

THE ULTIMATE GUIDE TO EVERYTHING SEGA SATURN!

100% Sega gaming!

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Sega Pro

● Issue 52 ● Dec '95

● Saturn ● Mega 32X ● Mega Drive ● Game Gear ● Arcade

Run for your
lives!

AAAHH!!! REAL MONSTERS™
World exclusive!

MK3

Essential players' guide!

Mortal Kombat II

Saturn preview!

Two

Soccer
exclusives!

FIFA '96

on Mega 32X

Striker '96

on Saturn

Plus!

Saturn

Heart of Darkness

Sim City 2000

Golden Axe:
The Duel

Rayman

Mega Drive

Donald Duck
in Maui Mallard

Vectorman

Super Skidmarks



44
Printed in the UK

MEGA DRIVE
32X

MEGA-CD

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Now for just £99.99 each, 32X and Mega CD can transform your Mega Drive into a whole new console. With advanced technology for bigger and faster games, better graphics and improved sound. All enhancing the in-home gaming experience. For 32X games include the incredible Virtua Fighter, FIFA '96 and Kolibri. While Mega CD offers the awesome Eternal Champions, Shining Force and Wirehead, together with complete audio CD capabilities. And you can still play your old 16 bit Mega Drive games too. It's the Megabargain of the year. Miss it and weep.



SEGA the
GAME IS NEVER
OVER

NOW AVAILABLE AT MOST LEADING VIDEO GAMES STORES.

Welcome to *Sega Pro*

Roll up, roll up, come and sample the wares of the greatest Sega magazine in the world! Once more, we have stuffed the games in with a crowbar to keep you Sega hungry hordes happy. Just don't go shaking the mag around too much – it's likely to blow up in your face!

To kick off with (pun intended) there are two top soccer exclusives to savour. *Striker '96* on Saturn is given the work in progress treatment and we have the first review of *FIFA '96* on 32X.

The top trump card this issue goes to *Aaahh!!! Real Monsters*, the nutty Nickelodeon cartoon series arrives on the Mega Drive in another world exclusive! You can win games, cuddly toys and even a trip around the Nickelodeon TV studios in London!

You'd be forgiven for thinking the video game limelight had all gone to the PlayStation lately, but don't fret. Sega have got a few tricks up their sleeves for Christmas. Talking with programmers over the past few weeks they seem to think the Saturn is the better machine anyway! It can do everything the PlayStation can – and more. Just check out what Rage had to say in our *Striker '96* feature.

The future is bright!
Keep playing.

Nick Roberts
Editor

December 1995 *Sega Pro* 03

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Dec



Mega Drive

Aaahh!!!

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1995

Pro



WIN!

- A trip to the Nickelodeon TV studios!
- Aaahh!!! Real Monsters games and toys!
- Star Wars videos and games!
- VR Troopers action figures!

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Them Girls, Them Girls!
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IN 1995, A CRACK GAMES PLAYING UNIT WAS SENT TO PRISON BY A SEGA COURT FOR A CRIME THEY DIDN'T COMMIT. THESE MEN PROMPTLY ESCAPED A MAXIMUM SECURITY STOCKADE TO THE BOURNEMOUTH UNDERGROUND. TODAY, STILL WANTED BY THE SEGA GOVERNMENT, THEY SURVIVE AS PLAYERS OF FORTUNE. IF YOU HAVE A GAMING PROBLEM, IF NO ONE ELSE CAN HELP, AND IF YOU CAN FIND THEM, MAYBE YOU CAN HIRE...

THE PRO-TEAM



NICK ROBERTS

The leader of the team, Nick spends most of his time chewing on a big thick black pen and coming up with ideas to improve the mag. He's a feared dictator and woe-betide anyone who gets on the wrong side of him!

Game of the month: *Aaahh!!! Real Monsters*



MAT YEO

The romantic in the group, Mat can often be heard telling tales about his after-hours exploits. These usually involve a certain street fighting game, a carrier bag and a greased weasel. Everyone to their own!

Game of the month: *Vectorman*



MARK PILKINGTON

Every team has their joker and Pilky more than qualifies for the role. He has taken the liquid lunch to the extreme, having a liquid breakfast and tea to go with it!

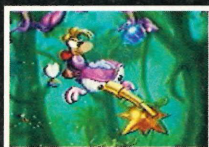
Game of the month: *Zoop*



STEVE HARDY

Only a baby in Sega Pro terms, Steve is becoming more popular with the female readers. It could be his cheeky grin, it could be his witty manner. But we reckon it's the £20 he slipped the girl next door to write in!

Game of the month: *Rayman*



COLOUR OF THE MONTH!

Nick Trent the designer has been feeling left out, and he makes a brilliant Mr T! He'd just like everyone to know, his colour of the month is a bluey effort called Game Gear. You can see this littered throughout the mag.

Nice one Nick - I think!



Giving it

Fighting talk!

In a shock move Sega of America have dropped the price of the Saturn from \$399 to \$299 in time for the Christmas period. A move they blasted as impossible only a few months ago. Many would instantly blast this decision as a move to make the console more attractive compared to the \$299 Sony PlayStation but Sega are putting it down to a 'much-improved dollar-to-yen relationship and improved production capabilities'.

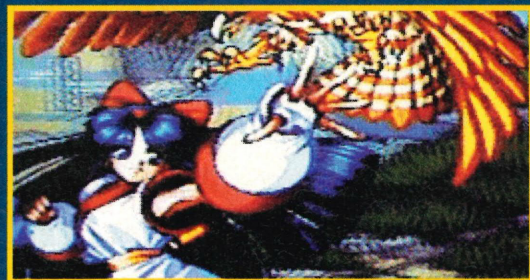
This new pack comes complete with playable demos of *Bug!* and *Panzer Dragoon* but no complete game, a pack with *Virtua Fighter Remix* will also be available at \$349 with the game available separately for \$69, presumably to make the pack look even more of a bargain.

Whether or not Sega Europe will follow suit has yet to be confirmed but with the marketplace being so competitive this Christmas Sega would instantly make their 32-bit console a more attractive purchase with a similar move.

Beat-'em-up bonanza!

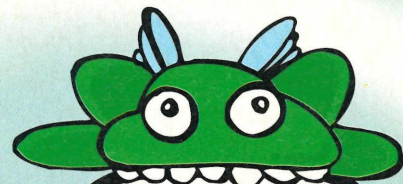
Sega and beat-'em-up giant SNK are scheduled to meet in January to discuss an exchange of titles for their next generation video game systems. This will mean an influx of top quality 2D beat-'em-ups direct from the Neo-Geo CD to the Saturn, like the legendary *Samurai Shodown* and *Fatal Fury* series. A boon for the Saturn, being a machine that can handle 2D games with style.

Given the weak 3D capabilities of the Neo-Geo system, it's more than likely that Sega will simply licence the characters from *Virtua Fighter* to SNK to be included in a new 2D beat-'em-up - that'll be interesting to see!



some large!

Mortal Kombat



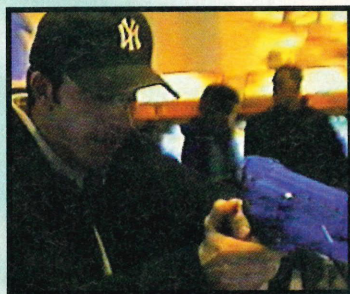
Mad man holds up Sega!

Yesterday, a madman posing as a traffic warden ran riot in Sega UK's London headquarters. He was brandishing a gun made out of bits of used toilet rolls and sticky-back tape. The staff were held at gun-point for a total of 36 hours and the ordeal was only over when the SAS stormed into the building and wrestled him to the ground.

He had shot a total of 205 innocent people, including a Mr Barry Harper from Dartford who just popped in to ask him if he had the time. After the arrest, the gunman was let off with a caution.

Detective Sergeant J Bonde said in a statement: "The above paragraph is actually a complete lie. Sorry about that. The truth is that with the release of *Virtua Cop* on the Sega Saturn, a light gun called the Stunner will be packaged with the game. It was first previewed at the ECTS computer show in September by a Mr Guy Pearce, PR supremo. You cannot kill anyone with it."

Compare these two pictures. One has our guy Mat with the arcade gun, and the other is Guy from Sega. Not many differences folks - they're both mad!



Gargoyles

- Disney
- Interactive
- Mega Drive
- Christmas



Gargoyles is a game converted from the American Disney afternoon series, featuring creepy creatures from times of old. The gargoyle who's landed the starring role is called Goliath. His castle has been nicked and transported to modern Manhattan. Naturally, he's pretty cheesed off so he has to fight against other robotic gargoyles in the Twentieth Century to reclaim his home.

The game is looking mighty impressive with 18 stages plus some very smart visual effects to stretch the capabilities of the Mega Drive. More on this smart looking game when we get it.

Sport Fishing 2

- Sega
- Arcade
- New Year

Can you believe it? A sequel to one of Sega's strangest and most unlikely arcade games is soon to appear. Yes, *Sport Fishing 2* is said to capture the feel and atmosphere of real fishing - again!

There are 24 types of fish to catch this time around, including the huge Blue Marlin, whatever that is.

Those of you not in the know (what, you've never played it? You haven't lived...) *Sport Fishing 2* features actual film and realistic sound, where you fish from a boat in some exotic sea. The arcade machine actually has a rod built in to give that extra touch of realism.

All you fisherman keep your eyes peeled or this one. It will soon be appearing in all good arcades. Just think, you'll never have to wear those ridiculous waders again!



Games are good for you!

Yes it's true! A recent study by men in white coats (the Australian government actually) suggests that video games can prevent family feuds, improve communication skills and social development in the children who play them. They also encourage young 'uns to confront challenges in life after playing a challenging game. So, next time the whole family are arguing round the dinner table, give them a good bout of *Micro Machines '96* or *Vectorman* to release the tension. Better still, give granny a few rounds on *Mortal Kombat 3* - it'll do her the world of good!





News

Chicago Syndicate

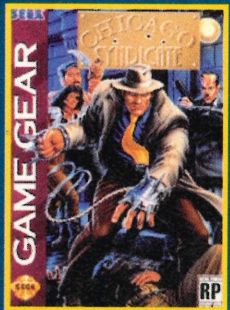


- Sega
- Game Gear
- New Year

Game Gear owners wouldn't have had a chance to play *Eternal Champions* on their favourite hand-held yet, but that could all change with the release of *Chicago Syndicate*. Kind of.

You see, you play Larcen Tyler (a character from *Eternal Champions*) in this new beat-'em-up and it's your job to clean up the mean streets by stopping the gang violence once and for all.

With over 60 different Praying Mantis combat moves to master and tough gameplay, this should be well worth looking at when it comes out before the New Year.

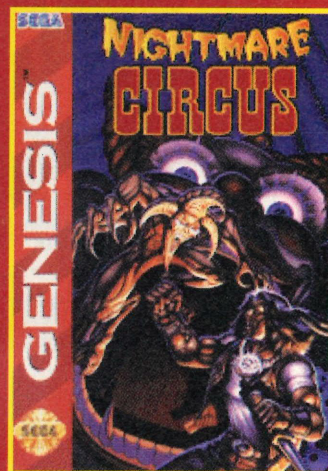


Nightmare Circus

- Sega
- Mega Drive
- Spring '96

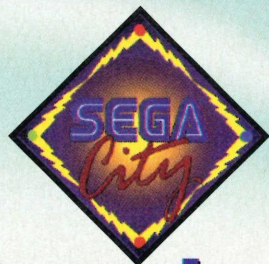
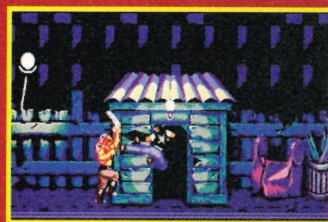
Jesters, eh? I wouldn't trust 'em as far as I could throw 'em. Take the evil jester from the new Mega Drive game *Nightmare Circus*, for example. He's managed to summon forth from the depths of hell all manner of devils and demons to wreck terror around the place.

Thank lordy then that Raven, a native American shaman warrior, comes along and deals with the problem. His mystical



powers of telekinesis and magic are sure to teach the evil Jester a lesson or two.

Watch out for a full preview of this little beauty soon.



Down in Sega City

Sega of America are expanding their collection of Interactive Entertainment Centers around the States. These are their equivalent of our Sega World centres (and we spell centre correctly too!). So if you're planning a trip to the USA soon try going to the Meridian Center in Seattle, Sega City in Indianapolis, Luxor Virtualand in Las Vegas, Spectrum Center in Irvine or there's always Innoventions in Orlando, Florida at the Epcot Centre. Nick's been there and says it's great!

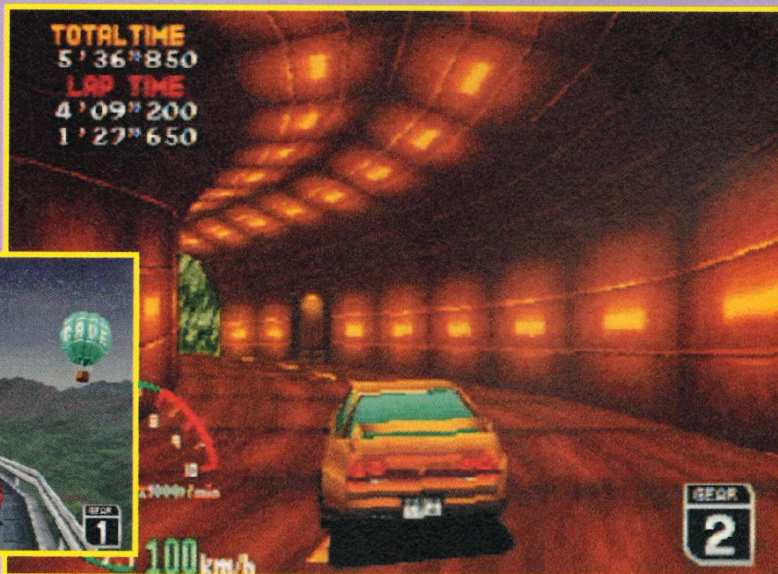


High Velocity

- Atlus
- Saturn
- Spring '96

The ultimate racing sim? Could be, but we'll have to wait a while to find out for sure. What we can tell you though, is that it promises you the ability to build your own car and tweak around with it. The idea is to earn points and spend them on better engines, suspension and so on. A bit of an improvement from the old days of *Super Monaco GP*!

Making full use of the polygon abilities of the Saturn, the speed and realism of both the cars and backgrounds are guaranteed to be of the highest standard possible. This could be the racer to better even *Sega Rally*! More soon.



Rock 'n' Roll Racing

- Sega
- Mega Drive
- Spring '96

Rock 'n' Roll Racing? More like Rock 'n' Roll Laser Cannon Blasting, Bomb Throwing, Turbo Boosting and Car Ramming Racing, if you ask me! With some classic heavy metal tunes to spur you on, it's you against three other fiendish drivers in this top racing game. And remember: whoever's first past the chequered flag wins, it doesn't matter how you get there!

Using an isometric, 3D perspective on the



action this game has been doing to rounds on other formats for years now. The Mega Drive will finally get its crack at the whip in a couple of months time.

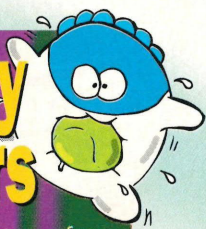
WWF Wrestling: It's a Comin'!

If you like your sprites muscular, sweaty and a little overweight, then you'll no doubt feel right at home when Acclaim releases *WWF Wrestlemania* in time for Christmas. It's coming out on the Saturn, and it promises to feature arcade-perfect play-by-play commentary and all-new finishing moves for each wrestler.

One bad thing about the game though, the two commentators are Vince McMahon and Jerry 'The King' Lawler, and if you've ever heard these two witter away on Sky TV in their own unique style, then you'll be prepared for the worst! Keep an eye out for the adverts in-between those WWF programs.



Raunchy Rumours



Greetings Sega fans. Welcome to the only column that's not afraid to dish the dirt on all things video game related (even if we are threatened with court injunctions, libel suits and very big sticks). Read on for all that's new and improved...

Midway finally unveiled *Ultimate Mortal Kombat 3* at selected locations in the US this month. MK fandom has been buzzing on the internet with much speculation surrounding the upgrade chips so here's what's new: The character selection screen now shows 22 boxes. That's 15 MK3 fighters (with extra moves), four new komatants (Scorpion, Kitana, Reptile and Jade) and three dragon boxes containing hidden characters. Only Mileena and Ermac have been confirmed so far but don't be surprised if Goro reappears at long last. Smoke is now a permanent selectable fighter and has been de-robotized. There are also a total of three Ultimate Kombat Kodes to figure out with that latest rumour being that each Kode unlocks a different character. Another brand spanking new feature is the special tournament mode where players choose a team of fighters and take on each other, or the CPU, in a tag team style battle. An extra 35 Kombat Kodes will be added along with four new locations (Desert, Waterfront, Hell and Throne Room) and the new finishing move is to be a 'Brutality'. A Midway press release also states that at the players who complete the game will be able to affect the end sequence and then be given access to new characters, moves and options. Whew!

The down side of all this potential gore-fest is that although Midway have promised the arcade upgrade free to coin-op owners, they're offering the chips two weeks before the official release at a staggering \$2995. Arcades will still get the free ROMs so why not wait a mere fourteen days? Sounds like a bad marketing strategy to me guys...

There will be more rumours next time, including all the ones we didn't have space for this issue!

On the net...

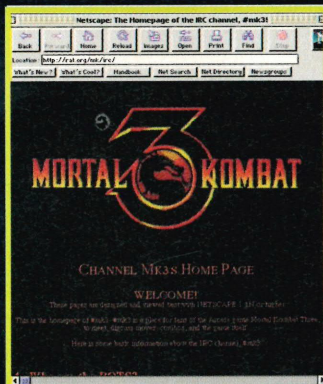
Welcome back web wanderers, for yet another exciting, thrill-packed journey around that wonderful thing that we call the Internet. Hold onto your hats!

Sega On-Line
www.segaa.com



The Sega web site has gone through a bit of a redesign recently, and what was once a few feeble pages of press releases with the odd picture or two is now... um, loads of pages of press releases, all packed with pictures! Basically an exercise in PR, at least you have the chance to use the comprehensive search program to find the title of an elusive game. There's also a live net-talk and an E-mail page.

Mortal Kombat 3
www.rat.org/mk3/irc



Filled to the brim with Fatalities and Babalities, this is the place to be if you want to know absolutely anything about *Mortal Kombat*. Not only can you view pictures of the game and characters, but if you so wish it also offers you the chance to download images, sounds and graphics to play around with on your PC or Mac. Most handy, even handier

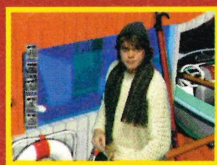
though is the chance to browse through a list of frequently asked questions (or FAQs as those in the know call them) and some pretty useful links to other MK web sites.

X-Files: Trust No One
www.wam.umd.edu/kris



Just one of the home pages of that spooky TV show *The X-Files*, if you're after facts on each of the characters, episode break-downs, pictures, sound effects and speech samples, then this is the place to be. A well-presented site. As the saying goes: 'The Truth is Out There'... somewhere!

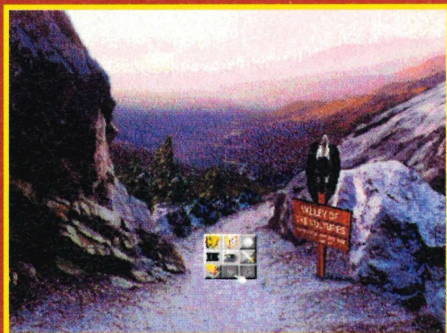
Return to Zork



- Sega
- Saturn
- Spring '96

Billed as an epic underground adventure, this classic PC game has already won many awards from the specialist press praising its high level of gameplay and atmosphere. A gripping interactive adventure, danger, intrigue and more monsters than *Monster Island* itself await you as you stalk the gloomy caverns of Zork.

Featuring fascinating puzzles, amazing digitised graphics and a star-studded cast of



Hollywood stars (well, almost), this looks to be a definite 'buy' to add to your shopping list when it comes out.



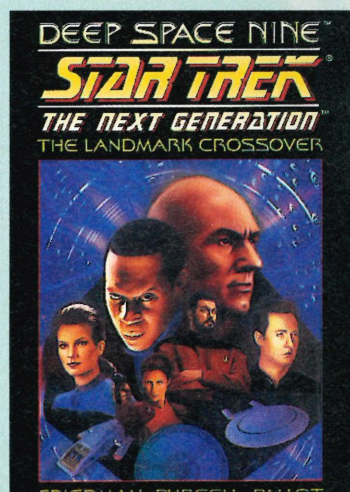
Bookworm Bait!

What? You can read as well as play video games? You'd better run and tell your parents – they'll be well chuffed! Titan Books have got some hot novels up their sleeves for you then, especially if you're a bit of a sci-fi buff too. First, released on 9th November at £7.99, comes *Star Trek: The Next Generation/Deep Space Nine, The Landmark Crossover*. A bit of a weighty title, but a great story where the crews of both starship get to meet for



the first time, and must collaborate to overcome the evil of the Cardassian empire. Written by veteran Trek author Michael Jan Friedman and Deep Space 9 regular Mike W Barr this full colour graphic novel will be a welcome edition to anyone's bookshelf.

Fans of *Babylon 5* will no doubt be waiting with anticipation for a new graphic novel that picks up the story where it left off on the second TV series. Written by creator J Michael Straczynski it's packed with drama, following the lives of the humans and aliens on board the mammoth Babylon 5 space station. Priced at £6.99, this book will be in the shops 9th November too.



The Ultimate MK3?

Sony may have got an exclusive deal to release *Mortal Kombat 3* on the PlayStation in time for Christmas but Sega's Saturn version will be the best on the market when it's released next April. Sony's 32-bit exclusivity means they have a version of the game that misses out all the updated *Extreme* elements. On the Saturn we'll have extra characters, new backgrounds and other new features. Sega have promised that the game will also have special enhancements over and beyond the original game specifications. Even the Nintendo Ultra 64 version of the game will be hard pushed to beat the Saturn one. Being a cartridge based console it won't be able to fit the *MK Extreme* code into 64 Mbits! Put that in your pipe and smoke it Nintendo!

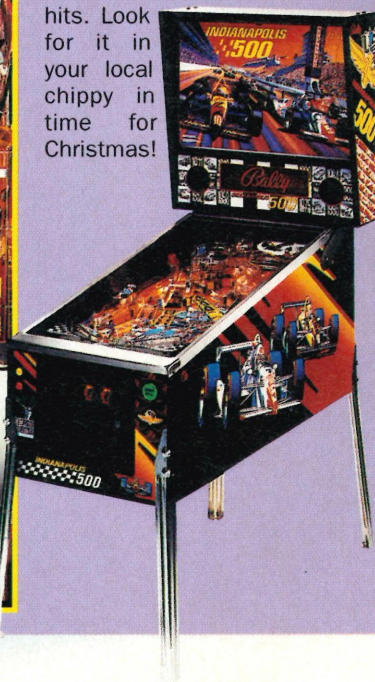


Pitstop Wizard!

If you're a fan of pinball games and motor racing, then *Indianapolis 500* could be just the one for you! A pinball game inspired by the world-famous racing event, *Indy 500* promises

to re-define the way you look at and play pinball games for the rest of your life. Probably.

Featuring real-life ABC television announcers Paul Page and Bobby Unser, the table features a turbo lock unit which holds up to four balls at a time and light-up targets which keep track of ball hits. Look for it in your local chippy in time for Christmas!

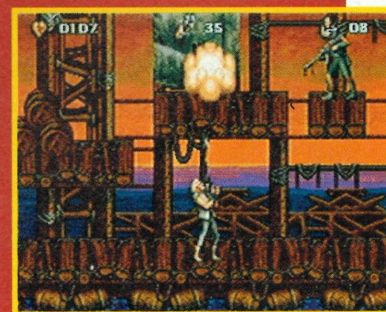


Water World

- Ocean
- Mega Drive
- Christmas

Have you seen the film yet? A bit naff, isn't it? Well, take comfort in the knowledge that Ocean are about to release the Sega conversions onto the loyal games playing public, and they're looking pretty damned good to say the least!

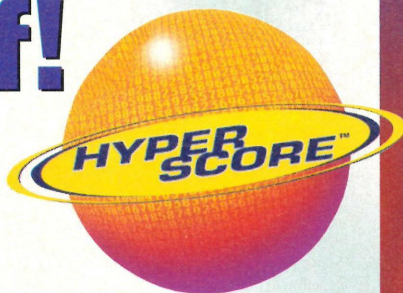
Playing the part of old Kev, it's up to you to defend your people against the evil water pirates, The Smokers. Along the way, you'll encounter obstacles such as driftwood, whirlpools, dolphins and friendly characters who will help you along on your quest.



Stop playing with yourself!

Now you can join in with games players all around the world (well in this country anyway) with the new invention from the boffins at Hasbro. The Hyperscore system plugs into the Mega Drive cartridge port, and your game plugs into the add-on.

Basically, you can then play any of your favourite games with the aim of achieving a high score. When you're finished, you can download all your score information into the big Hyperscore database. A special telephone attachment is held near the mouthpiece of your phone to send the information. And what do big scores mean? Prizes!



With your name, address and pin number already stored in the Hyperscore you are sure to be famous for at least fifteen minutes! The scores can be accessed through a special phone in or by calling them up on Teletext – it couldn't be simpler. Well, sort of. If you fancy one of these new-fangled gizmos then it'll set you back £30. They'll be in the shops by the time you read this!

Manx TT



- Sega
- Arcade
- Christmas

Those clever clogs at AM#3 are at it again. Not content with bringing us *Sega Rally* and *Indy 500* (reviewed over on page 63), they've just

completed production on a motorbike racing game called *Manx TT*. Due out in the arcades towards the end of '95, it promises to have a choice of two different courses and two different view-points to choose from. Along with an option to link together up to eight players at once, this should go down a treat when it arcade racers everywhere.

It's looking very impressive indeed, and we know the manager at Sega World in Bournemouth can't wait to get his hands on it!



CHARTS

SATURN

1. *Wing Arms* Sega
2. *Golden Axe: The Duel* Sega
3. *Bug!* Sega
4. *Steamgear Mash* Takara
5. *Virtua Fighter Remix* Sega
6. *Pop 'n' Twinbee Deluxe Pack* Konami
7. *Clockwork Knight 2* Sega
8. *Shinobi* Sega
9. *Gran Chaser* Sega
10. *Shining Wisdom* Sega

Thanks to the Video Game Centre.

MEGA DRIVE

1. *FIFA Soccer '95* EA
2. *PGA Tour Golf 3* EA
3. *Brian Lara Cricket* Codemasters
4. *Theme Park* EA
5. *Cannon Fodder* Virgin
6. *Street Racer* Ubisoft
7. *Sonic 2* Sega
8. *The Lion King* Virgin
9. *Rugby World Cup '95* EA
10. *NHL '95* EA

MEGA-CD

1. *FIFA International Soccer* EA
2. *Soulstar* Core Design
3. *Brutal: Paws of Fury* Gametek
4. *Mickey Mania* Sony
5. *Earthworm Jim* Interplay
6. *Tomcat Alley* Sega
7. *World Cup USA '94* US Gold
8. *Snatcher* Konami
9. *Robo Aleste* Sega
10. *Sonic CD* Sega

GAME GEAR

1. *Dizzy* Codemasters
2. *Sonic Chaos* Sega
3. *Strider 2* US Gold
4. *Star Trek: The Next Generation* Gametek
5. *The Lion King* Virgin
6. *James Pond 2* US Gold
7. *Sonic Drift Racing* Sega
8. *Dropzone* Codemasters
9. *Micro Machines 2* Codemasters
10. *Mortal Kombat 2* Acclaim



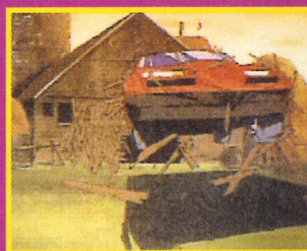
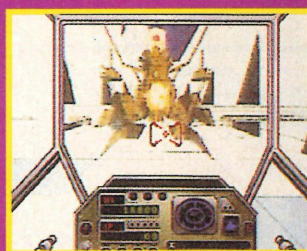
NEWS

オナウタ
ヒカク



FMV Heaven

3 Mega-CD owners are bound to remember these two games from when the now nearly extinct machine was first released. Both *Thunder Storm* and *Road Blaster* (renamed *Road Avenger* in the UK) were both billed as 'interactive' games but were in fact just naff FMV efforts with no plot and even less gameplay. Anyway, it seems like they must have been popular in Japan 'cos Data East are ready to unleash them on the Saturn any day now. Oh dear...



Starship Troopers

ラ We caught a glimpse of this futuristic one-on-one beat-'em-up from Sunsoft at the recent ECTS and are were mightily surprised. A conversion of an existing Neo-Geo CD game, *Galaxy Fight* offers eight weird interstellar combat experts with the usual array of special moves and over-the-top attacks each battling to be the top cheese in the universe. We should get a review copy on import next month so stay tuned.

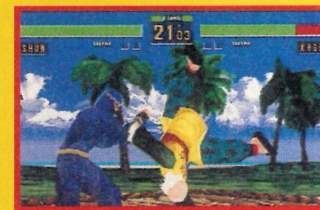


Virtua Fighter 2 update

2 On the *Virtua Fighter* front this month, there's plenty of activity as both the animated series and 32X version of the original game have both gone down a storm. Virtua fever is set to continue of course with the release of *Virtua Fighter 2* in the next couple of months.

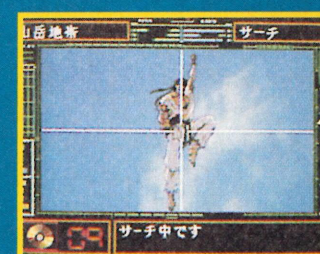


The latest pics we have here are from a 70% complete version and as you can see all the fighters are in place complete with a full range of moves. Dural is also in there, as long as you know the right code, and AM2 are just tweaking the gameplay to get the whole thing spot on. Expect a full preview very soon.



Fangs for the memory!

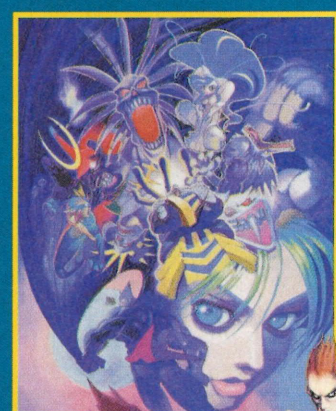
サ Capcom's initial Saturn fighting game, *Street Fighter: The Movie*, may have been a bit naff but future releases are definitely looking hot. The imminent *X-Men: Children of the Atom* coin-op conversion you know about as well as the stunning *Street Fighter Legends*. Also in the works is *Nightwarriors: Darkstalkers' Revenge*, the sequel to the massive monster-bashing arcade hit of last year. Although the PlayStation will get the original game, Saturn owners can rejoice as they're all set to receive a spot on translation of the follow-up which includes two new supernatural fighters, a



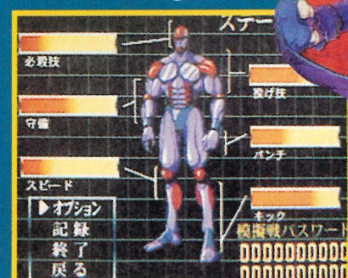
host of improved moves for the existing characters, auto-blocking and selectable bosses.

The version we're looking at here is 70% complete but already looks incredible. *Nightwarriors: Darkstalkers' Revenge* will appear sometime in December.

Also due from Capcom is the curious *Street Fighter II Animated* game. Apparently the idea behind this title is to watch clips of the animation, study fighters moves and then tackle a tough training cyborg in a combat arena. After a fight the robot



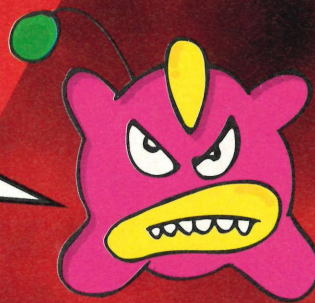
analyses your attacks and offers tips on how to improve your technique. Sounds err... great?





WHAT DID
THE WISE
JAPANESE
MAN SAY?

ハウセウエ
トカタ
ケテエ
ネカオウ?!



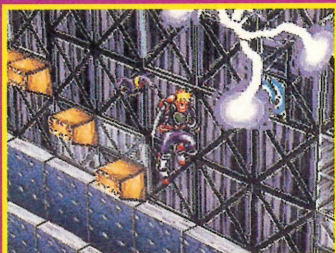
Role-play away

ヤ The RPG wagon just keeps on rolling this month with another two fantasy based games heading for Saturn. First up is the strangely titled *Albert Odyssey* which follows on in the same vein as *Rayearth* and



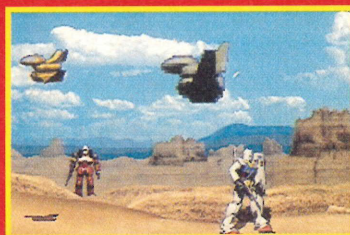
Shining Wisdom. Set in a mystic fantasy world (aren't they always?), *Albert Odyssey* features standard RPG combat, spells and cute Anime characters.

Next up is *Dark Saviour* which looks similar to the fantastic *Landstalker*. Produced by the same development team, Climax, *Dark Saviour* is set inside an island prison. As the bounty hunter hero, players must search the complex in order to locate a dangerous shape-shifting alien. Frantic polygon action coupled with some impressive lighting effects could make this a winner.



Heavy Metal

工 Bandai already have *Dragonball Z* in the works but we've got our mitts on shots of *Mobile Battle Suit Gundam*. Although this futuristic series hasn't been a big hit in either the States or Europe, the Japanese seem to love the idea of gigantic mechanical warriors knocking the stuffing out of each other. Expect large, rendered characters, side-scrolling action and visually stunning effects when this appears on import soon.



Japanese Saturn release dates

キ Here's a run down of what to expect on import from Japan in the next couple of months. Of course, there are always surprises so keep in touch with those import shops for the latest information.

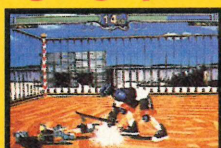
JVC Boxing17 October
Hang On '9527th October
F1 Live Information10th November
King of Spirits10th November
X-Men: Children of the Atom22nd November
Virtua Cop24th November
Virtua Cop with Stunner gun ..24th November
Dark SaviourDecember
Sega RallyDecember
Virtua Fighter 2December
Night Warriors: Dark Stalker's RevengeDecember
DariusDecember

Jap News Round-up

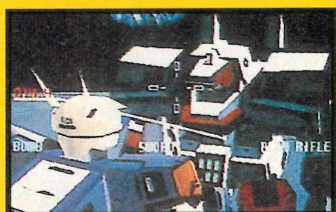
Jamma News

中 The recent Jamma coin-op show took place in September in Chiba, Tokyo. The annual amusement machine happening always draws a crowd and this year was no exception. Sega had some incredible new titles on display including the hot 3D motorbike racing game *Manx TT* (see Frontline for more information) and the VF2 lookalike, *Fighting Vipers*. Although both games utilise the Model 2 board, it was *Manx TT* that really wowed the crowds. *Fighting Vipers* on the other hand is intended as a stop-gap whilst *Virtua Fighter 3* is being prepared. Ten characters are available, with the idea being that players strap on more protective armour the further they get into the game. We'll bring you more info on the Jamma Show next month.

Fighting Vipers



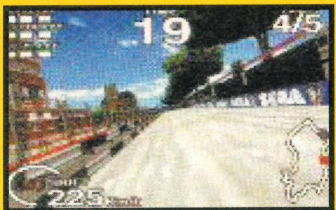
Virtual On Cyber Troopers



Soul Edge



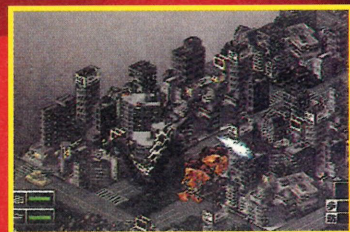
Manx TT



Snatcher

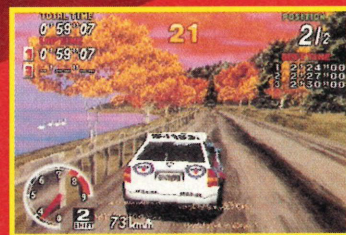


コ Konami have the superb futuristic thriller, *Snatcher* in the works for the Saturn. Drawing heavily on *Blade Runner*, players attempt to locate rogue androids on a crazed killing spree... Sega Rally is now finished with all features in place including a split-screen mode and the bonus Lake Side Track which may be raced if players come first on all three previous courses...



Godzilla

Sega Rally (Lake Side track)



Looking like a cross between *Sim City 2000* and err... something with a large rubber-suited dinosaur in it is the Saturn version of *Godzilla*. Bound to be big with the Japanese but unlikely to make it over here... Finally, here's the latest pic of *Toh Shin Den S* for the Saturn. Some new backgrounds have been added, and the boss Gaia is now a selectable character. Expect a review any issue now...



Toh Shin Den S

Saturn



● Forget all the soccer games you've played before – *Striker '96* will blow them all away with one kick!



● The pre-production version we played had unlimited viewpoints. The finished game should whittle these down to a steady eight or nine!

EXCLUSIVE

Striker

Soccer games will be two-a-penny on the Saturn soon, but how many of them will be worth a kickabout? Nick Roberts visits Rage in Birmingham to put the boot in.

If there's one thing Great Britain has in abundance it's top quality video game developers. Small teams like Bullfrog and Supersonic consistently produce great software. The latest edition to this elite game creation club is Rage Software, situated slap bang in the centre of Birmingham.

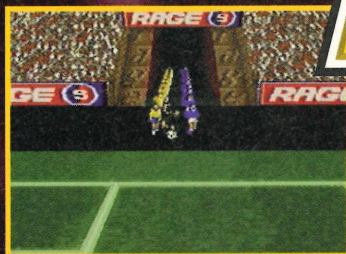
Tucked away on the fifth floor of an impressive building (presumably to avoid the burglars they had in their last place) I found a small team, busy working on some of the most impressive Saturn titles I've seen to date. One desk belonged to Antonio Argentieri, the programmer of *Striker '96*.

Antonio explained that he is three months into converting the game over from the PlayStation and that the Saturn version will be even better in many ways. Using a brand new set of programming libraries from Sega's AM2 research and development department, that effectively double the efficiency of the console, he has the game running in a frame. This means you get perfectly smooth animation and 3D — the best possible on the Saturn.

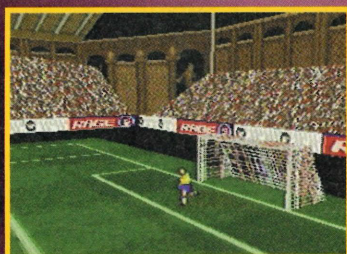
Each player has been created using motion capture techniques and rendered on a Silicon Graphics machine. They have 64 colours where the PlayStation had 100 out of a palette of 256, but as Antonio explains, when you have fifteen different shades of blue in a players' sock it's a complete waste of time and memory! The Saturn game will also include sky in the background, a feature missing from the PlayStation. All the PS could handle was a blue blend whereas the Saturn has the capability to have five layers of parallax sky if it wanted to!

Striker '96 uses both CPUs inside the Saturn...

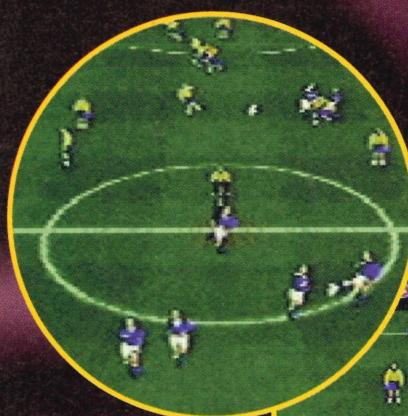
● Here's a nice shot of the teams coming out of the tunnel. They look so friendly!



● Isn't it amazing what a few polygons and sprites can produce?



● You can play the game in *Sensible Soccer* style, or have your players' a bit bigger, along the lines of *FIFA '96* — the choice is yours!



● With a long shot you can appreciate the complexity of the stadium.

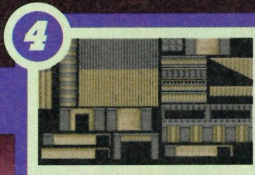
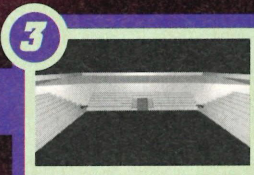


● Now that Rage have got soccer sussed, expect some even more impressive titles in the future!

Fade to grey

Believe it or not, these slick, 3D stadiums start out life as boring blocks of grey! Rage took us through the process of creating the mind-blowing graphics. Each piece of the

stadium is created in a 3D graphics program and pieced together by the programmer, then textures are mapped onto each wall and ceiling to give the finished effect.



● Before playing a match, the players have a bit of a kick-about to get themselves warmed up.



Striker '96

● Before each match the teams line up for their national anthem to be played. The tunes take up more CD room than the game!



● We promise the players won't stand around like choir boys when finished.



● Each player has the correct height, hair and skin colour for their real life counterpart – snazzy!



● Gwan! Give it large goalie! You probably won't get a view like this in the finished game, but we could go wherever we liked with our early version. Oh the power!

In the early version we played the camera viewpoint was controlled by one joystick, and the movement the other, but already the 3D is looking impressive on the three outdoor stadiums and one indoor. There are certain tricks the Saturn pulls off to create a more efficient game than the PlayStation. An example is the pitch itself. Instead of being made up of lots of small polygons, the Saturn pitch is one large background that is twisted and rotated to give a realistic feeling of movement. All the player intelligence and main programming will be the same as in other versions.

When pressed about the Saturn's programming power Antonio told us, "The Saturn's got a lot up its sleeve. Programmers are learning slowly and there's a lot of stuff inside the console we won't get to see for some time yet. There are blurring effects and graphic tricks — lots of areas that the Saturn can do well to beat the PlayStation completely."

Striker '96 uses both CPUs inside the Saturn giving 1.5 times the processing power of the PlayStation game. Basically while the main processor does all the calculations for graphics and sound, the slower one can be working out where the ball will be in a few seconds time, and move the players accordingly.

Although the presentation screens all have shots of Torquay United, the 100 teams in the game are actually all international with every country represented. You can't edit the team names but every player is in here with one small difference — one letter has been changed in each name, for legal reasons apparently! All your scores and statistics can be saved out to RAM as well.

Forget Sega's *Victory Goal*, Striker '96 is going to boot it straight out of the stadium. We'll keep you up-to-date on the game's progress over the coming months, and look out for something extra special on a future cover of your favourite Sega read — hopefully!

...giving 1.5 times the processing power of the PlayStation

● Rage ● £TBA
● 1 CD ● March

Completion

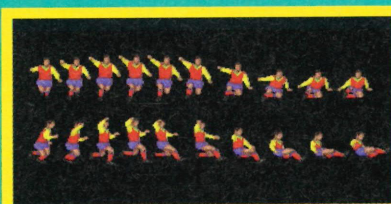
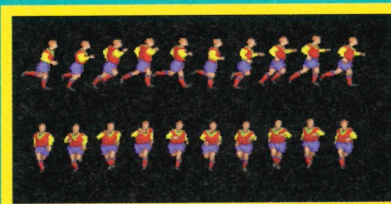
1st Impressions

It's good to see a programmer who was responsible for the dire *Rise of the Robots* on Mega Drive making amends by creating a masterpiece like *Striker '96*. When the PlayStation version arrived in the X•Gen offices they all went mad over it, and the Saturn looks like it will improve the game in every respect. Saturn software may have got off to a slow start but now programmers have been given new programming libraries and help from Sega, the quality of the software will simply blow your minds. Another top notch title from Rage we think!



Watch him go!

Add to all the posh stadiums a few players and you're half way to a top notch soccer game! All the player animations were created using state-of-the-art Silicon Graphics systems. Just take a look at the number of frames the poor footballer has to go through just to do a sliding tackle or run!



Saturn



Work In Progress

Heart of Darkness

Most people grow out of having nightmares, but Mark Pilkington still checks under his bed before he goes to sleep every night... and that's the truth!

A new generation of Saturn games is about to hit the shops. More gritty and realistic than, say, *Clockwork Knight*, these new adult games are designed to appeal to the older gamer — the type of person who'll have the money to buy a Saturn in the first place!

The latest of these games is *Heart of Darkness*, a 3D adventure designed by the same team behind the award-winning *Out of this World* and *Flashback*. Both were classics in their own right, but *HOD* looks set to improve on these further.

Featuring seamlessly rendered animation and an atmospheric soundtrack, you can tell straight

away that a lot of time and effort has gone into producing this game. Fast-paced and puzzle-filled *Heart of Darkness* is complex enough to appeal to even the most demanding gamer, but still retains instant playability.

*seamlessly
rendered
animation and
an atmospheric
soundtrack*

Playing the part of a little boy called Andy, it is your task to find your loyal doggy companion, Whiskey (a great name for a dog, by the way). Poor Whiskey was abducted during a solar eclipse, so you must venture straight into the heart of darkness (hence the title) and bring him back.

This is where things get scary, as Andy encounters his bedtime demons head-on! He climbs, swims, jumps and shoots through a nightmare world populated by shades and dark souls, until he eventually meets their leader... The Master of Darkness.

Things-that-go-bump-in-the-night really do go *bump* in this game! The high quality of the graphics are closer to a painting than an actual 3D computer image, thanks to some top computer rendering. The main character takes 1,500 frames of animation walking in one direction alone — and I've counted them all!

If the game lives up to all its hype, then this should definitely be worth checking out!

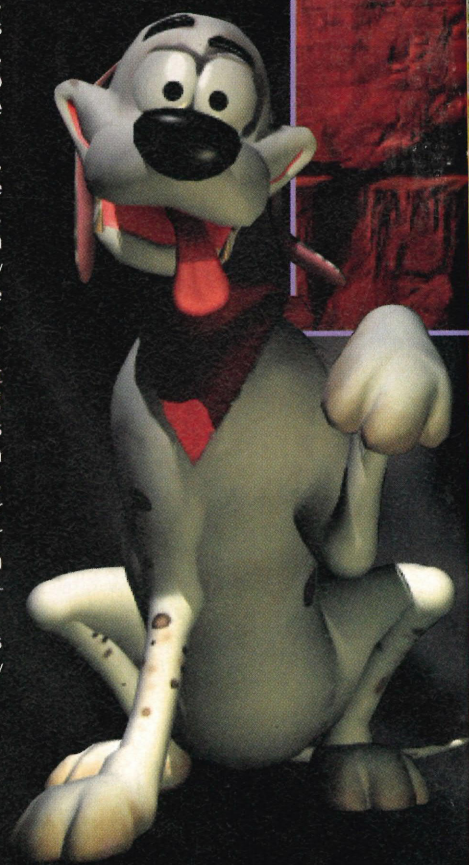
● Watch out for the vegetation around this game — they've got a mind of their own!



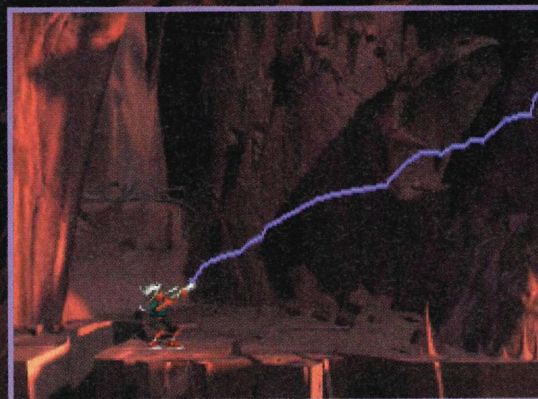
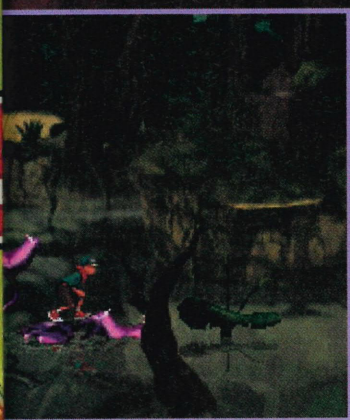
● All kinds of traps and tricks have been packed into each and every screen. You'll need to take a good look before you go wandering!



● Just look at the detail in that rock face. Don't you just love these 32-bit consoles?



● If you were faced with a situation where rocks were teetering in a pile, what would you do? I wouldn't go and push one of them that's for sure!



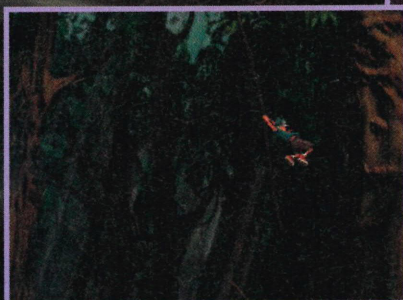
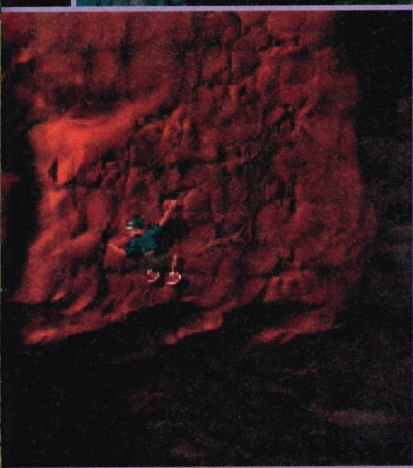
● Woah! Look at the size of that laser! The weaponry in *Heart of Darkness* is well impressive, but don't try this at home — you'll singe the curtains!

ness

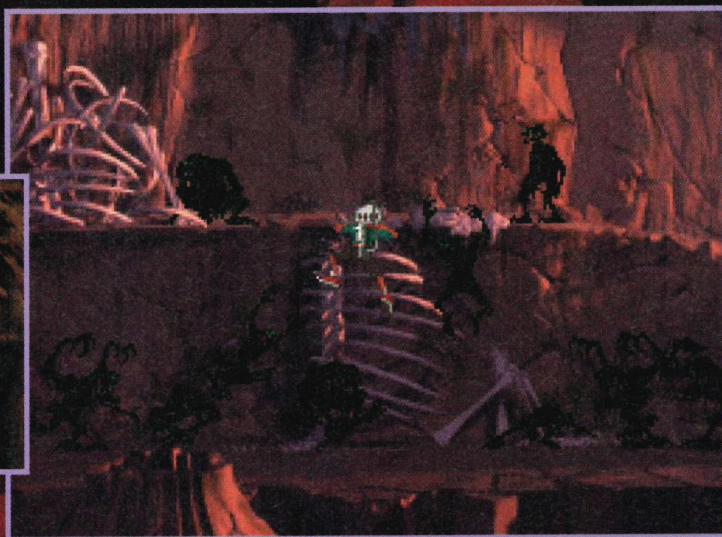
● The obligatory swimming section. This stinks of *Donkey Kong Country* on the SNES — but who cares?



● Wey-hey! Blast those nasty black creatures to kingdom come! It serves them right — they shouldn't go hanging around with a guy like the Master of Darkness in the first place!



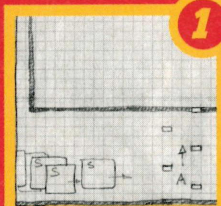
● Hmm, another platform game cliché. Remind you of *Pitfall* or *The Jungle Book* perhaps?



Dad, how do you make a game?

Well son, it's a lengthy process and one that is done by exciting people, with better than average personal hygiene. The guys behind *Heart of Darkness* have kindly given us an insight into the process behind

putting together one screen of the game, from the initial sketches to the 3D modelling and character path plotting. Take note, all you budding games designers out there, this could be your job soon!



From the initial ideas...



A pencil sketch is made...



Then 3D modelled...



Textures and shading...

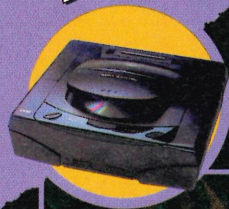


The movement plotted...



To the finished product!

Saturn



Work In Progress

● Aaahh — watch out Andy! With a tongue like this the plant could easily win first prize in a long-distance pie licking contest!

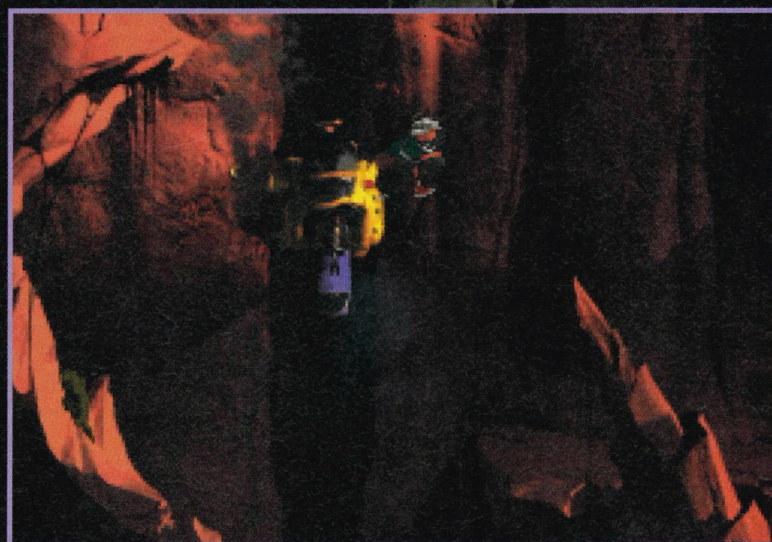


● It's dark and dingy in these caves. You'd think with all that computer wizardry around him young Andy would have remembered to bring a torch!

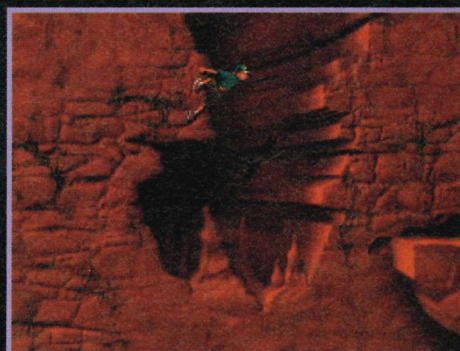


● There are jobs for traditional artists in the computer industry. Most games start out looking like this.

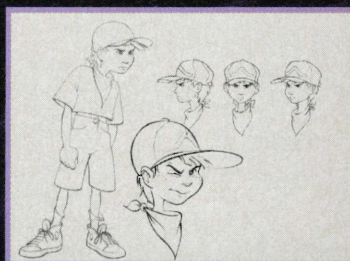
Heart Of Darkness



● How on earth did Andy get his car/skateboard contraption down that hole? Well, he's going to have to find a good crowbar and a gallon of pig grease to get the thing out again — I'll tell you that for nothing!



● More pencil sketches. I wouldn't fancy the task of rendering a character from these — hard work!



I made this!

A game like *Heart of Darkness* isn't the sort of project that can be thrown together in a back bedroom by a couple of people. There's a whole team behind the game working on everything from the nuts and bolts of the programming, to music scores and 3D graphics. In fact the music tracks for the game are being put together by composer Bruce

Broughton, whose film credits include the brilliant comedy *Honey, I Blew Up the Kid*!

"Our goal in creating *Heart of Darkness* was to take gaming to a new level of sophistication", commented Eric Chahi, co-founder of Amazing Studio, "We didn't want our images to look like hi-tech, 3D computer images, but more like natural backgrounds — closer to a painting than a hyper realistic rendering, and for characters, something closer to cartoons."

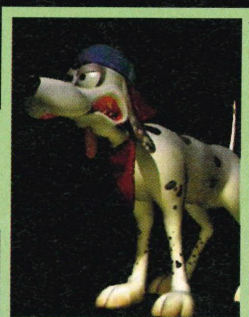
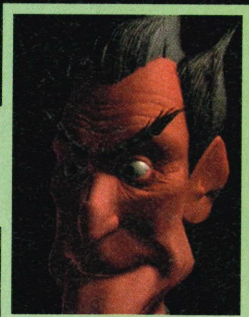
Well it certainly seems to have worked! Everyone we know just can't wait to get hold of a finished copy of the game and have a play!



● Look out behind you Andy! The trouble with these black meanies is they're difficult to see in the dark — unless you set fire to their behinds that is!



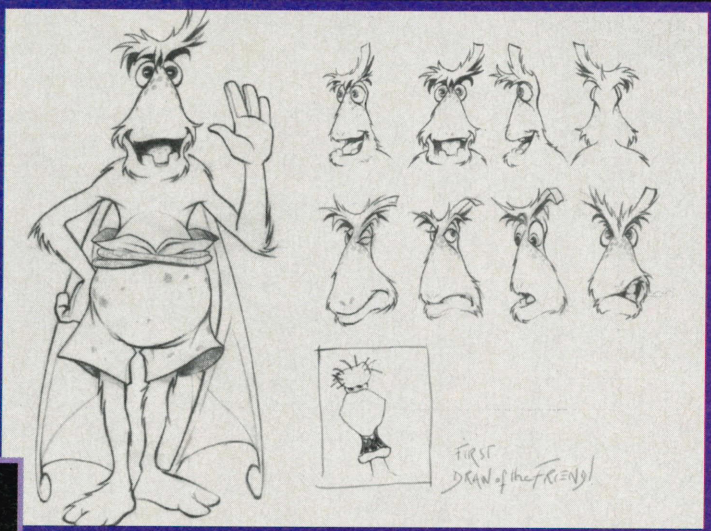
● How do you reckon a little kid can survive under water with no breathing apparatus? Don't go trying this at home — it's plain stupid!



Just look at these gorgeous 3D rendered images from the game. They'd make good posters don't you think? Hmmmm...

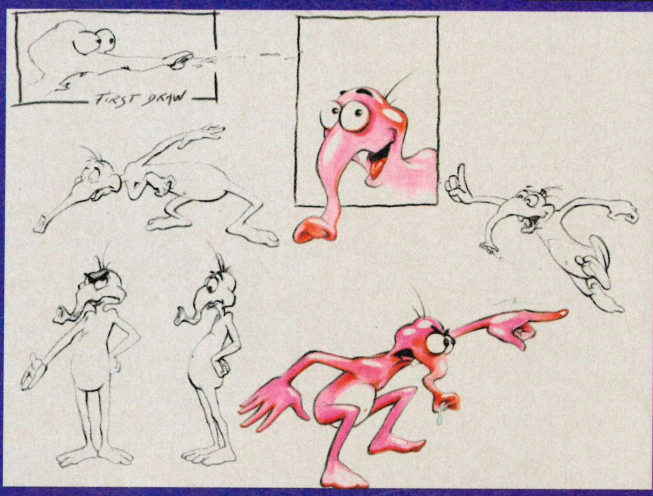


● Enough writing — I just want to get hold of a copy of this game and play the thing!



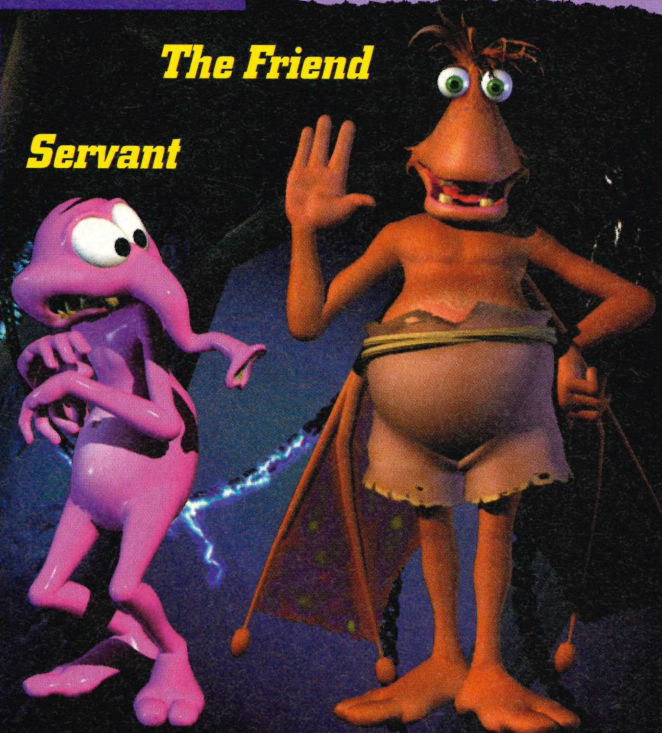
Creating a monster!

It's great to see how the mind of a games designer works, and the stages a character goes through before he makes it into a game. Check these out!



The Friend

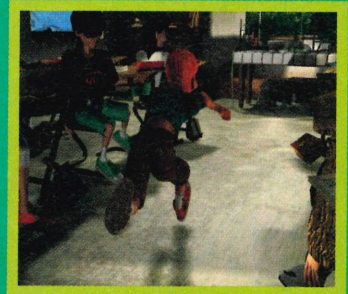
Servant



As smooth as a baby's bum!

The great thing about this new generation of consoles is the graphic quality you can get, reading directly from the CD. Amazing Studio have always been renowned for their great animation

techniques but with this game they have created some fantastic rendered sequences too. These wouldn't look out of place in a Saturday morning cartoon show!



- Virgin Interactive
- £TBA ● 1 CD
- Spring '96

Completion

1st Impressions

Coming from an experienced and inventive programming team, *Heart of Darkness* should rocket straight up the charts when it's released early next year. With it's advanced 3D graphics and high quality stereo soundtrack, this is sure to captivate players with it's magic. You can tell a hell (no pun intended) of a lot of time and effort has gone into this one, and if it ain't a corker — I'll eat my pillow case!

Saturn



Work In Progress

For as long as he can remember, Mark Pilkington has always lived in fear of the 11th hour. After all, that's when the pubs shut, isn't it? But for Robin Morales, it means something far, far worse than that...

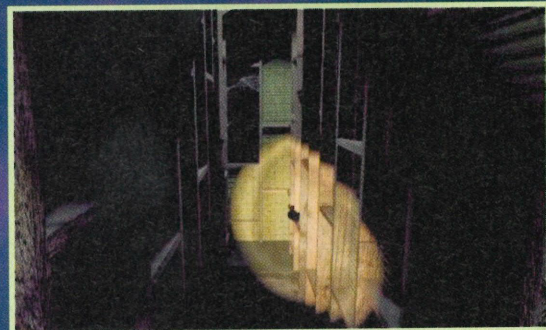
11th

The small town of Harley, USA has never been the most peaceful of places to live. Seventy years ago, a series of horrifying murders plagued the otherwise quite place. They took part in the sprawling mansion of legendary toy maker Henry Stauff, and even today the memories still haunt the townsfolk.

Which is why top journalist Robin Morales is sent on a case to explore the mysterious, abandoned and now rotting mansion. A television reporter for WMMC, she's sort of like the Kate Adie of unsolved cases. Ironical then, that she herself went missing shortly after she entered Stauff's pad.

As her boyfriend, colleague and all round good guy, Carl Denning, you journey to the desolate estate to rescue her. Aiding you on your quest to complete the many puzzles and tasks you'll find grouped against you are three mysterious women. But the question is: can they be trusted to help you find Robin, or will they lead you to Henry Stauff?

● Yuck! That's the last time I use that particular brand of toothpaste, I can tell you! Gross.



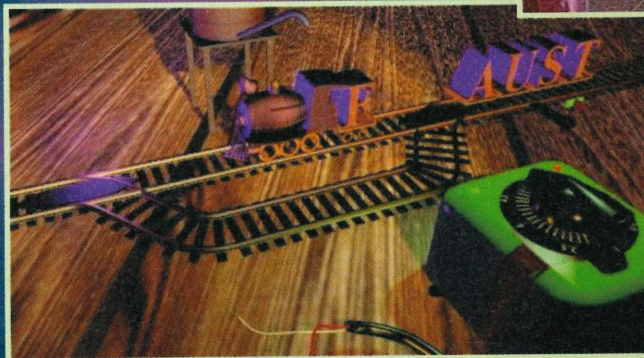
● It's... it's... it's a blob! A blob! A haunted blob! My god, whatever happened to the woman in chains?

Similar to that other great Saturn title, *D's Dining Table*, *The 11th Hour* is an FMV-driven adult thriller. It's a follow up to the smash hit PC game, *The 7th Guest*, and due to a cunning new decompression technique which they're incorporating onto the three CDs, this should be a much larger game than before.

There are over twenty-two fully-rendered rooms with puzzles and logic games which you have to solve. The graphics are smoother and faster than before and the FMV is of a much higher quality. Directed by David Wheeler and written by the original *7th Guest* author Matthew Costello, quality looks sure to be guaranteed when *The 11th Hour* is released.

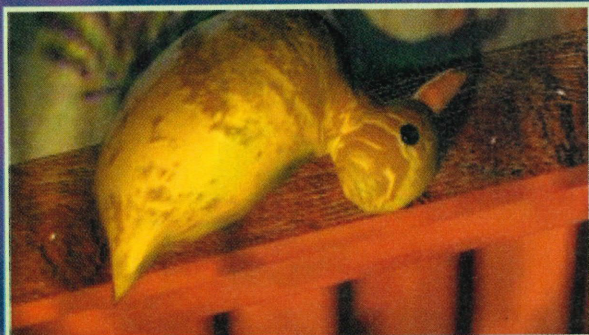


There are over twenty-two fully-rendered rooms

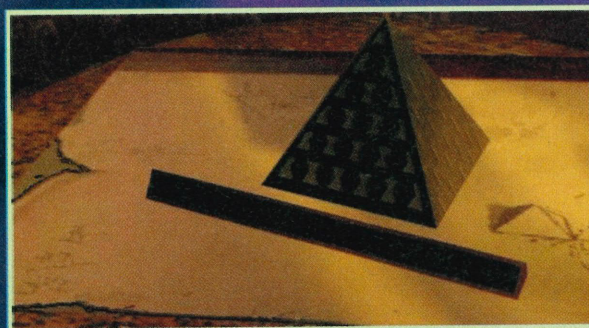


● Ever seen a ghost before? Well, they look exactly like this, but they don't wear so much eye shadow.

● Funnily enough, this looks exactly like the Victoria to Dartford train used by Network South-East! That one always breaks down as well.



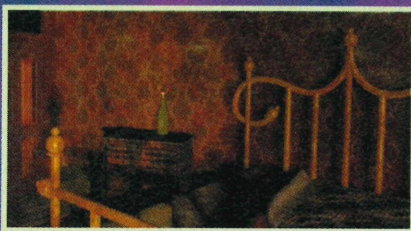
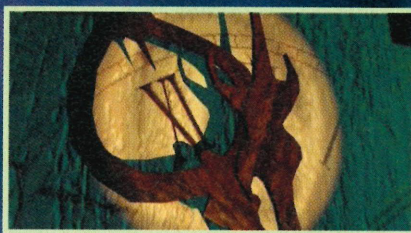
● Remember kids: bath times are twice as much fun if you bring a little rubber ducky with you!



● Hmm. Well, this chap seems happy enough, but I'm not sure if having a bath in cold tomato ketchup would be up everyone's street, though!

Howl

● What's the time again? 11 O'clock? Oh, well that does it. The pubs have shut now. Time to go to bed. Unless you know any decent night clubs around these parts.



● One, two Freddy's coming for you. Three, four, better lock your door. Five, six, grab your crucifix!



● Knight to rook — Checkmate! Ha, ha, ha! I was always good at Chess you know!



● Fingers? Well okay, I guess some people collect stamps, some collect train numbers and some collect... fingers! Each to their own.



● Remember the little boy in the wheelchair from *Nightmare on Elm Street 3: The Dream Warriors*?



● Can I write this caption without mentioning THAT scene from *Reservoir Dogs*? I guess not.



● Ah, that'll be you then. The hero always rides a motorbike without a helmet on, don't you know! It's dangerous though.



● Life as a ghost's not all it's cut out to be. You may get to wander around a house and frighten people forever, but nobody loves you, they never leave the fireplace on for you and they always fart when they're in the same room. Nice girl though, I quite fancy her!

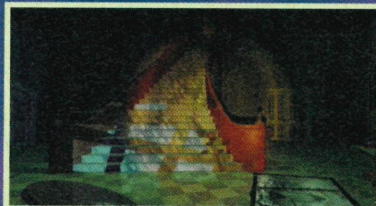


● Virgin ● £TBA
● 3 CDS ● Spring '96

Completion

1st Impressions

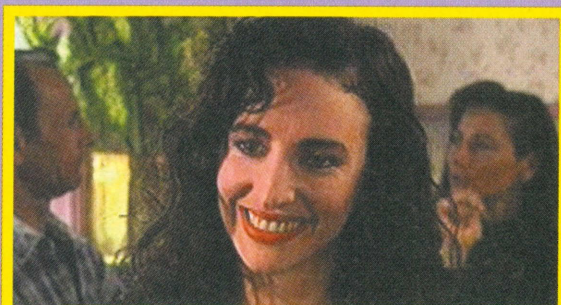
If, like me, you ever get slightly bored of playing platformer after platformer on the Saturn, then you might be a bit intrigued by this. An adult thriller (i.e. loads of violence, gore, sex, swearing and people staying up way past their bedtime) this follows on from *D's Dining Table* in the current trend for horror puzzle games. But the good news is that unlike that game, this one promises to be a lot more challenging... can't wait!



Keeping up Morales

Missing person Robin Morales was born in California back in 1955. After going to school and college she became a star reporter for the *Washington Post* newspaper. Her most famous case came in 1980, when she got involved in the middle of a

five hour shoot-out with a serial killer and rapist. After that, she made her television debut in 1982 and she received the L G Granquist prize for crime reporting. Six years later, she became a producer for *Cases Unsolved*. And then she stumbled upon Henry Stauf's mansion. Busy girl!



Saturn



Preview

We tried to get some-one heroic, masterful and brave to write this preview of JVC's world-saving game. Instead we got Mat Yeo. Such is life!

Okay, so you've got your Saturn. Played *Virtua Fighter* to death and won every race possible in *Daytona USA*. What's next? Well you lucky 32-bit owners, JVC have a whole host of scorching titles headed your way in the next 12 months that are guaranteed to give you a real run for your money.

Split Realities is a strange offering that mixes RPG elements with a traditional platform-style scenario. The game takes place in a far corner of the universe where the forces of light are slowly being overwhelmed by an all-encompassing darkness. In a last ditch attempt to save their race, the forces of good take to the battlefield to defeat the three evil witches who wish to control the galaxy and smother the light forever.

On the sister worlds of Arion and Tirif, the war is nearly lost. The old hags are using portal mirrors to spread their influence on both planets and as they're linked, whatever happens on one world is mirrored on the other. For instance, when axe-wielding barbarians attack the mediaeval world of Arion, the technologically advanced Tirif is being purged by mindless drone soldiers. When a young fisherman, called Solo, from Arion is catapulted into the thick of things he finds he's become a crucial player in an ancient war. This is where you come in.

Each level in *Split Realities* is made up of a huge scrolling play area scattered with deadly search and destroy units to avoid and a

Split Realities

massive end of level boss to tackle. Solo is capable of various punch and kick attacks as well as having combination moves to master.

JVC are obviously attempting to tap into the Saturn's full potential as texture-mapping has been skillfully included throughout the game and special light sources realistically reflect off surfaces.

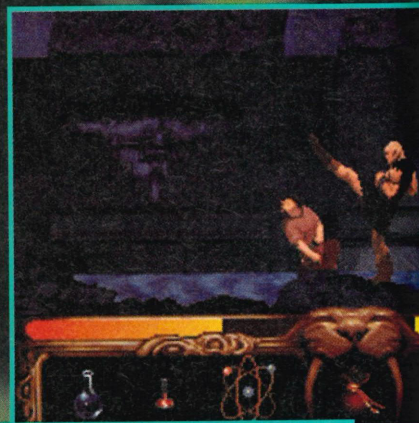
We've not heard the sound effects or music yet but judging by JVC's previous outings we can expect something extra special.

We'll keep you posted on the latest

Split Realities happenings as we get them so until then prepare yourselves to face the darkness...

● **The hero of *Split Realities* is a fisherman named Solo. Oblivious to the events transpiring around him, he soon finds himself thrust into a world of danger, magic and galactic conflict. To save his world and the known universe, Solo must defeat the three evil witches and stop their black magic.**

● *Split Realities* promises smooth character animation and an other-worldly storyline.



Past: Shadow of the Beast

▲ Yes, I know it's donkey's years old but it was one of the first vaguely interesting platform/adventure titles to appear on a Sega machine. A sequel appeared but is best forgotten.



Present: Another World

▲ *Split Realities* shares a lot of similarities with Delphine's classic platform game. Both feature a desperate race against time with realistic character animation and great atmosphere.



Future: Split Realities

▲ There's really nothing quite like this on the Saturn at the moment. If JVC are attempting to make a big splash with their initial 32-bit Sega offerings they're onto a winner here.

Hmm, not sure who this bloke is supposed to be but let's take a look at the evidence. Black armour, maniacal grin and evil beast. Is he a bad guy?



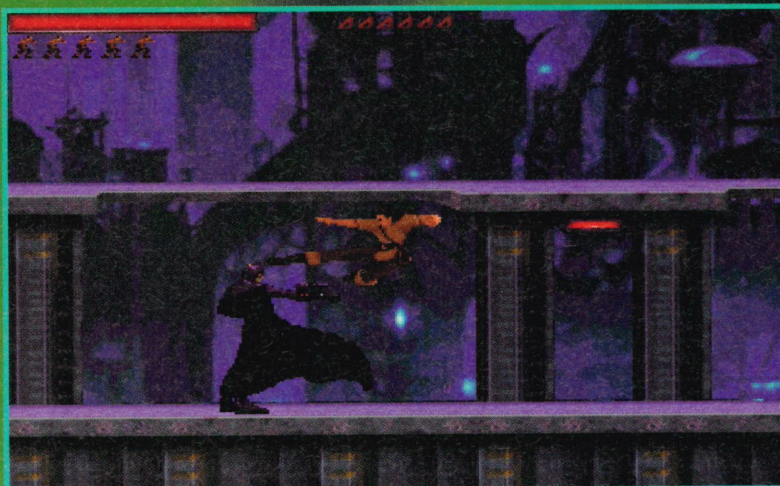
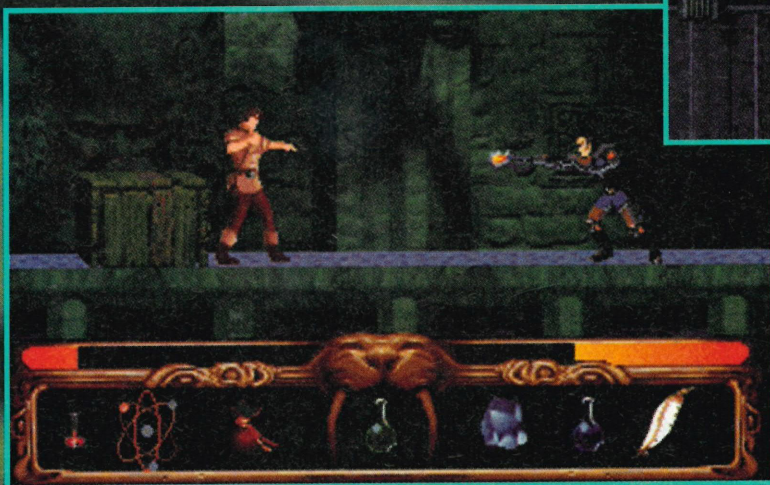
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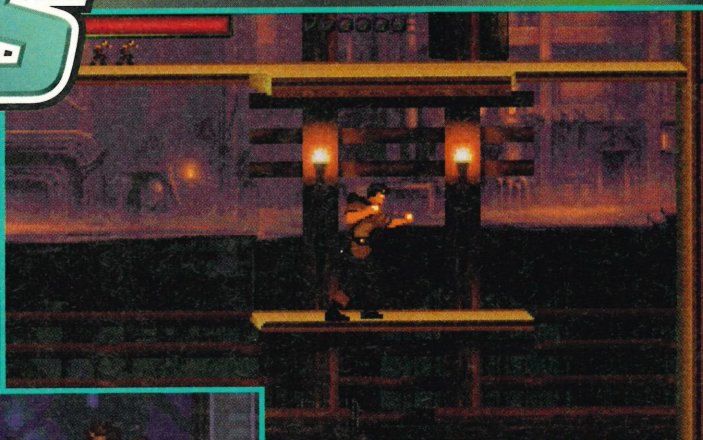
● With any luck, JVC will have the sense not to turn this into a bog-standard platformer. Fingers crossed.



● Anyone who enjoyed games like *Flashback* and *Another World* will get a real kick out of this new adventure from JVC.



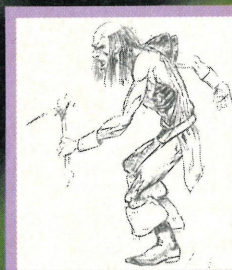
● Using a series of punches and kicks, players must guide Solo around various danger-packed levels, destroying sentry droids and defeating dark magic soldiers.



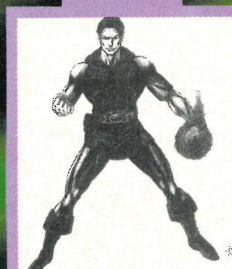
● Scenes like this are reminiscent of *Flashback* but the beat-'em-up elements in *Split Realities* should make it slightly better.



● As you can see JVC have included many members of Pilky's family including his famous Uncle, Ugg.

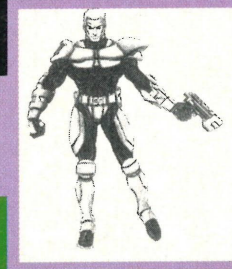
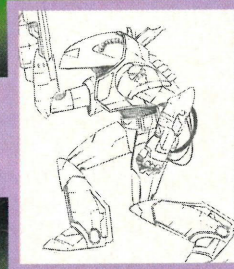
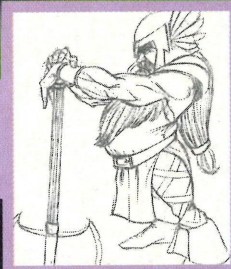
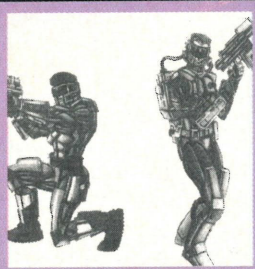


● Blimey, take a look at the size of this sucker! Never approach a spider this size especially if he's been drinking heavily.



Pencil Power

Plenty of research and development has already gone into this quality Saturn title. Everything in *Split Realities* has first been sketched out before being reproduced as an in-game character, background or other graphical feature. Take a glance at some of the detailed drawings that were given the digitised treatment...



● JVC ● £TBA
● 1 CD ● December

Completion

1st Impressions

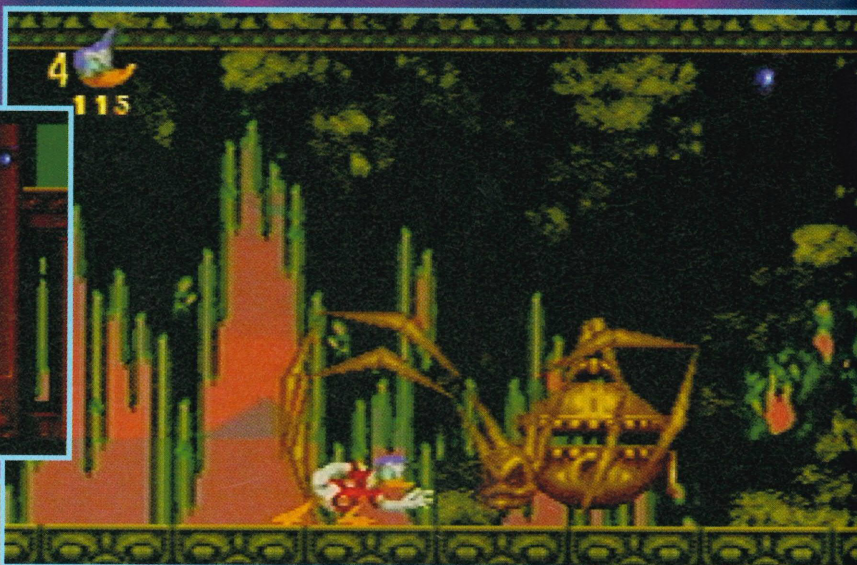
Normally, the level of craftsmanship seen in *Split Realities* is usually only reserved for feature films but as the game playing market changes so must the way developers produce games. It's encouraging to see from the basic game structure that this has the potential to be a playable, intensive, fun title to get to grips with. As plenty of time and money has been invested already, it's hard to believe that JVC will simply settle for a bog-standard platformer. Hopefully, there will be enough unique features in *Split Realities* to ensure it a place in every Saturn owner's collection.

Mega Drive



Preview

● At various points during the game you get the chance to wander around in the background. It's clever touches like this that make *Maui Mallard* just that little bit different to play when compared to other platformers.



● Eek! It's the big, nasty wood spider at the end of the first level. He's a tough critter too, who takes some beating.



● Phantom wisps of, erm... noise erupt from this giant organ whenever you jump on it.



● With his amazing voodoo gun to protect him, not even giant red spiders scare Donald!

Maui

Trying to think up something witty and original for this intro, the best Mark Pilkington could come up with was, "That Donald Duck — he's absolutely quackers"! Oh lord help us.

When you think of Donald Duck, you don't normally associate him with ninjas, zombies, voodoo magic and haunted jungles, do you? Nope, me neither. But someone at Sega obviously does, because they're about to release a brand new platform game based around said duck and his adventures in the tropical jungles. They must be mad!

Anyway, not surprisingly, it's packed full of platforms as you guide Donald through level after level, searching for some long-lost ancient relic. Nobody ever said it was going to be easy, but I think that if someone had told Donald that he was going to be facing mad witch doctors and voodoo-powered zombies in the first place, then he might have had other ideas!



Past: Escape from Mars

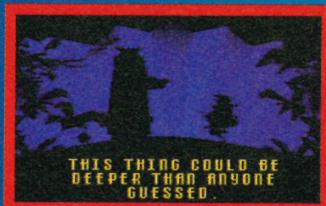
▲ The Tasmanian Devil starred in this playable title. Like most cartoon games, the graphics and sound were spot on. Unfortunately though, it felt a tad unfinished in terms of the gameplay.

Present: Daffy Duck in Hollywood

▲ Good old Daffers made a giant leap for duck-kind with this plucky platformer from Sega. But, as with all platform games, it started to lose its appeal after a few goes.

Future: Maui Mallard

▲ Far tougher than his previous two titles, *Maui Mallard* promises to hold far more of a challenge than many gamers would expect. With excellent animation and highly original gameplay, this one should sell well.

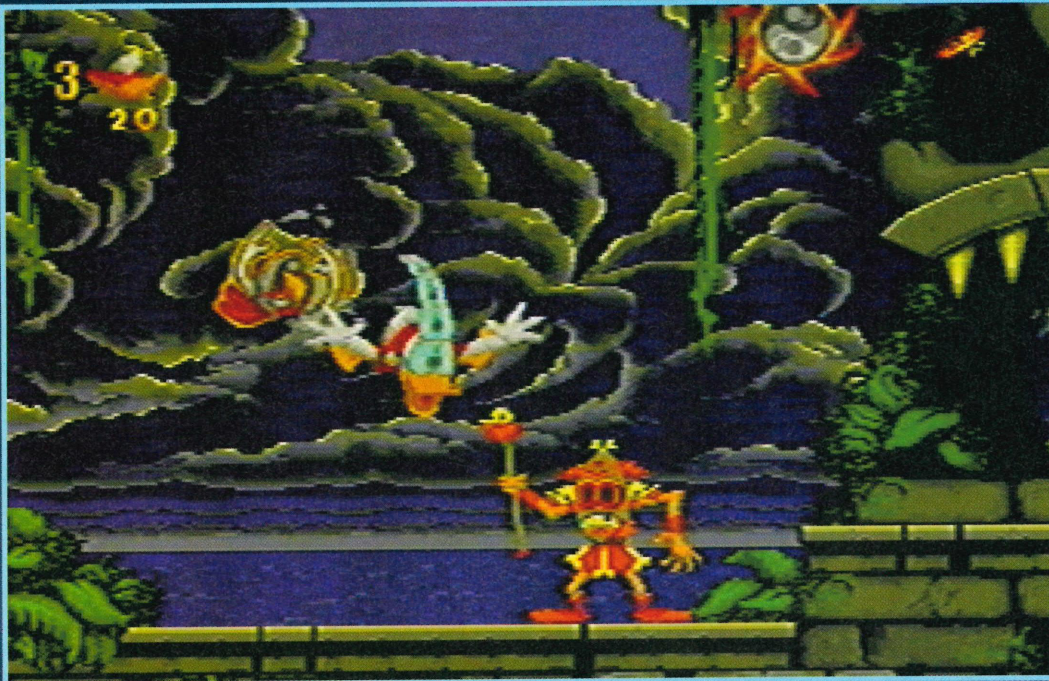


● Sega ● £TBA
● 24 Mbit ● January

Completion

1st Impressions

After playing titles such as *The Lion King*, *The Jungle Book* and *World of Illusion*, I think it's safe to say you know what to expect from this one when it arrives. It's traditional platform stuff really, but with that added touch of Disney quality to brighten things up. *Donald Duck in Maui Mallard* should be a guaranteed corker when Sega release it in the New Year. I'm waddling in anticipation already!



● You know that a game is going to be slick and playable if it's got the Disney crew behind it. Old Walt wouldn't have wanted it any other way!

Mallard

As with Donald's previous Mega Drive efforts, the animation, graphics, control set-up and sound in general are all top-notch stuff. This is Disney quality we're talking here. Promising to be ten times better than *World of Illusion*, the game takes you through a wide variety of locations including ninja-infested jungles, zombie-riddled caves and haunted houses.

It's not all basic platform stuff either! The fourth level, for example, has Donald swinging from tree to tree in true Tarzan fashion. He bungee jumps from vine to vine like some demented yo-yo! This takes a little bit of time to get used to, but it makes a nice change from the run-of-the-mill running and jumping stuff.

why is Donald in a jungle in the first place?

You can tell the programmers have really taken their time with this one, and if the finished product is anything like the preview version we played, we should have a sure-fire winner on our hands. But one question Sega — why is Donald in a jungle in the first place? The cartoons were never anything like this!

● Mr Duck tries his best to frighten away the nasty ninja. Unfortunately, he recognises it as an ancient ninja war cry and moves in for the kill!

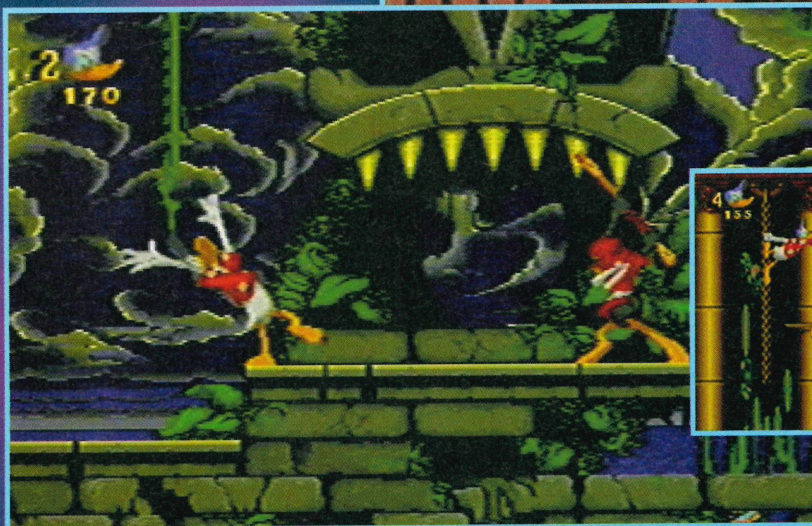
● Waaaaah! Donald freaks out when he discovers exactly the same frame of animation on two different screenshots.



● Who needs wings when you can jump this high? Not our Donald!



● What a clever duck! Not only can Don hang off of a rusty chain with one wing, but he can fire a gun too!





● That MEK is locked in by your targeting system — all that's left to do is to let fly with a salvo of tank busting missiles.



● As well as tanks, there are huge green tentacle things to contend with.

● Aaaghh! There's a great big splatter of snot on my windscreen and I can't see! Actually, it's a huge explosion from a tank I've just destroyed.



T-MEK

It's probably not wise to put Steve Hardy in control of a large tank, if his driving lessons are anything to go by. Everybody clear the area!

Yep, I've got to admit it — I used to love armoured vehicles and tanks, probably because my dad was in the Army for so long. So, when I was asked by our esteemed Editor, Lord Nick Roberts, to preview a battle game featuring loads of armoured vehicles and tanks, I jumped at the chance.

The concept is simple but fun!



T-MEK is similar in gameplay to the ancient classic *Battlezone*, yet it looks a hundred times better. The arcade game has been out for about a year and was pretty darn good, especially in two-player mode, where battles became a frantic struggle for survival in a dark, devastated arena. Time Warner and BITS appear to have made a neat conversion of the arcade blaster onto the 32X and we're looking forward to it!

The concept is simple but fun — search out and destroy the other MEKs (Mechanical Extensions for Killing) whilst collecting special weapons and protecting your own MEK at the same time. The battle arena is viewed from the cockpit, giving a full 360° of the arena by using the joystick. By driving through blue beams of light shone from spaceships, special weapons can be collected. A force field can be used to protect your MEK, which is armed with lasers and tank busting missiles.

Everything seems to have been included on the 32X version and it looks stunning from start to finish. This should certainly turn a few heads when released, especially as many people think that the 32X is all but dead.

T-MEK has actually got quite a big story behind it, but we'll be able to tell you more about it next month, tank fans.



● That dark shape is another MEK which travels on tracks, and it's armed to the teeth. What a nightmare this game is!



Past: Herzog Zwei

▲ Not very well known, but it's an impressive game featuring tank battles. One for those who like to think whilst playing their games.

Present: Desert Tank

▲ A fantastic looking tank sim by Sega in the arcades and set in the Gulf that hasn't received as much coverage as it should have. If you haven't played it, go check it out now!

Future: T-MEK

▲ This takes an old arcade format, spices it up a bit and throws in some great looking graphics to make what could be one of the most impressive 32X action games to date.



● Out there, in the darkness of the arena is my opponent who wants to kill me. Spooky eh?



● That green thing is probably my opponent's shield to protect him from missiles. Cheat!



● Another close up shot of a MEK, and this one is faster than mine — I'm a gonner!



● This is the main bad guy who intimidates you throughout the game, and he's as hard as nails!



● Below: Extreme close up! The enemy MEKs become more detailed the closer you get to them, and if you ever get this close, you've had it.



● This is the smart arcade cabinet in all its glory.



- Time Warner
- £TBA ● 24 Mbit
- November

Completion

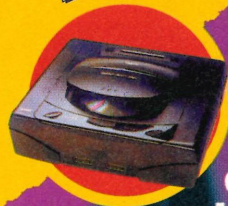
1st Impressions

The 32X is shaping up to be a pretty special piece of kit, and *T-MEK* is definitely going to be one of the most impressive games released for it this year, no problem.

From what we've seen, *T-MEK* has been converted from the arcade without any glitches and has lost virtually nothing in the process. All the gameplay that made it such a success as a coin-op is here in this version, and we have no doubt that it will be a stunning arcade conversion for Sega's mistreated add-on.

● The game includes a very smart two-player mode where you can battle it out with a friend — and blow them up if you fancy!

Saturn



Preview

Acclaim are hoping to squeeze the last drops of life from *MKII* with a 32-bit conversion guaranteed to blow your socks off. *Kombat* vet Mat Yeo dives into the Outworld once more...

The general opinion amongst most *MK* fans is that the latest in Midway's blood-soaked series isn't that hot. Although *Mortal Kombat 3* features a host of new characters, finishing moves and loads of secrets it just doesn't seem to have the pulling power of the last game.

When *Mortal Kombat II* was released last year it blew away previous beat-'em-ups with a unique mix of stunning graphics, great gameplay and some of the strangest fighters ever to grace an arcade cabinet. So it seems to make sound financial sense to release a pixel-perfect version of the game that everyone was playing last Christmas right? Well, maybe.

It's well known that Acclaim had a bit of a falling out with Williams/Midway last year and it was generally assumed that they wouldn't be handling the distribution of *MK3* on any format. However, a last minute deal enabled Acclaim to get their mitts on the 16-bit versions, leaving GT Interactive to beaver away on the Saturn game.

Obviously to make a bit of cash (and prove that the Saturn is a top 2D machine), Acclaim have

decided to treat you all to a perfect conversion of *MKII* as well. Although still in development, *Mortal Kombat II* is looking great with every element of the coin-op appearing in a home version for the first time.

The preview version we've managed to get our hands on features all 12 selectable fighters, but most of them lack a full range of special moves. Most of the finishing moves have yet to be added although the Deadpool and *Kombat* Tomb

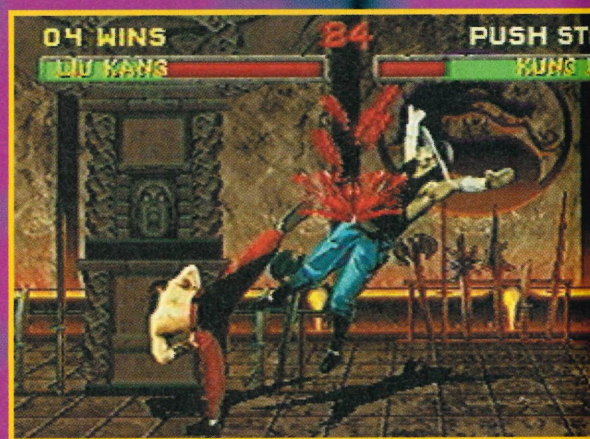
fatalities are already in place. Also absent is the in-game music and sound effects. Obviously all the missing elements will be in place when *Mortal Kombat II* crashes onto the Saturn before the end of the year and we'll have a review of the completed version very soon!

Acclaim have decided to treat you all

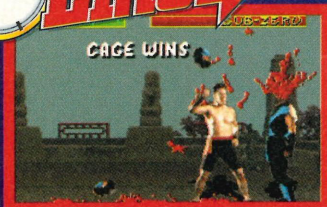
Mortal Kombat



● Every element from the original *MKII* coin-op has been faithfully recreated for the Saturn version.

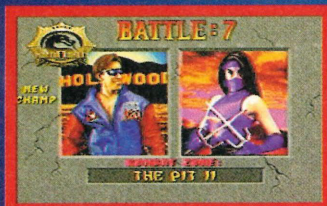


● As you can see, Acclaim haven't wussed out when it comes to on-screen blood. There's buckets of the red stuff flying about all over the place.



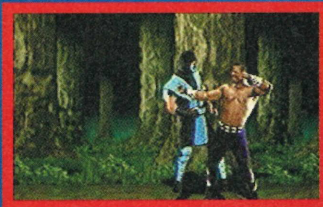
Past: Mortal Kombat

▲ The original bone-crunching fighter may look dated now but many of its features have since become industry standard with even *SF II* nicking the idea of finishing moves and hidden characters.



Present: Mortal Kombat II

▲ The Mega Drive and 32X versions were unleashed last year and went on to sell over four-million copies in less than 12 months. Easily the best 16-bit fighting game ever.



Future: Mortal Kombat II

▲ Saturn owners can rejoice that Acclaim have had the good sense to release this classic as an arcade perfect conversion. Wait till April '96 and *MK3* will make an appearance as well. Ain't life grand?

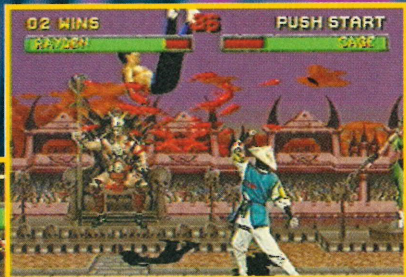


● Kung Lao gives Sub Zero a violent welcome with his trademark razor-sharp hat throw. Every move for every character is a doddle to pull off on the Saturn's six-button joypad.

MKII



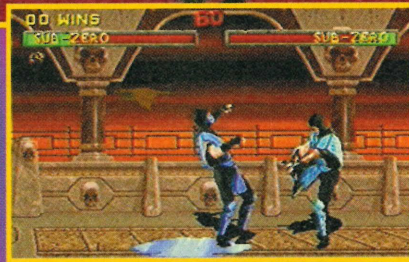
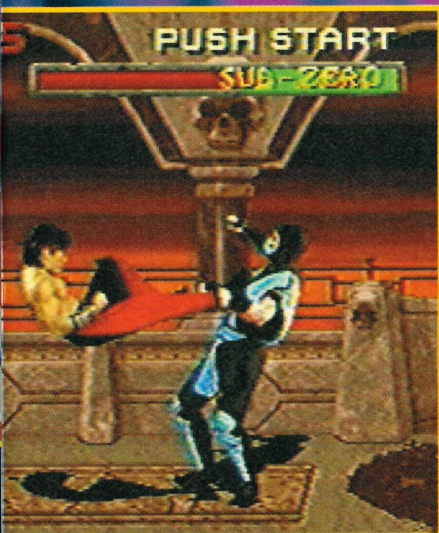
● Reptile unleashes his force globe, setting up the hapless icy ninja for a devastating series of combos.



● Defeat all 12 fighters then take on the might of Kintaro and his boss, the evil Shao Kahn.



● Superb digitised backgrounds, explosive special moves and gory fatalities are all included in MKII.



● Although MKII has been out for the Mega Drive and 32X for ages, the Saturn version is far and away the most accurate translation. This should tide Kombat fans over until MK3 arrives next year.



● Equality for women is extremely important in this day and age as Kitana clearly shows by kicking Sub Zero's butt as well as any of the male fighters. Watch for hidden fighters, Jade and Smoke, popping out from behind trees.

Fatal Attraction

Let's face it, the reason most of you blood-thirsty lot are reading this is that MK II features top quality finishing moves guaranteed to shock your parents and cause politicians to stamp

their feet in anger. As these pics show, the full gore and haemoglobin of the arcade game has been faithfully converted for the Saturn version with no loss in impact. Cor!



● Acclaim ● £TBA
● 1 CD ● Christmas

Completion

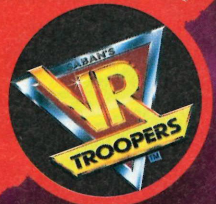
1st Impressions

So is it any good? Strangely enough the version to beat will be the Super Nintendo conversion. MK series creators Ed Boon and John Tobias themselves have gone on record as saying the SNES version of MKII was probably the best home translation of any MK game they had seen.

With its powerful graphical capabilities though, the Saturn should have no problems coping with this 2D fighter. The extra memory capacity provided by utilising CDs instead of cartridges means there'll be no loss in image quality, sound or visual effects. Basically, Acclaim have squeezed the entire coin-op onto one disc. Not bad lads.



Competition

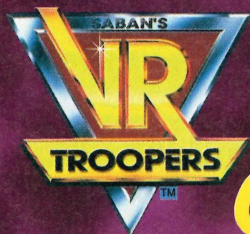


We are VR!

From Saban, home of the Mighty Morphin' Power Rangers, comes the latest transforming teenager fad, VR Troopers. This action-packed series, currently showing on GMTV, focuses on the adventures of three plucky teenagers who are out to stop the sinister Grimlord and his army of mutants from attempting to take over the world. With the aid of 'Virtual Reality' powers, weapons and vehicles, the VR Troopers are our last line of defence against this other-worldly menace.

The TV show features frantic martial arts action, high-tech special effects and some wacky comedy that even big kids like the Sega Pro crew like to laugh at first thing in the morning. What's more, Hasbro Toys have just released a top line of VR Trooper vehicles and action figures so you can save the planet on a daily basis.

We have five fantastic Skyborg Jet vehicles and lots of VR Trooper action figures to give away courtesy of our friends at Hasbro Toys.



So how can I win?!

Simply follow the trail from the VR Troopers and tell us which super hero will reach the virtual reality vehicle below. Number one, two or three. Sound easy? Course it is, so get to it troopers!

Entries should reach us no later than 30th November if you fancy your chances of winning. Send 'em off to: **We are VR! Compo, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.**

Thanks and a big hug this issue goes out to Keeley-Ann Stent at Kable PR and Hasbro Toys for all their help.

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Them Girls, Them

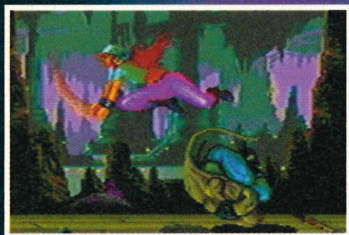
Video games have always been sexist. It's a fact of life. But, ponders Mark Pilkington, is this the right path to tread?

1982:

The ZX Spectrum home computer (amongst others) came out and subsequently dominated the lives of thousands of young teenage males world-wide. Software companies caught onto this fact and started to play with the young fellows' hormones. The photo of a bikini-wearing Maria Whittiker emblazoned across the cover of Palace's *Barbarian 2* was the final straw for many feminists.

1995:

More and more girls have started getting into playing computer games. Many of them are young and starting to look for role-models – a frightening thought when the majority of characters are buxom blondes with impossibly exaggerated physical proportions. But is that the be-all and end-all of girls in video games?



Strong women?

Beat-'em-ups featuring women are a good thing — the main characters are obviously strong, self-reliant people who can take care of themselves. Admittedly, the majority of girls in beat-'em-ups are slightly over-endowed in the chest and thigh department, but at least they aren't being shown as the helpless damsels in distress!

With the exception of *Pretty Fighter X* on the Saturn (or rather *Pretty Tacky X*), you'll find that many fighting games only include girls as either a token gesture or something to get the boys excited about. The situation is getting better, though...

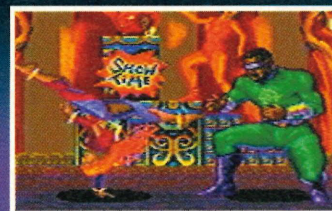
Mortal Kombat 3

The MK series has a fair selection of well 'ard girlie fighters to choose from ranging from Sonia Blade (American GI) to Sheeva (four-armed monster).



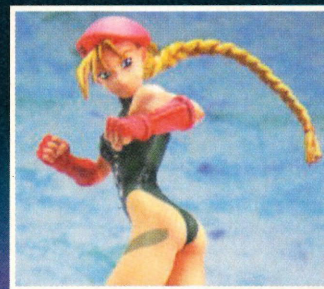
Eternal Champions

You get a choice between Jetta, Raven and Shadow. Well 'ard!



Super Street Fighter 2

Only two girl fighters in this game. Kicking their legs and punching their fists for woman-kind we have Cammy and Chun-Li.



Virtua Fighter

As with *Street Fighter 2*, you only get two women fighters here. You can choose from either Pai or Sarah.

Pretty Fighter X

The first all-girl beat-'em-up! One problem: they're all scantily-clad and over-endowed. Not good.

The Bimbo Factor

The games industry, being the male-dominated thing it is, will usually feature girls as the weaker sex. This is partly due to the fact that most of the programmers are from Japan — a country which has traditionally always suppressed women's rights and freedoms. It's also partly due to the fact that most males in the industry nowadays are ex-geeky computer owners who have never had a girlfriend in their lives. Come to think of it, most of them still are. Oooh, the truth hurts doesn't it?

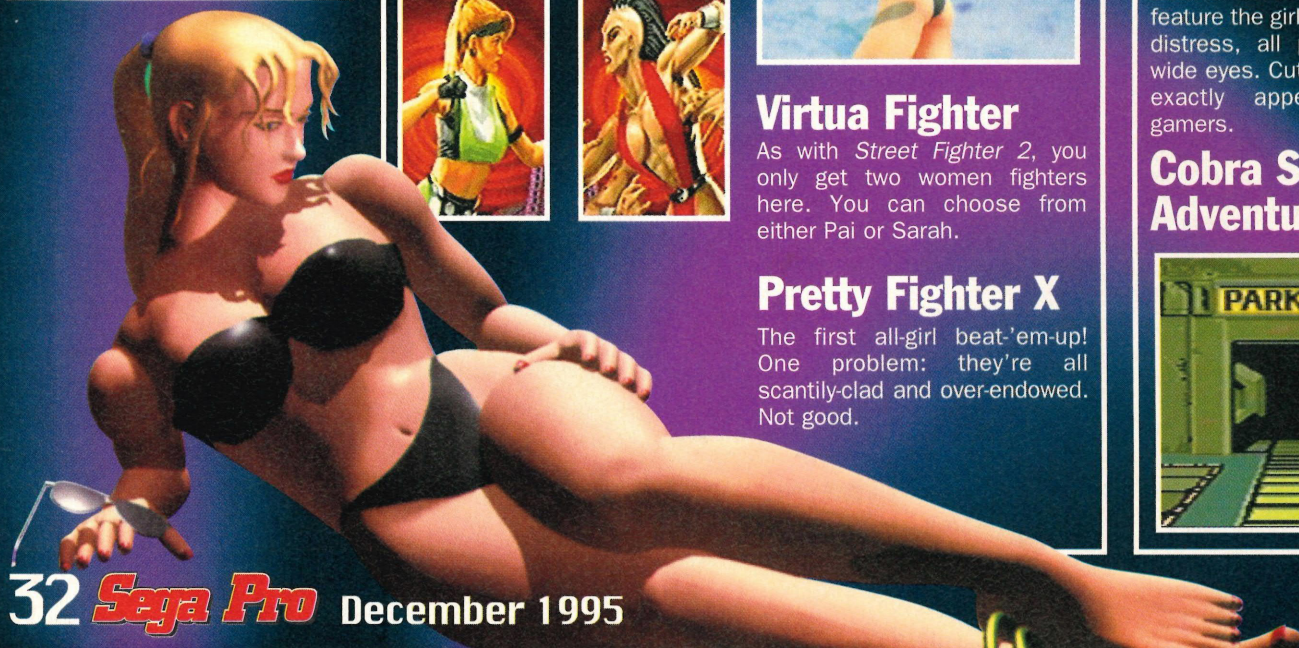
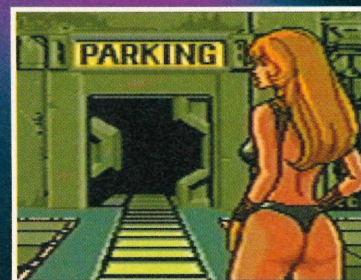
Street Racer

One girlie's featured here — Surf. Driving around in a little pink car and dressed in a bikini, of all things!

Dragon's Lair/Space Ace

Both of these Mega-CD games feature the girl as the damsel in distress, all pouting lips and wide eyes. Cute, but they won't exactly appeal to female gamers.

Cobra Space Adventurer





Right or Wrong?

In the future will we see a small army of Cammy-clones wandering around the streets? Will, that may be exaggerating reality slightly, after all we don't see any Ken or Ryu clones, but what software companies need to recognise is that girls need role-models just as importantly as boys.

Tacky, laddish games such as *Cobra Space Adventurer* are a step backwards, but on the other hand we have titles such as *D's Dining Table* which portrays not only a woman as the main character, but a strong and independent one at that.

What's wrong with being sexist? A hell of a lot. Not only is it degrading, but in this day and age it's also bloomin' embarrassing. Part of the reason that computer games have always had a 'geeky' image about them is due to sexist games. What girl in her right mind wants to play as a silly little bimbo?

If the argument from the game developers is that there's nothing wrong with being sexist, then the same argument could be applied to being racist! Surely one group is no different to the other. Think I'm being stupid? Then think again...

In fact, think of beat-'em-ups. Every beat-'em-up on the market these days has the token black character to go along with the token female character. Programmers obviously think that coloured gamers are in the minority! But of course, they've included the token character so they wouldn't offend anybody. Gee, thanks guys, we didn't know you were so caring...

Makes you think doesn't it?

Write in with your views on this to ProTest - we'd be more than interested on your opinions! Am I just clutching at short straws here or do I have a valid point? Do you think computer games are sexist? We don't get many letters in from female readers - how many girls actually read *Sega Pro*? It's over to you.

Not a game I'd recommend for the feminists out there. Filled with more sexism and general disregard for women than a Bernard Manning video.



Snatcher

Basically the same as *Cobra*, you'll probably find the sexism more innuendo than anything else. Funny in a sad sort of way.



Keio Flying Squadron

You control a semi-naked bunny girl who rides around on a little green dragon. Give it a miss.

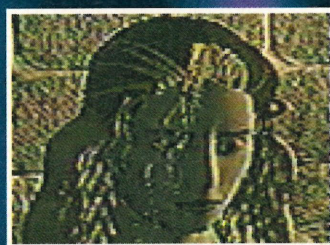
The Best Role Model

All that female gamers want are games that portray women in an equal light to men. They don't want to see defenceless princesses who always end up being kidnapped by the evil Dragon Lord. That's the reason why computer games have always had this boys-own image about them. Any woman with any sense of dignity would be left with a patronised feeling about the whole affair.

A far better alternative is the example set by *D's Dining Table*. The main character is a woman named Lola (cue Barry Manilow singing his heart out), who takes it upon herself to solve the mystery of a haunted mansion. Both confident and brave, Lola has set an excellent example for future game releases to follow. With any luck.

D's Dining Table

Acclaim's Japanese development wing are responsible for the beautiful Lola in this spooky game. It's a masterpiece of gaming!



Micro Machines '96

A true family game, *MM'96* features both boys and girls equally as characters to race with. One of the most addictive titles ever!

Virtua Cop 2

You can play as either a man or woman copper - both of them have taken lessons in the Dirty Harry School of killing baddies.

Ultimate Parodius



You can play as a green-haired girl in this game, and blow up a couple of guardians who resemble a giant mermaid and belly dancer. Weird!



Mega Drive



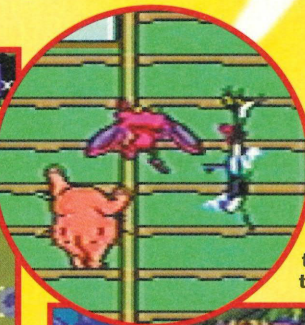
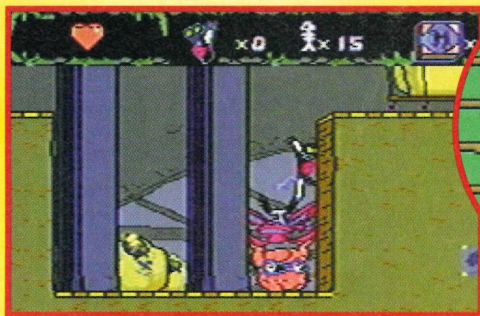
Review Exclusive

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Pro
Yo!



● What do you get if you add three monsters together? A flippin' frightening sight that's for sure. Make the little devils balance and you can reach higher platforms too!

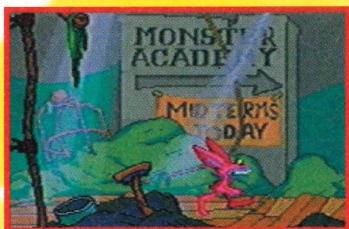


● The climbing frame in the school is the perfect way to reach those out of the way kids, and scare them to death!



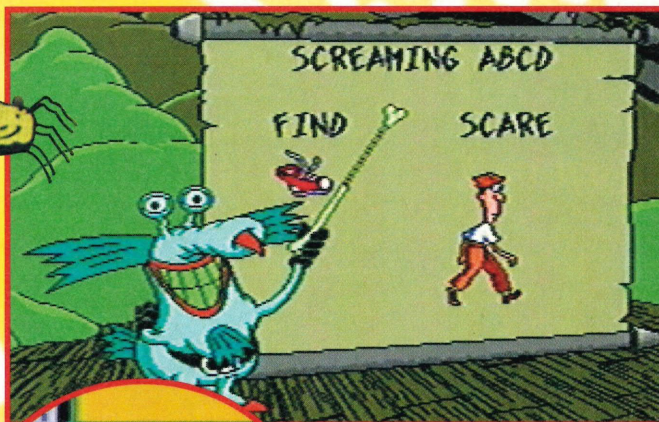
● A small purple guy with big ears, an umbrella with eyes and a pink blob holding his eyes in his hands. What were the creators of this thinking?!

● Little Ickis never misses a day at the Monster Academy, well he'd be squished if he did!

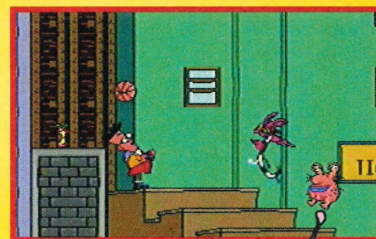
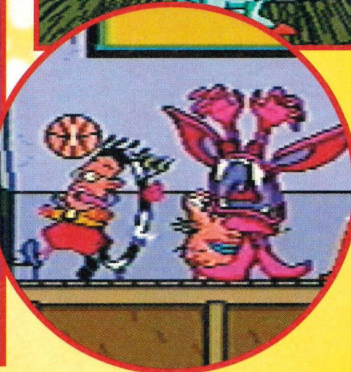


● Hee, hee! Old Krumm holds his eyeballs in his mouth when he goes swinging around the level.

● This geezer is The Gromble. He's the head teacher at the Monster Academy, and a nasty piece of work. Do as he says!



● Scaring the kids in the school is great fun. You can pin-point the moment they cack their pants!



Monsters eh? They're nothing to be scared of... well unless it's dark and you hear a creaking on the stairs. Then it's brown pyjamas time! Aaarrgghh!

In a secret world under the rubbish dump live a gaggle of gruesome geeks who's sole purpose in life is to scare humans. This is the elite Monster Academy where the best monsters from around the world come to fine tune their scaring techniques and learn from the all-mysterious teacher, The Gromble.

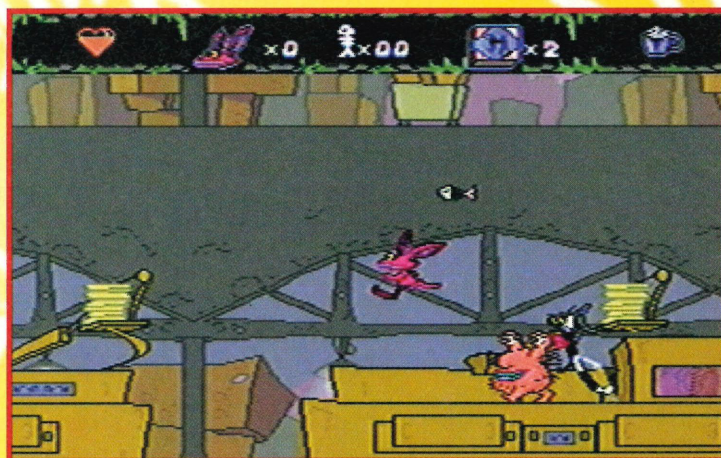
He's a strange creature: green with a spike for a nose, yellow teeth and wearing four red stilettos! There are three monsters that he particularly picks on in the bunch: Ickis, Krumm and Oblina. And they have some great scaring up

their smelly sleeves!

All sound a bit weird to you? Well it won't if you've been watching Sunday morning TV over the past few months. Aaahh!!! *Real Monsters* is a Nickelodeon cartoon show that has taken the country by storm. Being monsters there's nothing they can't do, and the lengths they go to when scaring people had me in stitches.

Now Viacom bring us the game of the cartoon with three monster stooges in the driving seat. The nasty Gromble has commanded them to find items of icky trash, while fighting off creatures and scaring any humans that get in the way.

the lead character can be picked up and thrown over obstacles



● You wouldn't think the Post Office would have many hazards in it, would you? These machines could give one hell of a paper cut though!

Monster mash

Have you ever seen such horrible monsters as these? Ickis, Krumm and Oblina are the weirdest things you'll have ever seen in a Mega Drive game, and they can perform some sickening moves. With a terrible B.O. problem as well, you wouldn't want to invite them to any parties!

Ickis

A little purple chap with big rabbit ears and a wide mouth, Ickis is the timid one of the bunch. He doesn't like getting into trouble, but can hold his own on the scaring front by growing to twice the size and bulging his eyes.



Oblina

More like an umbrella than a monster, Oblina is nothing but a stick with a mouth and eyes stuck on. Appearances can be deceptive though, when she want to get scary she can do better than the lads!



Krumm

Poo! Smelly. Krumm's best scaring method involves his terrible B.O. He just lifts his arms and let's rip with an odour that will sour milk at twenty paces. He holds his eyeballs in his hands and can throw them at people too! Nice.



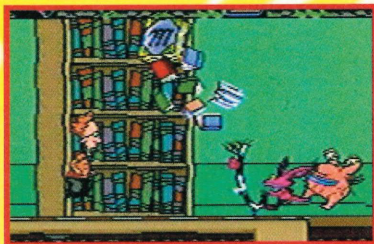
Mega Drive



Review Exclusive

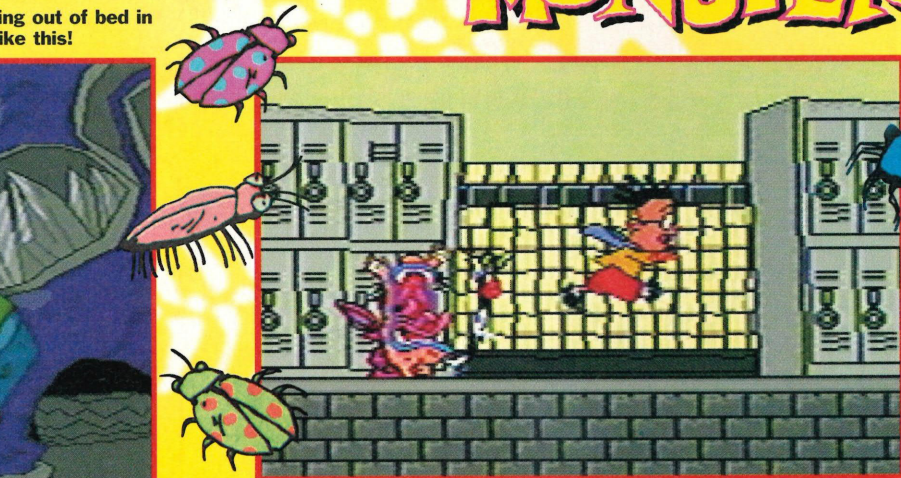
AAAHH!!! REAL MONSTERS™

● Ickis is no different to all us humans. He doesn't like getting out of bed in the mornings either, but I would if my bed looked anything like this!

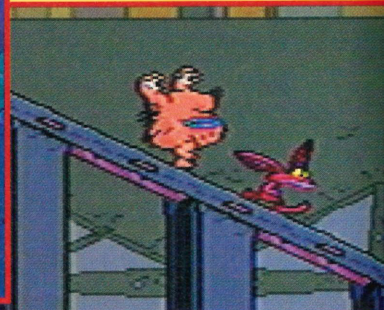
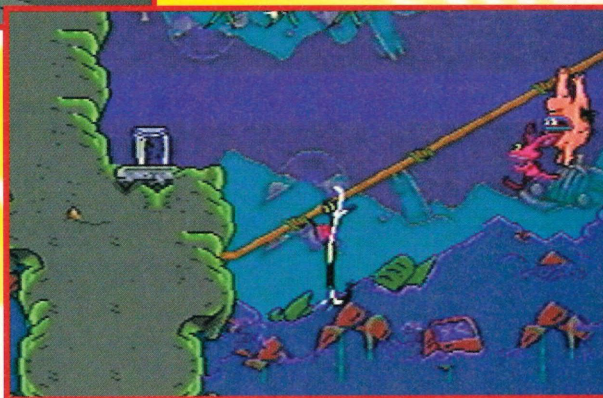


● Secret power-ups are always kept in out of reach places. To get these special flies you must slide down the vine, jumping off at just the right time - tricky stuff!

● I bet you've always dreamed of scaring your teacher and making him throw his books into the air!



● If you made a face like that, I'd recommend you saw a doctor immediately. I plastic surgeon preferably!



● If this kid thinks a few well thrown paper aeroplanes are going to stop the monsters, he's got another thing coming!

● I was always a fan of slides. I never liked the swings one bit!

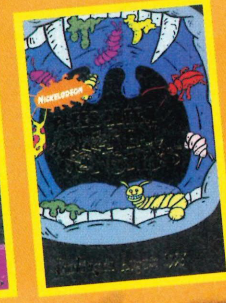
► The game uses a three character control system, similar to that used in the brilliant *Animaniacs* game from Konami. You start off with Ickis and can throw trash, jump, duck or use your scare move. By pulling down on the joystick and pressing A you can swap to Krumm or Oblina. Each character can also command the other two to do special tasks, vital if you are to get off the first level. Some situations need them to climb on each other's shoulders to reach higher platforms, in others the lead character can be picked up and thrown over obstacles.

Switches and buttons are hidden all around the 25 spooky levels and secret passageways are here to be discovered, leading to five bonus levels to complete. Starting out in the City Dump, the monsters visit the Post Office and Natural History Museum in their search for nasty trash to please The Gromble, travelling by foot or by pneumatic tube, indoor plumbing or trampoline. They can even flush themselves down toilets if they need to!

Collect the set!

With the huge success of *Real Monsters* in America came a set of trading cards from top company Fleer. Those crazy Yanks can enjoy 100 basic cards, with a character or scene from the hit show on each, a monster pop-up in every pack they buy and four horrific holograms featuring the Monster Academy's scariest pupils.

These cards haven't been spotted on these shores yet, but with the launch of the game and screening of the TV show, you can be sure they're not far behind.



Boss bashing

What game would be complete without a few bosses to sort out. When you're a monster it's a hell of a lot of fun too. Just scare all these so-called bosses to death and be on your way!



Dog

He'll soon make mincemeat of these monsters, so scare him to death!



Teacher

He thinks he's hard enough to take on monsters. How wrong could he be? Get the nutter!



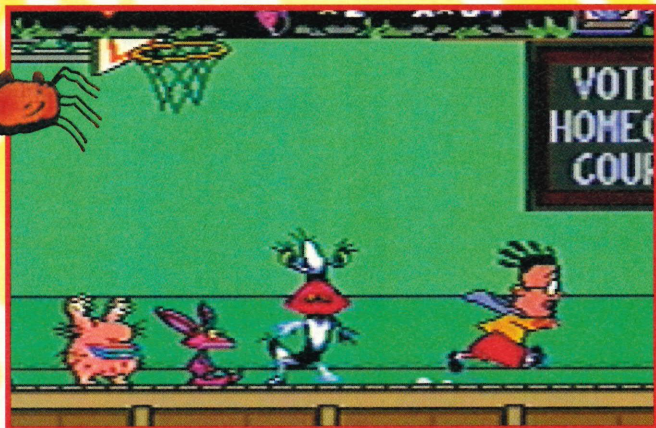
Slug

A horrid yellowy thing, it'll take a few poundings of trash, but won't give much of a fight.



Post woman

Look at the size of those thighs! She's a tough cookie, just flick the levers and drop boxes on her head.



● You can even flush the monsters down the toilet – poo!



● Sections are linked in all kinds of ways. I bet this pipe leads to some top secret location.

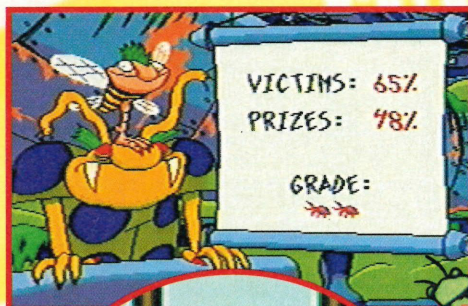
Okay, so Aaahh!!! *Real Monsters* looks like another boring, side-scrolling platform game – and it would be, if it weren't for the unique graphic style and gameplay. The Nickelodeon characters have been brilliantly converted from the cartoons, packed with animation and quirky little ways. The backgrounds also add to the cartoon feel with a sketchy but colourful theme.

Having the ability to throw eyeballs, boots and other smelly stuff as passers by adds to the addictiveness too, what other game lets you do all this?

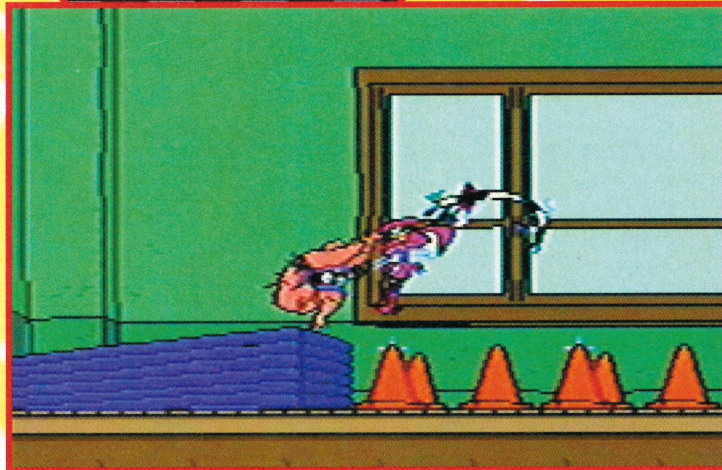
It looks like Viacom have learnt their lesson after the abysmal *Beavis and Butt-head* and produced a game that's worth playing. Now, let's see if I can scare Mat out of his skin!

● Nick Roberts

● That's it monsters, pose for a nice screen shot for that excellent *Sega Pro* magazine. Krumm, hide those hairy pits!



● This one caught me out the first time I played the game. All of a sudden the screen starts to shudder and a stampede of scared kids comes by. If you don't jump at just the right time the monsters will be squashed to a pulp!



● What on earth is going on here? This is no way to get over a few cones – this is more of a kamikaze monster move!

Proscore 90

A rare breed of a game — a cartoon adventure that actually has some original gameplay. Get stuck into some trash today!

December 1995

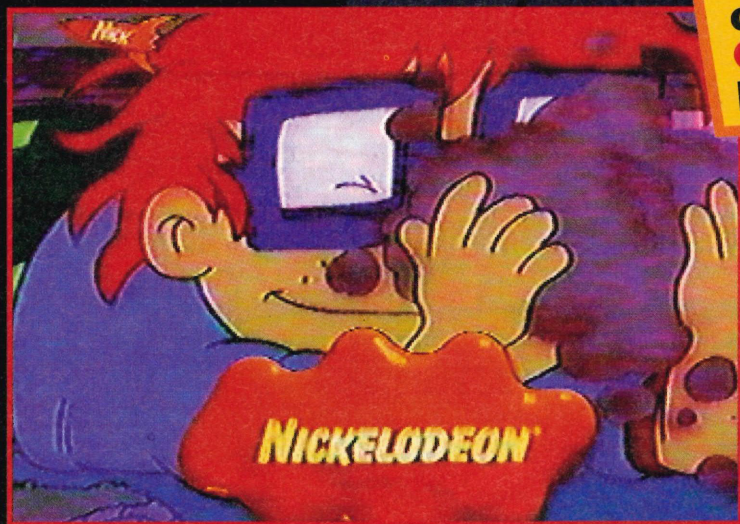
Sega Pro 37

Prepare to be Petrified!

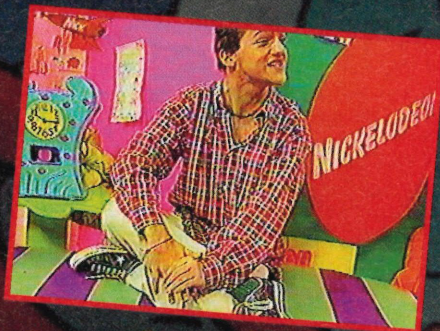
Have we got a competition for you! If you're a fan of platform games with a twist or have been watching the great new Nickelodeon cartoon series **Aaahh!! Real Monsters** then this will be right up your alley.

WIN! WIN! WIN!

- 1st prize - A day out at the Nickelodeon TV studios plus toys and games!
- 2nd prizes - 4 sets of 3 Aaahh!!! **Real Monsters** cuddly toys and choice of game!
- Runners up prizes - 5 Mega Drive games, 5 Game Gear games!



● If you're lucky enough to have Sky TV, or Cable, then you'll have already been enjoying the delights of Nickelodeon TV. It's a children's TV channel packed full of Nickelodeon's great cartoons like *Rugrats*, *The Tick* and of course *Aaahh!!! Real Monsters*. They also produce live shows at their studios in London, which you'll get to see being filmed if you win this wonderful competition! Good luck.



Live shows!

You've no doubt already read the review of the game starring the terrible trio Ickis, Oblina and Krumm. These monsters are the scrapings from the bottom of the barrel at the Monster Academy where they are watched over by the all-powerful Gromble.

The idea is to collect trash around the level, finding a special object for The Gromble and scaring anyone who gets in the way. The main character can be swapped at any time and they each have special skills to help each other out.

To go along with our world exclusive review the kind people at Viacom have managed to wangle a top prize of a trip around the Nickelodeon TV studios in London. You'll get to see where their TV programmes are made, find out how things work behind

the screen and come away with a set of *Real Monsters* toys and your choice of either the Mega Drive or Game Gear game! Generous or what?

Pens and paint at the ready!

So what do we want you to do to be in with a chance of swanning around a TV studio for the day? Well it's perfectly simple. Just take a look at the black and white drawing of the monsters themselves. All we want you to do is colour them in! You can photocopy the page first if you don't want to spoil your magazine. But of course there's a catch. We want you to colour them in the most inventive way you can think of. Use whatever pens, pencils, paints or gold leaf or glitter you

like - let your imagination run wild (this magazine gets more like Blue Peter every day)!

When you've finished your masterpiece just complete the line, 'I'd like a trip around a TV studio because...' and post off the coupon, with your name, address and contact telephone number filled in, to us at this address:

I'm scared stupid compo, Sega Pro, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

Entries should reach us no later than 28th December.



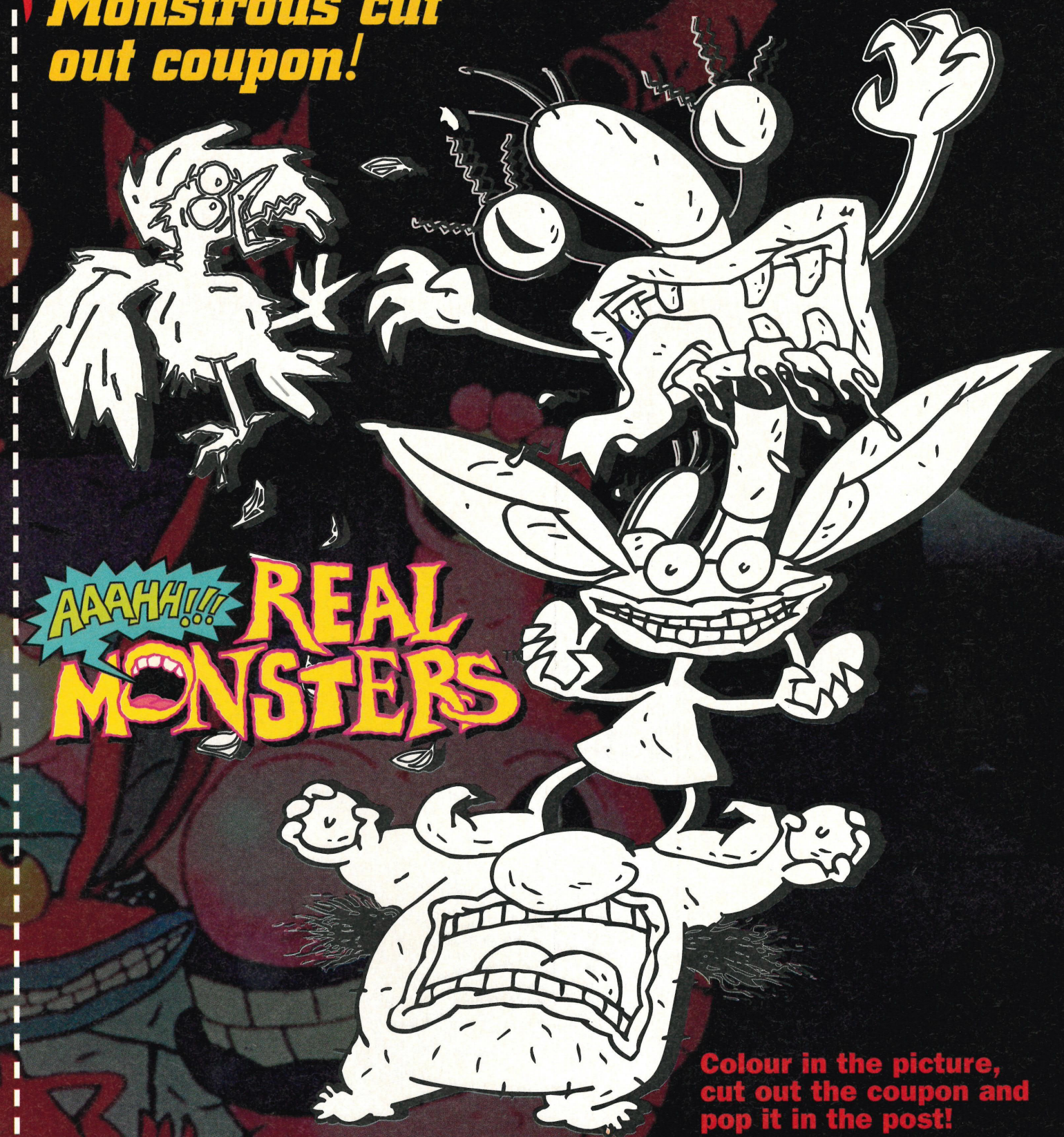
The Tick



Rugrats



**Monstrous cut
out coupon!**



**AAAHH!!! REAL
MONSTERS**

**Colour in the picture,
cut out the coupon and
pop it in the post!**

A few details please...

Name:

Address:

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Post Code:

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**'I'd like a trip around a TV
studio because...'**

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When it comes to footy games, you can't beat the FIFA series. It's already conquered the Game Gear, Mega Drive and Mega-CD markets. But what about the 32X?

What's gone wrong with our national pastime? There was a time when we couldn't even switch on the office Mega Drive without another new title appearing! Yep, those were the days of FIFA '95, Dino Dini's Soccer, J League 2, Striker and, of course, Sensible Soccer. But it's been quite a while since we've seen a soccer game that's worth talking about. Maybe FIFA '96 will prove to be the upper we need.

Being the 32X version, you'd rightfully expect the programmers to come up with something a bit special. Something a bit... innovative. After all, if the original FIFA changed the way we viewed football on the Mega Drive with its slanted 3D viewpoint, then surely the 32X jobby will go one better. Stands to reason.

● One of the many options open to you, which allows the player to monitor the strengths of each team.



● Below: Yet another of the options screens that are so painfully obvious. Still, they do let you know what went on during the match if you fell asleep or something. How handy is that?



● Footy games are making a bit of a comeback at the moment, but you can't beat FIFA for sheer realism!



'Going one better' for the 32X version means going for multiple moving camera viewpoints. As with the 3D0 game, the screen zooms up and down, in and out of the pitch, keeping pace with the ball. It looks spectacular, but things can get a tad tricky when you happen to be shooting down the screen — you're forced to guess where your players are standing! An on-screen radar (à la Kick Off) would have helped here.

● Kick the ball matey! That little cursor indicates the direction the ball will go in when you shoot.



multiple moving camera viewpoints

The graphics may have changed from its original incarnation, but you can always rely on FIFA for a playable game. The control method is exactly the same, so you can still come up with some tricky passing manoeuvres, and those goalies are now tougher than ever to score past. Believe me, I spent over half an hour playing it before I managed to hit the back of the net!

It's not often that I take time out to praise computer game music (over half the time it's all beep-beep-beepy limp-wristed rave stuff), but the wah-wah guitars and thudding drums you hear on the title screen really do get the old toes tapping!

So then, when the final whistle has blown and all the players have kissed each other, swapped shirts and taken each other out to dinner, should you go for FIFA 32X or not? Well I liked it, but it also has some minor flaws like the confusing moving camera and the dodgy way you have to kick the ball down the field virtually blindfolded. A little annoying to say the least. At the end of the day, I'd say wait for the Mega Drive version of FIFA '96 to compare the two. But I've got a funny feeling this will come out on top!

● Mark Pilkington

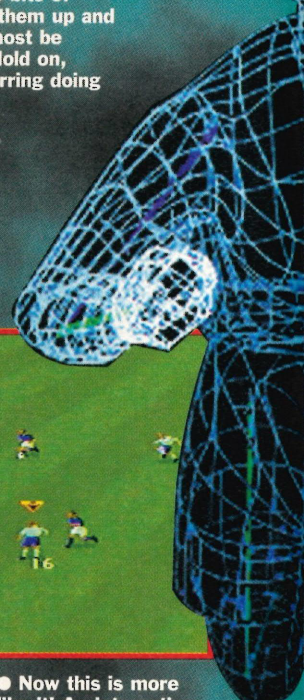
● Erm, what is that? Actually, it's a special screen that tells you when you've scored, or when it's half time. Good eh?



● Now this is more like it! An interesting shot of the game in action. This is just one of the many in-game camera angles that make FIFA '96 so special. There's even an option to have a stadium camera mode — very impressive indeed!



● Goals are funny things. Take away the bits of wood holding them up and they could almost be fishing nets! Hold on, what's that herring doing on the pitch?

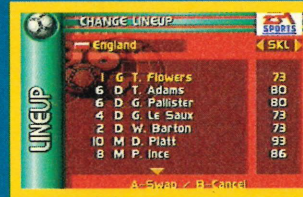
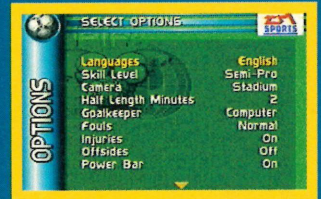


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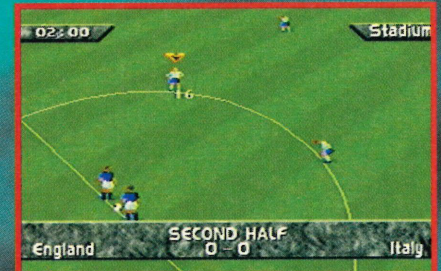
EXCLUSIVE

It's a game of two... options?

As Desmond Lynam would say: "The options in FIFA '96 are the most detailed of the series yet! You can choose from hundreds of them, including team select and angle viewpoint! Check these shots out!"



Below: This is the shot that greets you just as you kick off, and it looks very smart, but it's not as hot as the stadium mode.



What? It's the second half and England are losing! Who's playing this match? What's the matter with ya?



Soccer games have always been a tricky subject for a console. Many have tried to create the ultimate simulation, but the FIFA series has it sussed.



ProScore 83

A tasty little player with a brand-new 3D viewpoint, this shows exactly what the 32X is capable of. Fancier than a Colombian goalie shirt!

Saturn



Review • Sega • £59.99 • 1 CD • Import

Golden Axe:

One of Sega's oldest games, and certainly one of the most famous arcade machines, *Golden Axe* has returned to the Saturn in all its gory, sword slashing style!

The Duel



• Sega have taken the famous characters from the original side-scrolling *Golden Axe* series and given them the *Street Fighter II* treatment. The coin-op machine uses the ST-V (or Titan) arcade board providing a near perfect translation. Well done you clever developers!



• With one swipe of his mighty axe, Gillius gives the lumbering Panchos what for. Basic moves and special attacks are all fairly easy to pull off thanks to the Saturn's smart eight-button joystick.

The Mad Axe Men!

Ten characters — some old, some new, some bad, some good, but they're all hard as nails!

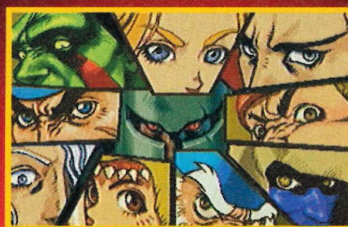


• Kain Blade dishes out the swipes with a well timed flaming uppercut.

Take one of the best arcade beat-'em-ups of all time, add new characters with weapons, smart graphics and a variety of moves, put it onto a 32-bit machine and you get *Golden Axe - The Duel*. Taking the form of *Street Fighter II* with knobs on, there are ten characters on offer including the deadly arch nemesis, Death Adder!

Naturally, it's a lot more fun in two-player mode, and you get more time to practise the special moves for each character, and these moves are really special. Each of the characters can win a fight by calling up some ghastly demon or god to destroy their opponents. Others can create a whirlwind, a barrage of fire or a huge bolt of lightning. Don't play this if you're sensitive — there is quite a bit of blood spilt, which isn't surprising considering each character is armed with an axe, a sword or daggers.

• The night has a thousand eyes but *Golden Axe* only has 19. Eh?



Mention has to go to the graphics — the sprites are really big and bold, with six colours of outfit for each fighter. Scrolling is smooth, the characters are responsive and the backgrounds are littered with detail. Everything about *Golden Axe - The Duel* is very impressive and it never fails to thrill. There aren't many games that can imitate the

There aren't many games that can imitate the mighty *Street Fighter* and succeed

mighty *Street Fighter* and succeed. This certainly does, although sometimes it feels that you just aren't making contact with your opponent, and it's best to get really close to

them to inflict any proper damage.

Finally, the extra bits. During a match (three at the most) little dwarves run on and drop vital potion bottles. These enable players to increase the powers of their character. During this period of extra strength, special moves can be executed.

Yep, there's no doubt about it, *Golden Axe* is a pretty damn fine beat-'em-up, and is definitely the most enjoyable one I've played since *Virtua Fighter*. Fans of hack 'n' slash games should check this out — it's a very impressive licence that has turned out to be a first rate game.

• Steve Hardy

Contact: The Video Game Centre on 01202 527314.

Panchos

Doc

Keel

Jamm

Green

Gillius





● I'm not sure quite what that strange bear-type creature is in the background but I'm betting he's up to no good. No, really.



● Whack the little elvan folk to make them drop potions. Fighters collecting the jugs (missus) may power-up and unleash devastating super attacks on their opponents.



● The wandering mystic, Zoma, is capable of using magic attacks against her foes. Here she turns poor Doc into a frog. Fans of the original *Golden Axe* game will recognize the familiar pink riding lizard in the background.

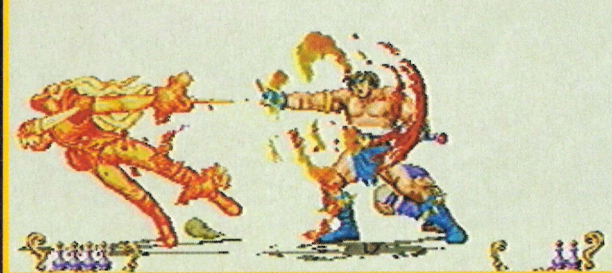


● Being vertically challenged (that's dwarf to you and me), you'd be forgiven for thinking that Gilius gets a good beating from taller players. Wrong! Our bearded bud can give as good as he gets with the his axe.



● Ten fighters are up for grabs but we're betting there's either a boss code hidden somewhere or a few secret characters. Keep watching ProTips...

● As with most Neo-Geo combat games, the whole screen scales in and out as players move closer to each other. The scaling is extremely smooth and there's no loss in character speed, parallax scrolling or response time.



Milan Flare

Death Adder

Zoma

Kain Blade



ProScore
84

It's not entirely original, but the smooth gameplay and eye popping visuals of *Golden Axe - The Duel* more than make up for that.



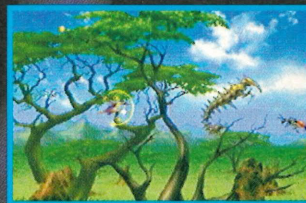
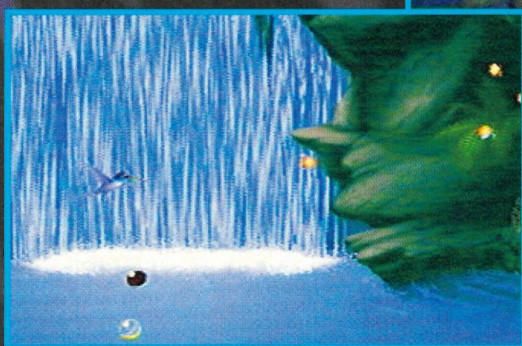
● Kolibri faces big toad trouble in the swamps. Avoid those tongues, as hummingbirds make very good toad food. If only there was a barbecue near by he could have you cooked!



● The caves are dangerous places to visit, but luckily Kolibri has a protective shield.



● Yuck! If he takes too many hits, Kolibri expands and explodes into a load of feathers. What a way to go!



● That spiky thing may look deadly but it can act as a shield for Kolibri when the going gets tough.

Bird Watch

Interesting Bird Facts No. 1357*

● Hummingbirds actually can't walk! They just buzz and hover around everywhere. If they want to stop for a rest they have to hover above their nests and hope they land without hurting themselves!



- They also have no sense of smell, they choose their food by sight alone.
- A male hummingbird's heart actually beats 21 times a second – wow!
- And no, they don't shoot bubbles and lasers in real life – it's just a game!

*NOTE: These facts have come from Sega Pro's wildlife expert Steve Hardy, if they happen to be untrue, don't come crying to us!

Sega are well known for designing games starring animals and *Kolibri* features a hummingbird of all things! An Ecco slapper? Let's find out...

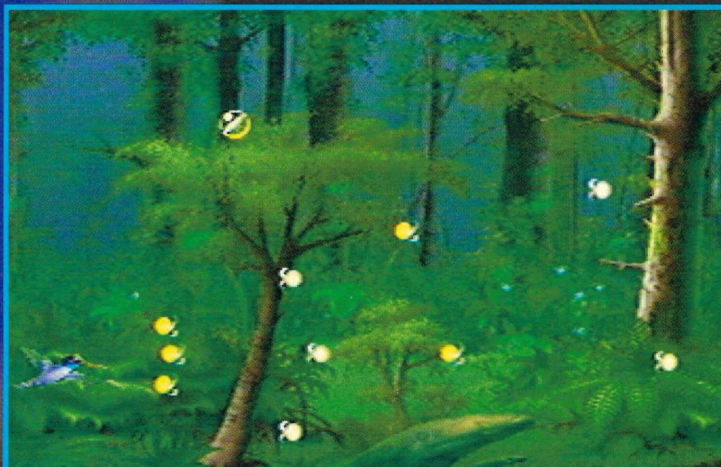
Deep in the heart of the Earth, two crystals that protect the planet are in trouble. An evil force has taken over and possessed all the creatures and insects of the forest. So, what do they do? They call on the help of Kolibri, a beautiful hummingbird to save the day, and the universe.

Just by peeking at the screen shots you can tell that *Kolibri* is gorgeous to look at – if you took the same game style as *Ecco The Dolphin* and placed the whole scenario in an exotic

forest, with a hummingbird, then *Kolibri* is what you would get.

Essentially, it's a shoot-'em-up, albeit a cleverly disguised one. By taking nectar and shooting insects, Kolibri can upgrade his weapons and gain a shield, or even a laser! Your adversaries include giant toads with tongues that can nab you out of the sky, wasps, bees and all sorts of revolting flies and insects. It does get very hard later on with swarms all attacking Kolibri at the same time, the poor little darlin'.

Everything about Kolibri is, shall we say, exotic.

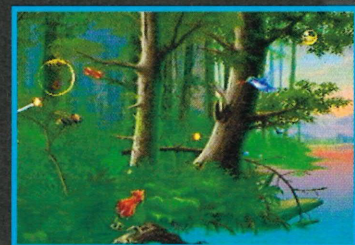


● Like in that classic shoot-'em-up *Parodius*, Kolibri can upgrade his firepower by collecting different coloured bubbles. This one is the three-way shot and it gets rid of just about everything in sight.

Everything about *Kolibri* is, shall we say, exotic. The graphics are luxurious (blimey, I'm using all the big words), with realistic backgrounds, including waterfalls and just about every exotic plant going. It really does look amazing. The sounds are just dreamy – really tropical and quite relaxing. It sounds like an entire orchestra has invaded the 32X!

I'm very impressed with this game, although it's a shame that there isn't as much strategy involved as there was in *Ecco*. Any other problems? Well, if you like your games fast, frantic and bloodthirsty, then you might find *Kolibri* boring. Everyone in the Sega Pro office did, but they didn't stick at it for as long as I did. Still, the presentation and sheer amount of levels make up for the lack of strategy, and *Kolibri* is a brilliant follow up to the *Ecco The Dolphin* series. Don't be fooled – underneath all that lovely tropical shrubbery lies a pretty tough and challenging game.

● Steve Hardy



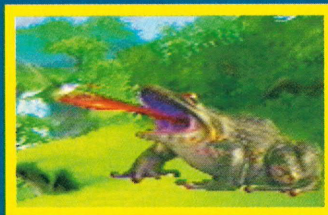
● Yet another disgusting bug confronts Kolibri in the mystical forests, but it's quite easy to get rid of, especially with the firepower our feathered friend is currently holding.



Put those tongues away!

As well as those nasty little bugs and wasps, Kolibri has to face some of the more grotesque

freaks of nature. This warty toad can gobble Kolibri up in one go, and as for that lizard – yuck!



● Kolibri tackles a waterfall in another scenic area. It's around here that he gets ambushed by swarms of wasps!



● It's another toad! These things are all over the place but they're fairly harmless as long as you avoid their mouths. Croak!



Kolibri



● Kolibri flies into a fairly peaceful area, which means that something is going to go horribly wrong.

● This huge bug stops Kolibri from going any further at various points in the level. This means you have to go back and see what you missed. Doh!



● Kolibri enters the swamp area of the game, which is infested with insects and lizards. Urgh!



● Why not enter our 'spot the hummingbird amongst the flowers' competition?



Proscore
87

With a bit more strategy to it **Kolibri** would have been fantastic, but it plays well and is visually superb.

Saturn

Review

● Sega ● £44.99 ● 1 CD ● Import



Chocks away! Tally-ho! Bandits at two O'clock, chaps! Spiffing show back there, tango-niner-zero! Fancy a game of cricket, Stan? Hmm...

It looks like the Saturn is finally starting to show its full potential. After a few months of so-so releases with games like *Daytona USA* and *International Victory Goal*, the next generation of titles are beginning to make their impact. *Sega Rally* promises to re-define the ways of driving games on the super console, whilst *Wing Arms* holds the standard for fight sims.

Ignoring the tacky in-game introduction for a minute (basically, Japanese planes bomb a shipping yard spookily similar to Pearl Harbour — dodgy to say the least), the in-plane graphics are really something — the game can't be faulted. Perfectly scaled planes and scenery, coupled with a realistic colour palette, really give an arcadey feel to the proceedings.

Not surprising, seeing as *Wing Arms* borrows heavily from Sega's arcade game *Wing War* — the planes are pretty much the same! Unlike said coin-op though, *Wing Arms* has a bit of playability thrown into it as well!

Just flying your plane around the many varied landscapes and taking a few pot shots at the enemy planes gives you a good idea as to what it's like to be a top pilot, zooming around up in the air. A straight-forward 3D shoot-'em-up, Sega have made sure that the many of the more boring and tedious PC commands have been left out. Kiss good-bye to the 'flicking through the games manual for hours and hours on end just to find out how to take off' blues! This is straight into the action right from the word go. And with loads of missions to battle though, this is definitely one you won't be completing in a few short hours.

But it's not all smelling of roses. No matter how hard you try, you won't be able to crash into the sea, and when you smash headfirst into an enemy plane or vehicle, it takes a while before you finally blow up.

So don't buy this title expecting an ultra-realistic aeroplane simulator, as you'll only end up being disappointed. On the other hand, if you fancy a somewhat tedious but action-packed arcade simulator, then run to the shops as fast as you can. Don't forget your wallet, though!

● Mark Pilkington

This is straight into the action right from the word go.

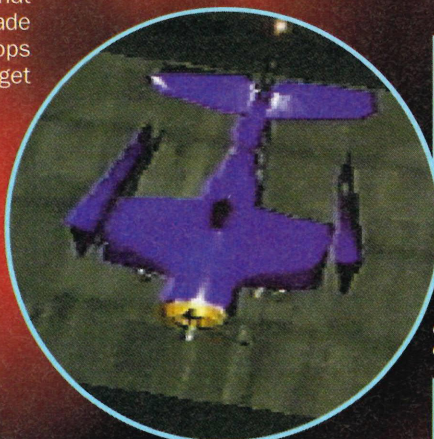


● 'Bandits at two O'clock!' Oh... I can't be bothered to make the joke that goes, 'I've got a couple of hours before they arrive'. Oh flippin' 'eck, I just did — doh! These clumps of pixels in the distance are enemy planes, believe it or not. Shoot them down if they come close.

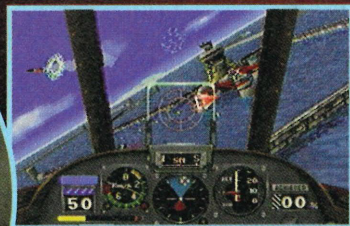
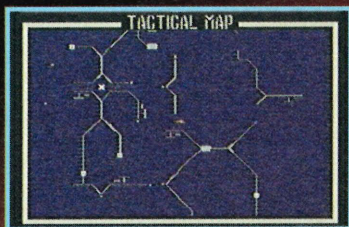


● The rendered intros all look really slick, Sega have done a good job on them.

Wing Arms



● What's this then? A geography lesson? You don't need tactical maps — just big guns!



● As your plane takes damage, bullet holes start to appear in the cockpit window. Now where's the eject button?

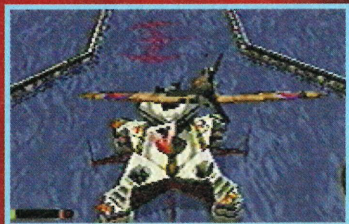


● Never trust anyone with a bushy moustache. They've usually got something to hide!

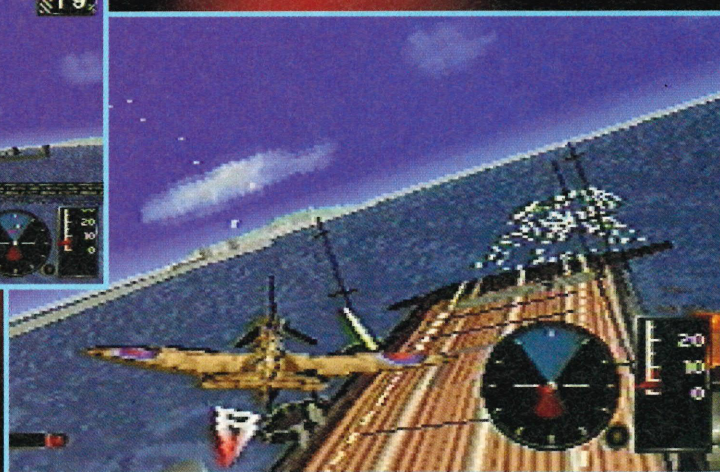
Contact: The Video Game Centre on 01202 527314.



● Attack, attack! Shoot at this target like there's no tomorrow. But don't ram it – you'll bounce off!



● The missions in *Wing Arms* will certainly provide you with a tough challenge.



● Outside the plane, everything looks really slick and smooth, right down to the last bit of texture-mapping. Just don't go trying to land your plane anywhere – you'll just bounce back into the skies!



● Inside the cockpit you can tell what's going on easily by reading the instrumentation.

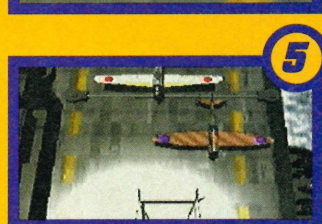
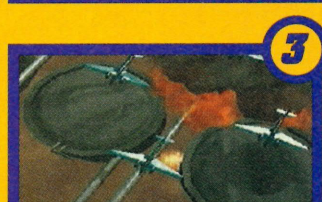


● With seven planes to choose from all with different handling, there's plenty to sink your teeth into.



Take my breath away!

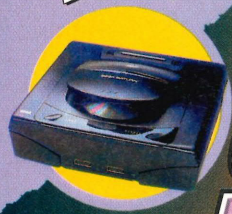
As they say in that spiffing aeroplane film *Top Gun*. Judging by the intro to *Wing Arms* on the other hand, they probably say something like "Damn those pesky Japanese! If that's not Pearl Harbour, I'll eat my apple pie!"



ProScore
82

Top arcade action all the way, but a little more realism wouldn't have gone unnoticed!

Saturn



Preview

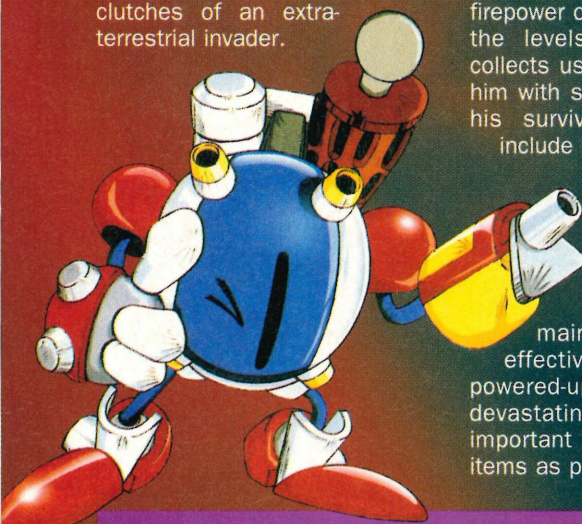
● Takara ● £69.99 ● 1 CD ● Import

Steamgear Mash

Forget Power Rangers, Action Man and Hornby train sets. What every young boy really wants is their very own robot. At least that's what dodgy Japanese scientists seem to think!

Although well-known for their Mega Drive conversions of such average beat-'em-ups as the *Fatal Fury* and the *Art of Fighting* series, Japanese developer Takara have recently been busy developing a few unique Saturn titles of their own. First up is the long-awaited *Steamgear Mash*.

Looking similar to the rarely-seen *Sonic Arcade* game, *SM* follows the adventures of a steam-powered robot out to save his master from the clutches of an extra-terrestrial invader.



In an attempt to break away from the standard platform game perspective this game employs an isometric viewpoint that allows players to wander over a huge playing area packed with enemy robots and well-hidden secrets. At the start *Steamgear* lacks any decent firepower or attack modes but as the levels progress he soon collects useful items that endow him with special abilities vital to his survival. Some of these include the ability to lock the mech's body in place and run in any direction whilst firing in another — very handy.

Although *Steamgear*'s main blaster is fairly effective it can also be powered-up to unleash a devastating energy bolt. It's important to collect as many items as possible before tackling each level's guardian. The first stage is protected by a massive king robot hiding behind a spinning card shield that needs to be disabled first. Actually defeating this boss takes ages but the satisfaction of his demise definitely makes it worth while.

I suppose if I had to be picky, I'd have to mention the regenerating enemies. Poor *Steamgear* only has one life and by destroying all opponents on a level you'd think that would guarantee safe passage. Wrong! Simply exit a floor, re-enter and all the foes miraculously spring back to life. This wouldn't be so bad if once defeated again they left behind a decent collectible item.

Whether Sega will see fit to release *Steamgear Mash* in the UK has yet to be determined but my advice to you would be to get a Datel Universal Adapter and a copy of this game on import 'cos a whole world of steam is just waiting for ya!

● Mat Yeo

● Oh no, a cheeky young lad has been abducted! Only a robot made from kettle spare parts can save the day in *Steamgear Mash*.



● Oh no, a cheeky young lad has been abducted! Only a robot made from kettle spare parts can save the day in *Steamgear Mash*.



● End-of-level guardians don't come much bigger than this geezer. Destroy his card shield to finish him.



● When enemies are below your 'bot, switch to the bomb option and chuck a load of TNT at 'em.



● This handy level map shows which stage sections have been completed and the location of the exit.

Metal Mickey



Weapon charge-up

Hold down the fire button to charge up *Steamgear*'s main laser weapon. Once at full intensity, let go and unleash a powerful ball of green fire capable of disabling most opponents with one shot.



Roll power-up

Use the L and R buttons on the Saturn joypad to lock *Steamgear* in place and fire whilst rotating his body. Useful for taking out enemy-packed screens or hard to reach bosses.



Boxing glove

Although not that useful against most foes, use the glove to smash open crates containing weapons. Some end of level passages are often barricaded with breakable objects.

ProScore 84

A cutesy platformer packed with plenty of unique features and guaranteed to keep players occupied for hours on end.

● Sega ● £59.99 ● 1 CD ● Import

Review

Saturn



NHL All Star Hockey

Ice hockey fans take note! The latest puck 'n' ice extravaganza from Sega is soon to be released for the Saturn. Cool!

If there's one category of game the Saturn isn't short of it's sports. The Sega Sports range has really taken off with *Daytona USA* and *International Victory Goal* already being big successes. That trend looks to continue with *NHL All Star Hockey*, covering just about every aspect of ice hockey imaginable.

I couldn't help but be impressed by this – it's just so well presented, especially the feature length intro which shows clips from past games, with an appropriate soundtrack too. All the top teams are on offer, although us Brits will not have heard of some of them, as the sport is massively popular in the States.

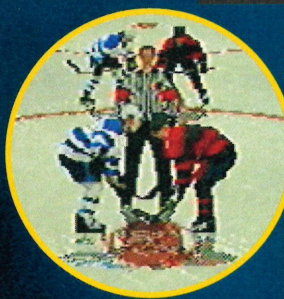
There are hundreds of options for all you rookies, plus manage rosters, a playoff series mode and the endurance and aggression of your team can be altered. The whole stadium and ice hockey rink are certainly the most realistic and convincing yet seen on a 32-bit system. Players move realistically and there are various camera modes which give all round views of the action. There's even a view from the puck – how useful is that?!

The atmosphere is made better by the addition of chants and shouts from the huge crowds, and the odd bit of music played by some nutter on a Bontempi organ. My one complaint (there's always one) is that with the camera angle constantly changing, it can get confusing and sometimes gets difficult to figure out where the puck is, but that's something we come to expect from ice hockey games. Apart from that, this is one of the best sports games to appear on the Saturn so far. So much has gone into it! If you like ice hockey, then you'll no doubt love this!

● Steve Hardy

There's even a view from the puck

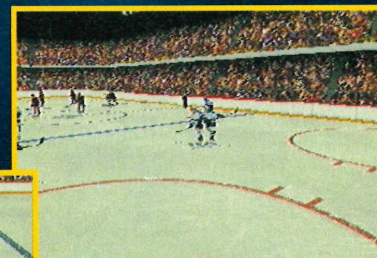
● The game starts and the players, err, bow to each other.



● This view gives more of a close up of the action, and is more realistic too!



● One of the many camera angles is the High Cam, which gives a good view, don't you think?



● You can even see the crash barriers. This game has it all!



● These presenters introduce the options in dodgy American accents!

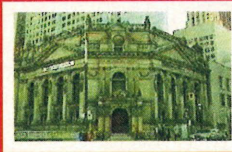


● The start of each game is very realistic, as the camera pans round the rink!



I've got the power!

Here are some smart shots from the intro that greet you at the start of the game, with music by Snap who had a hit with *Rhythm is a Dancer*. Well, the footage is good anyway. On top of this there's a little bit of interesting footage about the Ice Hockey Grand Hall Of Fame, showing all the facilities and even all the different hockey masks!



Proscore

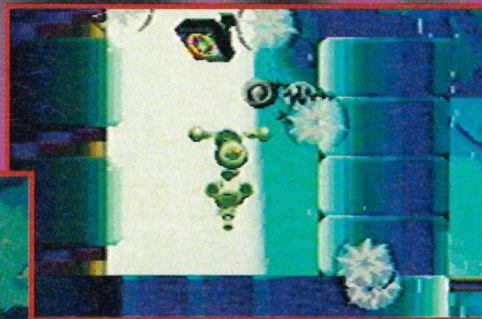
86

A stunning sports game that faithfully recreates the atmosphere on the rink. A bit slow, but still playable!



● Collecting power-ups is the key to completing each level safely and discovering hidden rooms containing bonus items.

● Returning from a sludge-dumping trip to the sun, Vectorman finds the Earth has been overtaken by a tyrannical computer network. Oh no, who will save us now?



● Using Vectorman's special morphing abilities break through walls, locate secret rooms and destroy enemy Orbits.

Vectorman

Blimey! The Earth's in peril once again and only a joint-less hero can save the day. Another dodgy Mega Drive platformer? Think again folks!



● Check out the lens flare effect on this icy level. Who says the Mega Drive has had its day?



● Every few levels, the platform action takes a backseat as Vectorman tackles a variety of overhead sections. In this particular scene, avoid the giant crushing fists.

It's Morphin' time!

Drill Morph



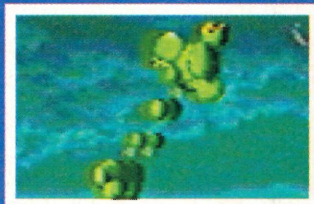
Collect the drill icon and Vectorman changes into a spherical spinning top. Locate a weak area of floor and drill through it to find hidden sections of power-ups.

Bomb Morph



Transform into a bomb and position yourself next to a shattered wall or broken column. The following explosion will destroy all enemies on screen and reveal other goodies.

Jet Power-up



Useful for reaching the higher levels and inaccessible areas. Collide with enemies whilst in this form and destroy them. Be warned though, this power-up doesn't last long.

Fish Morph



Guess what? Yep, this handy device is only found on the water based levels. It allows Vectorman to move at high speed through the ocean and smash into foes.

First, the good news. The age of the super consoles will bring impressive visuals, CD quality sound and games attempting to blow your mind and wallet. Unfortunately the bad news is that decent 16-bit software is now slowing to a trickle and whether you like it or not the glory days of the Mega Drive are slowly fading into video game history.

However, as everyone gasps in delight at Sega's new box of tricks, the MD is only just now producing some of the most incredible titles ever seen on a home system. Take a look at *Batman & Robin*, *Earthworm Jim 2* and *Comix Zone* to name but a few.



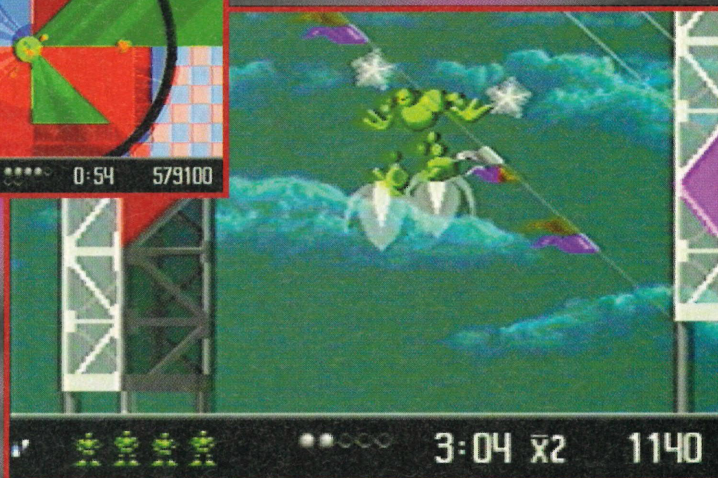
● As in many classic platformers, collecting enough items increases the player's lives. You're after those lovely shiny star things in *Vectorman*.

Vectorman Pro Yo!

● Successfully collect all the stars in a level and our hero is whisked off to a special bonus level. Here he has to stay alive until the timer runs out by blasting approaching mechanoids. Big points await.



● To reach higher levels and platforms, tap the jump button twice to activate the handy jet boots. They provide a short burst. Useful in emergencies.



The latest addition to a fine roster of titles is *Vectorman*. Produced by developers Blue Sky (responsible for such decent platformers as *Jurassic Park: Rampage Edition* and *Road Runner: Desert Demolition*) this is one game that pictures alone don't do justice. You have to actually play *Vectorman* to appreciate just how good it actually is.

The year is 2049 and the Earth is nothing more than a polluted toxic dumping ground. Humanity has fled to the stars and are waiting until the planet has been cleaned up by an army of mechanical Orbots. But disaster strikes when the head Orbot is accidentally wired up to a nuclear bomb. Renaming itself Warhead, the short-circuiting droid takes control of all the mechanoids on the globe and they begin to turn the earth into a lethal death trap for the returning humans. Fortunately, our hero *Vectorman* has only just returned from a trip to the Sun and is immune to Warhead's influence. It's now up to old spherical bod to save the day and destroy the baddies.

As with any good platformer *Vectorman* is packed with great features such as weapon power-ups, devices

your jaw will drop in amazement

that allow players to morph into specialised vehicles, hidden areas, bonus levels and massive bosses. But it's the striking visuals that set this game above its rivals. When you see the MD pulling off amazing lighting effects, transparencies, multiple layers of parallax, lens flare and an incredible icy waterfall I guarantee your jaw will drop in amazement. Not bad for a machine that's over five years old and definitely one to buy.

● Mat Yeo



● Graphical effects to watch for include lightning, smooth rotation and parallax galore.



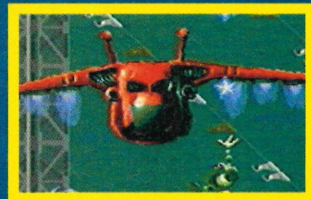
● With games like this, 16-bit consoles are going to be around for a while to come.

Bossed about

Clockwork Boss



Plane Boss



Ice Boss



Walker Boss



Proscore 90

Typical. As 16-bit consoles are on the way out, some of the most inventive software comes along.

Saturn

Review

● Sega ● £TBA ● 1 CD ● November



Ever had a secret dream of becoming the new mayor of London? You could abolish all tax rates, give free sweets to the poor or just grow old and fat! Dream on...

Over the past year we've had quite a few letters in asking when *Sim City 2000* will come out on the Mega Drive. Obviously quite a few of you hold dreams and aspirations of becoming city road planners! Well I've got good news for you, and I've got some bad news — which do you want first?

The good news? Right. The good news is that this wonderful game will indeed be making an appearance on a TV screen near you soon, but (and this is the bad news) you won't be able to play it on a Mega Drive. Or even a Mega-CD for that matter.

No, the truth of the matter is that only owners of Sega's high-tech wonder console, the Saturn, will be able to sample the delights of this amazing game. Only those gifted few will have the chance to lay down powerlines over the local park and build a sewage works plant next to a primary school. The lucky devils...

Welcome to Paradise!

Although not technically as stunning as other Saturn game introductions we've seen, the *Sim City 2000* effort is still pretty impressive all the same...

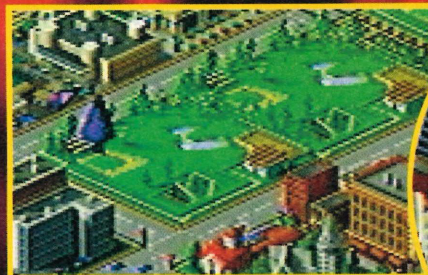
The programmers have redesigned the game engine

But those Saturnites who are expecting a straight PC to Saturn conversion will be in for a shock. The programmers have redesigned the game engine, making it more appealing to the console audience. Instead of controlling the game by mouse (just when is the Saturn mouse coming out?), you use the basic joypad which we all know and love. So to compensate for this change, the screen layout has been altered slightly in order to make things much more accessible. Personally, I preferred the old PC and Mac set-up.

Instead of just moving the cursor across the screen and clicking on your desired command, you now have to press a button and access a menu. It sounds more complicated, but it makes more sense when you are actually playing the game. A tad too slow, though.

And that's the problem with this game, it's just too slow all round. Building roads isn't the fun it used to be anymore, being hampered by the speed, and the task of connecting up underground water pipes is just a downright pain.

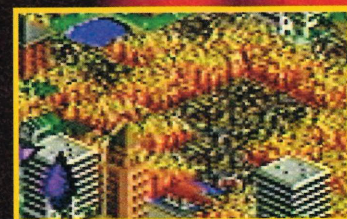
Looking on the bright side of things, this is still the old *Sim City* we all know and love — it's up to you to lay down industrial and



● As well as standard buildings such as shops and flats, you can also build parks and zoos — well, it keeps people happy!



● Fire! Fire! Quick, call the cast of London's Burning! They'll sort it out!



Sim

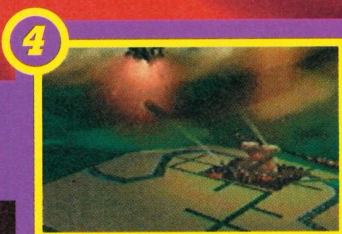
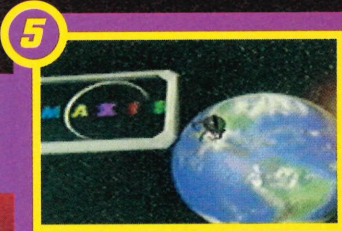
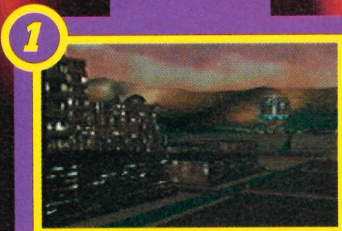
commercial sites, police departments and hospitals, decide how heavily to tax people and generally run your city as well (or badly) as you can. Of course, there's always something to do in this game, and the list of disasters will keep you on your toes (what would you do if a UFO started to destroy your city?).

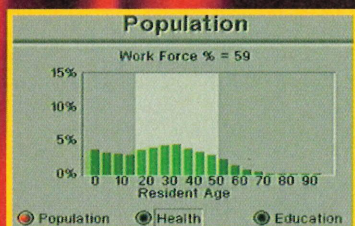
If you're mad about *Sim City* then you'll probably buy this anyway, but if I was you I'd spend my hard earned pennies on *Theme Park*.

● Mark Pilkington



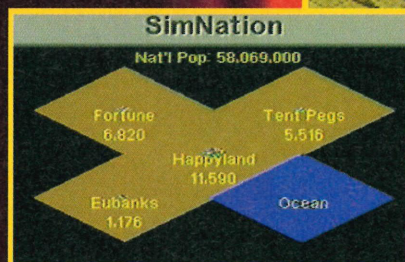
● A better read than the Sun any day of the week — yes, it's the Daily Journal! Great value for money too!





● How old are your residents? Use this screen to find out. Then get rid of them if they're all fogies!

● The icon select screen is both logical and easy to use. Albeit a tad slow...



● Ha, ha! Little do the residents of Dog City know, I've just planted five nuclear power stations next to their local school! Cue hundreds of children wandering around with bulging eyes!



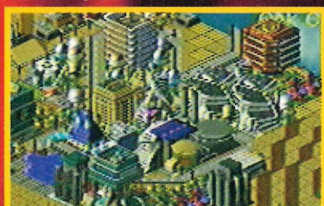
● Cor blimey, guv! Good old London town, apples and pears, Lord Marching, dog and bone, plenty of giraffes, pearly kings and queens, the old bill, geezer!



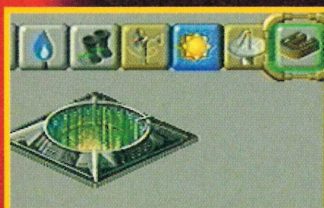
● Bang! That's what I like to see - a terrorist bomb in a busy block of flats. Sick!

City 2000

● If you don't like the French or regular breakdowns, why not opt for coal power?



● Fancy a game of footy? Well, why not just go the whole hog and build your own stadium?



● NYC. If you look close enough, you might be able to spot Mike D, ADRock and MCA (aka The Beastie Boys) enjoying a nice fried breakfast together!

Proscore
80

Not bad. The basic gameplay is good stuff, but the speed and awkward controls let the game down.

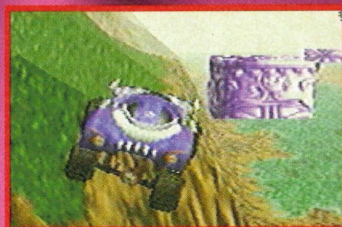
Saturn



Review

Crystal Dynamics • £59.99 • 1 CD • Import

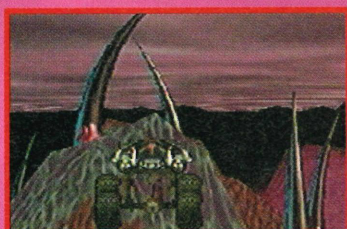
● Way-hey! This is more like it – off-road racing Mark Pilkington style. Crazy, wild and, um... stupid.



● Power-ups are scattered all over the levels, ensuring you never have to worry about your low weapon stock again. Possibly.



● Ah. Not good. It would appear that I have just unwittingly blown myself to smithereens! I blame the dodgy joypad...



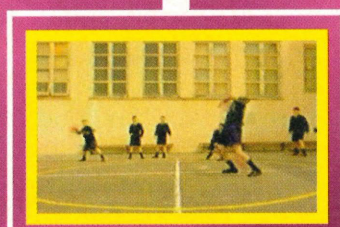
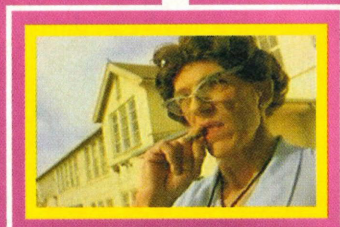
● Is that a field of razer-sharp spikes I see before me? Or – ha, ha, ha – are they just pleased to see me? Hmm...



● Some shop this is! You can't even buy a decent pair of socks! And what about T-shirts, eh? EH?

Roll the trailers!

Leave the game running on demo mode for a little while, and you get a special advertisement for other Crystal Dynamics games coming out on the Saturn. Aren't you the lucky one?



Off World Interceptor Extreme

Forget namby-pamby **Sega Rally**, in the future they race with missiles and nitros!

Originally released on that fine example of next generation hardware, the 3DO, about a year ago now, Crystal Dynamics thought it was time for Saturn owners to see what a classic racer this really is. With its cunning blend of futuristic sci-fi and mud 'n' glory rallying, on paper this looks sure to thrill even the most hardened cynics around.

But of course, any game that wants to do any thrilling has to get past me first. After all, there wouldn't be any logic in buying a game I've just slated, would there? So with that in mind, is *Off World Interceptor Extreme* any good? After considering the matter for a few minutes I have come to the assumption that it is lacking in certain areas of gameplay. The overall verdict must be a no-no.

**you soon
see the first
signs of a
dodgy game**

Let me explain... Starting at the FMV intro, you soon see the first signs of a dodgy game. The programmers were so appalled by the acting efforts of the cast, they were forced to over-lap the script with 'hilarious' comments from two teenagers. These guys are supposed to be playing the game, but the effect falls flat on

it's face when you actually stop and listen to what they are saying. They're nothing but sarcastic, sexist runts really. Oh ha, ha, ha! Let's all leer at the attractive blonde actress – that'll be popular amongst the boys!

When you actually get into the game itself you're more than a little disappointed to find that it's just a simple drive-forward-and-shoot-things type game. Admittedly, the terrain itself is very mountainous and the other vehicles and robots all shoot the

heck out of you, so it's not completely dull, but I was expecting more than this when I started to play it. Apart from the choice between two viewpoints and the improved graphics, there's not a single improvement over the 3DO game in terms of gameplay and design. What a waste.

● Mark Pilkington

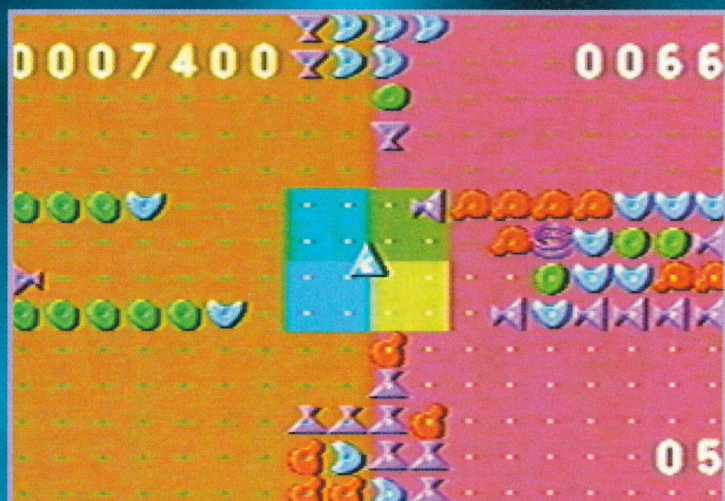
**Proscore
67**

**No improvement
over the original
3DO game, a
decidedly
average racer
that won't keep
you busy
for long.**

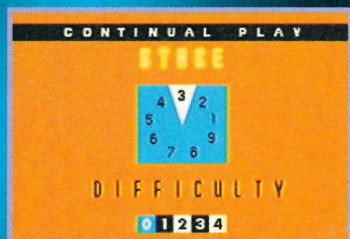


Zoop

Prepare yourself for a scorchingly simple puzzle game! It makes a refreshing change from all those platformers, but is it a *Columns* beater?



● This is where *Zoop* gets flippin' difficult and is bound to have you tearing your hair out in frustration!



● What? There are NINE difficulty levels? It gets near impossible on level 4!

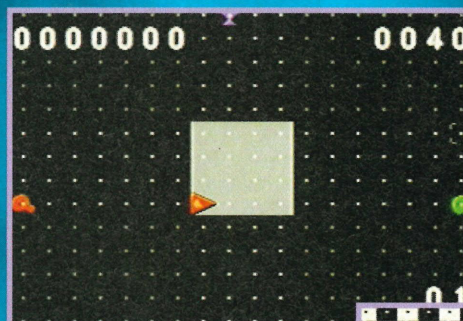


● Notice in the centre that your shape is no longer a triangle. It changes into different modes.

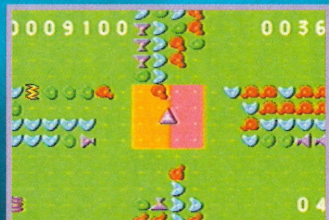
Meet Hookstone!

Based in Harrogate, the creators of this ingenious little puzzler, Hookstone, have come up with various classics in the past, such as the great game *Alfred Chicken* from Mindscape

(he once stood for election to Parliament at Christchurch. Lets face it — he would have done a better job) and *WWF Wrestling* on the Mega Drive. They also have a line up of releases for 1996, so lets hope they'll have some good stuff for the Sega consoles.



● As you can see, *Zoop* gets very colourful in the later levels and the shapes change too.



● Another colourful screen, but those squares are designed to confuse and disorientate you. Tough eh?



After so many points you progress to the next level, with more shapes that move faster. As you can imagine, it starts to get very frantic in the space of a

● Oh no, what a disaster. It's all too much and those shapes have broken through the perimeter of your base. Everything was going so well. Told you *Zoop* was tough!

you need to think hard and move fast

few minutes, and no doubt puzzle game fans will love this, although it does get difficult quickly. You have to be patient! It takes the style of *Columns* and improves on that by throwing in power-ups and all sorts of weird mutations. These include a sort of spring, a colour bomb and a line bomb which all help to get rid of those marauding shapes. Sometimes they're a lifeline!

To play this you need to think hard and move fast, and it has more appeal to it than *Columns* ever did, although the two are by no means identical. Still, *Zoop* is an extremely playable game for those with quick reflexes and a huge brain. It's fun, frantic and guaranteed to drive you completely mad.

● Steve Hardy

ProScore 85

Zoop is one of the best puzzlers to appear in ages, it looks rather basic but you'll love it. Extremely difficult but clever!



Mega Drive



Review

● Codemasters ● £44.99 ● 16 Mbit + J•Cart

● The early tracks are pretty straightforward, with only the occasional ramp or bump to slow you down, yet I'm still last! We need someone who's really reckless – now, where's Mark...

Super



Those geniuses at Codemasters have come up with yet another stunningly playable racing game — take our word for it and read on...

Only a short while after I reviewed the amazing *Micro Machines '96* (which got a monster 95% score), Codemasters have gone and released another racer that features more multi-player fun. When will it all end, that's what I want to know! *Super Skidmarks* is what we're talking here, and it really is worth talking about.

Anyone who sees this will think it's just a *Rock 'n' Roll Racing* rip-off, but underneath it all there's much more to it. The 3D perspective allows for a better view of the track, giving a clear indication of where all the corners and obstacles are. In one-player mode you race against five other cars, and quickly lose first place (well I did anyway, but that's 'cos I'm useless), this gives you the chance to get used to the control system.



The screen is split into four but none of the speed is lost

● The first of the tracks is the Rally Racing Championship, and you race around in Minis! What's the betting I roll it?

The game seems sluggish at first, but once the tracks become familiar, everything is so much easier and more fun, particularly when more players join in. The object is to crash into the other cars whilst trying to get round the chosen circuit and tackling the banks and ramps. Everything gets frantic before you know it, but that's what makes *Super Skidmarks* stand out from the crowd!

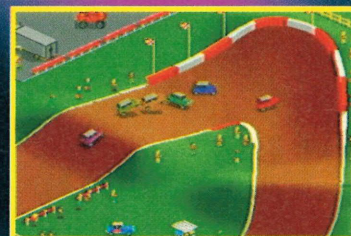
Now, if you're unsociable or just hate people in general, then read no further. Special mention has to go to the multi-player modes, which really do spice up the gameplay for frantic, edge of your seat action. The screen is split into four but none of the speed is lost, and the screens don't cover too much up. We don't know how they did it, but it has been pulled off perfectly!



● They may look easy to drive over, but those ripples can send your car flying off the track, losing vital seconds. It's back to last place for me again! Oh, if only I passed my driving test.

Graphics, while basic, are smooth and the cars are incredibly well detailed. If you ignore the way the game looks, and peek underneath you'll find a damn fine and playable racer. Check this out as soon as you can. It's had everyone in the office playing it causing many a missed deadline. It's wonderful, it's playability at its best, it's... err... oh just take a look at it as soon as you can, and if Sega Pro is late this month, don't blame us!

● Steve Hardy



● What? I'm actually in first position? At least I've done something right today...



● What am I supposed to say about this then? Thanks very much Mr Screenshotter, nice pic!



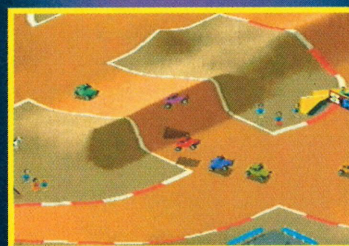
Skidmarks



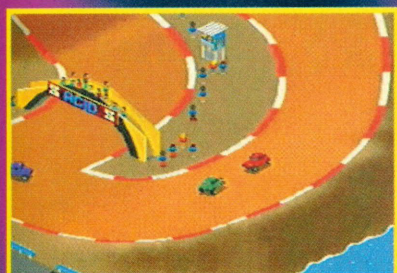
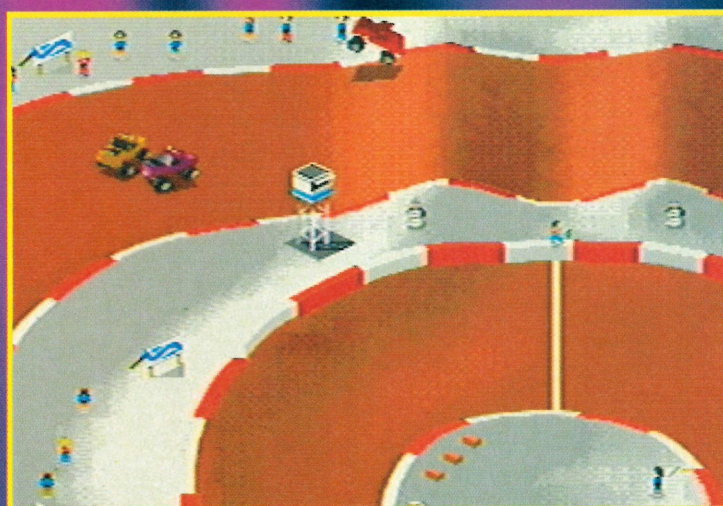
● Yee-hah! Cowboy Fever features speedy racing down on Grandpa's ranch. Mind them thar steers!



● Speed up once you see these hills and with any luck you will rocket over the other cars into first place!



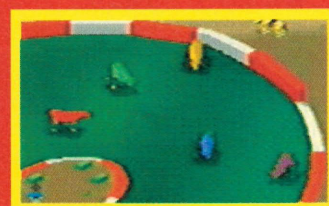
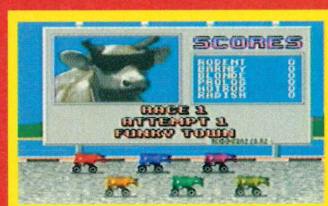
● Now this is more like it! The secret Acid Grand Prix is full of twists and turns and you race in F1 cars, going faster than a greased weasel. For professionals and maniacs only!



● Hang on a minute! I'm going in the wrong flippin' direction! How did that happen? These minis are dangerous little things, just ask the blokes in *The Italian Job*.

Mad Cow Disease!

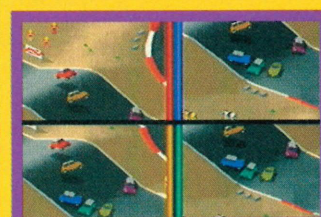
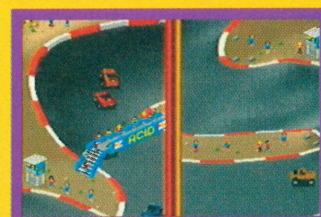
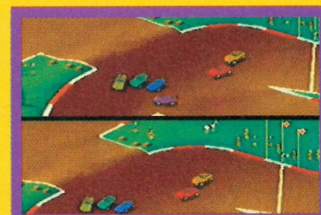
Yes, that's right! By entering a certain name you too could race as a cow on four wheels. Not only that, but there's also a secret Acid Grand Prix and a really difficult Pro League option. There's even an option to have all cow races — brilliant!



● This is the winter course and it's tough to get around one lap in those huge jeeps. It'll be a miracle if I stay in first place all the way.

Windows on the Mega Drive?

As well as the normal one-player mode which takes up the whole screen, the two-player mode splits the screen in half, but it can be split across or down the screen, depending on your preferences. The four-player game really is clever, splitting the screen into four little windows allowing frantic rally racing, whilst not restricting play or creating that awful slow down that you get when there's too much on screen at one time.



● These huge monster trucks are heavier and more sluggish to control than the minis, and you can fly all over the place. Where are those four wheeled cows eh?

Proscore 91

Super Skidmarks is perfect for multi-player racing, and ranks as one of the most playable games we've seen in ages.



● Shhh! Rayman prepares to wallop the visiting taxman, as he hasn't payed his bills.

● Little Rayman can collect loads of these blue things. A hundred of them gives him an extra chance, and they also reveal hidden cages if all of them are collected!



After a barrage of hype, the luscious platformer starring the 'armless Rayman has graced the Saturn in style. Everything looks gorgeous, but don't be deceived, this is a tough one!

Oh no... disaster! The evil Mr Dark has captured all the Electroons from Rayman's world, and there is no longer any peace or harmony — aah. From the very first level, the armless and legless Rayman confronts all sorts of weirdoes and freaks. Fortunately there is help at hand in the form of a fairy who showers him with special weapons and abilities.

Punches, clever swinging moves and helicopter hair are just a few of the cool tricks Rayman can perform, all of which will take a bit of mastering before you can pull them off! The main objective is to punch the cages containing Electroons found littered around each level. When bashed a special medallion flashes onto the screen showing how many are left to be rescued.

As you can see from the screenshots, the graphics in Rayman are outstanding. The lush backdrops of the Dream Forest add a colourful, relaxing feel to the game. All the animation is second to none as he jumps, swings and punches his way through over 70 levels spread out over a variety of worlds from the Bongo Hills to the Pink Plant Woods and the Swamps of Forgetfulness. There are self scrolling levels, ones that go up, and others that go down. You'll never get bored!

A whole assortment of baddies are out to stop our legless super

hero too, with some real weird creations. Check out the mosquito who Rayman befriends after beating it, and what about the giant lobster — he's huge!

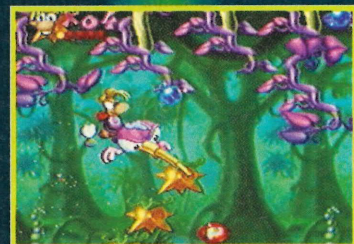
Without a doubt this is the best platformer I've played all year, there's nothing I can fault. The early levels ease you into the action and help the player get used to the controls. Even the music is kind to the ear, with some really relaxing and ambient tunes.

Basically, the whole game is a luscious, playable and really enjoyable experience

that rises high above any other platformer. I could go on and on, but you really have to try it for yourself — it's top stuff that just oozes class and style from every pore. Yahoo!

● Steve Hardy

a luscious, playable and really enjoyable experience



● Old wavy hair rides on this mossies' back after making friends with it. He's 'armless really.

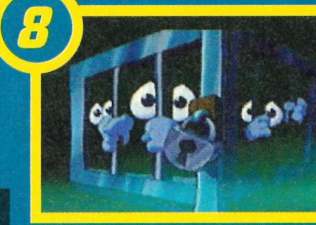
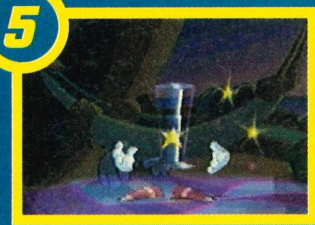
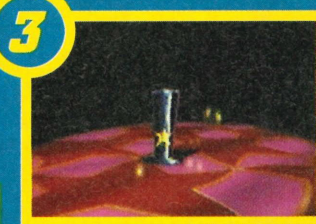


● Rayman chases after his stubborn fist that refuses to stay attached to his body. Come to think of it, where are his arms and legs?

It's Electroon time!

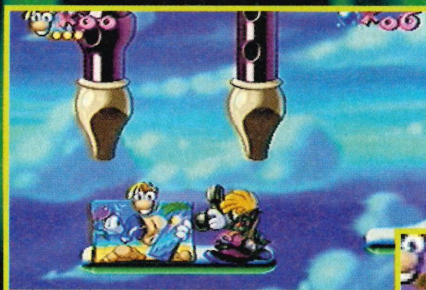
As if the graphics weren't enough to talk about — there is also a very clever little animated intro at the

start, which explains how all the Electroons were stolen and how Rayman gets in on the scene.



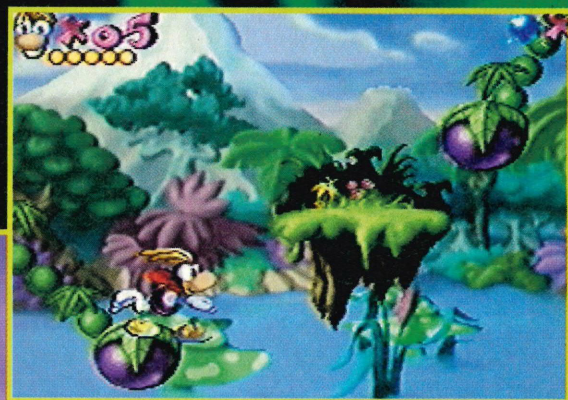
Pro Yo!

main

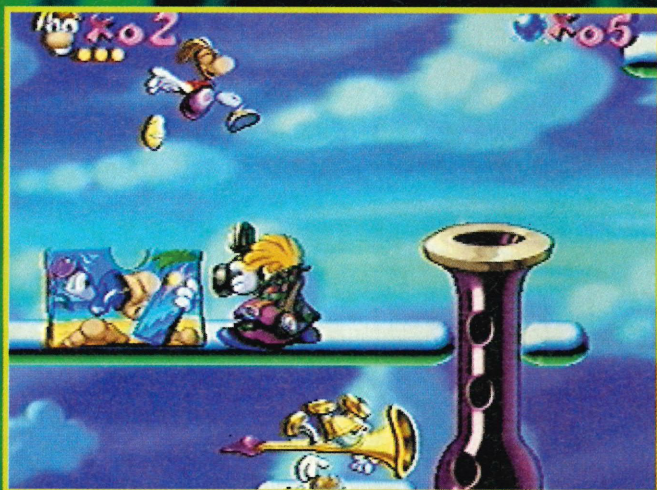


● To save his place Rayman has his piccy taken by the photographer, but both of them are about to be squashed by two giant recorders!

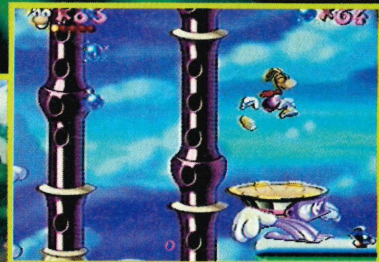
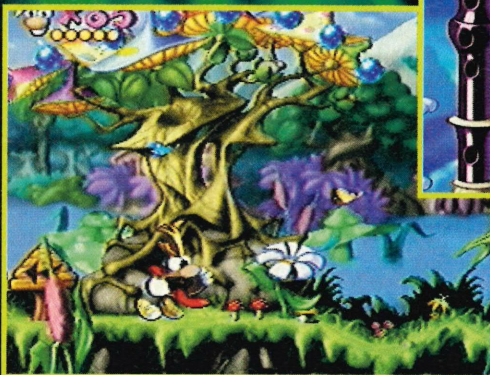
● Right: Look at the size of those swinging plums (snigger)! These fruits of the forest actually help Rayman to get from platform to platform. It's just plum silly. Sorry, that was terrible.



● The king of the swingers, Rayman uses his new found ability to avoid the spikes and go somewhere over the rainbow.



● That knackered old trumpet helps Rayman by blowing him onto platforms, and it looks like Mat after a night on the razz.



● Left: Say ahhh! Our hero goes terminally insane after spending too long in the forest swinging on plums, jumping on mushrooms, bouncing on clouds and avoiding mossies that drop large fruits on him. Aaaggh!



● This MASSIVE lobster creature is just one of the bosses that Rayman has to confront, and that floor is going to give way any moment! Avoid those claws, or you'll get a large spike where the sun don't shine!

Proscore

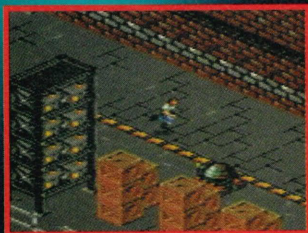
92

Rayman is a stunning example of what the Saturn can do. It combines gorgeous graphics with unbeatable gameplay. An essential purchase!

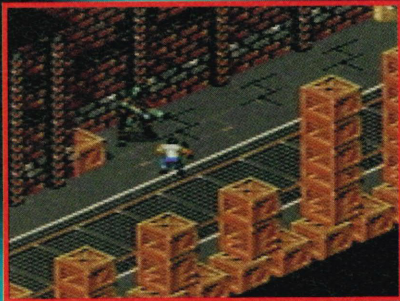


Arena

The challenge is on — the gates of the arena open and the challenger is YOU! All sorts of manifestations and traps await in this evil maze, but will you make it out in one piece?



● There it is! Your objective is to activate the switches, which open these blue security doors.



● A dark place infested with weirdos hell bent on killing, or the offices of Sega Pro — you decide!

'You're on your own now', reads the little message as you plug in this fiendish shoot-'em-up. A large electrified fence bars you off from the outside world, so there's no way to run and nowhere to hide.

The first area you come to is a large warehouse, where your objective is to run around and find the various blue security doors and switches. Once reached, these

will take you to previously inaccessible areas of the arena. After the first two levels you progress to a canal, which is heavily protected by large robots and armoured security guards.

Actually, *Arena* looks pretty darn good for the Game Gear! The graphics are well detailed and there is never any mess or clutter on the screen at any time. The perspective makes a nice change (similar to *Light Crusader* on the Mega Drive) and the scrolling is oh so smooth. Sega have done a pretty good job in creating a game with a more serious image for the Game Gear.

● Yet another door — this place is full of them, and you have to remember where they all are.



● Plenty of guns lying around, but where are the old wire cutters eh?



Back to the gameplay. The second level features a series of randomly firing lasers, plus more guards — you get the picture. It becomes difficult after just a few minutes of play, but

determination to get out of the arena will keep you going, and there are lots of weapons lying around to make your job easier.

Certain doors can only be opened once you have visited and cleared various other areas, but everything begins to make sense and you're plunged into a no-frills, hectic and challenging shoot-'em-up.

My only complaint lies with the rather weak sound effects, and the fact that some people may find it way too hard. Hey, you can't please all of the people all of the time can you?

● Steve Hardy

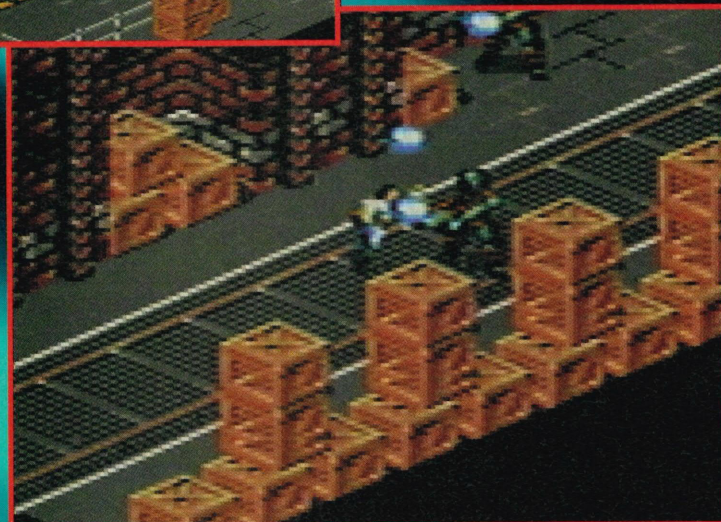
Arena looks pretty darn good for the Game Gear!

ProScore
83

A very tough, good looking game that marks quite an achievement for the Game Gear and poses a real challenge.



● Game Gear games are still impressing us, even in these 32-bit console days. How nice.



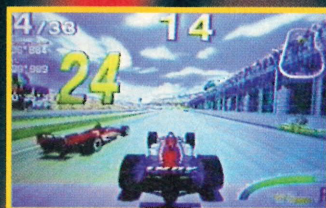
● Look at those bright blue lights Ma! Actually, these are lasers that fire at you with deadly accuracy.

● Sega ● £1 per credit ● 1 player ● Out now

Review

Arcade

● What racing game would be complete without lots of tracks to choose from. And *Indy 500*'s spin in 3D — who can resist?



● Pressing the START button calls up the numbers of all the cars zipping past. Just so you know who's beating you!



● I told Steve not to try anything clever when driving for these screen shots. I just feel sorry for his driving instructor — I'd want danger money to sit in the passenger seat with him behind the wheel!

Prepare to experience the breathtaking speed and thrills of Formula One racing in the latest racer from those top geezers at Sega. But, does it give *Sega Rally* a good spanking?

Being the most careful and experienced driver in the Sega Pro office (snigger) I've been asked to review yet another racing game from Sega — the all new *Indy 500*.

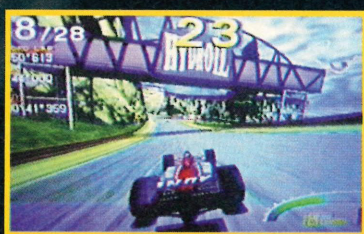
Virtua Racing was a very successful game and managed to capture the atmosphere of Formula One racing brilliantly, then *Daytona USA* came along with must improved visuals and sound. *Indy 500* now takes the graphical style of *Daytona* and the tracks of the Indianapolis 500 and throws them together in an arcade cabinet.

At first this looked darn good, with three different tracks to race on and the four usual viewpoints that have appeared in all of Sega's latest racers.

Undoubtedly, the visuals are pretty impressive, yet the speed which you would expect to see from a Formula One game just isn't fast enough.

All three tracks are great in their own right, with lots of neat graphical touches, plus the usual echoing tunnels. All four of the view modes make getting through the tracks easier, and the steering wheel vibrates when you go off the track or hit a wall.

The main problem with *Indy 500* is that it's just nothing out of the ordinary. *Sega Rally* and *Daytona* are popular because of their breathtaking speed and realistic graphics and controls, yet the tracks of *Indy 500* don't generate enough excitement. There is currently no link up mode for two or more players, but the gameplay should improve when more racers can join in.



● In Sega arcade tradition there's a choice of viewpoints instantly selectable.



Indy 500

just nothing out of the ordinary

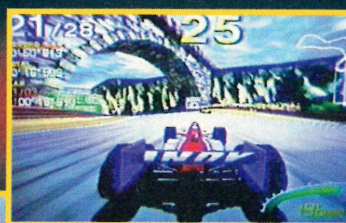
Still, it looks as though Sega have done a pretty good job, and it's well worth a couple of goes down the

arcade. It's just a shame that there weren't more obstacles included, instead of just loads of twists and turns. The graphics make it stand out from lesser racing games, but for now I'll stick with *Sega Rally* until something better, and frankly more exciting, comes along. Disappointing.

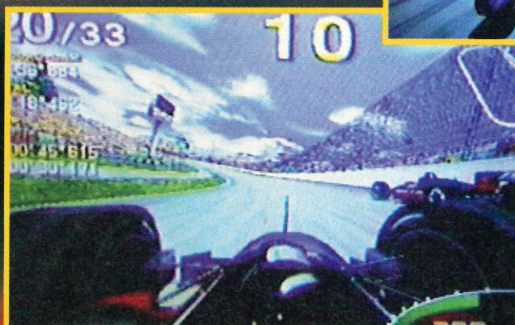
● Steve Hardy



● A twin *Indy 500* should be in the arcades within a month. Perhaps that'll inject some playability too!



● Each track is visually impressive, like the other Sega arcade racing games, but they need more than a few corners and bridges to hold the attention of the arcade going public these days. I'd stick to *Sega Rally* if I was you!



Proscore
75

Indy 500 is another visually outstanding game that plays well, but there isn't really enough to raise it out of the ordinary. Play *Sega Rally* after and notice the difference!

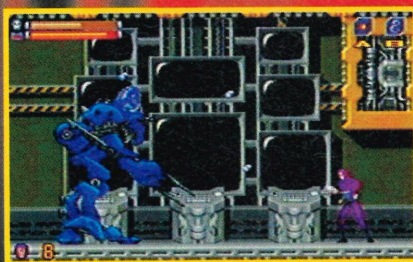
Mega Drive

Review

● Diacom ● £39.99 ● 16 Mbit ● November



● The Phantom can fire while crouching down as well – useful for blowing away any dwarfs.



● The first main guardian you come across. He'll take some hitting before he leaves you alone.



● The Phantom obviously grew up watching reruns of the classic Batman TV series. All he needs now are a set of pointy ears and he'd be there!



Phantom

In the year 2040 it's fashionable to wear purple, skin-tight body suits! I think I'll stick to my jeans and Doc Martins...

Ever seen the *Phantom 2040* cartoon series on TV? No? You don't know what you're missing out on mate! Due to a nasty case of the flu a few weeks ago, I had to take an afternoon off from work. So I got home, switched the telly on and started to veg out watching Children's BBC. Well it was either that or Ready, Steady, Cook!

Anyway, this *Phantom 2040* cartoon came on and I really started to get into it. I'd give it a Pro Yo! for cheering me up on a bad day and making me feel better. It really is top stuff. But what about the game? How does the Mega Drive version rate?

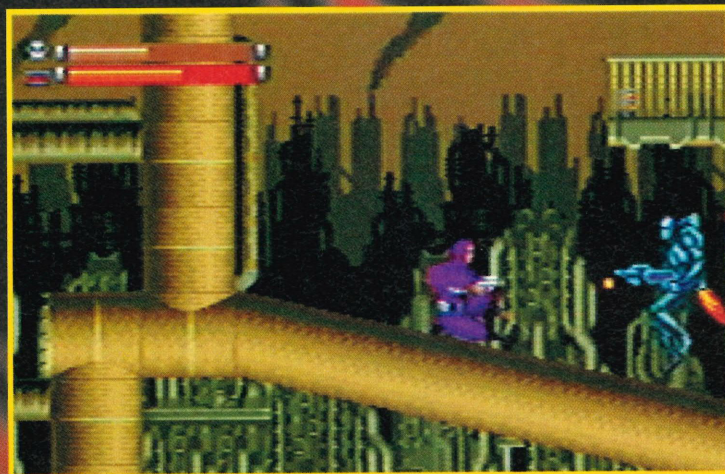
A platformer based around the exploits of the Phantom, your goal is to overthrow the evil headquarters of Maximum Inc and save the world from an experimental new Biot. Or so the story goes. The game starts with you wandering around the Phantom's lair. You have access to a city map in your main computer. By using this you can choose any highlighted city location to deal with any crisis. Whatever path you choose, you're bound to come across some explosive action as you meet up with some of Maximum's evil, and undoubtedly smelly robots.

over 20 possible endings to find



● You can use your grapple hook to stick to almost any surface. Walls, windows, ceilings. It even works on the bottoms of flying boats!

2040



With over 20 possible endings to find and seven branching episodes to battle through, this will take even the best gamer some time to play through. What really sets *Phantom 2040* apart from its rivals are the many gadgets and weapons he has at his disposal. The grapple hook is one of the most useful to have around, enabling him to scale walls and escape near death. Oh, and as well as that, it looks damned impressive too!

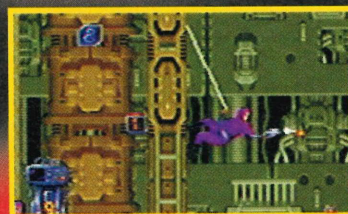
Although there are a few niggly bits in this here platform game – such as some dodgy collision detection and the general lack of acrobatics on The Phantom's part. I'm sure this will prove to be good value for money if you're a fan of the cartoon series.

● Mark Pilkington

● The Phantom carefully takes aim at the flying robots nether regions. That'll cause him some pain... Ouch!



● Ka-Pow! The P-man blows up yet another baddie robot. Kids: Don't try this at home!



● What a guy! Not only can he hold onto a rope with one hand, but he can also shoot a gun with the other. And both at the same time!

The Utility Belt!

If you ever get stuck in a dead-end, always remember to check out your incredibly long list of gadgets – you never know when they could come in handy!



Proscore

79

For such an old geezer (after all, he is 2040 isn't he?) this isn't a half bad effort!

The Great *Sega Pro* Survey 1995!

Yes, it's that time again! We want to know all about you! What you do, where you go and how many pieces of paper you use when you get there! Please take the time to fill in our lovely questionnaire and post it off to the address at the end. After all, without these we don't really know what you want from the magazine.

Bribe time!

As an extra incentive to send in your completed questionnaire, we've been graced with a limited edition Sega Saturn bomber jacket as a prize. All the surveys we get in will be entered into a prize draw and the first one out of the hat will win the jacket and it's owner street cred for years to come.

All you've got to do is tick the boxes that apply to you, fill in your name and address and post it off — it couldn't be easier. Oh, and thanks in advance!

1: In which area do you live?

- ☐ North England
- ☐ South England
- ☐ East England
- ☐ West England
- ☐ London
- ☐ Northern Ireland
- ☐ Scotland
- ☐ Wales
- ☐ Outside UK

2: How old are you?

- ☐ Under 10
- ☐ 10-14
- ☐ 15-17
- ☐ 18-21
- ☐ 22-27
- ☐ 28-35
- ☐ 36-50
- ☐ Over 50

3: Are you...

- ☐ Male
- ☐ Female

4: Are you...

- ☐ At school
- ☐ At college
- ☐ Unemployed
- ☐ Employed (state job)

.....
☐ Self-employed (state business)

5: What are your weekly earnings?

- ☐ Zippo
- ☐ Under £20
- ☐ £20 - £50
- ☐ £51 - £100
- ☐ £101 - £200
- ☐ £201 - £350
- ☐ £351 - £500
- ☐ Over £500

6: What consoles do you own?

- ☐ Mega Drive
- ☐ Master System
- ☐ Game Gear
- ☐ Mega-CD
- ☐ Mega 32X
- ☐ Saturn
- ☐ Nomad



7: How many pieces of software do you own?

- ☐ 1
- ☐ 2-4
- ☐ 5-8
- ☐ 9-14
- ☐ 15-20
- ☐ Over 20

8: How much, on average, do you spend on software purchases each month?

- ☐ Zippo
- ☐ Under £20
- ☐ £20-£30
- ☐ £31-£50
- ☐ £51-£70
- ☐ £71-£100
- ☐ Over £100

9: How many pieces of software do you intend to buy over the next year?

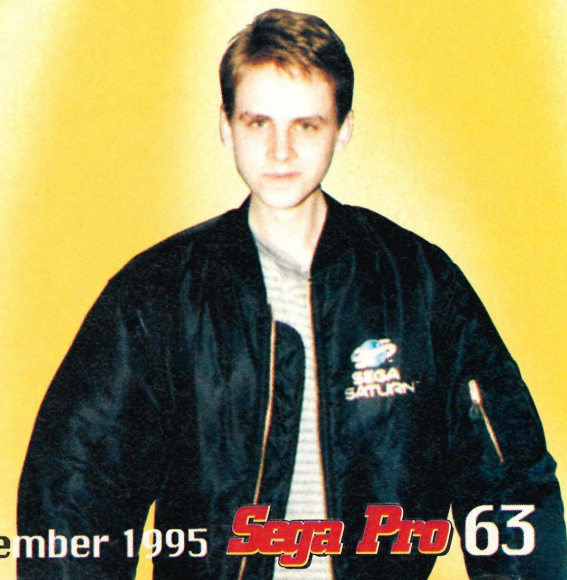
- ☐ 1
- ☐ 2-4
- ☐ 5-8
- ☐ 9-14
- ☐ 15-20
- ☐ Over 20

10: What single factor most influences your decision to buy a magazine?

- ☐ Cover price
- ☐ Gift
- ☐ Front cover
- ☐ Contents
- ☐ Other (please specify)

11: Do you think it is important for Sega Pro to review games:

- ☐ Before any other Sega magazine
- ☐ Before the game's release
- ☐ Conclusively, even if it's not first
- ☐ That are in the shops
- ☐ That are interesting



The Great *Sega Pro* Survey 1995!

12: How many people, on average, read your copy of *Sega Pro*?

- ☐ 1
- ☐ 2
- ☐ 3-5
- ☐ More than 5

13: How frequently do you intend to buy *Sega Pro*?

- ☐ Through subscription
- ☐ Every issue
- ☐ Issues with cover gifts
- ☐ Occasional issues
- ☐ Never again

14: How many hours per week do you spend playing games?

- ☐ Up to 2 hours
- ☐ 3-5 hours
- ☐ 5-10 hours
- ☐ More than 10 hours

15: What other Paragon magazines do you read regularly?

- ☐ Games World
- ☐ 3DO Magazine
- ☐ Super Gamer
- ☐ Sega XS
- ☐ CD32 Gamer
- ☐ Play +
- ☐ X•Gen
- ☐ PC Power
- ☐ Internet & Comms Today
- ☐ Football Heroes

16: Are you planning to upgrade your system to a Saturn?

- ☐ In the near future
- ☐ Eventually
- ☐ Never

17: What magazines from other publishers do you read regularly?

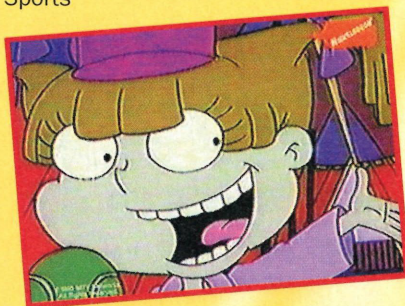
- ☐ Sega Power
- ☐ Mean Machines Sega
- ☐ Sega Saturn Magazine
- ☐ Games Master
- ☐ CVG
- ☐ Ultimate Future Games
- ☐ Game Pro
- ☐ EGM
- ☐ Edge
- ☐ Game Fan

18: Do you watch satellite TV?

- ☐ Yes
- ☐ No

19: Which of the following types of TV programmes do you watch?

- ☐ Computer Games
- ☐ Saturday Morning TV
- ☐ Breakfast TV
- ☐ Music TV
- ☐ Late Night TV
- ☐ Soaps
- ☐ Cartoons
- ☐ Documentaries
- ☐ Lifestyle TV
- ☐ Sports

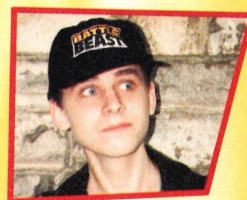
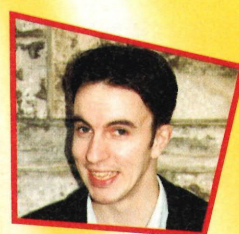
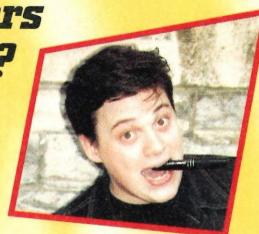


20: How do you feel about the worth of adverts in *Sega Pro*?

- ☐ Very important
- ☐ Quite important
- ☐ Slightly important
- ☐ Not important

21: Which writers work do you prefer reading in *Sega Pro*?

- ☐ Nick Roberts
- ☐ Mat Yeo
- ☐ Mark Pilkington
- ☐ Steve Hardy
- ☐ None of them, they're all terrible!



22: List your favourite columns in *Sega Pro*!

(marks out of 10, 1 = Doh! up to 10 = Fabbo!)

	1	2	3	4	5	6	7	8	9	10
Frontline News	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jap News	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Features	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Competitions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

My name and address is...

Name:

Address:

.....

.....

.....

.....

.....

Postcode:

Send your completed surveys to:

Sega Pro knows all about me!
Paragon Publishing
Paragon House
St Peter's Road
Bournemouth
BH1 2JS



Sega Force!

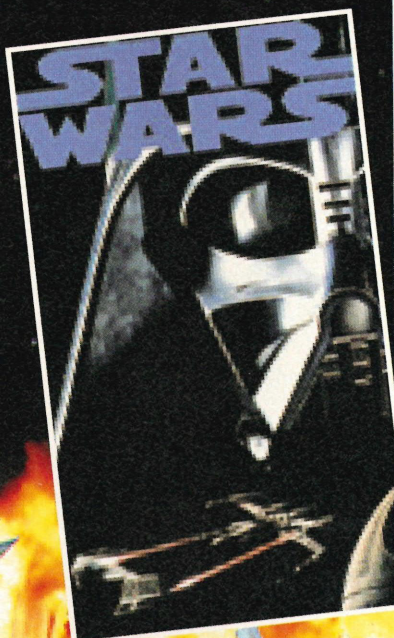
Fox Video have just rereleased the entire Star Wars Trilogy in time for Christmas with each tape now featuring state-of-the-art THX sound, an interview with series creator George Lucas and all presented in the original widescreen format (whew!).

To tie-in with this galactic event T•HQ have produced *Super Return of the Jedi* for the Game Gear. This excellent platform romp features all the movies characters and well-detailed graphics guaranteed to keep fans playing for ages.

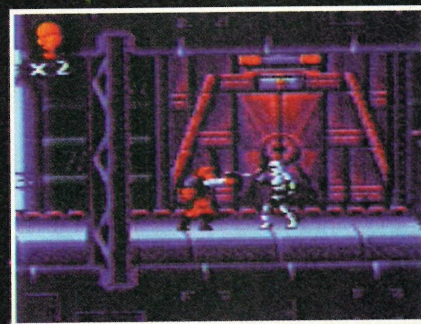
We've got our hands on three copies each of *Star Wars*, *The Empire Strikes Back* and *Return of the Jedi* as well as ten fantastic *Super Return of the Jedi* Game Gear carts to give away.

WIN! WIN! WIN!

3 Star Wars Trilogy video sets



+ 10 Super Return of the Jedi GG carts!



To win simply answer these three incredibly easy questions:

Big thanks this issue to Kevin and Marco at Fox Video and Karen at T•HQ for supplying the prizes. Cheers!

1. Who was Luke Skywalker's father?
2. Name Han Solo's furry co-pilot?
3. How many Death Stars have their been?

Answers on a postcard or sealed down envelope please. Imperial entries should reach us at light speed no later than 30th November and be sent to: **Star Wars Trilogy Compo, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.**

Good luck young jedi and may the... oh, you know the rest!



I've got a car! I've got a car! Have I told you about it yet? Well, it's a red Fiesta with wide tyres, a brilliant sunroof, an amazing stereo, a racing car steering wheel, racing seats, three doors, an engine, a brand new exhaust, a spare tyre, a windscre... (Enough already – a bored reader!). Crashhhhhh!

Prize time!

Those crazy guys at Virgin have donated three top Mega Drive games to the lucky winners of this month's ProTips. They're winging their way through the post even as we speak, so play them with pride! If you fancy being in with a chance to win a prize, simply send your tips and cheats to: **ProTips, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.**



Barkley: Shut Up & Jam 2

Codes

Thanks to the hard working efforts of **Michael Harris** from Gwent, I can now perform a full triple-spin-smash-dunk-basket whilst standing on my head! Smart or what? And it was all thanks to these codes as well...

Go to Exhibition mode, pause the game and go to the word Quit. After the button

presses, highlight resume. Now enter the following:

(Team-mates)
A three times: Blade
A four times: Dolomite
A five times: Hammer
A six times: Jim-Pack
A seven times: Paul
A eight times: Chug
A nine times: Spider
A ten times: Bongo
B three times: All team-mates are Barkley
C three times: Identical teams on either side

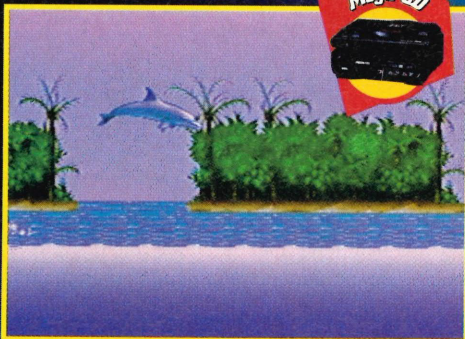


Ecco 2

Cheats

Paul Fisher from **Finland** has been swimming around in the Atlantic ocean, talking to the dolphins. His reason? To find a decent cheat for Ecco 2 on the Mega-CD!

Start the game as normal and press pause. Now press A, B, C, B, C, A, C, A and B. You should now get a level select and invincibility option screen. It's also possible to watch all the FMV film footage by swimming to level 34 and singing to the history Glyph. Lordy, lordy!



Dungeons & Dragons: Warriors of the Eternal Sun

General Tips

Hearty pats on the back go out to reader **Craig Hill** from Kent for these set of cunning hints and tips. Nice one, mate!

● If you find yourself short of cash, stay on the Molten Rock next to the

entrance of Beyond The Flames and wander around. You'll regularly run into a Red Dragon which, when defeated, yields about 2,000 gold pieces at a time (you'll need the Ring Of Fire Resistance from the Azcan Temple to do this).

● Character selection: Choose a cleric, thief, a mage/elf character and one other. Clerics are essential for healing characters, thieves for disarming/spotting traps and magic users for serious firepower.

● You can find the cloud hill, ice Storm and lightning bolt spells in Beyond The Flames. Kill the Red Dragon near the start. Then head West into the corridor, then North, East and South into the room with the ogre/giant in it. Kill



him and you'll find the spells hidden in a small room on the South wall of the ogre room.

● In the Azcan temple you can avoid nearly all the traps by using secret doors. Map it carefully though.

● When the city folk go mad, don't visit the Duke — as he banishes you from the city. This will mean that dead characters cannot be resurrected.

It's a Winner!

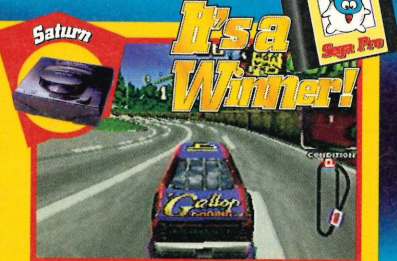


Daytona USA

Turbo Boost

For a fast start, do the following... Before your race starts, hold down the break button and rev your engine to between 6000 and 7000 rpm. When the race starts let go of the accelerator and then press it again. Way-heh-heh! Now

that's more like it! Apparently this only works in advanced or expert tracks though.



It's a Winner!



Largin' it up for the tipsters massive!

Hot Tips



Street Fighter Alpha

• Hidden Characters

Here's one for all you crazy *Street Fighter Alpha* addicts out there — the entire set of codes to access all the hidden characters in the arcade version! Crumbs.

M. Bison:

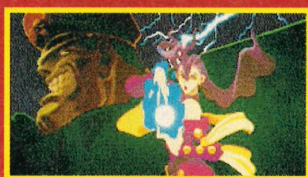
After inserting your credit, press Start and continue to hold the button down. Now move the cursor to the ? icon on your side of the screen. Now press Down, Down, Left, Left, Down, Left, Left and Jab & Fierce for Red Bison or Short & Roundhouse for Grey Bison. For player two, press Right instead of left.

Bison's moves:

Psycho Shot — Away, Charge, Towards and Punch
Scissor Kick — Away, Charge, Towards and Kick
Psycho Crusher — Away, Charge, Towards, Away, Towards and Punch
Head Stomp — Down, Charge, Up and Kick
Skull Diver — Down, Charge, Up and Punch
Knee-Press Nightmare — Away, Charge, Towards, Away, Towards and Kick

Akuma:

As with Bison, hold down on Start and highlight the ?. Now press Down, Down, Down, Left, Left, Left and Jab % Fierce for Black Akuma or Short & Roundhouse for Red Akuma. Replace Left with Right for player two.



Akuma's moves:

Fireball: Down, Down-Towards, Towards and Punch
Red Fireball: Away, Away-Down, Down, Down-Towards, Towards and Punch
Dragon Punch: Towards, Down, Down-Towards and Punch
Hurricane Kick: Down, Down-Away, Away and Kick
Demon Blade Kick: Jump, Down-Towards, Forward
Ground Roll: Down, Down-Away, Away and Punch
Level 3 Hyper Combo: Jab, Jab, Towards and Short

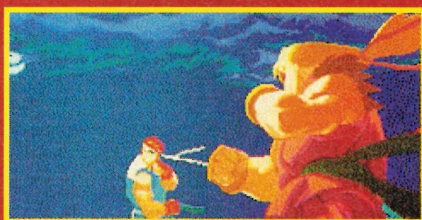
Dan:

As with Bison and Akuma, hold down on the Start button and move the cursor to ?. Now press Jab, Short, Forward, Roundhouse, Fierce and Strong.

Dan's moves:

Palm Thrust: Down, Down-Towards, Towards and Punch
Dragon Punch: Towards, Down, Down-Towards and Punch
Flurry Kick: Down, Down-Away, Away and Kick

If you want to fight Dan yourself, win five games in a row undefeated and hold Up and all three punch buttons after each bout. Your sixth opponent will be Dan.



Comin' atcha all the way from Ilford in Essex... it's **Paul Hatton** and his amazing Action Replay codes! Yaaaaay!

Judge Dredd

FF2B2E000X — Lives
FF2B410086 — Energy
FF316B000X — Bombs
FF3169000X — Bullets

Primal Rage

FFE3A1000X — No of rounds you

want to win
FFE5630000 — Opponent
NEVER wins a round

Batman & Robin

FFF657000X — Lives
FFF6540001 — Energy (vital to win the game!)

If you want infinite lives on MM2, then start giving thanks to **R Hill** from... (oops-I've-lost-the-address now!)

Micro Machines 2

FFF3310002 — Infinite Lives

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Playing Tips

Theme

This fantastic Bullfrog designer series game has finally been released on the Saturn, and our resident *Theme Park* expert is already on the case. Before you attempt to become a fairground millionaire, have a read through Nick's tips on the game. It might just mean the difference between success and bankruptcy!

Hints and tips

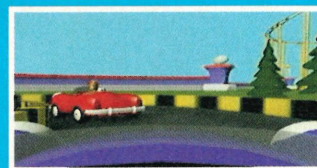
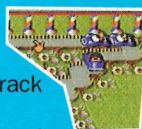
- Don't open your park until you have some rides and shops already laid out. The first impressions of the little people are vitally important, because they'll tell all their friends!
- Always remember that you must keep the little people happy. Watch their thought bubbles and act accordingly. A full list of thoughts can be found on the people's screen (smiley face).
- It's a good idea to create a shopping and game area at the entrance to your park. This way you will catch your punters early and take away some of their money. A square piece of land surrounded by coffee shops, arcades and novelty stores should do the trick.
- Try placing all the bigger attractions towards the rear of the park. This way all the people have to walk past your shops to get there, spending more money.
- You won't get rich relying on gate revenue alone, it's the shops and games that bring in the big money. Keep an eye on what the Advisor says and put up prices at the first opportunity. Never stick to the default price when starting out, bump it up straight away.
- Every time you add a new ride to your park put up the gate price. Amazingly you will get away with it. After all, you're not charging by the go are you?
- Entertainers aren't just here for show. Place them at the entrance to welcome people, hand out umbrellas if it rains and near long queues to keep the boredom level down to a minimum.
- Research into buses is as important as rides. A big bus will bring more people into your park.
- If playing the full game keep checking on your stock. A shop that has run dry isn't going to bring in any money at all! Researching bigger warehouses will give you more capacity and mean less ordering.
- Don't hire mechanics and handymen straight away. Hire one mechanic for every four rides, and then another if he is always busy. Only get handymen in when litter starts to show. You can zone them to clean certain areas too.
- Don't neglect the look of your park. You may have the best rides in the world but if you don't use trees, fences, lakes and fountains to make things look pretty the little people won't come back again.
- If a little person has got stuck you've got to free them, not just ignore their cries. You can find them by looking for a person who is walking on the spot. If they're on a ride switch it off and back on again. If they're underneath a ride you've built it on top of them and must destroy it and start again. If you can't find them at all try closing the park for a while, then opening again. This should fix the problem.
- When you become more experienced with the game you can try leading the people around the park by placing arrows on pathways. This way you can avoid congestion by keeping everyone moving.

Taken for a ride!

As you put more money into research, you'll be given a wide selection of rides to choose from. Some of them are a bit boring, some are sensational and they all cost you money. Before you buy, take a look at our special conveyor belt of attractions and see what suits your needs best.

Racing Cars

Price: 63000
Area used: 2x1 + track
Capacity: 25
Excitement: Very Good
Reliability: Quite Good



Bouncy Castle

Price: 2000
Area used: 4x4
Capacity: 4
Excitement: Okay
Reliability: Very bad



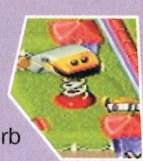
Haunted House

Price: 192500
Area used: 4x4
Capacity: 14
Excitement: Excellent
Reliability: Very Good



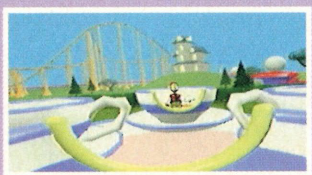
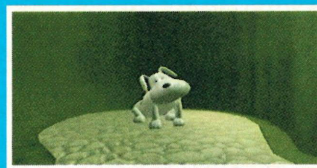
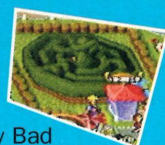
Flight Sim

Price: 148500
Area used: 4x4
Capacity: 5
Excitement: Superb
Reliability: Poor



Maze

Price: 22750
Area used: 4x4
Capacity: 16
Excitement: Very Bad
Reliability: Very Good



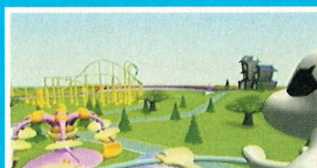
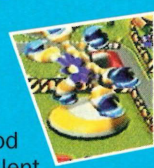
Merry-go-Round

Price: 10250
Area used: 4x4
Capacity: 4
Excitement: Bad
Reliability: Poor

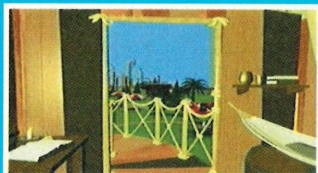


Big Wheel

Price: 108500
Area used: 4x4
Capacity: 6
Excitement: Good
Reliability: Excellent



Park



Tree House

Price: 8000
Area used: 4x4
Capacity: 1
Excitement: Poor
Reliability: Very Good



Space Shuttle

Price: 131250
Area used: 4x4
Capacity: 6
Excitement: Very Good
Reliability: Very Good



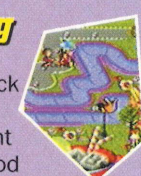
Plane Flyer

Price: 83750
Area used: 4x4
Capacity: 4
Excitement: Quite Good
Reliability: Very Good



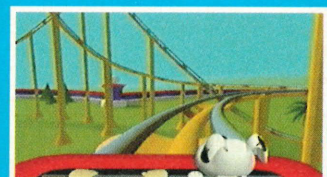
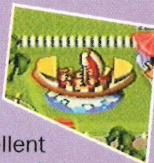
Rubber Tubing

Price: 10250
Area used: 2x1 + track
Capacity: 25
Excitement: Excellent
Reliability: Quite Good



Pirate Ship

Price: 140500
Area used: 4x4
Capacity: 8
Excitement: Excellent
Reliability: Very Good



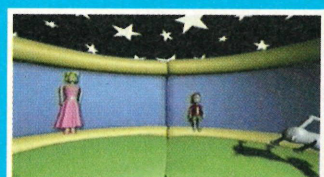
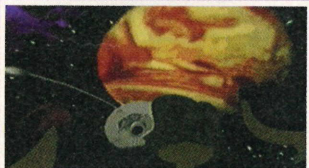
Roller Coaster + Loop

Price: 29000
Area used: 5x1
Capacity: 4
Excitement: Superb
Reliability: Okay



Observatory

Price: 46500
Area used: 4x4
Capacity: 30
Excitement: Okay
Reliability: Superb



Planet Rocket

Price: 10250
Area used: 4x4
Capacity: 10
Excitement: Bad
Reliability: Poor



Snakes and Ladders

Price: 4500
Area used: 4x4
Capacity: 1
Excitement: Poor
Reliability: Very Bad



Ghost Train

Price: 68250
Area used: 4x4
Capacity: 5
Excitement: Okay
Reliability: Very Good



Clown Acts

Price: 31250
Area used: 6x5
Capacity: 24
Excitement: Okay
Reliability: Superb



Super Spinner

Price: 37250
Area used: 4x4
Capacity: 20
Excitement: Quite Good
Reliability: Very Good



Mono Rail

Price: 1000
Area used: 5x2 + track
Capacity: 2
Excitement: Bad
Reliability: Excellent



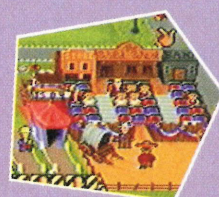
Observation Tower

Price: 120750
Area used: 4x4
Capacity: 20
Excitement: Bad
Reliability: Okay



Cowboy Acts

Price: 94250
Area used: 6x5
Capacity: 24
Excitement: Good
Reliability: Superb





Having trouble defeating the Outworld hordes of Shao Kahn? Fear not, for fighting game guru Mat Yeo has been locked away for the past few weeks beaver away on this exhaustive *Mortal Kombat 3* players guide. The answers you seek are contained within...

Guide to Moves

Fatalities

Can be performed only in the final round of a fight. Distance is extremely important as exact character placing is needed to activate most finishing moves.

Close: Stand right next to opponent when attempting Fatality.

One Step Back: Tap joystick once to slightly move away from enemy.

Sweep: If the move requires your character to be just inside or outside sweep range, attempt a



sweep kick to judge the correct distance.

Jump: When 'Finish Him' appears, quickly stand next to your opponent and leap back. This will place you in the just the right location.

Full Screen: Leap to the opposite side of the screen.

Anywhere: Just as it says, perform your finishing move anywhere except close up.

Friendships

Do not press Block in the winning round if you're hoping to pull off this friendly move.

Babalities

Once again, avoid pressing Block if you want to turn your opponent into an infant.

Pit & Stage Fatalities

Only performed on the Subway, Pit 3 and Shao Kahn's Tower stages. Stand right next to your opponent for this to work.



Mercy

To give your foe a little bit of

energy back, stand away from them, hold Run and tap down three times then release Run. Perform a Mercy in the third round or else you can't attempt an Animality!

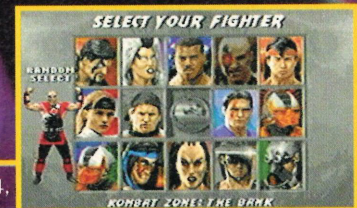


Animality

Once Mercy has been granted, finish off your opponent by morphing into an animal and either mauling or eating them!

Random Select

Bored with the same old characters? To choose your fighter at random, either player must hold up and Start at the same time.



Kombat Kodes

Enter these kodes on the two-player versus screen to unlock all sorts of strange stuff. Be quick though!



Throwing Disabled



Joypad One: Tap LP x 1
Joypad Two: Tap LP x 1
No throwing during fights

Blocking Disabled



Joypad One: Tap BLK x 2
Joypad Two: Tap BLK x 2
No blocking for either fighter

Player One: Half Energy



Joypad One: Tap BLK x 3,
LK x 3
Player One begins round with only half energy

Player Two: Half Energy



Joypad Two: Tap BLK x 3,
LK x 3
Player Two begins round with only half energy

Player One: Quarter Energy



Joypad One: Tap LP x 7,
LK x 7
Player One begins round with only quarter energy

Player Two: Quarter Energy



Joypad Two: Tap LP x 7,
LK x 7
Player Two begins round with only quarter energy

No Life Bars



Joypad One: Tap LP x 9, BLK x 8, LK x 7
Joypad Two: Tap LP x 1, BLK x 2, LK x 3
Both energy bars are missing

No Fear



Joypad One: Tap LP x 2, BLK x 8, LK x 2

Joypad Two: Tap LP x 2, BLK x 8, LK x 2
Gives hints for Midway pinball game

Theatre of Magic



Joypad One: Tap LP x 9, BLK x 8, LK x 7
Joypad Two: Tap LP x 6, BLK x 6, LK x 6
Gives hints for Midway pinball game

No Knowledge



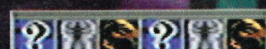
Joypad One: Tap LP x 1, BLK x 2, LK x 3
Joypad Two: Tap LP x 9, BLK x 2, LK x 6
Displays text message only

Unlimited Run



Joypad One: Tap LP x 4, BLK x 6, LK x 6
Joypad Two: Tap LP x 4, BLK x 6, LK x 6
Run bars stay at full power

Randper Kombat



Joypad One: Tap LP x 4, BLK x 6

Joypad Two: Tap LP x 4, BLK x 6
Fighters randomly morph into other characters

Dark Kombat



Joypad One: Tap LP x 6, BLK x 8, LK x 8
Joypad Two: Tap LP x 4, BLK x 2, LK x 2
Screen is dark and flashes on briefly when a hit is registered

Psycho Kombat



Joypad One: Tap LP x 9, BLK x 8, LK x 5
Joypad Two: Tap LP x 1, BLK x 2, LK x 5
Combination of Dark Kombat and Randper Kombat

Play Galaga



Joypad One: Tap LP x 6, BLK x 4, LK x 2
Joypad Two: Tap LP x 4, BLK x 6, LK x 8
Play a brief game of Galaga. Three lives, any button fires

Fight Smoke



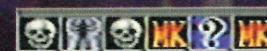
Joypad One: Tap LP x 2, LK x 5
Joypad Two: Tap LP x 2, LK x 5
Winner of first round fights Smoke

Fight Noob Saibot



Joypad One: Tap LP x 7, BLK x 6, LK x 9
Joypad Two: Tap LP x 3, BLK x 4, LK x 2
Winner of first round fights Noob Saibot

Fight Motaro



Joypad One: Tap LP x 9, BLK x 6, LK x 9
Joypad Two: Tap LP x 1, BLK x 4, LK x 1
Winner of first round fights Motaro

Fight Shao Kahn



Joypad One: Tap BLK x 3, LK x 3
Joypad Two: Tap LP x 5, BLK x 6, LK x 4
Winner of first round fights Shao Kahn

Kombat 3

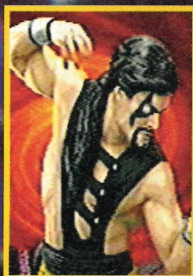
The Ultimate Players' Guide!

Shang Tsung

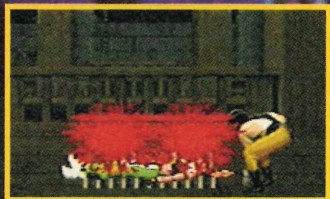
Fireball (One): B, B, HP
Fireball (Two): B, B, F, HP
Fireball (Three): B, B, F, F, HP
Ground Fire: F, B, B, LK
Spike Bed Fatality: (Close)
 Hold LP, D, F, F, D
Soul Suck Fatality:
 (Close) Hold LP, RN,
 BLK, RN, BLK
Friendship: LK, RN,
 RN, D
Babality: RN, RN, RN,
 LK
Pit: Hold BLK, U, U, B,
 LP
Cobra Animality:
 (Sweep) Hold HP, RN,
 RN, RN, release HP
5 Hit Combo: LK,
 HP, HP, LP, B+HK

Morphs

Cyrax: BLK, BLK,
 BLK
Jax: F, F, D, LP
Kabal: LP, BLK, BLK
Kano: B, F, BLK
Kung Lao: RN, RN,

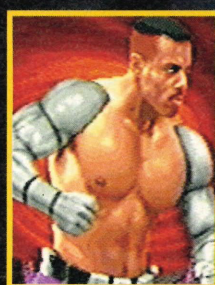
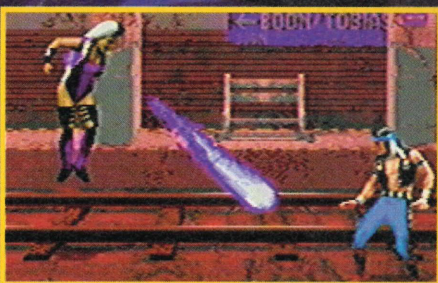


BLK, RN
Liu Kang: Hold BLK,
 360 Toward
Nightwolf: Hold BLK,
 Tap U, U, U
Sektor: D, F, B, RN
Sheeva: F, D, F, LK
Sindel: B, D, B, LK
Sonya: D+RN+LP+BLK
Stryker: F, F, F, HK
Sub Zero: F, D, F, HP



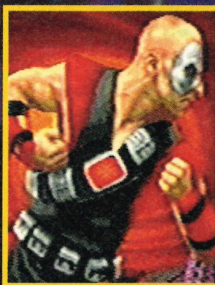
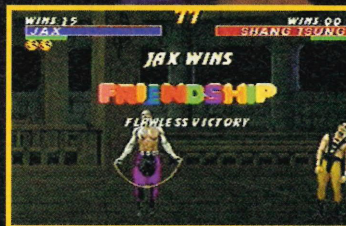
Sindel

Scream: F, F, F, HP
Float: B, B, F, HK
Fireball: F, F, LP
Air Fireball: D, DF, F, LK
Hair Fatality: (Sweep) RN, RN,
 BLK, RN, BLK
Scream Fatality: (Close) RN,
 BLK, BLK, RN+BLK
Friendship: RN, RN,
 RN, RN, RN+U
Babality: RN, RN,
 RN+U
Pit: D, D, D, LP
Wasp Animality:
 (One step back)
 BLK, F, F, U, HP
4 Hit Combo: HK,
 HP, HP, D+LP



Jax

Ground Shake: Hold LK (4
 seconds), release LK
Missile (One): B, F, HP
Missile (Two): F, F, B, B,
 HP
Blur Punch: F, F, HK
Gotcha Grab: F, F, LP
Back breaker: BLK (in air)
Multi-slam: LP (then HP rapidly)
Bigfoot Fatality: (Jump) RN,
 BLK, RN, RN, LK
Blade Slice Fatality: (Close)
 BLK, U, D, F, U, BLK
Friendship: LK, RN, RN, LK
Babality: D, D, D, LK
Pit: D, F, D, LP
Lion Animality: LP, F, F, D, F, LP
6 Hit Combo: HK, HK, D+HP,
 HP, BLK, LP



Kano

Knife Throw: D, DB, B, HP
Knife Swipe: D, DF, F, HP
Choke Hold: D, DF, F, LP
Cannonball: Hold LK (four
 seconds), release LK
Air Throw: BLK (in air)
Skeleton Grab Fatality: (Close)
 LP, F, D, D, F, LP
Eye Laser Fatality: (Sweep)
 LP, BLK, BLK, HK



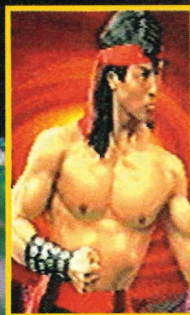
Friendship: LK,
 RN, RN, HK
Babality: F, F, D,
 D, LK
Pit: BLK, U, U, B,
 LK
Spider Animality:
 (Close) HP, BLK,
 BLK, BLK, HP
5 Hit Combo:
 HP, HP, HK, LK,
 B+HK



Playing Tips Mortal Kombat

Liu Kang

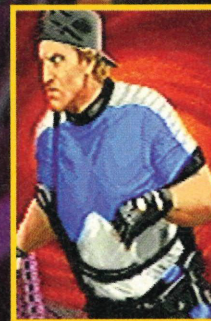
Bicycle Kick: Hold LK (four seconds), release LK
Flying Kick: F, F, HK
Fireball (High): F, F, HP
Fireball (Low): F, F, LP
MK Cabinet Fatality: (Anywhere)



BLK, U, D, U, U, RN+BLK
Burn Out Fatality: (Anywhere) F, F, D, D, LK
Friendship: RN, RN, RN+D
Babality: D, D, D, HK
Pit: RN, BLK, BLK, LK
Dragon Animality:



(Sweep) BLK, D, D, U
7 Hit Combo: HP, HP, BLK, LK, LK, HK, LK



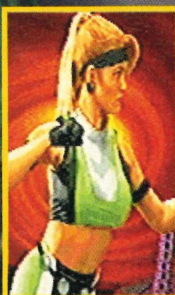
Stryker

Clothesline: F, F, HK
Ankle Swipe: F, B, LP
Grenade (High): D, DB, B, HP
Grenade (Low): D, DB, B, LP
Bomb Fatality: (Close) D, F, D, F, BLK
Taser Fatality: (Full Screen) F, F, F, LK
Friendship: LP, RN, RN, LP
Babality: D, F, F, B, HP
Pit: BLK, F, U, U, HK
T-Rex Fatality: (One step back) RN, RN, RN, BLK
4 Hit Combo: LK, HP, HP, LP



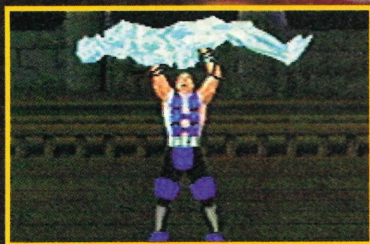
Sonya

Ring Toss: D, DF, F, LP
Bicycle Kick: B, B, D, HK
Leg Grab: D+LP+BLK
Air Punch: F, B, HP
Crusher Fatality: (Jump) Hold BLK+RN, U, U, B, D
Flaming Kiss Fatality: (Jump) B, F, D, D, RN
Friendship: B, F, B, D, RN
Babality: D, D, F, LK
Pit: F, F, D, HP
Bird Animality: LP, B, F, D, F, LP
6 Hit Combo: HK, HK, HP, HP, LP, B+HP



Sub Zero

Ice Blast (Forward): D, DF, F, LP
Ice Rain (Homing): D, DF, F, HP
Ice Rain (Near): D, F, B, HP
Ice Rain (Far): D, B, F, HP
Ice Decoy: D, DB, B, LP
Slide: B+LP+BLK+LK
Freeze Breath Fatality: (Sweep) B, B,



D, B, RN
Ice Smash Fatality: (Close) BLK, BLK, RN, BLK, RN
Friendship: LK, RN, RN, U
Babality: D, B, B, HK
Polar Bear Animality: (Close) Hold BLK+RN, F, U, U
5 Hit Combo: HP, HP, LP, LK, HK, B+HK



Cyrax

Net: B, B, LK
Bomb (Close): Hold LK, Tap B, B, HK
Bomb (Far): Hold LK, Tap F, F, HK
Teleport: F, D, BLK (can be done in air)
Air Throw: BLK (in air)
Self-Destruct Fatality: (Close) D, D, F, U+RN
Heli-Slice Fatality: (Full Screen) Hold BLK, Tap D, D, U, D, HP
Friendship: RN, RN, RN, U



Babality: F, F, B, HP
Pit: RN, BLK (repeatedly)
Shark Animality: (Close) Hold BLK, Tap U, U, D, D
6 Hit Combo: HP, HP, HK, HP, HK, B+HK



3



Sektor

Teleport Punch: F, F, LK (can be done in air)

Missile (Homing): Half Circle Back, HP

Missile (Straight): F, F, LP

Flamer Fatality: (Jump) F, F, F, B, BLK



Crusher Fatality: (Outside sweep) LP, RN, RN, BLK, LP
Friendship: RN, RN, RN, RN, D
Babality: B, D, D, D, HK

Pit: RN, RN, RN, D
Bat Fatality: (Close) Hold BLK, Tap F, F, D, U

5 Hit Combo: HP, HP, HK, HK, B+HK

Nightwolf

Arrow: D, DB, B, LP

Reflect Shield: B, B, B, HK

Shoulder Slam: F, F, LK

Axe Uppercut: D, DF, F, HP

Skylight Fatality: (Close) BLK, U, U, B, F, BLK

Lightning Fatality: (Outside Sweep) HP, B, B, D, HP

Friendship: HP, RN, RN, RN+D

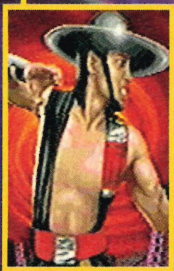
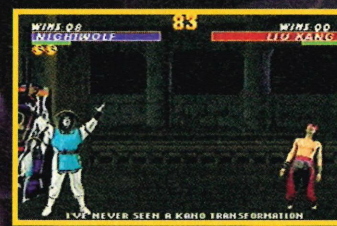
Babality: F, B, F, B+LP



Pit: RN, RN, BLK

Wolf Fatality: (Close) BLK, F, F, D, D, BLK

5 Hit Combo: LK, HP, HP, LP, HK



Kung Lao

Hat Toss: B, F, LP

Teleport: D, U

Whirlwind Spin: F, D, F, RN (repeatedly)

Hammer Kick: D+HK (in air)

Hat Slice Fatality: (Sweep) F, F, B, D, HP



Tornado Fatality: (Anywhere) D + B LK + RN (repeatedly)

Friendship: RN, LP, RN, LK

Babality: D, F, F, HP

Pit: D, D, F, F, LK

Leopard Animality: (Close) RN, RN, RN, RN, RN, BLK

7 Hit Combo: HP, LP, HP, LP, LK, LK, HK



Sheeva

Fireball: D, DF, F, HP

Teleport Stomp: D, U

Quake Stomp: B, D, B, HK

Ripskin Fatality: (Close) HK, B, F, F, HK

Head Pound Fatality: (Close) F, D, D, F, LP

Friendship: F, F, D, F, HP

Babality: D, D, D, B, HK

Pit: D, F, D, F, LP

Scorpion Animality: (Close) RN, BLK, BLK, BLK, BLK

7 Hit Combo: HP, HP, LP, HK, HK, LK, B+HK



Kabal

Fireball: B, B, HP (can be done in air)

Web Spin: B, F, LK

Saw Blade: B, B, B, RN

Scare Fatality: (One step back) RN, BLK, BLK, BLK HK

Head Inflate Fatality: (Jump) D, D, B, F, BLK

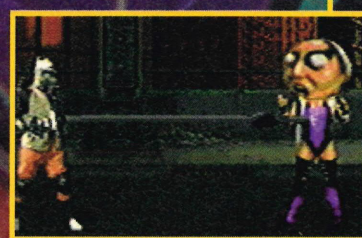
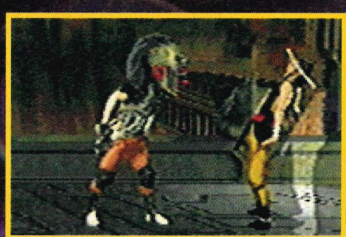
Friendship: RN, LK, RN, RN+U

Babality: RN, RN, LK

Pit: BLK, BLK, HK

Rhino Skeleton Animality: (Sweep) HP, RN, RN, RN, HP

5 Hit Combo: LK, LK, HP, HP, D+HP



Next month we'll tell you how to play as the elusive Smoke and also publish exclusive codes for the Mega Drive game. Until then, prepare yourselves!

ProHelp!

I need a hero! I'm holding out for a hero till the end of the night! Once again your cries for assistance ring out in unison throughout Sega Pro Towers. You need someone to be there in your hour of need, someone who has a shoulder you can cry on. A beacon of light in the dark world of games. That someone is... Steve Hardy. I thank you! ProHelp!, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

Sonic's still popular!

Q: Dear ProHelp!, I'm new to all this video game lark and have recently purchased the original *Sonic the Hedgehog* game for my second-hand Mega Drive. What I would like to know is what other Sonic games are available? I'm sure there have been hundreds since the first one came out.

I just love the speed and quality of the graphics in Sonic's adventure and can't get enough of the little spiky devil.

I hope you can point me in the right direction for hours of non-stop Sonic fun.

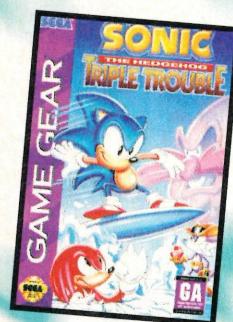
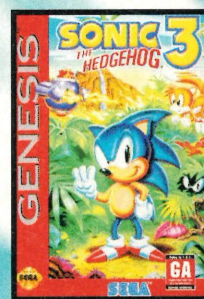
Gavin Walker, Grimsby

A: Well Gavin, it's nice to see that the little blue speed freak can still hack it in this day and age, and welcome to the wonderful world of the Mega Drive and Sonic! There have of course been lots of games

you've missed starring the little tyke. You can probably just ask for them all by number!

There's been *Sonic 2*, *Sonic 3*, *Sonic & Knuckles* and *Sonic Spinball* for the Mega

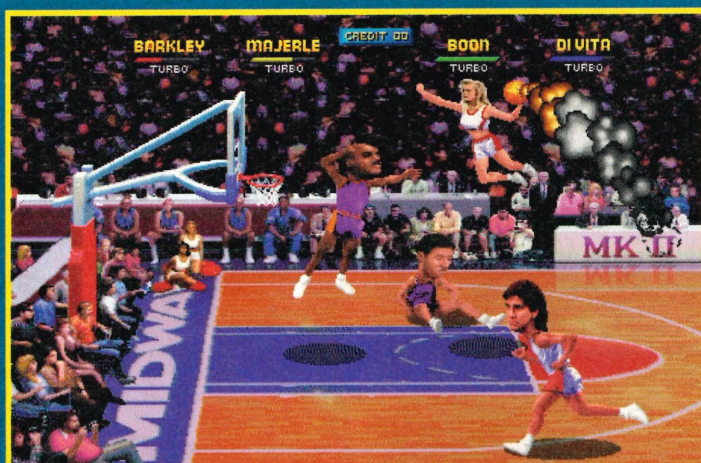
Drive. If you get yourself a Mega-CD you can check out *Sonic CD*, or on the Game Gear *Sonic Triple Trouble* is worth a few plays. Try contacting our mates at The Video Game Centre in Bournemouth if you're having problems finding any of these games. They've got the biggest selection in the world (probably). They're on 01202 527314.



Cheat time

Q: Dear ProHelp!, Have you got any cheats for these games on the Mega Drive: *NBA Jam Tournament Edition*, *Puggsy* and *EA Hockey*.
Stephen Kay, Kirby Moorside

A: We printed absolutely loads of cheats for *NBA Jam Tournament Edition* in Issues 46 and 49 so give our back issue department a call to buy those issues, there're too many to reprint here. To access all levels on *Puggsy* enter this code: 600



276 007: 714 325 661: 027 316 576

Sorry, but there aren't any cheats for *EA Hockey*.

Hopeless case!

Q: Dear ProHelp!, Please, please can you help me. I'm stuck on *Acclaim's*

Batman Forever because I just can't seem to kill anybody! Can you possibly help me or am I just a hopeless case?

Ben Robinson, Kent



A: Honestly, these people are the future of this country, don't they read instruction manuals anymore? Whinge, whine, moan! Here, take these moves and be off with you!

Some of the best moves are accessed by doing this:

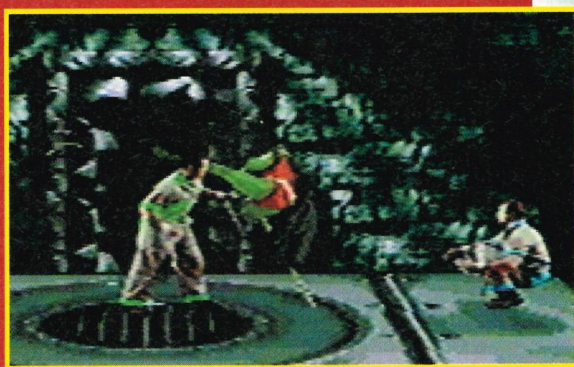
Fire Batarang: Down, Towards and A.

Grappling Hook: B and C.

Bat Bola: Down, Down, and A.

Electric Pellet: Towards Down and C.

Gas: Towards, Towards, Away and A.

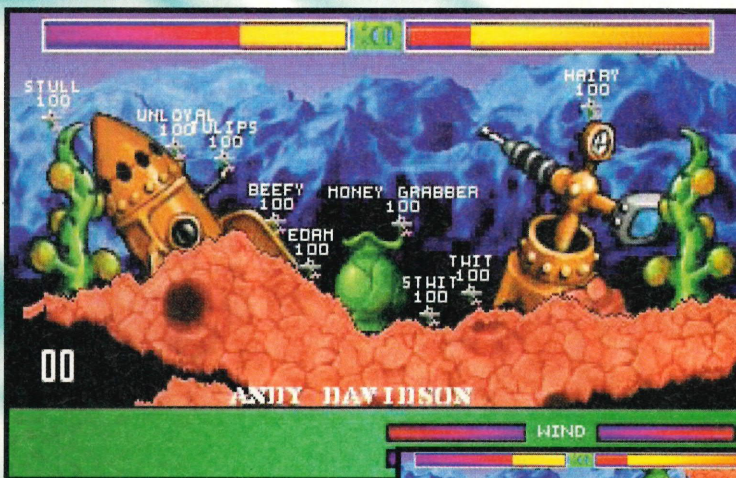


That hits the spot!

Q: Dear ProHelp, Having only been a reader of your magazine for a couple of months, you can rest assured I shall be a regular reader from now on. I've two great favours to ask you: Are there any level codes for *Cool Spot*? Could you send me anything on *Worms* for the Mega Drive? I want to know more about it.

Paul Burgess, Beaminster

A: Sure thing Paul, for absolutely loads of cheats on *Cool Spot*, including a level select. Go to the options



screen and press: A, A, B, B, C, C, C, C, B, B, A, A, A, B, B, C and C.

As for *Worms* info, you could order Issue 49 from back issues on 01202 200200. That's packed full of stuff on *Worms*.



Instant Relief!

The column which we thought would never be popular has turned out to be a real success, so we take some of the smaller questions normally addressed to ProHelp! and put them here. It's small, simple and effective.

Firstly, **John Gates** from **Poole** in good old Dorset desperately wants any cheats for *Ecco The Dolphin* on Mega Drive: On the joypad press Up, A, Down, Left, B, Left, C, C and Down when you're next to the whale on level ten. You should now be able to control the whale. Good eh?

Kevin Wilson wants any cheats for *Robocop Vs Terminator* on the Mega Drive. Sure thing Kev! To get loads of lives, pause the game and then press C, C, A, A, B, B, C, C, A, A, B, B.

Rob Millichamp from **Ludlow** always writes in to us, and he wants any cheats for *Pitfall: The Mayan Adventure* on Mega Drive. We've already printed it, but we'll do it again anyway: To get to the forest on level two, go to the Start/Option screen and press B, Left, A, C, B, A, Left, Left and Start. We also printed loads of *Pitfall* cheats in Issue 48.

Jason Fielding from **Milton Keynes** is desperate for a cheat on *Ristar* on the Mega Drive. Happy to help Jase: Enter the password ILOVEU for a level select cheat

Finally, for this month, **Rob Harris** wants to know if there are any cheats for *Mickey Mania* on the Mega-CD. Well, there just happens to be one: On the options screen, select the Sound Test, put the music on Continue, the FX to appear and speech on Take That. Move to Exit and hold down Left for five seconds. Now go to the exit and choose your starting level!

Phew! That's it for this month, but if there is just one hint or little bit of advice you want that's putting you off your appetite, fret no longer. Just send it to Instant Relief at the usual Sega Pro address, and your problems will be solved — INSTANTLY!

Lost plates?!

Q: Dear ProHelp!, I recently bought a Mega-CD second-hand and it didn't have a joining plate. Do you know if Sega sell or have any spares?

Thanks, your magazine rules!

Andrew Francis, New Zealand

A: You'd be best off giving Sega a call on 0171 373 3000 — they'll tell you where to get any spare parts.



No! Not more Sonic?

Q: Dear ProHelp, I need your help with *Sonic 2* on the Mega Drive. I have the level select but I have been told that there is a way to become Super Sonic. Could you tell me how it's done? Also, are there any cheats for *Ristar* on the Game Gear?

Antony Vidler, Watford

A: Okay Antony, you need to play 04, 01, 02 and 06 on the sound test. Next, you need to have exactly fifty rings. Next, press B and C and voila — Super Sonic! As for *Ristar*, there are no cheats for the Game Gear version. Never mind eh?

Going nutz?

Q: Dear ProHelp, I own a Mega Drive and I would like to know if you have any cheats for *Mr Nutz*, *Sonic & Knuckles* and *Super Street Fighter 2*.

Fabian Bains, Cape Town

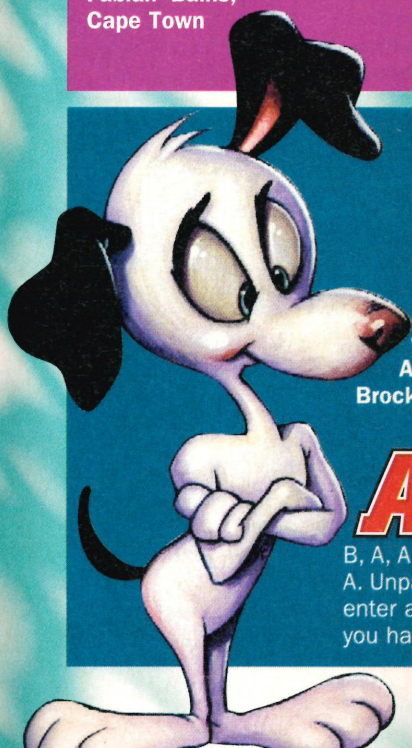
A: Sure, Fabian! To get a super cheat on *Mr Nutz* press these buttons on pad two: Left, Right, Start, Up, Up, Up, Down, Down, Down, Left, Right, Left and Right. If CHEATER appears on screen, pause the game and press Left for more energy and Right for a level skip. As for the other two games — nope, can't help you there! There are no existing cheats.

What more Worms!

Q: Dear ProHelp, I'm really desperate for a cheat for *Earthworm Jim*, because I am finding it very difficult. Please help me.

Andrew Phillips (aged 9), Brockenhurst

A: No problem, Andrew. Here's how to get a level select: Pause the game and press A and Left together, B, B, A, A, and Right together, then B, B, and A. Unpause the game and you should now enter a secret menu with all the cheats you have ever dreamed of.



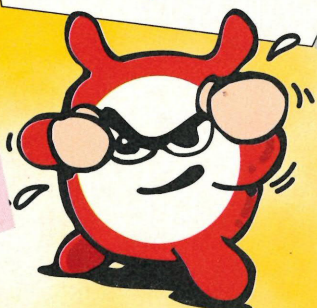
Protest!



Email: nick@paragon.co.uk

Protest

Protest,
Sega Pro,
Paragon House,
St Peter's Road,
Bournemouth,
BH1 2JS.



32X queries

Dear Sega Pro,
Could you please
answer my questions
regarding the 32X.

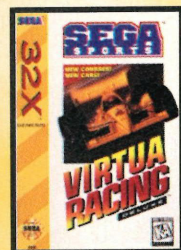
1. How many games will be out by the end of the year for the 32X?
2. Any chance of a Formula One game besides *VR Deluxe*?
3. How long do you think the 32X will last?
4. Are there any cheats for *Chaotix* yet?
5. The magazine is great, but how about some more 32X stuff?
Jason Lingard, Lincoln
PS. Why do all mags claim they have exclusives when your mag has revealed their so called exclusives a month back?



1. Expect about a dozen releases by the end of the year.
2. No signs of a Formula One game as of yet, but *VR* is still a pretty classy game.
3. It'll last as long as a particularly massive gob stopper (i.e. ages), or until Sega decide they don't want to produce games for it any more.
4. As far as we know, there are no existing cheats for *Chaotix* but if you know better let us know!
5. Look, we can't order Sega to get off their backsides and make more 32X games — it doesn't work like that. We can only review them before they are about to be released, okay?



I'm glad someone out there notices that we get the games in before the other magazines. They just plaster EXCLUSIVE all over their covers and give you some dodgy PC screen shot when we've actually played and screen shotted the Mega Drive game. Anyway, here are your answers...



Each month we take the best, and leave out all the rest. We cry at the sad 'uns and chuck out the bad 'uns — it can only be fantastic Protest! Yep, all sorts of nutters and normals wrote into us this month, raising debate on a number of important issues like: is the Mega-CD doomed? Or why on earth have we got a cricket writing in to us? Read on and find out. Next month I'll come up with an even better poem, honest.

Slurp, lick!

Dear Sega Pro,
I'm a regular reader of your magazine, and over the years I can honestly say that Sega Pro has just got better and better and ever since I read Issue 3, I couldn't stop buying it. Each month I really look forward to reading it, particularly because it appeals to many age groups. My favourite part of the mag has to be the reviews — they are very informative and always influence me into buying the right game. The Sega Pro team

are also great and really put a bit of life into the magazine (especially Mark!), and you should all give yourselves a pat on the back for writing such a brilliant magazine. Actually, I do have one question: Will you be doing a Sega Pro Christmas Special like you did last year, and will it have anything free on the cover?

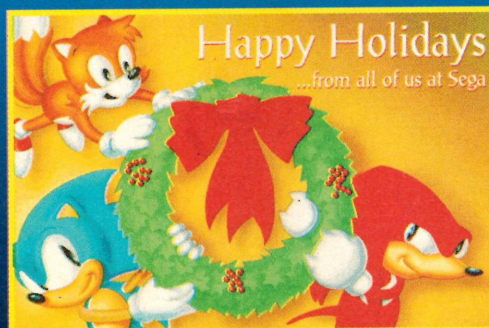
Jim Boran, Blackpool



Blimey! Thanks for your comments Jim — that's what we like to see from time to time,

a little bit of creeping, a bit of boot licking, a good greasing of the wheels. We always value your comments (polite ones please) and your views sometimes influence what goes in the magazine. Feel free to tell us what you'd like to see in future issues, you can fill in the questionnaire in this issue to put us on the right track. In answer

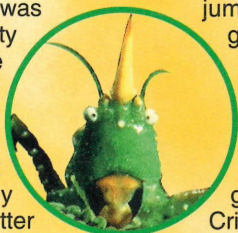
to your question — YES! Look out for a Sega Pro Christmas special in the next few months. Stick it at the top of your Christmas list!





Mad hatter!

Dear Sega Pro,
I am a nutter, otherwise known as a Cricket. Unfortunately, three months ago I was stomped on by a dirty great elephant. Since then I have been utterly and totally bored — even cricket scouts sent me away from my other friends, the nutter down t'hay field, nutter nowt is I and my faithful ladybird dog. But luckily for me, big fat blobbery tub of high calorie lardy flobber face has been my



friend for the measly sum of £100, 000, 000. He has kindly nicked my Mega Drive but unfortunately I have a TV that only shows Cricket channel. This consists of how to improve jumps to impress the gals/boys. As an alternative to £100, 000, 000, he asks for a Saturn or a cart. Now that's where I turn to you. Will you give me either? Cricket dosh only pays for one crumb of cake. Anyway, I must congratulate you on your excellent mag which I have been reading since Issue 11. I have seen all

the changes and I think they were all for the better. I hope to write to you every month if I can.

The Cricket



That's all we need — a n o t h e r complete nutter writing in to us. If you think you can get a Mega Drive or a Saturn off us by writing in pretending to be loony, then you can think again. Anyway, keep writing in, and if your letters become so mad that you ought to join Sega Pro, then we might send you something — not!

STAR LETTER

Steve the Stud

Dear Nick,
Sorry guys, I have to disagree with Jillian (Issue 51). Steve 'Bambino' Hardy is unquestionably the sexiest man alive (eat your heart out, Keifer Sutherland). He's... er... short... dark and handsome. To prove this, I enclose two photos.

Anyway, your mag is without doubt the best Sega mag around. How about a fold-out eight page poster of Steve to improve it further?

Becky Stares, Swanage

PS. Please remind Steve he now owes me ten quid.



Oh Becky, how could you? We'll never be able to work with the lad

after this, his head was big enough already! The funny thing is Steve was wearing that very same shirt the morning I opened up your letter — it was hard to stop wetting myself! So was he really the stud at school and college that he has us

believe? If you have any more juicy pics of the lad (or if anyone has any pictures of any



• Steve with sexy, brooding look.

member of the Sega Pro team) then send them in — we'd all love to see them. Ha!



• Steve with — um, maybe this isn't a good example (you can tell it's him 'cuz of the shirt).

A job in gaming?

Dear Sega Pro,
I only have one question. I'm a bit stuck you see. I would love to play video games for a living but I don't know where to start. I was wondering if you guys could help me out.

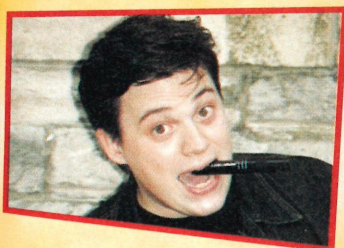
Andrew Hardy, Huntingdon

PS. Give Mark the thumbs up for blowing up X•Gen and Games Worlds' PlayStation!



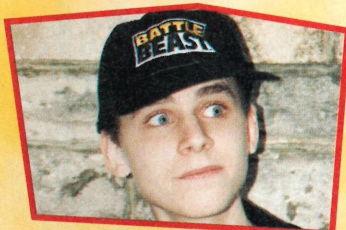
We get lots of letters like this one, so the lads on Sega Pro have explained how they got their jobs in the wild and brilliant world of games journalism, and where they started:

Nick Roberts (Editor)



Nick started writing for Crash (crusty Speccy mag) when he was just 15. After going to college, he went back to Crash and became Assistant Editor. He went on to work for countless other mags, wrote a book and now bosses everyone around as Editor on Sega Pro. Makes you sick, doesn't it?

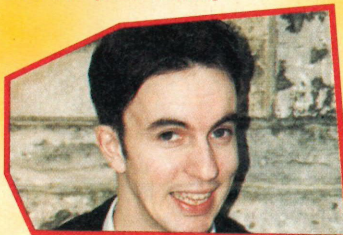
Mark Pilkington (Staff Writer)



After leaving a well 'ard London school (parts of which were burnt down just after he left) Mark broke free of his chains and muzzle and went to college, but got nothing out of it. In desperation, he wrote away to various publishing companies and managed to land a job at Paragon mapping games for Sega XS. He then moved over to Sega Pro to

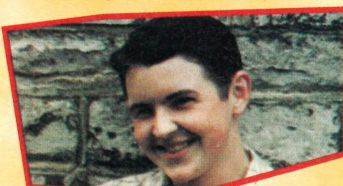
review games. Everyone thinks Mark's brilliant. We all love him. He's our hero. (Hang on, I didn't type this)!

Mat Yeo (Staff Writer)



Mat wandered into the Paragon building one day after emerging from the Bournemouth sea with a huge hangover. He became a fantastic games player with an affection for beat-'em-ups that knows no bounds. Mat has also worked on Sega Force and Mega Machines, both top mags in their time, so he knows his stuff!

Steve Hardy (Staff Writer)



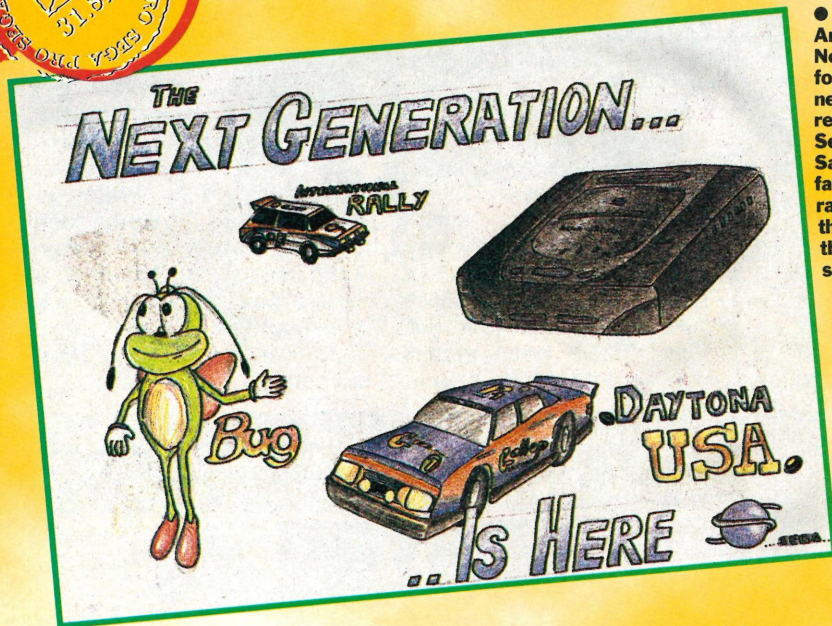
Whilst sweeping up the dog ends on his usual cleaning round, Steve stumbled into Paragon and was raised on a diet of curries and kebabs. After regular exercise at a Bournemouth night-club, he became a naturally good games player and wowed everybody with his personality and annoyingly cute looks. Actually, he wrote to Dave Perry (Games Animal) including examples of his own reviews, asking for the position of Staff Writer. Then he had to undergo a fierce interview with Dave and Nick in a darkened room with only a light shining on his face. He didn't cry, so he got the job. Lucky eh?

NOTE: Not all of this is true, so our advice to you is: do what Mark or Steve did by writing to the Editor of the magazine you want to work on, giving your qualifications, experience and possibly examples of reviews. Be persistent — that will get you recognised.

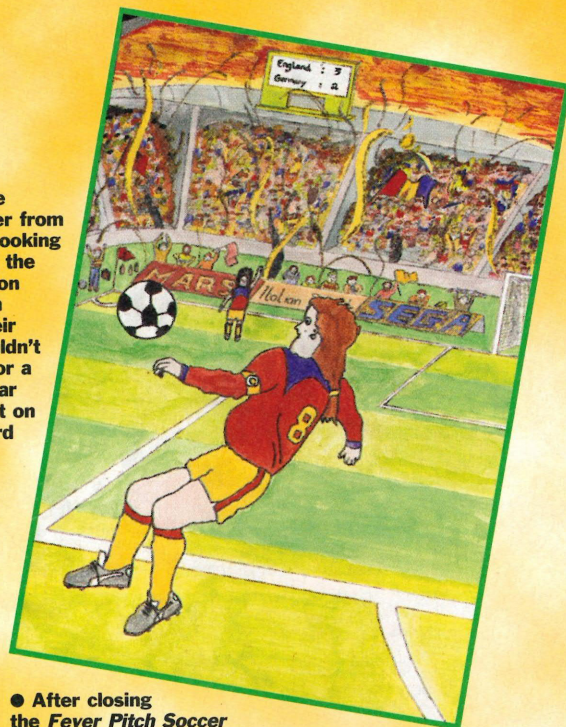
Protest!!



Readers' Art



● It looks like Anthony Usher from Northants is looking forward to all the next generation releases from Sega with their Saturn. I wouldn't fancy going for a rally in that car though - a bit on the scrap yard side!



● After closing the Fever Pitch Soccer competition, we go and get this great entry in from Allan Costine of Ferrybank. Never mind Allan, you got it in print anyway!

Readers' Ads

FOR SALE

For sale: Game Gear and 10 games plus adapter. Titles include Prince of Persia, Castle of Illusion and Super Monaco GP. £100 ono. Phone James on: 01257 253573

For sale: Mega Drive inc. 10 games, Theme Park, SSF 2, MK 2, 3 pads, also Action Replay 2. Phone 01634 245509. Ask for Neil. £200 ono.

For sale: 50 3.5 inch high density disks. £15 including p&p. Phone Matthew on 0173 301882

Mega Drive for sale with 13 games. Top titles include Virtua Racing, Mortal

Kombat 2, with manual guide. Also 3 joypads, joystick, Mega joystick plus storage unit. Also, loads of magazines. £300. Open to offers. Ring Tim on 01359 269559.

MD games for sale: Virtua Racing, worth £70. Sell for £30. Mortal Kombat, PGA 2, NHL 93: £15 each. Loads of other games for sale as well. Phone 0181 7830536.

WANTED

Wanted: Mortal Kombat merchandise (posters, books). Good prices paid. Also wanted: Mortal Kombat CD. Phone 01239 891602 after 4.00 pm on weekdays, any time at weekends (answering machine).

Cheats wanted for Power Rangers and Prince of Persia on Mega-CD, and Batman Returns, Terminator, Sonic and Knuckles on Mega Drive. David Russell, 104 Queen Street, Balleymena, Co Antrim, Northern Ireland BT42 2BE.

Desperately wanted. Can anyone please help me find a copy of Sega XS issue 14? Please write if you can help. Philip "scavaig" The common Mulbarton, Norwich NR14 8JQ.

Got a Saturn? Got unwanted unloved, unplayed Master System games? Good home given. Please send to: Steve, 70 Billington Gardens, Billington, Clitheroe, Lancs BB7 9LX.

SWAP

Help! I will swap S. O. R, RBI 94, and Skitchin for either SSF2, Virtua Racing or S.O.R. 3. Please call Edwin on Saturday or Sunday mornings on: 0171 833 1920.

Swap European Club Soccer and Tasmania for a decent game — may sell. Has anyone got any cheats for Sonic & Knuckles? Thanks! Tel: 0181 3959163. Ask for Sam

Will swap Street Fighter 2 for Flashback MD in good condition. Yours should be too. Phone 01604 846526 and ask for Adam.

PEN PALS

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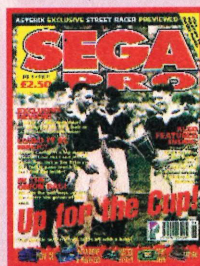
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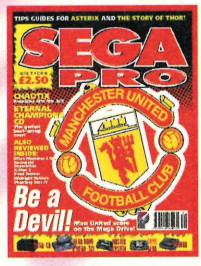
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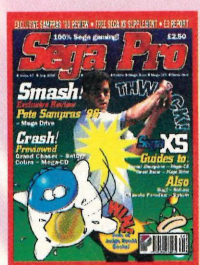
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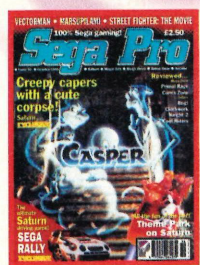
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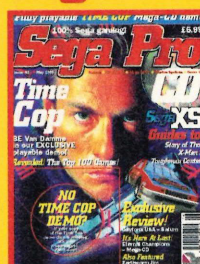


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Tel: 01202 200200
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Basic annual rate of subscription:
UK - £32.50
Europe - £42.50
Rest of the world - £52.50

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Printed by

Southernprint (Web Offset) Ltd

Distributed by

Seymour International Press Distributors
Windsor House, 1270 London Road,
Norbury, London SW16 4DH.
Tel: 0181 6791899

Disclaimer

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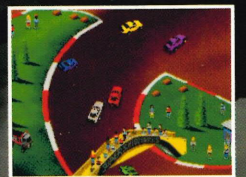
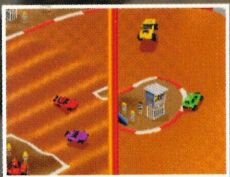
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