

SEGA

STATION

issue 4

WELCOME

to **the** **NET**

If you thought we had some exciting television commercials last year, wait till you see what we've got ready for you now.

Starting at the end of February, we welcome you to The Net (The What?).

The Net is a world we've created. A world where gamepower alone can turn the barren wastelands into civilisation within the confines of The Net - which is ever expanding into areas where the gamepower is strong.

But there is awesome resistance - as you'll see. The Net is an unfolding story and an epic production using some of the most sophisticated equipment in the World (some of the equipment was even flown into New Zealand from George Lucas of Star Wars fame!)

And yes, there'll still be tips and new releases. So watch out.

The Net is coming.



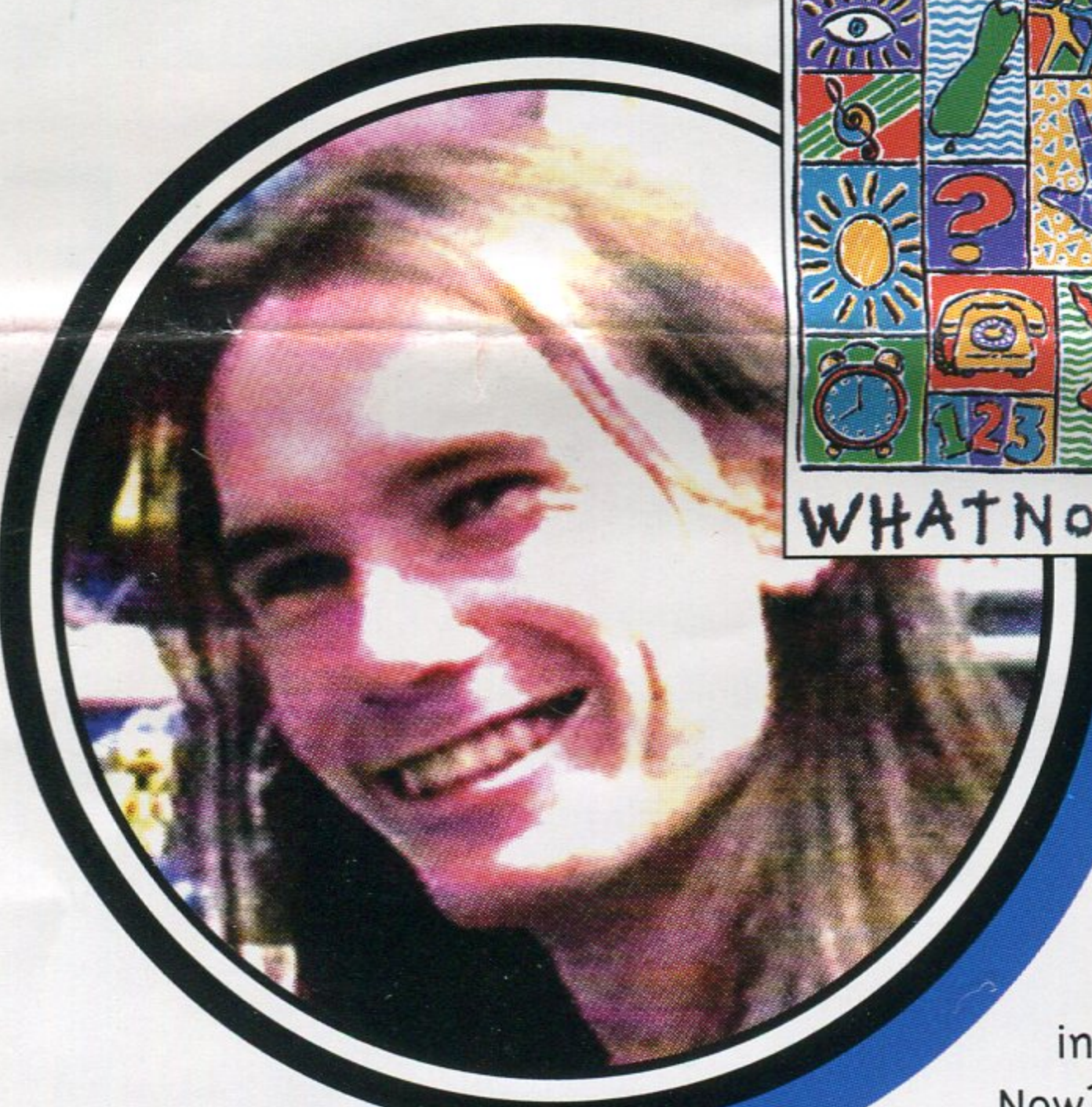


Imagine a whole store dedicated to Sega!! Well, don't waste time dreaming about it - it's here - so check it out!! Farmers Trading Company in Hamilton, Rotorua and Gisborne have opened **Sega Serious Fun Stores** within their toy departments.

A whole store full of Sega. Check out the latest games, the greatest range, hot items, and if you need some help, just ask the trained Sega Serious Fun Store Staff.

And what's the best news?? Rumour has it that more of these awesome Sega Stores will be opening throughout the country in 1994!!!

NEWZ



'What nOW?'

WHAT NOW?

Hey, does anyone still get up early on a Saturday morning? A shock to the system for some people, I know, but if you make the effort, then you may catch Glen Mackie, Hotline Director. Since last October he's been appearing in a weekly slot on 'What Now?' answering questions, taking telephone calls and giving the latest information!!

The Sega slot is going ahead on the new look 'What Now?' so be watching from the 5th of February for latest up to date release information and lots of giveaway competitions. There's even the possibility of a national championship competition. **Don't miss it!!**

Glen 'working' hard. Boy it must be tough to be on TV flying around the country sitting on couches!

SEga VR

It's been a major talking point in the video games industry, and could well be the next level of entertainment throughout the world. Virtual Reality has been used invaluable to help in the fields of science and medicine. But it can also create some awesome games. Soon Sega will be releasing a Home VR System designed for the Mega Drive. It will feature a special viewing helmet with stereo headphones (no need for a TV) and will immerse you into the realm of Virtual Reality. Imagine the game happening all around you, filling your eyes and ears, surrounding the senses in 360 degrees. A whole new world!



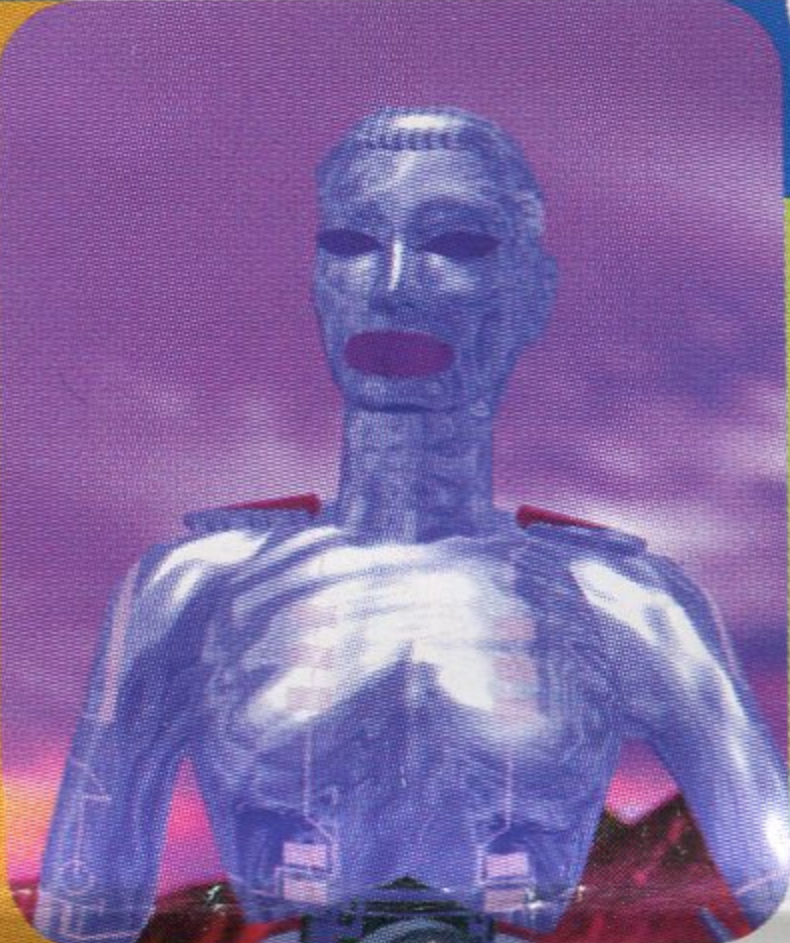
Information we have received so far:

- 1.) It will come packed with four 16 Mega Bit games - 'Matrix Runner', 'Outlaw Racing', 'Ironhammer' and 'Nuclear Rush'.
- 2.) It is practically ready for release in the US, but they are having trouble converting it to other countries' machines. But look out for news of its arrival before the end of the year.

SatURN

It is a bird, is it a plane, is it the Saturn? The what?? The Saturn is the working name of Sega's 32 Bit Console. You may have heard rumours about the 'Saturn' and if you haven't, then you've just found out why this section is called **The Newz**. It's being developed with brand leaders Hitachi, and if you're wondering how games will look, let's start with 16.7 million colours and 16,000 moving polygons on screen!!! Lots of rumours, but the facts are:

- ◆ Yes, Sega is working on a 32 Bit machine (possibly 64 Bit).
- ◆ It's likely to be a CD Rom/Cartridge based machine (i.e. like the Mega CD).
- ◆ Sega is looking at the possibility of using new recordable CD's.
- ◆ It will most likely be compatible with existing Sega hardware (i.e. Mega Drive).
- ◆ There are two reasons why they won't be releasing it for a while:
 - (1.) They want to wait until they can produce it at a reasonable price, and
 - (2.) They're still concentrating on producing Mega Drive and Mega CD software.



Pal from The Net

quESTIoNnaIRE reSULTs

The biggest response yet!! It must be those prizes that got you writing, or maybe you just felt like having a say!! Thanks for your help, ideas, constructive criticism and for all those compliments! (I think calling Sega Action 'perfection' was just a little over the top, but it was nice anyway.) Obviously we couldn't achieve all your requests, but you may notice a few changes - more on Master System, more reviews, a star (*) rating system, and Hints and Cheats. And don't worry, we'll notify the winners shortly.

CompETitiON

1993 was a huge year for new titles with some great games like 'Jungle Strike', 'Flashback', 'Land of Illusion' to name a few. This issue's competition involves your opinion on Sega games.

What we want you to do is give us your list of top games in a number of different categories. We'd like to make it a bit more interesting than the usual

best graphics, best game, etc.

Make a list of unusual categories and rate a few games. For example:

- ◆ Easiest boss to defeat - Ladybug from 'Sonic Chaos'
- ◆ Hardest game - 'Battletoads'
- ◆ Easiest game - 'World of Illusion'
- ◆ Longest stage - Stage 2 of 'Flashback'

Get the idea?

The idea is to be as interesting and original as possible with your categories. The number of categories you can have can be any amount. If you can't think of any yourself, use our examples and just put in your opinions. The most interesting and popular will be printed next issue. Take your time and think hard!!

'Hang on' (MS)

1,029,560 Kieran Taylor

'Sonic 2' (MS)

902,800 Matthew Rush

'Sonic 2' (MD)

538,800 Christian Moxon

We'll be announcing some hi-scores on 'What Now?' - so tune in!

COMPETITION WINNERS:

We got so many very colourful and well thought out maps!!

Winner is:

Nicholas White,
Mangere Bridge,
Auckland.

Runners Up:

Angela Hart
Blair Tomlinson
Aaron O'Connor



HaS anyONE SEEn thIS HEdGeHOg??

Don't be surprised if you do - Sonic's been out and about around New Zealand visiting shopping malls, stores and hospitals. Keep an eye out this year for Sonic appearing near you!! I hope Tails is okay on his own back on Mobius!!



Sagat takes a break while Guile poses.

Graphics: *****

A couple of elephants are missing from Dhalism's Palace, but it's great to see players in their championship colours.

Sound: ***

All the tunes and none of the speech is missing.

Difficulty: ****

Set it yourself. The ultimate two player game. If you've got a friend to play against, this game will last you forever.

Overall: *****

Undeniably awesome. Best played with a 6-Button Control Pad against a friend to fully appreciate it.

'STREeTfIGHTer II': SPeCial chAMPion EdItion (MD)

The world warriors finally arrive and they've brought with them more options than you'll know what to do with. Champion Edition, 8 Difficulty settings, hyperfight with II speed settings, group battle with matchplay or elimination tournaments, 6-button control pad compatible, special moves turned on or off, and there's even a couple of cheats!! Handicap option for good players to decrease a players offensive, or increase their defence. Travel the world meeting interesting people, and... well ... flatten them.

It's the first ever 24 Meg cartridge and it's easy to see where all those megs went. All the backgrounds are there, with great detail and colour. The only down side is a few scratchy speech samples, but it seems Capcom concentrated more on game-play, so that's alright with us. The players all move smoothly and have their new moves; like Chun Li's fireball, Dhalsim's teleport and Ryu and Ken's air hurricane kick.

All the playability, strategy and lastability of the world's number one game.

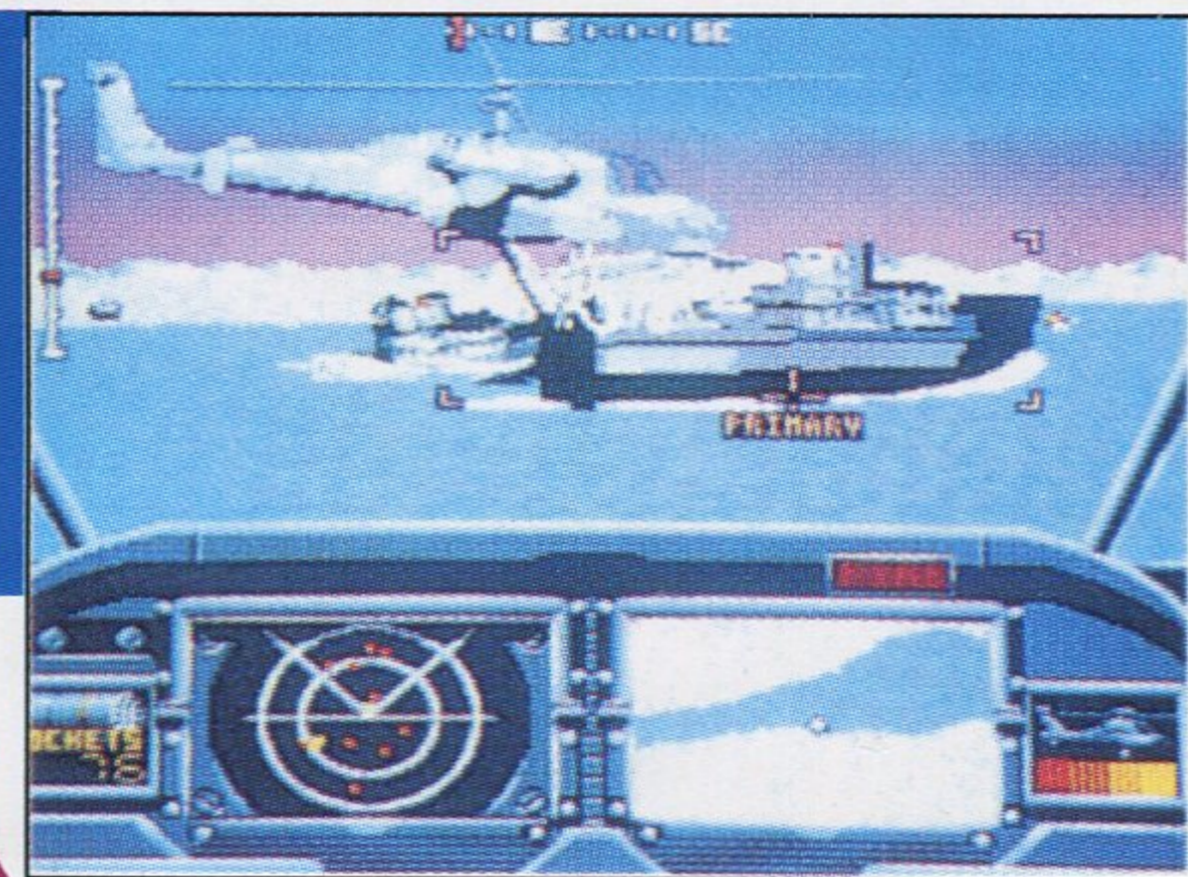
'THUndERHawk' (MCD)

Imagine playing 'Jungle Strike' with a view from inside the helicopter - everything rushing towards you, your radar/map outlining targets as enemy helicopters and jets scream above you.

'Thunderhawk' is the second of two amazing CD releases this month. It uses the Mega CD's scaling and rotation like never seen before. It's more of a shoot 'em up than 'Jungle Strike', and with over ten operations, each with between three and six missions, it's not to be missed.

Overall: *****

A new standard of CD games is set.



'SILPheed' (MCD)

After an awe-inspiring introduction, an awe-inspiring shoot 'em up begins. Sure some of the enemies are simple polygon sprites, but the stunning backgrounds will amaze you. Throughout the game the action is as fast paced as the tunes and the voices of your fellow Silpheed pilots really adds to the atmosphere. The rounds vary from impressive to wow!!!

Overall: ****

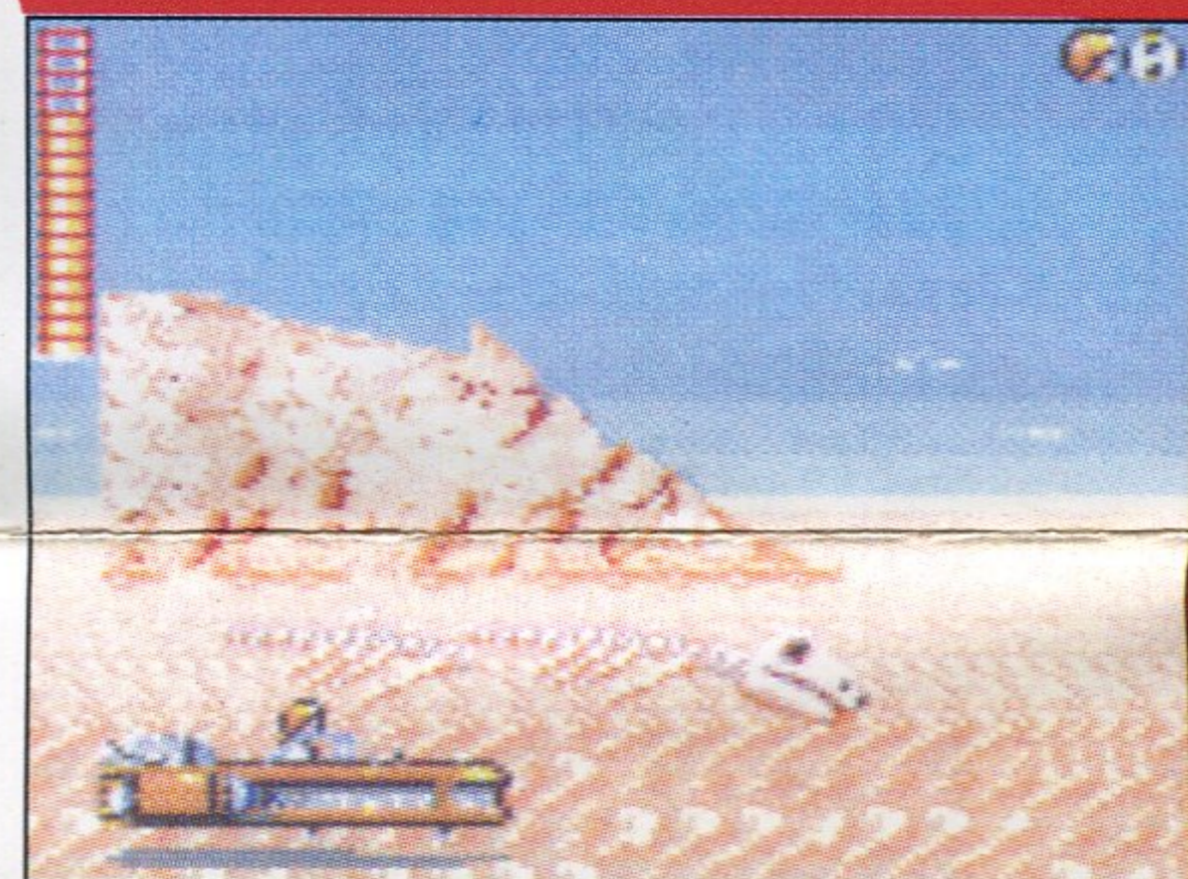
In the end it's just a shoot 'em up, but if this is just an ordinary shoot 'em up, then Sonic's just a platformer.



REVIEWS

'StAR waRS'

Are you a little short for a Stormtrooper?? Grab your light saber and find out if the force is with you when you take on Darth Vader and the all powerful Empire, in 'Star Wars' on Master System and Game Gear.



'Star Wars' holds quite

a challenge and the game covers the whole movie, from the sands of Tatooine to the trash compactor. From Hanger '94 to the dreaded trenches of the Death Star. It's a platform game which is broken up occasionally by a cockpit view, space battle, or the final overhead trench round. You control young Luke Skywalker and attempt to gather R2D2, C3PO, Ben and Han before setting off to rescue Princess Leia.

Overall: ****

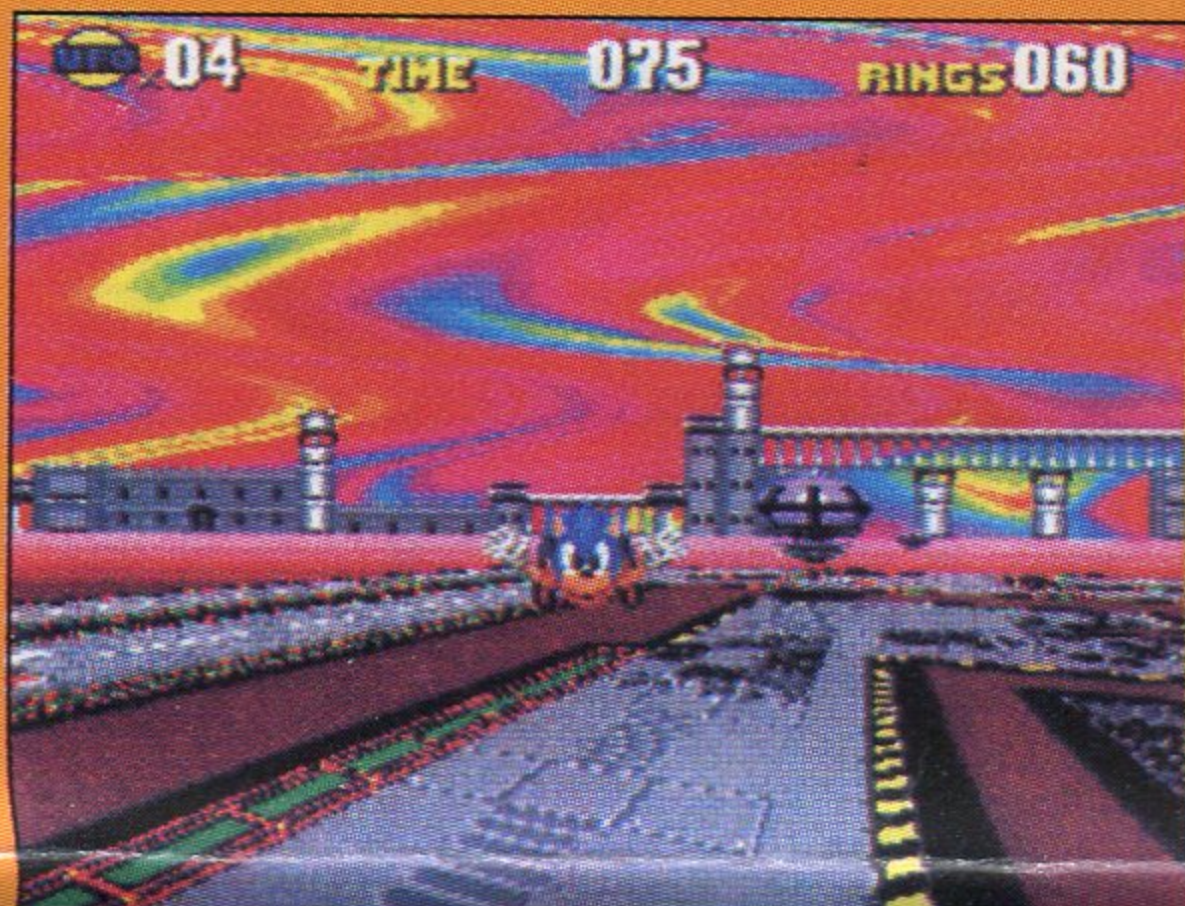
Game is as big as the Death Star and you will need more than the Force to get you through it.

SONICS RETURN

1. 'SONIC' CD (MCD)

This Hedgehog's so fast he can travel through time! CD Sonic features three different versions of all rounds, past, present and future. This means there's a total of over seventy rounds!! Also included are some awesome bonus rounds which take advantage of the Mega CD's scaling and rotation effects. Great soundtrack and huge all new levels. There's also a time attack option for races against the clock.

Luckily hedgehogs always land on their feet. Hmmmm..... or is that cats?? Uh Oh!



Do these beans look mean to you??

3. 'DR ROBOTNIK'S MEAN BEAN MACHINE' (MD)

If he's not stealing Sonic's Chaos Emeralds, he's trying to steal his fame!! Robotnik also returns to star in his own game!! It's like a 'Columns' type game, but instead of jewels, there are - yep, you guessed it - beans. The characters are based on the new Sonic cartoon, and there are a few options available. I'm not a fan of 'Columns', but I found this surprisingly addictive.

'SONIC' CD

A real challenge to finish with all time stones and a good future

'SONIC CHAOS'

Very impressive - just too easy

'MEAN BEAN MACHINE'

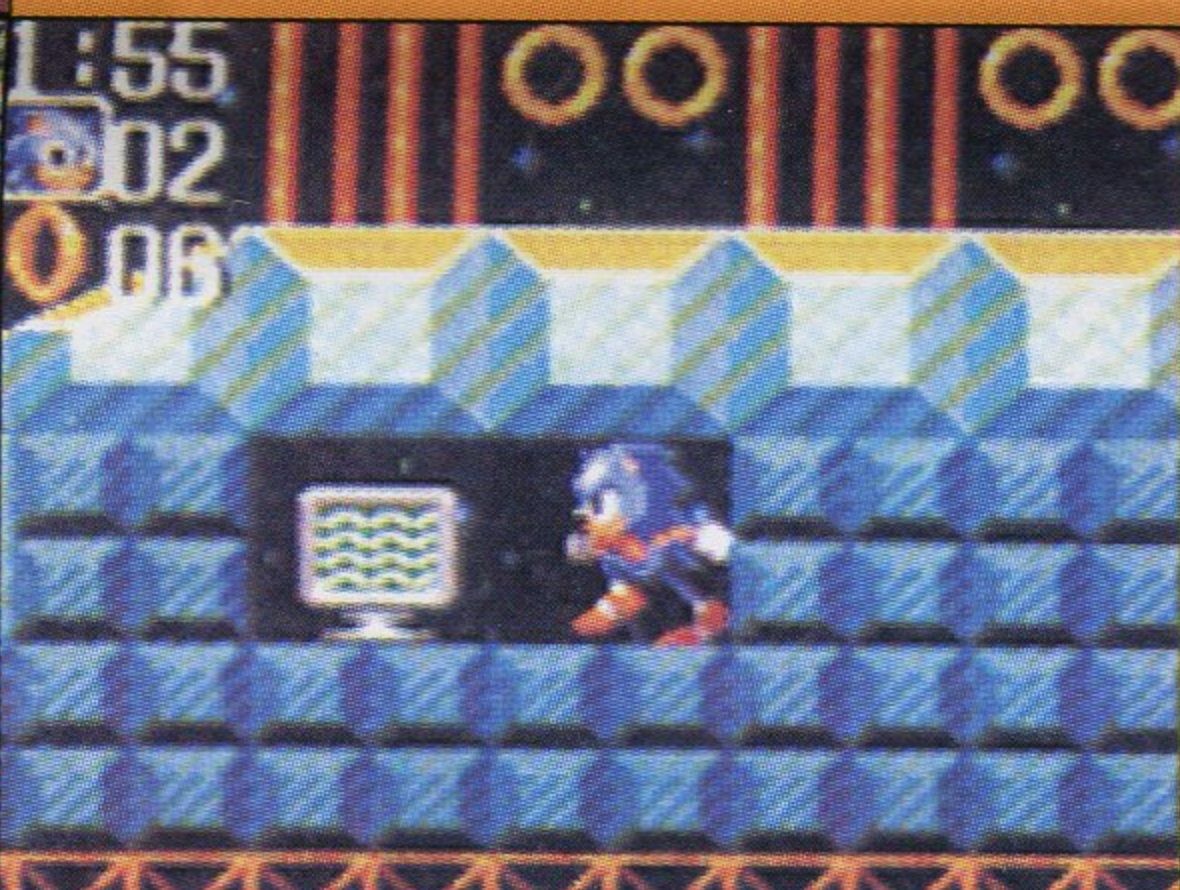
Extremely addictive and fun to play in puzzle mode

After being away for too long, the coolest video game character returns - and to all formats!!

2. 'SONIC CHAOS' (MS)

Master System owners were the first to see the return of the Blue Blur. Sonic brought Tails with him for this Chaos Emerald related adventure. Players can choose to be Sonic or Tails, and race through six zones to defeat Robotnik. Graphics and animation are very impressive, and almost look like the Mega Drive. This game is only let down by being too easy. So if you're a Sonic fan, or not very good at games, then try 'Sonic Chaos'.

I want my MTV



Could I interest you in a toothbrush??

4. 'SONIC SPINBALL' (MD)

As you can probably guess from the title, this is a cross between 'Sonic' and pinball - sort of like a huge Casino Night Zone, with levers, switches, Chaos Emeralds and, of course, Dr Robotnik and the badniks.

'SONIC SPINBALL'

*** 1/2

Good idea - will keep fans happy until:

'SONIC 3'

Due out on Mega Drive early this year.

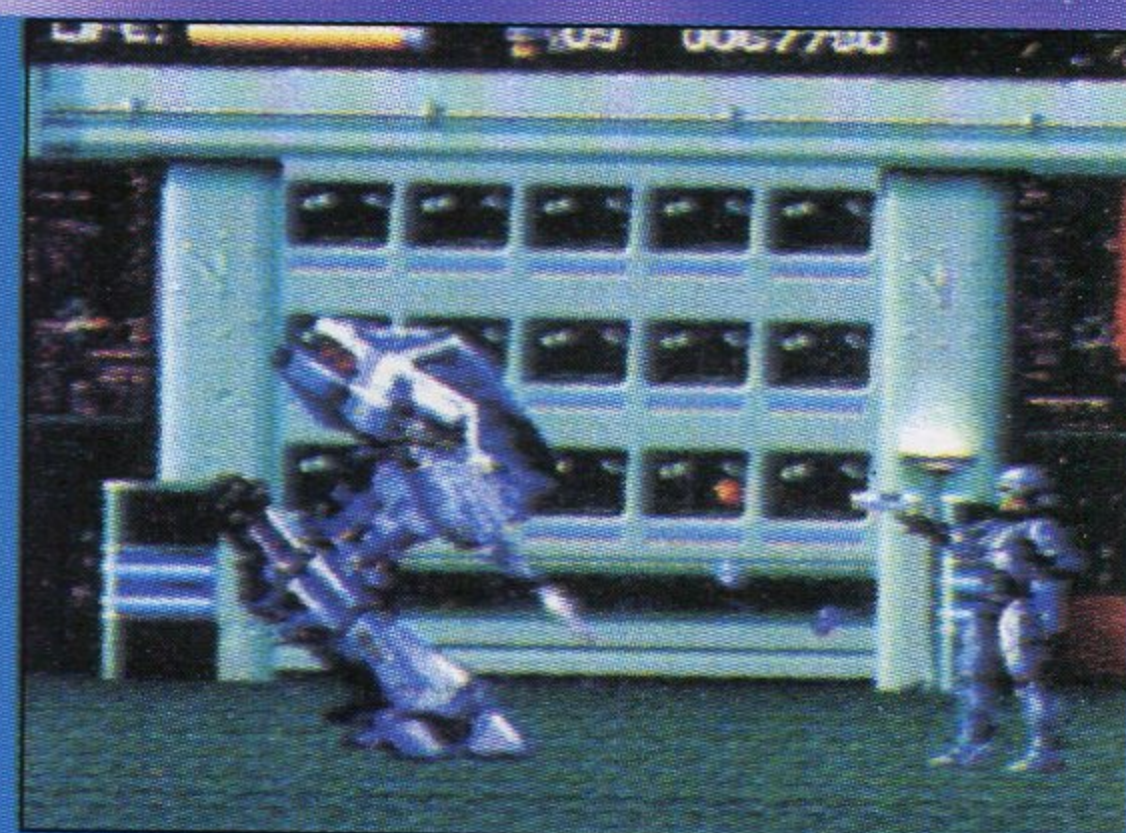
See our special preview.

MOVIE/TV

Movie licenses are notorious for not living up to other celluloid counterparts, but 'Aladdin' turned that theory around and now these upcoming titles look set to continue the trend.

'ROBOCOP VS. TERMINATOR' (RUMOURED IN ISSUE 3)

Already out on Master System, the Mega Drive version looks awesome. Non-stop action from the two biggest, baddest Cyborgs ever to pick up an UZI! Be warned though, it is a little violent.



Come quietly or there will be..... trouble.

'REN & STIMPY STIMPY'S INVENTION' (MD)

Happy, happy, joy, joy - those two lovable, if not sometimes sick, little monkeys are bringing their outrageous sense of humour to Sega, with levels based on episodes of the popular cult cartoon. It looks set to be more essential than a new action log with realistic facial moss (Ren & Stimpy joke), with humour and game-play that can be appreciated by fans of the series, plus newcomers to the duo. Yes sir, I like it. Also coming soon is 'Ren & Stimpy: The Quest for the Shaven Yak' on Game Gear.



Watch out for that truck Stimpy!! What truck Ren?? Behind that bus you idiot!! What bus? THUD

Also look out for 'Spiderman and the X-Men', 'Star Trek - The Next Generation', 'The Addams Family', and some new Simpsons titles.

PREVIEWS

There's a lot to look forward to, so we'll begin the Preview Section with an advanced review of 'Sonic 3':

'sonic 3'

Picking up from the end of 'Sonic 2', we see our two intrepid heroes flying their rocket propelled bi-plane toward Angel Island back on Mobius.



Sonic hangs ten!

Suddenly, without warning, the Chaos Emeralds are stolen from Sonic by Knuckles, who is working on the side of bad egg, Dr Robotnik. And so begins the third chapter in the Sonic Series. Not counting, Spinball, CD, etc.

I preferred 'Sonic' to 'Sonic 2' but this one is definitely the best. The rounds are bigger than ever before (as big as 'CD Sonic'!!) The colours are amazing. There are two types of bonus rounds, three types of shield, five extra levels for two player mode, and more challenge from Robotnik and his contraptions than ever before. Tails flies and Sonic snowboards and swings through the trees like a spiky blue Tarzan. The action is non-stop and all the zones flow together as one. The effect is excellent.

This is the most enjoying, likeable, satisfying game I've ever played! Awesome!!!

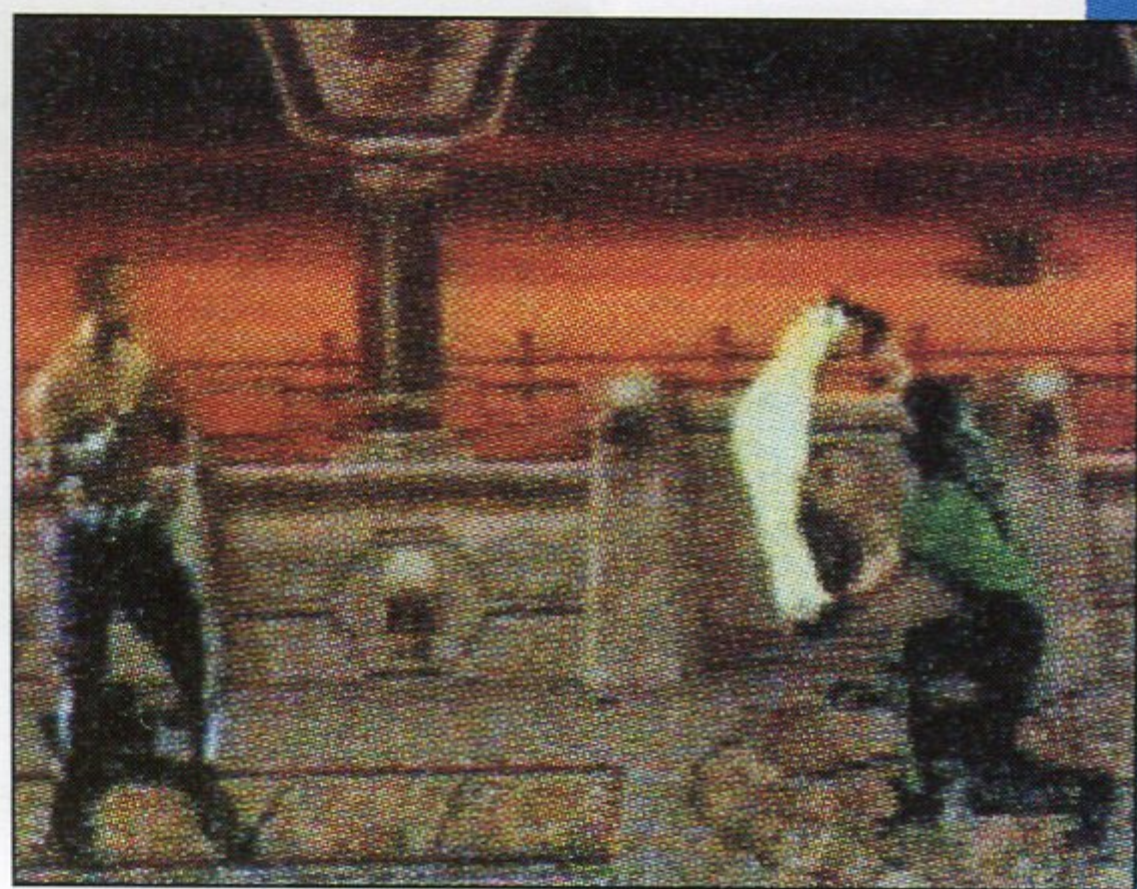
On the STREeTS ...

And the big news is:

'**Super Street Fighter II: The New Challengers**' may be due for release at the end of the year. Interesting trivia part one - Did you know there were eight fighters intended for 'Streetfighter II: TNC', but half the programming team left before they finished it?

Bigger news? Well, rumour only, but: Midway may start producing their own games. What does that mean? '**Mortal Kombat 2**' on Mega Drive may be as early as half way through this year. The Arcade version features twelve fighters, including Reptile and Shang Tsung, plus at least five hidden fighters, two fatalities for each player and all new moves for everyone.

And arriving soon will be '**Eternal Champions**', a 24 MBIT game which Sega has been working on to make it even better than 'Streetfighter II'!! Nine of the coolest fighters come from across time to battle in this special tournament. Other news includes the upcoming 24 MBIT release



of '**Streets of Rage 3**' on MD.

Platformers are looking good for 1994 already.

'**Toejam and Earl II**'. Stranger than 'Ren & Stimpy' - these two happening aliens are in a panic on their planet Funkatron. And so would you if humans had invaded your home - we all know how difficult they can be!!

And the sequel to one of the best Master System games ever looks even better. '**Asterix 2, The Secret Mission**' will be out on Master System and Game Gear and will boast cool graphics with some neat effects and, as before, quite a large game.

'**Cool Spot**' comes to Master System and Game Gear. As does '**Donald Duck 2: Deep Duck Trouble**'.

maStER SYstEm OwNeRS

Did you know there's a hidden snail maze game on the original Master System? (Not the MSII). Just keep Up and both buttons held down while you switch on the machine.

(Also available: Continue cheat for 'Alex Kidd in Miracle World').

'ECCO' (CD)

Here's a code so you can go to the library stage and use your echo on the last two glyphs to see some great full motion video:

UGCHWFIS

(Also available are all CD, Mega Drive, Game Gear codes for 'Ecco').

'SONIC 2' LEVEL SELECT (GG)

Before switching on, hold diagonally left and both buttons, then press and hold start simultaneously. Switch on while holding all buttons, and wait until Sonic has run right across the screen, then press start again.

(Also available: Level selects for MS, MD)

'STREETFIGHTER II' (MD)

Want to make this tough beat 'em up tougher? When the Capcom logo appears, push Down, Z, Up, X, A, Y, B, C. This will only allow you to fight the computer with your special moves and throws.

(Also available for 6-Button Control Pad owners: A cheat so you can choose the same players on Group Battle mode).

'BUBBLE BOBBLE' (MS)

To find the candle on Round 145 - kill all enemies using only the fire in the bubbles. A door will appear, which holds the candle.

(Also available: Codes, a cheat and the location of the key and the mirrors).

'JUNGLE STRIKE' (MD)

16 lives on Level 5!
VNHYWMGZBC9

CD upCOMIng

'**Jurassic Park**' coming: Picks up from where the book and movie left off.

'**Lethal Enforcers**': Arcade hit featuring digitised graphics. Packaged with the special justifier gun.

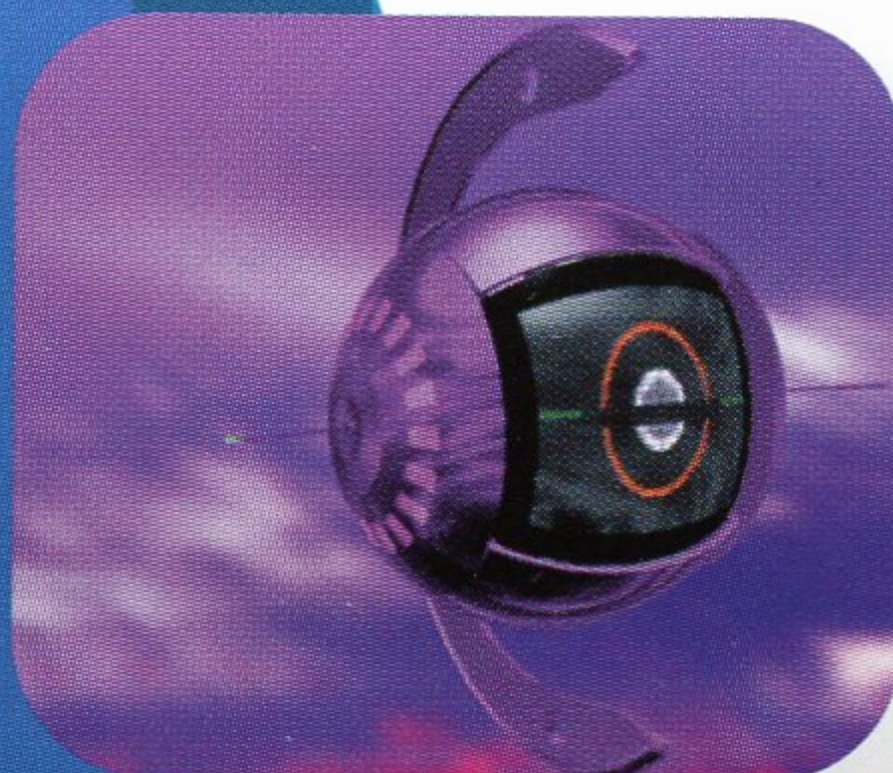
'**Dune II**': Excellent strategy game from PC.

'**Rebel Assault**': Lucas Arts game - always a high standard.

Another '**Another World**'? That's right '**Another World 2**' includes the original game and excellent intro, plus all new adventures.

'**Terminator**': All new levels, bigger characters, smooth animation, all action.

'**Rage in the Cage**': Twenty superstars battle it out for the title of WWF Champion.



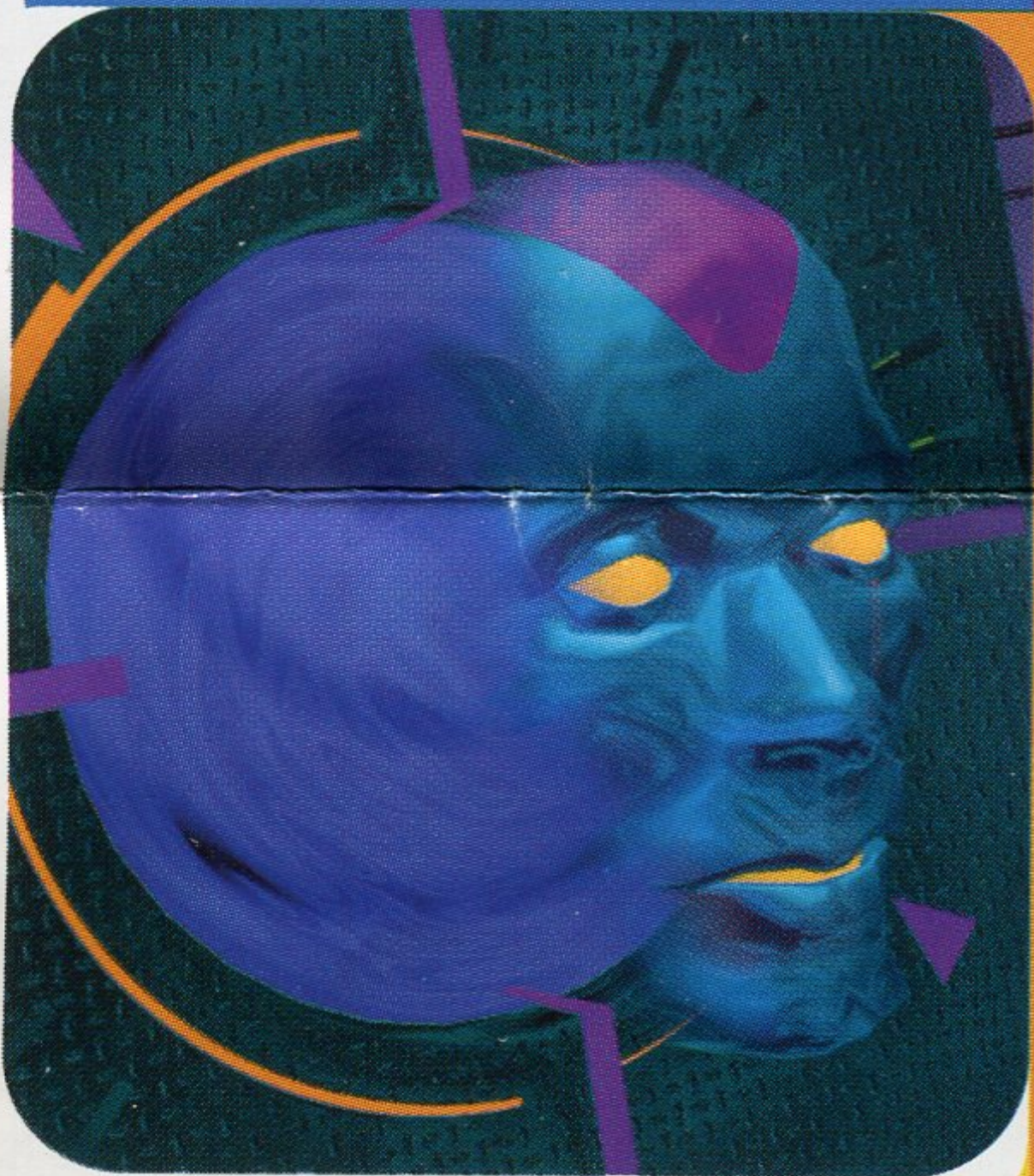
Sham from The Net



Is it just me, or is it a little hot in here?



Look at the size of that thang!!



OJ from The Net

HotLINE

Over the Christmas period the Hotline has been very busy (guess what everyone got for Christmas?) There have been a few people having trouble getting through. We'll be experimenting with longer hours, and an extra operator over the next month, so keep trying if you can't get through. If you have had trouble getting through, write in to us at Sega, attention: Glen, and tell us when you've been trying to call, so we can look at putting on an extra operator around that time and/or extend our hours.

(Problems, ideas, suggestions only - please, not Hotline questions). I'd appreciate your thoughts. Glen.

sega hotline

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10 AM-8PM WEEKENDS, PUBLIC

and SCHOOL HOLIDAYS

ERroR aGaIN!

Thanks to those who wrote and phoned in pointing out our two mistakes in Issue III. Before I correct them, why not take a look back at Issue III and try and spot them. If you'd rather know, then:

◆ 'Sonic' Dust Hill Zone picture was actually a picture of 'Sonic' CD.

◆ In the 'Jungle Strike' Preview the Fighter is an F-117A not an F-116A.

We almost got away with it too. Curses!!

In fact, this is becoming such a habit we'll make a competition out of it. We've purposely made an error in this Issue (maybe two). Spot them and be the **FIRST** to reply correctly (no guessing) and you'll win the game of your choice (pending stock availability).



The real 'Mysterious Dust Hill Zone'



Sonic Repeating

Sega / Skulls

Sonic on Sonic

Sonic Think Fast

Sonic 2

Sonic 2 Checkered

Sonic All Over



Sonic Face Cap



Sonic Logo Cap

Sega Game Gloves



Sonic 1994 Wall Calendar

leTtER

Q.

I've just bought a 6-Button Control Pad for my game 'Streetfighter II: Special Champion Edition', and it's great, but I was wondering what other games are 6-Button compatible.

Colin Clark,
Te Atatu South,
Auckland.

A.

The good news is that Sega seems very dedicated to bringing out 6-Button software, so expect quite a few of the new games to be compatible. Here is a list of 6-Button games available (remember, you can use a 3-Button Control Pad on them as well!!)

For your interest, there is also a list of 4-Way Play games too.

6-Button Games

- 'Mig-29'
- 'Technoclash'
- 'Royal Rumble'
- 'Streetfighter II'
- 'Mortal Kombat'
- 'Eternal Champions'

4-Way Play Games

- 'General Chaos'
- 'NHL 94'
- 'Madden 94'
- 'Gauntlet 4'
- (coming soon)

MAil orDEr

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Sonic Repeating	W								Kids \$25.00	\$
Sega / Skulls	B								Kids \$25.00 Adult \$34.95	\$
Sonic on Sonic	W								Kids \$25.00 Adult \$34.95	\$
Sonic Think Fast	B								Kids \$25.00 Adult \$34.95	\$
Sonic 2	W								Kids \$25.00 Adult \$34.95	\$
Sonic 2 (checkered)	B								Kids \$25.00 Adult \$34.95	\$
Sonic All Over (front and back)	B								\$54.95	\$
CAPS										
Sonic Face									\$27.95	\$
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SONIC 1994 WALL CALENDAR									\$6.95	\$
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