You are both accomplished magicians, but if you want to return to your world you must find and defeat me. If not, you will remain trapped forever in this World of Illusion"...

Mickey and Donald opens with a simple title screen with the logo drawn in the classic Disney flowing text. The options screen allows you to select either one or two player game and if you decide to play by yourself, you can pick which of the characters you want to be.

This isn't a mere visual choice, because the game levels totally change for each character and there's another version for the two-player mode. Playing in two-player mode requires a lot of co-operation and lateral thinking, but it's great for younger children to improve their logical-thinking skills.

Both Mickey and Donald are armed with a magician's cape that is used to dispatch the many weird and wonderful monsters that inhabit the World of Illusion. The characters can also crawl, jump or run buy pressing the appropriate button on the joypad.

As mentioned before, the two player game requires a lot of interaction between the characters. For instance, the first section of the cave has a number of small tunnels that you need to crawl through. Because of Donald's rather large rump, he get's stuck in some of them. The only way out of this is for Mickey to crawl ahead of him and pull him through with a few deft tugs!

The background graphics are large, bold and colourful which is what we've come to expect from the Disney games. The two character sprites are animated to perfection and move with smooth, flowing grace.

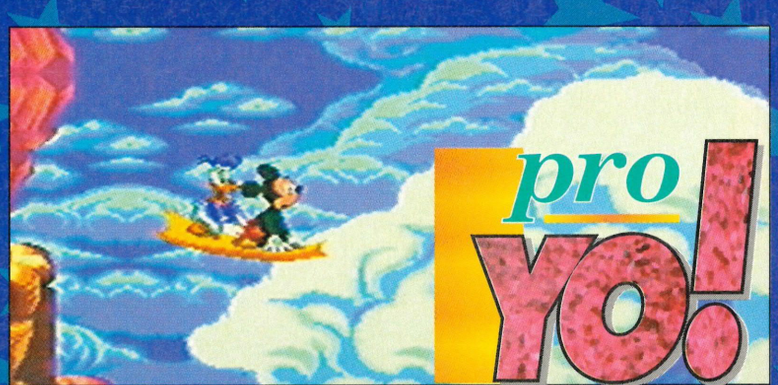
Sound wise, the game falls down a bit. While the tunes and sound effect are pleasing and amusing for a while, the cutsie tunes will grate the old nerves after an evening of playing.

An enjoyable game for all Disney fans everywhere, especially for those younger Sega addicts out there.

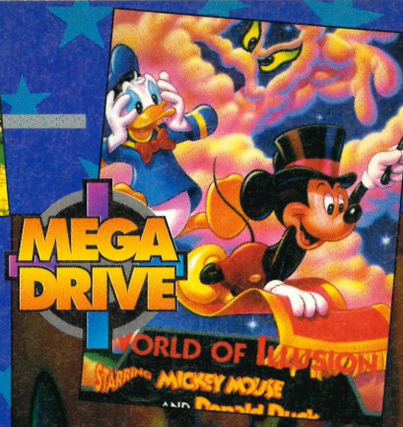
● **Dino "abracadabra!" Boni**

PROTIP In two-player mode, always remember that Mickey can perform tasks that Donald can't. Pulling Donald through some of the caves is an example. Be aware!

● Every character in the world is an illusion, so Mickey and Donald must use their special capes to fend them off.



Mickey and Donald are the most popular Disney characters.



WORLD OF ILLUSION

SEGA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 2
STAGES.....5
SKILL LEVELS 1
FEATURES infinite continue
CONTACT
Sega ✆ (071) 727807

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 94%
▲ Beautiful detail on sprites and backdrops.
▼ Fluid animation and impressive intros.

SOUND 88%
▲ Cute tunes and loads of sound effects.
▼ The tunes will get on your nerves after a while.

GAMEPLAY 92%
▲ Different games for Mickey and Donald.
▲ And another one for the two-player option.

CHALLENGE 85%
▼ Plenty to keep you interested at first.
▲ But the long-term lastibility is a bit low.

PROSCORE 91%

A wonderful game with Disney quality graphics that will enchant young and old Sega addicts alike.

MEGA DRIVE

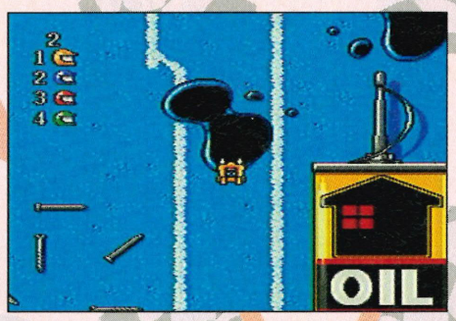
In my day, we used to look forward to the odd Saturday afternoon when my friends and I got the bus down to the local toy shop and blew all of our hard-earned dosh on a few Matchbox Cars. These dinky little things used to get thrown, dumped and occasionally raced around our respective bedrooms and within a few weeks they were so scratched up that they looked appalling.

The new craze amongst 8 year old boys now is these things called Micro Machines. They're still made out of cast metal and they still are very collectable, but they're only about 1/3 inch long! These tiny, perfectly formed little models are quite a feat of engineering and now they have their own game. Revamped and re-written from the NES original, they game features a series of race tracks (27 in all) which are made up of household objects and surfaces such as a breakfast table, a pool table and a small boy's bedroom floor.

Hold onto your hats, 'cause these little buggers are fast...

The opening title page proclaims "Absolutely Brilliant!" in big, bold letters! These guys are confident to the extreme! The proper title page features the Micro Machines logo and very little else except for a little tuneful ditty. There isn't an options screen as such, just a series or menus that let you select if there's one or two players, which type of race you want to run and which character you want to be. Unlike most games, you can also pick the computer's characters as each one has his or her own strengths and weakness.

The vehicles you race are varied and they all handle differently. The Sports cars are fast and hold the turns quite well while the tanks are slow and can't turn very quickly at all. Other vehicles include helicopters, power boats and even miniature Formula One cars!

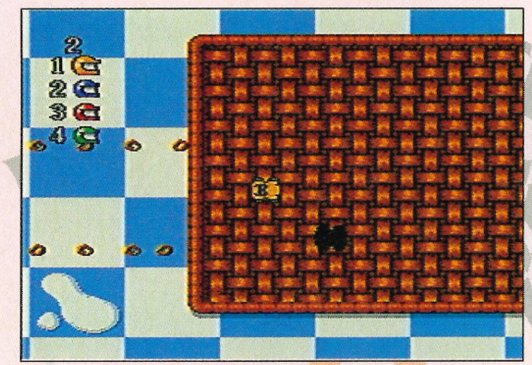


The workroom courses are littered with nails, nuts and huge amounts of oil and glue. You'll need to be good at controlling skids!

You start the game with three lives and lose one each time to fail to come either first or second in a race. Extra lives can be picked up by completing the special time-trials that appear after you've come first in three races. These are very difficult and use a relatively giant monster-truck on its own against the clock. Complete the obstacle-laiden course before the time runs out and you're awarded and extra life.

The races centre around eight different surfaces: Bedroom floor, Breakfast table, Garden, Sand-pit, Desk, Pool table, Bathtub and the workshop. Each of these surfaces has its own handling characteristics and its own set of obstacles – ie Spilt honey on the breakfast table, plug-holes in the bath etc. These are placed is some very awkward places and need a high degree of skill to negotiate.

Graphics are extremely colourful, well drawn and move like the proverbial greased weasel! The cars are drawn to be small. However, the sprite's lack of detail is no great loss. The entertaining portraits are expertly drawn and it's a shame that we don't see more of them. I especially liked the animation for Walter!



Obstacles range from the strange right down to the bizzare! When was the last time you were on the road and thought that you'd have to watch out for waffles?

PROTIP Choose the most proficient characters first when you are asked to select your computerised opponents. This gives you the advantage of having an easy course on which to beat them, rather than leaving it till later in the game.

pro YO!

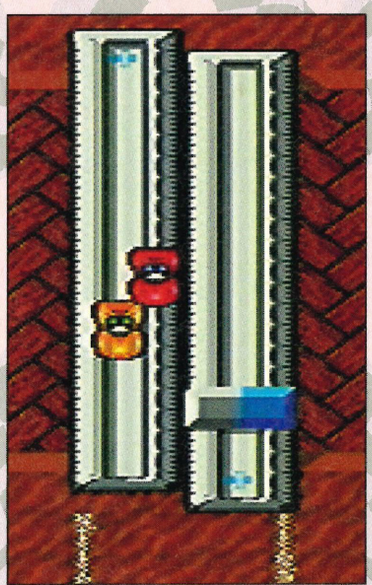
Code Masters was started way back in 1986 by two spotty teenagers.

The sound is good, but the motor noise drove me mad after about and hour of playing the game! The tunes are cute and short, but it would have been nice to hear a few bits of music while you're actually racing.I'm sure there are all sorts of reason why this wasn't included – especially about speed decrease.

After each race, a wall mounted Micro Machines display box shows you how many races you've completed and in which vehicles. This isn't really that useful as far as the game is concerned, but is a nice touch. There's no scoring system at all in Micro Machines. The only thing you'll be able to boast about is which track you've reached or who many lives you managed to complete the game with. I progressed to track 19 before loosing all my lives.

Why there isn't a scoring system included, only the great god Richard Darling knows, but it's still an enjoyable, fun and exciting game that makes a change from all of the serious racing games that have been released in the past.

●Dino "I drive a Micro Machine!" Boni.



● In my day, a rule was used for flicking ink blots at friends! Here, two are being used as an improvised bridge.

MICRO MACHINES

CODEMASTERS ● £39.99 ● OUT NOW

CART SIZE....4 Mbit
PLAYERS 2
STAGES.....27
SKILL LEVELS 1
FEATURES.....versus
CONTACT
Code Masters (0926) 814132

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 80%

▲ Hyper-fast scrolling tracks are well animated.
▼ Cute, well-drawn characters are perfect ratio.

SOUND 81%

▲ Cutesy tunes and ditties add to atmosphere.
▼ Annoying engine noise drives you insane!

GAMEPLAY 88%

▲ Plenty of variety on the various tracks.
▲ Loads of different vehicles to race in.

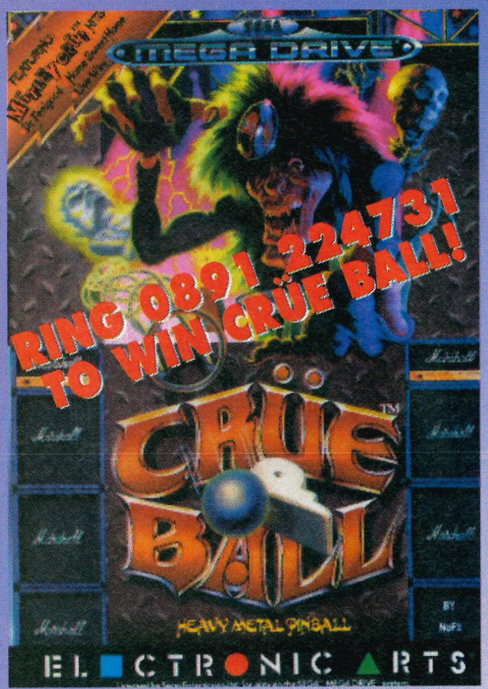
CHALLENGE 91%

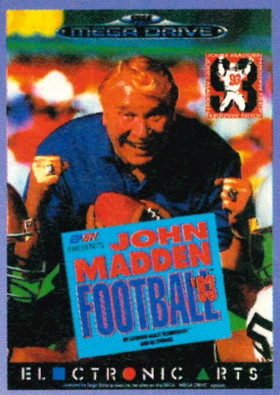
▼ Will take you ages to complete all tracks.
▲ Two-player mode will keep you coming back.

PROSCORE 90%

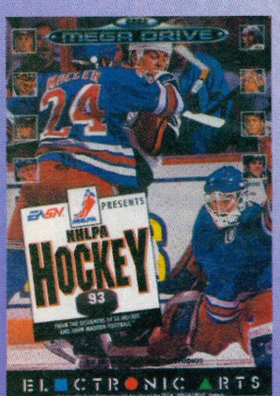
Micro Machines makes a great change from all of the serious racing games. It should keep you happy for many months to come.

Code Masters also invented the Game Genie.





PHONE THE Nº
0891 224733
TO WIN JOHN
MADDEN '93!



PHONE THE Nº
0891 224732
TO WIN NHPLA
HOCKEY '93!

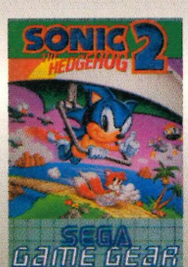
DIAL-A-GAME!

Simply ring the number below the game you would like to own, answer the questions correctly and if you're the first to be randomly selected with the correct answers, the game is yours.

WIN SONIC 2 ON THE SEGA MS!

DIAL 0891 224737

WIN SONIC 2 ON THE GAME GEAR!



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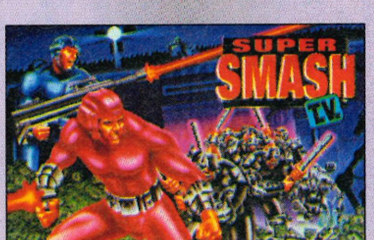
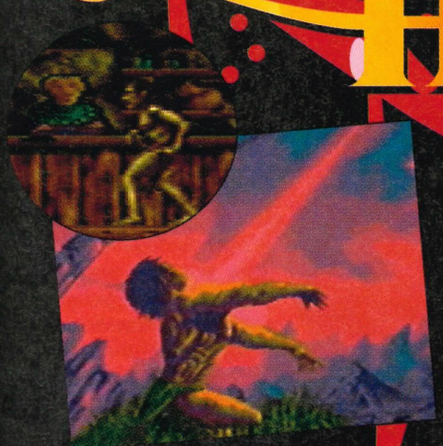


Simply dial 0891 224735 and everything pictured above could be yours. Answer the three multiple choice questions and if you're the lucky person to be randomly selected with the correct answers, a complete Mega Drive system and accessories is yours!

Calls cost 36p a minute cheap rate and 48p a minute at all other times. Please get permission from the person who pays the phone bill before calling. Winners to these competitions will be announced in a future issue of SegaPro.

SHADOW OF THE BEAST II



MEGA DRIVE

Once again, Kara-Moon provides the setting for Electronic Arts latest release from Psygnosis, *Shadow of the Beast II*. Your intrepid, and presumably insane hero takes on a scantily clad homosapien lifeform. Defeating Zelek, the Beast Mage was no mean feat in the original *Shadow of the Beast*, but the gratefully accepted reward will have you struggling to compete against your new and potentially immortal opponents.

Armed with a humble mace, you enter the battle-zone. Conquer all and your pain of a sister is going to be forever grateful. Fail and you may never see her again. It's decision time. Do you really want to save the little winger? You're now human, not a beast, so putting those evil, calculating thoughts to the back of your mind is a must. Enter *Shadow of the Beast II*.

When the game begins, a deja-vu sense of recognition hits home. The masterly created atmospheric music offers a warm, but eerie feeling upon insertion of this long awaited cart. The graphical intro sequence is definitely one which Beast fans will feel comfortable with.

Shadow of the Beast II carries on from the previous game, but far more close-contact fighting proves a dramatic change has taken place. The puzzles are still present and they are nowhere near as easy. Operation of lifting devices offer a considerable challenge in the early stages, but when over-come an immense feeling of satisfaction will spur you on.

Travelling into the next section, you are greeted by an array of graphically impressive guardians. Your mission is well under way and the smell of victory over Zelek arouses your gameplaying senses. The depth of the game will keep many glued to the screen for hours on end. Every so often, you are given the impression that success is just around the corner, only to be greeted by yet another brain-teasing challenge or a powerful guardian. Persistence is the key and the longevity of this truly impressive sequel is high. Very enjoyable, but maybe a tad too difficult for those with little or no *Beast* experience.

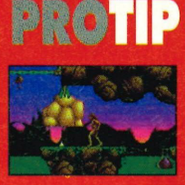
Comparisons between the Mega Drive version and the Amiga one are obviously going to prove a point of interest. Little can distinguish the two as far as graphics and sound, which is expected. The only problem I found was the lack of a password system which means the game must be played to a finish all in one go. Die hard fans should relish the challenge.

● **Jason "wow man!" Johnson**

Eye, eye, what do we have here then? Although most of the monsters look very strange, some just, erm, look.

Unless the puzzle is solved, Spike (seen here with his huge spikey boulder) will prevent you from continuing.

PROTIP Controlling the clamp to manipulate the boulder will become easier with practice. Pick it up and grasp it near the top. Move the boulder right then drop it. The single rock left will help the seesaw process.



Scientists have proven that the Abominable Snowman and The Loch Ness Monster do not exist!

SHADOW OF THE BEAST II

EA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 1
STAGES.....1
SKILL LEVELS 3
FEATURES .....n/a
CONTACT
Electronic Arts (0753) 549442

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 80%
▲ Follows on from the impressive *Beast* originality.
▼ Unfortunately, the backgrounds become repetitive.

SOUND 79%
▲ Atmospheric and captivating for maximum effect.
▼ Doesn't speed-up during any guardian combat.

GAMEPLAY 68%
▲ Use of items couldn't be simpler to operate.
▼ Controls are tricky and are very frustrating.

CHALLENGE 82%
▲ As expected, intricate thinking is required.
▼ Too difficult for newcomers to *Beast* games.

PROSCORE

78%

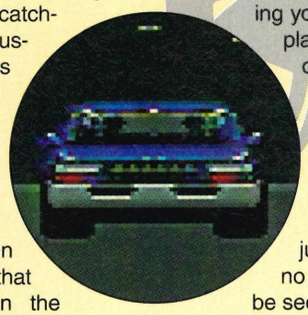
A successful combination of teasing puzzles and frantic action play which is possible too difficult, but will please all *Beast* fans.

SUPER H.Q

Every console has seen their fair share of driving games by now, and the Mega Drive has seen more than enough in the last year. We've seen the likes of Test Drive 2 and Turbo Out Run and fine games they were too. Only, they weren't exactly original were they? Although Super HQ makes no claims to originality, hopefully the scope of driving games has expanded with this release. This time, you are a cop with a mission. HQ have just contacted you via your hi-tec video screen and you're to get on to a case immediately. Criminals are out there causing disruption and mayhem to the population at large and it's up to you to stop them! So what are you going to to do? Get into gear, power up and go get 'em, that's what!

As soon as you see the opening screens flicker before your eyes, you'll realise that you've seen it all before! The story might be slightly different (ie a cop with a mission), but the format is the same – drive fast, smash up other cars and win! Super HQ is the follow up to Chase HQ and was released on the MS as SCI and reviewed last month.

You receive your orders from HQ before being shown a brief map of the area and a picture of the offending car. Then, you must choose the appropriate car for the mission. The choice is from three and, although you're supposed to choose a car suited to your surroundings, it's more fun to choose the nippy sports car every time! The other two cars are a Volvo-type four wheel drive and a lorry. Although these are both adequate for the roads ahead, they are a bit sluggish which can make catching criminals a bit frustrating. Other options are limited to setting difficulty levels, amount of credits and having the gears on auto or manual.



Level one begins in the city. There aren't that many other cars on the road at this stage, so getting used to the controls is quite easy. The joystick responds well, but then there's not much of a challenge involved at this level. If you do find you have problems, you can always use your turbo boost, as it's not limited, although you must be driving over a certain speed to use it.

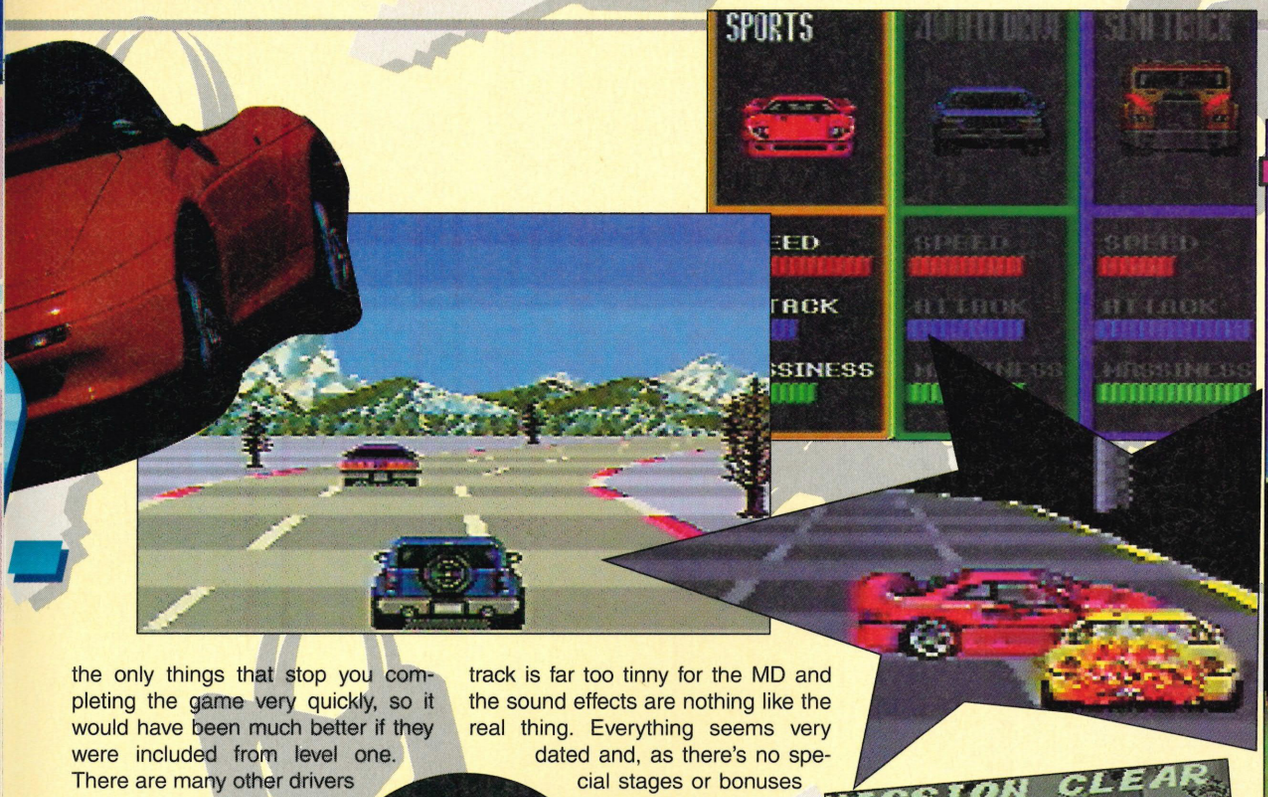
Level two carries on in much the same way, but the challenge begins after this! Level three takes place high in the mountains, with slippy roads and mounds of snow causing you to spin off all over the place! Here, the baddies open fire on you out of the back of their van, but they don't cause much damage. This is one puzzling element of the game in general – when you crash, you just stop dead, there are no spectacular flames to be seen anywhere!

In the last two levels, the criminals have super weapons, namely helicopters that fire at you! These are

This dumper truck is really powerful, but it's not much good for speed. Although it has certain advantages over the other cars, using the sports car is much better fun!

The scenery is very bland. This is about as interesting as it gets. Also, the roads are quite hard to stay on, so care needs to be taken whenever possible!

70% of Ford customers would rather take a ferry than the Channel Tunnel!



the only things that stop you completing the game very quickly, so it would have been much better if they were included from level one. There are many other drivers on the road at this stage, which does cause control problems, but dodging them isn't that much of a challenge.

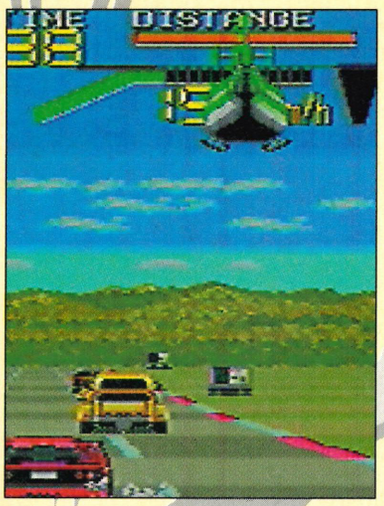
The graphics on Super HQ are too similar to previous driving games that have been released in the past. The backgrounds have little detail and, as there isn't anything of interest to look at while your driving, it's gameplay is quite bland. The soundtrack is far too tinny for the MD and the sound effects are nothing like the real thing. Everything seems very dated and, as there's no special stages or bonuses to collect, it's also very thin on content.

However, one brilliant thing about Super HQ is the feeling you get for speed! Unlike a lot other driving games, you really feel like you're flying along the roads, which is the only thing that salvages this game from being totally dire!

Although Super HQ is very playable, it's much too unoriginal and considering that there haven't been many driving games released for a while it should have been much better. Very disappointing indeed.

● **Sam "turbo" Hickman**

PROTIP When you're going over the bridges, it's better to use the brake, as if you speed around corners too quickly, you'll fall over the side.



● The criminals are up ahead, but it's a matter of getting innocent civilians out of the way first – although it's more fun to bash them out of the way as well!

POWER-UPS AND CONTROLS

This indicates the damage you have inflicted to your opponent, not your personal damage.

These are the amount of turbo boosts that you have remaining.

You can get an extra time option by getting to a certain point in a certain time!

Indicates how far you have come

This indicates your speed – when the speedo turns red, you can use a turbo boost.

Shows how much turbo you have left.

SUPER HQ

TAITO ● £39.99 ● IMPORT

CART SIZE.....4Mbit
PLAYERS 1
STAGES.....5
SKILL LEVELS 3
FEATURES .....n/a
CONTACT
Video Games Centre ✆ (0202)527314

AVAILABLE IN JAPAN

ACTION
STRATEGY

GRAPHICS 50%
▼ Little attention paid to detail throughout.
▼ Very boring backgrounds and too old fashioned.

SOUND 51%
▼ The soundtrack is far too tinny for the Mega Drive.
▼ Effects sound nothing like the real thing!

GAMEPLAY 55%
▼ Good fun to play, but limited in depth.
▼ The action is over far too soon.

CHALLENGE 49%
▼ Difficulty is too easy – it's been set far too low.
▼ Not enough levels to keep you going for long.

PROSCORE 52%

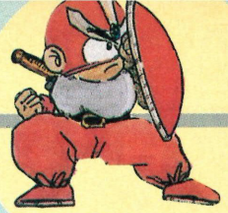
Chase HQ was a good game in its time – over four years ago – but, today, there are much better driving games doing the rounds.

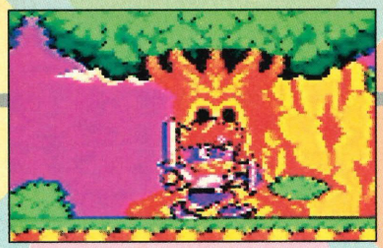
Renault are rumoured to be the hottest contenders for next seasons British Touring Car Championship.

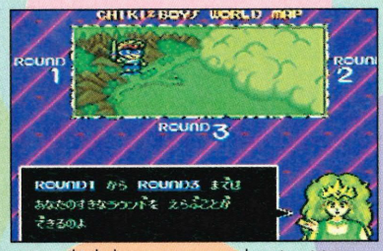
MEGA DRIVE

Who on Earth are the Chiki Chiki Boys? Well, you may have heard talk of Mega Twins in previous issues. Chiki Chiki Boys is the last minute name change given to the Mega Twins – goodness knows why! Names aside, the Chikis are out to bestow good upon the world at large and who can blame them, it surely needs it! The world has been infested with many cute-looking, bubbly nasties and only the Mega Twins, armed with just a sword and a few spells, can stop them once and for all! Their only friend is a beautiful princess who can offer advice, but can't actually help any of the twins!

Many different challenges lay ahead and the Chikis need to be successful in all of them to save the world!







This lady pops up now and again, giving you a choice of worlds to visit. She also gives advice at the end of each level.

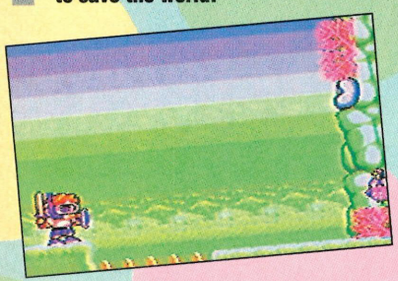
Defeat this guardian by jumping on the post. If you hit him from there, he's history!

The Chiki Chiki Boys bounce onto the screen amidst a barrage of frantic music! There are many intro screens which incorporate options, but as they're in Japanese, perhaps it's best to launch into a game straight away!

There is a one or two player option, but at beginning the game, you'll find out that play isn't simultaneous, so it's not two player at all!

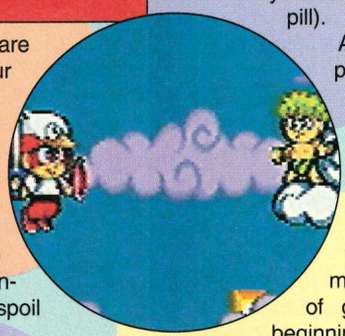
There are three levels, each of which contains several stages. It is possible to skip the first two levels and go straight to the last if you desire, but this makes the game rather short!

PROTIP When killing level bosses, get close, duck and slash them. This will disable them for a while. Then, jump over the other side and do the same. (This does not work on the dragon)



Cute monsters are all over the place! Unlike other games these are very easy to kill, leaving youfree to complete the level.

As soon as you are transported to your chosen level, the nasties descend upon you! Already the similarities between this and *Wonder Boy in Monster World* are too numerous to mention, but don't let this spoil things for you!



Although there are hundreds of enemies on all levels, they aren't all bad, because as soon as you kill one, they release loads of coins which can all be used to buy goodies in the shop! There are also lots of treasure chests strewn around which contain money and other items (make sure you always find the chests before fighting a level boss as they contain a life-rejuvenating pill).

Although it blatantly places emphasis on cuteness, it's far too cute for me! Although I did find it fun, I was left feeling that it was really aimed at the younger end of the market. Also, the sort of graphics found are beginning to wear a bit thin, especially as the sagas of *Wonder Boy* on MD are long gone!

The challenge is set very low and although there are plenty to look at, the content is not up to the standard of recent releases such as *Sonic 2* and *T2*.

● **Sam 'Grumpy' Hickman**

Why didn't Sega keep the name *Mega Twins* for these little chappies?

CHIKI CHIKI BOYS

SEGA ● £39.99 ● IMPORT

CART SIZE.....4Mbit
PLAYERS 1
STAGES.....12
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
Video Games Centre ✆ (0202) 527314

AVAILABLE IN JAPAN

ACTION
STRATEGY

GRAPHICS 69%
▲ Nice variety of levels and different monsters.
▼ Style is too old fashioned – even if it is well

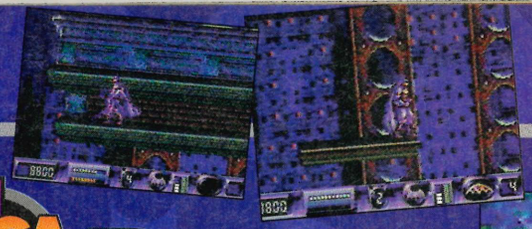
SOUND 79%
▲ Level tunes and sounds are very detailed.
▼ Again, effects are just too old and cute!

GAMEPLAY 55%
▲ It may be too cutesy, but it's highly addictive!
▼ Not enough go-get-'em action anywhere.

CHALLENGE 25%
▼ Far, far too easy for any type of game player!
▼ Guardians are easy to beat, even on later levels!

PROSCORE 44%

This may keep you occupied for one evening, but it isn't going to last much longer than that!



MEGA DRIVE

BATMAN RETURNS

SEGA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 1
STAGES.....5
SKILL LEVELS....n/a
FEATURES .....n/a
CONTACT

Sega ✆ (071) 7278070
Computer Game Shop ✆ (0703) 650741

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 50%

▼ A volatile mixture of detailed graphics and jerky scrolling.
▼ Very unoriginal and won't even impress hardcore fans.

SOUND 52%

▲ Some nice tunes do wonders for the atmosphere.
▼ Again, very unoriginal and poorly thought out.

GAMEPLAY 51%

▼ Controls are not very responsive to say the least!
▼ Too easy to get lost and too easy to die.

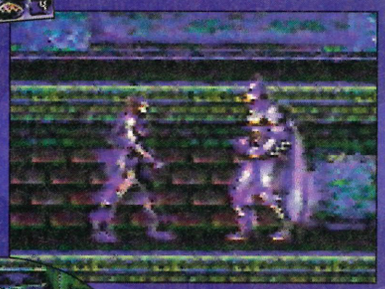
CHALLENGE 87%

▲ This will keep even the most proficient player happy!
▼ Very,very tough, even from the beginning.

PROSCORE 53%

Despite high hopes, this is very disappointing and unoriginal. Avoid it if possible, even if you're a die-hard fan.

Batman now makes his second appearance on the Mega Drive and the hopes were that it could be every bit as good as the first episode! The intro certainly raised hopes, with a series of classy screens showing The Penguin up to his evil tricks again. After these fade there are two choices – options and gameplay. The options are quite versatile in that up to seven lives and three players can be chosen, which can mean that Batman goes on for a fair old time before he finally cops it!



This carries on the gothic atmosphere of the first episode, which is apparent from the first screen of level one! Action commences at night and people that Batman bump into are generally very menacing, although there are a few friendly faces to be found. As our hero is manipulated around the levels, his special powers become more and more important. Although there aren't any somersault tricks, as in the last version, Batman can flap his bat cape in mid-air, ensuring a soft landing! Other special weapons include smoke bombs, batarangs and bat swarms; all of which can be picked up around the level.

Action is also quite tough, with baddies popping up at every opportunity. This may be the same as in other platform games, but due to the lack of response, the challenge is artificially raised to a much higher level.

Although graphics may be classy in places, scrolling is absolutely awful and the whole game is very unoriginal indeed. Add to this some very mediocre sound fx, and what's left is very unoriginal game type. Nice try, but it could have been a lot better.

● Sam "Penguin" Hickman

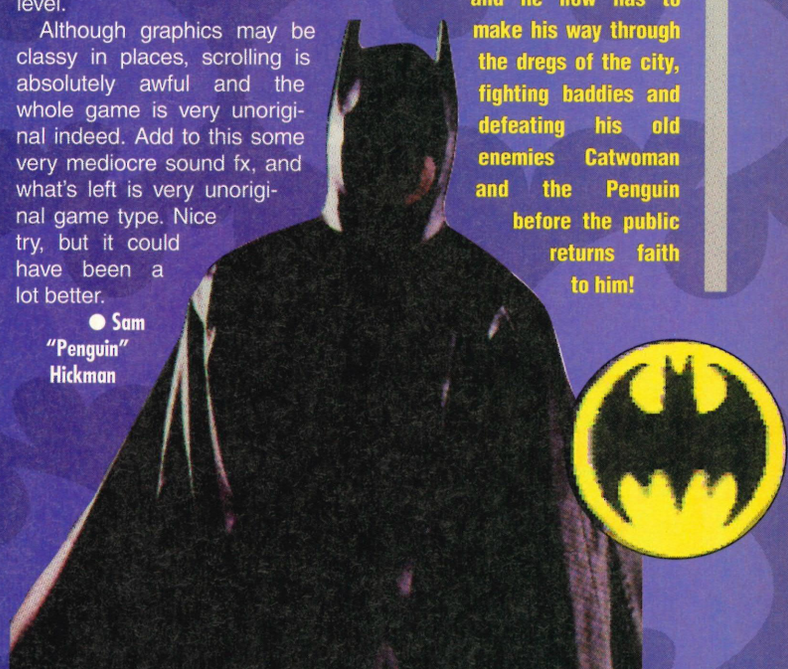
● Clowns on bikes are out to give Batman some hassle! Pretty hard they may be, but they're no match for Batman!

PROTIP When killing baddies, whether they're level guardians or the normal villains, always crouch down and fire. Remember to get in close as well, because enemies have difficulty with shooting close up.

Batman may have tried his utmost to rid the Gotham City streets of evil, but unfortunately his utmost just wasn't good enough. As the people of the city prepare to choose a new Mayor, Penguin is planning to get himself voted in. Although his plan may be flawless, there are a few small items to be taken care of first. One of these items just happens to be Batman.

Penguin released a horde of bats onto the Ice Princess, in the hope that Batman will get the blame! Just as this escapade was about to become successful, making The Penguin the most popular guy in town, Batman came along and foiled the plan!

However, the people still believe Batman is the culprit and he now has to make his way through the dregs of the city, fighting baddies and defeating his old enemies Catwoman and the Penguin before the public returns faith to him!



MEGA DRIVE

BATMAN RETURNS

Batman was created in 1937 by artist Bob Kane.

Japan has always been involved with a war of some kind and in the Tu-Sung dynasty period, there is no exception. The whole of Japan has a problem with someone else and are taking to the battlefield to release their pent-up frustrations and anger.

Only too eager to help a good cause, you and your four brothers fly onto the battle field in your brand new armoured suits in a bid to repel the latest invader to your territory. You set out seek out your misplaced brothers after being separated after two days of relentless slaughter in the frenzied battle.

After searching the war-scared land, you find them one by one. They've all been killed by an awesome weapon and left to die in a muddy puddle. Vowing revenge, you set off on a search to find your family's murderer so their souls can be received in the spirit plane to dwell in eternal peace...

The game opens with a very nice (and very long!) intro which depicts the story of your brothers' murder and the start of your quest to find the foul fiend. The title screen features the only decent display of the Mega-CD's sprite scaling ability in the form of rolling and swelling logo. The options screen is a little bare and only allows you to listen to the spoken speech (there's quite a lot of it, but all in Japanese) and the sound effects. There's also an option written in Japanese script at the bottom of the screen, but all it seems to do is play part of the audio track of the CD.

PROTIP Stay away from the green power-ups. They are as useless as they are rare!

CD-Data and the Sound options just play the music and sound effects from the game. Anyone know what the last one is?

Once in the game, hopes of a decent shoot-'em-up are dashed within a few moments. The action is viewed from the standard above view and, while the scrolling is smooth and includes some interesting parallax effects, it's not really something that shows off the Mega-CD. There are a few scaling effects in the game, but a quick look at the CD's access light show that it's the music and not the game that's taking up most of the Mega-CD's time.

The tunes are distinctly Japanese, blending a combination of traditional instruments and western rock into a quite pleasing tune. It's not too difficult now to see why game-music CD's are very popular in Japan. Sound effects are sparse to say the least, but when they do appear the are clear and atmospheric.

Power-ups are available throughout the game to increase your firepower in a number of different ways and range from lasers to multiple shuriken launchers. There's also two spinning satellites that fly alongside you and can be shot outwards to act like a mini-smart bomb. These can be powered up to develop into quite formidable weapons.

The speed at which you move is not controlled by power-ups for a change. Instead, you can select your speed at any time in the game by pressing the C button. This cycles through the available speeds which are shown by a small meter at the top of the screen.

The enemy sprites range from flying platforms carrying Samurai to mini-robots with machine guns! The level-guardians are all robots of vary-

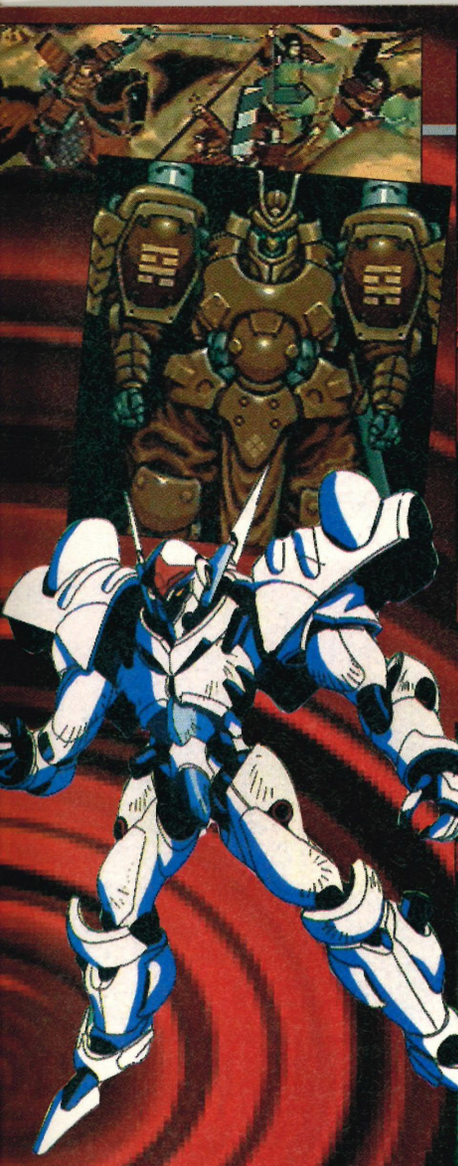
These ships are one of the few objects that make use of the Mega-CD's scaling capabilities.

A flying boat?! Weird! It also comes complete with a platoon of flying Samurai warriors – all at no extra cost!

電忍 ALESTE

Nobunaga and his Ninja force

The Ming Dynasty lasted from 1368 till 1644.



Great balls of fire! Phew, that was too close! A rogue robot strays too close to the spinning balls and is sent packing in a super-heated ball of flame. The balls are useful defensive weapons, but are a bit on the weak side when it comes to attacking.

Hello, Mr Guardian! I'm sorry, but I can't understand what you're saying. Whatever it is there's no doubt that it isn't flattering! These Speech Boxes pop up every now and then when one of the characters wants to express themselves in a verbal fasion.

ing size and difficulty and most of them speak to you as you try and sent them plummeting back to Earth. This is one of the few parts of the game that utilises the Mega-CD capabilities.

After each level-guardian, you are brought one step closer to finding the murderer of your brothers and each level-guardian offers a clue on how to defeat the next one, however, these are in Japanese!

For all intents and purposes, the game is just a shoot-'em-up with some lovely music and a few graphical touches. It isn't worth the hefty import price and still won't be worth the official price if it's ever converted for the English Mega-CD.

●Dino "Metal Samuria?!" Boni

DENEM ALESTE

COMPILE ● £54.99 ● IMPORT

CD ACCESS .....slow
PLAYERS 1
STAGES.....8
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
Video Game Centre ✆(0202) 527314

AVAILABLE IN JAPAN

ACTION
STRATEGY

GRAPHICS 79%
▲ Well drawn and lengthy intro sequence.
▲ A few uses of the scaling and rotation chip.

SOUND 74%
▲ Brill tune rocks your TV speakers constantly.
▼ Which is just as well, because there's very few FX.

GAMEPLAY 60%
▼ Kill, kill, shoot , pick up power-ups and kill.
▼ Very boring style that's been played out!

CHALLENGE 65%
▲ Medium difficulty setting encourages play.
▼ But the lack of continues kills that stone dead.

PROSCORE 60%

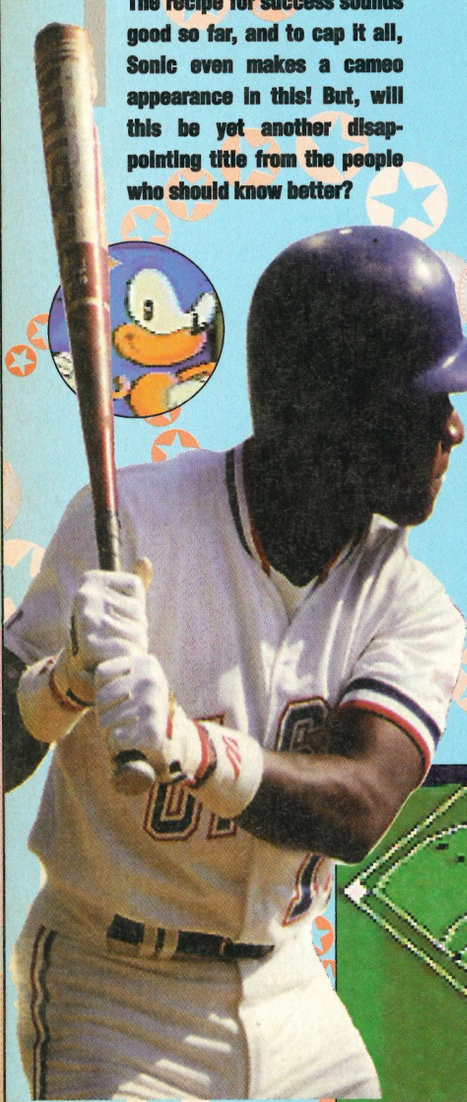
Sol-Feace managed to get away with it because it was one of the first CD games, but Japanese developers should be able to do better by now.

When it was terminated by the establishment of the Manchu CH'ING dynasty.

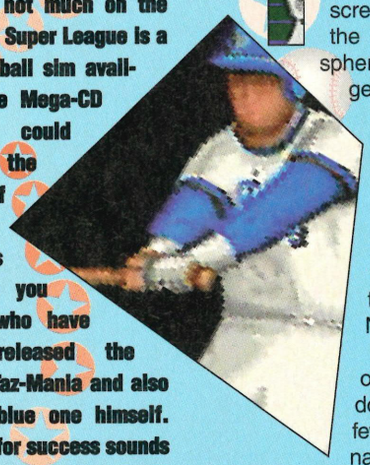
MEGA-CD

SUPER LEAGUE CD

Sports sims have been flooding in the market recently, and with top names such as John Madden's '93, the quality of games available is very high. This goes for all consoles, but what about the Mega-CD? It seems to have loads of action on the beat-'em-up and role playing fronts, but not much on the sports side. Super League is a new basketball sim available on the Mega-CD which could change the direction of CD games. It's brought to you by Sega, who have recently released the smash hit Taz-Mania and also the spiky blue one himself. The recipe for success sounds good so far, and to cap it all, Sonic even makes a cameo appearance in this! But, will this be yet another disappointing title from the people who should know better?



Yawn! Not another sports sim! As the title screens run, the atmosphere really gets hyped up with the many action shots of players whacking the ball into the crowd. This is vastly helped along by the music, which is much better than the sound in NHLPA Hockey!



Getting into choosing options and players, you do come up against a few barriers and, unfortunately, these are all of the language kind – everything is in Japanese. Unless you have excellent translating skills, you'll just have to go straight into the game!

Although this is a Mega-CD game, you'd be surprised as the graphics aren't exactly outstanding. The sprites are very fuzzy and move in a disjointed way. There's also nothing about this sim which makes it different from any other and when you compare it to RBI 4 on the Mega Drive, there really are only a few subtle differences.

As in most sports sims, you can play this as a one or two player game, either against the computer or against a friend. Comments are made throughout the period and these are also very disappointing. At least the speech on John Madden's '93, for instance, is clear. On this, it's tainted by one of those horrendous Japanese accents that makes everything very hard to understand.

These types of games become boring very quickly and, with no added extras to brighten it up, you'll lose interest completely, especially as the computer seems to do most of the work for you.

The game starts well, but fizzles out after the title screens end. Mega Drive Baseball games are better than this effort and it's a disappointing release for the Mega-CD, considering the hardware potential.

● Sam "strike" Hickman

PROTIP When pitching, wait for the pitcher to move side to side and then imitate his moves. It then makes hitting the ball much easier.

SUPER LEAGUE CD

SEGA ● 44.99 ● OUT NOW

CD ACCESS .....slow
PLAYERS 2
STAGES.....5
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
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ACTION
STRATEGY

GRAPHICS 60%
▼ Disappointing lack of detail throughout.
▼ Sprites are very poorly animated and are fuzzy.

SOUND 80%
▲ Title tune gets you into the swing of things!
▼ Speech is awful and quite hard to understand.

GAMEPLAY 51%
▼ Lack of depth and info makes play boring.
▼ Repetitiveness makes you lose interest quickly.

CHALLENGE 68%
▼ Hitting the ball is, initially, quite a challenge!
▼ The computer does too much of the work.

PROSCORE 49%

Super League CD is an all round disappointment. The Mega-CD is capable of much more and is a very average game in an attractive package.

Baseball is the national sport of America, but not in the Sega Pro office!

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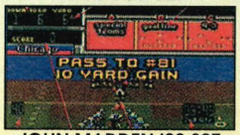

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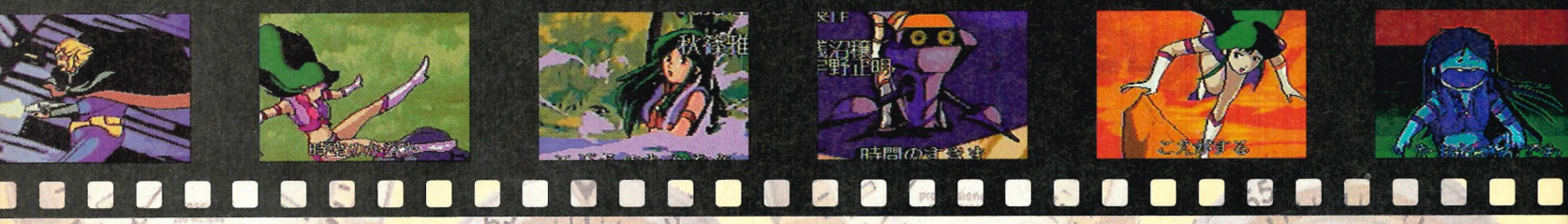
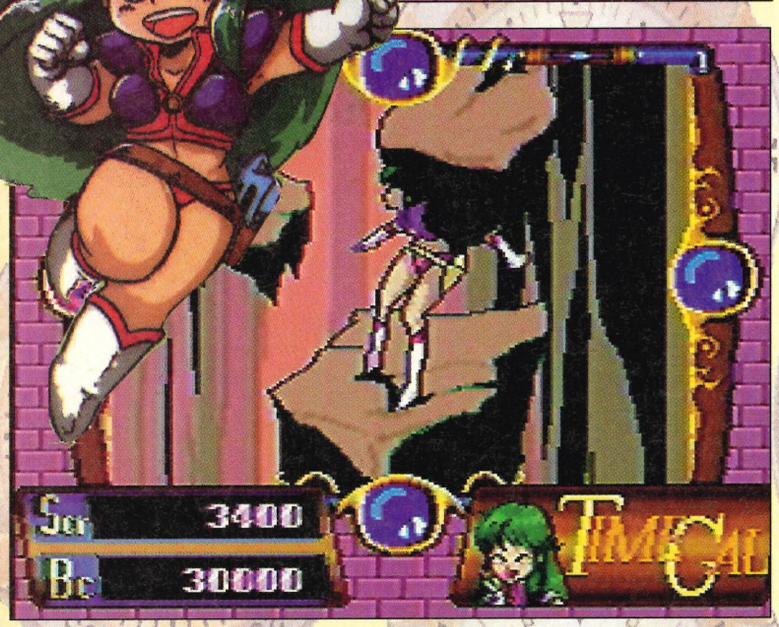
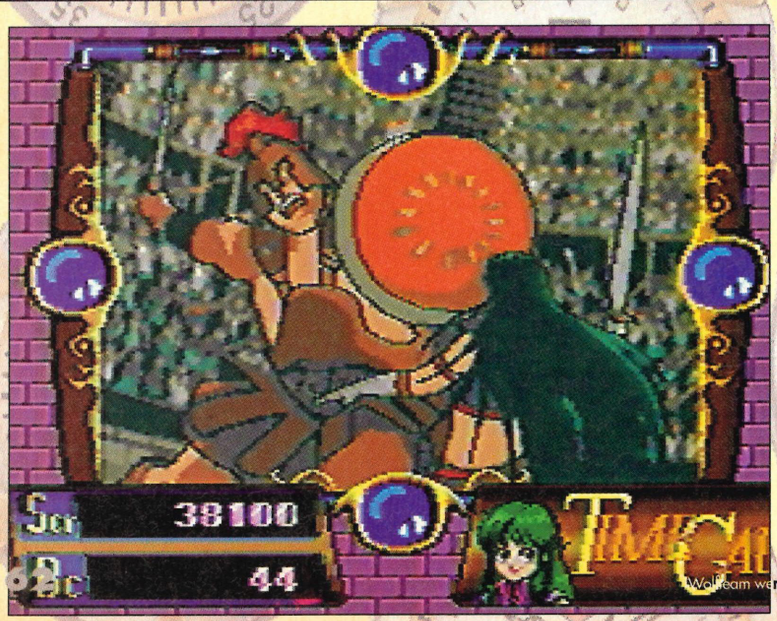






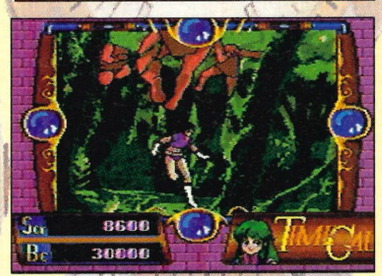
MEGA-CD

The Mega-CD has been a bit hard pushed for releases lately, but after the successes of *Thunderstorm Fx*, *Earnest Evans* and *Wonderdog*, most CD owners have had their hands full! Following the high standards of these games comes *Time Gal*, brought to you by the stupendous Wolfteam!

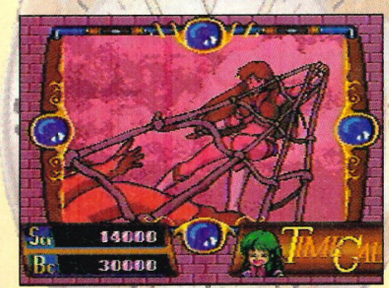
Time Gal is just an ordinary young girl with a special ability to travel through time, which can do wonders for brightening up those rainy days! On her adventures, she travels right from 65,000,000 BC to far into the future. Although this may sound like a bit of a laugh, it's not! Everything and everyone has it in for her, so keeping her out of trouble is a real handful!

Excuses aside, it's a dirty job, but Time Gal has to do it (along with a bit of help from your little self of course!)

PROTIP If you're having problems, get a friend to write down the necessary moves as you play. Then, you can fly through the level the next time round!



Unexpected ambushes are a normal occurrence in Time Gal. These cave men are pretty easy to get past, though!

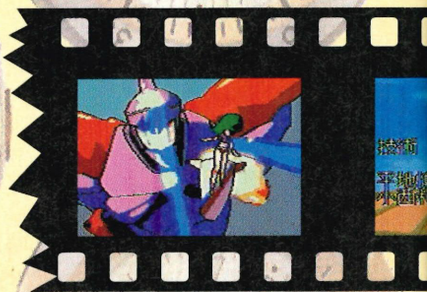


Will she or won't she? This is the deciding moment of Time Gal's fate. The directional moves are often the same every time, so try and remember them!

The minute you slip *Time Gal* into the disc holder you know you're in for a treat! Turn it on and all expectations are fulfilled! The soundtrack is absolutely amazing – it sounds more like a theme tune to a cartoon than a tune to a game! The sounds are accompanied by Time Gal bombing her way through time and this sets the atmosphere of the game. So far, the graphics are astounding – there is so much input that it's hard to take everything in at once!

The adventure begins in 65,000,000 BC where some very hungry dinosaurs made their home. There is no other life around, so Time Gal is the main priority as far as the dinosaurs are concerned! It's at the start where you find out how difficult it is to control the game. The style is the same as the first laser disc game, *Dragon's Lair*.

Instead of using the D-pad to jump, run etc, there are four balls around the edge of the screen. These correspond to up, down, left and right on the joypad. When one of the balls flashes, you must press the corresponding direction on the D-pad. This takes some getting used to! After being killed a few times (dying is accompanied by the resident evil loon laughing his head off) you begin to get used to the different way of handling the joypad. However, the hardest challenge is yet to come! Just as you become used to the flashing light, they all start flashing at the same time! By pressing button A and a direction, Time Gal will blast out her laser gun in the chosen direction – choose the wrong one, though, and you're Dino-meat!



Wolfteam were also the creators of the glorious *Thunderstorm FX*.

TIME GAL

TIME GAL;

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CD Access ..medium
PLAYERS 1
STAGES.....20
SKILL LEVELS 3
FEATURES ...password
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AVAILABLE IN JAPAN

ACTION
STRATEGY

GRAPHICS 95%
▲ Outstanding graphics– look the same as a cartoon.
▲ Brilliant variety of sprites, backgrounds and worlds.

SOUND 96%
▲ Excellent theme tune is bubbly and catchy!
▲ Chatter is really entertaining, even in Japanese!

GAMEPLAY 84%
▲ Loads of levels with different themes in each.
▼ Would be better if it wasn't all worked out for you!

CHALLENGE 82%
▲ Set at a high level, which is just about right!
▼ Controls are tricky, depending on reflex and luck.

PROSCORE 86%
If you've got a CD, this should be high on your list! It's easily one of the best of the few CD games available!

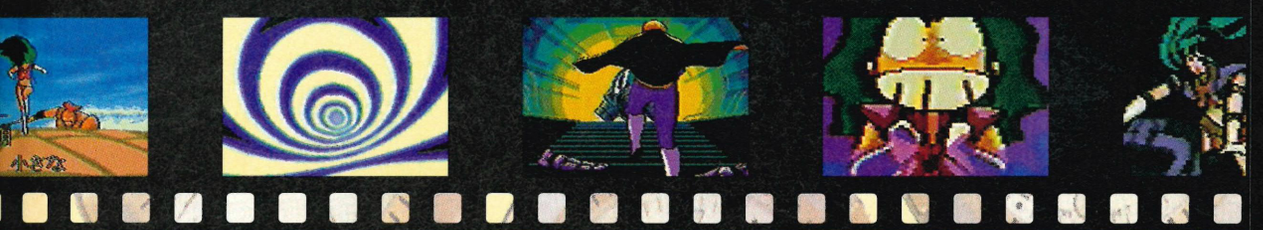
As all of the attention is taken up by watching for the flashing lights, there's no time to see what Time Gal is up to. After each level has been completed, though, there is a complete replay of the action so you can see exactly what you've been doing. The animation is so good that it's like watching a cartoon – the animated sequences are a complete joy.

As the Gal bounds across rivers and through jungles, it is plainly obvious that the Mega-CD is being put to good use. One thing very noticeable about the graphics concerns Time Gal herself. Although she may be a beautiful space nymph when she's on top of things, as soon as she misses a jump or is about to be crushed, she turns into an podgy midget-type monster! This transformation is very strange and leaves you wondering whether the Japanese have a phobia about killing pretty girls!

By the time our heroine reaches the year 2001, she's racing for her life against a pack of ruthless bikers! Despite the cutesy cartoony appearance of the game, don't be fooled! If Time Gal is caught by the bikers, you'll see her legs being minced under their wheels – pumping up the gore factor considerably!

Time Gal is the most original game I have played for a long time. The graphics are amazing, the sound is brilliant and the gameplay is very challenging. The only thing wrong with it is that it doesn't let you think for yourself, but it's got a high addictability rating that will keep you going for days!

● Sam "warped" Hickman



Dr Who is a fellow companion in time travel, although he needs a tardis to get about!

Toxic Crusaders

Smogulans, the worst polluters in the universe, have busted through the Ozone layer and now they're trying to take over the Earth! They've sent an army of Radiation Rangers to annihilate the Toxic Crusaders with fighter choppers, radioactive gunk and nuclear slime. Toxie and his chums have a load of fighting on their agenda today!

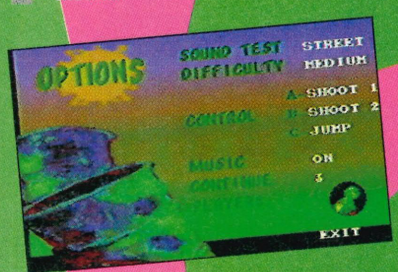
Tromaville is up to its dustbin lids in glowing gunk and it's up to the Toxic Crusaders to clean it up! Hopping on his Crusader-Skater powered skateboard, Toxie uses his mop to bash the Radiation Rangers into oblivion and clean up the mess where ever he finds it. His two friends, Nozone and Junkyard, are right behind him helping clean up the waste products with their special mutant powers and strength.

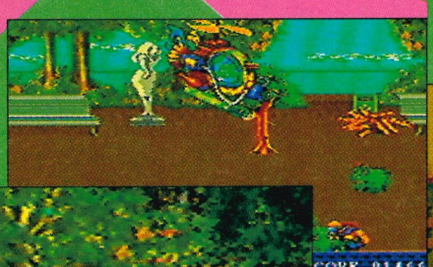
Only the Toxic Crusaders can help save the world from being turned into a gigantic waste dumping ground and you're in complete control of them...

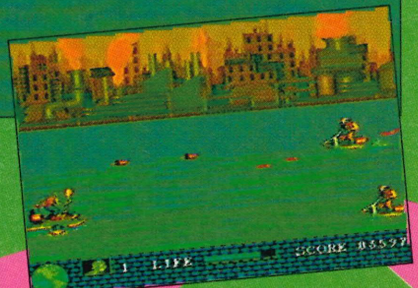
The first level of the game sees you (as Toxie) on his boy-racer skateboard zipping through the streets of Tromaville. His skateboard is armed with a gun at the front which can be powered-up by collecting round-shaped icons that are dropped by the Radioactive Rangers when you kill them. To make matters worse, there's an old granny out for a Sunday drive and her little car causes you no end of hassle and damage.

Pressing the jump buttons launches you off your board, allowing you to wack the noxious soldiers over the head with your weapon (!) which, of all things to have when embarking on a planet-saving crusade, is a mop! This mop, however, has a life and mind of its own (well, it does in the cartoon!) and it likes nothing more than to beat a few slime-dumpers over the head. Toxie can also perform a few special moves once he's collected the necessary power-ups. These range from a pirrouette attack, a jumping attack where the mop turns into a whip and a nifty super-somersault.

Two players can play side-by-side with the second player controlling one of Toxie's pals. In a single player game, you can select who you wish to control from the options screen. Nozone, the beak-faced mutant has oodles of class! He spits hot blobs of some sort of bodily fluid and speeds around the game on his wheelie foot. A swift mule kick from this guy will send any extra-terrestrial binman packing whereas Junkyard thrives on laying out polluters with his awesome

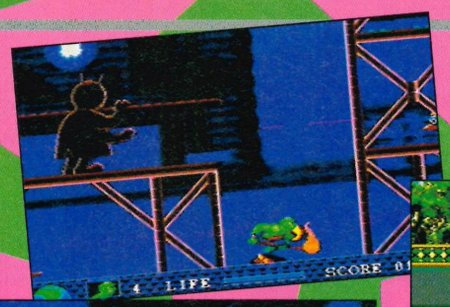






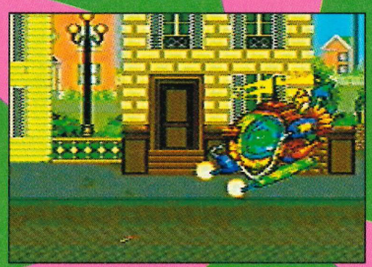
This is what the River Thames could look like in 30 years if we don't do something about it! This planet's rivers have already suffered from pollution, but Toxie's here to clean up the mess and stop the same from happening to us!

Untreated waste contributes to over 500 cases of stomach illness a year...



Flying chairs are all very well, but if you can't steer them and fire your gun at the same time then you're stuck! This level-guardian has solved the problem by growing an extra set of arms just for that purpose!

Toxie does his Back to the Future skateboard stunts behind an unlucky Sunday driver! The cars sometimes help you by running over your enemies for you!



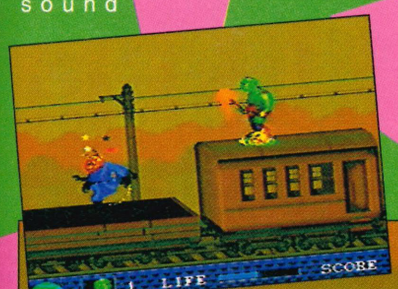
mega-punch and then licking up the mess (excuse me, I think I hear the toilet calling!).

The graphics are okay and some levels look better than others. For example, the Spaceport level looks completely bare compared to the Tromaville streets level, but at least the backgrounds scroll smoothly. Sprites are colourful, but lack movement and animation which make them look like an attempt to animate an Action Man doll! The lack of sound becomes apparent as soon as you start the game. I could only count four different sound effects throughout the entire game and this spoils the atmosphere more than the Radioactive Rangers are trying to spoil ours!

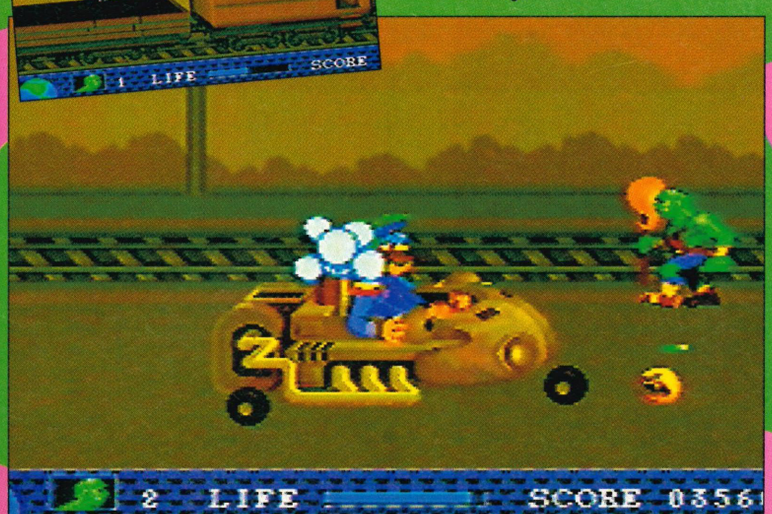
The most annoying feature of the game has to be the amount of sudden-death traps. You have an energy bar which is depleted when you are hit by an alien or one of their bullets, but that doesn't help you when you run into some of the obstacles in the game. Since when has falling into a shallow pond in a park caused sudden death?! On the Spaceship level, there are sets of pistons that, instead of moving up and down in a timed sequence, wait for you to step beneath them and then crush you into a pool of green slime and there's no way around them!

To sum up, a poor game which is let down by (yet again) the lack of thought and design that's gone into the gameplay aspect of the game.

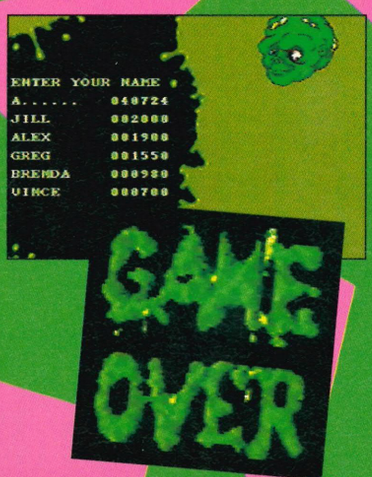
● Dino "Bloobie" Boni



British rail may be bad, but at least they don't have toxic waste all over their trains (hang on, ever tried their coffee? Revolting!)



PROTIP To kill the helicopters on the first level, stay underneath them and give them a heafty chunk of mop! If you get in front of them, they'll mow you down in a few seconds!



TOXIC CRUSADERS

SEGA ● £39.99 ● IMPORT

CART SIZE.....4Mbit
PLAYERS 2
STAGES.....6
SKILL LEVELS 3
FEATURES ...teamplay
CONTACT

AMS Games ✆ 081 450 2166

AVAILABLE IN

ACTION — **STRATEGY**

GRAPHICS 53%
▲ Backgrounds vary in quality, but most are okay.
▼ Terrible animation on all sprites.

SOUND 51%
▼ Music soundtrack that will drive you insane!
▼ There are loads of super sound effects. NOT!

GAMEPLAY 41%
▲ The two player teamplay is a giggle.
▼ Becomes repetitive and boring very quickly.

CHALLENGE 54%
▲ Pretty decent difficulty setting on medium.
▼ Pathetic sudden death traps everywhere!

PROSCORE 38%

Whoever gave the go-ahead for this game should be dragged out into the street and forced to play Altered Beast until they turn hatstand!

pro PICK

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

NEW ZEALAND STORY

MASTER SYSTEM

Producer: Tecmagik
ProReviewed: SegaPro#13
ProScore: 84%

This is a stunner of a game. Tiki, the New Zealand hero, goes in search of his kiwi friends, who have been kidnapped by a horrible fat walrus! All five levels are packed with wacky graphics and despite its cartoony appearance, it's packed full of challenging gameplay!

The Pros said: "A miraculous conversion of a great game-worth the wait."

SONIC THE HEDGEHOG 2

MASTER SYSTEM

Producer: Sega
ProReviewed: SegaPro#15
ProScore: 93%

This is THE game of the year! Sonic fever is everywhere and it would be almost impossible to miss it. Well, you'd certainly be a fool to do so! This is brilliant – you can't fail to have fun and the riveting gameplay will please everyone!

The Pros said: "Will continue to entertain and amaze us for a good while yet!"

NINJA GAIDEN

MASTER SYSTEM

Producer: Sega
ProReviewed: SegaPro#12
ProScore: 90%

Beat-'em up thriller! Your mission is to retrieve the powerful Bushido scroll from the evil forces before they use it for their own means! Brilliant animation graphics and action combine to make this a completely addictive play!

The Pros said: "The best beat-'em up on the Master System EVER!"

ALIEN 3

MASTER SYSTEM

Producer: Acclaim
ProReviewed: SegaPro#14
ProScore: 90%

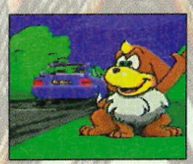
This is a most excellent blast-'em-up thriller that will keep you hanging on the edge of your seat! Join Ripley in her quest to rid the aliens from the prison camp, and watch out, there's danger everywhere! These aliens mean business and only you can stop them!

The Pros said: "A good all - rounder, you'd be stupid to miss this one!"

WONDER DOG

MEGA CD

Producer: Wolfteam
ProReviewed: SegaPro#14
ProScore: 90%



A K-9 from outer space has crash landed on our planet and is befriended by a small boy who saw the crash. All is happy until the boy's father forbids the dog to come in the house. So Wonder Dog sets off back to his ship, gets armed with a load of special powers and embarks on the search for his lost friend! A brilliant trip through a wacky world of cutesy graphics and challenge.

The Pros said: " This is one of the VERY few games that puts the Mega-CD to good use."

THUNDERSTORM FX

MEGA CD

Producer: Wolfteam
ProReviewed: SegaPro#13
ProScore: 92%

A brilliant and realistic trip into the world of the pilot! Make your way around the sights of America blasting anything that dares get in your way! This has some very impressive sequences, and boasts real arcade action! This is a must for all Mega-CD owners!

The Pros said:" There has never been an experience like this on any console!"

SONIC THE HEDGEHOG 2

MEGA DRIVE

Producer: Sega
ProReviewed: SegaPro#15
ProScore: 94%

A corker of a game! This is the only version where Tails actually appears and it's a model of excellent gameplay and astounding graphics. SuperSonic can also be found in this version! Two-player mode ensures that you can get rid of Robotnik once and for all!

The Pros said: "When do we get to see Sonic 3 Sega?"

TERMINATOR 2

MEGA DRIVE

Produced by: Virgin
ProReviewed: SegaPro #15
ProScore: 94%

He said "I'll be back" and he wasn't joking. T2 is the arcade version of the game and it's much improved on the original platformer. The story's the same, but there's a special option for the Menacer which makes things spectacular! Playing it with a normal joypad is brilliant and it's a must for all self-respecting Mega Drive owners!

The Pros said: " Superb as a stand alone game, and benefits superbly with the Menacer."

LOTUS TURBO CHALLENGE

MEGA DRIVE

Produced by: EA
ProReviewed: SegaPro#16
ProScore: 91%

A new angle on the traditional driving game! Choose either the Lotus Esprit Turbo or the Lotus Elan, and speed off into the distance! Race in rain fog and snow through eight levels of challenging gameplay!

The Pros said:"A brilliant angle on the traditional racing game."

SONIC THE HEDGEHOG 2

GAME GEAR

Producer: Sega
ProReviewed: SegaPro# 15
ProScore: 95%

What can we say? Sonic is back and is better on the gameplaying stakes! There's loads more action, secret rooms and bonuses. Robotnik is meaner then ever! There's no Tails, but hang gliding and fast action more than make up for it –and you catch up with Tails at the end of the game! Brilliant graphics and a great gameplay throughout!

The Pros said:"A brilliant follow-up to the original!"

CHUCK ROCK

GAME GEAR

Producer: Sega
ProReviewed: SegaPro#14
ProScore 90%

Unga Bunga! *Chuck Rock* is a lovesick caveman in search of his true love. This one converts onto the Game Gear perfectly. The graphics are awesome and animation is excellent! So, are you going to help Chuck out or what?

He needs it, because there's enough baddies out there to drive even the smoothest Neanderthal around the bend!

The Pros said: " Probably the most fun on the Game Gear ever!"

TAZ-MANIA

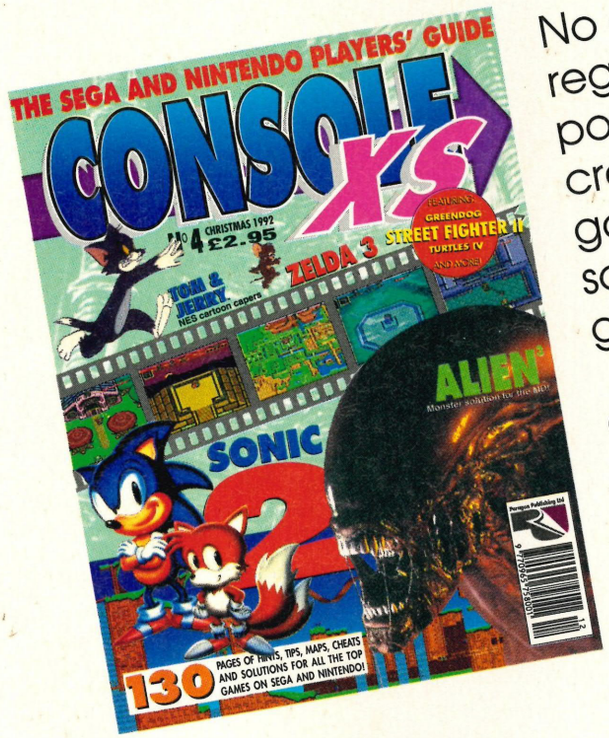
GAME GEAR

Producer: Sega
ProReviewed: SegaPro #15
ProScore: 94%

The loveable monster is now on the Game Gear and he's still eating everything in sight! Help him find the lost egg, and stop him from guzzling the bombs! The conversion only makes Taz look bigger and better! It's a pretty tricky version, but is brilliant all the same!

The Pros said: "Whatever type of gameplayer you are, you'll love Taz-Mania."

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



No other magazine regularly gives you 160 power packed pages crammed with full game maps, massive solutions and exclusive game busters.

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The latest edition of Console XS is on newsagents' shelves now. But it sells out fast, so reserve your copy immediately. In case of difficulty obtaining a copy phone Paragon Publishing on 0202 299900.

pro TIPS

THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

ProTip of the month will win the sender three carts – which means you could win yourself up to £150 -worth of Sega software just for sharing your gaming secrets with the world of Sega owners! Winners for each month will be contacted – don't ring us, we'll ring you! You can send your tips to us in any of the following ways:

WRITE

Use that tried and tested method of putting pen to paper and transcribing your secrets for the world to read. Send your wads of paper to: *ProTips, SegaPro, Paragon Publishing 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NT.*

FAX

If you can pick up the phone, but are to afraid to speak to anyone down it, you can scribble your tips down and fax them to us on (0202) 299955. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

PHONE

The SegaPro Tips Donation line operates between 4:00pm and 5:30pm Monday to Friday. Just ring (0202) 299900 and ask for the ProTips department. Please only use this number for SHORT tips, we cannot accept whole solutions down the phone as it ties up the line for other callers. Don't forget to give your name and telephone number. Any calls received outside of these times cannot, unfortunately, be accepted (the ProTips guys have to work too, you know!).

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DAMIAN BUTT'S PROLINE

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

AQUATIC GAMES

Tips for the whole of this game arrived from Damien Millard of Cumbria. Here are his cheats to help you on your way!

100m Splash

Jump over the bird in the boat and it will carry you towards the finish line.

Kipper Watching

To knock the blue beach balls a further distance, hold down button C and ram into them.

Bouncy Castle

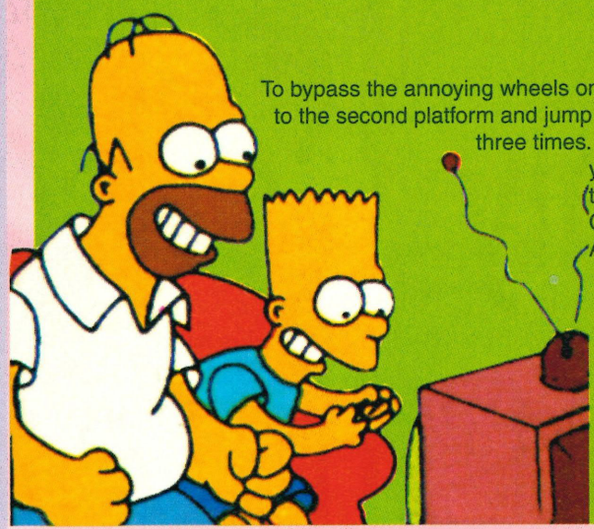
If you jump on the box between the sponges (the one with the question mark on it), hold down button A before you reach the ceiling to collect all the goodies. You have to have performed a somersault and backflip or a somersault and twist to make the box appear in the first place.

Shell Shooting

Go to the far right of the screen and when a green limpet appears, bounce off it, then jump through the gap in the ceiling. Then, push LEFT and you will find yourself on a secret level with lots of exploding limpets, but also lots of bonuses! Go for it, collect them all, but watch out for the giant limpet!

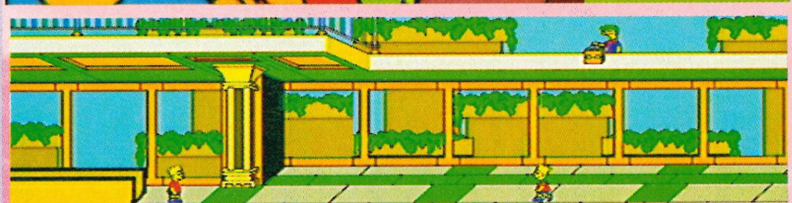
MEGA DRIVE

BART Vs THE SPACE MUTANTS



To bypass the annoying wheels on level two, get on to the second platform and jump UP and DOWN three times. It will now take you safely across the cement pit! Cheers go to Andy of Kent!

MEGA DRIVE



CHUCK ROCK

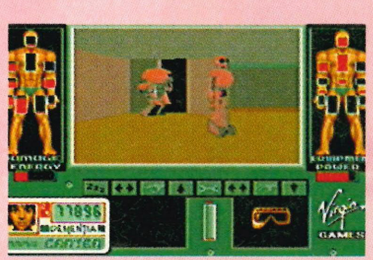
MEGA DRIVE

James Smith of Manchester sent us this ace tip for the most loveable Neanderthal game out! On the title screens, wait for the band to start playing and press DOWN and RIGHT on the D-pad. The guitarist will then smile at you! Press A, B and C together and he'll do it again!
Also, if you make any mistakes, press DOWN and A. This will take you back a level. Pressing LEFT and A takes you back a stage.

CORPORATION

MEGA DRIVE

Marten Maybe has sent us a solution to finish Corporation quickly.
Update your access card on level five and then use the lift to go back to level four. Update your card there.
Return to level five and, while you're in the lift, make a note of your password and press reset. Repeat the process until you have updated your card seven times. Then, travel to level minus three and collect the embryo chamber. Head straight for the car park on the ground floor and then you'll find the game has finished!
If you think this is too much bother, keep on level five and enter FXAKBXAMGNAVGSGUIKOTBKDP. This will give you lots of goodies, and will supply you with access seven on your security card.
Lee Jackson also discovered that if you are running low on energy, press pause and leave the game for a while. When you return, your energy will be miraculously restored!



DIAL-A-TIP

CHEATS, TIPS AND GAME SOLUTIONS

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CHEATS GALORE	0891 101 234
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PROPRIETOR:- JACQUELINE WRIGHT, P.O. BOX 17, ASHDON UNDER LYNE, OL7 0WW

Calls cost 36p a min at 'cheap rate' and 48p a min at all other times.

LEGEND OF GALAHAD

MEGA DRIVE

Jonathon Epworth of Kingston-upon-Hull sent some brilliant cheats. To get onto the second world, type in ZXSP on the options screen.
To jump to world three, type in LVFT. If you're after infinite lives, simply type in LTUS and you can play through all 21 levels without jumping worlds!
If you are using the cheat and you want to get to any level, just press A, B and START. You will now be able to jump levels!

DRAGON'S FURY

MEGA DRIVE MEGA DRIVE

To see the final bonus screen, enter ALCLAE8ECK and those months of frustration will disappear before your very eyes! This was sent to us by Azher Khan of Manchester.

DESERT STRIKE

When the logo appears on the screen, you can fire your hellfires! Give it a try – this is completely useless, but fun nonetheless!

MEGA DRIVE

EL VIENTO

For a colour test, wait for the Wolfteam logo to appear and press A, B, C and then START. A colour-coded pattern will now appear on the screen

LHX ATTACK CHOPPER

Loads and loads of people have sent in the level codes for this game, so if you are one of them, give yourself a round of applause!

MEDIUM DIFFICULTY SETTING
BACAICA
BAAAIDA
BAAAQAA
BCAAYBE – **PROMOTED TO 1st LIEUTENANT**
BCAAASG
BCAAITG
BCAAQQG
BCIAYVG – **PROMOTED TO CAPTAIN**
BCIABGA
BAYAREE
BACEZAG
BACEBTE
BACEREE
BAKEZUE
BCYEIPG – **PROMOTED TO MAJOR**
BCYEQMG
BCYEYNG
BCYEA-E
BCYEQ7E
BCYEY9E
BIIEJPG – **PROMOTED TO LT COLONEL**
BIIEBOG
BIIERMG
BIIEZNG
BIIEB-E
BIKEJ-E
BIKER9E – **PROMOTED TO COLONEL**
You should have numerous medals by this stage!
Also, enter the code:
GRA ND. SLA M..
Make sure you enter the full stops

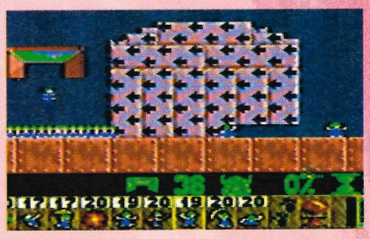
and it should enable you to enter a secret game with new male and female characters. This hot tip came from Michael Broxup, Lancs.

LEMMINGS

Has any one else got any tips for Lemmings? We've printed all the level codes, but there are still only a few tips arriving for this most excellent game. Alan Barr from Glasgow has sent us a couple. If you've got any more, what are you waiting for, send 'em in!

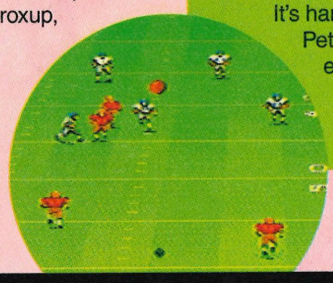
BLOCKERS
Once a blocker is in place, he can be converted back to a walker! You can do this by bashing, mining or exploding the ground he stands on. This makes him lose his footing and he then turns back into a walker.

BUILDERS AND MINERS
These can be turned around during their task if they hit a blocker after they have started to build a bridge or mine. They continue to use their skill after turning round, so it can mean that you only have to use one builder/miner instead of two!



JOHN MADDEN'S FOOTBALL

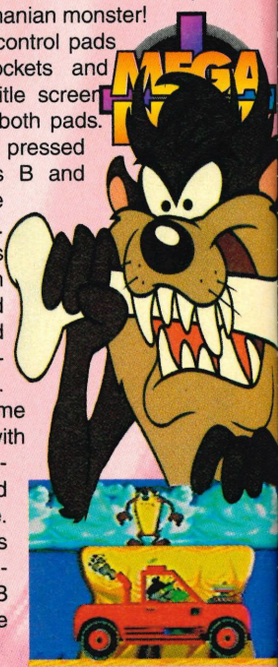
It's hard to believe that there are any more cheats for this game, but Peter Drake of Newport has found one! Pick All-Madden for player one and New England for John Madden. When it's time to kick off, press A and C twice very quickly. The defence will now miraculously recover the ball, leaving you to achieve a high score!



TAZ-MANIA

Chris Graves of Flitwick sent in tips for the Taz-manian monster!

Plug two control pads into the sockets and during the title screen press A on both pads. Keeping it pressed down, press B and then do the same for C. Then, press Start on both pads and you should hear a ringing noise. Play the game as normal with only one joypad, and press Pause. Then press combinations of A, B and C for the following:



1: For invincibility, press C and unpause the game.
2: To automatically go to the next level press ABC simultaneously.
3: For a level select press B and it will appear!

This is a new section for ProTips, but it doesn't mean the end for the Action Replay codes! If you've got any codes for this miraculous piece of machinery, we want 'em, so send them in!

JAMES POND 2
AVAAAAA
Makes some of the nasties invisible.

PIT FIGHTER
BSTT3AZR
JDTT20JT
PDTT22AW
Must only win one match to become champion
AVZTZAZR
Infinite lives
BB4AZAGE
Match clock runs faster
JB4AZAGE
Match clock runs slower
3DRTZAHG
Power pill lasts for a shorter time
ALFA2A26
Power pill lasts until death or end of match

SONIC THE HEDGEHOG
SCRAB9X0
1 ring = 80 rings
SCRABBXO
1 ring = 0 rings
SCRABCXO
1 ring = 25,000 rings
NN3TAACL
Start with 99 lives

QUACKSHOT
BBITAAAA
Start game with maximum power
AKITAAAA
Start game with less power
AKEAAAEG
Almost infinite power
NPJAAAFN
Start with 99 Donald Ducks
AVEAAA5W
Infinite Donald Ducks
AKITAA6W
Infinite popcorn on popcorn pick-up

TAZ-MANIA
AJKTJA24
Infinite lives
AKCTGA7W
Infinite continues
NTJTJABY
Start with 100 continues
NDGTGADE
60 seconds to continue game
FYKTKJW2
Play every second level
PYKTKYW2
Play every fifth level
FV4TECAN
10 seconds of invincibility when star is eaten
FB4TEGAN
300 seconds of invincibility when star is eaten
AKAAGA7G
Infinite invincibility after eating star or injury
RF4AE6YW
Each food worth 100% health

GAME CARTS TO BE WON!!
We reckon that it is darn impossible to find a Game Genie code, but Hornby says that the sender of the most (or latest) Game Genie codes wins themselves a cart of their own choice.
So, remember to send in your chosen cart if you send in a code.

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ACTION REPLAY PRO CODES

This months codes have come from Luke Illingworth of Blackheath and James Black of Newbury.

SUPER HQ (JAP VERSION)
FFD04 F0003
Infinite continues
FF009 A0002
FFD59 10003
Infinite turbos

TOEJAM AND EARL (UK VERSION)
FFDAD 200xx for Earl
FFDAC 200xx for ToeJam
The xx should be replaced with
00 for infinite icarus wings
01 for infinite spring shoes
02 for infinite inner tubes
03 for infinite tomatoes
04 for infinite slingshots
05 for infinite rocket skates
06 for infinite rose bushes
07 for infinite super hi-tops
08 for infinite doorways
09 for inifinite food
10 for infinite total bummers
11 for infinite extra lives
12 for infinite randomisers
13 for infinite telephones
14 for infinite bucks
15 for infinite jackpots
16 for infinite tomato rains
17 for infinite earthlings
18 for infinite school books
19 for infinite boombox's.

THE TERMINATOR

If you're having problems defeating the final boss, then Adrian Stabbins of Weston Super Mare has news for you.

On the final level, you may find yourself at a dead end – leaving Arnie to obliterate you! If that's you, then try turning your back on him. He will touch you doing you some damage, but this will also throw you over the other side of him, leaving you to run away to the industrial press! Brilliant!

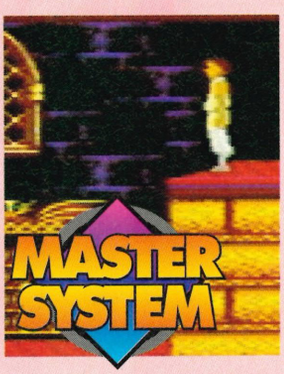
TWO CRUDE DUDES

More tips for this game have arrived from Chris Tomlinson of Kent. If you are in easy mode, pick up your partner and throw him at the bosses. Your partner won't lose energy, but it will knock a large amount of energy off your opponent!

PRINCE OF PERSIA

Level codes for the Master System version have arrived from Peter Furnival of Croydon and the Game Busters of Essex. Here we go!

2	DHKFCL
3	JHLLHI
4	GIFHDN
5	FGBFBC
6(i)	NKNMIO
6(ii)	LHJJFZ
7	MHHJFY
8	KDFGCK
9	KBDFBE
10	RHMLHN
11	SLHMHN
12 (i)	ODFHCP
12(ii)	RGLJEF



If you rearrange the level eight password to KFDGCK, you will have 31 minutes remaining instead of 13.

Also, on level ten, don't fight your mirror image. Back right off and you'll find that you join together again to fight as one!

PUTT AND PUTTER

For a level select, wait until the SEGA logo appears and then press Down and Left on the D-pad. You can now choose your level! This titbit comes from Simon Newman of Bristol.

Level passwords

HOLE	LEVEL	PASSWORD
3	Beginner	SANAT
7	Beginner	DKGKL
10	Beginner	OATBK
13	Beginner	BKMLD
16	Beginner	LKPKO
4	Master	WBNAU
7	Master	KBQAT
10	Master	PLJKF
13	Master	FLMKF
16	Master	MBZAL

SUPER MONACO GP

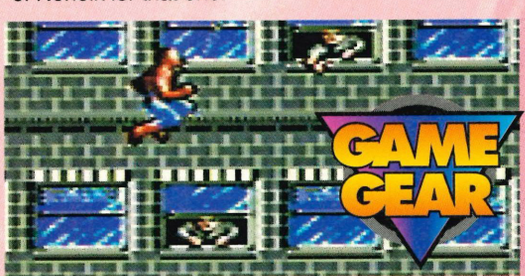
Play the Monaco circuit and finish in the top three and then play the wet circuit to do the same. Before you cross the finishing line, hold down A, B and C. Instead of holding a trophy on the rostrum, you will now hold your own head! You can also smash into the man holding the flag, but if you do this you'll lose all your points! Thanks go out to S Curtis for this wacky tip!

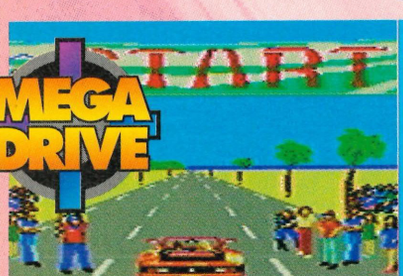
SPACE HARRIER

To alter the mode of play, press down button one and switch on. This will take you to hard mode. For easy mode press down button two and switch on.

SPIDERMAN

In the Electros key room, fall down the left-hand side and near the electrocuters you'll see a Game Gear. Pick it up and when you see Peter's room, press button two to go into a Pac-man game! Thanks go out to Michael Benson of Norfolk for that one.





OUTRUN

This ingenious cheat came to us from M Steers of Kent. When the title screen appears, press and hold buttons left, up, 1, 2 and start. Hold these down until the music menu appears and you should find that you are invincible!

WONDERBOY

To make Tom run faster, press and hold buttons one and two down simultaneously. You'll then find that Tom can move at a faster pace!

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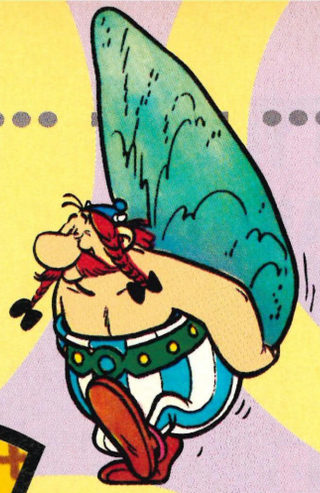
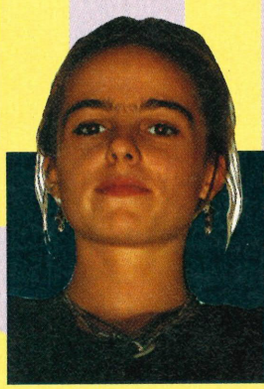




Have you got a problem with your game? Can't get past the last level on Sonic 2, or keep dying on Shining in the Darkness? Not to worry, because we are here to help you! Yes, we can solve your game problem, no matter how big or small it may be and we don't care what the game is. You can write to us with new or old games, asking for a small tip or a complete solution – we want to hear them all! If you've got a problem then write to Sam at: ProHelp, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

Q Please, please help me! I bought *Rings of Power* some time ago, but unfortunately have to admit defeat. I have collected nine of the eleven rings plus the holy seal, but I am now stuck. I cannot locate the rings of mutation or intuition and would be grateful for any assistance you have to offer.

I have completed some tasks required to get these rings, but can get no further. I need an orb which, apparently, was lost in an arctic snow bank.

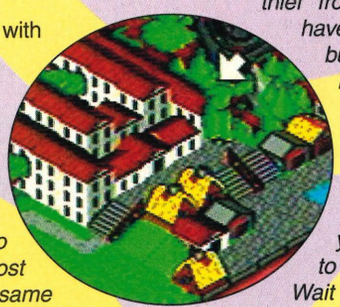
I await your reply with eagerness!

Mark Watts, Bristol

A *So many people have written in with problems in this game that there are too many to mention! However, most of them have the same problem – the Ring of Mutation. To get this ring, you need to visit the Enchanters' Guilds in Thieves' Haven in both Magicnia and Richi. In each, talk to the guildmaster about your quest. Then go to each of the inns and talk to upstairs maid. Show her each of the pictures in turn and when you've shown the right one, she will turn into the Ring of Mutation.*

As for the Ring of Intuition, go to the City of the Mind and talk to the sorcerer in the Academy garden. Find the City of Oxbridge, and talk to the people about their city. Then, go to the sorcerer's guild. Talk to the mad sorcerer about his job and your quest. If you search his desk, you will find a note.

Go to each house in town until you find another sorcerer. Talk to him about his class and then go the thieves' haven. Talk to the inn-keeper and then go upstairs and talk to the thief from Oxbridge. You'll have to fight him here, but after you've finished him off, get the map and return to the house.



Show the map to the mad sorcerer and he will tell you to visit the island to the west of the city. Wait until night and search the island until you find a ladder. Go down it and you will find the insane sorcerer in his cellar. Talk to him and go to the location given on the map (by the thief) – this will help you retrieve the lost orb. Then, return to the third sorcerer and show him the orb.

After that, take the key you have to the first sorcerer in Oxbridge. Buy the dove from him and visit the mountain near Necropolis. Look for a cave entrance and enter into it. Take the orange path and you will come across a dragon. If you have the dove, the dragon will give you the Ring of Intuition.

Phew! Hope that helps!

Q I have a problem with *Alex Kidd in Miracle World*. I am stuck in the deep lake and cannot kill Janken the Great. I have been trying for a long time, but it is to no avail – please can you help me?

Trevor Potts, Sunderland

A *To kill Janken the Great, use the sequence Paper, Paper in the janken challenge. When you're in the deep lake, you must walk in the following order: sun, squiggly lines, moon, star, sun, moon, squiggly lines, fish, star, fish and crown. After doing this you will have completed the game.*

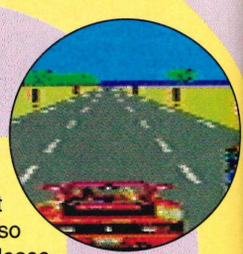
Q I am writing to ask if you have any cheats for the Game Gear version of *Castle of Illusion*. Also, how do you kill the witch at the end? I always seem to get killed by the balls she fires out.

Julie Graham, Glasgow

A *There are loads of cheats for this version, so I'll just give you one of the best. To by-pass most all of the clown level, when you fall down the slide, instead of jumping on the second landing, jump onto the top landing. There's a treasure chest – open it and you'll find a coin. Collect it and run to the wall at the edge of the landing. Jump into the wall and you'll land near the policeman who's a guardian to the clown!*

To beat the witch, get up on to the block in the top left corner. When the ghosts appear around Misrabel, bounce attack her and hit a ghost each time. When they have all gone, bounce attack her again. The further away she gets, the more you can attack her. To finish the game you need to hit her five times.

Q I've been having trouble on the MS version of *Outrun*. I can't seem to get past level one, so could you please give me a tip or a cheat for this?



Kevin Monks, Birmingham

A *Everyone who has ever played Outrun, will always swear by their own personal technique of getting fast times. The best way to get a good time which ensures your entry into the next round, is to always take the right hand turns on the track. This cuts out quite a lot of road time.*

Q Can you please help me with *Sonic 2*? I've heard that you can make Sonic turn yellow, but I can't do this. Is this a joke or is it true? Also, could you please give me some tips for the last level, as it's tricky.

Stuart Tickner, London

A *To make Sonic turn yellow, you must have collected all of the Chaos Emeralds – Sonic then becomes Supersonic! As for the last level, kill the metal Sonic by spinning on its forehead. When Robotnik reappears, jump up and do a spin attack from underneath. He'll then zoom up into the air and a target will appear. When it stays still, run to the left or right so that it doesn't stay on you! Then that's it – you've finished!*

Q On *Desert Strike* I am slowly going crazy trying to find my co-pilot after dropping him off at the presidents palace. When I go to the bomber on the landing strip it says to pick up the co-pilot, but I can't find him. Where oh where is he?
Ray Burge, Cardiff

A *After you've dropped off your pilot, you have to go to the runway. The bomber appears and you have to shoot the living daylights out of him. The co-pilot will then appear, and he will begin to climb along the wing of the plane. Pick him up and then carry on bombing everything in sight!*

Q I have got to the last level of *Ninja Gaiden*, but I can't go any further – I keep getting killed. Please help me, as I've nearly finished this game and it's driving me mad! Are there some special weapons or a special technique I should be using?
Sarah Smith, Warwick

A *The most difficult part of this level is to dodge the moving parts in the wall. If you jump on them when they stick out, mini platforms are created for you to jump on. The rest is relatively easy. It's just a matter of get-*

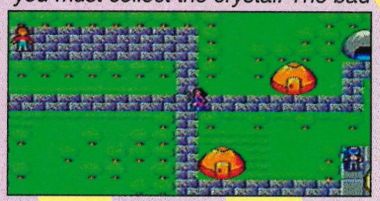
ting the right timing. As for the level guardian, keep blasting your fireballs at him. If you haven't got fireballs, just keep out of the way and shoot! For a complete walk-through solution, see SegaPro#14 (tips).

Q Please help me with *Alien 3*. Although it's quite easy at the beginning, I am stuck on level five. All that happens is that I just keep getting killed by the Aliens and it's driving me mad.
James Smith, Nuneaton

A *Level five is the first level where the dreaded face huggers appear. These are probably your worst enemies, so avoid them if at all possible! When you are faced with them, make sure that you blast them several times – enough for them not to come back!*

Q I wonder if you could help me with my problem. It comes in the form of *Phantasy Star*. I have almost completed the game, but cannot reach the top of the Malay Tower on Palma. What do I need to collect from it and how do I do it? Can you help me?
Billy Stokes, Walthamstow

A *Near to the top of the Malay Tower is the Miracle Key. You need this key to complete the game, so it's essential that you get it. When you reach the top of the tower, you must collect the crystal. The bad*



guy has this so you'll have to dispose of him first.

Q I'm stuck on the last level of *Thunderforce III*. I've got the Sever Weapon, but I can't destroy the fort at all What can I do?
Stuart Grindle, Halesowen

A *Right. You need the Sever Weapon for this, so make sure you keep it. Then, avoid the middle laser and blast the middle ships attacking you in between energy bursts. Keep moving up and down and, after a while, the fort will crumble. Not exactly easy, but with a little help, you should crack it!*

Q I'm having problems with *The Lucky Dime Caper*. I haven't had it that long, and keep getting killed at the South Pole. Every time I begin the level I fall down the cracks in the ice. What can I do to stop this happening?
Joseph Caine, Cepstow

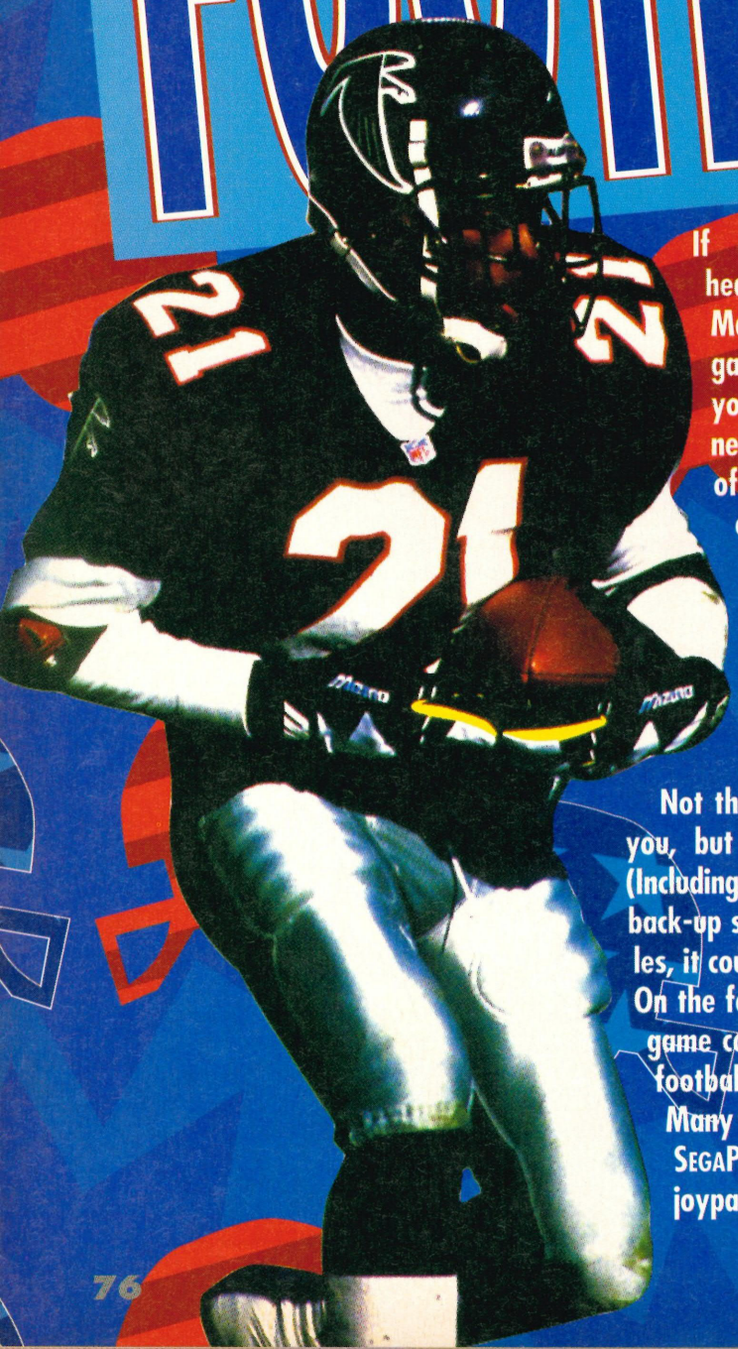
A *Use the wind to help you get over the cracks at the beginning of the level. Then, kill the snowmen by jumping on their heads (all inside the glacier). When you get to the end of the level, a bird will throw ice blocks at you. After it has thrown the ice block, jump over it, and bop it on the head with the hammer. After you've done this about seven times, you will be able to progress to the next level!*

There's also a brilliant cheat for this game! If you die, go back to the title screen and press down and button 1. You will appear back on the same level, with loads of lives. A big thank you goes out to Greg Court of Kent for that one.

Q I am writing to you as a last resort. On *Asterix*, I can't get past level 7-2. Who should I be and how do you complete get the key?
Julian Cooke, Otley

A *You need to be Asterix on this level. Get the fire potion and then go up. Jump on the spring, go left and you'll find a bonus pot. Only one of the blue pots contains the key you are looking for, the rest of the pots will eat your head! To find the correct pot, jump right on to the spring at the beginning. Keep going right past the statues, and jump on the platform that disappears when you stand on it. Move right as you're falling down and you'll find yourself on a small platform. Jump right and you'll find the key!*

JOHN MADDEN FOOTBALL '93



If you've never heard of John Madden or his games, then you're either very new to the world of Sega consoles or you hate American football. Either way, the John Madden series is here to stay and EA have added yet another update to their classic American football game in the shape of John Madden Football '93.

Not the most original title in the world, I grant you, but with a whole host of updated teams (Including some of the past greats), a new battery back-up system and two new painful-looking tackles, it could be a sure winner.

On the following pages is a complete guide to the game covering all the major aspects of American football from the basic rules to tactics and plays. Many late nights have been spent in the SEGAPRO offices with only a cup of coffee and a joypad for company to compile.

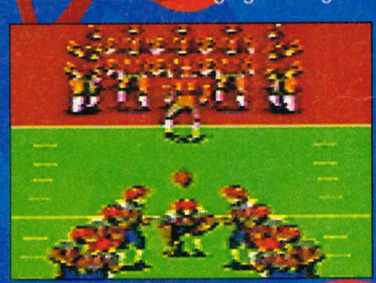
TOUCHDOWN!

American Football is similar to rugby as far as the aim of the game is concerned. You must move the ball to the opponents End Zone by using a combination of running and passing. This is where the difference between the two games lie. In rugby, the play is constant and is only stopped for a scrum or throw in. In American football, the play is divided into four Downs. The object of theses downs is to move the ball forward ten yards in no more than the four tries (Down). On each down, both teams decide what their players are going to do on that particular play.

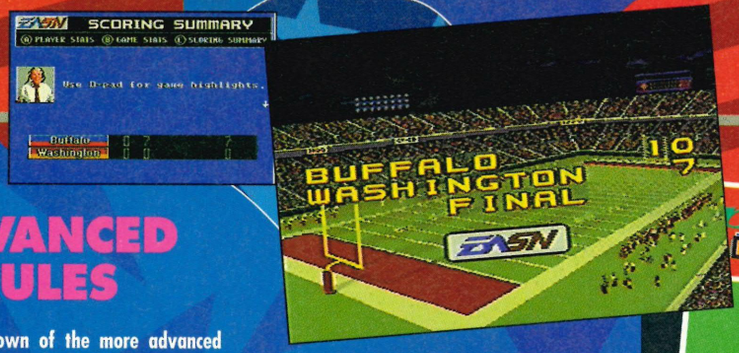
The offense (or attacking side) then snaps the ball to the Quarterback and the play is followed through until either: (1) the player carrying the ball is tackled to the ground (2) a receiver fails to catch a ball that has been thrown (3) the ball or player carrying the ball goes out-of-bounds or (4) a Touchdown is scored.

If the offense doesn't manage to carry the ball forward ten yards within the four downs, possession of the ball is given to the opposite team and is called a Turnover.

Each team has a key player called the Quarterback. He calls all the plays, handles the passing and is the one who gets a severe chastising from the coach if things go wrong.



Each Touchdown is worth six points and an extra point can be gained by kicking the ball through the Y-shaped goal posts in the end zone. The ball can also be kicked through the goal posts from anywhere on the field, although it's pretty much impossible if you're more that 60 yards away. A successful Field Goal earns the team three points, but is really only a last resort method of putting some points onto the scoreboard.



ADVANCED RULES

Here is a run down of the more advanced (and obscure) rules within the game:

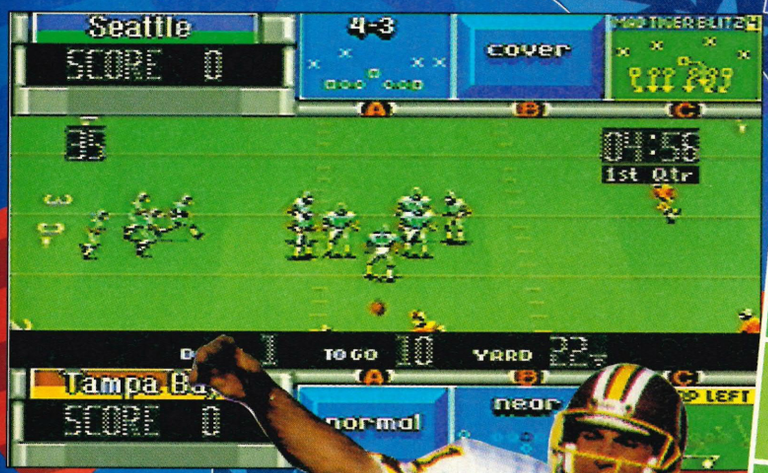
OFFSIDE

When the teams hunch down at the beginning of a down, the defensive side cannot move over the line of scrimmage (that's an imaginary line drawn across the pitch which intersects the position of the ball) until the offensive team calls the snap. If a defensive player moves over this line, then an offside is called and the offensive team is given a first down and the ball is moved forward five yards.

close to getting a Touchdown and there's only ten seconds left on the clock, they can call a Time Out which will stop the clock and allow them a little more breathing space.

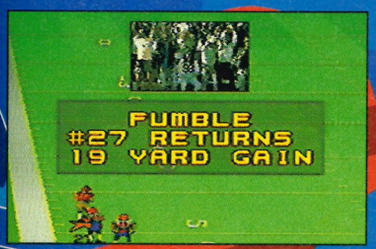
GENERAL TIPS

- When taking kick-offs, punts or field goals, don't move the direction marker unless there's a very strong wind running across the pitch.
- Let the computer carry out your plays until you become familiar with the formation and tactics.



PASS INTERFERENCE

When the offensive Quarterback throws the ball to a receiver, a defensive player cannot touch the receiver until he has the ball in his hands. If he does, then the pass is considered complete and the ball is taken to the position of the catch.



SAFETY

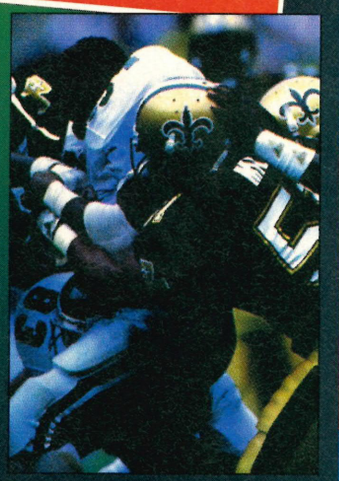
If a defensive player downs the ball or is tackled in his own end zone, a safety is called and the next down starts from the defensive side's own 20 yard line.

TIME OUT

The clock on the game runs continuously until a forward gain is made by the offensive side. If the offense wants to stop the clock (ie they are

WELCOME TO THE JUNGLE

Not all of the American football pitches are outdoor arenas. Most of them are completely covered by domes and their pitches are made from synthetic fibre (similar to Astro-Turf) or of a fine carpet! There are stadiums in each major city and the whole family goes to the game – not just Dad on his own!



pro TIPS

JOHN MADDEN FOOTBALL '93

THE OFFENSIVE PLAYS

Each team's Play Book is a closely guarded secret and normally contains over 60 offensive and defensive plays along with all of the different formations that the Quaterback might call. Each player must memorise every single one of these plays and know where he must be and what he has to do for every single one. In the game, this is made simple by having the play book appear on screen and allowing you to choose a play relative to the formation you've chosen. Below is a list of formations together with their relative plays.

SETS

FAST

As you've probably already figured out, this puts out all of your fast players out on the field. This team set is loaded with guys that make the Road-Runner look like an ill Lada.

NORMAL

This set refers to the standard team package. You'll be equipped with two wide receivers, a tight end (he's the guy who protects the Quarterback), a halfback and a fullback.

HANDS

This set is for passing plays only. It's armed to the teeth with your best receivers (the ones who can catch a ball in mid air while being tackled and still come down running!) You'll also get two running backs – just in case things go horribly wrong and you have to run with the ball.

BIG

Fields your strongest men, not just fridges but whole kitchens on legs who can grind out the yards whatever the weather or the opposition. These guys will let the defense grab a leg just so they can have the satisfaction of ramming it through their chest cavity!

FORMATIONS

SHOTGUN

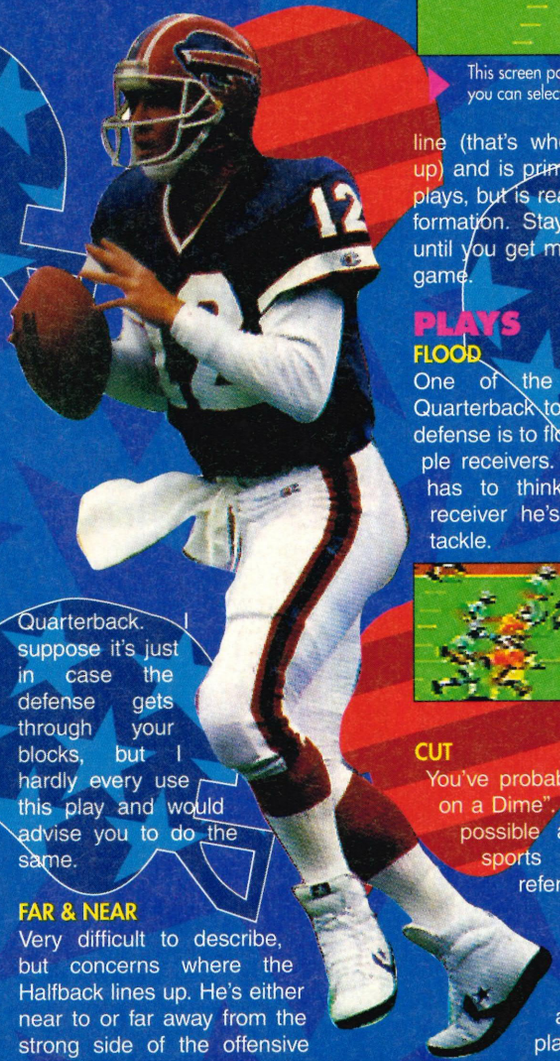
This primarily a passing formation because the Quarterback receives the snap about five yards behind the line. He therefore doesn't have to drop back from the melee on the scrimmage line, because he's already there!

RUN & SHOOT

This formation has four quick receivers and and a halfback. These are the guys that can run 40 yards in less than five seconds and are the stuff that nightmares are made of.

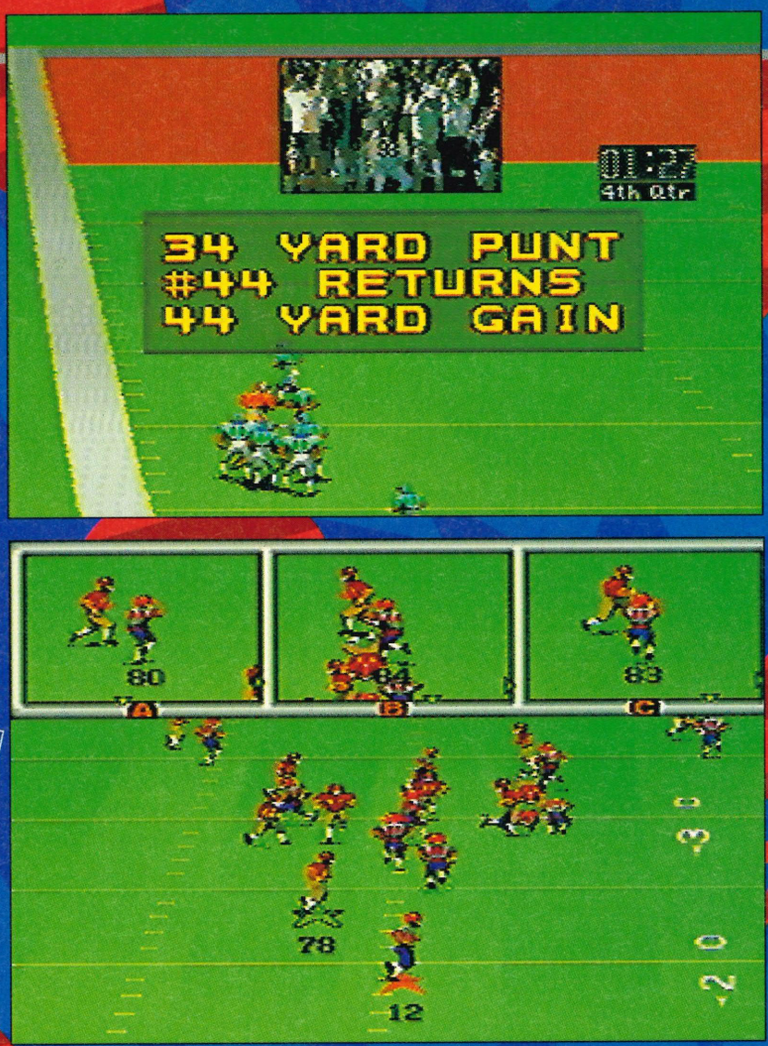
PRO-FORM

This is a version of a formation called the Pro-set which has been redesigned by John Madden (after all, he is the best coach ever!). For some inexplicable reason, you've got a Fullback and a Halfback lined up behind the Quarterback. I suppose it's just in case the defense gets through your blocks, but I hardly every use this play and would advise you to do the same.



FAR & NEAR

Very difficult to describe, but concerns where the Halfback lines up. He's either near to or far away from the strong side of the offensive line (that's where you blockers line up) and is primarily used for running plays, but is really a jack-of-all-trades formation. Stay away from this one until you get more confident with the game.



This screen pops up when you select a passing play. The boxes at the top represent your receivers, so you can select the one who has the best chance of being able to make a clean reception.

PLAYS

FLOOD

One of the best ways for a Quarterback to beat a good passing defense is to flood the field with multiple receivers. This way, a defender has to think twice about which receiver he's going to follow and tackle.

CUT

You've probably heard of "Turning on a Dime". Well, that's not strictly possible and is probable just sports writer talk. The cut refers to players (mostly receivers or running backs) who can change direction within a few inches. If all goes well, then the player will be in the clear. If not, then he's most probably broken his ankle!

TRAP

This is where you lure the defense into thinking you're going to do one thing when, in fact, you're going to do exactly the opposite. In other words, you're going to foil the defense that your receivers are all going to the left and short, when they're actually going to the right and way down the field. This requires a really stupid team for it to work properly (Toronto are the best at this!)

POST UP

This is known in the game as a Bomb pass. The ball will fly downfield like a mad thing and hopefully there will be a receiver waiting for it before it lands! The best time to use this is when you're around 40 yards away from the end zone and are looking for an easy Touchdown (although, it doesn't always work out like that!).

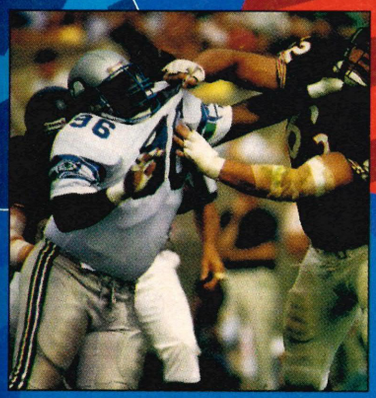
STOP CLOCK

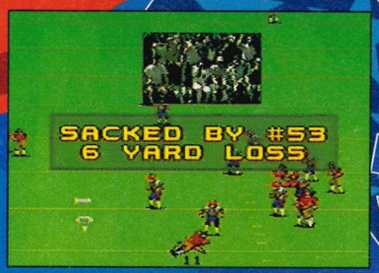
If you're run out of time-outs and are willing to sacrifice a Down then this play is for you. The Quarterback will receive the ball from the snap and then drop it! Play stops and thankfully, so does the clock!

DEFENSIVE PLAYS AND FORMATIONS

There are many, many plays and formation and sadly, only a few of them are even worth using. I've listed the best here and the best situation in which to use them.

Great defense! A pass was intercepted by a defensive back in mid-flight who then managed to run for an extra five yards. A few good passing plays should put you near the end zone and six points!





FORMATIONS

3-4

Ultimately, the most popular line up in Pro football. Its best use is for short or medium passing plays (ie – when the offense is more or less on your goal line) or to stop anyone getting any funny ideas about running with the ball.

DIME

Use this when you're willing to bet your life, all of your money and your mother-in-law that the next play against you will be a passing play and a long one at that. This will put your walking fridges on the field together with another defensive back.

COVERAGE

This selection dictates what area of the field the next play will cover.

ATTACK

This coverage is best used together with the 3-4 formation and is great for stopping any running back from trying to sneak up the sidelines.

READ

This is a balanced coverage set-up, with options for containing running plays or slamming the Quarterback into the dirt should become a wise-guy and try for a bomb pass. Use extensively with the DIME formation.

COVER

Another passing coverage set-up, but with the intention of getting an interception rather than slamming the guy into the drinks table on the touch line! Can be used with all formations.

PLAYS

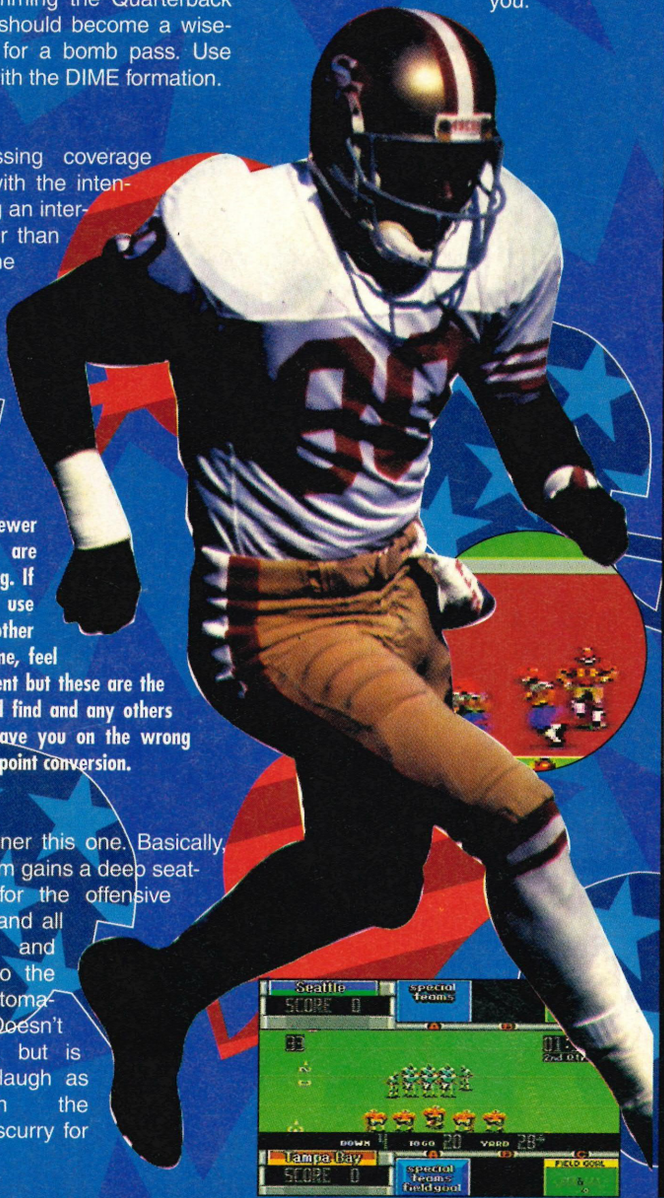
There are even fewer of these that are worth mentioning. If you want to use some of the other plays in the game, feel free to experiment but these are the best that I could find and any others will probably leave you on the wrong side of an extra-point conversion.

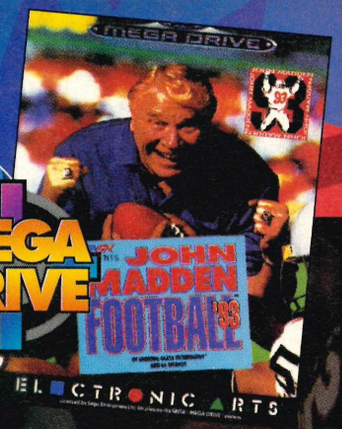
BLITZ

Always a winner this one. Basically, the whole team gains a deep seated loathing for the offensive Quarterback and all of them try and plant him into the ground like a tomato to plant. Doesn't always work, but is still a great laugh as you watch the Quarterback scurry for cover!

JAM

As previously mentioned, you can't touch or tackle a receiver before he catches the ball, but that doesn't mean that a defender or blocker can't give him a little shove to put him off-balance before he makes his run. This play is best left to the computer to carry out, as a little mistake could lead to a ten yard penalty against you.





JOHN MADDEN FOOTBALL '93

EA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 2
STAGES .....n/a
SKILL LEVELS.....1
FEATURES.teamplay, versus
CONTACT

Electronic Arts (0753) 549442

AVAILABLE IN UK

ACTION

STRATEGY

GRAPHICS 83%

▲ Loads of well animated sprites on-screen.
▲ Improved stills and animated sequences.

SOUND 79%

▲ Digitised voices add a little comic relief.
▼ Very little in the way of spot FX.

GAMEPLAY 76%

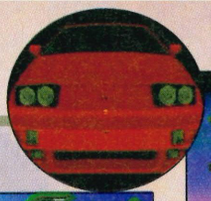
▲ Selecting plays takes a lot of thought.
▼ Could become tedious after a while.

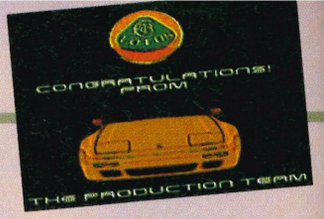
CHALLENGE 85%

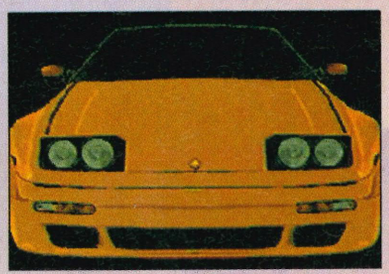
▲ Loads of teams to challenge and conquer.
▲ And then there's the Super Bowl to win.

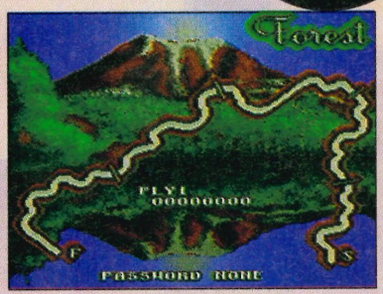
PROSCORE 79%

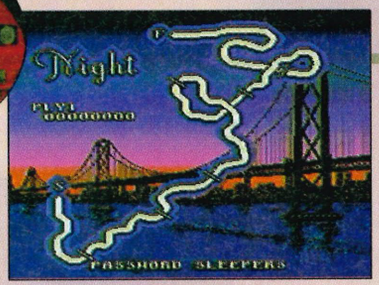
The latest in the series is an improvement on Madden '92, but isn't really worth buying if you already have one of the other Madden games.











GENERAL

- Using the brakes will slow your car too much to allow you to complete some of the courses. Instead, tap the accelerate button rapidly and it will slow you down enough to take even the most tight corners at around 130 mph!

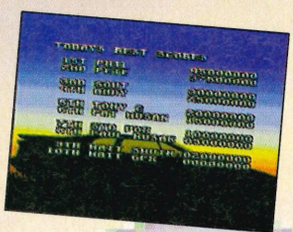
- The extra time and turbo pods on levels seven and eight are valuable beyond price. If you don't collect them, then you'll never finish the last course.
- The logs on level three can be used to launch your car into the air and catapult you over the small stream and puddles that slow you down to a veritable crawl. This is the only level which they come into effect, so make the best out of them.
- If you drive underneath the trucks on level seven, you'll earn bonus points for being a complete nutter!

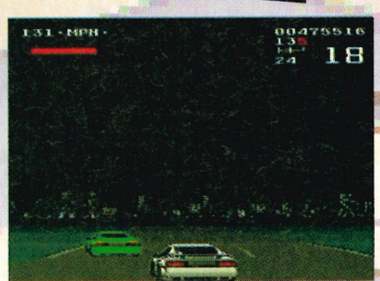
STAGE 1 ● FOREST ● NO PASSWORD

Water, logs and rocks are strewn all over this track which is one of the longest. There are quite a few checkpoints but they are placed after some difficult turns that will sap your speed. Use the button-tap technique for acceleration and you'll make it through okay.

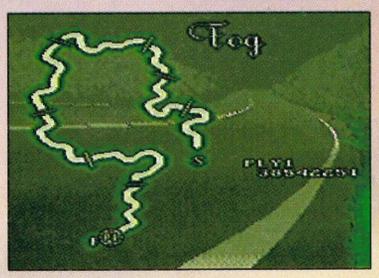
STAGE 2 ● NIGHT ● SLEEPERS

The car may cost around £80,000, but it still hasn't got any headlights! The visibility on this level is severely limited and the best tactic is to keep you eye on the horizon of the road and not on your car. This way you will see the bends a fraction of a second before they come, which is enough to make the difference between completing the course and crashing your expensive car into a lampost!





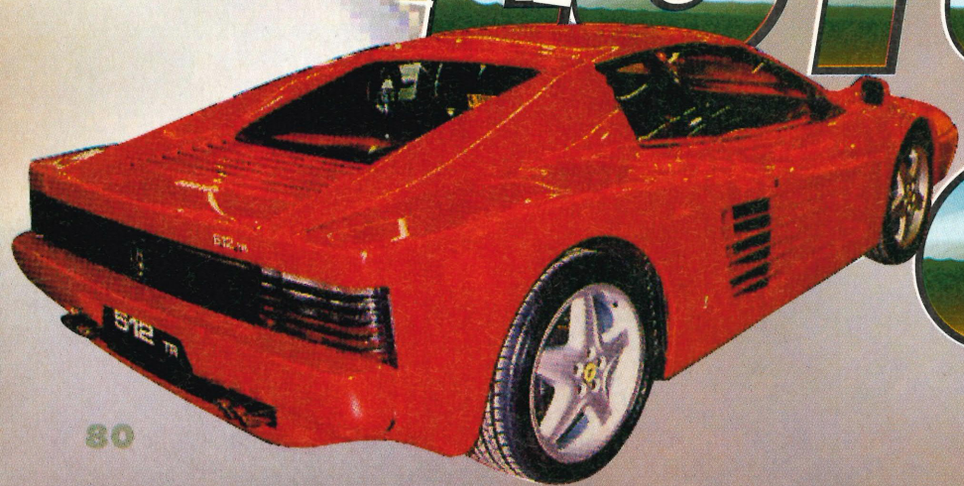
STAGE 3 ● FOG ● HERBERT



High speed driving in fog makes night time driving look like falling of a log! Buried in this real pea-souper is one of the most twisty, winding and turn-filled tracks in the game. Add oil slicks and a very narrow road, filled with computer controlled cars that act like Sunday drivers, and you've got a very hairy race indeed. Check points are quite liberally placed (they need to be to get through this one!). Stay behind the other cars until you get out onto a straight or you'll end up in the trees. Only pass a car on a corner if you're sure of getting past it cleanly, otherwise you'll be picking leaves out of your hair for weeks!

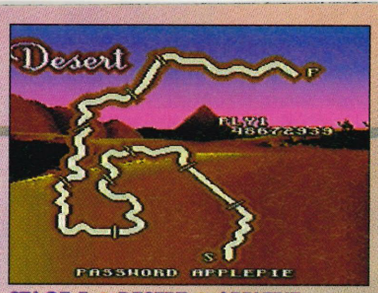
Lotus Turbo Challenge started out life on the Amiga. Back then it was billed as the greatest racing challenge of all time and sequels followed. Now it has made it onto the Mega Drive as a "best of" the previous floppy games. Driving a Lotus Elan, you must complete eight courses over varied and rugged terrain within a set time limit. There are checkpoints situated at points all over the courses and if you don't make it to one of them before the time runs out, then it's game over. Two players can compete over the courses using a split screen display or a single player can race against the clock and the numerous computer-controlled cars. Dino Boni takes it away!

LOTUS TU CHALL



STAGE 4 ● SNOW ● BUSINESS

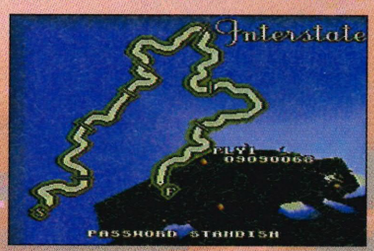
Funny how the weather varies so much in this game! This time you're driving through a blizzard together with ice patches on the road. Because the road is covered with snow, the steering of the Lotus becomes very light and is easy to over-steer and smash into the drifts at the side of the road. There are only five check-points along this track so keeping the pedal to the metal is paramount.



STAGE 5 ● DESERT ● APPLEPIE

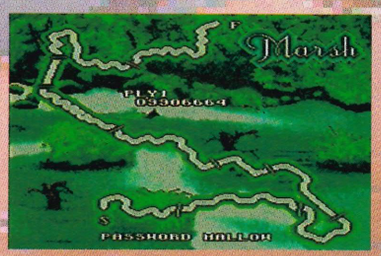
This barren wasteland is home to very little except cacti, tumble-weeds and huge sand drifts all over the road. If you hit any of these and you'll soon realise that your Lotus has a first gear! Stay on the middle section of the road and you won't have to call out the AA!

STAGE 6 ● INTERSTATE ● STANDISH



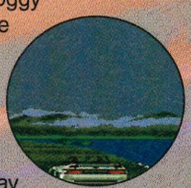
This is the only track that has oncoming traffic on the other side of the road. If you fancy yourself as a hot dogger who is hooked on Adrenalin, then you can opt for the dangerous route, straight into the path of the oncoming traffic.

There are intersections along the road every so often and a few of them will have lorries driving right into your path. You can steer around them or drive right underneath them. If you go under them, the game will award you some extra points for being such a crazy driver!



STAGE 7 ● MARSH ● MALLOW

The wet and soggy marsh on either side of the road won't hurt your car, but it will slow you down to a virtual standstill in a matter of seconds. Stay in the middle of the road as much as you can and leave the overtaking for the normal stretches of road. If you try and overtake on the marsh sections, you'll end up with a sticky car and a hefty valeting bill!



STAGE 8 ● STORM ● TEA CUP

Thunder, lightning and pounding rain on the last section of the game make for interesting driving. If mother nature doesn't put fear into your very soul, the hair-pin turns and slick road will! There's a lot of road between the checkpoints on this section, so make sure you collect the Turbo icons that are placed on the straights to give you an extra burst of speed. If you don't collect these, then you may never get to see the naff, one screen ending!

RBO
LENGE

pro Yo!

Lotus Turbo Challenge missed last issue's reviews, but here are the full scores for it.

LOTUS TURBO CHALLENGE

EA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 2
STAGES.....8
SKILL LEVELS....n/a
FEATURES.....versus
CONTACT

Electronic Arts ✆(0753) 549442

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 90%
▲ Good detail on the cars and nice still pictures.
▲ Extremely realistic illusion of speed.

SOUND 81%
▲ Tunes vary between funky and noisy!
▼ Engine sound is just a monotonous purr.

GAMEPLAY 86%
▲ Two player offers relief from the computer drivers!
▼ Shame about the lack of a turbo function, though.

CHALLENGE 91%
▲ Eight action-packed variety of tracks to beat.
▲ And they're all pretty tough to crack.

PROSCORE 91%

By far the best car racing game on the Mega Drive. Two players will enjoy it just as much as one, but be prepared for some dirty driving!

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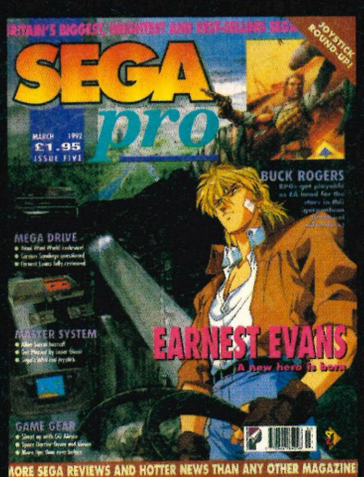

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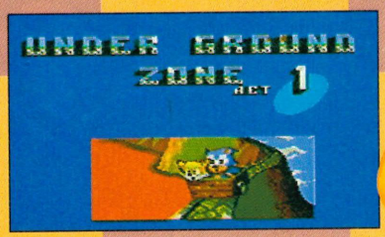
SONIC 2 THE HEDGEHOG

MASTER SYSTEM



Sonic is back in another adventure and this time he's got a pal to help him. Well, he did have until Robotnik kidnapped him (or should that be fox-napped!) and it's up to Sonic, yet again, to wind his way through six zones, collecting rings as he goes and defeating Robotnik's evil robot creations. It's new, it's improved and it's very, very compelling!

UNDERGROUND ZONE

Three Acts

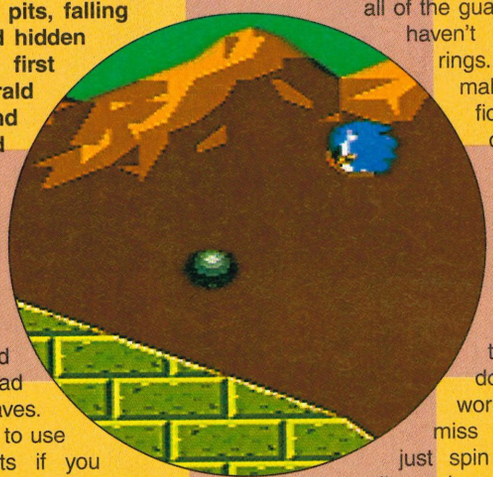
Ring-filled caves and mine carts are what makes up this level. You'll find many surprises here including lava pits, falling stalactites and hidden rooms. The first Chaos Emerald can be found on the second act – one down, six more to go.

ACT 1

Fall down the first pit you come to and take the low road through the caves. You don't have to use the mine carts if you don't want to and, as long as you run at full tilt past the stalactites, you won't get hit by them when they drop off the ceiling.

ACT 2

Run right until you pass a set of three springboards and then push down to go into Sonic's rolling spin attack. You'll break through the wall to your right and enter a chamber filled with 30 rings and an extra life! After you've collected these, stay on the top route and use the mine carts to leap into space and land on an island in mid-air. Do this again and you'll land on a series of steps. Jump up them to collect the first Chaos Emerald.



ACT 3

There isn't a single ring to be found anywhere on this level (actually, all of the guardian levels haven't got any rings. Talk about making life difficult!), so don't bother to look for any. Jump into the mine cart and then jump out as it starts to drop down. Don't worry if you miss the spring, just spin attack the wall and you'll break through into a chamber that will bounce Sonic off the walls and up to another running leap. It will look like you've failed miserably but for some reason best known to him, Robotnik swoops down and catches you before you belly-flop into the lava and carries you up to a sloping piece of ground with a crab-like thing in a pit at the bottom. Don't try and kill it because you can't, but the bombs that Robotnik bounces down the slope can. Just jump over them and let them hit the crab.

SKY HIGH ZONE

Three Acts

This zone introduces another new form of transport for Sonic in the way of a little handglider! Sonic can use it to cross an entire level without even touching the ground, but it's a bit tricky to get the hang of. The second Chaos Emerald is on Act 2 of this

zone, but is far more tricky to collect than the last one.

ACT 1

If you take the low road on this level, jumping over the spikes as you go, you'll eventually reach an extra life perched on top of a little platform. After you've collected this, head up using the springs to break through the walls and collect loads of rings. At the very top of the level, you'll find the first handglider. Fly to the right and you'll be able (with a bit of practice) to collect about 40 rings before you reach the end of the level and drop down to the ground.

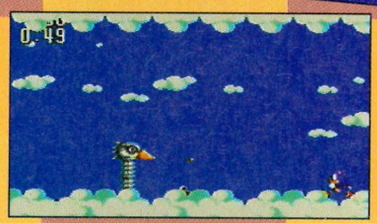
ACT 2

The Chaos Emerald is located up in the clouds about half way through the level and the only way to get it is to take a running jump onto the glider at the beginning of the level and just keep heading up and right. After a bit of trial and error (and hopefully a bit of help from the wind and updraughts), you'll see the emerald at the very top of the screen.

Some of the clouds on this level act as platforms. You'll need to use them at some point during the level because you'll probably loose your glider by hitting a wall (or one of the clouds) and drop down onto them. The only way to continue is by running along the clouds and taking a flying leap into nothingness and hope that you don't land on a row of spikes!

ACT 3

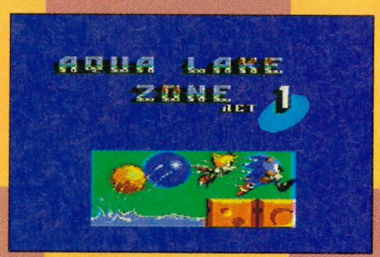
Jump careful over the platforms and then onto the cloud below. Four "birds" will jump up through the clouds and the only safe place is in the middle of the screen. As soon as they appear, kill them by waiting until they're almost on top of you and then spin attack them. After you kill that lot, you have to do it all again and



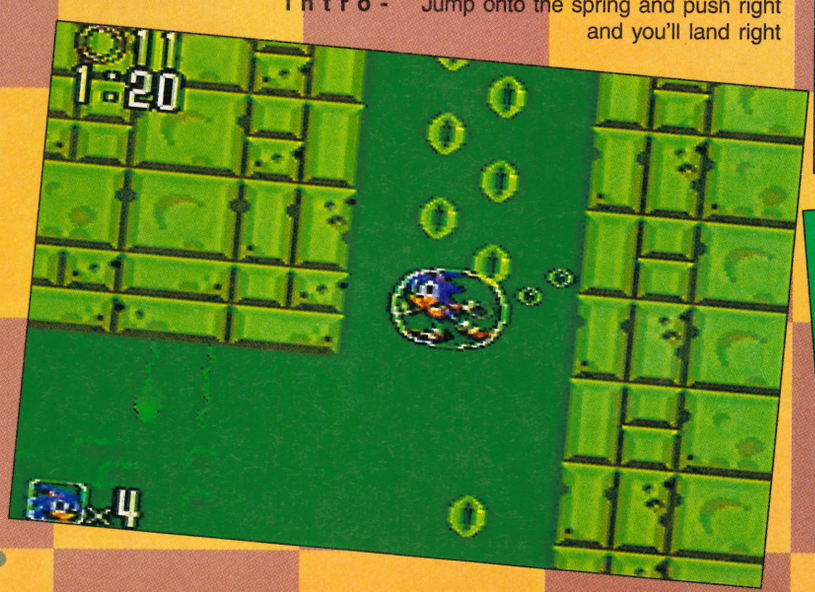
also smash the eggs that they hatch from. After you've smashed three of the eggs, a big metal bird will appear from the clouds. Keep your distance, jump over the fireballs it throws and then spin attack it on the head a few times to kill it.

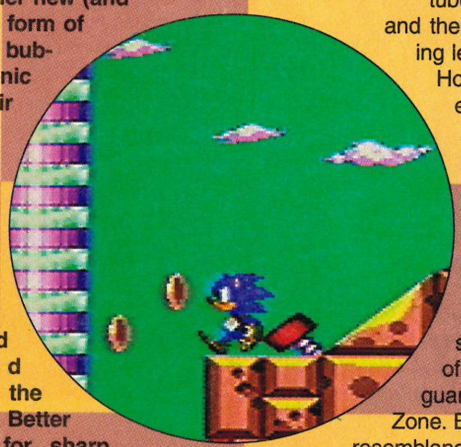
AQUA LAKE ZONE

Three Acts



Sonic now travels across a water-filled landscape and, yet again, introduces another new (and very weird!) form of transport: A bubble! Sonic must grab air bubbles to stop him from drowning. Some of them can even be jumped into and steered around the mazes. Better watch out for sharp corners, though, or the bubble will burst, leaving Sonic with a tricky landing!





ACT 1

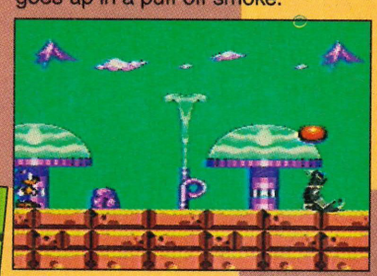
The exit to this level is underwater and is easy to get to, but difficult to find if you don't know where it is. Head right and when you can't go any further, head left across the lake and then fall down the lake wall. You'll find an extra life and a spring. Jump onto the spring and push right and you'll land right next to the exit.

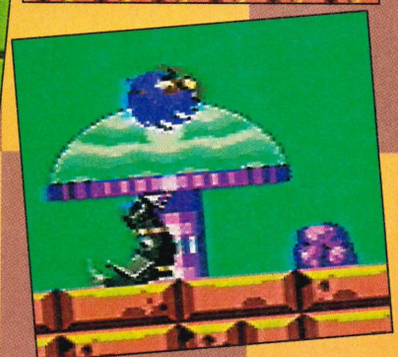
ACT 2

Very difficult, this one. You'll have to guide Sonic around loads of spikes and sharp edges when he's in a bubble. It's worth remembering that you can slow the bubbles progress upwards by holding down on the joypad. The Chaos Emerald is just past the network of tubes that Sonic rolls down. You can re-direct Sonic by pushing the joypad in the direction that you want to travel. When you get to the first set of tubes, jump in them and then keep on pushing left on the joypad. Hopefully, you'll end up in a secret cavern with only the Emerald for company.

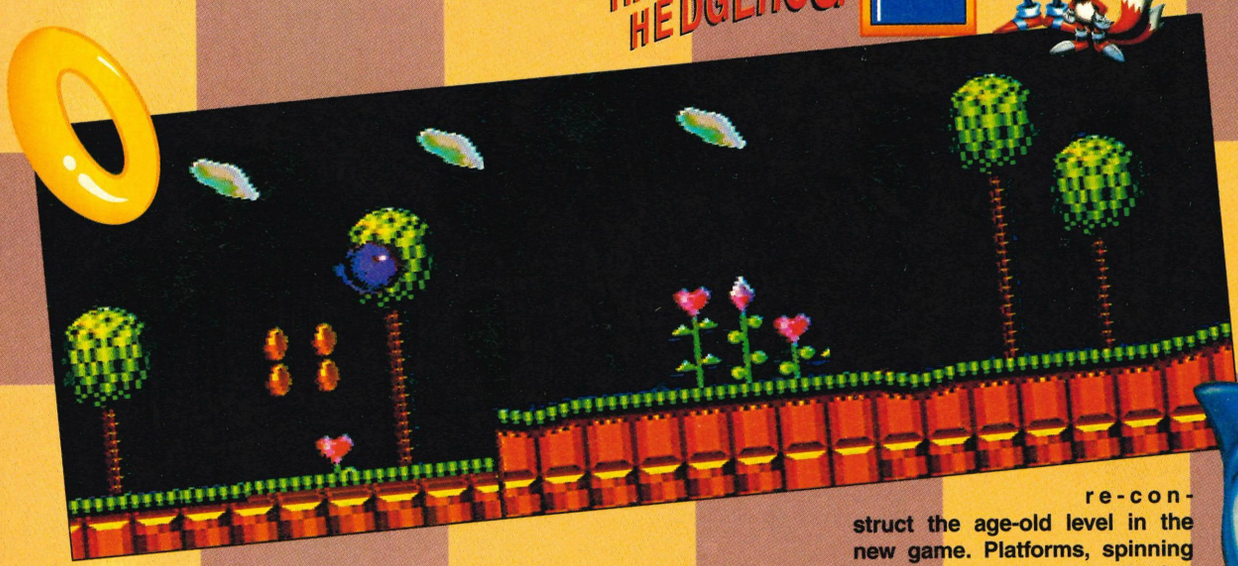
ACT 3

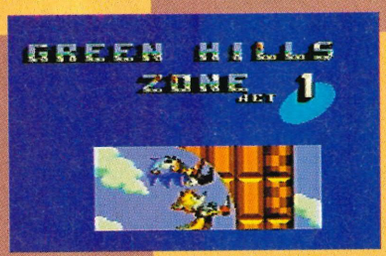
Robotnik likes his robots and so he's left one of his favourite to guard the end of this Zone. Bearing a striking resemblance to a Seal, he blows up balls on top of his nose and then lobs them towards you. The only way to kill him is to hit the ball when it's being blown up. After you've hit him, jump up into the air and he'll balance you on his nose and then fling you away for another go at bashing you. Repeat until he goes up in a puff off smoke.





SONIC THE HEDGEHOG 2





GREEN HILLS ZONE

Three Acts

This zone looks like the original Green Hill zone on the Mega Drive version of *Sonic 1*! Everything is very familiar and shouldn't take too long to get to grips with. Loop-the-loops are scattered everywhere together with rings and bonus items on top of them.

ACT 1

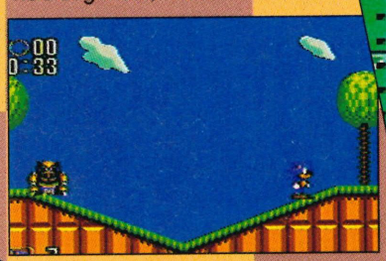
Nothing unusual about this act at all. Just your everyday, run-of-the-mill Sonic level which shouldn't pose any problems. The speed-up shoes on top of the first loop-the-loop should help you through the act, allowing you to run faster than Concorde!

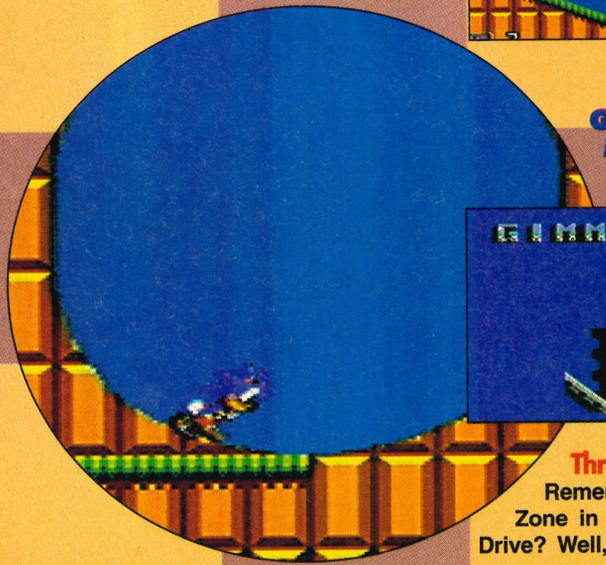
ACT 2

A little bit more interesting, but not much! It's very much the same as Act one, but with a few more obstacles in the way. The biggest problem in this level is deciding which way to go across the act. The top route offers loads of rings and power-ups, but is very difficult to stay on whereas the bottom route has very few rings and bonuses, but is well easy!

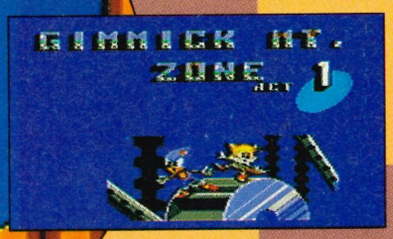
ACT 3

Easy peasy, this one! Wait in the bottom of the "V" shaped valley until the gorilla (that's a pure guess! we have no idea what this guardian is supposed to be!) rolls down the valley or jumps over to the other side of the screen. You can't hurt him when he's rolled up into a ball, so wait until he unravels himself and then bash him on the head. A few hits later and he's dog meat, dude!



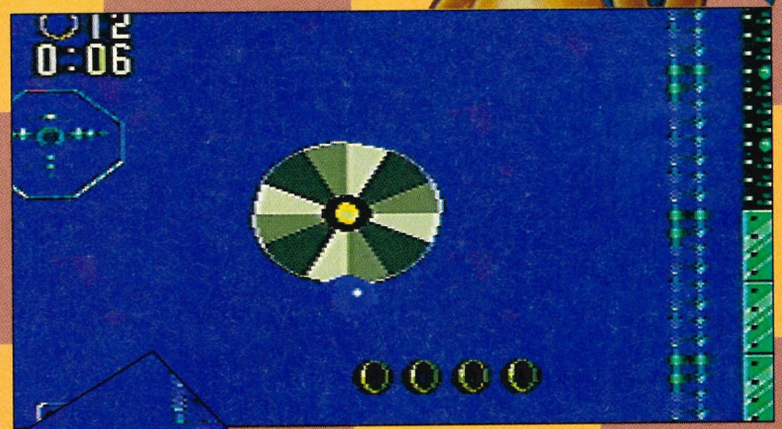


GIMMICK MOUNTAIN ZONE



Three Acts

Remember the Scrap Brain Zone in *Sonic 1* on the Mega Drive? Well, this is an attempt to re-construct the age-old level in the new game. Platforms, spinning discs and revolving wheels that shoot you off at great speed are all evident in this zone. Along with these come the obligatory spikes and monsters but Sonic's not afraid of anything, is he?!



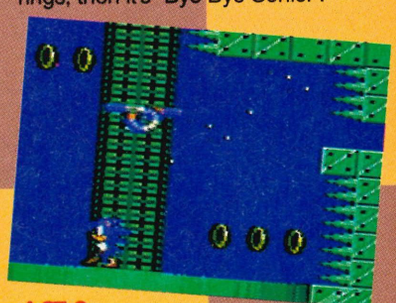
ACT 1

For some reason, the first act in every zone of this game is so-o-o-o easy that it is very difficult to offer some tips without making you think that something along the lines of "talk about teaching your grandmother to suck eggs!". All the same, this isn't difficult at all, it's the next act that will have you tearing your hair out at 4am when you still can't do it!

ACT 2

Okay. Stock up on vallium, put the cat out and make plenty of coffee. Why? Because this act is the most sizeable, frustrating and downright crazy of the all! Thankfully, there are extra lives everywhere and it's quite possible to pick up two extra lives while only loosing one. You can repeat this until you have nine lives (the maximum allowed) thus relieving some of the stress.

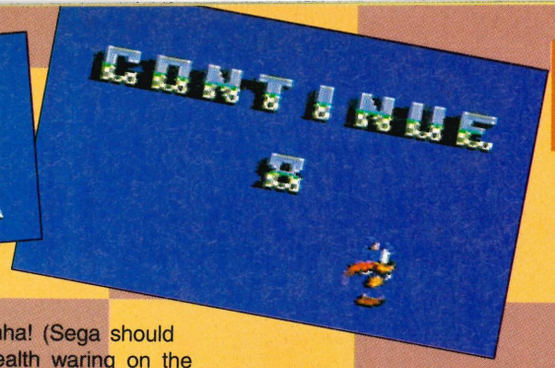
Don't trust your eyes! They'll deceive you into thinking the way is clear for you to continue, but sometimes (probably a few programming errors that were never found) you will be it by an invisible something and, if you haven't got any rings, then it's "Bye Bye Sonic!".



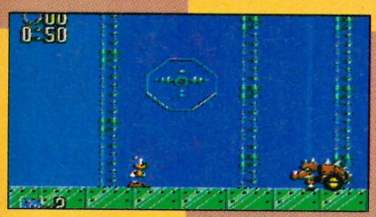
ACT 3

Yet another totally baffling guardian! It looks like a metal pig with spikes on it's back, a pneumatic hammer for a nose and hydraulic pistons for legs. Weird or what?!

Anyway, this thing is a little tricky to kill until you've mastered the technique. Stand at the opposite edge of the screen from the pig-thing and jump into the air when it charges at you. Sonic will clobber him just as he



retracts the spikes on his back (if you don't get him when you land, quickly jump up again and you should hit him). It'll hit the wall and a few boulders will fall down the screen – these are really easy to dodge. Keep on repeating the sequence until he becomes yet another pile of scrap.



SCRAMBLED EGG ZONE
Three Acts

This level is not connected with cooked eggs of any kind (that was just in case anyone was gullible enough to think of a Sonic zone where he's bouncing around on poached eggs!), but concerns Sonic's final quest to defeat Robotnik and rescue Tails. The levels are filled with pipes that lead off in all directions – most of them to certain doom!

ACT 1

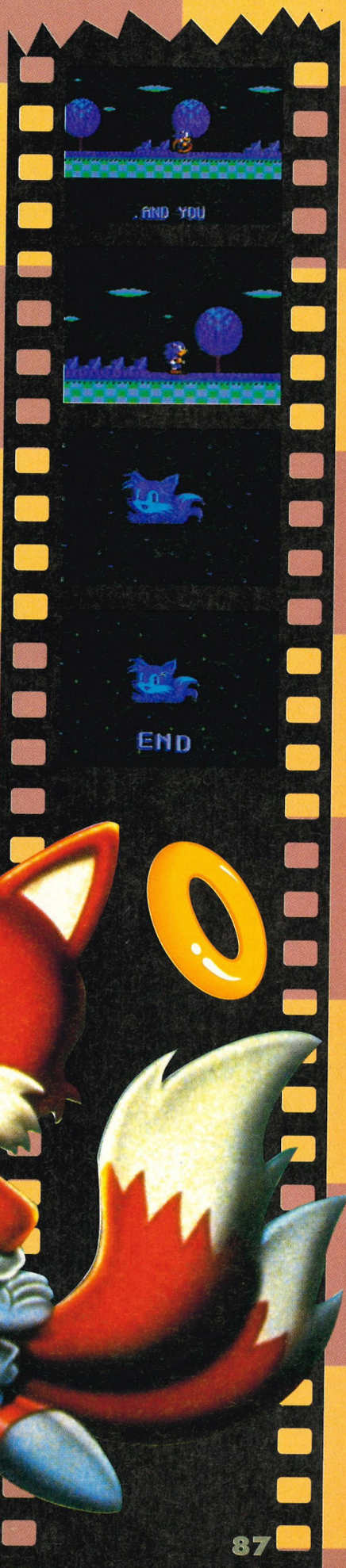
This act is useful for getting the hang of steering yourself around the pipes and also for collecting loads of rings for that all-important extra life. Believe me, you're going to need it when to get to the next act.

ACT 2

Nightmare-ohramha! (Sega should have a public health waring on the side of the *Sonic 2* box!) The pipes on this level are a complete mess and look even worse than the SegaPro offices. The first section of pipes can be safely completed by entering them and then pushing down, right, up and then right and then jumping as soon as you land on the platform that breaks your fall. The next set is easy, just allow it to take to and leave the joypad alone. This act is also ripe for extra lives and one can be found below a section of platforms with walking bombs on them. Fall down any one of the chasms and you'll shoot through a pipe and find yourself in a big cave. Run right and an extra life is waiting for you!

FINAL GUARDIAN - THE METAL SONIC

Robotnik doesn't half take the mickey sometimes! Not only is this guardian a pig to get to, he's also a real tough cookie to crumble. Once you've found your way to him (and probably expended a few lives in the process) he'll attack with out mercy! When he rolls up into a ball and launches himself at you, do the same to him and you'll bounce harmlessly off each other. He'll then zoom towards you on his jets. The only way to hit him is to stand on the opposite side of the screen and jump upwards just as he's about to hit you. You'll land on his head and he'll shoot off across the screen. Keep repeating this series of actions until he dies then sit back to watch the really naff end sequence!



EMERALDS GALORE!

There are six emeralds – all hidden somewhere on the second act of each zone. If you complete the game without these, you'll be treated to a really terrible end-sequence with must have taken all of 10 minutes to programme! If you collect the emeralds, the end sequence will change to... I'm not going to tell you! I've got to leave something for all you Sonic freaks to do so you'd better get playing if you want to see the proper ending to *Sonic 2*!

pro SCORES

Okay, you've played the game, you've finished the levels, you've found all the objects and you've scored all the points. Now it's your chance to become a part of SegaPro. We know our readers are the best in the land and just to prove it, here's your chance to become immortalised in the pages of SegaPro. The first thing to do is be like the Pros and play a game until some ridiculous hour in the morning, racking up a ridiculously high score. Now fill in the form below giving all the details we ask for (if we didn't want 'em we wouldn't ask for 'em). Now take a photo of yourself (or get someone else to take it), preferably as wacky as possible . Be warned, any boring pictures will be doctored for our own pleasure! Get some proof of your score, either a friend's signature or a photo of the screen. Now send the whole lot to ProScores, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

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Score .....Date.....
Machine.....Game .....
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GAME GEAR

CASTLE OF ILLLUSION
328,320 Phillip Wale, London
255750 Adrian Kearly, Ryde
199,650 Paul Harding Witney

COLUMNS
12,900 Julian Elliot Surrey

DONALD DUCK
899,200
Karen Rae, Cumbernauld
516,400
Matthew Williamson, Telford
385,100
John Marshall, Co Durham

DEVILISH
854,500 Adrian Kearly, Ryde

FACTORY PANIC
763,470 Chris Roberts, Suffolk
631,830 Simon Day, Doncaster

G-LOC
169,500 Sean Parris, Surrey
Major General Julian Elliot, Surrey

GRIFFIN
74,600 Nikhil Kapur, Altrincham
69,300 Matthew Kelley, Devizes

JOE MONTANA FOOTBALL
127-0 (pro) Matthew Williamson, Telford
127-7 (easy) Andrew Ship, Newbury
99-0 (pro) Robin Westblom, Chislehurst

NINJA GAIDEN
26,800 Nicholas Turner, Leeds

SUPER KICK OFF
53-0 Jamie Stewart, Essex

WOODY POP
52,960 Daniel Haggis, Hong Kong

MASTER SYSTEM

ACTION FIGHTER
1,096,970 James Phillips, Kent

ASTERIX
6111,100
Matthew Sinton, Cleveland
834,900
Ross Gibbens, London
548,000
Wayne Hibbs, Bournemouth

BUBBLE BOBBLE
5,409,720 Neil Winter, Braunton
5,339,330 Chris Jeans, Cardiff
4,439,460 Kevin Hunt, Newport

CASTLE OF ILLUSION
490,500 David Third, Scotland
290,520 Matthew Davies, Tunbridge Wells
289,320 David Third, Selkirkshire

DOUBLE DRAGON
349,220 David Third, Scotland
329,040 Chris Jeans, Cardiff
327,740 Paul Denney, Durham

GHOULS N' GHOSTS
152,600 John Fitzgerald, Lechlade
34,900 David Durance, Hounslow
31,300 Gareth Hughes, Cardiff

MERCS
72,750 Daniel Ellsis, Truro

OLYMPIC GOLD
Pole Vault
5.80 Wayne Hibbs, Bournemouth
Swimming
1.44.44 Wayne Hibbs, Bournemouth

RAMPAGE
136,365 Darren Vaela

RASTAN
885,00 Paul Corrigan, Glasgow

SAGAIA
2,087,900 David Terry, Folkstone

SHINOBI
582,950 Matthew Walker, Chertney
560,450 Christian Weber, Chester

MEGA DRIVE

ALIEN 3
602,070 Carl Souley, Cleveland
6,125,120 Mick Mercer, London

ARNOLD PALMER GOLF
1,100,000
David Connor, Trowbridge
1,100,000
Adam Wallace, Margate

ARROW FLASH
788,990 Robert Carter, Australia

CASTLE OF ILLUSION
1,303,300 Matt Eddy, Hyle
796,100 Nigel Parker, Keighley
532,910 Richard Parks, Australia

CRUE BALL
359,439,00 Neil Lover, Poole

EA HOCKEY
77-4 Jonathon Pugh, Fife

EUROPEAN CLUB SOCCER
Manchester United v Sedvette 26-0
Daniel Russell, Kent

GALAHAD
1,450,270 Jonathon Epworth, Humberside

GHOULS'N'GHOSTS
204,400 Paul Wheatley, Nottingham
168,700 Nigel parker, Keighley
68,500 Stuart Allen, Selkirk

GOLDEN AXE
379.0 John Smith
357.1 Andrew/Stephen Pryke, Peterborough
315.0 Paul Wheatley Nottingham

HELLFIRE
7,395,220 Iain Brands, Thurso
6,943,570 Colin Newman, Runcorn
6,832,580 Nigel Parker, Keighley

JAMES POND II
24,014,990 Robert Graham, Rushden
10,269,950 Ian Brands, Thurso
8,692,000 Andrew Livingstone, Bangor

KID CHAMELEON
1093,391 Craig Stewart, Aberdeen

JOHN MADDEN'S FOOTBALL
326-3
Andy Duncombe, Winchester

MERCS
1,282,400 (Hard) Mark Wheeler, Blackpool
832,520 (Orig) Wayne Turner, Chelmsford
802,250 (Orig) Nigel Parker, Keighley
214,750 James Smith, Knutsford

SONIC 2
413,900 Robin Mackintosh

SPIDERMAN
143,700 Richard James, Cardigan

SUPER KICK OFF
103-0 Matthew Finn, East Yorks

WORLD CLASS LEADERBOARD
13 Under Matthew Finn, East Yorks

OUTRUN
40,008,400 Nicholas Chevin, Swandicote
26,134,410 Colin Newman, Runcorn

PGA TOUR GOLF
24 under at end of tournament Adam Fileman, Sussex

PIT-FIGHTER
2,673,490 Chris Wylie, Newcastle
1,886,450 Paul Wheatley, Nottingham
1,865,310 John Smith
1,714,370 Colin Arnold, Chessington

QUACKSHOT
2,242,500 Eric Joe O'Hare, Lancaster
1,356,000 Paul Shipman, Cannock
1,170,000 Brent Ferbrer, Batley

ROAD RASH
$10487620 Ian Vanstone, Sherbourne
$101000 Steve Perry, Bucknall
$86,100 Christopher Lauwerys, Forest Hill

SHINING IN THE DARKNESS
2,357,732 Spike, St Albans

SONIC THE HEDGEHOG
789,402
Adam Passanisi, Australia

STREETS OF RAGE
999,990 Michael Copley, Winchester
924,000 John Harvey, Nottingham
899, 200 Daniel Cresser, Barton

TAZ-MANIA
7,937,810 Bart Martin van der Putt, Netherlands
1,003,060 Imelda Khoo, East Sussex
201,710 Ian Hanson, Wilts

TEST DRIVE II
285,631 Christopher Lovell, Cheshire

THE TERMINATOR
137,300 Paul Smelt
108,870 Jonathon Epworth, Humberside
87,990 Neil Brockhurst, Bolton

TEST DRIVE II
333,129 (Porsche) James Anthony

THUNDERFORCE III
6,664,350 Paul Wheatley, Nottingham
5,995,200 Gary Pike, Benfleet
3,649, 290 Wayne Turner, Chelmsford

TOEJAM AND EARL
1056 David Voss, Leeds
976 Lee Gray, Satchet
670 Colin Newman. Runcorn

TROUBLE SHOOTER
620,480 Mark Khoo, Hailsham

TURBO OUT RUN
30,191,780 Mark Khoo, Hailsham

TWO CRUDE DUDES
298,650 Chris Flowers, Gillingham
226,020 Lee Turner, Burnley
178,010 Richard Gasson, Gillingham

WANI WANI WORLD
463,800
Richard Salmon, Newbridge
429,700
Damien Giles, North Lancing
342,000
Jody Hill, Northants

WORLD CUP ITALIA '90
85-0 (Brazil v China) Stuart Allen, Selkirk

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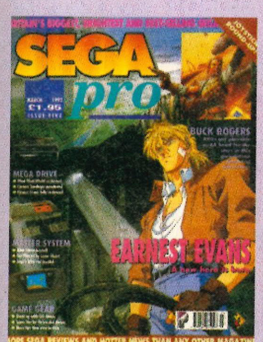
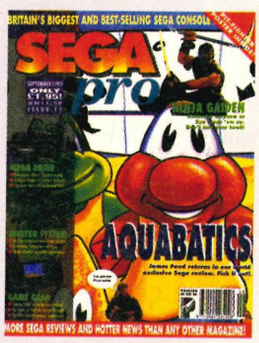


Issue 5 £2.50

First ever Mega-CD reviews of Earnest Evans, Heavy Nova and Sol-Feace. Also reviewed are Buck Rogers (MD), Rings of Power (MD), Super Fantasy Zone (MD), Toki (MD), Wani Wani World (MD), Alien Storm (MS), Laser Ghost (MS), Line of Fire (MS), Shadow Dancer (MS), Aleste (GG), Heavyweight Champ (GG), Space Harrier (GG)...

Issue 7 £2.50

Absolutely free with this month's issue are a collection of super-cool SegaPro stickers. Plus an exclusive look at the sensational Wondermega. Reviews include Arch Rivals (MD), Double Dragon (MD), Ninja Burai (MD), Turbo Out Run (MD), Asterix (MS), Back to the Future III (MS), Champions of Europe (MS), Alien Syndrome (GG)...



Issue 11 £2.50

Huge issue with an exclusive review of the game-cracking Game Genie device from Code Masters and heaps of reviews, including American Gladiators (MD), Aquabatics (MD), Gadget Twins (MD), Thunderforce IV (MD), Alf (MS), Chuck Rock (MS), Ninja Gaiden (MS), Aerial Assault (GG), The Viking Child (GG)...

Issue 6 £3.50

Fabulous Electronic Arts sports watch with this issue. Included in the many reviews are Art Alive (MD), Battlemaster (MD), Where in Time is Carmen Sandiego? (MD), Desert Strike (MD), Kid Chamelion (MD), SD Valis (MD), Two Crude Dudes (MD), Funky Horror Band (M-CD), Bonanza Bros (MS), Spider-Man (GG)...

Issue 8 £2.75

Massive A2 Simpsons poster and compete 80-page A to Z book of Sega games b[illegible] with this is[illegible] packed [illegible] you'll fin[illegible] Game[illegible]D Corporation ([illegible]n vs Bird (MD), Sl[illegible]e World (MD), Arcade Smash Hits (MS), Marble Madness (MS), The Terminator (MS), Monster World II (GG)...

SORRY SOLD OUT!

Issue 12 £2.50

Superb issue with free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of Superman plus many more...

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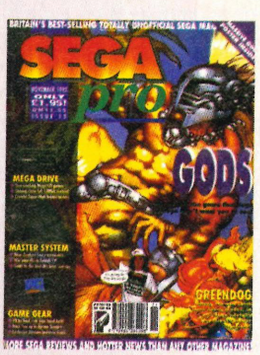
Issue 9 £2.50

Simpsons special with exclusive reviews on all Sega formats. Plus a massive preview of every Sega game coming out during the rest of the year. Reviews include Chuck Rock (MD), Olympic Gold (MD), Thunder Pro Wrestling (MD), Prince of Persia (MS), Sagaia (MS), Speedball 2 (MS), Crystal Warriors (GG)...

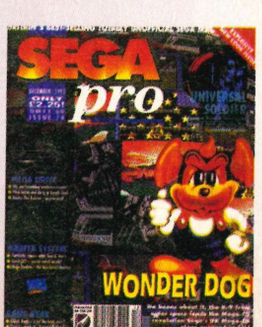


Issue 13 £2.50

Superb issue bundled with a free fact-packed buyer's guide to Sega games and add-ons. Exclusive reviews of Gods (MD) , Shining Force (MD), Predator 2 (MD), Super high Impact (MD), Super Smash TV (MS), The Terminator (GG) and many, many more. Also a fabulous round-up of the best beat-'em-ups around on all formats.

Issue 10 £2.75

Essential SegaPro shades come with this issue. As do crucial reviews of Batman (MD), Cadash (MD), Ferrari Grand Prix Challenge (MD), Splatterhouse 2 (MD), Taz Mania (MD), Super Monaco GP 2 (MS), Wimbledon (MS), Klax (GG), Marble Madness (GG), Olympic Gold (GG), Paperboy (GG), Popils (GG), Prince of



Issue 14 £2.75

Bundled with this issue is an unmissable 100-page book to the top 100 games on Master System, Mega Drive, Mega-CD and Game Gear. There's also an in-depth look at the games you'll be playing on the Mega-CD when the system is finally released in the UK. Stacks of reviews including Lemmings (MD), Alien 3

SUPER

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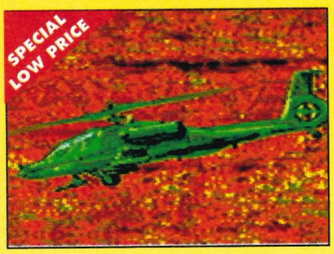

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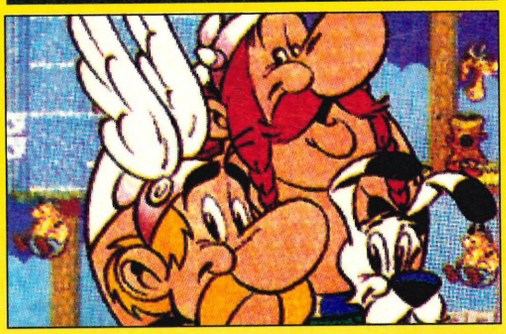

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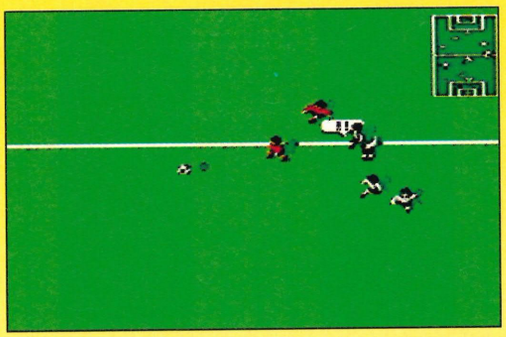

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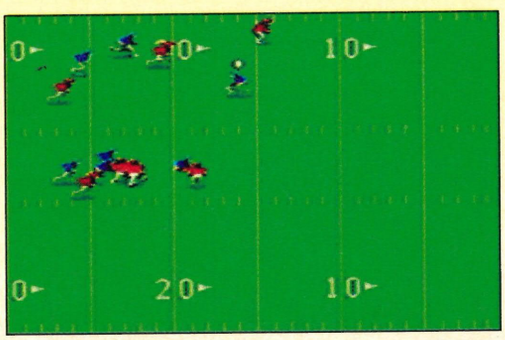

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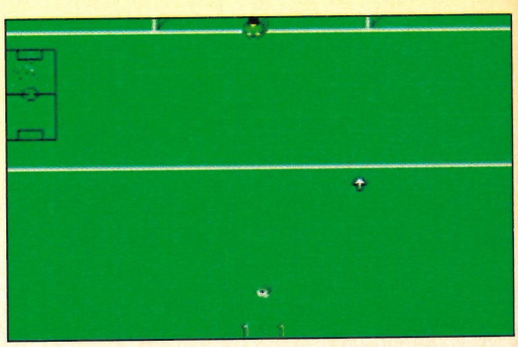

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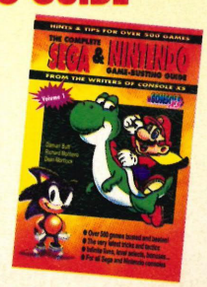

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CONTACT

Gosh. We get so much mail every day that a large part of our time is spent sorting it into correct bundles.
Send all submissions to the proper department (see below) to:

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

PROTEST
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of anyone who needs advice on console specific problems.
You can ask what games will be available or how to get in contact with a company, but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SegaPro T-shirt, but only witty, cheeky or lively submissions are even considered - you can't win a T-shirt by asking for some advice!

PRODEBATE
In addition to letters, there are the ProDebates, which should be addressed like such: TV Debate, ProTest. Get your views into the open and state your case. SegaPro T-shirts are awarded if we consider a point to be particularly valid.

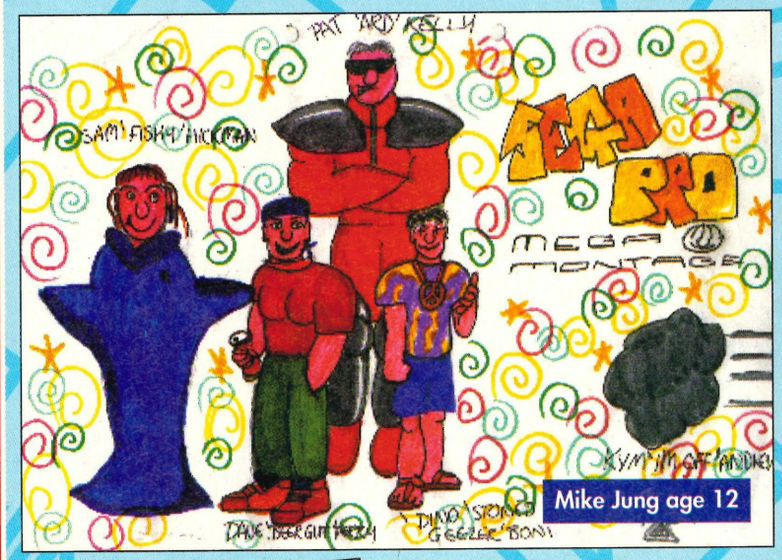
PROART
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it back, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art, each month, wins a stupendously brill SegaPro T-shirt.

PROTIPS
There are so many types of tips that can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending.

PROHELP
Our revitalised section is bigger and better than ever! If you are stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

PROSCORES
No prizes here, but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are.

GAME OVER
If you have finished a game recently, why not tape it and, if it is published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.



Mike Jung age 12

Graham Paffett age 15

HALLUCINATING ADS
Late last night, I was watching a film on TV when the commercial break came on featuring a spastic SNES advert.

In the advert, a dopy kid, high on an hallucinating drug, saw a SNES turn into a floating four-screen piece of metal crap. After this first hallucination, the boy proceeded to turn into Sega's ESWAT cop and we heard the voice over proclaiming:

"16 more colours than a Vic 20"

"20 more bytes than a Spectrum+2"

"the same enhanced graphics as can be found inside a Commodore+4"

However, the voice forgot to add:

"Under 20 games"

"Only five good games"

By this time, however, the adverts one minute is almost over and the mis-guided boy has completed all the games!

Despite the drug effects, realising what a load of rubbish he's been playing, he throws the joypad away and comes back down to Earth – to play a Mega Drive, no doubt!

The proclamation, "Nintendo have reached the end!" appears. Need I say more.

Robbie Welch, Peacehave

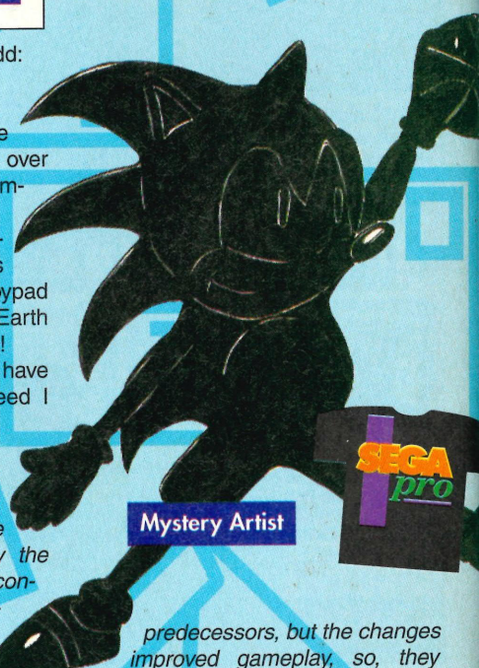
I think that you've mis-quoted the ad just a little! However, the Nintendo ad seems to portray the average out-of-touch persons' conception of a typical games player, whereas the Sega ads are much trendier and have a street-cred image – we can all see a bit of Sega's Jimmy in ourselves and that alone makes it more realistic.

BRILLIANT THINGS
I love the mag and the reviews are great, but I just don't understand why you give games such as John Madden's '92 and James Pond 2, to name but two, brilliant scores when they are so much like the original games. Then, you give Super Monaco GP 2 a rubbish review, saying that it is just too like the original to deserve a better rating! Couldn't it be said that John Madden's '92 was just too like the original to deserve a better rating.

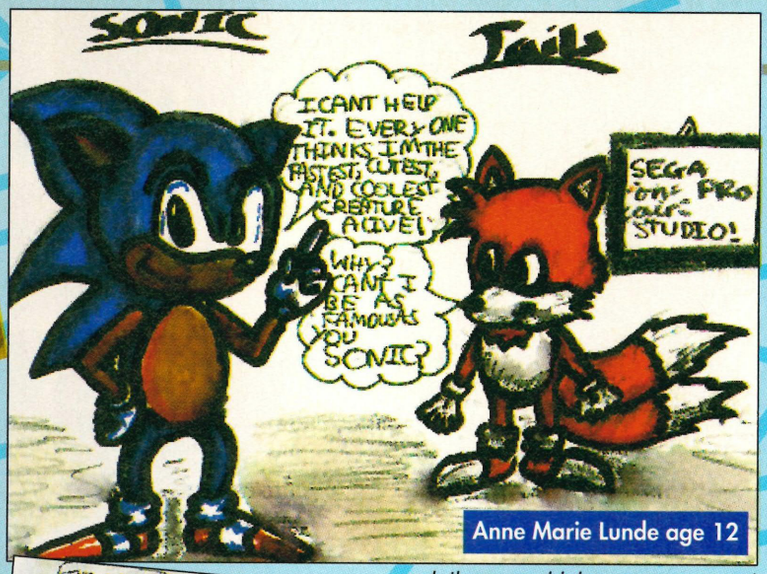
Don't get me wrong, I love Madden's '92 – it's one of my favourite games, but I just think that you should be a bit consistent with reviews. Do you have a release date for Madden's '93 and Mega-lo-mania please (grovel, grovel, lick, lick)?

Iain Murray, Aberdeen

The games you mentioned were given favourable scores because they were excellent games in their own right. They were similar to their predecessors, but the changes improved gameplay, so, they received a high score. All sequels should bear resemblance to their predecessor and we wouldn't mark down because of that, but Super Monaco GP 2 was too much like its original and we felt that the changes in it weren't improvements at all. So, there you have it. You obviously believe us as you wouldn't want to know about Madden's '93 which is, again, a sequel and has been out for weeks now! Sadly, Mega-lo-mania has been held back until March.



Mystery Artist

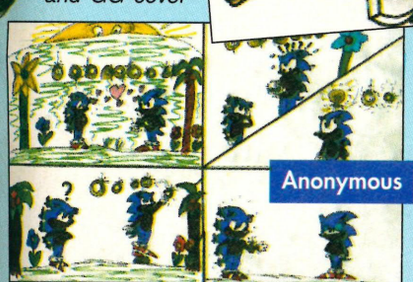


Anne Marie Lunde age 12

Sean Kellaway

Nicholas arnold age 11

Stan Rio age 14


Anonymous

STEP UP A GEAR

Why aren't there as many reviews for Master System and Game Gear games as there are for the Mega Drive in SEGAPRO? For many months now, there have been over ten MD reviews while only about four MS & GG reviews in each issue! Is it because you favour the Mega Drive and not the others? Can we have more reviews on the two under-covered machines please?

Damian and Derek, Guildford.

Well guys, we would if we could. We try to review all Sega games that are available, nomatter the system or the origin (ie – import). Sadly, Europe is the only market for Master System games and, as such, only UK companies support it. Even now, less and less are prepared to do so as they can make more money from Mega Drive games which have a worldwide distribution.

Another problem is that Sega UK don't supply us with their Master System and Game Gear releases, so we can only review them when they get into the shops!

It's not our intention to drop the MS and GG coverage, but, as the largest proportion of the Sega market is favoured towards the Mega Drive, we have to reflect that through necessity and not choice. If it's not there, we can't review it!

FIVE AND ALIVE!

I am writing on behalf of my son, Luke Harper, who is five and a half years old and has completed Sonic The Hedgehog and Mickey Mouse: Castle Of Illusion.

I was wondering if he is the youngest child you've ever heard of to be able to complete these Sega games?

Mrs Joanna Harper, Ilford

Yep, young Luke is the youngest games player to complete these games – as far as we know, but as we don't get many (I don't think we've had any!) letters of this sort and there could be some-one out there that's done better. Anyway, how many hours a day does young Luke spend on his Sega? It can't be healthy for a kid of that age!

SEGA WON NINTENDO TOO

I must complain about SEGAPRO always saying that Sega are better than Nintendo. I own a Mega Drive and a Super NES and I can unbiasedly say that both companies produce high quality software and games are as equally easy to complete on both. So, I will conclude that they are equal and all the letters that say otherwise should be burnt.

Andrew Lake, Gwent

Like you, most of the guys at SEGAPRO either own both or have access to both – we publish SUPERPRO too – and our views are expressed in what we think is the best for individual games. More than likely, you are referring to Sega owners who will always say that their machines are better. If you read a Nintendo mag, you will see that the same mine-is-better-than-yours arguments are circulating there too. By the way, my mate's Amiga is better than your Mega Drive and SNES put together. Howd'ya like that?

SWAP FLOP

Like R Ward-Ulverston, I sent a game to Swap Shop UK several months ago and I have not heard anything since receiving the acknowledgement card. I also sent them a list of about 20 choices of swap.

Unfortunately, I have not lost their complete address and wondered if you could help as I think that they should be taken to court.

I am sure that there are a great many of us in a similar situation, so if you publish this address maybe something can be done.

Mr D Adams, Kent

We can't help in a legal way, but you could try the Local Trading

And that time of the month is here again where the Pros answer more problems with their revealing Procures. From widgets to waggles and bits to bobs, all the answers are here.

If you have a problem, you too can get help from the Pro-Team if you write to them at: Problems & Procures, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

Unfortunately, personal replies are out of the question and all stamps on SAEs will be donated to charity.

First up is **S Baker** and **Adam Green** who would both like to know how they should try to sell their game ideas and plans to software companies without them being ripping off. Well, there isn't an easy answer for this one. It isn't software companies who rip off ideas, but individuals who come across the idea and can do something about it – other programmers, developers or game designers. Our advice would be to keep your ideas to yourself, learn a bit about programming or, if you aren't interested in programming, get in touch with someone who is. Develop your ideas into a product with them and then approach the software companies who may pass you on to their programmers. You won't get very far by sending off your ideas. Try visiting game developers, find how they work and ask yourself what you could do for them in their current set-up. If you can't think of anything, neither will they.

Mr G Woodcock has had a bad experience of unhelpful shop assistants who couldn't answer some of his queries. An adaptor is needed for JAP carts when played on the UK PAL system, but the US carts work okay. Game positions can be saved onto carts and the saved-game played again at a later date – this is what is known as battery backup. *Rampart* is available on Master System and *Pirates* should make a Mega Drive debut next summer, but that's not a definite yet.

Is *Streetfighter II* coming out on the Mega Drive, Master System or Game Gear asks **Edward Marques**? Although news has filtered through that the game will be out on the Mega-CD, the cart versions look unlikely at this stage. *Deadly Moves* is a similar game and is due out soon on MD. It promises to be every bit as good as *SF II* and could be the closest Sega cart owners get to the original.

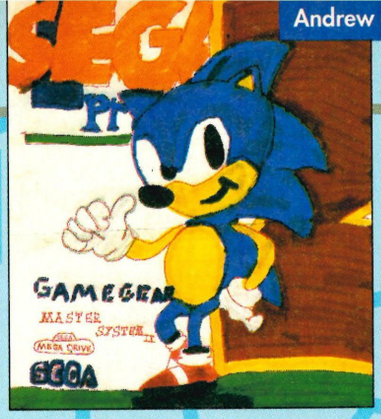
PS If SF II is the best your Nintendo friends can taunt you with, then they are poor bunch!

Richard Andrews writes in to find out if he can get boxes for his Mega Drive cartridges as he is very neat, but has lost his. We'll say! Try the SEGAPRO advertisers or your local store. Spare boxes are available from the trade, but you'll have to convince your dealer to buy them in.

Streets Of Rage 2 has been utmost in

protest

Matthew franks age 12



Andrew Marsland age 9

Peter Withey, Malvern.

In short, no, you don't have to change your MS which seems to have been made in China. The chips that Sega are introducing are for Mega Drive consoles only. The UK Mega Drives are made in Japan anyway, so you can't tell which version a machine is by knowing where it was made! Likewise, all carts are made in Japan, so you can't go by that either. Your MS should be a UK model and should play any game you can buy for it.

A GG to MS convertor is a neat idea, but you'd end up with a smaller size screen than you are used to. The GG can shrink the MS screen, but many games aren't suited to it. The MS would have to enlarge the GG screen or display it at GG size – it can't enlarge the play area – so, it wouldn't be very popular with games players!

FREE GIFT CON

I have been buying SegaPro every month for a year and have noticed that whenever there is a FREE gift on the cover, the price of the magazine is increased. So, how can it be a free gift? I think SegaPro is brilliant, I would be very interested to hear from you.

Mark Ferran, Birmingham

Oh, dear our little scam has been uncovered. However, here's our explanation: We don't make any extra profits from our covermounts. We do make extra money, but that's used to pay for the gift.

Why do we do it if we don't make any more cash from it? Well, we do it for you! It causes us headaches as, apart from the extra cost of producing it, we have to come up with the idea and if it is a book, for instance, we have to write it! We think that it's worth it, though, as you receive a lot extra for a little more cash.

BIG CABBAGE

My name is of no importance, but as I am a dedicated SegaPro reader and game player, I feel that it is my undying responsibility to inform you of a right stupid twat called N Gibson. He now has ownership of one outstanding absolutely brilliant Action Replay Pro cartridge.

The thing is that he has let it go to his head. He now uses the pseudonym "Games Master". He thinks he is so brilliant because he has found a code for Wonderboy in Monsterland. He is now getting on my blinking nerves. Is there anyway you could bring this big cabbage back down to Earth?

I wouldn't mind, but the wart-infected excuse for a wet fart has now found infinite power on Wonderboy and still cannot finish it. Yet, he has the blinking nerve to call himself "Games Master".

Please can you bring him back down to Earth as I can't bear him any longer. Perhaps a court order revoking all his Sega gear for 3 months?

S Humphrey, Stockport

Well, now that you've got that little lot of your chest, maybe you can spare some sympathy. Poor "Games Master" needs some assistance, not abuse. Why not go round to his house and show him how to complete Wonderboy.

Standards.
The full address of the company is: Swap Shop UK, Kingfisher House, Ullswater Road, Lightwater. Surrey GU18 5TB. Like many swap shop centres, they were dealing found to be illegally and were subsequently closed down, but we can't trace where they went to. Sorry we can't be of more assistance.

MADE IN CHINA

I have heard of the zone chips that Sega are putting into their carts whereby UK games will only be allowed to play on UK machines and US games will only play on US machines etc.

I've been playing Japanese *Sonic* and *Mickey Mouse* on a Master System that says "Made in China" on it. Does this mean that I have Chinese games? If so, where are they from? I have never seen any cart which is made in China. I've only seen "Made in Japan." Do I have to change my machine or not?

Why can't Sega think about poor old Master System owners and bring out a convertor which allows Game Gear carts to be played on the MS. After all, MS games can be played on the GG with the Master Gear converter. So, come on Sega, give us a chance.

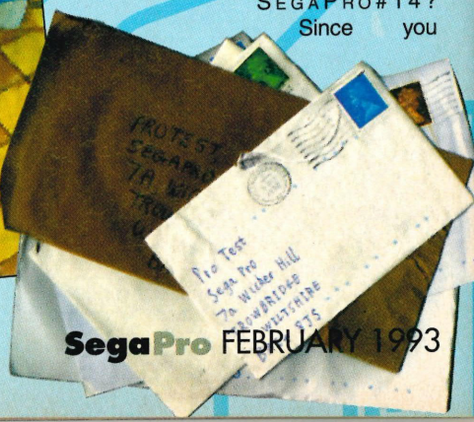
Peter Withey, Malvern.

Oliver Cookson age 11

Carrie Duffus age 14

INSULTING BEHAVIOUR

What could urge you to put such an insulting middle page in SegaPro#14? Since you



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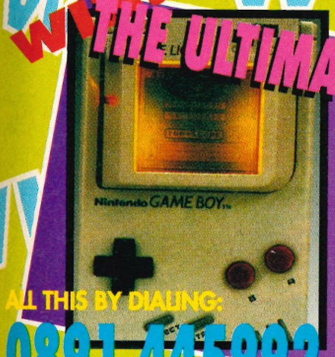

Nintendo Game Boy ● Action Replay cheat cart ● Amplifier ● Game Light ● Hyperboy ● Konix GB Holster ● Mains Adaptor ● Car Adapter ● Cleaning Kit ● Carry Case ● Any two games of your choice.

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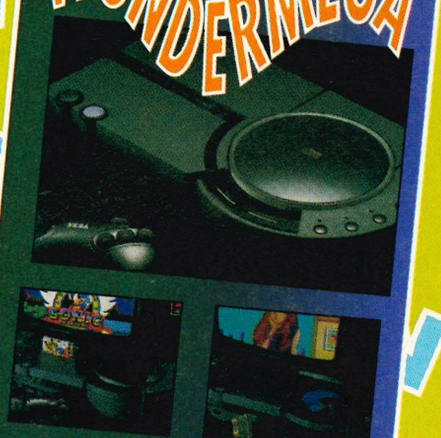

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CONSOLE CRAZY

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the mind of **Christopher Weatherburn**. The game will be a 12Mbit cart and thus cost £44.99. As well as Axel and Blaze, Max and Skate are the two new characters who offer different skills.

If *Streetfighter II* comes out it may have to be bundled with one of the new 6-button Sega control pads which Sega are currently working on hammer and tong. *Taz-mania 2* has been rumoured, but, as of yet, little news or hard facts have been forthcoming from Sega HQ.

Lastly, you are best to wait until the official UK release of the Mega-CD when, as promised by Sega, all the best software will be available. All the terrible stuff shouldn't get through the UK quality test. At present there is very little good software to warrant the Mega-CD's release.

George Smith has had an on-going argument with his mate, **Barry Thurston**, over who sells the most software in the UK. Is it Sega or Nintendo? Of course, we all know that it is Sega, but over the run up to Christmas the big N was reducing the 2:1 ratio to 1.5:1 in favour of Sega sales by value and not volume. Hope that settles the feud, guys.

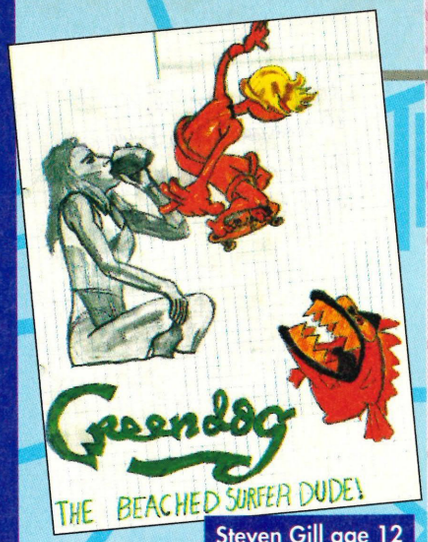
Stephen Smith wanted to know what games would be out for the Master System. He supplied a list from which we can confirm the following releases: *Batman Returns*, *Home Alone*, *GF's KO Boxing*, *Predator 2*, *Krusty's Fun House*, and *Bart vs the World*.

Why don't makers of console games ask children for some ideas? So asks **Tony Campbell** aged 12. Well, it's because they know best, don't they? They probably take ideas from children that they know, rather than taking the time and effort to go around the country. Programmers and game designers are kids at heart and many are kept going because they are translating their ideas into games. Lots of folk, kid or not, have great ideas for games, but they are not in a sphere of influence. That's life!

Gary Dunbar asks is there a WWF or wrestling game for the Game Gear or Master System? There isn't yet, but a GG version of WWF shouldn't be too much of a problem for the programmers. Watch the previews section and we will break the news as soon as a wrestling game is announced.

J Cockley has scratched the screen on his Game Gear and wants to know if there are replacement screens available. Not that we know of and not at the time of going to press, but you could try Sega ✆(071) 2294841 to see if they are available now.

Well, that's all for now, but there will be more revelations next month in this very column. Remember, any questions answered, any point validated and arguments settled. You know where to come.



Steven Gill age 12

have started your new magazines, ConsoleXS and SuperPro, I hope you won't lose interest in SegaPro, but instead, keep up the standard that it has already set.

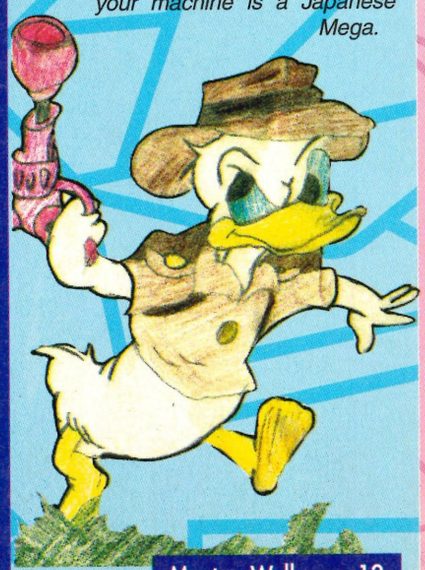
Also, when I connect my Mega Drive to a TV via a SCART lead, the whole screen shifts to the left and some information is lost. Can you help?

Rajan "Punjab" Sharma, Reading

We'd put your granny in the middle of the magazine if you paid us enough, although, addmittedly she would probably be more popular! I hope that answers your question – the big N paid us to do it and the big S didn't.

We won't be losing interest in SegaPro as it is our best title and is completely separate from the others. We have our own area in the office, our own staff and our own equipment. ConsoleXS is now no longer either! You'll be able to get a 100% tips fix in SegaXS – the only magazine on the market totally dedicated to Sega tips and SuperXS which is the SNES equivalent for anyone with both machines!

Unfortunately, you can't do anything about your SCART problem as your machine is a Japanese Mega.



Martyn Wells age 12

ProGirl's PROGIRL DEBATE

Should ProGirl be allowed to frolic in SegaPro or should her actions be censored or even ignored?

Dear ProGirl,
Being married to a SegaPro reader and a mother of three, I thought that you'd appreciate my thumbs up to ProGirl. Where is the harm in it? Kids, these days, see far more in certain newspapers and adult magazines (which I remember doing the rounds amongst 10 & 11 year olds). Just don't overdo it or you may lose the respect of your readers! They buy the magazine for the excellent layouts and great reviews.

Keep up the good work,
Paula Willis, Hoddesdon

ProGirl says: *I was nearly a mother once, but that was a false alarm and we shalln't go into that, but it is nice to hear from someone like myself – being maternal and the likes!*

Getting down to the point, when the photoshoot was in progress, things did get a little overdone. But, the guys here at SegaPro have scrutinised all the shots in great detail (some more than others) and wouldn't let many of them into print. Only last month, I had my knickers cut because I was showing too much and as for excellent layouts, I could show Dave Perry and the lads a thing or two!!!

Dear ProGirl,
My big question is WHY? Who are you aiming at? Surely a large proportion of your readership are prepubescent school boys who are more interested in their joysticks (the plastic variety – in case you thought otherwise!) and what they can do with them. They aren't interested in girls sporting SegaPro T-shirts. The remaining male readers are either going to buy magazines on the top shelf of the newsagents if they want that sort of thing.

As for myself, I don't really care, but you could always even up the score and start including photos of a ProBoy (preferably over the age of consent with a well-honed bod!) In fact, how about starting with your very own Dave Perry?

PS who are you? Dino Boni's sister? Dave Perry's girlfriend? Someone's mum? Who?
Fiona, near Edinburgh.

ProGirl says: *I, like any hot-blooded female, am aiming at anyone who'll have me, honey! Someone with lots of dosh and a big "reputation" would be a start! Most of my SegaPro portfolio has nothing to do with T-shirts and this debate was intended to bring the rest into the open – as it were. It seems, though, that no-one really wants me to bare all! The Pros have promised me my spot in this Debate column as reward for services rendered.*

ProBoy was thought about (by Sam). We considered the Chippendales, but couldn't find anyone big enough for SegaPro's reputation.

Who am I? I'll keep you guessing for now, but I'm Pat Kelly's secret lover – when he's drinking Bacardi!

The clinchers:

If I were to spend a night with ProGirl I would take her to where ever she fancies going, but preferably in an old lift that could be broken!
Salman Muir, London

If I were to spend a night with ProGirl, I would take her to the heights of heaven and back.
Matthew Forster, Newport Pagnell

ProGirl says: *Yuch, I wouldn't get in a bus with either of these creeps never mind a lift.*

Will we be seeing more of ProGirl next month? Well, whatever the ProGirl Debate continues into the cream of TV shows. Get your tuppences worth in now to: ProGirl, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF.

SEGA pro GUIDE TO BUYING MAIL ORDER

Advertisers in SegaPro are thoroughly checked out before being allowed to advertise. We generally know who the good guys and bad guys are, so that you can buy with confidence. We want you to get the most from buying mail order, so here are a few guidelines to make it simple.

A. IMPORTED SOFTWARE - WHICH VERSION WILL I NEED FOR MY CONSOLE?

MEGA DRIVE: Japanese software will run on UK Mega Drives with the aid of a convertor. These are readily available, but are not Sega approved. We do not recommend enlarging the game slot on your UK Mega Drive to make the Japanese games fit, as this will invalidate your warranty. **UK** software will run on all machines. **American** (known as Genesis) software will also run on all machines.

GAME GEAR: Software on the Game Gear is fully interchangeable, so the only thing you need to worry about is Japanese text on some games.

B. IS MINE A UK, JAPANESE OR US MACHINE?

You can easily tell the difference between the various machines. The UK version of the Mega Drive has a white area of text near the power light, while the Japanese version has red. And in the US, the Mega Drive is called the Genesis. Many imported Mega Drives are converted by the importer for TV or scart monitor from the Japanese original, but some machines are meant specifically for the Hong Kong market (which has the same TV system as the UK).

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NEXT MONTH

SEGA pro 17

THURSDAY 11 FEBRUARY

What a superb month this has been, but next month will prove to be even more spectacular with:

Global Gladiators, Mega-lo-Mania, Another World, Afterburner III, Sewer Shark (CD), Batman Returns (CD), Chakan: The Forever Man, Ex-Mutants, Busby The Bobcat, Krusty's Super Fun House on MS and GG, Spiderman 2 (GG) and the definitive review to the finished version of Shinobi 3 (not the unfinished version which other unscrupulous magazines have reviewed). Also there will be Mega tips on Sonic 2, World of Illusion, Road Rash 2, and Master tips to Predator 2. Plus, if we can fit them in this time (!), exclusive insights to Virgin Games and Datel Electronics.

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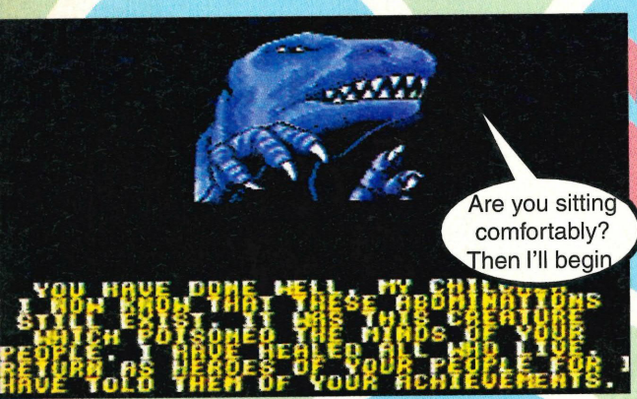
GAME OVER

THE BIG GAMES BUSTED EVERY MONTH

GAME OVER SCREENS

This month's Game Over was sent in by Andy Ford of Canterbury. Cheers Andy! Don't forget if you've finished a game recently, get it on to video and send it in to: Game Over, SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. All senders will receive a cart of their choice if their Game Over is printed.

DUNGEONS AND DRAGONS

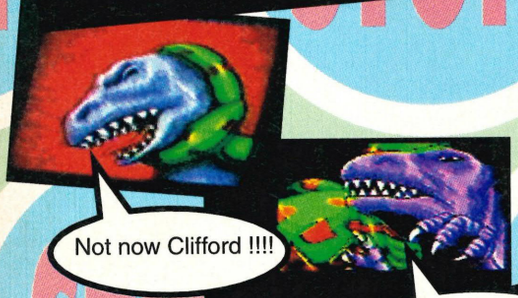


MEGA DRIVE

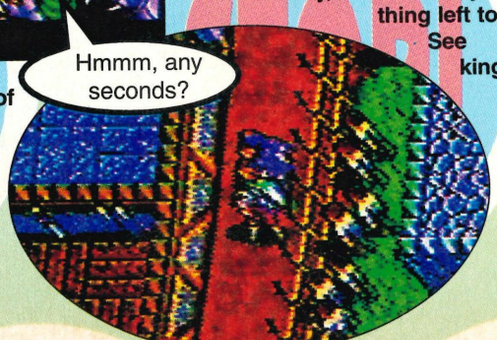
Duke Barrick knew that his men would soon fall prey to the hordes of advancing goblins. His castle and the kingdom would then be destroyed and forgotten! Then, all of a sudden (as if by magic) the kingdom was plunged into a strange land. It now had many more enemies!

This was ProReviewed in SegaPro#12 and received an honourable 84%. We didn't expect anyone to send it in this quickly as the challenge level was high, but Andy Ford did it!

The king is eternally grateful (so he should be since he did none of the fighting!) Each adventurer is pronounced a knight and will help the country to be ruled in peace and harmony!



Well, with the slime monster out of the way, there's only one thing left to do. See the king!



After defeating the hoardes of baddies, our intrepid adventurers are finally at the end of their quest. There's just one little problem – their closest friend must now face the battle of his life!

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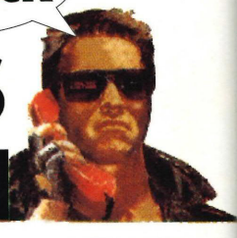

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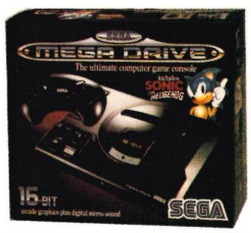

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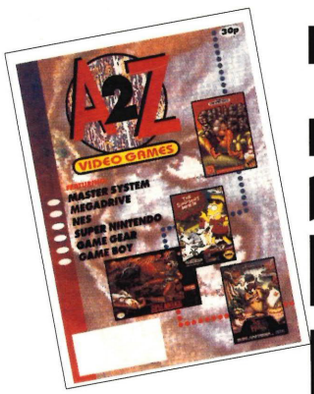

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West Thurrok, Grays.
Tel: 0708 890800 10am-8pm

ROMFORD
That'z Entertainment
Unit 33/34 Romford
Shopping Hall,Market Place,
Romford,Essex RM1 3AB.
Tel: 0708 744338 9am-5pm

WEMBLEY
Computer Games
Wembley Stadium Market.
Sunday 10am-2pm

WEST LONDON
Computer Games
309 Goldhawk Road,
London W12 8EZ.
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Romford,
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That'z Entertainment
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*We will beat any other genuine price subject to them having it in stock. Price does not apply to other companies "Special offers" We reserve the right to change prices without notification
E.+O.E. All shops are independent. Shop prices may vary.