14 FEBRUARY 1995

MEGA DRIVE | MEGA DRIVE 32X | SEGA SATURN | MEGA-CD | Master System | GAME GEAR

SEGA MAGAZINE

#14
FEB'95
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BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

BATMAN
ANIMATED SERIES ON MEGADRIVE

MEGA DRIVE 32X

DEATH METAL!

WORLD'S FIRST REVIEW :
METAL HEAD

SEGA SATURN
VICTORY GOAL

PLUS...

- SAMURAI SHODOWN
- MEGADRIVE 32X GOLF
- X-MEN 2
- ROAD RUNNER
- RISE OF THE ROBOTS
- DUNGEON MASTER 2
- STRIKER
- STORY OF THOR
- STARGATE
- TIME COP
- MIDNIGHT RAIDERS
- ASTERIX 2
- CORPSE KILLER
- TRUE LIES

EXCLUSIVE - DAYTONA FOLLOW-UP REVEALED!

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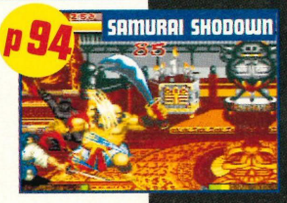
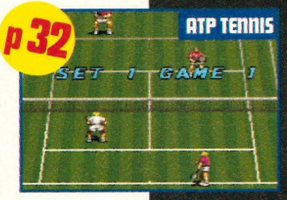
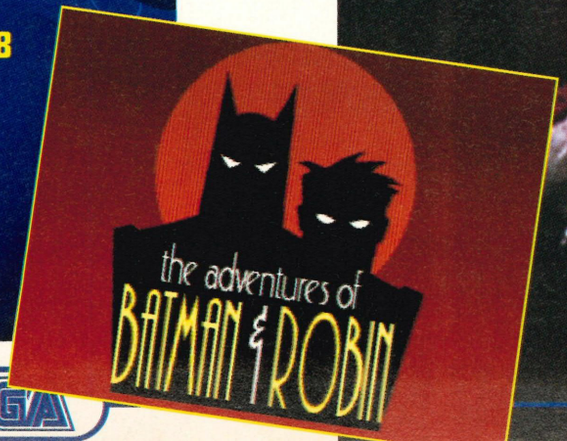






MEGA DRIVE 32X

MORTAL KOMBAT 2

Disappointed that the Megadrive version wasn't arcade perfect? Well, the 32X version IS, so turn to page 18 NOW for our four-page preview!

SEGA MAGAZINE
BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

ISSUE 14

SHOWCASES

METAL HEAD 48

It's armour-geddon time on the 32X, as terrorists prepare to blow up the world with giant robots! Naturally, we report the news, as it happens, from the frontline.

VIRTUA FIGHTER 54

Whether you've shelled out the £700 or so for an import Saturn, or you love playing it in the arcades, this Virtua Fighter tips special will be indispensable.

CLOCKWORK KNIGHT 60

The second quality Saturn release to hit these shores, Clockwork Knight looks absolutely stunning, but how does it play? All your questions answered in this four-page showcase.

PANZER DRAGOON 64

The most impressive graphics this side of a Silicon Graphics workstation – and it could be in your home by the end of the year.

VICTORY GOAL 66

Every console has to have its obligatory footie game, right? Well, the Saturn is no exception, which is why Sega are busy developing their version of events at this very moment. Of course, we bring you an exclusive report.

MYST/TAMA 68

The Japanese are known for their strange taste in games, but do we really want to see a puzzly version of Marble Madness on the Saturn? Or for that matter, a point-and-click RPG? We report on the future of next generation non-action titles.

COVER STORY: METAL HEAD

Easily the best title since the first wave of 32X games, Metal Head crashes in for review this month, stomps its feet about a bit and makes a complete mess of civilization as we know it! Turn to page 48 NOW for the lowdown on the latest in 3D gaming!

CONTENTS

EDITORIAL

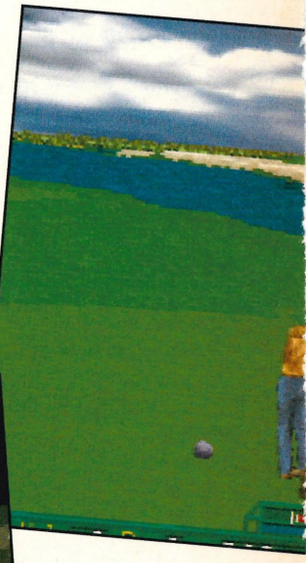
1995 AND

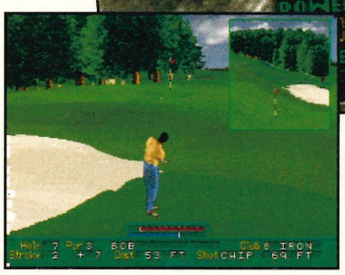
Welcome to the first SEGA MAGAZINE of 1995, and as promised last issue, we've put together a pretty decent package packed with exclusives.We're first with all the new 32X games, meaning that you get first reviews of the excellent Metal Head and Golf Magazine Presents Greatest 36 Holes, as well as a first look at the promising Stellar Assault.

And whilst other magazines reliant on grey imports bring you a range of pretty disappointing Saturn games for review, SEGA MAGAZINE once again scoops the lot of them with exclusive looks at titles not even out in Japan, with the best quality pictures. And in terms of 16-bit, SEGA MAG once again delivers with a huge preview special, plus plenty of reviews including Samurai Shodown - is it any good or what? Find out first in this issue.

Right, that's about it. Once this issue's out of the way, I'm breaking up for Christmas then flying over to Las Vegas for the first CES show of 1995, which promises to showcase plenty of new software, including Mortal Kombat II and NBA Jam on 32X as well as some frankly groundbreaking 16-bit software. Look out for the full CES lowdown in our next issue...

RICHARD LEADBETTER





RICKY

The glory that is the Streetfighter movie made a big impression on Ricky, still reeling from his Virtua Fighter obsession. Rich has now taken to wandering around the office in a daze clutching a video camera trying to persuade Tom to fight him whilst Sam watches and takes pictures. Don't worry though, that sort of thing's illegal over here so it can't be long until we get him "off the streets" as it were.

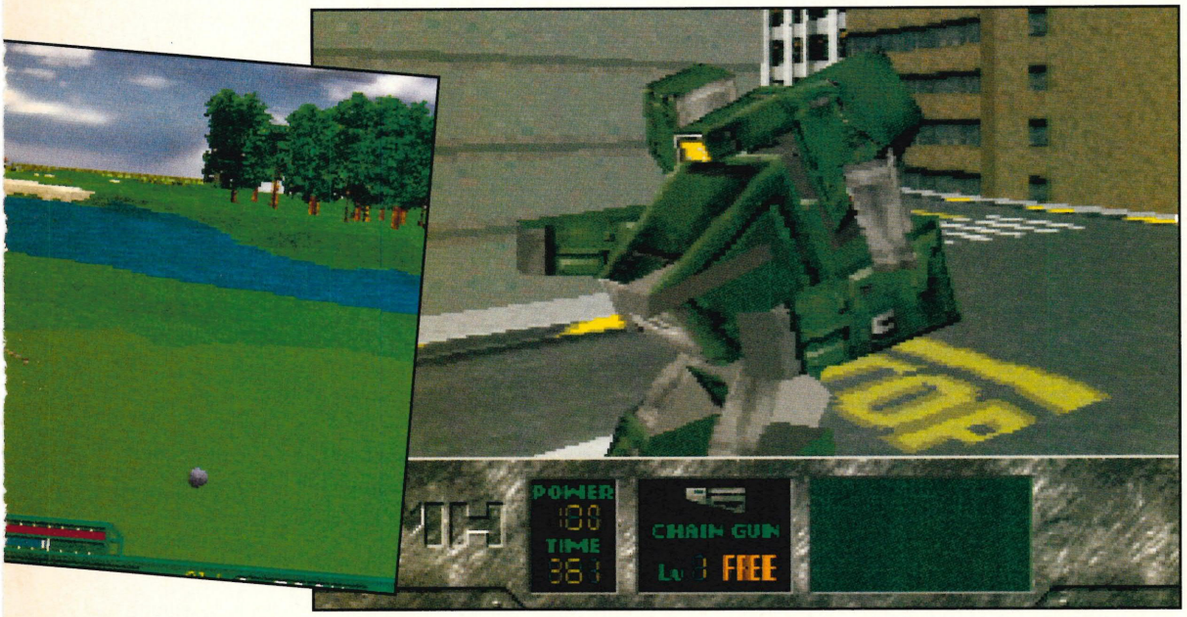
FOXY COXY

He's Coxy, he's foxy, his postulant skin looks poxy, that's the rhyme of the month for us. Yes, Tom has been unable to join us this month as his face has fallen off. It's no big deal, he looks a lot better really, but the remaining wads of yellowed flesh proved an irresistible fly magnet – meaning he could never tuck into a sandwich without fear of The Swarm getting there first. Get well soon Tom, and we hope it spreads.

SAM

It's been a bad month for poor old Sam. Our office has been invaded by a huge plague of flies, and naturally our demonically-inclined Dep Editor is being held to blame. Sam denies any responsibility whatsoever, and we'd be inclined to believe her. If it weren't for the fact that anyone so much as whispering a criticism of Sam is immediately set upon, facing a chitinous Armageddon. PS – We all think Sam's really lovely.

BEYOND...



GAMES, GAMES AND LYCANTHROPES

Hi there pop pickers, and welcome to this month's edition of Games, Games and Fire Extinguishers with your host, me, Steve Stevely. Today I'd like to reveal a hot new development in the world of fire extinguishers called a fire blanket. If you're an arsonist and your fires keep going out, don't worry, this handy gadget will keep the flames nice and warm until they can get going properly. If you want to put it out after all, try using water – preferably from another fire extinguisher! But don't try drinking from one because the special magic fire-proof water inside tastes of rancid Sugar Puffs! Anyway, that's all we've got time for right now, but don't forget to join me, that's me, me, Steve Stevely, next time for another incredible edition of Games, Games and Agriculture!
Word to yo momma,
Steve Stevely

TOMMY G

We knew Tom's cartoons fixation had got out of hand, but now things are getting ridiculous. Sitting in Rich's chair wearing a cape, round pink-lensed sunglasses and a Burger King party crown, clutching a sceptre and answering only to the name of Poulet Royale – Disney Defender, he spent the rest of the day interrogating us as to our attitudes towards Mickey, Donald and friends. Anyone complaining about the sound quality of Steamboat Willy was then taken outside and shot. Hail Walt!

CLAIRE

Flies, mud holes, deranged criminal psychopaths – the SEGA MAG office is certainly no place for a lady. Well, that's Claire's excuse as to why she can never come in ever again at least. No, these days we're paying Claire to wander around boutiques (or whatever they call clothes shops these days) and stay in bed until 11 every morning. Which, on reflection, is what I always thought we were doing anyway.

RAD

Insectoid vermin are a source of misery for Rad too. Having just forked out a large amount of cash for a new portable mud hole for pod-esque activity during carefree lunchtimes, Rad has been dismayed to find all his best mud being eaten by Philistine bluebottles. "It's terrible," moaneth he "You just know they don't really appreciate it, and it's top mud, too." The rest of us certainly appreciate it though and hope the swarm can finish the lot by next week.

QUIFFY DOO
RICHARD LEADBETTER
SKIVING GET
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DEPUTY EDITOR
SAM HICKMAN
DEPUTY ART EDITOR
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To whoever came up with the idea for Jammie Wagon Wheels.

SPECIAL NO THANKS:
Terence Piper (again)

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NEWS

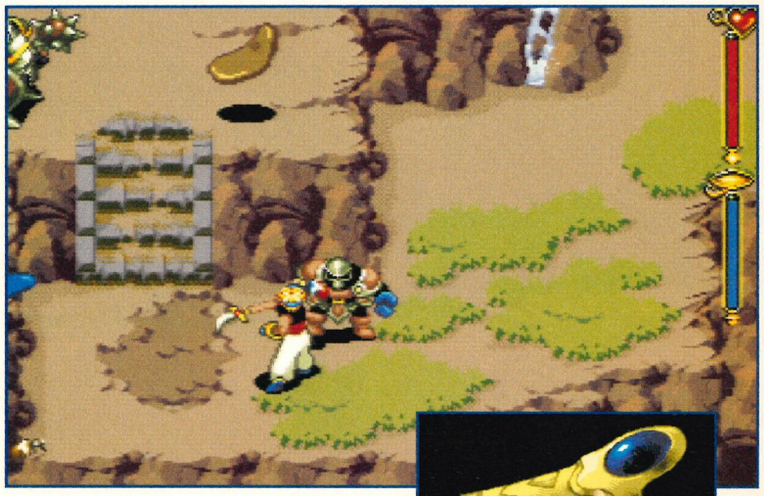
STORY OF THOR

SEGA MAGAZINE is going to let you lot into a bit of a secret. In February a game is going to appear that is quite unlike anything else on the Megadrive. It's going to be expensive, weighing in at a pretty hefty £59.99, but it is totally and utterly brilliant.

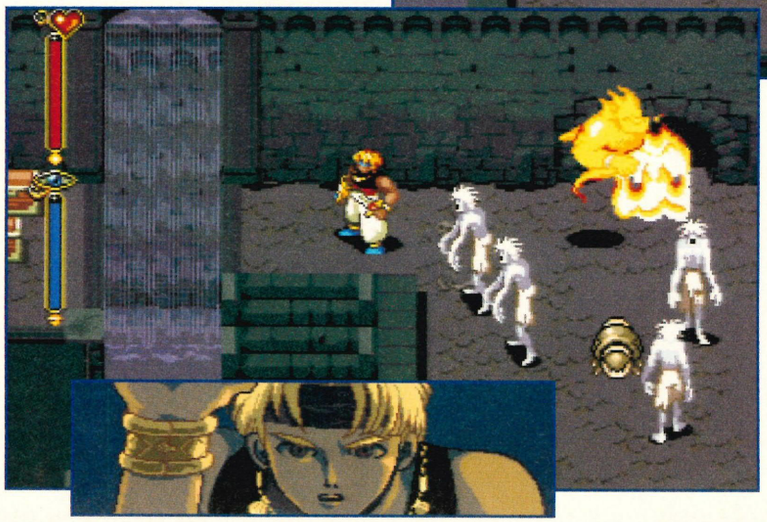
The Story of Thor concentrates on the antics of one Prince Ali, who takes on a huge 24-meg adventure, in the style of Legend of Zelda on the Super NES. However, we reckon that Thor is quite a bit better than the admittedly brilliant Zelda game thanks to a number of smart additions to the gameplay.

First of all, let there be no doubt that Thor is an action-oriented adventure. Ali has loads of special moves at his disposal, including some that will be quite familiar to Streets of Rage fans. He'll need them, since Thor features plenty of different meanies and some frankly incredible bosses. And continuing the SOR connection is the fact that the incredible music and sound effects have been handled by one Yuzo Koshiro, who supplied the incredible sonics for the Rage and Shinobi games.

Story of Thor is going to be one of the biggest games of the new year - so expect a full review and colossal showcase in time for the next issue. In the meantime, take a look at these screenshots taken from various points in Ali's adventures.



▲ Prince Ali takes on a vicious troll type.



▲ A pretty unexciting screenshot, to be honest. But the pic on the left there and (up a bit) that shot, shows the incredible fire elemental you can summon to duff up your enemies for you. An excellent addition.

▲ One of Sega of Japan's top Megadrive projects - Story of Thor is simply incredible.

▲ Coupling the huge adventures found in RPG with beat 'em up gameplay, Story of Thor is going to be big news. Full review next month.

STOP PRESS!

Just as this issue of SEGA MAGAZINE went to press, we received exclusive details of the official UK version of the Sega Saturn.

Sega plan to introduce many differences to the official version of the machine. So far, we've only received information regarding the machine's cosmetics.

The UK Saturn will be black, not grey like the Japanese model, although it is thought that the basic shape of the machine will remain the same. The system will also have totally redesigned joypads. They'll have the same amount of buttons as the Japanese model, but expect to see a totally different, more ergonomically friendly shape.

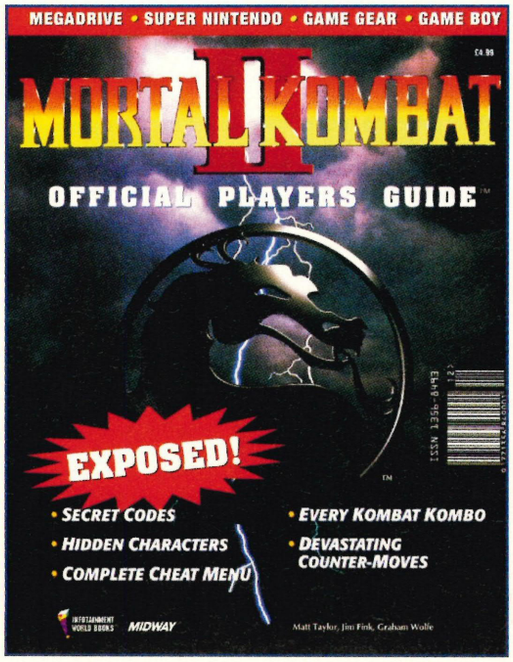
Along with the machine's look being changed, we can also expect to see a different logo adorning the system - but the name Sega Saturn, will remain exactly the same.

We haven't been informed of any differences in the hardware of the machine at the moment, but rumours persist that other Saturn incarnations may have boosted capabilities. One interesting rumour which we've heard concerns possible compatibility with the Megadrive 32X system.

One thing's for sure though - you can expect more Saturn exclusives from SEGA MAGAZINE. Look out for the first look at the official model next month.

MORTAL KOMBAT BOOK OUT NOW!

If you're a Mortal Kombat II fan and want to know every single tactic, combo, fatality and babality - there's only one place to look: the Official Players Guide to Mortal Kombat II, out now in newsagents across the UK. Priced at £4.99, it's invaluable to all owners of MKII. Hey, we've just tried out all the techniques on the topper 32X version (needless to say, they all work) and that's not even out yet! That's how ace this book is. You can't really afford to miss it, can you?



PROJECT NEPTUNE: NEW 32-BIT MACHINE FOR UNDER £200!

After much speculation, Sega have now announced that they are releasing a mass-market 32-bit machine sometime in 1995... and it will retail at less than £200.

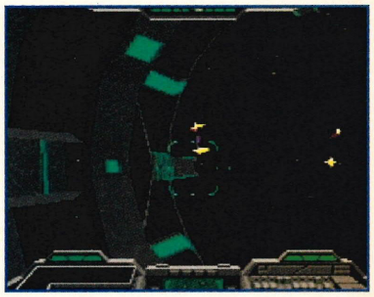
In very basic terms, Neptune is a Megadrive and 32X built into one box, compatible with all games for both systems. The machine is also fully compatible with the Mega-CD, being able to receive all 16-bit CDs - as well as 32X-enhanced discs, such as the forthcoming Shadow of Atlantis.

The announcement of Project Neptune - which is NOT the machine's official title, reinforces Sega's belief in its 32X technology, and firmly puts to rest the talk of 32X merely being a stop-gap upgrade. Sega believe that the machine is the only truly affordable, mass-market 32-bit machine and are planning to bring some incredible 32X/Neptune titles to us in 95 - a few of which you'll find in the pages of this month's SEGA MAGAZINE.

NEWS

HAND-HELD MEGADRIVE ON HOLD

Firm news reaches us concerning another Sega project deep in the bowels of the R&D department.
Project Venus is a hand-held Megadrive that's set to totally revolutionise the portable field of gaming. The system is basically the same size as a Game Gear, but has a six-button joypad in approximately the same area as the Game Gear's two-button controls. Since the screen is coping with higher-definition 16-bit graphics, it's a lot clearer and of significantly higher quality than the 8-bit Gear's. Venus (which isn't the system's final name) is also compatible with every Megadrive release, including enhanced carts like Virtua Racing.
It's an incredible machine in theory, but it's currently on hold. Apparently, the price of bringing a Megadrive-compatible system to the market is just too high at the moment. However, it's unlikely that Sega would abandon so much research and development, and we might yet see the system for sale.



▲ **The polygon graphics in Stellar Assault aren't as detailed as Star Wars Arcade... yet. Expect to see more in future SEGA MAGs.**

STELLAR ASSAULT ON 32X

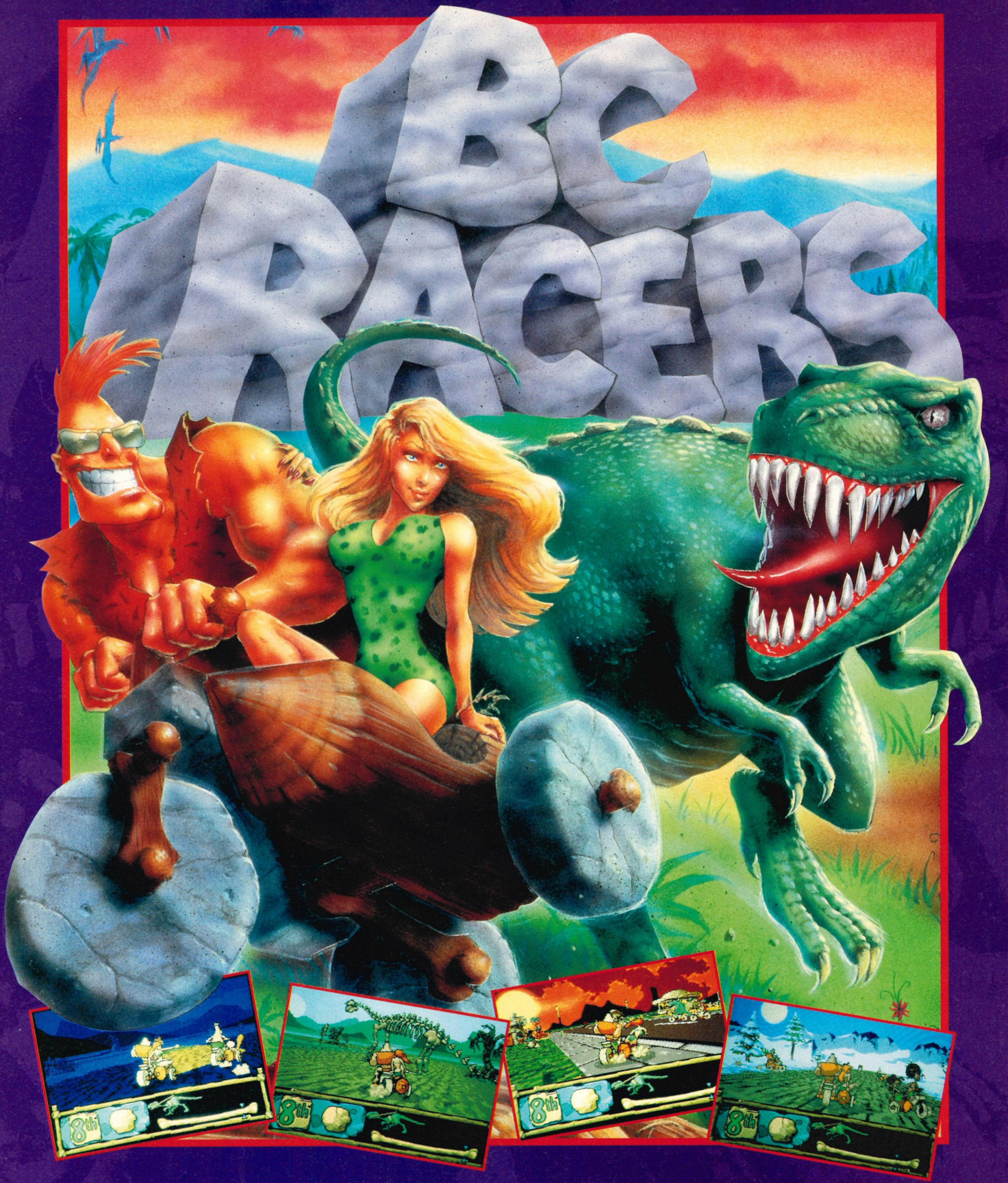
Coming later on in the Spring is an all-new original Megadrive 32X space blaster, known as Stellar Assault. The more eagle-eyed among you may recognise this game as Bullet Fighters, which was the original development title for this game.
Stellar Assault looks quite similar in style to Star Wars Arcade, but allows you to fly through space in whatever direction you want. It's best described as Elite meets Star Wars Arcade really. These are pictures from the latest (and the first playable) version of Stellar Assault. Look out for a full preview soon.

▲ **More space station malarkey from the forthcoming Stellar Assault. Unlike Star Wars, you have full freedom over where you want to go in the game world.**

▲ **Look. It's Mr Nutz again. Hooray.**

MR NUTZ: THE SEQUEL

Ocean have just released the decent Megadrive platform game, Mr Nutz, as we speak and plans are afoot for a sequel. As you can see from the screenshots, the basic gameplay remains pretty similar, but Ocean are promising plenty of different power-up Nutz icons which enable him to fly, swim and turn into a ball of lightning - just like what squirrels do in real life really. Expect a preview soon.



BC RACERS - it's pre-hysterical
Cool n' crazy CLIFF ACE is gettin' in some quality time with his cave-babe ROXY as they speed n' smash their way on a dino-powered dirtbike through 32 howlin' heats in a madcap, 3D, cartoon race against a hardrock host of rocky racers! Up to 2-players.

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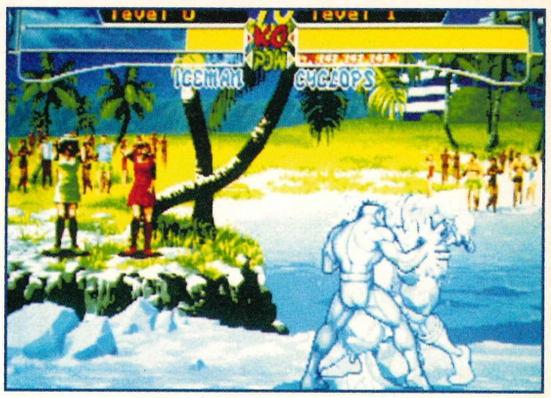
NEWS



▲ This should be a nigh-on perfect Saturn conversion.

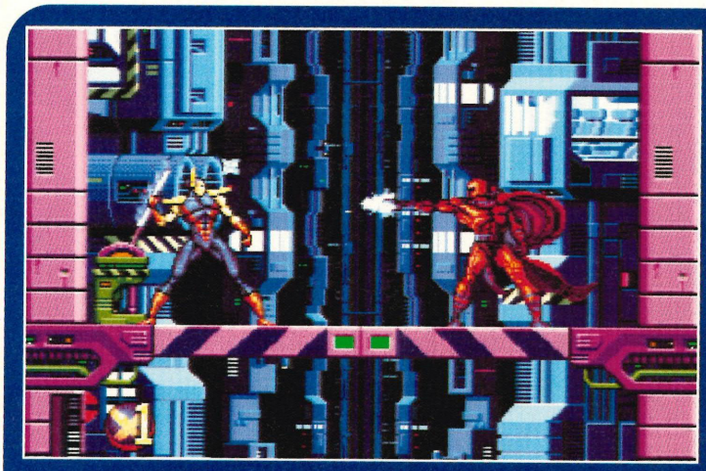
CAPCOM ANNOUNCE FIRST SATURN TITLE

Despite all the rumours and pseudo-announcements, Capcom's first Saturn game isn't going to be a version of Street Fighter II - instead look out for a conversion of the firm's all-new X-Men coin-op.

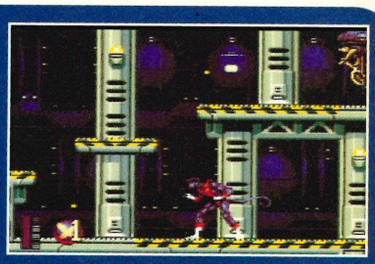
The game has just been released in Japan where the X-Men are currently incredibly popular, to a rave reception from Far Eastern gamers. Capcom have included many different characters from the comics, including Cyclops, Iceman, Wolverine, Collossus and Storm. The enemies of the X-Men are also well represented with the likes of a Sentinel, the Silver Samurai, Spiral, Magneto and plenty more besides included.

This game looks absolutely incredible and should go down well with Saturn beat 'em up fans.

▲ The X-Men's powers coupled with Capcom's combat know-how should make for a fab game.



▲ X-Men 2 enables you to take control of the mutant master of magnetism!



▲ Wolverine has tons of special moves, like this one for example.

MORE X-MEN FOR MEGADRIVE

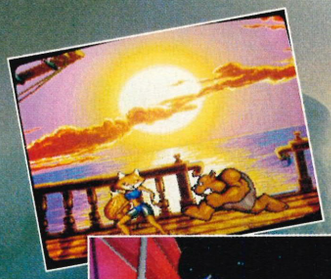
SEGA MAGAZINE has gleaned an exclusive look at X-Men 2, currently early on in development for the Megadrive.

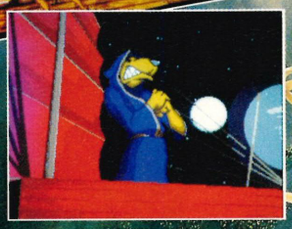
Like the first X-Men title released a couple of years ago, it's a platform game that enables one or two players to adopt the mantles of key X-Men characters, including Beast, Gambit, Wolverine, Cyclops and Psylocke. Also, players have the opportunity to control the master of magnetism himself: yes, Magneto has changed his colours yet again and has decided that he is a good guy after all. Curiously, Nightcrawler is also a selectable character, which is odd considering that he hasn't been an X-Man for years now, having helped set up the Excaliber team.

Still, Sega are promising more levels, more characters, more challenge and more special moves. Look out for a full preview next month.

BRUTAL®

Paws of Fury





SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA-CD

Unleashed!

on the Mega CD, Mega Drive and SNES. Primal power meets ancient wisdom as Gametek unleashes tournament beasts in search of fighting glory. Every four years the Dali Llama travels the world in search of the greatest warriors to compete, on his island, for the coveted 'belt of heaven'. A game of cartoon martial arts, BRUTAL is the game to get your paws on.

88% C+VG "Brutal offers a good challenge, varied tactics and variable speeds incorporated in the levels – the fastest of which puts almost every other beat-em up to shame."

88% MEGATECH "Brutal is a breath of fresh air. A really humorous, entertaining, playable and graphically superb product."

GAMETEK

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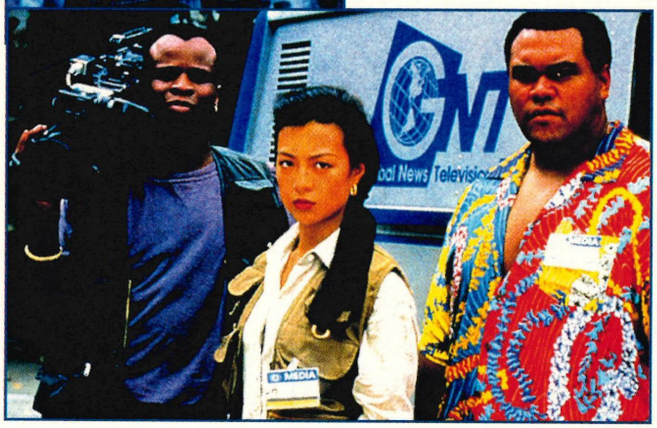
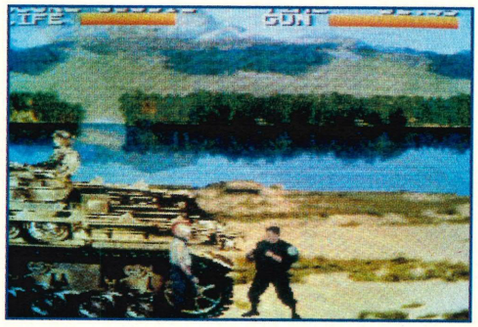
NEWS

STREETFIGHTER THE MOVIE

Streetfighter movie hype is hotting up already – even though the film isn't released in this country until March. Both Van Damme and Kylie have been gushing about the movie in all sorts of style mags and it's set to get coverage in just about every yoof mag on the market. And incidentally, this $38 million dollar movie is the first Van Damme film that doesn't carry an 18 certificate. So does this mean that the karate-chopping one is getting a bit soft in his old age? Not at all – we've seen the film and can report that as Colonel Guile he's quite merciless in his killing of all things bad, and the movie in general is pretty violent too. And Raul Julia as Bison is absolutely brilliant as the archetypal psycho-baddie set to take over the world. You'll be glad to know that the film will definitely appeal to Street Fighter fans more than anyone else – in fact anyone who isn't a Street Fighter fan may have a bit of trouble deciphering what's going on – especially when the abomination that is Blanka makes a cameo appearance! Oh, and for those of you who can't wait to see the film, get yourselves on down to your local record store now, where they're already selling copies of the film's soundtrack.





IF YOU WANT TO KNOW THE TIME... ASK A POLICEMAN

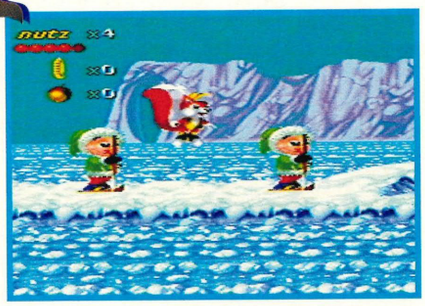
Jean Claude Van Damme gets around a bit doesn't he? First he turns up as Colonel Guile in the Streetfighter Film, then he takes the lead part in Universal Picture's Time Cop – which, incidentally, is currently being converted from film format to Mega-CD – due for a late February release.

As the name suggests, the game is set in the future. And being in the future, you can do all sorts of bizarre things that no one would have ever thought possible. You'll be able to zip through the skies in your nifty air-mobile, dial a holo-pizza and perhaps best of all, travel in time. And if Universal Pictures have their way, this will become a reality in 2004 – less than ten years from now. The problem with time travel though, is that if people keep travelling back and forth, the past (and consequentially the future) will constantly be reshaped – countries will be destroyed, rebuilt, destroyed until the whole business is on a continual loop and nothing gets done. Which is why the Time Enforcement commission have forbidden anyone from travelling back.

But of course, there's always one person who just can't help breaking the rules, and this time it's Max Walker, a time cop who's determined to step back in time to prevent a corrupt senator from changing the face of history forever. Which apart from being a great idea for a film, is also a brilliant basis for a videogame. Incidentally, the game sees you take the role of Van Damme (alias Walker of course) and spans the whole course of human time – from Neanderthal man to Los Angeles in 2144. You'll stop off in Nazi Germany on the way and at one point you'll even have to face your double.

Naturally, this isn't one of those pacifist-type platform games – here the object is to blast anything and everything that moves in a streets of rage side-scrolling stylee. Of course, there's the usual breaks for digitised sequences from the film, and some rather top in-game graphics too. And it seems as though the game is almost finished – in fact Virgin have just bought the title from developers JVC – so you can expect a full review next month.

GRAB YOUR NUTZ



It's cold. It's really really cold.
And you know what? It's going to get colder.

The whole world is being cocooned in ice and snow by the Yeti - a gruesome beast with an icicle for a heart and quite appallingly bad breath. His plan is to create and rule a new frozen kingdom here on earth.

Thankfully, Mr. Nutz, SuperSquirrel, is about to turn up the heat. Only he can prevent a new and permanent ice age. To help him on his way he's got a lotta Nutz, a lotta gutz and one enormous tail.

The temperature's dropping but the heat is most definitely on.

Formats: MEGADRIVE · GAMEBOY

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PREVIEW

16-MEG

BY: SEGA

RELEASE: MARCH

THE ADVENTURES OF BATMAN AND ROBIN

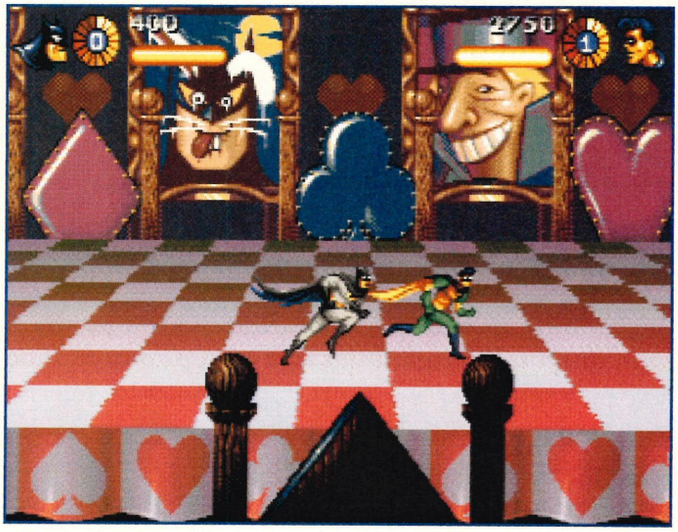
Have any of our older readers noticed the sudden upsurge in quality of Saturday morning cartoons? In our day we had to put up with repeats of Godzilla, the dreadful Pole Position and God knows what else.

These days though it's a different story, with top quality animated treats such as Animaniacs, the incredible X-Men cartoon, Taz-Mania and of course, the superlative Batman animated series. Sega have realised that this TV programme, with its superb animation, distinctive look and gripping plots, could make for an ace videogame. Hence the creation of this topping Megadrive translation. The Adventures of Batman and Robin is shaping up to be a quite stunning platform game, successfully capturing the action and great look of the brilliant series.

One or two players can take on the might of the Joker in this title, using a variety of combat techniques and weapons to do away with the hoards of evil felons found lurking in each of the levels. The levels themselves are graphical masterpieces, with some superlative backdrops and graphical tricks. This is matched by some great animations on the main characters themselves. The platform levels are punctuated with some incredible horizontally scrolling flying sections, which move in pseudo-3D (it's difficult to describe, but it's ace).

The Adventures of Batman and Robin looks like being one of the hottest titles of 1995. And of course, SEGA MAGAZINE has the exclusive review. Look out for it, along with an excellent showcase, in our very next issue.

SEGA

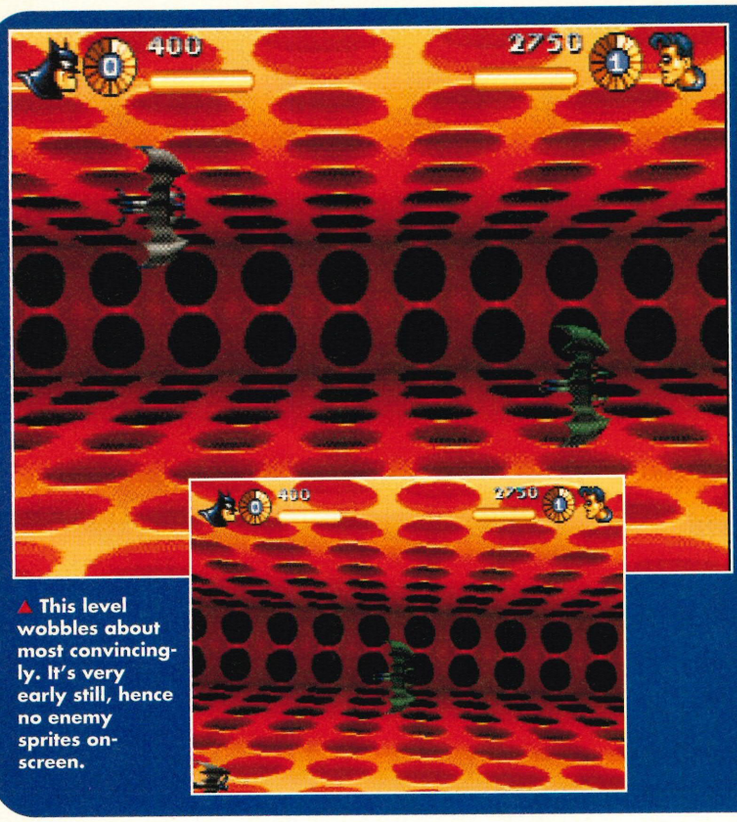


▲ Check out those superb 16-bit graphics...

▲ One of the more bizarre levels from The Adventures of Batman and Robin. The graphics are of a consistently superlative quality.

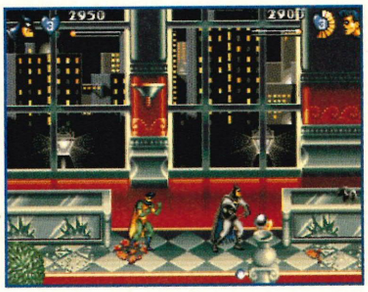
▲ Battling henchmen on the convoy section of the game.

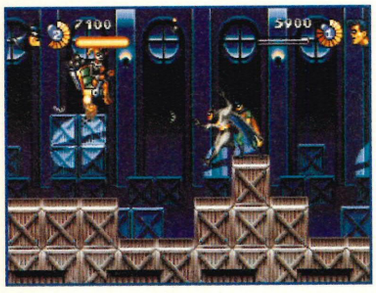
▲ The pseudo-3D effect as the building scrolls by is excellent - one of the first graphical tricks the game uses.

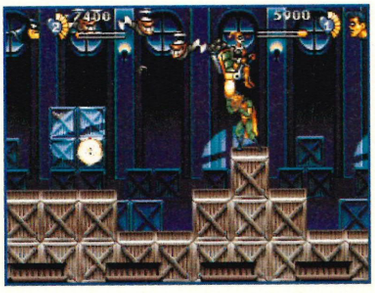


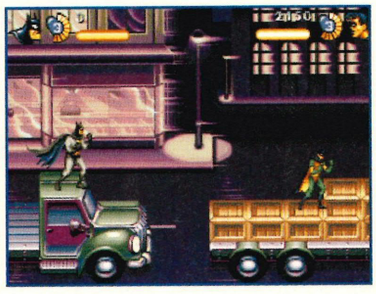
▲ This level wobbles about most convincingly. It's very early still, hence no enemy sprites on-screen.

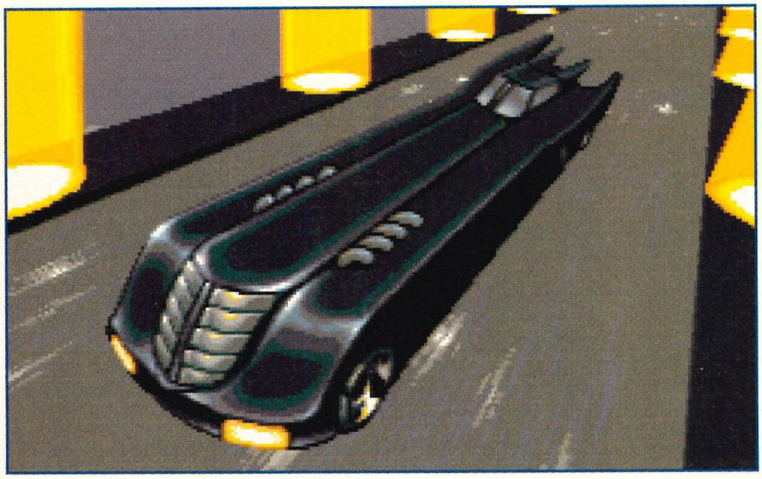
▼ More completely brilliant 3D action as you fly over the Gotham streets at night.



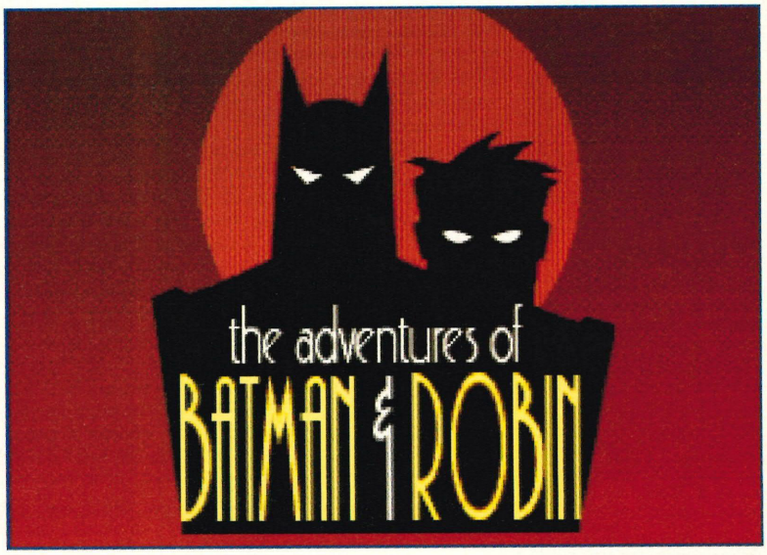








▲ The Adventures of Batman and Robin plans to include plenty of cut-scenes - at the moment, the only one we could find is this impressive bit of Batmobile action. Still, it's not finished yet, and it's already looking ace.



PREVIEW

MEGADRIVE PREVIEW

MEGADRIVE 32X

32-MEG

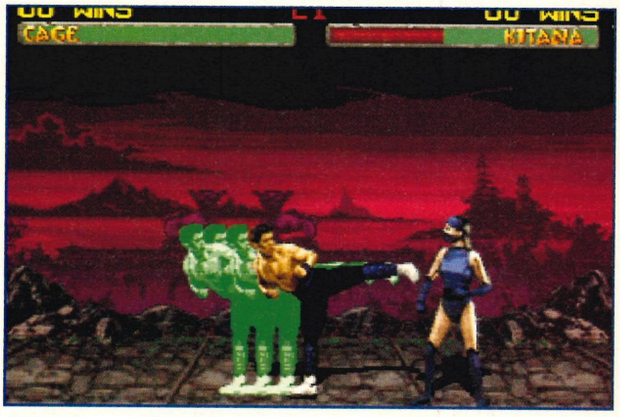
BY: ACCLAIM

RELEASE: FEB '95

MORTAL

So, let's just run through it again. You got your copy of Mortal Kombat 2 and took it around your smarmy Super NES-owning friends' houses to show them how excellent it was. And they laughed. And between chortles they boasted about how their version had more colours and all the coin-op speech. Didn't that make you mad, eh? Didn't it just make your blood boil? Why we'll bet you just wanted to turn into a huge green dragon and bite their smirking heads off right there and then. Or perhaps rip their bodies apart at the torsos, bunging the remains over your shoulder. Yeh, that would have shown those smarmy gits who the real ruler of the Outlands was. Well anyway, there's no need to go to those sort of extremes (not that you could without some sort of magic kung-fu, anyway), because the glove's on the other foot now. You see, Acclaim have been hard at work converting MKII onto the Megadrive 32X, with the aim of bringing an arcade-perfect conversion to Sega's 32-bit plug-thru. And the result is here for you and your SNES-owning smirking moron pals to see.

▲ The power of the 32X is brilliantly demonstrated here.



▲ Woah, would you look at that resplendent 32X green!

Clocking in at a magnifico 32-meg, this version of the game would easily be better than the meagre 24-meg Megadrive version, even without the help of the 32X. As it is, the first thing you notice about this all-new conversion is the highly improved sound. All the speech from the coin-op is there, together with the full compliment of gruesome chop-socky sound effects. But that's the least you'd expect with all that extra memory on board. What about the added power of the 32X?

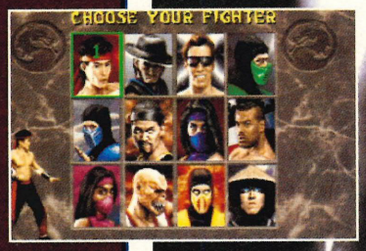
Well, just look at the screenshots on these four pages. The graphical improvements are instantly noticeable. The massive colour palette of the 32X (with its 32,768 colours as opposed to the basic Megadrive's meagre 512) has been put to good use, improving the backdrops massively. An area of the game that was admitedly weak on the Megadrive. On top of this, the sprites look much sharper with better colouration and shading. They're also noticeably larger. Add to all this, the power of the 32X's patently more powerful sound chip and you've got far better music too.

Of course, an arcade-perfect conversion of Mortal Kombat II would be a real boon to the 32X's growing library of titles. Well, it certainly looks like Probe (programmers of both the Megadrive's previous Mortal Kombat games) are on course to produce the goods, but we'll have to wait another month for the full SEGA MAGAZINE review to find out how accurately it plays. And perhaps more importantly, to find out if Probe have added anything extra to the coin-op formula.

SEGA

▲ Even the fighters' trousers look better. Thanks to the 32X.

KOMBAT 2



▲ The blood has been improved too. Maybe.

MORTAL KOMBAT 2

▲ Oof, what a nasty clip on the chin. Even on the 32X that one'll smart.

▲ Uh oh, Liu Kang's brain is boiling.

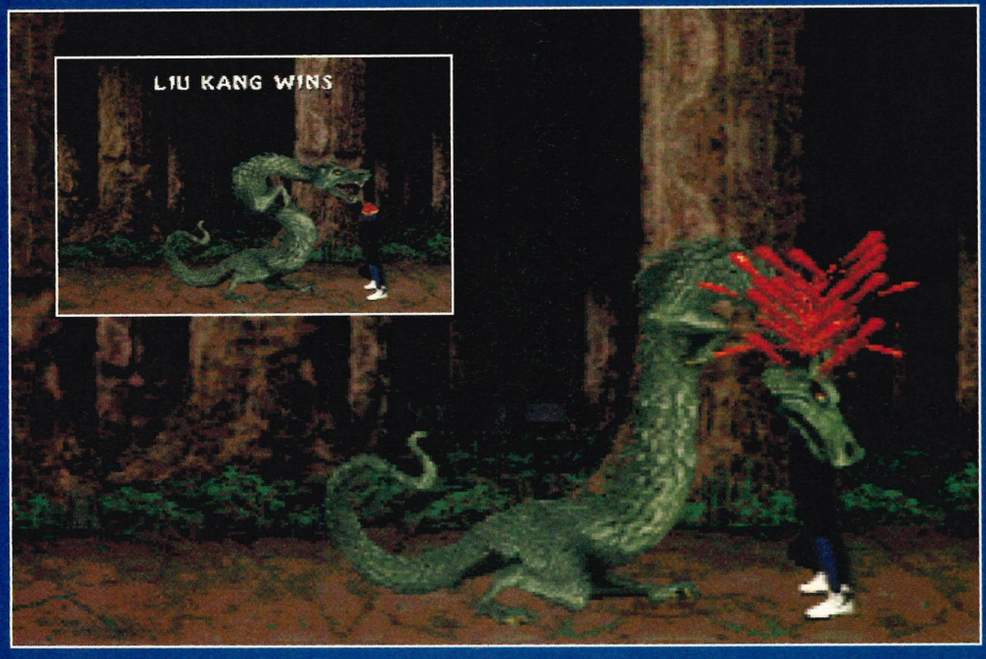
▲ Look at the detail on that harpoon!

▲ No doubt the gentle pitter-patter of Liu Kang's feet is improved on the 32X too.

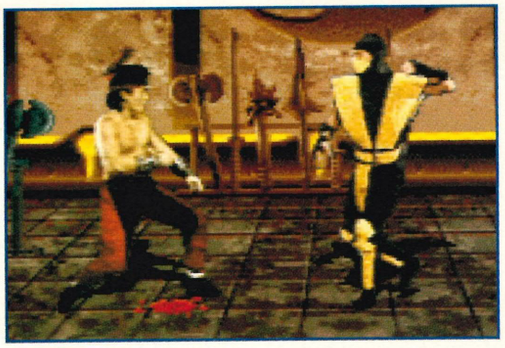
▲ Check out those trees in the background. Much better looking don't you think?

▲ If you don't think it looks like that much of an improvement, just check out the pictures of the original Megadrive version in issue 9. The difference is more than noticeable.

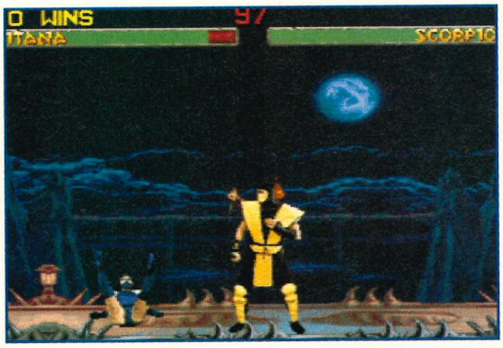
PREVIEW



▲ Liu Kang's classic Dragon Fatality in action. Much closer to the coin-op, don't you think?



▲ Come here and I'll smack you again.



▲ Oops!

▲ Ouch!

▲ Ack! Ack! Ack! Ack! Ack!

▲ Noooooooooo!

PREVIEW

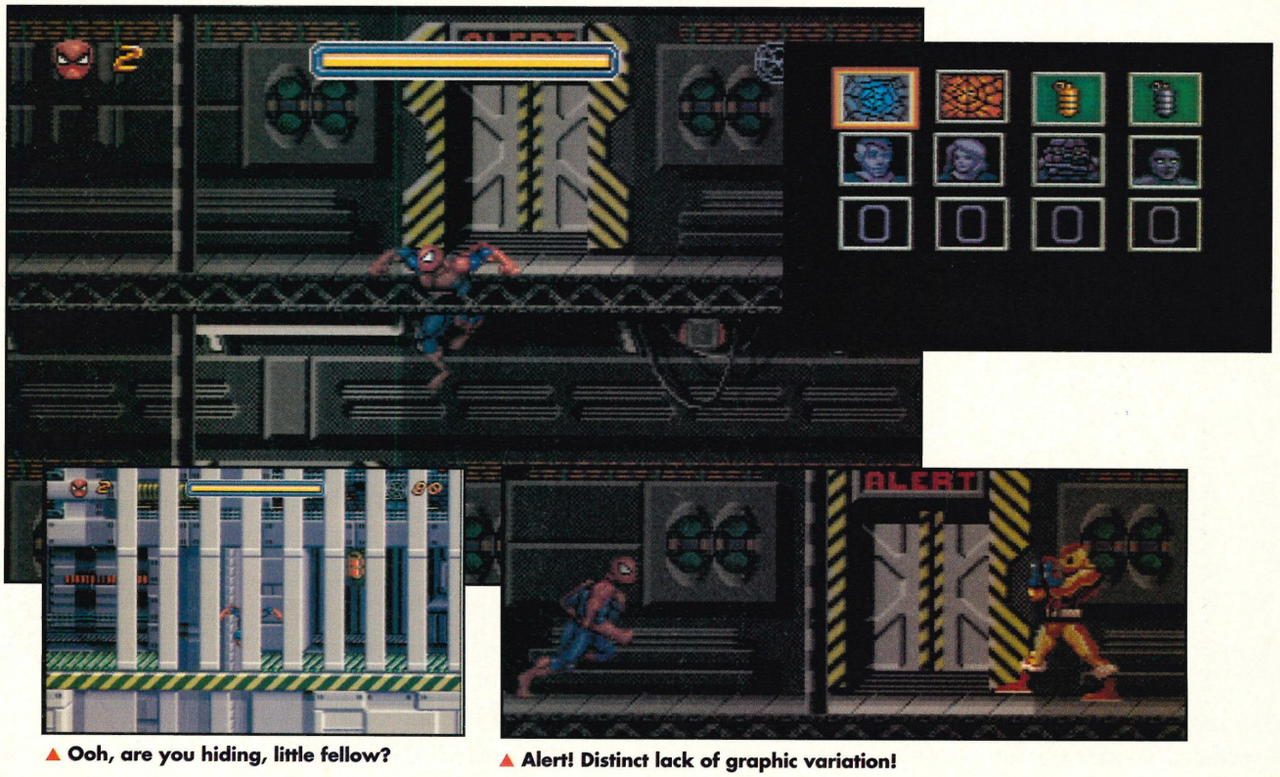
PREVIEW

8-MEG

BY: ACCLAIM

RELEASE: MARCH

SPIDER



▲ Ooh, are you hiding, little fellow?

▲ Alert! Distinct lack of graphic variation!

man

Spider man can't seem to keep his hands off the Megadrive lately. In the last year, we've seen both Spider man and the X-men and Maximum Carnage appear on the 16-bit, and to be honest, both were a bit disappointing really. So maybe that's why Spidey's decided to return for one last adventure.

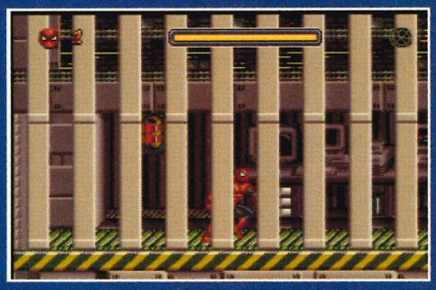
And unlike the other five or so Spidey adventures of the past, this one is based on his new animated adventures, due to be shown on UK TV sometime in the near future. Which with any luck should mean that we're on for some ground-breaking graphics – something that Spider man adventures have always been lacking in the past. At first glance though, it seems as if the adventure is very similar to both Maximum Carnage, and the Spider man/X-men titles, which received rather average reviews.

As you'd expect, this is very much a pick-up-keys-and-push-levers kind of affair, and the action is played out over a number of industrial looking platform levels. Of course, all of Spidey's superpowers are intact, so he can sling webs, crawl along ceilings and generally act incredibly hard with little comeback from anyone else.

At the moment, the actual gameplay is around 90% complete and once finished will be subjected to Acclaim's rigorous playtesting procedures. Although overall it doesn't seem to emanate the same excitement as the first Spider man Megadrive game (some four years ago now) we are hoping for a bit more original gameplay than seen in the attempts of late. Look out for the review soon.

SEGA

▲ Has anyone noticed the distinct similarity...



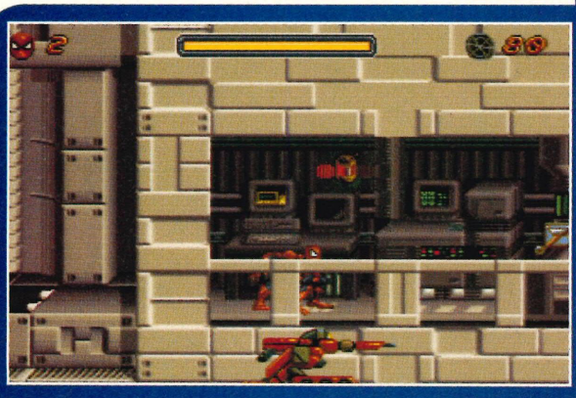
▲ ... between this and Wolverine?

▲ Hey! Watch out for those lasers!

▲ Eeek! It's Ock! Die! Die!

▲ Spidey's in a pensive mood today.

▲ And now he's getting all cross.



▲ Spidey cunningly impersonates a laser cannon.

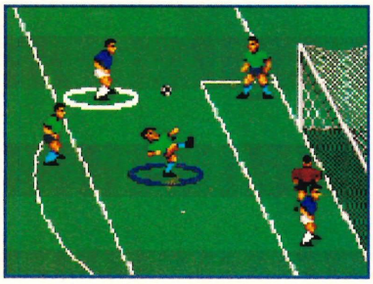
PREVIEW

STRIKER

16-MEG

BY: SEGA

RELEASE: MARCH



▲ Note the exciting paper clip at the top!

▲ Great dive, wrong direction. Looks like the goalie's been distracted by the actions of the striker's right hand.

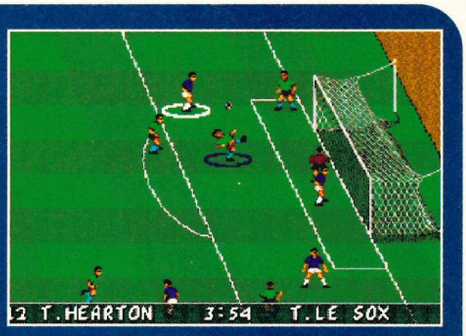
Calling football fans everywhere! Looking for another soccer game? No? Already have hundreds to choose from? Yes? Well, never mind all that, because it's time for another exciting instalment of Soccer Preview. Our regular feature where we take a look at the latest game based around the exciting sport known as FOOTBALL! This month's ball-packed bonanza – Striker!

If the name Striker sounds familiar to you, it's probably because you read the cartoons in The Sun. Then again, it could be because you've heard of Amiga football game of the same name. Well, having proved reasonably successful when converted to the Super NES, programmers Rage decided to bring the game to the Megadrive. Rather than just porting over the Super Nintendo version, Rage have programmed the Megadrive game from scratch and the result, they claim, is faster than the SNES version. Opting for a game that concentrates more on ease-of-play than a wealth of mind-boggling options, the result is, according to Rage, "a football game with a much more arcadey feel." However, that's not to say the game is without options. All the usual ones are there, allowing you to change the weather, the length of each match and even the referee – from a spec-wearing foul-spotter to a blind-folded buffoon. Plus there's even the choice of six-a-side indoor soccer and eleven-a-side outdoor football.

The most interesting feature of Striker however, is the ability to switch between different viewpoints. You want to play it overhead like Sensi? You got it! A side-on view perhaps, like in Ryan Giggs? You got that too! You can even play it in a 3D down-the-field view, just like in Ultimate Soccer.

The big question though, is there really any room for another football game on the Megadrive? Well, of course there is if it's better than the rest. You can find out whether that's the case next month, when we review the game in full.

▲ Here's the indoor five-a-side action...



▲ ... and here's the outdoor eleven-a-side.

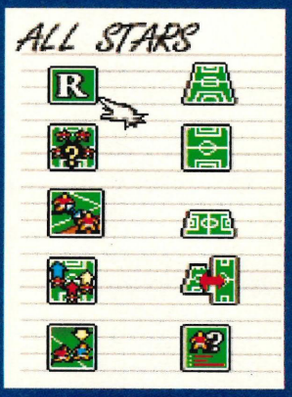
▲ Spot in the guy wearing the goldfish bowl.

▲ Hey, the goalie's found a ladybird.

▲ The overhead view seen from, erm, above.

▲ So, it's a goal then?

▲ This table football game is hidden somewhere in Striker.



▲ Options on notepaper.

PREVIEW

CORPSE

24 MEG

BY: ACCLAIM/DIGITAL PICTURES

RELEASE: FEB/MAR

The must important thing to remember about horror B-movies is that you'll either love 'em or hate 'em. You'll either scream with laughter at the guy in the badly made latex mask, or you'll switch the TV off in disgust, muttering about renting out Mrs Doubtfire next time. Now here at Sega mag, we're quite fond of zombie movies – in fact the worse they are, the more we enjoy them. Which is definitely good news for Digital Pictures – their latest "interactive movie", Corpse Killer, looks like it may set new standards in the so-bad-it's-good horror genre.

▲ You see that blobby thing in the background? That's supposed to be a zombie.

And, in the true "interactive" spirit of Digital Picture-type-games, Corpse Killer is one of those CD movie type things with frequent breaks for a bit of mindless destruction. Of course, being an interactive movie, there's plenty of room for loads of ham acting (let's face it, who does it better than Digital Pictures?) and stars Brigett Butler as a beautiful young photojournalist and Jeremiah Birkett as a cackling Rasta bounty hunter. Together, they're going to help you escape the creepy Caribbean island you've been stranded on and hopefully find a cure for the voodoo poison that's been bestowed upon you. Naturally, they're not just in it for the good of mankind – Julie wants a story and Winston, well, Winston is just after anything going really.

So, although the game involves much to-ing and fro-ing up and down the isle, there's more to it than simple driving. Hot on your tail are a number of rather scary zombies all of whom would find nothing more delightful than snacking on your entrails. And all the other bits too. Fortunately, you do have some strings to your bow and poisoned or not, you can still pack a few rounds on to these fledgling fleshy mutants. Which is exactly what you do. Over and over again.

After a while though, there's plenty of opportunity to explore other parts of the island, shoot more zombies (they all look the same though) and listen to more inane dialogue too. Not exactly original, but this type of game is always strangely compelling, as best sellers Night Trap And Double Switch have so kindly illustrated. And with Child's Play 2 director John Lafia in charge of proceedings here, you can guarantee a media outcry of epic proportions. We can't wait.

SEGA

▲ They're behind there somewhere, you know.

▲ Ooh dear, did she get punched in the eye or something?

KILLER

▲ That's not very nice, is it?

▲ Honestly, they are behind there. Really.

▲ You can visit all these places.

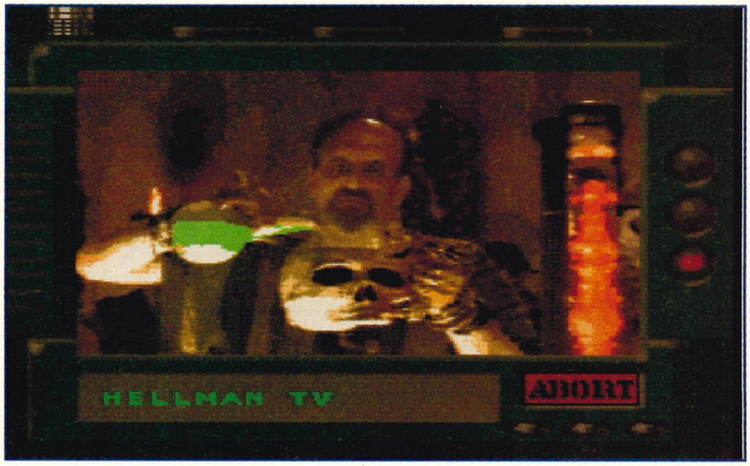
▲ That well-known musician.

▲ They can fly too! Just like in real life.

▲ He's your best friend. And Hellman is going to kill him.

▲ Tricky decisions are all part of the fun, folks.

▲ Just look at the state of your face.



PREVIEW

SEGA RALLY CHAMPIONSHIP 1995

Due out in early 1995 is a graphically astounding new coin-op from Sega Amusements - Sega Rally Championship 1995.

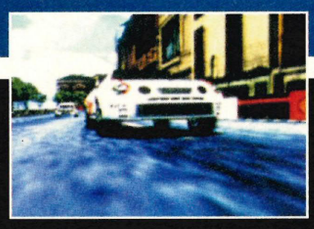
Very little about the game is known at present, apart from the fact that it is being coded by Sega's AM R&D Department 3, a team responsible for the Sonic coin-op and the Model One based Star Wars.

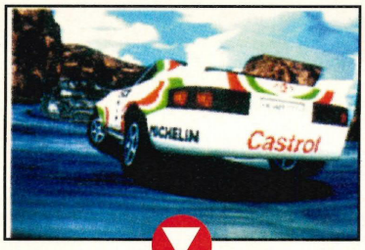
For this new coin-op, AM3 are using Sega's proprietary Model Two arcade board, as used in Virtua Fighter II and Daytona USA. As you can see from these screenshots, the result is utterly stunning. The cars have far more detail to them than Daytona's automobiles and look totally brilliant - Sega even have the correct sponsorship markings stamped on the side of each motor, thanks to the wonders of texture-mapping.

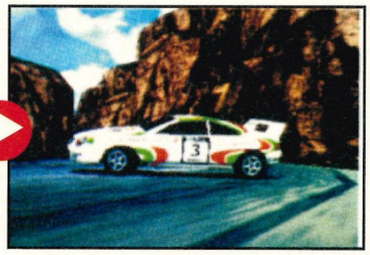
The gameplay is significantly different to Daytona USA and Virtua Racing. Since it's a rallying game, there are no set tracks or laps as such - it's just one long drive along a pre-determined route. Plenty of different terrain has been incorporated, from city streets through to twisty mountainside tracks. Different weather conditions may also be included in the final game.

If the backdrops look a bit sparse, this is down to the fact that the game is only 50% complete at the time of writing. Expect to see a lot more detail in the final game. Sega Rally Championship should be available in the spring and should be available to play in a number of different forms - we can't wait for the inevitable multi-player link-up version...

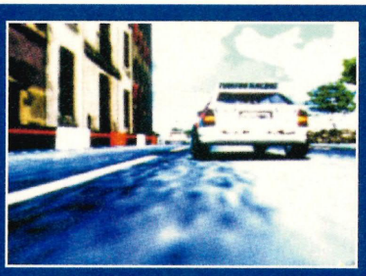
▲ Cor, look at that car. Doesn't it look ace?

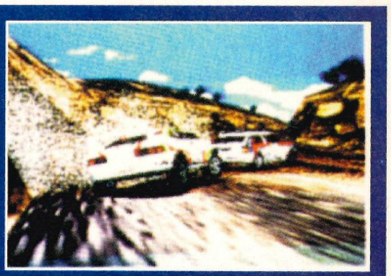




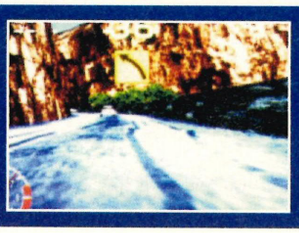


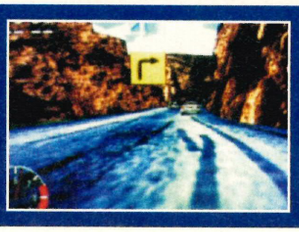
▲ Ooh, a bit of a sequence here, showing one of the Sega Rally Championship cars performing an impressive looking power slide.





▲ Sega Rally Championship 1995 looks great already - and it's only 50% complete at this time.





Sega Rally Championship 1995 is the very first Sega rallying title to be released in the arcades. Previous Sega coin-op road racer outings have been particularly memorable - the almighty Outrun, Virtua Racing and Daytona USA have all been very successful indeed. All of those titles are AM2 products - it will be interesting to see whether AM3 have the necessary skills to compete effectively with the incredible Daytona. Watch this space...

PREVIEW

CD

BY: SEGA

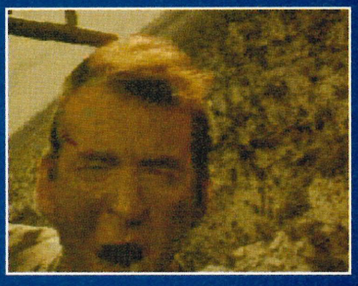
RELEASE: FEB/MAR

MIDNIGHT RAIDERS

This title has been in development for what seems like years, and it's finally complete and ready for release some time early on in 1995.

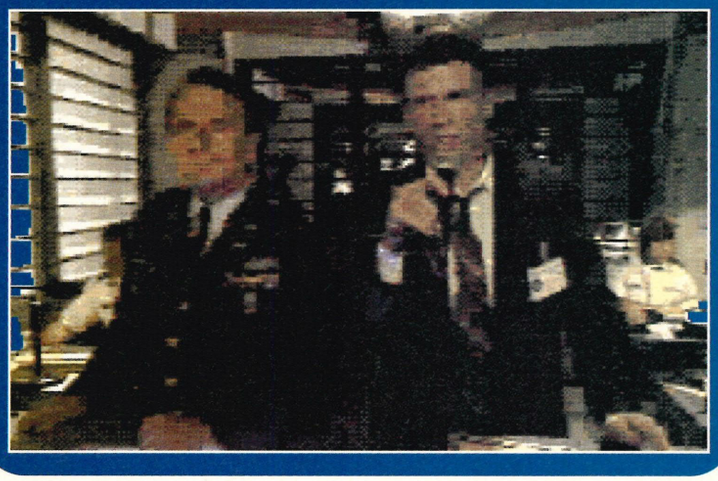
It's another in Sega's long line of full-motion TruVideo interactive movie presentations, with full-screen action courtesy of the wonders of CinePak (as used in Jurassic Park CD, Double Switch and Dracula Unleashed). Midnight Raiders bears some similarity to the not-bad-actually TomCat Alley, but instead of being based around fighter planes, this time the action is set around helicopter gunships. Just like Tomcat Alley, you have little control over where you take your airborne steed, instead adopting the role of gunner, using your skills to destroy ground and air targets with missiles and cannons. Midnight Raiders has other similarities with the older CinePak titles - namely plenty of pretty expensive sets, interesting characters and an intriguing plot. What's more, as well as being released on CD, Midnight Raiders is also slated to appear on Megadrive 32X CD in the first quarter of 1995. Expect the gameplay and plot to be identical, but look out for far superior full-motion video quality. Insiders at Sega reckon that the picture quality really is quite excellent, which should be a bonus for 32X CD owners.

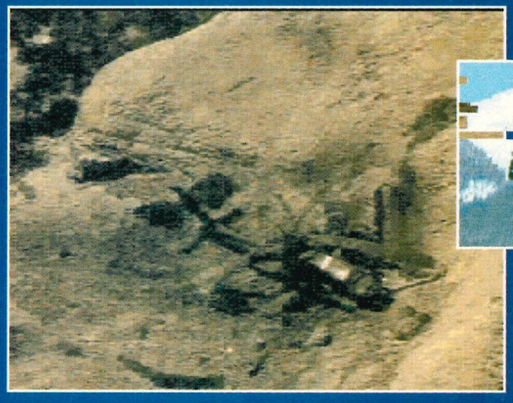
We'll be reviewing Midnight Raiders in its 16-bit incarnation in our very next issue and as soon as the 32X CD titles arrive, you can be sure that SEGA MAGAZINE will be first with the coverage.



▼ The simple point 'n' click gameplay is helped along significantly with the use of the CinePak full-motion video. The overall quality of the FMV isn't that bad at all - definitely on a par with Tomcat Alley.

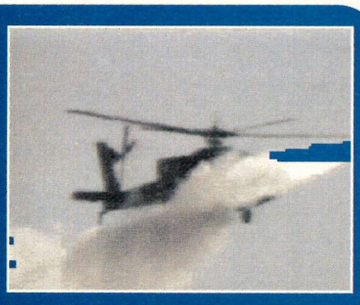
SEGA



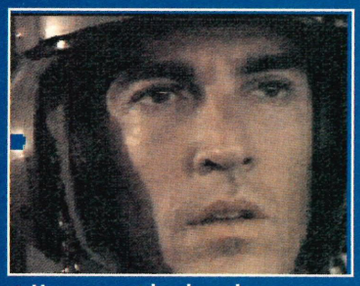


▲ Look! It's an Apache helicopter gunship. Blast it! Shoot! Destroy! Ahahahahahahaa!

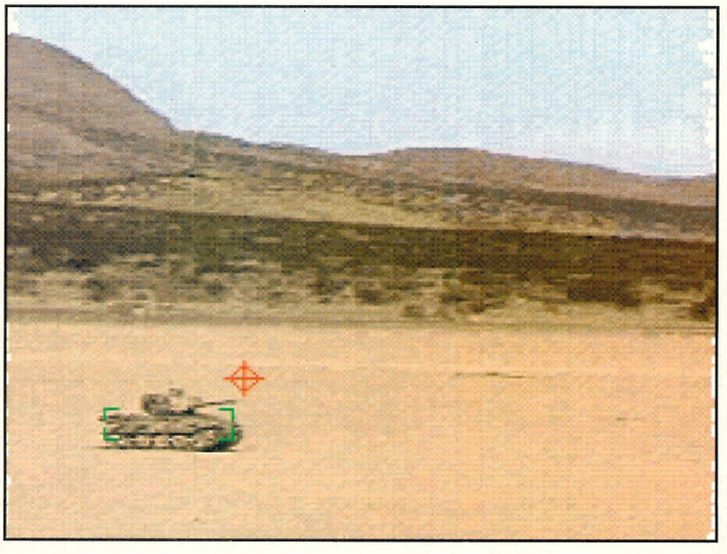
▲ This is your helicopter. It's in a pretty poor state really. The GAME OVER screen appears shortly thereafter. What a crap caption.



▲ The on-screen crosshairs stay on screen during the scenario sections.



▲ Here we catch a key character looking particularly gormless.



PREVIEW

16-MEG

BY: SEGA

RELEASE: MARCH

ATP TENNIS

Following on from Virtua Racing Deluxe is Sega Sports' latest offering: ATP Tennis.

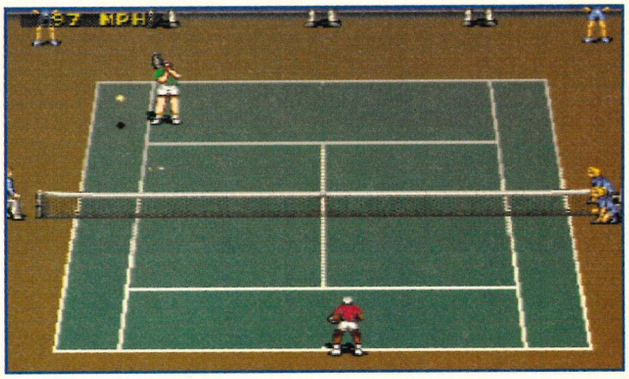
Sega have licensed an entire Tennis-related institution for this game, which means that unlike certain other Tennis sims, you have access to a whole host of Tennis celebrities - including Pete Sampras, Ivan Lendl, Michael Chang and Stefan Edberg, along with plenty of not-so-popular tennis "aces". All of them are represented in full black-'n'-white-o-vision, via a series of digitised portraits.

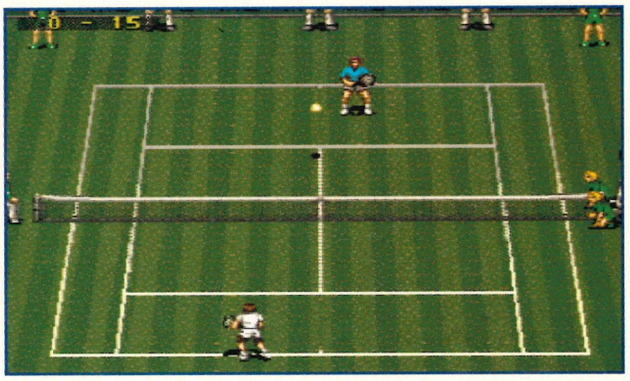
But what about the game eh? Well, as is the vogue with sports simulations at the moment, there are loads of options and tournaments to fiddle about with, including the ability to create your own ATP player and save him to battery backed-up RAM.

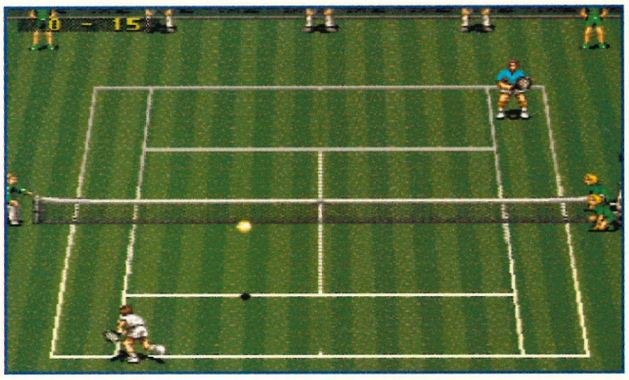
The actual tennis action itself remains pretty conventional, being very similar in execution to Wimbledon Tennis, which wasn't very well received when it was released years ago.

Still, we're not going to judge the game here - wait until next month's SEGA MAGAZINE, where we'll probably be reviewing the game as only we can.

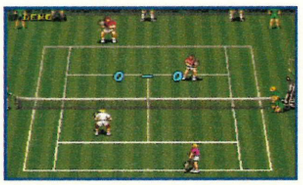
SEGA



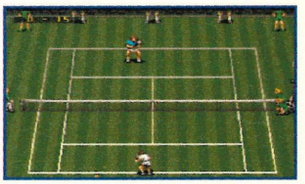




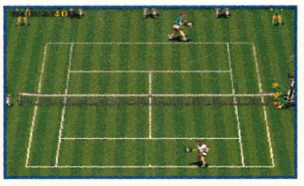
▲ Is that a ball or a grapefruit? Who knows.

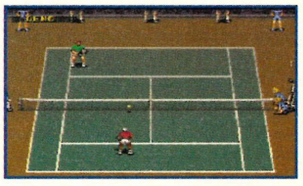


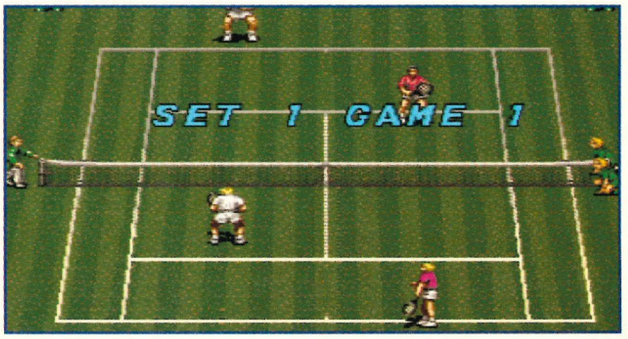
▲ Love all. Hrmmph.

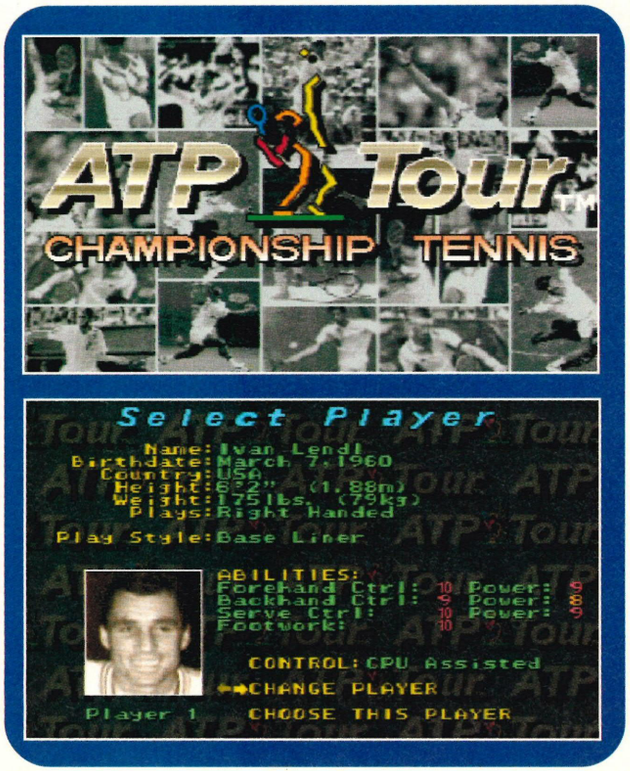


▲ Oh Joy. Oh tennis.









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PREVIEW

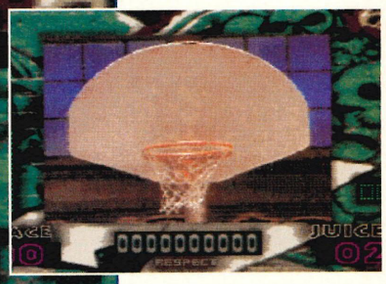
CD

BY: ACCLAIM

RELEASE: FEB

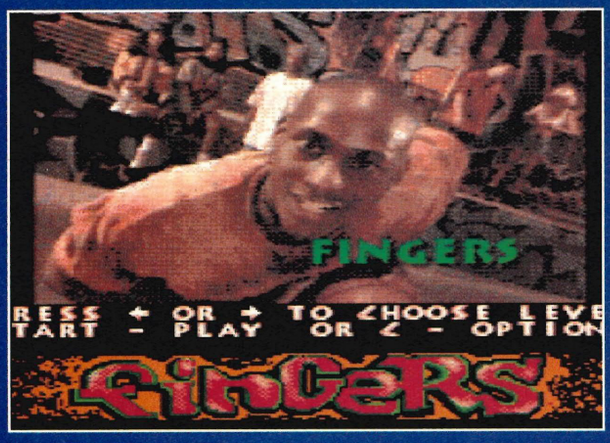
SLAM

▲ Oh, it's some rather spectacular basketball action. Isn't it?

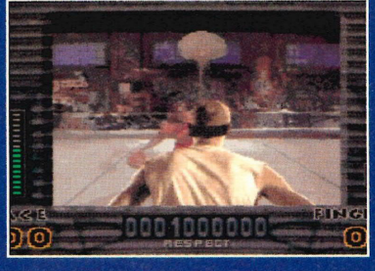


▲ I say, that's the net isn't it?

▲ There's even a guest appearance from a New York pimp.



▲ I wouldn't mess with him if I were you. He looks a bit hard doesn't he.



▲ Blurry screenshots in the house! Oh by the way, this is going to be released on 32X too, and the picture quality should be loads better.

CITY

▲ Ace fancies her. But she just laughs at him.

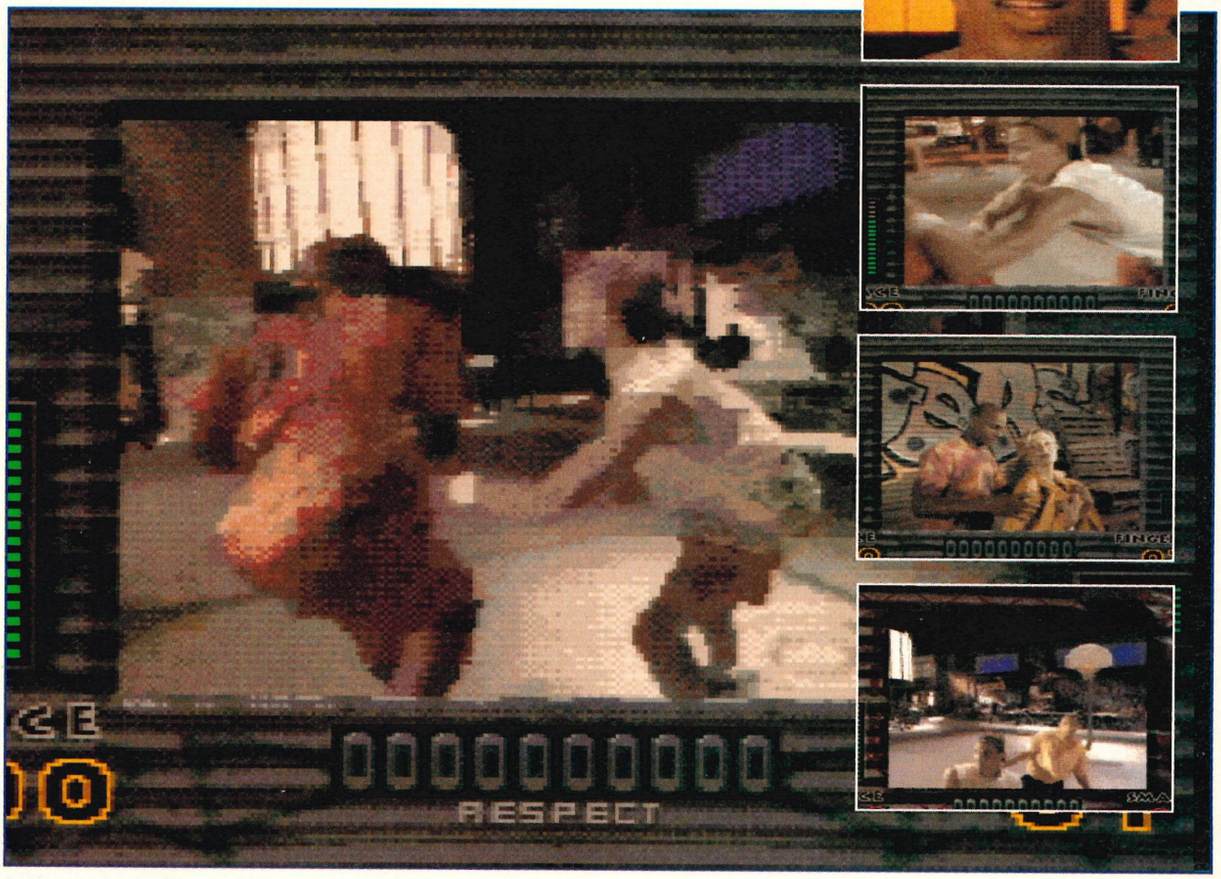
Yo, yo yo, we got basketball in the house this month, y'know what I'm saying? And this ain't no prissy indoor basketball either. This is like street basketball man, it comes from the streets and it's played by homies in the Bronx. And you can try to get in on the act, but if you wanna be truly accepted, you gotta like, earn some respeck' from the brothers. Y'know what I'm saying? Alright, peace out y'all.

▲ Never has basketball seemed so real. Apparently.

Of course, since all these hip basketball players are from the streets, you'll have to excuse their appalling acting skills. After all, they're all underprivileged and basketball is like their life – they're not actors employed by digital pictures at all. Don't be so cynical.

Anyway, as you can probably tell, this is yet another FMV offering from the Hollywood masters, this time featuring no additional animation whatsoever – yep, this is 100% pure video. And thanks to DP's revolutionary coding techniques, you get an almost full screen picture. Unfortunately though, you still get quite a large amount of graininess too. Ah well, can't have everything, eh. But at the sacrifice of some picture clarity, you do get six "real" basketball freaks to pit your wits against in a first person perspective style sim. And what does this mean exactly? It means that you have to score numerous amounts of baskets against these ragamuffins and with any luck, you'll then go on to play against Scottie Pippen himself. Who he? Just one of the most famous basketball players in America, that's all. And if you want to play against him you've got to earn some respect. You really do. Because every time you "take it to the hole" as they so eloquently put it, you earn respect points for the way you execute your moves. And you only get to play Scottie if you earn enough points.

Obviously basketball only has a limited appeal in this country, and FMV even more so, as apart from a couple of titles (Double Switch and Dracula Unleashed) they've proved to be largely unplayable. And it has to be said that attempting to replicate basketball in this way is a rather brave move. But of course, if you want our critical opinion, you'll have to wait until next month when we analyse this game in full.



▲ Yo, respect to the large-bottomed guy in the pink. We outta here, etc, etc etc.

PREVIEW

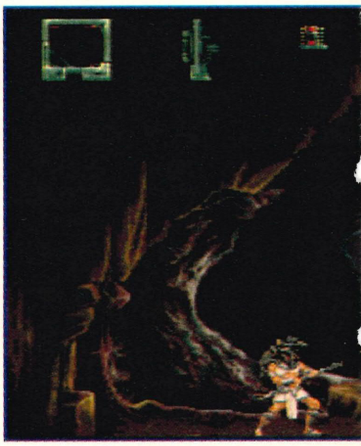
STARGATE

16 MEG

BY: ACCLAIM

RELEASE: FEB '95

Ever wondered what became of the ancient Egyptian gods? Nope? Well perhaps you should. After all, a bunch of almighty cosmic beings with the heads of wildebeest aren't the types to just hand in their God Club membership cards and trundle off to the Olympus Home For Retired Deities. You can guarantee they've been hiding somewhere beyond the fringes of the universe for the last two thousand years, plotting and scheming for the day when they will return and once more make mankind their slaves! No doubt, some archaeologist will stumble across an interdimensional gateway to their realm and only the might of some hero like Kurt Russell (husband of Goldie Hawn and star of Backdraft) will save us from an invasion of pyramid motherships.



You might think this sounds like the ramblings of a madman and, you'd be right, but it's also the plot to Kurt Russell's forthcoming movie, Stargate. Of course, it's not our business to tell you about movies, unless they're tied in with video games. Well, that's exactly the case here, because Acclaim have bought the licence to bring out the Megadrive game-of-the-film.

Putting you in control of US marine Jack O' Neil, the game begins with you running around Egyptian deserts, blasting giant supernatural locusts and flies away with an assortment of military weaponry. There's five levels altogether and each has a specific objective. In the early ones, you have to find the archaeologist who discovered the Stargate and retrieve a lost radio. As the game progresses, you'll collect ancient Egyptian artifacts which can open the Stargate. This leads into another dimension where you battle against a host of evil Egyptian gods, including the dog-headed God of the Underworld, Anubis. Then it's onto the final confrontation with the mightiest of all – King Ra!

Taking the form of a platform shoot 'em up, Stargate is reminiscent of Alien 3 and not surprisingly, because it's been put together by the same programming team, Probe. Mind you, this similarity is no bad thing, because Alien 3 is one of the best platform shoot 'em ups available for the Megadrive. Stargate, however, looks set to improve on that winning formula and even at this very early stage, the animation on the main character is superb. Of course, we won't know how well it plays until the game is finished ready for its February release, but with any luck we'll be able to pass judgement next issue.

SEGA

▲ So dung beetles were really that big in ancient Egypt then?

▲ Yup, if you can't talk them round, just blow 'em up. Much easier.

▲ Hey! How did Jon Bon Jovi get into the game?

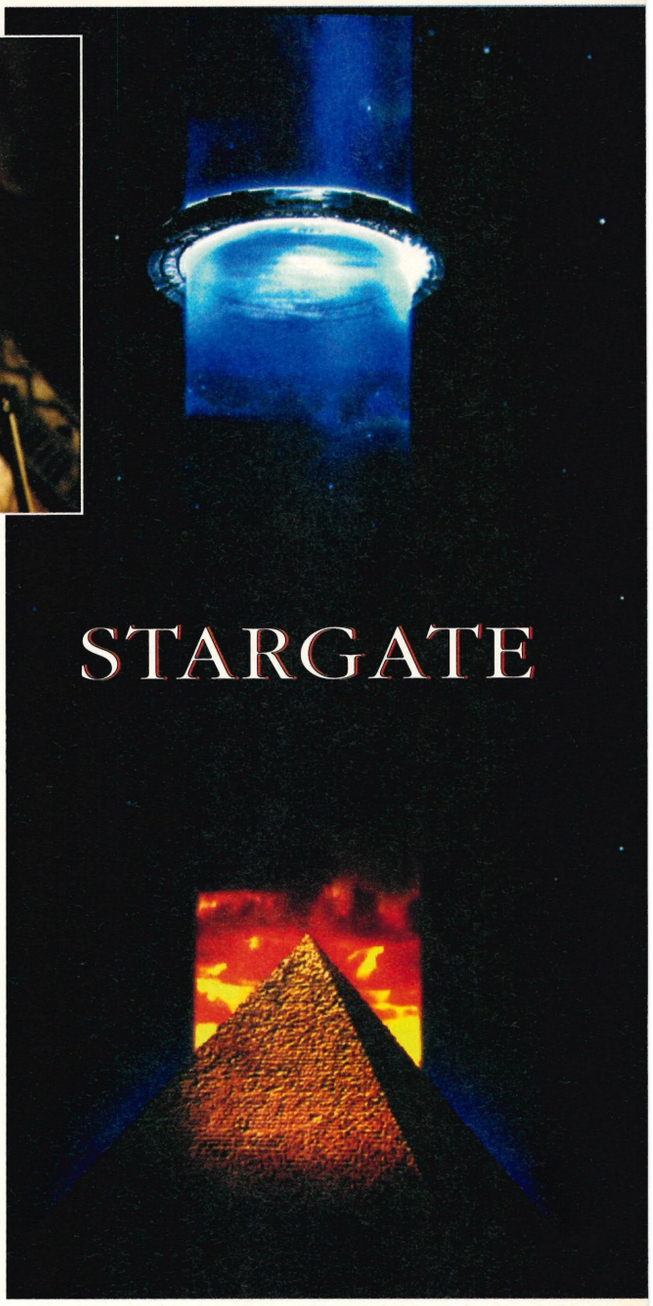
▲ That pink guy gets around a bit.

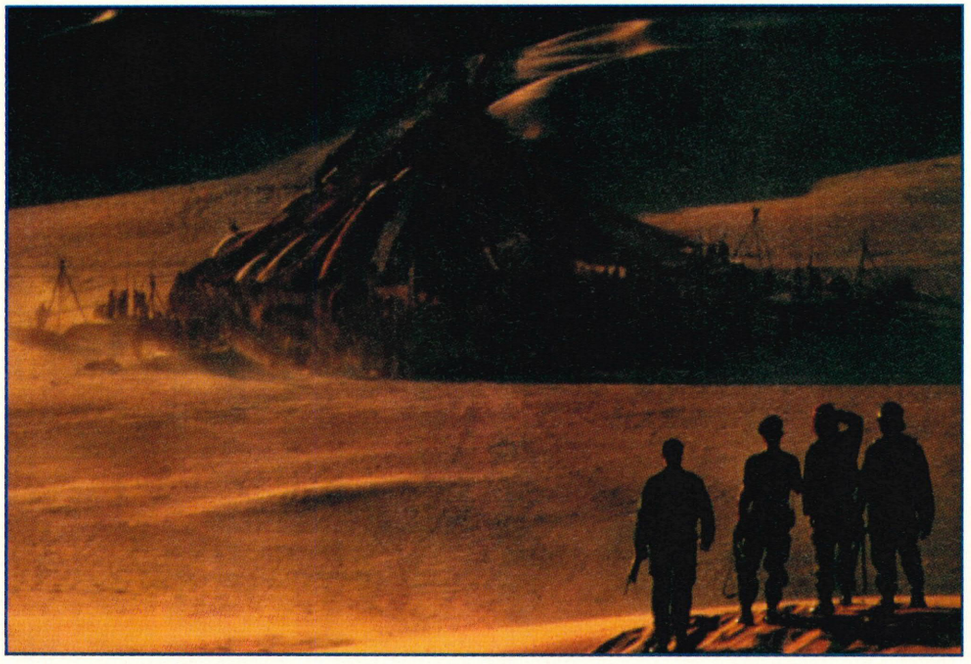
▲ Oh let him in. Go on.

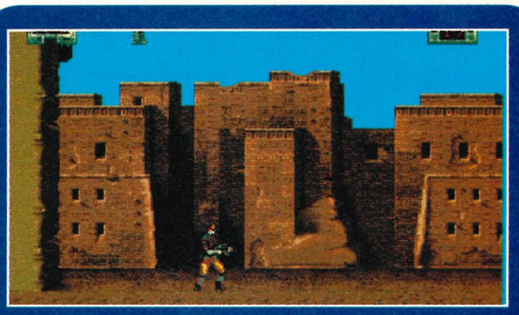
▲ Look, there he is again...

▲ And again.

▲ Come on now, don't be shy...







PREVIEW

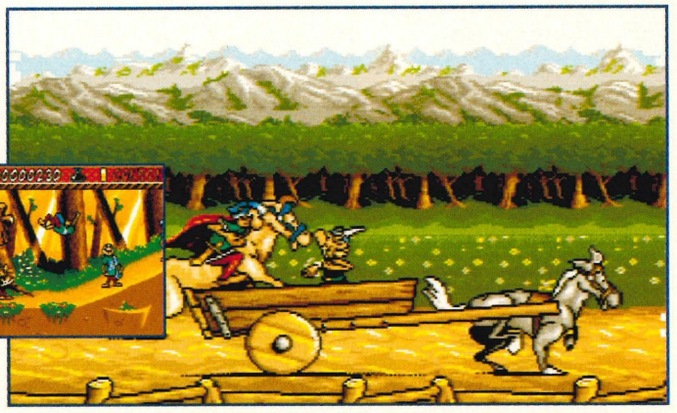
16 MEG

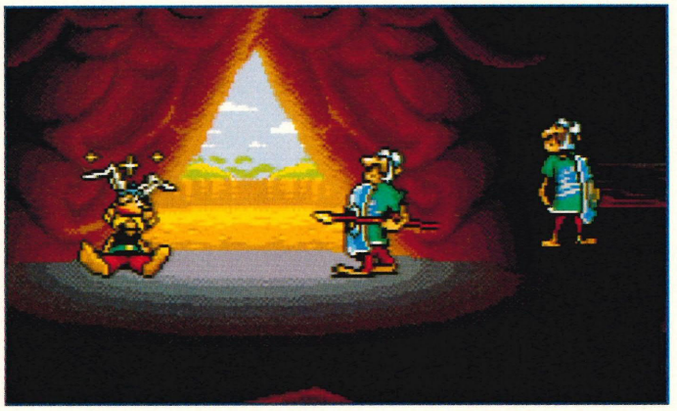
BY: ACCLAIM

RELEASE: FEB '95

ASTERIX

Just because a comic hero has a whole series of successful books, cartoons and plastic toys, doesn't necessarily mean that he'll make a good video game hero too. In fact, certain software companies seem to make a living out of producing terrible comic conversions.



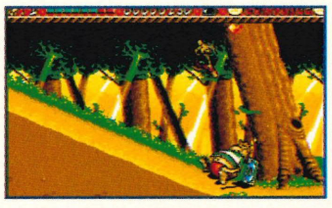


So you can't blame us for being a little wary when one of the most classic comic heroes of all time turns up on the Megadrive for a second outing – the first of which was quite amazingly bad. Anyway here he is again, king of the klutz, god of the Gauls, give it up for the one and only Asterix.

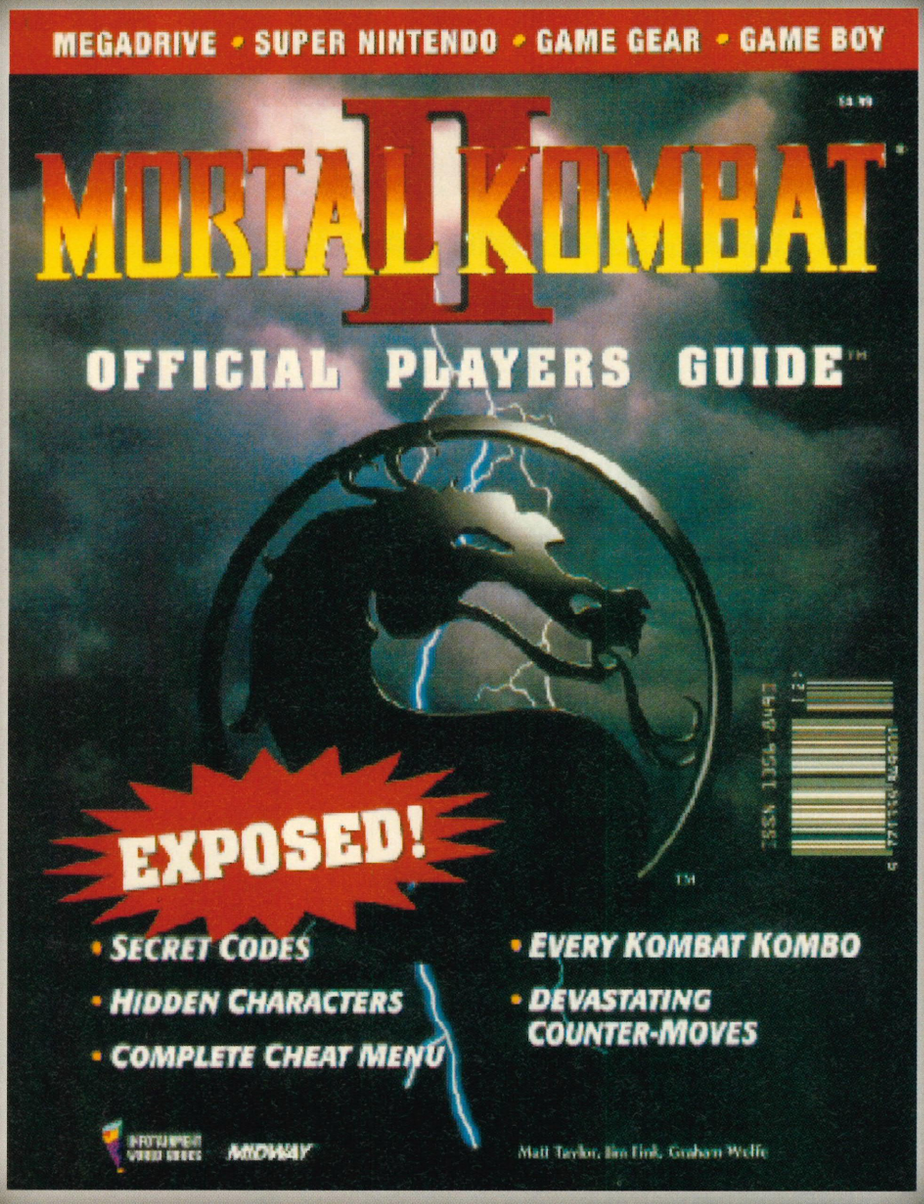
If you know anything at all about this moustachioed maestro, it will come as little surprise to hear that he's in trouble again. You see, him, his plump pal Obelix and Chief Vital Statistix have completely lost their street cred (yeah, like they ever had any), because they've gone and lost their best shield – and they just *have* to get it back. And how are they going to do it? Why of course, silly me, it has to be via a puzzly-style platform adventure.

Of course, Asterix has already been in a platform adventure on the Megadrive before. His first attempt , a dull platform puzzle affair wasn't hugely successful, mainly because it was so slow and repetitive. A large part of the gameplay involved shoving boxes around Roman temples, and beating up as many Romans as possible. And it seems as if this is the general idea for the sequel too. Again, you can select either Asterix or Obelix to play out the levels, and again, Obelix uses his portly tummy to bash enemies while Asters pummels them with his fists. Admittedly, it's a bit early to tell exactly what the sequel's gameplay will be like, as most of the levels are as yet incomplete. However, the graphics seem fairly detailed and the use of colour is quite stunning.

At the moment Asterix is deigned for a March release, although it's quite likely that it will end up being released later on in the year, as so little of the game is currently complete.



WORTH FIGHTING OVER.



The definitive Mortal Kombat 2 players guide for the SNES, Megadrive, Game Gear and Gameboy.

On sale now in a newsagent near you, only £4.99

PREVIEW

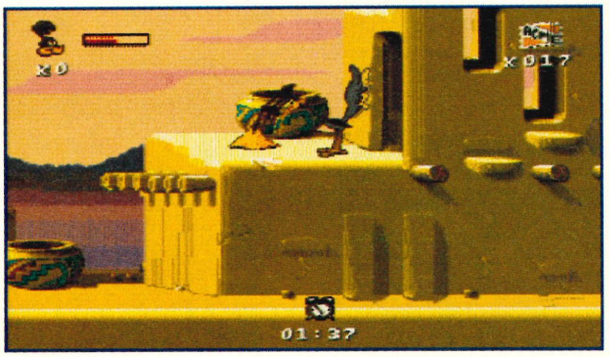
16-MEG

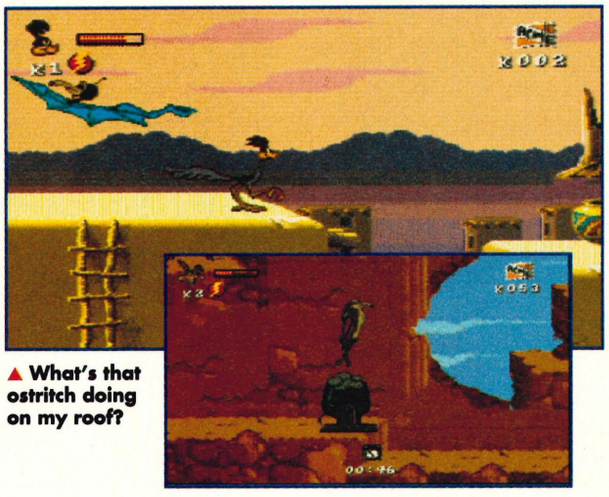
BY: SEGA

RELEASE: TBA

ROAD RUNNER

There's a definite pattern here, sort of like soap stars turning to music careers. But have you noticed how old cartoon characters seem to be turning to video games to revive their flagging careers? Then again maybe they aren't doing that at all, being just fictitious characters as they are. Maybe it's all the work of some big corporate types. Or aliens. Anyway, whatever you believe, it's definitely happening. Why look, just look. Road Runner's at it now.





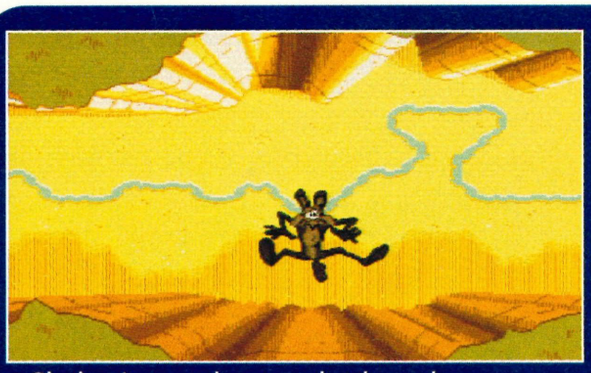
▲ What's that ostritch doing on my roof?

Just like the console capers of previous cartoon stars, Road Runner's Megadrive outing is a platform game. Following the familiar scenario of a hungry Wile E Coyote continually attempting to ensnare the speedy bird, the game is set across a multitude of levels, ranging from the familiar desert and canyon backdrops of the cartoons, to more unusual settings such as Mexican towns and atop train carriages.

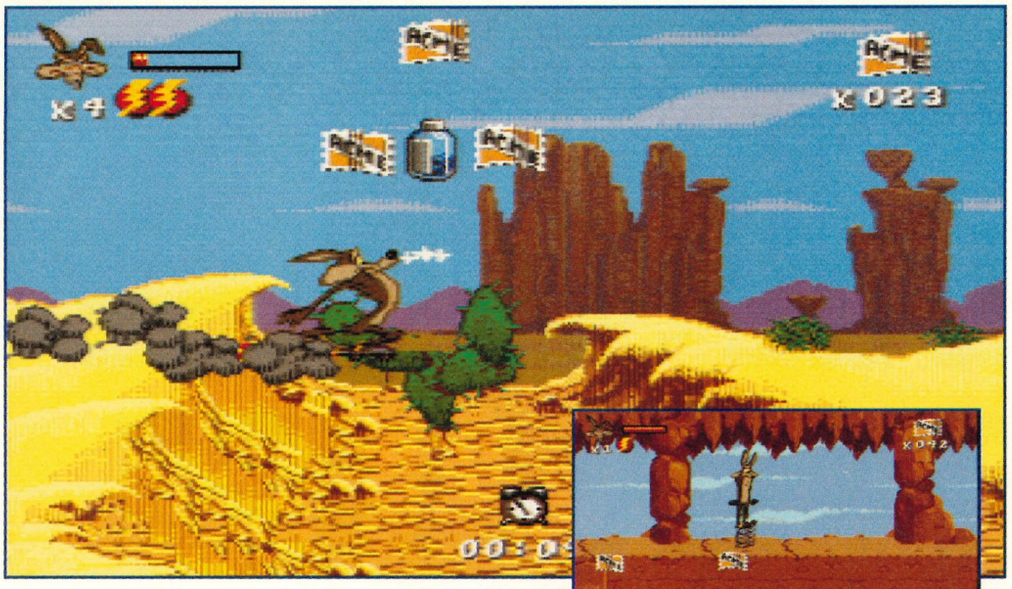
What sets Road Runner apart from your usual cartoon-related platform fare however, is the rather novel feature of allowing you to play either Road Runner or Wile E Coyote. If you control Road Runner, the aim is to reach the exit of each level, avoiding the cunning coyote on the way. Play Wile E however, and the aim is also to reach the exit, although this time you get bonuses if you catch Road Runner.

There's no doubt, that the graphics look very true to the cartoon and there's a lot of gags from the cartoons too, including the wide range of Acme gadgets. In fact, play as Wile E Coyote and you can actually make use of these gadgets, from the spring boots and rocket rollerskates, to catapults and even the legendary batsuit.

To date, video game outings of cartoon characters have tended to rate from poor to downright atrocious.Can Road Runner rectify that situation somewhat? Well, there's only one way to find out, by checking out the forthcoming SEGA MAGAZINE review.



▲ Oh, dear I seem to have overshot the mark, death is imminent I fear.

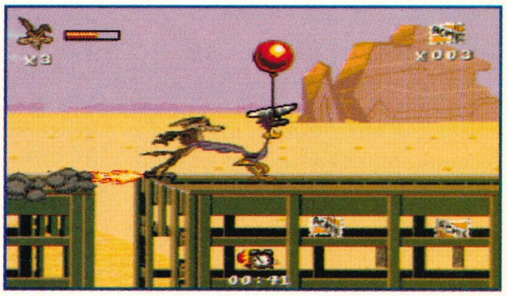


▲ Beep this, you dirty little chicken.

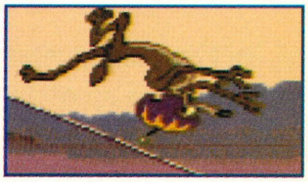
▲ I didn't expect that to happen.

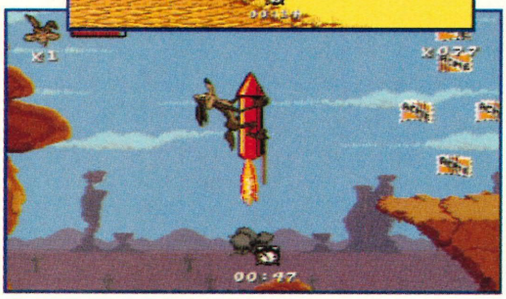
▲ I'm dead.

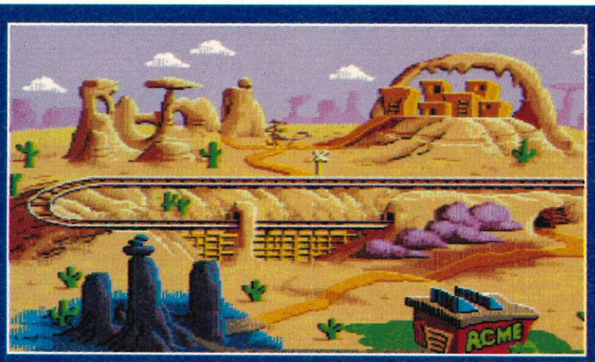
▲ Beep, beep, Bbrrrrruuuuuuuummmmmmmmmmmm...



▲ Come here birdy or I'll roast ya.

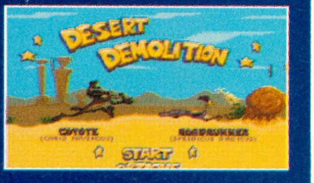






▲ Sand castle competition, Clacton sands, summer '94

▲ That was probably a bomb.



LETTERS

It's said that if you sat an infinite number of monkeys down at an infinite number of typewriters they would eventually produce the complete works of Shakespeare. This sounded like the basis for a good skive to us. Now, at SEGA MAG, we might be clever, but we're no Shakespeares, so we didn't think we'd need quite so many monkeys to put the latest issue together. Three should do it. And we only had one spare Macintosh between them, but that didn't seem important. And so, ladies and gentlemen, let us now unveil the first fruits of human/simian endeavour in the form of this letters page intro...
zdni/
'.
Well, that was about all we got out of them before they started swinging from the light fixtures. Well, perhaps we'll try it with dolphins next month. They're supposed to be smart. Anyway, if you think you can write better than three monkeys at a computer, send your letters to us at HyrJBr H MAILBAG, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

IT BECAME HARDER AND HARDER

DEAR SEGA MAGAZINE,
In 1990 I bought an import Megadrive and everything was fine for a while until the official Megadrive came out, and gradually it became harder and harder to get Japanese games which were the only games that work on my import Megadrive. I then bought a convertor and played some official games but eventually with the lock-out chips and everything, I gave in and sold my Japanese Megadrive which had nothing wrong with it and bought an official one, losing lots of money.
Now at the time of writing this letter the Saturn is being released in Japan and I have a certain feeling of deja vu. I am definitely considering getting a Saturn if I can and I don't really want to wait another 10 months or so until the official one comes out. My main concern is that the Saturn software runs on CD, so if I spend hundreds of pounds on a Saturn will it be drained of software when the official machine comes out? It will no doubt be incompatible and as far as I know, unlike cartridges you can't get a convertor for CDs.
So do you think it would be worthwhile getting an import Saturn, or do you think what I suggested will happen and myself and many like me should wait for the official machine.
You may think I'm jumping the gun a bit but I've seen this happen already with the Megadrive which cost us a lot of money, but import Saturns cost much more than import Megadrives did.
So will people buying import Saturns pay the price later, or am I worrying about nothing and will the Saturn machines be compatible with each other for different countries (which I doubt).
Anyway, thanks for listening to me whinge but I'd like to know the answers before I spend hundreds of pounds.
Kevin 'possible Saturn owner' Morley, Rotherham.

SM: Look at it this way, Kevsto – Sega gaming is like religion. Dexter and sinister and all that. You can choose the righteous path of delayed gratification and wait until the official machine is launched, or you can choose the evil left hand path, buy a Saturn now in a frenzy of lust and pay the eternal price for it later. And what are we, eh? Theologists?

NO, REALLY

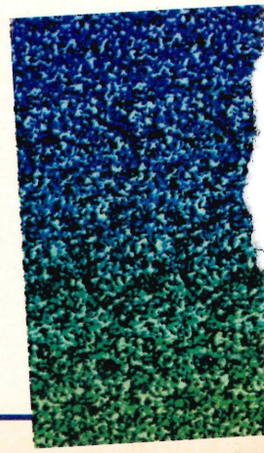
DEAR SEGA MAG
Altogether now (ahem) – Happy Birthday to you. Yeah, OK, it was last month, but better late than never, eh? Who would have believed that your mag would have improved so much over such a short time? No, really, I mean that. I must say I nearly cried on Saturday. I saw a once great proud mag – Megatech – turned into a 36 page FARCE. One review! Pathetic, absolutely pathetic. Rad, Tom, you got out of that one just in time. Anyway, just wanted to say congrats on the one year thang, and I hope you'll be there for the second, because I know I will.
Chris Sweeney, Lesmahgow, Lanark, Scotland

SM: And let's face it Chris, you'd look pretty stupid being there all by yourself. But cheers anyway, no really. No, really. Thanks. Cheers. Ta.

BLOODY HELL BALDRICK!

DEAR SEGA MAG,
BLOODY HELL BALDRICK! You didn't half underrate Virtua Racing Duluxe. 90 percent ay!?
But you gave the SVP version 94% with crap graphics and colour, 3 tracks, slow, 1 car, 70 quid price tag etc.
The 32X version has crisp graphics, more colour, faster, 3 cars, 5 tracks and 20 quid cheaper than before. £40 in fact if you use the 10 vouchers in the 32X package! Surely you're not serious! I expect you'll do the same with the 32X Mortal Kombat 2!
I also think you underrated Urban Strike which looks far more impressive than that Red Zone crap!
But otherwise your mag is great. I buy it every month.
Unfunny Pseudonym, London

SM: So what's this Virtua Racing Duluxe, then? Take control of a loyal Old English sheepdog and paint the many polygon surfaces of the Virtua



environment with shining white gloss? Bloody Hell Baldrick! The difference between Virtua Racing on the Megadrive and 32X is that one was produced for a cheap 16-bit machine already installed in a lot of homes, whereas Virtua Racing Deluxe was developed for a 32-bit machine costing lots of extra dosh. As a technical achievement and in value for money terms it just doesn't match up. As for Urban Strike, it isn't as good as Red Zone, and we know because we've played them, and you haven't.

I HAVE A PROBLEM. A SEVERE PROBLEM

DEAR SEGA MAG,
Ho ho ho, Merrrry Christmas [Bit late – SM]! Here I am again to fill up more space in the pages of the magazine world's equivalent to Jurassic Park! Your mag just gets better and better! Last issue was stunning and no doubt this one is too, but WAIT! I have a problem [No kidding? – SM]! Yes, the 32X is great, but there's no way I am prepared to pay SIXTY POUNDS PER GAME! It's really quite disgraceful. And if 32X games are £60,how much are Saturn games going to be? But I realise this isn't your fault. However, I want to express my agreement with your comments in reply to Jonathan Martin's letter last issue. Core Design are incredible aren't they? What's more, a while ago I wrote to 'em and told them so. I got a really friendly letter back, and if they're reading your fine mag – Core Design you are brilliant! And finally, about my comments on the Dirty Pair...[Not in a family magazine, thanks – SM yet again].
See you soon... goodbye!
Paul (PJ) Johnson Skegness

SM: Thanks for the lovely Christmas card, "PJ". You know, if you can afford to send Christmas cards to magazines you like, you can obviously afford £60 for a game. Problem solved... goodbye!

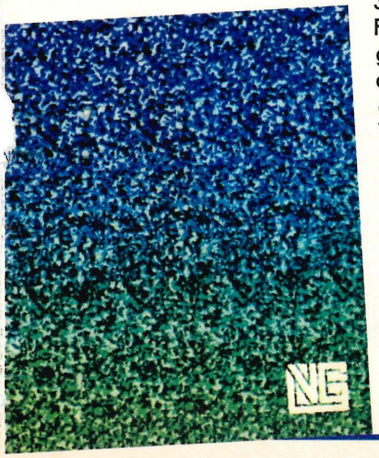
GABRIEL MORRIS WRITES

DEAR SM,
On Sonic 2 if you go to Oil Ocean act on the last jet, go through the machine, punch to the right onto the spikes and you'll turn into the equivalent of Super Sonic.
PS What's the meaning of life? Once I got infinite lives on Sonic Spinball.
Gabriel Morris, Newport, Shropshire

SM:Very good, Well done. Congratulations, no less. And jubilations, as Cliff Richard may have added. As for the meaning of life, we'd agree with Ernest Hemmingway's thoughts on that. Although we can't print them. So we'll just say "Sega games are the meaning of life".

HAVING REAL DIFFICULTY

DEAR SEGA MAGAZINE,
I am having real difficulty in choosing which game to have so please can you answer these questions?
1 Which is best, Sonic & Knuckles or The Lion King?
2 How much is it?



3 Are there any cheats for Flashback apart from the wall ghost (walking through walls) and the level codes, any others are welcome.
Your thankfully,
Nick Coverley, New Mills, Nr Stockport.

SM: And what department should this have been addressed to? Looks like questions to me. Never mind though, I'm feeling generous. For starters, there's, like, no such thing as a right or wrong answer, you know? You've got to, like, take what Gaia throws at you and, you know, thank her for it. But personally I'd go for Sonic & Knuckles – shop around for the best deal as some places are offering pretty juicy discounts. Can't help you with Flashback though, sorry.

OH DEAR, THIS IS THE WRONG DEPARTMENT. SORRY.

DEAR SEGA MAGAZINE,
We have found a cheat for Sonic 3 on the Megadrive. At the end of each Act 1 keep pausing the game. Hopefully on the signpost you should see a blue Knuckles. If you do, you'll get a massive time bonus.
PS Perhaps this one should go under the Tips heading rather than Letters.
The Skillful Matt Harris and Darren Stevens, Nailsea, Bristol.

SM: Perhaps it should, lads, perhaps it should.

JUST SOD OFF

DEAR SM,
Please print this letter because aliens are going to kill everyone next year! Just answer my crappy questions.
1 How many legs does a worm have?
2 Is Jhon [D'oh! – SM] Major really a flea?
3 What is that large slimy puddle a cow makes in a field?
4 Burp!
5 Was the Titanic really the smallest ship in the world?
6 When will Sonic 2 be out on the Megadrive?
7 How many sugars do you take?
[And it goes on and on and on and never ends. Ever].
A sad menk we hope leaves us alone.

SM: Look, you probably think you're being really clever, but we'd just like to point out, for your own good, what a completely tragic halfwit you are. You are not funny. You are not witty. You do not even know how to spell the name of the Prime Minister of the country in which you live, which doesn't exactly instil us with hope for the future. Just go away. If you can't help yourself from writing in, try buying a different magazine.

NO ANSWERS FOR THIS SAP

DEAR SEGA MAGAZINE,
I have a few questions.
1 Does Sonic & Knuckles work on Sonic Spinball?

2 Is there going to be a Toejam & Earl 3?
3 Which is best for the Megadrive... Taz 2, Bubsy 2, Mega Bomberman, Theme Park or Mickey Mania?
4 Which is better, Megadrive 2 or the Megadrive?
Rhodri Jackson, Close Friend of Sonic, Tails and Knuckles, Woodstock, Oxon.

SM: Your letter was just on its way into the bin when we read that you're a close friend of Sonic & Co. We're still not going to answer your questions – you've got the wrong department for that – but could you get Sonic to give us a ring (ho ho)? He's still got one of my tapes, you see.

TRY RINGING EA

DEAR SEGA MAG,
I have a problem in FIFA '95 when you complete one of the tournaments you get a button combination. I have two of these. I have taken these codes and entered them in on the options screen and heard a subsequent ring. The problem is that I don't know what these codes do so could you please give a list of all the codes and what they do in your completely excellent mag.
Nelo, Eire.

SM: Well, sorry to disappoint you Nelo but those button combinations don't do anything in our completely excellent mag. Unlike the majority of Sega characters we have been rendered immune to all cheats, even Action Replay ones, to prevent evil forces from taking control of the publication. Sorry.

HIGHLY ORIGINAL MY ASS

DEAR SEGA MAGAZINE,
In your September issue of SEGA MAGAZINE you reviewed the Formula 1 Beyond the Limits game for the Mega-CD, which scored an overall percentage of 78. Obviously the reviewers weren't too enamoured with the game but they did note the presentation and lastability above average. It was with this in mind that I purchased the game not expecting to be overly impressed by it.
Having played the game for myself I fell I'm entitled to make a few points. Firstly, why wasn't this game Showcased? There is so much to this game, a 2 page Review cannot do it justice. For instance, you've totally omitted to mention the highly original '93 option. Which more or less doubles the game's lastability. Also omitted were the qualifying races, the changing race weather, the compulsory retrying in the pits, the list is endless. There is so much attention to detail it's mind-blowing. For example, if you feel that the car's steering is a touch over sensitive you can change it and at the same time you can reduce the car's drag to give you the extra speed required on the straights. I could go on forever about this. Of course the game is not all good, I don't like the way you can drive through the scenery without damaging the car. But this is definitely one of the Mega-CDs finest achievements and deserves to be at the top of anyone's buying list.
Avi Paul, Isleworth, Middx.

SM: Oh no it doesn't, misguided youth. Blimey, you can customise your car and the weather changes sometimes. That's not a feature I've seen several thousand times before in just about every racing game on the Megadrive at all. No, it's all highly original. And the fact that the game's a bit crap, well, that's obviously just realism, isn't it? Formula 1 cars probably are quite hard to drive. We stand by our rating for F1 Beyond the Limits, it's not groundbreaking in terms of game design and it doesn't even rank as a minor technical achievement for the Mega-CD. Have a look at Battlecorps and then see what you think.

FINDING IT CONFUSING TO REMEMBER

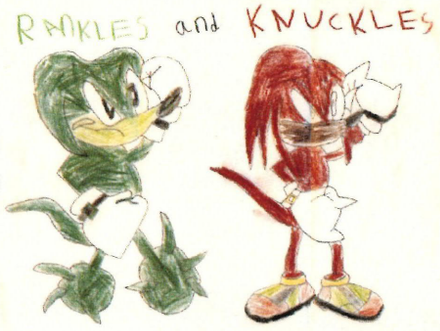
Having recently purchased Fantastic Dizzy and finding it confusing to remember where all the items are, I was wondering if anybody has published a map or whether anyone has written a review on it to give any tips on the best way to complete it.
Yours hopefully,
B Warwick, Shinfield, Reading.

SM: Not that I know of. Still, it all adds to the lastability.

MORE RANKLES PLEASE

DEAR SEGA MAGAZINE,
Ever since you printed your feature about Rankles the green otter (Nov issue) my 6 year old son Christopher has been obsessed with him, drawing him and making up stories about him.
Can you please tell him if he will ever appear in a game? Eg Rankles and Knuckles.
Yours sincerely,
Nick Jolly, Chanlersford, Hants.

SM: Erm, I don't know quite how to put this, but Rankles isn't a real game character at all. We made him up as a bit of a joke, you see. However, we personally think he's got a lot more going for him than Tails or Rosie and reckon he'd be great in a game. But we'll try to get more Rankles appearances in the magazine to make up. Sorry.



Well, that's all we've got time and space for. Actually, we have time and space as abstract guidelines to help us handle the overawing concept of infinity, not just for letters pages. Anyway, that's the end. Y'all come back now, y'hear?

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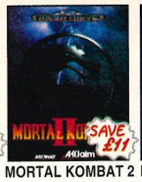

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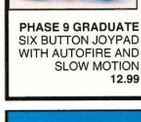

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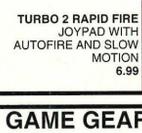

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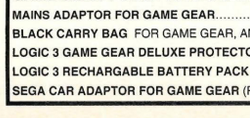

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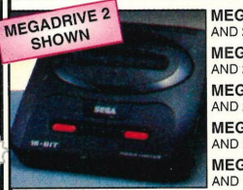

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Q+A

Sigh. You know what it's like. After returning from an ace Christmas break, the last thing I was expecting was a desk overflowing with Q&A mail. But it was, and it's taken me days to sort through everything. And being a martyr type, I've attempted to answer as many questions as possible, although to be honest, most of them concern the release date of the Saturn. If you have any gaming queries then write to SEGA MAG at: THEY'RE ALL CONSPIRING AGAINST ME, Q&A, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

I'M VERY CONCERNED

Dear Sega Mag,
Could you help me with a few queries regarding the 32X? I recently read that Mortal Kombat would be converted to the 32X, and that it would be arcade perfect. As far as I can tell, all the 32X's games will be based around polygons for fast sprite scaling, with hardly any improvement made on the actual games. Even Cosmic Carnage seems a little dull, and it only has eight contestants. How does the 32X enable programmers to improve on conversions of already existing games? Okay, it has better sound and colour definition, but where does all the memory come from to allow bigger games to be made? I think that many of the games could have been published on the Megadrive. And if the 32X only improves polygon based games, where does that leave platformers and beat 'em ups? Will they be around the same size as Megadrive games but with more colour, or will the programmers be able to give us bigger and better games? I am very concerned.
GARY SIMPSON, NOTTINGHAM

▲ **The level select is still a secret! Hah!**

SM: When an arcade game like Mortal Kombat is converted on to a smaller machine, many compromises have to made. For instance, the Megadrive version has far less detailed graphics, smaller sprites and the sound isn't as good either. But when it's released on the 32X, all these problems will be rectified, largely owing to the technology used inside the 32X. Obviously, the 32X can't improve on the arcade version, because then it wouldn't be the same game, but where Mortal Kombat II is concerned, what you will get is an arcade perfect conversion... so we're told. However, this doesn't mean that Sega will only concentrate on converting already existing games. They currently have around 40 titles in development, none of which will have been seen on any other console format. And yes, some of those games will be very large, and some of them probably won't. The 32X doesn't just improve polygon based games you know, – it improves all types of games and it's up to the programmers what they use the memory for. And hopefully, it won't be possible to produce many of the games on the Megadrive.

WHY DOES IT COST SO MUCH?

Dear SM,
I have a few questions that need answering.
1 I know the 32X can handle 50,000 polygons a second and can also do texture mapping, but how many textured polygons can it handle?
2 A person at school says his Jaguar can handle more polygons a second than the 32X. Is this true?
3 Why have Sega upped the price of the 32X from £150 to £170 and thrown in £50 worth of vouchers, when they could have thrown in a game?
4 How many polygons can the Megadrive handle on its own?
STEVEN FENNER, HERTS

SM:1 Quite a lot less, although since there's no hardware texture mapping with 32X, it's down to programmers and their ingenious routines. 2 No. 3 Who knows? We think they should have thrown in a game too, but it seems like they're hedging their bets and using the vouchers in the hope that people will buy more than one game for the machine – the vouchers are just a cheap way of enticing people to buy more games. 4 Not many. Compare F117 Night Storm to Virtua Racing Deluxe...

BRAD PARKINS IS A WEIRDO

DEAR MR PERSON WHO DOES Q&A,
I have a few questions for you, so please answer them. By the way, I own a Megadrive, an Amiga and a Game Boy.
1 How many cheats are there Robocop v Terminator and what are they?
2 Are there any cheats for the Lion King, and what are they? I can only get to Simba's destiny and I've tried making some cheats up but they don't work.
3 I have a six button joypad and I can't find a use for the mode button. What does it do?
4 Is there going to be a Haunting 2?
5 Is Ren and Stimpy any good, and will there be a sequel?
Thanks for answering my questions and can you please tell Brad Parkins that he is a weirdo.
JOHN SIMPSON, MANCHESTER

SM: 1. You should have bought last month's issue with the Tips Bible. Inside is every Robocop tip you'd want. 2 There's a level select, but we aren't going to reveal it until people are REALLY desperate. 3 Most programmers don't bother using the mode button, but it has been put to use in a couple of games. In Dragon it can be used to change fighting modes, and in Virtua Star Wars you can use it to change views. 4 No. 5 It's okay, and there probably won't be a sequel.

IS IT A RIP OFF?

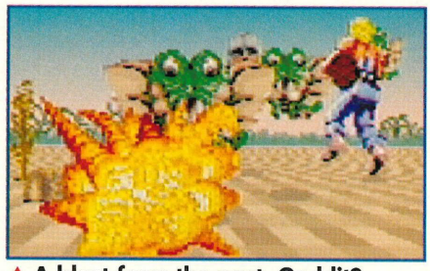
DEAR SEGA MAGAZINE,
Please could you answer these questions, as I am thinking of buying a 32X.
1 Will Virtua Cop and Desert Tank be released for the 32X?
2 Is Cosmic Carnage just another Streetfighter rip-off?
3 Will Virtua Fighter 2 be released on the 32X?
4 In Issue 12, you said that Afterburner would be released for the 32X, and it would be one of the cheaper games available. How much will it cost?
GREG SHUTIE, NORFOLK.

▲ **Cosmic Carnage: Is it good enough?**

SM: No news on Virtua Cop or Desert Tank, but it is likely. 2 Although Cosmic Carnage is a traditional fighting game, it doesn't lift too many features from Street Fighter – it's more a rip off of a Neo Geo beat 'em up. Of course, this doesn't necessarily mean that it's any good. 3 Probably not, although it will be released for the Saturn. 4 After Burner will cost £39.99, and if you have a set of vouchers it will cost £29.99.

I AM A FOOL

DEAR SEGA MAGAZINE,
I recently purchased a copy of FIFA '95 on the Megadrive. I stored an Italian league game on it where I was top of the league with AC Milan. I came back to the game the next day and found that everything I has stored was completely wiped.


▲ **A blast from the past. Geddit?**

I was doing really well in the league so you can imagine how I felt when I saw it was all gone. Anyway, what I want to know is can I possibly retrieve this information, or has it gone forever?
NEIL PARRY, LIVERPOOL

▲ Ooh, I like this one.

SM: Sorry, there's nothing you can do. Looks as if you'll have to start all over again. Sorry 'bout that (snigger). If you're really upset you could phone EA about this issue on 0753 549442. As it is we've been hearing plenty of stories about FIFA '95 being incompatible with some Megadrives...

IT SEEMS A BIT WIMPY

DEAR SEGA MAG,
HELP! I don't know what to do about the up and coming 32-bit situation. I am interested in either the Saturn or the Play station. I could get a 32X but compared to all the other new consoles it seems to be a bit wimpy. Please answer these questions as I seriously need help.
(that's true enough – Sam)

1 How much will the Saturn games cost when they're released over here? I heard that the Play Station costs £200 and the games are £30. In Issue 12 you said that the Saturn costs £400 and the games cost more than they do on the 32X. Is this true?
2 Is Super Streetfighter 2 coming out on the Saturn?
3 Will Ridge Racer come out on the Saturn?
4 When is the Saturn coming out? I read that the Play station is coming out just after Christmas?
I really want to stay loyal to Sega, but it seems as if the Playstaion is the best bet all round. Please help me make a decision.
CONFUSED,
CONFUSEDVILLE

▲ Buy this!

SM: Saturn games will probably cost the same as Megadrive games, although some of the bigger ones may cost more. The Play Station only costs £250 in Japan. There has been no official UK price point for Play Station - or Saturn - yet. Incidentally, the Saturn only costs about £280 as it's on special offer at the moment. 2 Hopefully not. 3 I doubt it, as it's one of the Play Station's best games, but I suppose it may get converted after a while. The Saturn will be released on the UK sometime between August and October of this year. The Play Station is out now in Japan only. It won't be released in the UK until later this year.

WE WANT TO SEE CLASSICS

DEAR Q&A,
1 Is there a Toe Jam and Earl 3 planned?
2 Will there be any classic games like Sonic or Columns released on the 32X like on the Mega-CD?
3 Are there any WWF 32X games planned?
4 Will all the 32X games be like Doom and Virtua Racing?
5 If the 32X can't even handle the likes of Virtua Fighter and Daytona, it doesn't stand a chance with Virtua Fighter 2. So is it worth buying?
STEVEN ANDREWS, TEIGNMOUTH

SM: 1 No. 2 Probably not. 3 Not at the moment, although it is the sort of game that's likely to turn up on the machine. 4 There will be loads of different games released for the 32X, and they will all look different. of course, you'll get your usual platformers and stuff, but hopefully they'll all be up to the same standard as Doom and VR Deluxe. 5 Who says it can't do Virtua Fighter? The first three games (Doom, VR Deluxe and Virtua Star Wars) were of top quality, although the later releases haven't matched their standard. There are loads of great titles in development though, so maybe you should wait and see what else is released for the machine.

DOH!

DEAR SEGA MAGAZINE,
You'll probably find these questions really easy, but could you answer them anyway.
1 What effect does the Megadrive 32X have on normal Megadrive games?
2 I know you can play Megadrive games on your 32X, but can you play 32X games on a normal Megadrive?
3 Is the 32X worth over £150?
4 Are there any plans for another upgrade for the Megadrive?
5 Should I get Earthworm Jim 2 or wait until Earthworm Jim 2 is released?
CARL HATTLEY, BICESTER

SM: 1 None whatsoever. 2 No you fool. What would be the point in buying the add-on if you could? 3 Is a Twix worth 28p? 4 No. 5 Buy Earthworm Jim – the sequel hasn't even been developed yet.

SHOULD I SELL UP?

DEAR SEGA MAG
Yes, I know there are a lot of questions, but PLEEEEASE answer them all.
1 When is the Saturn released in the UK?
2 How much will it cost?
3 How much are the games going to be?
4 Do you think it is worth selling my Mega-CD to buy a next generation machine?
5 My friend has enough money to buy a 32X with three games. Should he get one, or should he wait for the Saturn or the Play station to be released?
6 As I'll probably sell my Mega-CD, should I also sell my Megadrive with MK2, SSF2, Micro Machines, SOR3, Micro machines 2, and Sonic 3 to buy more 32X stuff?
7 Does the Saturn come with any games?
FROM A WHEEL OF A TRAILER

▲ It's that Akira bloke, innit.

SM: 1 The Saturn is released in the Autumn of this year... or maybe sooner if we're lucky. 2 It will cost around £400. 3 The games will cost between £40-£60, although since they're on CD, Sega could release them at a cheaper price. 4 Why not wait until the Saturn is actually available in this country before you start selling off all your wares. The same goes for your Megadrive and games. Sega are still developing titles for the Megadrive and it's still their most popular product, which means that loads of top games will still be released. 5 The Saturn, etc won't be available for months yet which means that your friend won't be able to buy one. The 32X is a good choice for now, but if he really wants to upgrade, it could be worth waiting for the Saturn's official release.
7 No one knows yet, but our bet is on Virtua Fighter, which by the way is absolutely brilliant.

RELEASE SCHEDULE

JANUARY

32X	MEGADRIVE
AFTERBURNER	DAFFY DUCK
SPACE HARRIER	BONKERS
COSMIC CARNAGE	RISTAR
	SOLEIL
MEGA-CD	**MASTER SYSTEM**
MIDNIGHT RAIDERS	SONIC SPINBALL
POWER RANGERS	
EYE OF THE BEHOLDER	

FEBRUARY

32X	MEGADRIVE
GOLF'S BEST 36 HOLES	ATP TENNIS
FAHRENHEIT	STRIKER
MIDNIGHT RAIDERS	ASTERIX – POWER OF THE GODS
	SAMURAI SHODOWN
MEGA-CD	**GAME GEAR**
FAHRENHEIT	RISTAR
ETERNAL CHAMPIONS	MICKEY MOUSE 3
	STRIKER

▲ Oh dear this is a bit incestuous

It's that time again folks. Hasta La Vista, Buenos Noches, we outta here goodbye. Catch us next month for more expert problem solving.

HEAVY METAL

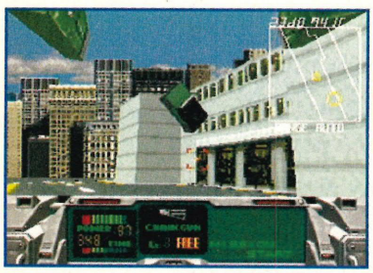
▲ A jeep formation ready for destruction.

▲ This tank is the first stage's boss.

▲ Not the most authoritative-looking commander, eh?

This Christmas witnessed the sale of thousands of Megadrive 32X units. Allegedly, there are now more 32Xs in homes than 3DOs and Jaguars combined! To keep that sort of sales momentum up, Sega need decent 32X software - games that really use the 32-bit hardware. Games sort of like Metal Head really. Richard Leadbetter straps himself into a giant robot and prepares to kill everyone with high-calibre projectile weapons.

▲ Blast! Destroy! Kill! Preferably from quite a distance away.



▲ Cars don't explode - they shoot up into the air. Curious...

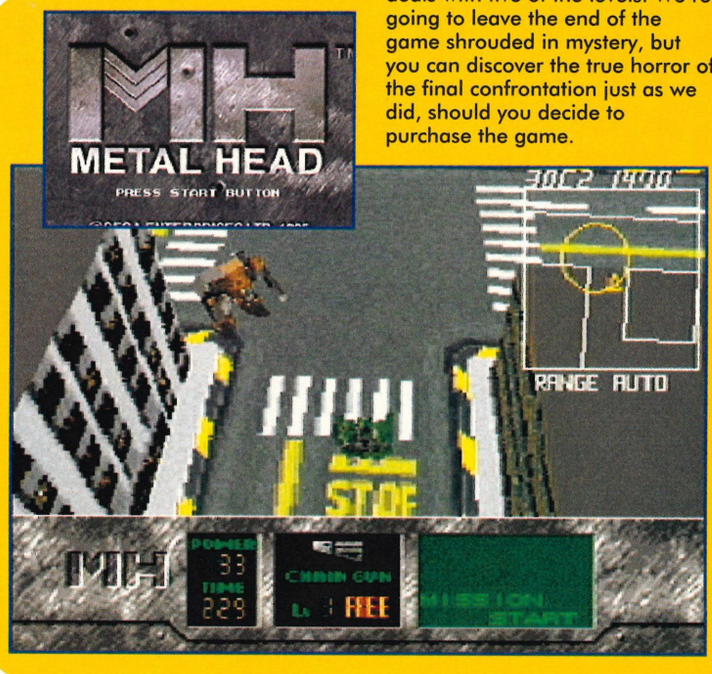
If there's one buzzword that's accompanied the arrival of the Next Generation consoles, it has to be texture-mapping. Except that's more of a phrase rather than a word. Still, texture-mapping adds colossal amounts of realism to otherwise quite ordinary looking polygon games.

The process of texture mapping involves placing detailed sprite-like images over polygons and warping the appearance of these sprites to make them look more 3D-ish. The first game to really use texture-mapping well in an action-environment was the superb Doom on PC, which translated superbly to 32X. And now, following up that incredible game is the excellent Metal Head.

The game is set in the city streets of the future, with the player in control of a huge Battletech-style Mech robot, armed with a range of devastating weaponry including cannons, missiles and mines. You're up against an entire legion of mechs, laser cannons and armoured vehicles, controlled by an evil

ALL THE WORLD'S A STAGE

Metal Head's military manoeuvres are split up into six different stages. This part of the showcase deals with five of the levels. We're going to leave the end of the game shrouded in mystery, but you can discover the true horror of the final confrontation just as we did, should you decide to purchase the game.



METAL HEAD

dictator who's taken over the capital city of an unnamed country (which looks a lot like different cities in America to be honest).
Thanks to the all-powerful might of texture-mapping this game is a real looker and although the frame update makes for a game that's not quite as smooth as Doom, the game has a full-screen image. What's more everything is texture-mapped in Metal Head. In Doom, the enemies were scaled sprites - not so in this title. Everything is fully rendered in 3D, making for some quite spectacular explosions as you destroy the enemy's military hardware.

POWER-UP PRESENTATION

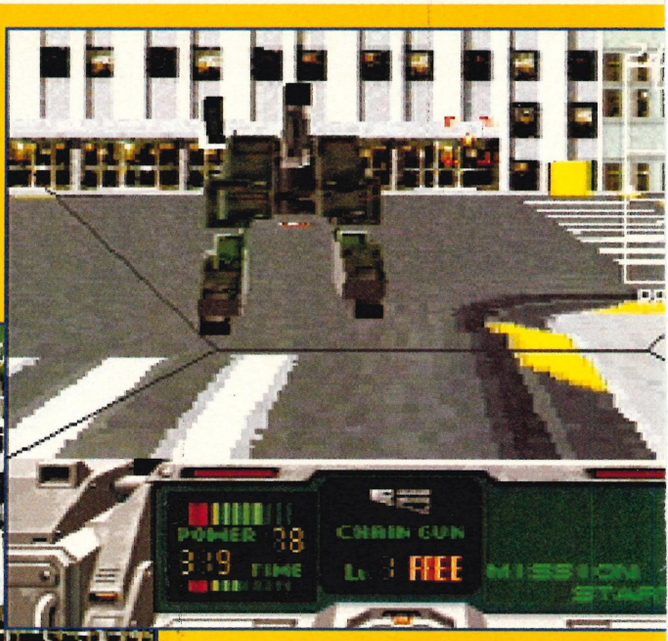
Presentation is a pretty important aspect of a console videogame. Do it right and the game has a polished feel that makes you think you're really buying a quality product. The lack of decent presentation can be quite embarrassing. Still, Metal Head has very little to worry about.
The range of options is frankly huge with three different types of sound test (for the music, the generated sound effects and the samples), three difficulty levels, the ability to switch off the digitised portraits (more about that later) and even alter the speed of the background music. Bizarre eh? Presentation screens are also used well with a good-looking attract sequence. Metal Head also has tons and tons of speech - just about every word that appears on-screen is uttered by the 32X's new sound chip. The amount of memory spent on presentation alone must have been quite substantial...

MISSION BREAKDOWN

Metal Head boasts six different stages (each set in different cityscapes), each with three mini-missions you need to complete in order to progress. The range of missions makes for some varied play.
For the most part, you're dispatched to take on multitudes of mechs (or

STAGE ONE

This level is pretty easy actually and allows you to get to grips with the slightly odd control method. The range of missions is pretty banal really - you're charged with the task of taking on an army of enemy mechs and jeeps and taking out a few stationary mechs while they're stationary, being serviced. BUT... it's a trap to lure you into an enemy counter-attack - take out the lead vehicle to destroy their chain of command.



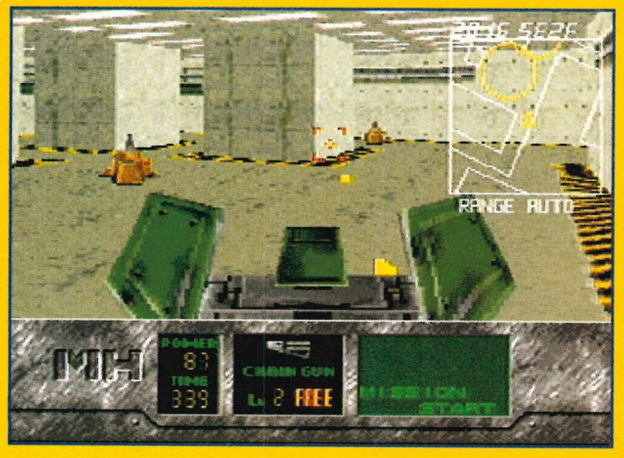
▲ **The first level doesn't really offer much in the way of opposition, if the truth be told. Enemy mechs such as this one as easily disposed of with a quick blast of chaingun fire. These mechs are backed up with support fire from jeeps with mounted cannons and smaller robotic escorts which can pack a fair old punch.**

▲ **If you don't dispose of the enemy mechs quick enough, this huge bomber flies over and destroys plenty of them for you. Get out of the way though, because those blasts hurt you too.**

STAGE TWO

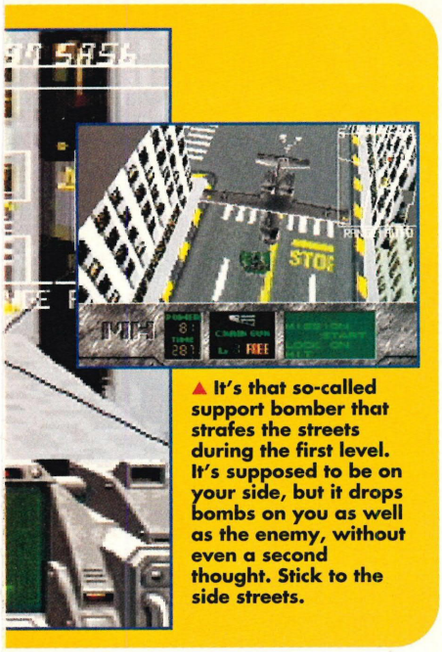
The second stage introduces a fair old amount of variety into the proceedings. Yes, the main objective remains much the same - simply blast any enemy hardware that strays into your path. However, you need to find and photograph the main enemy base, and escort a helicopter gunship there in order to destroy the main gates. Then you can go in-doors and take on the enemy in their own base! Destroy their generator and get out.

▲ **You're on escort duty. Guide this chopper to the enemy base.**

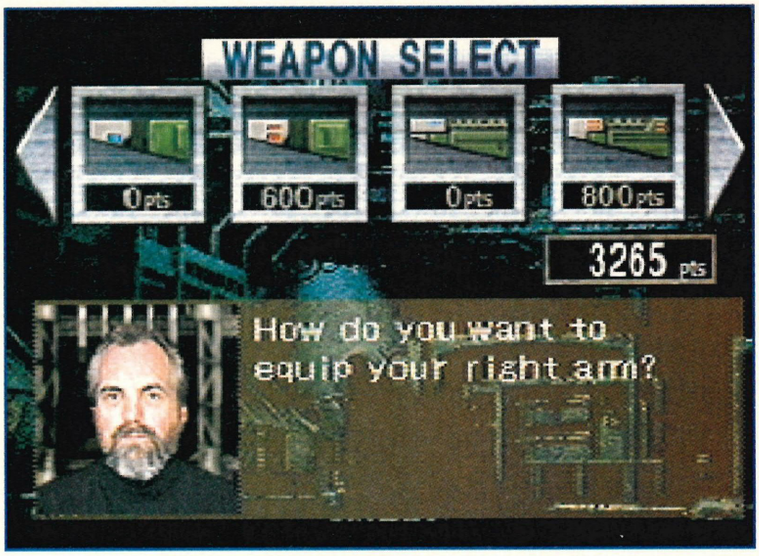


▲ **The enemy base is guarded by mechs far more powerful than in stage one. Just one of their shells packs quite a punch.**

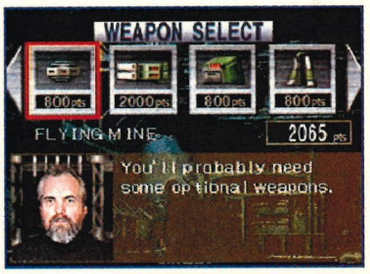
METAL HEAD

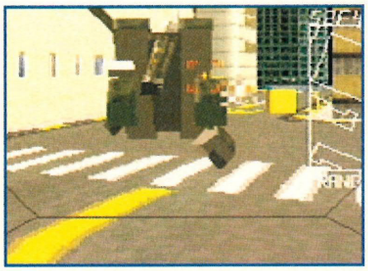


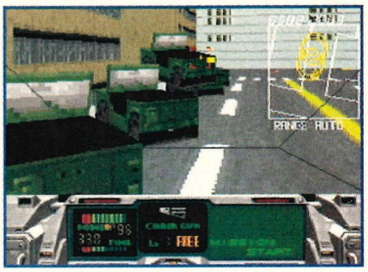
▲ It's that so-called support bomber that strafes the streets during the first level. It's supposed to be on your side, but it drops bombs on you as well as the enemy, without even a second thought. Stick to the side streets.



▲ This is the rather unlikely looking weapons merchant in Metal Head. We're sure he'd look a lot younger without that beard.







STAGE THREE

A battle-hardened mech warrior such as yourself isn't sissy enough to rely on things like food and sleep. Oh no. So when night falls, you stay behind for an extra shift, moving downtown to destroy the enemy mechs in a preemptive strike! When the sun finally goes down, you need to engage your nightvision cam, but visibility still isn't great. Which isn't a great state of affairs really because a huge enemy super-mech has arrived and only you can defeat it in one-on-one combat!

▲ The darkened streets of level three are packed with mechs.

▲ Sonic the Hedgehog makes a cameo appearance on the side of this building.

▲ The nightvision Metal Head camera causes the screen to look like this. Sort of like infra-red. But green instead. It makes taking on the enemy mechs easier, but you can't really call this ideal conditions for a pitched battle.

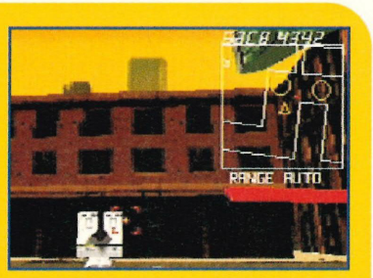
▲ This is the main enemy boss on level three of Metal Head. Its rear flaps open up to launch missiles at you. Not particularly friendly you might think. And you'd be right, actually.

▲ An armoured transport. Blast it!

▲ Mechs often hide in these recesses on the streets.

STAGE FOUR

Taking a trip to the edge of the city, you receive news that the enemy are transporting supplies to their comrades via the railway line that crosses the metropolis. You need to find this railtrack, destroy the enemy mech escorts and then set up an ambush to destroy the supplies when they finally arrive. No one said that this was going to be easy...



▲ A short-cut for your troops is opened up by blasting this explosive-laden lorry.

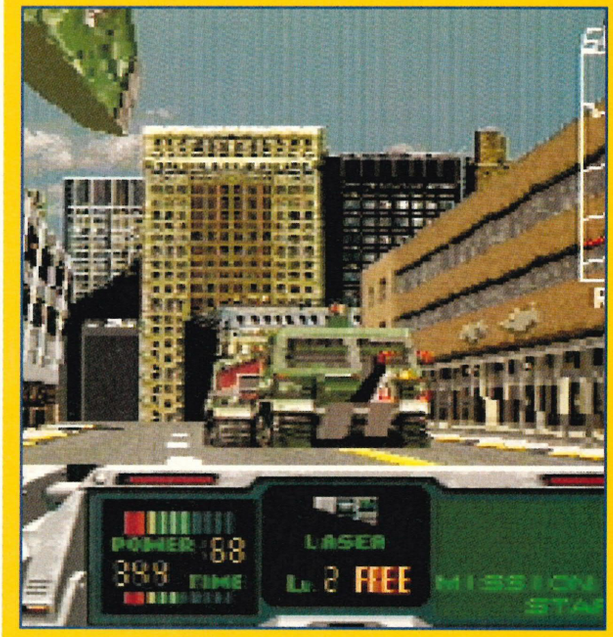
▲ This railway track brings in enemy supplies. It's up to you to stop them, but you've got to get through legions of mechs first. And that ain't easy...

▲ Lock on to the enemy mechs and let them eat laser.

STAGE FIVE

The battle intensifies as the enemy throw their last remaining armoured vehicles and mechs at you. They've also set up a convoy of vehicles transporting parts for an all-new highly dangerous super-mech. If you don't take out that convoy and reduce those parts to so much slag, you're in trouble. Real trouble. Ahahahahahaaa!

▲ Once you've disposed of all the support vehicles, you need to bring your weapons to bear on destroying the main carrier vehicle. It's extremely heavily armoured.



▲ Those cannons are pointing in your direction and even one hit from them is enough to cause much damage.

VIEW-FINDER

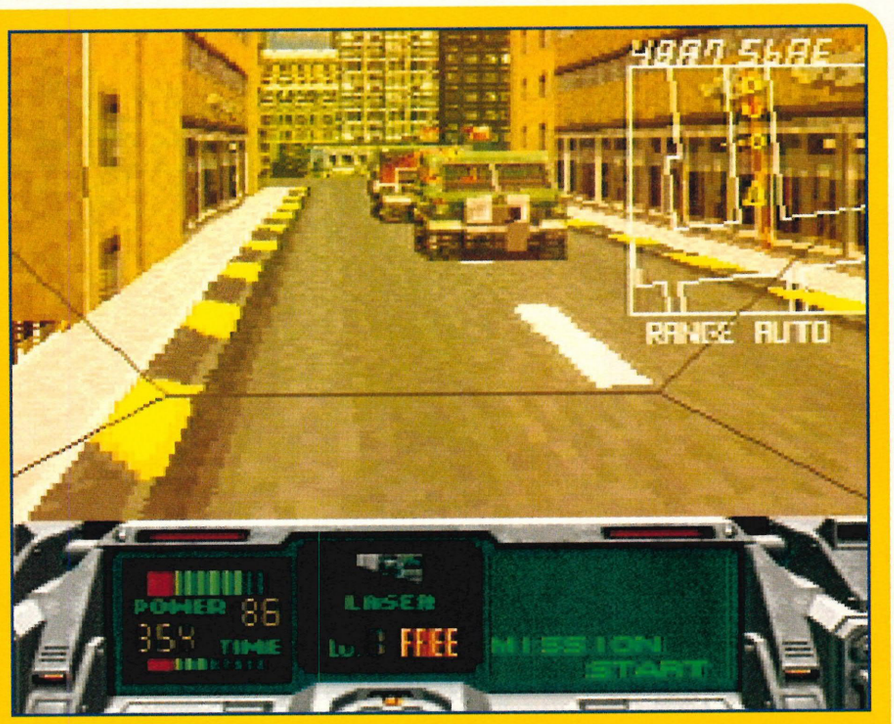
Metal Head is one of those new-fangled 3D games, which inevitably come with the ability to change views, allowing you to take a look just about anywhere you fancy. Views one to four are basic vantage points available to all 32X owners. However, if you're a flash six-button joypad owner, you're able to access two more views! Is that great or what?

▲ The basic viewpoint, right from the cockpit of the Metal Head itself. This is a bit too close to the ground for comfort, but gives an excellent view of the terrain in front of you.

▲ Aha, this'll be view two then, the sort of overhead vantage point, if you will. This is the only perspective where you can see the entire Metal Head, but otherwise it's not that useful really.

▲ This viewpoint is courtesy of an imaginary camera positioned at the feet of the Metal Head. Oddly, the frame update seems a lot swifter from this perspective. Quite curious that, really.

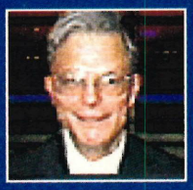
▲ This is perhaps the most useful view of all, positioned a little above and behind the Metal Head. It gives you a better perspective of the enemy than view one, making it ideal for "everyday" use.



▲ **The convoy of vehicles, escorting the final part of an all-new mech. The support vehicles are relentless with their shelling, so taking them out is a priority.**

BOSS ONE

This is your default boss/mission commander type bloke. Just like Gordon Jackson in The Professionals, but significantly more cheerful.



BOSS TWO

Change to drawn characters, and your boss looks more like this. He may not look much, but his mouth animates more realistically than his digitised counterpart.

PAN-DIMENSIONAL TEAM APPEARANCES

As well as digitised speech, Metal Head also features digitised people communication with you. They look a bit odd when they animate, to be honest, but luckily the game also gives you the chance to voyage to another dimensions, where your teammates have totally different, more comic-oriented countenances.

▲ **Six-button joypad owners get two extra views - a left viewpoint (pictured) and a right one as well, accessed with the X and Z buttons, Pressing button Y instantly accesses view two for you.**

one enormous, well-armed, heavily armoured super-mech from Hell), but other missions involve escort duties, troop support activities, setting up bombing runs and infiltrating enemy bases. Some missions test more than your trigger finger. In one level you need to locate the enemy's generator, destroy it and evacuate before the whole place goes up. A photographic memory does come in handy for remembering the route out.

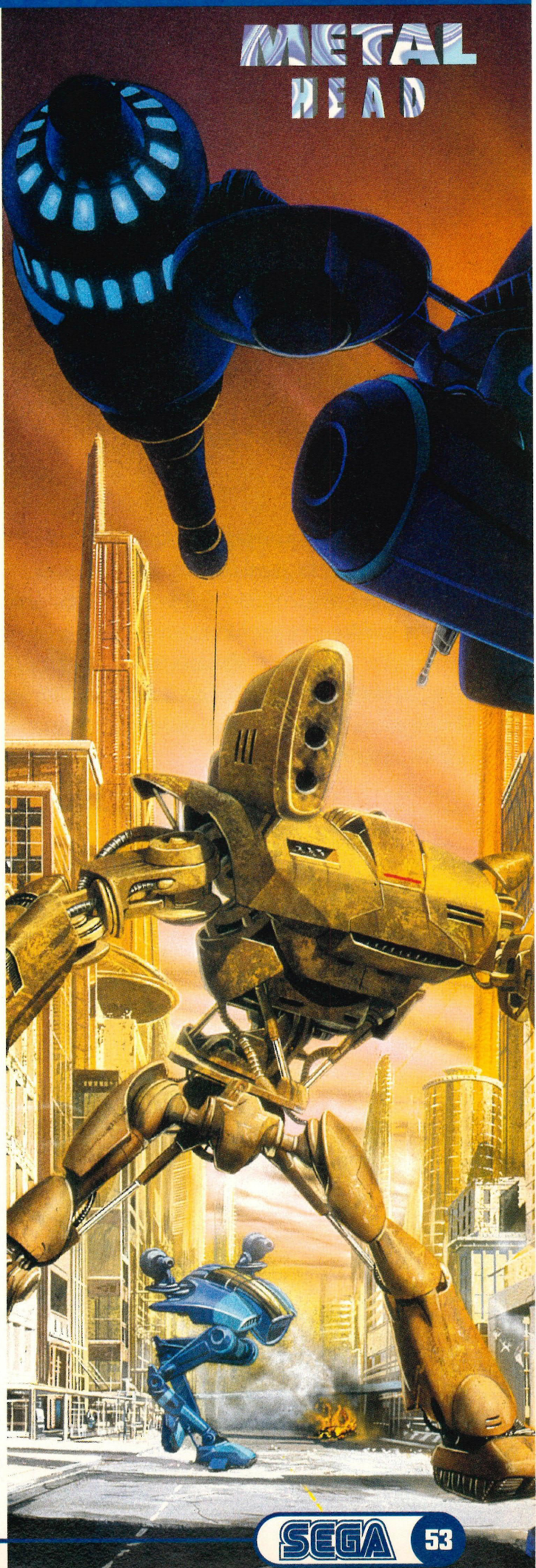
THE WEAPONS SHOP

In most games, points serve little purpose, apart from forming the basis of a boast-inducing high-score. That's not really the case in Metal Head. After the conclusion of every mission, you're awarded points depending on how many mechs you took out, how much ammo and shield you have left and the time remaining. These points are taken over to the weapons shop at the end of every level, enabling you to upgrade the destructive capabilities of your mech.

Hammer fists and chainguns are your basic weaponry, but you can upgrade these for super-chainguns, grenade launchers - and the pride of the military arsenal - lasers. These come in two different forms (normal and heavy) and inflict different amounts of damage.

Optional weapons are also available, including a huge missile pack and flying mines. Speed and armour power-ups are also available.

Metal Head is reviewed on page 80.



EVERYBODY'S VIRTUA FIGHTIN'

Have you noticed something odd? Have you noticed how games journos have suddenly started saying that Virtua Fighter is one of their most favourite games ever despite dismissing it when it first came out in the arcades? Odd that. Anyway, we digress, which isn't a particularly clever thing in an intro, to be honest. Still, now that everyone's "discovered" Virtua Fighter we feel it's about time that we revealed our greatest hints 'n' tips for this incredible game. This feature is based around the Saturn game, but rest assured - everything here works just as well in the arcades as it does on the home game.

Virtua Fighter is a game that you really need to get the hang of - it plays in a totally different way to your Street Fighters and Mortal Kombats. The first tip we have is pretty obvious - practise playing the game first - some people find that the controls are unresponsive and pretty "floaty". This is true to begin with, but after a few credits' worth of play you should have got the hang of the game's idiosyncrasies.

It's best to learn each of the characters in turn - we recommend starting with Jacky or Sarah. Many people find that they can learn the blocking techniques and timing with Jacky, who is one of the faster characters in the game (and whose special moves are pretty easy to master). Sarah is perhaps more powerful than Jacky - her combos are a lot easier to pull off.

After that it's up to you. Akira is one of the most powerful characters in the game and is best saved for experts, whilst the likes of Wolf and Jeffry are best for those who can pull off throws in their sleep. And that's about it really. In this feature, we'll reveal all of the characters' moves and plenty of combos.

However, some combination attacks are extremely difficult to master. We'll be reserving these for another tips special. Who knows, maybe you lot can work them out for yourselves.

TOP FIVE BASIC TIPS

These hints should boost your Virtua Fighter prowess significantly. Avoid them at your peril!

1 Blocking is one of the most important techniques to master in Virtua Fighter. Master these techniques and you should be able to block effectively and counter attack. There is a definite method to this - it's not haphazard like in Street Fighter or MK.

2 Remember that once you've decked your opponent, you can punish them further by pushing UP and PUNCH. This causes your character to fly up into the air and land on your opponent. There are two types of attack. Tapping UP quickly and holding UP whilst pushing the PUNCH button. The tapping UP attack is quicker to pull off but incurs less damage than the holding UP attack. Akira only has a tapping UP attack.

3 The back-flip attack can incur incredible amounts of damage. Hold UP and BACK, release and tap KICK. If your opponent is airborne, you can inflict two hits. Using this attack, we have KOed an opponent in two and a half seconds! And that's on default normal settings!

4 Some characters like Sarah and Pai have longer legs than other participants, meaning that they can get kicks in where others can't.

5 Ring-Outs are a very dodgy way to gain a victory, but both Akira and Kage have special moves tailored to shoving people out of the ring.

KAGE

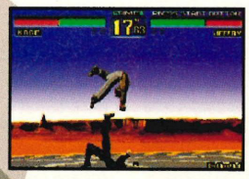
One of the fastest characters in the game, combining the speed of Jacky and Sarah with some very original special moves. Kage is superb at getting Ring-Outs. Also, using Kage's UP and PUNCH attacks places him in unusual positions, whether he hits them or not...

→ → K

A low roundhouse that inflicts 30 damage.

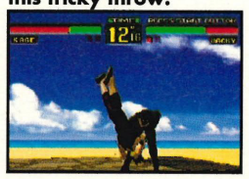
← → P

50 points of damage if you manage to pull off this tricky throw.



← P

Kage throws his opponent high into the air. 40 damage when your foe hits terra firma.



B + K + G

Kage uses his arms to throw an opponent over in this 50 point attack. You need to be quite close.

AKIRA

This is one of the most powerful Virtua Fighters, but he doesn't rely on conventional combos or special moves. If you're used to playing the likes of Jacky, he can be a totally alien experience. However, learning these special moves could be very advantageous...

→ → K K

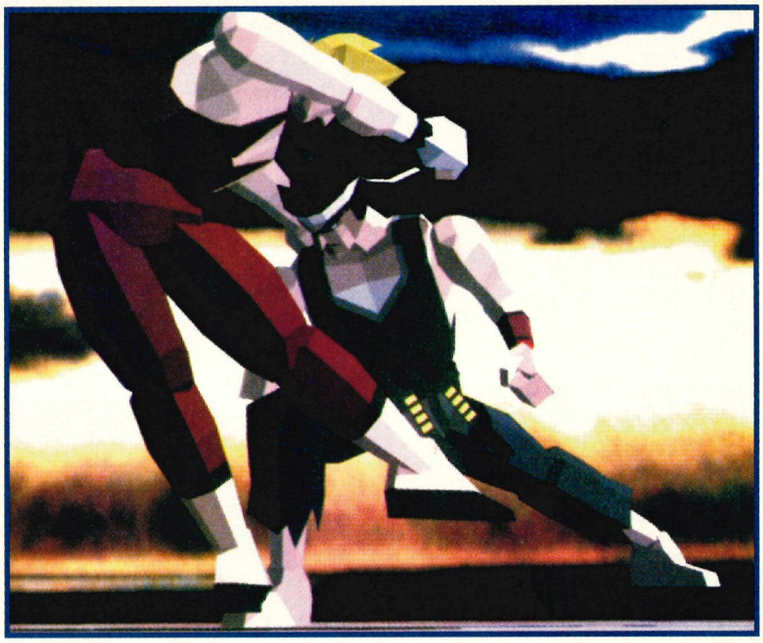
Performs a deadly double kick that drains 30 points of damage per hit.

→ → P

A dashing elbow that inflicts between 20 to 40 points of damage and is useful in getting a ring out.

↓ → P

A similar move to the elbow, this powerful palm attack does between 20 and 65 damage.

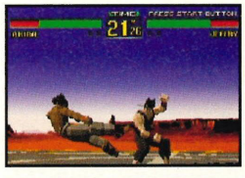


← P

A sneaky trip attack that drains an incredible 50 points.

→ P

A simple elbow attack. 20 points of damage.



← → → P + K

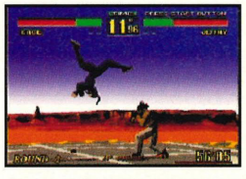
A charging attack that looks spectacular. Between 20 and 60 points of damage.

B ↘ P + K

Difficult to pull off but most impressive. Perform at close range for 30 damage points.

P K

Perform in quick succession. The punch causes 12 damage, the kick 30!



↖ K

The backflip is very powerful causing 50 points of damage.

← ↙ ↓ ↘ ↓ K

Roll towards your opponent if you tap KICK, for 35 points.

→ ↘ ↓ ↙ ← K

A decent roll that gets you out of trouble. No offensive value.

P P P K

An extension of the previous combo, inflicting 8, 10, 12 and finally 30 damage! And it looks great too.

→ P

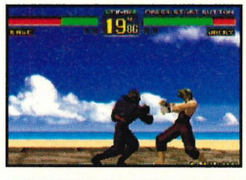
An elbow attack that can be stringed into combos, but inflicts 20 damage on its own thank you very much.

↓ → K

A rising knee attack. Quite powerful at 40 points of damage.

← ← K

Another form of backflip. Not quite as useful as the previous flip, or as damaging at 40 points.



P P K

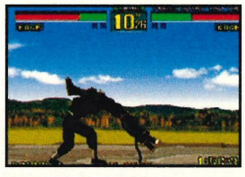
A very quick combo. The first punch gleans 8 points of damage, the second 10 and the kick 30 points.

P K

Perform in quick succession. The punch causes 12 damage, the kick 30!

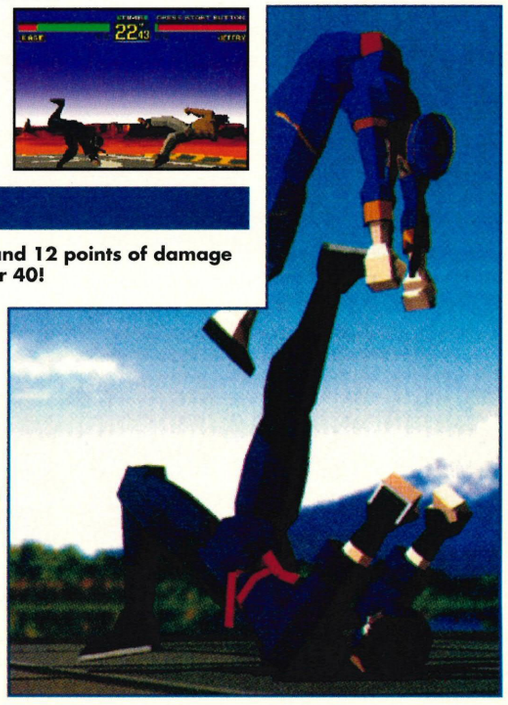
P P P ↖ K

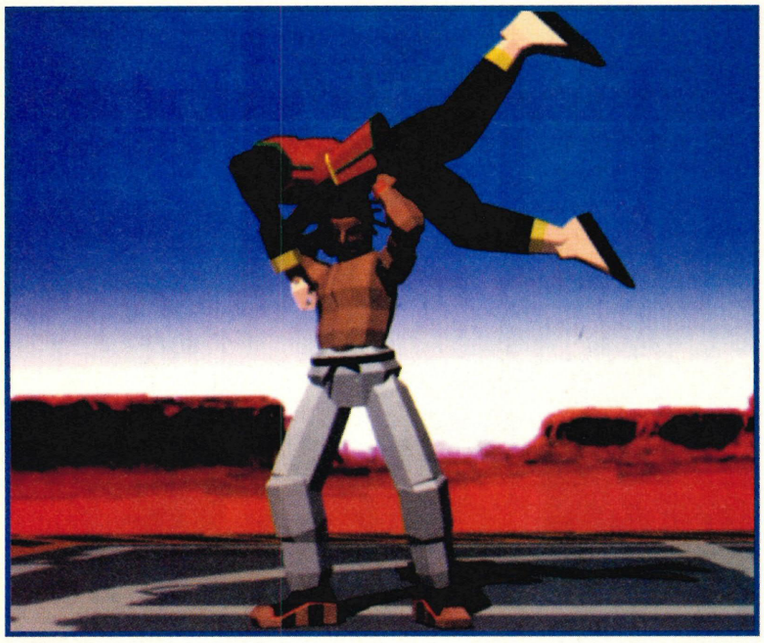
Three punches for 8, 10 and 12 points of damage followed by a backflip for 40!



→ →G + P + K

A very useful roll you can perform from a distance, causing 40 damage straight away. Good for shoving opponents out of the ring.





WOLF

A character unique in that he has a special move that blasts through a character's defence, damaging them and leaving them open to an UP and PUNCH ground attack. Many people believe that Wolf is slow and cumbersome. This is not true - Wolf's original attacks and incredible throws really make the difference.

→, →, P

A charging clothesline, inflicting 40 points of damage.

→, P

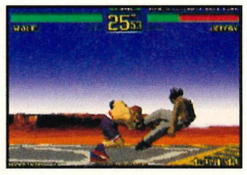
A pretty useful, not to mention powerful piledriver.

↙ P+K+G

A very powerful back-slamming throw - inflicting 80 (count 'em) points of damage!

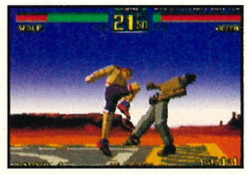
↘ +P

A low blow useful for breaking opponents' blocking techniques. A token 20 points.



← ,→,P

A terrifyingly fast shoulder charge. Depending on range expect between 20 and 70 points of damage!



→, K

Yet another flying knee. Yet another way of pulling it off. 30 points of damage makes it quite handy.

JEFFRY

A character quite reliant on throws, being pretty slow himself compared to the likes of Kage and Jacky. However, those throws can be incredibly damaging. Pull off a throw whilst behind your opponent and you can produce an incredibly damaging back-breaking attack...

→ → P P

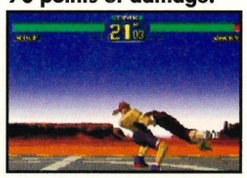
Inflict 20 points per punch. This attack dodges under defence. Very useful.

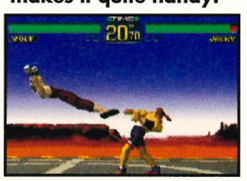
→ P

Perform this move at close range for a devastating 50 point throw!

→↓ P + K + G

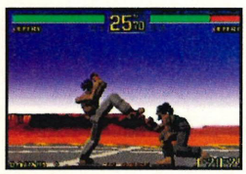
A super-powerful throw causing a gargantuan 80 points of damage! Incredible.

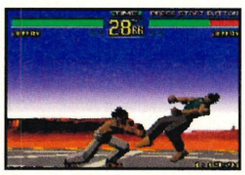




← ↙ ↓ ↘ →,P

Pick up the opponent, swing him around and chuck him away for 100 damage! You need to be in very close.



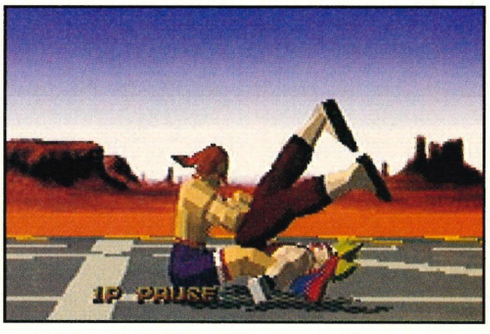


↓ K P

A superb kick, clout combo! 24 damage followed by 30 points. Smart stuff.

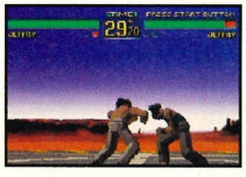
→ → P

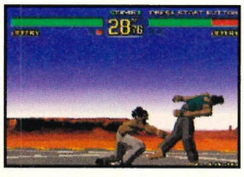
A simple 20 point low-blow that is useful in catching out human opponents.



↘ ↘ P,K

A difficult to perform but super-powerful move. Another 100 damage technique!





→ B P

A low elbow (12 points damage) followed quickly by an overhead swipe (30 points).

→ K

A simple 30 points of damage for a flying knee attack.

↓ K

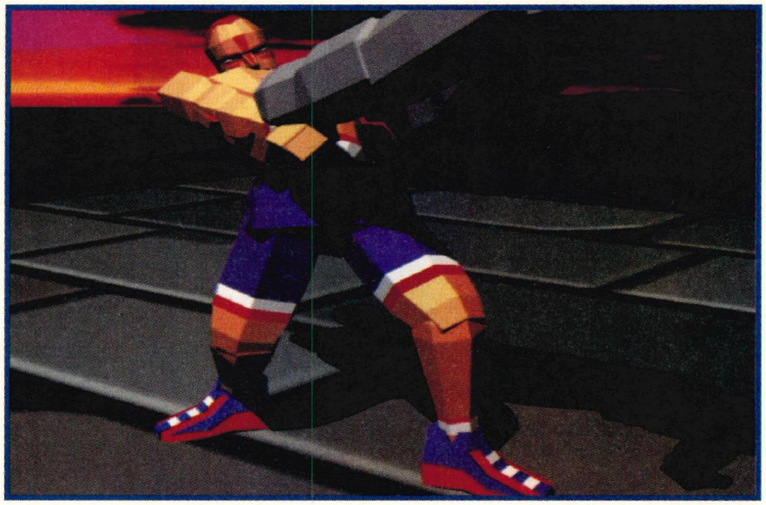
A quite uncharacteristic kick aim right at the family jewels (24 points damage).

B B P

A 50 point mega grab and chuck affair. Impressive to behold.

↓ →↓→ P + K

A 100 point throw! Admittedly difficult to perform, but super-damaging.



← P

A 22 point spinning back knuckle technique.

← P K

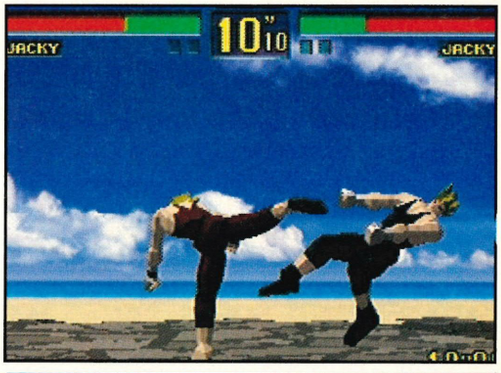
A spinning knuckle followed by a roundhouse kick. Quite damaging, inflicting 50 points in all.

→ → P

At close range, this unleashes 20 point damage.

↖ K

The 50 point backflip attack, shared with Kage, Pai, Sarah and Lau.



P P K

A very short, very simple attack: 12, 12, then 30 points of damage.

JACKY

The most popular choice of character in Virtua Fighter, Jacky is easy to master and quite powerful in the right hands. Basically, his moves make him a mixture of Pai, Kage and Sarah. However, his ferocious attacking style can be easily blocked by later computer opponents.

→ P

A simple elbow attack hitting for 20 points of damage.

K K

Jacky's trademark double roundhouse. Two 30 point hits.

← P P

A double spinning knuckle attack - 22 points damage per hit.

K + G

A spinning roundhouse accompanied by a great swooping noise. Expect between 20 to 50 points of damage.

→ → K

A high kick inflicting 30 damage.

← P ↓ K

A very decent spinning knuckle roundhouse combination. 22 points damage for the first hit and up to 30 for the second.

LAU

A character who really does need to be controlled by someone who has mastered the art of blocking. Do this and you can block CPU and human player attacks and respond with an incredibly devastating combination attack. Lau is a very nasty, ruthless character.

K+G

The basic spinning roundhouse inflicting between 20 and 45 points of damage.

P P P + K

Lau's most impressive combo - raining in those blows. 10,12,14 and then 50 points of damage!

← → P

Devastating backbreaker throw - a massive 80 points o' damage for this one.

↘ P

Simple uppercut causing 20 points in damage terms.

↖ K

The obligatory backflip causing 40 points of damage.

→ P

A simple elbow attack (20 damage).Can be stringed into combos.

← P

Yet another throw, inflicting 60 points of damage.

P P K

A couple of punches followed by a little round-house effort. 10, 12 and then 30 points of damage.

P P P ↖ K

A flurry of jabs followed by a back-flip. 10, 12, 14 and 40 points of consecutive damage.

PAI

Being Lau's daughter, you can expect her to share many techniques with Lau - and this is true, although she trades up some of her power for superior speed. She's also the most defensive character in the game and using various throws and blocks she can turn an opponent's attack to her own advantage.

K + G

A devastating spinning roundhouse that drains between 20 and 40 points.

P P P K

A few punches followed by a satisfying kick. 8, 10, 12 and 50 points in terms of damage.

→ ↓ P

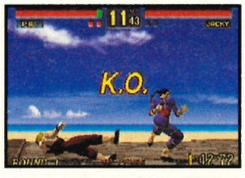
A superb-looking throw that inflicts 40 points.

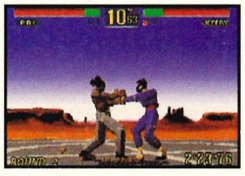
← → P

An impressive-looking charge offensive inflicting 60 points of damage.

P P P ↓ K

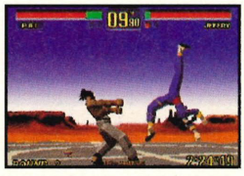
More punches then a low spinning roundhouse. Damage? 8, 10, 12 and then 40 points.





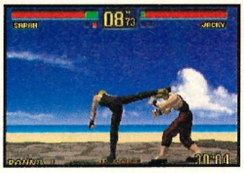
P P P ↖ K

Yet more punches followed up with a backflip. If you do it properly, expect damage of 8, 10, 12 and then 40 points.



→ → P + K

A charging punch and kick combo. A total of 65 points of damage if you execute this one correctly.



↘ K

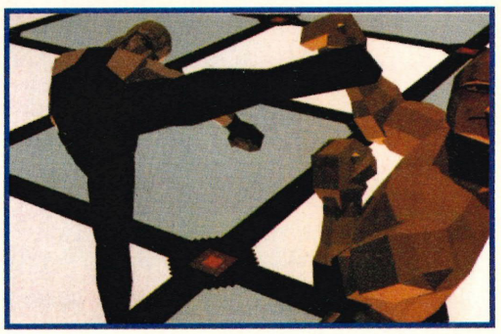
The illusion kick. Hits twice for a total of 30 points of damage.

P P P K

The easiest Sarah combo to master. 40 points of damage in all.

↓ → K

Rising knee attack. Quite simple to execute - 40 points of damage.



→ → P

50 points of damage for this devastating clothes line throw.

↖ K

The usual 50 point backflip attack. Very useful indeed.

→ → K

Sarah's flying knee attack. Easy to perform and pretty damaging at 30 points.

P P P ← K

An absolutely incredible combination attack that's really easy to learn. 8, 10,12 and then 50 points of damage!

SARAH

Sarah is the sister of Jacky and uses a very similar attacking style. However, her combat emphasis is based more on devastating combination attacks. Her illusion kick can be particularly devastating, landing three hits and leaving them open to a ground attack.

P P K

An easy combo to perform. 8, 10 then 30 points of damage.

P P → K

A couple of punches followed by a flying kick at close range. 8, 10, 10 and 30 damage!

↖ ↖ K

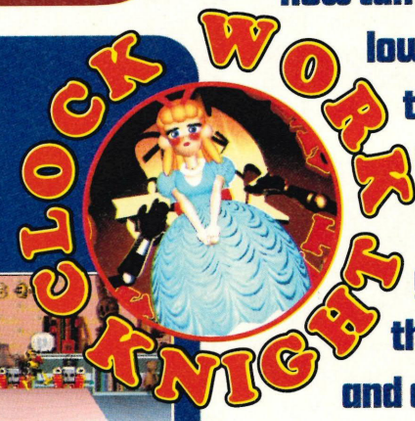
A backflip (with no kick) followed by its kick-related brethren. 40 damage IF you hit.

↖ K

The ubiquitous backflip, although only causing 40 points of damage.

KNIGHT OF THE LIVING TOYS

Well, Sega certainly set the pace for the Saturn with the release of Virtua Fighter. There's no doubt about it, it's the finest console game ever seen. But how can they hope to follow it up? Where do they go now? Grief, it's enough to make you give up and go back to good old-fashioned toys. And in fact, that's exactly what Sega have gone and done, in a way. You see, toys are the theme of Clockwork Knight, the latest Saturn game to be released in Japan. Lord of the wooden tops, TOM GUISE, lifts the lid on the toybox.



LEVEL 1: BETSY'S ROOM

So Pepperouchau's quest to rescue Chelsea begins. But first he's got to get across the massive expanse of the nursery. To make things harder, the evil toys have ganged together and Peppy has to face the likes of wind-up robots, pop-up clowns and malicious alarm clocks.

As soon as Peppy nears these doll's houses, they topple over. Running underneath is one way to escape. On the other hand, he can use them as bridges to climb over gaps in the tables. This is a superb demonstration of the 3D texture-mapping in Clockwork Knight.

By using his key, Pepperouchau can unlock these boxes and use them as entrances to other areas of each level.

When these model kits fall off the shelf, they can be used as a step to reach higher shelves. Running underneath them though, leads to hidden sections of the level.

Jumping onto the screen, this strange doll uses its huge hat as a battering ram. The only way to beat it is to knock its head off, but watch out, because it starts rolling across the floor.

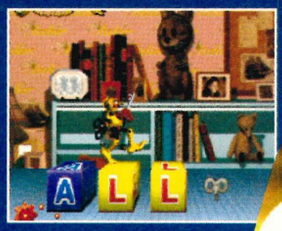
All aboard for Toytown! No need to push, folks, there's plenty of room for everyone. Weebles up the front, clothes-peg people on the left. Ah, Mrs Ruckspin, you'll find your husband and the little teds upstairs. Hang on a second, what are you fellas? Conkers? Hmm, I'm not sure you're toys. More like berries or something. Sorry boys, I can't let you on. You see, this isn't your regular toytown delivery, heck no. These might look like ordinary toys, but take a closer look and you'll notice something odd - *they've all got cone-heads!* That's right folks, these toys are from Saturn. They're the 'Next Level', buster! Things aren't the same on the 'Next Level'.

Even the platform games are different, as these toys are about to find out, because they're heading for the Saturn's first platform game. Okay, it's time for the Toyland Express to depart. Horse chestnuts off the bus. We're away! Parp! Parp! ➳

THE PLOT

Searching the nursery can lead Peppy to all sorts of places. He can even clamber along mobiles hanging from the ceiling.

Some of the enemies in the game are ingenious. These toy frogs are powered by little air sacks.



Look, it's a picture Betsy on the shelf.

The puzzle-solving in Clockwork Knight is ridiculously easy. As the picture on this battery explains, you've got to push it.

This powers up a switch, which when pressed...

...operates the crane, lifting Peppy across the room.

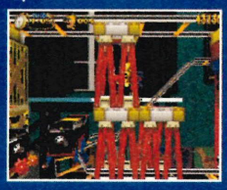
LEVEL 2: KEVIN'S ROOM

Having reached the clock, Pepperouchau finds that his sweetheart has been taken through an air vent in the wall, leading to the rest of the house! Following the trail, he heads into another bedroom.

Activate this Bowling Monkey toy and it throws a ball.

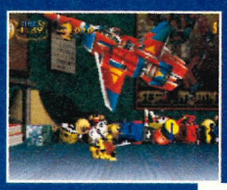
Knocking down all the skittles blocking your path. Strike!

The latter half of Kevin's room sees Peppy riding around on a train set. Knock the gates open or the train starts to roll backwards

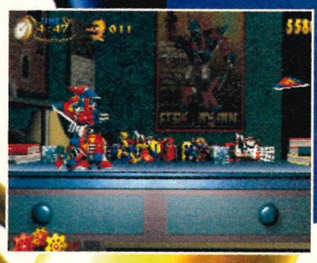


That train in the distance eventually trundles into the foreground, allowing Peppy to jump aboard.

Watch out Peppy, these helicopters could knock you off the train, splattering your clockwork innards on the floor below.



Standing atop Kevin's desk, Peppy is confronted by a huge transformer. Flying in from the distance, it turns into a robot and attempts to bash our clockwork hero.



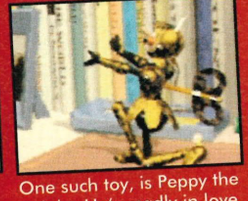
When the boss flies into the distance, the screen pans back to reveal the whole desk. Amazingly, even the far wall scales backwards. This is a good opportunity to scan the desk for any power-ups.

It is nightime and all is quiet in the nursery.

Suddenly the clock on the wall starts to chime. It's midnight!

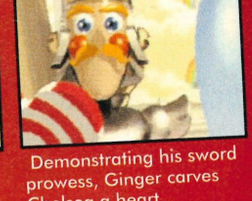
From inside the clock bursts a singing doll. Her name is Chelsea.

As Chelsea sings, so all the toys come to life, dancing and singing.



One such toy, is Peppy the Knight. He's madly in love with Chelsea.

But he has a rival to her affections – Ginger the Knight.



Demonstrating his sword prowess, Ginger carves Chelsea a heart.

STOP THE CLOCK!

It was early last year, at the Consumer Electronics Show in Chicago, that Sega first revealed work-in-progress footage of their forthcoming Saturn games. Easily the most exciting of the lot was Virtua Fighter. However among the other games displayed, was a rather curious-looking one known only as 'Action Game'. Centering around the antics of a toy soldier, it basically seemed to be a platform game, but with incredible looking, interactive backdrops. As it turns out, the footage shown then was nothing more than a Silicon Graphics-generated demo, but over the past year, Sega have stripped the game down and reprogrammed it on the Saturn.
The result is Clockwork Knight.

TOUGH AS ACTION MAN!

The Clockwork Knight in question is a tiny wind-up toy known as Pepperouchau and the game centers around his adventures in a giant house. You see, his sweeheart, a musical toy called Chelsea, has been kidnapped and only by exploring the rooms of the house, battling against evil household objects on the way, can he hope to rescue her.
It all sounds like familiar platform territory and indeed, it does play like a traditional platform game. Little Peppy can run, jump and attack enemies with his little clockwork key sword. There are power-ups to collect, secret rooms to discover and a big boss at the end of each level. However, Sega have used the power of the Saturn to turn the ordinary into the extraordinary. What really sets Clockwork Knight apart from any platformer you've seen before, are its fantastic graphics.

ATTRACTIVE AS BARBIE!

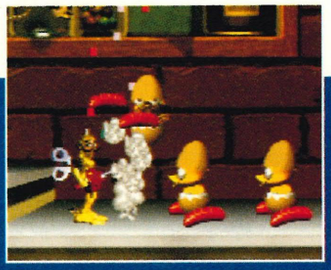
From the screenshots, it should be quite clear how amazing the sprites are. Pre-rendered on a Silicon Graphics workstation, they look superb and animate incredibly smoothly. What you can't apreciate though, is the 3D scenery. Everything, whether in the foreground or the backdrop, be it a building block, a book or even a shelf, has been three-dimensionally created using texture-mapped polygons. Walk past an object or jump above it and you can see the other sides of it. The resulting feeling of depth is unbelievable.
What's more, this scenery isn't just for decoration, it's actually part of the game. Enemies leap in from the distance, boxes fall off shelves into Peppy's path and books slide out from the wall to squash the little knight. It's all the more amazing, when you consider that some of the objects toppling out of the background are as tall as the screen!

WELCOME TO THE NEXT PLATFORM!

Of course, what matters is how well it all plays. Thankfully, Clockwork Knight comes up trumps in the playability department. There's nothing innovative about the gameplay, but the responsive controls and neatly-crafted levels make it all very entertaining.
Clockwork Knight isn't without its faults though. Four levels and an excess of lives make the game way too easy. In the rush to make Clockwork Knight one of the first Saturn releases, only *half* of the game was completed in time, with the next four levels set to follow as a sequel. When the Saturn is released over here, Sega say they intend to increase the game's difficulty. Hopefully, they'll put both halves of the game together too. Nonetheless though, Clockwork Knight is certainly an impressive product. Not up there with Virtua Fighter, but certainly a clear demonstration of the Saturn's capabilities. Combining traditonal gameplay with state-of-the-art graphics, Sega have definitely taken platform games to the next level.

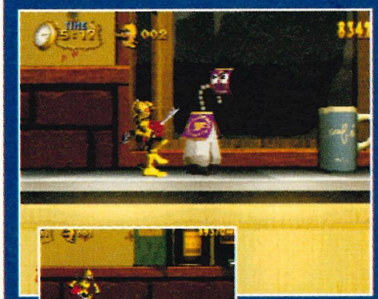
LEVEL 3: THE KITCHEN

Pepperouchau's search of the bedrooms proves fruitless, so he heads downstairs to the kitchen. Now however, it's not just evil toys he's up against, but magically animated food too!



These little villains are made out eggs, with little chipolata sausages for legs. How bizarre!

The toughest part of the kitchen is a hairy journey across the sink. Evil nasties in the background operate the taps, trying to catch Peppy in the flow.



Give the soap bar a push and then leap on it to sledge safely over the gas flames.

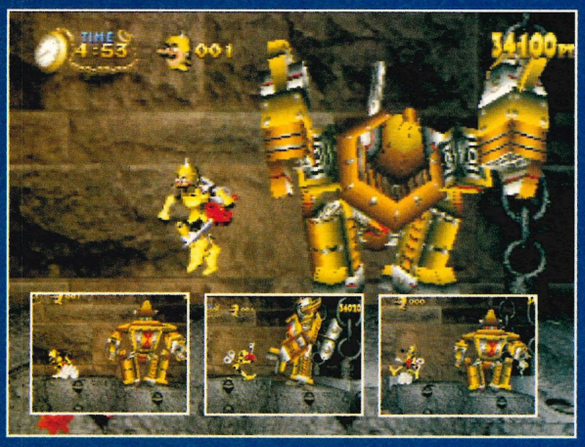
Peppy can use the kitchen scales as a springboard to higher shelves.

Not to be outdone, Peppy tries to match Ginger's skill.

LEVEL 4: THE ATTIC

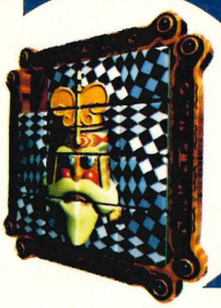
After bumping into some friendly toys, Pepperouchau is told that Chelsea ws seen in the attic. So that's where he heads, for the final level of the game.

Run Peppy or the lowering roof will crush you flat!

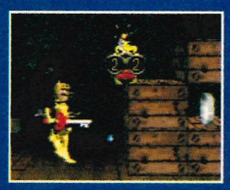


BOSS 4
The final boss is yet another robot toy. However, this one just leaps up and down. Eventually, it breaks the floor sending itself and Peppy hurtling to the floor, where our Clockwork hero has to pick up the boss' head from the disassembled remains and use it as a weapon.

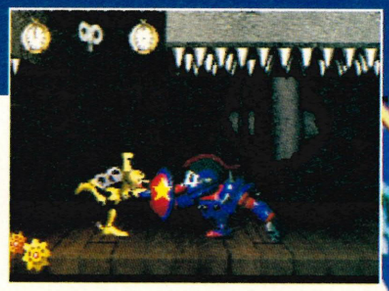
Anyone who's played Revenge of Shinobi on the Megadrive, should find the final section of the attic familiar. Similar to the maze cellar from that game, Peppy has to use box entrances to find his way out.

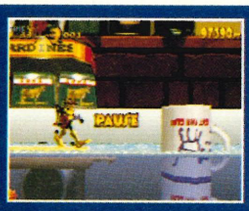


The texture-mapping on these walls is superb. Just another demonstration of the Saturn's ability to succesfully handle Daytona USA.

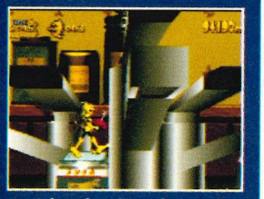


These strange bangers in shades detonate when Peppy gets too close to them. He can however, use that to his advantage, blowing pathways to bonus items.



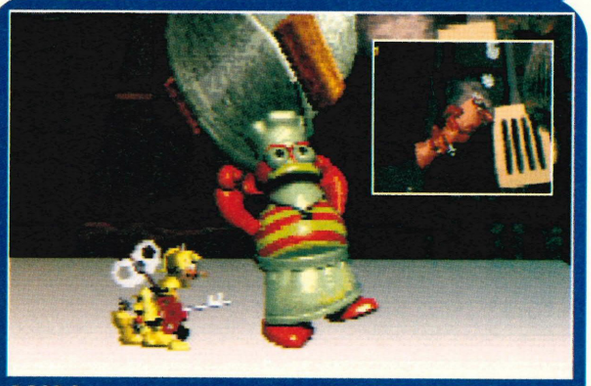


If our clockwork hero hits the water, it can be very damaging. However..



By clambering through overflow pipes, Peppy can sneak up behind the tap-operating fiends...

...foiling their plans and draining the sink!



BOSS 3
This hideous inflatable fish appears, using a huge saucepan as its weapon. Aiming for its vulnerable feet though, topples it over, allowing Peppy to eventually puncture the toy, sending it flying all over the screen.

...t he spoons it up, ...nding in a heap on ...e floor.

All the toys, including Peppy's dad, look sadly at him.

Suddenly, the lights go out! Peppy and Ginger find a torch.

Gasp! Chelsea has gone!

The two heroes set out to find her. May the best toy win!

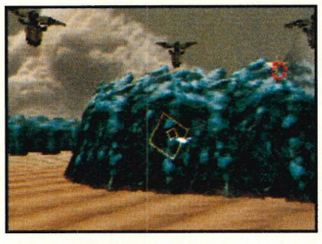
But what's this? Ugly toys laughing in the corner? Something is afoot!

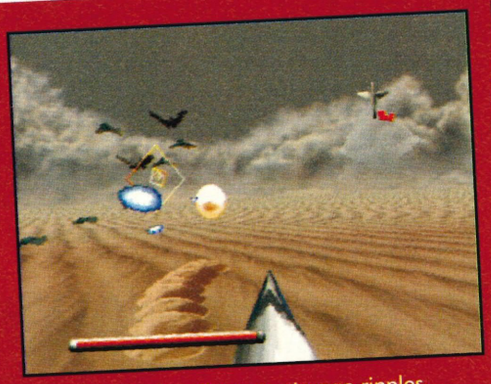
PANZER DRAGOON

Over the past few months we've been filtering screen-shots of this stunning Saturn shoot 'em up to you. However, considering we've actually played a 25% complete version of the game, we decided it was only fair to show you more, a lot more. Especially since it's on course to be one the most incredible-looking Saturn games of all. So here, for your delectation, is a run-down of the first two levels.

LEVEL ONE

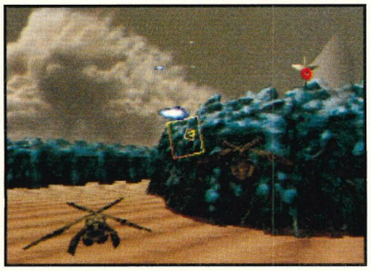
Starting out in a desert, the first level pits our dragon-rider against a host of airborn nasties, such as giant flies that attack from every angle. Later on, our hero has to face a giant sand-worm that blasts from the desert surface.





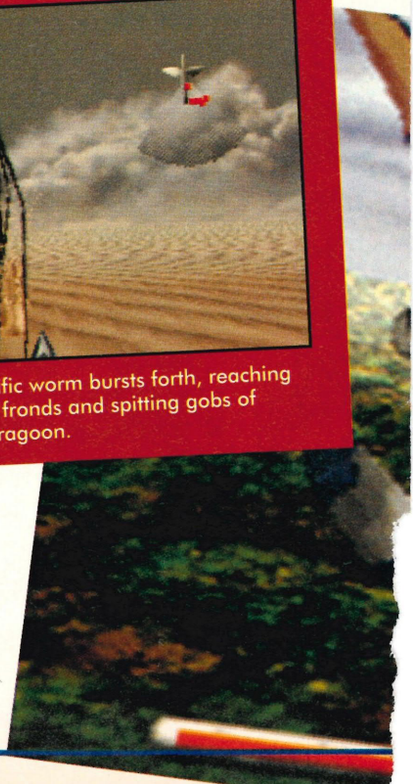
Starting off in the distance, strange ripples appear in the sand, moving towards the dragon.

Suddenly this horrific worm bursts forth, reaching out with its mouth fronds and spitting gobs of blood at Panzer Dragoon.



Halfway through the level, our hero has to enter a tunnel carved through the inside of a mountain. In the version we played, these caverns were filled with burrowing beetles that burst from the ground and rushed around in swarms.

Amazing as this section is, Sega of Japan decided that it could be even better and have redesigned this section of the game! As such, we can't show you inside the cave, but trust us, as soon as it's been completed you'll get a look at it.



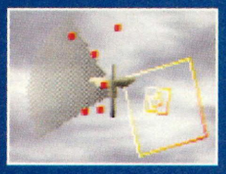
LEVEL TWO

Amazing as level one is, it pales in comparison to the second level. Flying over a forest, our hero has to battle a bizarre mixture of giant flying boats and futuristic-looking aircraft, before facing what has to be the most incredible end-of-level boss ever seen.

These ships appear behind Panzer Dragoon, before sweeping past and attacking him.

A DRAGON'S EYE VIEW

What makes Panzer Dragoon so amazing to play, is the fact that it's a true 3D shoot 'em up in which you have to deal with enemies attacking you from every direction. Using the LEFT and RIGHT buttons on the top of the joypad, you can switch between four different views around the dragon. It takes a bit of time to get your head around the fact that you can actually follow an enemy when it's to the side or behind you.



This radar show you which angle baddies are attacking you from, giving you the chance to face them...

whether they be in front of you...

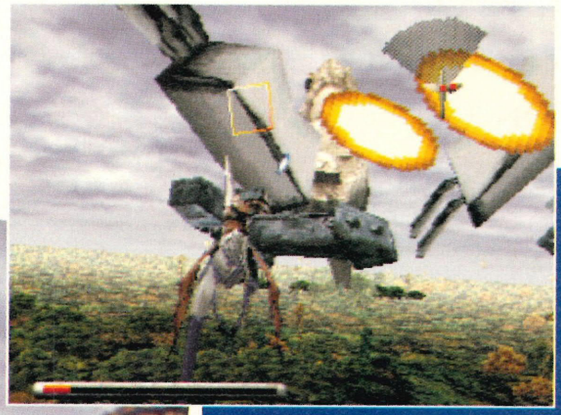
to the left...

to the right...

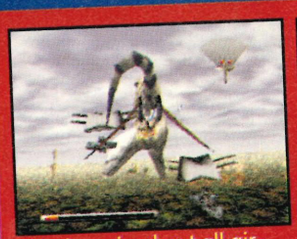
... or even directly behind you.

▲ As each level starts, Panzer Dragoon swoops in and the screen pans around to follow him.

The texture-mapping in Panzer Dragoon is totally awesome and really shows what the Saturn is capable of. Just look at the sides of these ships. Once you see all this moving, it leaves you with little doubt that the Saturn can more than adequately handle a near-perfect conversion of Daytona USA.



When you have to deal with enemies that fly in and out of the horizon, a conventional gunsight just isn't enough. Which is why Panzer Dragoon uses a unique 3D sight. Made up of a series of squares that scale into the distance, it allows you to gauge where an enemy is accurately.



Having wiped out all airborne enemies, a strange humming noise fills the air and two ships soar overhead, flying towards something on the horizon.

As our hero gets closer, this something turns out to be a giant rock monster that resembles a fish. In comparison with the dragon, this creature is literally the size of a mountain.

Stomping across the forest canopy, the fish boss spins around to reveal what looks like a ship's cabin protruding from its back, before unleashing a hail of deadly firepower.

DAYTONA USA

Anticipation for the Saturn version of Daytona USA is reaching a fever pitch in Japan at the moment. Players have been impressed by Playstation Ridge Racer, but crack coders AM2 are confident that Daytona will beat it hands down.

● The level of graphical detail is going be important - but gameplay is the first priority for AM2.

New screenshots of the game have just been released and lead programmer, Mister Okayasu spoke to the Japanese magazine, Beep! Megadrive, about his work. "As you can see, the beginner's course is pretty well ready and we hope to complete it before the middle of December. Once the beginner's course is completed, we only need to modify it for the other courses."

Mister Okayasu describes Playstation Ridge Racer as "well-made" and continues, "When our Daytona USA team members saw it, they said 'We were relieved to see that they had the same problems as us'. This probably means that the specifications [of the games] are similar. But ours will be released later and I can assure you that it will definitely have a superior engine." And besides, Daytona USA is a far superior coin-op to convert.

The arcade machine runs at sixty frames a second, does the Saturn game? "We aim to use high-speed processing to approach this [speed] but there are difficulties. We have texturised the roads in the actual races and a lot of the screen itself is displayed with polygons, which are hard to process."

The difficulty for AM2 is in getting the balance between speed and detail just right - the more detail, the less speed.

A special driving yoke is being prepared for the Saturn, and it's an analogue controller - this means that the peripheral detects how far you're turning the wheel and replicates it with your on-screen motor, which should make Daytona even more realistic.

This is going to be a crucial Saturn game and we'll be first in line for more detailed coverage closer to its Japanese release.

VICTORY GOAL

● Victory Goal is yet another fine example of the Sega Saturn's incredible texture-mapping capabilities. The smoothness is frankly superb.

This is the very first Saturn sports simulation, and although it has been shown to the Japanese press, the game is still pretty early in development.

And what is quite curious is that Victory Goal is likely to change significantly should it become an official European Saturn release. First of all, the Japanese incarnation of the game is an official J-League product, which is great for Japanese soccer fans, but a bit mystifying for us Brits (expect European teams instead). Also, there is some doubt as to whether the game will be called Victory Goal over here.

Still, the game looks pretty impressive, bearing some similarities to EA's 3DO FIFA Soccer, with a fully rendered, texture-mapped 3D soccer pitch. However, the game is lot more detailed and has a far superior frame update to EA's superlative soccer sim. The sheer speed and fluid nature of the graphics is enough to easily silence those who have poured scorn on the Saturn's 3D and texture mapping capabilities.

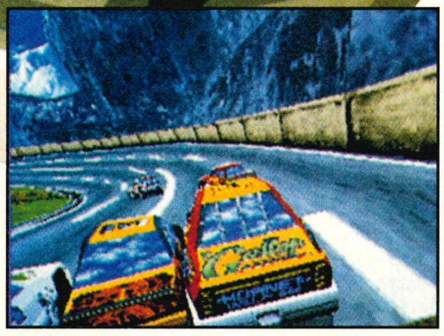
At this stage in development, it's pretty clear that the look of the game is near complete, and Sega are now concentrating on getting the play mechanics of the game just right.

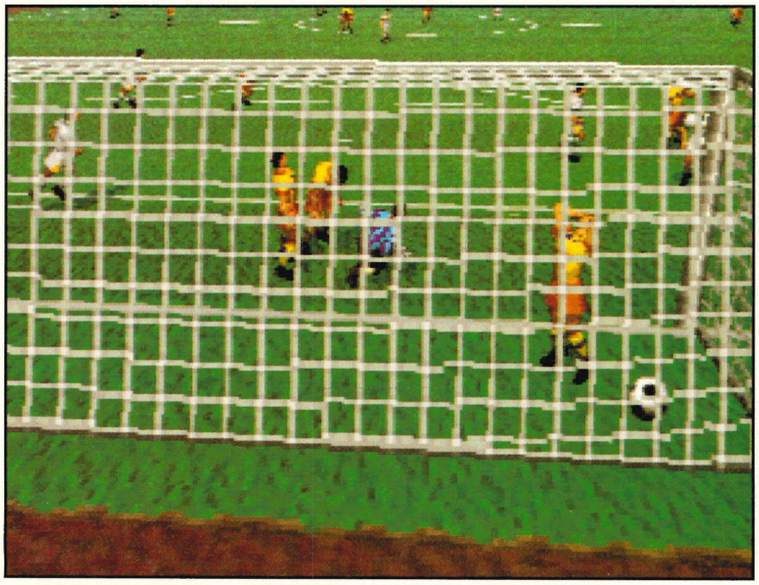
In our view, the old Megadrive J-League title (that never got an official release over here) was easily up there with the Sensis and FIFAs of this world, so if Victory Goal's coders can combine these superb graphics with gameplay of that level, we could be in for something of a treat...

▲ Yeah, how about some shots from reasonable angles, Sega?

GENESIS OF DAYTONA

The screenshots on this page are from two different versions of Daytona USA - the older version is significantly blockier and has no trees and very little texture mapping. The newer game is a lot closer to the coin-op, bearing an uncanny resemblance at this early stage to a preproduction version of the arcade game we saw the ATEI show last February. It's a lot more colourful, has more textures and has a greater level of definition. Look, it's going to incredible, all right?





▲ The range of replay angles in Victory Goal is unmatched.

▲ Panning around the on-pitch action is simplicity itself in Victory Goal.

MYST

This CD-ROM game was an incredibly successful title when it was released on PC - it was released to universal acclaim and did incredibly well. And now, thanks to Sunsoft, Japanese gamers can check Myst out on Saturn.

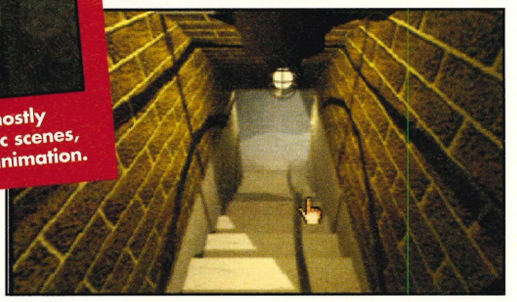
As an actual game, there's nothing big or clever about Myst - it's not really using the Saturn's capabilities for anything other than displaying high-quality visuals. The adventure basically involved using a pointer to investigate the on-screen graphics, moving about a spectacular-looking landscape, investigating items, manipulating objects and so forth.

As adventures go, it's a pretty, if unexciting product and there's nothing here that really puts the Saturn game above the PC original. It has not been decided if Myst will be officially released over here when the Saturn comes out, and import owners aren't likely to see it either - since all the text is in Japanese, the import companies are unlikely to bring the game over from Japan.

▲ The basic idea behind Myst, is that you're stuck on a mysterious island.

▲ By clicking in different directions you can move from location to location.

▲ The game is mostly made up of static scenes, with very little animation.



▲ They may not be moving, but the computer-generated scenes in Myst are very impressive.

▲ When you're near an object, you can move in closer and investigate.

▲ Although they aren't animated, each scene in Myst is beatifully drawn.

▲ It may be identical to the PC version, but sadly, it's all in Japanese.

▲ See that door? Well, you can go through that and explore the cyber-realms of Myst island. Exciting stuff, huh?

▲ This here, is one of your giddy labyrinths.

▲ And this is the map your adventurous ball has to get cross it all.

▲ Through use of the D-pad you can tilt the giddy labyrinth.

▲ Pressing Up and Down allows you to zoom in and out.

▲ There he is. There's your adventurous ball.

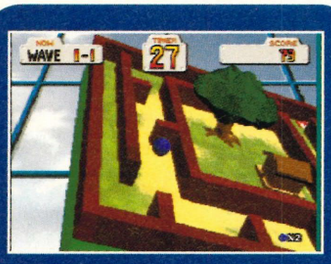
▲ Reaching the goal, that's the aim of the game.

TAMA

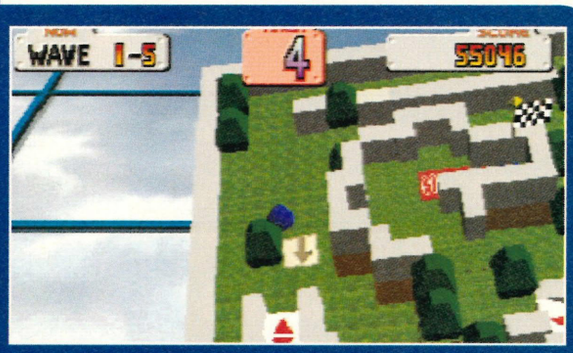
ADVENTUROUS BALL IN GIDDY LABYRINTH

Saturn players in Japan must have been pretty upset when they first bought their machines. Virtua Fighter may be one of the most incredible games ever seen on a home machine, but the other Saturn games released at that time were nothing short of dire.

TAMA



▲ Although the 3D graphics look impressive and move smoothly, there's nothing here that the Megadrive-32X couldn't have a good shot at doing.



One such title is Time Warner Interactive's Tama - a 3D puzzle game that involves twisting a maze about and using the laws of gravity to propel the spherical item to the exit. It could have been a nice little game in theory - but unfortunately the game suffers from a number of faults - the biggest being that it's just too easy. Completing Tama in a day isn't exactly a taxing task if the truth be known. But the real problem with the game is the concept itself - it's not the sort of game you'd want to play on a machine that costs such a lot of money to buy. It's a savage comedown after playing Virtua Fighter, Clockwork Knight and Panzer Dragoon. Being a third party title, we aren't sure about Time Warner's plans for Tama. However, we'd be surprised to see the game appear in British shops when the Saturn is officially released.

▲ Here's the intro to Tama. Let's just remember, it's a game about a ball.

▲ Not that balls can't be the heroes of stories. Hell, no. Why, here's little Tama.

▲ Another day in Sphere Town and our adventurous little ball is out of his kennel.

▲ Bored with life, he looks like he's going back in it. What can it all be about?

START FILE

TIPS

Yo, pizza dudes. Ederick Lomas, freaking games head,

here. I've been asked to update my somewhat arcane image to fit in with the youth of today. Pah! Fools! What knowethest the lowly child about the soul-sucking abyss that is the Supermarket Sweep of Gaming Insight? A supermarket of which I *AM* Dale Winton! Anyway, rude boys, even I have to pay the rent – although I pay not in earthly Bison dollars, but in desecrated and defiled Pele cartridges! Ahahahaaaa! Ahem, what I meant to say was that if you have any tips you can win big bucks by winging them over to us ker-azy guys at HEY! HI THERE, MAN! TIPS, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Now go, I must vomit.

PROBOTECTOR

To give your character masses of weapons, try this exclusive cheat. Pause the game and press: Up, Up, Down, Down, A, Up, Up, Down, Down, B, Up, Up, Down, Down, C.

ECCO 2: THE TIDES OF TIME

Pause the game when Ecco is facing out of the screen (in mid-turn) and press: A, B, C, B, C, A, C, A, B. A cheat screen will show itself, including a level select.

MEGA TURRICAN

This has just been released officially and here are loads of cheats for it. Enter the cheats when the game is paused.
To go back one level - Right, Left, Down, Right, A, Start.
To reverse your controls - Up, Up, Down, Down, Left, Right, Left, Right, A, B, Start.
Skip to next level - Right, Left, Down, Right, B, Start.
Infinite energy - A, A, A, B, B, B, A, A, A, Start.

Here is how to find the secret level. On the first stage, collect every diamond and make sure that your score ends in "00". Find the lift that takes you downwards and ride on it without killing anything so as to keep your score ending with "00". At the bottom of the lift, go to the right to get the power-up full secret stage.

MICRO MACHINES 2

For a pretty nippy start, press and hold your accelerator from the second beep at the start of a race. This will stop you skidding and therefore help you get a fast lap time.

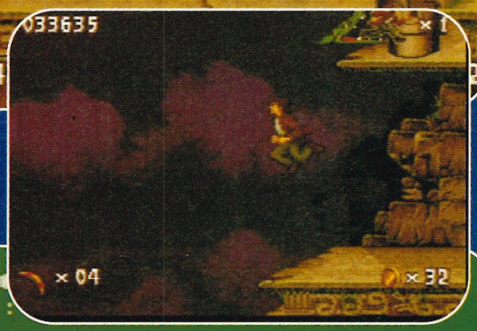
SEGA DRIVE

SYLVESTER AND TWEETY

Enter all of these cheats on the "Stage Prop" screen.
Extra Time - Up, A, B, C, C, A, Up, C, C, C, Up
Extra Points - C, C, C, C, B, C, A, A, C, B, A
Extra Energy - A, A, A, B, B, A, B, C
Extra Continues - Right, Left, A, A, B, Up, C, A, B, B, C
Invincibility - B, B, Up, A, Left, Right, Down, Right, B, B, C
See End Credits - Down, Right, A, B, B, B, C, C, B, A, A
Skip "Mayhem Express" - On the "Mayhem Express" level press: C, C, B, C, A, B, C, A, B, C, Down and you will move on a level.
Skip to "Shrunken Lab" - A, A, A, C, B, A, C, Left, Up, Up, Up
Skip to "Hyde and Shriek" - A, A, A, B, B, B, A

PITFALL: THE MAYAN ADVENTURE

To find the secret Activision game "Pitfall Harry", work your way through the game to level four- The Lost City of Copan. From the start, run right until you see a big gargoyle poking it's tongue out. Jump on his tongue, bounce on the tongue of the next gargoyle and then go up on a few platforms until you reach a platform with a guy throwing axes. Get rid of him and the snakes and run and jump off to the left. You should land on a ledge with a blocky scorpion on it. Go through the door, jump into the wall on the left and bounce right into the room with a portal to the secret (and rubbish) level.

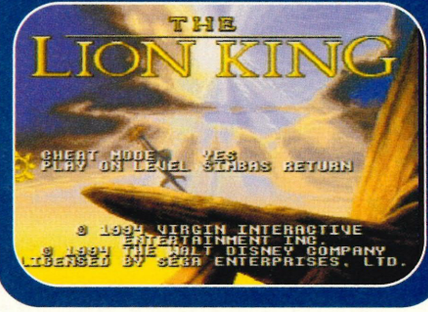


DYNAMITE HEADDY

It seems that Tom's cheat in issue 11 didn't work on the finished version of the game but this one should. On the title screen press Start to bring up "Game Start" and press: C, A, Left, Right, B and you will hear a noise. Press Start again to make the level select appear.
Also, if you press C, A, Left, Right, B as before whilst highlighting "Options" instead of "Start" you can see the animation of the game by pressing left or right to cycle through them all or you can hold A and press left or right to change the current head.

THE LION KING

For a level select, go to the options screen and press: Right, A, A, B, Start.

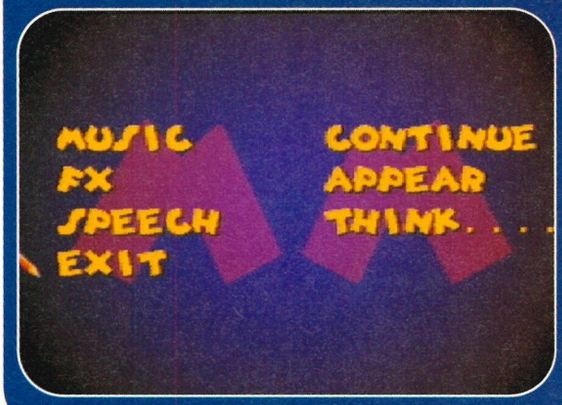


MEGA DRIVE

TIPS

MICKEY MANIA

For a level select, go to the options screen, select sound test and set the sound tests up as follows:
Music=Continue, FX=Appear, Speech=Think....Now highlight "Exit" and hold left on controller one for around five seconds. A noise will tell you that you got it right and when you choose to start the game a level select will appear.
For a secret level on both the Megadrive and Mega-CD versions of the game, work through to the third stage of the "Mickey and the Beanstalk" level. From the start go up and right past the butterflies (without killing them) and at the top of the steps bounce on the back of the beetle as it sticks it's back up. Use the jump button to bounce higher and hit the switch on the wall. Now go back left and bounce on the backs of the butterflies to reach a platform on the left. You will find some energy, a life and a big "?". Touch the "?" to warp to "1935 - The Band Concert".



BUBSY 2

Add these cheats to the single cheat of last issue. Press the button combination on the title screen.
For 50 Lives - B, Up, B, B, A
For 99 Diving Suits - B, Left, Up, B
For 99 Holes - Right, Up, B, B
For 99 Bombs - C, C, C, Up, Down, C
For Half Gravity - Up, C, C, C, Down
For All Levels Completed - Up, A, A, A, Down
For Invincibility - C, A, B, C, Up, Down
For Rubber Walls (Hold jump to stop) - B, A, B, C

THE JUNGLE BOOK

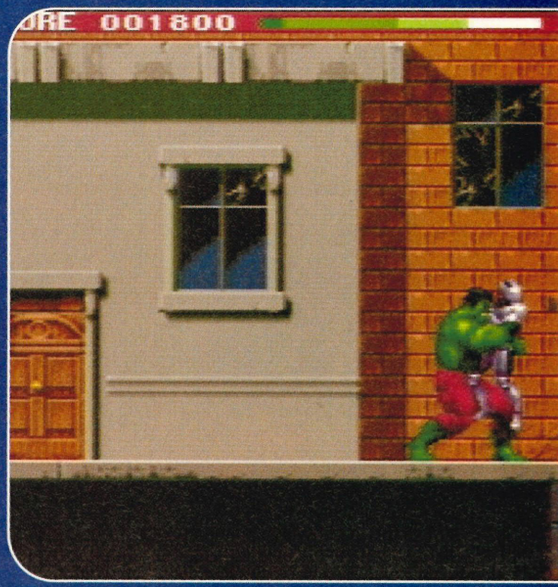
Here are hopefully the last four cheats for "The Jungle Book" from Christopher Jordan in Perrivale.
To skip to Baloo - Pause and press: B, A, Left, Up, Up
To skip to Kaa - Pause and press: C, A, A, B, C, A, A
To skip to King Louie - Pause and press: Left, Up, A, Left, Up, A
To skip to the Witch Doctor boss: Right, A, Down, B, A, Down

RINGS OF POWER

This is an old game but this cheat has only just come to our attention. It is X-Rated so if you are of a nervous disposition, don't read on. Before turning the machine on, hold Down / Right on controller 2 and then hold A, B, C and Start on controller 2 as well. Keep them held and turn the machine on. After holding the buttons for a while a dog and then a rude picture will appear. Oooh!

THE INCREDIBLE HULK

When you become "Hulk Out" there are a few new and secret moves that you can perform.
Pile Driver - Grab enemy and press A and B
Stomp - Press Down at the top of a jump
Shoulder Charge - Forwards, Forwards, C, Forwards
Thanks to "the annoying little spud Alex Roscow" from Grain.



MEGA-CD

BRUTAL

If you want to be able to play as Karate Croc press: Up, Down, A, B, C, C, B, A, Down, Up on the title screen.
If you want to play as Dahli Llama press: C, A, B, A, Left, A on the title screen.

THE TERMINATOR

On the screen with "Start Game" and "Options" on it hold Right on controller one and press: B, C, B, B and then release Right. The cursor arrow will turn into a square if it worked. Press Start to bring up the handy cheat screen.

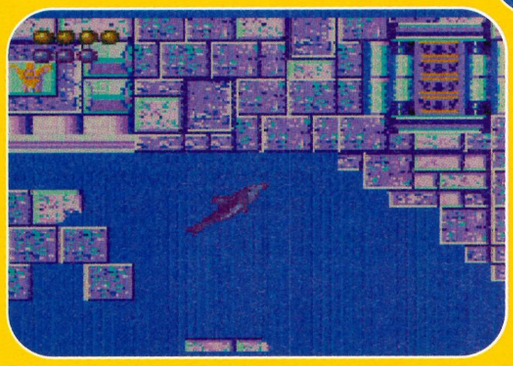
MICKEY MANIA

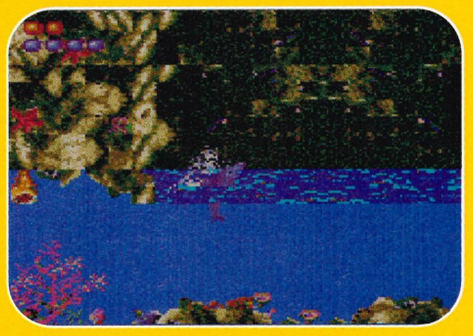
As with the Megadrive level select, go to the sound test via. the options screen and set up the sounds slightly differently, thus: Music=Continue, FX=Appear, Speech=Take That. Highlight "Exit" and hold left on controller one for five seconds until the cheat screen appears.

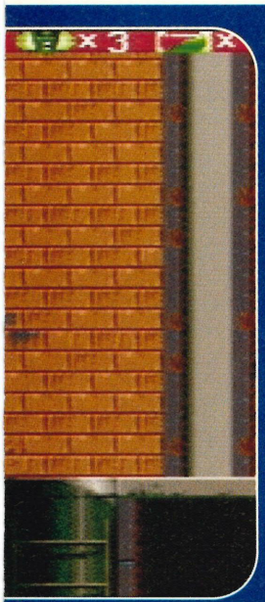
GAME GEAR

ECCO: THE DOLPHIN

When playing, bring up the map screen and press: Right, 1, 2, 1, 2, Down, 2, Up to make the cheat screen appear where you can select your level among other things.







DOOM:

THE ULTIMATE PLAYERS GUIDE

PART TWO

Welcome to part two of the SEGA MAGAZINE ultimate guide to Megadrive 32X Doom. Last month, we covered the entire range of Doom weaponry, along with secret passages and weapons caches that set you up for the first half of the game. This month, we take a look at secret areas in the second half of Doom along with a detailed analysis of the creatures that populate the Doom world.

KNOW YOUR ENEMY

There's an art to dispatching the many different mutant ghouls found in Doom. Of course, if you want, you can just point your gun and blast, but Doom is a game of strategy - and knowing the limits of your opponents allows you to get the most out of your ammo.

MARINE PRIVATES

Ooh, that's a bit rude isn't it? Any way, these guys are the weedy types who populate the earlier levels in quite large quantities. There's no real strategy required to take on these guys. They fall with just one shell from any weapon - apart from the pistol and chaingun. You'll need two bullets to get rid of them. These denizens of Doom are really just cannon fodder... or anything fodder really.

MARINE SERGEANTS

Also known as Shotgun Guys, these marines can be quite deadly - especially if you take one on in close range combat. Owing to the fact that they carry shotguns, they pack quite a punch. What's more, they're often teamed up with imps and privates. In these cases, it's important that you take out the sergeants first - privates' firepower is pretty weedy and you can dodge imp fireballs easily, but avoiding shotgun shells is very difficult indeed. One shell is enough to kill off a sergeant, although pistols and chainguns require three direct hits. If you use plasma guns, two hits are required. However, the most efficient way to kill a marine sergeant is to rely on the trusty shotgun.

IMP

These brown creatures are the first real opposition you come up against in Doom. They have a terrible close range bite that can inflict plenty of damage, so it's best to take them on in mid-range combat, where one shotgun shell is enough to send them back from whence they came. This also gives you room to sidestep around the imp's fireball-chucking activities. Imps often attack in groups. The chaingun takes a relatively long time to kill these mutants, so stick to the shotgun. Otherwise, three plasma cells or six bullets can dispatch this foe - every other weapon needs only one direct hit.

DEMON

Although they are heavily armoured and can a pretty considerable amount of damage, the Demon's bark is a lot worse than its bite. Well, actually that isn't a particularly good analogy, because its bite is pretty bad actually. However, it has no range weapons which means it has to run at you before it can kill you. The bullet-using weapons aren't too helpful here, requiring 14 direct hits to kill it. However, three shotgun shells do the same job. Two shells will suffice if you aim them really well. Of course, for the full comedy effect, use the chainsaw, but be careful that the demon doesn't get a sneaky bite in.

LOST SOULS

Devastating when attacking in groups, the Lost Souls are levitating fiery skulls, who have no range weapons whatsoever. However, they do have a tendency to rush towards you at speeds that easily outstrip an imp's fireball. Also, Lost Souls often attack in groups, which can result in death

very quickly. Around ten direct bullet hits are required to kill a Lost Soul, which makes the chaingun and pistol virtually unusable against these devils. Two shotgun blasts do the same job. Using the rocket launcher is a tempting proposition when attacking a group of Lost Souls, but remember that they have an annoying habit of rushing you when you fire, which means that the rocket explodes near you - resulting in heavy damage.

CACODEMONS

Yet another levitating character, the Cacodemon is a pink ball of fireball-spewing hate. Easily the toughest mutant you come across in everyday combat, you need a clear strategy to take out this guy. 18 cells of plasma, six to seven shotgun shells, two rockets or 36 bullets need to hit dead on to take out just one Cacodemon. You really need to get rid of these quickly, so using two rockets can be a tempting proposition. However, if you've got plenty of room, just use the shotgun. If you're in a confined area, try to use just one rocket and then finish the Cacodemon off with shotgun shells. Remember the advantages of sidestepping when fighting the Cacodemon - this makes avoiding his fireballs quite easy.

BARONS OF HELL

First encountered at the end of the first half of Doom, these are the toughest characters in the game without a shadow of a doubt. They also crop up with frightening regularity at the end of the game as well. Bullets are pretty useless against a baron - you would need over 100 direct hits to down this creature. Around 15 direct shotgun hits or plasma blasts are needed otherwise. If you're pretty well kitted out with rockets, fire off five of them. If they all hit, you've done it - you've killed the nastiest creature in 32X Doom. If you're battling Barons of Hell at the end of Doom, this is one good area to use the BFG 9000. Just one hit is enough to dispose of a baron.

continued overleaf

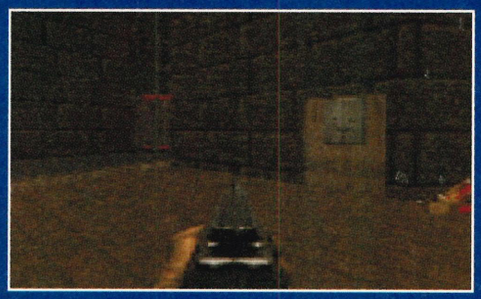
DOOM:
THE ULTIMATE PLAYERS GUIDE

SECRETS OF DOOM...

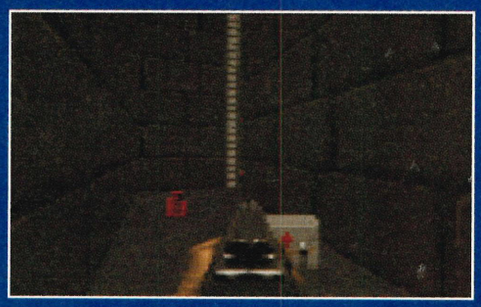
Last time in the Ultimate Doom Player's Guide, we gave you pretty detailed accounts of where to get the weapons in the game, allowing you to get tooled up for the later levels. We'll be doing the same here. Not pointing out every single secret (we'll leave you with some work to do), but giving you strong hints on getting the best kit out of the later levels...

LEVEL NINE

This is the first level that enables you to get your hands on the plasma gun - one of the most feared, powerful, weapons in the Doom arsenal. In fact, actually getting a 100% Secret score is very easy on this level.



When you reach this part of the level, throw the switch on that wall. It raises a bank of TWO switches - there is one on both sides, you see.



A passage opens up that enables you to get your hands on the red keycard.
You come across the red security door later.

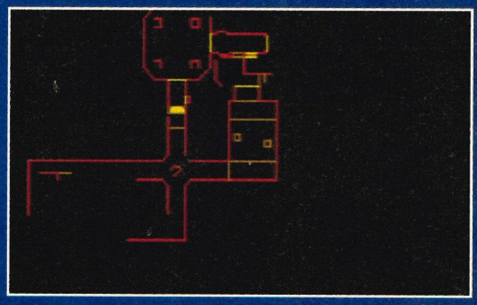
Inside are some Shotgun Guys. Open the red security door, back off, let the guys have it and then enter to collect a full level map and a super armour bonus.

Retrace your steps to the blue security door. Go through it and throw every switch you see. A teleport opens up to the exit. DON'T GO THROUGH IT! Instead return to the very first room. You'll see on your map that a new teleport has appeared.

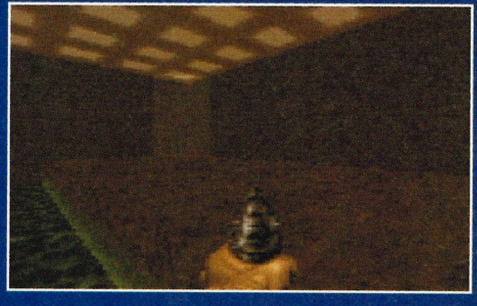
Use the teleport and ready yourself for the fight of your life. Demons, Cacodemons, imps. They're all crammed in here. Blast the muthas to death and check the corners. The plasma gun is here, plus some extra batteries! There's plenty of Cacodemons about from hereon in, so this weapon DOES come in handy.

LEVEL TEN

A few quick tips to get you on in the game. There's nothing really big or special about this level, but it is an excellent place to get some extra health and supplies... and a rocket launcher, if you're using the level skip.

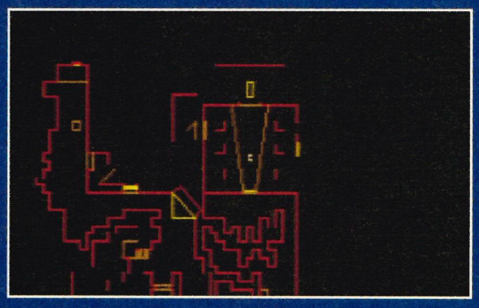


Once you get to this area of the map, you can find a soul sphere that boosts your health and armour by 100%!

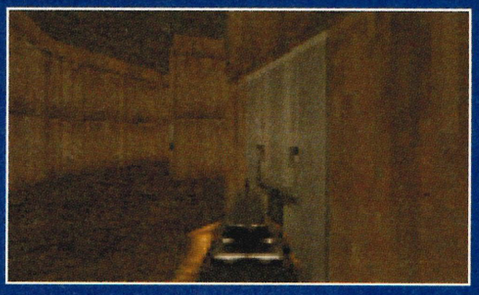


In the corner you'll see a bizarre shard of light illuminating that section of the room. Walk into it.

Across the slime pool, a soul sphere drops down on a lift. Run across the slime and get it. Don't worry if you're not quick enough. Just push the lift and it'll appear!



This area of the map is where you get hold of your rocket launcher. Go into this room and you'll see a backpack of ammo disappear into the skies. On the back of the pillars are switches.



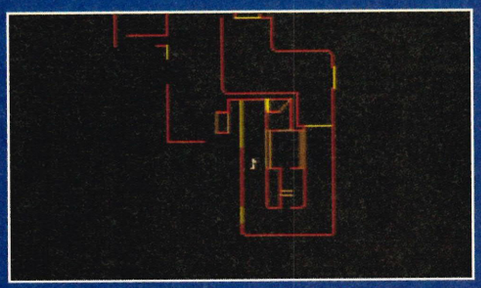
Push all of the switches at once. If you only push one or two and leave the room, the pillars disappear into the ground. You only get one shot.

Throw the switches and you'll unleash loads of demons, imps and lost souls in the room outside.

Use your blasting skills to nail the meanies and examine the rooms they came from for some much needed heavy artillery.

LEVEL 11

There's not much in the way of secret activity here - but this level is extremely tough. Don't use the level skip to get here, start at level nine (at least) before working your way on. There are plenty more secrets to discover, but most of them are merely false walls that allow you to access the entire level map more easily.



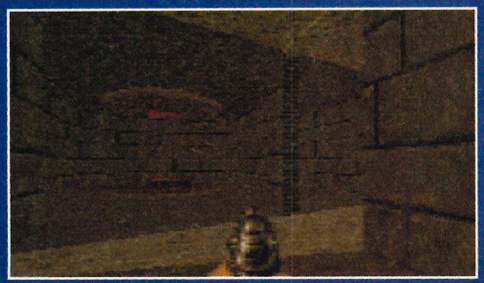
This area of the map houses a hidden backpack. It's in this area of the map, forward from the start area.

That black bit on the left is a hidden door...

Push it to get to the backpack. You need to run over some nukage though...

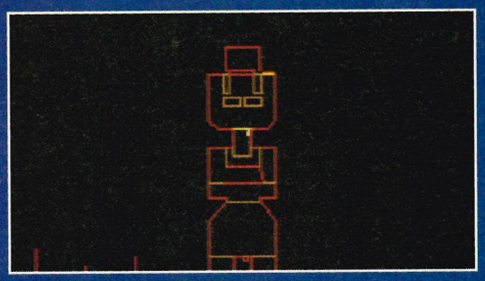
LEVEL 12

This is a vast sprawling level, packed with meanies... and secret passages. We'll be giving you tips on collecting the auto computer map here, which gives you the power to find just about every secret bit in the level with very little difficulty.

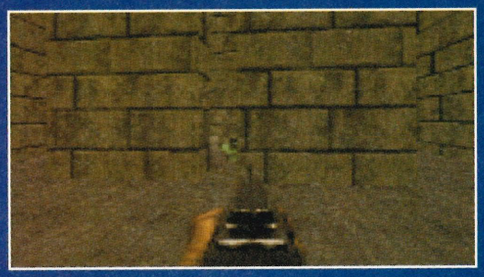


In the very first corridor, you'll see a firebrand illuminating part of the wall...

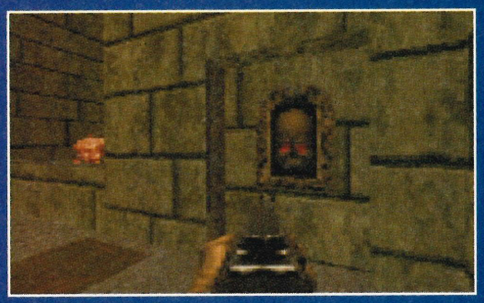
Inside you'll find plenty of medical supplies, some ammo and a shotgun. Useful.



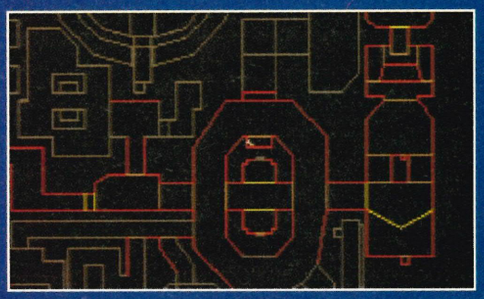
Go through the first teleport and go forward, blasting the meanies. Climb a lift and you'll reach a wall-cave type thing. It's here on the map.



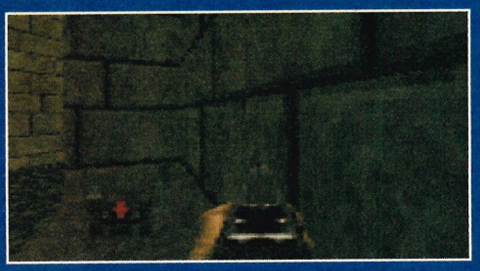
Inside are tons of goodies... But how do you get inside?



A switch hidden around the corner lowers the cage - and the back wall, which contains many mutants. Be ready! The good news is that after the battle, you get a computer mapper that shows you the entire level.



The computer mapper allows you to pick out many different nooks and crannies you might have missed. This map screen point out one such nook.

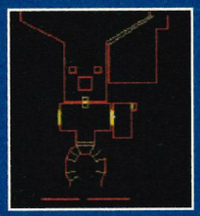


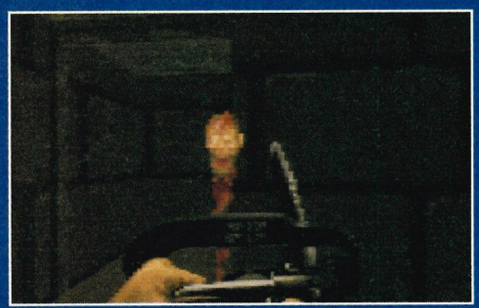
Here, an armour power-up and berserker pack await collection. We could go on about this level, but because of the mapper device, you shouldn't have many problems at all sorting this level out.

LEVEL 13

Assorted hints and tips to help you get the most out of this admittedly quite taxing level... Again, like some of the earlier levels, you get your secret bonuses through false walls rather than secret passages.

On the east and west corners of this room are secret passages with imps contained therein. Also, you'll find a box of shotgun shells in each passage.This level is packed with demons, so a chainsaw can come in handy. Match yourself up with this level position (it's past the big meanie chamber with the Baron from Hell).





In the corner is a very easy-to-find chainsaw. Hurrah...

WHERE IS THE BFG-9000?

As far as we can tell, this weapon is extremely difficult to find - only making an appearance on the final level (although if we're wrong, please write in and tell us). To access the very final level, you MUST NOT use the level skip. Work your way through the first 15 levels and you should move on to the final level. And it's tough...

WIN! WIN! WIN!

LOADS OF KIT AND GAMES!

John Menzies in association with Ocean Software, the people who brought Syndicate (SNES) and Inferno into our homes, are offering one lucky person the chance to win loads of console equipment! What's more, their generosity does not stop there! – 50 games from a selection of Ocean's extensive multi-format catalogue will form the equally impressive runners-up prizes! These fabulous prizes are brought to you by Ocean , top newsagent John Menzies, and EMAP Images, the leading light in video game magazines. Entering the competition is simplicity itself. Just follow these pointers:

- **Go into your local John Menzies store.**
- **Pick up an entry form and answer the three easy questions on it.**
- **Mark your name and address on the space provided.**
- **Post your completed entry to the name and address stated.**

The entry leaflets will be in all the UK's John Menzies stores between 20/01/95 and 24/02/95 , so make sure you get down there pretty smartish, as the competition closes on the 4th of March 1995.

John Menzies

Full prize details on entry form

REVIEW INDEX

Okay, so you've read the excellent Metal Head showcase, swooned over the Virtua Fighter tips and positivley cacked your pants at the thought of another Sega road racer. What next? Well, it's the reviews section, dummy. As usual there's loads of games up for review this month, so instead of ranting on about how good we are, here's an informative list.

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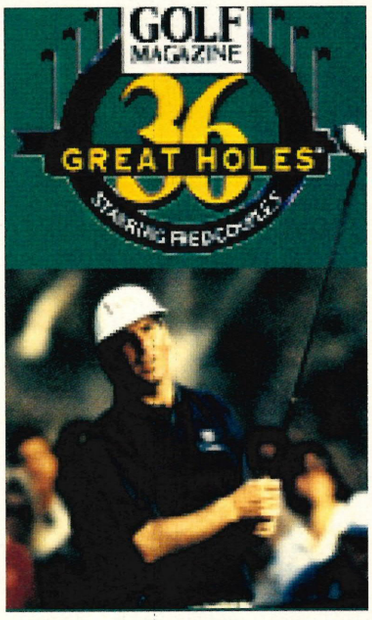
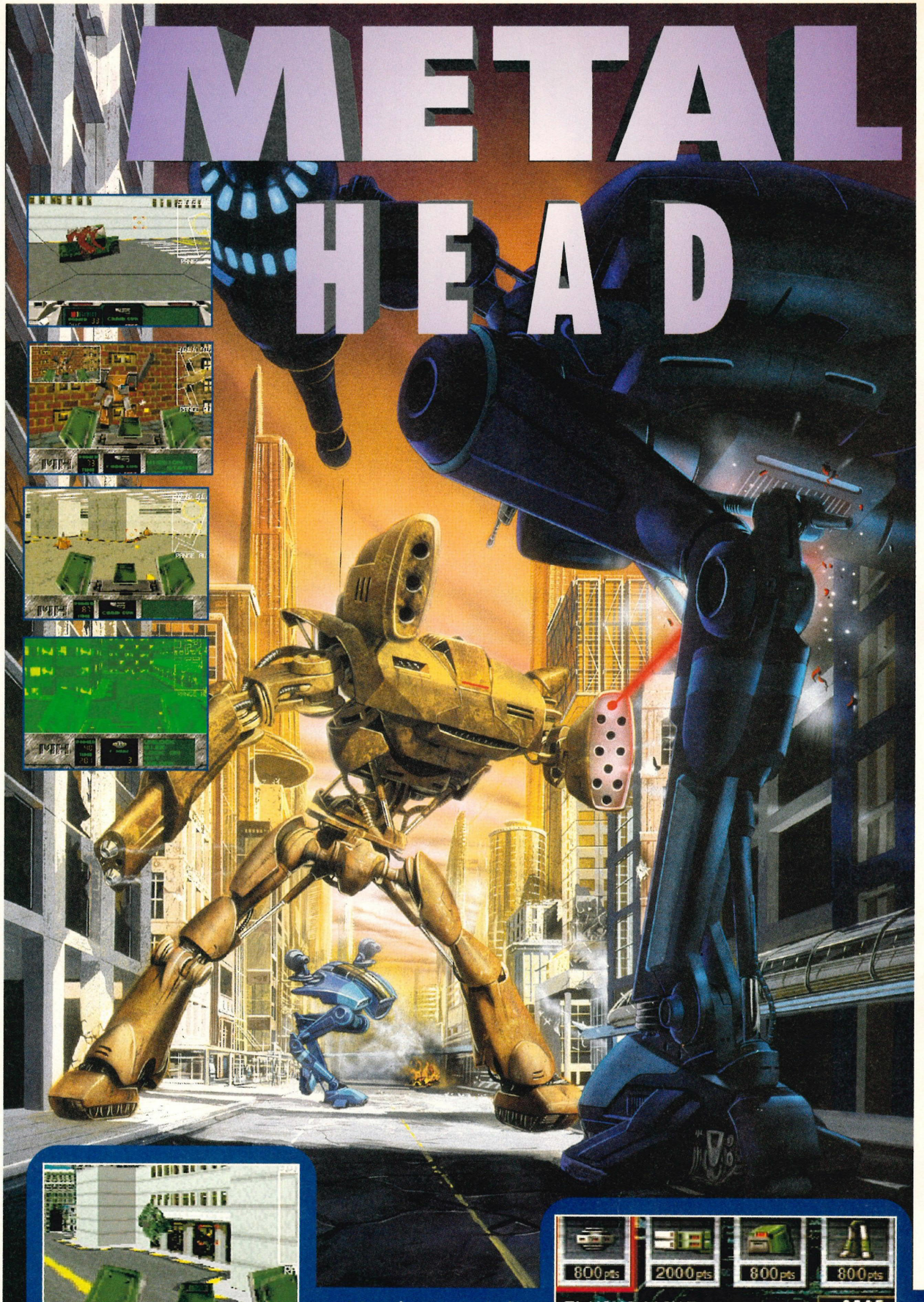


REVIEW

METAL HEAD



METAL HEAD

MEGA DRIVE 32X

24 MEG

BY: SEGA

PRICE: £59.99

RELEASE: MARCH '95

STYLE: SHOOT 'EM UP

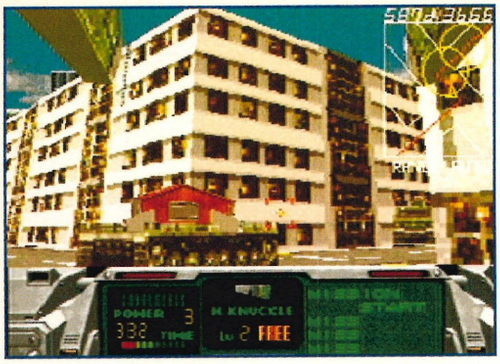
PLAYERS: 1

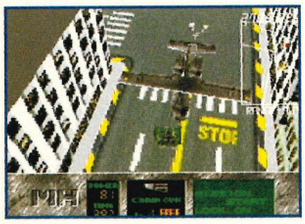
CONTROL: JOYPAD

CONTINUES: 3

▲ The texture-mapping is definitely Metal Head's biggest draw, and for the most part it's superb. However, some walls' texture warp unconvincingly at close range. Luckily, it makes no significant different to the overall game.

● Just about every single piece of on-screen text in Metal Head is matched with sampled speech - the sheer amount of it all is quite stunning. It does make you wonder how much memory has been used on the sound alone...





▲ Metal Head offers multiple viewpoints, including this ground-level perspective. So that's all right then.

Metal Head is just the sort of game SEGA MAGAZINE really wanted to see on the fledging Megadrive 32X system. After the disappointments of Space Harrier and Cosmic Carnage, it's good to see a a decent game that makes good use of the 32-bit technology.

The plot is pretty simple - it is the future and the police have started using huge robots (known as Metal Heads) in order to battle civil unrest and stamp out wars. Unfortunately, a bunch of terrorists have seized mech technology and have taken over an entire city. It's up to you, as top Metal Head meister to go in there and clean the place up.

The game's obvious attraction involves its look. It's the second game to use texture mapping on 32X and this is used to create some exceptionally lifelike city streets and military hardware. Because it's all in 3D, Metal Head's action can be viewed using a number of Virtua Racing type VR views - and if you have a six-button pad you can access even more useful vantage points. The frame update rate isn't as smooth as Doom, but this time you are getting a full-screen picture. Adding to the game's appeal is the sound - the samples (like Metal Head's stamping legs) are excellent and in real stereo for once. There is also a huge amount of sampled speech, which adds to the presentation value.

The actual gameplay is pretty simple, relying for the most part on simply blowing up different enemy mechs and supply vehicles, although variety is added thanks to the inclusion of some mini-missions involving helicopter gunships and airborne support vehicles (which look totally superb).

Overall, Metal Head is an impressive product. Not quite up there with Doom, but definitely a worthy companion to VR Deluxe and Star Wars - and as such, it's an excellent addition to the 32X range.

SEGA

COMMENT

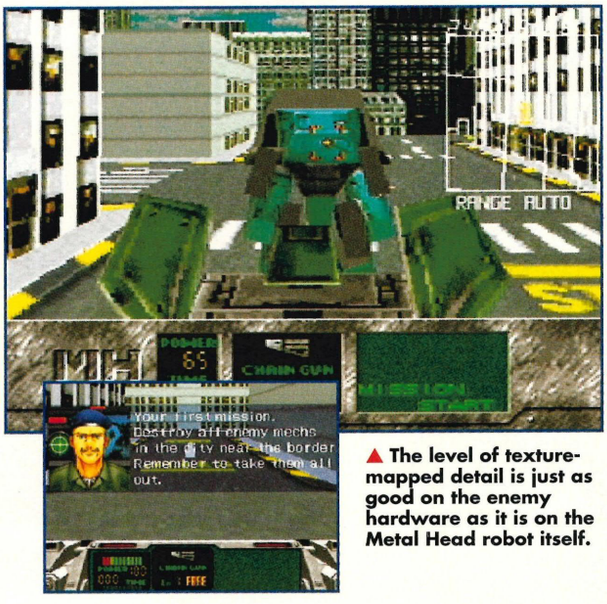
RICHARD LEAD BETTER

I'd seen Metal Head in various stages of development, but I wasn't really that impressed until I'd played the finished game, which is excellent. The shoot 'em up action isn't totally astounding - but visually, it's superb. The level of detail on the mechs is excellent. It's almost a shame that you have to blast them. The range of missions makes for some pretty exciting play as well - the helicopter bomber sequence is excellent and Metal Head boasts some large, fully texture-mapped bosses as well. Lastability is perhaps the only problem - I'd been through over half the game on my first day of play - but from then on, Metal Head got really tough - even on the easy level. For game-starved 32X owners, I'd definitely recommend checking this out.

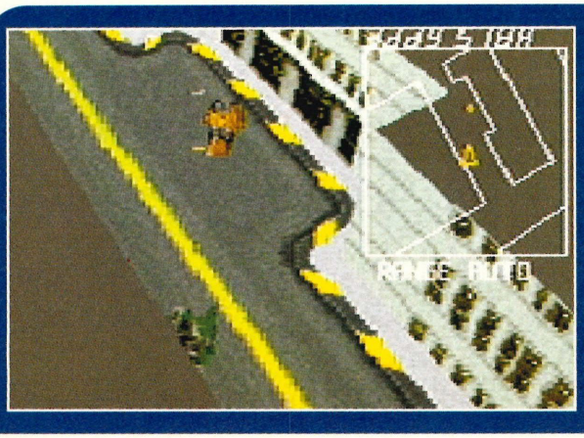
COMMENT

TOM GUISE

After the first three stunning titles for the 32X, I was hideously disappointed by last month's offerings of Afterburner and Space Harrier. However, Metalhead is definitely a step in a the right direction, demonstrating the 32X's capabilities with its fairly impressive texture-mapped cityscape. This said though, I can't say I'm that enamoured by it. Gameplay-wise, the game is suprisingly simple and the early levels, with their lack of enemies, are just dull. Admitedly, it does hot up later on, but by then you're through most of the game. On top of this, it all seems suprisingly rough around the edges and the digitised faces are just awful. As far as giant robot games go, I'd put Battlecorps on Mega-CD head and shoulders above this in terms of gameplay and looks. Not one I'd buy, but it is an ambitious attempt at producing a decent 32X game.



▲ The level of texture-mapped detail is just as good on the enemy hardware as it is on the Metal Head robot itself.



● Strategy plays quite an important part in Metal Head. It is possible to use your on-screen map to predict enemy mechs' routes through the city and come up and blast them from behind, or use side-streets to set up an ambush.

▲ It's not all blast, blast, blast you know. Metal Head offers many different military objectives in its myriad missions, including photographing enemy bases, summoning bombers, escorting helicopters... the works. It all adds to the enjoyment.

Presentation: 92

In-game presentation is excellent and the range of options stunning. You can even alter the speed of the in-game music!

Graphics: 92

Everything in Metal Head is fully texture-mapped and rendered in superb 3D. The frame update is pretty good as well.

Sound: 83

The music's a bit weak, but the sampled effects are super and the amount of speech is quite extraordinary.

Originality: 90

Quite simple in execution, but very original indeed.

Playability: 86

The blasting is pretty simplistic, but very enjoyable. Variety in the different missions adds to the interest

Challenge: 83

The first third of the game isn't exactly the most taxing challenge, but later levels are very tough to beat.

Lastability: 85

Once you've completed it, there's little to draw you back (unlike Doom), but beating the game will take some doing.

OVERALL: 87

Desert Strike meets Battletech. A graphically excellent, highly playable 3D blaster that 32X owners should serious consider adding to their collection.s

REVIEW

MEGA DRIVE 32X

16 MEG

BY: SEGA

PRICE: TBA

RELEASE: FEB'95

STYLE: SPORTS

PLAYERS: 1-4

CONTROL: JOYPAD

CONTINUES: N/A

GOLF MAGAZINE

PRESENTS 36 GREATEST HOLES STARRING FRED COUPLES

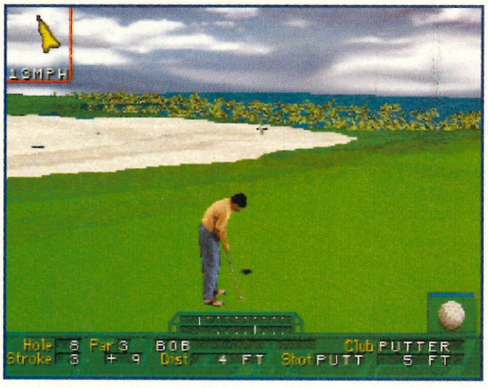
Golf simulations can't get better than Electronic Arts' incredible PGA series of games. These titles are just so close to perfection, there is very little you can fault them with.

We believe that Flashpoint, the coders of this new 32X title, must agree with us, because the resemblance in gameplay between this fine title and EA's PGA games is quite remarkable in some cases. But being on the new 32-bit system, the graphics are light years ahead.

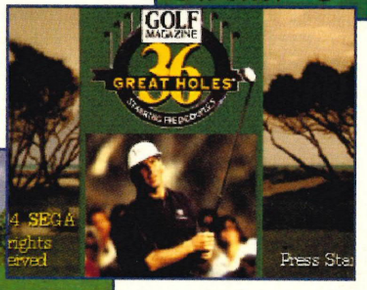
We're talking a mixture of scaled sprites, light-sourced polygons and incredible texture mapping. Because the 32X doesn't have to update the screen often, the full power of the machine can be brought to bear in producing some stunning looking visuals. If you don't believe us, check out the fine screenshots dotted around this double page spread.

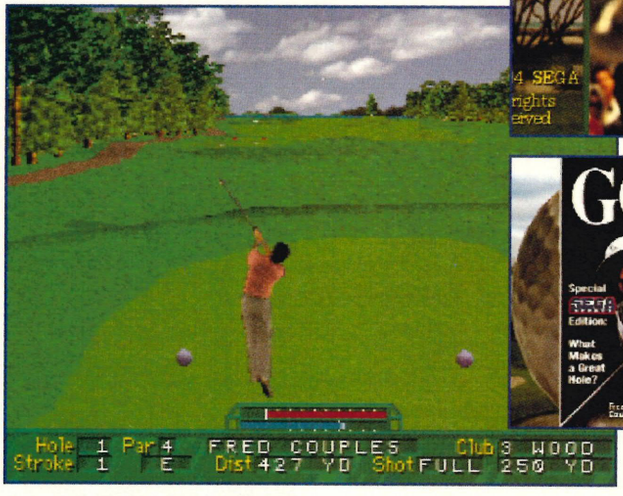
Options? There are tons of them in Golf Magazine Presents... You can create your own golfer and define his/her look and save them to battery back-up memory if you so wish. You can also select a variety of different tournaments, ranging from stroke play and shoot-outs right through to the exceptionally smart skins tournament. As the name suggests, there are 36 different holes, and you can select different games based around different selections of these 36 holes. And lest we forget, we should inform you that these 36 holes are allegedly the greatest in the world - chosen by golfing ace, Fred Couples, himself.

And it's with regard to the 36 holes that we point out the one problem with this otherwise excellent game. Golf Magazine Presents... doesn't have half as many courses as the newer PGA games. PGA 3 has four times as many courses as this 32X title and although they don't look anywhere near as great as they do in this game, the sheer volume of holes PGA 3 offers could sway your purchasing decision. It must be a pretty tough choice for 32X owners: Golf Magazine Presents... beats PGA hands down in terms of visual appeal and in terms of options and gameplay, it's almost as good as PGA 3, but PGA does offer more for your money. And it's cheaper.

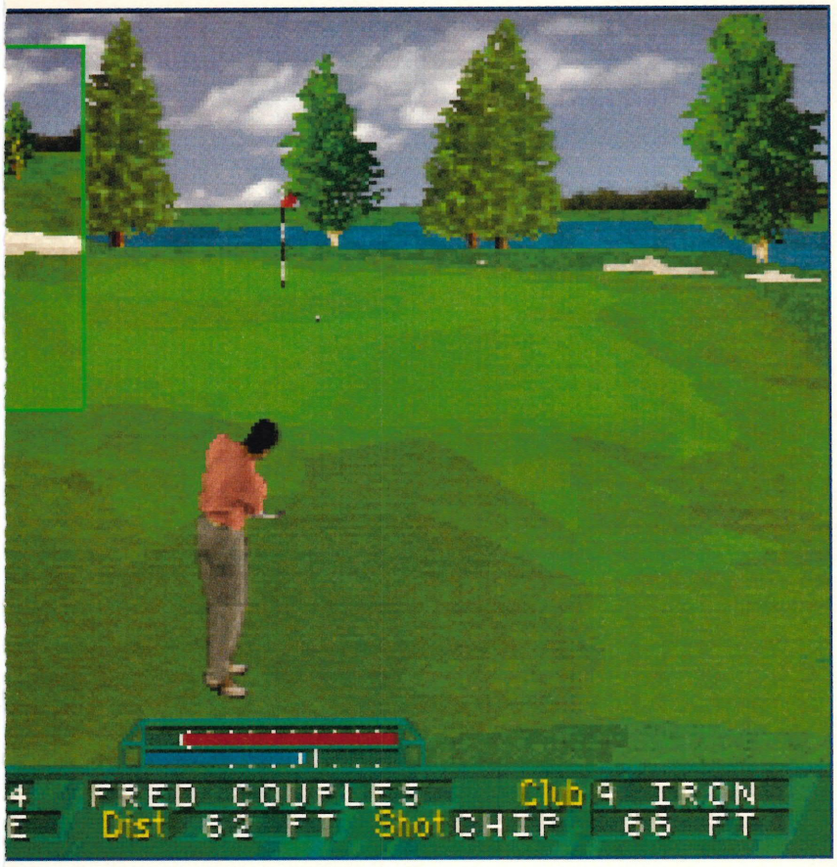


▲ **Look at that texture-mapping and light-sourcing. Isn't it really quite nice?**

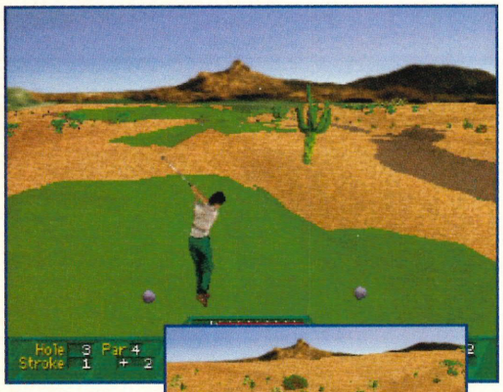


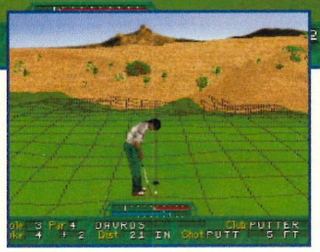


● **The exhaustive options enable you to try out a whole range of different tournaments. Fred Couples supplies a fair few different tournament modes himself, providing the longest, shortest and his most favourite range of 18 holes. You can also choose a random 18 hole course or go for 18 random holes if you want your choice of terrain dictated by the golfing gods.**

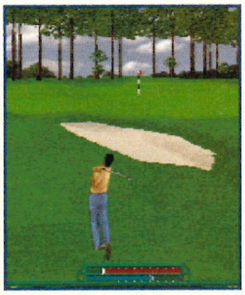


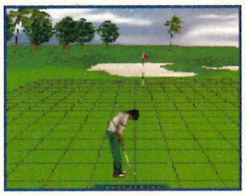
▲ A cheeky chip shot should put this one on the green nicely.





▲ Well, we've never seen any golf course quite like this one. But it actually exists, apparently.





▲ The grid helps you put the ball away.

COMMENT

RICHARD LEAD BETTER

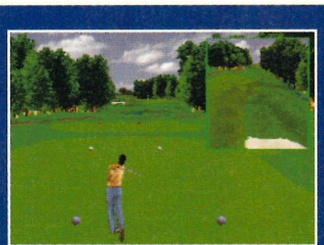
I had a pretty good time playing Golf Magazine Presents... on the Megadrive 32X - almost as much fun as I've had playing PGA in the past, which isn't too surprising considering how close the two games are in terms of play mechanics. The graphics are excellent as well - right up with PGA 486 on the PC, and the range of options and tournaments offers plenty of lastability. However, I've been playing PGA 3 a fair amount recently and although it's nowhere near as good graphically, it plays slightly better and there are more courses for less money. Still, there has never been a golf game that's come closer to taking PGA's crown than this 32X title.

COMMENT

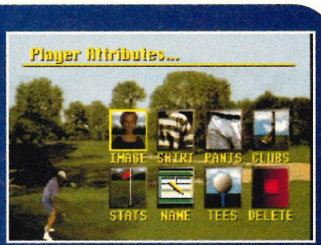
TOM GUISE

As far as I'm concerned golf games are golf games and even on a 32-bit machine there's not much you can do to spice them up. Nonetheless though, there's little doubt that 36 Holes is one of the best looking golf games I've ever seen, far better looking than PGA 3. As far as playability goes, you can't really get much better than PGA 3, but, quite cheekily, 36 Holes uses an almost identical gameplay method to PGA, right down to the power bars. Still, that's no bad thing because the result is very playable indeed. I'd still put PGA 3 at the top though, for sheer playability and a larger number of holes, but this is still a very decent golf game.

▲ Because the 36 holes in the game are chosen from courses the world over, there is plenty of variety in the appearance of each hole, which boosts your appreciation of the excellent graphics still further.



▲ Actually hitting the ball is very much like in PGA Golf. You can choose the appropriate club, change golfing stance and move a directional cursor about. The power of your shot, along with the "snap" are selected by hitting the C button on your joypad at the right points on two rising power bars. It's easy to master and makes for a playable game.



▲ Golf Magazine Presents... allows you to indulge in a little genetic engineering, creating the ultimate golfing body. You can alter the weight, appearance, name and clothing of your golfing hero. Battery back-up allows you to save off your creation.

94 **Presentation:**

Plenty of nice digitised intro screens and hod-loads of options. As Darth Vader might say: "Impressive... Very impressive."

93 **Graphics:**

The 32X shows it can compete with Super VGA PC games with some superb course graphics and great golfer animation.

57 **Sound:**

An annoying "bird" noise whenever anyone takes a shot. It can be turned off though. The rest of the sound is good.

23 **Originality:**

Original in terms of look perhaps, but the gameplay is extremely close to EA's PGA series of games.

91 **Playability:**

The PGA method of taking shots is used here, making for a most playable golfing experience.

80 **Challenge:**

Some very challenging holes in the 36 offered, although the most challenge is gleaned from multiplayer contests.

86 **Lastability:**

The 36 holes is dwarfed by every PGA release on 16-bit, but the range of tournaments and options does keep lastability high.

OVERALL:

Not quite up to 16-bit PGA 3, but still an incredibly playable, graphically stunning golfing simulation of a very high quality.

87

REVIEW

16 MEG
BY: ACCLAIM
PRICE: TBA
RELEASE: OUT NOW
STYLE: BEAT'EM UP
PLAYERS: 1–2
CONTROL: JOYPAD
CONTINUES: NONE

RISE OF THE ROBOTS

Considering the number of beat 'em ups around, any new ones have to be something pretty amazing to get a look in. Special moves just aren't enough. Everyone's got those. What's needed are gimmicks, unique selling points that set the game apart from the others. You know, like making all the fighters out of loaves of bread or something. Or getting some superfly sound-merchant to do all the in-game music.

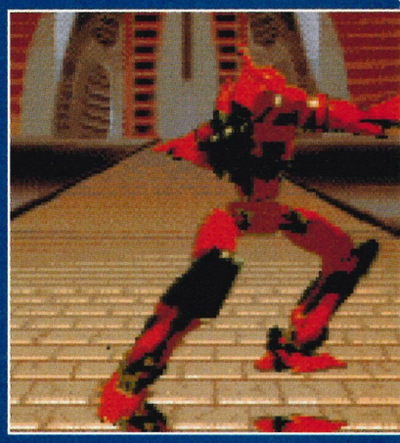
Think it all sounds a little far-fetched? Well just take a look at Rise Of The Robots. A game in which all the fighters are, bizarrely enough, robots. Admittedly, that's a bit less far-fetched than loaves of bread, but these are all generated on a Silicon Graphics workstation. As for the superfly sound-merchant? Well, God knows where he is, but Brian May (of Queen fame) composed the in-game tunes.

All these gimmicks, however, can't gloss over the fact that Rise Of The Robots is 'just another' beat 'em up. Taking control of an heroic cyborg, the aim is to beat five robots in one-on-one combat. It might sound like the usual fighting game fare, but it isn't. It's worse. With a limited range of basic moves and unresponsive controls, the game is boring at best and downright infuriating at worst. In fact, did we say 'special moves aren't enough' earlier on? Well, we take it back. Some decent special moves would have been lovely. Unfortunately, the pathetic repertoire of head-butts and shoulder slams are almost impossible to pull off. Fortunate then, that most of the enemies can be defeated by repeated tactics like jumping and kicking.

With the massive ad campaign this game is currently enjoying, you might be tempted to buy it, but don't believe the hype. Rise Of The Robots is quite possibly the worst beat 'em up seen all year.

SEGA

▼ You see that punch, down below. Well that's about as exciting as the moves get.



MEGA DRIVE

REVIEW

8-MEG
BY: SONY
PRICE: £TBA
RELEASE: OUT NOW
STYLE: PLATFORM
PLAYERS: 1
CONTROL: JOYPAD
CONTINUES: PASSWORD

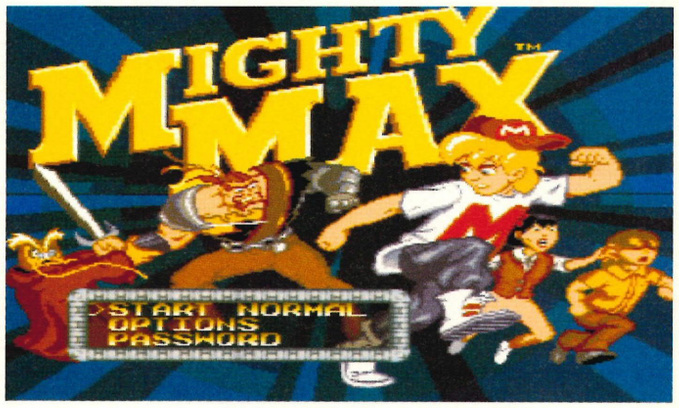
Should you read the instruction manual to Mighty Max, this is the gripping plot that would greet you. Centuries ago, people could travel around the World using a series of interdimensional gateways. But that was before the evil Skullmaster (he has a face like a skull) destroyed most of them, keeping the few remaining ones for his own private use. What's more, he hid various parts of a weapon in each of the portals. A weapon with enough power to destroy the whole World!

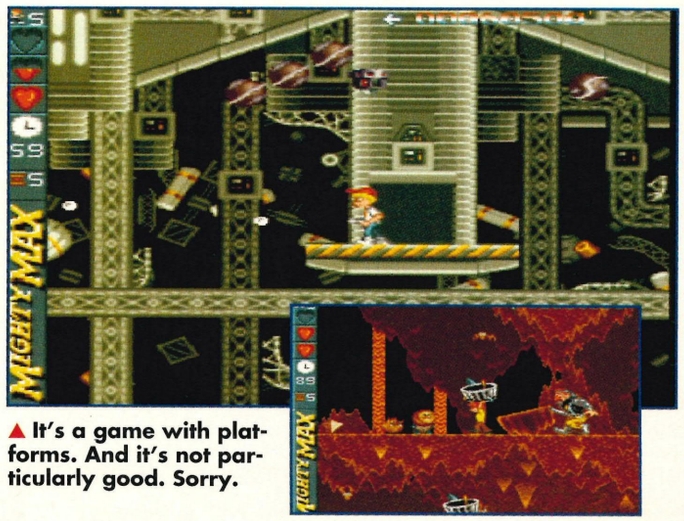
Not a bad plot, eh? Especially when you consider that Mighty Max is nothing more than the boy's equivalent of Polly Pocket! Interdimensional gateways, skull-faced villains and a world-destroying weapon.That's blockbuster material, you've got there. But hang on, because if you read a little further it all becomes clear. Mighty Max, chosen by the Ancient Warriors (it still sounds good at this point), is armed with a ping-pong ball gun that fires balls at *high speed*. Good grief! And that's where the game begins.

Saving the World from destruction has never been so dull. Jumping around five different (well, different looking) platform environments, Max has to collect pieces of the weapon and throw them through the portal. After he's found them all, he can jump through the portal himself, ready to face the next (identical) level. To make things difficult there are various awful-looking baddies which can be dispensed with Max's ping-pong ball gun. There's also a certain puzzle element as Max uses spring, magnets and see-saws to help shift the weapon parts. On top of this, unresponsive controls make it almost impossible at times to throw the weapon pieces in the right direction. It's mind-blowingly frustrating.

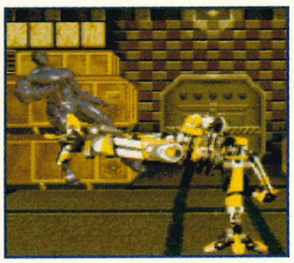
Of course, experiencing this frustration should be just hypothetical situation for you, because after reading this you should have enough sense to realise you don't want this abysmal platformer.

SEGA





▲ **It's a game with platforms. And it's not particularly good. Sorry.**



COMMENT

TOM GUISE

I'm sure these graphics look great on the PC, but on the Megadrive, they're just grainy and jerkily animated. The looks surpass the dismal gameplay, though. Unresponsive controls make it impossible to perform decent moves, not that you need them against the pathetic enemy attack patterns. And don't think it's any better in two-player mode. Unless you enter a cheat, Player One has to play as the cyborg, leaving them helpless against the second player's tougher robots. Take my advice and leave this complete load of rubbish well alone.

COMMENT

RICHARD LEADBETTER

This has to be the most unwieldy, unresponsive beat 'em up ever. The fact is that despite all the hype, Rise of the Robots is a fundamentally flawed, unappealing product. The graphics are supposed to be the best feature, but the Megadrive version looks nothing like the stunning-looking PC game. In terms of gameplay it's even worse. Your opponents' artificial intelligence is very dodgy indeed and the moves frankly pathetic. I just can't understand why Acclaim bought up such a sub-standard game.

71 Presentation: There's a silicon-graphics generated intro and intermission animation, but it's not that impressive.

72 Graphics: Obviously these graphics were quite smart in their original PC form, but conversion to the Megadrive has left them grainy.

74 Sound: Atmospheric music courtesy of Brian May. Unfortunately he hasn't used a Megadrive sound chip before.

13 Originality: It's a one-on-one beat 'em up. Originality has nothing to do with this game.

37 Playability: It's slow, it has limited moves and the controls are unresponsive. In short, it's none too playable.

84 Challenge: Initially it seems challenging because the robots look tough. Then you realise that it's completely unplayable.

26 Lastability: Such is the infuriating nature of this game that you'll probably want to leave it alone within hours of buying it.

OVERALL: It took a long time in the making, but the result has definitely NOT been worth it. **36**

MEGA DRIVE REVIEW

COMMENT

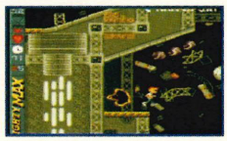
TOM GUISE

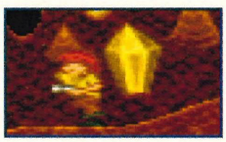
Lordy be, I can't take much more of this. After the spate of superb platformers we've had, now all the shambling horrors have decided to surface. Last month I was mortally wounded by Daffy Duck, this month it's Mighty Max. This game is so-oo dull. Trundle around level, pick up object, take it to portal, repeat until dead. All the levels are the same. It honestly comes across like no thought was put into it. Add to this, some highly suspect controls and this is one of the most avoidable games I've played. If you're looking for a rubbish platformer, I thoroughly recommend this. But try Daffy Duck first.

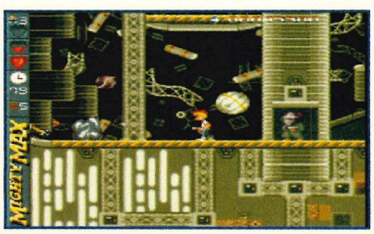
COMMENT

RICHARD LEADBETTER

I love a good platform game and there have been numerous excellent examples of the genre during the last few months. Unfortunately, this trend has been savagely cut short with the arrival of games like Daffy Duck and Mighty Max. This title is an exceptionally dull platformer, looking more like an Amiga product than a Megadrive game. The actual gameplay itself is pretty dull, and is light years behind recent efforts like Earthworm Jim and Dynamite Headdy. I can't recommend this title at all.







▲ More not-so Mighty Max.

32 Presentation: The game map is a drawing of Max's house and some text appears on a computer between levels.

63 Graphics: The backdrops are bland and come in identical sets of five.

66 Sound: A couple of nice effects, but nothing exceptionally exciting.

18 Originality: Well, there's never been a Mighty Max game on the Megadrive before.

45 Playability: Unresponsive controls make this game a pain to play.

84 Challenge: Even with all the lives and continues, this is quite tough.

32 Lastability: If you're a mentally healthy human, you should bore of this game within hours.

OVERALL: A mediocre idea for a game that proves even duller in practice. **41**

REVIEW

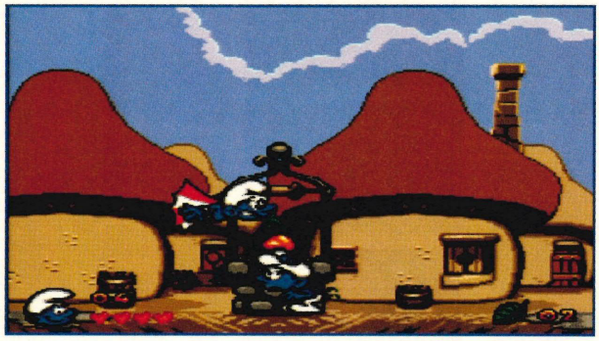
THE SM

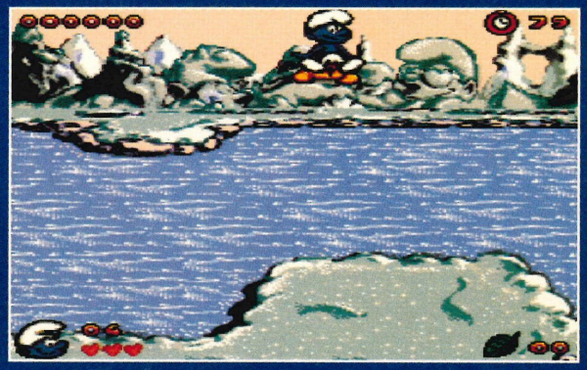
The Smurfs may have been completely trendy about ten years ago, but the kids of the nineties have probably never heard of them. They're far more into The Power Rangers – equally as kitsch but about a hundred times more violent and a bit controversial too. So do the peace loving midgets from smurf land have a hope in hell of producing an up-to-date video game? Probably not, but here's the review anyway.

Why did this game ever get past the marketing team at Infogrames? I mean surely the people that work there must know that the Smurfs have about as much credibility in this country as Bros or Jeremy Beadle. They may be pretty popular in their native country (France that is, not Smurfland) but you can bet that hardly anyone here under the age of fifteen has heard much about them, and cares even less.

Anyways, like it or not, the Smurfs ARE here, but they're not very happy. The evil Gargamel has kidnapped some smurfs, including the luscious smurfette, and he's hidden them in the more secluded parts of smurfland. Of course, the rest of the smurfing community is absolutely heartbroken, so they send YOU, yes YOU on an adventure to find them. A platform adventure that is.

However, unlike the spate of innovative platformers that we've seen of late, the Smurfs hark back to those jump, run and collect adventures more commonly seen in the post Sonic 1 days. The action is slow, the gameplay is fairly dull and what's more, it's annoying too. Instead of making a game that relies on skill, the programmers have merely upped the enemy ratio – making for much irritation on the player's behalf.

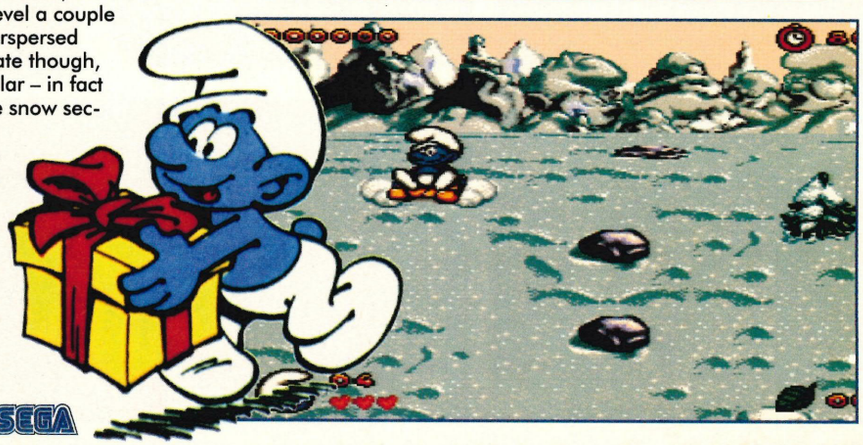




▶ Roar-a-rama! Defeat this scary serpent or die! He's a bit hard though, so be careful.

Luckily, there are a couple of redeeming factors to be found. Although most of the levels are platform based, there's a few 3D sections – one in the mine cart level a couple in the snow level and various others interspersed throughout the levels. It's a bit unfortunate though, because none of them are very spectacular – in fact the majority are quite dull, especially the snow sections which are all pretty slow.

In essence, the Smurfs seems to lack the instant playability and speed that makes platform games such good fun. It's not a bad game, and certainly the graphics and gameplay have had a lot of time spent on them, but it's just a tad too old fashioned to compete with 1994's top releases. In addition, the subject matter's credibility is questionable and the lastability is minimal.



16 MEG

BY: INFOGRAMES

PRICE: TBA

RELEASE: FEB'95

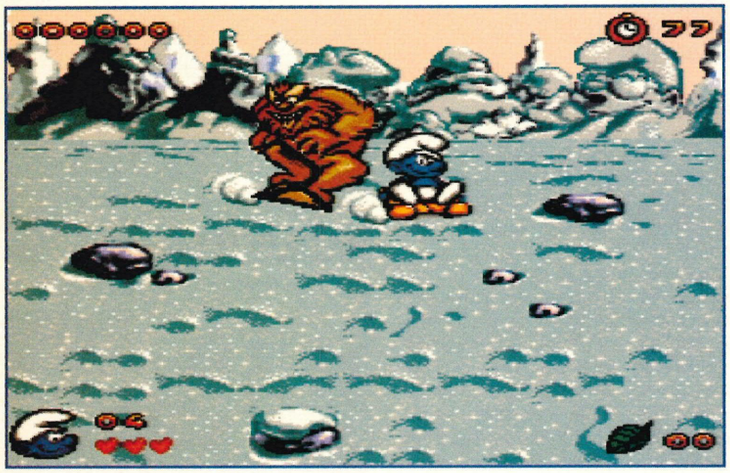
STYLE: PLATFORMER

PLAYERS: 1

CONTROL: JOYPAD

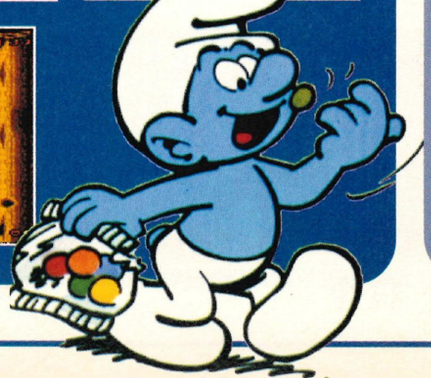
CONTINUES: NONE

SMURFS



▲ There's some huge bosses in some of the levels, with the last level featuring a full-screen sprite! Pretty impressive stuff, but unfortunately the gameplay isn't in the same league.

▲ Eek! Giant bunnies from hell!



COMMENT

SAM HICKMAN

I tried to like this game, I really did. But at the end of the day, I just couldn't get to grips with it. Everything from the cutesy graphics to the happy-happy music began to infuriate me after after a while, and the action is so slow that I completely lost interest in playing it very quickly. There are a couple of 3D levels to spruce up the action, but even they've been done better by other people in different games. I can see that this will appeal to certain types of people, but those hoping for some innovative gameplay will be largely disappointed.

COMMENT

RICHARD LEAD BETTER

Smurfs haven't really been that popular since I was about ten-years-old, so I was more than a bit surprised to see this game appear in 1995 on the Megadrive. I can't really say I was hugely impressed with the product. There are some nice sections, such as the ice level and mine cart stage (two incredible platform cliches which are reworked into something quite original), but otherwise it's business as usual in what is quite an ordinary platform game. It's not bad at all - there's plenty of variety and challenge, but it's not half as good as the Earthworm Jims or Dynamite Headdys of this world.

80 **Presentation:**
There's an abundance of presentation screens, all very nice and everything.

80 **Graphics:**
Pretty sophisticated although the subject matter constricts the graphical content somewhat.

78 **Sound:**
Above average, although most of the tunes are very twee.

45 **Originality:**
Well, no one's attempted a Smurfs game before, but this is a largely unoriginal attempt.

79 **Playability:**
Plenty of password breaks to keep you going and some large levels too.

82 **Challenge:**
Fairly difficult, but only because it's a bit fiddly.

81 **Lastability:**
There's loads of levels, but interest will dwindle after a while.

OVERALL:
An above average platformer with little original ideas.

80

REVIEW

4-MEG
BY: SEGA
PRICE: £TBA
RELEASE: FEBRUARY
STYLE: PLATFORM
PLAYERS: 1
CONTROL: JOYPAD
CONTINUES: INFINITE

MICKEY MOUSE LEGEND of ILLUSION

▲ What map?

▲ Glub, glub, gargle, gheelllp mgee, gl'mm drownding.

Why is Mickey Mouse so perfect? Everything he does is well, so damned good isn't it? All his cartoons are classics, his toys sell out in the shops, and his video games get some of the highest ratings going. Which I guess is the reason that this month he makes his third appearance on the Game Gear. However, unlike the recent Megadrive Mickey game, this doesn't take any influence from any of Mickey's cartoons. Instead, it takes most of its influence from Mickey's last Game Gear title – Land of Illusion. Which incidentally, scored marks of around 90% in most magazines. So anyway, as you'd expect, you have your obligatory ice level, your underwater level and your foresty-type level. And all very nice it is too.

But novel to this adventure is the teaming up of Mickey and some of the other Disney All-stars. Both Pluto and Donald Duck make appearances on the game and although they don't actually do anything, they are on hand to dish out various medals and pendants and generally help out with spurring young Mickster on. Of course though, being a platform game, the action isn't exactly taxing, and with infinite continues, Mickey could have done with a but less help really. However, the graphics are of great quality, and although most Mickey games are pretty easy, they're all completely playable and this offering is no exception. Admittedly, the adventure won't last you long but with graphics and gameplay of this standard, who's complaining?

▲ Robin Hood, Robin Hood is mate is Donald Duck. Robin Hood, Robin Hood he's dying for a...

SEGA

GAME GEAR

REVIEW

4 MEG
BY: SEGA
PRICE: £TBA
RELEASE: FEBRUARY
STYLE: PLATFORM
PLAYERS: 1
CONTROL: JOYPAD
CONTINUES: 5

Ristar™

COMMENT

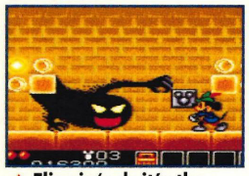
TOM GUISE

Although Ristar on the Megadrive was a very polished product, it wasn't amazingly innovative. Well, the same pretty much goes for the Game Gear version. Graphically, it's very impressive, remarkably similar to its big Megadrive brother, in fact. And it all plays incredibly well too. The thing is, there's nothing here that really sets Ristar apart from the hordes of other Game Gear platform games. If you've already got a few GG platformers, you ought to be looking for a different type of game anyway. If you haven't though, this is certainly one of the better recent releases.

▲ 'Ere somebody get my mum, I'm stuck.

● And it's Afie Starr with a commanding ten second lead in the eliminator. But Barry the bat is close behind.

▲ Easy pal.



▲ Flippin'eck it's the shadow of my former self.

COMMENT

TOM GUISE

You can't really fault the Mickey Mouse games on the Game gear. Good looking and playable, they're certainly quality platformers. Mickey 3 is no exception. The graphics are almost indistinguishable from those of its predecessor and there's little in the way of original playability here. But the end result is undeniably a very enjoyable game. If you've got any of the previous GG Mickey games, this one doesn't even warrant consideration. Otherwise, it's as good a platformer as you're going to get.

COMMENT

SAM HICKMAN

I like Mickey games. Even though they're always amble along in their own little world, at least the gameplay is always up to scratch. The graphics in this adventure are of top quality too, making for a title that most Game Gear owners would probably want to buy. The only negative feature that may put people off is that Mickey games are always a little lacklustre – sure, everything in there is of the best quality – it's just that nothing much ever seems to happen.

85 Presentation: Brilliant. Loads of story screens with few of the rough edges that seem to plague Game Gear titles.

88 Graphics: Again, of the best quality with loads of variation and huge level bosses too.

81 Sound: Well, it's alright, it's just the Game Gear isn't very good at producing any kind of music at all really.

20 Originality: No points here. Sorry.

87 Playability: Indeed, extremely playable.

70 Challenge: The infinite continue option severely limits this game's challenge.

74 Lastability: Not much reason to want to play it again after completion, but you'd probably drag it out of its box from time to time.

OVERALL: A top-quality title that does the Game Gear proud. **86**

GAME GEAR REVIEW

Aaah. Isn't he cute, eh? You can hold him in your hand, even out him in your pocket. And look what happens when you tickle his tummy. He goes all soft and gooey. Just like a little puppy. But the trouble with these fluffy platform stars is that someone's always got it in for them. And in Ristar's case it's a big nasty intergalactic superbaddy who no doubt wants to shove a tree up his bum. Tremble.

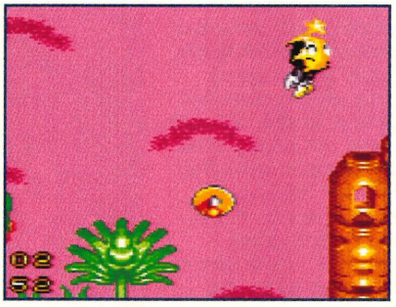
Oh blimey. Is there room in the world for another platform game? Can the world's console owners take any more of this predictable pap, or will they take to killing each other in protest of the lukewarm action offered up every month? Well, let's hope so, eh.

Anyway, to Ristar. Ever thought about what Sonic would look like with a mask and a different top. No? Well think about it now. Getting anything yet? Well, when you do, it'll probably look really similar to Ristar. In fact, you could probably compare Ristar in one way or another to most of Sega's great platform heroes – Dynamite Heady, Sonic, Mickey Mouse you name it. Ristar lifts from it. Except he's got these extendible arms too – the sole feature that rescues him from platform obscurity. By using his stretchy forearms, he can fling himself all around various levels, projecting himself ever upwards until well, until he's almost like a star in the sky.

And just like Dynamite Heady, this is another game that's transferred really well on to the hand held. There's loads of levels, the action isn't too easy and it's fairly fast paced too.Of course, a lot of the graphical detail has been lost, but at least all the levels are there – including all the boss and bonus stages.

But when it really comes down to it, Ristar may just be a bit too unoriginal for some players. Although it s brilliantly playable, and a game that you're likely to want to finish, there's nothing that really makes this stand out form the other hundred or so other quality Game Gear platformers. If you're looking for another platformer, this is definitely worth checking out, but those who already have four or five in their collection may find it disappointing.

SEGA



▲ Nice sunset.

COMMENT

SAM HICKMAN

Although Ristar is certainly of top quality, I don't know if offers anything new to an already saturated market. Sure, the character is fairly cute and the game is really playable, but then so are Dynamite Heady, Mickey Three and loads and loads and loads of other Game Gear platformers. Don't get me wrong, I did enjoy playing this for a while and it's easily within the top ten GG platformers, – I'm just a little tired of these formulaic games. But I'm sure that others will enjoy it for these very same reasons.

84 Presentation: Superb. Plenty of everything in all the right places.

85 Graphics: Far too similar to every Sonic title, but in terms of quality, you can't really fault it.

80 Sound: Slips into your subconscious almost unnoticed. To your horror, you'll soon be singing the theme tune in the bath.

15 Originality: Sorry, but I'm not going to be nice. This is very, very unoriginal.

83 Playability: Probably its best feature.

83 Challenge: Not hugely challenging, but there are loads of levels.

79 Lastability: After ploughing your way through it you're not likely to return. Especially not with Sonic 65 just around the corner.

OVERALL: One of the better Game Gear platformers we've seen, although the concept is looking a little tired these days. **81**

REVIEW

-MEG

BY: ACCOLADE

PRICE: £TBA

RELEASE: FEB

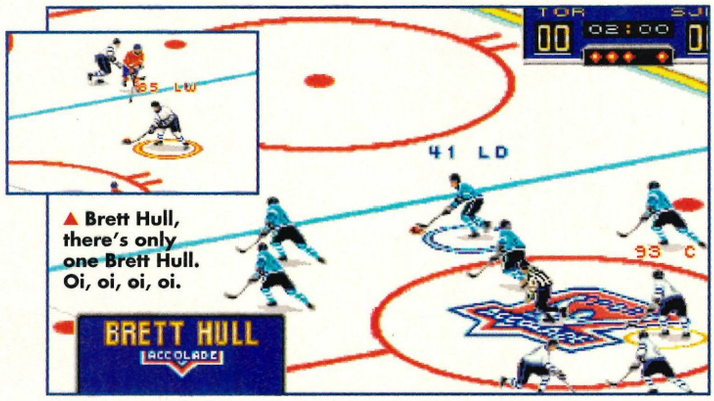
STYLE: SPORTS SIM

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: EARNED

BRETT HULL HOCKEY '95



▲ Brett Hull, there's only one Brett Hull. Oi, oi, oi, oi.

▲ Oh ah Brett Hull, I say oh ah Brett Hull.

What is it with these American sports games? They're always endorsed by people called Al Michaels or Dirk Cheese. And this sim's no better – it's endorsed by this famous American ice Hockey player called Brett Hull. All fine and well in the land of apple pie, sure, but what happens when the the game gets released in the UK? No one has a clue who these people are or what they do. But don't worry, because apparently their games are all quite good, or they wouldn't have put their names to them in the first `place, Well, that's the theory anyway.

And if we take this theory a little further, I can only suggest that Brett Hull must be one of those stars that hasn't quite made it yet, You know, like Michelle Gayle or PJ and Duncan. You're kind of vaguely aware of them, but they're still to break into that real A-star bracket. And until they do, they're best ignored really.

You see, it's quite unfortunate for young Brett that there's just one game that seems to have well and truly sewn up the ice hockey market. Of course the game in question is none other than EA Hockey (and its various incarnations) and to be honest, ice hockey sims just don't get any better than this. And believe me, people have tried.

Anyway, although Brett Hull is fairly playable, and even quite good fun at times, there's absolutely no way it can be compared to EA's version of events. It's just completely obvious that the programmers have gone for an all-out EA rip off. Except that there's no nice little breaks in between periods, hardly any animation on the players and well, there's just no excitement at all.Lets face it, you'd have to be a pretty huge ice hockey fan to buy this.

SEGA

MEGA DRIVE

REVIEW

16-MEG

BY: ACCOLADE

PRICE: £TBA

RELEASE: TBA

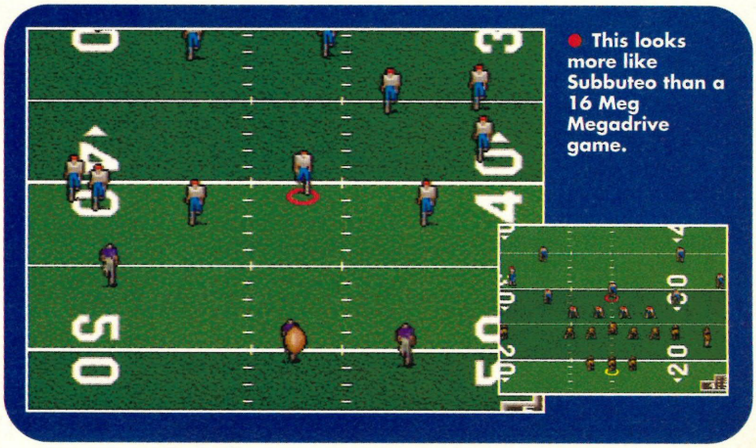
STYLE: SPORTS

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES:

UNNECESSARY ROUGHNESS 95



● This looks more like Subbuteo than a 16 Meg Megadrive game.

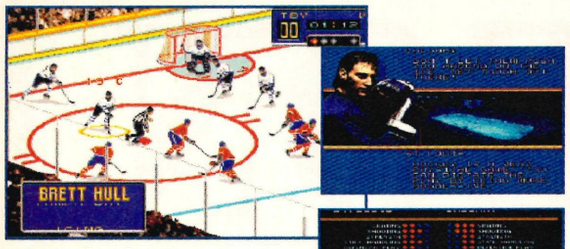
There have been FIVE different versions of John Madden Football available for the Megadrive and just about all of them have been totally excellent, proving that even sports not popular in the UK can make for great games and sell really well. Accolade may be hoping to cash in on the same success, with their new release, Unnecessary Roughness. However, if we were them, we would bury this game right now. UR is definitely the worst sports sim we've seen since Pele and even the original Madden game, released five years ago is far superior to this.

In terms of graphics, the original Madden was a revelation. Unnecessary Roughness opts for a similar look (but without any 3D flashiness), but has totally crap animation, crippled sprites and absolutely pathetic backdrops. It's frankly unbelievable that a game that looks so awful can be released in 1995. I mean come on, the ball looks more like a parcel than anything else, betraying a total lack of curves whatsoever.

It would be all right if the gameplay was superb, but it's not. The gameplay itself is incredibly similar to Madden's in terms of execution, but plays nowhere near as well. You can't really see what your players are doing owing to the hideously jerky animation.

The one good point about the game is the sound, which features a fair old amount of sampled speech (which everybody else did years ago) and some okayish music. But it's the game that counts and there's no doubt that Unnecessary Roughness is a turkey - perhaps the worst sports sim of 1995 (and it's only January).

SEGA



▲ Do a slapshot Brett, yeesss my son.

▲ Stickitinthe backofthenet!

COMMENT

RICHARD LEADBETTER

After playing this for a very short time, it's just completely obvious that Brett Hull is a blatant rip off of the NHLPA series. And it's not a very good one at that. All the sprites are really badly animated and there's just nothing exciting or new in the whole game. There's none of the little extras that you get in the EA series either – all the presentation screens are missing and the speech samples are very poor indeed. Honestly, if you already own an EA hockey game there's absolutely no point in buying this, and come to think of it even if you don't there's a million games out there which are miles better than this.

COMMENT

SAM HICKMAN

Although sports sims aren't my favourite type of game, it has to be said that the EA series of ice hockey games rank amongst some of the most playable games of all time. And in a way, that's bad news for everyone else, because it means that unless their attempts are better, they receive hardly any attention at all. Still Brett Hull is fairly playable, if a little stop-start and lacklustre. It's not in the same league as EA Hockey, so I suppose there's not much reason for buying it really, but that doesn't' mean that it's a terrible game. It's just too average.

70 Presentation: Fairly poor overall. There are a few options screens and the likes, but they're no where near as good as in NHLPA Hockey.

73 Graphics: Some of the sprite animation is very primitive and there's nothing that hasn't been seen somewhere else before.

71 Sound: Not too good either, I'm afraid.

45 Originality: A blatant rip-off of EA's ice hockey series.

75 Playability: Definitely playable, although lacks excitement.

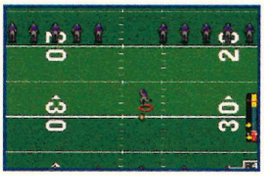
70 Challenge: Pretty damned easy, especially if you're used to playing these types of games.

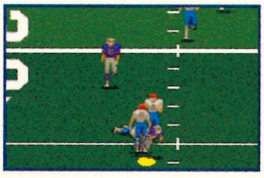
68 Lastability: Two player games always have a lasting appeal, but this probably has less than most sports sims.

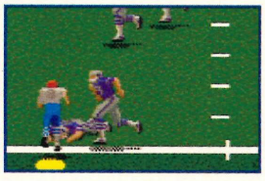
OVERALL: An average ice hockey sim that's pretty redundant when compared to the EA series. **71**

MEGA DRIVE REVIEW

▲Or is it Play People? It's hard to tell really.







▲ Either way, I can't say that I'm impressed.

COMMENT

RICHARD LEADBETTER

I thought Accolade were putting their shaky catalogue behind them with decent titles like Ballz and Zero Tolerance - but Unnecessary Roughness harks back to the days of Pele in its sheer shabbiness. The graphics are dire and the gameplay totally devoid of originality. It's probably a better game overall than Pele (and its sequel), but there's still no excuse for such an awful game - particularly when EA released a superior sim to this over four years ago.

COMMENT

TOM GUISE

This must be the first American Football game I've seen where all the players, regardless of their team, have the number 8 on their chests. It's unbelievable - much like the game itself. This is a totally unnecessary release in a market saturated with quality titles (most of them with the words Madden and John in the title). If I were Accolade I'd serious consider jettisoning their sports range if they can't compete with EA in terms of quality. With games like this and the two Pele titles in their range, they're throwing their credibility out of the window.

60 Presentation: Loads of different plays and the speech is a nice presentation point.

34 Graphics: In a word: terrible. Awful sprites and horrific animation.

68 Sound: A nice range of speech and decent enough music.

04 Originality: A mixture of John Madden and Joe Montana with no original features we could find.

39 Playability: Well, the response is okay but there's very little excitement here.

58 Challenge: It's pretty easy to get the hang of, and beating the opposition isn't too tough.

20 Lastability: You wouldn't want to play this for long at all.

OVERALL: Unnecessary Roughness sums up this game perfectly. **32**

REVIEW

DUNGEON M
SKULL K

CD

BY: FTL/JVC

PRICE: TBA

RELEASE: TBA

STYLE: RPG

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: N/A

Dungeon Master is a game with a real history. Originally released on the Atari ST, the then innovative 3D graphics and superb combat system totally revolutionised the RPG market, spawning many imitators - including Eye of the Beholder.

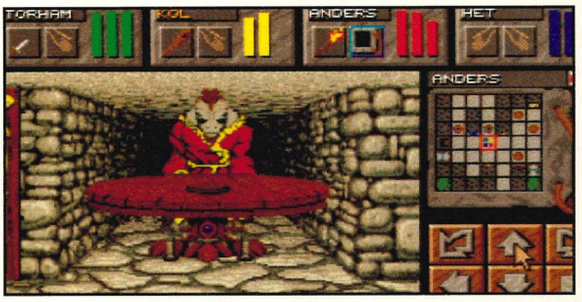
Now the sequel has appeared on Mega-CD and in just about every way it is superior to the first Dungeon Master title... and Eye of the Beholder. The innovative control system remains but the in-game world has been completely overhauled, resulting in a far more varied environment. The original game just had bare dungeon walls - the sequel has far more detail and plenty more variety.

Also, the range of monsters in the game has been substantially increased, and what's more, they behave intelligently - unlike most other RPGs where they spout a single sentence or instantly attack you. When in combat, the creatures make use of their environment to attack you effectively, some of them even flee in pain if you hit them with a particularly stinging attack.

The adventure itself is absolutely huge, and is packed with puzzles, and devilish monsters. It could well be the greatest RPG ever devised... so why hasn't it got an absolutely huge mark at the bottom right of this page? Well, the problem is with the game's control method and the speed of the update.

The control method is very slow to respond, meaning that you can't act effectively in an emergency - your brain is about five steps ahead of the game, resulting in a great deal of frustration. Combat is a particularly painful experience for gamers used to the super-swift response of the original Dungeon Master on ST, PC and Amiga. It takes about a second to move one space along or turn around, which makes progress extremely slow. It's the same level of response with combat, which is so slow, it's almost unbearable.

It's a shame that Dungeon Master II has these faults, because in all other departments it's an absolutely incredible role-playing game. If you can put your brain and reflexes in slow-motion to match the game, this could well be the most brilliant game you've ever played. However, we couldn't and as such, we don't think it is.



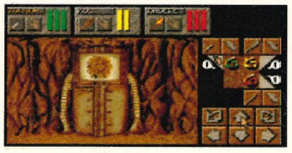
▲ Some of the game's wildlife is edible - kill this worm and you're able to eat its remains.

▲ At the beginning of the game you can pick up a self-learning magic map. Useful...

There's no doubting that the game has an incredible range of variety in the backdrops - easily putting Eye of the Beholder in the shade. As well as the usual dungeon walls familiar to DM fans there are outside scenes in the pouring rain, foggy bits and even an underground cave system populated by poisonous bats.

MASTER II
EEP

The on-screen icon system was one of the most easy-to-use RPG control modes ever devised and it's been refined for use in Dungeon Master II. It would be superb if you used a mouse, but the joypad controls just aren't swift enough to reach the right control in an emergency.



This ingenious character screen is the icing on the cake as far as clever design goes. With this screen you can check out a character's inventory, feed and water them, check out their stats, arm them... you name it. Many RPGs may have copied this idea, but it's still the most efficient RPG system around.

COMMENT

TOM GUISE

This is an utterly enormous, very involving adventure game that boasts an incredible amount of detail, a varied selection of monsters and some gargantuan puzzles. I remember playing the old computer versions of this game's prequel and there's no doubt in my mind that the new game is measurably superior in just about every department... except one. Playability. The problem with Skull Keep is that it's just too slow and ponderous. Moving about takes ages, combat is slow and the CD access doesn't help matters much either. This could have been game of the year and a real Mega-CD saviour. As it is, I can't help but feel a bit disappointed.

COMMENT

RICHARD LEADBETTER

I used to be into the original Dungeon Master in a big way when I played it on the Amiga - and the chance to play a superior sequel on Mega-CD was a big attraction for me. However, I can't avoid being a bit disappointed. There's no denying that there is loads to do and the graphics are infinitely superior to the first game. The quest itself is absolutely huge. The problems with Skull Keep are mainly centred around the controls and the update - both are far too slow - and the lack of a mouse to play the game with only slows things down even more. The long disc access is frankly an insult. The monsters you fight are a lot more intelligent, but to be honest, I'd have preferred them as they were in the first game - it must be the intelligence routines that slow this game down. And because the monsters are more intelligent they take ages to kill because chasing them down takes so long (the control method again). Put these problems aside and you have one of the greatest RPGs of all-time, because even with all the faults, it's still Dungeon Master. If you can persevere with it, I would recommend trying it out because the game itself is in every way superior to Eye of the Beholder - it's just a shame that the plodding control system and the frustration it caused has forced us to mark this game down.

REVIEW

87 Presentation:
A particularly spooky intro and decent enough presentation throughout the game. Nothing here is clumsy or without function.

74 Graphics:
Slow to update, and graphically DMII isn't totally superb, but you do have a very clear idea of what's going on.

78 Sound:
A range of sampled effects and some decent, atmospheric music courtesy of the CD.

94 Originality:
The first DM game wasn't available on any Sega system, so this is really quite original.

78 Playability:
The fun of the adventure and the thrill of combat are ruined by an exceptionally unresponsive control system.

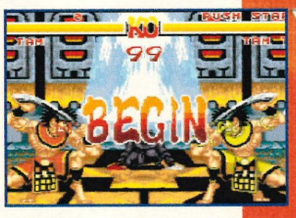
96 Challenge:
If you're not that upset by the lack of speed, the challenge level is absolutely huge.

83 Lastability:
The game is an epic RPG odyssey - but the slow update and controls may put you off before long.

OVERALL: 79
Quite possibly the best RPG of all-time - but the control method and a lack of speed put a huge dent in the game's appeal.

REVIEW

SAMURAI SHODOWN



24 MEG

BY: SEGA

PRICE: £49.99

RELEASE: FEB'95

STYLE: BEAT 'EM UP

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: UNLIMITED

Bwa-ha-ha-ha! Come readers, come closer! Witness now, the miracle of creation as it takes place. See the lightning crackle as it surges down the conductor rods. Watch the dials on the control panel registering the influx of cosmic energy. Look, look, as the life essences travel down the umbilical tubes, flooding the birthing chamber. Yes! Yes! The action klaxon is sounding! The time has come! Prepare to witness the latest Megadrive game to emerge from the Street Fighter 2 Cloning Machine –Samurai Shodown!

Actually, to brand Samurai Shodown as merely a Street Fighter clone is a tad unfair. The coin-op was produced by SNK, a company whose many fighting games, although obviously influenced by Street Fighter, have often proved to be highly playable beat 'em ups in their own right. In fact, some people have claimed that the Samurai Shodown coin-op is as playable, if not more so, than SF2 itself!

Anyone who's ever played a one-on-one beat 'em up should have a pretty good idea what Samurai Shodown is all about. Choosing from a selection of combatants, the aim is simply to beat all the other fighters in individual combat.

Familiar stuff. However, being a Samurai game, Shodown has one advantage over it's kung-fu kicking cousins, namely weaponry. Each fighter has their own particular fighting utensil, from swords and claws, to pikes and even throwing stars. These weapons add an extra element to the usual combat fare. For example, during a particularly hairy tussle it's possible for the two combatants to lock weapons. Should one fighter manage to break this deadlock, their opponent's weapon is knocked from their hands leaving them unarmed and vulnerable, unless they can reach their weapon that is!

Samurai Shodown has other novel features to its name too. The inclusion of animal companions for two of the fighters, for example. A ferocious dog accompanies the American ninja, Galford, and the female Chinese warrior has a hawk at her command. Another novel feature is the addition of special items, which are thrown into the fray by a mischievous fellow in the background. Chicken provides much-needed energy, whereas bombs should be avoided, or used on the opposing fighter.

All this sounds like the formula for a top-class conversion and with a 24-meg cartridge at its disposal, you'd have thought that would be the case, but sadly it wasn't to be. Much of what made the original such fun to play has been stripped from this poor shadow of the coin-op. Gone is the novel scaling technique which zoomed in and out of the action. Mind you, that would be too much to hope for considering that even the basic animation is jerky. Gone too, is the ability to leap in and out of the backdrop. Gone is most of the blood, the copious spraying of which was a trademark of the coin-op. But worst of all, gone is the playability.

Awkward controls, lethargic movement and frustrating difficulty make this game a complete lack of fun.

▲ Extra lashings of blood was one of the things that made the Samurai Shodown coin-op so popular. Although the ketchup's here. there isn't a lot of it.

▲ Harking the call of 'The Colonel' little Chicken Licken makes a break for it. Actually, that's just one of the many items that get thrown on screen.

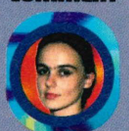
▲ Looks like one of these boys is a lottery winner. When two fighters cross swords, only super-fast button-tapping can break the dead-lock, disarming the loser.

COMMENT

TOM GUISE

What amazes me most about this game, is that it's 24-meg! It seems to be the fashion to produce large cartridges then stick smaller, rubbish games onto them. As it stands, it baffles me how few features from the coin-op have made it into this unattractive, dull and unplayable conversion. Admittedly, it's not as bad as Rise Of The Robots, but you really have no reason to buy this game, considering what else is available. Go for MK2 instead. And if you've got that, try Super Street Fighter 2. If you've got that too, maybe you should think about buying a different type of game for a change.

COMMENT



SAM HICKMAN

Although the arcade version of this has probably been around for the same amount of time as the arcade version of Mortal Kombat II, it definitely doesn't have the same amount of excitement surrounding it. Sadly, this has translated to the Megadrive conversion, and the result just is a half-hearted effort which lacks both energy and polish. The 3DO version may have been superb, but this has no immediate playability, and after you've played it for a while the action doesn't get any better. Even if you already have a few beat 'em ups in your collection which you've completed, there's still no reason to buy this.

Presentation: 64

Poor renditions of the titles and player select screens from the coin-op and very little else. A very unpolished game.

Graphics: 71

Nice backdrops, but the characters have so few frames of animation that they just jerk around the screen.

Sound: 68

Totally dreadful renditions of the coin-op tunes, together with some reasonable spot-effects.

Originality: 28

One-on-one beat 'em ups are very unimaginative. Although the inclusion of weapons and psychotic pets is quite novel.

Playability: 63

The controls are awkward and unresponsive and the characters move very slowly. This game is not particularly playable.

Challenge: 87

Even on the regular difficulty settings, this game is ludicrously hard.

Lastability: 54

Considering the lack of fun you'll have playing it, you're unlikely to play this game too much, even in two-player mode.

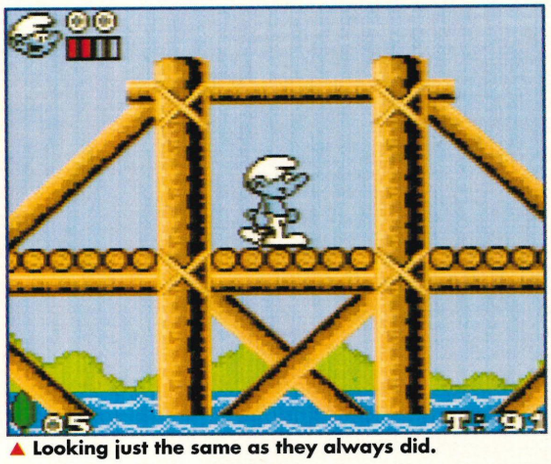
OVERALL: 62

A poor conversion of an excellent coin-op. In fact, it's just a downright poor beat 'em up. Avoid.

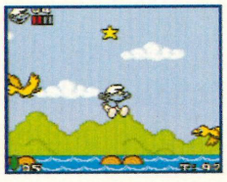
REVIEWS ROUND-UP

THE SMURFS

BY INFOGRAMES
SYSTEM: GAME GEAR
SIZE: 4 MEG
RELEASE: FEBRUARY
PRICE: TBA



▲ Looking just the same as they always did.



It must be something to do with the weather, but there's been an invasion of little blue folk this month. We've been finding them in our hair, squashed under our feet, floating in our drinks, starring in Megadrive games and now they're on the Game Gear too.
Of course, even little people have names and in this case, they're called the Smurfs, those blue-skinned stars of the famous French cartoons. If you've already read the review of their Megadrive game in this issue, you should have a fair idea of what to expect here. Yep, it's a platform game.
The evil Gargamel has once again kidnapped some smurfs for his dinner. So it's up to you as one of the braver smurfs (it's difficult to tell which one, they all look the same, these little folk), to rescue them.
The action is basically quite predictable. Travelling across the platform environment, the aim is to get to the end of each level, collecting various icons (leaves and berries in this case) and battling baddies like flies, frogs and evil black smurfs on the way. Helping break up this rather mundane game layout are such sections as a raft level, where you have to stay ahead of the scrolling screen, whilst avoiding log barriers. There's also a rather amusing bonus level in which a teacup puts your smurf in a bubble (?) and floats him around the screen collecting bonuses. Hmm, yes.
At the end of the day, the Smurfs is certainly quite playable, but it just suffers from being too ordinary. You tend to get stuck in certain sections of the game, not because they're difficult, but because the game is so boring your mind tends to wander. At the end of the day there are far better Game Gear platformers around, two of which you can find in this very mag.
TOM GUISE

PRESENTATION: 68%
GRAPHICS: 72%
SOUND: 77%
ORIGINALITY: 18%
PLAYABILITY: 70%
CHALLENGE: 65%
LASTABILITY: 45%
OVERALL: 67%

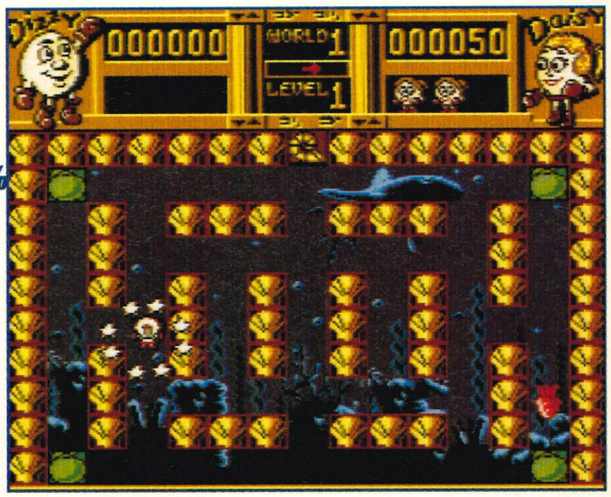
▲ That place looks just like my flat.

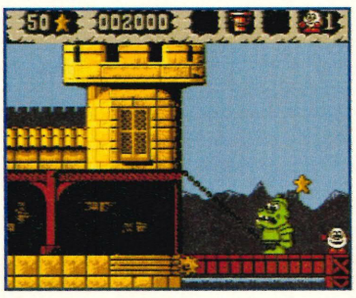
EXCELLENT DIZZY COLLECTION

SYSTEM: GAME GEAR
BY: CODEMASTERS
SIZE: 4 MEG

Another year, another Dizzy game. Except it's three Dizzy games this time, and they're all on one cart. They've all appeared on consoles in some form before though, so this offering is more of a "greatest hits" collection rather than anything new. Which is just as well really, as super-hero egg Dizzy is looking a little worn around the edges these days and we've all run out of funny egg jokes too.
Anyway, for what it's worth, you get three different games on this cart, an arcade adventure and two puzzle games. And while none of these titles are of top-notch quality, they all provide semi-decent fun, even if they are lacking in the old thrill-a-minute department. The same goes for both the graphics and the sound.
Obviously, this title isn't going to appeal to everyone – people looking for cutting edge Game Gear graphics and gameplay are going to be disappointed and similarly those with little patience will find this ultimately irritating. But if you just fancy something new for your Gear and you can see past some rather old fashioned graphics, this should suit you perfectly.
SAM HICKMAN

MARKS
GRAPHICS 70%
PRESENTATION: 72%
SOUND: 65%
ORIGINALITY: 30%
PLAYABILITY: 78%
LASTABILITY: 79%
CHALLENGE: 74%
OVERALL: 77%
LASTABILITY: 79%
OVERALL: 89%

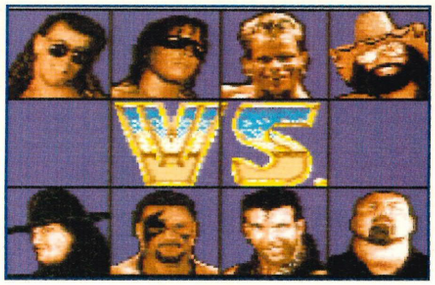


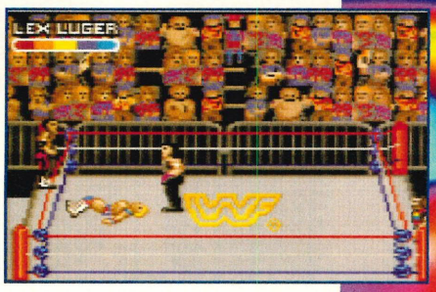


▲ This bit is kind of like Pac Man, and the three games together are pretty good value.

WWF RAW

BY ACCLAIM
SYSTEM: GAME GEAR
SIZE: 4 MEG
RELEASE: OUT NOW
PRICE: £29.99





Well, everyone got fed up with the whole sweaty affair a hundred years ago and poor old Hulk Hogan was forced to earn a meagre pittance on the inferior WCW, but nonetheless, they still keep churning out the games. And here's the latest one – WWF Raw.

If you've played any of the WWF games before, you should have a fair idea what it's all about. In fact, even if you haven't played any of the WWF Wrestling games before, you should have a fair idea what it's all about – it's blinkin' wrestling innit? Two well-oiled muscular types grappling each other in a ring. Mind you, if there's one thing a WWF game has over the real thing, it's that these fights aren't a fix.

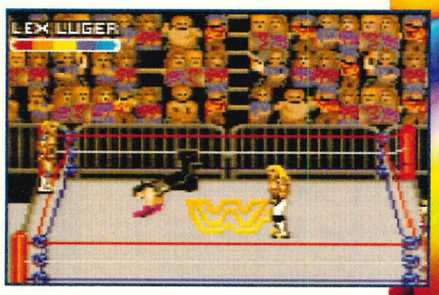
Anyway, what all you WWF fans want to know, is what features are in this game. Well, for starters, there are ten different wrestlers to choose from, with such luminaries as Shawn Michaels, The Undertaker, Randy Savage and Razor Ramon the roster. On top of this there are three different fight options. The usual one-on-one match, tag-teams – in which you select a pair of fighters and battle it out against an equally sweating duo. And finally, the Survivor Series, a gruelling endurance match in which there four fighters on each side and the team with the last remaining wrestler standing wins.

To be honest, I think this game is really quite poor. The graphics are really pathetic. Admittedly, there's not much you can do with a wrestling ring background, but the sprites are tiny and almost indistinguishable. On top of this, it's infuriating trying to pull off any decent moves. But then, that's always been a problem with the Game Gear WWf games and to be honest, this attempt is better than the previous WWF outings. Still, I'm not a WWF fan and I'm sure that true wrestle followers will gain their grapple fix from this. For the rest of you though, WWF Raw is unlikely to satisfy.

TOM GUISE

PRESENTATION: 82%
GRAPHICS: 69%
SOUND: 78%
ORIGINALITY: 64%
PLAYABILITY: 73%
CHALLENGE: 85%
LASTABILITY: 63%
OVERALL: 72%

▲ **Big bellies and comedy moustaches in the area!**



ESPN BASEBALL

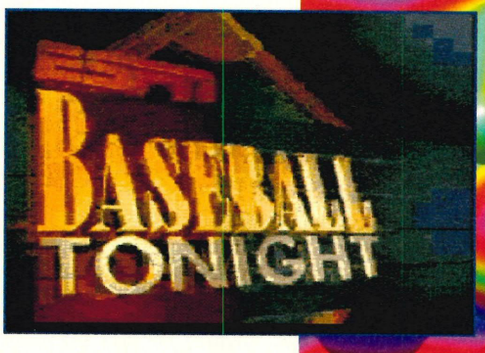
BY: SONY
SYSTEM: MEGA-CD
SIZE: N/A
RELEASE: OUT NOW
PRICE: $44.99

▼ **Rounder! Rounder! Rounder!**

This game has been in development for at least eighteen months, mainly because it takes most of its presentation from real TV shows in the US. Was it worth the wait? Well, it depends if you're into baseball or not. If you are, then this is an absolute feast of great graphics, fairly standard gameplay and brilliant sound. The feature that distinguishes this from all the other baseball games on the market though, is the brilliant presentation. As well as all the usual speech and samples commonplace in Mega-CD titles, this has cuts from real baseball programmes with real presenters too. This puts it in a class above most other baseball games, which lets face it are all pretty much the same (not to mention extremely dull).

In terms of gameplay, this offers few new features, but if you're dying to get a baseball sim, then this is probably the best of what's on offer. But if you're not a fan in the first place you'll probably find it quite dull – after all it is just glorified rounders.

PRESENTATION: 92%
GRAPHICS: 89%
SOUND: 91%
ORIGINALITY: 56%
PLAYABILITY: 80%
CHALLENGE: 81%
LASTABILITY: 79%
OVERALL: 89%



next month

Despite the fact that hardly any games are usually released this time of the year, next month's SEGA MAGAZINE promises to be a cornucopia of high excitement.
For a start, we'll be carrying a full review and showcase of Mortal Kombat II on the Megadrive 32X. Exciting eh? But that's not all — we'll also be reviewing Story of Thor, an incredible cross between Streets of Rage and an excellent RPG. It's had rave reviews in Japan and you'll get the exclusive low-down in next month's SEGA MAGAZINE.
Hopefully we'll be getting a look-in at the 32X CD titles in development, plus we'll be lifting the lid on the Neptune Project and maybe even getting a sneak peak at the official Sega Saturn - the machine you'll be able to buy in the shops later in the year.
But that's not all - next month's issue will carry an enormous CES show guide - an awesome round-up of all the incredible games and announcements from the greatest videogames show in the entire world!

SEGA MAGAZINE, ISSUE 15, OUT 15 FEBRUARY. ESSENTIAL.

100%

GAMESMASTER MAGAZINE GAMEPLAY RATING

"...the most playable game in the world!" Overall Score - 97%

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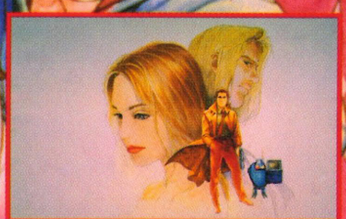

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