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WELCOME TO SEGA ZONE

ALLNEW

Not strictly true. In actual fact, it's a complete lie!

Welcome to this month's Sega Zone

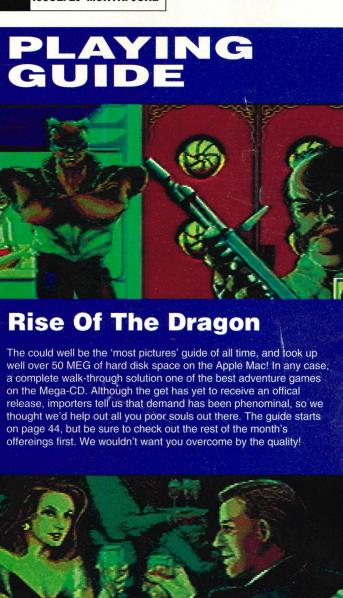
As you leaf through the pages of this hallowed tome you may notice a few changes. The first must be the dramatic increase in quality! Not that the old Sega Zone was bad at all, it's just that our new art editor, Jim Humphreys, is really smart! You should see him go!

The second change is that our dear staff writer Julian Connolly has left us, to be replaced a team of computer game characters! Each review is done by the a character from the game concerned (although of course, all copyrights are observed) and who would know more about a game that the stars themselves?

We also managed to pick up Antony Lea as he was wandering around the office. Formerly on Mega Tech, Antony has made good use of himself, and was immediately made Dep Ed for his troubles. Of course, the big Ed has also changed, and in steps Lee Brown, formerly from too many magazines to mention.

Anything else new this issue? Well we've dropped the cart show to make room for more reviews, as we felt that few people actually use it. If that isn't the case, then please write in and let us know! You can make a difference you know!

So without further ado, turn that page and get into this month's Sega Zone. Just remember that this stuff is addictive, and should only be handling by those of superior intellect! Read on....





6 News

All the latest news, plus the charts courtesy of Game

10 Previews

This month's games include Flink from psygnosis, and the excellent Dragon

40 Skill Zone

More tips than tippy the tipsy top, and all collected lovingly for you on pages 40-43

44 Rise Of The Dragon Guide

The guidmeister himself, Antony Lea, has been hard at work producing this, the finest of guides.

74 Salad Daze

Letters. Do we get any. Of course, we do, and the are all here for your to see. Try writing in yourselves you lazy....

50 The Back Page

Yep, it's that goodbye page. The one that feels so bad, yet good, becuase it means we'll be back again next month.

REVIEWS

20 Jungle Book

Virgin's latest game manages to push its way into the office. Will it measure up to the superb Aladdin. Don't miss the in depth review.



24 King Of The Monsters 2

It's another Neo Geo conversion by Takara. Have they made a better job than they did on Fatal Fury 1? Is it possible to make a good Neo Geo conversion? Mak sure you check out page 24 then eh?



Seca Zone

16 Dragon Ball Z

If you want to know more about this superb game, check out the cover again, then the panel on the right, then try the full review on page 16. Are you happy now?

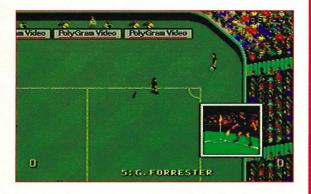
28 Fatal Fury 2

More Neo Geo stuff from Takara. Another conversion, but is this one any cop? The superb arcade machine finally makes it over, but at what cost? All is revealed on page 28



36 World Cup USA '94

The offical game of the World Cup comes in the same month as Sensible CD. To tell the truth its not nearly as good either, but you can find all that out, plus more in the full review. Try turning to page 36



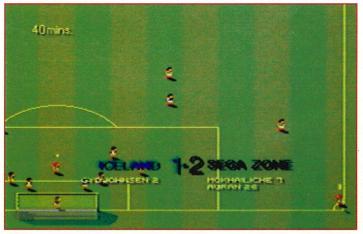
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DRAGON BALL Z

Like the cover? You wouldn't if you'd stayed in work until 11.00pm trying to get the colours right, and making sure the black lines were prominent enough, and trying to decide whether to go with a scan or an Illustrator document. Anyone out there thinking of becoming an art editor would be well advised to take to heart the words of our own art ed. Jim, "Leave me alone Lee, go away, not another bloody scan." You see? You might think you want to be in the world of computer magazines, but in actual fact blood, sweat and tears will be the only reward for your troubles. Anyway, Dragonball Z gets the full review treatment on page 16. Check it aht ((C) Kriss Kross)





Strange but true

Sensible CD is actually a very good game. Tune in for more next month.



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It's that time again, when we stop playing games for a while, leave our computers behind, and head off to investigate the latest game news. That's not strictly true of course, and in most cases we simply read the press releases, but it makes us sound more hard working, and that can't be a bad thing. In actual fact we do work very hard here at Sega Zone, far harder than any other magazines I can tell you. In fact, just the other day the lads and I were here 'til.... but I'm rambling, so without further ado, I now pronounce the following News Pages, full to the brim with all things Newsy, open.

WING COM

The immortal PC game, Wing Commander, is coming to your Mega Drive soon. Although minus the rather expensive speech pack that came with the original game, EA hope to recreate the original game by using a new chip inside the cartridge. The ASIC chip (which is also found inside the Mega-CD) can increase sprite scaling and rotation speed, and thus the game should be very smooth. Of course, these things don't come cheap, as the SVP proved, but EA have not yet set a price so we can only guess. The game features excellent graphics and great blaster action, and should translate well. Unfortunately the SNES version was a large piece of horse plop, and we can only hope that more effort is put into this version. Only time will tell.







More details of the forthcoming Streetfighter II movie are being thrown at the relevant press. Most impressive so far, is the signing of hard kick-boxer and general all round boxoffice mega-star Jean Claude Van Damme to play the part of Guile. Although plot lines are still sketchy, it has been confirmed that Steven De Souza has been called in as director. More rumours abound about other cast members, but we are a far too classy magazine to include simple chitchat on the news pages. Hard fact is what we deal in, and don't you forget it! More news on the movie as we get it.



MANDER





ICAL RE

Not wanting to add to the list of dire Mega Drive platformers, Activision US has decided to add another dire platformer to the list of Mega Drive games (Of

course I was lying in the first place!)
Although the idea is that the game is a little more original than most platformers, it is a platform game none the less. In case you are interested, the game follows the exploits of a young Tyranosaurus Rex, who is out to destroy th evil tyrant Sethron. The action involves you controlling the T-rex who rides along on a skateboard and is supposedly 'hip', 'groovy, man'

Just how this will fare depends on whether the 10 levels of platform action contain any playability or not.

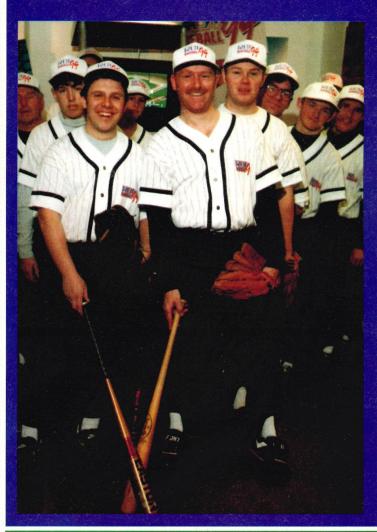
We shall see.



Tengen is all set to release the latest in the RBI series of baseball games this May. This is an obvious tie-up with Tengen's deal to sponsor the British Baseball Federation, which is touring the UK soon to recruit possible players from the ranks of the soccer and cricket supporters.

The original RBI game was excellent, and we can only assume that this will be even better. The game just escaped a full review this issue, but will definately be

reviewed next issue.



GAMEXCHANGE

Coming soon to the National Hall at Olympia in London is Computer Deals '94. Running from the 22-24 July, the show is all formats with an estimated 100 exhibitors. Most impressive is the GameXchange taking place, where visitors can swap their Sega and Nintendo games free of charge! Of course, you have to pay to get in, but prices are very reasonable. It's 7 quid for adults and a fiver for kids. However, a family ticket is available for 20 pounds, which lets in two adults and two children. More details are available on the ticket hotline, by calling 0369 5335. Don't forget then, 22-24 July '94, National Hall, Olympia Exhibition Centre, Hammersmith Road, Kensington, London, W14 8UX.

JURY JURY

Originally seen in the display cases as Toys 'R' Us, you too can now own a console Video Jukebox. Distributed soon in the UK by Hornby Hobbies, the device allows you to plug six games into your Mega Drive at once and select a game at will.



DRAGONLINES CD

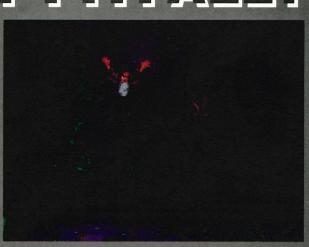


Okay, we'll admit it. These are not Mega Drive screen shots. They aren't even Mega-CD screen shots either. In fact, they are PC shots of a game coming soon to the Mega CD. Dragon Lines is a huge RPG set over two CDs, with all the graphics rendered on Silicon Graphics machines. You play the part of a son investigating the death of his father, and also trying to discover your link with dragons. Although the game is in early stages of development, we're already licking our lips in anticipation.

BLOODY PITFALL?

Anyone old enough to remember Pitfall Harry should really be pensioned off, but seeing as all of us office types can, we couldn't do that. In any case, Pitfall: The Mayan Adventure brings the Atari VCS version right up to date. More details as we get them.

esece zone





FIFA takes the top slot for another month, and there is, in fact, little change in the charts. Surprisingly though, Sub-terrania enters low in the chart despite some excellent magazine reviews. Joe public eh? Go figure!

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SONIC 3

PGA EURO TOUR EA

EA

SEGA

2 PGA EURO TOUR

4 NBA JAM ACCLAIM

5 ALADDIN VIRGIN

6 REN & STIMPY SEGA

7 MICRO MACHINES C/MAST

8 SUB TERRANIA SEGA

9 MORTAL KOMBAT ACCLAIM

10 JUNGLE STRIKE EA

TONGLE STRIKE LA



TOP FIVE MEGA-CD GAMES

The really quite good Ground Zero (wouldn't fit) Texas is in at number one. Expect to see Tom Cat Alley come in real soon though. Of course, we said that last month.

1 GROUND ZERO

SONY

2 LETHAL ENFORCERS KONAMI

3 SONIC CD

SEGA

RAGE IN THE CAGE ACCLAIM

5 NIGHT TRAP

SEGA

CHARTS SUPPLIED BY GAME



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BENEFACTOR

A platform shoot `em up. So far there have been no outstanding examples of the genre on the Mega Drive. Will this change all that?

he first in a Psygnosis dual preview instalment is the blaster Benefactor. Imagine taking Turrican on the Mega Drive, updating the graphics so they don't look like they've been ported from the Amiga four years ago, and actually putting in some gameplay, and you get the idea.

Psygnosis hopes to sew up the market with this game, programmed by the famous Digital Illusions, whose pedigree includes the excellent Pinball Fantasies (for the Amiga). This is a major change in direction for them, but their talent has always been apparent, so we are sure of a great game.

Being from Psygnosis, you would expect great graphics, and they are certainly delivered! Well animated sprites, and an excellent use of colour shading add real depth to the proceedings. Both your player sprite and the huge amount of enemy sprites than come charging towards you look

WE 00005 100

Yep, it has lifts, guns and baddies. It is a platform shooter after all!

That little item behind you is a power-up. Pick it up and get ready to rumble!

excellent, and there is no sprite flicker, even with loads on screen at once.

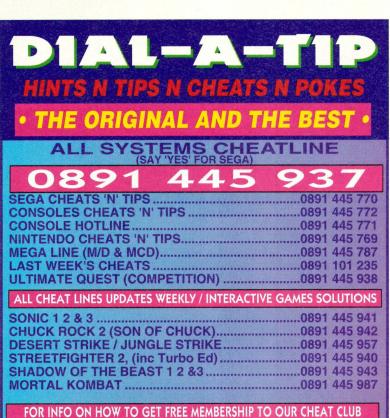
Of course, you have weapons to defend yourself with, and they don't come much bigger than these. Huge explosions as you fire you guns, and death and destruction throughout. There is the added bonus of hidden doors and secret walls along the way that lead to bonus areas, but only if you can find them!

The Turrican games have generally been a great disappointment on the Mega Drive, and it is crying out for a game of this kind, with the only title of any worth the graphically appalling Atomic Runner. Benefactor should redress the balance somewhat, and after Psygnosis' lack of releases recently, should put it back on the map.

Scheduled for Psygnosis' Christmas barrage,
Benefactor will certainly be one to look out for,
and although the version we saw was far from
complete, the obvious quality that will be apparent
in the finished version had already started to shine
through. Roll on Christmas!

"Get that stitched sonny!". This game does NOT induce pathological responsies. Honestly.

10

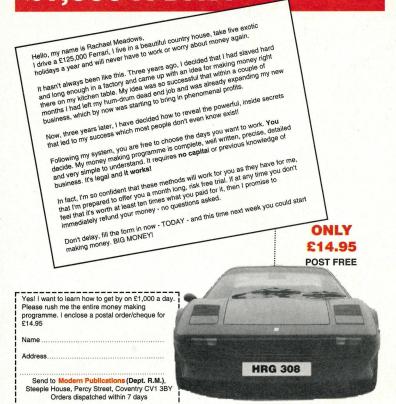


445

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THE BRUCE LEE STOR

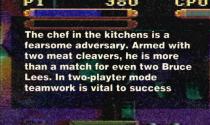
The curse of the Lee family may well have taken Brandon as well as Bruce, but does it mean that this game is cursed too?

cursed game? Could this be a world first? Well it could, if the game were crap, but luckily it isn't and it actually looks very smart. As you might guess from a martial arts game, it's a beat 'em up, but this one has a difference. Much like Archer Maclean's IK+, Dragon allows three fighters to simultaneously take each other on and try to beat shit out of each other.

As well as that, the game also allows two players to take on a lone computer opponent, so even those with no multi-tap will get a three play experience. The graphics, as you can see, look right tasty, and they move very smoothly too. Some of the sprites as quite obviously based on actors from the film on which this game is based.

The beat 'em up action is different that SFII, in that there are no special moves as such, but there is an added bonus in your chi meter. At the start of the match you can do basic attacks, including kicks, punches and throws. Land enough blows and your chi will increase enough for you to select fist of fury mode, in which you move much faster and your limbs disappear in a blaze of colourful speed.

More Chi will also allow you access to you







The life and times of Bruce Lee

The film on which the game is based want into the life of Bruce Lee integreat depth. It told or how from an early age Bruce betweed his son would die at the hands of a demon, and that Laure himself would die in Hong Kong. To stop this, he moved to America, and married there, having a son, Brandon. However, neither Bruce nor Brandon cheated the curse, and both died in mysterious circumstances. The game portays the story using digitised footage from the





"BRUCE!"

Bruce and his twin brother Bruce are up against the Demon of their dreams. He can't be killed though!



"YOU WILL DIE IN HONG KONG, I'VE SEEN IT IN A DREAM."



"YOU WERE BORN IN A SAN FRANCISCO HOSPITAL."

When Bruce has enough Chi you can change into Fists Of Fury mode, and you speed around the screen like this

famous Nunchucku, which you can swing around your body and whip out to crack into opponents' faces with good effect. The game follows the plot of the movie very closely, and all the scenes in which Bruce had to fight in the film are in the game, including a sailor at a dance, the fighter who crippled Bruce in a fight, and even the Demon who supposedly haunted Bruce his whole life.

The game is almost complete now, and is shaping up very well. As the only simultaneous 3-player fighter on the Mega Drive it will have the market all to itself, but with great graphics, sound and gameplay Dragon would stand its ground in a swamped market just as easily. Look out for a full review in the next issue of Sega Zone.

REVIEW MEGA DRIVE

PUBLISHER: BANDAI PRICE: £TBA OUT: IMPORT

Not being much of a fan of this Manga/Anime study that keeps coming from the Land of the Rising Sun, I was not looking forward to this much. What a pleasant surveyse then, when the turned out to be a belter!

nime. Manga. I have no idea what these words really mean actually, but they usually involve well-animated cartoon characters getting into the most amazing fights. My colleague tells me that Dragon Ball Z is a television series in Japan, and very popular too. In fact it has gone into film length cartoons now, so I would expect to see imports over here pretty soon.

to see imports over here pretty soon.
In any case, what is it all about? Well, it's quite difficult to explain actually but I'll give it a good shot. The story revolves around some bloke called Son Goku who has loads of mates who all enjoy a good scrap. They all search for the legendary dragon balls, of which there are seven in case you were wondering. With all seven in their possession they can make a wish which is granted by some huge dragon.

The potential for evil uses are limitless of course, so many people are trying to get their hands on the stones, which are scattered again each time a wish is granted. With it so far? Well this will lose you! Son Goku later found out he was, in fact, an Alien and his son, Son Gohan,

(that's a lucky name for a son eh? Son!) turned

into a gorilla each time he stared at the moon.

Well I'm lost. Luckily though, the game does
not require you to understand the storyline of the
series, because it simply concentrates on the best
part. The fights! Yes, in best Anime/Manga
tradition some amazing fight scenes abound, and
all the players have various special powers along
with basic fighting moves.

So what is it like? Well, if you hadn't guessed by now, the game is a one-on-one beat 'em up.

There are a few changes here though to the normal genre. First, the players can fly. Yep, that's

right, they can jump into the air and linger their, while performing special moves. IN fact, you can fight hand-to-hand in the air too!

"So how do you see the other player then?"

"So how do you see the other player then?"
Well, the game incorporates a strange split-screen display, so if players are further than a screen length apart, you can still see what they're up to. At the top of the screen is a small scanner, that indicates where on the playfield each player is. This gives the players far more freedom of movement than in Street fighter or similar games, and means that special move usage becomes the norm.

This linked screen shot shows just how large one play area is. Of course, the screen also scrolls upwards to let you fly too!









except when you try to fly over the head of someone beneath you, in which case the whole screen twists in a diagonal line, and not too smoothly. Of course, that is just a minor quibble.

Sound and effects are the usual beat 'em up dirge, and although they are irritating they really aren't very remarkable. Whether they are a good reproduction of the series I cannot say though. However, the big question still awaits. How does it play? Well I should point out first of all that it isn't as good as Street fighter. The graphics are smaller, and the game is not as playable.

However, if you compare the game to other fighters is does very well. The 'over-the-top' special moves are all good fun, and the long-range action is more tactical than the frenzied 'close-in' attacks of other one-on-one games. A game that Anime fans will love, but is not really good enough to steal the crown of the almighty Street Fighter II.

Good use of the cartoon license, but not good enough to be the best. Lack of normal moves lessens appeal, and of course,

the manual is all japanese!

PERCENT

Good, but no cigarl







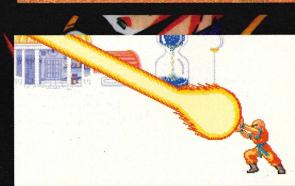




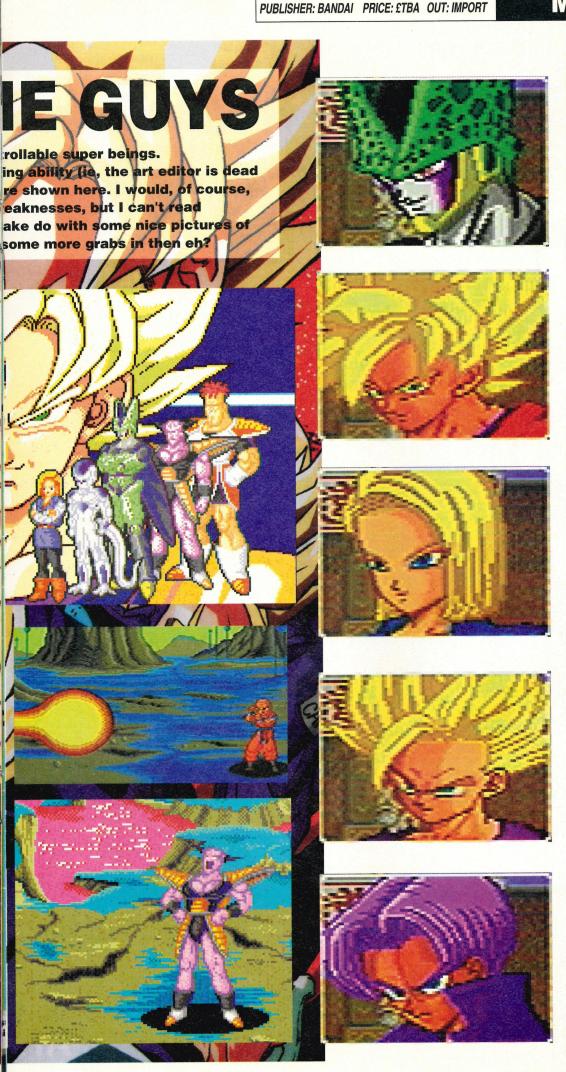
MEETT

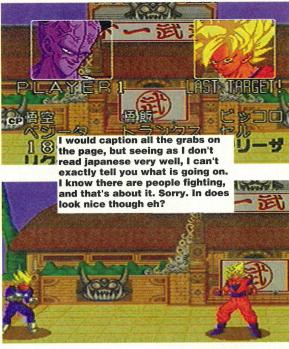
The game features a plethora of confunctionately, due to reasons of settle lazy) only ten of the eleven fighters a go into their relative strengths and Japanese so instead you'll have to make all. Right I guess I'd better put



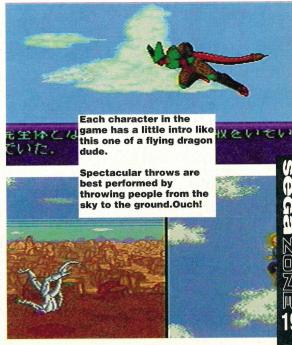


MEGA DRIVE REVIEW











latform games are, on the whole, a pretty dull bunch. Of course, there are exceptions to every rule, and the Mega Drive plays host to a selection of excellent titles. Sonic for one, Aladdin or course, but how about Cool Spot and Global Gladiators? Pretty good aren't they? Well you might not know it, but the last three games I mentioned were all programmed by the same bloke, Dave Perry. The man is the master of the platform game, and all his creations seem better than the last, indeed he seemed to reach the pinnacle with Aladdin.

Well, Mr. Perry is back with the Jungle Book, and with a track record like his you would expect a great game. It's strange then that this isn't up to the standard of his last game, and is move a miss than a hit. Don't get me wrong, the game looks fantastic, but the great animation and general graphical feel has 'Perry' stamped all over it. It's as though he has this game engine he keeps pumping sprites into, and out pops the finished product at the other end.

This is worse than Aladdin in one particular way though. For some reason, I just didn't enjoy playing it! I loved Aladdin a great deal, and played it solidly until I had completed it, which admittedly was only about six hours later, but that's me for you. The Jungle Book however didn't really grip me, and it was a bit of a chore to just do the review.

Now that's is just my personal opinion, so I'd better give you the full low-down, and let you make up your own mind. Well, as I've mentioned already it's a platform game, mostly in the vein of Cool Spot, with you taking control of the man cub Mowgli and collecting enough gems that are dotted around the level, so you can wake the dozing Bagheera and exit to the next stage. Collect all the available jewels on a stage and you can enter the bonus level and get some extra points.

The storyline involves a rather stark change to

I wanna be like

The animation in Jungle Book is excellent. Check out some of antics, and wish "if only I could do that"



Mowgli gets bored easily, and soon steps into this rather funky dance routine. Rave on!



Army training is going well for the man cub. He has already clocked up impressive times on the monkey bars

(Right) H he may t ur Mowe this ra



Disney's last Mega Drive game was the cracking Aladdin

you oo oo

f Mowgli



Not content with throwing bananas, the crafty youngster poisons passing people with poison projectyles

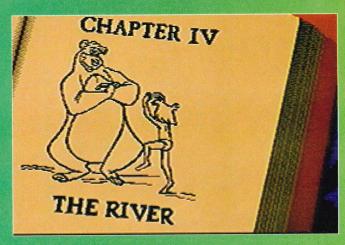


wever strong ink he is, it is ikely that the ter will move ter large tree

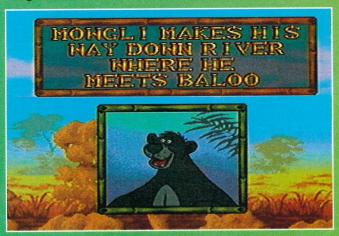




Mogwli can find unlimited use for the hmble yellow fruit. The only thing missing is the hilarious banana skin gag



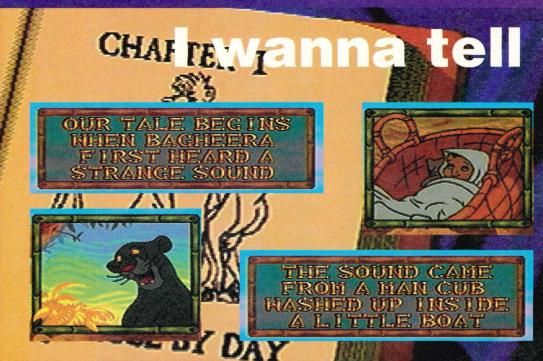
When you have completed a level, you turn another page in the Jungle Book



Baloo is a good guy, as he floats downstream Mowgli can jump on and off him as if he were a boat



. Can The Jungle Book live up to its predecessor?



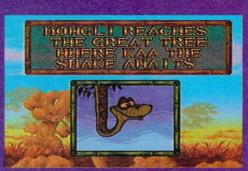


The small elephant is a restart point. Until you hit him he furiously waves the flag in the air, then defiantly stabs it into the ground when you touch

him







At the start of each stage, a screen appear mentioning the main points of the level. Here a big snake is going to attack you



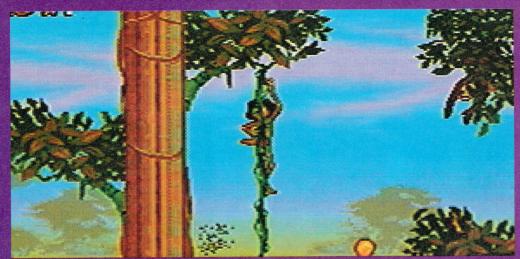
And here is that big snake on the prowl.

Continued attacks will eventually destroy the beast



A troupe of elephants have volounteered to aid you in your journey. Cheers lads, have a sticky bun, no give my hand back, ow, ow, oooowww





the original book, in that Mowgli decides he wants to return to civilisation rather than stay with his jungle friends. In any case you must proceed through ten platform levels, until you reach the man village and the end of the game. Help is given to you along the way by several characters, including Baloo the bear, Bagheera and a troupe of elephants, and of course you are hindered by the baddies like Kaa the snake, and Shere Khan, who turn up as end of level guardians.

The graphics are really nice. The animation of Mowgli is superb and the backgrounds are excellent too, but the jungle atmosphere gets very repetitive very quickly. I think there far too much green about, even in the ruins! There isn't really enough variety in your quest and although from time to time you will have to hitch lift from an elephant or something, these little distractions really don't make up for the lack of any new backgrounds. If you leave Mowgli for too long he gets quickly distracted, and can juggle bananas or do a quite extraordinary dance routine.

The sound too has a similar Dave Perry feel to it, and although I'm not even sure if Mr. Perry does music, it must be that the musicians who worked on Aladdin also worked here. Some of the effects have a very familiar sound to them as if I'd heard them in Virgin games before. The quality of the music can't really be faulted, although more tunes

wouldn't have gone down badly.

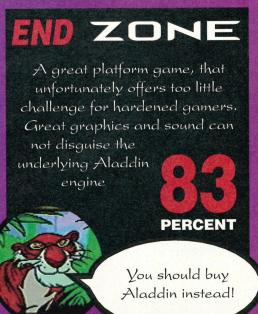
Mowgli can defend himself from the various creatures around the screen with bananas and a variety of other weapons which he can pick up, included a boomerang and some rocks. Of course, in the great platform tradition a bounce on the head will result in instant destruction for any evil being. There is also the usual temporary invulnerability to collect so you have a better chance against the bosses.

Not that you'll need it, because the game is very easy indeed. On my first go I managed to get to level seven without even trying. The hard difficulty level gives a slightly stiffer challenge, but it is nothing that a seasoned gamer would find at all taxing. For the complete morons among you Virgin have also included a practice mode which gives you clues as you play.

Overall then? A disappointment really. The game is not that bad, but gets steadily more repetitive as time goes on. With Dave Perry's last effort to compare this against there really is no contest, as Aladdin is by far the better game, and much more worthy of your cash. For those who already have Aladdin there is nothing new for you here, and for those who are after the best platformer around, that isn't blue and spiky, Aladdin is still the best around.







Just when you though it was safe to buy a Mega Drive game, here comes another conversion of a crap Neo Geo arcade games. In W H Smith, nobody can hear you scream!

Let's just put some things in perspective for a second. Number one, the Neo Geo arcade machine is a great coin-op, but far too expensive for home use. Number 2, the machine is plagued with beat `em ups and platformers (sound familiar?). Number 3, the Mega Drive is not really up to the task of reproducing 100 MEG cartridges Neo Geo cartridges on a 16 MEG cartridge whether you like it or not.

Of course, Takara seem not to notice this, and they continue to throw conversion after conversion through our office letterbox, none of them up to the standard of the original Neo Geo game. The other problem is that some of the original Neo Geo games were a bit naff to begin with, so we have a dodgy conversions of dodgy games. Understandably these games tend to not be very good. In fact they tend to be like the proverbial bag

Now being totally impartial, we don't tar all games with the same brush, and must therefore take each game on its own merits, and not look at the past record of the programmers. Well, what have we here then, King Of The Monsters 2, a conversion of the Neo Geo arcade game. C'mon

then , plug it in and let's have a go. First things first then, what's the presentation



like? Well a short intro tells of the surviving three combatants of King Of The Monsters 1 (yes people, this is a sequel), and the renewed attack on the planet by more Alien super monsters, all hell bent on control of Earth. Super Geon, Atomic Guy and Cyber Woo must fight off the other six aliens to maintain control of the planet.

Yes, that's the story line, it seems that KOM1 concerned some evil alien dudes who took over the planet Earth, and now in KOM2 some more are going to try and take in again, but this time three of the combatants are here to defend it. A pity then that the game doesn't really follow this story line,

and simply has you taking control of any of the nine monsters, and trying to beat ten barrels out of each of the other eight.

In case the screen shots weren't clear enough, this is a one on one beat 'em up. The difference here is that you can move around the screen a lot too, and can also pick up objects to increase your powers. These objects are left behind when you destroy background scenery like buildings and mountains. Being an Alien baddie, you get extra points for destroying as much of the screen as possible.

Each of the monsters has a plethora (a what? -

KING OF THE

Meet the alien scum

'Teeth Lips'
Mulroney stars in
the game as the
evil alien
mindbender
'Aqua Slug'. He
stands 312ft in
height, and lives
beneath the sea.
For this reason,
he is more
powerful when
playing in
subterranean
environments





Ovint Valut install



The introduction tells you about the survivors of Slug Fest 96, aka King Of The Monsters 1

EVERYONE

BELIEVED

THEY WOULD RULE

THE EARTH.

However, everyone didn't believe that, because otherwise there would be no sequel



But what exactly? I mean what kind of intro is this. Bloody hell and cows

reader. A lot -Ed.) of special moves, as in most fighting games. They are a little more extravagant than those in Street fighter II, and can include throwing your head at the opponent, using missiles, or rebounding opponents shots. A lot of thought obviously went into the original game design, and even the Mega Drive versions graphics are well formed and animated. The screen suffers from severe letterboxing though which is a major downer.

The music throughout the game is pretty nondescript actually, and the effects are equally bland. I guess the 16 MEG went on making the graphics look like the original, and I think in that respect they have succeeded. Unfortunately the gameplay is not really up to much, and in fact the game is incredibly boring. It just doesn't have the draw that Street fighter or Mortal Kombat has, and there is no desire to have another game.

The controls seem to respond very badly to special moves, and the moves themselves are very complicated to begin with. The two player game is no better really, and that too holds no interest. The Mega Drive really does not need another one-on-one beat `em up, and this serves only as another failure to add to the Neo Geo



Some greasy fat spud, versus another greasy fat spud. Friday night at McDonalds?

MONSTERS 2



Ahoy me hearties! Special n

Now, how could this possibly 뉴 be a beat `em up game, without 🖣 incredibly difficult special moves? Well it couldn't, so ₹ there are many varied moves available to each of the Alien players. Some special moves require you to have picked up 플다 power points, which change the colour of your player. Each player also has a hidden special move that needs two power ups and a secret button combo to activate. The combos are in the back of the manual though, so it isn't really hard to find them out.



The heroic Super Geon lets loose with some of his patented Snake Fire



Now does this look like Blanka's electricity to you or not. Inquiring minds couldn't really care loss



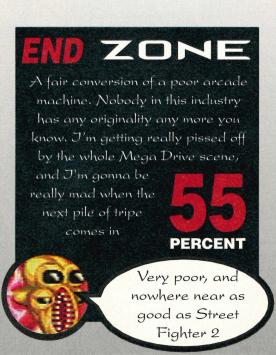
It's the famous golden mask of calcutta gag. Phew I haven't seen that one since Jones from from 3B managed to turn base metal into gold by accident in chemistry one day

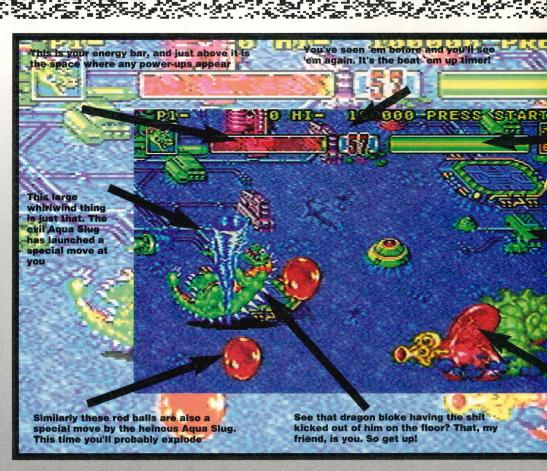


And in this grab, we can see a ray gun that looks totally dissimilar to the fireball from Streetfighter II. Yes. Absolutely

conversion list.

With games like Streetfighter II, Mortal Kombat and Eternal Champions around, the market is swamped with games like this. I will again at this point implore gamers to not buy this rubbish, and similarly implore developers to make original games for a change, otherwise we could soon see the Mega Drive go the way of the Dodo.





oves off the starboard bow



The really not very nice Eifflelyte launches a stone ray, The stone ray, rather unsurprisingly, turns people into stone.



An Ice ray has changed Aqua Slugs opponent into a block of ice. One hit will smash the block and inflict major league damage



Not really a special move at all this, just a dashing kick attack from the meanest meanie in all of meanville, Lavicus



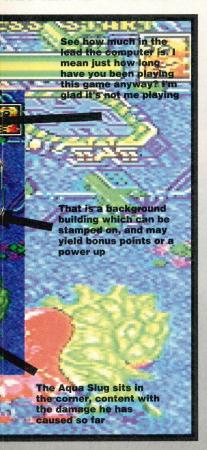
This grab reminded me of the Allen trilogy.
"Can I dream Ripley?" "No kid, you're gonna be eaten by an Allen before we land!"

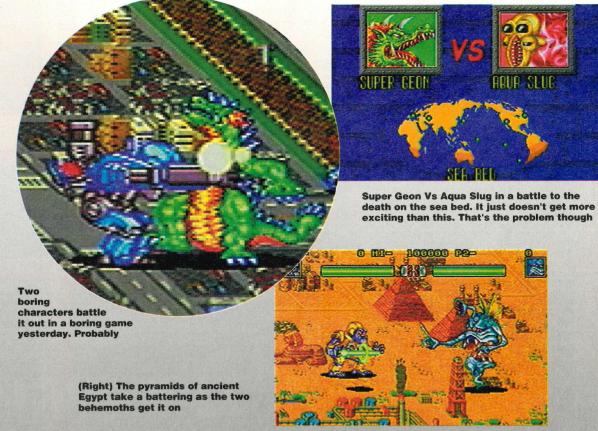


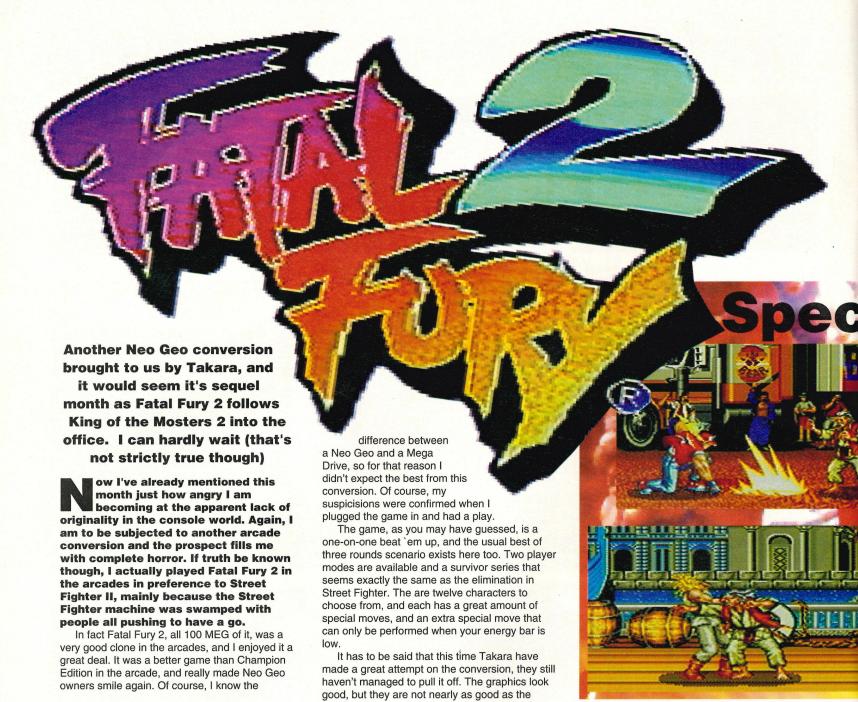
The brain boomerang is a favourite of the only allen in existence who can actually use his brain as a boomerang. Surprising, isn't it?



Bored, Bored, Bored, Bored, What do you mean pay cut? What do you mean rent rise? My car tax is due? Nightmare scenario commences immediately!







GAIN, LEGENDAI

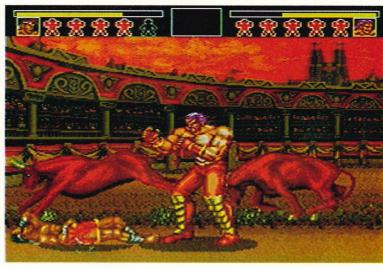


Higasi, Thai Boxing expert and friend to the stars. He's quite a guy



This is Terry Bogard, he's gorgeous, he is







MERREN



ne fella that knows how to look after himself



By the way I'm Andy Bogard, and I take care of both of them, which ain't easy, 'cos when we me it was moider

coin-op, and not really up to the standard already set by SFII on the Mega Drive. The animation is all there, and the moves seem to flow well, but somehow the game doesn't look right. Some of the background graphics are downright abysmal really, and although there are some of high quality, there are some stinkers.

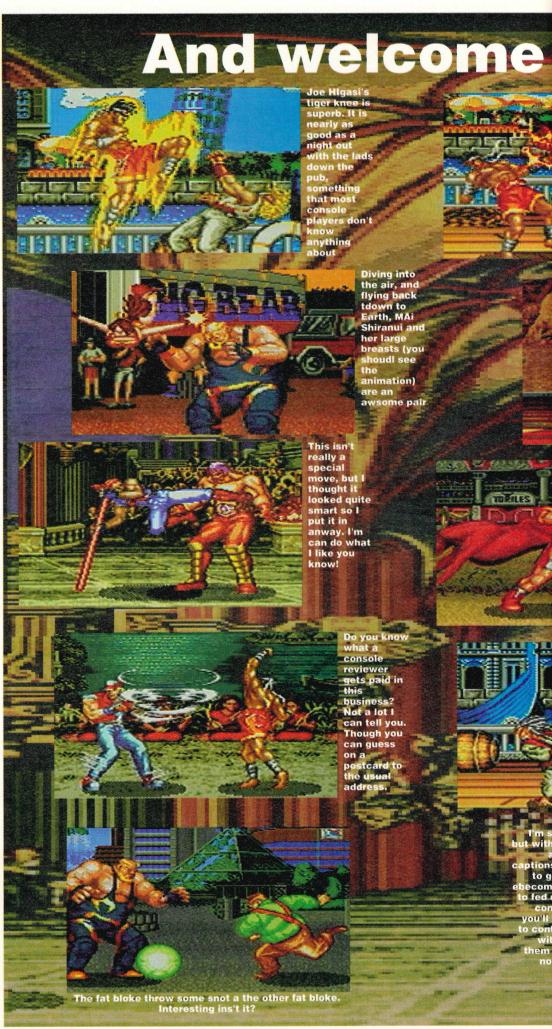
Even set of turbo speed the game is slow compared to (wait for it) SF. At top speed though, the game seems to miss out frames of animation and becomes jerky. It isn't really that bad, but it does detract somewhat. The controls are responsive and the special moves are quite easy to do, although some of them are hard to master at first. The extra special moves are especially difficlut to do, and a joystick or six-button pad really is essential to fully mastre the game.

The sound and effects are okay, and there is quite a lot of sampled speech in the game, although it is of quite poor quality. A great attract mode starts off the game, and there are huige numbers of options to tweak. This is the first game I have spotted that needs a seven button joypad, although that 's fine becasue you can use the mode button on the Sega 6-button pad for it. The seventh button is used to taunt your opponent!

The big problem though is the difficluty level. It seems that all computer characters are stupid, and will fall for the same trick over and over again. This means that the game holds no lasting appeal as a one player game, and unfortunately it is not different enough from Street Fighter to warrant purchase as a two player game. It just doesn't seem as instinctive as Street Fighter and the simply doesn't play as well.

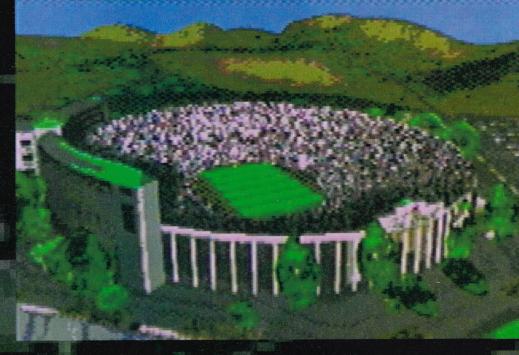
I can only really recommend the game to fans of the arcade original who don't like Street Fighter II. Any one else would be far better advised to look at the superior game first, then look here second. It is not a poor game by any means, but just does not make any impact with the quality titles already available for the Mega Drive.







not in a captiony mood today, so you'll have to bear with me



things take time and
I have to get into the right mood



"Bloody bugger git b******* shite" Calm down a bit Graham, you know we have just scored. "Oh, shit bugger p***". Oh alright then, have it your own way

With the Mega Drive world flooded with soccer games nowadays, why should this one fare well at all? Maybe because it's bloody great!

The Mega Drive eh? One of the finest consoles on sale today, except for the fact that the games are too bloody expensive and the sound is generally shite. What can you do though? If you have a Mega Drive that's the way things are. Of course, if you splashed out ANOTHER £250 on a Mega-CD things are a little different. Then you play £45 for shite games with better sound, and

you're £250 out of pocket. Kids today eh? Or is it their gullible parents?

This situation has arisen for several reasons. Number 1, because the general public are bloody stupid. If you don't buy games at £45 then Sega will have to lower the price. Makes sense really doesn't it? Number 2, if you don't want to spend £250 on a Mega-CD don't buy one, and wait until the price comes down due to lack of sales. Easy really. Number 3, if you don't want any more crap CD games, don't buy the crap games that are already about, you don't have to buy shite just because that's all that is available you know.

In any case, Sony have seen fit to address several of these problems at once, i.e. they've released a bloody great game, at only £30! I

Psygnosis struts its



So who really cares is FMV is pointless? It still looks jolly nice doesn't it?



Yep, we here at the Zone think that a bit of presentation goes a long way



In fact I quite like pointless FMV me. Like that cartoon at the start of Chuck Rock 2





mean, who isn't going to buy this? I think anyone with a Mega-CD, who doesn't own the cartridge version (at a rather expensive £45 I might add) should buy this game immediately. It's better than FIFA and you can quote me on that one!

However, for those stupid people who have yet to sample the delights of cart Sensi, and are therefore obviously a little sceptical about the CD version, I give this brief but informative review. To begin with, the graphics may not look the best, but they move quick. In fact they move bloody quick, and far faster than any other Mega-CD football game (well that's pretty easy isn't it reader. Go away and die -Ed) or Mega Drive football game (happy now? -Ed).

Of course, no-one really minds if the graphics

aren't top notch as long as the gameplay is up to scratch, and Sensible CD certainly doesn't disappoint. It plays like a dream, and a LOT better than any other football pretenders. You can chip and lob, give short and long passes, as well as attempting to crack the ball into the net from miles out. Of course the computer puts up a hell of a fight, and you'll be very lucky to get a goal in from any long range shots.

Sensible actually rewards good football play, and if you pass the ball around in the middle of the park for a while, then chip it to the forwards the computer defence will have been drawn in the middle and you'll have a free run on goal. Even so the goalies still put up a challenge, and you'll find you might have to play them around a





I could insert a standard 'action replay caption here you know, but I think you deserve better. However, due to a large intake of lager at lunchtime, I'm not in a fit state to deliver better so I'd better just fill the space up. There

funky stuff



That was dead smart. And the anime bit in Sonic CD. Smart. And the nice



Sportsnight intro to Sensible CD. Totally useless but smart none-the-less!



As you can clearly see here, Sega Zone are hammering Iceland into the ground by a superb margin of 2-1. Does anyone out there actually read captions anyway? A prize to the first person to send in a postcard with the phrase "I read the bloody captions" on it



A tense one this. Both teams failing in the limb department, and fielding only two players that seem little more than some football kits laid out on a grey background!



Relive those tearful days of yore by failing to make it into the World Cup finals just like the England squad did last year. I mean for god's sake how much do they pay the manager?

bit too. Now with all the playability and fast graphics (excellent animation) behind it you'd expect a downside. Well, there ain't one, even the sound is great. Of course, this being a CD you would expect great sound, and some fair music plays along while the crowd cheers and boos. The programmers obviously attended several matches and sampled the sound there, with voices booming out "You what, You what, etc, etc".

Now this being a Psygnosis game, the introduction has had a bit of a sprucing up with some excellent rendered images on display. When a goal is scored you'll see a short FMV piece of a goal being scored (surprisingly enough). All in all then, the game of the month without doubt. It's cheap (relatively speaking), it has great sound, impressive graphics, and a good game to boot. What else do you need. How about a friend and an amazing two-player game? You got it!

END ZONE

What can J say? By far the greatest soccer game that ever lived has finally made it's way to the Mega-CD. Sensible CD JS the closest you'll get to real football without having a

get to real football
without having a
knockabout with
your mates outside
your house

Do J not like that? No, J bloody do!

The incredible



Roll up, Roll up, see the incredible unrelated picture boxout. You will see a variety of picture with absolutely no relation whatsoever. Astounding!



Perhaps the most nausteating monster of all is the cup. This gift gargantuan has been known to gat 40 thousand packets of chewits a day





Run for your lives! The evil half time beast has escaped his pen and is coming towards the helpless score

Here we see with the mar

The player so the 'half time

R

ee how th

inrelated picture boxout



e strange football match creature, a fearsome beast tatooed if the devil. 1-1



Careful at the back there! In this cage we can see a goal kick. Quite why we keep this here is a mystery to me as it is a very boring creature



the field in this picture can be clearly seen running away from



eaky action replay is hanging just out of range of the central



The strange and twisted 'free kick just outsided the box' creature resides in this pen. We keep it chained securely to the wall for obvious reasons



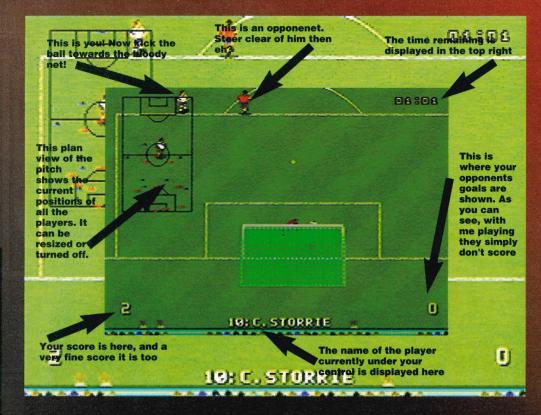
[bzzzzttzttzt Normal Service Resumed] And here the Iceland player is throwing in against the might of Sega [bbzzzttttt] Oh no, the 65 min sign! Look out!





MCRLD CUE USA'94

Following the euphoria in the office after the arrival of Sensible Soccer CD, the cartridge owners were crying out for something new. The same day this popped through the letterbox, and caused quite a stir, for all the wrong reasons



ow I am fed up. I am sick of having to review soccer games on the Mega Drive. Do you know just how difficult it is to come up with new material every time? Very hard let me tell you! Then there are the captions! I mean, c'mon people, just how many soccer games do you need? OK, I suppose if a game was to come in that beat all the others with all limbs tied behind its back, it would be less of an effort. However, with the likes of World Cup USA '94, it is becoming a bit of a chore.

The scene is set therefore, for another poor Mega Drive soccer game to be reviewed. Where do I normally start? Oh yes, the competition! Sensible Soccer (now on CD too) and FIFA soccer are both great games (with Sensible the best) and easily outclass this rubbish. With Kick Off 3 on the horizon and Dino Dini's Goal also set to make an appearance the football fever is far from over. So with such good games around (and coming) could anyone make the mistake of releasing a poor game?

I will tell you who could! Someone with a World Cup '94 licence of course! Guess who got the license? US Gold, makers of such fine football games as Italia '90! Guess who programmed the game? Tiertex! A smashing (not really of course) team from the days of the ST and Amiga. Yes, the game is bad, and is

GROUP C

Scotland 180:A Denmark France Japan Portugal Wales Australia plant thing to do of course, is to pland into the World Cup. Simply have any team and enter England tead. Let's boot out the yanks!

Chicago , Soldier Field

Germany v Bolivia

(Left) First you have bypass some of the games you don't star in a uch as this no doubt riveting match between Germany and Bolivia

WorldCupUSA94"



And in the great England strip of blue shorts and white shirt is seen at last on the fields of World Cup USA '94

English game shows through as the striker flies forward delivering a mighty shot towards to

opponent!



0











Switzerland hold England to a 1-1 draw, I mean the bloody idea of it!



2

Colombia leading England's group! What kind of game is this? Where is the realism?

Look out for

purely as exercise in licensing. There really isn't a good football game here, although there are lots of options.

I think what must have happened is that Tiertex went in to see US Gold one day, imagine the scene, "Hi guys, look we just got the license for the World Cup and I want to game done really quickly, think you can manage that?" "Of course, although we might have to cut out all the playability, and disguise the fact by putting in about five thousand totally confusing menus" "Not a problem, get to it!"

If you can finally get to play a game, after wading through the menus you will be disappointed. The graphics look and move well, although your players can only move in straight lines for some reason. Each player has a very limited numbers of kicks available, and a sliding tackle will end up in a free kick about 90% of the time. You cannot play a good flowing game of football because the computer keeps robbing the ball off you, and you can only shoot on goal if you are the furthest player forward, because shoot and pass are the same button, and if another player is nearby you will pass instead.

If you try and chase a computer player to tackle him, the machine will often change your player into one nearer the ball without warning, leaving you controlling a new man running the wrong way. The only kicks available are a short lob and a pass, so I found it impossible to cross the ball in from a corner even using the crosshairs provided. Add to this the console's ability to take the ball from your goal kicks and immediately shoot and you have a 'tear-out-your-hair' situation.

To add to the misery the sound and effects are both naff too, and few of the available options make the game any better. In fact the only worthwhile option seemed to be the action replay feature which was quite well designed, although not quite as good as the EA efforts. The whole thing just feels very rushed, and as if there was no play testing of any kind along the way. Had anyone played this during production surely they would have spotted the poor gameplay?

Well, last paragraph time is here again, and to sum up I will just say this. World Cup USA '94 is an appalling football game, and deserves to bomb dreadfully. Go out and buy Sensible Soccer to see how a football game should play, and laugh loudly at all the fools who bought this simply because it had the World Cup licence. It is still your choice though, but I hope I have made myself clear enough.



132HL 1053

END ZONE

Appaling football game that is shown up by the likes of Sensi and FJFA. Only those fooled by the license will buy this pile of unplayable old tripe. Now J'm

starting to get irate with the quality of the month's games

53 PERCENT



Woof! Bark! crap game! Grrrrrr!

MEGA DRIVE REVIEW





Another dirty foul from the opposition, but Tommy wouldn't let a dislocation stop him



A great chance for the England captain, and he takes it full on the volley!



The instant replay is in full flow, showing one of the finest goals you are ever likely to see on a sports field. Of course, being only one screen shot you will have to take my word for that



Use the cross hairs to pin-point the man to cross to



A superb sliding tackle excellently executed without foul by the Englishman. Not for nothing are we the sportsmen of the World.



Well, it a big hello again to the tips page. And what a tips page we have for you this month. There are some great tips here, a few tips, some tips and even a couple of tips. With that said then, what can I do to fill up the rest of the space? How about a bit of a chat? How are you? And you? How about you at the back? You know, I'm alright too. By the way, we have some really sad blokes knocking about the page today, so those of you with a weak stomach, who can't stand people going on about their women all the time, had better turn the page. Of course, on the next page, there are even more of them, so you'd better turn another page. In any case, if you want to see less sad people writing in to the magazine, YOU can make a change. Send in your tips to:

SKILL ZONE, Sega Zone, Maverick Magazines, 16-17 Hollybush Row, Oxford, OX1 1JH

And remember, if you send in tips obviously copied from other mags you will be publicly humiliated. Don't, Ok?

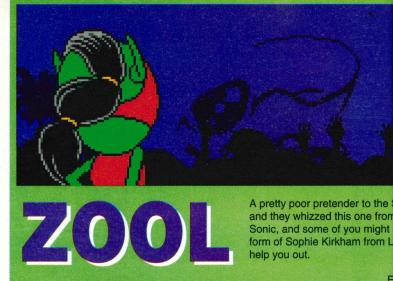
ROBOGOP VS TERMINATOR

Although they never made of film of both of the guys together, I though both different films were excellent, except Robocop 2 which was pretty crap actually. In any case, for those of you who are having trouble with the game, John Lilleston has sent in this little tip. "Don't go to New Zealand, and definitely don't drink Guinness!". Any useful tips though John?

Pause the game and hit B,A,C,C,C,A,B,A,C,C,C,A,B then unpause. Then press A+B+C+Up at the same to change weapons!









The CAUSE ST. VOL.

I loved this game on the Atari ST you know. Yes I know you love your chick Paul, now go away! Where was I? Yes, I loved this on the ST, and I was glad a great conversion come to the Mega Drive. Of course those of you with little ability might be very happy that Simon Frost from Rainhill has sent in this code to help you. What do you mean you love your chick? Jesus, how many sad thumbed people are there around here. I'm telling you, I'd better not see any more before the end of the page or there will be trouble.

This password gives you Thor and all the crystals he requires to enter fortress along with every item of equipment, and 20,000 health points. How lucky can you get?

YLOG: J4E97 X-TE8 68XOP W09+W

onic crown really, but you can't help peoples' tastes, the shelves! In any case, it is a mite tougher than the sed some help. Well, your angel has come in the adon, who has sent in these Action Replay codes to

ED530004 - Unlimited Energy

EB030000 - All sweeties have been collected

EB690010 - Unlimited time



THE OFFIFANTS

Well what have we here then. Oh, Paul Markey from Lancashire eh? What do you want? What do you mean you love you chick? Oh what else? You'd rather not go down the pub with the lads? Anything else? Some level codes for The Ottifants eh? Well that's the most sensible thing you've said so far.







GYBORG JUSTICE

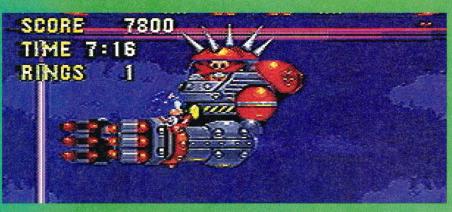
A hugely overrated (in my opinion) game, but never the less the public spoke and it sold well. If you are one of the sad people who bought this for 40 quid, instead of heading off down the pub with your mates, all I can say is, I hope you're happy! Anyway, one of you sad blokes has seen fit to write in with a cheat for the game, and that is Simon Howarth, from the northern town of Topville, in Top (supposedly).

Start a game and press pause. Now hit C,B,B,C,C,A,C and B to bring up a hidden options screen



SKILL ZONE

LET'S DROP SOME 'E'S. WLCOM TO SKILL ZON



SONIC 3

Discovered in the office by our very own editor, this tip allows you to access the level select via a key press and not a game genie or action replay code. Whatever other mags may claim, we sorted this out first, but press deadlines mean that we are later in print than them! In nay case, to access the level select wait until after the 'Sega' has sounded, then hit U,U,D,D,U,U,U,U before Sonic has crashed through the big SEGA sign. It is quite hard to do, and may take you a few goes. If you hear a ring the cheat has worked. Go to the main menu and press down on competition to highlight an extra option, Sound select, from where you can pick your starting level!



CHUCK ROCK CD

Although Master Splinter is in fact a character in a comic book, and several films of the Teenage Mutant Ninja Turtles, his namesake lives up in Colchester. He goes by the name of David Vose, but points out that soon his name will become Master Rat Boy Splinter by deed poll. He is a keen admirer of the game Chuck Rock CD, and has sent in these level codes to help any weary travellers on their way to Nirvana.





RANGER-X



Ranger-X. Incredibly difficult to control, and not very much fun in the meantime. I believe certain people liked it though, including John 'Van Gink' Hotpants from Cheshire, who is keen to stress he does not drive a hair-dryer. Other than that though, he would like to point out that by going into the game options screen,

hitting A, B, C, A, B, C, A, B, C then selecting an easy game and starting, you will find yourself in a completely new level. Remarkable.



Ever wanted to play as a kangaroo? Even remotely considered the possibility? Neither had I actually, but Sega have decided that many people would like to do it, and have included the option in the latest in the Rage games. During level 2, when you come upon a chained Kangaroo and a clown, simply beat up the clown, while not touching the Kangaroo, and the beast will run away when the clown is killed. Now if you die you can select the Kangaroo as a character! By the way, by accident we discovered you can get the Kangaroo to appear on the main character selection screen at the beginning of the game, but are unsure how we did it? Does anyone know?

VIRTUA RACING

I don't believe it, the first quality game on the cheat pages this month, and yet again another tip discovered here in the office. Although we all now that completing all three stages in normal mode in first place will grant you access to the mirror mode option, few know that there is also a keypress combination that does it too! Keep it close to your hearts people, because you can rest assured that next month several rival magazines will have printed this tip and claimed it as their own, and you know that isn't true!

Switch on the machine, holding down Up, A and B then at the demo (with three buttons still held), press and hold start (now holding all four buttons). The main menu will come up, and the mirror mode option will be instantly available!





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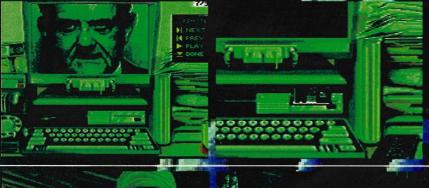
Although Rise Of The Dragon has a number of different ending, here is the one which we in the office like best. It' punch the ma



First things first then. In your bedroom, pick up the clotnes from the floor and the coat hanging up. Put on both items. Next pick up your pillow, to reveal your gun! Pick up the gun too. Next head into the bathroom, and open the cabinet there. Get the First Aid kit, and the aerosol can. Go back into the bedroom and click on your computer. Switch the machine on, and operate the remote control to watch the three calls you have. When you have seen all three, turn off the retrieve the picture of the mayor's daughter from the printer, eject your ID card from the card slot, and go back to the main room. Leave your room from the bottom left.



In the corridor you should notice a few things. First there is an exit behind you that leads to a fall to certain death, so don't be going there. Next there are two buttons on the lift, one leading to the roof, and the other to the Em-Way. The final thing here is the stop-cock on the pipe to your left. If you click on the valve you can short out your door so it opens without the use of your ID card, if you can't be bothered searching your inventory every time you want to come home. Head down in the lift onto the Em-Way and head for





Buy some roses from the flower seller here, and then go through the right exit to the warehouse district. Find the Alleyway exit and take it, and enter the door there. Have a talk to Chang Li, then return to the flower seller. From here, head left and enter City Hall. Talk to the receptionist, but say you want to see Karyn in the hall of records. Enter the hall of records, and talk to Karyn, who is sat in the middle of the three people. Give hall Karyn the flowers, and arrange a date for later on, then take your keys from the







Enter your apartment and drop your gun in the room (you can't go in the Pleasure Dome with a gun you see). Now click on the cupboard above the sink, and use the keys to open it. Collect the four charges, and the wire tap device. Then leave your apartment, and use the Em-Way to get to the pleasure dome. One inside head for the bar, and talk to the guy at the far end of the bar. Don't mention the fact that you are a detective, but concentrate on telling him that a friend is in trouble. When you tell him that Chandra is dead, show him the photo as proof.





the lovey dovey 'get everything right, and get the girl' ending. Follows this complete walk through and you too can



Sit with the Jake, and talk to him about Chandra. With some gentle coaxing he will reveal the address of Chen Lu. Go home again, and collect your gun, then head for Chen's place. You should pass a man in the corridor that you will meet again later, but for now you must act quickly or you will be arrested. Quickly use the TV set and waich Chen's messages, then get his ID card from the slot. Head for the bedroom and click on the dragon's eye. The dragon will lower into its crate and reveal a safe. Use a charge on the lock, and collect the Parchment inside. Then get out quickly, and head back to city hall.





Go to Johnny Qwong's house, and open the manhole cover. Enter the sewer and locate the telephone box. Take a look at the diagram on the box, and then place a charge on the lock to blow it off. Open the box, and drop the wire tap, which should appear in the bottom right corner. Now attach the three tap glips to the wiring as per the diagram on the box. Make sure though, that you only attempt to connect wires when the voltage on the meters is in the green section. If all is well the green light will illuminate on the wire tap, and you should get out quickly, before the rats eat you!





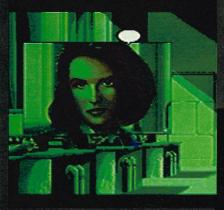
Talk to the drunk in the street until he tells you the story about Bahumai the dragon, and his adversary. Then head back to Chang Li in the alleyway, and give him the Parchment to translate. He will also give you various other important items, so make sure you pick up the Stone, Body Armour, Book and cookie before you leave. Remove your coat, put on the body armour, and replace your coat again. Go back to city hall, and talk to Karyn again. This item show her Chen Lu's ID card and you will discover his contacts, and the address of Johnny Owong.





Now go home, and you should get a message that was meant for Qwong. Next head for the warehouse district near city hall, and approach the warehouse. You should see a row of electricity meters, and should place a charge on one of them. The whole warehouse will now blow up. By now you should have had a reminder about your date with Karyn, and you should head to her apartment to pick her up.







In the morning when you wake up, drop your gun and collect a message. Head for the hall of records and ask Karyn to snoop into the files about Deng Hwang. Go to the pleasuredome and talk to the Jake again, and then go back nome and pick up your gun. eeh to advance time Wait at home and use the time acceleration until Karyn has been kidnapped, and the Jake his should ma date around 8/0



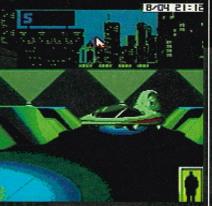






At the reservoir go into your inventory and put the big gun in your hands. Now shoot and the bad guys on the screen and enter the shuttle car. Inside the car, head for Deng Hwang's and you will land on the roof, thus bypassing the front gate security. Then take the lift downstairs.









Go to the warehouse district and wait there until 8.15pm. Ignore the speech by Hwang, and the meeting at the reservoir. At 8.15 Jake will arrive but be immediately attacked by The Snake. Now you have to attempt an arcade section, and defeat the snake at the end of it. Practice is the only solution for the arcade but, and you can try it as many times as you like. After you have killed The Snake, collect the ID and the big gun and immediately head for the reservoir.



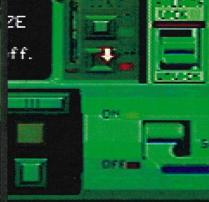






At reception tell the woman you recognise her, and she will remember you from school. a while and promise her dinner and a movie, and she will let you into the Now approach the security terminal and attempt to push the large switch. he machine will ask you to enter an ID card or bypass code. Put snake's card in the t, and follow the sequence of lights by pushing the buttons beneath them. Put all the switches to off and hit the main off switch. Head back into the hall.







Outside, go through the doorway earlier guarded by a laser field. Enter the first door on your right, and pick up the screwdriver. Open both panel in front of you, and hit the main switch in the top box. Use the screwdriver on the lower panel, and grab the main wiring.

Leave the room and enter the next door along.



Use the wiring on Karyn without approaching her, If it works the wiring will cover her body, shorting out the equipment strapped to her neck. You can now approach her and disconnect the three tubes attached to her neck brace. Alarms will sound, and you will run headlong into a confrontation with Deng Hwang, who promptly turns into a large dragon. You now enter another arcade scene where you must kill the dragon and thus finish the game.





Now sit back and watch the end sequence, and finally get to the punch the mayor's lights out!







Seeing as last month's letters page was filled with epsitle from the rich and famous, I don't see why next month's can't be filled with some drivel from all you plebs out there. Get off your fat backsides, pick up your bic, and get writing!

By the way, we know where you all live, and we'll be around later to beat you senseless if we don't get a letter from each of you!

Our new address is:

Sega Zone, Maverick Magazines, 16/17

Hollybush Row, Oxford, OX1 1JH

I've lost my job - part 2

I'm just writing to say, thanks for nothing! If you remember last month I wrote in saying that I has lost my job and was no longer able to supply the kids at the local orphanage with any games. If you remember you promised to sort something out for me. Since then all I have had through the post is a copy of Altered Beast, and 45p in coppers. Is this some kind of joke? Where is your compassion?

David Mcinley Liverpool

MEGA-CD PALAVER

I have a bit of a nigel question for you actually, but here goes anyway. I have a Japanese Mega Drive which is fitted with switches to allow it to run both American and English cartridges. I enjoy playing games much more when in American mode, because the games run at 60Hz, ie Much faster and on my scart TV all is fine. I'm looking to upgrade to a Mega-CD next, but would like to run games in 60Hz still. I would though, like to buy official software to use. What is my best chace for success?

Nigel Worthington Derby It is a little know fact that all MegaDrive One's (not the new style) are in fact exactly the same whatever country they are bought in, save for a small piece of soldering on the circuit board. By fitting switches like Nigel, you can own all four possible Mega Drives (Asian, Japanese, US and European) in the one box! The Mega-CD will only work with a machine from the same country of origin, but with switches this means you can buy any Mega-CD and it will work fine.

In the office we discoverd that the speed of Mega-CD games is dependant on the Mega Drive not the Mega-CD, so you can in fact plug an official Mega-CD into your Mega Drive (while in European mode) insert an offical games into the drive and start playing. Now by switching the Mega Drive to US mode (60 Hz) the game will run full speed, with no borders on a scart TV or monitor. Your best bet then is the official UK set-up, as that will run games at 60Hz anyway!

FORD RS TURBO

After last month's letters page I was thinking about pop groups, and I thought that 10CC would have done much better if they had called themselves something more daring, perhaps 1.3Ghia, or maybe even 2.0GTi. What do you think?

Kevin Godley Creme

New owners make you happy?

After the ruin of another of my favourite magazines by a rival publisher, I was alarmed to see you take over the almighty Sega Zone, thinking "oh no, they'll try and be as humorous as the old members of the Zone, and completely fail- and I was right. Nearly. I'm glad to see that you use all the old chat (no, really) n'all that, so we actually forget it's been changed and you managed to pull it off (don't even think about it) so I feel congratualtions are in order, but don't get too cocky people, there's still room for improvement. Why not:

- 1: STOP saying MUPPET. Annoying!!?!!
- 2: Bring back reviewer photographs.
- 3: Update the cart show. Josse Bilson is no longer with us and it's his markings.
- 4: Erm... Goodbye.

Chris Sweeney, Lanarkshire, Scotland Well we will of course, gratefullt accept your prasie, and totally ignore your put-downs. You see, It's our magazine and we'll do what we want. Now we understand how you don't

like the word muppet, but Julian used to like it, and now he's gone

used to like it, and now he's gone it might not be used again, but who can really say, eh? As to your point that we might be less funny than the original Zone team, I mean who is less funny than them anyway?

We have already brought back reviewer photgraphs of a sort, as the masked man doesn't want ot be revealed, so all reviews, although not necessarily done by the masked one, will be shrouded is mystery.

As to the cart show, it is no more. Sorry and all that, but it took up too much room. As you can see, I have awarded you the first 'Nothing Winner' in Sega Zone for being far too arrogant, and trying to tell us what to do!



If you recall last month
the reply was followed by the word
'possibly". As it turns out you did
get something through the post, and
it was crap because we didn't
believe for one minute your story
about jobs and orphanages! Any
more begging letters will be printed
of course, but probably ignored like
this one.

I thought this was all over after last month, but obviously not. In any case, 10CC did really quite well without a daring name, but perhaps they would have done even bettrer with Cosworth or something. Why thehell did you thin kwe would know?

SCREWS IN THE CARPET - RETURNS

Just the day, I was putting my
Mega Drive away when I heard a
rattle from inside. I immediately
raced for a screwdriver to see
what the matter was. After I had
opened it up, I realised I hadn't
turned of the power and as I
touched one of the wires inside I
suddenly smelt a rather nasty
burning smell. Now my Mega
Drive doesn't work any more. Am
I still covered by my guarantee,
and if not what can I do?

Elliot Jones Northhampton

You have been getting into a few scrapes haven't you Elliot? In any case, as last month, you are not covered at all under your guarantee for'acts of idiot', and thus it's down to your local repairman for you. Let's just hope it wasn't anything serious eh?

FOUR PLAYER WHINE

I am writing to compain about the 4-tap systetms avaliable available, which you and your fellow reviwers seem so fond of.

Okay, so they are a good laugh, and can really enhance the gameplay of many games, but I have games which use different four taps (Sega and EA) which gives me an economic dilema which I'm sure is shared by many (as well as a subsequent

headache)

I think that both Sega and EA should take a leaf out of Codemasters book and bring out a system similar to the J-cart, this may put the prices of the games up a little, but it's better than shelling out the £50 for two tap systems.

Ben Dulley Ashford

The offical line on the two taps, was that both EA and Sega were developing them, without actually knowing the other was doing exactly the same thing, thus by the time they discovered each others' plans, the taps were finished and in the shops! There has been talk recently of both EA and Sega recalling their taps from the shops (not consumers mind) and updating them, so they are compatible, but I don't think that has happened yet.

Other than that, the as yet unreleased FIRE tap will be your best bet, as it can play both EA and Sega tap games without a problem. Putting all games on J-carts seems a good idea to begin with, but could prove costly in the long run. If you were just going to buy one multi-player game then fine, but buy any more and it starts becoming more expensive



I spotted that you put short prize-winning letters in this little space on the page, and decided to try my luck. Do I win or what?

Ian Freely, Dumfries

Well yes, actually you do win! You see, it doesn't take absurd letters to win a prize, \ightarrow{ijust anything will do! As to your prize lan, how would a Virtua Fighters arcade machine go down? Well, you're not having one of them, so tough luck!

than buying the tap seperately

TAP TAP TAPPITY TAP

I thought the feature you did on multi-player games was a complete bag of shite! I mean it, it was complete twaddle, and an obvious attempt to fill pages up. What kind of morons do you think we are anyway?

Joe Public Stevenage

It must be said, that the people you are now talking to did not in fact own the magazine when the feature was written. We cannot comment on it therefore, but you are, or course, entitled to your opinion.

SAD ALERT

You may have noticed that we all wrote in to the tips pages this month too, and we will be heard. We are all for the correct respresentation of women in console games. So far al we have had are this buxom ladies, all to be rescued. What about fatbottomed girls? Ugly women? We love them all, and will continue to fight until publishers see how much girls have to add to the console scene.

(Frost, Dutton, Shone, Markey)The Thumb-boys, Lancs

I remember you now! God you were annoying then, and you are even more annoying now! The thing is you see, that you don't get out enough. I have seen this problem before and there is only one solution. Complete abstination from girlie nights, and instead try going out with the chaps instead. Once you see the male way of life a little more often, you'll see how it appeals a lot more than sitting in watching a vid with the chick.

BEER, BEER, WE WANT MORE BEER

I'd just like to point out to your readers, than I can drink at least two pints oflager before I am horrifically sick. Actualy come to think of it, it's more like a pint an' half, maybe closer to a pint then. Okay. I admit it, half of shandy and I'm anyones!

Ken Johnson Lane

Thanks for pointing that out to us

Ken, I would also like to pint out (bit of a freudian, I mean point of course) myself, than my limit is about 15 pints, so if anyone thinks they can better that, please write in, and we might set up a drinking contest.

RUNCORN MURDERESS

I've written in to ask your advice on something. You see, I am a lad. I mean, I go out with the lads at the weekend, and I don't have a chick as yet. The thing is, I've met this girl, and sparks are flying around in my heart, and I don't know what to do. Should I start seeing her and dump on the chaps? Or maybe go out with the lads anyway, and bring her on as sub atthe end of the night?

Simon Howarth Townville

What do yoiu think? Of course you should keep going out with the lads, and as long as she doesn't mind you can sub her at 11.30, but make sure you don't try and bring anyone else down to your level at the same time, eh?

MANY QUESTIONS

I have noticed that in many other console magazines, the letters page is usually fileld by people asking many inane questions about release dates, prices, other systems and the like. I have noticed that you have no such letters on your page, and have decided to redress the balance.

- 1: When will the saturn be released?
- 2: What is this Mega-32 mumbojumbo?
- 3: Will CDV's play on a Mega-32 with Mega-CD?
- 4. How do I get a job on Sega Zone?

Ar ethey inane enough?

James Burroughs Wallasey

Saturn is slated for Dec 94 in Japan. Mega-32 is a graphics accelarator for the Mega Drive. I doubt that a 32-CD system would play CDV, although it is 'supposedly' VHS quality. For a job on Sega Zone try writing a sample review to the address above. That's it for this month then. See ya

THE BACK PAGE

NEXT MONTH IN SEGA ZONE

Blimey that's a tricky one. Erm, right then.

PLENTY OF NEW AND INTERESTING GAMES
As we approach the quiet summer months, magazines like this sink of swim based on the skills of the dedicat..... wait a minute? Didn't we do this last month? I though so! Oh, I suppose you want an original back page like in those 'other' mags do you? Well you can get lost, you'll get text on a blue background and like it sonny jim!

Alright then! Already scheduled for next month is (as promised last month) a full review of Jimmy White's Whirlwind Snooker. In addition we are almost assured (but they do keep getting put back) both SoulStar and Battlecorps from Core Design. We also have a work in progress feature on the third in the Strike series of games, that narrowly missed inclusion this month due to lack of space. As well as all that, we ought to have a review of Mortal Kombat CD, FIFA soccer CD and Flashback CD!

On the cartridge front we should have Combat Cars in, Speed Racer, Ryan Giggs Soccer, and Outrunners. Looks pretty full to the brim next month then, much as it was this month actually!

Other that that there are the standard magazine bits. You know the kind of thing. In depth reviews, great previews, amazing guides and the best letters page this side of Penthouse.

UNTIL NEXT MONTH THEN
It's adieu from the team here at Sega Zone, but don't forget to come back next month, or you'll never see that game we promised you last month. You know the one that's so hush hush that we can't say what it is. So just wait, you.

orze master



SOME OF OUR LUCKY WINNERS

- Mega Drive & M/CD; A. Nicholl, Worcester.
 £250 games; L. Paul, Scotland.
- Super Nintendo; C. Wilson, Cornwall.
 Videos; E. Cooper, Wales.
 Mountain Bike; L. Hill, N. Ireland.
 - Game Gear; D Strivens, Essex. Sports Kit; E. Evison, London. Amiga 1200; S. Jones, N. Yorkshire.
 - Mega Drive; J. McLeod, London. Mega Drive & M/CD; P. Roe, Northumberland.

