MORE REVIEWS, MORE NEWS AND MORE TIPS THAN

SEGA pro

MAY 1993
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ISSUE 19

NOT AN OFFICIAL SEGA PUBLICATION

24 HOT REVIEWS
All of the May releases worth reading about inside.

BUSTER'S QUEST

Find the full exclusive review of *Tiny Toon Adventures* hidden within.

MEGA-CD

- Covert action as a *Night Trap* is set
- Every official and import title listed!

MEGA DRIVE

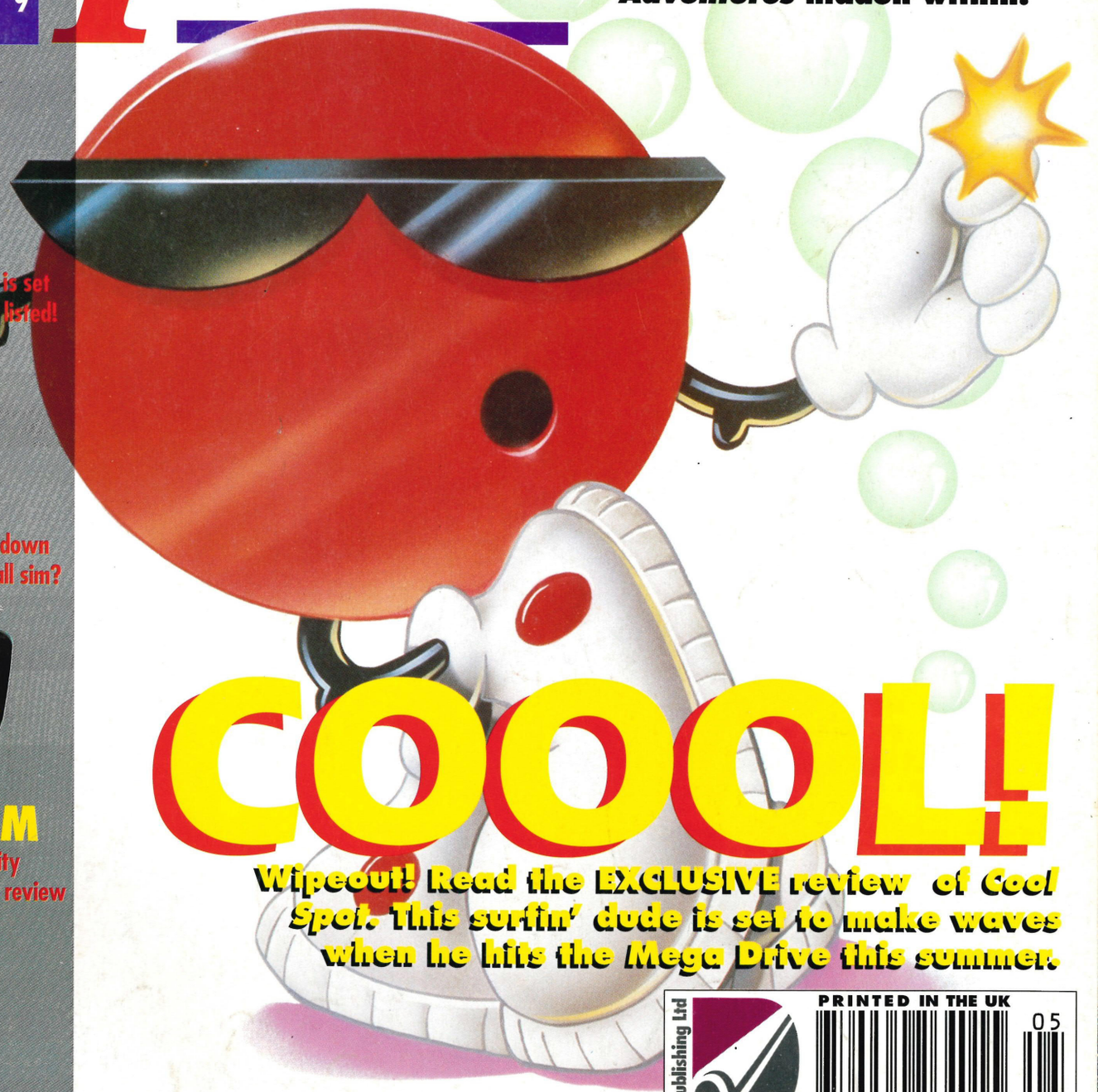
- EA's *Mutant Football* touches down
- Is *Hardball III* the best baseball sim?

MASTER SYSTEM

- *Land Of Illusion* becomes reality
- *Global Gladiators* – exclusive review

GAME GEAR

- Krusty invites you to his Fun House
- Spider-Man swings in on a web!



COOOL!

Wipeout! Read the EXCLUSIVE review of *Cool Spot*. This surfin' dude is set to make waves when he hits the Mega Drive this summer.

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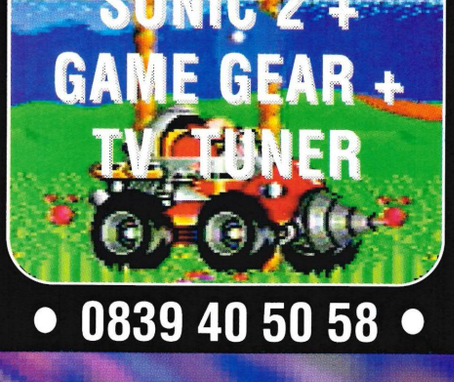

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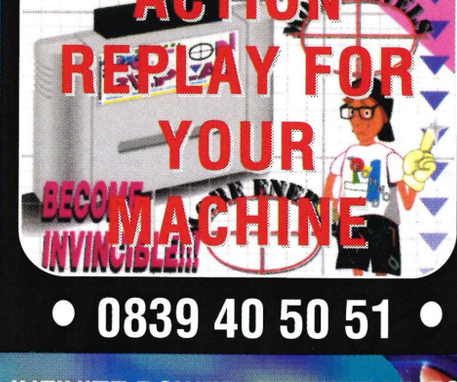

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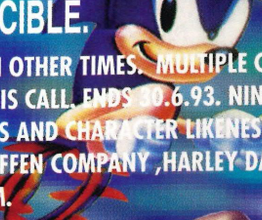

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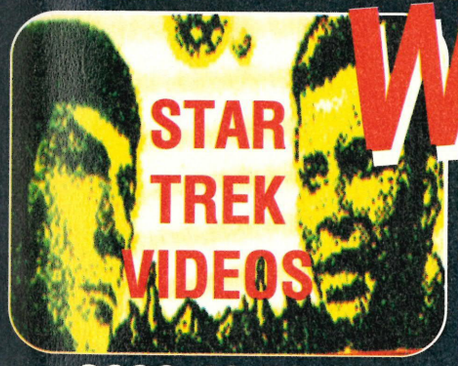

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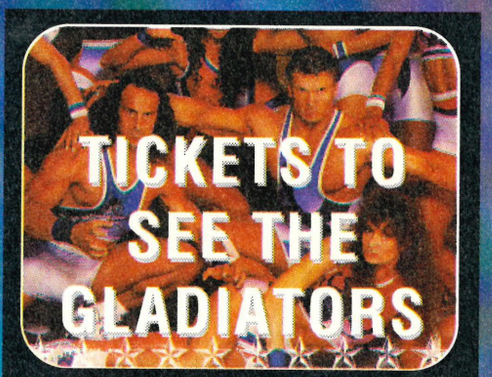

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A WEEKEND FOR A FAMILY OF FOUR IN EURODISNEY

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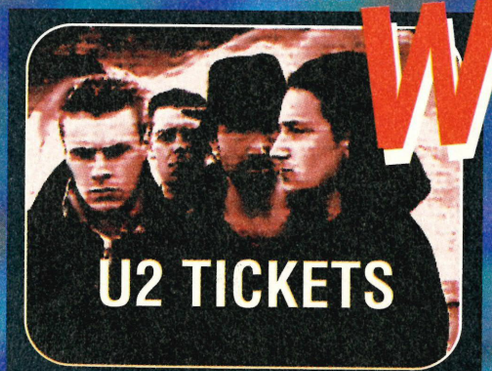

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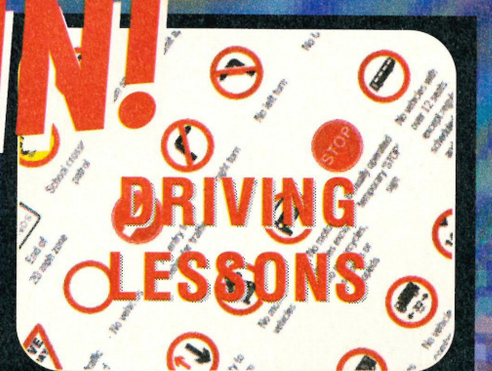

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DINGBATS MESSAGE
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Exit: What should Jason do to stop being bullied by the local drunks?
(Send to the normal address for the chance of a free cart!)

Final word: sorted!

We show you how to beat the top games – *Another World* becomes just that and *James Bond: The Duel* is beaten to a pulp.
If you like your games exposed, catch the tips on Page 78!

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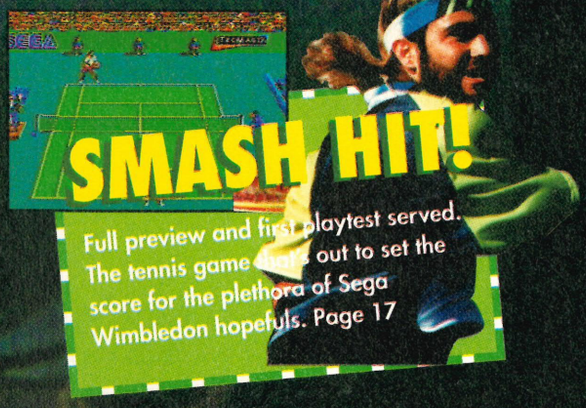

ARE YOU UP TO THE FIGHT?

Extensive reviews of the happening beat'em-ups; Fatal Fury on the Mega Drive and Streets Of Rage on Master System on pages 36 and 40.

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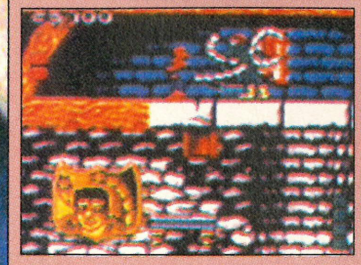

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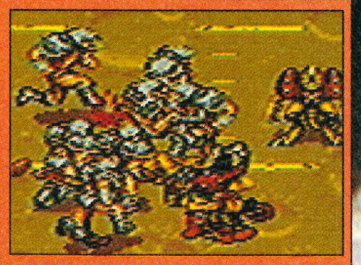

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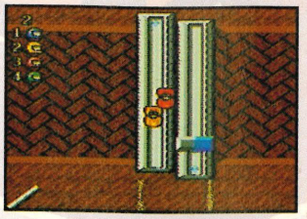
pro NEWS

CODEMASTERS GO LEGAL

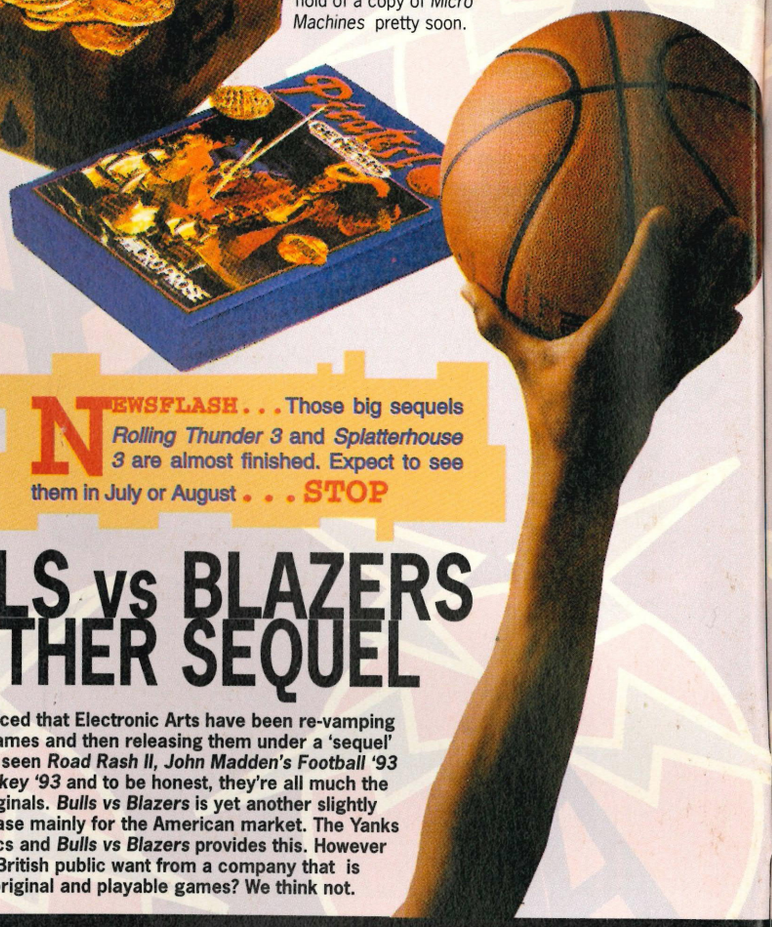


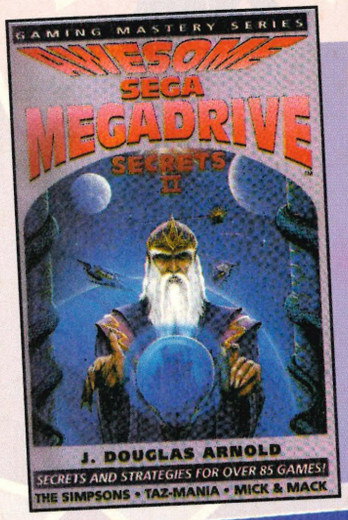
After untold amounts of hassle and an endless court case, Codemasters have finally come to an agreement with Sega over game licensing. After attempting to publish *Micro Machines* without the permission of Sega, they were thrown head-on into a nasty court battle with the big S. From the outset, it looked as if Sega would be the losers, but the outcome has now taken a strange turn. Codemasters won the rights to produce games independently of Sega, but have now renegotiated their position.

They have decided to market their products with official Sega backing after all. With Codemasters taking such an aggressive stance when court proceedings first took place, you would have though this would be the last thing on their minds. Sounds like someone's making mega-bucks somewhere down the line! At least you'll be able to get hold of a copy of *Micro Machines* pretty soon.

LICENCE ABUNDANCE!

Codemasters aren't the only company to receive official publishing licences. MicroProse and Psygnosis have both received rights to publish their own games for any Sega console, although Psygnosis will still publish the majority of their CD games for Sony. Both of the companies are currently working on Sega titles. Expect to see *Pirates* and *F-15 Strike Eagle* from MicroProse and *Puggsy* and *Wizzy and Lizzy* from Psygnosis.





SEGA SECRETS UNVEILED!

In last month's news, we unveiled the release of Corrish's console guide, a comprehensive tips guide for every games console on the market (even N@*t%*do!). This month they've released the follow up to Awesome Sega Mega Drive Secrets I. Awesome Sega Mega Drive Secrets II features tips and tricks for over 85 games on the Mega Drive.

Anyone wishing to buy the book will have to shell out a tenner, but we have ten books to give away to lucky SEGAPRO readers. All you have to do is pop a postcard to us! with the answer to this question: How many Games Masters has Dave Perry appeared on? Address your entry to: IT'S MY SECRET, SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Entries to arrive at our office by 10 May 1993.

NEWSFLASH... Those big sequels *Rolling Thunder 3* and *Splatterhouse 3* are almost finished. Expect to see them in July or August... STOP

SIMPLY THE BEST

Welcome to yet another well sorted, as Jase would say, edition of Britain's favourite Sega magazine. We're back down to £1.95 and, hopefully, that's where we'll be staying.

Over the past few months we have constantly reviewed more Sega games than any other magazine. And that doesn't include the ProFile, which is the most comprehensive Sega games catalogue that you'll ever see.

Add to that our top exclusives: *Cool Spot*, *Pro Action Replay* (MS), *Night Trap* (CD), *Global Gladiators* (MS), *Spider-Man 2* (GG), *Hardball III* and *Tiny Toon Adventures* this month, *Sunset Riders*, *Kris Kross* (CD), *Superman* and *James Bond* (MS) in April. Next month, we promise more of the same as top software companies line up to get their games reviewed in the best Sega magazine. Now where did I put my big hat?

We rarely 'ave a go, these days. We're such nice guys where before we used to be mean and horrible to everyone. All that we have to say for ourselves this month is that life is wonderful, the price of carts isn't!

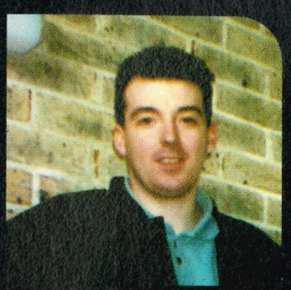
THE PROS

BULLS vs BLAZERS ANOTHER SEQUEL

Haven't you noticed that Electronic Arts have been re-vamping many of their games and then releasing them under a 'sequel' disguise? We've seen *Road Rash II*, *John Madden's Football '93* and *NHLPA Hockey '93* and to be honest, they're all much the same as the originals. *Bulls vs Blazers* is yet another slightly updated re-release mainly for the American market. The Yanks just love statistics and *Bulls vs Blazers* provides this. However is this what the British public want from a company that is reknowned for original and playable games? We think not.

A MONTH IN THE LIFE OF...

Pat Kelly



Naughty, naughty, very naughty! Pat has been trying his hand at law breaking, this month! Not only was he caught speeding one morning, he also had no MOT! Is Pat trying to follow in the footsteps of our professional law breaker, Marketing man Andy Smales, or is he trying to set a few records of his own?

Fave Game: *Cool Spot*

Dave Perry

Dave recently went to a college reunion and discovered that he could never return to the hectic social life that accompanies the title of Student. He spent the entire night talking to people that he didn't know, then slept on the floor in a drunken stupor dreaming of Bournemouth, beds and someone called Nicci!

Fave Game: *Mutant Football*

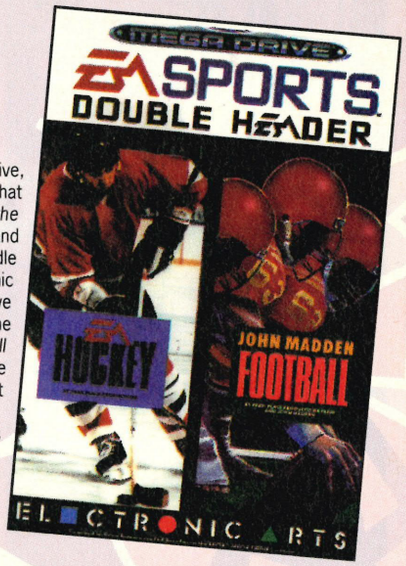
MEGA-CD SELL OUT

No sooner was the Mega-CD released in the US, it sold out! 35,000 machines went on sale and within 48 hours they had been snapped up! No doubt, the UK release will be as big a success!

EA DOUBLE BILL

When you shell out over £130 for your Mega Drive, it makes you wonder why the choice of game that comes with it can't be left up to you. *Sonic the Hedgehog* is beginning to wear a bit thin now and there's no sign of a *Sonic The Hedgehog 2* bundle – so is there any choice at all? Thanks to Electronic Arts there is. In conjunction with Sega, they have arranged a special limited edition bundle with the Mega Drive. *EA Hockey* and *John Madden Football* are the two excellent titles that are included in the deal. They'll be squeezed into a single 16-bit cartridge.

If you're looking to buy a Mega Drive, this could be the best deal around as these are two of the all-time greats on the MD. The bundle will cost £149.99 and will be available for a limited period from April.

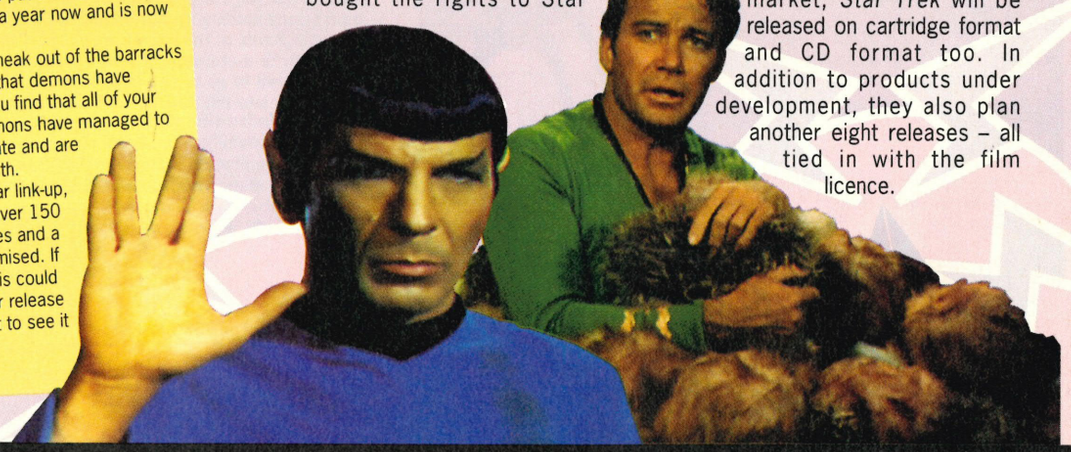


LONG-DISTANCE GAMING!

Just when you thought it would never be possible, along comes a new invention! The Teleplay System is about to hit your Mega Drive! What is it? Well, it's an add-on for the Mega Drive that allows you to play against someone in another room or even another town! Just how it does this is to do with modems, but the device is due to be on sale within the next couple of months. At the moment, nine games are expected to be released with the add-on, all featuring head-to-head gameplay. However, none of the kit is officially endorsed by Sega!

STAR TREK FOR THE MEGA DRIVE?

Interplay, a huge American games company, have just bought the rights to Star Trek. Although they primarily produce software for the PC market, *Star Trek* will be released on cartridge format and CD format too. In addition to products under development, they also plan another eight releases – all tied in with the film licence.



SMALL DEMON

Who would ever think of releasing an RPG on the Game Gear? Imagitec would be the first to admit that this is a more than ambitious product, but it isn't about to put them off. It has been in development stages for over a year now and is now finally close to completion.

As the captain of the guard, you sneak out of the barracks one evening to investigate a rumour that demons have invaded the world. On exploration, you find that all of your worst expectations are true. The demons have managed to enter the world through a spiritual gate and are now determined to take over the Earth.

Daemonsgate features a Gear-to-Gear link-up, 8,000 different game screens and over 150 game characters. Full combat scenes and a huge gameplay area have been promised. If you are an ardent RPG freak then this could be just the game for you! It's due for release on the Mega Drive, but don't expect to see it until late this year.

Sam Hickman

Sam has been bossing Jason about this issue. This girl is a torrent of personal abuse just waiting to be released at the slightest provocation. Put a single foot wrong and you're in for it. Don't do something that she asks you to do and it's even worse! Still, we're sure it's only a temporary lapse of control on her part!
Fave Game: *Tiny Toon Adventures*

Dino Boni

Dino has spent most of the issue sounding like the bloke who does the voice-over for the Carlsberg commercial due to a prolonged bout of Tonsillitis and Laryngitis! He suffered a non-stop barrage of jokes from everyone else in the office until he recovered and went back to his normal, squeaky voice.
Fave Game: *Night Trap*

Jason Johnson

Does anything ever go right for this cheeky chappy? Me thinks not. Our satchel carrying Jase is still recovering from his last tete a tete with a certain young Bournemouth girl who won't leave him alone! Don't worry, though, Jase, we've got stacks of work here that should take your mind off it!
Fave Game: *Tiny Toon Adventures*

Si Christopher

Seeing Simon in the office may be just a fond memory now that he's bought a Mac. Parting with the cash for it was a heartbreaking moment for Si but at least he can work at home now (nutter)! Since receiving a fan letter the other week, he has been completely star struck and is setting up his own fan club. Letters to the usual address...
Fave Game: *Cool Spot*

MEGA CD COLUMN

Hopefully, you all have your official UK Mega CDs in working order by now! Considering that the release date for the Mega-CD has come and gone, action on this front remains rather quiet.

There are many products still in the development stage. Core are currently working on *Chuck Rock 2* and *Thunderhawk*, although they won't be seen for a good few months yet. *Wolfchild* (also developed by Core) should be available now, and looks set to be a huge success.

There's still no sign of *Super CD Sonic* – even the Japanese haven't

seen it yet. However, it's supposedly making an appearance in UK shops in the next few weeks. As Sonic is Sega's frontman, they don't want to release anything that isn't up to the high standard of previous games!

Time Gal, reviewed in SEGAPRO #16, will unfortunately never be released in the UK. Renovation have decided that it is not right for the UK market (what do they know) which is very disappointing. Anyway, it features brilliant graphics and great music. Seems as if we are always losing out on the game release front.

If you've just bought your Mega-CD, don't be tempted to rush out and buy loads of games for it. All import software available will still carry the country code routines that stop you from playing the disc. If in doubt, always ask before you buy. It could all end in tears otherwise!

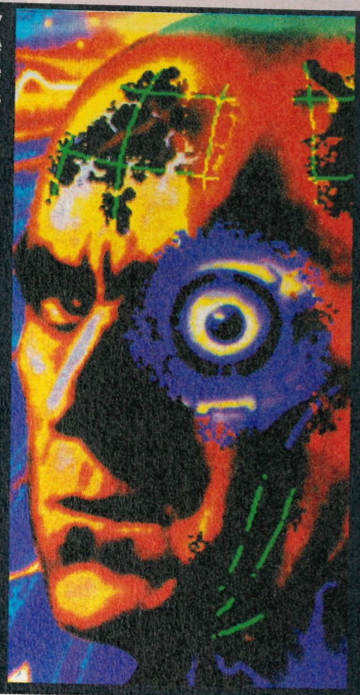
Games to look out for: *Dracula, Wolfchild, Microcosm, Sewer Shark, Jaguar XJ220 and Night Trap.*

WIN THE MEGA-CD

Don't have a Mega-CD yet? There's a super competition in this very issue. Not only will you win the CD unit, but a new UK Mega Drive and ten games!

NEWSFLASH . . . Hughes Training, Inc, has developed a new state-of-the-art game simulator. Named the Mirage, it uses technology that has been previously used for flight simulation. LucasArts have created many games, so watch out for it in the arcades in a year or two **. . . STOP**

whispers...



- Virgin are currently developing a version of the *Jungle Book*, due for release on the Mega Drive. If previous releases are anything to go by, this could be one of the biggest hits this year.
- *Jurrasic Park* hasn't been released in the cinema yet, but Sega have already snapped up the film rights. This is a huge game that looks set to be a summer scorcher.
- How much longer will we have to wait for *Sensible Soccer*? Not too long by all accounts. It's near completion and will hopefully be seen on the Mega Drive very soon.
- Domark are releasing a record to be timed with the release of *James Bond: The Duel*. It will be mixed by The Games Doctor and released through EMI. It may be good, but I can't see it being a hit (mind you anything's possible, what with the Seventies' revival and all that).
- On the subject of records, Psygnosis are also releasing a *Lemmings* tune, recorded by the KLF under the name of SFX, and Virgin are releasing a *Mega-lo-mania* compilation album to tie in with the game's release. Could this be a new trend for the future?
- Rumours are flinging about left right and centre concerning the release of *Street Fighter II*. Apparently there is no way that this will surface this month, although it will definitely be released soon.
- And lastly, *Splatterhouse 3* should be released in Japan soon and guess what? Jennifer's been kidnapped again! Someone rescue her for goodness sake.

ADVENTURES OF BOB

Funny name maybe, but this ultra-being looks set to become a star in 1993. BOB was created in Dr Hank's Robot Emporium (alias Electronic Art's programming lab) BOB was bumbling along through inter galactic space when his car crashed. This forced him into an emergency landing on the planet Goth. Unfortunately the inhabitants of the planet aren't too friendly, especially to metal droids! BOB doesn't care, though; he's prepared to go to any lengths to get off the hostile planet, back into the comfort of his own home The game includes elements of every imaginable type of adventure: It's a shoot-'em-up, beat-'em-up, puzzler and it has some comical elements in there too! BOB is currently being finished and should appear on the Mega Drive in June.

COMPO WINNERS

Just think, you could have already won a prize in our competitions and you'd never know if you didn't read this column! Winners from every competition that's been held over the last few months are listed here, so scan your eyes below and see if you're a lucky winner. Before we start, a special mention goes out to Michael Bennett of Yorkshire. This guy is the envied winner of the Mega-PC competition! Clear a space for it Michael, we'll be round with the goods soon!
As for the rest:

MEGA-CD COMPETITION
Winner: Brian Campbell, West Lothian

VIRGIN VIDEO COMPETITION
Camcorder Winner: Steve Kennedy, Dartford
Mountain Bike Winners: Steven Calver, East Sussex; Richard Wood, Leamington Spa
Bomber Jacket Winners: S Gamby, Midddlesex; J Payne, Kent; D Welch, Cheshire; A Burke, Swansea and Gillon Hunter, Co. Durham.
T-Shirt Winners: Michael Boardman,Boughton; Laura Farish, Surrey; Nicholas Axtell, Bedfordshire; Craig Ackerley, Cumbria; Mark Roberts, Manchester; Tracey Rowland, Staffs; Gabrielle Le Couter, Channel Islands; Sam Cleave, Kent; M Netson, Basildon and C Albrecht, Essex.

I NEED A NEW JOYSTICK
Andrew Jagger , Leicester; Richard Sampson , Notts; S Feeney , Leeds; Paul Johnson , Co. Durham; Nicholas Jackson , Oxon; Clive Bailey , Basildon; David Massheder , Eltham; Stephen Bennett , Kent; Patrick Phillips , West Glamorgan and Adriana Toti, Derby.

YOU'VE GOT IT, WE WANT IT
Thomas Wiles, Wirral; Richard Taylor , Cornwall; Majid Minhas, Surrey; Sarah Worrall, Canterbury; Graeme Dixon, Fawdon; Terry Dunn, Ashington; Peter Mayhew; Devon; Robert Staples, Kent; A Rhodes, Surrey and Adam Brimmer, Malta.

HAND OVER THOSE TICKETS
S Cox , Bristol; Sean Cregan , Edinburgh; Adam Mottau , London; Andi Critchlow , Derbyshire; Y Clancy , Middx; J Agate , Norfolk;Anon , Surrey; Matthew Walker , Derbys; Gus McTiernan, Purley and Mary Wilson, West Sussex.

VOUCHERS

OUR PRICE music

ALERT!

You may have noticed that SEGAPRO have started to publish the Our Price game charts since issue #18. To celebrate their arrival into the magazine, Our Price are offering five vouchers worth £20 as prizes. The vouchers can be exchanged at any Our Price store, so start thinking about the game you want now! As ever, all you have to do is answer the simplest of questions!

Q What was number one in the Our Price game charts (Mega Drive) in SEGAPRO #18?

A.....

Name.....
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LANDMARK v2.00 PERFORMANCE COMPARISON CHART

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20 MHz	25 MHz	31 MHz	47 MHz	51 MHz	66 MHz	54 MHz	67 MHz	84 MHz	92 MHz

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Power meter aggregate MIPS performance increases by up to 2 times using the hardware multiplier, which also provides an overall performance of 92MHz using Landmark's latest version Speedcom 2.00 performance benchmark. This is almost 3 times as fast as a 386SX - 25 CPU (see Landmark Speed Chart above). Beware of competitors quoting the older version Landmark 1.14 which often gives misleading benchmarks.

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NEWS FROM JAPAN

PRO DATES

MEGA DRIVE

MARCH

5	DESERT STRIKE	EA Victor	8Mbit
12	NINJA WARRIORS	Taito	CD
12	DEVESTATOR	Telenet	CD
19	SIM EARTH	Sega	CD
19	SPLATTERHOUSE 3	Namco	8Mbit
25	BLUE WOLF	Koei	10Mbit
26	OUTRUN 2019	Sega	8Mbit
26	GOLDEN AXE 3	Sega	8Mbit
26	FINAL FIGHT	Sega	CD
26	DARK WIZARD	Sega	CD
26	CYBORG 009	Telenet	CD
26	GODS	PCM	8Mbit
26	JAGUAR XJ220	Victor Music	CD
27	SANOKUSHI III	Koei	CD

APRIL

2	NBA BASKETBALL	EA Victor	4Mbit
2	RANMA 1/2	Nihon	CD
16	PGA TOUR GOLF II	EA Victor	8Mbit
23	LEAGUE PRO STRIKER	Sega	4Mbit
23	SWITCH	Sega	CD
30	POPPENLAND	Shul	CD
30	GAUNTLET	Tengen	8Mbit
30	ALIEN	Big Tokai	8Mbit
30	ULTRAMAN	Marba	8Mbit
??	ARCUS ODDESSY CD	WolfTeam	CD

MAY

14	JAMES BOND 007	Tengen	4Mbit
21	LHX ATTACK CHOPPER	Tengen	8Mbit
25	ILLUSION CITY	Cabin	CD
31	LEGEND OF THE KNIGHT	Kodansha	8Mbit
31	STEEL TALONS	TENGEN	8Mbit
??	3 X 3 EYES	Cabin	CD

GAME GEAR

MARCH

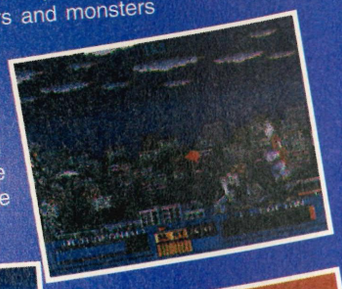
19	BUYO BUYO	Sega
26	MAGICAL CRYSTAL	Sega
28	SHINING FORCE	Sega

APRIL

14	SEA OF HARIMA	Sims
20	LAND OF ILLUSION	Sega
28	HYPER BASEBALL	Sega
30	KICK & RUSH	Sims
30	OUTRUN EUROPA	Sega

ULTRAMAN AHOY!

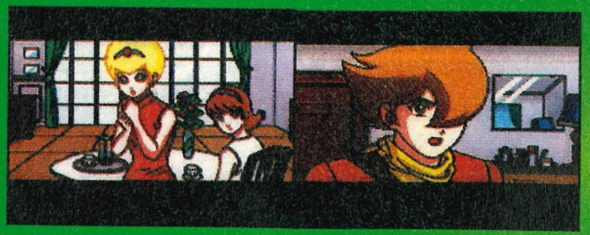
Possibly the worst game on the SNES has been converted over onto the Mega Drive. *Ultraman* is a one-on-one beat-'em-up based around a Japanese B-Movie series about a giant super-hero who spends most of his time fighting huge aliens, dinosaurs and monsters while destroying whole cities underfoot! The star of the game has a whole range of special attacks that he can use, but these have to be charged up slowly. The SNES version was complete and utter drivel and we hope for everyone's sake that the Mega Drive version is 5000% better!



SEGA GET ZAPPING

As you may already know, Sega are a massive company that produces a whole range of electronic games, coin-ops, consoles and toys. The newest Sega toy is based around the popular game of Quasar, where you have a target on your body and a gun that fires infra-red light that can be picked up by the sensor. Every time you make a kill, a small computer inside the sensor keeps score and, at the end of the game, the winner is disclosed. The Sega version features a head band sensor complete with visor and a separate gun. Currently retailing at around £20 per set, wouldn't it be great if Sega decided to release this toy over here?!

THUNDERING ALONG



Thunder 009 is one of the most popular Japanese cartoons at the moment and concerns a young member of an Anti-terrorist group in the early 22nd century. Not a lot of information on this game is available at the moment, except that it will appear on the Mega-CD and will feature a lot of full-motion video of the cartoon.

The actual game is said to be a one- or two- player platform game similar to *Rolling Thunder 2*, where the second player takes control of a female agent called 003. As soon as we have some more news on this exciting game, you'll be the first to know!

世界のテレビゲーム事情これだ！

Jap CHARTS

MEGA DRIVE

1	NEW	STREETS OF RAGE II
2	3	SUPER COLUMNS
3	NEW	YUMIMIX
4	1	SONIC 2
5	2	SUPER MAH-JONG
6	9	LANDSTALKER
7	4	WORLD OF ILLUSION
8	NEW	SHINING FORCE
9	6	TURTLES
10	NEW	THE THIRD WORLD WAR

GAME GEAR

1	RE	SONIC 2
2	1	SHINING FORCE GAIDEN
3	2	STREETS OF RAGE
4	3	GG SHINOBI II
5	4	BATMAN RETURNS

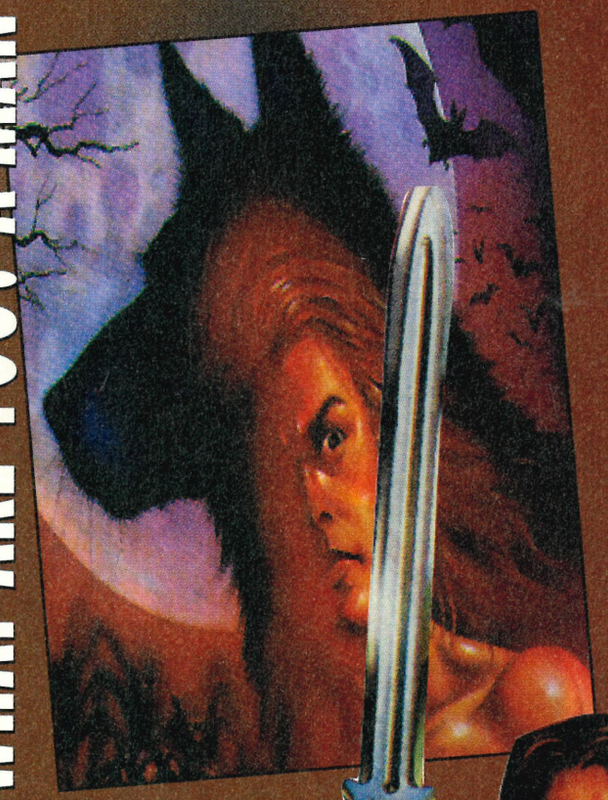
SONIC WEARS BOXERS

Sonic merchandising over here hasn't done all that well considering the number of people who bought the game. In Japan, it's a different story! As we reported a few months ago, the amount of Sonic gear that you can buy in any decent shop in Japan has doubled over the last few months, but we didn't believe the story about the boxer shorts. We can now exclusively reveal that you can, in fact, buy a pair of sexy, Sonic boxer shorts in many Japanese department stores!

Whatever will they think of next?!

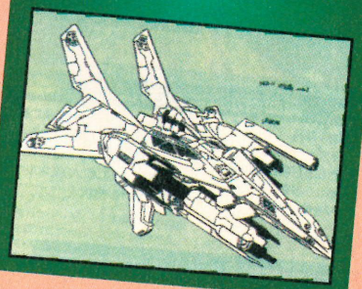
WHAT ARE YOU? A MAN OR A WOLF

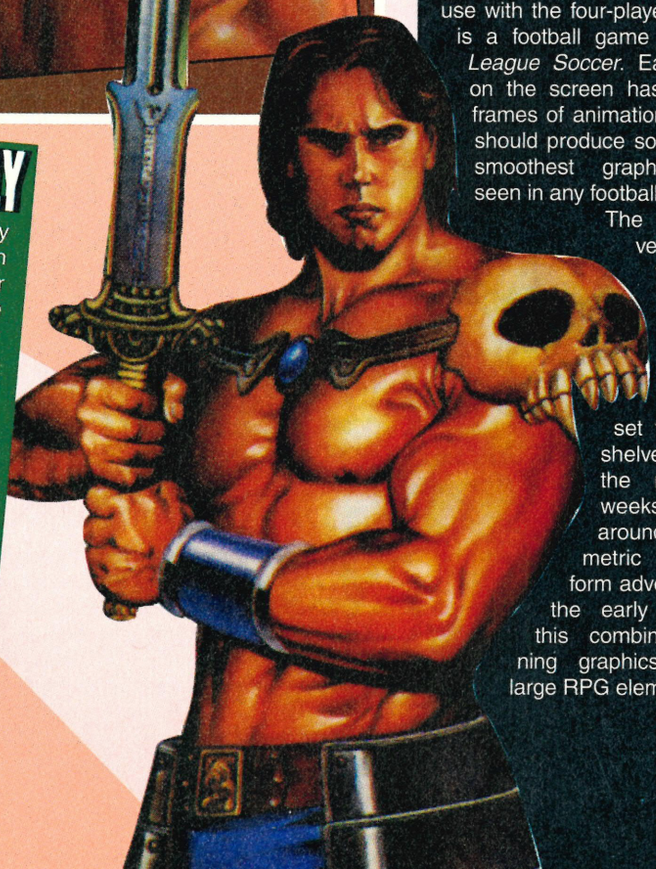
The Mega-CD version of *WolfChild* is finally finished and should be available officially by the time you read this. Converted from the Amiga original by Core Design, the game revolves around a super hero-type man who can transform himself into a werewolf. The game is a cross between platform and beat-'em-up action. The graphics are stunning to say the least and some of the backgrounds really take your breath away.



COMING ON NICELY

Slipheed is coming along nicely and is all set for release in Japan at the end of April. The vector and fractal graphic routines have been speeded up considerably and the game is now said to compare favourably with Nintendo's new flagship game, *StarFox*! Game Arts are producing this stunner on the Mega CD and are trying to pump every last ounce of power out of the machine. We wait with baited breath...





NIP BITS

Phantasy Star IV is shaping up well. The latest 16Mbit cart from Sega is around 30% complete, with the rest of the development time spent on tidying up the main game code and improving the graphics. Expect an imminent release sometime around the end of July.

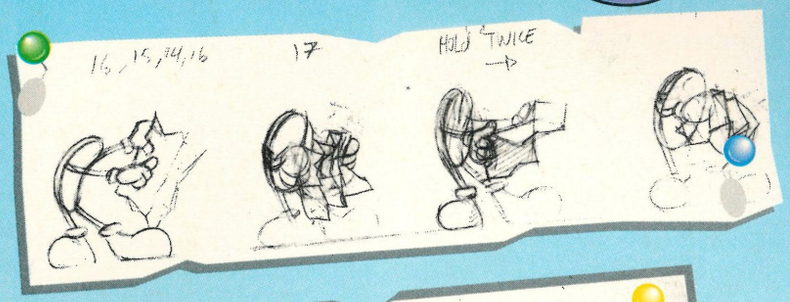
Gauntlet, the ancient four-player game that sparked a whole series of clones, is being written on the Mega Drive and will be bundled with a special four-player adapter, allowing all the characters to play together. All the coin-op features will be included in the conversion and it is expected to be released by the end of the summer.

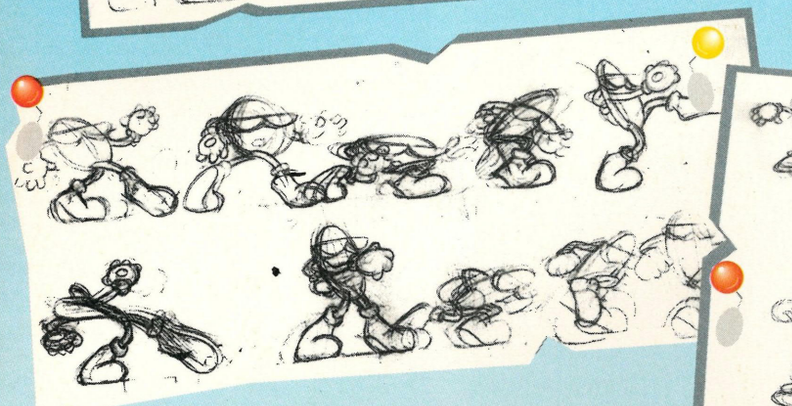
Switch, covered in last month's column, has finally been given a release date in Japan. Prepare to wince at the Japanese sense of humour on 23 April.

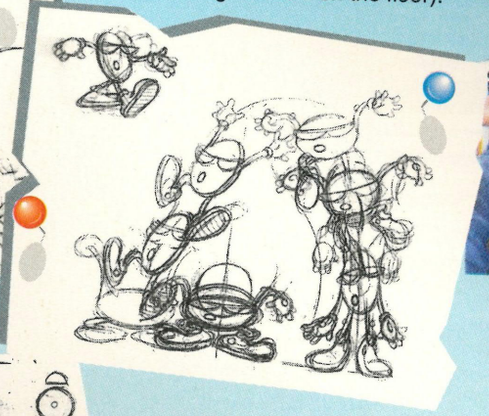
The Japanese are still more partial to a massive RPG than any other type and the latest release to spark a massive amount of interest within the media is called *Illusion City*. Set in a cyberpunk universe, this massive 4400Mbit game will be released on the Mega-CD sometime in May. However, due to the huge amount of Japanese text and speech, it will be unplayable over here until the English conversion is released!

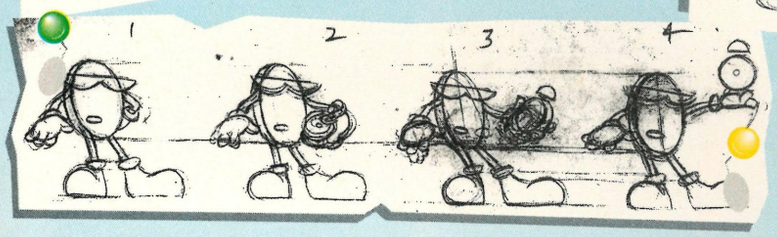
The next game planned for use with the four-player adapter is a football game called *J-League Soccer*. Each sprite on the screen has over 50 frames of animation and this should produce some of the smoothest graphics ever seen in any football game!

The CD conversion of the Amiga classic, is finished and all set to hit the shelves within the next few weeks. Based around the isometric 3-D platform adventures of the early Eighties, this combines stunning graphics with a large RPG element.



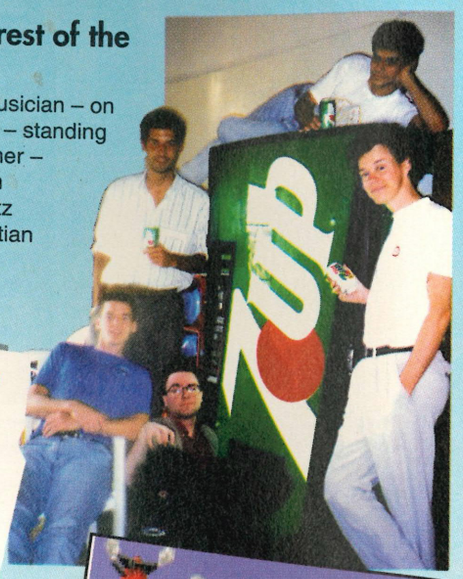






David Perry and the rest of the Cool Spot team!

They are Tommy Tallarico (musician – on top!), Bill Anderson (designer – standing right), David Perry (programmer – standing left), Shawn McLean (Animator – sitting), Mike Dietz (animator – gorilla) and Christian Laursen (presentation and backgrounds – on the floor).



David Perry is a name that's been branded about the industry recently. From relative obscurity, he has made a name for himself as one of the top Sega programmers. His second Mega Drive game, *Global Gladiators*, was voted the best third party Mega Drive game of the year at the recent Sega Of America Awards Ceremony. His third Mega Drive game, *Cool Spot*, impressed Sega US so much that they snapped the publishing rights from Virgin Games, Inc.

Although Dave's name may be new to Seaga owners, he's a real whizz after ten years of programming the Sinclair Spectrum and the Amstrad CPC – on which he programmed the best *Smash TV* release on any format, and the number one, 600,000 selling, hit, *Teenage Mutant Ninja Turtles*. The success of the Turtles, David admits, ensured him a bite at all the top conversions. It was, as he says, "his big break".

It was shortly after this break that he was invited, by Virgin Games, to program his first Mega Drive title. The game was *The Terminator* which was reviewed 11 months ago in SegaPro#8, receiving 90% then, and still command a healthy 89% in the ProFile!

After another couple of Spectrum and Amstrad conversions, David started developing full-time for the Mega Drive. *Global Gladiators* (SegaPro#17, 93%) was only his second Mega Drive effort! The job brief was that the characters had to be cool, ozone friendly and that the game had to be completed in six months!

Cool Spot was only the third Mega Drive game taken on by the team. It took three months to program, one month to test and a further two months to pass it through the Sega quality system!

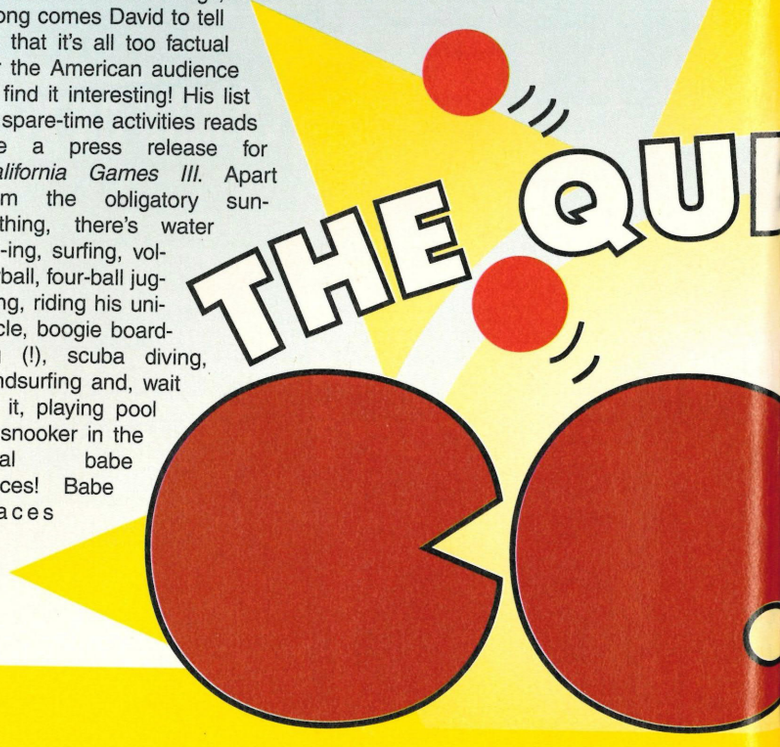
When the team start a new project, David works almost non-stop for the first few weeks. Once he gets something up and running, it motivates the rest of the team. He works with three main criteria in mind. These are the graphics, music and playability (gameplay and challenge combined). Successful games don't let any of the three suffer. He says, "All three must be of a high quality, make a strong impact, but never overshadow each other".

After talking extensively to David, it's hard not to notice his enthusiasm for his vocation – the quest for cool. His unmistakably Irish accent is already becoming heavily Americanised after only 15 months in the States. Just as well, really, because he has just been accepted for his Green Card, which allows him special privileges and is half way towards an American citizenship.

Although he may not know it, when he talks, he conveys the message that he loves what he's doing. And why not? Here is the guy who's living the dream. A Californian lifestyle, a red sports car and a rewarding and interesting line of work.

David raves about his "Baywatch" lifestyle too. Just when I'd convinced myself that the TV series was a cruel phoney, produced to make us all suffer from our own relatively unglamorous surroundings, along comes David to tell us that it's all too factual for the American audience to find it interesting! His list of spare-time activities reads like a press release for *California Games III*. Apart from the obligatory sunbathing, there's water ski-ing, surfing, volleyball, four-ball juggling, riding his unicycle, boogie boarding (!), scuba diving, windsurfing and, wait for it, playing pool or snooker in the local babe places! Babe places being the local girlie hang-outs.

David has certainly achieved his primary goal of living in paradise and driving a fast red sports car, but there's just a feeling that he still has quite a lot to offer Sega games players.



THE DAVID PERRY INTERVIEW

As California is eight hours behind, Pat stayed late one night, called David on his Spot phone and asked him eight questions about *Cool Spot*. That's one question for each hour difference!

In your own words, what is Cool Spot all about?

It's all about a word I use a lot now that I'm in California – being SUPER Cool. That's it. There is nothing else behind it. Where 7-UP have their Fido character in Europe, they have Spot in the States. Both characters are displayed as being groovy. That's what *Cool Spot* is all about from the animation right down to the music.

Who conceived the idea for the game?

7-UP with their really groovy adverts. This gave us plenty of material to start with and the conception of Spot having fun was developed from there.

How was the initial idea translated into its current form?

When the game was designed, every member of the team had their input. Sometimes ideas would be taken from something else and refined until everyone is happy with it. Most importantly, if things don't work, I'm happy to start back at the beginning so they do work.

More simply, we take the idea and we keep working on it until we are entirely happy with it.

What influences were drawn from for inspiration?

Trying not to copy Mario or Sonic, but creating our own angle and maintaining fun and coolness.

Is there anything that you'd like to have seen in the finished version that couldn't be implemented?

There always is that nagging feeling, but we are pretty happy with the results. Some ideas cropped up later on, so all I can say is watch out for the next adventures of SPOT!

What, in your opinion, makes *Cool Spot* different from other character-based platforms?

Cool graphics, cool music and a silly bendy round character.

How long has the project taken and what will you be working on next?

Cool Spot has taken six months from start to finish. It's a standard time for all our developments. *Jungle Book* is a couple of months into development and it's looking very smart. I'm also starting on the development of another high calibre licensed product.

...PROFILE...

Name	David Perry
Age	26
Job Title	Programming Team Leader
Job Description	Coding games in unbelievable deadlines
Live in	Dana Point, California
Work in	Irvine, California
Favourite Food	Candy from the machine in the office because I work so late
Favourite item of clothing	Cindy Crawford's bikini
Favourite Music	Soundtrack to *Jungle Book*
Type of car	Fast Red Sports Car
Big Break	Moving to England
Ambitions	To sell half a million *Cool Spot* and a million *Jungle Book* carts
Favourite Games	*Ecco* and *Super Monaco GP*
Favourite Person	The rest of the *Cool Spot* team

MAGNOLOGY

17 Spectrum games
11 CPC games
2 Amiga games
2 ST games
1 C64 game

CARTOLOGY

The Terminator	Mega Drive
Global Gladiators	Mega Drive
Cool Spot	Mega Drive
The Jungle Book (wip)	Mega Drive

Provided source code or machine control engine for:

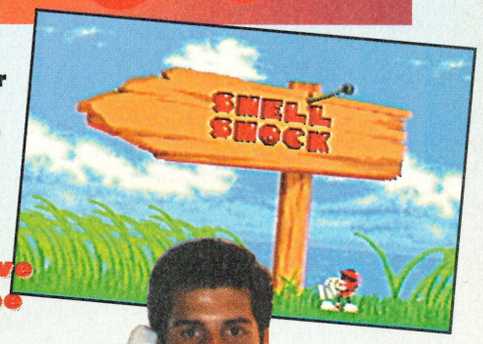
The Terminator	Mega-CD
Robocop vs The Terminator	Mega Drive
Dinoblaze	Mega-CD
Cool Spot	Mega-CD

Design & Control support for:

Global Gladiators	Game Gear, Master System, SNES, Game Boy, Amiga
Cool Spot	Game Gear, Master System, SNES, Game Boy, Amiga
G-LOC	Mega Drive

What is your favourite machine?

Sega, of course! The Mega Drive is an easier system to work with and more time can be spent on playability.



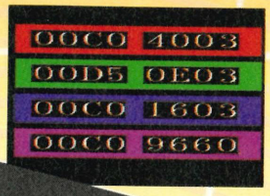
The world-wide exclusive Cool Spot review can be found on page 24.

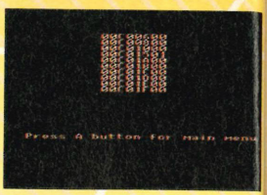
EST FOR OOL

His fast, red sports car is seen at the local babe places in California, USA. This British programmer is living the programmers' dream – a fast sports car and a Californian lifestyle. His name is David Perry and he, together with his 'elite' team, is on a quest for cool. Pat Kelly talks to the guy who has become Sega's top programming star.

pro

FEATURE





Here are the screens that you'll see when using the Master System Pro Action Replay. The recognisable parameter display is simple to follow and the main menu covers all you need. Finally, the codes are displayed for you to write down. Simple!

Datel Electronics, the mean bunch of games busting cartridge designers who produced the first ever programmable Mega Drive system, have done it again. This time Sega's 8-bit Master System receives the royal treatment, and it's just as effective. Jason "coded" Johnson finds out that invincibility is at long last possible on the Master System.

Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

Pro Action Replay, described as The Ultimate Game Busting Cartridge For The Master System, has taken quite a while to appear. Advertisements have been in circulation for what appears to be ages and the Mega Drive version has been available for over a year.

Open up the plastic box and the Pro Action Replay is virtually identical to a standard cart, as would be expected. An enclosed instruction manual is much thinner than the Mega Drive version, but it's all in plain and simple English.

The useful Games Busting Codes book includes the necessary *Sonic* and *Sonic 2* cheats along with another 50 or so codes. This should get you off to a good start and the Trainer Mode will guide you through busting any other game you may have.

Four games busting techniques are included, with detailed instructions on how to put them into effect. This differs from the Mega Drive version that includes five methods, but after using the main techniques there didn't appear to be much difference.

It could be said that the Master System version is easier to use and far quicker, but then again with fewer memory bins to search this is to be expected. Another difference is that instead of pressing RESET to access the menu, you press PAUSE, which takes a little while to get used to.

Closer inspection of the trainer techniques reveals that there's a difference in so far that you're able to search for single items. This may include bombs or power-ups. Even though it's described as the last resort, searching out single items is far simpler than the MD version's method. It is also extremely useful.

When you're using the Trainer with the MD version, you are immediately given a number of possibilities. This doesn't happen with the MS Action Replay and it's annoying to say the least. The only way of seeing the possibilities is to list them from the menu.

The Pro Action Replay for the Master System has been a long time coming, but it is already an essential piece of hardware – maybe we can finish *New Zealand Story* now!

ACTION REPLAY PRO CODES

New codes will be published every month in SEGAPRO, so if you 'bust a game wide open' and want the cheats published for all to see, please send them in to: ProTips, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.
You can call Datel on (0782) 745992. There'll be someone there to help you from 9:00 to 5:00 Monday to Friday and 9:30 to1:30 Saturdays.

ALIEN 3
00C4 2763
Unlimited machine gun.
00C4 2B63
Unlimited Bazooka gun.
00C4 2963
Unlimited flame.
00C4 2D63
Unlimited Grenade.
00C4 2F63
Unlimited other option.
00C4 6A63
Unlimited energy.

ASTERIX
00C0 9D03
Infinite lives.
00C0 9A03
Invincibility.

BACK TO THE FUTURE II
00C3 6B05
Infinite energy.
00C3 6304
Infinite lives.

BANK PANIC
00C0 1F03
Infinite lives.

BART VS THE SPACE MUTANTS
00C0 1003
Infinite lives.
00C3
AF09
Infinite time.
00C3 E9BE
Infinite paint.

BUBBLE BOBBLE
00CE B703
Infinite lives.
00DB 000X
Replace X with a number for level select (switch Action Replay off at the end of the level).

CHASE HQ
00C2 8203
Infinite Truro's.
00C2 3836
Infinite time.
Level Select:-
00C2 210X
Replace X with a number (0-2) to change the round.
00C2 200X
Replace X with a number (0-4) to change the stage.
00C2 5380
Full damage to villains car (hit him once when you catch him and he dies).

DICK TRACY
00CE 6703
Infinite lives.
00C1 ED06
Infinite energy.

DOUBLE DRAGON
00CB 2B03
Infinite lives.

THE FLINTSTONES
00C9 A504
Infinite sand timer.
00C9 F20F
Infinite paint.
00C9 A203
Infinite lives.

GAUNTLET
00C8 3F96
Use with code below.
00C8 0F96
Use with the above code to give infinite health for one or two players using any character. (Action Replay should be switched off between levels, switch off when entering exit and on resuming play).

GHOULS & GHOSTS
00C0 3302
Infinite lives.
00C0 4C02
Invincibility.
00C0 4B40
Fire and thunder.
Magic stays full.

G-LOC
00CB 2C38
Infinite time.
00CC 0E28
Infinite missiles.
00CC 0D07
Infinite armour.

GOLDEN AXE
00C0 0503
Infinite lives.
00C1 871F
Infinite energy.
00C0 060X
This parameter gives unlimited Magic. e.g. enter:
00C0 0601 for unlimited Magic 1
00C0 0602 for unlimited Magic 2 etc.

INDIANA JONES & THE LAST CRUSADE
00C9 8706
Infinite lives.
00C9 7305
Infinite whips.
00CB B907
Infinite time.

MICKEY MOUSE: CASTLE OF ILLUSION
00C0 BD03
Infinite energy.
00C0 C803
Infinite lives.
00DC 0005
Infinite time.

NEW ZEALAND STORY
00DD EC03
Infinite lives.
00DE 1504
Invisible.

OUTRUN
00DE 0172
Unlimited time. (Only activate Action Replay when race has started then turn off when finished).

PAC-MANIA
00C0 4003
Infinite lives.

PAPERBOY
00D5 0E03
Infinite lives.
00D5 0F0A
Infinite papers.

R-TYPE
00CE 0103
Infinite lives.

SHADOW DANCER
00C0 5903
Infinite lives.
00C0 5A03
Unlimited special attacks.

SHINOBI
00C0 7A02
Infinite lives.
00C0 6C06
Infinite energy.

SONIC THE HEDGEHOG
00D2 3EXX
Level select, replace XX with the following for an appropriate level. Switch Action Replay on before the start of the game and then off when the required level is started.

XX	ZONE	ACT
00	Green Hill	1
01	Green Hill	2
02	Green Hill	3
03	Bridge	1
04	Bridge	2
05	Bridge	3
06	Jungle	1
07	Jungle	2
08	Jungle	3
09	Labyrinth	1
0A	Labyrinth	2
0B	Labyrinth	3
0C	Scrap Brain	1
0D	Scrap Brain	2
0E	Scrap Brain	3
0F	Sky Base	1
10	Sky Base	2
11	Sky Base	3
12	End Game	

00D2 AAXX
Keeps XX rings.
00D2 4603
Unlimited lives while Action Replay is enabled.
00D4 1105
Switch Action Replay on for Turbo Sonic, turn off to resume to normal.

SONIC THE HEDGEHOG 2
00D2 9803
Infinite lives.
00D2 9905
Invincibility (always keeps 6 rings). Turn Action Replay off at the end of the Act but back on again at the beginning of the next one.
00D2 950X
Zone. Activate the enable switch after the first two title screens but before the level starts. After the level starts disable the Action Replay.
00D2 960Y
Act. Activate the enable switch after the first two title screens but before the level starts. After the level starts disable the Action Replay.

X	ZONE	Y	ACT
0	Underground	0	1
0	Underground	1	2
0	Underground	2	3
1	Sky High	0	1
1	Sky High	1	2
1	Sky High	2	3
2	Aqualake	0	1
2	Aqualake	1	2
2	Aqualake	2	3
3	Greenhills	0	1
3	Greenhills	1	2
3	Greenhills	2	3
4	Gimmick Mt	0	1
4	Gimmick Mt	1	2
4	Gimmick Mt	2	3
5	Sc Egg	0	1
5	Sc Egg	1	2
5	Sc Egg	2	3
6	Crystal Egg	0	1
6	Crystal Egg	1	2
6	Crystal Egg	2	3

SPACE HARRIER
00C1 2302
Infinite Lives.

SPEEDBALL 2
00DA 0B14
Unlimited Money

SPELLCASTER
00C0 2520
Infinite Strength.

STRIDER
00D4 8503
Infinite lives.
00D2 6507
Infinite timer.

SUPER MONACO GRAND PRIX
00C3 6201
Come first every time.

SUPER SMASH TV
00C5 1007
Infinite lives.

SUPER SPACE INVADERS
00C2 EE03
Infinite lives.
00C2 F003
Infinite energy.

TAZ-MANIA
00C1 0005
Unlimited lives.

THE TERMINATOR
00CC 163C
Infinite energy.

TOM & JERRY
00C4 3908

VIGILANTE
00C0 1403
Infinite lives.
00C2 544F
Infinite energy.
00C2 9154
Infinite time.

XENON 2
00D0 E203
Infinite lives.

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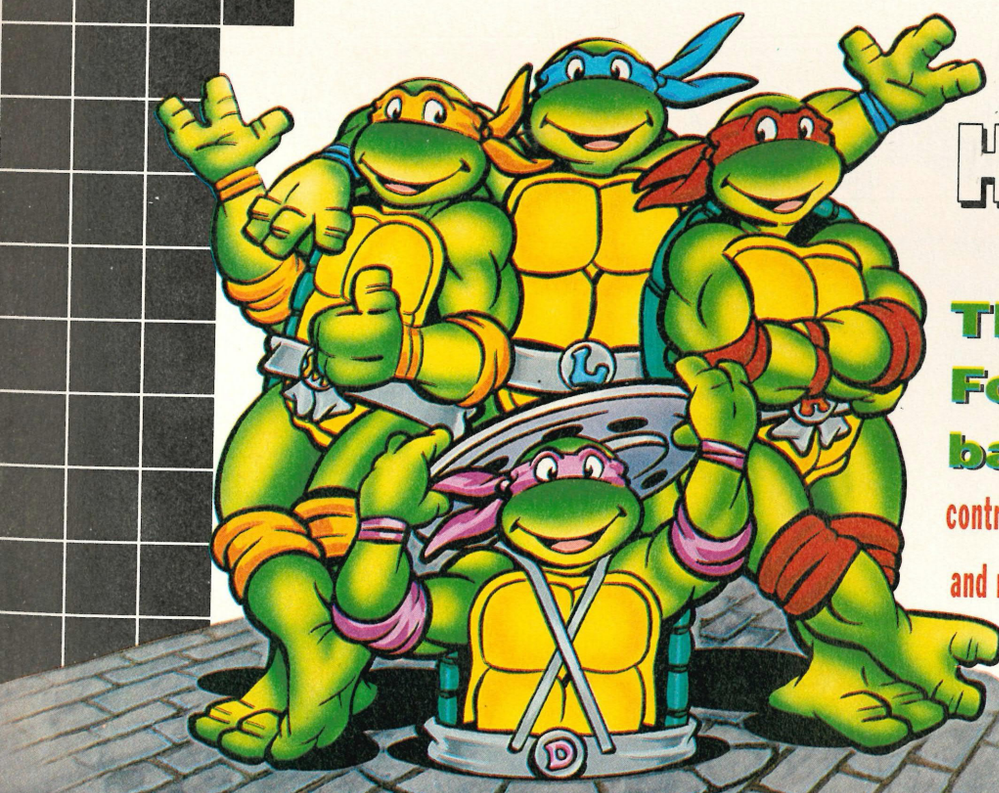

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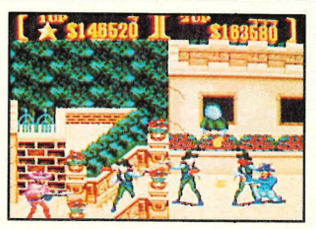

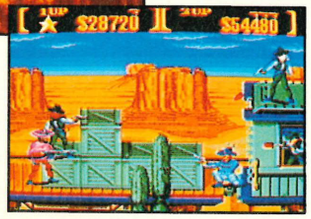

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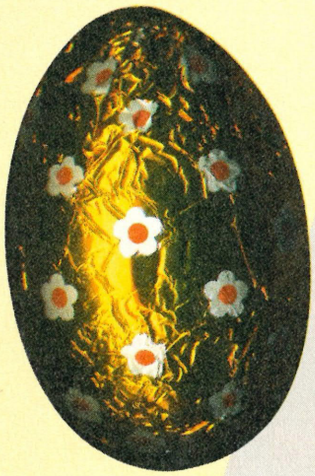
PRO DATES

MASTER SYSTEM

BATMAN RETURNS
SEGA £32.99
The Caped Crusader aka Batman, battles to save Gotham City from the evil plans of the Penguin, a deformed human who has spent most of his life in the sewer system of the city. (SEGAPRO#18, 53%)

TECMO WORLD CUP SOCCER
SEGA £32.99
This has been doing the rounds in the arcades for a while now, so it's about time a console version was released. Yet another journey into the "Ball-sticks-to-your-feet" line of football games. (SEGAPRO#18, 69%)

LAND OF ILLUSION
SEGA £32.99
Disney's first character makes it onto the Master System again in his second adventure. It sports the same cute, colourful graphics and platform gameplay as its predecessor and is set to jump to the top of the Master System charts. Reviewed in this issue.



JAMES BOND 007
DOMARK £32.99
Bond who has to save the world from an evil Professor who plans to blackmail it with a new, super powerful orbiting laser. He intends to launch it from his private island somewhere in the Pacific and only Bond can stop him. (SEGAPRO#18, 78%)

GEORGE FOREMAN'S KO BOXING
ACCLAIM £32.99
George may be a bit over the hill now, but he can still throw a mean punch when it counts. This puts you in his shoes as you fight for the Super-Heavyweight Championship of the world against a series of computer-controlled opponents. (SEGAPRO#15, 69%)

GAME GEAR

MASTER OF DARKNESS
SEGA £32.99
You take on the part of a young professor who is knowledgeable in the occult. He is the only person capable of killing the Vampire and ridding Victorian London of its most evil inhabitant.

HOME ALONE
SEGA £32.99
Kevin has been overlooked in the family's rush to get to the airport for their Christmas break and is all alone until two fairly stupid burglars take a sudden interest in all the houses in his street!

MEGA DRIVE

ATOMIC RUNNER
SEGA £39.99
Aliens have suddenly attacked Earth without warning and while the bombs are falling in their thousands, your father leads you to his secret underground lab and shows you his newest creation - the Atomic Suit. (SEGAPRO#12, 79%)

ROLLING THUNDER 2
SEGA £39.99
This game has been available on import for quite a while. The only problem is that it would only work on SCART Japanese machines and so most of us were forced to sit and wait for the official version.

CAPTAIN PLANET
SEGA £39.99
With the whole world turning "Green", it's been surprising that console games haven't been following suit. *Captain Planet* changes all that and turns the popular TV cartoon series into a planet-friendly platform game.

CYBORG JUSTICE
SEGA £39.99
Robot fighting games aren't anything new, but Sega's latest beat-'em-up adds a new perspective to the theme – after you've knocked the stuffing out of one of the other robots, you can pick up pieces of them and bolt them onto your robot!

SIDE POCKET
SEGA £39.99
This pool game has been available on American import since last August and is simply a pool game with a few extra bits bolted on for good measure. There's a National competition, where you travel across America, playing the best pool shooters in the land and then there's the trick-shot competition if you really want to show off to your friends. (SEGAPRO#13, 64%)

G-LOC
SEGA £39.99
There have been quite a few aircraft combat games in the past and after the dismal display given by *AfterBurner III*, this is quite a breath of fresh air. You take control of a super-sonic plane armed with missiles and a powerful machine gun and fly a series of missions, destroying a given amount of targets before moving onto the next stage. (SEGAPRO#18, 80%)

EX-MUTANTS
SEGA £39.99
After a nuclear war, most of the surviving population was transformed into mutants by the high levels of radiation. A robotic scientist discovered a way of transforming mutants back into their original human form and tested it on a few he captured – it worked. (SEGAPRO#17, 69%)

TWO CRUDE DUDES
SEGA £39.99
This has been out on import for so long that many people have a Japanese copy. Sega are still releasing this two-player beat-'em-up so those of you who haven't played it will be able to enjoy this violent, action packed game.

GRANDSLAM TENNIS
SEGA £39.99
Wimbledon is just around the corner and everyone is cashing in on the sudden surge of interest in Tennis. There's not much you can say about a game like this really, except it's the same game as *Jennifer Capriati Tennis*. (SEGAPRO#14, 69%).

FATAL FURY
SEGA £39.99
Street Fighter II may be looming on the horizon, but Sega are still confident that this Neo-Geo conversion will wet everyone's appetites for a serious bout of one-on-one fighting! Reviewed in this issue.

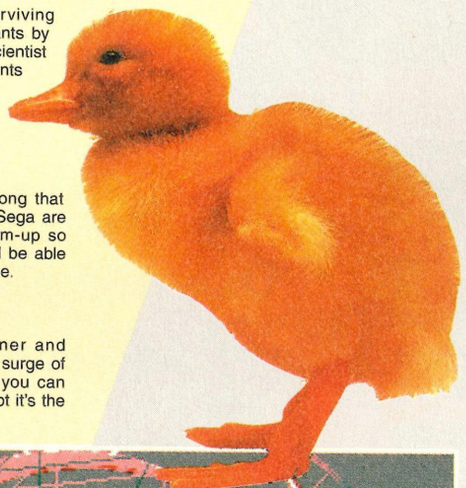
STEEL TALONS
DOMARK £39.99
Take to the skies in a helicopter gunship and blast everything that moves! Missiles and machine guns are at your disposal and you're going to use a lot of them as you fly a series of missions against increasingly difficult opponents and fatal terrain. (SEGAPRO#16, 69%)

JAMES BOND 007
DOMARK £39.99
Mr Bond is at again, but this time there isn't a beautiful girl to be seen. Hang on, yes there is! Called upon to save the world yet again, Bond must disable a satellite that's about to be shot into orbit and used to blackmail the world. (SEGAPRO#15, 80%)

PAPERBOY 2
DOMARK £39.99
Getting up early in the morning and having to deliver a bunch of papers isn't my idea of a satisfying job. Evidently, the characters in the game think so and it's up to you to make sure that the papers get delivered to the right houses. Reviewed in this issue.

HARDBALL III
ACCOLADE £39.99
The *Hardball* series has been running for quite a while now and the latest instalment includes a battery-backed replay mode for saving all of your best home runs and plays, full 1993 teams and stats and on top of all this, live play-by-play commentary! Reviewed in this issue.

GEORGE FOREMAN'S KO BOXING
ACCLAIM £39.99
Step into the shoes of the one-time World Heavyweight champion of the world and fight numerous computer controlled opponents in a bid to win back your Heavyweight belt. Reviewed in this issue.



MEGA-CD

JAGUAR XJ220
SEGA £39.99
Race the fastest road production car in the world over a series of fast, high-action circuits. Two players can race on a split screen display simultaneously, each hoping to gain points for their team.

ROAD AVENGER
SEGA £39.99
Called *Road Blaster FX* in Japan, this takes the form of a *Dragons Lair* clone. A full-motion, animated film is played and you choose what to do at crucial points. (SEGAPRO#17, 81%)

WOLFCHILD
SEGA £39.99
Originally released on the Amiga by Core Design, this CD conversion by the same company has you taking on the role of a man who has the uncanny ability to change into a Werewolf with super-human strength.

SHERLOCK HOLMES
SEGA £39.99
Victorian England is rife with crime and it's up to you to solve three grisly murders with the help of Holmes and Watson. Full-motion video portrays the scene as you question suspects and gather information. (SEGAPRO#18, 91%)

BLACK HOLE ASSAULT
SEGA £39.99
Heavy Nova was one of the first CD games to be released in Japan and *Black Hole Assault* is the sequel to this robotic beat-'em-up. You control a powerful robot with martial arts skills as you try and halt an alien invasion of Earth. It has been out on import for some time and now it's officially available. (SEGAPRO#15, 89%)

PRINCE OF PERSIA
SEGA £39.99
Your sweetheart, a beautiful princess, has been kidnapped by an evil Vizier and he his forcing her to marry him. To get you out of the way while the ceremony is performed, he throws you into the deepest level of the palace's dungeons. You only have one hour to get out, rescue the princess and kill the mad vizier. (SEGAPRO#13, 82%)

MASTER SYSTEM

PREDATOR 2
ACCLAIM £32.99
The alien hunter is back in Los Angeles and killing people left, right and centre! You play the part of a streetwise cop who has caught a glimpse of the Predator, but can't figure out what the strange, half invisible shape is. (SEGAPRO#16, 46%)

KRUSTY'S SUPER FUN HOUSE
ACCLAIM £32.99
Krusty the Clown has a problem; his fun house has been infested by rats! The only way he can kill them is to lead them to various traps scattered around the house which are manned by The Simpsons. Reviewed in this issue.

WORLD TOURNAMENT GOLF
SEGA £32.99
If you can't stand the thought of getting up at 6am on a Sunday morning to hit a little white ball around a field, then this game is for you. Play a single round or compete in a World Championship and all in your living room!

GP RIDER
SEGA £32.99
Every Master System owner has had to look at games such as *Road Rash* on the Mega Drive and slowly turned green with envy. Now you to can experience the thrill of having the wind in your hair, the bugs splat on your face and the terror of travelling at 200MPH while balancing on a few inches of rubber!

WONDER BOY IN MONSTER WORLD
SEGA £32.99
This conversion of the Mega Drive arcade adventure combines cute platform gameplay with a large ongoing RPG. You land has been infested with monsters of all shapes and sizes and it's up to you to find the cause of this sudden influx of creatures and banish them from you r land. (SEGAPRO#18, 90%)

RAINBOW ISLANDS
SEGA £32.99
Bubble Bobble was one of the most successful games on the MS and now the sequel has been converted from its Amiga original. The two little Dinosaurs have been transformed into two small boys who have to travel through seven unique worlds, searching for the evil Black Satin. Reviewed in this issue.

WIMBLEDON 2
SEGA £32.99
Wimbledon is only a few months away and Tennis fever is beginning to spread throughout the entire of the UK. *Wimbledon 2* hopes to satisfy anyone who wants to experience the thrill of playing at Wimbledon without actually going there!

RENEGADE
SEGA £32.99
Walk down the gang-infested streets of the city, beating the stuffing out of anyone who tries to stop you. You'll need to hone your martial arts skills to needle point, or the next body that the police find in the gutter will be yours! Reviewed in this issue.

STREETS OF RAGE
SEGA £32.99
The classic Mega Drive beat-'em-up is just about to charge onto your Master System! Three ex-cops, fed up of the corruption and misery that a gang is causing in the city, have vowed to kill the gang's leader. Before they can get to him, however, there's a city-full of thugs and punks to mash into the ground!

SUPERMAN
VIRGIN £32.99
The man of steel is called upon yet again to save the world from total destruction at the hands of an evil alien. Using his super powers, Superman must travel to his orbiting fortress and put this madman out of action before the whole world is reduced to a steaming ball of rock!

GLOBAL GLADIATORS
VIRGIN £32.99
Mick and Mack are zapped into their favourite comic by a helpful Ronald McDonald and have to clean up the world with the help of their Splurge guns. No doubt, it's the first of many environmentally friendly games to be released. Reviewed in this issue.

GAME GEAR

TALESPIN
SEGA £27.99
Baloo has entered a competition that could give his aviation firm a life-long contract if he wins. All he has to do is collect nine pieces of cargo from around the world. The only problem is that no-one knows what the cargo looks like, so Baloo must search each land until he finds one of the vital pieces of cargo.

EVANDER HOLYFIELD BOXING
SEGA £27.99
More boxing action from Evander Hollyfield as you fight increasingly difficult opponents in the ring. The viewpoint is slightly different to most boxing games - instead of being a side-on view, you are placed right in front of your opponent. (SEGAPRO#18, 84%)

TOM & JERRY: THE MOVIE
SEGA £27.99
Help Tom catch Jerry as he chases him through his house, out into the garden and all around the surrounding neighbourhood. Keep an eye on Jerry because the cocky little mouse lays traps in Tom's way to try and slow him down!

LAND OF ILLUSION
SEGA £27.99
After the success of *World of Illusion* on the Mega Drive, the Game Gear version of this Disney sequel is almost ready for you to feast your eyes on. Cute graphics and absorbing gameplay make up this worthy sequel to *Castle of Illusion*.

PREDATOR 2
ACCLAIM £27.99
The hunter turns into the hunted in this game-of-the-film. You control a cop who has to save hostages, that have been captured by a deadly drugs gang, before the Predator turns them into wet puddles on the floor!

KRUSTY'S SUPER FUN HOUSE
ACCLAIM £27.99
Help Krusty the Clown and the Simpsons rid the Fun House of its newest inhabitants - a plague of rats! Krusty has to lead them to traps manned by the Simpsons so they can be disposed of in highly imaginative ways!

SPIDER-MAN 2
ACCLAIM £27.99
After his battle with the Kingpin in *Spider-Man*, the web-slinger is on the prowl to stop his arch enemies from turning the city into a crime zone! With all of his mutant super-hero abilities, Spidey is no match for these mere mortals!

MEGA DRIVE

DOUBLE DRAGON III
ACCLAIM £39.99
The *Double Dragon* series has been running for quite a while now and the newest offering in this long line of beat-'em-ups is much the same as its ancestors. One or two players can walk the punk-riddled streets, defending themselves with their martial arts skills. (SEGAPRO#16, 35%)

DOUBLE CLUTCH
SEGA £34.99
This little two player driving game will appeal more to kids than to Mum and Dad. Race your cars around numerous tracks while stopping the other cars from overtaking you and winning the race.

OUTRUN 2019
SEGA £39.99
Outrun 2019 is set in the near future and boats improved graphics and speed and an all-new, futuristic set of wheels to burn rubber with! Equipped with a jet engine instead of a turbo, this car can push you to your limits. (SEGAPRO#18 - 84%)

CHIKI CHIKI BOYS
SEGA £34.99
Cute platform action is the heart of this game and it's been available on Japanese import for a few months now. The import version was way too easy by far and it looks as if this version won't be any different. (SEGAPRO#16 - 44%)

CAPTAIN AMERICA
SEGA £39.99
Help Captain America and his three super-hero buddies combat the invasion of Earth in this beat-'em-up/shoot-'em-up. Two players can play simultaneously as you try to avert disaster to the world. Reviewed in this issue.

GLOBAL GLADIATORS
VIRGIN £39.99
After being transported into their favourite comic, Mick and Mack take on the role of the *Global Gladiators*. Armed with only a splurge gun, Mick and Mack have to stop the pollution of the world and make the Earth clean again. If only it was that easy in real life! (SEGAPRO#17, 93%)

SUPER KICK OFF
US GOLD £39.99
Super Kick Off is the long-awaited conversion from Dino Dini's classic Amiga Football game that has, until now, been converted to just about every other computer format other than the Mega Drive! (SEGAPRO#18, 83%)

SUPERMAN
VIRGIN £39.99
The super-hero of super-heroes finally gets his very own computer game! Use his super-human powers to save the Earth from an evil invader and his army of robot and mutants. A mix of platform, beat-'em-up and shoot-'em-up action. (SEGAPRO#18, 62%)

FLASHBACK
US GOLD £39.99
You have just uncovered an alien invasion that is already in full swing! Aliens in disguise are taking over seats of power and the only way to stop them is by transporting yourself to their home planet and halt the invasion from there!

ANOTHER WORLD
VIRGIN £39.99
While working late one night on a particle acceleration experiment, a bolt of lightning hits your equipment and you're thrown through space and onto a strange planet with many hidden dangers. (SEGAPRO#18, 92%)

MUTANT FOOTBALL
EA £39.99
No ordinary game of American football. The teams are made up of monsters, mutants and even the odd skeleton and anything goes – even killing the referee is allowed! Reviewed in this issue.

SUMMER CHALLENGE
ACCOLADE £39.99
Take part in numerous Olympic events against the computer or a few friends. This is the sequel to *Winter Challenge* and looks set to run along the same format of practise, single or competition games.

JACK NICKLAUS GOLF
ACCOLADE £39.99
Jack appears in his second game on the Mega Drive and boasts improved graphics and gameplay, some new courses to play and of course, the obligatory competitions and tournaments.

INTERNATIONAL RUGBY
DOMARK £39.99
We've had Football, Baseball, Basketball, American Football and even Ice Hockey on the Mega Drive. Now prepare yourself for the bone-crunching game that is Rugby!

STRIDER II
US GOLD £39.99
The last member of the Striders, a group of dedicated men a women that protect the Earth from invasion, is called into action again to save the planet from another Alien horde. Stunning graphics and frantic gameplay conspire to make another classic game.

MEGA-CD

NIGHT TRAP
SEGA £49.99
Five pretty young girls have gone missing after being seen going into a house. Using a set of video cameras installed in every room, you must protect a second group of girls while trying to figure out what happened to the first bunch. Reviewed in this issue.

ROBO ALESTE
SEGA £39.99
A vertical scrolling shoot-'em-up that utilises some of the Mega-CD's special effects such as scaling and rotation. Frantic blasting action and a massive challenge should keep prospective buyers happy for months. (SEGAPRO#16, 49%)

PRO DATES

MASTER SYSTEM

BATTLETOADS
VIRGIN £32.99
When the evil Dark Queen kidnaps both your best buddy and the best looking girl this side of the Mazallion Star Cluster - what are you gonna do about it? Are you gonna cry? No way! Because you're part of the *Battletoads* and they don't cry, they just get mad and then they get EVEN!

ANDRE AGASSI TENNIS
TECMAGIK £32.99
Tennis doesn't have the clean, newly shaved image that it had in the sixties. With the loud arrival of one Mr A Agassi, he changed the face of world tennis forever. Stubble, long hair and not tucking his shirt in made every official cringe with disgust, until they saw him play. Previewed in this issue.

ROBIN HOOD
VIRGIN £32.99
Robin Hood has already starred in a massive graphical adventure on the PC and was a great success. The Master System's *Robin Hood* is more of an RPG than an adventure. In it, you take the role of the great Robin Hood as he steals from the rich and gives to the poor.

TWO TRIBES
VIRGIN £32.99
Populous was the first in a long line of god games that sparked a massive interest in this genre. Many clones later, its sequel, *Two Tribes*, is about to be released.

T2: THE MOVIE
ACCLAIM £32.99
Following the plot of the film, you must help John and Sarah Connor to change the future so Judgement Day never happens and the human race can survive. Skynet has a few different ideas, though!

WWF: STEEL CAGE
ACCLAIM £32.99
If you thought that two grown men in a boxing ring acting out a fight was bad enough, wait until you see it with a steel cage around the ring! What this does to aid the fight is unknown, but it's going to make a good beat-'em-up.

BART VS THE WORLD
ACCLAIM £32.99
First he was fighting the Space Mutants with a little help from his family and now he's going to take on the world! The Simpsons are appearing on every console imaginable at the moment, so why should the Sega systems be left out?

GAME GEAR

GLOBAL GLADIATORS
VIRGIN £29.99
Help Mick and Mack clean up the world as they battle pollution at every turn. Armed with only a splurge gun and a bit of help from Ronald McDonald himself, guide Mick or Mack through the *Global Gladiators* comic.

TWO TRIBES
VIRGIN £27.99
Improving on the very first god game where you guide your people to obliterate another race that are trying to do the same to you.

BART VS THE WORLD
ACCLAIM £27.99
Not content with defeating the Space Mutants when they landed in Springfield, Bart is now going to take on the world! With a bit of help from his family and friends, hopefully he can save Springfield and stay alive for a little bit longer!

T2: THE MOVIE
ACCLAIM £27.99
This movie conversion follows the plot of the film, where you must overt world-wide disaster by changing the future. Skynet has other ideas and sends another, more advanced Terminator to stop you.

WWF: STEEL CAGE
ACCLAIM £27.99
Watching two overgrown kids play fighting in a ring surrounded by a steel cage is not my idea of entertainment, but the Americans love it and lo and behold, a computer game appears!

THE INCREDIBLE CRASH DUMMIES
ACCLAIM £27.99
The Crash Dummies need you to help them perform a variety of dangerous and exciting stunts that only a painted dummy with no hair and funny marks on its head could perform without being hurt!

MEGA DRIVE

ANDRE AGASSI TENNIS
TECMAGIK £39.99
He's a top-ranked tennis star, he's been in a coffee commercial and now he's starring in his very own computer game! Previewed in this issue.

BUBSY THE BOBCAT
ACCOLADE £39.99
Bubsy is a Bobcat with a problem – he's got an incredibly large mouth and he can't keep it shut! Billed as being faster and more playable than Sonic, this game should be one to look out for this summer.

HOOK
SONY £39.99
You control Peter Pan, but he's grown up and forgotten his past. That's until Captain Hook kidnaps his children and Peter has to return to NeverNever Land and become the young Peter Pan again.

MIG-29
DOMARK £39.99
The MIG 29 is one of the most formidable fighter planes in the world. Thanks to Domark, you have the chance to fly this plane on increasingly difficult and dangerous missions with only your skill as a pilot to protect you.

JUNGLE STRIKE
EA £39.99
Desert Strike is one of the best games on the Mega Drive, so EA have released a sequel that will hopefully be even better. The graphics and sound have improved although the basic gameplay remains the same.

TWO TRIBES
VIRGIN £39.99
Virgin are about to release the sequel to *Populous* this summer. The name has changed and so has the publisher, but will it be any better than the rather poor attempt at *Populous*? We'll have to wait until the summer to find out...

SUNSET RIDERS
KONAMI £39.99
Sunset Riders was a great game in the arcades. Two cowboys have decided to take up bounty hunting to earn some quick cash and it's up to you to help them bring in the criminals they're after – dead or alive. (SEGAPRO#18, 87%)

TINY TOON ADVENTURES
KONAMI £39.99
Based on the cartoon of the same name, this has Buster Bunny searching far and wide for a treasure map that will lead to untold riches and the return of his kidnapped friends. Cute graphics and *Sonic*-like gameplay will surely make this game a winner with both young and old. Reviewed in this issue.

TMNT
KONAMI £39.99
The import version of this game has been available for a while now, but it only works on SCART Japanese machines, so this official release is bound to please a few Mega Drive owners out there. (SEGAPRO#17, 86%)

COOL SPOT
VIRGIN £39.99
The aim of this game is pretty simple; just be cool, dude! You have to collect a certain number of cool points before you can locate your fellow Spot, who's trapped in a cage somewhere on the level, and release him with a burst of bubbles that you shoot from your hand. Check out the exclusive review in this issue.

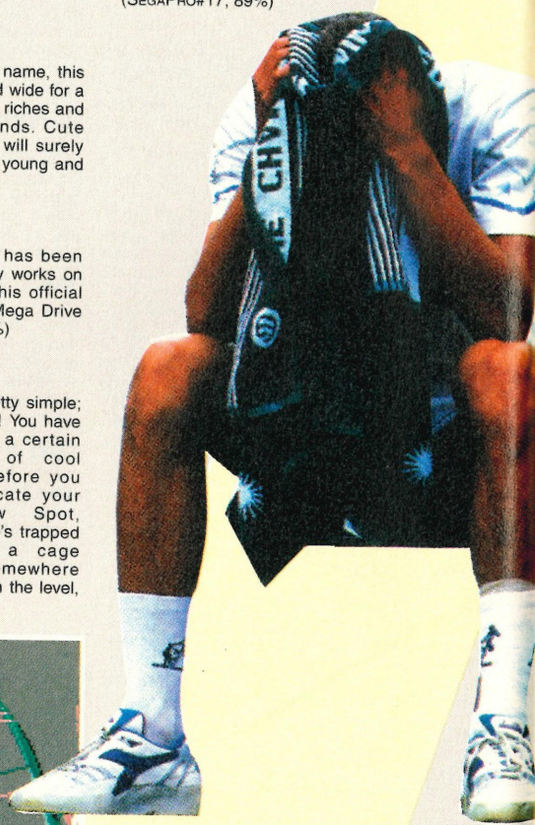
SHINING FORCE
SEGA £49.99
The import version of *Shining Force* wasn't at all playable due to the vast amount of Japanese text within the game. The game is a combination of a 3D perspective platform game and an RPG. The official version will all be in the Queen's English, so no problems there. (SEGAPRO#13, 92%)

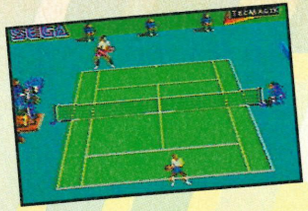
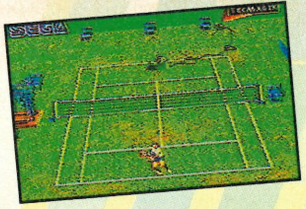
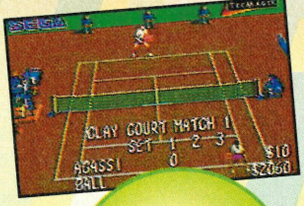
DRACULA
PSYGNOSIS £39.99
Believe it or not, this isn't an RPG, it's a beat-'em-up. You play the part of Harker (Keanu Reeves in the film) who must kill all the undead creatures and vampires to make his world a safe place to live in again. The Mega-CD version will feature animated sequences from the film, but the cart version will lack these.

PUGGSY
PSYGNOSIS £39.99
If you owned an Amiga in the late eighties, then you'll no doubt remember a very funning animated demo called *Puggs in Space*. The star of the demo was about an accident-prone alien who looks like a red cone with arms and feet! *Puggsy* is about to appear on your Mega Drive in an absorbing platform game.

WIZZY & LIZZY
PSYGNOSIS £39.99
Wizzy & Lizzy are two little characters who must release all the cute bunny-rabbits by making magic potions, jumping around and generally being silly. Very cute graphics mixed with a puzzle/platform theme will make this a real winner with *Lemmings* addicts and anybody who likes cute little bunnies!

SHINOBI III
SEGA £39.99
The next instalment of the *Shinobi* series has been delayed a few months so Sega can put some finishing touches to the game before it's allowed to bust loose onto your Mega Drive. (SEGAPRO#17, 89%)

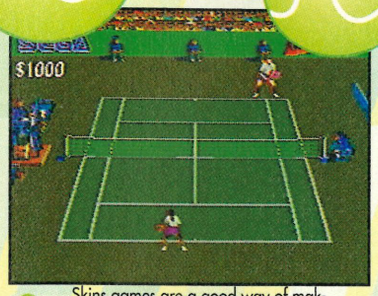


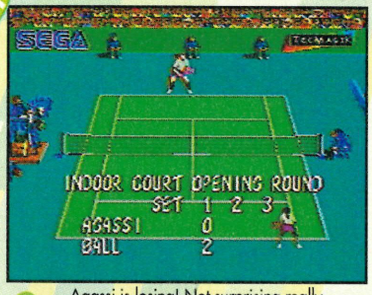
pro PREVIEW

Andre AGASSI Tennis

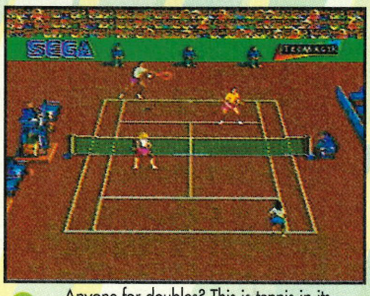
Pristine whites, tidy haircuts, strawberries and cream and long summer days are the first thoughts that spring to mind when the subject turns to tennis. Wimbledon has been the centre of this English tradition for many years, but that was all shattered when a grubby French man (now an American citizen) waltzed onto the courts with long hair, three days worth of stubble and refused to tuck his shirt into his shorts!



Skins games are a good way of making some easy money. What a shame it's not real money!

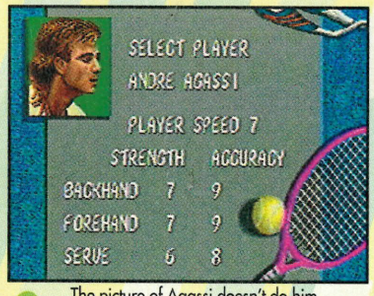


Agassi is losing! Not surprising really, considering it's the first time his controller has played the game!



Anyone for doubles? This is tennis in its most skillful form and the computer is too good at it for comfort!

In *Andre Agassi Tennis* you can play either a single match against the opponent of your choice, play in a Tournament or play in a special Skins game. In the Skins challenge, each shot doubles a sum of money that is won by the winner of the rally. The game can be played in either Singles or Doubles mode with one or two players controlling their on-screen alter-egos. The practise mode allows you to perfect your technique while a tennis ball launcher shoots the balls in a number of different directions and heights.



The picture of Agassi doesn't do him justice – no stubble and no pony tail. He's got to look smart sometimes!

There is a host of players to choose from, including Agassi himself. Players have a set of stats that represent their degree of skill, thus allowing you to pick a particular player that's best suited to your own style of play.

PROS

You can't help making comparisons between *Andre Agassi Tennis* on the Mega Drive and *Super Tennis* on the you-know-what! The truth is that *Super Tennis* is completely different as far as gameplay is concerned. *Andre Agassi* is a little difficult to master, but the practise mode and skins challenge give you plenty of warm-up for the tournaments. The sprites for the players are digitised from real-life action and then animated to produce a fluid, life-like movement to the players. The sampled sound and speech enhances the presentation a little, but isn't really necessary and adds very little to the matches.

PROPLAY

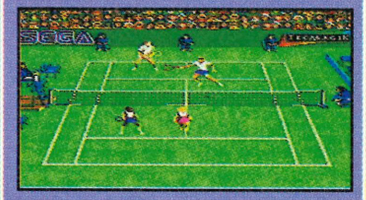
The tournaments are long and difficult and it's therefore something of a shock that the developers didn't include a battery back-up system or even a password save. This means that if you want to play over a length of time, then you'll either have to leave your console turned on or play the whole tournament in one sitting!

The Master System version is more or less the same as the Mega Drive original, but doesn't include the sampled speech, Skins challenge or practise mode. It still lacks the vital battery back-up, but retains the best elements of the Mega Drive version and gives the game a slightly more realistic feel.

This looks set to be the definitive tennis game on the Mega Drive and the Master System until someone converts the excellent *Super Tennis* onto the Mega Drive. Catch the full review of both versions next month.

MASTER STROKE

The Master System version is very close to the Mega Drive original and is only missing the Skins Game, practise mode and the speech. It plays very well and is still quite a challenge, but the much-needed battery back-up is still strangely absent from the game.



MEGA DRIVE

ANDRE AGASSI TENNIS

TECMAGIK ● £39.99 ● OUT JUNE

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

Tecmagik ✆ (071) 2432878

AVAILABLE IN UK

ACTION

STRATEGY

DONE

TO DO

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.

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.

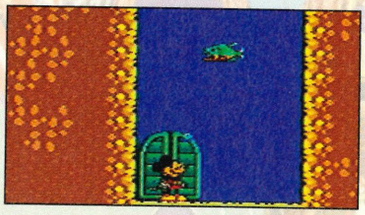
PROTALKERS
No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and send them a special ProTalker review pack.

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

101

MASTER SYSTEM

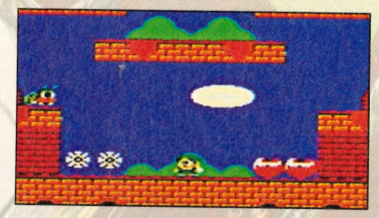
30 LAND OF ILLUSION 92%
A brilliant sequel to *Castle of Illusion*. Help Mickey save the world from unhappiness in his second adventure on the MS!



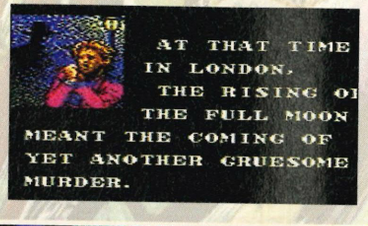
40 STREETS OF RAGE 89%
Join Axel and the rest of the gang in the Master System version of SOR. This one was a long time coming, but hopefully it was worth the wait.

44 GLOBAL GLADIATORS 66%
Help Mick and Mack clean up the environment. Armed with splurge guns, only these two can save the world from environmental disaster.

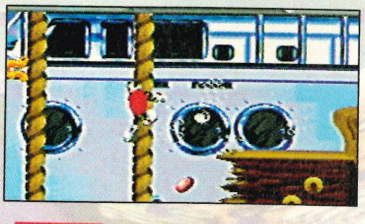
50 RAINBOW ISLANDS 79%
A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout. Could this be a summer scorcher?



63 MASTER OF DARKNESS 80%
Vampires have invaded Victorian London, and as chief vampire-blaster, it's up to you to get rid of them using all of your platform genius.



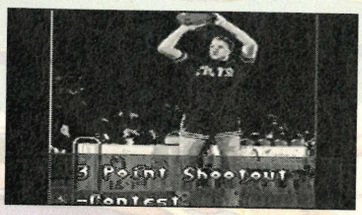
24 COOL SPOT 93%
WARNING: Spot could be the most stylish being to hit your Mega Drive ever! Join this little bundle of fun in his quest for coolness.



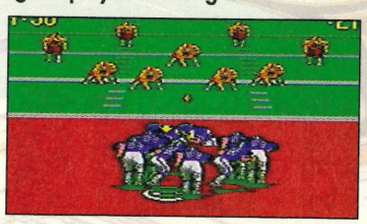
34 TINY TOON ADVENTURES 90%
At last! A wonderful adventure that borrows a lot of elements from the Warner Bros. cartoons. Fast, furious and completely mad!

36 FATAL FURY 84%
Is this the Sega's answer to *Street Fighter II*? A brilliant beat-'em-up with enough gore for everyone, but is it too easy?

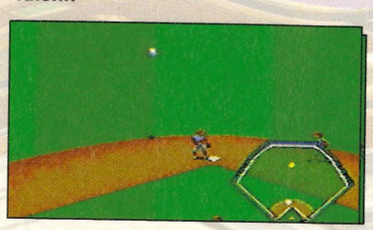
54 NBA ALL STAR CHALLENGE 70%
There's no tournament option in this game, but it does offer some fast basketball action. Is this enough to save it from obscurity?



58 PRO QUARTERBACK 70%
This challenges the Madden in some repects and offers a huge amount of options. Does it match up on the gameplay side though?



59 CAL RIPKEN'S BASEBALL 83%
Cal Ripken is one of the most respected baseball players in the USA and hopefully this game will reflect his obvious talent!



reviews

INDEX

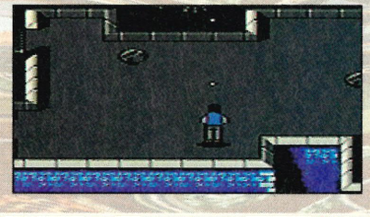
MEGA CD

28 NIGHT TRAP 87%
A group of girls are trapped alone in the house and there's a suspicious bloke outside. Now what are you going to do about it?

32 SPIDER-MAN 2 66%
Spidey is back with his second assault on the Game Gear, but can he surpass the reputation of his first excellent adventure?

48 THE HUMANS 75%
The humans make their way on to the small screen and there's just one question: Who's going to save them this time?

56 PREDATOR 2 38%
Predator returns in what could be his last appearance. Previous releases have been disappointing, so can the alien hunter finally save face?



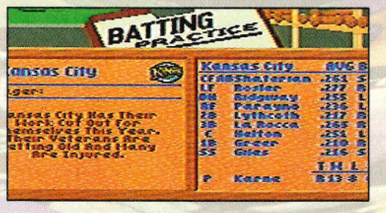
GAME GEAR

38 X-MEN 78%
Mutants are trying to take over the world and it's up to the hybrid X-Men to stop them. If they fail, the human race will be doomed!

42 MUTANT FOOTBALL 72%
Mutants playing football? Good fun in an alien sort of way, even though gameplay may be a little disappointing and mundane.

45 HARDBALL III 86%
Yet another promising baseball game. Presented by Al Michaels, this could be THE game for those rainy afternoons, but is it for you?

46 PAPERBOY 2 63%
It's hard to make paper delivery very exciting, even if you have got a cool bike and loads of ammo. Can Paperboy be fun at all?

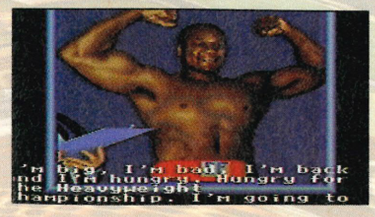


60 GEORGE FOREMAN'S BOXING 54%
Is old George past it? Judge for yourself in this version of boxing. Offers both one and two player mode with a tournament option too!

62 OUTLANDER 62%
The world is in ruins after a nuclear explosion. All the water has dried, but a brilliant scientist can synthesise it. Can you save him from the blackmailers?

62 PIGSKIN FOOTBRAWL 75%
Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, but does it offer any long-term appeal?

63 CAPTAIN AMERICA 41%
Beat up the baddies, shoot the remaining ones and then save the world. This has all the right ingredients for a great adventure.



pro REVIEW

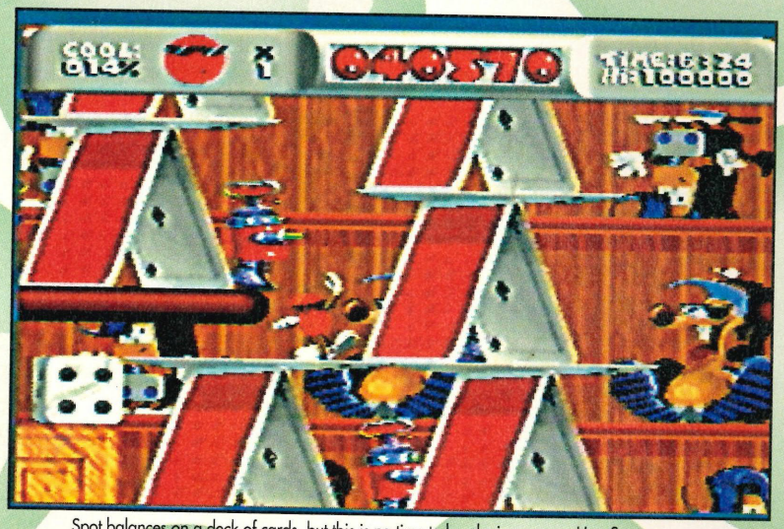
COOL SPOT

MEGA DRIVE

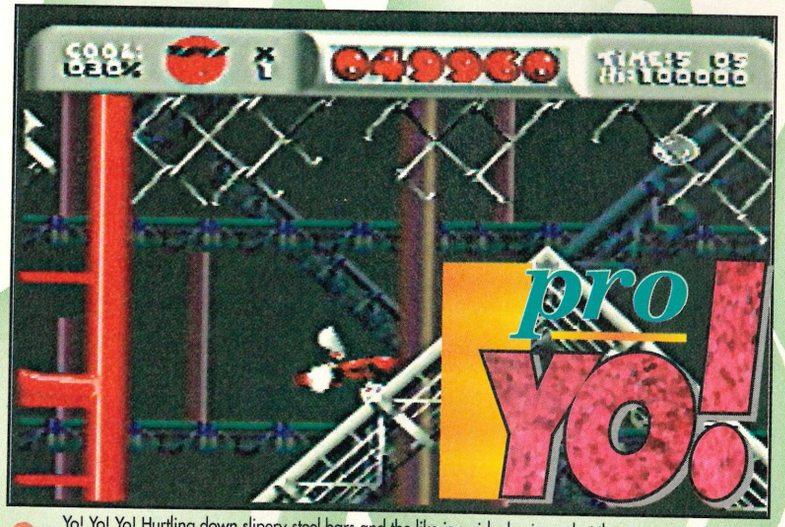
Wild Wicked Willy has been trying to prove that Spots have existed for years. He has never been able to prove it and has become a laughing stock. However, he has recently designed and placed cunning Spot traps all over the cool places where Spots have been known to hang out. All the traps have worked far too well and 11 Spots are now caged for Willy to collect.

Having recently experienced years of freedom, Cool Spot must brave the nasties and rescue his eleven pals.

As Spot approaches the beach on a discarded pop bottle, he can already see that all the pests that pester cool people on hot summer days, are out in force. This is going to be tough, but Spot must save his friends or his kind will never be free to be cool, ever again.



Spot balances on a deck of cards, but this is no time to be playing games. Hey, Spot, dangerous toys including wind-up robots are out to exterminate you, so quit playing around and get on with what you were doing.



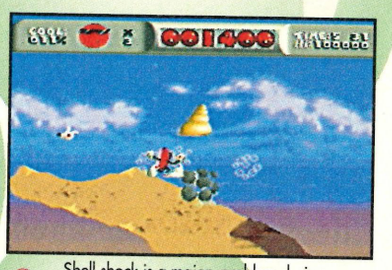
Yo! Yo! Yo! Hurtling down slipery steel bars and the like is a risky business, but the intrepid Spot is totally fearless. Bonus points are spread throughout the level and keeping you head clear is a necessity. Unlike Spot, who looks like he's well over the limit.

Normal and difficult mode are the only skill levels available in this, the UK version of *Cool Spot*. The easy level has been omitted because it was felt that it made progress too simple.

Fortunately, there's no boring introduction story about how Spot came to be and so on. Instead, there's a single screen that shows you the basic rules, what to collect and what to avoid. It advertises the need for a

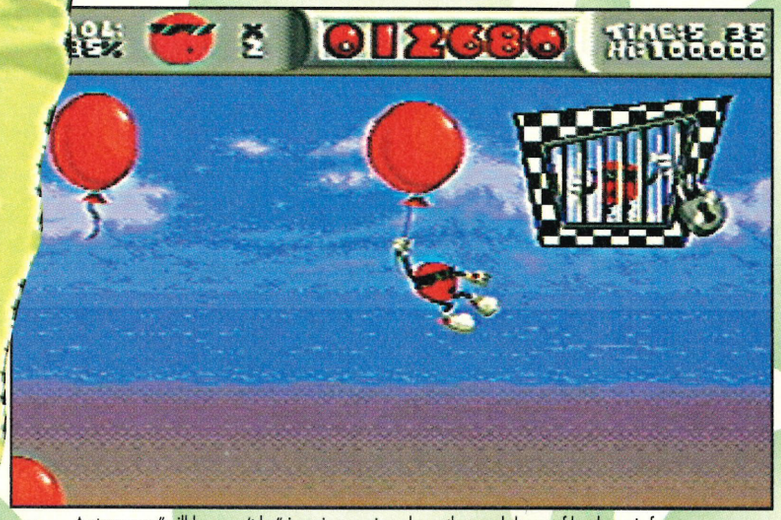
PROTIP Explore every area possible in the search for cool points that give you an important 1-Up bonus.

Jack tends to spring out at Spot once too often. These nasties may look sane, but don"t let that fool you. They're dotty!



Shell shock is a major problem during the first level, so keep Spot out of trouble and away from the crabs.

Spots are usually far from cool and are every teenagers' worst nightmare!

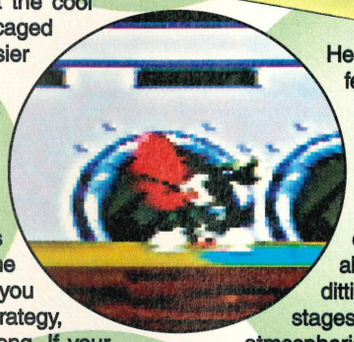


A strenuous "will he, won't he" jumping session above the sand dunes of level one is far from easy. Just to finish it all off, one of Spot's mates is in the middle of the sky cleverly balancing in a padlocked cage.

hero and states all you have to do is collect the cool points and find the caged Spots. This is easier said than done!

The primary object of each level is to collect 60% of the cool points, enabling you to free the imprisoned Spots within an arbitrary time limit. However, if you stick to this basic strategy, you won't last very long. If your Cool is 85% or above, you enter the bonus level at the end of the stage and by completing this, extra lives and continues become available. This helps considerably.

The animation of this crazy character is simply brilliant. He leaps around the screen with boundless energy and fires at the various creatures with fizz bubbles. Spot throws an endless supply of these and when he hits creatures with bubbles, they just fizz away. Spot is also quite a dude whenever he is left for a period. He casually taps his feet, snaps his fingers, yawns, wipes his black shades clean or plays with his yo-yo!

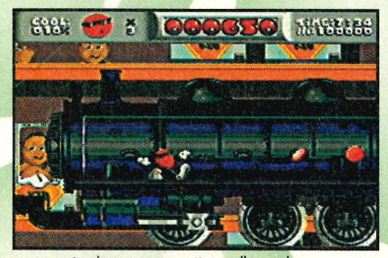


There are loads of completely absorbing musical ditties throughout the stages. Because of their atmospheric qualities, they are difficult to become tired with, unlike music in so many other platformers. This is especially true during the panic stricken bonus level, where the Rave Dance Tune blares with the time rapidly depleting. This enhances the theory that Virgin want *Cool Spot* to be trendy and appealing to teenagers. And trendy it is!

With 11 tough levels to explore, there's loads of challenge, but gameplay fails to dramatically change at any point. This may seem disappointing, but *Cool Spot* tends to keep it together with its sheer amusement and addictive challenge.

Spot has a limited supply of lives, but extra lives can be picked up. There are usually two extra lives to collect on each level, one for the coolness bonus, the other in the bonus level. This not only gives the added incentive to explore each level thoroughly, it also manages to provide more depth.

Continues aren't automatic, they must be swapped for letters, which are placed at the top of each bonus level. If you lose all your lives, you can swap a letter for a continue. otherwise you have to start again from the first stage!



Look at me, man, I'm walking along on the outside of a speeding train 'cos I'm so cool. No-one's cooler than this Spot.

"Whether they're caterpillars or maggots, there is far too many of them for one level. Not so cool"©, says Spot.

The added challenge of having to search through the levels for cool makes the gameplay interestingly tougher and is yet another excellent

Everyone who completes the game in difficult mode without cheating, wins a Cool prize!

pro REVIEW

COOL SPOT

CARRY ON DUDES!

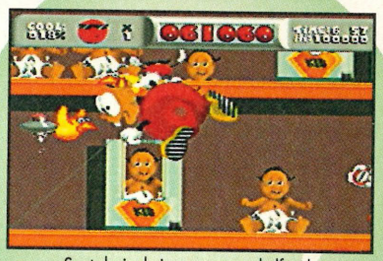
Extra continues are the most helful addition anyone could wish for in *Cool Spot*. They're not as easy to find as Spot would hope, though. Not only do you have to collect sufficient Cool Points to enter a special Bonus Level, you're then given the task of finding a letter. When Spot dies, just swap the letter for another three lives. Coool!

DAVE SAYS...

Cooool man! Boy, this guy makes Toe-Jam and Earl look positively square, dude! Forget *Global Gladiators*, *Cool Spot* is the platform game of the year so far. There are so many nice touches within the game that you spend your whole time smiling and telling your mates to 'come see this!'

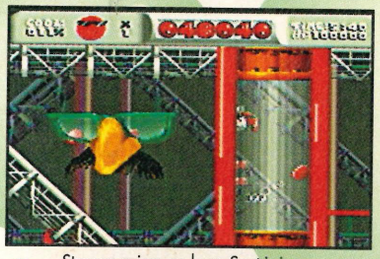
On the whole it really is just a standard formula jump, shoot and collect tokens platformer, but the difference is that it has been so well executed. The sprite's movements are fluid, the levels are challenging and the whole product from opening screen to final level is slick, slick, slick. But don't take my word for it, try it yourself.

DAVE



Spot daringly jumps onto a shelf with goo-goo everywhere. He's not stupid, there's a time bonus on the far right.

Cheesy mice throw lumps of their cheddar rejects at Spot – and just as he approaches to make friends.



Strange goings on here. Spot is in a cocktail shaker and someone appears to have lost his identity kit.

factor.

Power-ups can be found throughout the level. Among them is a small bottle of energy. These energy bottles are randomly revealed when you shoot a baddy. They appear more often if you're not doing too well and don't expect them to wait for you, though. As soon as it they are revealed, they float off into the air and soon disappear off the top of the screen.

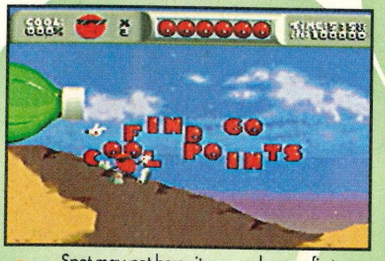
If you collect the clocks, you are given extra time. This can offer great assistance in the bonus level, as well as giving a few extra seconds at other times. Several useful mid-stage posts included and a short victory tune is played as the flag rises. Once again, it's very amusing and another neat addition.

Cool Spot is all about having fun. This works tremendously well, mainly because the character is so ideally modern. He's suitably appealing to all age groups and fires harmless bubbles. The whole game has a smooth and friendly feeling to it, so blood and guts are out and even Mums and Dads could find themselves spending their evenings playing away for hours.

Many features already seen before are utilised well and rolled into one, but the balloon hopping is fairly original. The whole adventure is so instantly appealing and Spot is so extremely funny that the little faults there are hardly matter.

● **Jason "way cool" Johnson**

Jumping up in the air is an obvious sign that Spot is in a good mood. Mr Cool has found yet another flagpost.



Spot may not be quite as cool as we first thought. There's a Cool Point to be found on the left and he's going right.

In the States, Spot is a registered trademark of the 7-Up company.

COOL SPOT

VIRGIN ● £39.99 ● OUT JUNE

CART SIZE 8Mbit
PLAYERS.....1
STAGES 11
SKILL LEVELS.....2
FEATURES.....none
CONTACT
Virgin Games ✆ (081) 9602255

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 94%

▲ Spot has to be the most amusing sprite to hit the Mega Drive this year.
▲ Variation in the baddies gives *Cool Spot* a positive edge.

SOUND 95%

▲ Bass-rocking stereo sound flies out of the speakers during each and every level.
▲ Thoughtfully caters for every taste in music from young to old. Awesome!

GAMEPLAY 91%

▲ Controlling Spot is reasonably simple and daring jumps make the gameplay more exciting.
▼ With little variation in moves the gameplay could prove to be a slight disappointment.

CHALLENGE 90%

▲ Possibly the most impressive part of *Cool Spot* is the challenging difficulty setting.
▼ Could prove difficult for newcomers to the MD, but practice does make perfect.

PROSCORE 93%

Cool Spot is not only great to look at, but it's also fun to play and should appeal to virtually everyone.

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MEGA-CD

Your assignment is to use the surveillance equipment in the home of Mr and Mrs Victor Martin to make sure no harm comes to the five guests staying there. You can't trust the so-call hosts and must watch out for black-clad figures moving silently through the house during the night.

A few days ago, five civilians were seen entering the house at around 4pm. They never came out. We have called upon you and SCAT – Sega Control Attack Team – to find out what is going on.

One of their best agents, Kelli Medd, is working undercover amongst a group of girls who are the latest guests at the house. She'll assist you in capturing intruders and, hopefully, help you find out what is going on in this foreboding house.

Good luck. You're going to need it!

Night Trap must rate as the biggest game of all time. There's over 1.1 Gigabytes (that's around 8800Mbits!) of information stored on two CDs. Admittedly, most of the data is digitised video and audio, but it's still pretty impressive all the same!

After a brief glimpse of the logo, Commander Simms of SCAT appears in his mobile unit to give you a full briefing on how to play the game. He then shows you a map of the house and it's time to go to work!

Gotcha! The stairs fold up and a trap door opens at the bottom for the two luckless prowlers to fall into!

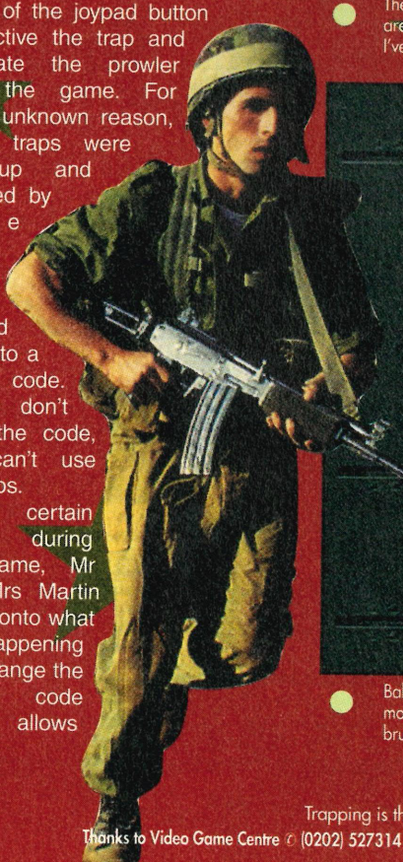
The main screen is split into two sections. The top window is where the video footage is shown, while the bottom section is divided into eight icons; one for each room. You can see what is happening in each room by clicking the pointer on an icon. After a brief amount of artful static, the room appears in the top window in all its glory. A meter above the icons shows when one of the intruders is near a trap. When the bat is right at the far end, a well-timed press of the joypad button will active the trap and eliminate the prowler from the game. For some unknown reason, these traps were set up and installed by the house owners and linked to a colour code. If you don't have the code, you can't use the traps.

At certain points during the game, Mr and Mrs Martin cotton onto what is happening and change the colour code that allows

Three minutes into the game and two prowlers are already making their way into the bedroom! Thankfully, there's no-one in there so I can safely change the view to the bedroom and trap the sneaks before they know what's hit them!

The puff of smoke on this shot is an intruder falling into one of the hidden trap doors that are spread throughout the house. The only problem is that out of a possible 29 prowlers, I've only captured three of them!

Babes! Wow, imagine having these girls staying over for tea! Whatever Mr Martin's motives, it must be something to do with having a bunch of 19 -year-old blondes and brunettes in his house! And who can blame him!

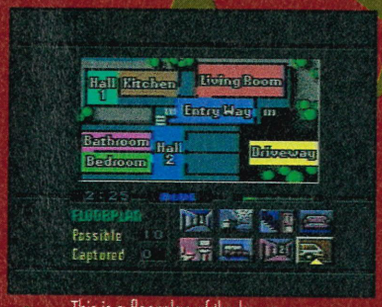


Trapping is the most efficient way of hunting.

Thanks to Video Game Centre ✆ (0202) 527314 for supplying *Night Trap* for review.

NIGHT TRAP

One of the girls has a funny feeling that something isn't right, so she has it out with Mr Martin's daughter.



This is a floorplan of the house. Memorise it well, because you need to be able to follow any prowler around.

PROTIP Pay special attention to Kelli when you see her. She's normally got something very important to say that could help you immensely.

access to the traps. Before they change the code, listen in on a few of their conversations to pick up vital clues. When you've discovered the new code, quickly feed it into your SCAT console and you'll be able to make the traps active again.

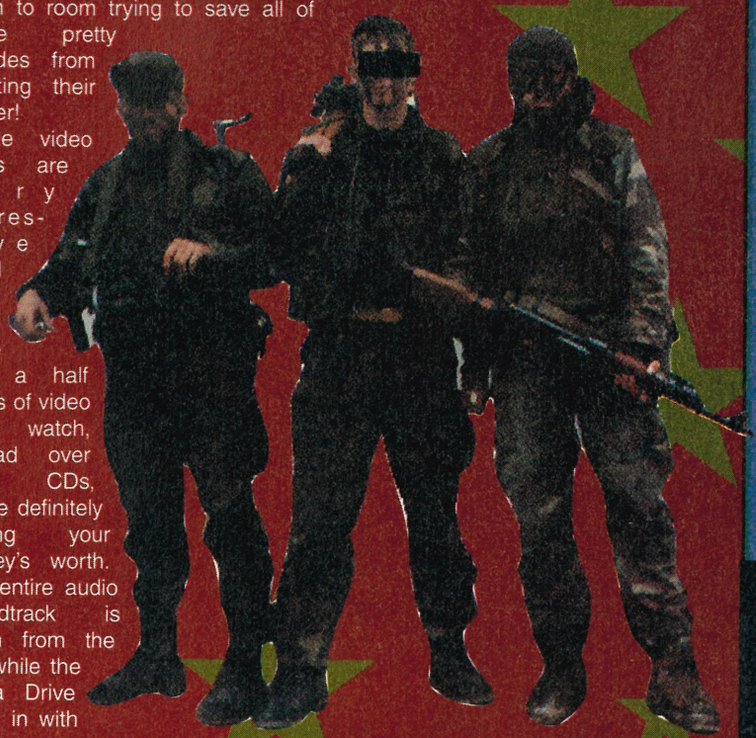
If you fail to capture an intruder, there's a good chance that he'll nip off into one of the rooms and nab one of the pretty, young girls that you're supposed to be protecting. If they are all captured, then Commander Simms gives you a very heated de-briefing and it's game over.

Some of the death sequences are either very funny or just plain stupid, but the most amusing aspect is when you capture a prowler as some of the traps and scenes are worthy of an Inspector Clueso movie! The rest of the game is played in a tense atmosphere that becomes increasingly overwhelming as you switch from room to room trying to save all of those pretty blondes from meeting their maker!

The video shots are very impressive and with over one and a half hours of video to watch, spread over two CDs, you're definitely getting your money's worth. The entire audio soundtrack is taken from the CD while the Mega Drive chips in with a few dodgy sound effects here and there.

The only downfall is that it's very difficult to get into. The first few times that you play it, all the girls get captured within minutes and you're left wondering if it is a little bit out of your league. If you persevere, however, you'll find a challenging and rewarding game that will last a long time.

● Dino "Prowler" Boni



In the 14th Century, people believed that stars were pinholes in a vast enclosure surrounding the Earth.

NIGHT TRAP

SEGA ● £59.99 ● OUT MAY

CD ACCESS .very fast
PLAYERS.....1
STAGES .....n/a
SKILL LEVELS.....1
FEATURES .....n/a
CONTACT
Sega ✆ (071) 7278070

ACTION
STRATEGY

GRAPHICS 93%
▲ The video footage is incredibly smooth, clear and very, very long!
▼ The control panel and icons are very average and could've looked a lot better.

SOUND 92%
▲ CD quality soundtrack that's lip-synched to the video! What more can you say!
▼ A few more sound effects from the Mega Drive would've been appreciated.

GAMEPLAY 86%
▲ A novel approach to using full-motion video in a game that works very well.
▼ Very difficult to get into and can be extremely frustrating at times.

CHALLENGE 90%
▲ 1.1 Gigabytes of game that won't be completed in a hurry!
▲ Even after you've completed it, there's enough challenge to keep you coming back for more.

PROSCORE
87%

A testing challenge that is enhanced by some amusing scenes and intriguing plot, but be prepared for a long, long game!

pro Yo!

Dodging acorns can be a tough business when you're only two inches high!

Feed this hungry lizard an apple and he'll let you past. Keep it for yourself and he'll gobble you up!

Using a spell will enable you to fly across tricky spikes like these. Make sure you grab on to a vine, though!

LAND OF ILLUSI

Although *Castle of Illusion* is over two years old now, it's still selling very well. It was one of the best then and it's still considered a classic today. However, not being ones to rest on their laurels, Sega have been busy working on a sequel.

Mickey falls asleep while reading a fairy tale book and suddenly finds himself transported into a strange village. He bumps into a beautiful girl (duck actually) who tells him that a giant has stolen the magic crystal that protects everyone in the village. All the inhabitants are now very unhappy and will never be able to smile again – unless the crystal is brought back.

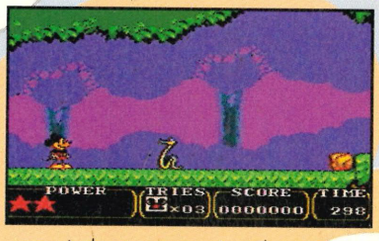
Guess what? Yes, you've got it! Mickey is about to save the day! He can't shake off that hero cape to save his life! There's no time to lose, so Mickey sets off immediately into the deep dark distance.

Improving on *Castle of Illusion* was a hard task to fulfil, but Sega seem to have done it with this excellent sequel. It may be a fair comment to say that this is a definite improvement over the original and although *Castle of Illusion* is still a classic it's starting to look dated after playing this.

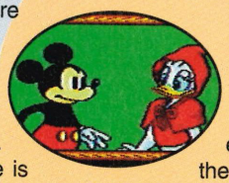
The first noticeable aspect in *Land of Illusion* is that there is no options screen. This poses a few problems concerning difficulty levels as the game is easy from the start, but it gets much tougher in the later levels. The first few stages tease you into the challenge of the later part of the game.

Even before Mickey bounces onto the screen, you know that this is going to be a classy game. Although the main sprite is just a teensy bit sluggish, especially when running, the animation is wonderful. As well as being able to jump, he can pick up objects, crash through blocks and hang onto various fixtures spread around the levels. As well as looking great, these features add to the scenario.

Unfortunately, unlike *Castle of Illusion*, jumping on enemies' heads results in death. The way to get rid of them in this sequel is by throwing blocks onto them! There aren't too many enemies in any of the earlier levels, but they are all placed at the trickiest points. This only makes gameplay look deceptively easy! On later levels, the enemies are much harder to dispose of and avoiding them is almost impossible!



Look mate, are you going to let me past or what? Looks like Mickey may have to resort to the block.



There are 17 stages in all, which, again, is a vast improvement from the original. However, it must be said that many of these levels are very short. One of them merely consists of feeding a snake an apple!

Land Of Illusion is a triumph in terms of its graphics. There are no blocky backgrounds or poorly

JASON SAYS:

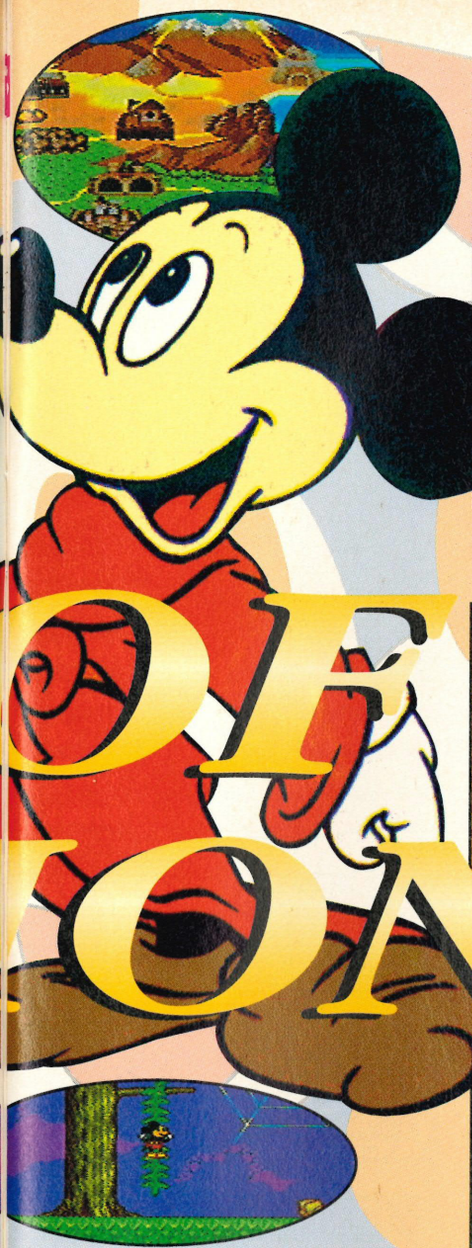
It appears that the limitations of the Master System have been over-looked and a re-written version of the cutesy cartoon adventure produced. Platform adventures of this quality are rare, and this credits Mickey Mouse for yet another successful outing. The graphics are cleverly animated and there is a constant stream of puzzle-solving.

The difficulty level appears to be cleverly designed, with the early levels being reasonably easy, but progressively getting tougher. It may, however, prove to be too easy for the more experienced games player, but there's plenty to do throughout the levels. This is an excellent platform adventure.

JASON

PROTIP In the water level keep a close eye on the time. Concentrating on air usually distracts you from looking at the clock and results in poor Mickey drowning!

Castle of Illusion, the first Mickey Mouse outing still appears in the top ten games charts!



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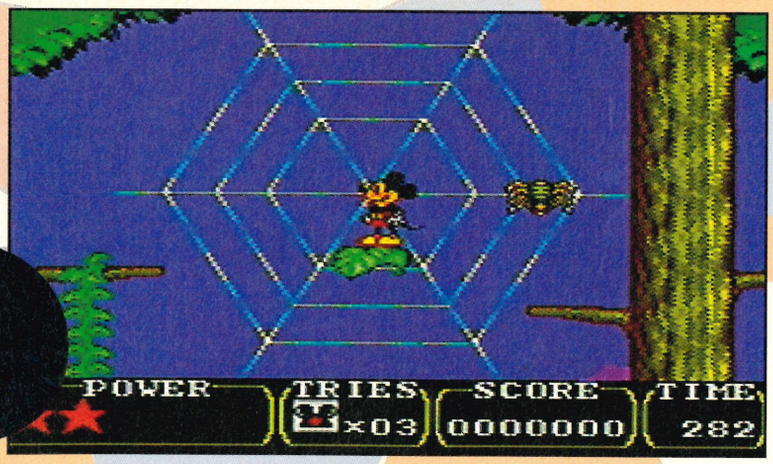


The spiders aren't exactly tough opponents. They tend to move from side to side in super slow motion, without bothering anyone. However, if you stray into their path, you'll be dead before you know it!

This is the entrance to level two. Although this little fishy looks like a pretty weak opponent, he swims very fast. Unless Mickey uses swift moves the game may be over before he can say "alacazam"!

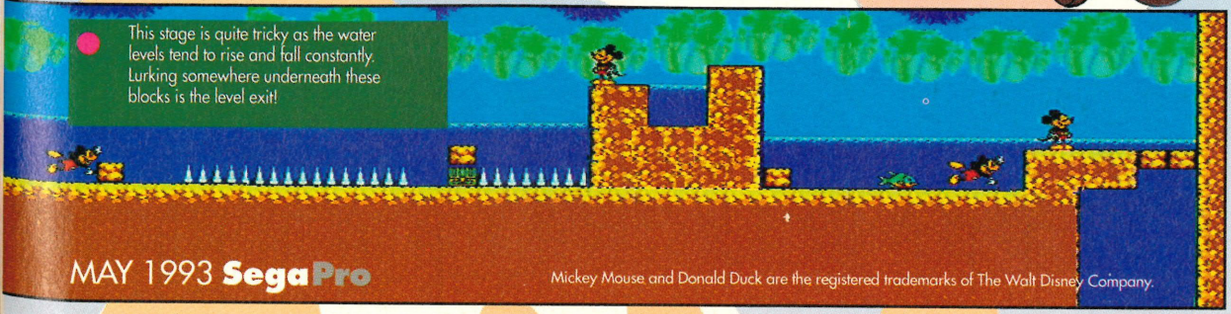
Ooh, I hate spiders, but I really want that honey pot. Umm, hold on, maybe the spider would like some of my treasure. Failing that, I could resort to some gung-ho tactics!

detailed sprites. The whole game uses bright colours that greatly aid the fun atmosphere. The tremendous variety between levels and graphics is quite unusual for the MS. Animated sequences are included at timed intervals – they don't aid the gameplay in any way, but do offer a polished feel. As if the outstanding graphics and fun gameplay weren't enough, there are many pick-ups to make progress easier. They vary from a lamp to brighten dark rooms to a flying potion that allows Mickey to soar through a level!

The tunes are average and are pretty adequate for the MS. At least there's quite a lot of variation between levels and the music isn't too annoying!

Land Of Illusion will obviously appeal to the younger section of the market, but that's not to say it won't attract the older player too. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family!

● **Sam "creep" Hickman**



This stage is quite tricky as the water levels tend to rise and fall constantly. Lurking somewhere underneath these blocks is the level exit!

LAND OF ILLUSION

SEGA ● £29.99 ● OUT APRIL

CART SIZE.....4Mbit
PLAYERS 1
STAGES.....17
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
Sega ✆ (071) 7278070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 96%

▲ Amazing variety of graphics with suitable choice of colours and brilliant animation.
▲ A lot of attention has been paid to detail and generally pushes the MS to its limits.

SOUND 78%

▲ Good variation between level music which is not too annoying either!
▼ Average sound effects that dimminish the overall quality.

GAMEPLAY 90%

▲ Mickey has a good variety of moves and there are many pick-ups in each level.
▼ Controls are frustratingly sluggish, especially when enemies are after you!

CHALLENGE 78%

▲ The early levels are too easy, but the latter levels become tougher.
▼ Even an average player could find completing it to be a moderate task.

PROSCORE

92%

A fantastic magical adventure that will appeal to new and experienced games players alike.

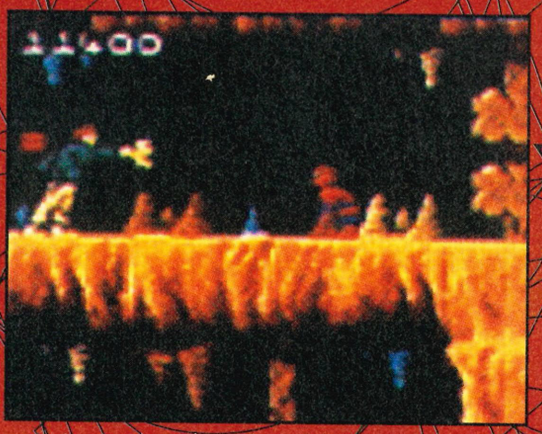
Mickey Mouse and Donald Duck are the registered trademarks of The Walt Disney Company.

GAME GEAR

Doctor Octopus is striving to improve his criminal career prospects by plotting to overtake the world. As with every madman who makes a guest appearance in the Spider-Man adventures, he is destined to fail. However, this crazy being knows how to put up a fight and with five awesome assistants, Spidey could be in real trouble.

Super heroes are a special breed of human being, or so it has been said. Spider-Man, alias the timid scientist Peter Parker with a passion for the arachnid kind, has already appeared on the Game Gear. This was a superb game and received the coveted ProYo rating. With such a high reputation to live up to, can *Spider-Man: Return of the Sinister Six* offer a similar challenge, or is it a disappointing fly by night failure?

PROTIP When fighting Electro, stay in the bottom right of the screen and repeatedly attack with a swift kick or punch.



It appears that Spider-Man has bottled out of this tough fight. Hardly surprising, he only has three lives with which to complete the game, which is very stingy and even more annoying.

Haven't I heard this tune somewhere before? The music may not be original, but it's played at a furious pace. It becomes irritatingly repetitive and only at the guardian levels do you notice any difference. Although the level guardians are relatively easy to defeat in the earlier levels, they soon become tough and very challenging.

Spidey swings into action with clever manipulation of his spider-web, or so it appears. He infact meets an unwelcome death immediately after this shot.

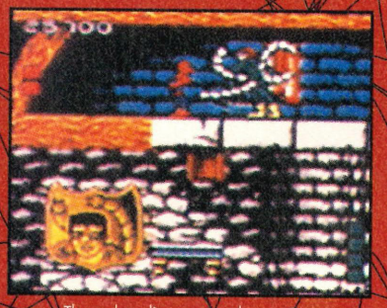
Spider-Man's sprite isn't very impressive as it looks a little too short and podgy for a super hero. He jumps, crawls and climbs around the levels very neatly, though, and after collecting a few power-ups, he fires bullets and swings between platforms with his spider-rope. Putting these abilities into action is another matter. There are a few little annoying gameplay failings that can become irritating.

With six challenging levels to complete before Doctor Octopus is defeated, there's plenty to do. Numerous baddies prevent you from running through the levels and quite a lot of time is spent wiping them out. The limited amount of puzzle solving that's involved enhances the gameplay.

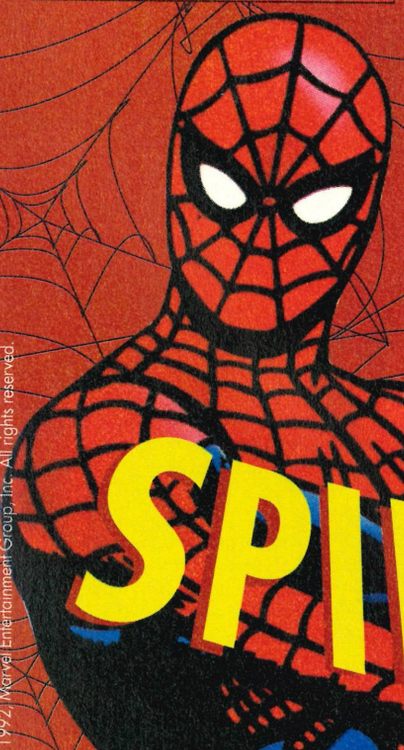
You start with only three lives. You can take eight hits and battling against the guardians soon knocks them down. With only three continues with which to complete the game, it's quite a tall order.

Spider-Man: Return of the Sinister Six is a disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is always plenty to do. Spidey fans should be suitably impressed, without being too amazed.

● **Jason "Electro 7" Johnson**



The end credits are very close as Doctor Octopus gives Spider-Man a run for his lycra.



SPIDER-MAN
RETURN OF THE SINISTER SIX

The most dangerous spider in the world is the Aranha Armedeira.

SPIDER-MAN:
RETURN OF THE SINISTER SIX

ACCLAIM ● £29.99 ● OUT MAY

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

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 64%
▲ Detailed backgrounds are enhanced with bright colours and neat designs.
▼ Spider-Man sprite is disappointingly poor, as are the majority of baddies.

SOUND 67%
▲ Fast background music keeps the action flowing nicely.
▼ But there's very little variation and it becomes monotonous.

GAMEPLAY 58%
▲ Various moves and jumps, along with the expected wall-climbing capabilities.
▼ Awkward control of Spidey, especially the webs, can infuriate you at times.

CHALLENGE 78%
▲ A tough game with a high challenge level could make it a winner with platform fans.
▼ Boring 'jump over the baddies and bullets' routine doesn't help early stages.

PROSCORE
66%
There are some nice touches, but it's a big disappointment after the superb first offering.

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MEGADRIVE

Toon Land is a happy, jolly sort of place where people can get along together and live a cartoony sort of life. What could be better? Joking around all day with no worries in the world! Well, that's the way it was until Montana Max came along.

The toons were busy at work, cleaning up an old warehouse. By chance they stumbled across a treasure map and became excited about finding treasure. Then old bully Max snatched the map from Buster and went to find the treasure himself. He also brainwashed Buster Bunny's friends and kidnapped his girlie!

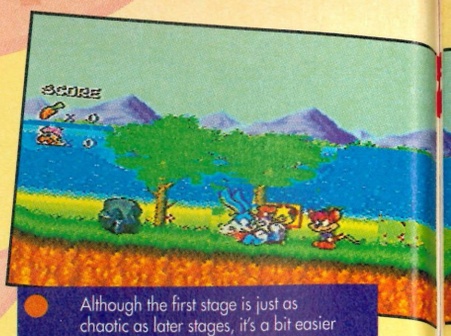
There's only one thing a rabbit can do in times like this! Buster runs off, in search of his friends. He might even get his sticky paws on the treasure too!

The cartoon atmosphere is instantly apparent as the intro appears on the screen, telling the story with still graphics and text. Although this works well, the whole scenario is set for the young! Starting a level only proves this point even further. Although there is a lot of action right from the start, progress is fairly easy.

Tiny Toon Adventures strong point is that it is very playable. The graphics are extremely inviting and as the emphasis is based on fun rather than challenge, the ease of play becomes less important. It can be played in two ways. Firstly, by purely getting to the end or, alternatively, by exploring every little part of each level. These are so huge that there's always something new to find.

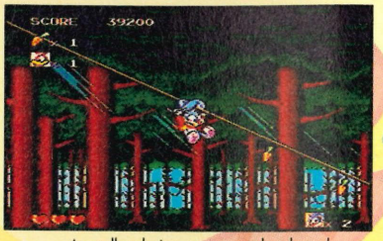
The platform-style doesn't seem to possess the monotony of many other platform adventures. Buster Bunny (a vague version of Bugs Bunny) runs around each level in the search for his turtle friend who holds the key to the exit!

Bobbing along on the beautiful briny sea! Watch out for the crabs and horrible rabbit-eating frogs, though!

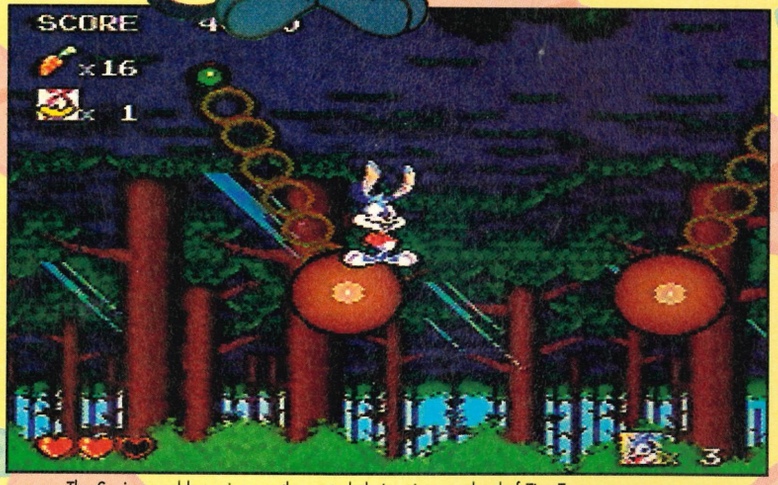


Although the first stage is just as chaotic as later stages, it's a bit easier to get through!

Walking on this rake will cause Buster to become stunned! It's the little features like this that add to the game.

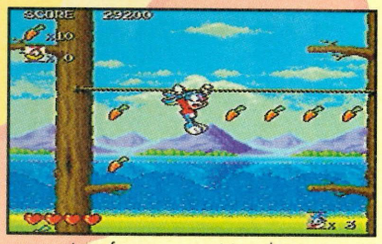


As well as being an extremely talented rabbit, Buster can also use his ears to slide down ropes. Brilliant!

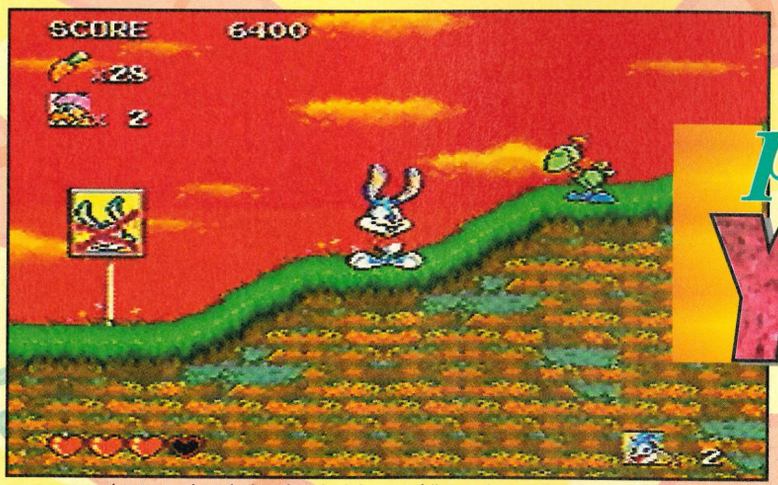


The *Sonic* resemblance is more than a tad obvious in every level of *Tiny Toon Adventures*. However, coupled with its own original style, gameplay doesn't become as tedious as *Sonic*.

The level two guardian is a nasty piece of work! Jump on his head about twenty times to get rid of him.



Lots of yummy carrots! Just what a rabbit needs when he's had a hard day super-heroing!



Just what Buster's been looking for! This little green fellow is about to show Buster to the exit! He's not always easy to find, though, and often can be found in two different locations on some stages!

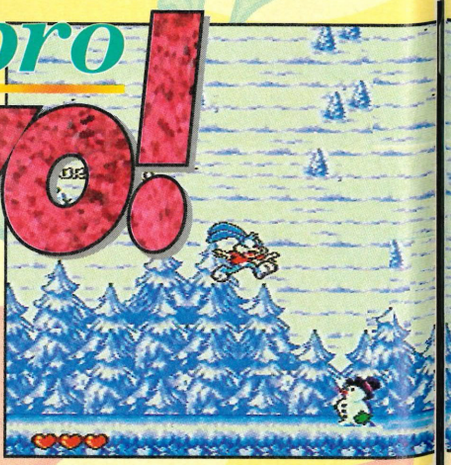
PROTIP Forward isn't always the best way. You sometimes have to go backwards to find the exit.

JASON SAYS:

Tiny Toon Adventures is a wicked platform adventure with the instantly recognisable characters from Toon Land and a previously seen, but effective, style of gameplay. The music is hyper-real throughout and after the initial disappointment that it's quite noticeably different from the SNES version, several plays later and I was totally captivated.

There are hours of fun just waiting to be had here, but the age-old problem of games being too easy effects the overall quality. With stunning graphics and a cuteness that gives it a fun feeling, this is perhaps the best platform adventure recently released.

JASON



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Cartoons first appeared in the cinema during the 1920s.

The fire stage is much more difficult than previous levels and actually offers the player some challenge.

Acme Looniversity is the home of all the Toons, not forgetting that devious thief Max.

Buster may want to find his friends, but not before he's scoffed a few carrots! There are hundreds of these on each level. If 50 or more are collected, extra energy is added to the life meter. There are also various other pick-ups lurking in deeper parts of each stage. These vary in use, but the best one by far is the Road Runner. He is obtained by pick-up or by collecting 50 carrots and can be used when the going gets tough. By pressing button A he instantly appears and flattens any enemies that are in the way!

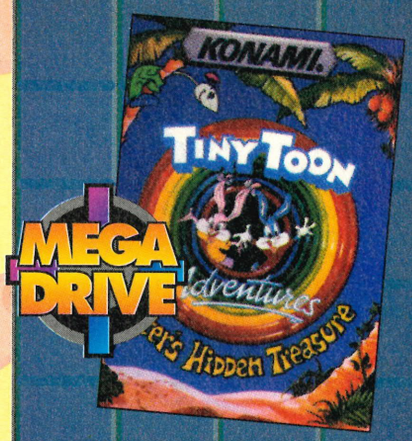
The main Buster sprite moves around with fluidity and it's a joy to see the result of the effort put into the animation! He can build up speed when running, can leap high and even bounce off the walls! Although there is the absence of a super jump, as in the Nintendo version, there are many other features that add to the chaotic atmosphere. Buster can run into walls, trip over coke cans and even run into garden rakes!

Other features tend to look very similar to those in *Sonic*. There are moving walls, spikes, falling boulders and Buster even moves in a similar way to the blue hedgehog! This doesn't mean that *Tiny Toon Adventures* is doomed for all eternity. In fact, it's quite the opposite. It manages to take the best elements from *Sonic* and combines them with features from Mario on the Nintendo.

Even though you'll probably finish it relatively quickly, it won't stop you from going back to it again and again.

● **Sam "That's all Folks" Hickman**

Once you reach the Ice World, you've gone through 50% of the game. This took us a good few hours to get to, but it gets tougher later on!



TINY TOON ADVENTURES

KONAMI ● £39.99 ● OUT MAY

CART SIZE 8Mbit
PLAYERS.....1
STAGES 33
SKILL LEVELS.....1
FEATURES.....password
CONTACT

Konami ✆ (081) 4292446

AVAILABLE IN UK

ACTION

STRATEGY

GRAPHICS 92%

▲ Loads of different backgrounds and each world looks very different from the last.
▲ Very cutesy with brilliant use of colour, but at the same time doesn't go over the top.

SOUND 90%

▲ A suitable cartoony tune introduces the adventure well and gives the right atmosphere.
▲ Brilliant sound effects are very slapstick and extremely varied.

GAMEPLAY 89%

▲ The sprite is very easy to control and has a variety of movements.
▼ Slightly repetitive, especially in the earlier levels when there isn't a lot happening.

CHALLENGE 71%

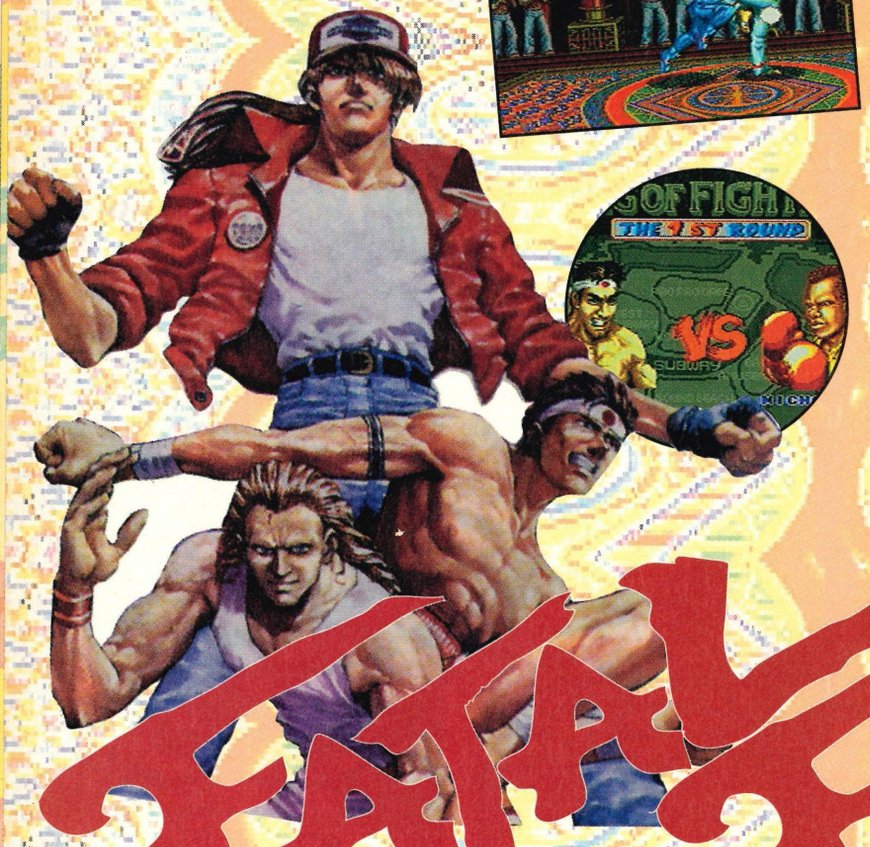
▲ A brilliant introductory platformer for younger players or newcomers to the console.
▼ Experienced gamesters will finish this quickly, especially since there are unlimited continues.

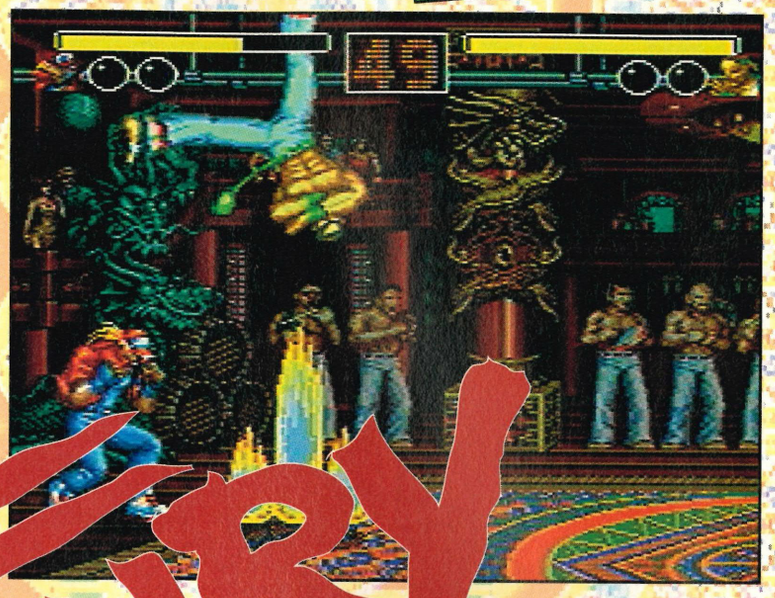
PROSCORE 90%

Although progress can be made quickly, there are lots of stages and it will take a good while to get through.

Bugs Bunny recently celebrated his fiftieth birthday!

pro REVIEW





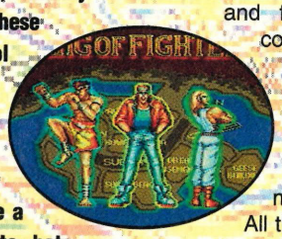
FATAL FURY

MEGA DRIVE

There's a place in the city where no-one ever goes unless they really need to – or they're really desperate. South Town is ruled by three elements: violence, money and power. All of these are under the control of one man. An evil, brutal man named Geese Howard.

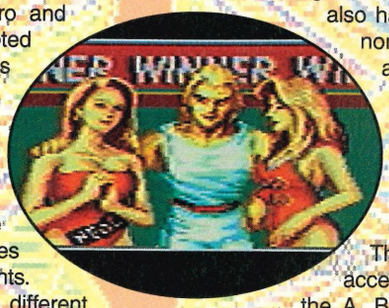
Two brothers, Terry and Andy, have a very good reason to hate Geese. He is responsible for the untimely and painful death of their father, a former martial arts expert.

Their chance for revenge comes from the King of Fighters' Tournament, the ultimate gathering of street fighters from all over the world. Sponsored by Geese, who also participates as a contender, the brothers have teamed up with Joe Higashi, a former Mu-e-tai champion to finally avenge their father's death.



There have been very few one-on-one beat-'em-ups on the Mega Drive so the market for this Neo-Geo conversion is enormous. One or two players each pick a fighter from the nine available choices and fight a best-out-of-three contest to decide the winner. Each fighter has his own set of special moves that are accessed via a combination of joypad movements and button presses. All the characters vary in skill and strength, with Geese Howard being the ultimate challenge for any worthy King of Fighters!

The game starts with a very atmospheric mini-intro and then you are prompted to enter the options screen or start a game. The options screen allows you to select the difficulty level of the game, along with the number of continues and button assignments.



There are two different games that can be played. The first is the normal tournament game, where the ultimate goal is to reach Geese Howard and defeat him, thus avenging your father's death. The other can be played by either one or two players and allows you to select any one of the nine available fighters and challenge either the computer or a human opponent. All the computer characters' special moves are listed, so you're not refined to the normal punch, kick and throw.

Terry, Andy and Joe each has four special moves that range in power and usefulness. The joypad and button sequences for some of the more powerful ones are very difficult to obtain and a lot of practise is necessary before you can whack off a quick Tiger Kick with Joe, or a Shotgun Kick from Andy. You also have a number of normal moves that are performed depending on whether you're jumping, standing still, moving forward or crouching. These are all accessed through the A, B and C buttons. The button assignments can be changed in the options screen.

The graphics are very good. Each

PROTIP **Only use the throwing moves if you're very close to an opponent and have plenty of energy left. You need the energy in case you miss the throw and get clobbered by your opponent!**

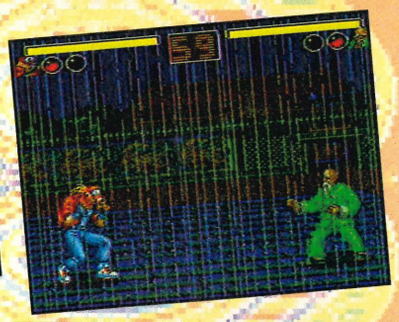
JASON SAYS:

Bloodthirsty street fighting which sets new standards for this style of game on the Mega Drive. The scenario is perfect, oriental and mysterious, while the game still has something new to offer. Big main sprites give you a feeling of power and with some awesome moves to master, there are some tough fights on the way.

Background graphics are well animated, giving the game more depth and it also helps to keep the interest level high. On the bad side, the game is relatively easy unless on hard setting and the controls are limited.

JASON

Fatal Fury 2 is about to be released on the SNK Neo-Geo.



Geese is impressed with Andy's first performance, but is slightly worried at the same time!

Now Geese is getting very concerned after you defeat Max. Could this be some sort of plot to get at him?

You finally meet up with your father's killer and now it's his time to die a slow, painful death!

Terry and Geese in the final match to the death – who will walk out of the Dojo and who will be carried out? Only your skill, with a small peice of plastic that has a few buttons on it, will decide the winner!

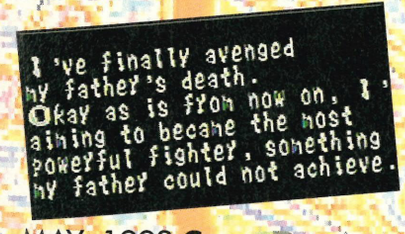
Andys fireball is very useful for disuading airbourne attackers from getting too close to you! The joypad combination for the fireball is pretty easy to learn, but some of the other moves are very difficult to remember, let alone perform!

of the characters' sprites are nearly half a screen high and are very well-animated. The detailed backgrounds are animated and, because of this, you really feel the crowd is cheering you on.

The sound is atmospheric, with a series of sampled battle cry, grunts and groans even a few bone-crunching effects that will really make you wince. Music is played all the way through and the individual tunes range in quality from okay to down right funky! If you get tired with the music, it can be turned off from the options screen, saving your eardrums from the constant battering of music.

This is a very competent beat-'em-up that should keep everyone happy until *Street Fighter II* is released in a few months. The only flaw seems to be the limited gameplay. Once you've completed the tournament and mastered all the other opponents, then you've really got nothing left to do. Still, with three difficulty levels and some very hard opponents, you won't be bored for quite a while to come!

Dino "Duck King" Boni



The Neo-Geo version of *Fatal-Fury* features three extra characters.

FATAL FURY

SEGA ● £44.99 ● OUT APRIL

CART SIZE 12Mbit
PLAYERS.....2
STAGES 9
SKILL LEVELS.....3
FEATURES.....continues
CONTACT
Sega ✆ (071) 7278070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 86%

▲ Huge sprites that are animated to an exceptional standard for the Mega Drive.
▲ Great looking animated backgrounds that bring the game to life.

SOUND 81%

▲ Loads of sampled sound effects and speech as you beat your way through each fight.
▼ The music in the game is okay to start with, but soon gets on your nerves.

GAMEPLAY 82%

▲ Beating people up will always be an enjoyable scenario for computer games.
▼ It's just a shame that everyone is so intent of copying *Street Fighter II*!

CHALLENGE 84%

▲ Some of the opponents, especially Geese Howard, are very tough on difficult setting.
▼ The Easy and Normal difficulty levels are way too easy to complete.

PROSCORE 84%

Plenty of action and moves, but the interest will falter with time. Even so, it's the best one-on-one beat-'em-upe.

Facing the rising tide of anti-mutant hysteria, Professor Charles Xavier, a mutant telepath himself, formed the *X-Men* to try and show the world that humans and mutants could co-exist peacefully. However, mutants like Magneto think that the only way for them to survive the torrent of abuse is to rise up and claim their place as rightful masters of the human race and use force if necessary.

The X-Men became humanity's only line of defence against the evil mutants and were trained by Xavier in the "Danger Room". This massive arena contained holographic projectors that could simulate any situation, so the X-Men would be ready to fight when their time came.

That time has now arrived...

Magneto has come up with a devilishly clever plan to get rid of the X-Men once and for all. He has written the world's most potent computer virus and has transmitted it into the computer that controls the X-Mens' Danger Room. When it arrives, anyone in the room will have to contend with some very dangerous illusions indeed!

A fairly simplistic title screen opens up the proceedings before you're asked which difficulty level you'd like to play at. This is the only glimpse of an options screen that you'll see and it only has three settings; Amateur, Hero and Super Hero.

One or two players can play this platform beat-'em-up, with each controlling one of the X-Men. Each has their own special mutant abilities that are essential for certain parts of the game. An option has therefore been included to let you change your character at any time, but it can only be used a limited number of times.

You can also call in some of the other well-know super heroes to deliver a heft wallop when you're in a tight corner, but again, each of the special back-up team can be used only once.

There are only six levels, but each one is very big and filled with loads of illusions ready to kill you. Some of the level-guardians are not exactly a piece of cake to kill either!

The graphics are good, but the sound is very average for what should be a top-notch title. In the two-player mode, the game offers a decent challenge and is fun to play, but the one player mode is a little sparse on action to keep you interested for long.

● **Dino "IceMan" Boni**

PROTIP On the first level, you may see a little bee buzzing around on the screen. If you can find its nest and punch it, it will explode on the ground to reveal an extra-energy icon.

Iceman always was one for making an entrance! Wolverine has things under control, so his help isn't needed!

Humm. Fireballs are not one of Nightcrawler's favourite weapons – they tend to hurt quite a lot!

After completing the first level, Cyclops is still under the impression that it was a test. Little does he know!

Space marines have a nasty habit of firing lasers at anything that moves- including mutant X-Men!

The X-Men have also appeared in a game with Spider-Man.

X-MEN

SEGA ● £39.99 ● OUT MAY

CART SIZE 8Mbit
PLAYERS.....2
STAGES 6
SKILL LEVELS.....3
FEATURES .....n/a
CONTACT
Sega ✆ (071) 7278070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 80%

▲ Great animated sprites with large, bold enemies and back-up team.
▲ The backgrounds vary in quality, but most of them are way above average.

SOUND 71%

▲ Plenty of painful sound effect as you kick and hack your way through each level.
▼ The music doesn't seem to have a tune and is far too moody for this game.

GAMEPLAY 78%

▲ Great fun in two player mode as the action soon heats up!
▼ The one-player game can become very boring after a few tries.

CHALLENGE 81%

▲ Only six levels in the entire game, but they're huge and very challenging.
▲ Three difficulty levels that should suit just about everyone who tries it!

PROSCORE 78%

A conversion of the *X-Men* arcade machine would've made a much better game, but this is a credible offering.

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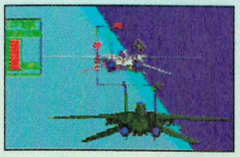

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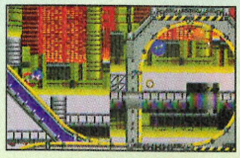

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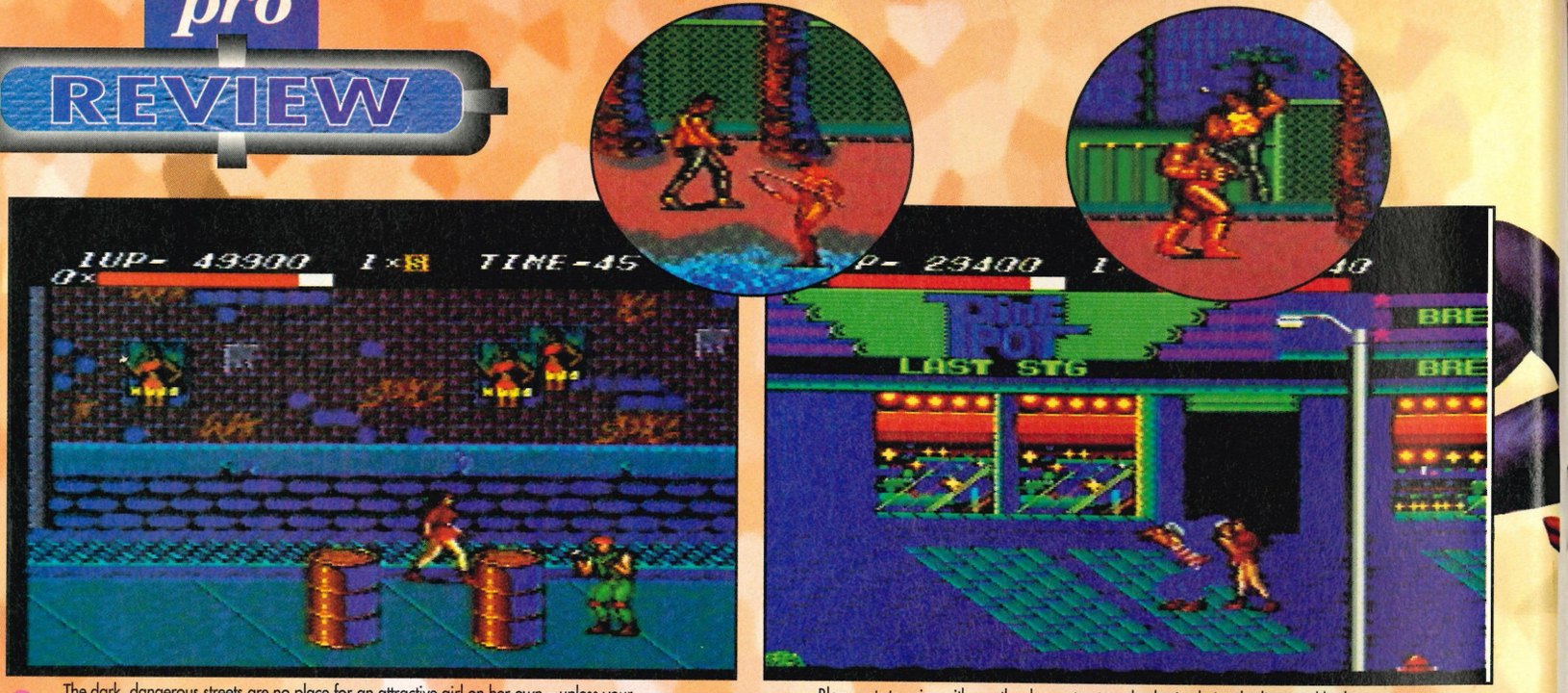


The dark, dangerous streets are no place for an attractive girl on her own – unless your name happens to be Blaze! In that case, you can go wherever you please and beat up whoever gets in your way.

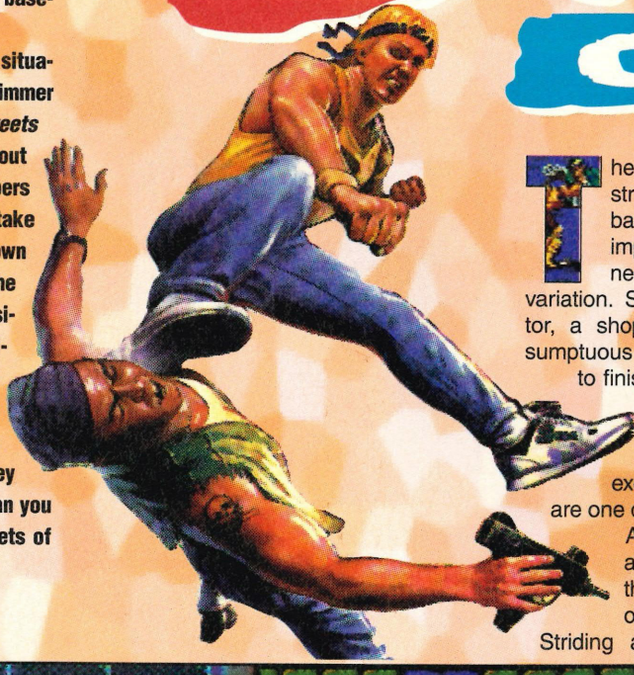
Blaze gets to grips with a rather large street punk who is obviously distracted by her good looks and personality. Having his arms bent behind his back and then kicked in the head may also explain why he looks rather puzzled!

MASTER SYSTEM

STREETS OF RAGE

Criminal syndicates have over-powered the inhabitants of what was once a peaceful and secure city. Violence and crime have become part of everyone's daily lifestyle. No longer do executives with portable phones, filofaxes and fast cars rule the streets. They are now ruled by baseball bat wielding thugs.

Out of every hopeless situation there is always a glimmer of faith to be found. *Streets of Rage* is a story about three young ex-coppers who have decided to take the law into their own hands. They know that the task is virtually impossible and that they're easily the most foolhardy people in the world, but they don't care. They're on a mission and they intend to complete it. Can you help them calm the streets of rage?

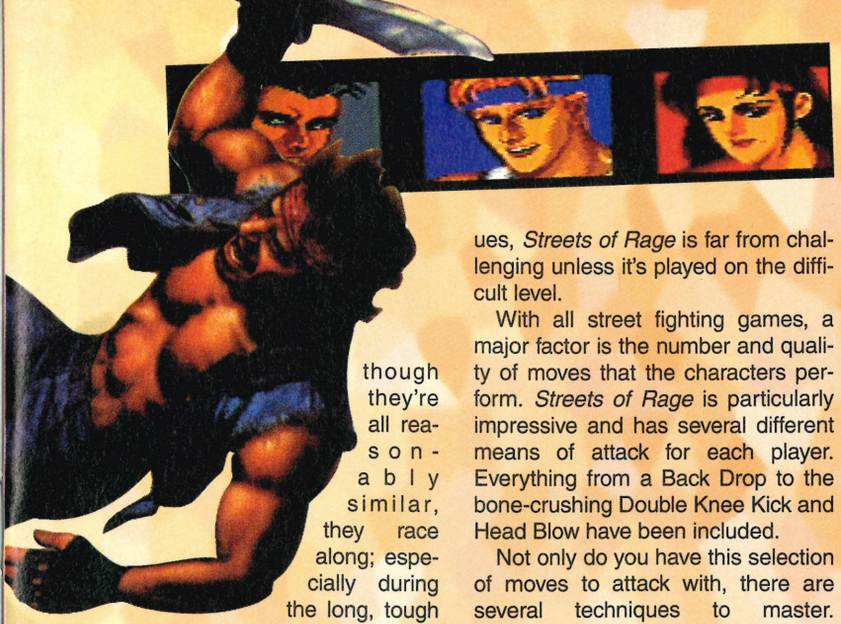


The quality of the graphics strikes you immediately. The backgrounds are particularly impressive with flashing neon signs and plenty of variation. Settings include an elevator, a shopping mall and the presumptuous boss headquarters level to finish off with. There may not be the same polished finish as with the MD version, but it has been excellently converted. There are one or two problems, though. As well as the questionable sprite flicker, there is the disappointing omission of a two-player option. Striding along with a mate and beating the living daylights out of everything else is one of the best features of *Streets of Rage* on the Mega Drive. Leaving this out on the Master System is almost unforgivable, but Sega have used up the full 4Mbits on graphics and sound.

PROTIP When fighting level guardians, don't attack until they stop firing their special weapon.

Each level is accompanied by a different background tune and

Even the 2Mbit Game Gear version of *Streets of Rage* includes a two player option.



though they're all reasonably similar, they race along; especially during the long, tough end-of-level guardian battles. It seems to take ages to kill the guardians off and finding the correct means of attack requires practise. This doesn't mean to say that you're unlikely to kill them off on your first attempt, just that they tend to put up a bit of a fight. With three continues, *Streets of Rage* is far from challenging unless it's played on the difficult level.

With all street fighting games, a major factor is the number and quality of moves that the characters perform. *Streets of Rage* is particularly impressive and has several different means of attack for each player. Everything from a Back Drop to the bone-crushing Double Knee Kick and Head Blow have been included.

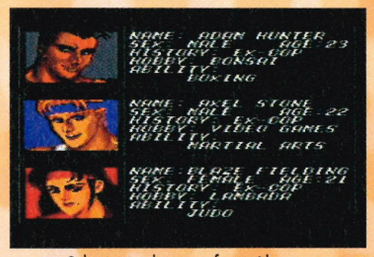
Not only do you have this selection of moves to attack with, there are several techniques to master. Grabbing and throwing the enemy while landing on your feet, rather than your back, must be learned. A special attack has also been included. A souped up police car hurtles onto the screen and an arrogant looking copper jumps through the sunroof firing a missile launcher. The screen returns to the original setting and the enemies are burned. Awesome!

As you battle through the levels, the routine tends to become repetitive. You are able to master the controls fairly quickly and the baddies soon attack in predictable waves. The addition of previous guardians during later levels offers a considerable change from the mundane bash-'em-up recipe. Meeting new and more powerful guardians is even better.

The normal 'just one more level' feeling tends to spur you on, but there may not be enough to keep everyone happy. However, this is an MS game, after all, and it has been excellently converted to fit into the 4Mbit cart. This could be described as the best beat-'em-up on the Master System, but without a two-player option it's debatable.

● **Jason "no belt" Johnson**

This level guardian is thick. Not only can't he find his attacker, but he's standing in a circle of fire!



Select your character from either Adam, Axel or Blaze. It's just a shame that there isn't a two-player mode.

A quick grapple in the corner. I don't think it's quite what it seems! What more can you say?!

If you get into a tight spot and need a bit of help, your cop buddies bring out the heavy weapons and blast away!

Okay. You stand still while I cartwheel over the top of you and then slam you into the ground!

Not exactly the best place in the world for a quick lay down, is it?! The two green punks don't seem too mind!

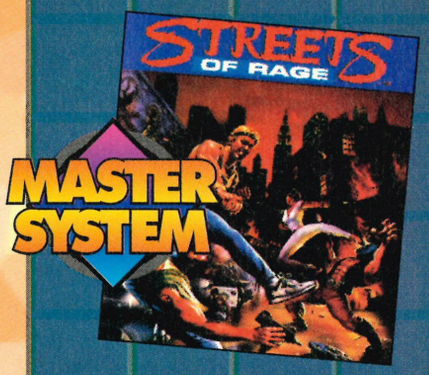
SAM SAYS:

I was looking forward to some two-player action, but unfortunately there is none. How could Sega overlook this feature? Anyway moaning aside, *Streets of Rage* is still a brilliant beat-'em-up. The graphics are pretty amazing for the MS and the control method is also fairly flawless.

There are a fair amount of special moves and, thankfully, enough levels to keep games players of all abilities occupied. This is yet another brilliant release on the MS and is highly recommended to all owners of the console.

SAM

Streets of Rage 2 was recently released for the Mega Drive and it's awesome.



STREETS OF RAGE

SEGA ● £29.99 ● OUT MAY

CART SIZE 4Mbit
PLAYERS.....1
STAGEs.....8
SKILL LEVELS.....2
FEATURES.....continues
CONTACT

Sega ✆ (071) 727 8070

ACTION

STRATEGY

GRAPHICS 89%

▲ Fantastic background graphics that includes flashing neon signs and much, much more.
▼ The sprites are well detailed, but are small and there is some sprite flicker.

SOUND 88%

▲ Different background music for each level makes the game far more appealing.
▼ There aren't enough effects and when they are included, they're not loud or powerful.

GAMEPLAY 90%

▲ All the moves are easily accessible and there's plenty of them.
▲ Each of the three characters has a personal selection of moves at their disposal.

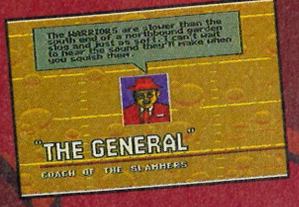
CHALLENGE 78%

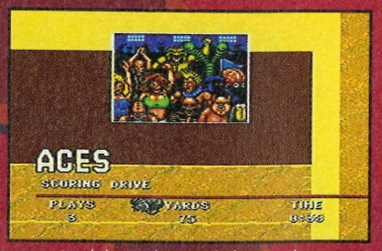
▲ All the level guardians put up a reasonable fight which makes a challenging change.
▼ With several continues and only two difficulty settings, it's too easy for experienced 'Ragers'.

PROSCORE

89%

A superb beat'em-up for the MS that's been a long time coming, but sadly let down by the lack of a two-player option.

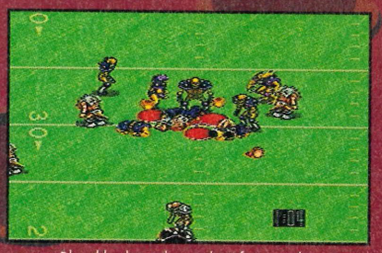




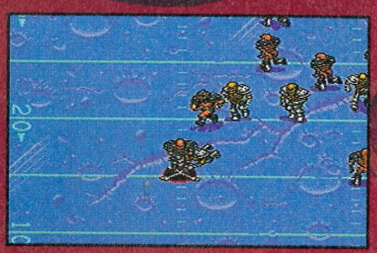
Touchdown! The crowd of assorted species roars with approval as your team prepares for the extra point.

MUTANT LEAGUE FOOTBALL

In such a high-risk game, death is common so each team carries a healthy selection of spare players.



Blood bath on the pitch! After switching the ball for a bomb, the opposing team's defense has been blown into orbit!



Missed me! Only 15 yards to go before the player with the ball can perform his stupid touchdown dance.

MEGA DRIVE

Take your average game of American football, change the players for super-human monsters, cover them in deadly spiked armour and place them all on a pitch covered in pits, mines and fire-holes. Add a few vicious plays and a corruptible referee and you're left with a sadistic, brutal sport that is followed throughout the Chaos universe.

Two teams of monsters do battle on a square pitch marked out into sections, the object of the game being to carry or throw an odd-shaped ball to the other end of the field. Weird, huh? Anyone watching a game for the first time will probably guess that it's the violence that the players enjoy, not the sport – even the coaches are howling for the other team's blood!

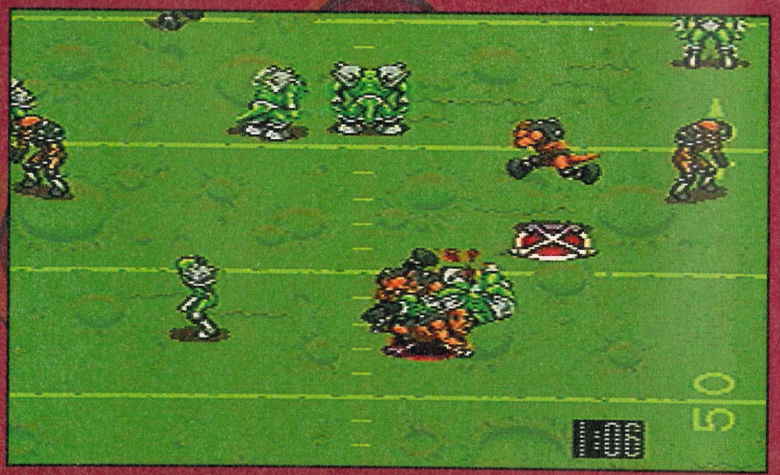
You can't help noticing that *Mutant League Football* sports the same front-end as *John Madden Football* and all the plays are taken from this classic sports sim with their names changed a bit.

The options screen allows you to choose your team and your opponents team, which the computer controls in a one-player game, and select the type of pitch to play on, the time limit for each match and a wealth of other options.

Each team is rated with a number of skulls. The higher the number of skulls, up to the maximum of five, the better the team is.

Teams are made up of a number of different races, each having their own particular talent on the field: Humans make good defensive backs, Orcs and Ogres are tailor-made to be blockers and the weird breed of alien found in some teams makes a fantastic receiver.

The control method is more or less the same as *John Madden* except for a few minor alterations. Audibles are still included, but instead of fumbling around in the manual to find out which sequence of buttons to press, a small menu appears above the head of your quarterback, making changing plays a lot easier.



The options screen allows you to set the level of violence on a scale of one to five, with the latter being the most gruesome, sadistic game you'll ever encounter. Players are squashed, blown up or simply torn apart by the other team to stop the scoring a touchdown.

The basic rules of American football still apply, so fans of the sport will have no problems settling into it. There are a few new plays to get to grips with, especially the nasty plays. These are used when you just want to kill a few of your opponents, or give your team a big advantage with a few well-chosen magic spells that increase your players' abilities. There's also a play to kill the referee should the other team decide to bribe him!

Throughout each match, your head coach gives you advice, encouragement and a hefty kick up the backside when you're doing badly. He's also got a few helpful hints that you should take notice of if you want to win.

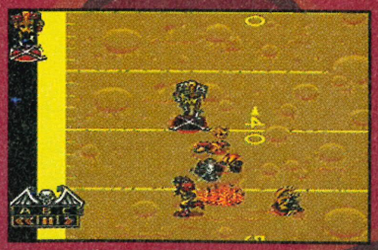
The sprites are large, colourful and very detailed. The animation is on the same level as *John Madden* which is simple, but functional. The background scrolls smoothly even though the action is viewed from overhead instead of in a forced 3D view. The sound is very good and includes lots of groans, crunches and explosions as your players get thumped around and blown up!

What a shame it is that after being subjected to some pretty graphics and pleasing sound, you find rather dull and boring gameplay. Initially, the carnage and tongue-in-cheek humour are very appealing, but after a few games, you begin to feel that this lacks that certain something that made *John Madden's* such an all-time classic.

Anyone who found *John Madden* too deep will find this much more enjoyable, but if you've played American football games before, this may not be to your liking.

● **Dino "Alien" Boni**

There's a board-game version of *Mutant League Football* called *Blood Bowl*.



"Well, Jim, in the replay, you can clearly see that Snot trod on a mine, giving the ball away in the process. What a play!"

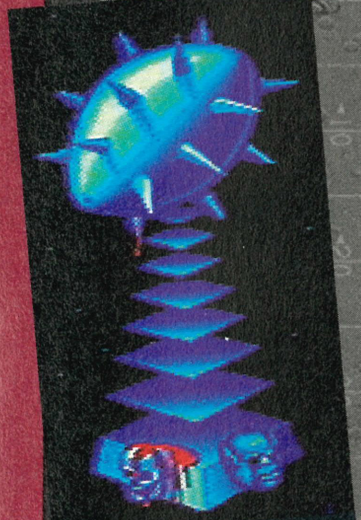
The play selection screen looks a tiny bit familiar, doesn't it? Well, "If is isn't broken, don't fix it," as the saying goes.

JASON SAYS

Learn all the moves, find the players' strengths, choose your team and then find out how to kick the ball without stubbing your toe. It's all very mediocre. American football simulators, as you may have guessed, are far from the top of my list of favourites.

There's nothing new in this and it has all been seen before, so why are we offered a constant stream of this nature? Admittedly the graphics are good and the general idea of a mega-violent futuristic game is fun, but surely *Speedball 2* is all you need in your collection to bash away on.

JASON



THE PLAY OFFS
This trophy is what every team wants to own. It's the symbol of skill, talent and perverse violence. All you have to do to get it is beat up every other team around!

PROTIP If you bribe a referee, he'll call a penalty on the next play that you make and give you an extra five yards. The computer will then kill him and the new referee will give you another extra five yards which could make a first down for your team!

This is just one of the many different pitches that you can play on. Each one has its own inherent dangers and traps (as if the other players weren't enough trouble!) and can cause a few deaths here and there. On top of everything else, you can fall off the edges!

MUTANT LEAGUE FOOTBALL

EA ● £39.99 ● OUT MAY

CART SIZE 8Mbit
PLAYERS.....2
STAGES .....n/a
SKILL LEVELS.....5
FEATURES .....password
CONTACT
Electronic Arts ✆ (0753) 549442

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 78%

▲ Big, bold sprites and a smooth scrolling pitch add to the overall appeal.
▼ The backgrounds are a little boring and some of the animation is below par.

SOUND 80%

▲ Plenty of painful sound effects throughout with even the occasional sampled phrase.
▲ Quite a few tunes that lift the atmosphere of the game.

GAMEPLAY 74%

▲ The violence and gore gives American football a new lease of life...
▼ ...for a while. After which, the novelty wears off and you're left with another football game.

CHALLENGE 71%

▲ Plenty of teams to challenge and beat in either a single match or in the playoffs.
▼ Once you've won the playoffs, there's not a lot more to do except play it again!

PROSCORE 72%

A great idea that is let down by the lack of depth that made the *John Madden* series such a timeless classic.

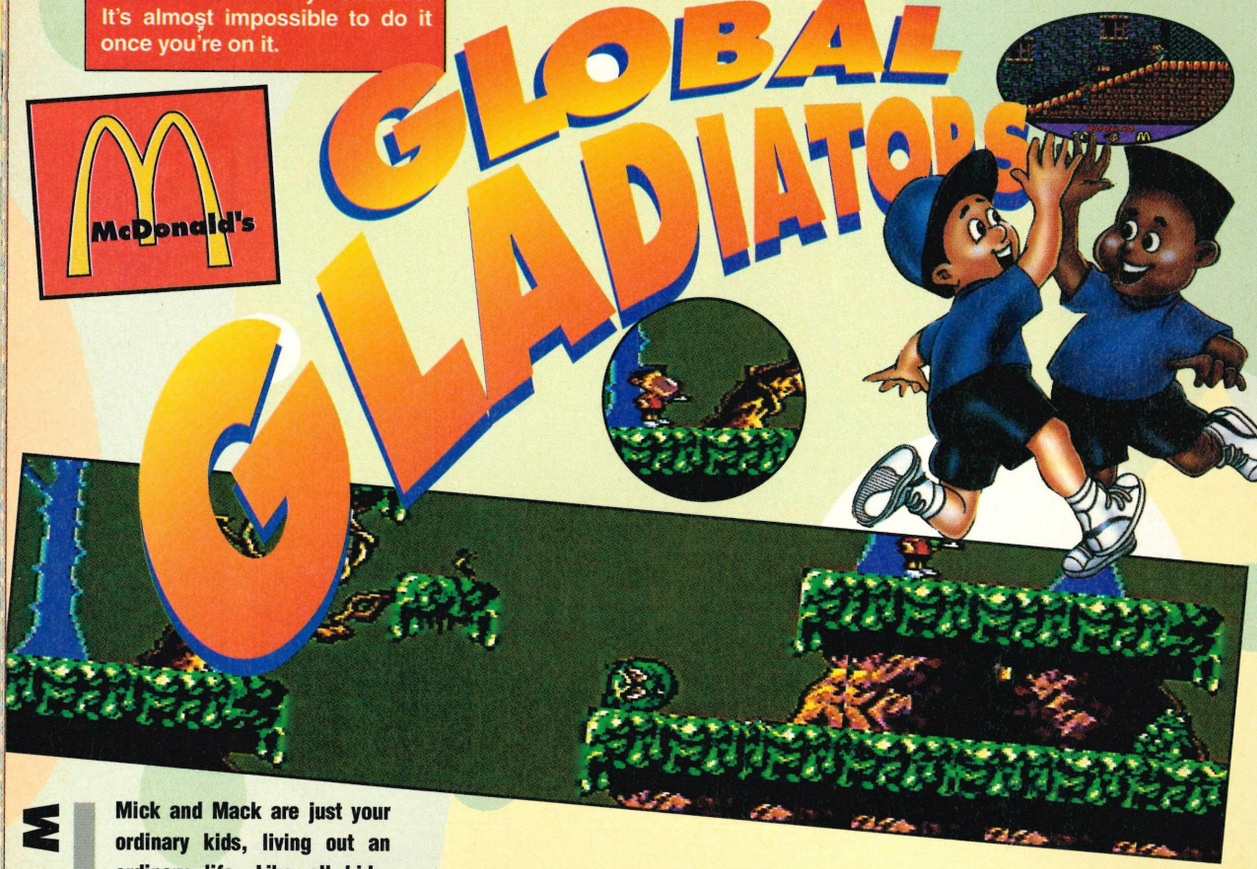
The last Superbowl was viewed by over 50 Million armchair spectators world-wide.

PROTIP Before you jump on to a platform, make sure that you have blasted away any enemies. It's almost impossible to do it once you're on it.

Ronald shows Mick the level exit and invites him to go for a few burgers at the same time!

Mac keeps his splurge gun even when there are a few handy snowballs around to use!

GLOBAL GLADIATORS



MASTER SYSTEM

Mick and Mack are just your ordinary kids, living out an ordinary life. Like all kids, they have their fantasies, but this one is a little unbelievable! Mick and Mack both idolise the Global Gladiators, super hero characters from the guys' favourite comic.

One day they were both hanging out in the local McDonalds and good old Ronald appeared out of no where. "You too can be like the *Global Gladiators*" he told them. "All you have to do is help clean up the mess that the world has caused". Then he bunged them a couple of splurge guns and disappeared again.

Mick and Mack, desperate to be like their idols couldn't resist this larger then life challenge. Without a second thought, they set off into the distance to become super-eco-heroes!

The object of *Global Gladiators* is to rid the world of rubbish. No, it's not a litter picking frenzy! Mick and Mack must destroy hundreds of slime balls that have invaded the world!

A lovely intro sequence starts the action off and you're then left with an options screen. The player can either choose to be Mick or Mack, although both sprites have exactly the same abilities.

As soon as the chosen character appears on screen, slime balls emerge and begin to attack the mini-hero. Although they can be destroyed with one blast of a splurge gun, avoiding them is quite difficult. This is mainly due to the awful control method. Press right, the sprite will lunge off into the distance, press jump and he'll disappear into the clouds! This is an awful shock, as the Mega Drive version was 100% playable!

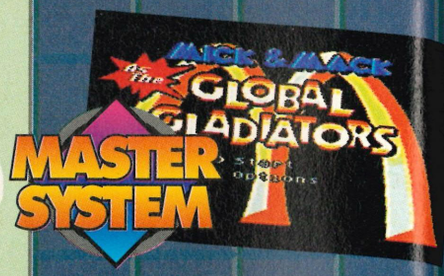
With controls this bad, it's hard to concentrate on the rest of the game. It's is a shame as the graphics are absolutely outstanding; there's enough variation in levels to make you think you were playing on the Mega Drive!

If it wasn't for the unresponsive controls, *Global Gladiators* would probably be fairly easy. However, as it stands the fiddley control method makes gameplay very difficult. Enemies populate nearly every platform and this becomes highly annoying after a very short time.

Global Gladiators may look like one of the best MS games around, but the control method is a complete let down. If this doesn't frustrate you after about five minutes, you have the patience of a saint.

● **Sam "vegi-burger" Hickman**

Hands up or I'll shoot! Unfortunately, these baddies aren't willing to co-operate.



GLOBAL GLADIATORS

VIRGIN ● £32.99 ● OUT APRIL

CART SIZE 2MBit
PLAYERS.....1
STAGES 6
SKILL LEVELS.....1
FEATURES .....n/a
CONTACT
Virgin ✆ (081) 9602255

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ACTION
STRATEGY

GRAPHICS 90%

▲ Sprites are wonderfully animated and there is a lot of detail throughout the levels.
▲ Each level is totally different from the others and the graphics are even worthy of the MD!

SOUND 80%

▲ The sound that comes out of the splurge gun is brilliant, as are those when Mick or Mack are hit.
▲ Some fast and frantic tunes that add a lot of chaos to an already fast atmosphere.

GAMEPLAY 50%

▲ Lots of pick-ups, many different moves and many bonus levels.
▼ Control method lets down gameplay totally, resulting in complete frustration.

CHALLENGE 80%

▲ Manages to keep you coming back for more even though it is very hard.
▼ Too many enemies and a bad control method makes the game much harder than it needs to be.

PROSCORE 64%

Could have been a brilliant game if it wasn't completely let down by its terrible control method.

A recent excavation into a 1950s American rubbish tip uncovered many items that have still not decomposed.

HARDBALL III

ACCOLADE ● £39.99 ● OUT APRIL

CART SIZE 8Mbit
PLAYERS 2
STAGES .....n/a
SKILL LEVELS 3
FEATURES .....save
CONTACT
Accolade UK ✆ (081) 8773033

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 86%

▲ Massive, beautifully animated sprites for the batter and pitcher.
▲ Even the options and statistics screens look attractive and interesting!

SOUND 79%

▲ Great in-game commentary that's quite entertaining for the first few games you play.
▼ Some more soundtracks would have enhanced the game even further.

GAMEPLAY 85%

▲ About as comprehensive a baseball game as you're ever likely to find.
▼ If you don't like baseball, then you're going to get bored very quickly.

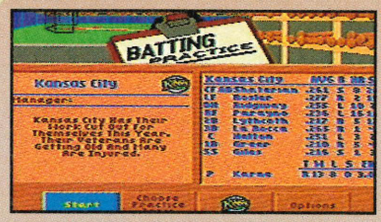
CHALLENGE 80%

▲ A full 165 season game is going to take a long time to play and even longer to win!
▼ Many won't have the patience to play a full season, so the challenge is limited.

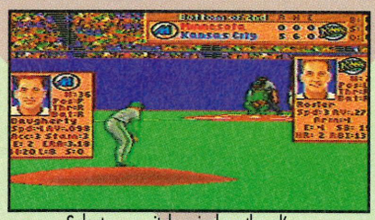
PROSCORE

86%

Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time!



Batting practise is essential if you want to beat the computer. You'll reap the rewards later on.



Select your pitch, wind up the ol' throwing arm and let fly! Just don't hit the batter, whatever you do!

All the 1993 World Series teams and players are included, together with their playing stats. I would imagine that this allows you to pick a well-balanced team, but you'll probably need a degree in statistics to figure them out!

The majority of the action is viewed from three different angles, depending on whether you're batting, pitching or fielding the ball. One player can battle against the computer or two players can slug it out for nine innings against each other.

An entire World Series season of 165 games can be played or this number can be cut down to suit your degree of enthusiasm. If you can't be bothered to play the World Series, then an exhibition match can be played where you pick your team and your opponent's team.

The key to any baseball game is practise and *Hardball III* is no exception. The menu includes a batting option that should be put to good use if you want to get anywhere in the World Series. The computer-controlled pitcher throws all kinds of balls at you so you can refine your batting technique.

The sprites on the batting and pitching sections are massive and expertly animated. Even the menu screens are bold and attractive, which is unusual for a screen full of text!

The sound effects range from your average bat-hitting-ball sound to sampled cheers and whistles. The in-game commentary is very clever and for the first few games, it's very entertaining. However, after a few days of play, you'll be glad your TV has a volume control! Most of the music is construed from the terrible organ tunes that seem to be part of the unbreakable tradition of baseball and it's a relief to turn them off!

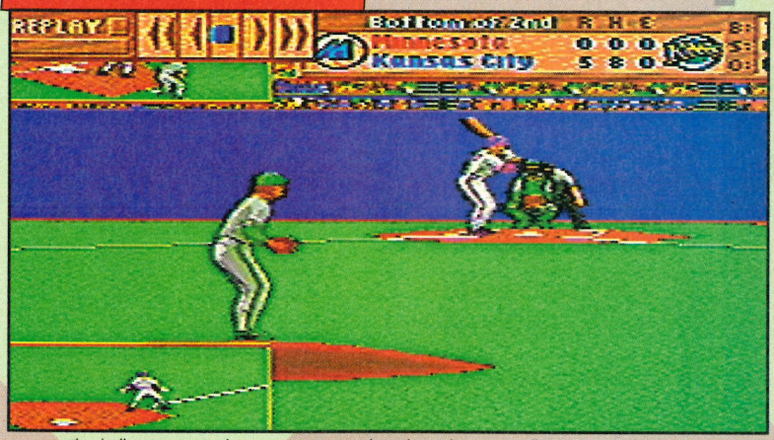
This is definitely one of the better baseball games available, but it's the same as any factually correct and accurate sports simulation in that it's only going to appeal to die-hard fans of the sport.

● **Dino "Babe" Boni**

Baseball is not the most exciting game for conversion onto a computer or console. Many companies have attempted it in the past and after discovering how difficult it is to add new features and improve an already boring sport, most of them threw in their gloves and called it a day.

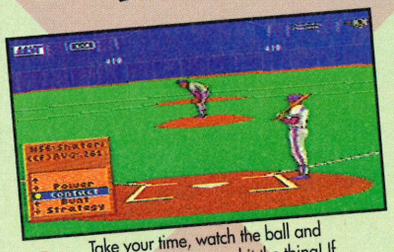
Accolade, though, stuck with baseball and have improved the game every time they release a new version. *Hardball III* is the newest offering for addicts everywhere and includes the full 1993 World Series teams and players. This gives you the unrivalled opportunity to sit down and play a full season of 165 games while watching your finger joints seize up and your eyes turn into jelly from sheer exhaustion. Thank goodness for battery back-up carts...

PROTIP When you pitch a fast ball, try and get it as close to the edge of the plate as you can. The batter will normally swing for it and miss, giving you an easy strike.



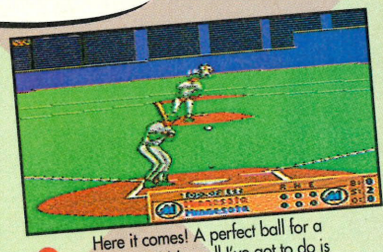
That ball was never wide! I wanna see a replay! The replay option allows you to see the last play again and if you like it, you can save it to the battery-backed ram.

HardBall III



Take your time, watch the ball and only swing if you can hit the thing! If you miss, then it's "Strike one!".

The options screen has a little help window that tells you what each of the options do to the game.

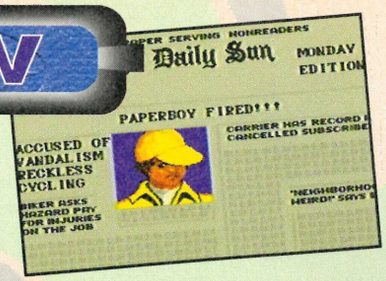


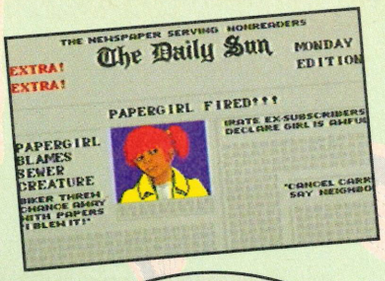
Here it comes! A perfect ball for a home run! Now all I've got to do is whack it into the stands!

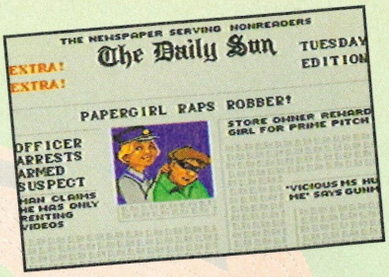
Baseball players have to be exceptional sprinters on top of everything else.

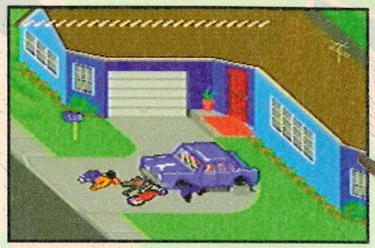
It's 06:30 am and the rain teams down. The residents are none too pleased with the local newsagent and you're their new paperboy. Having recently moved into the area, the task ahead of you shouldn't prove too much of a problem. After all, you've done it all before and a new face always brings a smile. Jump onto the seat of your speedy cruiser bike and zoom down to collect the papers.

It's time to battle the weather, angry customers and finish off with a tough assault-course on the way home. The gameplay follows the original scenario, but with even deadlier customers to contend with, are you up to the challenge? This is the return of *Paperboy*.





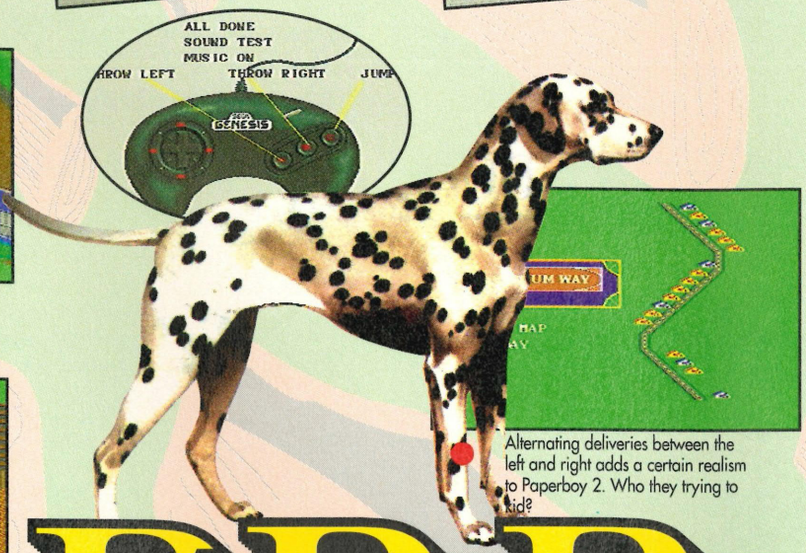




Fortunately, this is video game land. If you're squashed by a car, you'll live on to finish your round.

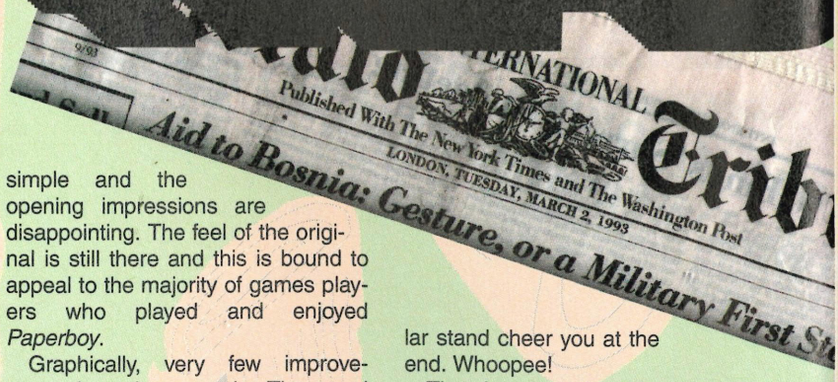
Hooray for paperboy! Finish the stunt course and your relations hold a surprise party for you.

Skidding down the road on your backside isn't my idea of fun. Paperboy makes a living out of it.



Alternating deliveries between the left and right adds a certain realism to Paperboy 2. Who they trying to kid?

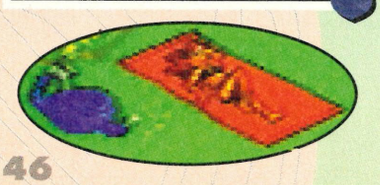
PAPERBO



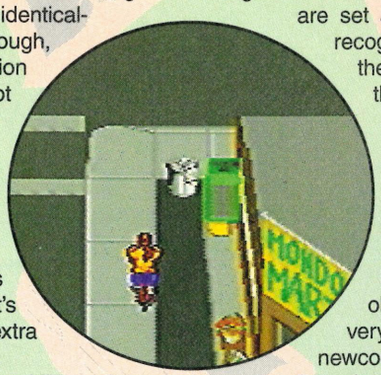
PROTIP Take it easy in the first instance. Avoid trying to speed through the streets as you'll just become a cropper.

SAM SAYS:
Even though *Paperboy* was hugely popular, it never really grabbed me as being a great game. The controls were too fiddly and gameplay was highly repetitive. Unfortunately there aren't that many changes in *Paperboy 2*. Admittedly, there is a papergirl and papers are delivered on both sides of the street, but these changes don't make a huge amount of difference to gameplay. The graphics are slightly better and the obligatory obstacle course offers amusement, but that's about it. The controls are still fiddly the gameplay is still repetitive.

SAM



Memories come flooding back, immediately. *Paperboy 2* resembles the original arcade game and the original MD version almost identically. This time, though, there's a new addition to the game. Not only do you deliver the Daily Sun to the left side of the street, but also to the right. Why this wasn't included in the first game was an oversight and it's nice to see this extra feature included.



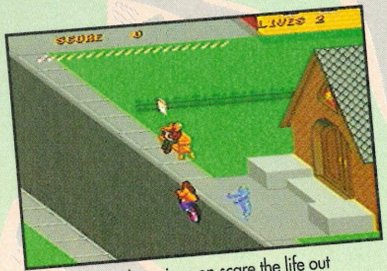
Alongside the addition of more deliveries, you also choose which character to play: paperboy, or the equally efficient papergirl. So, with these two changes what else does the *Paperboy* of the 90's offer? Unfortunately, very little. The introductory sequence is unbelievably simple and the opening impressions are disappointing. The feel of the original is still there and this is bound to appeal to the majority of games players who played and enjoyed *Paperboy*.

Graphically, very few improvements have been made. The usual targets are all included, the streets are set at the immediately recognisable angle and the object is exactly the same down to the last detail. There are even the recognisable bonus characters to knock off their bicycles or diving boards, but this is old news and there's very little to inspire newcomers.

Paperboy 2 has all the qualities of the original with the added bonus of a two-player mode and a non-sexist choice of character: boy or girl. Great, but that's about it. There is a severe lack of new and better obstacles on the assault course and the same old fan club in a very similar stand cheer you at the end. Whoopee!

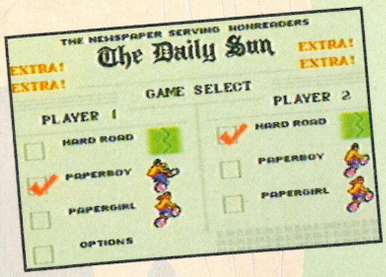
There's an intensely annoying theme tune that is far worse than that of the original and, as with *Paperboy,* a few muffled hints of speech can be detected. The sprite collision detection is almost as poor as that in the first outing. This fails to distract from the fun as it's all fast and furious to begin with.

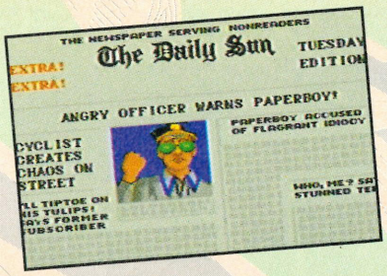
The monotony of going through

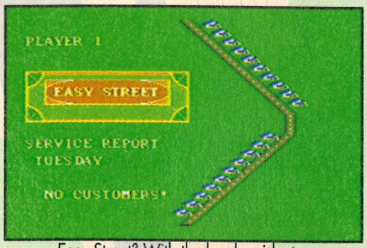


Freaky goings on scare the life out of papergirl, but the grandad hasn't got the time of day for them.

The original *Paperboy* arcade game was developed by the classic Atari Corporation.

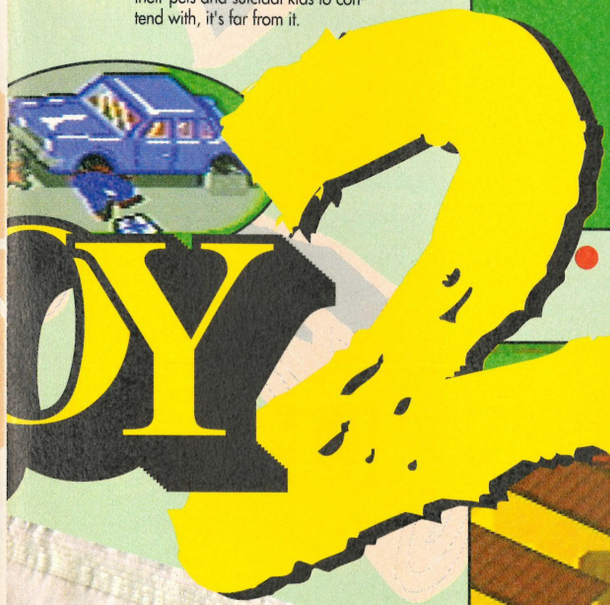






Easy Street? With the local residents, their pets and suicidal kids to contend with, it's far from it.

Having completed the morning round, an energetic papergirl takes a diversion through the local stunt course. Haven't we seen done this before?



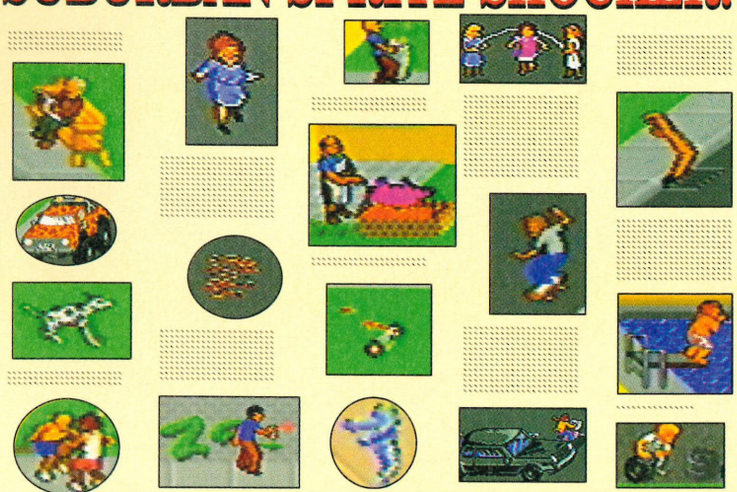
Early morning sun-bathing? Papergirl is out on her rounds and Mrs. Jones is lapping up the sunshine. Smack the hose, though, and you're in for a definite cancellation.

daily deliveries soon becomes boring and there's very little to hold attention. It's definitely good to see the infamous *Paperboy* graphics again, but they're far too dated to captivate in the same way as the original Tengen offering did.

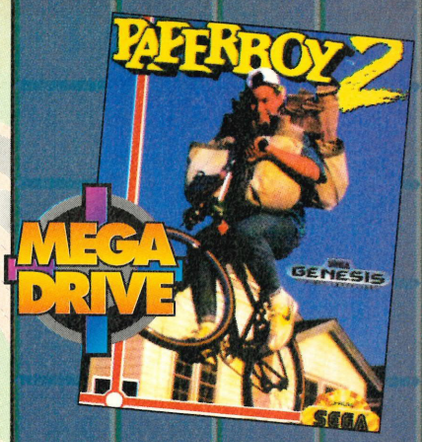
The challenging qualities have been kept at an equal level, too, but to re-release a game with so few advances isn't credible. *Paperboy* is an old game and though it can still be classed as a classic arcade conversion, it's dated and uneventful. How many arcades have you walked into recently and found a *Paperboy* machine? This is old hat and is only for the reminiscing OAPs of the eighties.

● **Jason "Lunch-time Courier" Johnson**

SUBURBAN SPRITE SHOCKER!



The Atari Corporation developed the original popular games machine and now make the Atari Lynx. Never mind!



PAPERBOY 2

DOMARK ● £39.95 ● OUT MAY

CART SIZE 4Mbit
PLAYERS.....2
STAGES 21
SKILL LEVELS.....3
FEATURES .....n/a
CONTACT
Domark ✆ (081) 7802222
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AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 88%

▲ Identical to the original arcade version with lots of colourful sprites.
▲ Loads of different obstacles that are well drawn.

SOUND 43%

▼ Spot FX are poor and the speech is limited with annoying bleeps .
▼ Typical *Paperboy* theme tune that does nothing to enhance the game.

GAMEPLAY 62%

▲ All the characteristics of the original MD and arcade game rolled into one.
▼ Pity it has all been seen before and offers nothing new.

CHALLENGE 64%

▲ Highly challenging, as with the original, and plenty of variations to keep you going.
▼ The repetition soon becomes mundane and makes it far too easy.

PROSCORE 63%

***Paperboy 2* is a good game in its own right, but it has appeared once too often for my liking.**

GAME GEAR

The Humans are a prehistoric tribe that bear more than a close resemblance to their modern counterparts. Although Homo Sapiens are regarded as the most intelligent animals on the planet, these lot are far from it!

There's a whole stack of tools just waiting to be invented by these blunderers as well, but they can't do it on their own. They haven't got an ounce of intelligence between them and need someone with at least half a brain to help them in the struggle for evolutionary survival!

They've just about perfected the art of wearing clothes, but spend the rest of the day milling about aimlessly. They haven't even discovered the wheel yet and are in desperate need of your help. Without it, they may become extinct!

When The Humans arrive, you know they're definitely here! A title screen crashes its way onto the Game Gear and is accompanied by a suitably wacky soundtrack. A password option is available, but there's only one difficulty level. The game isn't likely to be completed in a hurry as it is 28 stages big!

The first few levels act as a trainer for later stages. In each, there is always an ultimate goal. For instance, in the first level, you must pick up a spear. This may sound easy and in early in the game it is, but as you progress, the puzzles become more difficult to solve!

Levels are spread between summer and winter. This provides variety, but itcan become very tedious after a very short while.

If you don't rescue all the humans, they might just look like this for ever!

Manoeuvring the sprites is too long winded and the little sprites seem to take ages to finish a level.

The Humans is very impressive graphically. There's a huge amount of variety between levels and very good use of colour in all screens.There are even animated sequences between levels and some spectacular intro screens too!

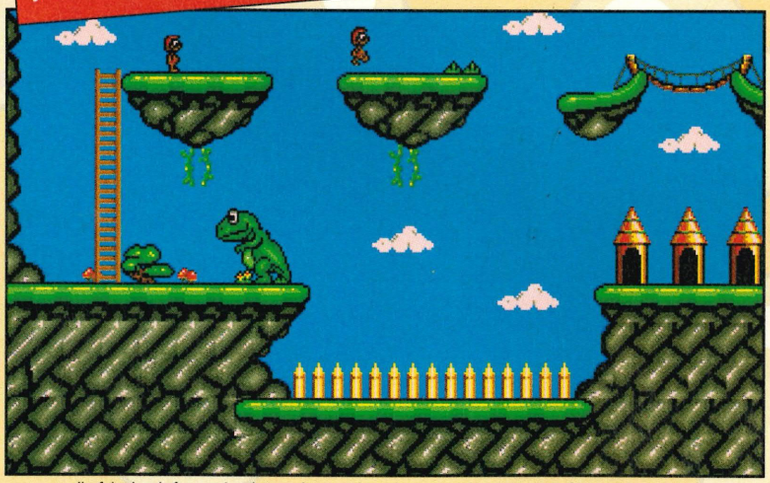
It is all very similar to *Lemmings* in concept, but controlling sprites and weapons is much trickier. Different buttons have to be pressed for each icon selection and it becomes difficult remembering which button is for which action. This can result in a frayed temper and a half-battered Game Gear!

It may look the part, but it is lacking the playability that *Lemmings* offers. This will definitely attract the puzzler fans, but for anyone else, it may become highly frustrating!

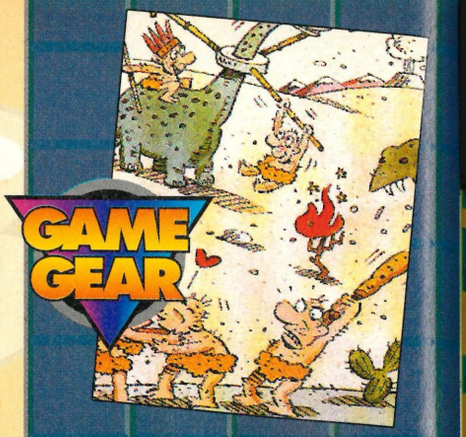
● **Sam "Neanderthal" Hickman**

PROTIP Make sure you're powered up before you attempt to jump. Otherwise you'll explode when you land.

Although the Humans may be pretty dumb, they can pick up weapons such as spears and fire to help them through.



All of the levels feature bright graphics, such as these, and the sprites are distinguishable! This is one of the summer levels, as you can probably tell from the lovely blue sky!



THE HUMANS

IMAGITEC ● IMPORT ● OUT MAY

CART SIZE 2Mbit
PLAYERS.....1
STAGES 28
SKILL LEVELS.....1
FEATURES.....password
CONTACT

Video Games Centre © (0202) 527314

AVAILABLE IN USA

ACTION / **STRATEGY**

GRAPHICS 85%

▲ Some brilliant intro screens and a huge variety of graphics throughout the levels.
▲ Detailed sprites are just the right size and are easy to distinguish.

SOUND 73%

▲ The introductory tune is funky and is nothing short of excellent!
▼ The rest of the tunes are thin on content and don't seem to follow any pattern.

GAMEPLAY 70%

▲ Lots of different themes with many inventions to find and lots of different puzzles to solve.
▼ Sprite control is difficult and waiting for each Human to finish a level is frustrating.

CHALLENGE 80%

▲ The puzzles become very difficult, but it's addictive, so you'll keep coming back.
▼ The absence of difficulty levels means that once you've finished, that's it.

PROSCORE 75%

An above average puzzler that looks good, but is hard to control and is too frustrating.

Climbers in Austria recently discovered a man preserved by ice. He was over 5000 years old.

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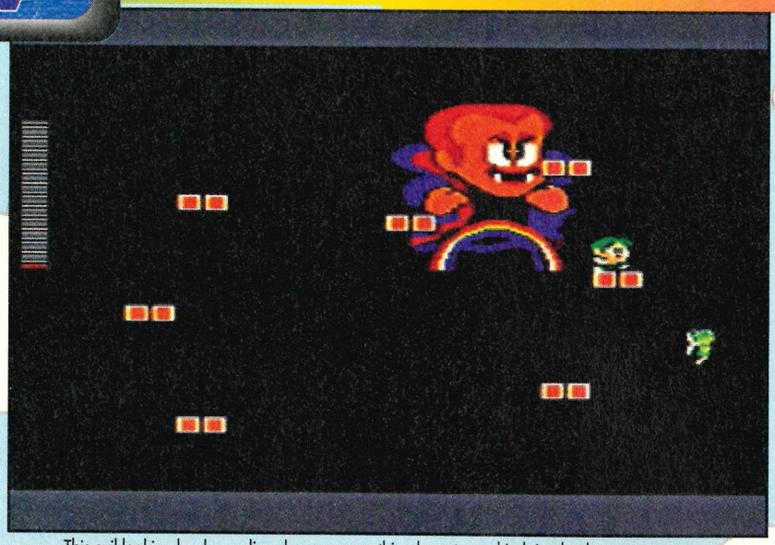
RAIN ISLA

Sunshine strains through the cirrus that has just drenched, among others, Bubble Bobble Island. Bub looks to the sky and spots a bright and colourful haze forming. It's a rainbow! He jumps onto his push-bike and races towards it. Everybody knows that there's a pot of gold at the end, but very few people have found it.

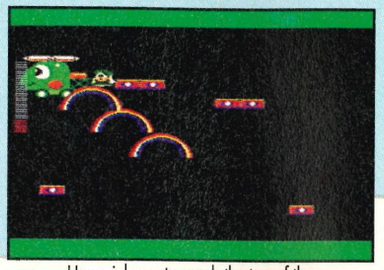
"'Screeech!" Bub comes to a halt as he gawks in amazement at a multi-coloured cottage. He casually steps off the bike and walks towards the door. As soon as he opens it, he is immediately sucked inside and is transported through time, to the Rainbow Islands.

Dazzling colours glare at him, but they seem to be alive and moving closer. He tries to shout, but instead of words, a rainbow flies out of his mouth and appears before him. How very strange.

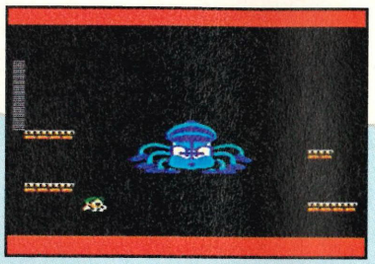


This evil looking level guardian deserves everything he gets, and judging by the energy meter he's on the way out. Bub appears to be having quite a laugh with the feather doing all the work, but standing that close is asking for trouble.

If you have the feather to help Bub against the robot guardian, stand at a distance and let it do all the work.



Use rainbows to reach the top of the screen and give the cute whirlybird what for.



Friendly looking spiders, such as this recently defeated character, must be given no mercy during the fight.

Colourful graphics immediately glare out at you as *Rainbow Islands*, the sequel to *Bubble Bobble*, finally arrives on the Master System. There may be very little in the way of original gameplay, but you're unlikely to put the control pad down until this colourful extravaganza is beaten.

It's a simple platform adventure where your objective, as Bub, is to find seven coloured diamonds and defeat the evil Black Satin. Restore peace to the island by travelling through seven hostile worlds, each consisting of four separate adventures. If you complete this daring task, you enter a final eighth world.

Rainbow Islands is graphically bright and cheerful. It's suitable for game players of all ages because of its high fun factor. It could, however, prove too easy for the more experienced gamer due to infinite continues and simple gameplay, but once started, you are likely to want to go back to it and try for a high score. In fact, *Rainbow Islands* is one of the best high score challenge games ever. This certainly makes a change for a console game, where getting to the end is usually the only goal, and brings back that old arcade feeling.

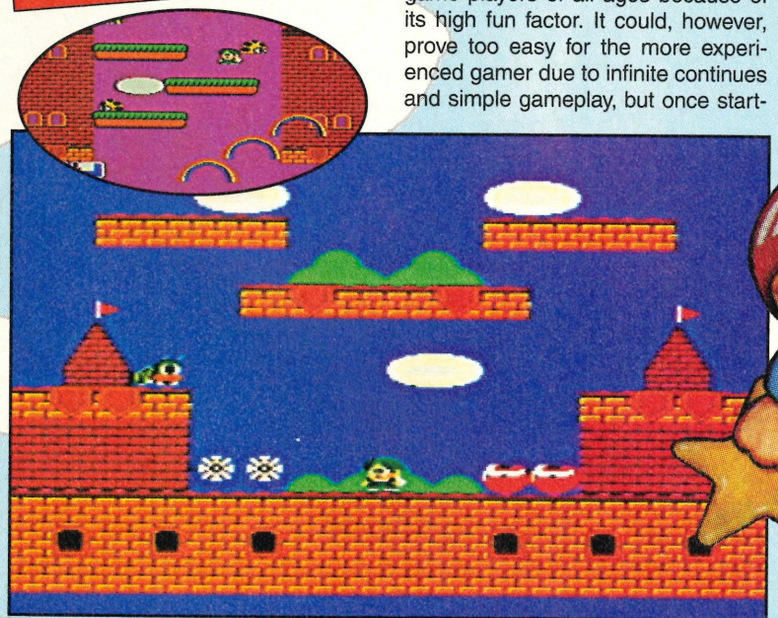
Power-ups and bonus items are a major feature. Along with short animated sequences, such as the presentation of a diamond, and the huge number of prizes to collect throughout the level, there is always something more to find. Firing at the awaiting prizes gives you the points or item, but you'll have to be quick as they disappear soon after being discovered. It's all furious stuff and generally works extremely well.

The simple gameplay will appeal to most and firing rainbows is hilarious fun. Using them to climb between the platforms creates a few problems and having to drop them onto nasties to collect the diamonds requires a reasonable amount of practise, let alone luck.

The idea of using such a colourful and instantly recognisable piece of nature as a weapon is particularly absurd. It does seem to make a neat change from the common place gun. Another smart idea is the use of the rainbow as a make-you-own-platform system.

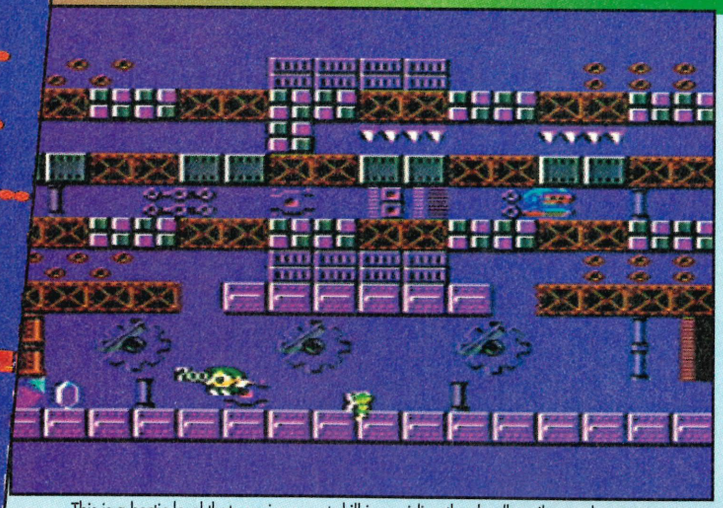
At the end of each level, there is a special bonus should you manage to collect the diamond. You are given the option of either helpful advice or a special weapon.

PROTIP Collect all the diamonds. Even if you already have them all, they still give you a useful 700 points each.

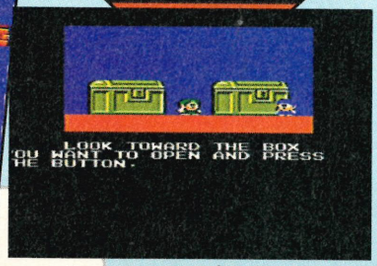


A bemused looking Bub appears at the bottom of the screen. The boss-eyed caterpillar just doesn't know what's going on and I can honestly say I don't blame him. He'd better watch out because an immensely powerful rainbow is just about to blow him away!?!

The primary rainbow, which is red on the outside and violet on the inside, results from one total internal reflection!



This is a hectic level that requires great skill in avoiding the deadly spikes and patrolling robots. As Bub has just collected another diamond, he should be well on the way to a big diamond.



Yipee it's present time for Bub. Only one problem, which one do you choose to open?

SAM SAYS...

Rainbow Islands immediately strikes me as being a cheap and cheerful game. The graphics are extremely bright, almost too bright, and the sound suits the garish look.

The gameplay is quite restrictive; the aim being to collect seven crystals that form the colours of a rainbow. Although difficulty is paced quite well, each level becomes tedious very quickly. If you are hit once, you die and that means returning to the start of the level every time which is extremely annoying.

Rainbow Islands doesn't exactly push the Master System to its limits, although it could be fun for a while.

SAM

BOW

NDS

The latter is far more use, as you may imagine, but knowing what the guardians have to offer may be more advantageous.

Jolly music accompanies you throughout the adventure and although there aren't many extra sound effects, it's hardly noticeable. The limitations of the Master System are obvious, but this barely matters with such bright graphics and predominantly furious gameplay.

Guardians in *Rainbow Islands* are relatively harmless and it's a simple matter of staying out of their way until you can drop the rainbows on top of them. There is a tendency to rush around the screen on the first few attempts. This can prove fatal. The time limit is a rising water level, but unless you're very slow, it's unlikely that you'll be drowned!

Rainbow Islands is a fun to play game and should particularly appeal to youngsters. Finishing it may be easy, but gaining a higher score than your friend is another challenge altogether.

● **Jason "Simplistic" Johnson**

RAINBOW ISLANDS

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ACTION
STRATEGY

GRAPHICS 83%

▲ Extremely bright and colourful graphics throughout the whole game.
▲ Varying backgrounds and sprites keeps the interest level reasonably high.

SOUND 75%

▲ A jolly and cheerful tune that sustains interest is played from start to finish.
▼ Limited spot FX are nothing better than average.

GAMEPLAY 77%

▲ Amusing, original weapons alongside clever use of rainbows for platforms.
▼ Limited moves and uneffective special weapons spoil the general run of the game.

CHALLENGE 83%

▲ Collecting the emeralds within each level gives an added sense of awareness.
▲ This is the best high score challenge that you're ever likely to come accross.

PROSCORE

79%

This classic coin-op game doesn't quite come up to scratch. It is easy, but it's still fun and very colourful

Sometimes a secondary rainbow, with reversed colours, arises from a second total internal reflection.

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"Twelve challenging levels of platform mayhem which glues you to the screen for hours on end. Cutesy characters along with loads of tunes and sound FX to destroy your eardrums. The toughest of the tough."
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"An exceptional interpretation of the arcade hit which introduced many into the video games world. Tecmagik's version is the best yet, so owning this cart will bring back some memories. Time for the ultimate high scores, again?"
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POPULOUS
"An accurate copy of the award winning game, but it's ten times as big. No other game has been loved or hated as much and if you love it Tecmagik's MS version will keep you at it for hours and hours and hours..."
Reviewed: SEGAPRO#13 88%

SHADOW OF THE BEAST
"The original Beast game on the MS which has articulate graphics throughout. Mood setting music and surprisingly improved gameplay that is as good as can be expected, if not better. The original and still the best."
Reviewed: SEGAPRO#3 79%

TECMAGIK

★ Three copies of Populous
★ Three copies of Pacmania
★ Three copies of Shadow Of The Beast

Tecmagik are one of the best when it comes to producing top quality Master System games and no-one can deny that. With classics such as *New Zealand Story*, *Shadow of the Beast* and *Champions of Europe* under their belt, what can they offer us next?

Tecmagik's latest project is a stunning tennis game on the Master System and Mega Drive, *Andre Agassi Tennis*. It's set to hit the shops in June, so just for tasters we've come up with a mega-compo to win one of nine Tecmagik cartridges for your Master System.

The competition is exclusively open to all SEGAPRO readers and, what's more, it won't cost you a penny to enter. Three simple multiple choice questions are all you need to answer. The answers are even hidden within the text on this page. How simple can it be?

WHAT'S THE MAGIK ANSWER?

1) How many levels are there in the MS version of the smash hit game *Populous*?
a) 100.
b) More than Jason could ever hope to finish without a cheat.
c) About 10 times as many as the MD version.

2) Which game is Tecmagik releasing in the Summer?
a) Andre Agassi Tennis.
b) King of the Monsters.
c) Teenage Mutant Hero Pros.

3) How many carts are Tecmagik giving away as prizes.
a) One less than ten.
b) Far too many to be believed.
c) It doesn't matter, I'm still going to enter this groovy compo anyway.

HOW DO I ENTER?
Simply send your answers on a postcard to the address below with an indication of the game you would like to win (in listed order). Or alternatively fax them direct using the number below. All entries should reach us by 12 May 1993. Good Luck!

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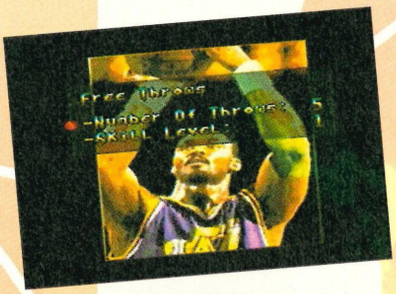
MEGA DRIVE

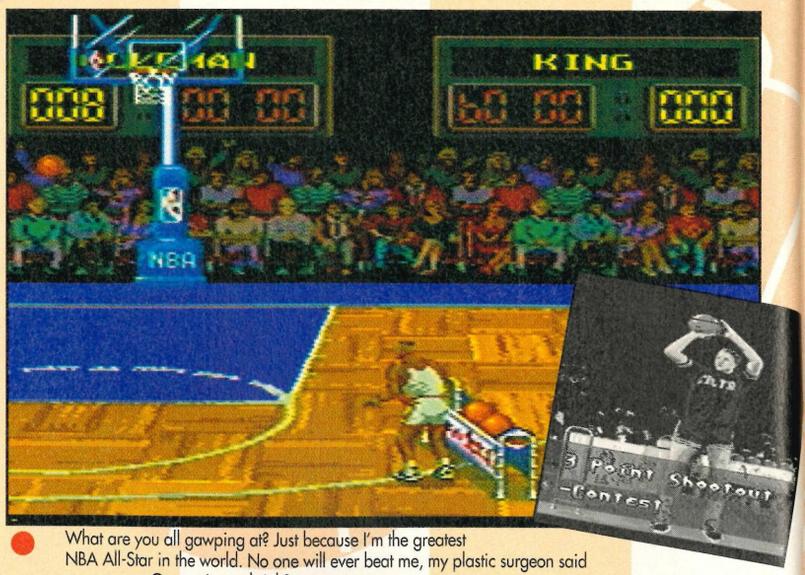
The crowd settles down for an evening of professional sporting basketball entertainment. Of course, there are the favourites, but an outsider may whip in and steal the limelight. Michael Jordan and David Robinson are two old pros who are rated among the best of the best, as is Larry Bird. But, the circumstances are different now and it's a head-to-head conflict.

The intense atmosphere causes the star player to break out into a sweat as he walks onto the court. One section of the crowd cheers while the others chants for the underdog. The referee calms them down and the whistle blows. First man to reach 30 points wins. Squeaky trainers reach a blistering pace and the ball is repeatedly fired towards the basket. Can you handle it?

As the simple intro screen disappears, you are left to choose a one- or two-player game. Then you're straight into the select screen that offers five challenges to choose between, including a tough tournament. It isn't a basketball simulation, but a one-on-one challenge against single opponents. This makes a change as *NBA* is literally the *California Games* of basketball.



With so much to do, will there be any time left for the official photos? I can't see that being a problem, can you?



What are you all gawping at? Just because I'm the greatest NBA All-Star in the world. No one will ever beat me, my plastic surgeon said so, anyway. Or was it my shrink?

PROTIP Practise shooting from close to the basket before attempting the three-pointers. HORSE is a good starting game.

There are 27 All-Stars to choose from, each with varied skills and a statistics list on the reverse of their photos. Not only do you choose your player, but also the opponent you want to play. This helps when you're trying to get into *NBA*, but it eventually makes the play limited. Far too much time is spent choosing players and watching relatively boring stills.

The one-on-one is the main challenge and is played as a tournament, so plenty of practise with the other challenges will make this easier to master. In the challenge, players choose a target of either points or time and the first to reach this is the winner. If you're not too happy with the outcome, you can always select a re-match after it's over.

The Free Throws challenge is exactly what it says; a free throw contest in which you simply guide a randomly moving cursor to determine the direction of the ball, and fire. It's useful for accuracy practise, but little else.

HORSE has to be the most fun as the gameplay soon heats up in two-player mode. Players take turns to shoot from varying positions on the court and if they miss their opponent leads. If they fail to make a basket from the cross set by the other player, letters appear in the order H,O,R,S,E. Once the five letters fill any of the two players' scoreboard, they lose. It may sound relatively uninteresting, but the action is often non-stop.

Three-Point Shootout is also frenetic and offers a choice of either warm-up or contest. The warm-up is useful as shooting the ball into the basket from a reasonable distance is tough. The time limit works well and getting to grips with the controls takes a while, but as with all of the challenges, not too long. Once the

DINO SAYS:
Basketball games are pretty rare at the moment, although there have been a few good ones in the past. My personal all-time favourite is still *Super Real Basketball*. *NBA All-Star Challenge* is a one-on-one game and I find these very boring compared to the fully-fledged team games.

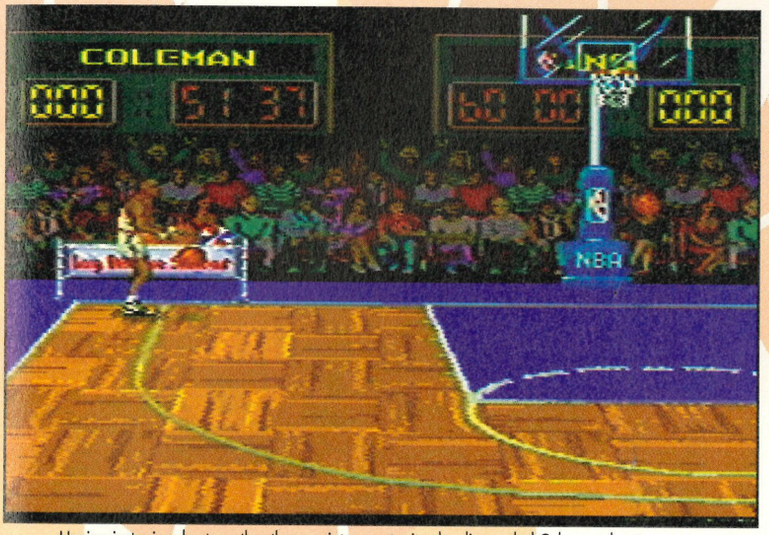
The graphics and sound are excellent, but the play is too boring to sustain any interest past the first few tries. Most of your time is spent choosing players, instead of playing Basketball, so I would give this one a miss and stick to the team games.

DINO

NBA ALL-STAR CHALLENGE

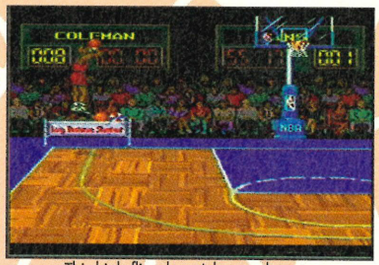
Acclaim released the basketball simulator *Arch Rivals* early last year.

"Stay outta my way, Ewing, I'm the greatest and I've just dunked one to prove it." Cheers from the crowd echo around the arena, but with just 22 seconds left, it looks like Ewing is going to steal the trophy.



Having just missed yet another three-point opportunity, the disgruntled Coleman shoots again. He may be the underdog, but the sheer power he posesses will stun the opposition until they cower into the corner. He's a lad, he is.

Denver Nuggets are a golden bunch, so choosing their player is going to be to your advantage.



This high-flier doesn't know where to stop. Not only is he four foot in the air, he also thinks he can stick it in the net.

aftertouch is mastered then shooting baskets becomes easier and the challenges more worthwhile.

The realistic court surface and impressive animation of the characters offers lots of playability. The players are detailed and the moves have been perfected to a reasonable accuracy. The three-pointers are tough to make and there is a varying degree of difficulty between players, so finding the right man can be crucial.

The sound FX are hardly impressive and a monotonous cheer from the crowd is about all that is heard. No squeaky trainers or chants from the onlookers, but the bounce of the ball sounds realistic. Fortunately the background music compensates slightly for the failing effects, but it shouldn't have to.

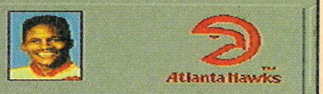
NBA All-Stars Challenge is fun, but can't be compared with classics such as *David Robinson's Supreme Court*. Having said that, it is a vast improvement on *Jordan vs Bird*. It may eventually become far too easy and boring to general gamers, but serious basketball fans are doomed to add it to their sorted collection.

● **Jason "bouncy, bouncy" Johnson**

Reviewed in SEGAPRO#7, it was awarded 76%.

Michael Jordan

Hersey Hawkins


Dominique Wilkins

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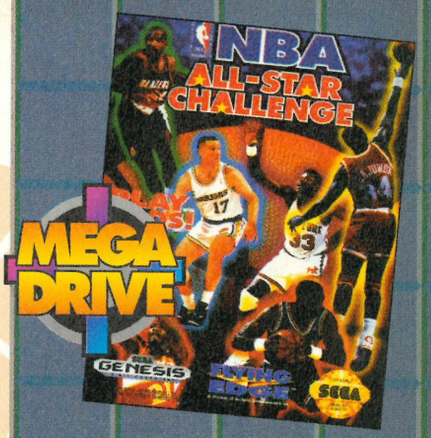


NBA ALL-STAR CHALLENGE

ACCLAIM ● £39.99 ● IMPORT

CART SIZE 8Mbit
PLAYERS.....2
STAGES 5
SKILL LEVELS.....3
FEATURES ..tournament
CONTACT

import

ACTION

STRATEGY

GRAPHICS 79%

▲ Animation appears to be very favourable when compared with other basketball games.
▼ A special sequence when you slam-dunk the ball could have made it more fun.

SOUND 58%

▲ Has a suitable selection of background music, but there's been better.
▼ No squeaky trainers and just an annoying chant from the crowd every so often.

GAMEPLAY 68%

▲ Two-player mode can be very hectic and it's all good fun, especially when you win!
▼ A lack of differing controls mean there's limited gameplay and the dunk is bad.

CHALLENGE 74%

▲ Plenty of skill levels to keep the difficulty at a reasonable setting which is very important.
▼ The lack of a tournament mode with extra competition severely lets it down.

PROSCORE 70%

The lack of a full match option lets it down and, as it is, there just isn't enough content to justify the cost.

GAME GEAR

The 1992 LA riots may have been long forgotten by the media, but LA is in trouble, yet again. Drugs barons are on the rampage and have been taking innocent citizens hostage all over the city. If this isn't enough, the Predator has returned and is killing people left, right and centre.

While most of the population stay indoors until he disappears, there are a few foolish souls still wandering about. Although the Predator isn't that choosy, he does tend to go for the innocent citizens first. That's where you come in. You're the city's toughest cop and only you can save the people from the wrath of the Predator. Forget the drugs dealers, this monster is public enemy number one and if you don't watch out he'll have you too!

It's time to tread carefully 'cos that bridge isn't at all safe. Shoot the guard before attempting anything.

No you can't destroy the helicopter, stupid. What do you think this is, a shoot-'em-up or something?

Released at the cinema nearly two years ago now, *Predator 2* has taken until now for its Game Gear debut. Hopefully it's worth the wait – versions on every other console so far have been a complete disaster!

I was hoping that once turned on, the Game Gear would explode into beat-'em-up action in anticipation of great things to come. Unfortunately this notion couldn't be further from the truth. There is a dodgy-looking title screen, a password option, but that's all. Starting only uncovers further disappointment. The sprites are barely visible and it's apparent that this is a straight conversion from the Master System!

The aim of each level is to rescue hostages and blast away as many evil drug dealers as possible. This sounds like brilliant fun, but it just doesn't work. The graphics are too small, collision detection is awful and it's all very frustrating. The only redeeming factor is that there are a lot of pick-ups lying around. There are five different weapons and various first-aid boxes (these give you a much-needed burst of energy). Even this wears thin after a while and what you're left with is a very boring game.

Even the prospect of the Predator showing up can't save the day. He pops up from time to time and then disappears unless there's a hostage about. If you don't rescue them in time, Predator will blow them up. If you're especially slow, he'll do the same to you!

There are much better games available.

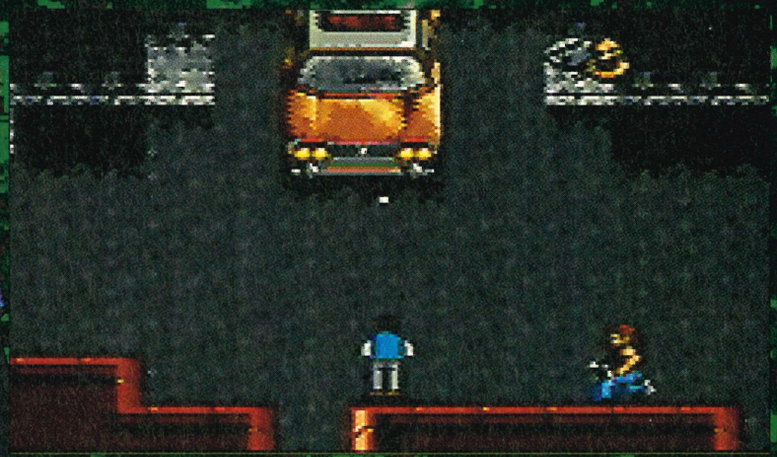
● Sam "infra-red" Hickman

Drug Squad. Where? Better take 'em out before they do me. It's a tough life on the subway.

Watch out, watch out, the Predator is about. I bet you're just shaking in those Arnie slippers.

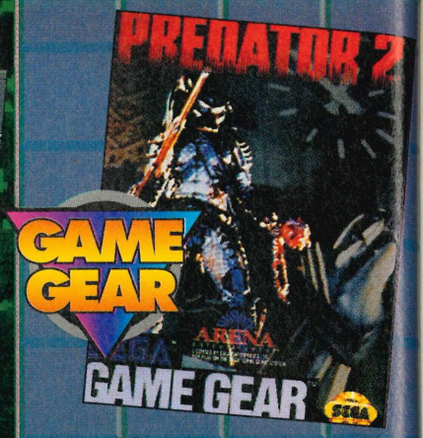
PREDATOR 2

PROTIP Pick up all objects lying around. If you do this, you should have no trouble progressing.



Stand there too long and you'll be toast, pal. Give the clapped out motor a few rounds of seriously tough ammo and the level is history. Can you handle this much fun in one day? There's more of exactly the same in all the levels. Wow!

Arnold Schwarzenegger covered himself in mud to prevent being detected by the Predator's heat-seeking vision.



PREDATOR 2

ARENA ● £32.99 ● OUT MAY

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

AVAILABLE IN UK

ACTION ▬▬▬▬ **STRATEGY**

GRAPHICS 35%

▼ The tiny sprites are almost invisible and make the game virtually unplayable.
▼ The graphics are poorly designed for the sprite size and should have been much better.

SOUND 60%

▲ A mediocre tune that's not too annoying plays along with the action.
▼ Bleepy spot effects that all sound the same. Better with no sound at all!

GAMEPLAY 35%

▼ Collision detection is terrible, making gameplay very, very difficult.
▼ The amount of on-screen sprites makes gameplay quite confusing.

CHALLENGE 80%

▲ This game is set for people who like their games set at a difficult level.
▼ No difficulty level and continuing from the level satrts when you die makes this hard.

PROSCORE 38%

Avoid this if you possibly can as it is complete shovel-ware from the MS. Very disappointing.

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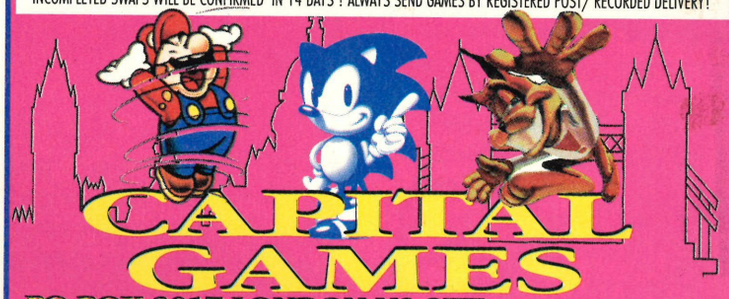

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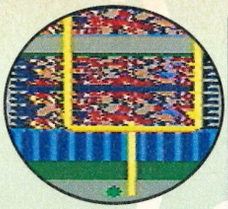
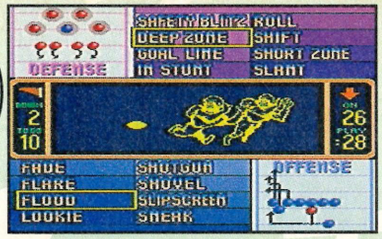
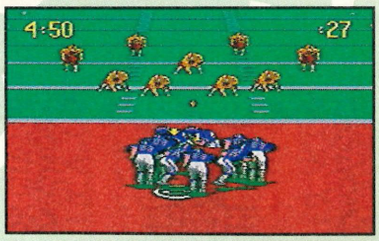
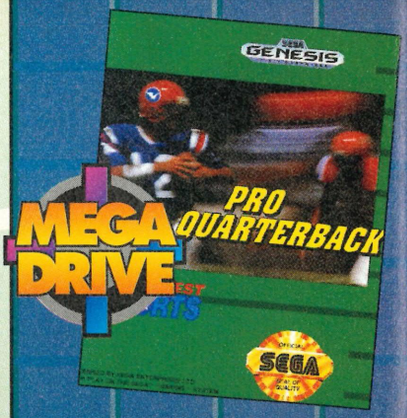
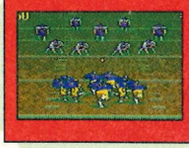








PROTIP If you're a beginner, play on grass. It's the easiest surface to play on by a long way.



PRO QUARTERBACK

MEGA DRIVE

"This game is too real!" is the warning on the packaging! Who would argue with that? A lot of *John Madden* fans, that's who. This is yet another American football game that's out to give EA's smash hit a run for its money!

***Pro Quarterback* seems to follow in the true spirit of previous American football games – many complicated options with even more complicated gameplay! The joy of these games is that once mastered they can provide months of enjoyment.**

Where other games may get away with being average, sports games tend to be a different kettle of fish. They are usually either very good, or very bad, with few in-betweens.

***Pro Quarterback* promises to be one of the most realistic games ever played – even more so than *Madden Football*. Could this be true?**

If the opening screen – a poor, blurry shot of players passing a ball – is anything to go by, this game wouldn't pass the first down. However, as in most sports sims, the options screen is a much better affair. There are 26 teams and a choice of one player, two players or head-to-head action. Different pitches can be chosen and the length of play can be set. It's a welcome change to see shorter periods of two minutes on offer, but the absence of a tournament mode is a big disadvantage. It immediately weakens any long term challenge the game has to offer.

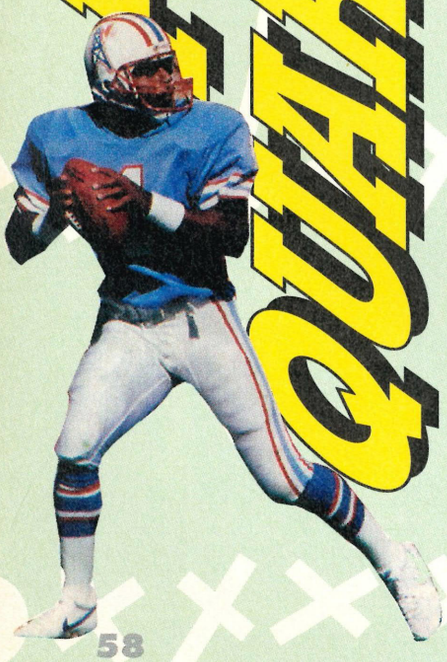
Getting into *Pro Quarterback* provides a pleasant suprise. It may not be as good as the infamous *John Madden* series, but it's still highly playable. Rather than having small sprites, each player is large on-screen, which provides a fresh player-perspective. The rest of the pitch may be bright and garish, but at least it resembles a real football pitch.

Although *Pro Quarterback* may initially look good, placing and seeing the ball with the large sprites is more difficult. The ball seems to disappear and scrolling is slow and jerky. Play is stopped on average every 20 seconds, adding unnecessary frustration to an already difficult game! However, the stoppages do provide some use. Play strategy can be changed when a stoppage occurs and a time out can also be called.

Pro Quarterback is an admirable attempt to produce a quality American football game yet it just misses the mark. It's not as good as *John Madden*, but it's still a good way to spend Sunday afternoon!

● **Sam "Snap" Hickman**

Yo! Skin me lil' bro! *Pro Quarterback* is full of brilliant little touches like this! This definitely helps keep interest levels up and it's also a nice reward when a touchdown is acheived. It's not just a still picture either. The sequence is animated!



PRO QUARTERBACK

TRADEWEST ● £39.99 ● IMPORT

CART SIZE 4Mbit
PLAYERS.....2
STAGES .....n/a
SKILL LEVELS.....1
FEATURES .....n/a
CONTACT

Landsdowne Computers ✆ (0202) 556535

AVAILABLE IN USA

ACTION
STRATEGY

GRAPHICS 78%

▲ Sprites are large, making the graphics clearer and miles more attractive.
▼ Scrolling is a bit dodgy; the ball is a bit too small and is sometimes lost.

SOUND 76%

▲ Realistic collision effects and a fairly good title tune. Good variation of sound effects.
▼ Not exactly original. FX Inspired from *John Madden Football*, except not as good!

GAMEPLAY 75%

▲ This is entertaining and should interest most sports players for a short period.
▼ This genre has been covered to death and will only appeal to sports fans.

CHALLENGE 72%

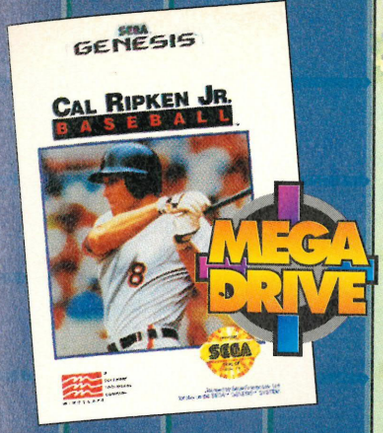
▲ Lots of different teams to play against, each with a different ability.
▼ Lack of tournament mode restricts any real challenge the game can offer.

PROSCORE

70%

A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of tournament

The oldest team in American football are the Phoenix Cardinals who were founded in 1899.



CAL RIPKIN JR. BASEBALL

MINDSCAPE ● £39.99 ● IMPORT

CART SIZE 8Mbit
PLAYERS.....2
STAGES 18
SKILL LEVELS.....1
FEATURES .....n/a
CONTACT

Landsdowne Computers ✆ (0202) 556535

AVAILABLE IN

ACTION

STRATEGY

GRAPHICS 80%

▲ Sprite animation is a lot smoother than in other games of this genre.
▲ There are detailed close-up shots when a player is caught out.

SOUND 85%

▲ Some brilliant speech which is very clear and distinguishable
▲ Game music is action-packed, although there's not that much of it.

GAMEPLAY 82%

▲ Another involving American sports sim with lots of action!
▼ As in most baseball games, getting used to the controls is initially very difficult.

CHALLENGE 84%

▲ Playing this in two-player mode will provide a monster challenge!
▲ One-player mode can be very difficult as the computer is very tough to beat.

PROSCORE 84%

Easy to control and a joy to play in one- or two-player mode. This is one of the better sports games on offer.

The speed that the ball is thrown at can be adjusted for either a fast pitch or a slow pitch. Either way, it's still quite hard to hit the ball, even though sprite control is much smoother than in other games of this type!

Cal Ripkin Jr. Baseball can be played in a variety of ways: exhibition mode, league game or home run derby. There are also three different difficulty levels and a whole host of team stats to play around with.

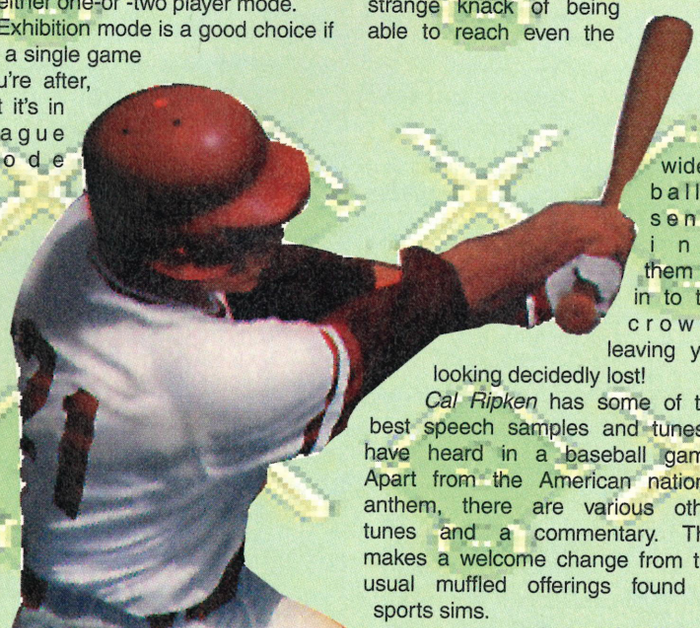
Baseball games may be wearing a little thin, but Cal Ripken's version is certainly one of the best around. There are 18 different teams and each game can be played in either one-or -two player mode.

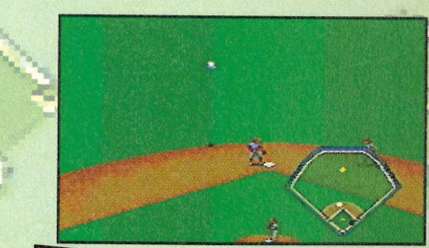
Exhibition mode is a good choice if it's a single game you're after, but it's in league mode that the challenge presents itself. Every team has different abilities and with 18 to get through, it's not a game to be finished in a day! There is also a password system so you can come back to those real toughies.

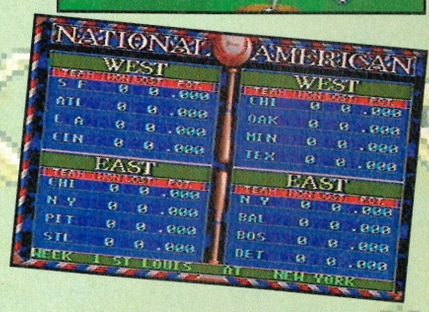
Games such as these are known for being notoriously hard to control, but thankfully the controls are relatively easy to manoeuvre in this. However, be careful if you're playing the computer. It has a strange knack of being able to reach even the widest balls, sending them far in to the crowd, leaving you looking decidedly lost!

Cal Ripken has some of the best speech samples and tunes I have heard in a baseball game. Apart from the American national anthem, there are various other tunes and a commentary. This makes a welcome change from the usual muffled offerings found in sports sims.

● Sam "Pitcher" Hickman







pro REVIEW

MEGA DRIVE

Cal Ripken Jr was voted the star player in 1991's American Baseball league. One of the most respected players in the league, he has played in 1600 consecutive games and has managed to keep his kit clean for every one!

Baseball is one of the top sports in the good old US of A and someone of Cal's calibre is already something of a star in the sports world. Deciding to participate in the true spirit of sports gods, he stars in his own version of baseball! Unfortunately, these games have a tendency of being too similar to each other, but Cal's boasts a few new options. Cynical? Never. Just bear this in mind: when Cal plays, he plays for Real!

PROTIP Adjust the position of your player just before the pitcher throws the ball. He won't be able to re-position himself in time to catch you out!

CAL RIPKIN JR. BASEBALL

Ron Cey, who plays for the Dodgers, holds the record for 228 home runs over the years.

MEGA DRIVE

George Foreman, the man with a heart of gold and a fist of granite, is back in the ring for his very own console game. Several years ago, few bookies would have bet on the Foreman comeback, but after a ten-year retirement from boxing, he is still battling younger and more formidable opponents.

The Texan Goliath started out as a boy in a Houston street gang. He was a mean street fighter and the first time he put a pair of boxing gloves on, he was beaten by a skinny light-heavyweight!

Unperturbed by this downfall, he became one of the world's most praised boxers, winning the 1968 Olympics.

And now you have the chance to step into his shoes and marvel at his power.

George may have a bit of a bruiser coming up, but his opponent is just about to chew canvas. The referee appears to be a bit bemused by all this and can't understand how our heavyweight champ did it. Come to think of it, I doubt he does either.

There have been quite a few boxing games on the Mega Drive and quite a few to come. The release of *George Foreman's KO Boxing* is another indication of the growing popularity of this sport. You take control of the ageing George Foreman as he battles to win the Heavyweight World Championship against 15 computer-controlled opponents. Each time you win a fight, you're given a password that will let you continue your game later.

George Foreman's KO Boxing uses the third person perspective instead of the side-on view as found in games like *Heavyweight Champ* and *Real Deal Boxing*. The joypad's D-pad is used to duck, sway and block your opponent's punches, whereas the buttons are used to select either a left- or right-handed punch or to recover when you are knocked down.

The main screen shows the two boxers in the ring and below them are two pictures: one of George and one of his opponent. Next to them are two meters that measure stamina level and, together with the pictures, show how damaged each fighter is.

Dream on pal, you're just about ready to move into the convalescent home once you've gone a few rounds.

Seriously damaged faces are what boxing is all about. And these two are classics.

Combinations are all-important in boxing and when you deliver a good, solid combo to your opponent's face, the game awards you a super punch. This is a hyper-powerful punch that can floor an opponent if used at the right time, and even if it doesn't knock him down, his face will need a bit of patching up afterwards!

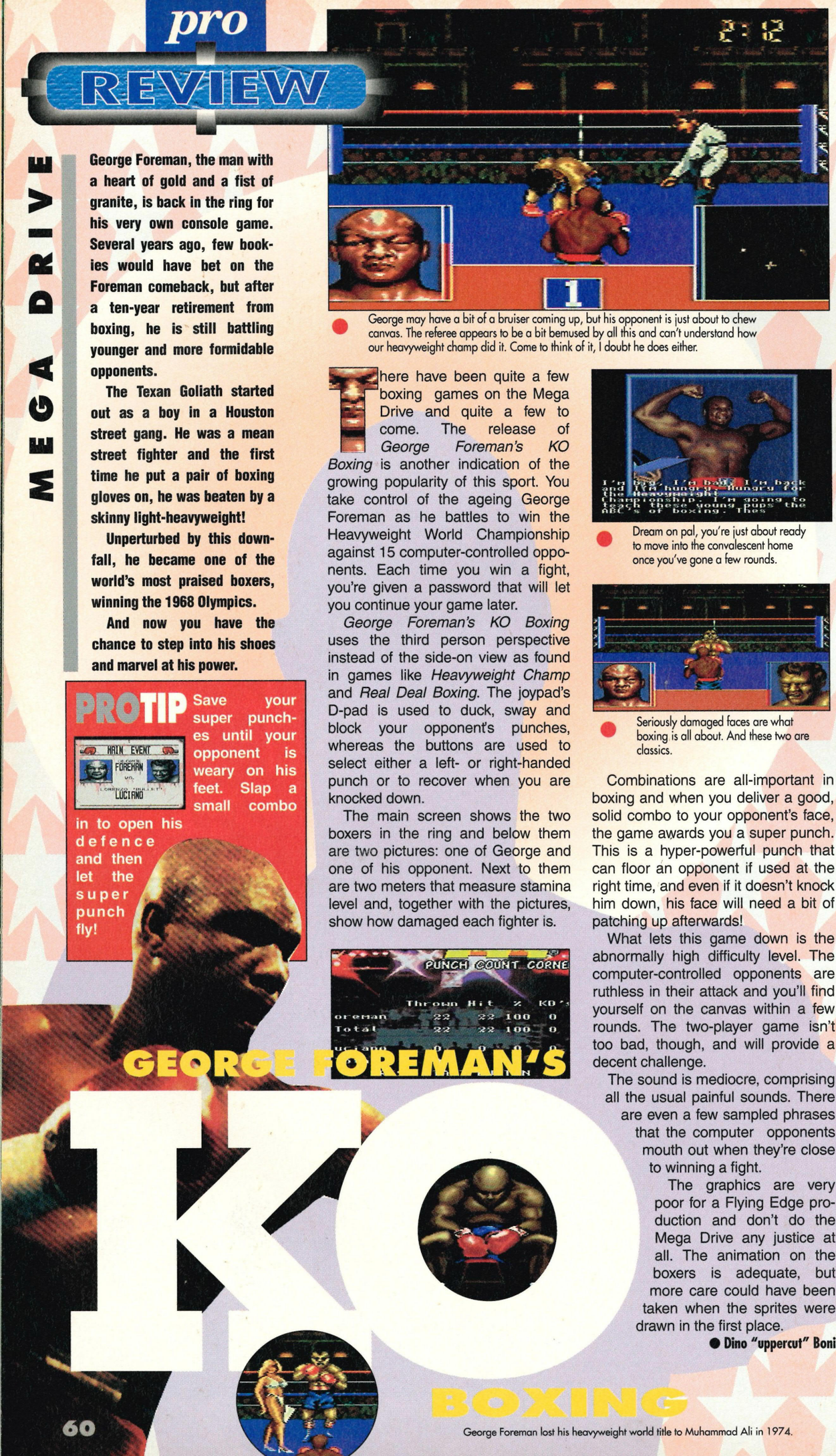
What lets this game down is the abnormally high difficulty level. The computer-controlled opponents are ruthless in their attack and you'll find yourself on the canvas within a few rounds. The two-player game isn't too bad, though, and will provide a decent challenge.

The sound is mediocre, comprising all the usual painful sounds. There are even a few sampled phrases that the computer opponents mouth out when they're close to winning a fight.

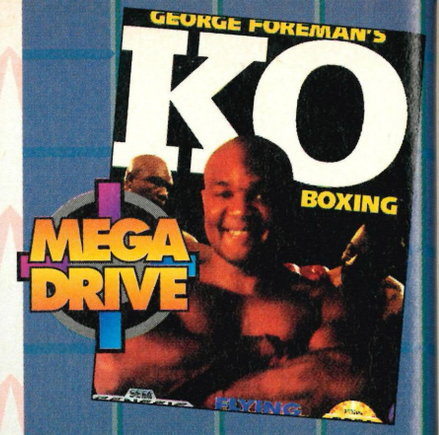
The graphics are very poor for a Flying Edge production and don't do the Mega Drive any justice at all. The animation on the boxers is adequate, but more care could have been taken when the sprites were drawn in the first place.

● **Dino "uppercut" Boni**

PROTIP Save your super punches until your opponent is weary on his feet. Slap a small combo in to open his defence and then let the super punch fly!



George Foreman lost his heavyweight world title to Muhammad Ali in 1974.



GEORGE FOREMAN'S KO BOXING

FLYING EDGE ● £39.99 ● OUT APRIL

CART SIZE 4Mbit
PLAYERS.....2
STAGES 15
SKILL LEVELS.....1
FEATURES.....password
CONTACT
Acclaim ✆ (0962) 877788

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 58%

▲ Attractive stills pictures within the game and lively backgrounds create atmosphere.
▼ The poorly drawn sprites sometimes look deformed and do little for the presentation!

SOUND 59%

▲ Plenty of painful sounds as a glove lands heavily on your face!
▼ Very few tunes and music within the game and even if there were, the music would drown

GAMEPLAY 45%

▲ Beating the stuffing out of everyone is fun, but only for a little while.
▼ After only a few bouts, the procedure becomes very repetitive and boring.

CHALLENGE 57%

▲ It's going to take you a long time to beat all 15 computer-controlled boxers.
▼ As the difficulty level is set so high, it's near impossible to beat tougher opponents!

PROSCORE

54%

A poor attempt at a boxing game that should have been put to sleep the moment the programmers finished.

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pro REVIEW

Jerry Kanville's PIGSKIN FOOTBRAWL

American Football can be a bit rough at times. Let's face it, it's a rough game and that's why the players wear all that padding so they don't get hurt. Imagine then, if you will, a game very similar to American Football, but with weapons, fights and a very, very bad attitude. Imagine this, and you've got the basic idea behind *Pigskin Footbrawl*!

This isn't your normal American Football game. The padding has been replaced by metal armour and a few weapons have been scattered around the playing field for good measure!

The field isn't the carefully marked, clean pitch that we're used to seeing. These guys love to have a few obstructions in their way! Pits, logs, small lakes and trees are all regarded as occupational hazards and no effort is made to remove them or make the pitch safe – this game is meant to hurt!

It's not just a case of grabbing the ball and running – you have to aviod all of the other players as well!

The rules, if you can call them that, include a few elements of American Football, but bear a remarkable resemblance to rugby. Each team must carry the ball into the 'End Zone' by any means possible, including throwing the ball to another player. Each time a player scores, he earns six points for his team who then have to kick-off to the opposition.

If you want to get hold of the ball, then you can punch the player so he drops it. This attack can sometimes spark off a full-blow scrap. This is where the hidden weapons come into play. If you have any one of these weapons and tackle an opponent, you're guaranteed to retrieve the ball and kill the other player in the process!

This isn't an American Football simulation, it's a spoof that works surprisingly well and is even better as a two player game.

● **Dino "brawler" Boni**

MEGA DRIVE

PIGSKIN FOOTBRAWL

SEGA ● £39.99 ● IMPORT

GRAPHICS 74%
SOUND 77%
GAMEPLAY 76%
CHALLENGE 70%

PROSCORE 75 %

An interesting little game that makes a nice change from serious football games such as *John Madden's Football*.

MEGA DRIVE

OUTLANDER

MINDSCAPE ● £39.99 ● IMPORT

GRAPHICS 72%
SOUND 76%
GAMEPLAY 60%
CHALLENGE 74%

PROSCORE 62 %

An enjoyable game that will please anyone who fancies themselves as a Mad Max clone!

If this sounds a bit like a Mad Max scenario, then you'd be right. You're put behind the wheel of a supercharged car, with front-mounted machine guns, in a race to save what's left of humanity. A scientist has found a way of synthesising water and was on a tour of the world to share his discovery when he disappeared in Australia. A gang of road-warriors are holding him hostage and while they hold him, they control the entire world.

The walking section is used to replenish your supply of ammo, gas and boost your health up a bit.

You must travel around the outback in your car, killing any road-hog that gets in your way in an effort to find the scientist. Supplies are very limited in this world, so you can stop at any time to collect supplies from the road-warriors or you can stop in a town and collect anything that they have left lying around.

The driving stage is quite smooth and you can shoot anyone who gets in your way with your guns. If they try to sneak up beside you, you can blast them with a sawn-off shotgun.

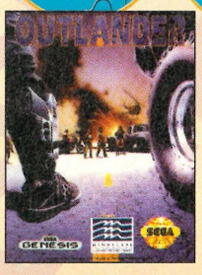
The walking stages are quite short, so most of your time is spent driving but this is the best part of the game, so no complaints there.

I think it would be a good idea if I drove on the left hand side of the road!

While *Outlander* is enjoyable for a while, it doesn't seem to have the long term appeal of games like *Road Rash*.

● **Dino "out of it" Boni**

OUTLANDER



Generations ago, the bombs fell. They rained from the air over every city, factory, field and forest. The rivers were poisoned, the oceans died and humanity was in danger of disappearing for ever.

Somehow, we survived; HomoSapien's remarkable ability to adapt, once again, saved us from the brink of extinction...

Thanks to Console Plus © (0532) 500445 for supplying these two games.

CAPTAIN AMERICA and The AVENGERS

pro REVIEW

Excuse me! You haven't by chance seen a giant killer robot around, have you?

MEGA DRIVE

CAPTAIN AMERICA

FLYING EDGE ● £39.95 ● OUT DEC

GRAPHICS 39%
SOUND 67%
GAMEPLAY 40%
CHALLENGE 36%

PROSCORE 41 %

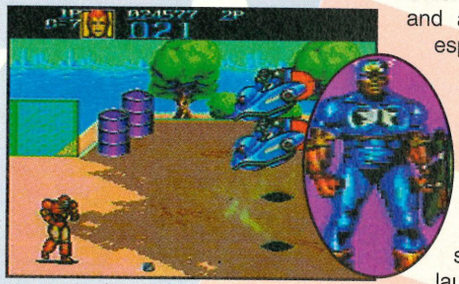
This could've been a great game if only the developers had taken more time with the graphics and gameplay.

An evil device has fallen into the hands of Red Skull, one of the Avengers' most fearsome foes. A bizarre instrument of terror, this mind-controlling device will transform Red Skull into the master of all the world's super-villains.

As Villain Supreme, his dream of controlling the world is on the verge of becoming a nightmarish reality...

This is cross between a beat-'em-up and a shoot-'em-up and neither of these elements are executed particularly well. You can control either Captain America, Vision, Iron Man or Hawkeye. In a two player game, you control one character each.

The beat-'em-up levels account for most of the game. Your character has a number of different moves with which to dispatch foes without too much trouble – you even get a Batman-type "Smack" when you hit one! All the characters can shoot some kind of ranged weapon that is useful for killing the tougher opponents on the later levels. Your health is measured by a digital counter that starts at 100 and decreases every time you are hit. When it reaches zero, you're dead and it's time to use another credit.



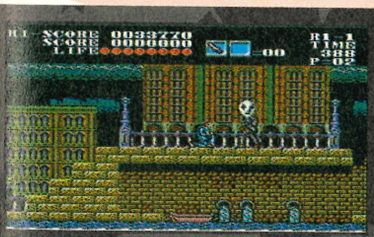
You don't scare me! Your blue flying things are no match for Iron Man!

The shoot-'em-up section is the most impressive part of the game, with big sprites and fast action. Unfortunately, they are quite short and a little too easy to complete, especially in two-player mode.

The graphics in the beat-'em-up sections are small and jerky, while the sprites in the shoot-'em-up sections are large, but badly animated. The sound is average, but includes lots of sampled speech that will provoke a few laughs the first time you hear it!

This could've been a good beat-'em-up, but is let down by the terrible graphics and playabilty on the beat-'em-up sections.

● **Dino "justice man" Boni**



There have been more platform games released on the Master System than any other game, and *Master of Darkness* adds another one to the list. Fortunately, this is one of the better offerings and is on par with *Ninja Gaiden*.

You play the part of a young physiologist with an extensive knowledge of the occult. When a series of murders starts in London, your Ouija board warns you of great evil and that can mean only one person – or one thing.

This is your standard platformer with all the trimmings: power-ups, level-guardians, special weapons and even your odd secret room. Different weapons are available to you together with a selection of special, limited use weapons such as a pistol loaded with silver bullets (I thought we were talking Vampires here, not Werewolves!), bombs and even the odd boomerang!

The graphics are pretty good by Master System standards and the levels are large and detailed. The level-guardians are a little on the difficult side, but this just adds to the challenge of the game.

While not a classic release, it is very credible and worthy of those games starved MS players.

● **Dino "dim" Boni**

Victorian London isn't the safest place to be in at night no that Dracula's around!

MASTER SYSTEM

MASTER OF DARKNESS

SEGA ● £32.99 ● OUT NOW

GRAPHICS 79%
SOUND 73%
GAMEPLAY 78%
CHALLENGE 80%

PROSCORE 80 %

A decent platform game that should keep fans of genre happy for quite a long time

The shadow of Dracula has spread all over Victorian England, spreading death and terror into every town and village. You play a Christopher Lee type vampire killer who must search the dark and deadly streets, fighting his army of undead monsters. You must find Dracula, the Master of Darkness and rescue England from his terrible grasp.

MASTER of Darkness

Thanks to Lansdowne Computers © (0202) 556535 for supplying these two games.

THE PROFILE

SegaPro is Britian's first Sega magazine to comprehensively cover both official and import games. Our experience and knowledge is crammed into each game review. We know more about Sega games than anyone else and that is reflected in the quantity and quality of the information we provide each and every month.

Definitive? Well, we think so. You won't find a more extensive guide in any other magazine. Every month, we'll update the listings, with all new entries highlighted. Many game ratings will change to reflect long-term interest and dating – most games become less impressive as technology develops and newer games become available. For instance, our top game, Streets Of Rage II, scores a whopping 96%, but it may age in a few months. Each game rating is what we think now, not what we thought when the game was first released.

Regular readers will be aware that ProPick has been replaced. We now print our Top 100 Sega games every month and all ProYo! games (scoring 90% and over) will be highlighted in red throughout the file.

Pro Charts Not only one, but three charts from the big game retailers Virgin Mega Stores, HMV and Our Price on Mega Drive, Master System, Game Gear and, when it is in full swing, Mega-CD.

Pro Moves If you are particularly hot on a game. Videotape your favourite sequence and send it in. It could be a super move on *Streets of Rage II*, a super goal in Super Kick Off or a touchdown in *Madden's Football*. A SegaPro T-shirt is up for grabs for any moves published!

Pro Scores Send in your high scores for any game that you think you've mastered. Every month we'll print a list of games that we want high scores for. An overall winner, as judged by the Pros, will receive a SegaPro T-shirt!

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THE PRO

With well over 600 Sega game reviews coverin System and Game Gear, plus charts and oodles of ProMoves, there's only one place to look if you wa

MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA D

1943
IMPORT
Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated, but still fun. 64%

688 ATTACK SUB
SEGA £39.99
Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 78%

ADVANCED WW2 SIMULATOR
IMPORT
This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden behind it all. 76%

AERO BLASTERS
IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. 62%

AFTER BURNER II
SEGA £34.99
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 66%

AIR DIVER
IMPORT
Similar to *After Burner II* in both looks and playability. It has more challenging play with a wider variety of opponents and tough guardians. 77%

ALESTE (MUSHA)
IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 80%

ALEX KIDD IN ENCHANTED CASTLE
SEGA £29.99
This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

ALIEN 3
FLYING EDGE £39.99
May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. 77%

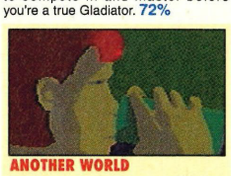
ALIEN STORM
SEGA £34.99
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. 74%

ALISIA DRAGOON
SEGA £39.95
Alisia Dragoon is one tough chick. You must help her through eight stages in the style of *Valis*. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST
SEGA £34.99
The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 48%

AMBITION OF CAESAR
IMPORT
Only for real fans of strategy games. Fortunately the graphics are excellent and will keep you enthralled for ages. Sadly, it's very hard to get into. 73%

AMERICAN GLADIATORS
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 72%



ANOTHER WORLD
VIRGIN £39.99
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles. 92%

AQUATIC GAMES
ELECTRONIC ARTS £39.99
James Pond, the fishy star, stars in a series of classy, but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS
FLYING EDGE £34.99
Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 76%

ARCUS ODYSSEY
IMPORT
RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 89%

ARIEL: THE LITTLE MERMAID
SEGA £39.99
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

ARNOLD PALMER TOUR GOLF
SEGA £34.99
One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. 81%

ARROW FLASH
SEGA £34.99
This is a very vacant shoot-'em-up. The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? 29%

ART ALIVE
SEGA £29.99
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the pictures. 39%

ASSAULT-SUIT-LEYNOS
IMPORT
Called *Target Earth* in the States. You are a robot who has to bash similar robots over eight moonscapes. Not much fun, but there are a few neat cheats. 42%

ATOMIC ROBOKID
IMPORT
Yet another run-of-the-mill scrolling shoot-'em-up. Definitely one for blast-'em fans who aim to collect every cart released, even if they're rubbish. 37%

ATOMIC RUNNER
IMPORT
Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

AXIS
IMPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

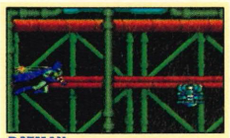
BACK TO THE FUTURE III
IMPORT
Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

BAD OMEN
IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really gruesome tough nuts to kill. 75%

BART VS THE SPACE MUTANTS
FLYING EDGE £39.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

BATMAN
SEGA £39.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 82%

BATMAN RETURNS
SEGA £39.99
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%



BATMAN: REVENGE OF THE JOKER
IMPORT
Better than all the other Sega versions put together! Large sprites and detailed backdrops show just how a Batman licence should be produced. 84%

BATTLE GOLFER
IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

BATTLEMASTER
IMPORT
Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON
ELECTRONIC ARTS £39.99
Its one advantage over other shoot-'em-ups is toughness challenging evenost gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

BEAST WARRIORS
IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

BIMINI RUN
IMPORT
A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

BIO SHIP: PALADIN
IMPORT
Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

BLOCK-OUT
ELECTRONIC ARTS £34.99
Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

BONANZA BROS
SEGA £34.99
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in two-player mode you'll soon have it completed. 58%

BUCK RODGERS
ELECTRONIC ARTS £49.99
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big challenge. 86%

BUDOKHAN
ELECTRONIC ARTS £39.99
The excellent presentation builds up a terrific atmosphere. It's a shame that beneath it is a very shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS
ELECTRONIC ARTS £39.95
Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

BURNING FORCE
IMPORT
A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. 28%

CADASH
IMPORT
A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

CALIBRE .50
IMPORT
Vertical shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. 33%

CALIFORNIA GAMES
SEGA £39.99
All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS
SEGA £34.99
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

CASTLE OF ILLUSION
SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. 93%

CENTURION
ELECTRONIC ARTS £39.99
A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

CHAKAN
SEGA £39.99
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76%

CHAMPIONSHIP PRO-AM
IMPORT
This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 75%

CHIKI CHIKI BOYS
SEGA £34.99
This is *Mega Twins* and it's far too cute and far too easy. Younger players should find a challenge hidden within, but this platform adventure offers very little. 44%

CHUCK ROCK
VIRGIN £39.99
Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 81%

CLUE
IMPORT
Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 86%

COLUMNS
SEGA £29.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. 84%

CORPORATION
VIRGIN £39.99
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. 90%

CRACKDOWN
SEGA £39.99
Wander around *Gauntlet*-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. 82%

FILE

the Mega-CD, Mega Drive, Master
xtras such as ProTips, ProScores and
t to be totally in the know.

IVE ▼ MEGA DRIVE ▼ MEGA D

CRUE BALL
ELECTRONIC ARTS £39.99
Fast and furious pinball simulator. Tries to better the classy *Dragon's Fury*, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 72%

CURSE
IMPORT
It's a sad day when something as appalling as this is released. Its only purchase value is the novelty of having the worst ever shoot-'em-up. 0%

CYBERBALL
SEGA £34.99
Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 56%

DANGEROUS SEED
IMPORT
Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 86%

DARIUS II
IMPORT
12 levels can be attacked in any order means that there are a variety of possible endings. That alone should tickle the fancy of any shoot-'em-up player. 83%

DARK CASTLE
ELECTRONIC ARTS £34.99
The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 52%

DARWIN 4081
IMPORT
Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics. 83%

DAVE ROBINSON'S SUPREME COURT
SEGA £39.99
The view from the stands may be strange, but it is by far the best way of playing. Brilliant in all areas, but a pity the players aren't real. 91%

DEADLY MOVES
IMPORT
Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack.. Lacks polish. 71%

DEATH DUEL
RAZORSOFT £39.99
A shoot-'em-up which offers more than just a blast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. 62%

DECAP ATTACK
SEGA £34.99
Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 81%

DESERT STRIKE
ELECTRONIC ARTS £39.99
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 93%

DEVILISH
IMPORT
Remember *Break-Out*? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-down fun. 85%

DICK TRACY
SEGA £34.99
Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

DINOLAND
IMPORT
Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DJ BOY
IMPORT
While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates (?) – it is simple and too easy. 59%

DOUBLE DRAGON
BALLISTIC £29.99
A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

DOUBLE DRAGON II
IMPORT
Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29%

DOUBLE DRAGON 3
FLYING EDGE £39.99
Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless, street fighting. 35%

DRAGON'S FURY
DOMARK £39.99
Official release of *Devilish*. Stunningly addictive game that has superb graphics and sound with tons of brilliant bonus rooms. 85%

DUNGEONS AND DRAGONS
IMPORT
Dungeons and Dragons will certainly test your RPG skills to the limit. Superb graphics and unlimited challenge make this a must. 84%

DYNAMITE DUKE
SEGA £34.99
The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

EA HOCKEY
ELECTRONIC ARTS £39.99
This is one of the most accurate sport conversions ever. Due to its realism, *EA Hockey* is immense fun to play in two-player mode, but solo players may find it lacking in challenge. (See *NHLPA Hockey*.) 94%

ECCO
SEGA £39.99
Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics and very original. 94%

ELEMENTAL MASTER
IMPORT
This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%

EL VIENTO
IMPORT
This game not only looks great, it also plays like a dream. The animation and statics encourage you to venture further, even though it is tough. 88%

ESWAT
SEGA £34.99
This conversion of ESWAT is accurate. The parallax, multi-directional scrolling gives the impression of a huge game. Very challenging and addictive. 84%

EUROPEAN CLUB SOCCER
VIRGIN £39.99
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 88%

EVANDER HOLYFIELD'S BOXING
SEGA £39.99
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 87%

EXILE
IMPORT
A strange mixture of RPG, platform and puzzle, makes *Exile* an intriguing game to play. Admirable and well worth seeing. 83%

EX-MUTANTS
SEGA £34.99
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

F-1 CIRCUS
IMPORT
Addictive and playable, *F-1 Circus* is one of the best arcade driving sims yet. With plenty of courses worldwide, it's great fun. 84%

F-1 GRAND PRIX
IMPORT
Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 89%

F-22 INTERCEPTOR
ELECTRONIC ARTS £39.99
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. Dated, but is also the only flight sim. 89%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS £39.99
One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA
SEGA £39.99
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

FASTEST 1
IMPORT
Full marks for splitting the screen for two-player racing, but zero for looks and gameplay. Racers are essentially simple, but surely not this basic? 48%

FATAL LABYRINTH
IMPORT
Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

FATAL REWIND
ELECTRONIC ARTS £39.99
Originally titled *The Killing Game Show*, this makes excellent use of the the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 88%

FATMAN
IMPORT
This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

FERRARI GRAND PRIX CHALLENGE
FLYING EDGE £39.99
Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. 38%

FIGHTING MASTERS
IMPORT
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

FINAL BLOW
IMPORT
As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

FIRE MUSTANG
IMPORT
Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right. The large graphics slow the gameplay below an acceptable speed. 55%

FIRE SHARK
SEGA £34.99
Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

FLICKY
SEGA £29.99
The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

FORGOTTEN WORLDS
SEGA £34.99
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

GADGET TWINS
IMAGITEC £37.00
Superb graphics and wonderful cartoon FX make this a top title. Hilarious fun to play and totally cute. A scrolling action packer where your hammer takes pride of place. 90%

GAIARES
IMPORT
Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happydespite its lack of originality. 84%

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

Send your tips and cheats to:
ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

The best tips win the sender a free cart or a SegaPro T-shirt. Full game solutions can win you up to three free carts!!!

ECCO THE DOLPHIN

MEGA DRIVE

DARK WATER GLOBE ● LAST FIGHT ● INVINCIBILITY

DARK WATER GLOBE

On the Dark Water level, to get the globe from Asterite takes some swift moves. First become invulnerable by singing to a glyph and then keep ramming the Asterite.

Collect the key song from the glyph at the bottom of the screen, then whizz past the two shells again. Now bang the partially hidden glyph out of the way. Swim under the coral and up the tunnel to arrive behind the glyph. Turn left and push the glyph in the passageway to the Asterite. If you still have purple stars revolving around your body, slam into the Asterite once more to get rid of them.

LAST FIGHT

To kill the boss, you must knock its jaw off five times and follow up by hitting it in the unprotected part of the mouth. The jaw can be knocked off twice by sonar, but then it's up to Ecco to do the rest. Remember that Ecco can't attack when the boss is feeding.

Alistair Watson, Edinburgh

INVINCIBILITY

At the beginning of the game, keep jumping into the air and press A and pause. Then fall back into the water and press A, C and B. You will now be completely invincible and you won't even need air!

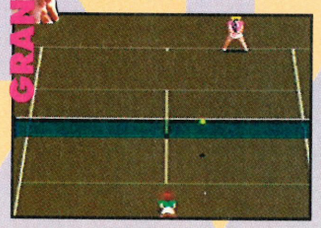
Richard Roberts, Preston

MEGA DRIVE ● END SCREEN

Enter the following code to see the end of the final match!

END.ING .CH.ECK

Lisa Davis, Northampton



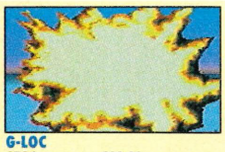
EVANDER HOLYFIELD'S REAL DEAL BOXING

MEGA DRIVE

EXTRA-TOUGH BOXER

Select the option "choose new career" and call your boxer THE BEAST. He will now resemble the incredible hulk and will be incredibly hard.

Joseph Neal, Chiswick



G-LOC
SEGA £39.99
More mindless violence! An almost identical version to the arcade simulation. Take to the skies and blast away as many enemies as possible! 80%

GAIN GROUND
SEGA £34.99
A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 88%

GALAXY FORCE II
SEGA £39.95
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%

GHOSTBUSTERS
SEGA £34.99
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA £44.99
A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

GLOBAL GLADIATORS
VIRGIN £39.99
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels. 93%

GODS
IMPORT
Testing platform adventure fun at its best. Stunning graphics with authentic and powerful backgrounds and, as yet, not officially released. Only available from Japan and the States, but is worth seeing. 92%

GOLDEN AXE
SEGA £34.99
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

GOLDEN AXE II
SEGA £39.99
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

GRANADA X
SEGA £29.99
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 83%

GRANDSLAM TENNIS
SEGA £39.99
Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

GREENDOG
SEGA £39.99
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

GREY LANCER
IMPORT
Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 85%

GYNOUG
SEGA £34.99
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 79%

HARDBALL
IMPORT
An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. 38%

HARD DRIVIN'
TENGEN £39.99
Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 86%

HEAVY NOVA
IMPORT
Robots giving each other what for in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better types in this genre. 49%

HEAVY UNIT
IMPORT
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 78%

HELLFIRE
IMPORT
Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

HERZOG ZWEI
SEGA £34.99
You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

HOME ALONE
SEGA £39.99
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

HUMANS
IMPORT
Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 86%

IMMORTAL (THE)
ELECTRONIC ARTS £44.99
The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

INSPECTOR X
IMPORT
This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenaline pumping. 90%

ISHIDO: THE WAY OF THE STONES
IMPORT
Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

JAMES BOND - THE DUEL
DOMARK £39.99
James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES POND
ELECTRONIC ARTS £39.99
This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

JAMES POND II
ELECTRONIC ARTS £39.99
Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's a really fun game to play. A brilliant sequel. 90%

JENNIFER CAPRIATI TENNIS
IMPORT
Run-of-the-mill tennis game, released officially as *Grandslam Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

JEWEL MASTER
SEGA £34.99
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

JOE MONTANA FOOTBALL
SEGA £34.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

JOE MONTANA II
SEGA £34.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative. The side-on view is not as good as *John Madden Football*, though. 75%

JOE MONTANA III
SEGA £34.99
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden 93*. Nice try, all the same. 84%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS £39.99
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy. 84%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS £39.99
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate to the real thing, you only need to use a limited array of passes (not rushes!) to get anywhere. 92%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS £39.99
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden 92*. 92%

JORDAN VS BIRD
ELECTRONIC ARTS £39.99
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent full game option. 78%

JUNCTION
IMPORT
Junction adds a new flame to the fire by mixing a *Pipe Mania* type game with a slide puzzle, resulting in a very challenging game. 81%

KABUKI SOLDIER
IMPORT
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

KA-GE-KI
IMPORT
Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

KID CHAMELEON
SEGA £39.99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 82%

KING COLOSSUS
SEGA IMPORT
Japanese adventure game with a long introductory sequence. Nine stages of pretty, but uneventful, adventuring. Learn the lingo first! 43%

KING'S BOUNTY
IMPORT
A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

KING SALMON
IMPORT
Fishing simulator with Japanese text throughout. Detailed graphics help make it fun to play and ultimately very competitive. 85%

KLAX
DOMARK £39.99
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE £39.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LAND STALKER
IMPORT
Fantastic adventure game with tremendous graphics and a huge game area to cover. Currently in Japanese text, but well worth waiting for officially. 84%

LAKERS VS CELTICS
ELECTRONIC ARTS £34.99
This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE
SEGA £34.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay. 58%

THE LEGEND OF GALAHAD
ELECTRONIC ARTS £39.99
Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

LEMMINGS
SEGA £39.99
The finest puzzle game to hit any machine let alone the Mega Drive. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

LHX ATTACK CHOPPER
ELECTRONIC ARTS £39.99
A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard war junkies. 70%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS £39.99
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

M1 ABRAMS BATTLE TANK
SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

MAGICAL MR TALUROOT
IMPORT
An import platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%

MARBLE MADNESS
ELECTRONIC ARTS £34.99
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

MARIO LEMIEUX HOCKEY
SEGA £39.99
Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves. 73%

MARVEL LAND
IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill. 73%

MASTER OF MONSTERS
IMPORT
A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

MASTER OF WEAPON
IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

MEGA LO MANIA
VIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL
IMPORT
Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an addictive game. 83%

MEGA TRAX
IMPORT
This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

MERCS
SEGA £39.99
Identical to the arcade original, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

MICRO MACHINES
CODEMASTERS £39.99
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. 90%

MIDNIGHT MADNESS
IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

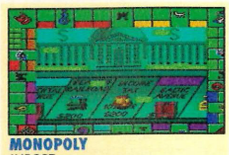
MIGHT & MAGIC
ELECTRONIC ARTS £39.99
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine. 83%

MIKE DITKA FOOTBALL
BALLISTIC £34.99
The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 82%

MONSTER HUNTER
IMPORT
Controlling a sword-wielding young lass may excite you, but the whole adventure through the greenery soon gets very tedious. 50%

MOONWALKER
SEGA £34.99
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but the game will be completed all too quickly. 84%

MS PACMAN
IMPORT
Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. 28%



MONOPOLY
IMPORT
A fairly good representation of the board game with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 74%

MYSTIC DEFENDER
SEGA £34.99
A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 69%

NEW ZEALAND STORY
IMPORT
This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 86%

NHLPA HOCKEY
ELECTRONIC ARTS £39.99
The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

NINJA BURAI
IMPORT
An RPG that requires an understanding of the Japanese language. All on-screen instructions, gauges and indicators make life very difficult. 79%

OLYMPIC GOLD
US GOLD £39.99
The MD is short of this kind of sporting compilation, but *Olympic Gold* more than manages to fill the gap. Best played with a crowd of players. 81%

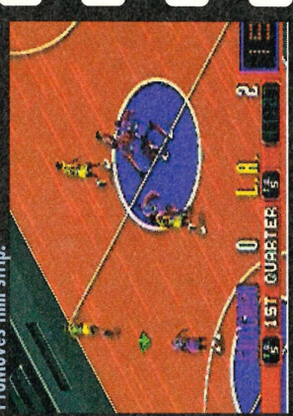
OUTRUN 2019
SEGA £39.99
This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 84%

ONSLAUGHT
IMPORT
An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 89%

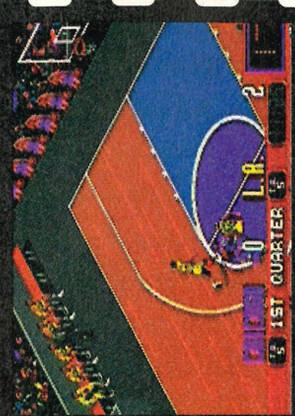
OUT RUN
SEGA £39.99
This still has a basic undefinable draw.

ProMoves

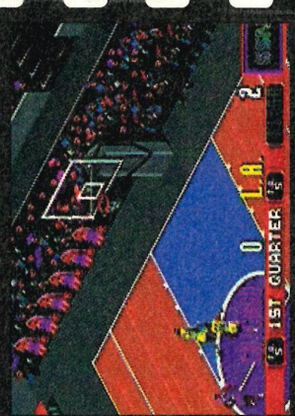
An old favourite of the SegaPro team *Dave Robinson's Supreme Court Basketball* makes an appearance this month. Acclaimed for its realistic animation, it's the perfect game for our ProMoves film strip!



1 All's fair in love and basketball games – but at the moment it's anyone's game.



2 The star player from LA decides to make a break for it and goes for glory.



3 The anticipation build up as the player gets closer to the basket.

Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 80%

PAC-MANIA
DOMARK £34.99
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to play. 82%

PAPERBOY
DOMARK £39.99
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode. 80%

PGA TOUR GOLF
ELECTRONIC ARTS £39.99
Slightly better than *Arnold Palmer* due to its realism (you even get the occasional bird tweeting) and improved graphics. 88%

PGA TOUR GOLF II
ELECTRONIC ARTS £44.99
A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original. 90%

PHANTASY SOLDIER 3
IMPORT
As the majority won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 88%

PHANTASY STAR II
SEGA £59.99
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 72%

PHANTASY STAR III
SEGA £49.99
Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak. 78%

PHELIOS
SEGA £34.99
Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

PIT-FIGHTER
DOMARK £49.99
Improved digitised graphics, gut wrenching sound and the appeal of battering opponents to death. How could this fail to be a winner? 89%

POPULOUS
ELECTRONIC ARTS £39.99
One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

POWERBALL
IMPORT
The graphics are very simple in the sport that is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

POWERMONGER
ELECTRONIC ARTS £39.99
A massive land-conquering mission. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%

PREDATOR 2
FLYING EDGE £34.99
Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. 80%

QUACKSHOT
SEGA £39.99
You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 94%

QUAD CHALLENGE
IMPORT
Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very unplayable. 26%

RAIDEN TRAD
IMPORT
More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 44%

RAINBOW ISLANDS
IMPORT
With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

RAMBO III
SEGA £29.99
Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

RASTAN SAGA 2
IMPORT
Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

RBI 3 BASEBALL
IMPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of the ordinary. 72%

RBI 4 BASEBALL
IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland. 78%

THE REVENGE OF SHINOBI
SEGA £34.99
Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

RINGSIDE ANGEL
IMPORT
The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited. 60%

RINGS OF POWER
ELECTRONIC ARTS £49.95
Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS
ELECTRONIC ARTS £39.99
Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

ROAD BLASTERS
IMPORT
Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ROAD RASH
ELECTRONIC ARTS £39.99
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 90%

ROAD RASH II
ELECTRONIC ARTS £39.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should keep everyone happy. 92%

ROLLING THUNDER 2
IMPORT
Be prepared for encounters with hoods brandashing sub-machine guns, panthers and 18-wheel juggernauts. Jap machines only. 89%

RUNARK
IMPORT
Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD
IMPORT
A scrolling adventure with the little man with a sword routine. The background graphics are impressive, but this is over-shadowed by bad animation. 64%

SD VALIS
IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

SHADOW BLASTERS
IMPORT
This is a beat-'em-up which fails to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. 46%

SHADOW DANCER
SEGA £39.99
The addition of a dog to do your dirty work and help you out of awkward situations adds a welcome element to an attractive beat-'em-up. 83%

SHADOW OF THE BEAST
ELECTRONIC ARTS £44.99
Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%

SHADOW OF THE BEAST II
ELECTRONIC ARTS £39.99
The long awaited follow up to the original beastly adventure. Teasing puzzles combined with atmospheric music and mystical graphics. 78%

SHINING IN THE DARKNESS
SEGA £44.99
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Challenging and smart-looking. 88%

SHINING FORCE
IMPORT
The best RPG ever to be released on the Mega Drive. Fantastic graphics combined with brain-teasingly difficult puzzles. Even the combat scenes are fun to play. 92%

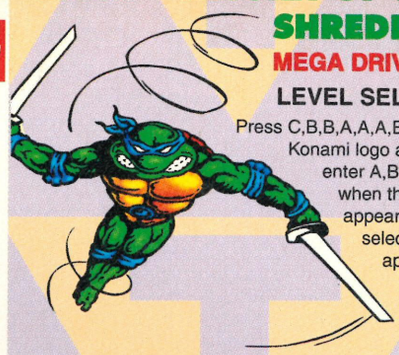
SHINOBI III
SEGA £34.99
Use mystical powers to conquer over the strength of darkness. Tremendous platform adventure with loads of pick-ups and plenty of ninja magic. 89%

SHOVE IT
IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

SIDE POCKET
SEGA £34.99
Reasonably uneventful pool simulation with a few sexy women. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SLIME WORLD
IMPORT
Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

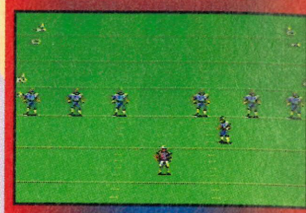
TMNT – RETURN OF THE SHREDDER
MEGA DRIVE



LEVEL SELECT
Press C,B,B,A,A,A,B,C when the Konami logo appears. Then enter A,B,B,C,C,C,B,A when the title screen appears. A level select should now appear!
Henry Goodman, Birmingham

JOHN MADDEN 92
MEGA DRIVE

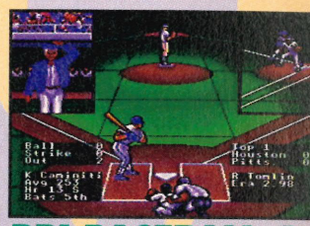
END SEQUENCE



To see the final few screens for this game requires wait until the final game has finished and the score is shown. Then press up, C, down, C, left , C, right, C, up, B, down, B, left, B, right, B, up, C, down, C, left, C, right, C. The screen will now scroll upwards and reveal a firework display!
Stuart Grindell, Halesowen

JOHN MADDEN 93
MEGA DRIVE ● DANCING QUARTERBACK

Go to the options screen and select a big passing play. Immediately after this, press the A button. Your quarterback will now perform a little dance for you!
Ed Lomas, Rochester



RBI BASEBALL 4
MEGA DRIVE

SPECIAL TEAM
Enter the code D333 K4K DKMEK on league mode. The whole team will now have brilliant running abilities and an average of 50 home runs each!
David Johnson, Blackpool

POWERMONGER
MEGA DRIVE

LAST LEVEL CODE
If you fancy having a bash at the last level then try entering this code: TJ3DP2TJW7TI5PJ3DJ4PJLIKPHAKJEKOGQ. Hope it's worth it!
Andrew Sweetman, Hante

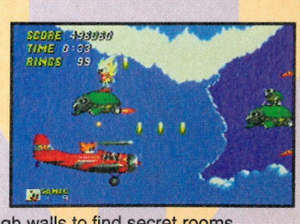
SUPER SMASH TV
MEGA DRIVE ● PICK-UP

Enter a room that's full of baddies and kill all of them except one. As long as one baddy is left, the room will begin to fill up with prizes. This will go on until you either kill the enemy or pick up a bomb!
Paul Golding, Leeds

SONIC THE HEDGEHOG 2
MEGA DRIVE ● TWO-PLAYER ICON SELECT ● EXTRA RINGS

TWO-PLAYER ICON SELECT
To initiate this cheat you must first enter the level select by inputting 19, 65, 09, 17 on the sound test. Go back into the options screen and select sounds 01,09,09,02,01,01,02 and 04. Choose the stage you want and then hold down A and start.

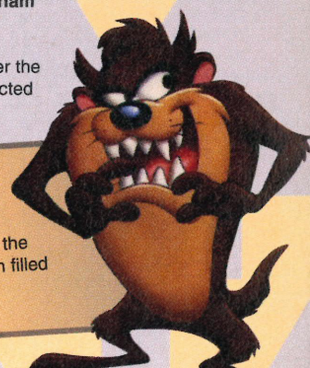
To change Sonic into a ring, press B. Press A to go through all the various objects and press C to drop the objects where you want them. Whilst Sonic is a ring (or other object) he can jump through walls to find secret rooms. Pressing B will turn him back into Sonic!
Ed Lomas, Rochester and Mrs Gough, Birmingham



EXTRA RINGS
When you come out of a special stage go back over the territory you've already covered and all of the collected rings will have returned!
Peter Brodie, Australia

TAZ-MANIA
MEGA DRIVE ● SECRET ROOM

Ice Stage: Wait on the bridge after jumping over the ice ramps. It will collapse to reveal a secret room filled with goodies!
Mike French, Norwich



SOKOBHAN
IMPORT
Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. 59%

SOL-FEACE
IMPORT
A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

SONIC THE HEDGEHOG
SEGA £34.99
Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed, but it has to be experienced. 90%

SONIC THE HEDGEHOG 2
SEGA £39.99
The best game of 1992. Sonic *2* delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SPACE HARRIER II
SEGA £34.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

SPACE INVADERS '90
IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II
VIRGIN £39.99
Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or play the computer, but play it! 92%

SPIDER-MAN
SEGA £39.99
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%

SPLATTERHOUSE 2
NAMCO £39.95
Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 89%

SPORTS TALK BASEBALL
SEGA £39.95
A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 84%

STAR CRUISER
IMPORT
Very impressive, but completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane because of end of level sequences. 35%

STARFLIGHT
ELECTRONIC ARTS £49.99
Deep space mining is the name of this game. Plenty of combat but also plenty of strategy. Beware of repetition, though. 82%

STEEL EMPIRE
ACCLAIM £39.95
A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 60%

STEEL TALONS
DOMARK £39.99
Unfortunately, the MD hasn't been utilised to its full potential and fails to impress as much as the exhilarating arcade game. Chopper combat at a lower level. 62%

SUNSET RIDERS
KONAMI £39.99
Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 87%

STORMLORD
IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 77%

STREET SMART
SEGA £34.99
This beat-'em-up's gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go. 70%

STREETS OF RAGE
SEGA £34.99
This was widely accepted as the most gruesome beat-'em-up when first released, but it penultimately lacks challenge. Moves are wide-ranging and the sound effects and tunes awesome, but it could all be over on the first go. 90%

STREETS OF RAGE II
SEGA £44.99
An absolutely fantastic beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish. 96%

STRIDER
SEGA £44.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

SUPER AIRWOLF
IMPORT
Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 73%

SUPERMAN
VIRGIN £39.99
Fiddley controls make this hard to play and its high difficulty pushes frustration levels to the limit. A bit of a disappointment all round. 62%

SUPER BATTLETANK
IMPORT
This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE
SEGA £34.99
Small sprites with extras including power-ups and big guardians. Corking good fun for a few hours, but after that your eyes may become weary. 71%

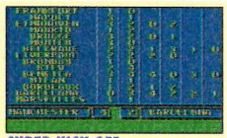
SUPER HANG-ON
SEGA £34.99
Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

SUPER HIGH IMPACT
IMPORT
A total of 18 teams should give American football fans something to find of interest. Good animation, but a lack of challenge due to the omission of a league. 73%

SUPER HQ
IMPORT
It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

SUPER HYDLIDE
SEGA £30
Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few places. Very boring. 49%

SUPER LEAGUE BASEBALL
SEGA £34.99
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled.One of the decent attempts at the sport. 82%



SUPER KICK OFF
US GOLD £39.99
May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 83%

SUPER MILITARY
IMPORT
This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

SUPER MONACO GP
SEGA £34.99
Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

SUPER MONACO GRAND PRIX II
SEGA £49.99
An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

SUPER OFF ROAD
BALLISTIC £29.99
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL
SEGA £34.99
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

SUPER SMASH TV
ACCLAIM £29.99
Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%

SUPER THUNDER BLADE
SEGA £34.99
Essentially a shoot-'em-up, its claim to fame is the two views (from behind the chopper and from above). All it does is confuse the already frustrating gameplay. 73%

SUPER VOLLEYBALL
IMPORT
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you have to play the sport to enjoy it. 84%

SUPER WRESTLEMANIA
FLYING EDGE £39.99
Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 84%

SWORD OF SODAN
ELECTRONIC ARTS £39.99
Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA £49.99
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

TAILSPIN
SEGA £39.99
A completely boring platform game with the nice addition of a shoot-'em-up section. This doesn't improve the situation enough to make it fun. 61%

TASK FORCE HARRIER EX
IMPORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 65%

TATSUJIN
IMPORT
Average verically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. Just another Japanese release. 46%

TAZ MANIA
SEGA £39.95
Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

TEAM USA BASKETBALL
ELECTRONIC ARTS £39.99
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound effects. 70%

TECHNOCOP
IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 70%

TEENAGE MUTANT NINJA TURTLES
KONAMI £39.99
A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 86%

TEL TEL BASEBALL
IMPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

THE TERMINATOR
VIRGIN £39.99
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME
ARENA £39.99
A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

TEST DRIVE 2: THE DUEL
BALLISTIC £34.99
This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THUNDER FORCE II
SEGA £34.99
Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

THUNDER FORCE III
SEGA £34.99
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

THUNDER FORCE IV
SEGA £39.99
The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

THUNDERFOX
IMPORT
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

THUNDER PRO WRESTLING
IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

TIGER HELI
IMPORT
Previously exciting helicopter game. Unfortunately, this has seriously dated and can no longer be recommended to young or old. 28%

TOEJAM & EARL
SEGA £34.99
Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can get tedious, though. 88%

TOKI
SEGA £34.99
Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

TORA! TORA! TORA!
IMPORT
Also known as *Fire Shark*, this is an extremely average shoot-'em-up which has very little to offer to those looking for something a bit different. 75%

TOXIC CRUSADERS
IMPORT
Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TRAMPOLINE TERROR
IMPORT
Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TRAYSIA
IMPORT
An American RPG that offers very little. Unacceptable graphics and lacking gameplay. Advisable to leave it alone! 17%

TROUBLE SHOOTER
IMPORT
Forgotten Worlds updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

TRUXTON
SEGA £34.99
Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

TURBO OUT RUN
SEGA £39.99
The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

TURRICAN
BALLISTIC £34.99
A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 86%

TWIN COBRA
SEGA £34.99
Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%

TWIN HAWK
SEGA £34.99
Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%

TWINKLE TALE
IMPORT
A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%

TWO CRUDE DUDES
SEGA £34.99
The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 89%

ULTIMATE TIGER
IMPORT
Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great fun. 80%

ULTIMATE QIX
IMPORT
This certainly plays like the classic board game, Othello. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. 55%

UNDEADLINE
IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega power-ups and zombie level guardians keep everything alive. 85%

UNIVERSAL SOLDIER
ACCOLADE £39.99
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 89%

VALIS
IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

VALIS III
IMPORT
Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a monotonous arcade adventure. 78%

VAPOR TRAIL
IMPORT
The lack of difficulty pulls the rating

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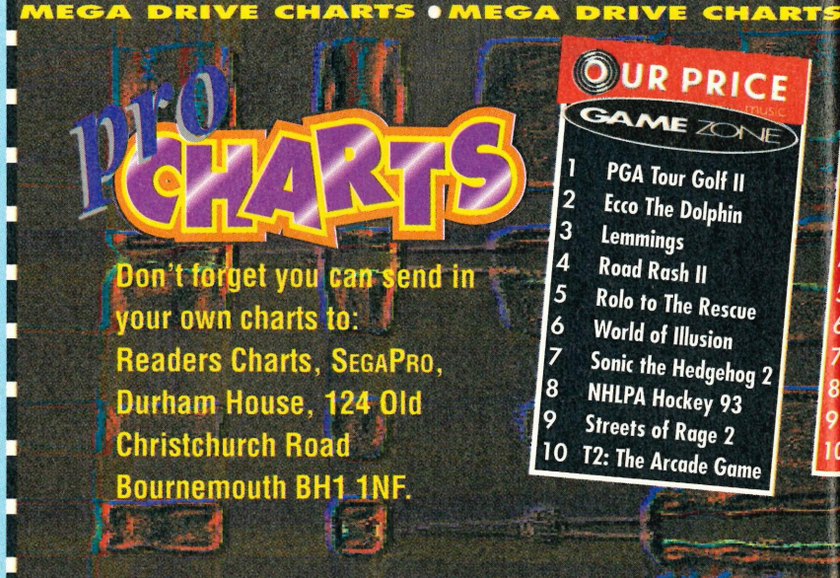
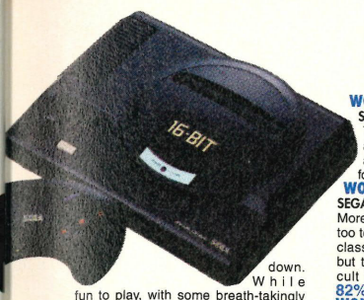
MEGA DRIVE CHARTS • MEGA DRIVE CHARTS





down. While fun to play, with some breath-takingly fast gameplay, you soon find nothing challenging in the game. 57%

VARIS SD
IMPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

VERYTEX
IMPORT
This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 80%

WANI WANI WORLD
IMPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%

WARDNER
IMPORT
A boring platform game which has nothing to offer and purchasing it may prove to be a complete waste of your money. 25%

WARDNER SPECIAL
IMPORT
The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

WARSONG
IMPORT
You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%

WHEEL OF FORTUNE
IMPORT
If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 43%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS £39.99
An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it's boring for the experienced adventurer. Kids won't be fooled. 59%

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS £49.99
You must get on the trail of Carmen and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing. 80%

WHIP RUSH
SEGA £34.99
The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too. 85%

WINTER CHALLENGE
BALLISTIC £39.99
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 78%

WONDER BOY III
SEGA £34.99
The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only. 79%

WONDER BOY IV
SEGA £39.99
More fun than the original, but it's still too tedious to be considered an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. 82%

WONDER BOY V
SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 75%

WORLD CLASS LEADERBOARD
US GOLD £39.99
Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 77%

WORLD CUP ITALIA 90
SEGA £29.99
This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it. 80%

WORLD OF ILLUSION
SEGA £39.99
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 89%

WRESTLE WAR
SEGA £34.99
Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

XDR
IMPORT
A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as *X-Dazzldy-Ray*. 54%

XENON II
VIRGIN £39.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. 86%

Y's 3: WANDERERS FROM Y's
IMPORT
An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

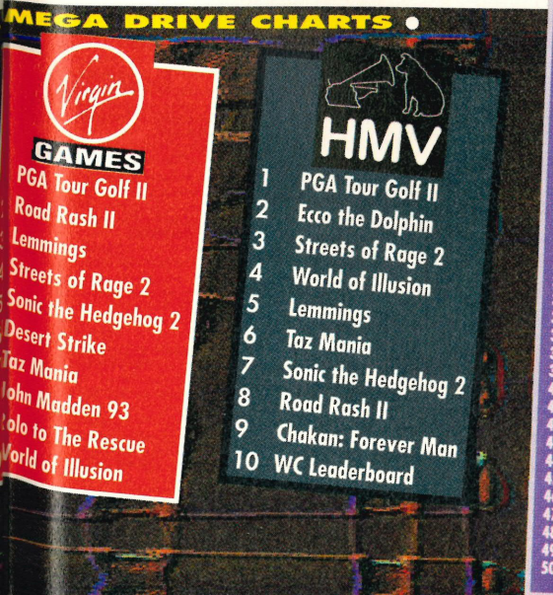
ZANY GOLF
ELECTRONIC ARTS £39.99
Normal golf is a strange enough game, but this is out of this world. A great party game and a very polished product. 86%

ZERO WING
SEGA £39.95
Horizontal shooter which is flawed by its small graphics and ease. Looks like *R-Type*, but won't give any of that game's fans any problems. 77%

ZOOM
SEGA £29.99
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. 48%

You won't find a more comprehensive and accurate Sega guide anywhere. Why? Because when it comes to games, the Pros know where it's at.

MEGA DRIVE CHARTS ●



1 Streets Of Rage II
2 Sonic The Hedgehog 2
3 Ecco
4 Desert Strike
5 EA/NHLPA Hockey
6 Quackshot
7 Castle Of Illusion
8 Global Gladiators
9 T2: The Arcade Game
10 John Madden's Football '92/'93
11 Road Rash II
12 Gods
13 Shining Force
14 Mega lo Mania
15 Thunderforce IV
16 Speedball 2
17 Rainbow Islands
18 Another World
19 Dave Robinson's Supreme Court
20 PGA Tour Golf II
21 Lemmings
22 Revenge Of Shinobi
23 Micro Machines
24 Sonic The Hedgehog
25 Streets Of Rage
26 James Pond II
27 Taz Mania
28 Corporation
29 Road Rash
30 Inspector X
31 Ghouls'n'Ghosts
32 F22 Interceptor
33 Pit-Fighter
34 Universal Soldier
35 Gadget Twins
36 Thunderforce III
37 The Terminator
38 Two Crude Dudes
39 Rolling Thunder 2
40 Bart vs The Space Mutants
41 Lotus Turbo Challenge
42 World Of Illusion
43 Onslaught
44 F1 Grand Prix
45 Shinobi III
46 Splatterhouse 2
47 Arcus Oddesey
48 PGA Tour Golf
49 El Viento
50 European Club Soccer

ALEX KIDD IN MIRACLE WORLD

MASTER SYSTEM ● STAGE SKIP

To continue past each giant without playing scissors, paper and stone, go to any boss and press start twice.
Alison Burton, Kingsley

THE IMMORTAL

MEGA DRIVE ● INVINCIBILITY

To become invincible, wait until the level name appears and then hold start. Then hold A until the game appears. The game will now be paused. Release A and you will now be invincible!
Paul Burke, Sheffield

DIAL-A-TIP

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SONIC THE HEDGEHOG 1&2	0891 445949
CHEATS GALORE	0891 101234
STREETFIGHTER 2	0891 445927
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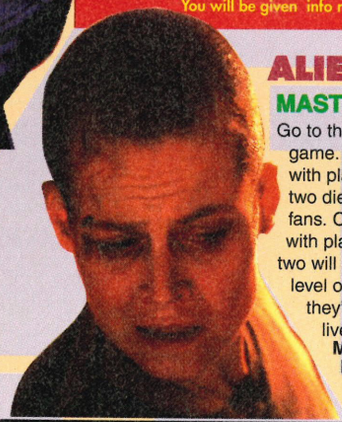
ALIEN 3

MASTER SYSTEM ● INFINITE CONTINUES

Go to the configuration screen, select two players and start the game. Complete level one with player one. Let player two die three times on the fans. Complete level two with player one. Player two will now start again on level one, but this time they'll have infinite lives!
Michael Weston, Essex

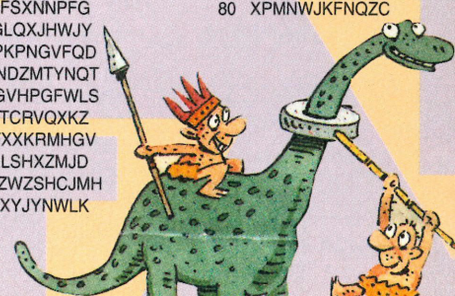


THE HUMANS

MEGA DRIVE ● LEVEL CODES

These level codes should keep humanists happy!

1	JWHVRMRKNKHB	32	FTWFSBZLYNXS	61	FQXKPTYLQJZM
2	YHQBSBGTSFXY	33	LWLSTSLVWDRX	62	TZYNMBQRSFZW
3	DGTVQBWXBJNC	34	WXTXBCHBWLDG	63	BSHJMJTMFCFS
4	PBGPGHQZMZGT	35	ZSRGHXCZYFLQ	64	LTLJQVMRYZLM
5	TMHCPYPCDQHQ	36	ZGHWLXJSXSZM	65	NCHQVFQXFQZH
6	DTMFCPWJWFPW	37	RSBMVGVSTSBL	66	MFGLYVGRQVZP
7	FKNMZXDGJKBW	38	CZQNJYZWLWFQ	67	QTSDFMBYTMJJ
8	XSJKNQLMFHWZ	39	ZFPKPYXJCRGX	68	CLYBHVQNGBYN
9	DVDQTNKTMHSF	40	NSFLKXCBJDWF	69	ZWXGZQRGLPPN
10	VYJMDMPVXHHD	41	HQVQNQVMVGPO	70	VWPKNRSXXYTR
11	SDKJRGJHDWZQ	42	FCTRRYFMZMVK	71	NCHMNXGHZGLS
12	HCDFWZSNXCPH	43	BYNNYHYTGDTC	72	TWJZBHKTMHCP
13	CBJHXXDMHSVL	44	BDMBGXDYLKHG	73	TQVCXVNFFZZN
14	FPYBCXGPMPMP	45	TNLQVNQPJBZO	74	QLMVQJNJMZLQ
15	SRQHNLDRDWPG	46	PZFCTHKXBVXM	75	VKPKLSLLYTFC
16	NYZKBLPGZXMF	47	DFGFGFWRRCXW	76	DWJPYHKDGPYT
17	ZGXMLRRNWHLK	48	VNWLGXTRQNCF	77	RKLDKFSJBSJZ
18	RKLLKDZHXNQP	49	ZWNSXGFYNMHS	78	TYZNGBCBWPJV
19	VCRMFKNSRDMF	50	PDJTKPCTYXDK	79	BCDDSNZQZYPC
20	WDFGNXGRRMPN	51	HHJYFSXNNPFG	80	XPMNWJKFNQZC
21	YXLPSLBXWHBQ	52	BPHGLQXJHWJY		
22	XQHHWPQBJMOC	53	BWLPKPNGVFQD		
23	VYNSJGFQJHCB	54	WHYNDZMTYNQT		
24	SDMFCJKBCJGZ	55	QDDGVHPGFWLS		
25	TKJXCLWLZTWP	56	NGJFTCRVQXKZ		
26	CVYXWHYRGDWD	57	KNCFXXKRMHGV		
27	WTBSDCBXXTWL	58	TSDRLSHXZMJD		
28	QXJKDYRMLSTC	59	WZWZWZSHCJMH		
29	VSPQXYVCLVCB	60	YNTBXYJYNWLK		
30	MFKTJGNSXQJM				
31	FHWHHMTCJSPN				



pro SCORES

We want all your hi-scores, but every month we'll print a list of games that are new-ish. If you send in your hi-scores for them we can compare them with those from other readers.

MEGA DRIVE
Sunset Riders
Super Kick Off
Outrun 2019
Global Gladiators

MASTER SYSTEM
Wonder Boy IV
Batman Returns
James Bond

GAME GEAR
Chakan
Ariel:Little Mermaid
Streets Of Rage

414,700 Anthony Smith, S Wales
413,900 Robin Mackintosh

GAME GEAR

COLUMNS
42,925
Darren Walker, Smethwick
14,208
Robert Rixson, Gwent
14,070
Hayley Palmer, Burntwood

DONALD DUCK
899,200 Karen Rae, Cumbernauld
516,400 Matthew Williamson, Telford
385,100 John Marshall, Co Durham

G-LOC
258,440 Steve Kinder, Stoke-on-Trent
169,500 Sean Parris, Surrey

JOE MONTANA FOOTBALL
127-0 (pro) Matthew Williamson, Telford
127-7 (easy) Andrew Ship, Newbury
99-0 (pro) Robin Westblom, Chislehurst

SONIC THE HEDGEHOG 2
629,700 Nicholas Hambridge, Woodstock

NINJA GAIDEN
65,800 Jack Johnson, London
26,800 Nicholas Turner, Leeds

STREETS OF RAGE
322,900 Richard James, Cardigan
268,999 Sarah Johnson, Weymouth

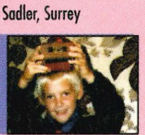
MASTER SYSTEM

ASTERIX
710,560 Paul Denney, Durham
6111,100 Matthew Sinton, Cleveland
834,900 Ross Gibbens, London

CALIFORNIA GAMES
11250 (Half pipe) Leon Renn, Nuneaton

G-LOC
190,900 Matthew Sadler, Surrey

GOLDEN AXE
158
Kevin Fell, Croydon



NINJA GAIDEN
35,312,580 Richard James, Cardigan

OLYMPIC GOLD
Pole Vault
5.80 Wayne Hibbs, Bournemouth
Swimming
1.44.44 Wayne Hibbs, Bournemouth

SHINOBI
582,950 Matthew Walker, Chertney
560,450 Christian Weber, Chester
214,750 James Smith, Knutsford

SONIC THE HEDGEHOG 2
568,740 Sean Parris, Surrey

MEGA DRIVE

ALIEN 3
602,070
Carl Souley, Cleveland
6,125,120
Mick Mercer, London
3,567,402
Robert Edge, Eltham,

CRUE BALL
359,439,00 Neil Lover, Poole

DESERT STRIKE
3,402,300
Paul Hartwell, Pottersbury
2,800,200
Simon Nicholls, Reading

EA HOCKEY
77-4
Jonathon Pugh, Fife
99-0 (Canada v UK)
Ross Killen, Dublin

GOLDEN AXE
379.0 John Smith
357.1 Andrew/Stephen Pryke, Peterborough
315.0 Paul Wheatley Nottingham

JOHN MADDEN 93
326-3 Andy Duncombe, Winchester

KID CHAMELEON
1093,391 Craig Stewart, Aberdeen
899,70 Colin Mackintosh, Leeds

QUACKSHOT
2,242,500 Eric Joe O'Hare, Lancaster
242,500 Anthony Smith, S Wales
1,356,000 Paul Shipman, Cannock

SHADOW DANCER
723,800 Derek Brockhouse, Lancs

SHINING IN THE DARKNESS
2,357,732 Spike, St Albans

SONIC THE HEDGEHOG
789,402 Adam Passanisi, Australia

STREETS OF RAGE 2
812,430 Darren Gwynne, Bedford
541,540 Sally Wilkinson, Surrey

THE TERMINATOR
137,300 Paul Smelt
108,870 Jonathon Epworth, Humberside
87,990 Neil Brockhurst, Bolton

TOEJAM AND EARL
1056 David Voss, Leeds
976 Lee Gray, Satchet
670 Colin Newman. Runcorn

TWO CRUDE DUDES
298,650 Chris Flowers, Gillingham
226,020 Lee Turner, Burnley
178,010 Richard Gasson, Gillingham

WANI WANI WORLD
463,800 Richard Salmon, Newbridge
429,700 Damien Giles, North Lancing
342,000 Jody Hill, Northants

THE PROFILE

MASTER SY

ACE OF ACES
SEGA £32.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics, but in-game graphics are pretty dreadful. 55%

ACTION FIGHTER
SEGA £12.99
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content, though. 51%

AERIAL ASSAULT
SEGA £29.99
Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

AFTER BURNER
SEGA £29.99
Speed and frenetic action of the simple arcade machine still here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

ALEX KIDD IN HI-TECH WORLD
SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

ALEX KIDD IN MIRACLE WORLD
SEGA £24.99
This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD
SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player, though. 85%

ALEX KIDD AND THE LOST STARS
SEGA £29.99
Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. 79%

ALF
TONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with it! 16%

ALIEN 3
ACCLAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

ALIEN STORM
SEGA £29.99
Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended. 87%

ALIEN SYNDROME
SEGA £29.99
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. 85%

ALTERED BEAST
SEGA £29.99
Appalling conversion of a popular coin-op. It's a beat-'em-up, but is severely flawed due to the flickery sprites and jerky scrolling. 50%

AMERICAN BASEBALL
SEGA £29.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. 83%

AMERICAN PRO FOOTBALL
SEGA £29.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

ARCH RIVALS
FLYING EDGE £32.99
Basketball with attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode. 83%

ARCADE SMASH HITS
VIRGIN £29.99
Centipede, Break-Out and *Missile Command* all in one cartridge. All the games are fairly basic in content, but the addictiveness and playability shines through. 82%

ASSAULT CITY
SEGA £29.99
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX
SEGA £29.99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. 94%

ASTRO WARRIOR
SEGA £29.99
Usual shoot-'em-up stuff and there's nothing here to make you think different. Pick up the power-ups, learn the attack strategy and Bob's your uncle. 67%

AZTEC ADVENTURE
SEGA £12.99
Could have been a fun arcade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. 70%

BACK TO THE FUTURE II
IMAGE WORKS £34.99
Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. 24%

BACK TO THE FUTURE III
FLYING EDGE £34.99
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC
SEGA £17.99
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. . Many humorous moments. 71%

BART VS THE SPACE MUTANTS
FLYING EDGE £32.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

BASKETBALL NIGHTMARE
SEGA £29.99
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

BATMAN RETURNS
SEGA £29.99
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

BATTLE OUT RUN
SEGA £29.99
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

BLACK BELT
SEGA £24.99
A criminally easy beat-'em-up. Incredibly poor graphics with backdrops containing little more than a wall and some sky. Unexciting and repetitive. 41%

BLADE EAGLE 3-D
SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels, but punishes on the last. 77%

BOMBER RAID
SEGA £29.99
Testing as you try to take out both air and ground targets. Not difficult mentally, but certainly tests patience and quickly becomes exceedingly boring. 33%

BONANZA BROS
SEGA £29.99
Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the loot on ten frantic stages. 90%

BUBBLE BOBBLE
SEGA £29.99
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

CALIFORNIA GAMES
SEGA £29.99
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CAPTAIN SILVER
SEGA £29.99
Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

CASINO GAMES
SEGA £29.99
This should help solve your addiction to one arm bandits in five minutes. After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good. 44%

CASTLE OF ILLUSION
SEGA £29.99
Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

CHAMPIONS OF EUROPE
TECMAGIK £34.99
Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

CHASE HQ
SEGA £29.99
What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

CHOPLIFTER
SEGA £24.99
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

CHUCK ROCK
VIRGIN £29.99
A hilariousNeanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

CLOUD MASTER
SEGA £29.99
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA £24.99
Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%

CYBER SHINOBI
SEGA £29.99
The Shinobi series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

CYBORG HUNTER
SEGA £24.99
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

DANAN: THE JUNGLE FIGHTER
SEGA £29.99
Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE
SEGA £29.99
A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

DICK TRACY
SEGA £29.99
Blurred graphics, jerky animation and is totally unplayable. One of the worst film tie-ins ever. 21%

DOUBLE DRAGON
SEGA £29.99
This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

DOUBLE HAWK
SEGA £29.99
Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

DRAGON CRYSTAL
SEGA £29.99
This seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE
SEGA £29.99
If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

DYNAMITE DUX
SEGA £29.99
A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

ENDURO RACER
SEGA £9.99
Nothing like the arcade as you view your bike from above and race over an obstacle course. Plays surprisingly well, but there's a serious lack of a two-player mode. 68%

ESWAT
SEGA £29.99
A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch. Enjoyable and challenging. 71%

F-16 FIGHTER
SEGA £17.99
Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASY ZONE
SEGA £12.99
For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! A piece of history that can't be ignored. 91%

FANTASY ZONE 2
SEGA £24.99
More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

FANTASY ZONE 3
SEGA £24.99
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS £29.99
Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES
GRANDSLAM £29.99
The quality of programming is evident, except everything is very simple to execute and soon bores you. For the young and inexperienced only. 70%

FORGOTTEN WORLDS
SEGA £29.99
With an abundance of shoot-'em-ups available, they have to be good to sell. This is far too easy and the controls are useless. Try anything else. 32%

GAIN GROUND
SEGA £29.99
You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay and very addictive. 82%

GALAXY FORCE
SEGA £29.99
This coin-op game is excellent fun. Some hideous enemy sprites, but it only makes you more determined to blow them to bits. A great shoot-'em-up conversion. 86%

GANGSTER TOWN
SEGA £24.99
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun, but like most gun games, becomes boring. 65%

GAUNTLET
SEGA £29.99
Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £29.99
Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. The gameplay is okay, but there's nothing new or original. 69%

GHOSTBUSTERS
SEGA £29.99
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%

GHOST HOUSE
SEGA £17.99
Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA £29.99
A great medieval romp through the undergrowth and onto gigantic guardians. It may not have all the special effects, but it plays like a dream. Buy it. 90%

GLOBAL DEFENSE
SEGA £12.99
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%

G-LOC
SEGA £29.99
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%

GOLDEN AXE
SEGA £29.99
A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85%

GOLDEN AXE WARRIOR
SEGA £32.99
Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

GOLFAMANIA
SEGA £32.99
For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82%

GOLVELLIUS
SEGA £29.99
The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

GREAT BASEBALL
SEGA £24.99
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. For sports fans only. 75%

GREAT BASKETBALL
SEGA £24.99
Die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge, but the computer oppos are easy. 78%

GREAT FOOTBALL
SEGA £24.99
There is no reason to buy this game with the likes of *Joe Montana Football* already out. This is a crinkly attempt that doesn't contain any credible atmosphere. 60%

GREAT GOLF
SEGA £24.99
There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%

GREAT ICE HOCKEY
SEGA £29.99
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

GREAT VOLLEYBALL
SEGA £24.99
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

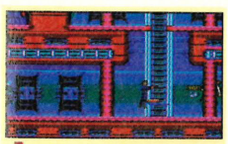
HANG-ON
SEGA £9.99
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant, but excellent value for those on a budget. 78%

HEAVYWEIGHT CHAMP
SEGA £24.99
Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69%

HEROES OF THE LANCE
US GOLD £34.99
This is very slow and monotonous. Plenty of characters to play with, but even with the combat scenes boring, there's not much hope. 68%

IMPOSSIBLE MISSION
US GOLD £29.99
An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90%

INDIANA JONES 3
US GOLD £34.99
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%



JAMES BOND
DOMARK £32.99
Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%

JOE MONTANA FOOTBALL
SEGA £29.99
If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 78%

JUNGLE FIGHTER
SEGA £29.99
Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58%

KENSEIDEN
SEGA £29.99
While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up. 64%

KLAX
TENGEN £29.99
Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive, though. 73%

KUNG FU KID
SEGA £24.99
You are blessed with a talisman that gives you supernatural strength. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

LASER GHOST
SEGA £29.99
One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%

LEMMINGS
SEGA £27.99
Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. 89%

LINE OF FIRE
SEGA £29.99
Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but enjoyable entertainment. 82%

LORD OF THE SWORD
SEGA £29.99
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%

THE LUCKY DIME CAPER
SEGA £24.99
Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94%

MARBLE MADNESS
VIRGIN £29.99
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88%

MARKSMAN SHOOTING
SEGA £29.99
One of a limited amount of software released for the Light Phaser. Simple and fun to play, but *Safari Hunt* is far better. 43%

MAZE HUNTER 3-D
SEGA £19.99
Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72%

MERCS
SEGA £32.99
This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73%

MIRACLE WARRIORS
SEGA £32.99
This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82%

MISSILE DEFENCE 3-D
SEGA £19.99
This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

MONOPOLY
SEGA £29.99
Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. It's accurate, but what's the point? 79%

MOONWALKER
SEGA £29.99
Luckily, the game is much better than the film, with attractive graphics and decent sound. 85%

MS PACMAN
TENGEN £29.99
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but all too dated and it shows. 72%

MY HERO
SEGA £17.99
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. If you're the school bully type, you'll love it. 64%

NEW ZEALAND STORY
TECMAGIK £34.99
It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness you could wish for, but it's very hard. 88%

THE NINJA
SEGA £9.99
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics, though. 75%

NINJA GAIDEN
SEGA £32.99
One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. Spot-on difficulty level makes it ideal for young or old. 90%

OLYMPIC GOLD
US GOLD £34.99
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%

OPERATION WOLF
TAITO £29.99
The old Phaser gun should have come into its own, but the light detection isn't too hot. Neat backdrops, although the flickery scrolling is annoying. 73%

OUT RUN
SEGA £29.99
There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available at the same price. 73%

OUT RUN 3-D
SEGA £29.99
Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%

OUT RUN EUROPA
US GOLD £29.99
This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. Refreshingly good racing fun. 90%

PAC-MANIA
TECMAGIK £34.99
An excellent interpretation, but £35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%

PAPERBOY
TENGEN £29.99
Emulates the brilliant coin-op, but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills well into the morning run. 81%

PARLOUR GAMES
SEGA £17.99
Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

PENGUIN LAND
SEGA £29.99
The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun and there's a nice feel to the game. 77%

PHANTASY STAR
SEGA £39.99
It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over. 94%

PIT-FIGHTER
DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%

POPULOUS
TECMAGIK £34.99
A game that you'll either love or hate. This is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender. 88%

POSEIDON WARS 3-D
SEGA £19.99
Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Very simple stuff and not worth bothering about really. 34%

POWER STRIKE
SEGA £24.99
An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 89%

PRO WRESTLING
SEGA £24.99
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56%

PREDATOR 2
ARENA £32.99
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%

PRINCE OF PERSIA
DOMARK £29.99
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%

PSYCHIC WORLD
SEGA £29.99
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. 48%

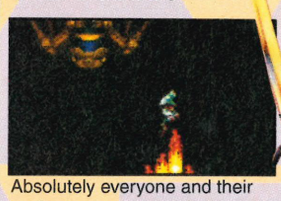
PSYCHO FOX
SEGA £29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good as an alternative to *Sonic*. 88%

PUTT 'N PUTTER GOLF
SEGA £32.99
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%

QUARTET
SEGA £24.99
Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. 25%

RAMBO III
SEGA £29.99
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction only lasts for weeks. 77%

SHINOBI II
GAME GEAR
LEVEL CODES

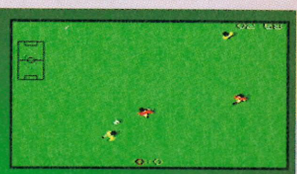


Absolutely everyone and their cat has sent us the level codes to Shinobi II. Thanks a lot to those that sent them, but no more please!
Rachel Brooks, Stafford

One Ninja	EOB4B
Two Ninja	E0222
Three Ninja	70636
Four Ninja	F0474
Five Ninja	704F4
Five Ninja and one crystal	11817
Five Ninja and two crystals	F5958
Five Ninja and	

SUPER KICK OFF
GAME GEAR
GOAL SCORER

As soon as you've kicked off, press button two rapidly, then hold in button 1 and start running towards the goal. When the ball lands, kick it and it should hopefully travel straight over the goalie's head!
Martin Ayre, Maidstone



ROAD BLASTER FX
MEGA-CD
LEVEL SELECT
● AUTOPLAY

LEVEL SELECT
Press A six times. You will hear a pinging noise to tell you whether the cheat has been successful. Now play the game as usual and a level select will appear.

AUTOPLAY
Press A five times, B five times and then press A again. You will now be able to complete the game in "watch" mode.

Don't forget – we need your cheats! What we don't need however is more level selects for *Sonic 2*! Each and every morning we gleefully await opening the sackfuls of tips we receive, only to find that most of them are the *Sonic 2* level select. What a bummer.

SAM HICKMAN'S PROLINE
0891 224727
Updated every Friday, the ProLine gives the latest tips on Mega Drive, Mega-CD, Master System and Game Gear.
(calls are charged at 36p/minute cheap rate and 48p/minute at all other times. Please get permission from the person paying the phone bill before calling.)

RAMPAGE
SEGA £29.99
Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. 85%

RAMPART
TENGEN £29.99
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%

RASTAN SAGA
SEGA £29.99
Hac'n'slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. 88%

RC GRAND PRIX
SEGA £29.99
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega slap their name all over the hoardings? 59%

RESCUE MISSION
SEGA £9.99
Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90%

ROCKY
SEGA £29.99
Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. 32%

R-TYPE
SEGA £29.99
This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. Go for it – you won't lose out! 94%

RUNNING BATTLE
SEGA £29.99
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

SAFARI HUNT
SEGA £29.99
Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. 63%

SAGAIA
SEGA £32.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But the game is far too easy for almost any player. 43%

SPECIAL CRIMINAL INVESTIGATION
SEGA £29.99
This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy-peasy for anyone except real beginners. 54%

SCRAMBLE SPIRITS
SEGA £29.99
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better. 44%

SECRET COMMAND
SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting shooter. 85%

SEGA CHESS
SEGA £34.99
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%

SHADOW DANCER
SEGA £32.99
Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog. 69%

SHADOW OF THE BEAST
TECMAGIK £29.99
Despite the obvious limitations of the MS, Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent mood music and even some improved gameplay make it hot property! 90%

SHANGHAI
SEGA £24.99
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85%

SHINOBI
SEGA £29.99
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for most players. 79%

SHOOTING GALLERY
SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round. 70%

SHOOTING GAMES
SEGA £24.99
Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72%

SLAP SHOT
SEGA £29.99
Like its MD counterpart, *EA Hockey, Slap Shot* is easy to get into and has all the added extras like brawling and dodgy umpiring. Don't worry if you don't like the real thing, this is pretty manic. 76%

SONIC THE HEDGEHOG
SEGA £29.99
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling. 92%

SONIC THE HEDGEHOG 2
SEGA £32.99
A fantastic version of the most famous game in the world, but it's bugged. *Sonic 2* is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. 95%

SPACE GUN
SEGA £29.99
If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. 56%

SPACE HARRIER
SEGA £29.99
There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. 84%

SPEEDBALL 2
VIRGIN £29.99
Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. The league is also very testing. 89%

SPELLCASTER
SEGA £29.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and time and even to the land of the dead. 90%

SPIDER-MAN
SEGA £29.99
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%

SPORTS PAD FOOTBALL
SEGA £29.99
Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

SPY VS SPY
SEGA £17.99
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%

STRIDER
SEGA £29.99
The graphics and sound are about as expected, but the main character is very sluggish and poor, especially when jumping. Long-term appeal is dubious. 79%

STRIDER II
US GOLD £29.99
Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%

SUBMARINE ATTACK
SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound *R-Type* . 68%

SUMMER GAMES
SEGA £29.99
This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. 40%

SUPER KICK OFF
US GOLD £29.99
All the features, bar the all-important playability. The action slows down with three or more players on-screen. 80%

SUPER MONACO GP
SEGA £29.99
A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%

SUPER MONACO GP II
SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPER REAL BASKETBALL
SEGA £24.99
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%

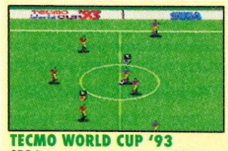
SUPER SMASH TV
ACCLAIM £29.99
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's too hard. 65%

SUPER SPACE INVADERS
DOMARK £32.99
Original waves and a sensational simultaneous two-player option set this above any clone. 82%

SUPER TENNIS
SEGA £9.99
This price of this keeps dropping! The graphics are childish, the sound appailing and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA
SEGA £29.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%

TEDDY BOY
SEGA £9.99
Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%



TECMO WORLD CUP '93
SEGA £29.99
Very different from the arcade hit, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and, as such, a poor release. 69%

TENNIS ACE
SEGA £29.99
Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. 83%

THE TERMINATOR
SEGA £34.99
Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself. 90%

THUNDER BLADE
SEGA £29.99
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65%

TIME SOLDIERS
SEGA £29.99
The coin-op was based was a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. 36%

TOM AND JERRY
SEGA £29.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%

TRANSBOT
SEGA £9.99
Oh dear! It has all the usual elements; shoot-'em-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awful. 26%

TRAP SHOOTING
SEGA £29.99
As the title suggests, this is a clay pigeon shooting sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. 45%

TRIVIAL PURSUIT
DOMARK £29.99
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

ULTIMA IV
SEGA £39.99
If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast, challenging and it comes with a great manual and map. 92%

VIGILANTE
SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. 77%

WANTED
SEGA £24.99
Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78%

WIMBLEDON
SEGA £34.99
Centre court has never been so good on the MS. Realistic graphics and superb animation of the players is made even better by super-fast play. This is a tennis sim of the highest standard. It's very tough, too. 90%

WONDER BOY
SEGA £24.99
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%

WONDER BOY IN MONSTER WORLD
SEGA £29.99
An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%

WONDER BOY IN MONSTERLAND
SEGA £29.99
The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. 89%

WONDER BOY III: DRAGON'S TRAP
SEGA £29.99
If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

WOODY POP
SEGA £19.99
This may be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. 47%

WORLD CLASS LEADER BOARD
US GOLD £29.99
A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

WORLD CUP ITALIA 90
SEGA £24.99
It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. 77%

WORLD GAMES
SEGA £24.99
This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65%

WORLD GRAND PRIX
SEGA £12.99
This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%

WORLD SOCCER
SEGA £24.99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to put the ball close to where you want. 63%

XENON II
VIRGIN £29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. 85%

Y'S: THE VANISHED OMENS
SEGA £32.99
An excellent RPG, but doesn't have the playability of the big three – *Ultima, Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 84%

ZAXXON 3-D
SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. Definitely not to be encouraged. 42%

ZILLION
SEGA £24.99
The Norsa forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. 67%

ZILLION II
SEGA £24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. 67%

That's about it for the MS, this month. Listed above are most of the games that you'll find in the shops, either individually or in special packs. Many shops will be able to offer good deals on older games, so shop around. Good luck!

pro CHARTS

Sonic 2 **still tops the Top 30 and the official MS charts, but what are your favourite releases. Send your MS Top 10 to the ProCharts!**

OUR PRICE MUSIC GAME ZONE

1 Sonic the Hedgehog 2
2 Lemmings
3 Taz Mania
4 Prince of Persia
5 Batman Returns
6 Predator 2
7 The Terminator
8 Speedball 2
9 Spiderman
10 Alien 3

Virgin GAMES

1 Sonic the Hedgehog 2
2 Lemmings
3 Taz Mania
4 Castle of Illusion
5 WC Leaderboard
6 Speedball 2
7 Transbot
8 Tom and Jerry
9 Asterix
10 Heavyweight Champ

HMV

1 Sonic the Hedgehog 2
2 Taz Mania
3 Lemmings
4 Alien 3
5 Speedball 2
6 Enduro Racer
7 G-Loc
8 Predator 2
9 Prince of Persia
10 The Terminator

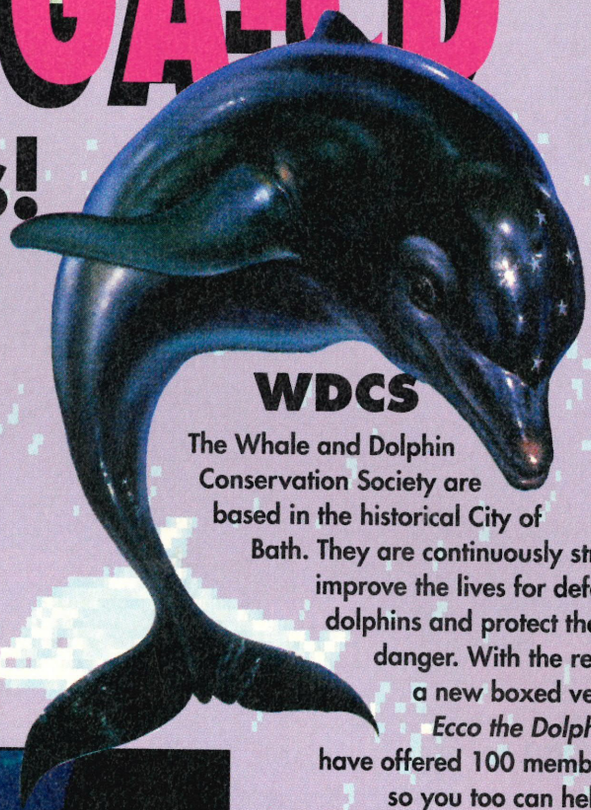
master system The Pros' TOP 30 master system

1 Sonic The Hedgehog 2
2 Asterix
3 The Lucky Dime Caper
4 Prince Of Persia
5 Castle Of Illusion
6 R-Type
7 Phantasy Star
8 Bart vs The Space Mutants
9 Wonderboy III: Dragon's Trap
10 Champions Of Europe
11 Ultima IV
12 Sonic The Hedgehog
13 Columns
14 Fantasy Zone
15 Ninja Gaiden
16 Alex Kidd in Miracle World
17 Outrun Europa
18 Wonderboy in Monster World
19 SpellCaster
20 Rescue Mission
21 The Terminator
22 Impossible Mission
23 Wimbledon
24 Alien 3
25 Shadow Of the Beast
26 Ghouls'n'Ghosts
27 Fantasy Zone 2
28 Bonanza Bros
29 Speedball 2
30 Lemmings

WIN A MEGA DRIVE AND MEGA-CD

with 10 top games! ALL WORTH £400

Win the totally awesome Mega-CD pack AND a new Mega Drive which includes the double sports pack of *EA Hockey*, *John Madden Football* and *Sonic the Hedgehog*! Runner-up prizes include four *Ecco the Dolphin* Boxed sets and 100 year-long memberships to the WDCS.



WDCS

The Whale and Dolphin Conservation Society are based in the historical City of Bath. They are continuously striving to improve the lives for defenceless dolphins and protect them from danger. With the release of a new boxed version of *Ecco the Dolphin*, they have offered 100 memberships, so you too can help in the struggling battle.

MEGA-CD

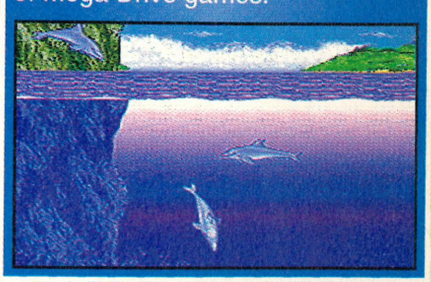
A long-awaited piece of awesome hardware that is the most exciting games system for Sega enthusiasts. The graphics are far better than ever seen before on the Mega Drive. The digital CD quality stereo sound has never been heard on the Mega Drive games before.

Along with the Mega-CD pack, a stunning PAL version Mega Drive is included as the first prize. This means that you can put the Mega-CD to immediate use and start playing those games before anybody else. You'll soon become the envy of all your friends and your room could turn into a youth club.

Enter this free compo by answering the easy multiple choice questions and sending your answers to the address provided. The competition closes on 17 June 1993, so you'll have to be quick. Good luck and be green.

ECCO THE DOLPHIN

Ecco the Dolphin is a highly addictive game with an environmentally friendly setting. The graphics are stunningly effective and the oceanic sound effects give a suitable atmosphere. Ecco is a brilliant game and Dino's review in issue 16 awarded it with a ProYo and 94%, making it the third best game in the Pros' Top 50 of Mega Drive games.



PRIZES

1st Mega-CD and Mega Drive with seven CD games and three MD games.

2nd Four *Ecco the Dolphin* Boxed Sets.

3rd 100 Free memberships to the WDCS.

QUESTIONS

1) What is the name of the dolphin featured in *Ecco the Dolphin*?
a) Jase
b) Ecco
c) Trevor

2) Where is the mail order software company AJM UK based?
a) Bournemouth
b) Acrington Stanley
c) Manchester

3) What do the initials WDCS stand for?
a) Whale & Dolphin Conservation Society
b) World Dalmatian Charity Shop
c) None of the above

AJM SOFTWARE UK

Alan and Janet Machen are the console-caring proprietors of AJM Software UK, which was started in the latter half of 1992. Alan was originally a games player himself, but had become disillusioned about the high cost of video games. He decided to do something about it and together with his wife started up AJM. The service they offer includes mail order (see their advert in this issue) and all the games are competitively priced. If you're interested in contacting Alan or Janet for the latest games at the best prices, either phone, fax or write to them at:

AJM SOFTWARE UK,
Head Office,
1 Monton Mill Gardens,
Monton,
Eccles,
Manchester M30 8BQ
Tel/Fax (061) 7077230

Send your entry on a postcard to:
Mega-CD Heaven,
SEGAPRO,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth,
Dorset BH1 1NF
Alternatively, fax us your answers on (0202) 299955.

pro CHARTS

If you're wondering which game is best for you, then check out the charts below!

The Pros TOP 20

1	Sonic The Hedgehog 2
2	Castle Of Illusion
3	The Lucky Dime Caper
4	Prince Of Persia
5	Super Kick Off
6	Spider-man
7	Bart vs The Space Mutants
8	GG Aleste
9	Columns
10	Sonic The Hedgehog
11	The Terminator
12	Rastan Saga
13	Shinobi II
14	Super Off Road Racer
15	Chakan: Forever Man
16	Streets Of Rage
17	Popils
18	Alien 3
19	Lemmings
20	Halley Wars

OUR PRICE GAME ZONE

1	Sonic the Hedgehog 2
2	Alien 3
3	Lemmings
4	Streets of Rage
5	Chuck Rock
6	Paperboy
7	Olympic Gold
8	Taz Mania
9	Super Kick Off
10	Shinobi II

Virgin GAMES

1	Super Space Invaders
2	Sonic the Hedgehog 2
3	Lemmings
4	Taz Mania
5	Alien 3
6	Super Kick Off
7	Super Off Road
8	Streets of Rage
9	Prince of Persia
10	The Terminator

HMV

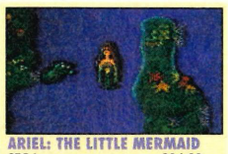
1	Sonic the Hedgehog 2
2	Taz Mania
3	Lemmings
4	Streets of Rage
5	Batman Returns
6	Shinobi II
7	Castle of Illusion
8	Prince of Persia
9	Super Off Road
10	The Terminator

THE PROFILE GAME GEA

AERIAL ASSAULT
SEGA £25.00
Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42%

ALIEN 3
ARENA £27.99
All action platform game with superb graphics and atmospheric tunes. *Alien³* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME
SIMS CO IMPORT
The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%



ARIEL: THE LITTLE MERMAID
SEGA £24.99
Ariel may look the business, but that's as far as it goes. A waste of a Disney licence and not much fun unless you're a beginner. 71%

AX-BATTLER
SEGA IMPORT
One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

BART VS THE SPACE MUTANTS
FLYING EDGE £29.99
Move over Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with super graphics, great sound and wicked gameplay. 92%

BATMAN RETURNS
SEGA £24.99
Eighteen stages of repetitively easy Batman games playing. Far too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

BATTER UP
SEGA £24.99
The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

THE BERLIN WALL
KANEKO IMPORT
Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

BUSTER BALL
RIVERHILL IMPORT
Speedball is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION
SEGA £24.99
Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 94%

CHASE HQ
TAITO IMPORT
Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

THE CHESSMASTER
SEGA £27.99
Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

CHUCK ROCK
SEGA £25.00
Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

CHAKAN: THE FOREVER MAN
SEGA £24.99
Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

COLUMNS
SEGA £19.99
Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%

CRYSTAL WARRIORS
SEGA £29.99
Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times, but very impressive overall. 79%

DEVILISH
SEGA £24.99
Far from original, but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) 37%

DRAGON CRYSTAL
SEGA £24.99
A very big game for such a small machine and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to. 80%

FACTORY PANIC
SEGA £24.99
Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, but make this one tough and enjoyable game. 86%

EVANDER HOLYFIELD BOXING
SEGA £24.99
Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%

FANTASY ZONE
SEGA £19.99
Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

FROGGER
SEGA £19.99
Frogger 's attraction is to see your friend get run over on his first couple of goes. After you are familiarised with the timing, it becomes very repetitive and simplistic. 75%

G-LOC
SEGA £24.99
G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GALAGA '91
NAMCOT IMPORT
A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GEORGE FOREMAN'S BOXING
ARENA £24.99
This sad boxing sim (also known as *Heavyweight Champ)* becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%

GG ALESTE
COMPILE IMPORT
Halley Wars pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole *Aleste* experience one you will never forget. 92%

GRIFFIN
IMPORT
A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. 86%

HALLEY WARS
SEGA £24.99
The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP
SEGA IMPORT
This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here. 56%

INDIANA JONES 3
SEGA £24.99
Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%

JOE MONTANA FOOTBALL
SEGA £24.99
Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA £24.99
Overly difficult puzzle game in which you have to rearrange the pieces of a jigsaw.It's fun for a while, but it ultimately drives you insane. 72%

KLAX
DOMARK £27.99
Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

LEMMINGS
SEGA £27.99
Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA £24.99
Cartoon capers with this favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

MAPPY
IMPORT
Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative and there's no playability. 50%

MARBLE MADNESS
DOMARK £24.99
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically superb. 79%

MONSTER WORLD II
SEGA IMPORT
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

NINJA GAIDEN
SEGA £24.99
Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD
US GOLD £27.99
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

OUT RUN
SEGA £24.99
The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

OUT RUN EUROPA
SEGA £19.99
The saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

PAC-MAN
SEGA £24.99
What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY
DOMARK £24.99
Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO
SEGA £19.99
This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas.79%

POP BREAKER
IMPORT
Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%

POPILS
DOMARK £24.99
Puzzle fans everywhere should own a copy of *Popils*. Totally cutesy graphics enhanced with reasonably good sound

THE PROFILE

AFTER BURNER III
CRS IMPORT
This all-action arcade flight sim isn't very good. Poor graphics and a ridiculous, increasing difficulty level make this nothing more than an average game. Nice music, though. 55%

BLACK HOLE ASSAULT
MICRONET IMPORT
Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to upkeep interest. 65%

CHUCK ROCK
SONY IMPORT
Not much different from the Mega Drive version. Similar graphics, but nicer intro sequence and better sound. Still playable but doesn't us tthe machine's capabilities. 82%

DENEM ALESTE
COMPILE IMPORT
Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. 60%

EARNEST EVANS
WOLFTEAM IMPORT
One of the first releases for the Mega-CD. Spectacular graphics and a good storyline. Numerous soundtracks and constantly challenging stages make this platformer a real pleasure to play. 75%

FUNKY HORROR BAND
SEGA IMPORT
Far from impressive Japanese RPG. This is mainly due to the text being in the above mentioned language. Unfortunately, the graphics and sound which are great, end up being totally wasted. 33%

HEAVY NOVA
MICRONET IMPORT
A fantastic introduction, as with the majority of Mega-CD games, but little else to offer. Two fighting robots in a one-on-one battle with terrible gameplay. Hardly original and just about bearable. 54%

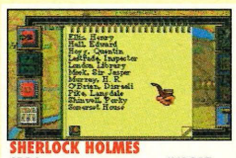
PRINCE OF PERSIA
JVC IMPORT
Totally engrossing, but possibly too challenging. The well-known platformadventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

HOOK
SONY IMPORT
Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay. 69%

ROAD BLASTER FX
WOLFTEAM IMPORT
Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 81%

SOL FEACE
WOLFTEAM IMPORT
The original blast-'em on the Mega-CD, and a great one at that. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 74%

KRIS KROSS MAKE MY VIDEO
SONY IMPORT
A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different. 89%



SHERLOCK HOLMES
SEGA IMPORT
A welcome change to an action-packed market. Only three cases to solve, but user-friendly interface and complex clues prolong life. 91%

SUPER LEAGUE CD
SEGA IMPORT
What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%

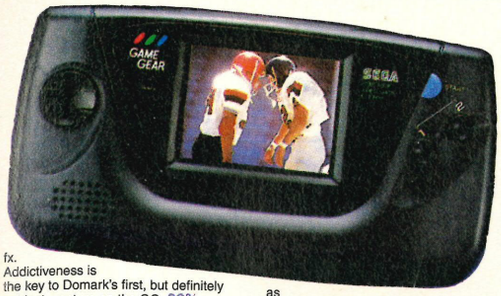
TIME GAL
WOLFTEAM IMPORT
Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! 80%

THUNDER STORM FX
WOLFTEAM IMPORT
Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84%

WONDER DOG
SEGA IMPORT
Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound effects, there is nothing that justifies its appearance on CD. 82%

With the launch of the Mega-CD on 2 April 1993, there is sure to be plenty of new releases on CD. Next month, there will be loads of the latest CD games reviewed. Watch this space for all the releases when they happen.

MEGA CD ▲ MEGA CD ▲ MEGA CD ▲ MEGA CD ▲ M



fx.
Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

PRINCE OF PERSIA
DOMARK £27.99
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PSYCHIC WORLD
SEGA £24.99
Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%

PUTT AND PUTTER
SEGA £25.99
When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

RASTAN SAGA
SEGA £24.99
Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%

SHINOBI
SEGA £24.99
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SHINOBI II
SEGA £27.99
Totally addictive gameplay with different routes to explore everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SKWEEK
SEGA IMPORT
Also known as *Slider* , it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SLIDER
SEGA £24.99
Also known as *Skweek* , it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SOLITAIRE POKER
SEGA £24.99
Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

SONIC THE HEDGEHOG
SEGA £29.99
Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

SONIC THE HEDGEHOG 2
SEGA £24.99
As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves Sonic can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

STREETS OF RAGE
SEGA £24.99
Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%

SPACE HARRIER
SEGA £24.99
The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. 71%

SPIDER-MAN
FLYING EDGE £24.99
Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics, but also some enthralling gameplay over five massive stages. 92%

SUPER GOLF
SIGMA IMPORT
Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

SUPER KICK OFF
SEGA £29.99
The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

SUPER MONACO GP
SEGA £19.99
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA £25.99
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

SUPER OFF ROAD RACER
VIRGIN £24.99
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

SUPER SMASH TV
FLYING EDGE £24.99
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

TAZ-MANIA
SEGA £24.99
A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%

THE TERMINATOR
VIRGIN £27.99
One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

VIKING CHILD (THE)
GAMETEK £19.99
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

WAGON LAND
NAMCOT IMPORT
Cute Japanese graphics with rather impressive additional features. Nothing more so than the weapon your user friendly frog fires. 66%

WIMBLEDON
SEGA £29.99
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WONDER BOY
SEGA £19.99
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

WONDER BOY: DRAGON'S TRAP
SEGA £19.99
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right, but unoriginal. 75%

WOODY POP
SEGA £19.99
Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%

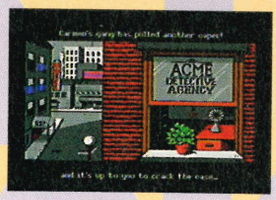
WORLD CLASS LEADERBOARD
SEGA £24.99
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

The biggest ever Sega game catalogue will return next month, packed with more info than ever before. With more Protips and more ProMove, can you afford to miss it?

WHERE IN THE WORLD IS CARMEN SANDIEGO?

MEGA DRIVE

● LEVEL CODES



Time Patroller
DBHBKDB
Time Investigator
XXNBBMM
Time Inspector
DNDKJGD
Time Detective
RRXKGND
Ace Time Detective
LHMNFGF
Super Time Sleuth
MJDFSGG
To capture Carmen
MJDFPDG
Super Ending
JHBHHXS

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GAME GENIE CODES

The following codes, if used with the Game Genie, will allow you to get to parts in your game that you didn't know existed. Although you can't find your own codes, the makers of Game Genie promise to release codes for every game that is officially released in the UK.

AQUATIC GAMES
RH9T-R60T
Master code must be entered
1B2T-BEY0
Clock runs runs slower
Kipper Watching
ALXT-AA9G
ALXT-AA9Y
Never miss qualification
Hop, Skip and Jump
ANMA-AWBY
BCET-AABW
Nine attempts
ANMA-ACBY
ACET-AABW
One attempt only
Bouncy Castle
GVCT-B2X0
Each style point now worth six
Feeding Time
ALBT-AA3N
Feed bag never goes empty
1CHT-BEVR
Clock runs slower

ALIEN 3
AACT-CA6J
Game clock frozen
AJNA-EA3R
Infinite ammo for machine gun
AJMA-EA7C
Infinite fuel for flame thrower
AJJT-EA2J
Infinite ammo for grenade launcher
AJKA-EA88
Infinite hand grenades
M42A-CAGO
Machine gun recharger reloads to full capacity
NC2A-CAHY
Flame thrower recharger reloads to full capacity
NL2T-CAAW
Grenade launcher recharger reloads to full capacity
AMDA-CA4J
Long falls do not reduce energy
AJFT-AA66
Never lose radar
A2EA-AA8R
Infinite lives
YDXA-D93N
Ripley jumps much higher

DESERT STRIKE
RH9T-860E
Master code – must be entered
9ZET-B8GT
4605
Armour points
9zET-B8GT
8189
Armour points
AVET-AAGL
Enemies will not aim at you (unless in danger zone)
ABET-AAKJ
Gives helicopter excellent manoeuvarability
SHRA-BYYR
Red cross box worth five lives
7945 Lives at the start of a campaign
BVST-WGER
Chain gun will destroy most enemies with one shot
BMSA-BAFR
Carry any number of passengers (do not drop them off at landing zones)
AMSA-AAFR
Carry two passengers at a time
AVET-AAGT
1 Armour point, collisions and crashes fatal.
BVET-AAF8
Chopper consumes fuel faster.

MARIO LEMIEUX HOCKEY
FCJT-D8XT
Player 1 starts with 49 points
FBZT-D814
Player 1 scores 49 points for one goal
AKVT-C72N
Freezes timer

REVENGE OF SHINOBI
ACSA-BA86
Infinite lives
BMTT-GA4I
Infinite shurikens
BXTA-GA7E
Infinite life bar
AANT-CAAJ
Some bombs and enemy shurikens don't hurt
AC4A-BA4R
No life lost when using Jitsu of Mijin
BGHT-AACT
Start with nine continues
C8HT-AAC0
Start on the last level

ACTION REPLAY PRO CODES

The Action Replay enables you to bust open games that you're finding hard to complete! By using the codes below, you can gain infinite energy, lives, level selects - the list is endless! If that's not enough, don't forget you can easily discover your own codes using this ingenious device.

ROLO TO THE RESCUE
FFC51D0003
Infinite lives

SUPER SMASH TV
FFA37B0007
Infinite lives for player one
FFA3020005
Player one will have a permanent shield
FFA3090010
FFA307000X
Player one keeps a weapon until he picks up another one. Replace X with 2 for spray gun, 4 for photo gun, 6 for missiles and 8 for a peanut gun.
FFA3420005
Player two will have a permanent shield
FFA3A90004
Infinite lives for player two

BATMAN RETURNS
FFFE320003
Infinite lives
FFFE34000A
Infinite batarangs

ECCO THE DOLPHIN
FFB6360003
Unlimited air
FFB6350038
Unlimited health
FFB7FF0000
Invincible to crushing walls on last level
FFB7C20000
Ignore water "up" currents

ROAD BLASTERS
FF211B00XX
Rally number select (XX is 0-31 ((49 in decimal)
FF2A5D0005
Infinite lives
Special Weapons (Note: both the following codes must be used).
FF2A61000X
Number of weapons left or duration of weapon (X is 0-3)
FF2A69000X
Type of weapon, where X is as follows:
0 No special weapon
1 Nitro Injector
2 Cruise Missile
3 Electro Shield
4 U.Z. Cannon
FFABC300E0
Unlimited fuel

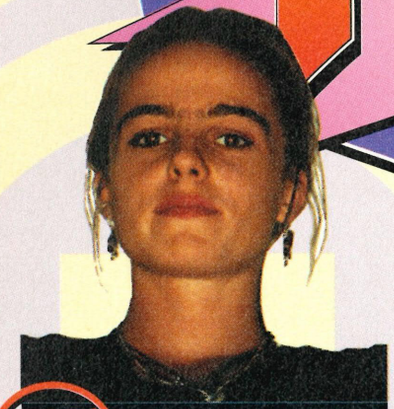
STREETS OF RAGE 2
FFEF690000
Almost never get hit-player 1
FFF0690000
Almost never get hit-player2
FFEF810068
Unlimited health for player 1
FFF0810068
Unlimited health for player 2
FFEF830005Infinite lives for player 1 (The number of lives on screen does not update properly).

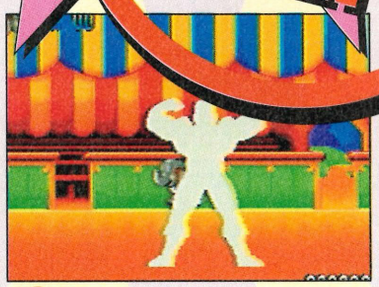
TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST
FFC0390004
Infinite lives for player 1
FFC03B0004
Infinite lives for player 2
FFC0590050
Unlimited life for player 1
FFC05B0050
Unlimited life for player 2

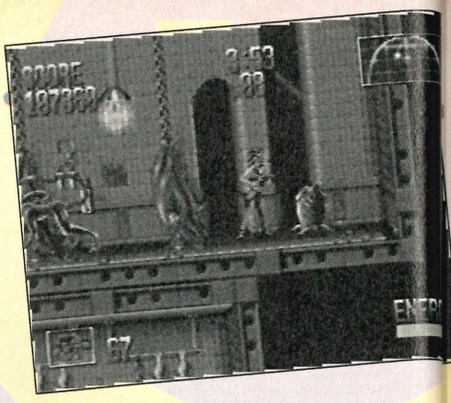
WORLD OF ILLUSION
FFA0380008
Unlimited health for player 1
FFA0B80008
Unlimited health for player 2
FFFD530008
Infinite lives
FFFFDB000X
Level select (1-5)
FFFD530003
Mickey or Donald permanently has three tries
FFA0380005
Mickey or Donald permanently has three energy cards
FFFD530006
Unlimited tries

pro TIPS

HELP!







HELP! How many nights have you spent crying yourself to sleep because a certain game is driving you nuts? We know how you feel, but what can you do? Write to ProHelp that's what! We can solve those brain straining problems and show you just how to defeat that guardian on level five! If you have game trouble, write to Sam at ProHelp, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF. Please don't send stamped addressed envelopes, we can't give personal replies.

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Q I have been having trouble progressing through the third level on *Rolo to the Rescue.* Every time I run into the boss, Rolo immediately dies. Do you have any hints or tips for me?

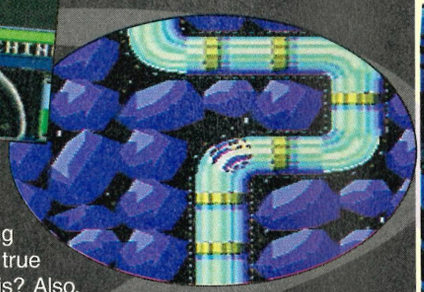
Alex Thompson, Leeds

A As Rolo is not set out in strict levels, it's hard to see exactly where you're stuck. However, the place where most become stuck is at the strongman. At first this seems hard, but it's very easy once you know how to defeat him! Don't make the mistake of running straight at the boss. If you touch either him or his weights, you will die instantly. When he throws the balls, jump on top of them and use them to bounce on his head. Jump up and down a few times, but don't get too carried away – he regains his energy! Repeat the process roughly three times and then watch as the strongman is reduced to a pile of rubble!

Q I would like to know how to get back up the ramps on level four of *Alien 3.* I can't get out of the level and this is the only way I can see to do it. Can you also give me any hints for the next level (if I ever make it there)?

Luke Griffiths, Soham

A The level exit is actually quite easy to find. The map will show you where the exit is and where a few of the vital power-ups are kept. As for level five, there are more aliens than ever before! Don't be tempted to pick up the energy box located at the beginning of the level. You'll probably need it later on and you can run back and get it as needed. The dreaded face huggers are also in full effect here! To get rid of them, waggle the D-pad as fast as you can to shake them off.



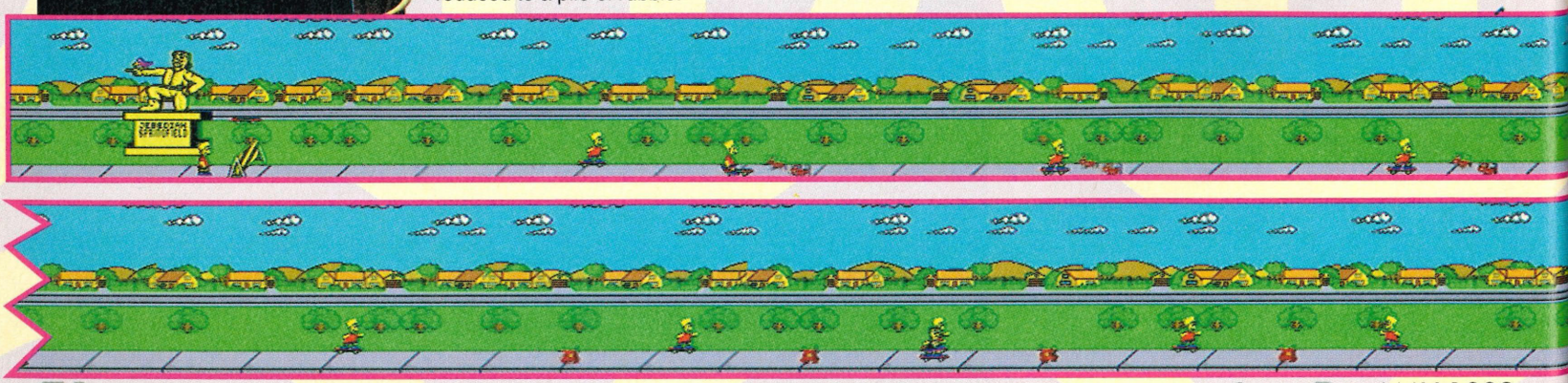
Q Can you help me? I've heard that there is a cheat for everlasting money on *Road Rash.* If this is true can you please tell me what it is? Also, can you please tell me the level select for *Sonic 2* on the Master System?

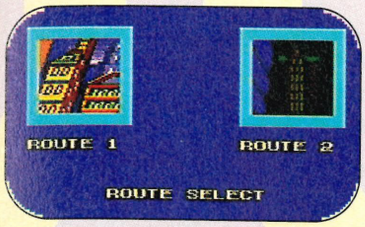
JB, Gateshead

A The cheat isn't exactly for everlasting money, but it's certainly more money than the average biker can spend in an afternoon. Enter the following code into the password screen to get to level four with a Diablo 1000, $3,910 and $15,610 credit:

21111 05VT0

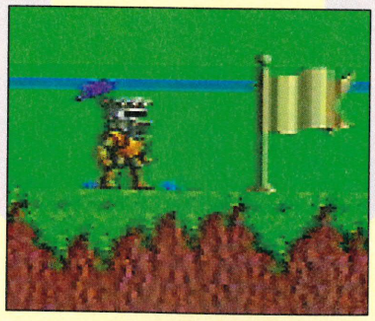
As for *Sonic 2* on the Master System just follow these instructions, Plug two joypads in (it can also be enabled using one joypad, but it's easier using two) and press up and left and hold buttons 1 and 2 on joypad A. Now turn the Master System on and wait until the title screens show. Press button 2 on joypad 2 and behold – a level select!





Q On *Batman Returns* (Game Gear) I keep getting killed on the second part of level two. Is there any way I can avoid this? If not, can you give me some tips on how to get past this bit?
Wayne Holton, Sutton Coldfield

A Unfortunately, there is no way of avoiding the part you are talking about. There is a route select the beginning of each level, but they both lead to this part – it is the passageway to the next level. The only way to get through this is to memorise exactly where your enemies are and anticipate their fire. Once you have done this, getting through the level shouldn't be too much trouble. Fire your batarang continuously and stay low – most of the enemies won't be able to reach you.



Q I'm stuck on *Kid Chameleon*. I've played the game right through to the end, but I can't get past the last boss. I'm so near to finishing, so if you could help me I'd be very grateful. Also, are there any cheats that allow you to start from a certain level rather than starting the game from the beginning each time?
Daniel Curtis, Lewes

A Defeating the final boss takes some skilful games playing. The boss will appear from the top of the screen on the left hand side. He will begin to move towards you, so go to the bottom of the screen to lure him downwards. Then jump back to the top very quickly and jump onto his head. If you began the level with a weapon-assisted helmet, you can use that. Otherwise, you'll have to rely on the soles of your shoes. There are some hidden helmets in this level and the best one to pick up is the Eyeclops. To find this, jump on to the moving platform and then jump off to the left in between the blocks of bricks. Then smash the rock block twice and it will turn into a prize, giving you the helmet.

Move to the bottom once more and lure the heads down. Then fly on top of them and pounce! The eyeballs on the heads will begin to bulge and will disintegrate when you hit them a few more times. Now sit back and watch the ending!

As for cheats, as far as I know there is only one. Go to the Blue Lake Woods stage and get to the end of the level. Above the flag is a prize block. Climb to the block and hold down button B. Now press down and right on the D-pad. Kid will crouch down and crawl to the end of the level. Enabling this cheat will take you to the very last level (Code: Plethora).

Q In *Super Monaco GP* (Game Gear) I can't get to the end. Is there a level select? I'd also appreciate any other tips you could give me.
John Pembroke, Gloucester

A Firstly, to get to the last level and see the end sequences, enter these codes:

0Q76	2LLM	F200	0000
0010	H10F	B324	5D76
CA89	EGC1	0000	0001
0000	0000	F200	2CAC

If taking corners at high speed is proving a little tough, release button 1 and then press it again as you approach the corner. Hold buttons 1 and 2 when you cross the finishing line in wet conditions. This will result in you lifting your own head up rather than the cup!

NOW IT'S YOUR TURN!

N Rodriguez of Northampton asks: 'Can you explain to me how the cleric uses the ability to turn undead in *Dungeons and Dragons: Warriors of the Eternal Sun*? I can't figure out how to use it at all. Also, are there any other hints you could give me?'

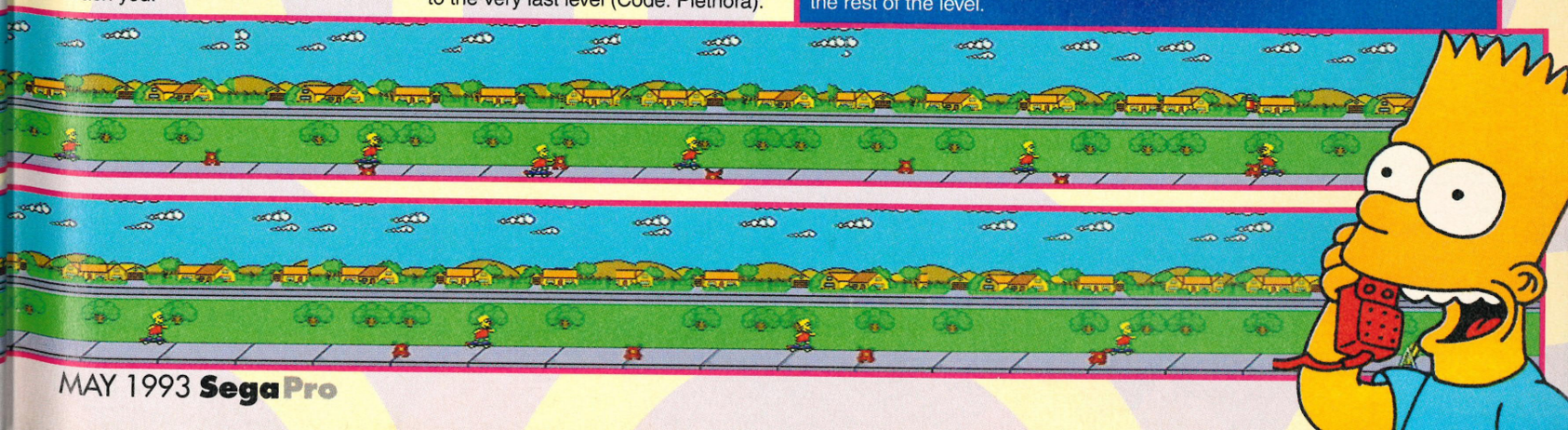
Do you know the answer? Even if you don't, but can give N a few helpful hints for this game, then send in your solutions to Sam at: ProHelp, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

If the tips needs accompanying drawings, then don't forget to send them as well! If your solution is printed, you'll receive a sackful of goodies from the SegaPro team!

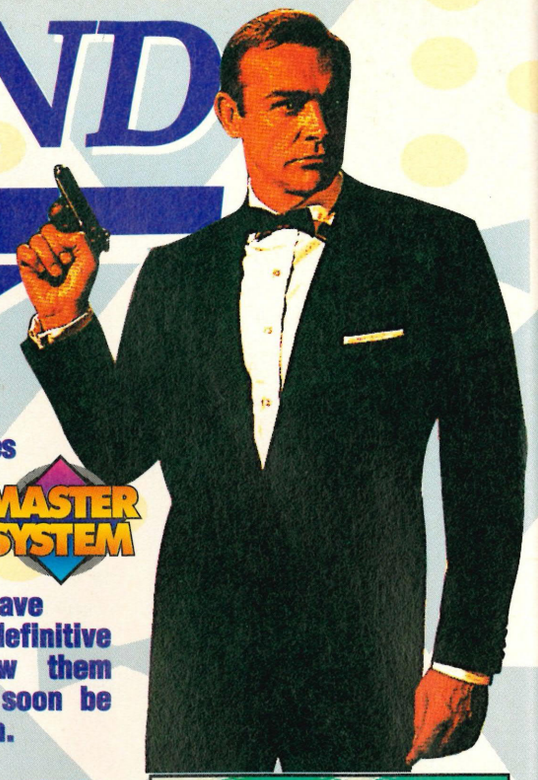
DON'T PANIC!

Q I've had the game Bart vs the Space Mutants (Master System) for several days now and I am practically pulling my hair out! I can't get over the fence on level one! Could you please send me some hints on how to achieve this monstrous feat and maybe a few others for later levels?
Kevin Bain, Inverness

A To get over the fence, either bounce off an object or off an alien's head! Simple as that really! The first level is in three parts, so consult this level guide for tips on the rest of the level.



JAMES BOND 007
THE DUEL



Secret agent James Bond 007 must now embark on his deadliest mission ever. Luckily for you, the Pros have put together the definitive tips guide. Follow them closely and you'll soon be in-line for promotion.

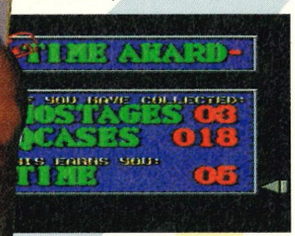
MASTER SYSTEM

HINTS

- Don't waste time killing the mad professors unless you have to, just leap over them.
- Use the ladders instead of the poles and slide down them to avoid wasting time.
- Jump between platforms whenever possible.
- Rescue ALL the hostages.

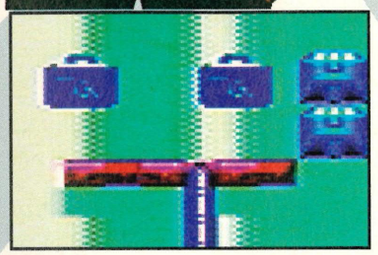
HOSTAGES

Always rescue the hostages as they give extra time bonuses in the final section, as well as 500 points each.



EXTRA BONUS SCREEN

Push a button just as the cursor passes through the third, and best, table of bonus items. In doing this you're more likely to be awarded one of the top prizes. Unfortunately, this bonus screen isn't included on the Difficult setting.

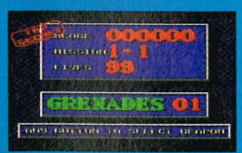


Q CASES

James Bond will need to collect as many of the Q cases as possible, as the final level runs on a timer limit. The time is increased by the number of cases you collect along with an extra time bonus. No cases, no time – no end of game!

SPECIAL WEAPONS

Pause the game to bring up a Special Weapon select screen to activate one of the following:



Missiles

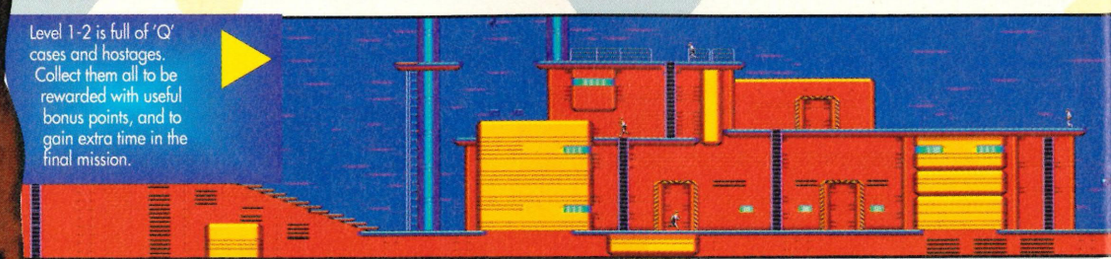
Particularly useful when you want to destroy an un-friendly machine gun or even those pesky snakes.

Grenades

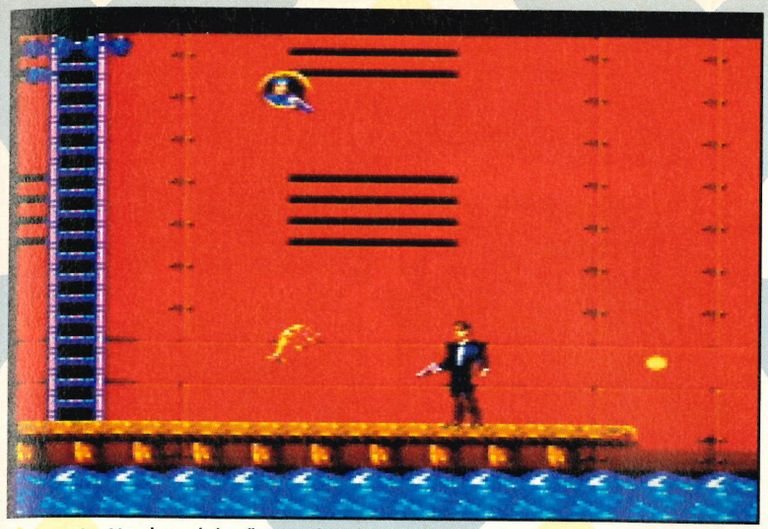
Destroy literally anything with one or two of these. The best Special Weapon available to you.

Rapid Fire

Try pushing the fire button a bit quicker if you really must have Rapid Fire. The weakest and potentially the most useless Special Weapon.



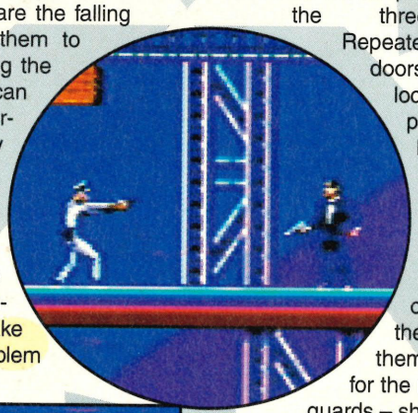
Level 1-2 is full of 'Q' cases and hostages. Collect them all to be rewarded with useful bonus points, and to gain extra time in the final mission.

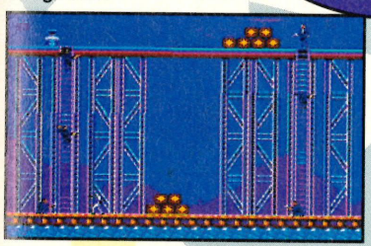


Joe 90 in the porthole will appear throughout the first few levels. As he's indestructible, pay particular attention to avoiding the annoying bullets. As for the goldfish, kill or avoid it immediately.

LEVEL ONE – THE SHIP

In the opening level your most difficult obstructions are the falling crates. Wait for them to fall, then run along the platform. You can determine the correct direction by using the flashing arrow in the top left corner. Use this to guide you throughout the game, but assuming the path to take is another problem altogether!





Having taken care of the guard, climb the tower to find a VDU and 'Q' cases.

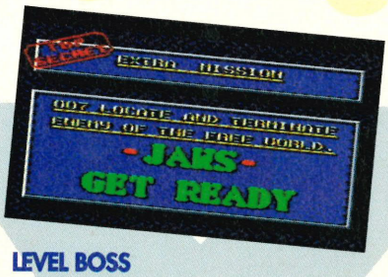
Kill any guards on sight with a single shot and collect all the 'Q' cases. These are found throughout the level and large scores can be gained, but you'll have to look carefully. Towards the end of this section, take care not to be killed by surprisingly agile fish. They tend to jump out at you at the most annoying times.

Continue until you reach the moving platform on the lower level and to the far right. Wait for the platform to arrive and duck below the bullets fired from the porthole. Then walk onto it to reach the final set of steps. Jump up them to enter the next section.

In the second sub-level, collect additional bonus points by rescuing the three hostages. Repeatedly shoot the doors to blow the lock, then turn your prize into points by running into the hostages. The three girls to be rescued in can be found on the top level of the ship. Use the steps to reach them, but watch out for the randomly placed guards – shoot on sight!

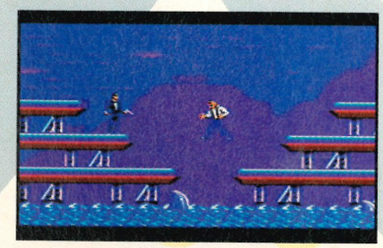
Collect the Q cases for extra points and use the platform lift to reach the bottom deck. You'll have to jump onto the first one, rather than step on it, else Bond will fall to an untimely death. The second lift is much simpler. Wait for it to arrive at the top and you'll be carried down automatically. To use the rope, jump up and grab hold of it, then cross over to the left. Finish the level by climbing down the steps.

Sub-level three requires quick thinking as you'll have plenty of barrels and guards to deal with. Collect the Q cases for extra points and kill the fish before trying to run along the platform. They're quicker than you think. When you need to cross the river on the moving platform, stand to the far left and the fish will miss you. Jump off at the end and kill the guard. Run right and climb the scaffolding to find four Q cases and a VDU. Continue in the normal secret agent manner to the end of the stage.



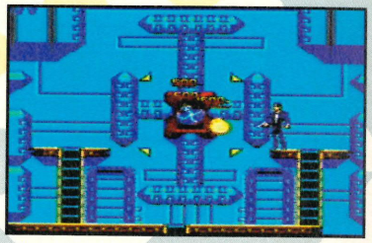
LEVEL BOSS

Repeatedly fire at *Jaws'* head to hit him in the mouth. Very accurate, matey! You'll receive 100 points every time you hit him. Avoid being killed by standing on the top and middle left platforms. Fire across the water and evade Jaws by jumping between the platforms when he attacks. He'll take about 15 hits, so fire continually.



As Jaws is capable of making massive leaps accross the platforms, stay one step ahead of him.

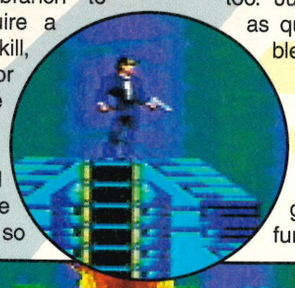
Don't just stand there, Bond! Duck and fire to kill these suckers off.



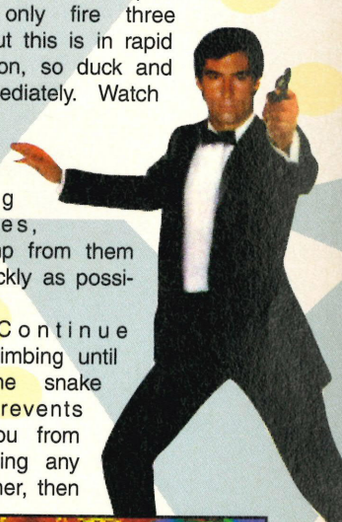
Kaboom! Destroy this using a couple of grenades or well aimed missiles.

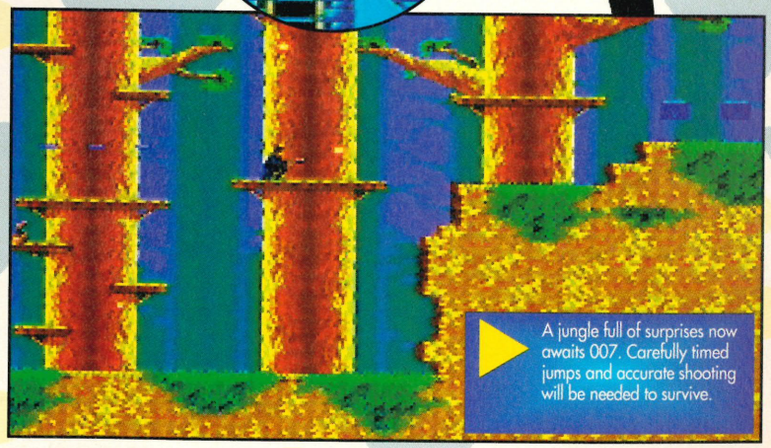
LEVEL TWO – THE FOREST

Jumping from branch to branch will require a fair amount of skill, but watch out for the snakes before jumping. They're lurking on every other branch and their camouflage is very effective, so kill them as soon as possible. The guards only fire three times, but this is in rapid succession, so duck and kill immediately. Watch out for the snapping branches, too. Jump from them as quickly as possible.

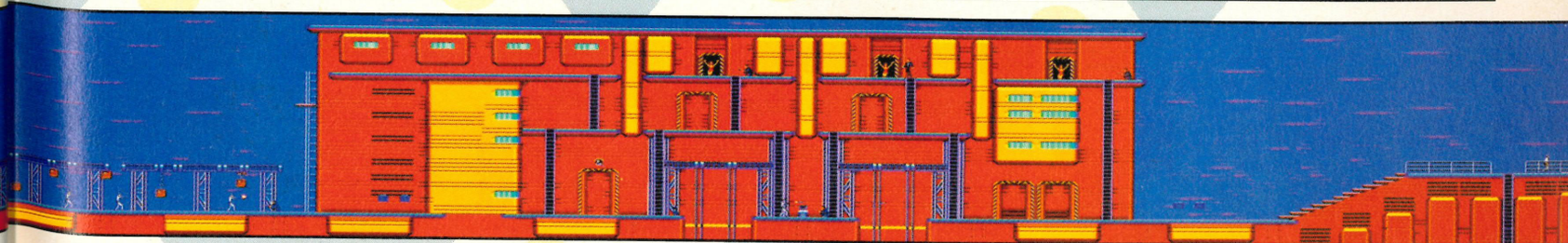


Continue climbing until the snake prevents you from going any further, then



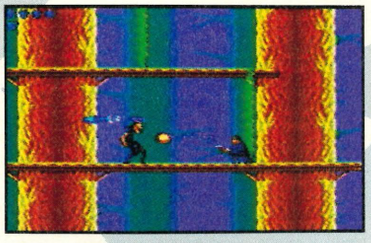


A jungle full of surprises now awaits 007. Carefully timed jumps and accurate shooting will be needed to survive.



pro TIPS

JAMES BOND 007 THE DUEL



007 in a spot of bother? Take care of those baddies instantly, or face the consequences!

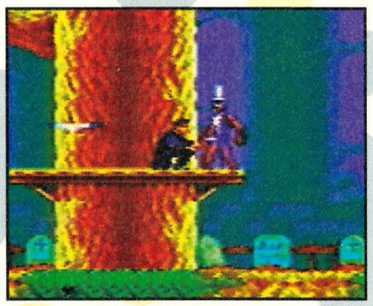
climb down the rope on the right. Jump from this rope onto the branch to the far right. You will now be able to reach another setting that is armoured with multiple armoury. Use a grenade or two to dispose of the machine guns. At the top of the blue building, drop down the slope to collect the Q case, then go back up and jump right to the end.

Continually run right, killing the baddies and avoiding the bullets that appear from every angle possible. To destroy the base with four guns repeatedly firing at you, stand on the middle-left platform and fire until it blows-up. If you position yourself correctly, you'll avoid the bullets when kneeling down. When the bullets stop, stand up and fire. Use the missile weapon a few times and this section will blow up. Jump to the top left for a few Q cases and then run right, as the arrow directs, to finish the sub-level.

Exit the underground armoury and back into the forest. This is similar to the first stage except that you're going down. There's plenty of Q cases to collect, but watch out for the machine guns and those deadly snakes. The trees seem to be never ending, but eventually you'll reach the bottom. Keep alternating from left to right and use the ropes to reach the lower branches. At the bottom there's two guards to dispose, then you're on the way to the next level.

LEVEL BOSS

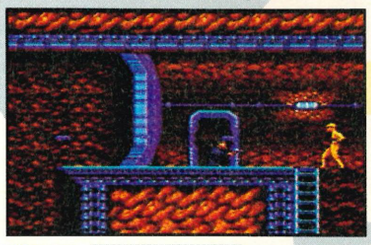
Blows from the kitchen knife are fatal, so stay well clear. Keep Bond moving around the screen and as Bones appears, jump behind him to fire as many shots as possible. Repeat until he explodes.



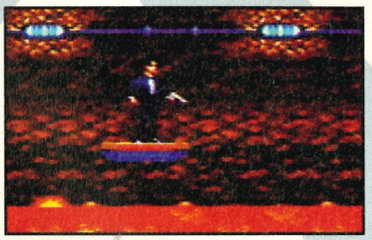
Killing this knife-wielding guardian will need a bit of back-stabbing which is great fun, if you like that sort of thing!

LEVEL THREE - UNDERGROUND CAVERN

Travelling through the underground cavern of this level requires quick firing and good concentration. Use the moving platforms as quickly as possible to cross the dangerous pits. The longer you stay on them the more chance you have of losing a life.



One more step and you're history, pal. Even 'custard guards' die eventually.

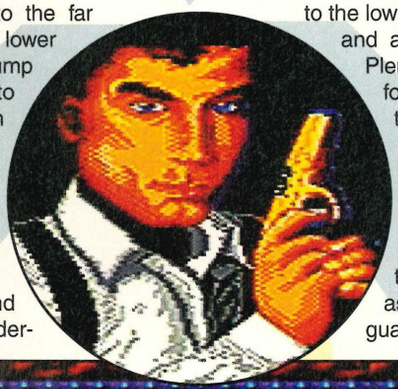


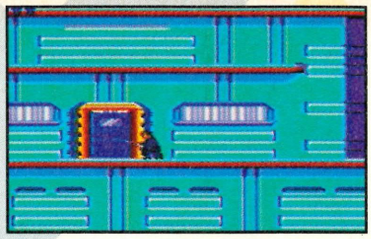
When venturing into the depths of the unknown, beware of boiling lava.

Firstly, travel to the far right along the lower level, then jump from platform to platform to reach the top left. Then, continue right until reaching the final lift to exit this tough section.

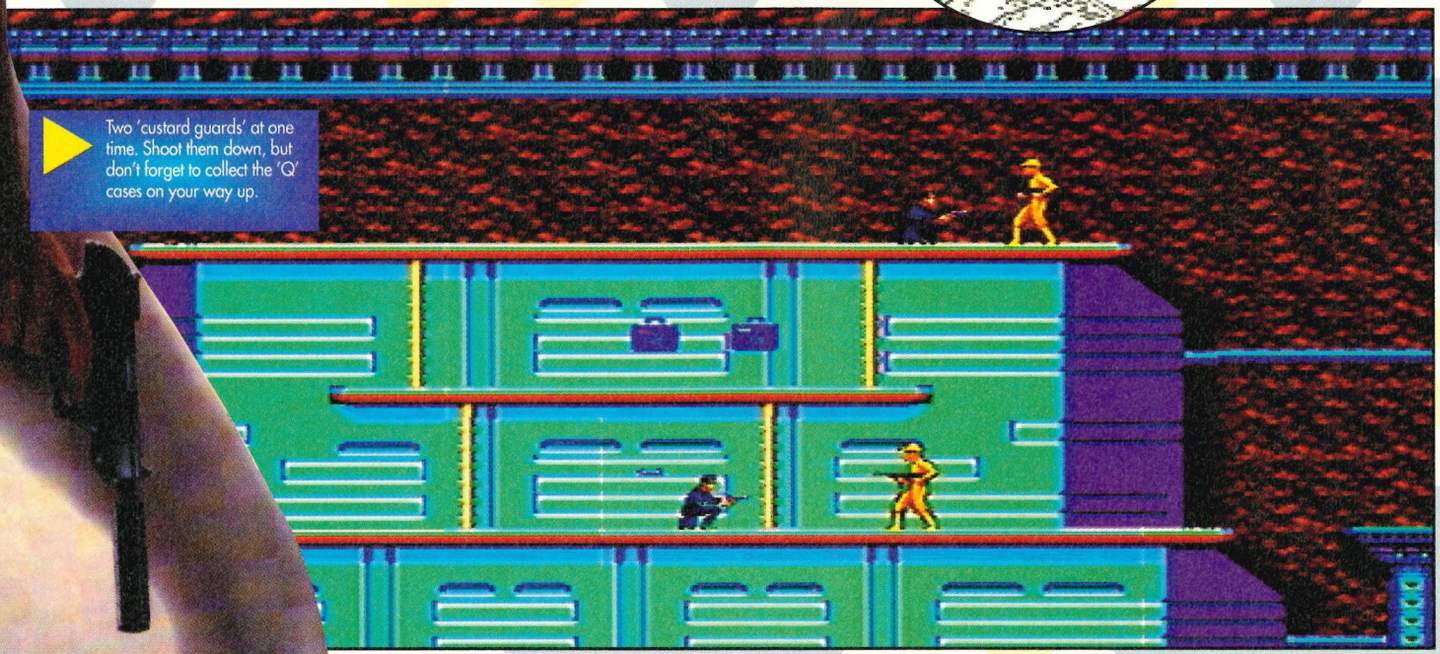
The second stage of the underground level shouldn't be too much trouble. Use the lifts to take Bond up, but beware of the fireballs and lasers. There's no time limit, so take your time wherever there's a chance of losing a life. The Q cases can be found in the far side caverns, so spend a little longer than usual seeking them out. They're well worth it as you're nearing the final level. The exit is to the top left and is easily found.

Plenty of dangerous pits of molten lava are waiting for you to plummet into, so think before you jump. Keep to the lower levels throughout and aim for the far left. Plenty of bonuses are for the taking and they can be found along the bottom platforms. There's even a couple of hostages to rescue. Use the lifts to travel down as well as up and kill the guards on sight.

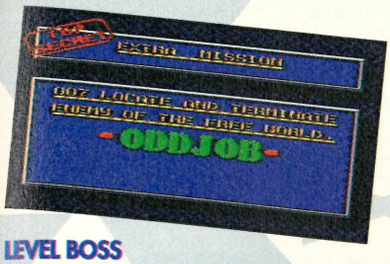


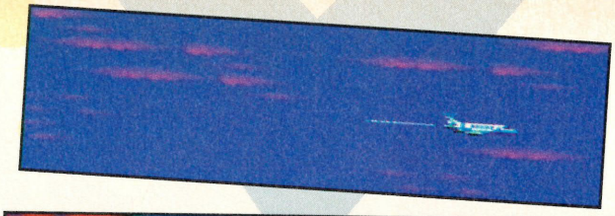


Rescue the sexy hostages to be rewarded with extra time in the final mission.



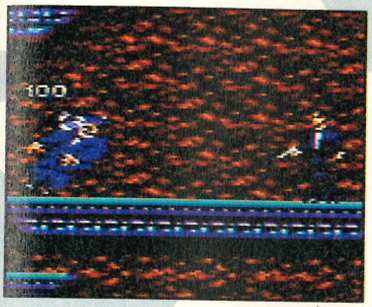
Two 'custard guards' at one time. Shoot them down, but don't forget to collect the 'Q' cases on your way up.





LEVEL BOSS

Use similar tactics as in the previous guardian battle to kill Oddjob. Keep your distance at all times and avoid the hat he throws. One hit and 007 is history. Don't be in too much of a rush to kill him as the final level awaits you. One useful hint is that if Bond runs into Oddjob he won't lose any energy unless, of course, he's throwing his hat.



Aha! 100 points for slapping that old fatty about. No problemo.

LEVEL FOUR - GRAVEMAR'S HQ

Due to the lack of VDU screens on this final level, it is wise to tread carefully. Explore all the level from side to side as you go down to find Q cases.

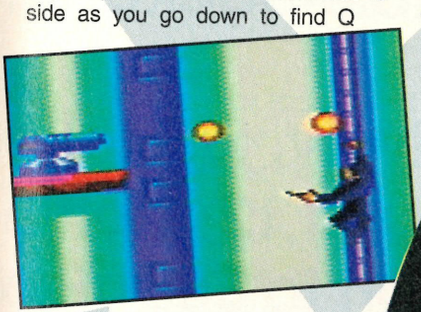
Use the lift on the left once a section has been fully explored and keep an eye out for the machine guns. Keep that Special Weapon at the ready. Also, don't jump onto the far right platforms as you'll probably fall to your death.

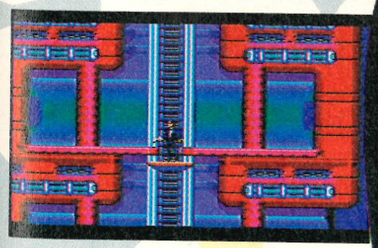
In the second stage of the HQ, always kneel down to shoot the mad scientists. They won't stop firing until they, or Bond, is dead and they're very quick on the draw. Follow the route to the left, then jump onto the higher platforms to reach the exit in the top right.

Finding the Q cases is a tough job on the third stage. As you progress upwards, search over to the far left platforms using the poles to move about freely. The exit is to the top left and several death-defying leaps will be needed before reaching it.

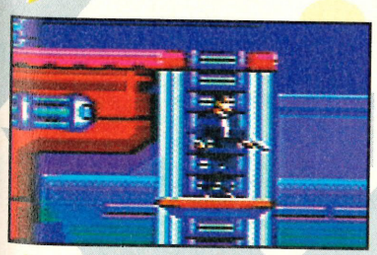
FINAL STAGE

Rescue the hostages and escape to safety with them. The enjoyable shuttle home is far too resisting to turn down, so use all your learned skills to guide Bond (lucky blighter) to paradise...or maybe just another mission.



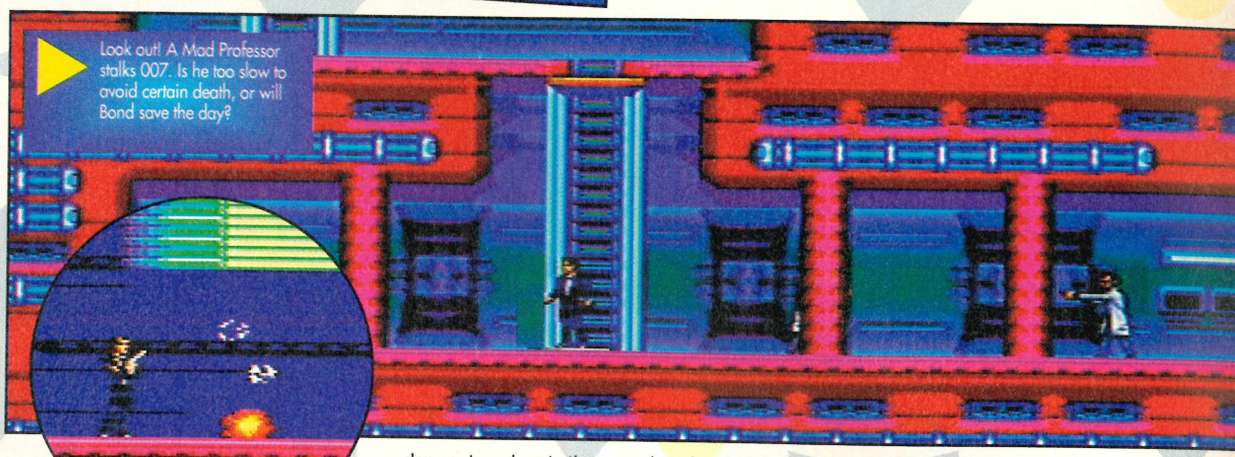


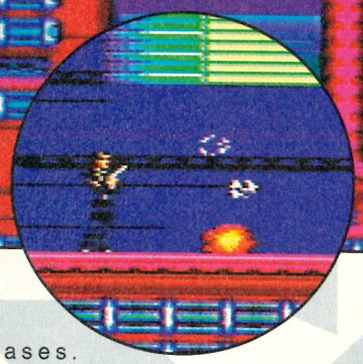
Going down and about time too. No time to hang about in this dump.

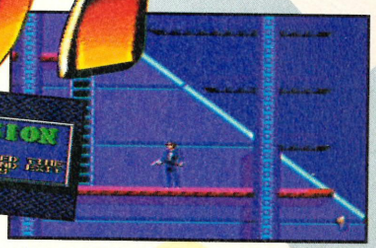


Close up pose! Unfortunately someone forgot to employ a lift butler.

Look out! A Mad Professor stalks 007. Is he too slow to avoid certain death, or will Bond save the day?

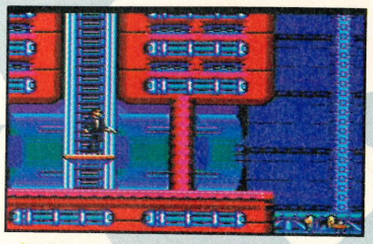




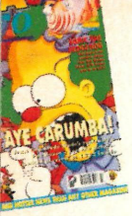


A cold and lonely Bond searches the final level. Try looking up the ladder!

This isn't a hold-up,baby, but come with me and I'll give you a lift home.



Once again, he's using the elevator to get about. Good thinking, 00.



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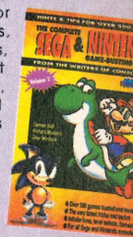

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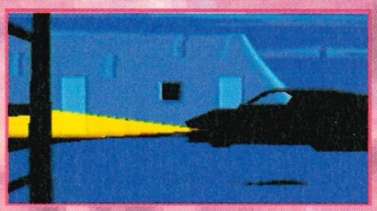
FORM18APR

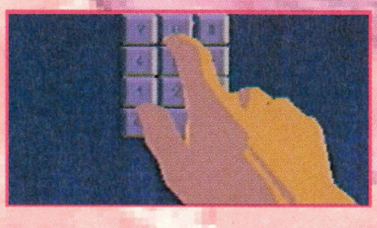
ANOTHER WORLD

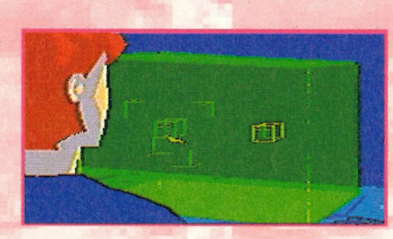
MEGA DRIVE

Lester Knight

Chaykin is the loneliest man in the world. He is desperately searching for a way out of the captive universe of Another World. Why he should want to leave this graphical paradise is anyone's guess, but he does.







➤Level 1

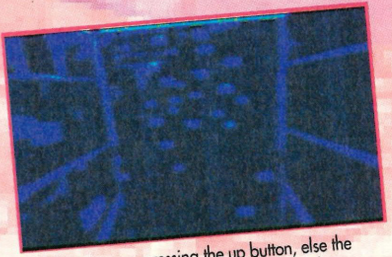
Password: LDKD

Objective: ESCAPE FROM THE BEAST

When you arrive in Another World, repeatedly press UP to avoid the frantic octopus' tentacles and exit the pool. The silhouette of the beast can be seen in the background. Don't hang about the edge of the pool too long as the octopus may still get you. Enter the next screen and kill all the leaches. Press A to squash them into smithereens, but be careful and take your time.

Continue to walk right and repeatedly kill the sucking blighters, but watch out for them falling from the roof of the cave. There may be more than one at a time so beware. When they're all dead, you can proceed to the next screen where the beast will attack you.

When the beast appears, immediately run left as fast as possible. You will eventually reach a ledge. Jump onto the dangling vines. You will swing in a loop and land the other side of the beast. Quickly run right until the beast is killed by the guards, one of which proves to be your ally throughout the adventure.



Keep on pressing the up button, else the swamp monster will get you. And that wouldn't be very nice, would it?

➤Level 2

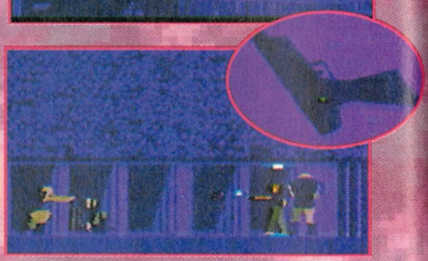
Password: HTDC

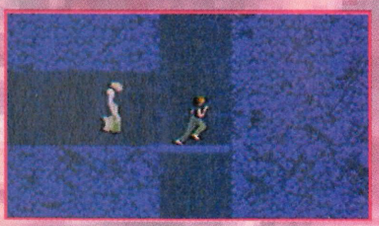
Objective: ESCAPE FROM PRISON

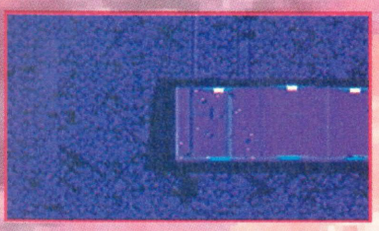
Press the D-pad repeatedly LEFT and RIGHT to swing the cage. It will eventually snap the chain and you and your buddy will fall, killing the guard. Follow your ally, but pick up the gun beforehand. It's clearly visible and directly in front of you. Continue, but as the guards appear kill them with swift laser bolts. When you can't go any further, kneel down and fire left to make a couple of plasma barriers. This will protect you from laser fire, but not for long. When the controls have been repaired by your amazingly friendly ally, run right to enter the lift.

In the lift, press UP or DOWN to move it. If you're feeling a bit stressed after the battle go to the top and look out of the window. Once you have finished your guided tour of the city, travel to the lower ground level and walk into the corridor. Don't forget to take the ally with you, though. At the bottom, take care to kneel down and immediately fire as the screen changes. This will, hopefully, kill the guard and allow you to cut the communications.

Once the communication links are destroyed, take the lift to the corridor above. Walk left and destroy the security door. Fortunately, the guard will not hear a thing. Press DOWN while standing in the gap and Lester will be transported to safety. Run left to escape the prison and enter level 3.







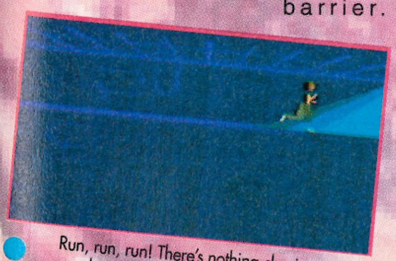
Level 3
Password: TBHK
Objective: ESCAPE FROM DARKNESS

Throughout the darkened level be careful to avoid falling to your death and the seeping gas pipes. Walk left until you arrive at the first pipe. Avoid the boiling gas by waiting for it to stop and quickly leap across. Continue left and drop down the passage. Walk downwards to the right and avoid the second gas pipe.

Carefully continue and drop down the hole, but two gas pipes, instead of the usual one, are waiting to kill you. When you've avoided their boiling gas run right, drop down, run left, drop down, run right and finally drop down the pit to finish the level.

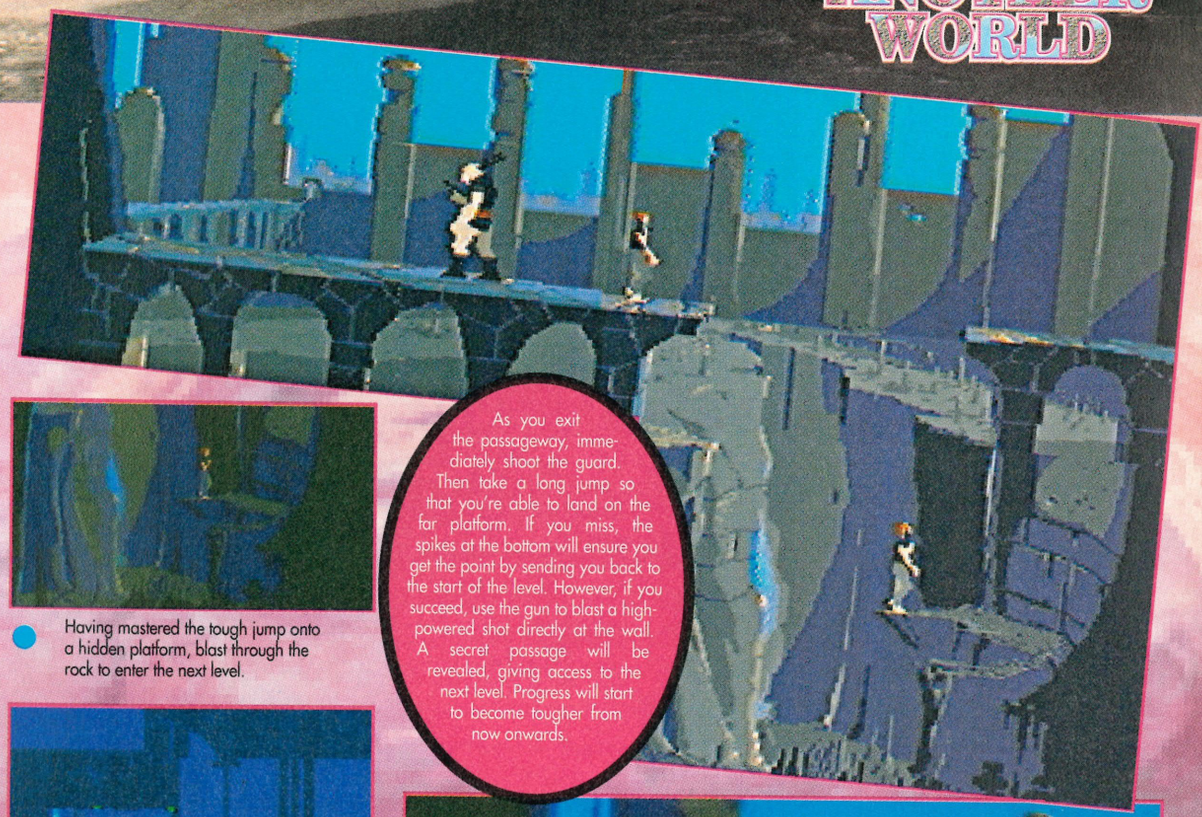
Level 4
Password: HBHK
Objective: ESCAPE FROM DEXTERITY

This is the easiest level in *Another World*. To begin this short battle, turn and run left to recharge your laser. Exit the chamber and use three high-power shots to destroy the walls. When they crumble into brick dust, you can continue. Run right, through the next action-less screen. As you enter the next screen, make a barrier.



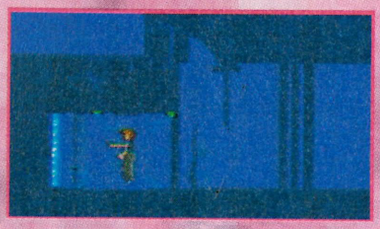
Run, run, run! There's nothing chasing you, but it's very boring walking through this totally pointless screen.

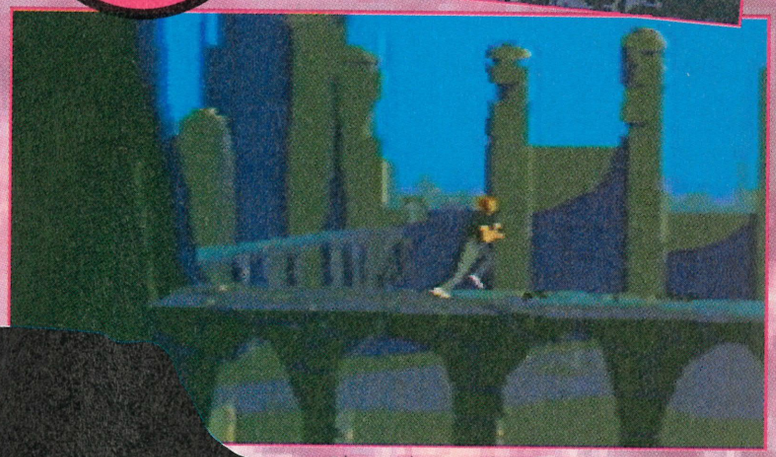
Having just scraped through an energy sapping battle with the Shadow Beast, you are now presented with the problem of escaping from an over-friendly alien. His loving smiles and the serious problem of being stuck in a two by two cage 20 feet in the air is a major headache. Try swinging the cage from left to right and eventually the chain will snap. Phew! That was a close one. Just as you're about to leg it, the confused alien taps you on the shoulder and decides you're best friends. Surprisingly, this ugly git is quite a hero, so don't dare leave him behind. After all, he's not likely to leave you in a pickle!



As you exit the passageway, immediately shoot the guard. Then take a long jump so that you're able to land on the far platform. If you miss, the spikes at the bottom will ensure you get the point by sending you back to the start of the level. However, if you succeed, use the gun to blast a high-powered shot directly at the wall. A secret passage will be revealed, giving access to the next level. Progress will start to become tougher from now onwards.

Having mastered the tough jump onto a hidden platform, blast through the rock to enter the next level.

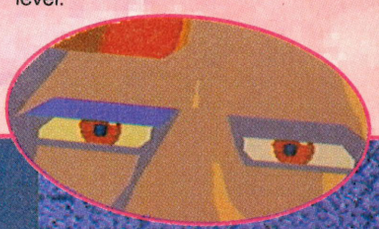




Take a good run-up and jump for your life as soon as you exit the cave. There's very little between reaching the other side and dying, so it's a tense situation.

Fire a high power shot to destroy the guard's barrier and shoot again to kill him.

Slowly walk right into the next screen. Take a long run-up and jump as far as is possible. If the jump is good enough you will land safely on the other side. If not you're history, again. If you made the jump, use another high-power shot to blow a hole in the wall and enter the next level.



Level 5

Password: BRTD

Objective: ESCAPE FROM THE CAVES

The general idea of this level is to flood the cave system, enabling you to enter the palace. Shoot the security door down first otherwise it will prevent you from escaping. Then aim for the top right of the level. A large lake IS just waiting to assist you, but first a few nasty surprises will have to be dealt with.

Run left until you reach the razors that are hidden immediately in front of a long drop. Stand as near to them as is safely possible and jump over with an agile leap. Continue left until the creepers appear and block your way. Shooting them will enable you to jump over the razors, but this will have to be attempted carefully. Continue to run right.

Falling rocks now block your path so watch the sequence in which they fall and run past when you can. Drop to the ground, avoiding the spikes and the large spike from the ceiling will drop allowing you to reach the upper level. Climb it and leap from spike to spike until you reach the large boulder. Jump up from here to the level above and continue right.

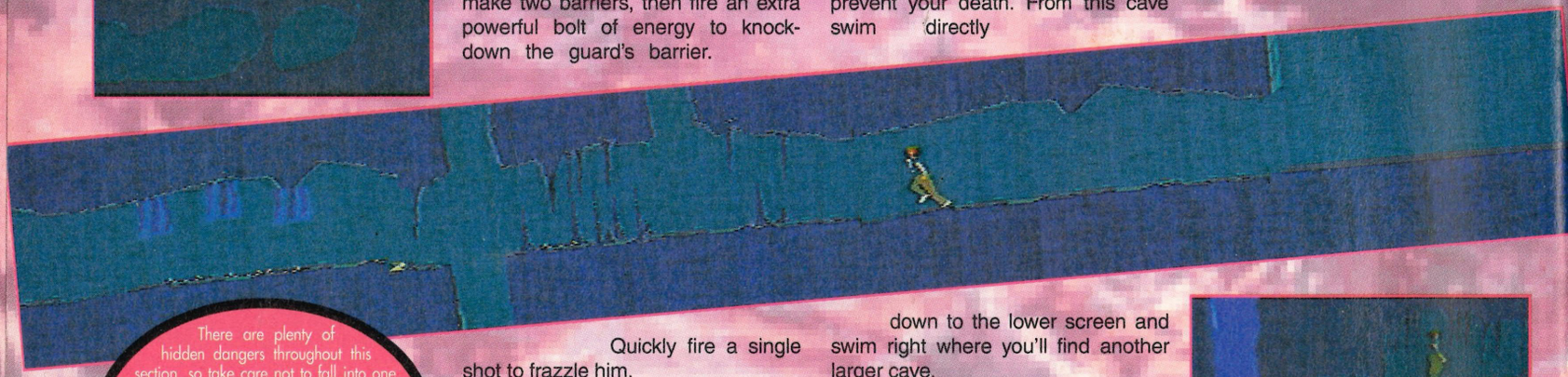
Leap over the pits and when you arrive at the big, blue lake, fire a high-powered laser shot to destroy the support. Quickly run left, jump over the pits and at the far left jump over the final pit. Continue until you reach the water-propelled safety ledge that is very useful for allowing you to exit the level. Just walk left.

Level 6

Password: TBHK

Objective: ESCAPE FROM THE PALACE

Begin your treacherous adventure of level six in the mystical caverns of the palace by running left. Watch out for the first guard you come across who will appear in the same screen as the teleporter. Power-up your gun to make two barriers, then fire an extra powerful bolt of energy to knock-down the guard's barrier.



There are plenty of hidden dangers throughout this section, so take care not to fall into one of the traps. Shoot the dangling grabbers so you're able to jump over the jaws, but be quick because they don't stay hidden for long. This annoying area will cause you plenty of problems because however often you practice there is still a large element of luck involved.

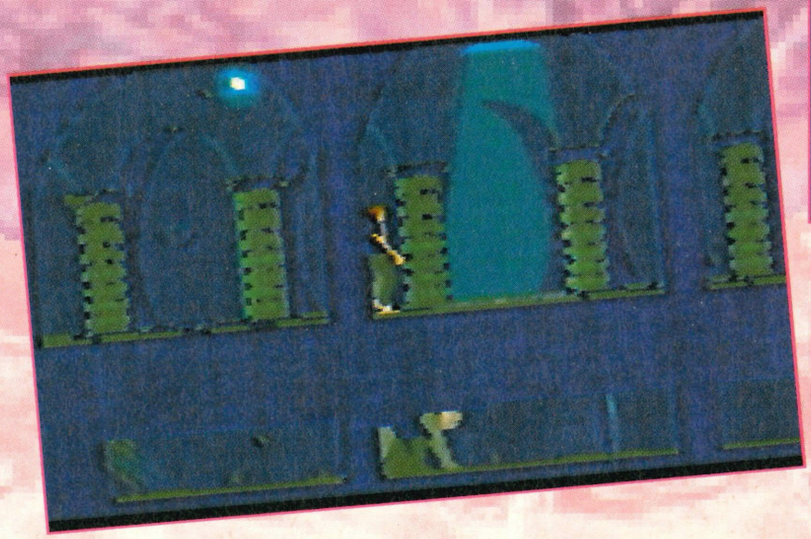
Quickly fire a single shot to frazzle him.

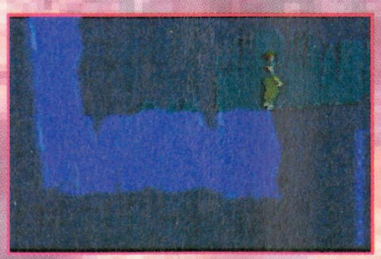
Continue left, but don't worry about being attacked as there aren't any guards on this section. Use the steps to reach the upper level where you'll see the outside scenery, but make sure you use the next set of steps to climb to the top. Run right and climb the steps. Press c to jump to the floor below and fire immediately to kill the attacking guard who is hiding in the next screen. No-one fools Lester!

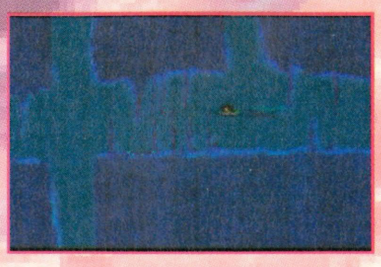
The section is now clear of guards so run right, jump over the steps and when you arrive at the gun recharger, jump up. Exit the recharger and run right. You will arrive in what appears to be the ceiling. Fortunately the guard preventing you from finishing the level is below. Wait for the guard's reflection to appear in the middle. Shoot the first light and it will fall, killing the guard below. Your exit is now clear.

Run left, go down, run right and jump into the water to access the watery depths of the cavern. At the bottom, swim left and go up the second cave which is above you. This will replenish your oxygen supply and prevent your death. From this cave swim directly down to the lower screen and swim right where you'll find another larger cave.

Jump out of the water carefully and leap over the razors with calculated presses of the c button. Walk to the next screen and fire a single shot to deactivate the defences and give you and your ally free passage to the next level. Return to where you started and exit the water, then run right to drop down the gap.







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Level 7

Password: TXHF

Objective: ESCAPE FROM THE ARENA

This very long and very tough level will test the best. With so many things to do and treacherous battles ahead, take your time throughout this section.

You arrive in the middle of the level. To begin with, run right and find the fleeing guard. Instead of killing him just tap a button to point your gun. He'll cower away in the corner

and release a switch. The doors will automatically close and you now need to run left and climb the stairs. A guard is waiting for you here, but he's behind a closed door. Jump to the platform on the right and make a barrier for yourself.

Blow the barrier away, but don't shoot the guard. Instead, wait for him to release three grenades and then kill him. An escape hatch will be made by the grenades and you'll be able to continue the mission. Before you can continue, though, you'll have to shoot another guard. Use the teleporter on the left to reach the lower room. As soon as you arrive, make a barrier for yourself. Fire a high power shot to destroy the wall and shoot again to kill the guard.

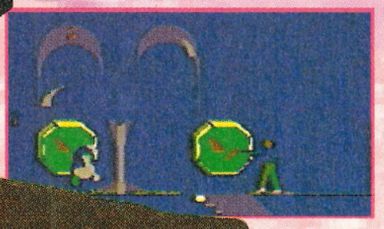
Teleport yourself down and fire a single shot to destroy the power line and therefore disable the lights. Return to the gap that the grenades created and fall down. At the far right of the tunnel there is a lever that must be pulled to disable the guards on the platform below. At the same time you are also releasing the beast. Long time no see, eh?

Leg it! Quickly run to the far right

and teleport yourself. Your ally is waiting for you to rescue him and then it's time to enter the arena. Press UP at the teleport on the right. Run into the tank to enter the second section of level seven.

Sub-Password: CKJL

When the tank comes to a halt, press the buttons in the centre of the console. Several more confusing lights will appear on both the left and right. Quickly press the buttons on the left in the correct order and a flashing light will appear. Press this to launch yourself into the comfort of an escape pod.



Level 8

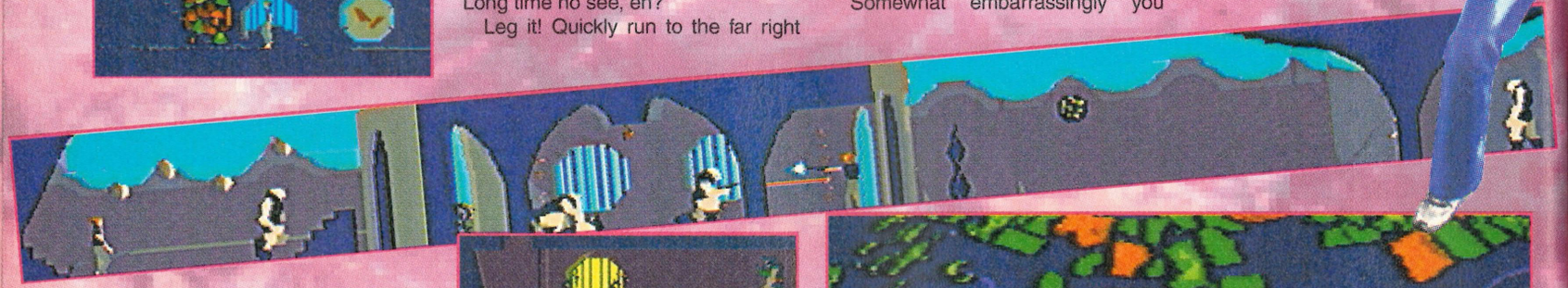
Password: LFCK

Objective: ESCAPE FROM PARADISE

Crash! Smash! Cor blimey, look at the balloons on that...

Somewhat embarrassingly you screech to a halt in your purpose-built escape pod. Naked bodies parade around you as you step out of the machine. Suddenly laserfire fills the building and you must make a quick escape. Run right to enter the next screen.

The hostilities don't end here, though, and four extremely unpleasant guards decide to viciously attack you. Use a barrage of shields and returning fire to defend



A heavy landing that is going to prove quite comfortable compared to the hostile reception you receive from the guards. Fortunately, the view is quite an eyeful and soon makes up for the laser fire being blasted around your eardrums.

yourself, then utilise the stronger laserfire to destroy their shields. This gives you a clear shot at the guards. Repeat four times without getting killed and you'll be able to join your ally at long last.

Continue to run right. When running along what appears to be the final pathway, you'll start to fall to a certain death, but your ally will catch you. The final battle is all that stands between you and the end credits, so go for it.

Nearly there. It should be plain sailing from now on, but it isn't.

Final Level

No Password

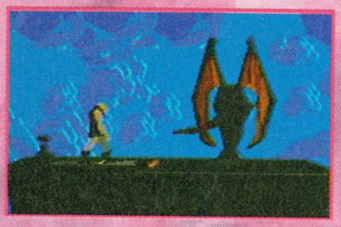
Objective: ESCAPE FROM ANOTHER WORLD

You have now fought your way to the final battle, but you are by no means free yet, as this is the toughest challenge so far. Death is imminent if you make one wrong move, so good luck.

Your ever-faithful ally has helped throughout the mission and he is still by your side in the final battle. Fighting against the powerful commander and what appears to be more than half his army is a tough task. You'll need all the help you can get. A careful study of the battle scene reveals a set of levers in the far-right corner. These are what you're aiming to reach. To do this, repeatedly press the control pad directions LEFT then RIGHT to lunge forward. You will miraculously crawl along the ground.

Once you've reached the levers, wait for the guard and your ally to finish their fight. As the guard approaches you, your ally will retreat and allow him to advance. When he's in the middle of the screen, pull the first lever and he'll be instantly destroyed by an immense vapour ray from above.

The timing is all important and killing him as soon as possible will help enormously. Immediately pull the second lever to open the roof and then crawl back to the centre of the room as quickly as you can. If the timing is right and you avoid being killed you will be teleported home to see the final credits and a disappointing end sequence.



It may not be British Airways, but it's the only way home.

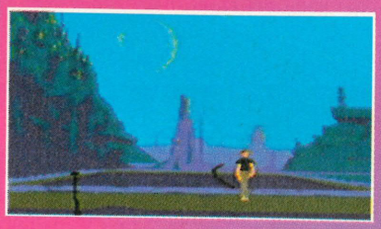
Two buddies escape from the hostile planet of Another World.

You fly away into the distance with a big grin on your face.

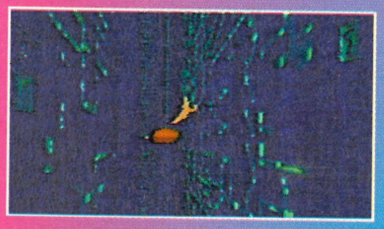
Yahoo!! Finally the teriffic *Another World* bites the dust.

Pukka, sorted, nice one matey! The end credits are a bit poor, but you've got there. You hero!

WAKE UP, TIME TO DIE!



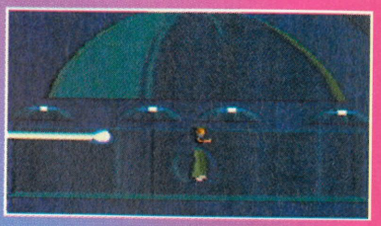
Having sussed out that staying in the water isn't healthy, the annoying octopus attacks you again.



"It's lucky I had my copy of Sega Pro with me, else I wouldn't have had all these people trying to save my life.'

Fall down a pit and the spikes make sure that you don't live to tell the tale.

The Revenge of the Killer Teeth Strikes Again. Little did you know that they still existed, but they don't give up easily.



Now that isn't very nice, is it! It has taken me ages to reach this section and you blow me away immediately. You spoil sport.

"I didn't touch her, I swear it." Don't mess about with the alien girls or the guards begin to get a touch jealous.

For those of you with slow reflexes, this is what you should expect. A full frontal skeleton revealing 'them bones'.

That wasn't very clever now, was it? If you must try those near impossible leaps you're going to see this screen fairly often.

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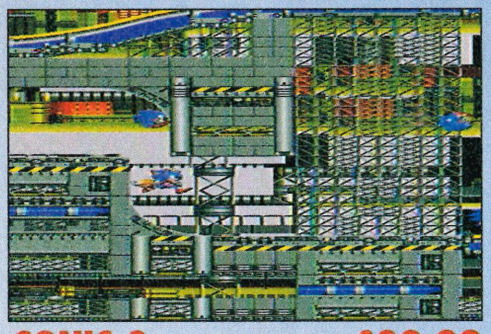

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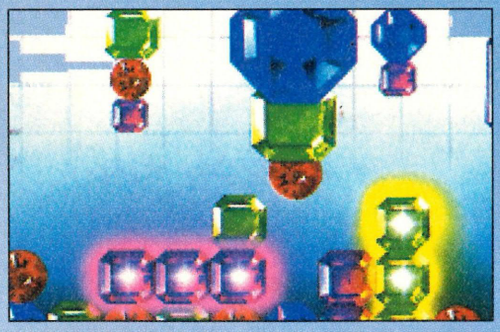

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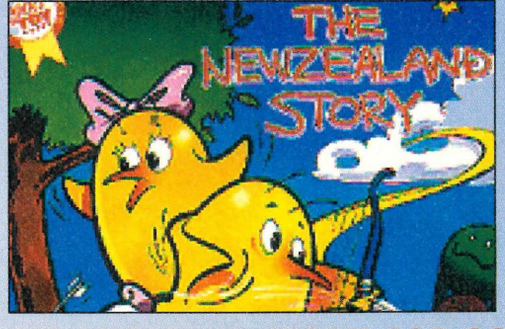

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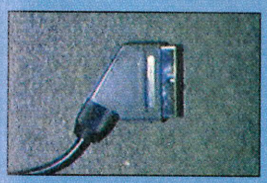

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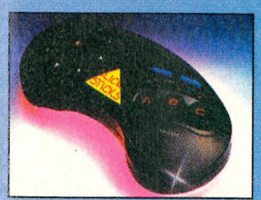

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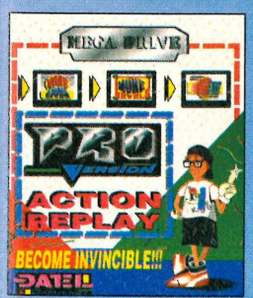

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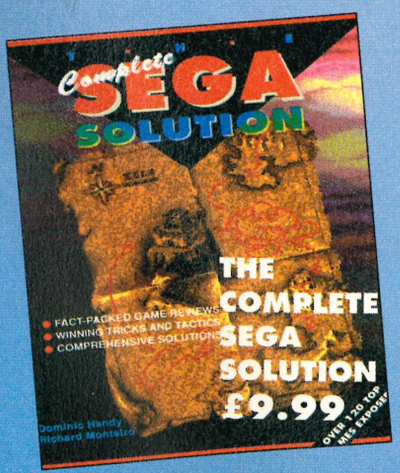

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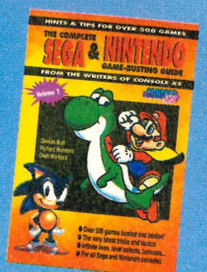

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PROTEST
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of anyone who needs advice on console specific problems.
You can ask what 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!

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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.

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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.

SEGA vs NINTENDO – PART 1362

I would like to put an end to this moronic debate that has been fought on the pages of every console mag since the dawn of time. The only way to put a stop to all of this wittering is to put the facts down clearly and let everyone decide for themselves.

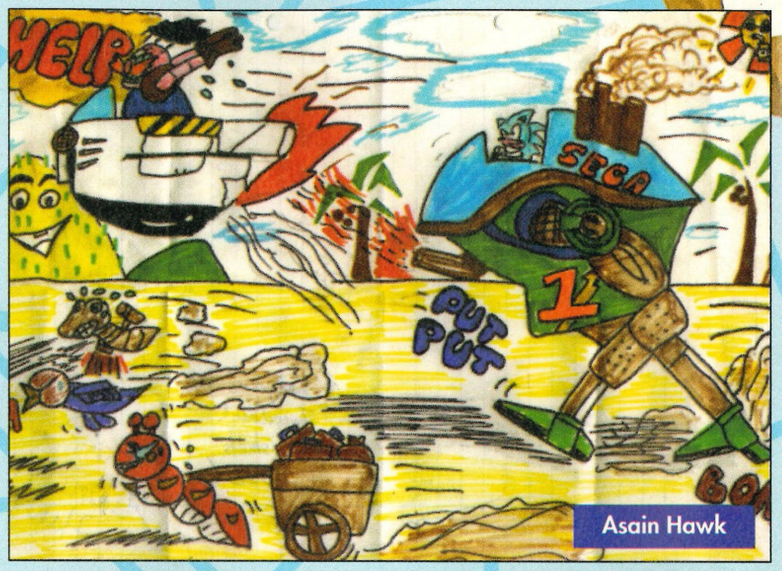
At the moment, the SNES has the edge over the Mega Drive because of the custom graphics chips that are built into the motherboard. The bog-standard Mega Drive hasn't got any of these, but when the Mega-CD is attached to it, the extra chips inside the CD will come into use. This will put the Mega-CD way above the SNES in terms of sound, graphics and most of all, the sheer size of the games.

There! I've said my piece and now everyone can argue amongst themselves as much as they like, but please, don't print any more letters on this subject; it's getting so boring!
Roy Cruse, Cornwall

If you were around in the early days of home computers, then you'll no doubt recognise the argument that is currently raging between Sega and Nintendo owners. Way back in the early Eighties, the argument was a three-way split between the Commodore 64, the Sinclair Spectrum and the Atari 800. That debate ran for almost three years and it was never resolved.

No-one likes to admit that the machine they own is inferior to another. That's exactly the same as admitting that you made the wrong decision when you spent hard-earned cash on a piece of junk (remember the Amstrad GX4000?).

Roy is quite right, however, when he says that everyone should make up their own mind.



Asain Hawk

Natasha Davies, age 12

SHOW BUSINESS

I am writing to your most excellent magazine in the hope that a few computer show organisers are reading this and take heed of what I have to say.

I recently attended the Future Show in Earls Court and was disgusted to see the lack of support for the average games player. On many the stands at the show, there was a blonde bimbo handing out leaflets and a few TV screens showing a few previews of forthcoming games. Not exactly what I'd call £7 worth of entertainment.

A few days ago, I went to the 16-Bit Computer Fair in the hope that this would be a bit more grown-up and supportive to the average punter, but no! It was even worse! The only thing that the exhibitors were interested in was selling games. A complete waste of money!

My message to anyone organising a show is this: Remember tickets are your major source of income, not the exhibitors' stalls. If you don't support the general public by providing entertainment and decent value for money, then you're going to go down the pan when no-one turns up.
Neil Longman, Springbourne

Well put, Neil. Nowadays, computer shows have become giant markets with the exhibitors trying to hustle prices and the software companies spending thousands of pounds on hi-tech stalls, just to put one over on their nearest rival. On the other hand, most shows have previews of

games that you can actually play, instead of just reading about in the hallowed pages of SegaPro. A show is only as good as its exhibitors make it and if they're determined to show the public a few meaty games and run a few compos, then all the better.

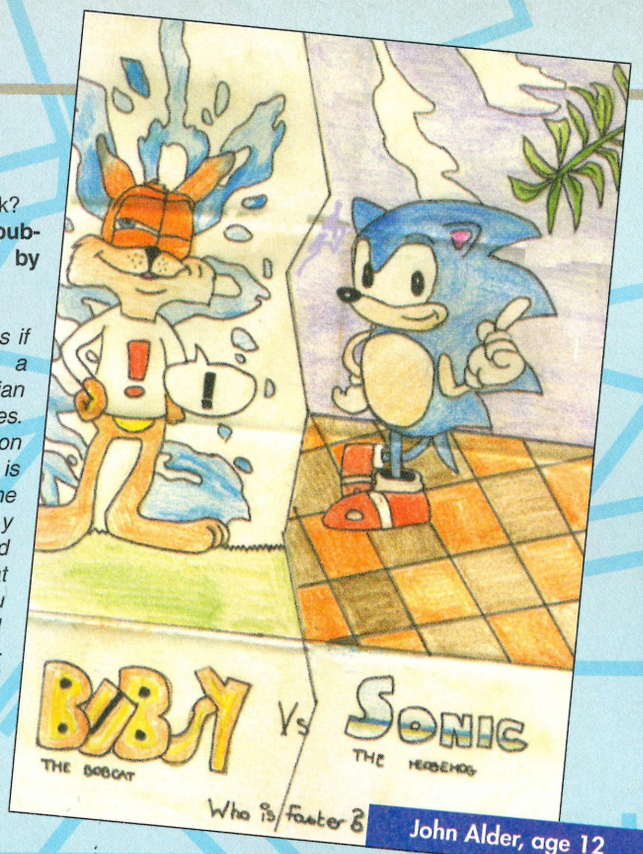
DODGY DEALINGS

I ordered some cartridges from a mail order company that advertised in your magazine a few months ago. When the cartridges eventually arrived, two of them (both Electronic Arts games) were in boxes with colour laser-copied inserts and they were not the normal EA square shape, but a kind of rounded rectangle.

Have I bought some pirate games and if so, how do I get rid of them and get my money back? **(Name not published by request.)**

It sounds as if you have a couple of Asian pirate games. The best action you can take is to phone the company involved and tell them that unless you receive a full refund or genuine copies of the game within three days, then you'll get onto their local Trading Standards office and FAST (Federation Against Software Theft). That should put the pressure on them!

Debbie Johnson, age 10



John Alder, age 12

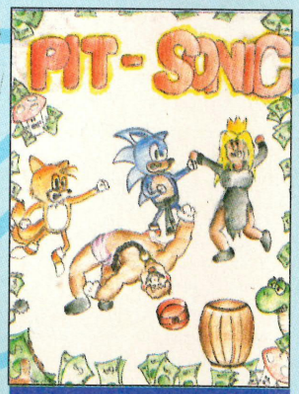
THE CASE OF THE MISSING REVIEW

As per usual, I rushed down to my local newsagents to buy my copy of SegaPro#17. Racing home in record time, I opened it up to find the review of *Streets of Rage* on the Game Gear. I bought this game a little while ago and was eager to find out your opinions on it, but when I turned to page 65 – ARRRGGHH! An advert! I searched through the whole issue, but to no avail. Somehow, a review has got up off the page and wandered off. Can you please tell me what happened to it.

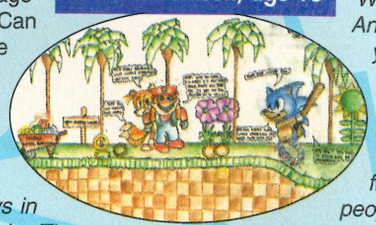
James Goodrum, Pierpoint

Erm! Blame the guys in advertising, James! They suddenly decided to put another ad into the mag and there wasn't enough room for it. The only way it could go in was if one of the reviews was binned and the poor ol' Streets of Rage review was given the elbow (this all happened late at night so we were unable to protest about it).

No doubt you've seen it in the last issue, though, (we hope that it's not been taken out!) so it's better late than never, eh?



John Williamson, age 16



AM I THE FIRST?

On the 12 February, I completed *Ecco the Dolphin* on the Mega Drive after a few long weeks of play. I was wondering if I am the first person to complete this game as it hasn't been out very long and I bought it on the day of its release.

I have every level code and if you don't believe me you can come around to my house and I'll show you the last level and all the codes that I've written down.

PS: please reply!

Andrew Stockwell, Fife.

We believe you, Andrew! I doubt that you're the very first person to complete the game, but you must be up amongst the first thousand or so people to go all the way through without any cheats give yourself a pat on the back.

AMERICAN DREAM

I have a little problem. My friend says that his Japanese Mega Drive has been converted so that it can pretend that it's an American Genesis and he can therefore play all the protected games that have the country code chips in them. The only problem is that it doesn't look any different to my

We're always here to answer you letters about anything in the console world, so don't be shy! Write into *Problems & Procures, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

Please remember that we can't give personal replies to anyone, even if you include a signed blank cheque with your letter!

A certain **Nick Jarrold** loved the review of *WWF Wrestlemania* in issue 16 and wants to know if there will be a Master System version. So far, there aren't any plans to convert the *WWF* games over to the Master System, but you never know what may happen!

There is confusion, at the moment, about the UK Mega-CD. Most people know that it is now available, but they don't know what software is bundled with it and how much it is. One such person is **Stewart Turner** who is getting rather impatient with Sega. Right Stewart, here's your answers The Mega-CD is £270 with *Sol Feace* and *Cobra Command (ThunderStorm FX)* and a five-game Sega Classic Vol.1 disc comprising *Columns, Golden Axe, Super Monaco GP, Revenge Of Shinobi* and *Streets of Rage.*

Moving on from the Mega-CD, **Jamie Smith** wants to know why SegaPro is never out on the date that is in the previous issue? This is mostly due to distribution time, but the date given in the previous issue is only a very rough estimate of when the next mag will be on the shelves. Also, some newsagents and shops around London will receive their stock of SegaPro before all the others because they're closer to the distribution depot. The best way around it is to get yourself a subscription and you'll get your fave mag before anyone else!

Andrew Wright wants to know if Sega are thinking of producing a super-graphics chip similar to the Super-FX chip that the big "N" have just put into their new game, *StarFox*? I'm afraid not, Andrew. Sega aren't developing a special chip to put in their games and it's not because they don't want to; it's because they've already put one in the Mega-CD! It has similar capabilities to those of the Super-FX chip, but is mostly used for scaling and rotating sprites while the main processor in the Mega Drive handles most of the other more mundane stuff.

Andrew also wants to know if the two new machines featured in the last issue of SegaPro will overtake the Mega Drive? Well, the *LaserActive* machine will never be released in this country because of the lack of interest in laser-disc players. The 3DO won't be available

EXIT COMPO

Remember, the question posed by last month's Exit compo: "Which one of the SEGAPRO Crew would you most like to spend a day with and what would you do?". We had a number of replies (Dino even got one from a love-struck 16 year old girl called Amy Broklehurst!) but this was by far the best letter of the lot...

I would really like to spend some time with Simon "Rock till I Drop" Christopher. Why? Well, being a rocker myself, I know from experience that sometimes it isn't much fun. I get a lot of stick from my parents about my long hair and scruffy dress sense (I don't think I look scruffy, though) and I also get a lot of hassle from all these other kids who are into this Rave stuff who call me 'smelly' or 'greaseball'. They sometimes call me some things that I dare not write down!

It would be nice to spend some time with someone who understands rock music and doesn't just think that it's a bunch of hippies making a lot of noise and smashing up their instruments.

My fave band for the past two years is Nirvana and if Simon likes them too, he's going straight to the top of my Crimbo list.

Warren Atkinson, Leeds

PS: The beard looks great, Si!

PPS: Does anyone else on the SEGAPRO team like rock music?

Good, eh? Our Simon has his very own fan club! In answer to your last few questions, Warren, Dino likes a bit of Bon Jovi and a lot of Guns & Roses. Dave is into Public Enemy & Ice T, Sam and Jason are both Ravers and as for Pat, he still listens to Madness!

KILLER GAMES?

Firstly, I would like to congratulate you on your excellent magazine. It's by far the best Sega mag out and stands head and shoulders above the rest.

Anyway, enough creeping for now! I am writing to you concerning a show that was on ITV a few weeks ago about these so-called 'dangerous' video games. I happened to watch this program with my Mum, who immediately banned me from playing with my Mega Drive until I'd been to see our doctor!

Anyone with half a brain knows that video games aren't dangerous so I took the liberty of carrying out some research.

The programme stated that "Video games consoles and their games cause epileptic fits if played for prolonged periods of time". This is complete and utter rubbish. It's not the game that causes that fit, but the TV screen flickering at a certain rate. Even then, you would only experience a fit if you had a special type of epilepsy called Flicker Susceptible Epilepsy. If you had this nervous disorder, you would experience a fit nearly every time you watched normal TV!

The national press have jumped on the bandwagon and are giving video games a bad name as well by saying that any child who plays video games will become violent and abusive.

I am therefore turning to you, SEGAPRO, in the hope that maybe you can inform all of your readers and their parents that video games don't do you any harm at all, as long as you don't sit right in front of the TV for more than six hours at a time!

Scott Blinton, Scotland

We were also very concerned about the inaccuracies in the program and that their researchers obviously didn't seem to do their job properly, and that they just wanted to make a programme that would be watched by many people, no matter how many lies were told.

The programme was meant to scare parents into believing that their children are turning into monsters, not to inform people of benefits of playing video games such as improved reflexes, logical thinking skills and hand-eye co-ordination. All they were interested in was scare-mongering to improve their ratings.

What you found out about Flicker Epilepsy is quite right and we congratulate you on your initiative to do something that a paid researcher didn't do, or chose to ignore. We all know that video games are quite beneficial to the player, especially if they play a lot of puzzle or thinking games.

For your efforts you win a SEGAPRO T-shirt and the respect of the SEGAPRO team...

Jap Mega Drive. Is he pulling my leg or is there really a way for fooling the cartridges into thinking the machine is from a different country. If so, how do you do it and how can a game know which country it's being played in?

Dave Denning, Ripley

There is a way of converting a Mega Drive so it can either pretend to be an English, American or Japanese machine, but it takes some electronics know-how. Basically, it all revolves around the way the Mega Drive displays its picture. Different countries use different TV formats so all the protected game does is look at the way the Mega Drive displays the screen and if it's not from the country that the game was sold in, then the game refuses to play. If you want to get your machine converted, give the Video Game Centre a ring on (0202) 527314.

THE ITALIAN CONNECTION

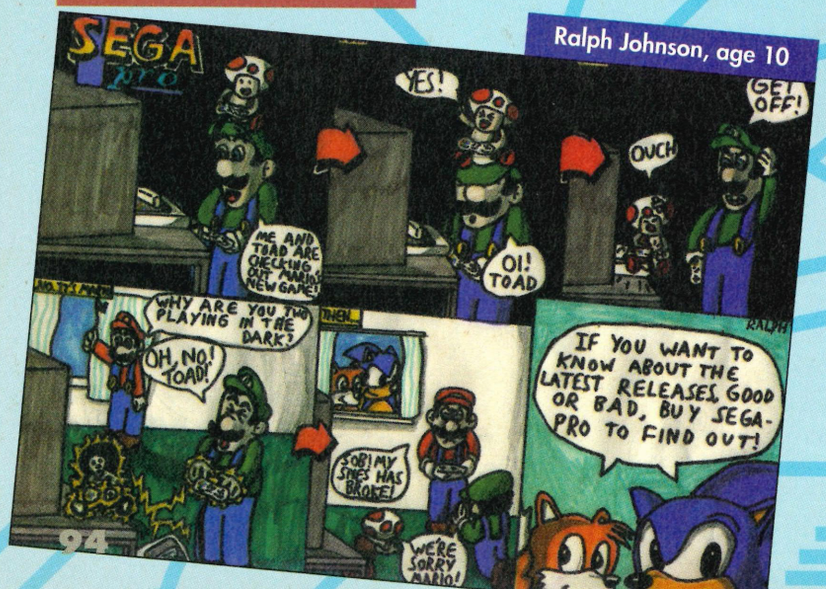
I read your magazine every month and look forward to receiving every time. The only thing that bothers me is the number of letters you print which are complaining about the price of games in England. In Italy, we pay a minimum of L120,000 (around £60) for newish games and up to L200,000 (£80) for brand new import releases. I always buy my games on import, direct from the UK, as it cuts down the cost dramatically. I hope this will stop you all moaning about your expensive games!

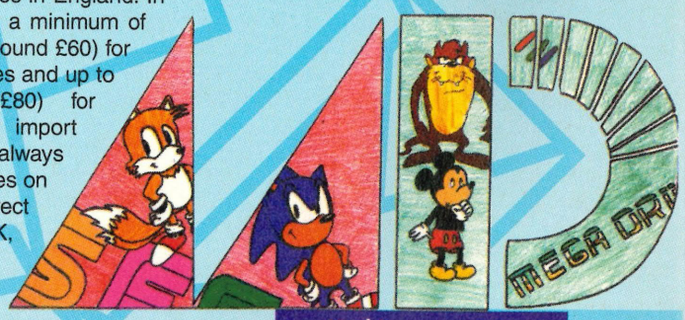
Lorrenzo Braggali, Milan, Italy

Maybe we are moaning a bit, but we believe it's justified. The Americans only pay around £30 for a brand new release and the price of their machines is considerably lower. In England, we're paying around 25% more than the Americans on both games and consoles and there really isn't any justification in such high pricing except for greed on the suppliers' behalf.

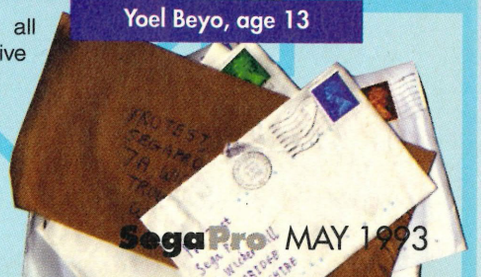
There's still no word from the Office of Fair Trading who are currently investigating console game prices. Hopefully it will mean a reduction across the board and that will be good news for everyone.

Ralph Johnson, age 10





Yoel Beyo, age 13



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SEGA 20 pro

THURSDAY 13 MAY

There's been loads of games in at the last minute that there wasn't space for. Next month we'll have:

The making of CD Games, Andre Agassi (MD&MS), Streetfighter II, Mig-29, Flashback, Global Gladiators (GG), Battletoads, Summer Challenge, Crash Dummies(GG), James Bond (GG), T2: The Movie(MS), Krustys Super Fun House (MS&GG), Renagade(MS) Warpspeed, Strider II, Two Tribes and many, many more.

Watch out for the great guides on TIny Toon Adventures and Land of Illusion.

over here until mid-1994 at the very earliest and, even then, it looks like a long time before the 3DO will overtake the current Mega Drive user-base.

Alison Rosier wants to know what's the best RPG game available on the Mega Drive and how long would it take the average player to complete it? That's a tricky one because some of the new Japanese RPGs on CD are positively huge compared to some cartridge games. The best cartridge RPG has to be a draw between *Shining Force* and *Landstalker*, while the best CD RPG goes to *Vay*. *Shining Force* and *Landstalker* are currently being translated into English but it looks like a long wait before we can get to play the awesome *Vay*.

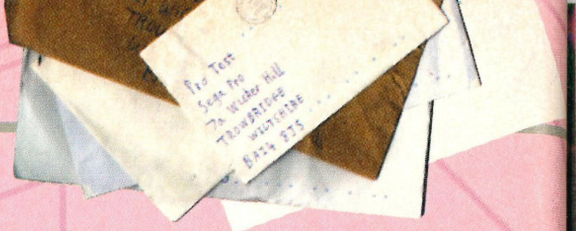
Shining Force would take the average player around 30 hours of solid play to complete whereas *Landstalker* could take anything from 50 hours upwards.

Alison would also like to know which machines are used to program Mega Drive games in the first place. An Amiga is used for the graphics and music while an IBM PC, connected into the Mega Drive with a special "dumb" cartridge is used for programming and play-testing the games.

Derek Jacobs wants to know why the Mega Drive can play Master System games as well as normal Mega Drive games. No problemo, Derek! The Mega Drive has a cut-down version of the Master System inside it and all it needs to play full-blown Master System games is the PowerBase converted, which holds the rest of the MS components. I suppose Sega could have stuck a whole Master System inside the Mega Drive, but then they would have lost quite a lot of sales because the PowerBase converter wouldn't be needed.

Simon Jenkins wants to know if there are any more games in the pipeline for the Menacer light gun, namely *Operation Wolf*, *Line of Fire*, *Space Gun* and *Beast Busters*. As far as we know, there aren't any cartridge games about to be released yet, but we can tell you that a few American companies are producing some great CD-Menacer titles. These include *Who Shot Johnny Rock?*, *Space Pirates* and *Mad Dog McCree*. These are due to be released in the States within the next few months.

That's about all of our given space taken up for this month! Keep writing and sending those letters to us and we'll have another batch of Problems & Procures in next month's SegaPro.



ProGirl's MEGA-CD DEBATE

Dear ProGirl

I still don't know if I'm going to buy a Mega-CD. After many months of deliberation I've decided to wait and see what the software support in this country will be like. If there is a decent quantity of games released within the first few months of the Mega-CD's launch, then I think I'll buy one.

John Aldridge, Bolton

ProGirl says:

The amount of software released for the Mega-CD will depend largely on Sega giving the go-ahead to companies wishing to produce CD games. At the moment, two English software houses (Psygnosis and Core Design) are writing games that should be released within a few months of the CD's launch. Then there's the vast amount of Japanese CD games that can be converted to the new English format and this shouldn't require too much work. At least ten titles were ready for the launch and Sega have said that there will be at least 50 releases before the end of this year.

Dear ProGirl

A debate about the Mega-CD, huh? Since I've spent a fortune (18p!) writing to you I may as well throw in my penny's worth.

I'm not going to buy a Mega-CD until the software releases come up to speed. Look what happened to the SNES when it was released in the UK! Everyone rushed out and bought a machine and then discovered that there were only four games available. It has taken nearly a year for the UK SNES releases to reach a reasonable level, but there is still nowhere near the amount of games that is available in USA or Japan.

Anyway, the Mega-CD uses the outdated CD-I format whereas the SNES CD-ROM will use CD-XA, the new format developed by Sony which is far faster than Philip's puny format!

Norman Lowe, Chichester

ProGirl says:

Get out of here you Nintendo lover! The Mega-CD may be a bit old as far as technology goes, but it can still hold its own against any machine you care to mention! If you don't believe me then take a look at some of the new American releases such as Make My Video. That has four separate screens running full motion video simultaneously as well as the synchronised CD sound-track! Stick that in your pipe and smoke it!

Dear ProGirl

I can't wait for the Mega-CD to be released! I've already saved some money and my parents are going to give me the rest for my birthday. My Mega Drive looks very lonely by itself on my desk. I know that the Mega-CD will look really cool and make all of my friends at school green with envy!

I don't mind what games Sega include with the CD, as long as there are a few good ones in the bunch and then there's *SuperSonic CD* to think about. What an absolute cracker of a game that's going to be!

Anyone who says that they're not going to buy a Mega-CD is either a Nintendo owner or a liar!

Billy Gowan, Middlesex

PS: Can I have a signed picture of you and the SegaPro crew?

ProGirl says:

Now here's a boy with a healthy obsession with Sega! The price of the CD may be a little out of the reach of the young Mega Drive owners, but I'm sure that the rest of us will see the light!

Dear ProGirl

I think the price of the Mega-CD should be dropped right down to around £150, even if this means cutting out all the free software and just supplying the 5-in-1 disc. Since these games have already been written, the development costs will be virtually nothing and the only overhead will be dumping the code onto a CD. If Sega listened to some of their customers, they would discover that a very high percentage of Mega Drive owners would love to own a Mega-CD, but the price of the unit is way over the top. If you wanted to buy the complete system (ie a Mega Drive and a Mega-CD), it would set you back around £400! Even then, the only games you'd have would be *Sonic*, a 5-in-1 CD compilation and a couple of half-decent Japanese CD conversions. Hardly £400 worth, is it?

Sarah Cooper, Walthamslow

ProGirl Says:

If you buy a Mega-CD and a Mega Drive at the same time, it is very expensive, but the thing that you've forgotten to take into consideration is the sheer number of Mega Drives that are already in this country. It's therefore very unlikely that the majority of Sega's sales will be from brand-new users. The asking price of £270 is about the same as seven games and if you look at the price like that, which would you rather have: seven cartridge games of your choice or a brand-new Mega-CD with seven games? I know which one I'd have!

Dear ProGirl

I currently own a Master System II and am thinking of buying a Mega Drive. The next step from that is obviously a Mega-CD, but I can't help thinking that if I bought an American Genesis and an American Mega-CD, I could have things a lot better than someone who's bought the English CD. I could get the newest games quickly from importers and even if they cost a bit more, it would be worth it just to have the games before anyone else. Would the American Genesis run on my normal TV, or would I have to get a special TV to go with it?

Paul Stokes, Brighton

ProGirl Says:

You could get hold of an American Mega-CD and get a Japanese Mega Drive converted to fool the Mega-CD into thinking it's a Genesis, but the cost of all this would outweigh the advantages of getting the American import games before anyone else. The whole set-up will probably set you back around £560 after the conversion, post+packing etc and that's a lot more than the English set-up would cost!

The American system could only be run on a SCART TV, so as long as your TV has this, that shouldn't be too much of a problem.

NEXT MONTH: ProGirl takes a much deserved holiday, but while she's away starring in her role for a new video, we will debate cartridge prices! Get your opinions into: ProDebate, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

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GAME OVER

Aaah! Yet another lovely little happy ending. Then again, that's what this page is for really – to bring a little ray of sunshine!

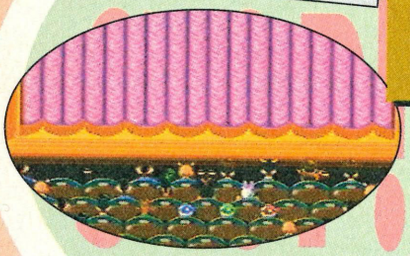
This month's Game Over was sent in by Kevin Crane who hails from somewhere, but he didn't include his address! Doh! Get in touch, Kevin! Don't forget, if you have any Game Overs, then send 'em in to us at SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF. There's a free cart if your Game Over is printed.

THE BIG GAMES BUSTED

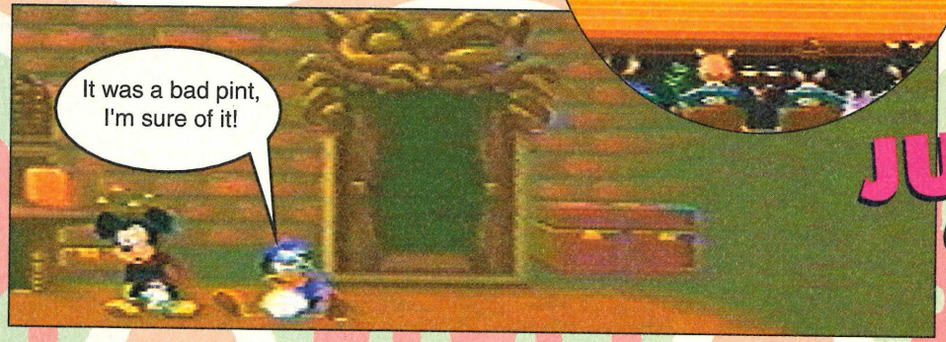
MEGA DRIVE

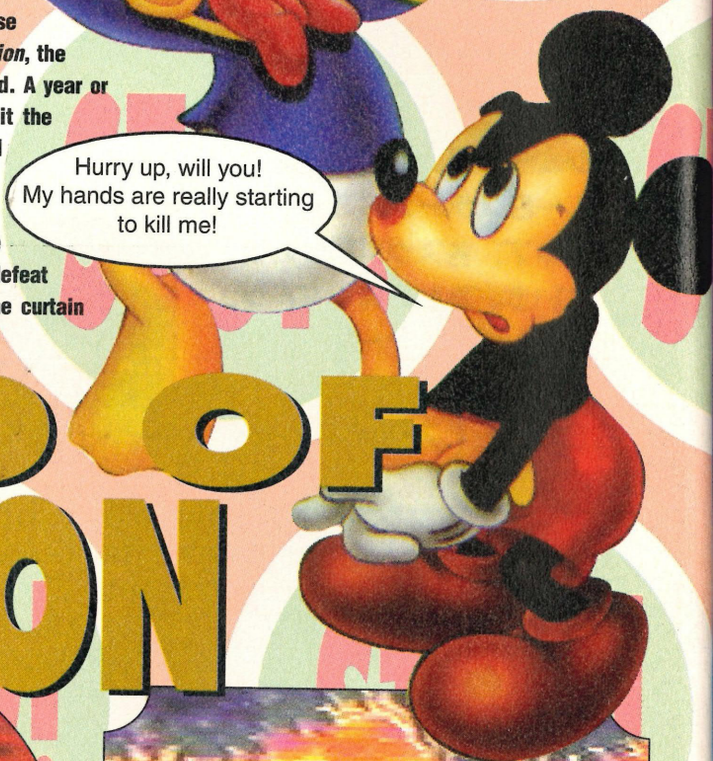
After the dismal failure of *Fantasia*, Sega have been keen to release another Mickey Mouse game that lives up to *Castle of Illusion*, the first Disney game that they released. A year or so later, *Mickey and Donald World of Illusion* hit the shelves and was an instant hit with the young and old alike. While Mickey and Donald were performing their magic show, they ended up in the fabled World of Illusion. The only way they can escape is to find the greatest Magician in the land and defeat him. Can Mickey and Donald get back in time for the curtain call? Only you can help them now!

WORLD OF ILLUSION



Mickey and Donald make it back to the real world in time to finish their show, but was it all a dream or did they really go into the *World of Illusion*?





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The End

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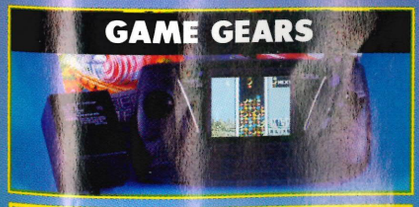

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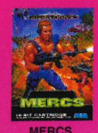

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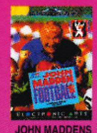

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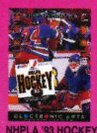

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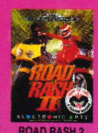

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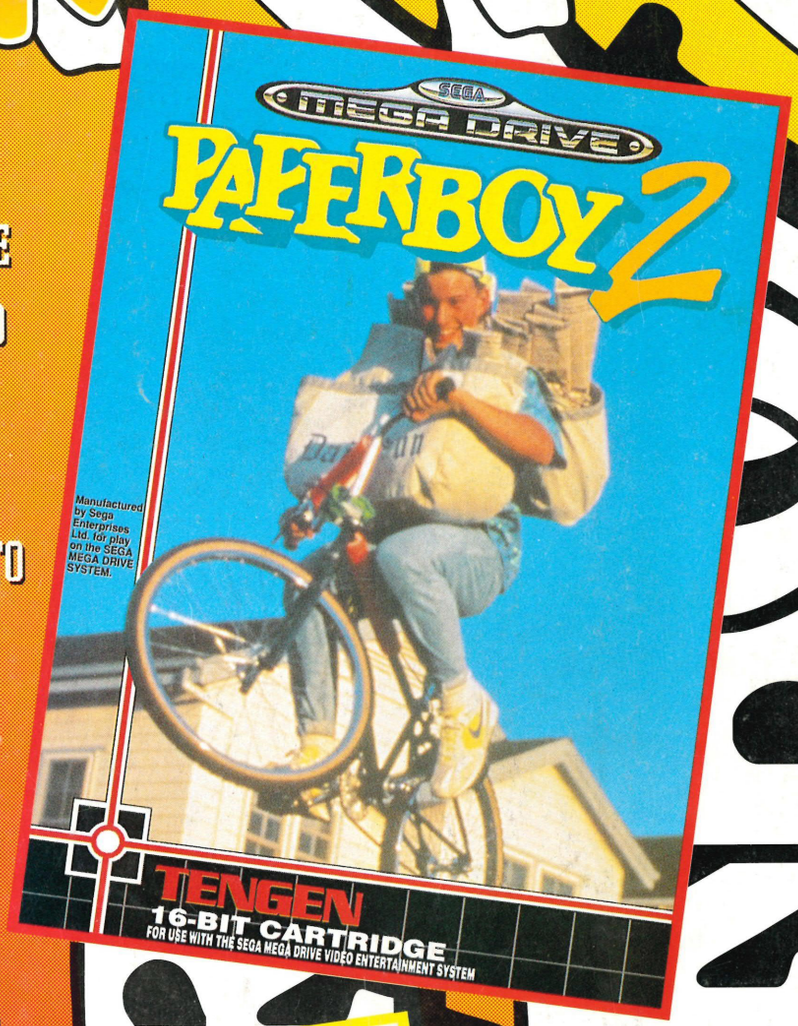

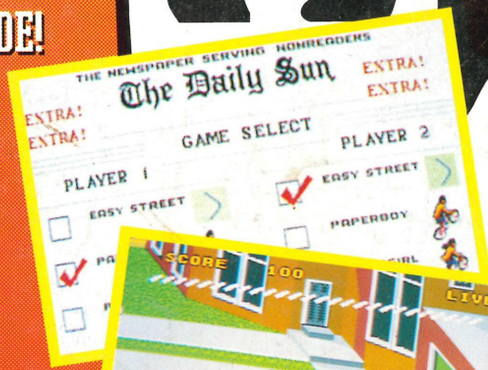

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