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SEGA MAGAZINE

#17
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- NBA JAM 32X
- ROAD RASH CD
- MAN UTD SOCCER
- STREET FIGHTER ZERO

SEGA SATURN

WE TEST-DRIVE

DAYTONA USA

FIRST BRITISH PLAYTEST!
MASSIVE 12-PAGE FEATURE INSIDE

PLUS!

ETERNAL CHAMPIONS CD

STREET RACER

MANGA STREET FIGHTER

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Sega Pro, Easter 1995.

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SEGA MAGAZINE

COULD YOU LOVE...

THIS?

no.

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OFFICIAL SATURN SHOWCASE 36
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It's the biggest scoop we've had for ages and it's brilliant! We take the Saturn version of Daytona for a spin and give you a course-by-course dissection of the game. And you'll only find it in SEGA MAGAZINE!

DEADALUS 50
Doom on the Saturn may still be deep in development, but in the meantime, you could always have a blast on Deadalus. Which is exactly what we did in this two-page feature.

PEBBLE BEACH GOLF 52
It's golf! And it's on the Saturn! Okay, so it's not the most exciting concept in the world, but the result is surprisingly stunning.

VIRTUAL HYDLIDE 54
The first RPG to arrive on the Saturn is just about finished, and it's 100% 3D too. But will it play well? Turn to page 54 for the full lowdown.

THEME PARK 56
Design your own brilliant Theme Park and become the most popular person in the whole wide world! Alternatively, create a cruddy park and be billy no-mates for evermore. It's completely up to you in this all-nearly-new console version of Theme Park!

ETERNAL CHAMPIONS CD 96
Remember Eternal Champions on the Megadrive? Well, this is kind of similar, except it's about ten times as gory, with new moves and characters, plus there's loads of slick FMV bits too. Which will make a welcome change for peeved Mega-CD owners.

STREET FIGHTER MANGA 66
A couple of months ago we brought you the first shots of the Van Damme Streetfighter movie, and this month, we've managed to get hold of the forthcoming Manga version of events. Be warned though – this is none of your clean-cut Kylie extravaganza. Paw your way to page 66 immediately for the steamy, x-rated Chun Li shower scene!

STREET RACER 70
You know, we've often said that what the Megadrive is lacking is a really good racer. Like MarioKart. Obviously, MK won't be released on the Megadrive, but Street Racer will, and by all accounts, it's the next best thing!

SEGA RALLY 74
If the twelve-page Daytona showcase hasn't satisfied your next generation need for speed, surely this four-page extravaganza on Sega Rally will! Oh and after you've read it, we strongly suggest that you hot foot it down to your local arcade to play it, because it's ace!

ISSUE 17

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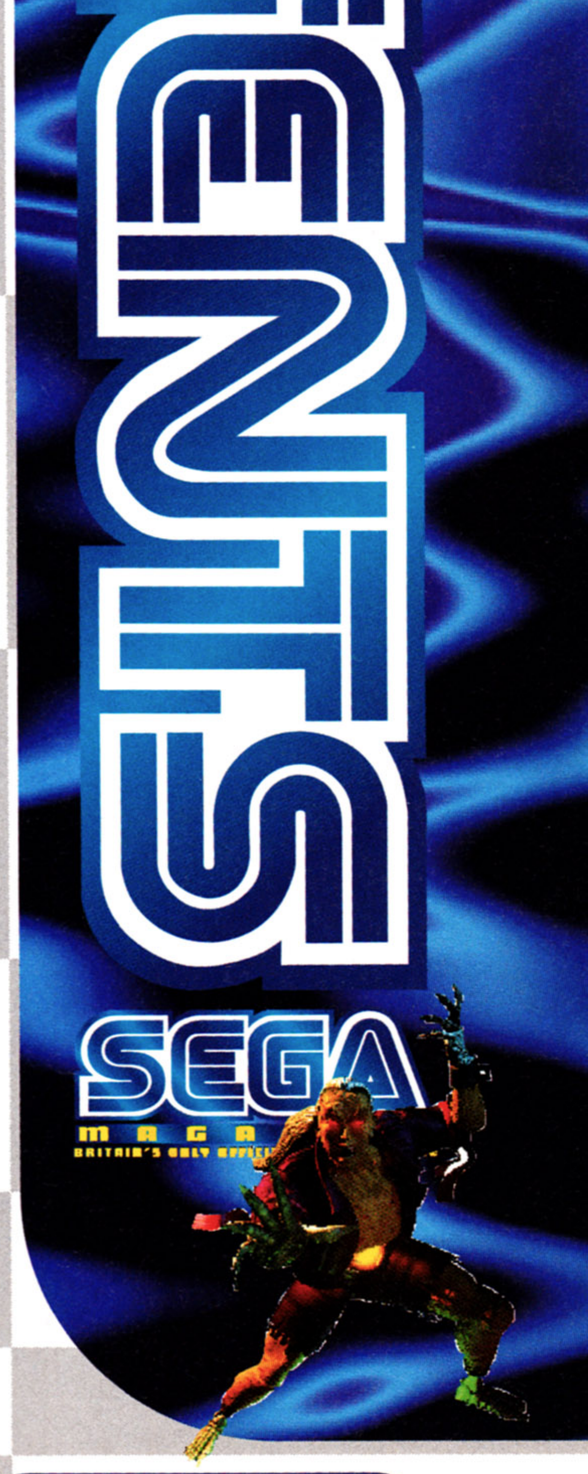

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ADVERTISING MANAGER
LIZA HAWKES

TOKEN DOUBLE-BARRELLED
CHRISTIAN NAME
SARAH-JANE LEAVY

PRODUCT MANAGER
NICHOLA BENTLEY

COVER ILLUSTRATION
Sega Research and Development Department AM2.

EDITORIAL SUPERLOO
TURNSTILE: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.
PHONE: 071 972 6700
FAX: 071 972 6701
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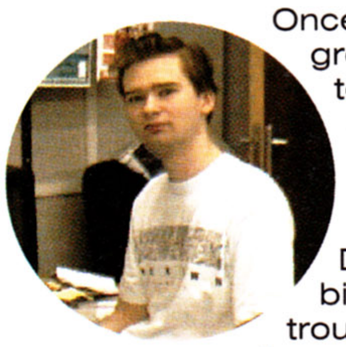
EDITOR

DAYTONA

IT'S THE GAME OF THE YEAR... AND WE'VE GOT IT FIRST!



Once again, AM2 have produced the goods. Already ranked as one of the world's greatest developers with titles like Virtua Racing, VR Deluxe and Virtua Fighter to their name, their tradition of excellence has been upheld in spectacular style with Daytona USA.

Of course, being SEGA MAGAZINE, we've got the first (make that the ONLY) look at the game before everyone else gets hold of it via their import suppliers, and I think they'll agree with what we know - Daytona is a monumental achievement. I must admit that I was a bit worried about the game. The Saturn seemed to have a little trouble coping with Virtua Fighter, so what chance did the graphically superior Daytona have of being as close a conversion? The good news is that although some compromises have been made on the graphics (though not as many as everyone thought there would be), the game still packs enough of a visual punch to impress just as Virtua Fighter did. And of course, being an AM2 product, the gameplay is nigh-on perfect. Also, taking a bit of inspiration from Playstation Ridge Racer, the game features plenty of secret "bits" including even more extra cars to play (more than we've revealed this month), mirror modes and what have you. Great stuff.

In light of all this 32-bit activity, it's a bit of a shame to see some key Megadrive titles being a bit disappointing. Both Theme Park and Street Racer were greatly anticipated by everyone here at SEGA MAG, but both proved to be lacking key elements in making them classic releases (although Theme Park is still very good indeed). Oddly enough, one title we weren't really looking forward to that much - Eternal Champions CD - benefits greatly from an extended playtest and I personally prefer its style of play to MKII. If more time was spent on developing titles of this quality for the machine, maybe the Mega-CD would've enjoyed more success...

RICHARD LEADBETTER

BARRY WIGHT – THE WALRUS OF GAMES

You know, people say to me "Barry, Barry, how comes you're always asking laaadies round to your apartment to play games when you're nothing but a fat, sad, grotesque caricature? When all you do all day is pick hardened bits of melted cheese from out of the corrugated cardboard of takeaway pizza boxes?". And I say to them "Hey, I may be fat, I may be sad, I may be all of those things, lover-man, but I have tattoos on my arms, I count to one hundred, I know how to play hopscotch – I'm definitely no geek". And there's a little something in that for all of us, if you know what I'm saying.

Till next month, rockin' freakopotami,

Ciao l'il whales,

Bazza.

RIAL

USA!

Another fun-packed day in the SEGA MAG offices

Heh heh heh. What's up Bett-head?
Huh huh. You said "up". That's you. It's your mum.
Heh heh. No, I think it is, like, you.
But no, I think it your dad in a dress
[makes strange slurping noise]
No, no way dill-hole, it's, like, Spender on the toilet, or something.
But no, huh huh, it's Cracker cracking your crack, hog-nuts.
Heh heh. You said "huh huh". Heh heh.
No, I think it was you. Huh huh.
[Going home time bell rings]

ED LOMAS

Anyone who's already opened up their special lovely free book should give thanks to this man – Ed Lomas, SEGA MAG's little helper. We discovered Ed roaming the streets whilst he was just a baby, being brought up by a pack of abandoned Master Systems. His gaming instincts earned him a place as our sidekick, whilst we trained him in the Danger Room for potential full membership of the SEGA MAG League of Heroes. Ed's best hobby is sneaking out of classes to follow us to our most dangerous SEGAssignments (as we call our missions). Don't get too attatched to him though. He's not going to be in next month's issue.

RICKY

Aah, spring, and a young man's fancy turns to thoughts of love, or so the bard once said. He obviously never said it in earshot of Ricky, however. No, Rick was so incensed by the feeble beams of sunlight penetrating the shutters in the office that he had the entire magazine move into the rundown Castle SEGA MAG. Here, we sit amongst the belfries, with bats and cockroaches our only companions. Still, that's enough about the two Toms, arf arf.

SAM

Big event of the SEGA MAG social calendar this month had to be Samolina's big birthday bash. Bash, of course, being the operative word. As you may be able to guess, Sam doesn't run her birthdays by the usual rules, so the team participated in many fun games of Pin The Tail in Tom's Eye (played with a real horses tail) and Bobbing For Carrots (played in a bucket of real sick). What a jolly time we had.

RAD

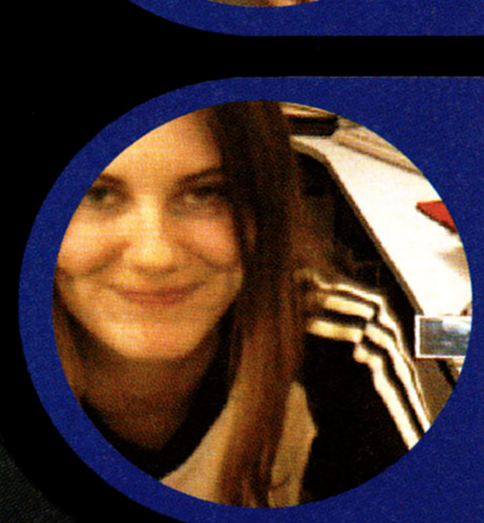
About this time of year, Rad likes to get back to his roots. They're just sprouting you see, and they take a bit of looking after. The extended mud-pit breaks we can stand, and even the constant starchy aroma of potato fermentation is similarly passe, but we must all admit to being a little scared at the prospects of the patter of tiny root hooves (not to mention a plague of mini-Rads – skrelps!).

TOMMY G

Tom has taken a huge amount of interest in his new puppet pal Little Tommy (complete with stupid black wig and specs). Indeed, the whole crew has been vigorously entertained by his repeat desk-top performances of Tombelina, with Little T in the titular role. However, we didn't have nearly so much fun as when Sam kidnapped the string-bound tyke and used him to perform evil voodoo torture experiments on Big Tommy. My how we laughed.

FOXY COXY

This was the month Slow Boat to Barnet commenced (and completed) their world tour – a single date in Croydon.Undeterred by the relative conciseness of their endeavours, Tom was nevertheless full of full-on rock 'n' roll road tales. "There was this time, about half past six, when our manager said we should all go to bed. But we just turned the lights out so he thought we had, then we ate crisps and giggled until nearly seven o'clock! Ha ha, we really got him there!" Quite.



CLAIRE

Hello readers, Claire here. I'm just hijacking the Editorial for a few moments to put the record straight about that Sonic valentines card. He did send it to me, he did. It wasn't Tom, it was me. He loves me and I am going to marry him. By the way, if any members of my family are reading this – HELP! I'M BEING KEPT PRISONER IN AN EVIL CASTLE AND MADE TO WORK FOR A SINISTER ALIEN NA...[snip].

NEW SATURN GAMES: WE SEE 'EM FIRST

Being the official SEGA MAGAZINE does have its advantages you know. For one thing, it means that we get to see loads of exciting new Saturn games.

Case in point: all of these luverly titles printed on these news pages. Up until now, every Saturn title has originated in Japan. However, Sega of America have been busy on 32-bit product as well - a fair amount of which is represented here. So, without further ado, let's take a quick look at the games.

GRAND CHASER

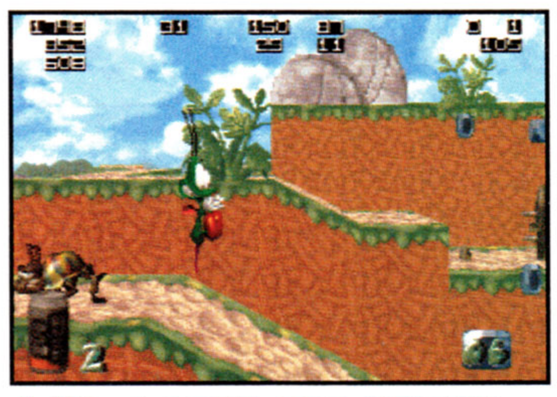
This is supposed to be a Sega Saturn conversion of ageing PC title CyberRace.

The mixture of texture-mapped scenery and light-sourced polygons makes for a visually appealing game. It's a racing simulation set in the 21st Century and combines high speed with large weapons. This could be good...

BUG

Very definitely one to take a look at. Bug is a Saturn platform game that takes the genre into the next level of gaming. As well as moving left and right, Bug also scrolls in and out of the screen, giving a superb 3D slant to the gameplay. Look out for more screenshots soon.

▲ **The platform game's obligatory ice level.**

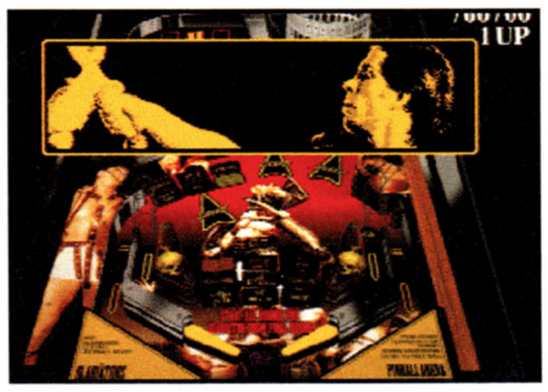


▲ **No, I can't see what's going on here. Sorry.**

PINBALL ARENA

This simulation is still extremely early in development, but already looks good with a photo-realistic pinball table for you to play with. The ball movement is similarly realistic.

▲ **Cor! It looks exactly like a REAL pinball table!**



▲ **Oh dear, this all looks a bit strange eh?**

NHL HOCKEY

The combination of high-speed action with super-violence made EA Hockey a smash hit on Megadrive. Take the best bits of that classic, add realistic 3D Saturn visuals and you have Sega of America's smart-looking NHL Hockey. Here's some pictures to look at.

▲ **It's 3D Ice Hockey...**

▲ **... And two blokes.**

ROAR-A-RAMA

Primal Rage, the smash hit arcade fighting game, will be converted to Megadrive, 32X and Saturn in the Autumn.

Time Warner were responsible for the arcade game and recently had a work-in-progress Megadrive version on playtest at the European Computer Trade Show. So far, it's looking fairly impressive, although it has to be said that it doesn't look much like the arcade version. Still, the version we saw was only around 30% complete, and Time Warner reckon there's loads and loads of work still left to do before it's released in September. And of course, you can bet that the Saturn version WILL be both arcade perfect and hugely successful too.

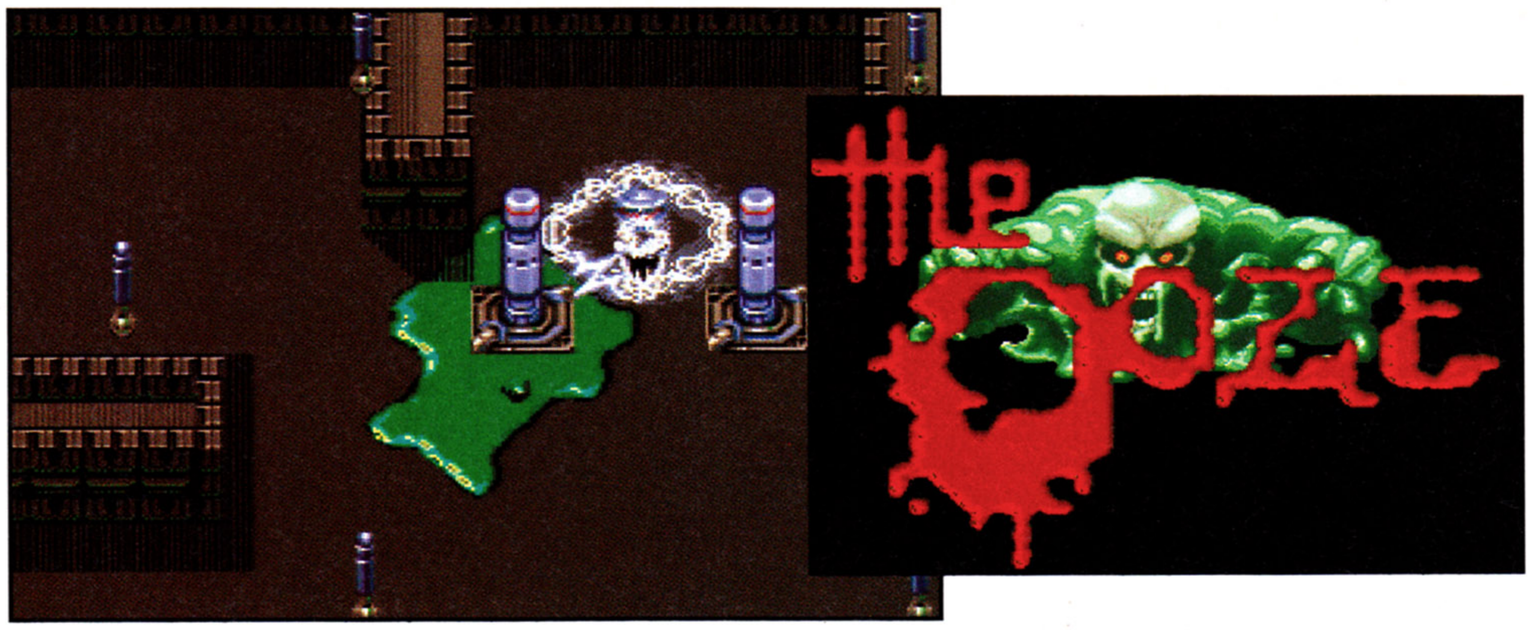
PINCH, PUNCH, FIRST DAY OF THE MONTH...

Look, we're sorry, all right? Call us pranksters of Beadle-esque proportions, but it was April. You know, the time traditionally associated with jolly rosy-cheeked capering and practical jokes. Jokes like our "Daytona" Virtua Racing Deluxe cheat in the last issue of SEGA MAGAZINE.

Yes, sorry folks, but it was a wind-up. The SEGA MAGAZINE offices were deluged with phone calls - some congratulating us on our fine wheeze, others wondering how they could spell out letters with a car that obviously isn't made for the arduous corner-turning that spelling out DAYTONA involves.

Of course, like all fine April-related gags, we did put in tons of clues - the most obvious of which was 'lead programmer' Li Poo Farl - it's an extremely easy-to-spot anagram of APRIL FOOL of course. Plus the text said you drove on a Daytona course when the pictures of a VR Deluxe track. And then it said there were 25 cars in all - so why did it only say 16 on the screenshot? And why was the screenshot itself so blurry? Surely not to match the blurred photograph that we cut the Daytona cars out from... No, surely not.

So, just to recap - THE DAYTONA CHEAT WAS AN APRIL FOOL - we made it all up, doctored a screenshot, wound you up something rotten. So now you know. No more 'phone calls, please. Please... If you're still a bit upset, take a look at our exclusive 12-page Saturn feature on the REAL Daytona.



▲ **Ooze - you are awful, but I like you.**

OOZIN' USA

One of Sega America's most interesting titles is a super-original action game entitled The Ooze.

It's an overhead scrolling title that casts you as a scientist reduced to a pool of radioactive slime - the eponymous Ooze, in fact. You need to infiltrate your own lab in order to return yourself to your previous humanoid state. Problems arise from various creatures who intend to blast you into little small pieces. Luckily, you can use your gelatinous form to envelop your enemies and absorb them into yourself, thus increasing your power. So that's all right then.

We've had a good play on this title and came away pretty impressed. But to find out whether it's worth buying or not, watch out for next month's issue, where we'll be reviewing the title as only we can.

THE JONES FAMILY ALBUM!

With the fourth Indiana Jones movie currently in production (supposedly set after World War II and co-starring Sandra Bullock), you'll no doubt start getting Indy fever soon and feel the uncontrollable urge to watch all the previous Indy movies that you've taped over the last three Christmasses.

Obviously the programmers at US Gold feel the same way, because they're currently working on Indiana Jones' Greatest Adventures, a platform game that combines all the thrills and spills of the current three Indiana Jones films. All the famous scenes have been included, from the giant rolling boulder scene in Raiders Of The Lost Ark, to the biplane dog-fight in The Last Crusade. And for once the customary mine-cart level is more than justified, seeing as Temple Of Doom features possibly the most famous minecart chase in movie history. Indiana Jones' Greatest Adventures certainly has the potential to be a top game, although past experience has shown us that movie licenses rarely live up to their big-name hype. We'll just have to see how it turns out when we review it next month.

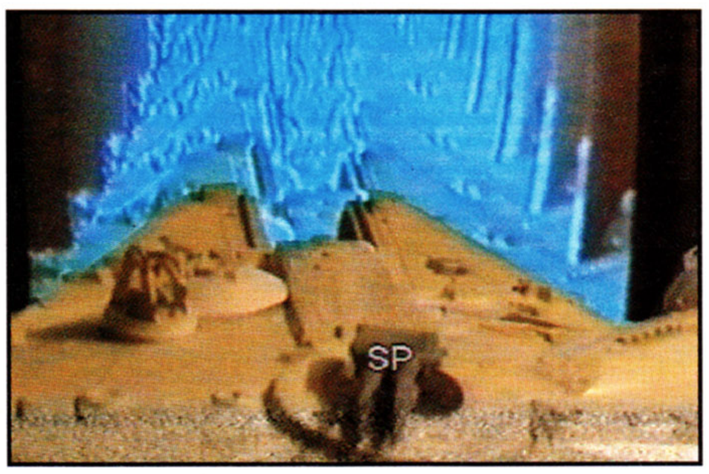
STAR WARS: THE RESULT

After months of deliberation our team of judges have finally chosen a winner for the Star Wars Camcorder Competition - the prize? A Megadrive 32X with Star Wars Arcade, Doom and VR Deluxe (still the best games for the system).

The judges were impressed with the close adherence the original tale, along with the excellent costumes (the shaving cream that was supposed to represent Obi-Wan Kenobi's beard was particularly memorable). The use of advanced electronics in creating the R2-D2 prop (whose head tends to fall off at the wrong times) was also excellent, along with Darth Vader's echo chamber voice.

The problem is that the winner failed to label his videocassette, but we believe that he hails from Rochdale. Take a look at these pictures. If they match your video, give us a call. We'll ask you about a few plot-details to check it's you and then send the gear.

And by the way, well done all of you - we had tons of entries and the vast majority of them gave us a really good laugh.



▲ **Great costumes! Smart effects!**

CYBER PHANTOM STRIKES

You may have already heard of the Phantom, as he's currently starring in his own cartoon series on Sky TV. And, in keeping with the current trend of cartoon to game conversions, this rather flash character has been signed up to appear on Megadrive and Game Gear in the Autumn. At the moment, there aren't many details on the title, but it looks like being another platform game. There are three different styles of gameplay though: side scrolling, overhead flying and secret cyberspace. Spooky. More news on this one next month .

▲ **A threesome of screenshots from Street Fighter Zero. Great...**

STREET FIGHTER ZERO?

At the recent AOU arcade show in Japan, Capcom revealed the latest addition to their top-grossing Street Fighter series of games. Again, Capcom have denied gamers the opportunity to play Street Fighter III by releasing Street Fighter Zero - a title that goes all the way back to the roots of the game.

Zero includes all the very best from Super Street Fighter II Turbo, adds the new distinctive visual style seen in Darkstalkers and X-Men, and reintroduces characters from the very first Street Fighter arcade game. In fact, it appears that the only character introduced in SF2 that appears in the new title is Chun Li (Ryu, Ken and Sagat also appear but they were in the first Street Fighter coin-op as well, so they don't count). Street Fighter Zero isn't anywhere near completion at the moment, but the game's already looking fairly decent. More news soon.

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FLASHER IS BACK!

You may remember that around this time last year, we brought you a preview of the Mega-CD version of Flashback.

Well, since then, the licence has been offered around to loads of software houses and we're glad to say that the game will finally appear in the shops in June of this year. Which means we'll definitely have a review for you next month!

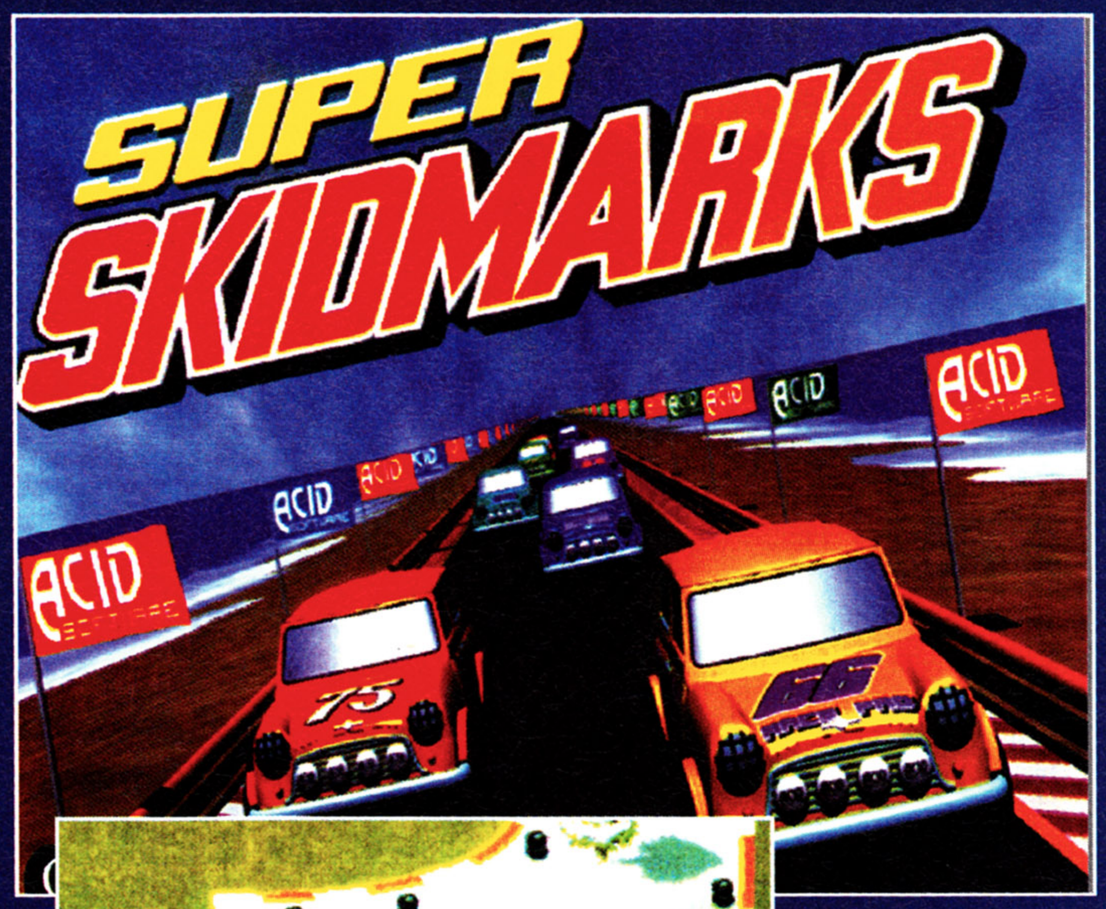
EURGH! YOU'VE GOT SKIDMARKS!

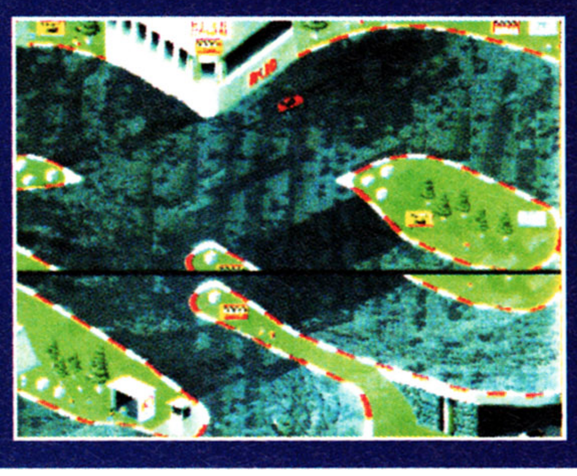
After creating THE best racer of all time (Micro Machines), Codemasters have just signed up another racer, amusingly entitled Super Skidmarks.

It's already been released on the Amiga and it even won some awards for its great gameplay a while back. The basic idea of the game is very similar to Micro Machines – ie: race loads of different cars around 30 varied tracks. However, the graphics are very different – in fact this is the first 3D racing game that Codemasters have ever attempted.

In addition to all the 3D malarkey, the cars are a bit of laugh too. You can even add a caravan on to the back of them if you like!

There's nothing to actually see of the Megadrive version (due for release in September) at the moment, but here's a couple of shots from the Amiga version, which should give you a fairly good representation of the 16-bit affair.



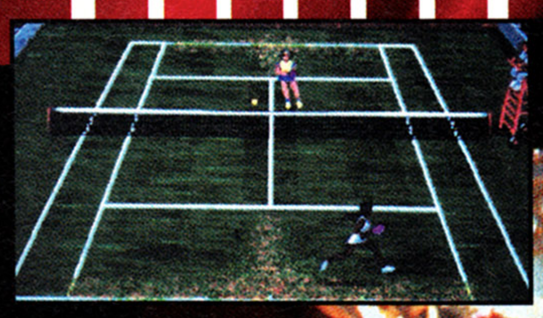


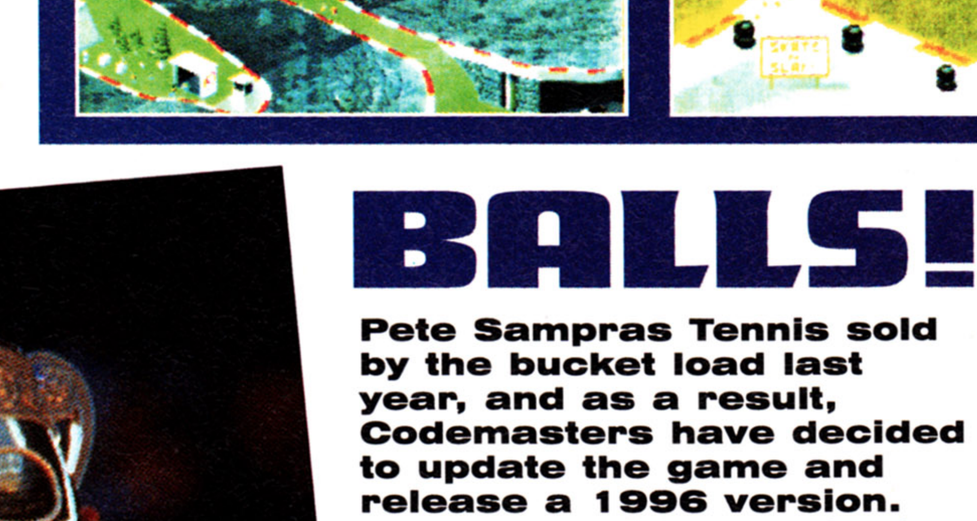
▲ **What's all this use of the word "acid" eh? What does it all mean? Are they trying to tell us something?**

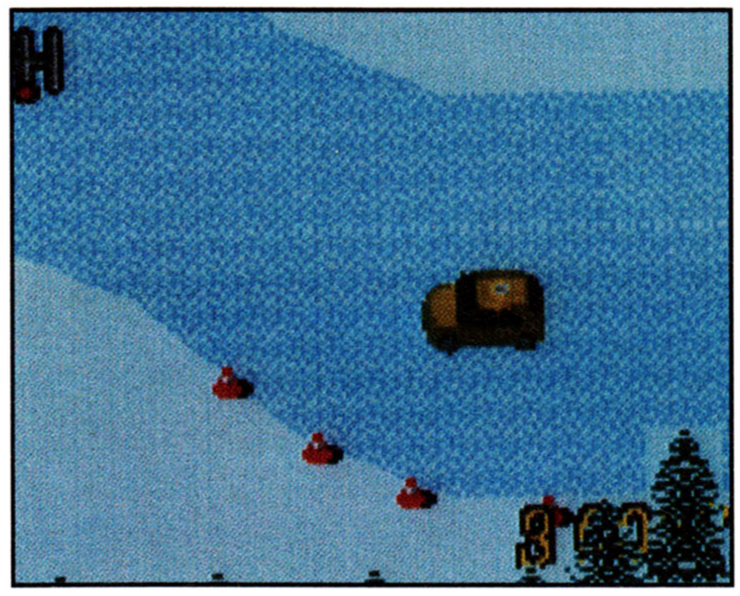
BALLS!

Pete Sampras Tennis sold by the bucket load last year, and as a result, Codemasters have decided to update the game and release a 1996 version.

This means you'll be treated to the same brilliant game as before, but you'll also get loads of new courts, varying camera angles, a whole host of extra shots and the usual hidden options. The graphics have been given an overhaul too, and as you'd expect, the cart utilises Codemasters' J-Cart system (allowing you to have a four player game without using a tap). Anyway, it's due for release in June, so look out for it because it's going to be ace.







▲ **Quite frankly it's fantastic! Eh?**

GAME GEAR GETS POWER

After a fairly good response on the Megadrive, US Gold have now converted their rally racing title Powerdrive to the Game Gear.

Up for release in July, the game will feature all the tracks from the Megadrive version plus all the different weather conditions too. And actually, it looks pretty good in comparison to the Megadrive version, which is an achievement in itself for the now-ageing hand-held.

HOW WE USED TO LIVE

Part 1: ACTION GAMES

1985

1995

COMPUTER AND VIDEO GAMES

Things have changed a lot in the 14 years since CVG was launched. And they're changing again with the arrival of the new 32-bit powerhouse consoles and Pentium-powered PCs. There's one magazine that gives you the best of all worlds – CVG. We cover all the major releases for every system, so whether you own a SNES, Mega Drive, PC, Amiga, Jaguar, 3DO, CD-i, 32X, Mega-CD, Game Boy, Game Gear, PlayStation or Saturn, there's only one mag that's worth reading…

Computer and Video Games. On sale the 15th of every month.

WORK IN PROGRESS

MEGA DRIVE

BY
SEGA

16 MEG

RELEASE;
JUNE

COMIX ZONE

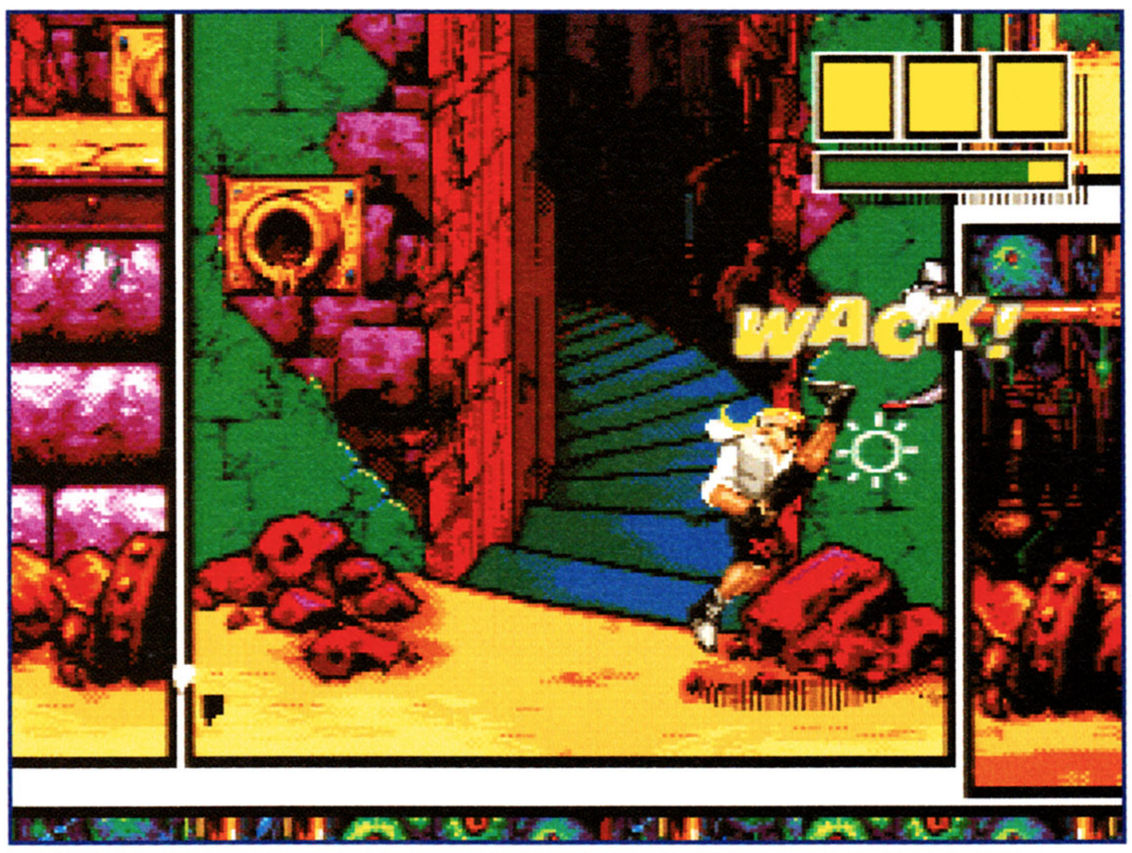
The Sega Technical Institute is America's answer to Sega of Japan's mighty AM2. Quite frankly, they have one of the greatest reputations in the consoles industry, having masterminded such projects as Sonics 2 and 3 as well as Sonic and Knuckles. Now they are in the midst of coding their latest project, Comix Zone - and although key Sonic programmers have had no part in this project, it's still shaping up to be mighty impressive.

So, what's the deal eh? Why is Comix Zone looking so good? Perhaps it's because the actual concept is (horror of horrors) quite original. You take the part of a comics artist sucked into his paper/ink-based creation, while the main super-villain is in our world, drawing the very meanies you need to take on in battle. Of course, the objective is to return to the real world and destroy the evil super-villain in question - the sinister Mortus.

If this sounds curious, wait until you check out the on-screen graphics. The action takes place in comics panels, with the player beating up meanies and solving logic puzzles before leaping onto the next frame of the comic. Different routes are available, allowing you some scope in determining the "plot" of the comic. Again, very original stuff indeed.

The version of Comix Zone featured here is still very early. The combat routines are not quite as they should be at the moment, and the vast majority of the puzzles in question haven't been coded in as of yet. But what we can discern at the moment is that Comix Zone has plenty of potential and is already quite playable. We aim to carry more coverage closer to the game's release, so "stay tuned" as they say.

SEGA



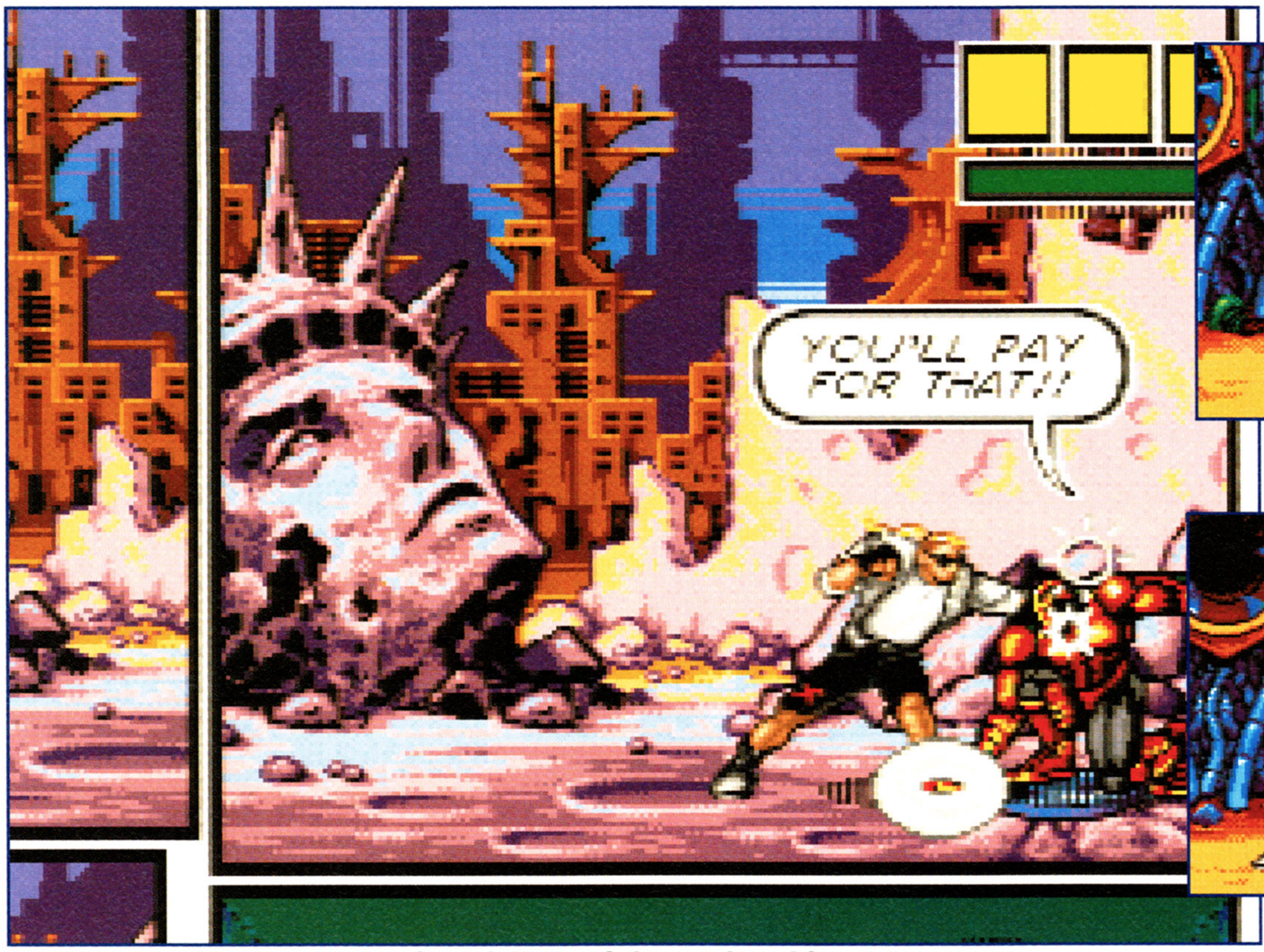
▲ **Oh come on, that just has to be a false leg.**

▲ **Say, this rock sure feels funny. That ain't no rock! Squeal!**

INTRODUCING... SKETCH TURNER

Sketch is the hero of the piece, being a "very trendy" pony-tail type with a big East 17 (circa 1992) jacket. Okay, so his fashion sense might not exactly be astounding, but luckily he's well up on this martial arts stuff and is armed with many combat techniques. The old Street Fighter II combo-method has been exhumed once more, allowing for some top notch multiple hit attacks.

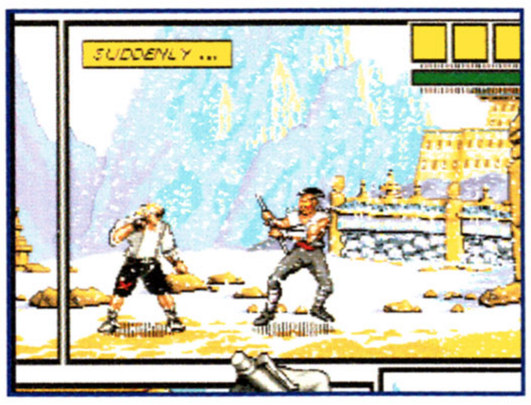
X ZONE

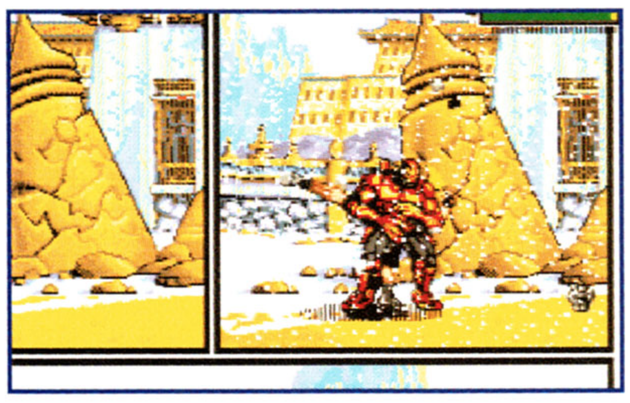


▲ Get a grip, Miss Hammerstein.

▲ Good question, son.

▲ That's right mate, you spill a fella's pint, you buy him a new one.

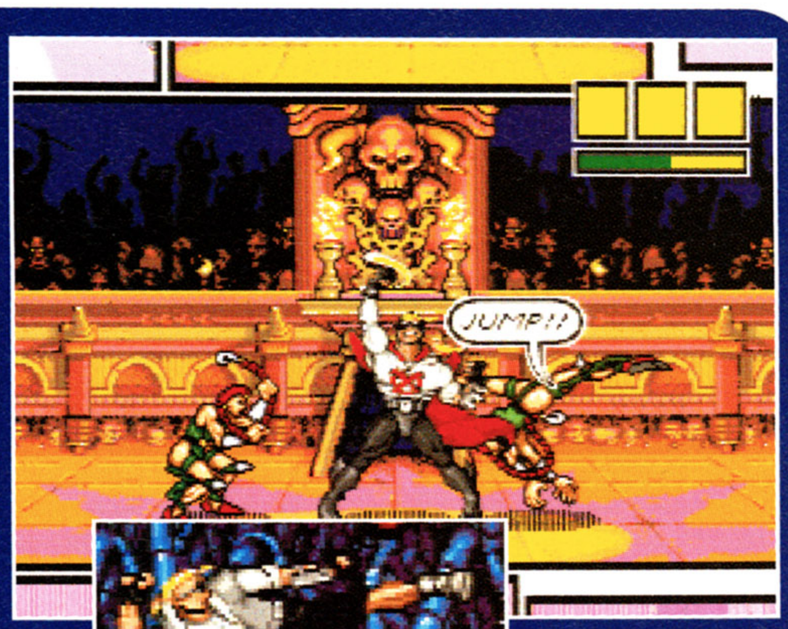


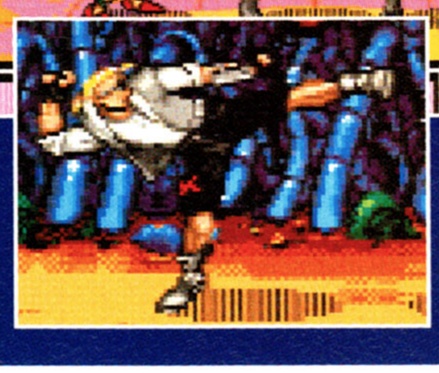


I CRUSHED THIS STEEL PIPE AS THOUGH IT WERE PAPER!

Comics are usually synonymous with super-powers, and to be honest, for the most part there isn't much of this in Comix Zone (at least not in this early version). However, it is possible to power-up Sketch Turner and turn him into a mighty superhero, capable of leaping tall buildings with a single bound etc etc. Well, actually that's a bit of a lie, but becoming "Super Sketch" does allow you to perform several bone-shattering special moves guaranteed to save you the bother of using your normal techniques on your opponents.

▲ Natter. natter, gossip, gossip. Ooh, you don't say? Chatter, banter.

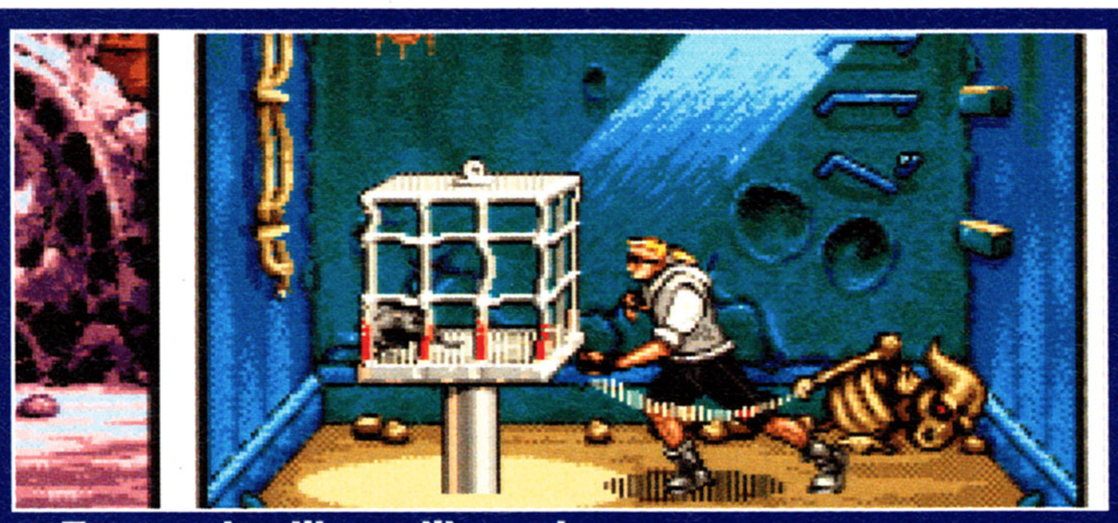




▲ Daddy Mac'll make ya!

RODENT ROADKILL

Roadkill is the name given to a flippin' enormous rat who purports to be Sketch's sidekick in this particular comics-based adventure - which is a bit odd considering that most superhero sidekicks tend to be dodgy-looking youths wearing their underwear on the outside along with the obligatory eye mask arrangement. Still, Roadkill crops up on the first level where you need to rescue him from his cage. What he does after that is anyone's guess since his other antics haven't been programmed in yet. Oh well.



▲ **Trapped... like... like rats.**

SPEECH! SPEECH!

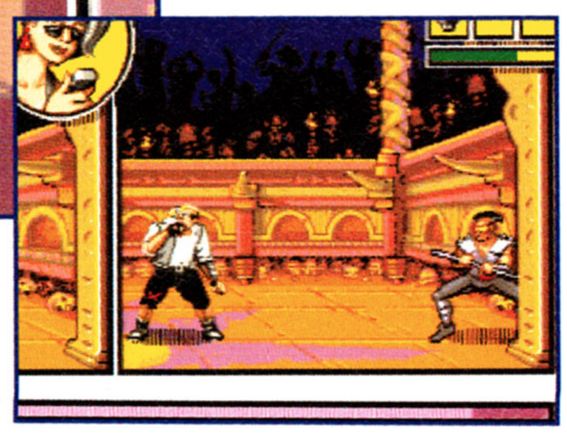
Apart from the odd sampled death scream, the only speech you'll find in this comic is in the on-screen speech bubbles. Six-button joypad owners are able to use the top three buttons to taunt your foes in various ways or pump them for information. This does sometimes yield the results, particularly if you adopt Punisher-style tactics (that is, brutalise them, get the info and then kill them). Your foes are also a bit on the talkative style, particularly in battle. It's quite amusing to watch them beg for mercy actually.

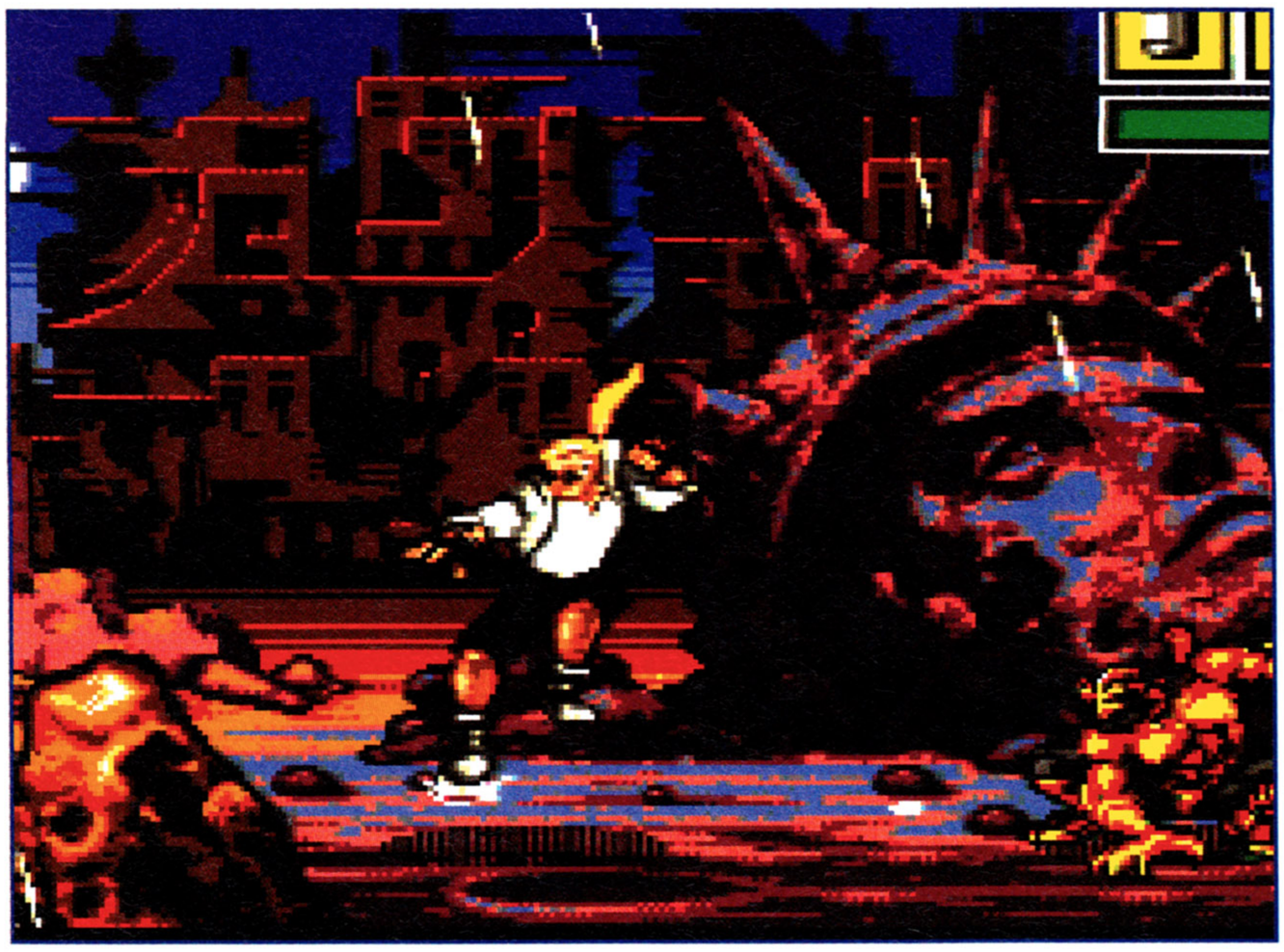
COMIX ZONE

IN PROGRESS

▼ **Friendly encouragement from the enemy, that's what I like to see.**

▼ **Whoops, sorry m'am.**

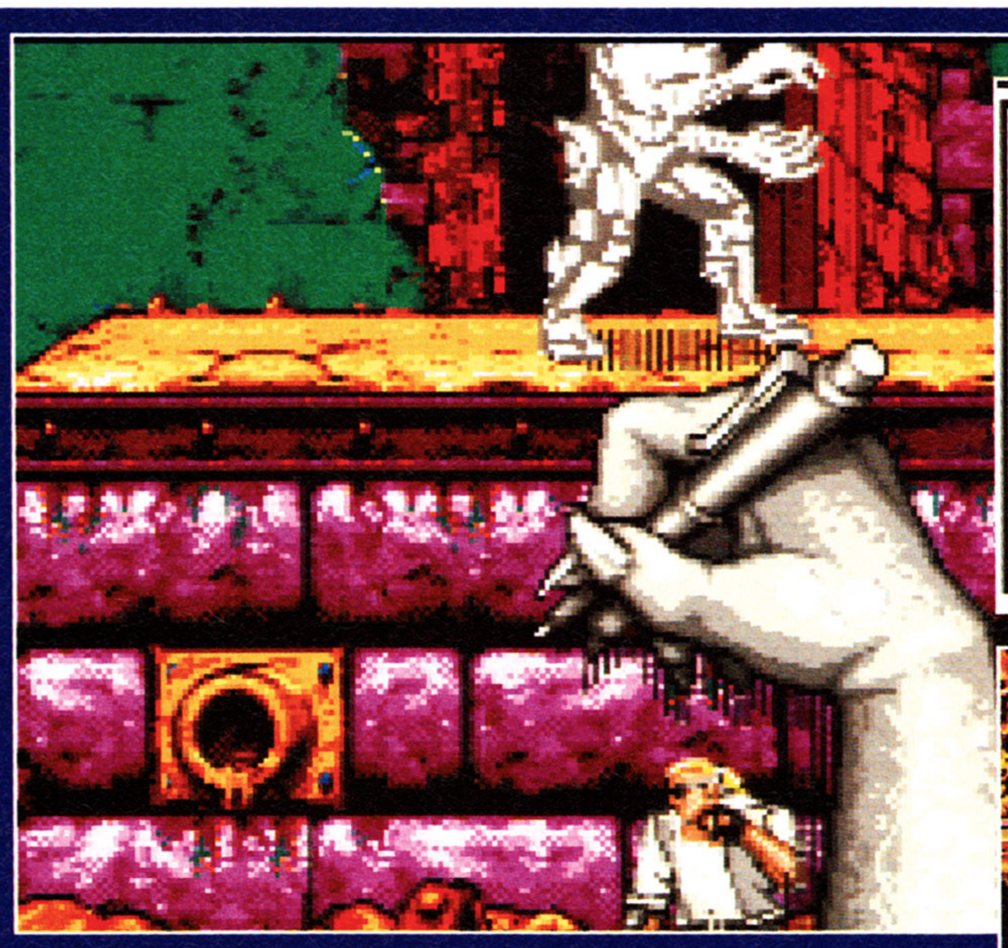


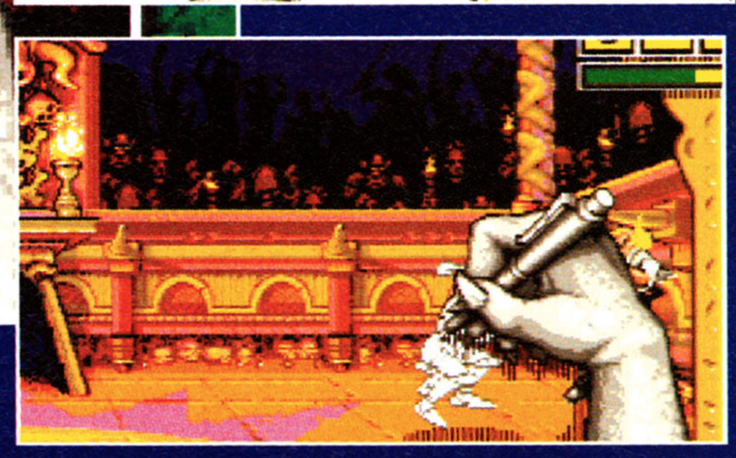


▲ **Charlton Heston's got a lot to answer for.**

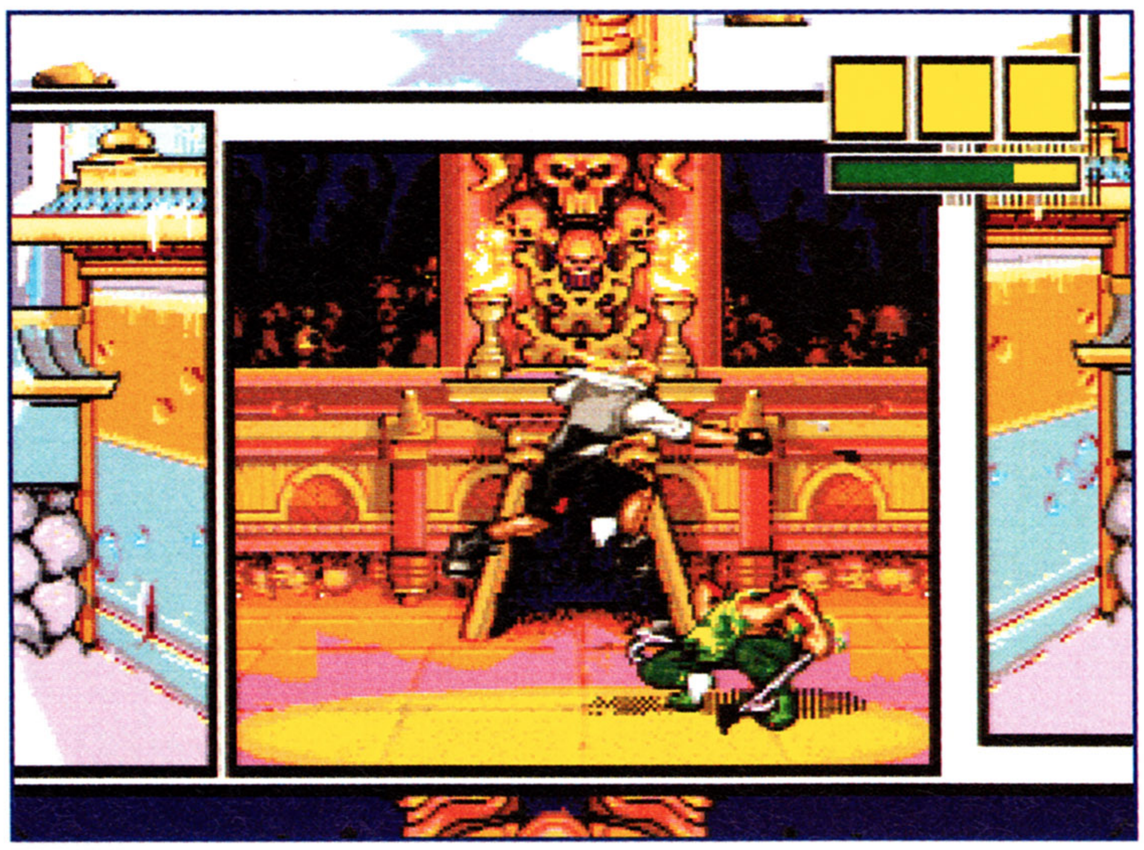
HAND SOLO

Your arch-enemy Mortus draws enemies right in front of your eyes! Since we haven't actually seen Mortus yet we can only assume that his super-powers include the ability to draw and colour two enemies simultaneously, since this appears to happen quite a lot on the later levels. Apart from his ambidextrous artistic prowess, who knows what other superhuman abilities he has. We're scared just thinking about it.

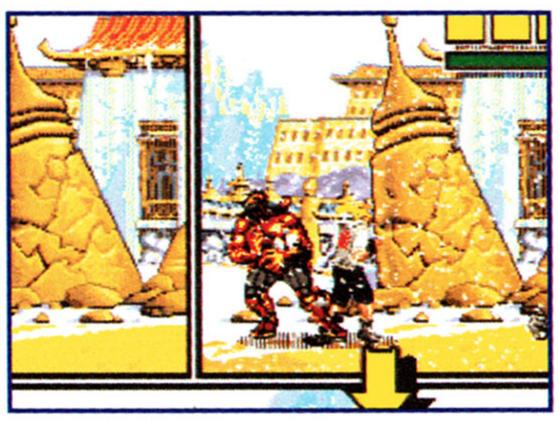




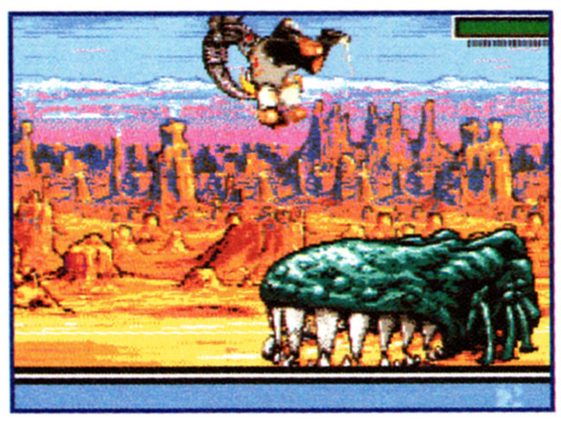
▲Give us a hand! Ho ho! He's a bit handy! Chuckle! A bit of hand action here! Tee hee! You like that don't you? Yes Rich.

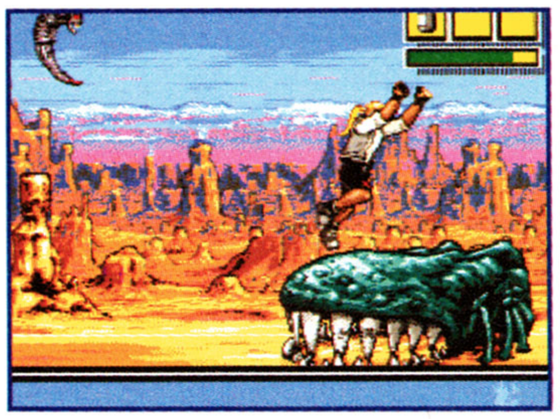


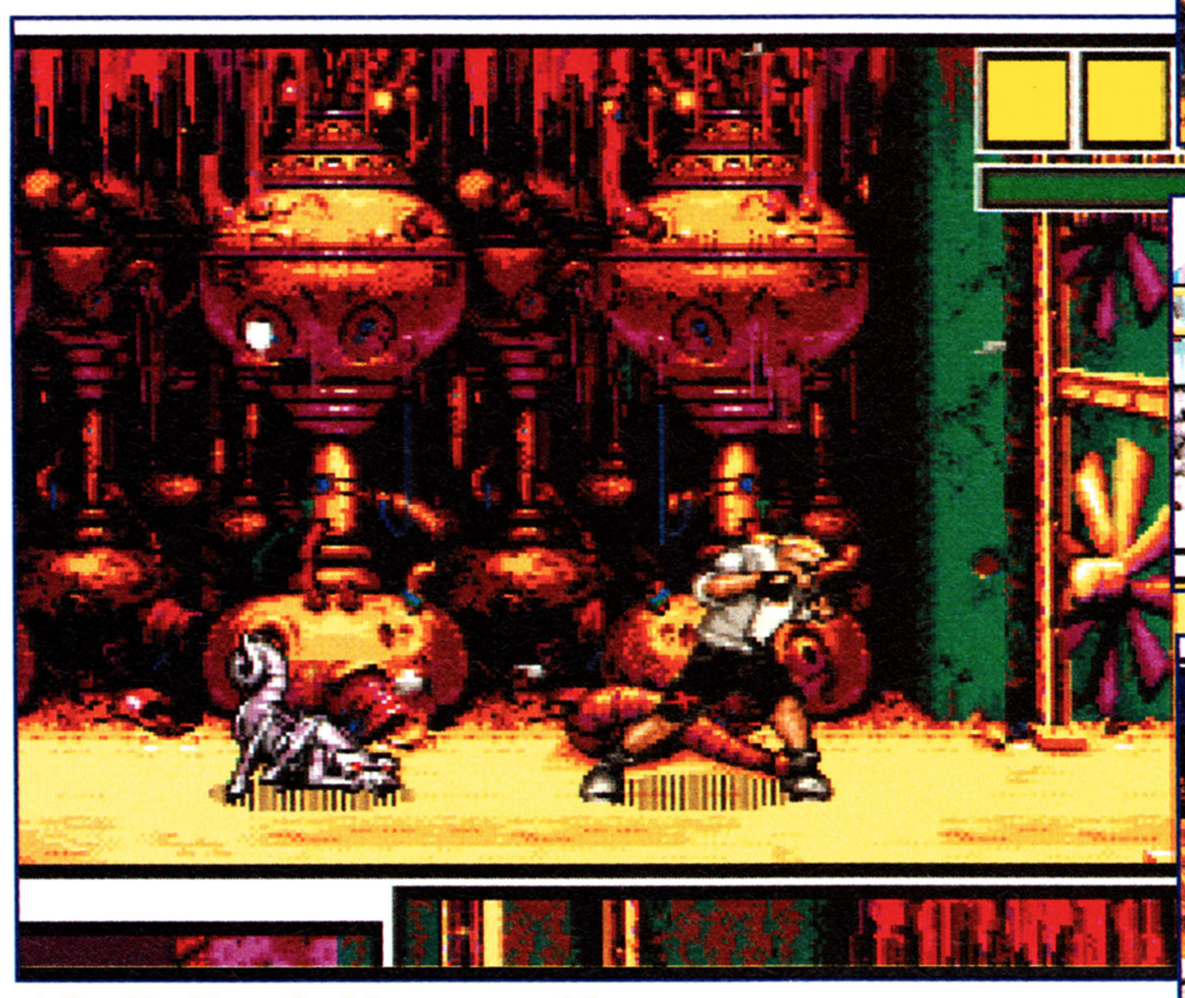
▼The dialogue in this comic is simply gripping.

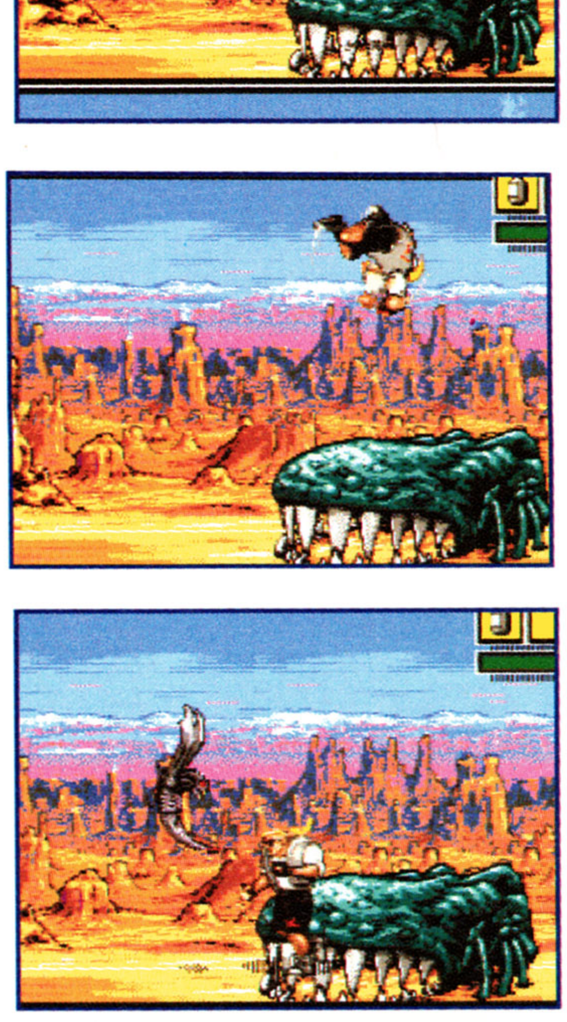


▼An exciting four-frame somersault. Just the kind of thing to pad out a weak comic book plot.



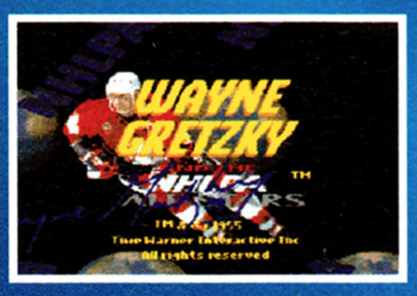






▲So that's what happened to Johnny Dangerous from Baywatch!

PREVIEW



MEGA DRIVE

16 MEG

BY TIME WARNER

RELEASE; JUNE

PREVIEW

PROVIEW

WAYNE GRETZKY NHLPA HOCKEY

When a games company announces that they're going to produce a new ice-hockey game, we get a bit fidgety down at Sega Magazine. And who can blame us? In the past, all we've been subjected to is poor rip-offs of EA's vastly superior title, NHLPA Hockey. But, with any luck, Time Warner's latest effort may just take the ice-hockey crown.

And, how, pray tell, is it going to do that? Well, for a start, all the sprites are 20% bigger than in any of the EA games, and there's a sprinkling of international teams too. Plus there's 26 American teams, all with the correct players, and there's the usual stats screens for each player. Add to this, two methods of play – tournament or arcade and an option to include up to four players, and the result looks pretty stunning. By far the best option though, is the ability to have a bit of a scrap in the middle of the game. This option was included in the first EA Hockey game, but has been excluded from all other versions. Anyway, ice hockey has always had a reputation for being a bit violent, and it's here that you'll get to bite, kick and scratch your opponent into submission. You'll be sent off for a couple of minutes after the scuffle is over, but this is easily one of the most entertaining options in the game.

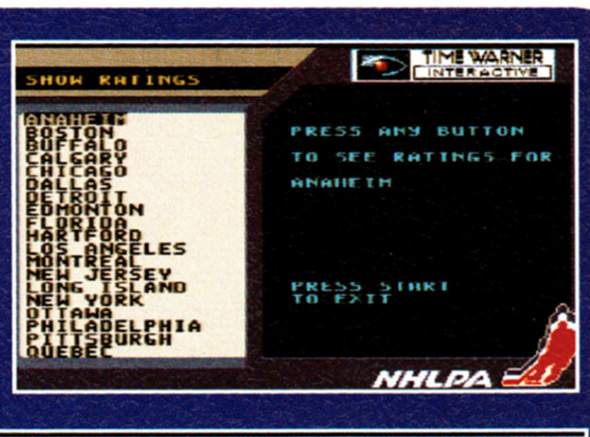
Wayne Gretsky is up for a June release, and it's already about 80% complete. Which means we should have a review ready for next month.

SEGA

▲ It's Wayne Gretsky. No it is your mum!

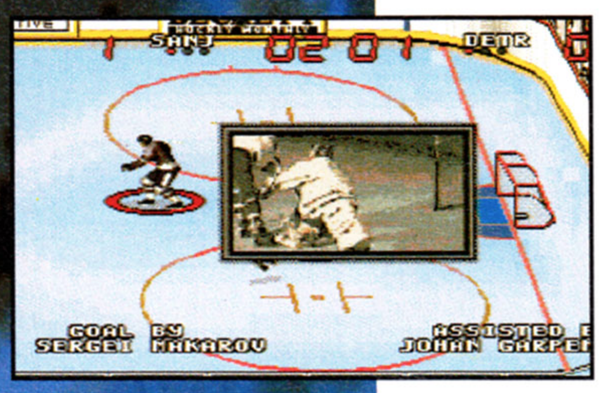
▲ Your mum on the options screen.

GRETSKY



▲ The secret in-game karaoke feature revealed.

▲ My God! It's Satan. Look at his shadow.



PREVIEW

MEGA DRIVE

16 MEG

BY OCEAN

RELEASE; MAY

ADDAM VALUES

Every time the Addams Family appear in any games magazine, the text always starts off with that "They're Ooky and they're Kooky" thing, like it's never been used before. Well not here pal, we're going to do it different. They're wacky and they're klacky and they like to eat hot snackies, that's how you'll remember it here. Mind you, in all fairness, whenever the Addams Family have appeared in any previous games it's always been the same platform thing, and that includes the original (and rather duff) Megadrive game. This time however, the game is different too, because this time it's a role-playing game.

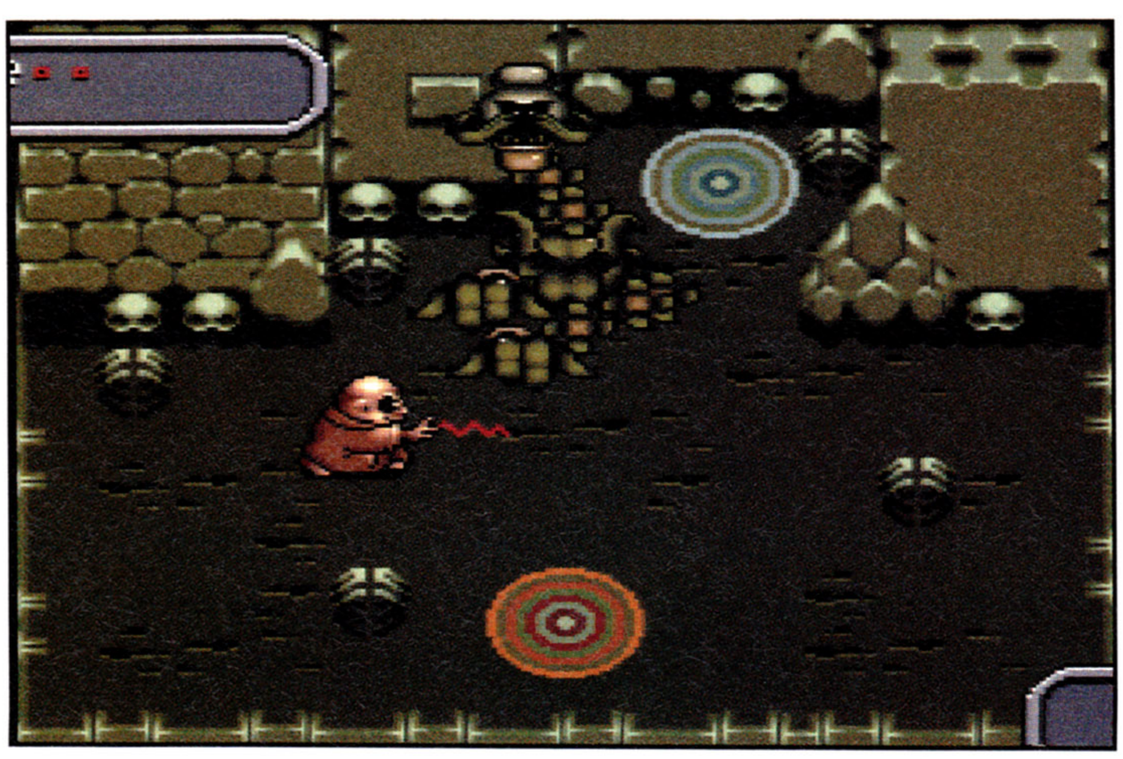
Now if there's any of you out there who still think RPGs are a boring waste of time that shouldn't be bothered with, it's time to get up to date. With the likes of Landstalker and Story Of Thor around, RPG's are some of the most exciting and innovative games available. Well, Addams Family Values cashes in on this rich heritage by using the same tried-and-trusted arcade-style RPG formula we've all grown to love.

Although licensed from the rather good (if not somewhat old now) movie of a few years back, Addams Family Values – The Game actually takes place after the happening of the film. Remember that wild and wacky plot in which the nanny of Gomez and Morticia's son Pubert actually turned out to be a psychopath who married Uncle Fester for his money? Well, in the film Uncle Fester just got rid of her and that's where it all ended. Here however, she has returned and kidnapped Pubert, leading the Addams Family on a wild chase to a spooky old mansion.

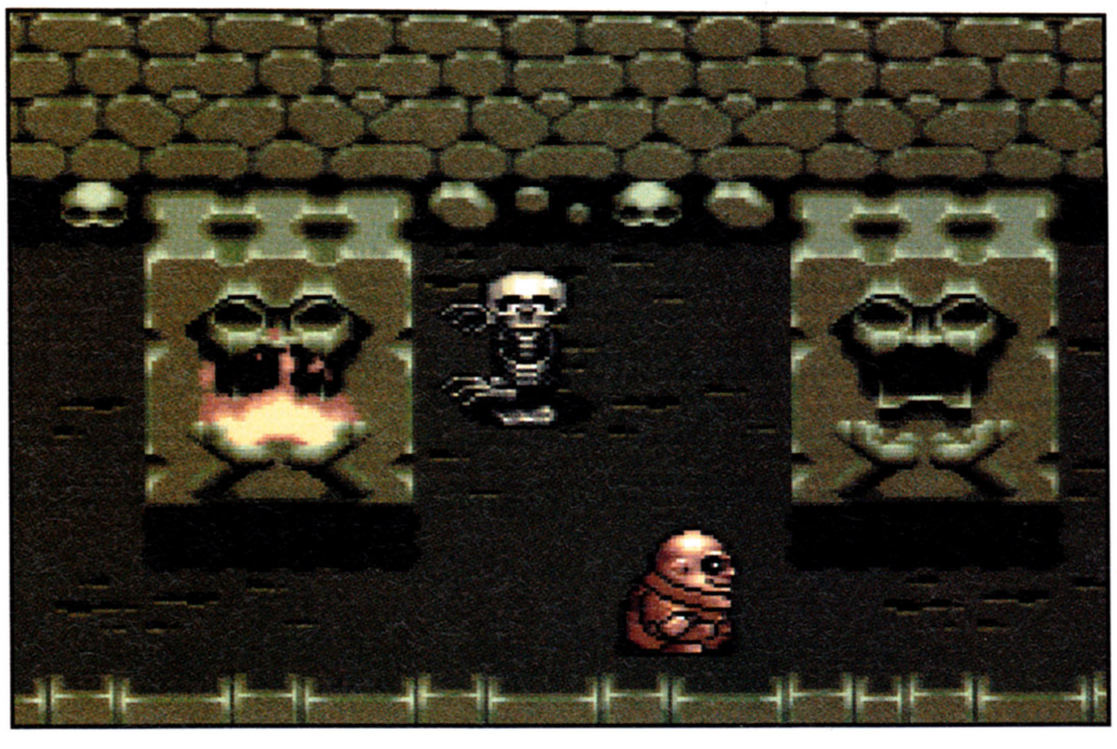
Taking the role of Uncle Fester, you have to wander the grounds, battling the creatures of darkness whilst travelling over and underground, in a bid to enter the mansion and rescue Pubert. The atmosphere is actually quite spooky, although the game still retains that quirky Addams humour, right down to the black comedy dialogue, all of which was screened by Paramount Pictures themselves. In fact, at one point Paramount were actually going to write the dialogue themselves.

Addams Family Values looks like being one of the most innovative movie-license games we've seen in years. And from what we've seen, the blend of action, atmosphere and fiendish puzzles could make this one of the best Megadrive RPGs going. This is definitely a game we're looking forward to checking out and you can join us for that full ooky kooky SEGA MAGAZOOKY review next month.

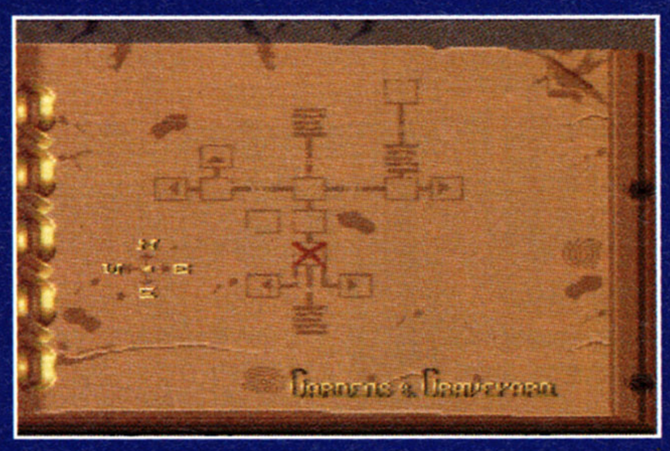
SEGA



▲ **Go on Uncle Fester, find little Pubert. That's a funny name that. Pubert.**



S FAMILY



▲Pubert.

▲Sounds like pubes.

PREVIEW

MEGA DRIVE

8 MEG

BY OCEAN

RELEASE; MAY

PREVIEW

MANCHESTER UNITED

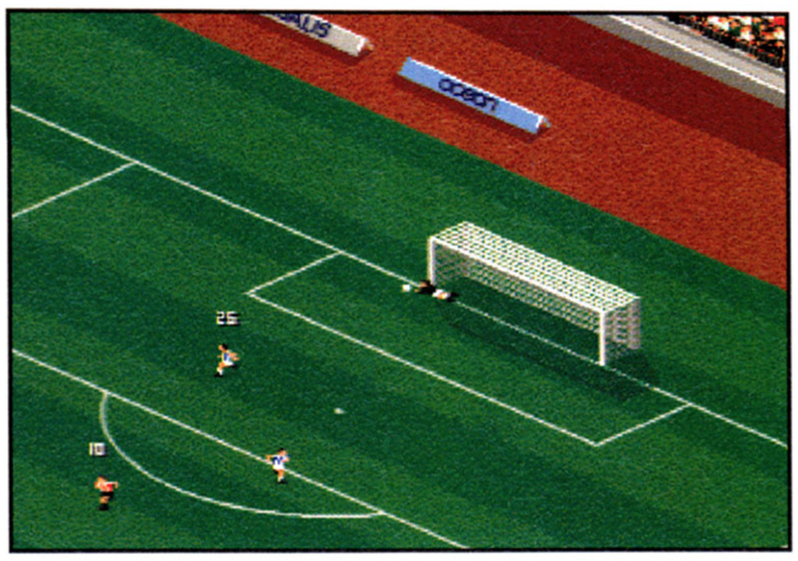
Now with a name like that, this could only be one type of game. A platform game, right? In which you have to guide the whole of Man Utd across a host of wacky levels ranging from a water and ice zone to a minecart ride, correct? Wrong. Well, how about a puzzle game then, where the team members slowly topple down the screen and you have to get rows of four team members to make them vanish? Of course not. It's a football game in which you have to play football. Preferably with Man Utd.

We say preferably, because amazingly enough you can actually play as just about any other British team. But obviously the other teams are just there to entertain the whims of the mighty Man Utd or something. Of course Tommy Cox might disagree, being that he's a Gooners fan and all, but then they don't have their own game and Manchester Utd do, so there. And to prove it, there's old Ryan Giggs on the title screen. Although what he's doing there is something of a mystery seeing as he's already got his own game. Obviously he realised it was no good.

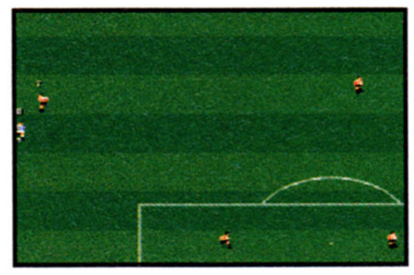
Anyway, hows it all looking? Well, this one's viewed from an isometric angle (that's sort of psuedo-3D to you and me, as seen in the screenshots) and it's got all the rules of football and stuff in there, so that's good. Players are on the pitch, eleven on each side, and there's even a ref and a ball too. Excellent!

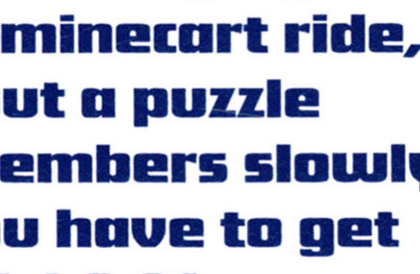
Actually, it's a bit early to tell whether Manchester United is going to be a Fifa-beater, but lets hope it's good otherwise old Ryan Giggs will have to go and find himself yet another title screen to stand proudly on. Still, we'll all be able to find out pretty soon, in the full SEGA MAGAZINE review, won't we? So let's just wait until then.

SEGA



▲ **Such excitment! Such thrills! Such spills! Such miniscule little sprites.**





PREVIEW

MEGA DRIVE

16 MEG

BY OCEAN

RELEASE; MAY

PREVIEW

PROGRESS

PUTTY SQUAD

Putty eh? Now there's a useful substance. Great if you want to fix up your window sills, brilliant for mending holes in walls and just the thing for making grotesque voodoo dolls or rude shapes during a rainy day at primary school.

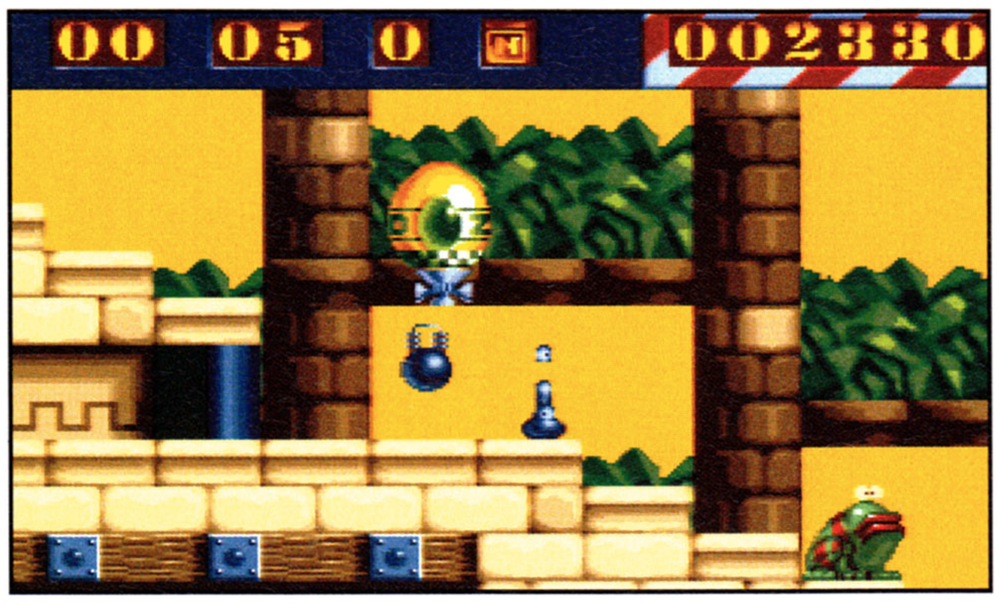
But is it the stuff great video games are made out of? Well, you wouldn't have thought so, I mean they'd get stuck in the cartridge slot. Ha ha, no but really, a game about putty doesn't sound like much cop, being that the stuff is, well, inanimate. And even pushing it around with your finger isn't exactly going to spice things up much. Agreed?

Well you're wrong! All of you! Let's not forget that in the virtual realms of cyberspace anything can happen and through this miracle of modern witchcraft, the programmers at System 3 have brought putty to life. Of course, this is nothing new, Tony Hart did it years ago with his smash-hit character Morph. But let's be honest, whereas Morph may have been a bit novel in those early post-Harryhaussen days, he wasn't exacty exciting. Well, those programmers have taken this into consideration and in a bid to up the thrill of putty they've gone mad!

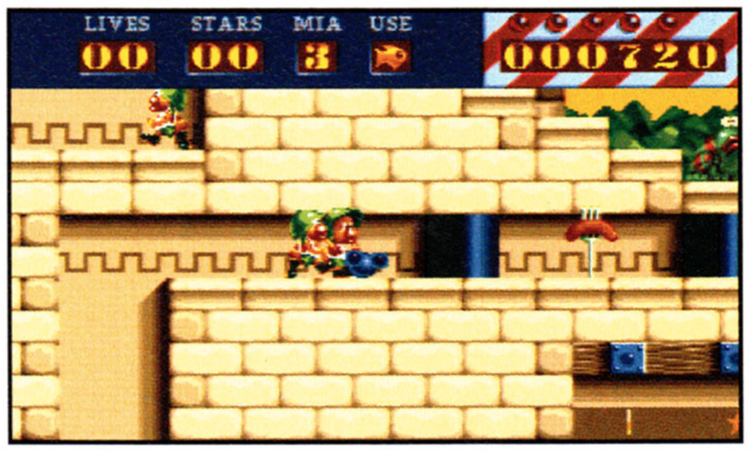
The result is Putty Squad. Taking control of a blob of blue putty, the aim of the game is simply to traverse a selection of irrelevant looking levels, rescuing your red putty pals, collectively known as the Putty Squad (the group noun for a collection of putty blobs).

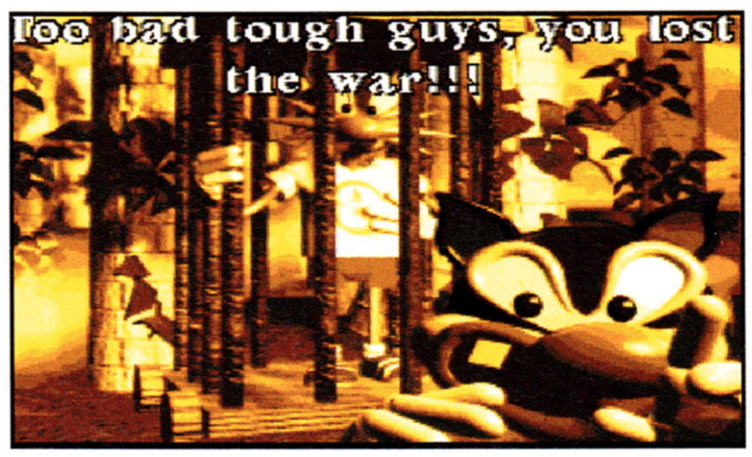
This is easier said than done though, as each level is packed with such horrors as puppy troopers, skateboarding cats, deadly sausages on forks and the hilariously named T2000 Terminator. Laugh? We almost did. Actually, Putty Squad looks like quite a laugh, if only because of all the putty-related things you can do, such as oozing around, stretching an eye-stalk upwards and punching with a little putty fist. Still, you'll be able to find out for sure when we review it next month.

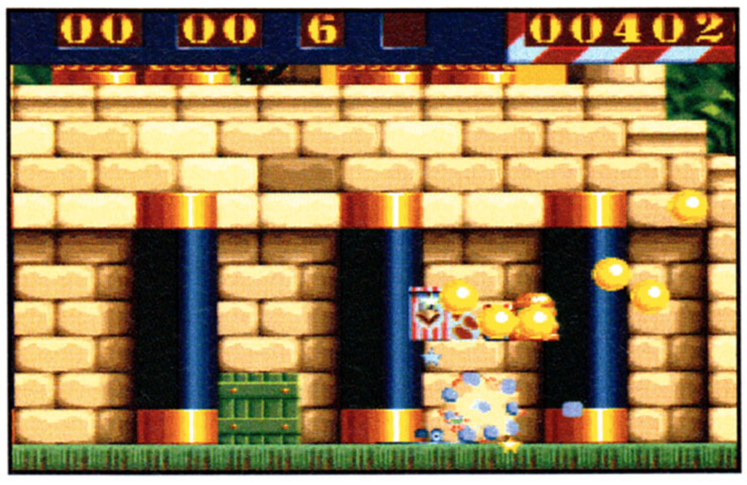
SEGA



▲ Putty flying a rocket? Yeh right.







▲ Mum, where's my putty? Muuum!

PREVIEW

MEGA DRIVE 32X

24 MEG

BY ACCLAIM

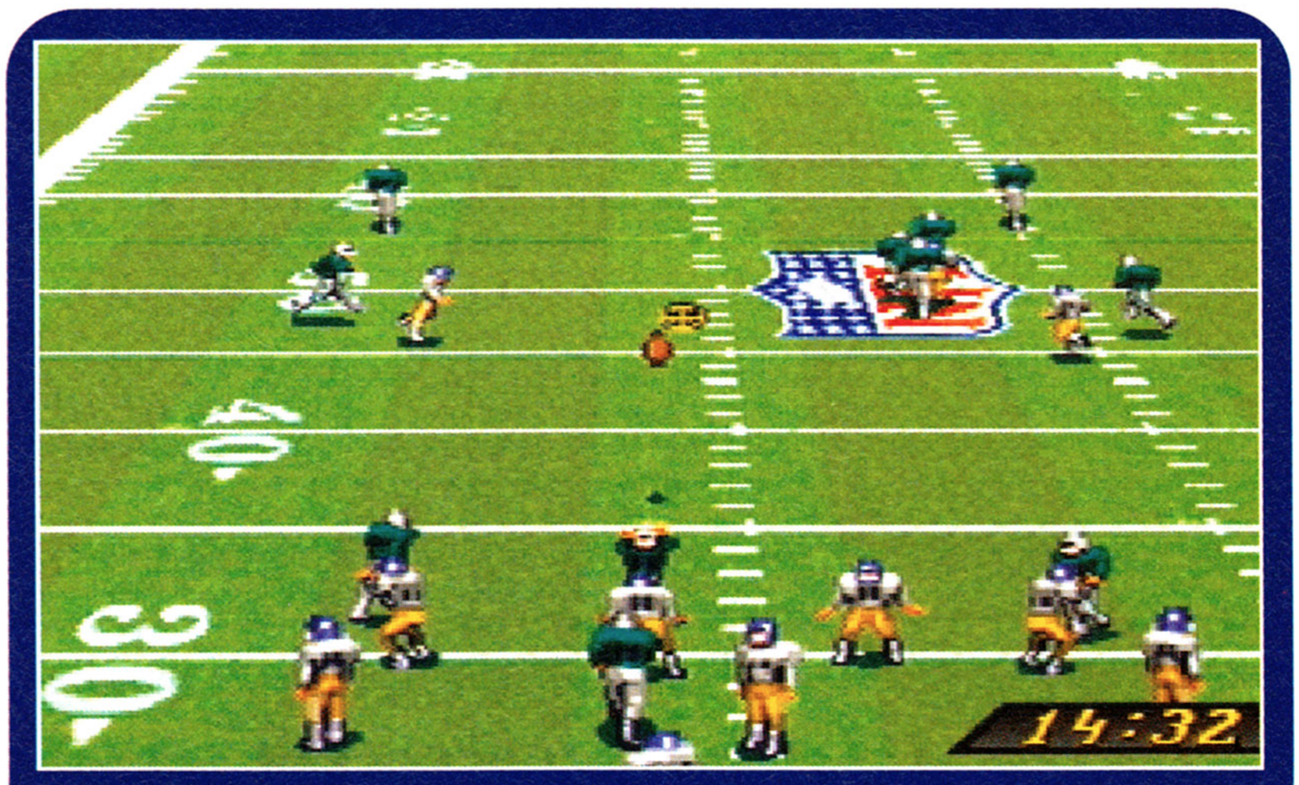
RELEASE; JUNE

PREVIEW

PRO

NFL QUARTERBACK CLUB

NFL Quarterback Club, eh? Now I know what your thinking here. Haven't SEGA MAGAZINE already reviewed this game only last issue. Well, actually we haven't. You see, you're only thinking in 16-bits, we're talking 32-bits here, because this is the Megadrive 32X version of the game.



Of course, just because we've seen a game on the Megadrive that doesn't mean there's anything wrong with bringing it out on the 32X, especially when it's as fine a game as Quarterback Club. Scoring 87%, we reckon the Megadrive version is the finest American Football game currently available for the machine, all thanks to its John Madden-style playability. Well, the 32X version promises to retain all this playability, as well as the wide range of options, including the Quarterback Challenge and Simulation Mode.

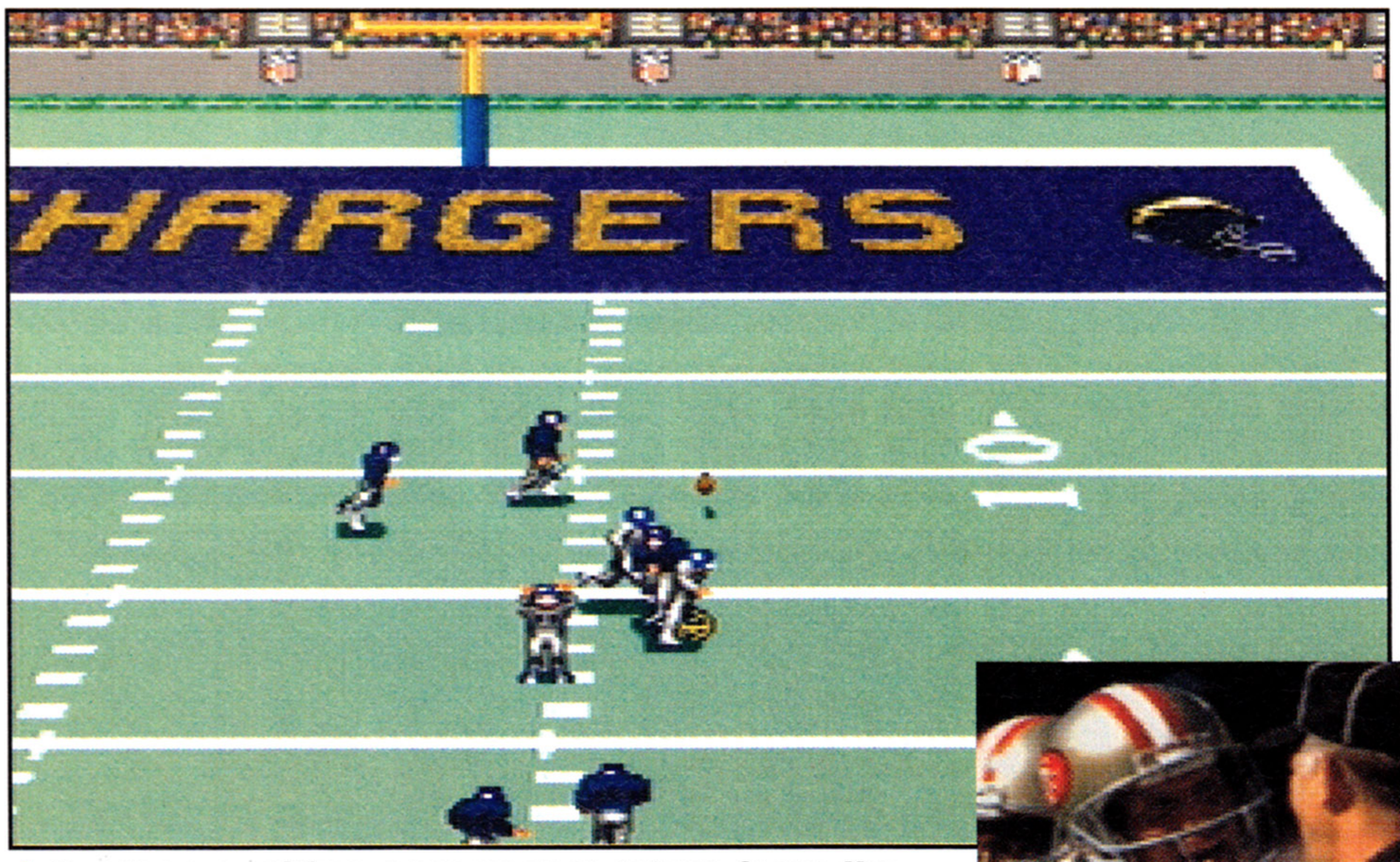
Mind you, you're bound to expect higher standards from the 32-bit version, so Acclaim have taken Quarterback Club back to the programming pod for a revamp. Bigger sprites, better resolution and more colour, as well as more impressive sound effects are all slated for the 32X version. Also, for the more demanding of you there are even a few extra features, including different viewing angles of the action. Something which seems to be a bit of a regular feature in these 'ere new-fangled machines.

From what we've seen, it seems unlikely that 32X Quarterback Club will have much to offer owners of the Megadrive version. However, all these extra features could well make it a more worthwhile purchase for anyone who hasn't got the original version. You'll be able to find out whether this turns out to be the case when we review it soon.

▲ It's a 32X NFL game...

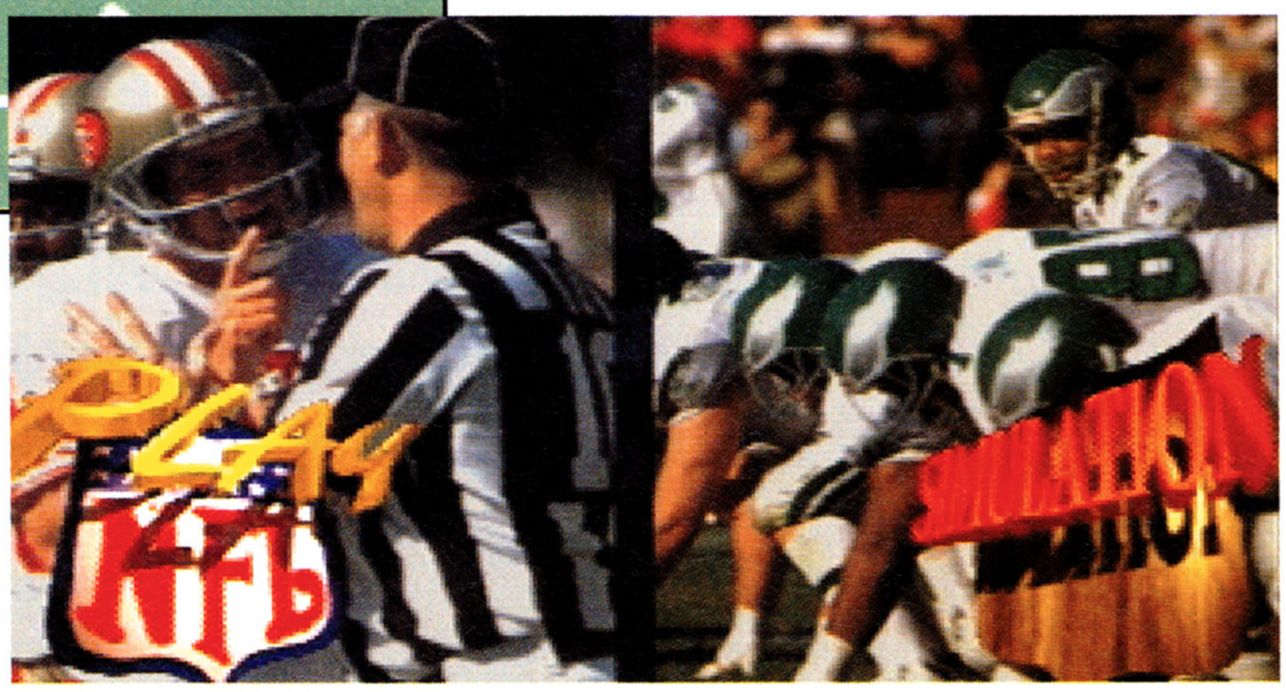
▲ More full-on 32-bit action!

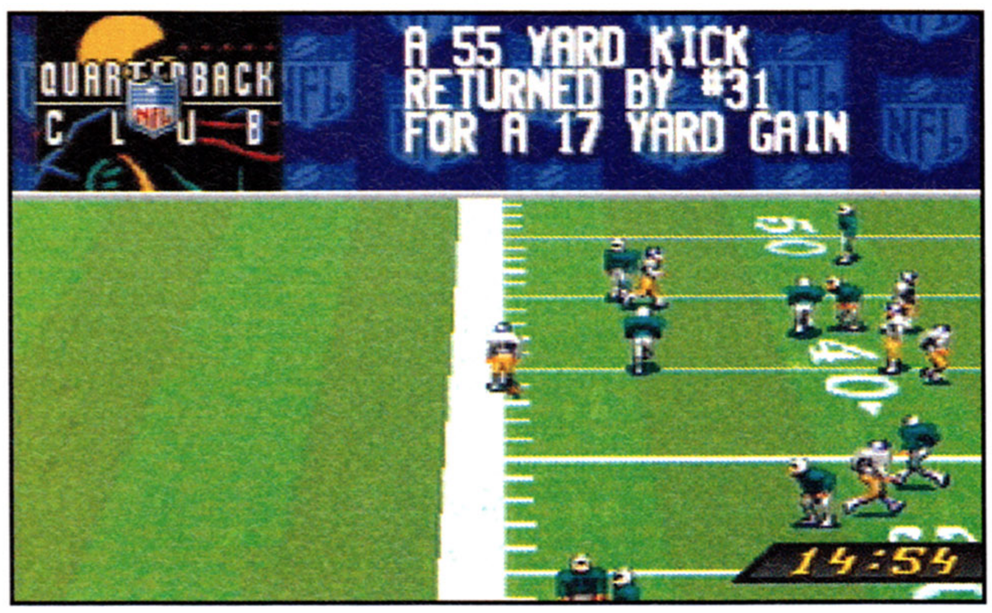
SEGA



▲ Another exciting screenshot taken from the Megadrive 32X version of the fine sporting title known as 'NFL Quarterback Club'.

▲ Notice the gratuitous use of the word "toss". It's quite frightening really isn't it?





▲ Notice the way that every character on-screen has their hands by their sides. Hey - it's an early version, all right?

▲ A hidden "ball levitation" mode has not been included in the game. Contrary to what this shot may suggest.

PREVIEW

MEGA DRIVE 32X

32 MEG

BY ACCLAIM

RELEASE; JUNE

PREVIEW

NBA JAM TOURNAMENT

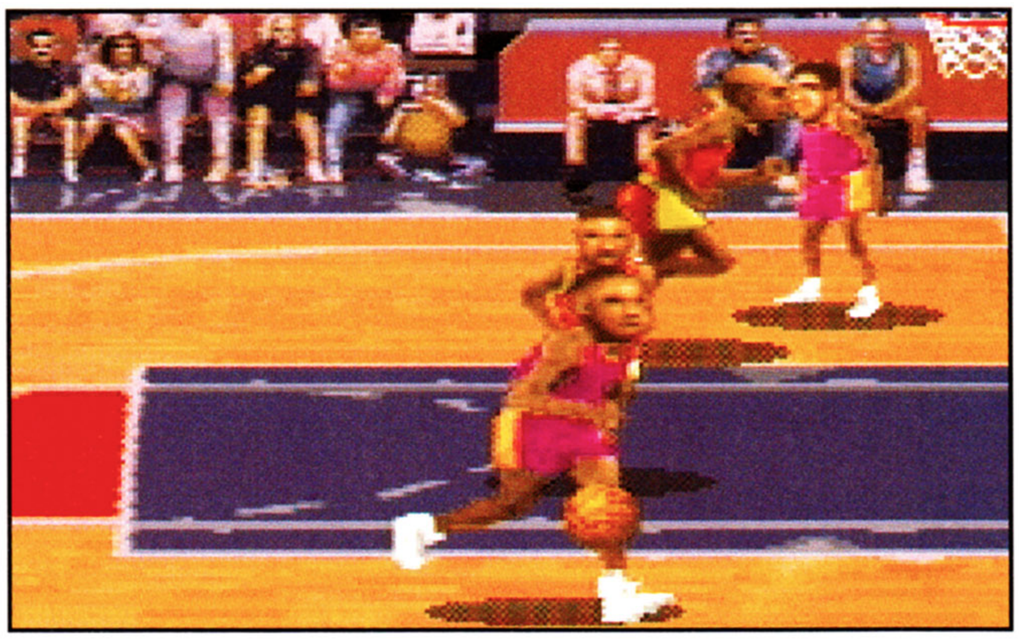
Ooh, this is jam hot! Why? Simple really. Apart from Sega, Acclaim are the only software house to develop for the 32X so far. And with titles such as Mortal Kombat II and NBA Jam in their collective purse, it's hardly surprising that their games are being hastily converted to 32X almost as soon as they appear on the Megadrive

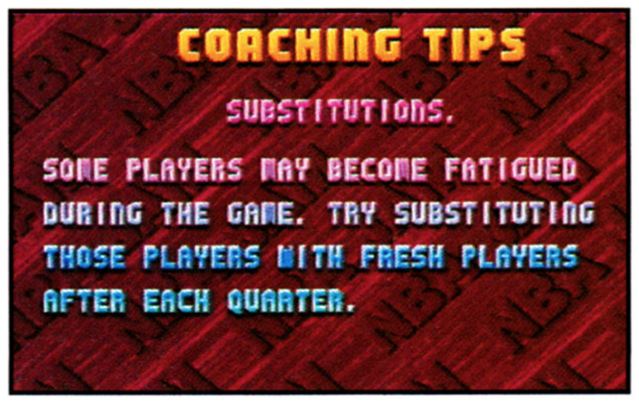
NBA Jam Tournament Edition is the latest title to be given the conversion treatment, although at the moment, it looks as if the upgrade changes will be purely aesthetic. So you'll get a bit more graphics for your money, and some extra sound too. But with this being a stonking 32-meg cart, there has to something extra that's going to fill up all those empty chips. And luckily there is. Although you can't see it on this early version of the game, Acclaim reckon that there's going to be more moves for all the players, plus some slick sprite scaling too. So I guess that means more pics next month, unless of course we get the game in for review in the meantime, which at the moment, looks highly probable.

SEGA

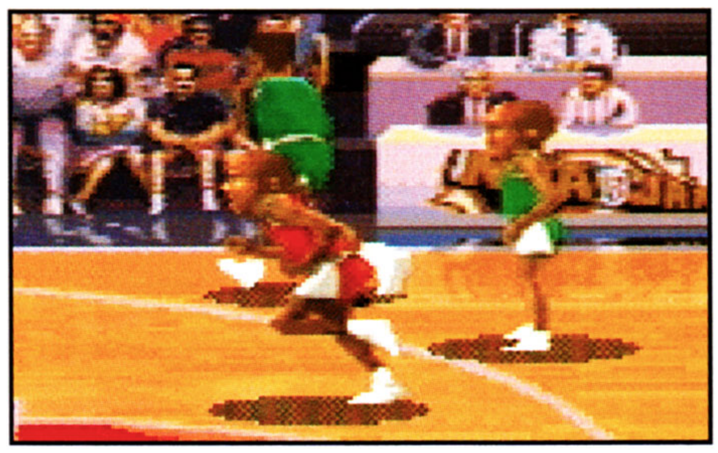
▲ COR! Look at that! 32X power! Quite frankly, it's fantastic!

am EDITION





▲ These basketball players have rather large heads eh?



▲ Look at that guy on the right - now that's a HUGE head.

▲ More giant heads - that's 32-bit POWER for you!

WORK IN PROGRESS

MEGA DRIVE

BY
US GOLD

16 MEG

RELEASE;
JUNE

FEVER

If your head hurts at the thought of another standard football game for the Megadrive, then you may be interested in US Gold's latest title. Yes, it is a footie game, but it takes rather a different slant on the game than the titles of late. You see, they've decided to capture the aggression of real football and convert it on the 16-bit. Which means you get players like Ernie "Le Striker" Container and Jergan "The Cheat" Gdiverman. Hmmm, not a mickey take at all eh?

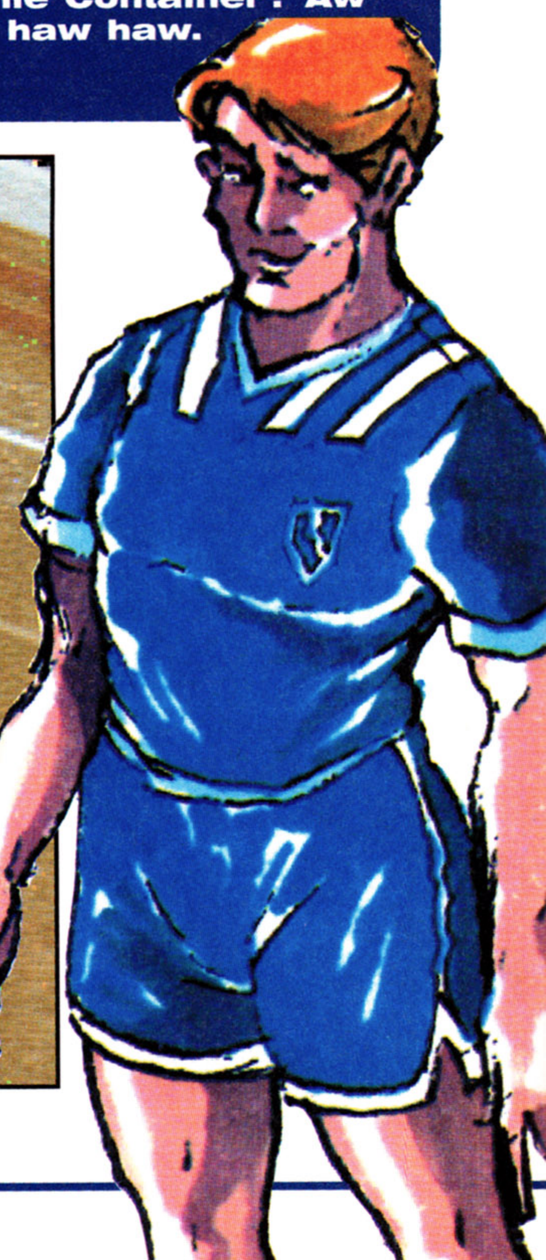
Anyway, there's eight of these "fictional" characters, all with special moves that can be accessed at any point in the game. For instance, Ernie Container has the ability to curve kicks from impossible angles and another player, Barrie "Ten Bellies" Barger beats up all the other players on the field. There is some real footie in there too though, with arcade speed action and a 3D isometric viewpoint. There's loads of teams from around the world, tournament options, and up to four players can compete at any one time. And there's a 32X version on the way in a couple of months too, with enhanced graphics and sound.

With any luck, Fever Pitch should be finished in a couple of weeks, in which case, we'll have the full review for you next month.

SEGA

▲ Go on Ernie Container.

▲ Ernie Container? Aw haw haw haw.



PITCH

▲ This game is packed with gags. Look, bra.

▲ Bra. Ahahahahahaha. Oh, it means Brazil.

▲ As you can see, the game is packed with gags.

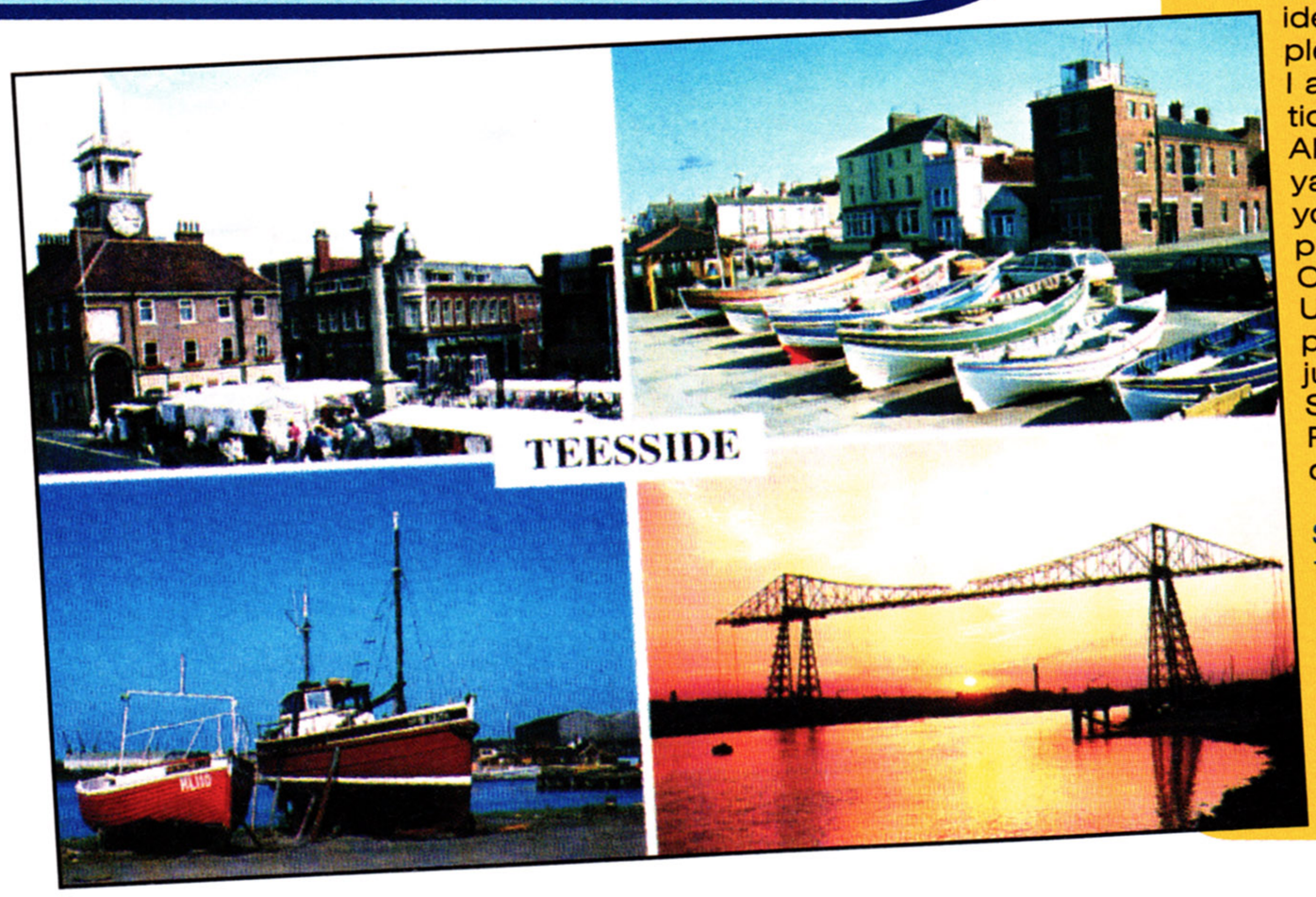
LETTERS

Hey you – the rock steady crew, show what you do, make a break, make a move. And whilst you're about it, you could try writing in to Britain's brightest and breeziest letters page. And once you've finished whingeing to the Sun about the price of beef or how the Germans are taking over the country and that's not what we all died in the war for, take the time to pop a missive our way. It can be about anything you like, but Sega-related subjects are our favourite, because we're just mad on games, us.
Anyway, if you think you can handle all that, get that envelope moving to ROCK THE SEGA LETTER-WRITING STYLE LETTERS, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.
Now read on, true believers

OH GOD – IT'S PAUL JOHNSON

DEAR SEGA MAG,
Here I come again, thrusters ignite – Godspeed in glide with my Saab 37 engines in full gear on a re-entry curve from low orbit, heading for the SEGA MAG power complex, amigos, in an express elevator to hell – going dooowwnn!
Anyway, enough frivolities. Just writing to tell you that I took yor advice and returned to the Eighties, the Master dropped me off in his TARDIS. On this prosperous time trip I witnessed many wonders. Oh yes, I went way back, back to a time when Amigas (snigger) were considered cutting edge technology and Nintendo actually had the money to make adverts (snigger again). Yes indeed, things were sad. But then, BOOM!, like a big bang, out of the blue came the Master System! Hurrah! Sporting arcade conversions in abundance and TV publicity galore [one thirty second slot on Network 7 with commentary from Tony Takoushi, now ex of Sega – all-knowing SM], along with graphics that kicked Nintendo's 8-bit ass, the Sega machine promptly blew the NES away. Fast forward a year or two, and things weren't looking good for the competition. But what's this? KA-BLOOEY!! Those crazy Sega folk have just brought out the first 16-BIT console in the world! Oh my, it's taken over the console market! Then, yes, here comes Sonic. And... ah! This new game is being hailed as the most graphically impressive game ever, and people are selling their houses to get hold of it. In all the publicity no-one seems to have noticed the Super NES, recently pleased with a lacklustre bouncing plumber game. Forward a bit more... the MD has dominated all countries. There don't seem to be many Nintendo ads on telly now... and here comes Sonic 2.. World's best-selling game? You betcha! On through time we go... on to the Mega-CD. People are amazed. Witness those graphics and sound. Top of the CD charts for Sega's latest wonder machine. Oh, Amiga are back! What is THIS? They're boasting of a new CD console, the CD32. But, hmmm... The games are only identical Amiga conversons. The Mega-CD tramples it into the ground in the sales war. Now here I am in the Present Day. Sega's world domination is assured to continue with the Sega Saturn. Already hype is at fever pitch. It;s coming to get ya, gonna getcha real good! Nintendo beware, you've lost so many times before, and now your puny little Ultra 64 is going to be crushed. Yes, CRUSHED! Crushed by the might of the SATURN!! RahaHaHahahahaaahaaAHaHAA!! Rust in peace, perish beneath the wheels of the Sega juggernaut!
See ya soon, goodbye
Paul "PJ" Johnson, Professional Time Traveller of Skegness.

SM: Well, this is what a decade of Tory education does for you. A rather rose-tinted view of histoy there, Paul. Bordering, in fact, on the jingoistic. Much as I empathise with your hatred of anyone not connected with Sega it must be said that Nintendo sold lots more consoles and games than Sega if you take a worldwide viewpoint. Mind you, they look a bit stuffed now.



OH GOD – IT'S MORTAL KOMBAT

DEAR SEGA MAGAZINE,
I was in my local newsagent just flicking through some mags when all of a sudden I saw a small caption with the title MORTAL KOMBAT 3. Is it true that they're going to release the same old boring beat 'em up again, I thought number one was bad enough. The same goes for the poeple at Electronic Arts for releasing Road Rash 3, OK 1 and 2 were good and had lots of original ideas in them but there is a limit.
Peter Rigard, Warwick

SM: Sadly, Peteski, whilst you may have thought Mortal Kombat was crap, everyone else in the whole entire world happened to think it was brilliant. Including us. At least the Mortal Kombateers do something original with their sequels, which cannot entirely be said about EA. But there you go, eh?

WHICH I FOUND HARD

DEAR SM,
After reading about how good the 32X was I decided to buy one. I bought it from a certain mail order catalogue (Special Reserve) because it was cheaper, and on the 4th of January I recieved my 32X. I plugged it in and loaded up a copy of the fab Star Wars Arcade. However, I soon realised that something was wrong, although the game loaded and played, all the colours were mixed up. Thinking it was the game I tried a 16-bit game and the same happened. The next day I rang the mail order service and they said it was an RF fault. So I sent it back and 2 weeks later I got a replacement. To my horror I found it had the same fault, thinking it could be my Megadrive I tried it on a friend, only to find it had the same problem. So I rang them again. I was told that it was a new 32X (which I found hard to believe) but I was to send it back again. It took 3 weeks and several 'phone calls before I got a third 32X. I couldn't believe it when the same happened again, but even worse – after about ten minutes it packed in altogether. Once again I rang them and they agreed to give me refund if I sent it back.
I bought it from this mail order catalogue because it was cheaper but I have spent £15 on postage plus all the calls I've made returning faulty goods. I have written to you to ask if anyone else has had compatibility problems with their 32X and to warn people not to buy through a mail order catalogue.
In the meantime, I am left with a game I can't use. Should I buy another 32X or wait for the Neptune to come out? Or even better, in a past issue you mantioned the Saturn may run 32X games, is this true? I hope you can shed some light on the the subject and thinkas for listening,
Peter Morton, Limbo

SM: Back luck there, Peter and we're sorry to hear you;ve had so much hassle. If I was in your position I'd probably buy another 32X from a high street dealer (which makes it a lot easier to return if it's knacked). If you get a Neptune you're buying another Megadrive (which you don't need) and the Saturn can't run 32X games. Unless someone develops a very clever adaptor similar to one which would run Master System games on a SNES.
But you know, some Megadrives aren't compatible with the 32X so maybe that's not the problem. Give Sega Consumer Services a call on 0171 373 3000 and they might be able to "sort" you out.

MY GOD YOU FOOLS!

DEAR FUNNY (BUT NOT THAT FUNNY) SEGA MAG,
Ohhhh! For about ten minutes you really had me going, you really did, oh yes. I'm talking, of course, about your exclusive (tee hee) cheat for Virtua Racing Deluxe, what with its half a page and very genuine screen shot there was no way it could be a joke.
I was all ready to try it out when I noticed that if you change around the words Li Poo Farl you get April Fool. I can just imagine all those people 'phoning you up to say that they can't get it to work. The real reason I'm writing to you is that I don't think that you realise just what you have done. I mean, for months now every time I pick up a Sega magazine (not just your one) all I'll read about is people wanting to know how to get it to work.– OH MY GOD YOU FOOLS!
Davyd Rowan, Co Down, N Ireland

SM: Darn right, Davy, as your missive is only one of the many we've already received congratulating/lambasting our hilarious little jape last month. Most people were totally taken in by it – ha ha, suckers! Anyway, it was all a big fib, and we don't care if you didn't know before, just leave us alone. Try your own April Fools and stop exploiting ours, you meddling kids.

MAN WITH OUR PUBLISHER'S NAME

DEAR SM,
I was reading your article "Surf's Up" on the Internet and saw a small section on the Sega Channel. After reading the text below I found that it was only currently available to the US.
Is it likely that the Sega Channel will soon be available in Europe? I have a Megadrive and cable so will I be able to subscribe? The thing I can't understand is how come Sega games can be played for only $15 a month? Nobody who subscribed would buy Sega's new games because they can just play them through the channel.
Dave Kelly, Northfield, Birmingham.

SM: Well, Dave, it goes like this – it takes a month or two for brand-new games to actually appear on the Sega Channel, and after they've been there a little while they're deleted. So anyone who actually wants to keep the game forever (for two-player tournaments or whatever) still has to fork out for it. But, on the flipside,

is the fact that the more games rented on-line the fewer carts Sega actually have to make and distribute, thus cutting down overheads and (hopefully) savng cash for Johnny Purchaser. That's the plan, anyway. Sega hope to launch the Channel over here (that's the Sega Channel and not the English Channel in case you're confused) sometime in the next year or so, and doubtless you'll be able to subscribe. For how much nobody knows.

TOM'S NEW FRIEND

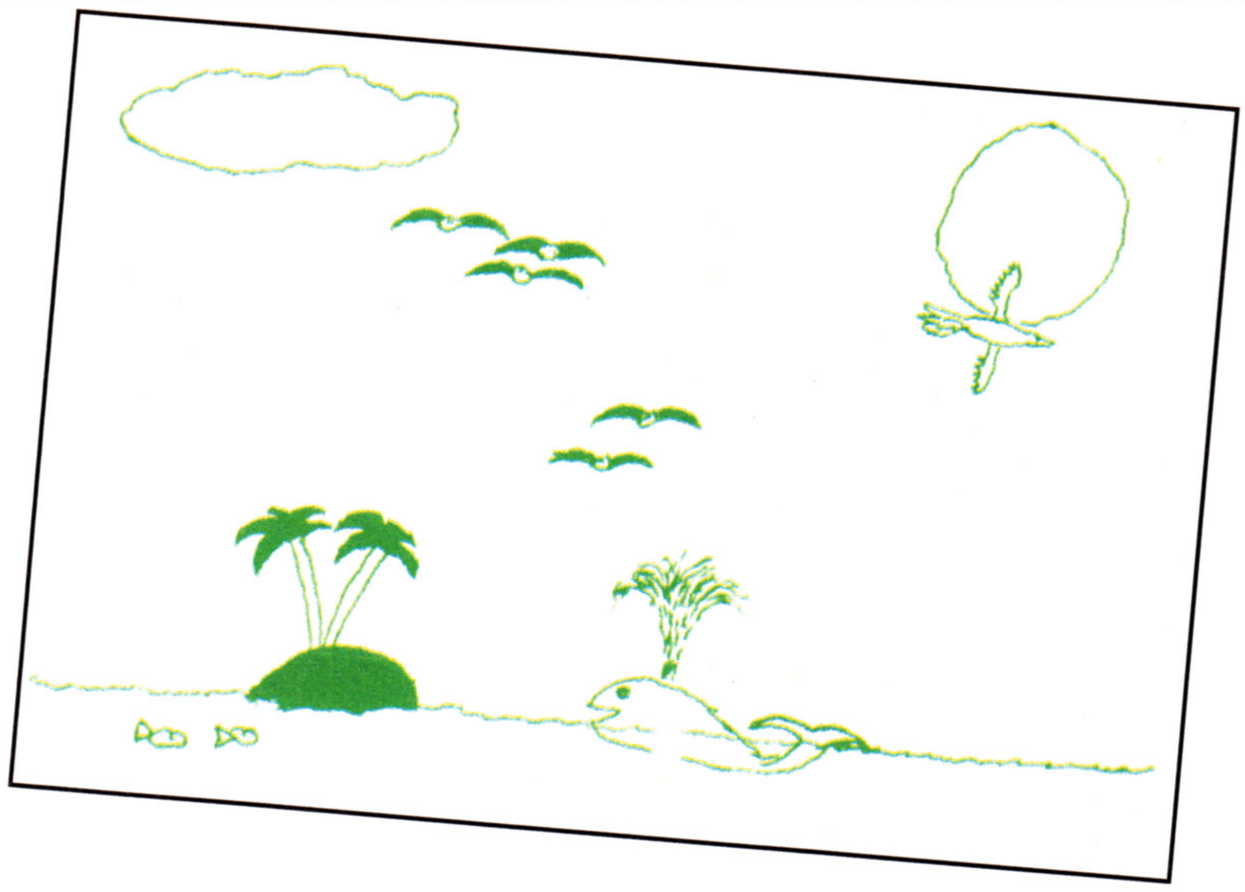
DEAR SEGA MAGAZINE,
I would just like to write in and say how incredible Gunstar Heroes is. Treasure have produced the greatest video game ever. The graphics, sound and gameplay are mind blowing. Of course I have played the other games like MK2, Rage 3, Sonic & Knuckles and all the other great games. But overall Gunstar Heroes is the most incredible. Will there be a Gunstar Heroes 2?
Kamy Johnson, W Yorks.

SM: What can we say. We'd like to kiss you. You're right, Gunstar Heroes is absolutely fantastic and we all love it (especially Tom G). Hopefully Treasure will see sense and produce a sequel some day, but right now there are no plans. Sorry.

A PERSON WITH AN IQ LEVEL OF 1.5

DEAR SM,
You know how you slag everyone off, now it's my turn and this will leave you speechless.
The Saturn isn't out in the UK and it's not going to be for a long time and you are already giving tips for one of the games, plus all the Saturn coverage is taking up a fair part of your mag. And for that idiot in issue 14 that doesn't know how to see what cheats you've done, you don't have to be a genius to work it out, even a person with an IQ level of 1.5 could work it out, if you can't figure it out yourself you're a right sad case.
Why is everyone so excited over Dynamite Headdy, Earthworm Jim and Micro Machines 2? I've played them all and I think they are as playable as Daffy Duck and the 32X games they are not as great as you keep saying. Even you could come out with something better than that.
Your mag is GREAT but what happened to Road Rash 3?
From your ever faithful readers,
Jon T & Andrew L, Co Dublin, Ireland

SM: Sorry lads, but we had to drop Road



Rash 3 to keep Peter Rigard happy. As for the Saturn, people want to read about it and we want to write about it. That's symbiosis, that is.

HE'S NOT TELLING

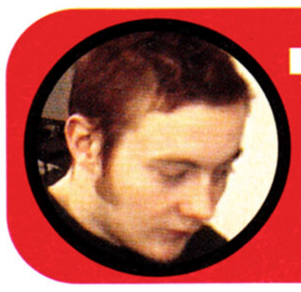
DEAR SEGA MAG,
Crikey bob, why oh why did you give the 32X version of MK2 less than the Megadrive version? More colours, sharper sprites, faster, juggle combos etc. Games should be rated on how good the game is, not on value for money, or compared to other formats. Why don't you have a Sonic magic eye poster in the next issue? Keep up the good work etc.
Joe Farrell, I'm Not Telling Where I Live.

SM: Well Joe, if we had compared MK2 to other versions doubtless it may have scored higher than the MD version. But we didn't (so there). It was marked down because, and let's be honest here, anyone who wanted MK2 (ie – the whole world) would already have bought it by now. So whilst the 32X version is superior, it's not worth getting unless your collection is currently sans Kombat. And we hate magic eye posters because we can never get them.

I THOUGHT SATURN & 32X WERE SAME

DEAR SEGA MAG,
Could you please answer these following questions with your unlimited knowledge. First of all how does the 32X compare with the Saturn? I thought they were the same machine but one was cartridge-based and the other was CD-based. If so why does Virtua Racing on the Saturn look a lot better and if Daytona USA was released on the 32X how close would it be to the Saturn version? So if that is the only difference then surely enhanced 32X Mega-CD titles should be up to the same standard as the Saturn, also if you wanted an arcade perfect conversion of MK2 why not release it on an enhanced Mega-CD 32X which being CD would have given you more memory to make a full conversion, last of all if you already own a 32X is the Saturn worth buying?
Please answer these questions in your excellent mag,
Simm [or it might be Simon] Stockwell, Peckham.

SM: Oh dear. Right, for starters the 32X and Saturn are nowhere near the same machine. They're not even compatible. The Saturn is lots better. And much more expensive. And not out yet. Mega-CD 32X games are all very well, but the amount of people owning both a Mega-CD and 32X is hardly enough to result in huge sales. Nice idea, though. If only, eh?



Hey – you kids still here? Mush, huskies, mush. There's a whole mag awaiting ye.

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Q+A

This month we've been having a play on the internet. You know, that super information highway thing everyone's going on about (or isn't more likely). Anyway, we've already concluded that it's for trainspotters, but we have found some uses for it. For instance, this month, we're going to beat up Tom G live on the Internet. If you want to watch, just access alt.newstorture.rtl.co.uk. at midnight on the 28th. Which funnily enough is our deadline day. Strange coincidence that. Anyway, if that works, next month Tommy Cox will broadcast a live set for all you Slow Boat To Barnet fans out there. Exciting eh?

In the meantime, you can still reach us using proper pens and paper by writing to:

BAN THIS EVIL TECHNOLOGY, Q&A, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

CLEAR MY HEAD

DEAR SEGA MAGAZINE,
I am very puzzled, as I suspect many others are, about the 32X and Sega Saturn. I have read that the Megadrive 32X can handle games such as Daytona USA and Virtua Fighter. Please can you help clear my head:
1 Will games such as Virtua Fighter, Daytona and Sega Rally be released on the 32X? If so, how much will they cost?
2 When is the Saturn released in this country and how much will it cost?
3 Can you watch CD films on the Saturn?
4 Which System would you recommend: the new Neptune, or the Saturn? Why?
5 If the Saturn costs around £300-£400, will that mean that the games are cheap?
ROGER WHITE, LONDON

▲ Cheap games? Not likely!

SM:1 Virtua Fighter will be. I doubt whether we'll be seeing the others though. 2 Sigh. It's released in September and will cost around £400. 3 Indeed, providing you use the video CD decoder that has just been released for the Saturn in Japan. 4 The Saturn 'cos it's better. It's loads more expensive though, so the Neptune (under £200) may be a better deal if you're not a smarmy rich type. 5 No. The games will be at least the same price as new Megadrive games. Although we'd like to see Sega Europe following Japan's lead by releasing the games at a cheaper price point (Clockwork Knight was £35) - and because Saturn games are on CD, there's none of this "high production cost" nonsense.

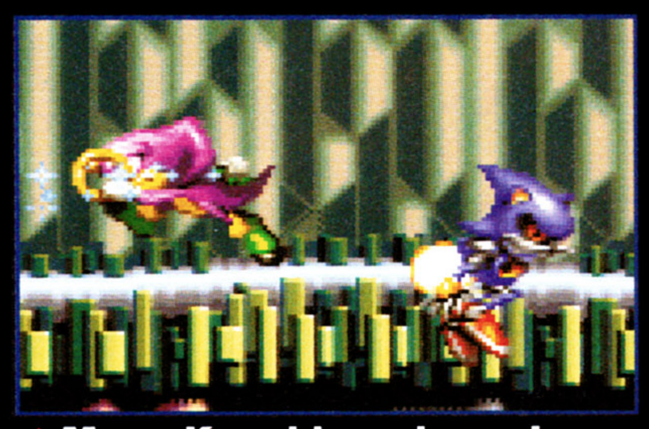
ON AND ON AND ON

YO!
I would just like to congratulate you on your excellent 32X coverage, and I'd also like to ask you a couple of questions about some forthcoming games.
1 How good do you think Virtua Fighter on the 32X will be? I reckon it could be arcade perfect or very close.
2 Will Wing War be arcade perfect?
3 Do you think that games like Daytona USA will be released for the Saturn?
4 Will Virtua Fighter on the 32X be released on CD or cart?
5 Will Alien Trilogy be released for the 32X? I heard that Acclaim were thinking of creating a version, but they abandoned their plans.
Please answer my questions, I think that there's a lot of 32X owners who would like to know about the future of their machine.
GARY POTTS, RODE HEATH

SM: 1 It will be pretty good, but seeing as the Saturn version isn't quite arcade perfect, I doubt very much whether the 32X version will be as detailed either. 2 It should be very close indeed. 3 Oh dear. Where have you been for the last year? OF COURSE it's being released on Saturn. Why do you think we cover it every month? 4 Virtua Fighter is a cart game. 5 Not sure at the moment, it's not on their release schedule for the next six months.

WICK-WACK

DEAR Q&A
Please answer my horrible and rather daft questions.
1 Do you have a level select for Sonic and Knuckles, and if so, could you print it for me?
2 Why don't Tommy Cox and Claire review games? it's not like they're really busy or anything.
3 Now that Chaotix is being released, will Sega still be concentrating on more Knuckles games for the Megadrive ?
4 Is Acme All-Stars for the Megadrive any good?
Yours wick at S&K but hopeful,
CLAIRE CROWHURST


▲ More Knuckles please!

SM: 1 No one's figured it out yet, but action replay codes can access it. 2 Because they haven't learnt to write yet. 3 There aren't any more Knuckles games planned at the moment, but that's not to say that there WON'T be one. 4 It's okay, but if you're after a good basketball game, why not go for NBA Jam or NBA Jam Tournament Edition.

PJ AND DUNCAN FAN

DEAR SEGA MAG,
1 When is MK3 coming out on the Megadrive? What about Earthworm Jim 2?
2 Are there any tips you can give me for Fantastic Dizzy on the Megadrive?
3 Is WWF Raw any good?
4 In Woolworths I saw General Chaos on sale for £19.99. Do you think I should get it?
5 Will there be an Aladdin 2: Return of Jafar on the Megadrive?
6 What two games do you think I should get for my birthday? The choice is, Cannon Fodder, WWF Raw, Streets of Rage 3, The Smurfs, Ecco 2 or Zero Tolerance.
7 Will there be a Pitfall 2, because at the end of Pitfall it says "to be continued"!
ANON

SM: 1 Ooh not for ages yet. And that goes for both of them. 2 No, there aren't any. 3 It's okay. 4 Nope. 5 An Aladdin sequel. Now there's an idea... 6 Out of all of them, Cannon Fodder and Zero Tolerance are the best games, closely followed by Streets of Rage 3 and Ecco 2. Incidently, going back to General Chaos, Cannon Fodder is a far better alternative. 7 Well, you'd think so wouldn't you?

PLEEEEAAASE!

DEAR SEGA MAG,
1 Will any of the following games be released on the 32X: Monkey Island 1&2, DiscWorld, or Simon the Sorcerer?
2 After reading the article on Scavenger, I can't wait to see Batman Forever. Are they making any other 32X games and if so, when, and what will they be?
3 Are there any RPGs coming out on the 32X?
4 Will Striker be released on the 32X?
PAUL BANKS, NOTTINGHAM

SM: Discworld, possibly. 2 Oops. Scavenger aren't developing Batman Forever any more. Probe have taken over the project, and at the moment we don't have any more details on the Scavenger titles apart from what we printed last month (ie they're doing 32X X-Men). 3 Yes, but no names as yet. 4 Let's hope not, eh?

OH GOD IT'S HIM AGAIN

DEAR SEGA MAGAZINE,
It's me again (Serious and proud, Issue 12).
1 I've heard that Thunderhawk 2 will be released on Mega-CD. If it is, could you print some info, as I already own the original and it's probably the best game I have (apart from Virtua Racing).
2 In issue 14, you mentioned Virtua Fighter on the 32X. Are you confident that it will be closer to Virtua Fighter on the Saturn than FX Fighter on the less than Super NES/PC?
3 Which of the following games is the best buy? Battlecorps (CD, £36.99) Rock 'n' Roll Racing (MD £33.99) or Road Rash 3 (MD, £31.99)?
4 When I first saw your preview of Cadillacs and Dinosaurs, I took an immediate interest. Unfortunately, I haven't seen any more of this game. What happened to it?
Thanks for your help,
GLYN RICHARDS, ENFIELD

SM: 1 No plans for a sequel at the moment, although Battlecorps is very good too. 2 What sort of ridiculous question is that? That's like asking: is I Can't Believe It's Not Butter closer to the real thing than Dairylea is to Cheddar Cheese?. 2 Battlecorps, but there's loads of other good bargains around (we saw Red Zone at £29.99 for example, which is an incredible deal). 4 All of BMG's console products are on hold at the moment, but C+D will probably be released in the later half of this year.

IS IT WORTH £70?

DEAR SEGA MAGAZINE,
I am writing to you for your opinion of Super Street Fighter II. I already own Champion Edition which cost me £60 and I was just wondering if there's much difference between the two games. I think Capcom should have put at least nine more characters in the game to be a true successor. Then it would have been worth £60 or even £70.
Will WWF RAW have a harder difficulty setting, as the last two games have been too easy.
G DALEY, SOUTH YORKS

SM: 1 Although Super Street Fighter II does have more fighters and slightly better gameplay, I'm not sure whether it's worth having both games (although you can easily pick it up for £44.99, not £70). Perhaps you'd be better off buying Mortal Kombat II or even a completely different type of game. And WWF RAW is still pretty easy and to be honest, it's not that great anyway.

WILL IT BE RELEASED?

DEAR SEGA MAGAZINE,
Please, please could you answer my questions.
1 I've heard that there is a Mortal Kombat III in development. Is this true, and when will it be released?
2 Will Snatcher be released on the Megadrive or 32X?
3 Which is the most difficult: Micro Machines 2, Road Rash 3, Skeleton Krew, or Mortal Kombat II?
4 Will Chaotix be any good, and if so, will it be released on the Megadrive?
JOHN DAVIES, MANCHESTER

SM: Yes it's true, but it won't be out for ages yet. 2 No. 3 Micro Machines 2 will probably last the longest.
4 Chaotix won't be released on the Megadrive.

▲ **Skeleton Krew, a fairly tough game.**

HELLO, I AM STUPID

DEAR Q&A,
I've sent plenty of questions to magazines, but they've never been published. So please please answer my letter this time.
1 I've heard that Sega are developing a different chip set for the UK Saturn, so that it will be more powerful than the Japanese version. Is this true?
2 Is there any way I can get hold of a UK Saturn before its official release date? I am desperate to play Virtua Fighter.
3 I've heard that Namco have started making games for the Saturn. Does this mean that they'll be converting Ridge Racer?

SM: 1 No. 2 No. You can buy an import Saturn from most independent shops, but it will will probably set you back around £600, and you may run into compatibility problems with software when the UK version is released in September.
3 There's no plans to release Ridge Racer on the Saturn, especially when Sega are already releasing Daytona on the machine which does nasty things to Ridge Racer from a very great height, if you see what we mean.

HA HA HA HA HA

DEAR Q&A,
I could not wait for the English Saturn, so decided to fork out for an import machine. I'm really pleased with it, but need some questions answered.
1 Is there any way of getting an English version of the Saturn manual?
2 Are there any cheats for Virtua Fighter or Clockwork Knight?
3 Is the cartridge slot on the Saturn used to play 32X games?
4 Are you giving Daytona USA on the Saturn a huge showcase?
5 Does the Saturn run photo CDs?
DAVID S, PORTSMOUTH

SM: Ha ha, so you bought an import Saturn and can't read the instructions, eh? That'll teach you to buy import gear. And no, short of paying a Japanese person to translate the manual for you, there's no way of getting hold of an English manual just yet. You'll have to wait until September like everyone else.
2 There were some really good Virtua Fighter cheats printed in Issue 16. But there's none for Clockwork Knight at the moment.
3 No one knows, and they certainly aren't compatible at the moment.
4 We certainly are, as you will have realised by now. 5 Sega are going to bring out special photo CD software for the Saturn.

OH DEAR. IT SEEMS TO BE BROKEN

HELLO SM,
These are my questions. Please answer them.
1 In 32X Doom, why doesn't the game start from level one after you get killed in a later level? This is what's supposed to happen according to the manual.
2 Very occasionally when playing Doom, the game will crash on level 17. Have other people had similar problems with this game?
3 Will I be able to use my £10 off voucher to buy 32X Mortal Kombat II, or are the vouchers only valid for official Sega games?
4 Is Elite going to be released on the Megadrive?
5 I don't suppose you have a spare Star Wars coin-op lying around do you? Oh, well, a cartridge version will do then. 6 Who won the Sonic and Knuckles competition?
CHRIS 'ERIC' NORWOOD, SHROPSHIRE

SM: Don't know, try calling Sega's consumer services department on (0171) 3733000 to see if your game has a fault. 2 Yes, we've had a fair few letters from people complaining that Doom crashes after a bit although it's okay on our copy.
3 I don't think so - honestly, there aren't enough titles worth buying to use your vouchers with. 4 It was going to be released, but the developers seem to have shelved the title for the time being. 5 No, be off with you, you scrounging git. 6 We honestly can't remember - the prize winner was sent his gear ages ago, so we doubt very much that it's you.

GIVE ME MORE

DEAR SEGA MAGAZINE,
I've recently bought the best game in existence - Micro Machines 2. I have some excellent time trial records, but I'm sure that there's loads of people out there with better times than me. Do you think it would be a good idea to have a page in your magazine dedicated to Micro Machines 2 time trials?
2 I've noticed that your price has gone up by twenty pence, but you have added no extra pages to the magazine. instead, you've crammed about five reviews into a couple of pages. Why?
3 Could you give me the Uk address of Konami and Treasure, because I can't find them on any of the game boxes.
4 Is it true that Sega are claiming that the Saturn is a 64 bit machine? If so, are they using the same mathematics as Atari are using for the Jaguar?
THOMAS HUMBERSTONE, LONDON

SM: Well, we've all had a big chat about it and we've decided. We've decided that your idea is crud. Can you imagine how boring it would be? I mean, you moan on about us having to squeeze loads of reviews on to a couple of pages, and you want us to give a whole page to some rubbishy time trial. Go on, get off with you.
Oh, and while we're still on the subject of the mag, we may not have increased the pagination, but it hasn't decreased either. So if there's more reviews in there, it only means you're getting more for your money. And you may have noticed that in the last couple of months we've had some excellent freebies, like the review book and the free FIFA guide. Surely better than a couple of extra pages in the mag, non? And we're still cheaper than the Powers and Pros of this world. 3 Treasure are Japanese and Konami aren't producing games for Sega for the time being. 4 Edge have already tried that gag, I'm afraid. And it wasn't astoundingly side-splitting then either.

RELEASE SCHEDULE

APRIL

Mega Drive
Striker
Road Runner: Desert Demolition
NBA Action'95
Speedy Gonzales: Cheese Cat-astrophe
Samurai Showdown
Game Gear
Speedy Gonzales: Cheese Cat-astrophe
Master System
Speedy Gonzales: Cheese Cat-astrophe
Mega-CD
Ecco 2
Power Rangers
Shining Force CD
Mega Drive 32X
Golf Magazine's 36 Great Holes

MAY

Game Gear
Striker
Super Columns
Mega-CD
Eternal Champions
Surgical Strike (incl. 32X)
Fahrenheit (incl. 32X)
Wire Head (incl. 32X)

JUNE

Mega Drive
The Adventures of Batman and Robin
Game Gear
The Adventures of Batman and Robin
Mega-CD
Striker
AV Pinball
Wild Woody
Mega Drive 32X
Knuckles Chaotix
Stellar Assault
Motherbase

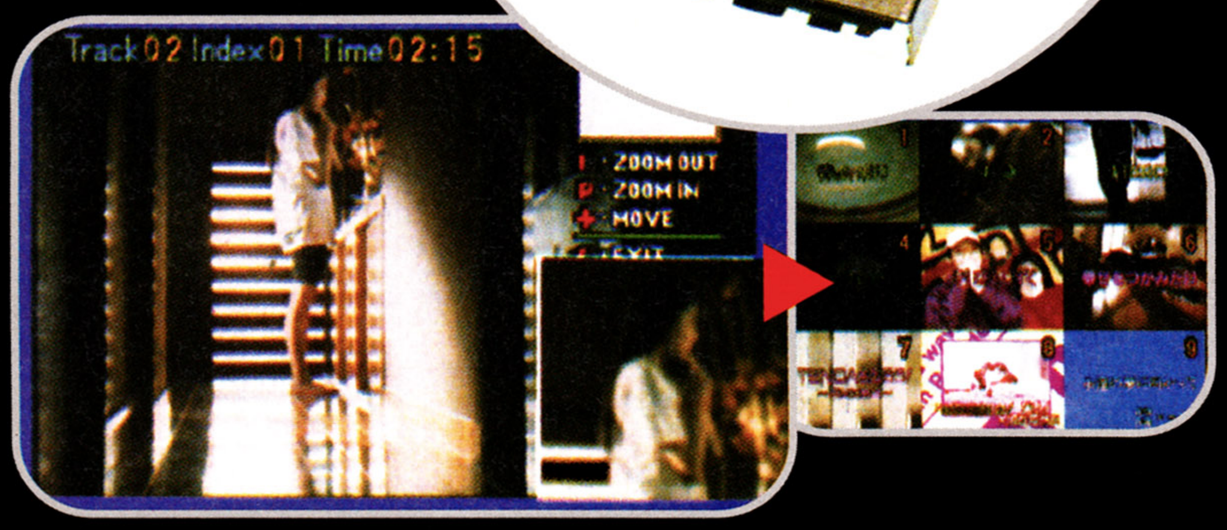
So long, farewell, auf weidersehn, goodbye. Adieu, adieu, to you and you and you. And to you too, fair gamesters. Breaking up is hard to do, but we gotta go do it, so dry your eyes, and we'll see you in two shakes of a dog's winkle. Well, something like that anyway.

IT'S OFFICIAL!

At the recent ECTS computer trade show, Sega held a massive launch for the new Saturn machine at their Earls Court headquarters. Of course, SEGA MAGAZINE got there ahead of everyone else and presents this report on the future of Sega videogaming.

MPEG? NO PROBLEM

Currently the only consoles with VideoCD capabilities are the technically undernourished Philips CDi and Commodore CD32. That's all set to change with the introduction of the Sega Saturn VideoCD Player, which slots into the back of the machine. The system has been substantially upgraded to make it better than current VideoCD systems, with a plethora of new features. The picture quality is excellent.



PHOTOCD CAPABLE

Saturn's being positioned as a multimedia machine, meaning that it does more than just play games. It plays audio CDs, CD+Gs (although there are hardly any out there), VideoCDs (via the MPEG adaptor) and also PhotoCDs. We've had a peek at the system in operation and we were impressed with the excellent picture quality and the amount of decent features onboard. The PhotoCD Operating System is software only, loaded in from a CD.

Despite a massive effort in promoting the Sega Saturn at the ECTS, there was no official announcement regarding a release date or price for the machine in the UK and Europe. However, Sega of America hasn't been quite so cagey, announcing a September 2nd release date for the next generation machine (that's a Saturnday by the way - arghh!). It's likely that the European launch will be around the same time. Price is still unconfirmed on either side of the Atlantic.

What we did see for the official Saturn was impressive. Positioning the 32-bit machine as an excellent multimedia platform, we've seen the PhotoCD and MPEG1 VideoCD Saturn packages which are frankly excellent. More about those in the appropriate boxes dotted about these pages.

The ECTS was also the first opportunity many people had to see the official casing for the machine along with the official peripherals (all of them seen on these pages). The redesigned Saturn joypad was also on display which has as all the buttons of the import model but has been redesigned to be more comfortable in the hand.

Software-wise, Sega gave Sony a run for their money with Daytona USA on display along with titles such as Virtua Fighter, Panzer Dragoon, Clockwork Knight, Sega International Victory Goal and Pebble Beach Golf - other, newer titles you can read about in this very issue.

In all, Sega Europe have a very impressive initial line-up for the Saturn, combining a fair few high quality titles along with superb conversions of some of the hottest coin-ops available. Roll on September...

SEGA

● Plug in a maximum of six joypads with this Sega Tap-like device.

● The Arcade Racer is superb when used in conjunction with Daytona USA.

● Easy to use and ergonomically terrific is the Saturn Mouse, as pictured here.

PERIPHERAL VISION

A whole range of additions for the Sega Saturn are due to be introduced - here's a look at the official range of products. The best so far has to be the steering yoke (sorry, Power Racer) which works really well with Saturn Daytona USA.

● The all-new Saturn joypad is easier to use than the Japanese pad.

● It's the Sega Saturn equivalent of the old Arcade Power Stick. And it's ace, all right?

● This RAM cartridge allows you to keep more game save positions.

SEGA SATURN™

SEGA SATURN

DAYTONA HAS LANDED

SHOWCASE

The Saturn conversion of AM2's stunning Daytona USA is just about complete. After eight months of intensive coding, the game is finally upon us and, of course, SEGA MAGAZINE is the first European magazine to actually play the game - make that the *only* European magazine to even see the game before it arrives on import. Richard Leadbetter test-drives Daytona in order to bring you what could well be the most detailed showcase we've ever put together.

Sega of Japan's crack AM2 squad of coders are probably the most talented bunch of game creators in the world today. Their record of arcade games is second to none. They brought graphics to new levels of brilliance in the eighties with titles like Outrun, Afterburner, G-LoC and Rad Mobile. This decade they revolutionised coin-op gaming with Virtuas Racing, Fighter and Cop.

The quality of their home titles has never been in doubt either. Forming a team dedicated to bringing their stunning games to the home, they first programmed the incredible Virtua Racing on the Megadrive (after helping to design the Sega Virtua Processor chip). After that, they coded up the brilliant 32X VR Deluxe and the unstoppable Saturn conversion of Virtua Fighter. Now we have finally got to see their home conversion of the most spectacular AM2 arcade

Ooh ooh, here we go! Switch on the game and you're greeted with the full opening demo, identical to the coin-op.

DAYTONA USA™

◀ **Impressive stuff, eh? And that's just the opening demo. Turn the page and take a look a the game in action.**

title: Daytona USA. And it follows the tradition of excellence established by the previous games. Quite simply, it's fantastic.

THOSE NAGGING QUESTIONS ANSWERED

Bad news first. The Saturn conversion of Daytona USA is for one player only. There are no split-screen options or console-to-console link-up modes. It is initially quite a shame because of the extra enjoyment gleaned from the coin-op in the form of epic multi-player rumbles. Happily just about everything else is good news - Daytona looks brilliant and plays extremely well. It's a vindication for both AM2 and the hardware design of the Saturn.

If you read other games magazines, you'll have probably seen that the Saturn has come in for a bit of stick regarding its 3D capabilities, despite a near-perfect conversion of Virtua Fighter and the frankly stunning Panzer Dragoon.

Daytona USA features an incredible array of texture-mapped shapes - in fact, it's impossible to appreciate them all as you turbo past at 325 km/h. Although it's clear that some compromises have been made in bringing Daytona to the Saturn, the level of detail in the landscapes is quite simply breathtaking.

Later on in the showcase you'll see some of this detail in our track-by-track breakdown, but suffice to say that AM2 have included a huge amount of background graphics from the Daytona arcade machine. Drive up to any sign and you can see what's written on it - and that includes the Virtua Inn on the expert track (according to one sign a virtua lunch'll set you back $2.95 while the full dinner costs $3.95 - that's the sort of ridiculous level of detail we're talking about here).

Of course, this does mean that the frame rate has to suffer - ONLY IT DOESN'T! Despite the fact that everything in Daytona USA is fully rendered in 3D and texture-mapped to boot, it all runs at a super-smooth pace, right up there with Ridge Racer on the Playstation. That's a great testament to the dual 32-bit processing power of the Sega Saturn.

CALL IN THE PANEL-BEATERS

Daytona USA featured some of the most spectacular crashes seen in an arcade videogame, and it's good to see that AM2 have managed to successfully recreate those stunning mishaps in the Saturn conversion. And yes, the post-accident battle damage has been fully included in the Saturn game and actually plays a bigger part here - if you're damaged in an 80 lap endurance game it does make sense to pit-in and get repaired - you're going to need all the help you can get in surviving one of those mammoth races.

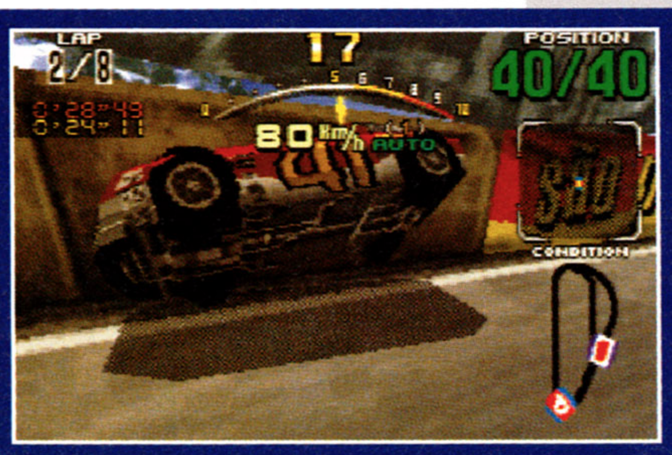
▲ **Dented bonnets ahoy! The bodywork even rattles when badly-damaged.**

DAYTONA HAS LANDED

▲ **Each of the cars has its own unique paintwork.**

▲ **And there's 40 on track 1.**

◀ **Nice looking car. Would be a shame if something were to happen to it.**



◀ **Shriek! Make it stop. Oh god, no! Not my car. Oh please no. Shriek again!**

DAYTONA USA™

▼ The official UK Saturn steering-wheel in all its black glory. The game even acknowledges that it's plugged in.

WHEEL OF FORTUNE

Released on exactly the same day in Japan as Daytona itself is one of the most impressive peripherals we've ever seen for a home console.

The Saturn steering yoke is an improved version of the product that was first slated for release on the Megadrive, but never quite made it. The original product looked quite similar, but has been substantially upgraded for the Saturn.

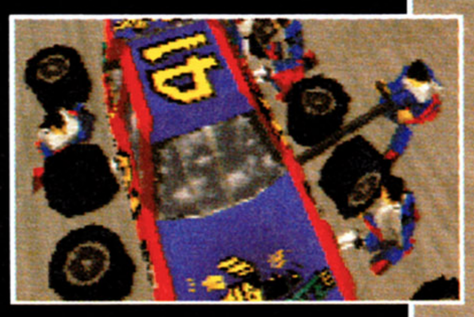
First of all, at the request of AM2 the internal mechanics of the yoke were totally redesigned. Whereas the original was a digital product, the new machine became analogue in execution. The difference is incredible as this basically means that the Saturn can tell exactly how far left or right the wheel has been turned, thus making for far more realistic car movements.

The yoke itself is also far more flexible than the prototype. You can tilt the angle of the yoke, and telescopic sections allow you to bring the wheel more towards or away from you. You keep the base steady by resting your thighs on the sticky-out parts at the bottom of the unit.

It's certainly an excellent, high-quality peripheral and considering that Daytona, Virtua Racing and Sega Rally are slated to be compatible with it, the steering yoke could well turn out to be a very shrewd buy. The official version (pictured) should be available to buy at the same time as the official version of Daytona USA in September this year.

▼ It's the cigarette lighter. It just won't stay in.

▲ What's the problem mate?



DAYTONA KWIK-FIT FITTERS

Yet another successfully-reproduced arcade feature is the inclusion of the pit crew. You might have been a tad underwhelmed by the humanoid cardboard box lifeforms that repaired your motor in Virtua Racing, so get a look at these texture-mapped blokes. What's more, you also get the cool swooping camera angles as your panels are beaten and your wheels replaced. Don't believe us? Well, take a look at this sequence of activity.

◀ Yep, the car crashes, that's what makes Daytona such fun and as you can see, they look just as awesome in the Saturn version.

VIEWPOINT

All four views from the original Daytona coin-op have found their way into the Saturn translation. And here they are for you to take a look at.

VIEW ONE

This is probably the most exciting perspective in the game, the camera being positioned right on the bonnet of the car. For speed and thrills, look no further.

VIEW TWO

The driver's eye view of the action, set a couple of metres back from view one. Gives you a better perspective of your car's dimensions and what gaps it can squeeze through.

VIEW THREE

The standard chase car viewpoint is one of the most useful views in Daytona, as it allows you to get a decent look at what's ahead of you. It's a lot easier to anticipate corners.

VIEW FOUR

The furthest distance view in Daytona offers similar advantages to view three, but you do tend to feel a tad removed from the action since you're so far away.

▲ **Don't believe this track has the most cars? Look again!**

▲ **Whoops. He didn't do very well.**

BEGINNER TRACK:

DAYTONA USA™

SHORT OVAL 777
LENGTH: 1,560 metres
LAPS: 8
DRIVERS: 40

The beginner track of Daytona USA is actually based on the real Daytona oval speedway, albeit with extensive modifications. Whilst the original track is a simple oval surrounded by spectator stands, Sega's interpretation has a definite gambling streak added to it. The Million Slot Arch is a working fruit machine which you can stop as you drive by (get three sevens and you receive a special bonus!).
The biggest landmark on this course has to be the incredible, texture-mapped Sonic Wall, which heralds the first difficult corner in the game. Not surprisingly, since this course is so short, you need to complete the greatest number of laps - eight of 'em in all in the NORMAL mode. You're also up against the most cars you'll see in the game.

ROYAL STRAIGHT

ROULETTE CURVE

SHUFFLE WOODS

MILLION SLOT ARCH

THE SONIC WALL

THE PITS

▲ Boy, this really is the pits.

THE MAIN STAND

BILLIARDS CRASH

▲ Yeeowch! There goes the paint-work!

I LIKE DRIVING IN MY CAR

Should you choose the all-new, all-singing, all-dancing Saturn mode, you get to choose your own brand new motor. This part of the game wasn't quite complete when we played it, so this might have changed in the finished version. When we played it, there were four different cars to choose from: two manual and two automatic.
Each car handles differently, having a different level of grip, acceleration and top speed. They also have different paint jobs too, co-incidentally.

▲ Top to bottom. The blue, red, yellow and red/blue car, in case you're colourblind.

INTERMEDIATE TRACK:

DINOSAUR CANYON

LENGTH: 3,888 metres

LAPS: 4

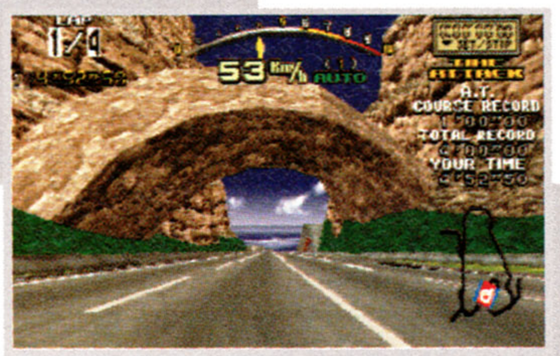
DRIVERS: 20

The beginner track of Daytona only really taxes you at the one point - the Billiards Crash corner. The Intermediate track is far tougher, containing plenty of fiendish turns, along with some frankly superlative scenery. Speed down the Stego Slope! Thrill to the Tyranno Tunnel! Palpitate at the Ptera Power Station! Oh yes.
Adding to the difficulty level is the fact that this race takes place on very mountainous terrain (indeed at one point you drive through the mountain!), resulting in some enormous climbs and drops. The gradient of the hills can be very steep, limiting visibility immensely whilst you're on the way up. Yes, this course is difficult - but it's nothing compared to the terrors awaiting you on the final track...

▲ Some of the views over the side of the road are simply breath-taking.

▲ Checkpoint pile-up imminent!

● THE RUINS OF JURA

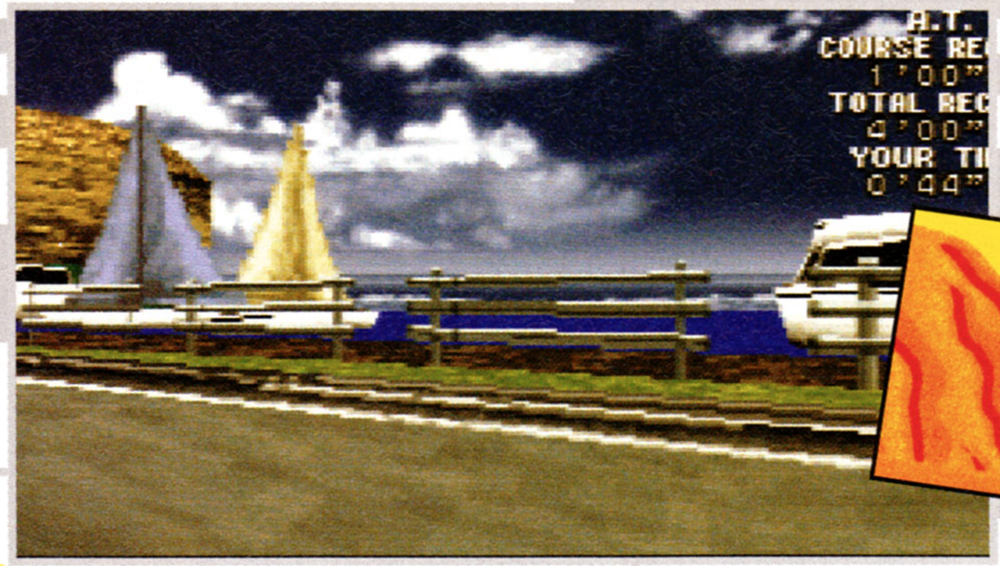


● BRONTOSAUR'S TAIL

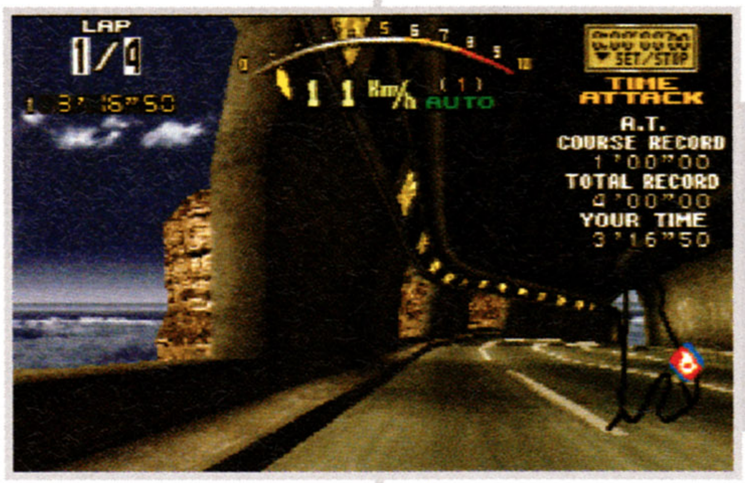
● DRAGON FOSSIL

DAYTONA USA™

BRACHIO CURVE



LAKE ARCHELON



TYRANNO TUNNEL

STEGO SLOPE

PLESIOSAUR'S HEAD

PTERA POWERSTATION

TRICERA ROAD

- The texture-mapping is incredible. There are even spectators watching from the pedestrian flyover!

EXPERT TRACK:

SEA GALAXY

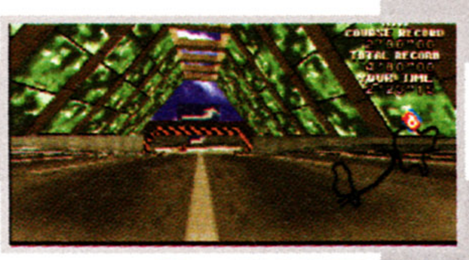
LENGTH: 7,920 metres

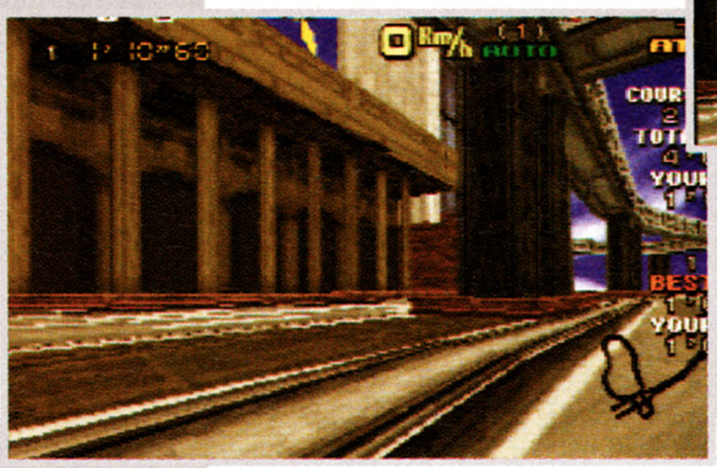
LAPS: 2

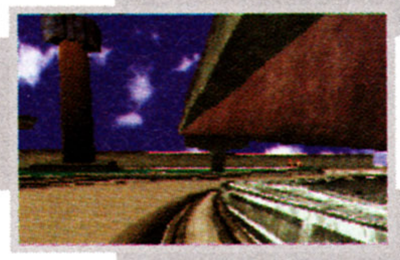
DRIVERS: 30

This expert track is the ultimate challenge in Daytona USA. Although you only have to complete two laps of the course, actually beating the time limit is extremely tough. The course also includes some of the very nastiest corners and suchlike that you're likely to encounter. On the plus side though, there's no doubt that this track has some of the greatest 3D texture-mapped visuals ever seen in a home videogame.

This track is so tough, it's doubtful that you'll get anywhere near to finishing it unless you've successfully conquered the first two tracks. Total mastery of your car is required. Taking some of this track's corners is a lot easier if you make effective use of the Daytona car's manual gears.







- STARRY SKYHALL
- SIRIUS SKYSCRAPER
- PEGASUS PASTURE
- ASTEROID BELT
- STATUE OF JEFFRY
- CASSIOPEIA CITY
- ANDROMEDA BEACH
- SPACE SHUTTLE
- SASA
- SATURN'S RING
- SAILING SHIP
- PLANET HARBOUR
- METEOR TOWER

DAYTONA USA™

SEA SIDE STREET GALAXY

COSMOS STREET

TEARDROP OF THE MOON

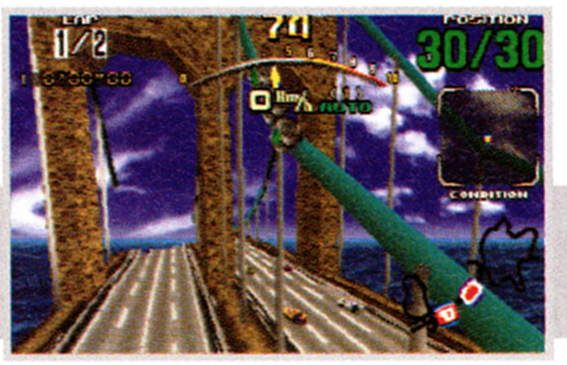
MOON LIGHTHOUSE

▼ You can even smash those roadsigns over. If you want, vandal.

QUASAR BENDS

SOUTHERN CROSS ROAD

STARLIGHT BRIDGE



TIPS BONANZA!

Here is a massive, and really quite brilliant, list of tips and cheats for what is probably the best driving game ever. Thanks very much to Marcus Moresby from St. Albans, Herts for them. They are for the arcade version of Daytona USA, but tons of these tips (like the music clips on the high-score table) work on the Saturn version as well. Tips that use the START button in the arcade game might require the use of the X, Y or Z buttons instead in the Saturn conversion, so a bit of trial and error might be prudent.

During the Demo - While the demo is running, pressing the view buttons will change the view of the demo car. You can also stop the slot machine (see later) during the demo of the beginner course.

Speed up the Cars - When selecting your track, you can speed up the little cars on other player screens by pressing your view buttons. Press all four at once for maximum speed.

Time Lap Mode - On the transmission select screen hold the START button whilst choosing your mode to race against the clock with no other opponents.

Real Players Only - If both players are in a two player game, do the Time Lap cheat simultaneously then you will race with out any annoying purple cars.

Traffic Map Adjustment - To change the range of the traffic map press the following buttons during the race.
For short range: Hold START and press View 2
For medium range: Hold START and press View 3
For long range: Hold START and press View 4

Course Map Adjustment - To adjust the size of the course map press the following buttons during the race.
For large track: Hold START+View 1 and press View 2
For medium track: Hold START+View 1 and press View 3
For small track: Hold START+View 1 and press View 4

Out of Trouble Teleport - If you skid off the track at any point, press START to teleport back onto the track at 0 mph.

Stop the Slot Machine - On the Beginner course, just before the Sonic Mountain turn there is a Slot Machine hanging over the track. Press START once to stop the first reel then again for each of the other two reels. Press START again to start them spinning.

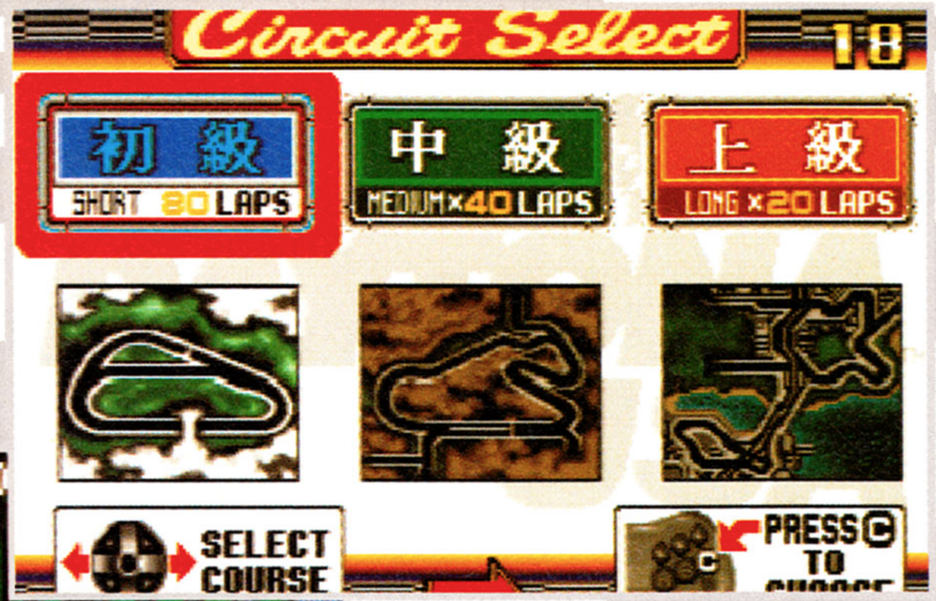
Make Jeffry Dance - On the Expert course, stop at 0 MPH in front of the statue of Jeffry from Virtua Fighter and repeatedly press the START button. The statue will move through one of its 32 frames of animation for each press.

See the Credits - When you finish a race ranking 1st, 2nd or 3rd place you get a short sequence for each course. When this is running press START to see the credits.

Speed Up Game Over - When you finish a race and "Game Over" appears, press START to speed up the letters.

▲ **Spin off the road in the arcades and a simple press of Start puts you back on the track. In the Saturn version you pause the game.**

▲ **The Time-Attack, Saturn-style. As in the arcades, hold down Start on the transmission-select screen and voilå, no computer cars on the track.**



▲ **Endurance Mode in all its 80 lap glory. Can you endure it?**

▲ **Three sevens in the arcades gives you an extra credit. What does it do in the home version?**

Music After Initials - When you finish a good race and get your initials in one of the top five times, enter one of the following to hear 5-10 seconds of music from the corresponding game.

A.B - After Burner
E.R - Enduro Racer
EXN - Exhaust Note
G.F - Galaxy Force
GLC - G-LOC
GPR - GP Rider
H.O - Hang On
ORS - Outrunners
O.R - Outrun
P.D - Power Drift
QTT - Quartet
R.M - Rad Mobile
S.C - Stadium Cross
SDI - SDI
S.F - Strike Fighter
SHO - Super Hang On
S.H - Space Harrier
SMG - Super Monaco GP
T.B - Thunderblade
TOR - Turbo Outrun
V.F - Virtua Fighter
VMO - Vermillion
V.R - Virtua Racing

Fast Start on Advanced or Expert - To start either of these tracks without skidding, hold the gas pedal during the countdown so the line is between orange and red. Hold it there until you exceed 30 MPH then push the pedal all the way down to stop yourself skidding and therefore saving some time.

Pit Lane Shortcut on Beginner - It is possible to drive through the pit lane without stopping if you position your car just right. You must have your right side tyres driving on the dark black line on the right side of the pit lane. You must keep the tyres as close as possible to the grass without touching it and losing speed.

SATURN SPECIFIC GAME OPTIONS INCLUDED!

As a coin-op conversion, Daytona USA is totally superb, but AM2 surprised us a lot by including a vast range of options not incorporated into the original Daytona game.

For a start, there is a Saturn-specific mode which allows you to choose different cars. This part of the game wasn't quite finished when we played it, but in the version of the game we saw there were four different cars, as revealed on Page 44.

The Saturn Mode also allows you to take on mirror-flipped versions of the Daytona tracks, effectively giving you six courses to take on in the game. This might take the form of a cheat in the finished version of the game, although it was instantly accessible when we played it.

The options screen also allows you to choose from three different types of game. NORMAL is identical to the coin-op, whilst GRAND PRIX multiples the amount of laps you need to complete by five. The ENDURANCE mode is the real challenge. This multiplies the number of laps you need to complete by TEN! That's right - the easy track puts you through a gruelling EIGHTY lap race. That's endurance for you.

BUT HOW DOES IT PLAY? EH?

Look, it's an AM2 product, all right? It has to be personally approved by the head of AM2, Yu Suzuki. There's no way he'd let Daytona be released if it didn't successfully replicate the coin-op. So what we're basically saying is that the game plays brilliantly. You can take our word for it right here and now - there's no need to phone us up and ask us to repeat what we've written here - it's superb.

One thing we did notice was that taking corners was a bit simpler in the Saturn version than in the arcade game, but the final tweaks to the power drift hadn't been incorporated in the version we played, so expect that extremely tiny irritant to be sorted out by the time the game is officially released in September.

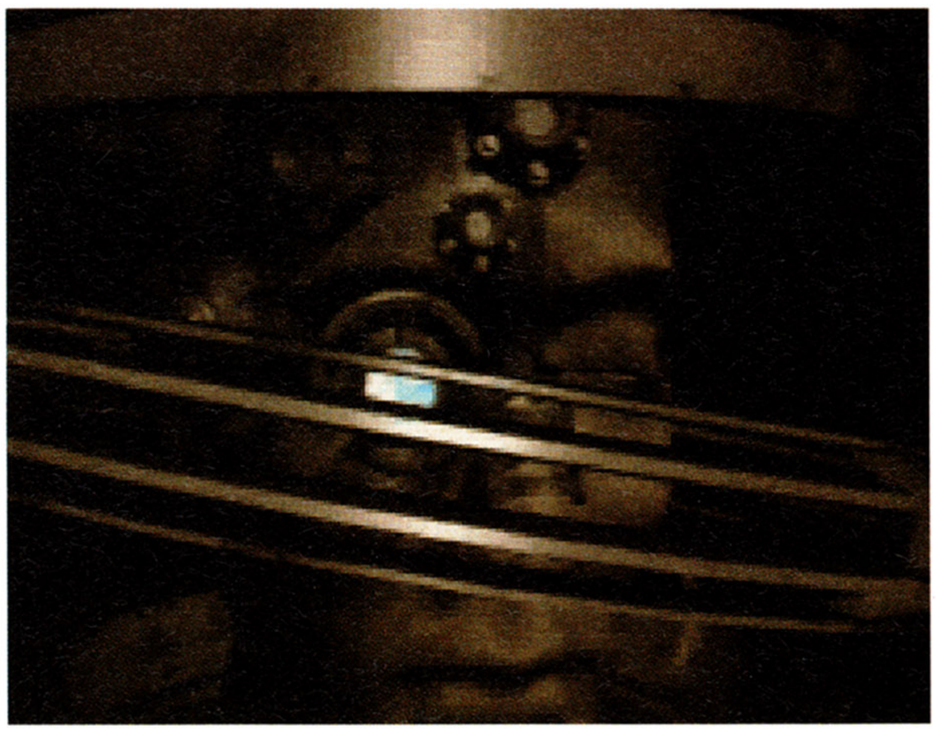
Other than that though, you couldn't really hope for a better conversion of Daytona USA. It really is that good, and the additions in Saturn Mode make it even better, adding even more all-important lastability to the title.

So as far as we're concerned, it's hats off to Yu Suzuki, Keiji Okayasu and the rest of the AM2 conversion team - we reckon that along with Virtua Fighter, Daytona USA is going to help the Saturn clean up in the forthcoming next generation console war.

SEGA

DAYTONA USA™

▲ **Look at that! Saturn options galore and even a Ranking Mode just like Virtua Fighter.**



SHOWCASE

Doom. The name alone is enough to send certain gamers into a frenzy of excitement, inspired by the mere mention of one of the greatest videogames of all time. Or something like that. It was only a matter of time before something similar to Doom was produced for the Sega Saturn, and Japanese coders Micronet have only been too keen to come up with the goods in the form of Deadalus.

DEADA

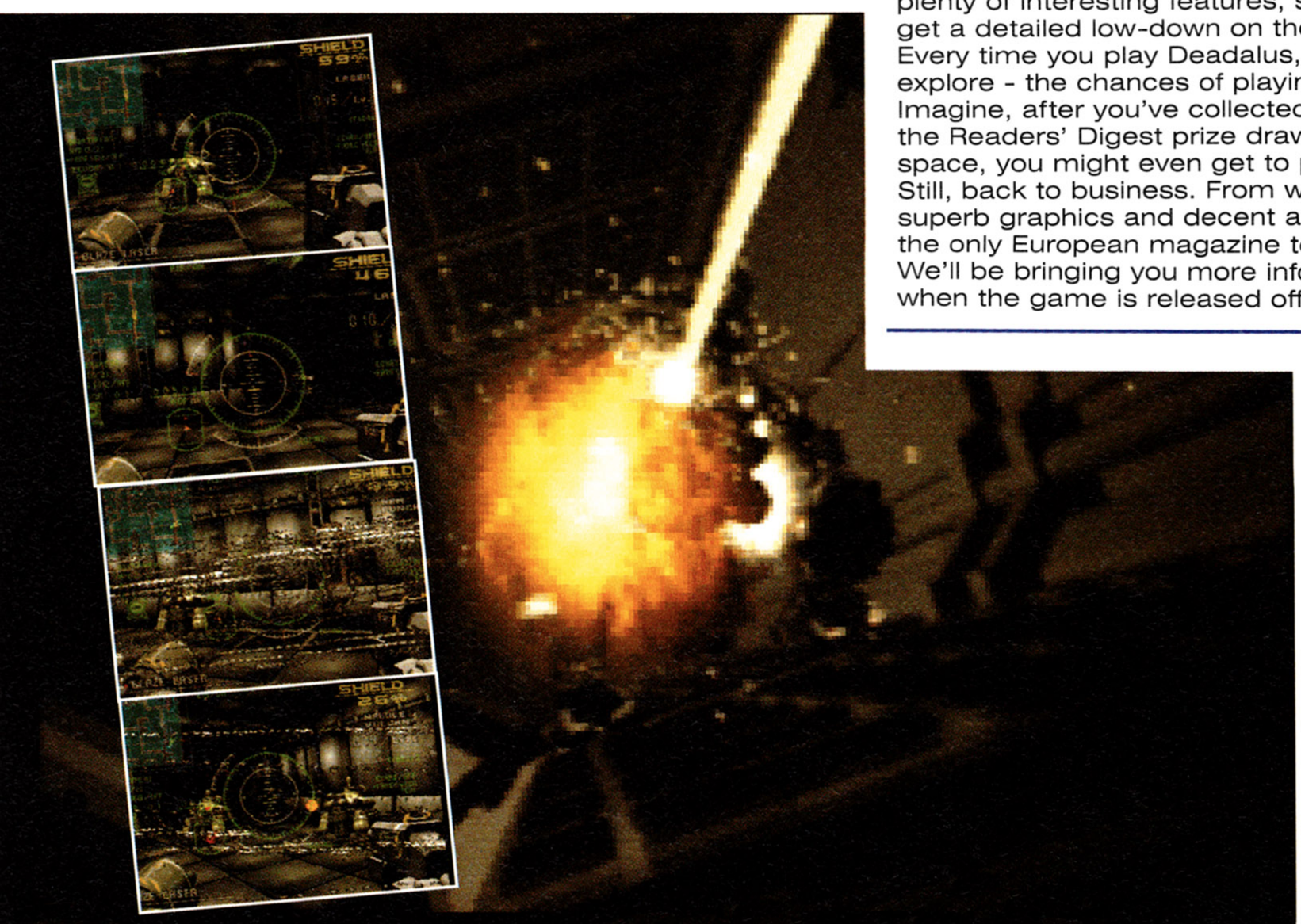
▲ It's a corridor. ▲ And this is a door.

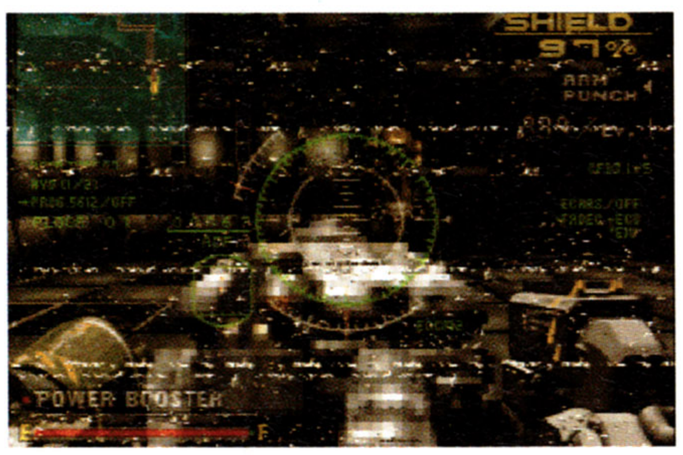
However, Doom is only one of many inspirations behind the Saturn title that is Deadalus. Anyone who has witnessed H R Giger's creations in the Alien films will be easily at home with the graphical style in Deadalus. It's extremely similar, with dark metallic corridors rendered in 3D by the Saturn's custom 3D and texture-mapping processors.

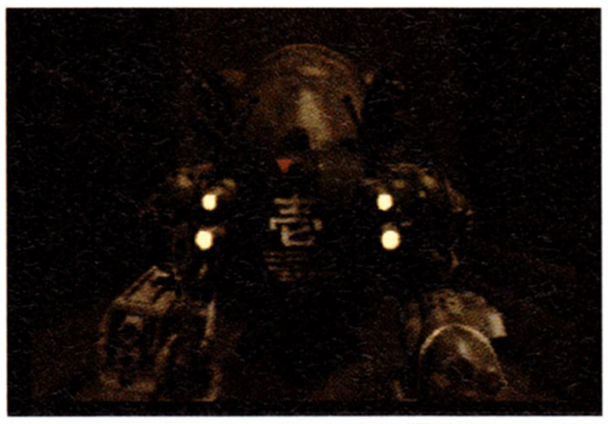
But rather than playing the game as a marine taking on the demons of Hell a la Doom, Deadalus puts you behind the controls of an super-advanced robot armed with some of the most powerful weaponry in the galaxy. Your aim is to patrol the corridors, taking on robots affected by a computer virus that has driven them mad. You also need to find the exit to each level by solving logic puzzles. Like Doom, there are plenty of pick-ups to collect during the game. This takes the form of ammunition, power-ups and suchlike. The scenery itself also has plenty of interesting features, such as computer consoles that enable you to get a detailed low-down on the current level.

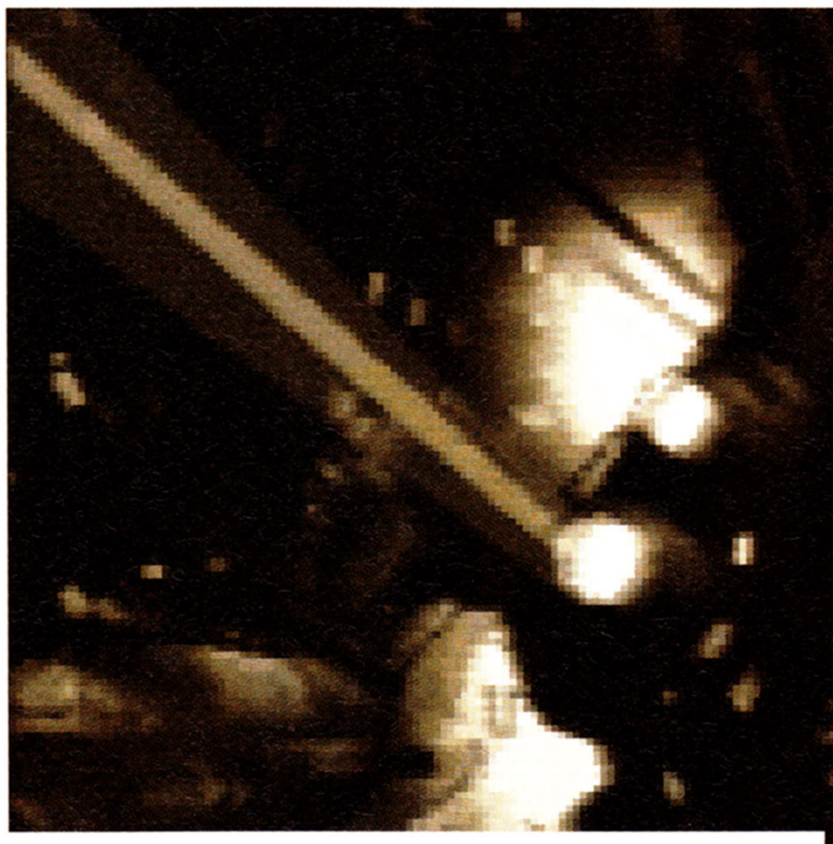
Every time you play Deadalus, the Saturn creates a new map for you to explore - the chances of playing the same level are literally millions to one. Imagine, after you've collected the jackpot on the lottery and the pools, won the Readers' Digest prize draw and been struck by a meteorite from outer space, you might even get to play the same level on Deadalus again. Wow! Still, back to business. From what we've seen, Deadalus looks great with superb graphics and decent atmosphere. And we should know, because we're the only European magazine to even see the game before its official release. We'll be bringing you more information on the game and perchance a review when the game is released officially before the end of the year.

SEGA









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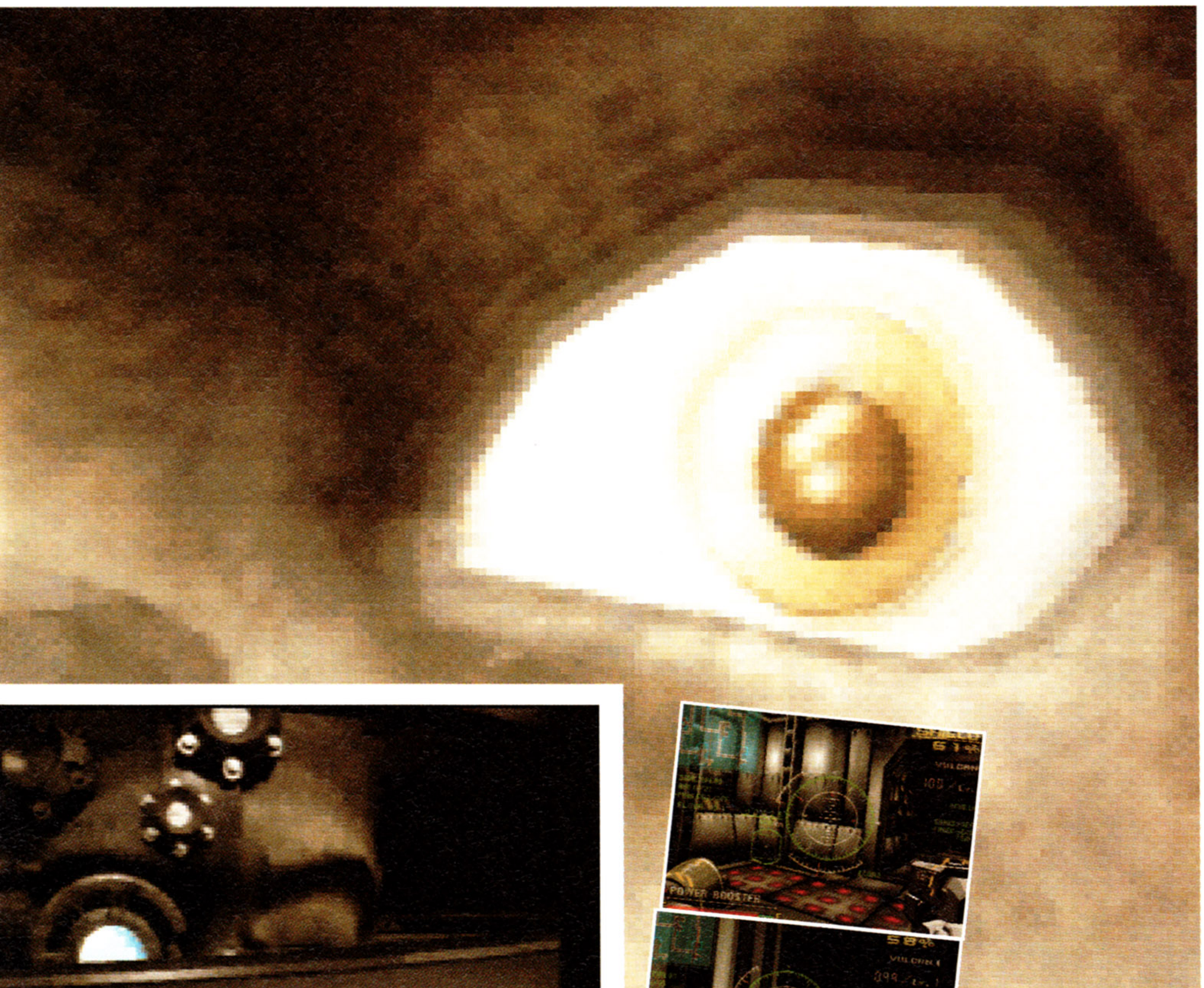
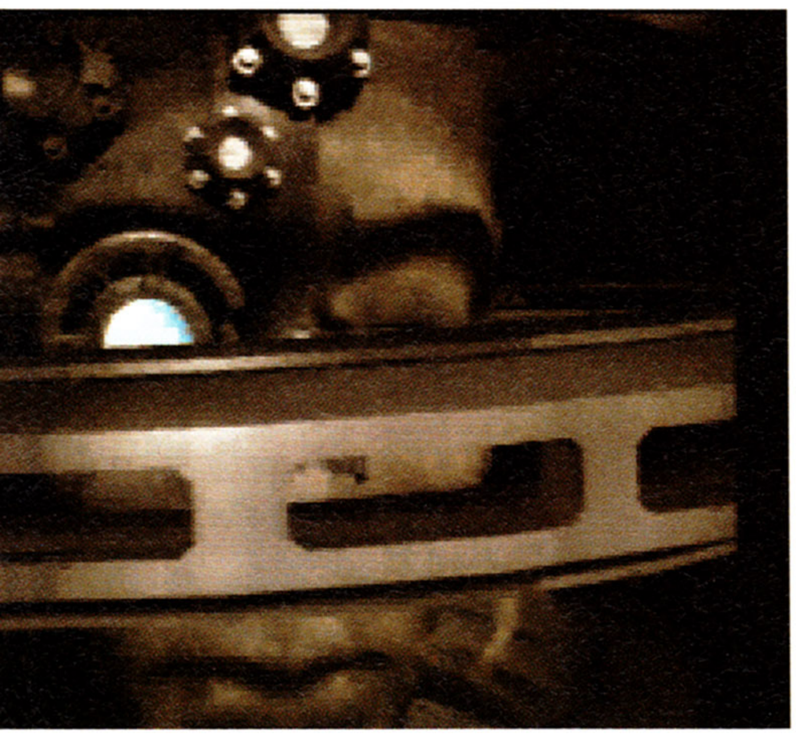
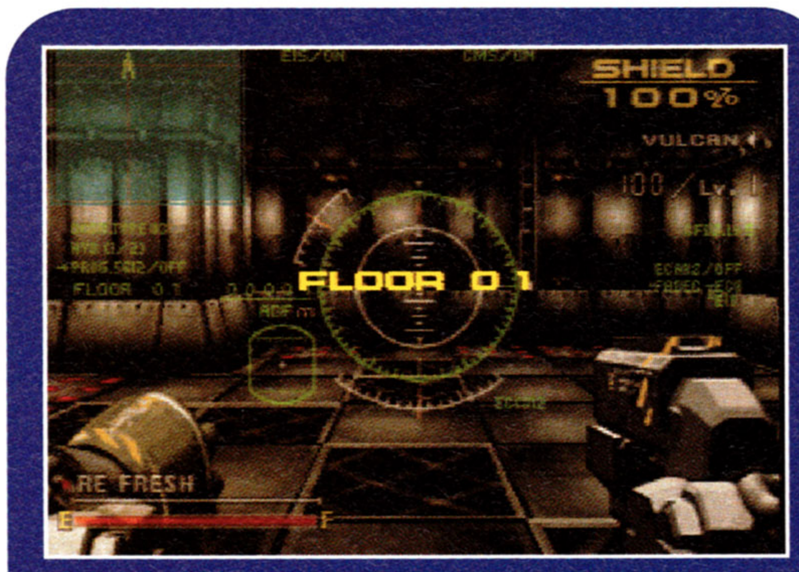






▲ Now that is one big gun. Why, a gun this big could probably a whole the size of a melon in a man's head.

▲ Instead though, it just lets off an orange fart.

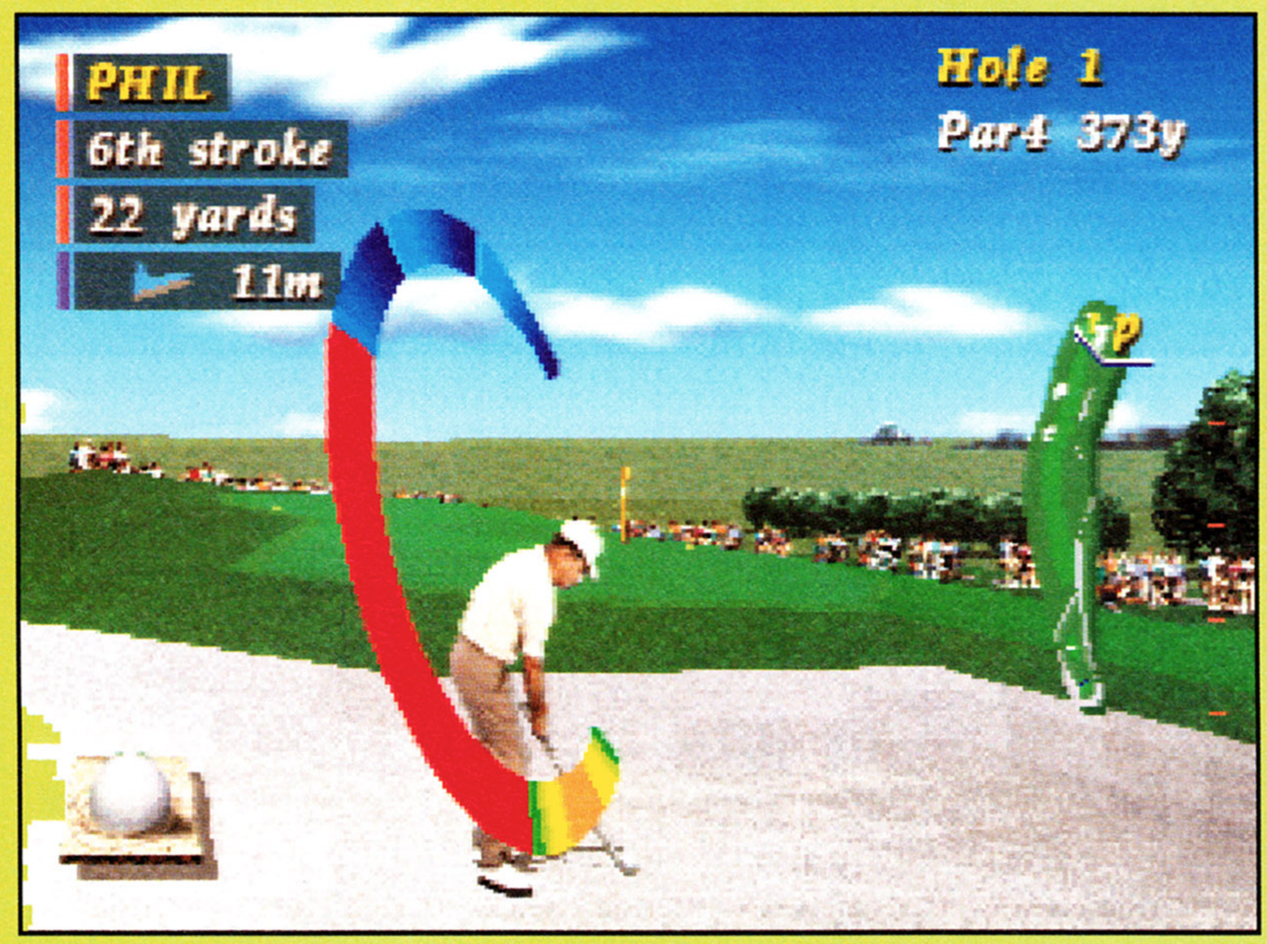
▲ That's you, that is. No, it is you.

SEGA SATURN

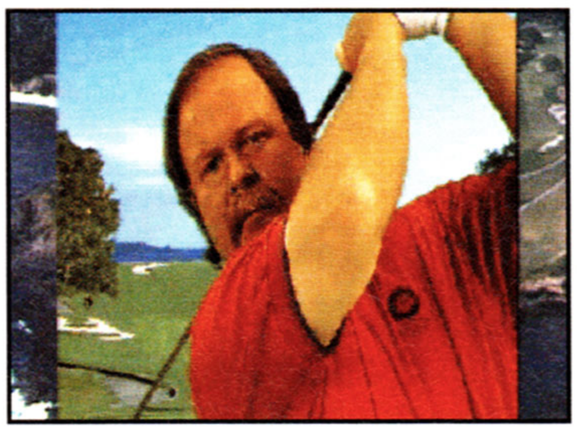
PEBBLE BEACH AT ONE

Hey kids! Would YOU like a Saturn? Would YOU Like to play games like Virtua Fighter, Panzer Dragoon and Daytona USA in YOUR home? Yeh, sure you would. So what's stopping you then?

What's that you say? Your dad won't fork out the massive expense for one? Bah, grown-ups, they're just so selfish. They spend the better part of their lives scraping together enough money to keep you in clothing, food and accomodation, whilst you sit on yor fat, lazy backside playing videogames with your no-good friends and then they act like it's them who earned the money. Well, that's just great. Why, it'd be a different story if the Saturn had games your dad wanted to play. Like golf, for instance. Bet he'd get one then. Well, here's your chance to tempt him. It's the Saturn's first golf game.



▲ Nice shoes, mate.



▲ It's Craig. Looks like he's hungering for a pie.

▲ Scoff, munch, crunch, yum.

SHOWCASE

AND YOUR HOST... CRAIG!

Pebble Beach Golf Links is the name of the game. Otherwise known by the chilling moniker of The Craig Stadler Challenge. So, who is this Craig Stadler? Well, from the look of him you'd think he was a veteran pie-eater or perhaps a pub darts champion. Challenging as pie-eating and darts are however, they don't really make for a particularly compelling video game. Especially not one called Pebble Beach Golf Links. Fortunate then, that Craig (as he's known to his friends) is in fact a top golfer and his challenge is, in fact, that of golf.

IT'S VIRTUA GOLF, RIGHT?

So, what goodies does Sega's first Saturn golf game hold for us? Does it have, as we seem to expect from every Saturn game, Virtua-style viewpoints? Well, to a certain extent it does. Certainly, you can zoom from the customary behind-the-golfer-view, to a more advantageous selection of over-head views. There's even a Caddy-Cam feature that allows you to scroll around the course to familiarise yourself with it. On top of all this, the game also allows you to view each shot from a ball's-eye view, which is surely a bit Virtua-ish in so far as it's not a very realistic thing to be doing.

To be honest though, it's more through practical design than any attempt to associate the game with the Virtua series, that Pebble Beach has these different viewpoints. Pebble Beach is, by all accounts, a very standard approach to producing a golf video game. Using a variation on the PGA-style power meter, it plays in a similar fashion to the popular Megadrive series, right down to including such features as a contour grid and elevation graph of the green. Plus there's the usual range of different matches such as the Skins challenge in which up to four battery-saved players can compete for virtua-cash.

NO, IT'S NOT NEAR BEDROCK

Of course, what sets Pebble Beach Golf Links apart from other golf games, is the Pebble Beach course. Now, you might think it'd be a bit tough trying to play golf on a stone-covered beach, in which case you'd be stupid. Pebble Beach is an actual American golf course, devoid of all pebbles, but packed with all the usual golf course features of trees, bunkers, rivers and even specatators. Thanks to the vast CD memory and graphical capabilities of the Saturn, all 18 holes of the course have been authentically replicated, right down to surrounding buildings and texture-mapped grass.

Admitedly, it's nowhere as technically impressive as Panzer Dragoon or Daytona in the 3D graphic stakes. In fact, it's more in line with Virtual Hydlide (see next page), especially with the uncannily similar digitised human sprites. Nonethless though, as far as golf games go, this is without a doubt one of the most impressive looking seen on any console.

ON COURSE FOR THE UK

Pebble Beach Golf Links has just been released in Japan and it's definitely a good first golf game for the Saturn. Its only problem being that everything is in Japanese making it very difficult to understand any of the options or what the mighty Craig has to say. Fortunately Sega have the game lined up for UK release not long after the Saturn's official launch. It won't differ from the Japanese version, except that all the speech and text will be in English, thus allowing Professor Stadler's post pie-scoffing aeriel course guides to be enjoyed to their full glory.

HYBRID

The Sega Saturn has the technology to take current game genres into the 21st Century with its advanced circuitry - hence the incredible Virtua Fighter, Panzer Dragoon and Daytona USA. It also looks as though the role-playing game is set to go places with the creation of the Virtual Hydlide. Of course, being the best Sega magazine about, we're the only journal to have even seen the game in action. Hence this report.

If we asked you what you thought of RPGs, you'd probably think of games like Zelda, Soliel and Shining Force. All of them have totally superb plots and huge amounts of longevity. They also seem blighted with a range of blocky, crap graphics.

That's all set to change with the advent of Sega Saturn technology. With its graphics capabilities, super storage CD drive and ginormous amounts of memory, Sega of Japan have been able to take all the best aspects of adventure games as we know them and then add superlative 3D graphics. The first fruits of their labour can be seen in the forthcoming Virtual Hydlide.

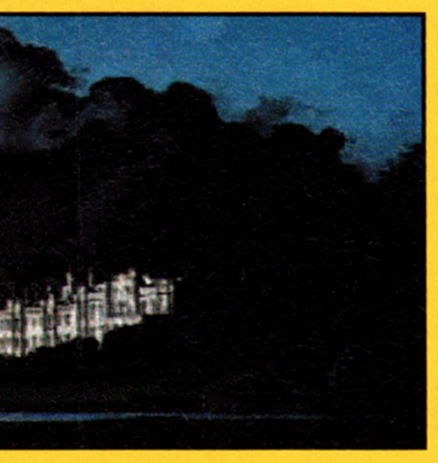
As you can see from the graphics, Sega have managed to create a super-realistic 3D rendered landscape far in advance of current 16-bit role-playing game offerings.

All the best aspects of current adventures, such as the sheer vastness of the quest ahead of you and the intriguing plots have also made their way into Virtual Hydlide - the landscape on which you start the game is frankly huge and offers plenty of scope for combat and adventure.

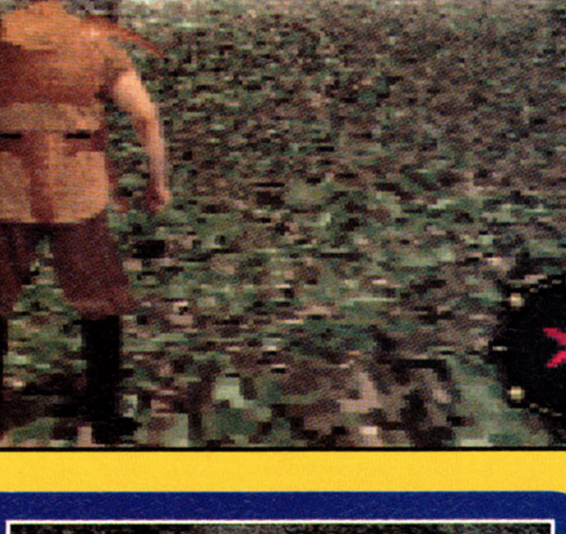
What's more, like Deadalus (also featured this issue), every game of Virtual Hydlide is different, with a totally unique game world being created every time you start a new game. This gives Virtual Hydlide an excellent replay factor, as once you've completed the game you just start again and an all-new adventure awaits you. Original stuff.

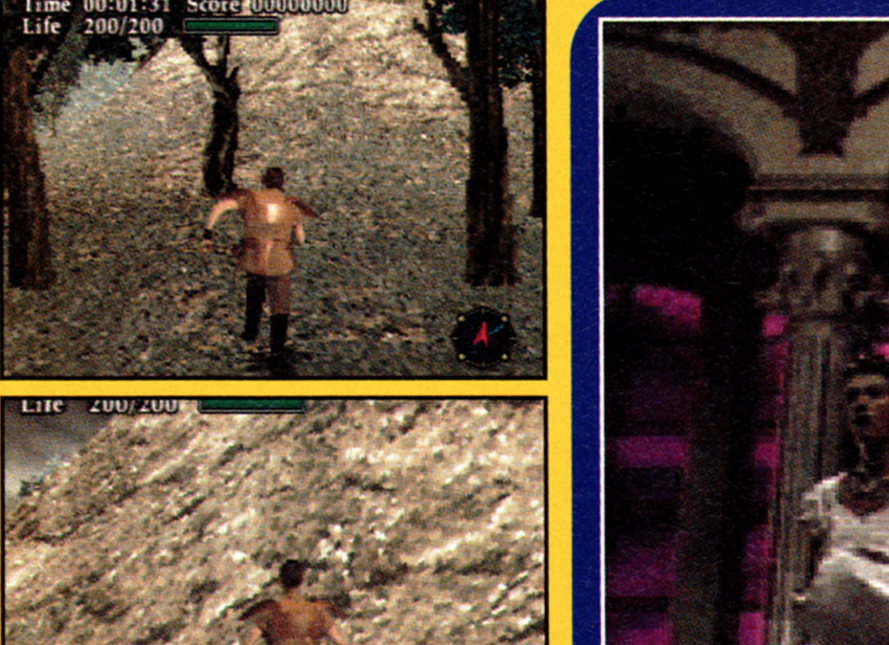
From the screenshots, you might get the idea that Hydlide has a 3D landscape as smooth as say Panzer Dragoon or Daytona USA. This isn't quite the case. Since a whole game world is being maintained and updated as you play, the update is a bit jerkier than in an action game - but that doesn't matter too much at all because Virtual Hydlide isn't really an action game at all. It's an adventure - and in that respect it works really well.

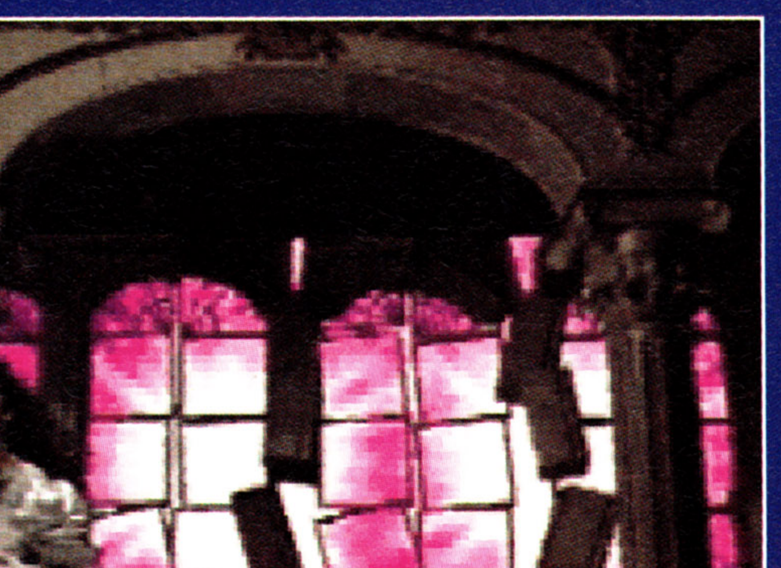
SEGA



TUBE







▲ Better pull out me knife. Just in case, like. I mean anything could...

▲ Aargh! Trees! Noooooo!

FAIRGROUND ATTRACTION

If there's one thing that's guaranteed to start every youngster's stomach a-quivering, it's the thought of going to the fair. Whether it's losing all your loose change on the dive bombers, feeling icky on the sticky sweet candy floss, or just hanging around with your sullen teenie posse, when the fair comes to town, it's THE place to be. But just imagine if you could design your own version of events. Well, now, thanks to Theme Park, you can!

As far as I'm concerned, a day out at a theme park is one of the best ways to while away an english summer day. You pays your money, you enter the gates, and then EVERYTHING is free! So what if you have to queue for three hours just to get a go on the mad death puke-a-coaster? And who cares if you've lost your lunch and all your spare change by the early afternoon. And hey, even those round-the-world kiddie rides that you end up on in between razzathon and heartstopper 2000 have their certain charm. But, even the best theme parks aren't perfect. Far from it. Imagine all the rides you would add, given the chance. And just think if you could choose all the food and the shops too! Luckily, if you own a Megadrive, you now have the chance to try out all of your ideas without risking losing millions of pounds. Hurrah for ace developers, Bullfrog!

If your ride starts to smoke, then it's time to call the mechanics in to fix it.

If you don't build your paths properly, no-one will bother to visit your rides.

Lakes and fountains don't do much, but they spruce up the appearance of your park.

MUM, I THINK TIMMY'S BEEN SICK

Theme Park may be a new idea for the Megadrive, but it's already been out for a year on the PC. In fact, at the time, it was one of the best games you could buy. The strategy elements more commonly found in 'serious' games such as Sim city were combined with more light hearted, even, gasp, FUN gameplay, and the result was Bullfrog's most successful game yet. But how does it all work? Well, read on and you shall surely find out.

SPIN 'IM! SPIN 'IM!

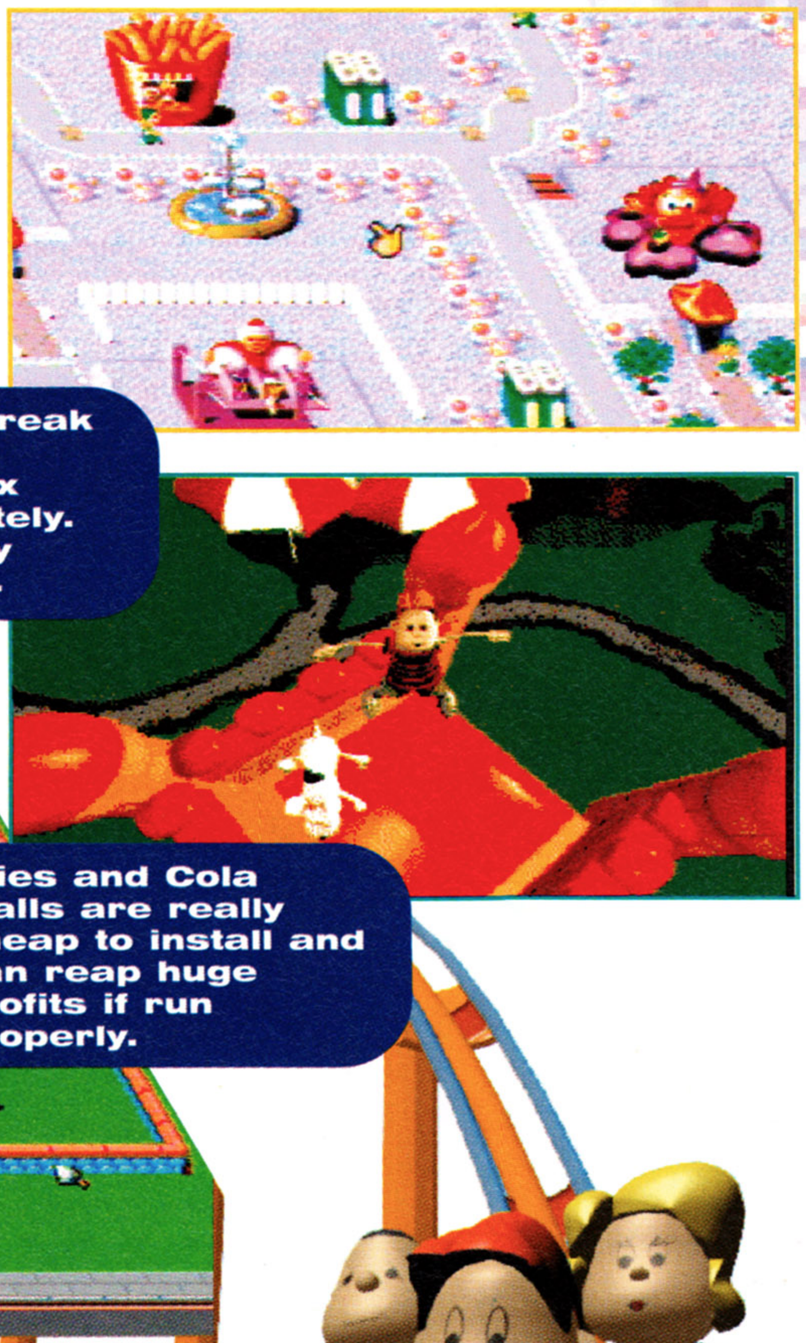
The first thing you'll need in your quest for theme park domination is money. But how do you get it? Unfortunately, getting money inevitably means asking the bank for a loan. And luckily, at first, they'll agree to one. Then you'll need to go about building some attractions. All of the 24 theme parks are bare when you first buy them, and it's up to you to decide where rides and other attractions will go. But there's no point in just going for the big rides straight away –you'd probably go bankrupt in a year. Nope, what you have to do is build up your park gradually, and the more you build, the more rides and attractions will become available to you. Eventually, you'll get the chance to sell your park and buy another one in a different country. Of course, the ultimate aim is to have set up a park in every country possible, although the real joy of Theme Park is just playing a game for the fun of it, and trying out loads of different styles of park. You'll soon find out that the secret to success isn't necessarily in buying the best rides – it's about balancing all the aspects of your park to provide the punter with the best possible deal.

oundD tion

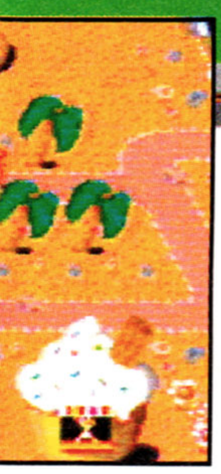
SHOWCASE

Exciting rides such as the pirate boat may break down a lot, but are necessary for a top park.

If your rides break down, get the mechanic to fix them immediately. Otherwise they might blow up.



Fries and Cola stalls are really cheap to install and can reap huge profits if run properly.



JOBS FOR THE BOYS

There's plenty of different people who want jobs in your park, but who should you employ, and more importantly, how many should you employ? We-ell...

HANDYMAN

The cheapest form of labour, the handyman will patrol the park, picking up litter and doing other odd jobs. In general, they're not very reliable, so you'll need to employ quite a lot of them to keep your park litter-free.

ENTERTAINER

Silly clowns with funny noses, sad stand-up comedians, and cruddy acrobats, the entertainers sole purpose is to keep a smile on the punters' faces. Of course, their humour is very subjective, so some people won't like them at all. But if you don't employ them, your park may become slightly boring.

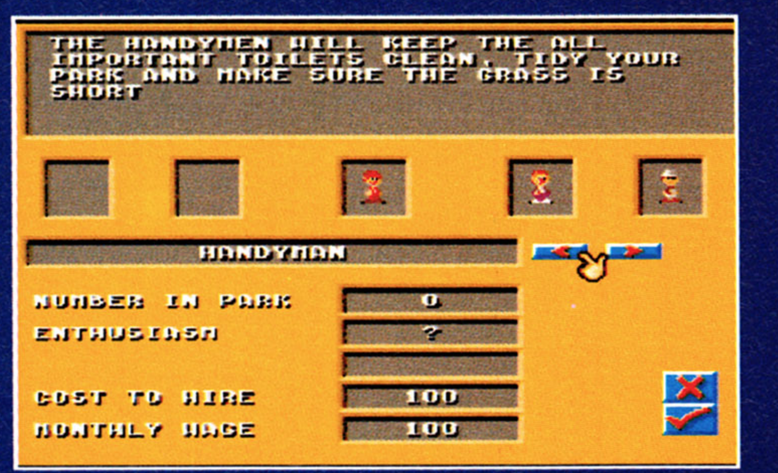
ENGINEER

It's essential to employ as many engineers as you can. If you don't, your rides could blow up. And if that happens, you won't be able to build anything on the land again. They're quite expensive to employ, but well worth it.

GUARD

Speaks for itself really. If your park is relatively small, then you won't need a guard, but as it grows, you'll need someone to keep an overall eye on things. He'll make sure no funny business is going on and he'll also throw out any undesireables.

There's a million and one different ways to play Theme Park, and even after you've built on all the available countries, it's still fun to go back and try another building method. Which makes it one of the most playable and long-lasting games on the Megadrive. But is it a worthy addition to your collection? Well, turn to page 84 for the review and find out!



▲YMCA...

▲Buy! Sell!

▲Hook a Duck is boring.

▲ **Like, hip to the groove daddio.**

▲ **Oh dear. This little lad's run out of money.**

BRING ON THE JUGGLERS

So what happens after you set up your theme park utopia? Well, hopefully, loads of people will be visiting your park, and you may even be making a bit of money too. But, as every wise businessman knows, the public can be very fickle. If you don't keep up new attractions, people may just get bored, or they might think that your park isn't very good value for money. And don't forget that there's plenty of other parks that potential customers can visit if they don't like yours.

There are a couple of ways to tell what the public think of you though. For instance, some customers will have little thought bubbles over their heads. And if you look into the bubble, you'll get some idea of what the customer is after. It could be a burger, a cup of coffee, a ride, or even a balloon. But if you pay attention to your customer's needs, then you;ll go some way to providing a really excellent theme park.

Ultimately, it's all about getting the right balance between excitement, facilities, and value for money. If you're park's not exciting enough, no one will bother to visit it, and if it's too exciting, there's the chance that everyone will find your rides just a bit too stomach-churning. In which case they'll throw up and never bother to come back.

A NON-MOVER AT NUMBER FIVE

There are other ways to track the progress of your park. As well, as trying to find out information from the customers, there's an end of year report too. This tells you how much money you've made, predictions for the coming year, and your success in comparison to other theme parks. If you're making loads of money, you may want to sell your park and go on to buy another one. But, if you're not doing so well, you'll have to think about making cuts, raising ticket prices or charging more for your burgers and fries.

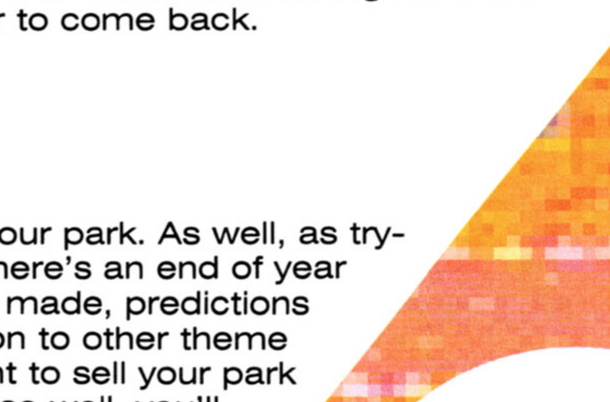
▲ **Oy you lot! How about getting some work done?**

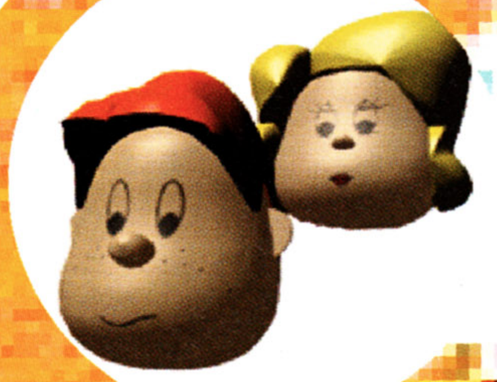
EVERYBODY OUT!

And the headache doesn't end there either. As well as everything else, you've got to keep your staff happy too. Yep, even though the mechanic is always nicking off for a quick cuppa, and the handymen are continually sneaking a crafty fag, they'll still moan about their wages at every possible opportunity. And if they don't get what they want, they'll go on strike. Simple as that. This, of course, is very embarrassing, as it means all the workers parade up and down outside your park with placards, shouting about what a bad employer you are. And naturally, in the meantime, none of the rides will be staffed, no one will be able to dish out burgers, and there'll be no one to pick up litter. In turn, this will make your park a bit unpleasant, and no one will want to come back.

In addition, you'll also have to negotiate for the price of your stock. And if you can't come to some arrangement, your suppliers will simply stop delivering the goods. Which isn't a good idea.

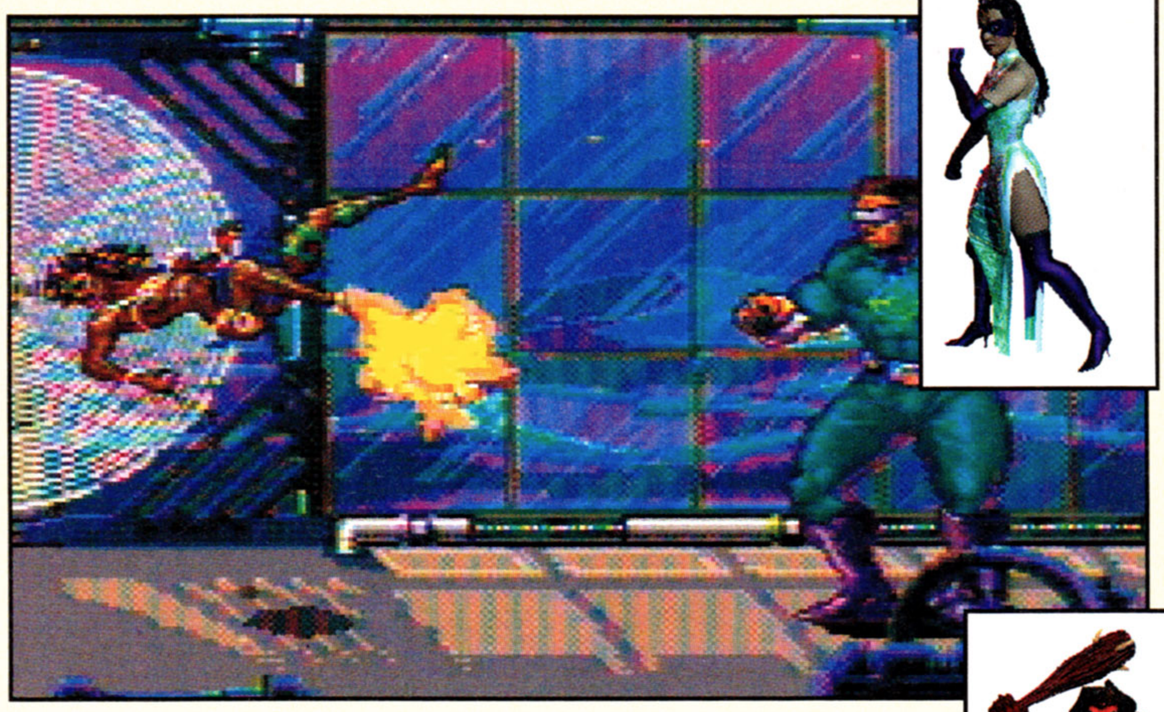
THEME PARK IS REVIEWED ON PAGE 84



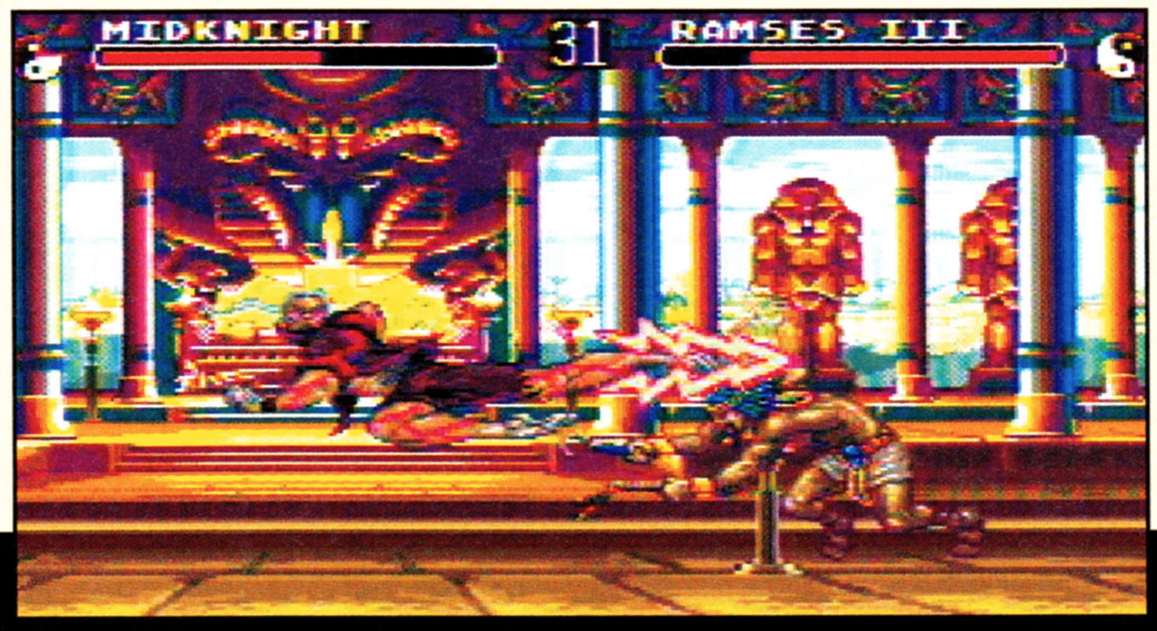


Immortal Combat!

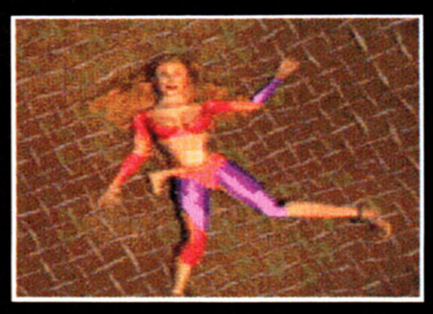
▲ Yes, yes, it does looks just like the original game.

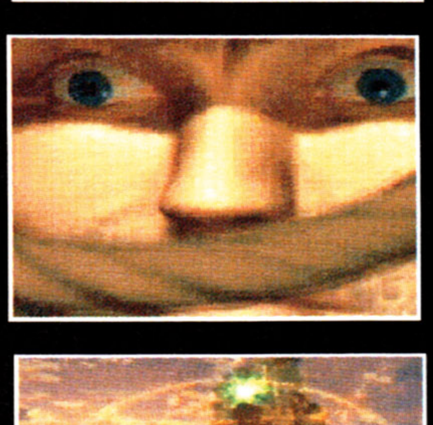


▲ But there's loads more here. Honest.



When Eternal Champions was first devised for the Megadrive many many moons ago, the object was to create the greatest combat game ever. Unfortunately, they chose to release the game a couple of months after the almighty Street Fighter II: Special Champion Edition and it didn't do well. Now the sequel has arrived on Mega-CD and it looks excellent...





▲ Superb Silicon Graphics FMV. Just one of the all-new features.

Has anyone ever noticed just how incredibly stereotyped these one-on-one beat 'em ups are? The characters all have very dramatic sounding names, steeped in the atmosphere of their mother country, or conjuring forth images of their special abilities or style. And have you noticed how all of those female characters have rather large... well, you know... Bizarre that, isn't it? Eternal Champions is certainly no exception with hilarious names like Slash, Dawson McShane and er, Ramses III. And just look at "girlie" participants Shadow, Riptide and Raven. I'm surprised they've been able to master any martial arts considering their top-heaviness.

Still, who cares when the game's as fun to play as this? Whatever Eternal Champions lacks in political correctness, it more than makes up for with hundreds of special moves, tons of different characters, secret bits and fatalities.

THE PLOT...

The world according to Eternal Champions is a dark place indeed, driven into a new

FATAL FURY
Have a look at some of the nice pictures dotted around this particular piece of writing. As you'll notice, they involve people dying. What a pleasant thought eh? Eternal Champions is packed with hundreds of different forms of death, collected under four different fatalities variants: vendettas (personal kills different players can inflict), sudden deaths (instant death regardless of whether your opponent has any energy left), overkills (background specific murder) and Cinekills - FMV death-related meisterwerks.

GAME OF DEATH!
Most fighting games limit their two-player options to the obligatory versus mode, but no Eternal Champions. Oh no. There are tons of different tournaments to take part in and if you haven't got enough human participants to take part, the computer is more than willing to make up the numbers. Still, to business...

SINGLE ELIMINATION
Up to 16 players take part, working their way up through initial rounds, quarter-finals, semis and such-like right up to the final bout. If you lose once, you're OUT!

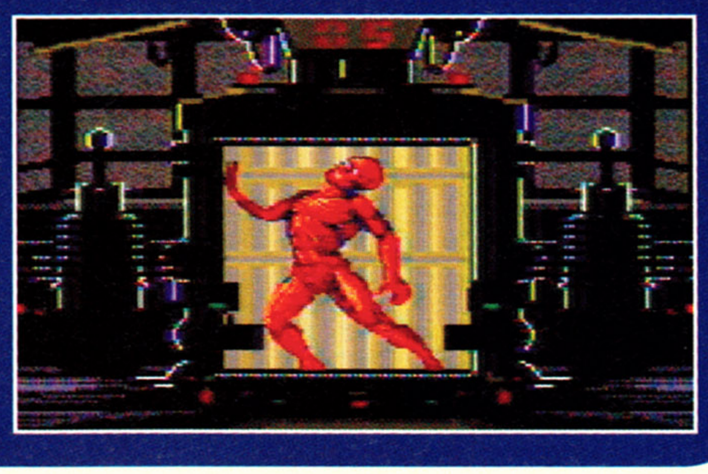
DOUBLE ELIMINATION
Just like single elimination, but you can lose two matches before you're eliminated, hence the name.

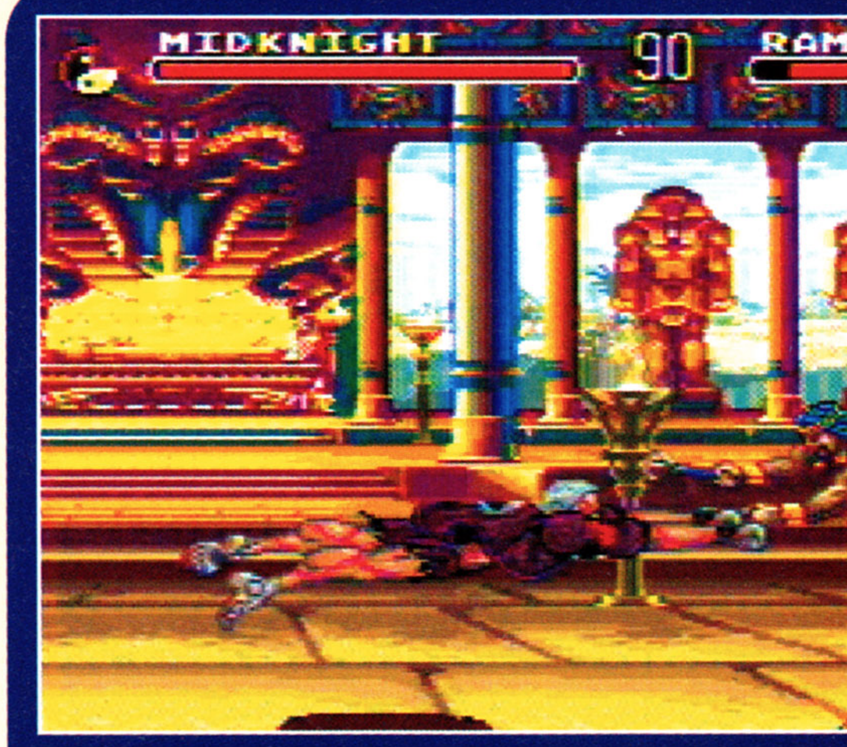
ROUND-A-BOUT
Haha! What a great pun! You and an opponent choose between four to 18 characters and your objective is to vanquish all your foe's fighters before he defeats you.

ROUND ROBIN
The players choose characters until all players have the same number. Each person begins at the first chosen fighter and battles the other participant(s). A victory means you move on to your next character. A loss means you stay with that character. The winner is the first person to go through all their characters. SImple.

DOMINATOR
A kind of tug o' war tournament. First decide how many victories constitutes "domination" and then battle it out. Each victory moves an icon closer to your side of the scale, with a loss moving the icon a bit away from your side. When you've achieved enough victories to bring the icon all the way to your side, you've achieved DOMINATION!

SURVIVOR
The player(s) choose a fighter and then face CPU characters in single-round matches. The surviving player gets a third of their energy back before the next round. Combat continues until all characters have been vanquished or until one player loses. For one player, defeating all CPU characters means victory. In multi-player mode, players take turns fighting the CPU - the last one still playing wins.



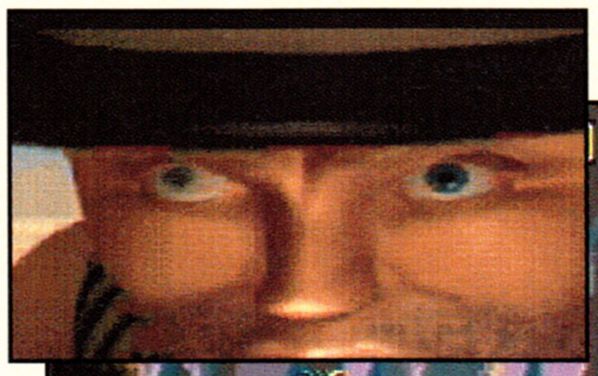


AND THERE'S MORE!
YES! There are plenty of secret characters to discover in Eternal Champions. And NO! We haven't found any yet. However, on the title screen, you're able to pick up some info about these hidden characters, including some nice pictures. Here they are for you to look at.

CHARACTER ROSTER
Eternal Champions has more characters than any other home combat game, with an enormous 24 warriors being present. Here's a quick rundown on the characters you can select from the very beginning - we'll have some info on the hidden personages a bit later on...

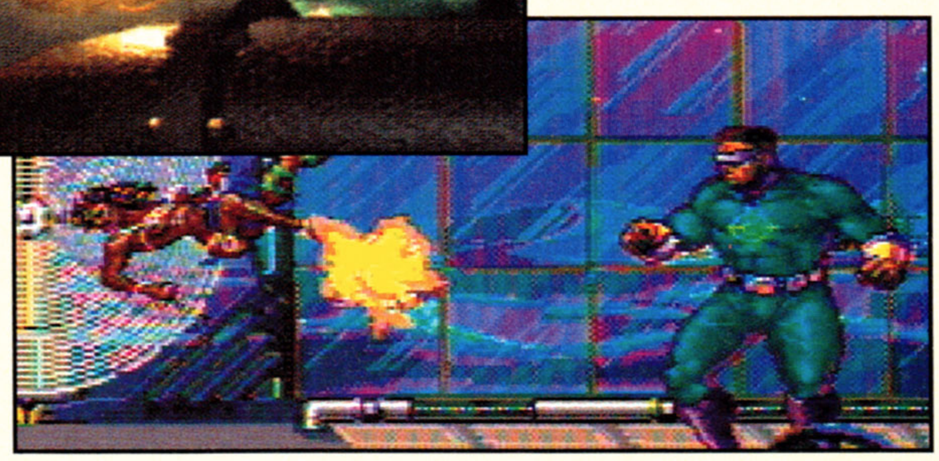
DAWSON McSHANE
GAMBLER (1849 AD)
As you've probably guessed from his name, Dawson was born a Scotsman, who grew up to appreciate a good gamble. Heading west to America to seek out richer pickings, Dawson began to rely on his martial arts skills to settle the frequent gambling "disputes" that arose. He quickly became an incredible fighter, using everything at his disposal from spit, his hat and his whip to inflict damage on his opponent.

SPEED: ***
ENDURANCE: ****
POWER: ****
RECOVERY: ****
DEFENCE: ****
EQUILIBRIUM: **



▼ The first pain-inducing hat seen in a videogame.

▲ Have you noticed how this caption arrow is pointing at the same pic as the one above?



JONATHAN BLADE
BOUNTY HUNTER (2030 AD)
Originally a police officer, Blade resigned and became a bounty hunter after his violent methods and basic brutality caused him to thrash the living daylights out of an innocent suspect. Although well versed in the martial art of Kenpo, Blade's weaponry enables him to hit with more power. Good eh?

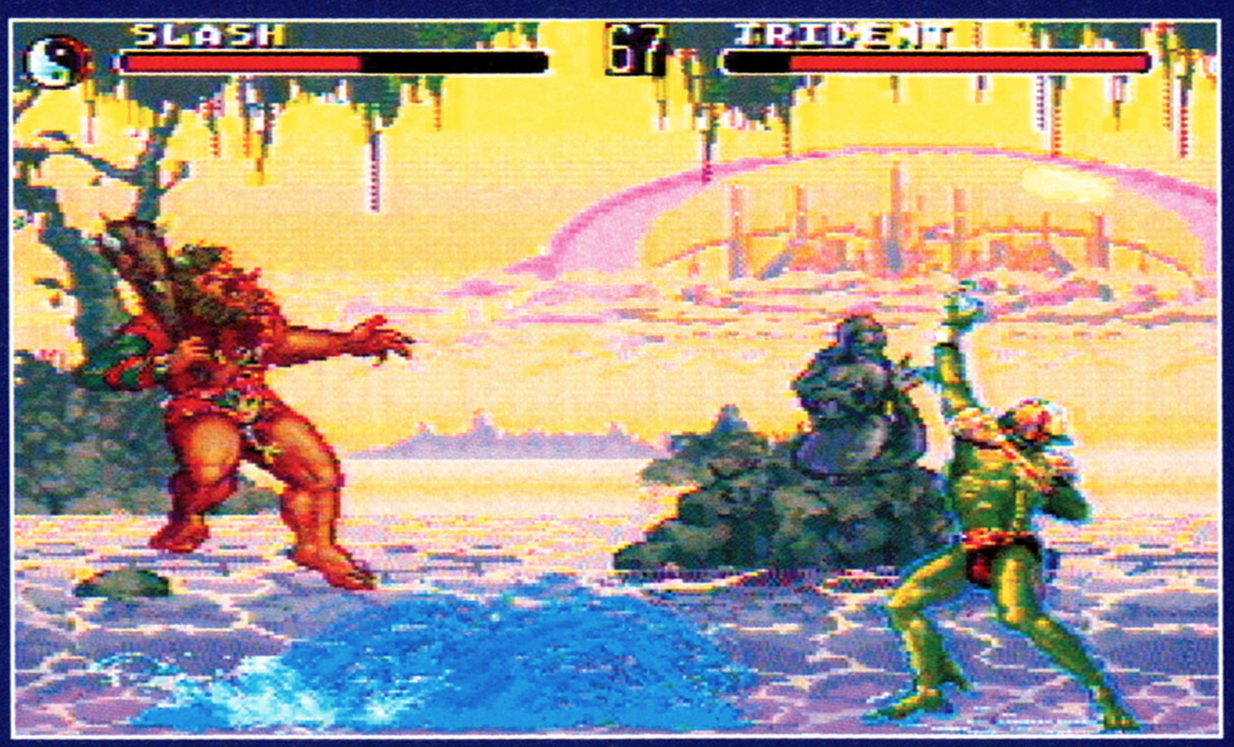
SPEED: **
ENDURANCE: ****
POWER: *****
RECOVERY: ***
DEFENCE: ***
EQUILIBRIUM: ****

JETTA MAXX
ACROBAT (1899 AD)
Although committed in principal to peace, Jetta Maxx is one of the most lethal fighters in the game. Her stamina might be in question, but her power and speed, coupled with some spectacular special techniques make her a fearsome adversary. Don't be fooled by that circus acrobat exterior - Jetta's even a match for the Eternal Champion.

SPEED: *****
ENDURANCE: **
POWER: ****
RECOVERY: **
DEFENCE: ****
EQUILIBRIUM: ***

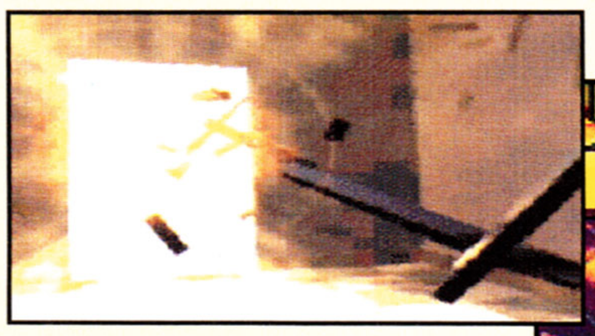
LARCEN TYLER
EX-CAT BURGLAR (1920 AD)
With a name like Larcen you might think that this character is a bit of a crook, but trust us - he's a reformed character now, using his stunning preying mantis kung fu techniques for the forces of good. With the aid of his grappling hook, Larcen is a formidable opponent.

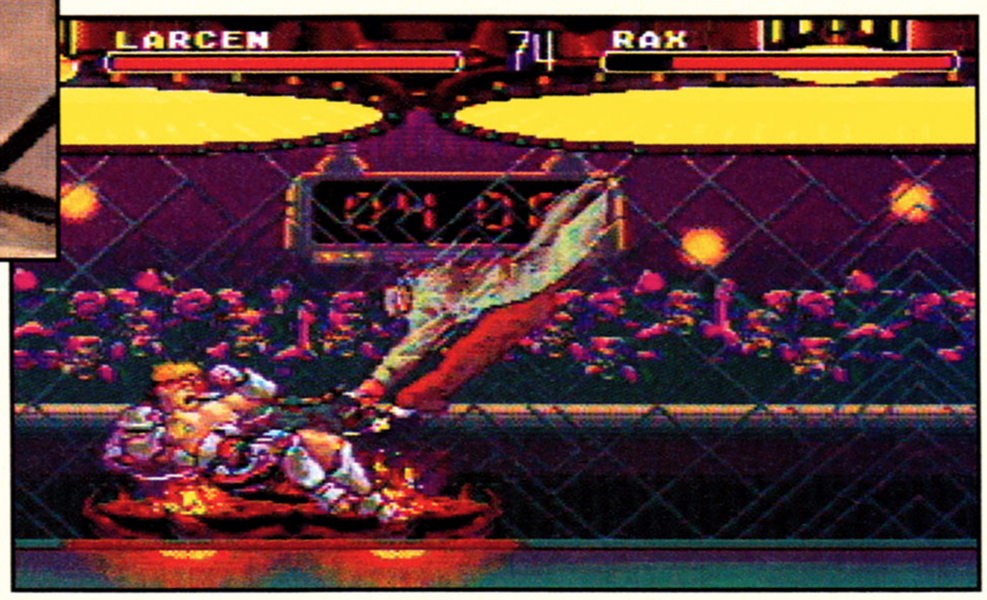
SPEED: ***
ENDURANCE: ****
POWER: ****
RECOVERY: ****
DEFENCE: ****
EQUILIBRIUM: **

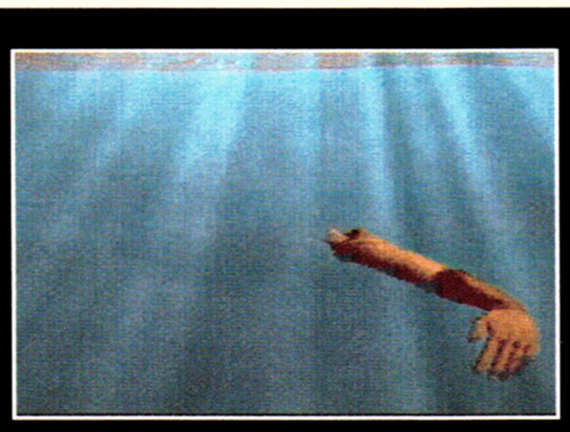


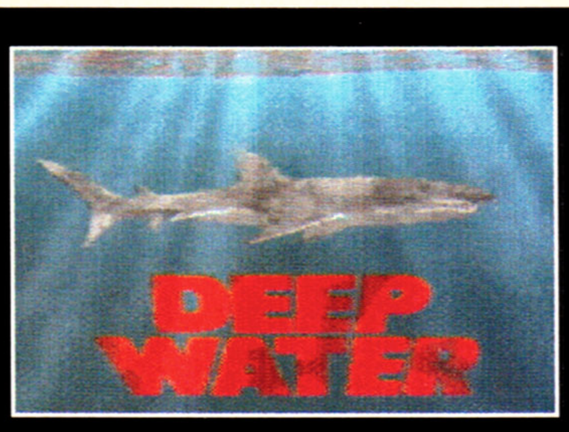
▲ **Loads of worms shoot out of the water and eat you alive in this backdrop's horrible fatality.**

▲ **What? No violence? No death? What's going on here then eh? EH?**









period of EVIL because the human race was unable to adapt fast enough to the changing environment. Into the picture comes the Eternal Champion, who aims to resurrect a key individual in history who died before their time. Curiously all of these key individuals turned out to be accomplished martial artists, each of them equipped with a range of terrifying special moves and bone-breaking techniques.

That being the case, the Champion aims to get these people to fight it out to the death, with the winner being allowed to return to Earth and carry on their lives without the fear of a premature end to their existence. The problem is, the Dark Eternal Champion has turned up on the scene and he's revelling in the current epoch of evil. So, not only have the humans got to beat each other and the Eternal Champion up, they've also got to face the Dark One himself in a battle to the DEATH! Ahahahahahahaha!

SO WHY'S IT BETTER THEN EH?

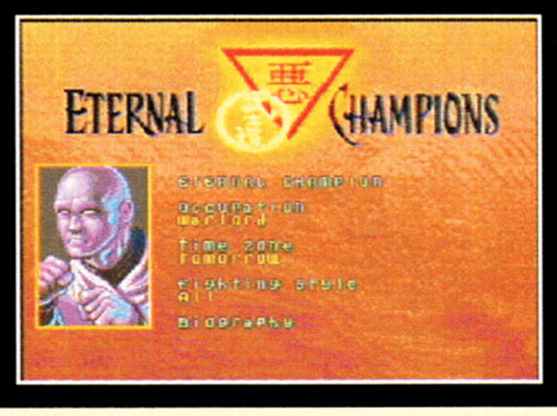
Let's face facts. The original Eternal Champions was good, but it wasn't as good as Street Fighter II. So what's stopping Eternal Champions CD from suffering the same fate as its predecessor?

Basically, Sega of America have upgraded the product in every area. Using the powers of the Mega-CD, they've included some of the best full-motion video seen on the system. Sega have used advanced Silicon Graphics workstations to create some stunning scenes, and although they're blockier and less colourful, they've been converted onto the 16-bit system in real style.

More interesting though is the fact that the character roster has been significantly boosted. The first game had nine selectable warriors only. This sequel has an enormous 12 characters, along with nine secret ones for you to find. Add a couple o' bosses and that's an enormous 24 characters.

MURDER-DEATH-KILL

Mortal Kombat revolutionised the beat 'em up (well, in the US and Europe - the game was totally ignored in Japan) with the introduction of fatalities. Well, actually that's a bit of a lie. Take a trip back about seven or eight years and you might remember a game

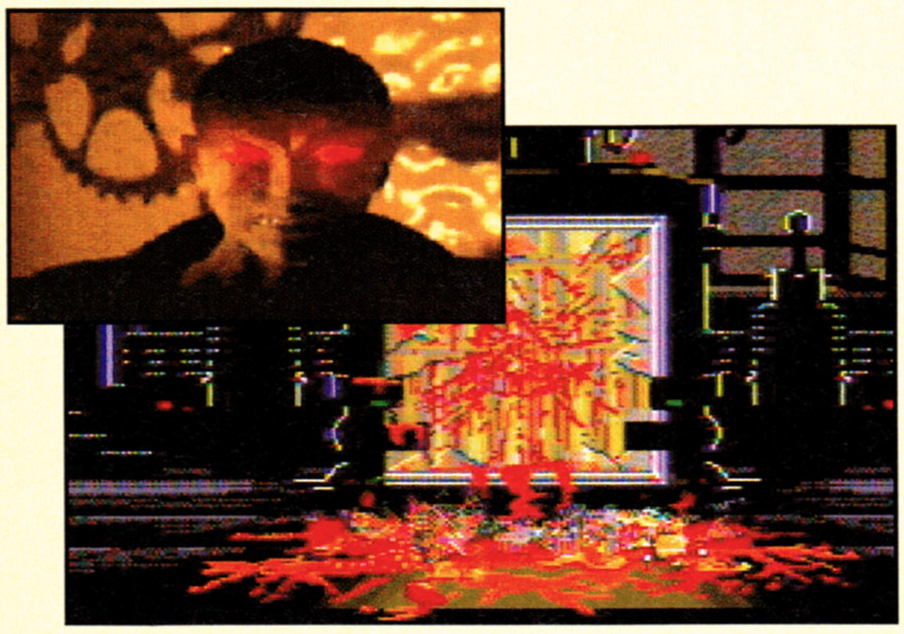


MIDKNIGHT

BIO-CHEMIST (1967 AD)

While everyone else in the world was experiencing free love, hard drugs and the Beatles, Mitchell Midleton Knight became a bio-chemist type, falling foul of his own experiments, resurrecting himself as a life-force sucking vampire! His entire body metabolism was altered, turning him into a killing machine. That's nice.

SPEED: *****
ENDURANCE: ***
POWER: ****
RECOVERY: **
DEFENCE: ****
EQUILIBRIUM: ***



RAMSES III

PHARAOH (1551 BC)

Egypt was set to became a major world power until Ramses III was prematurely murdered by an assassin. This must have been something of a major surprise considering just how powerful a warrior Ramses was. His hung-gar (bless you!) kung fu provides some pretty memorable combos and his special techniques are immensely powerful. A well-rounded character.

SPEED: ***
ENDURANCE: ***
POWER: ****
RECOVERY: ****
DEFENCE: ****
EQUILIBRIUM: ****

▲ **Look at these fatalities we found. Aren't we ace?**

RAVEN GINDAR

VOODOO PRIESTESS(1820 AD)

Despite being some kind of tribal healer secluded from civilisation, Raven has somehow mastered hsing'I kung fu and tae kwon do. Her voodoo powers involve the usual range of pin-pricked dolls and suchlike, but she's also able to command time itself to a limited degree. Intriguing.

SPEED: *****
ENDURANCE: **
POWER: ****
RECOVERY: ***
DEFENCE: ****
EQUILIBRIUM: ***

RAX CONWELL

CYBER-FIGHTER (2345 AD)

Rax was a world-class kick boxer, but in his time, being human wasn't quite good enough. Rax underwent painful cybernetic surgery, becoming a human/machine hybrid with incredible destructive capabilities. His cybernetic extremities provide the basis of some deadly special moves.

SPEED: ***
ENDURANCE: *****
POWER: ****
RECOVERY: ***
DEFENCE: **
EQUILIBRIUM: ****

▲ **Another deadly hit strikes home. Quite frankly it's fantastic!**

RIPTIDE

PIRATE (1566 AD)

Riptide, alias Sophia deMedici, was forced to become a 16th century pirate and quickly became the very best at what she did, becoming the most feared bandit on the oceans. Oddly enough, she's also mastered kajukenbo, which forms the basis for some deadly combination attacks. Crikey!

SPEED: ****
ENDURANCE: ***
POWER: ***
RECOVERY: **
DEFENCE: ****
EQUILIBRIUM: ****

SHADOW YAMATO

NINJA ASSASSIN (1993 AD)

Shadow is one of the most powerful characters in the game, and for once we can actually believe that she has mastered some amazing martial art, because she is an assassin by trade. Armed with a deadly array of ninja weapons, special moves and devastating combos, her attributes (below) don't do her justice...

SPEED: ****
ENDURANCE: ***
POWER: ***
RECOVERY: **
DEFENCE: *****
EQUILIBRIUM: ****

SLASH

PREHISTORIC HUNTER (50,000 BC)

Slash is a prehistoric bloke who quickly became one of the greatest warriors in his civilisation. Not only was he a pretty sadistic killer, he was also relatively clever as well, making him a deadly fighter. Slash is a character with all-out power, with little in the way of stunning special moves or defensive skills.

SPEED: ***
ENDURANCE: ****
POWER: *****
RECOVERY: ****
DEFENCE: **
EQUILIBRIUM: ***

XAVIER PENDRAGON

WARLOCK/ALCHEMIST (1692 AD)

An alchemist who could have totally revolutionised the use of energy as we know it, Xavier is something of a master of the old hapkido cane fighting technique. Even without his cane, Xavier's a bit of all right in the fighting department, thanks to some superb compressed energy attacks. Smart.

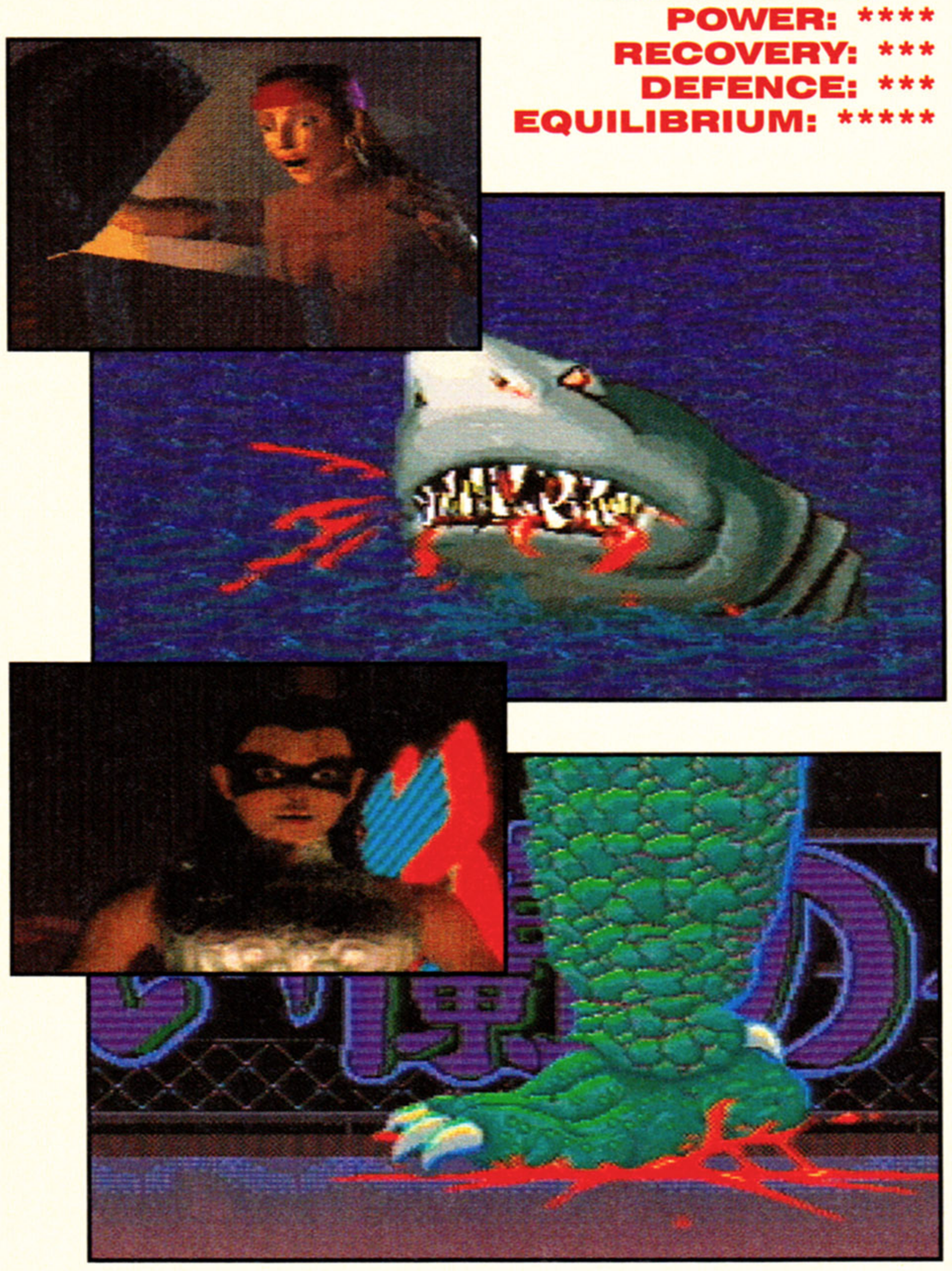
SPEED: ***
ENDURANCE: ***
POWER: ****
RECOVERY: **
DEFENCE: *****
EQUILIBRIUM: ****

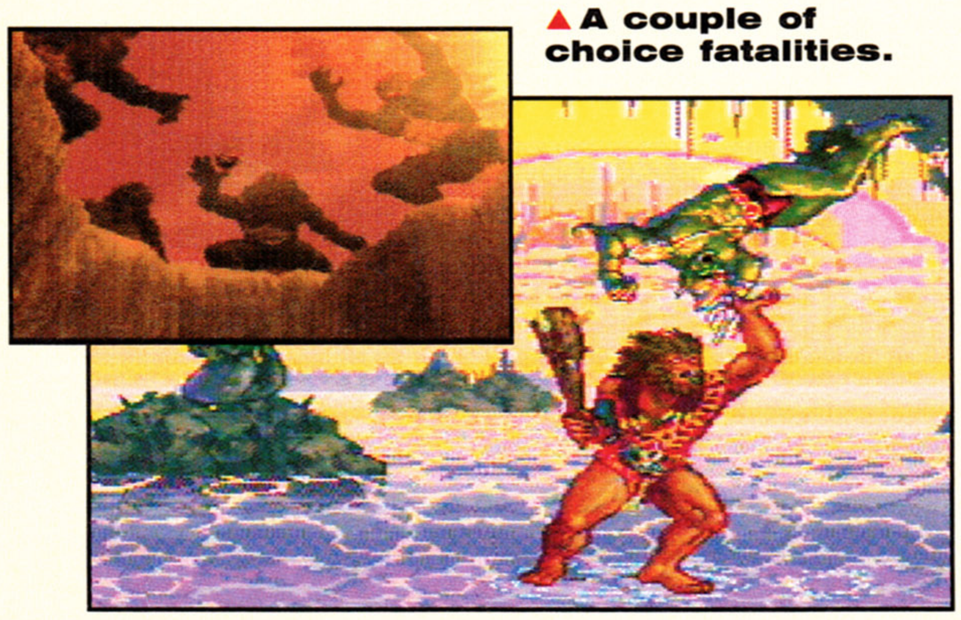
TRIDENT

GLADIATOR (110 BC)

A sort of human/amphibian hybrid, Trident looks like a sort of walking frog, armed with an enormous great fork on his right arm. He's a master of the water element, being able to use it to become intangible along with disorientating his opponent in a number of ways. Not bad.

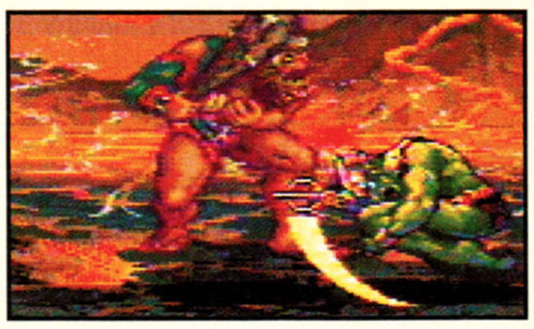
SPEED: ****
ENDURANCE: **
POWER: ****
RECOVERY: ***
DEFENCE: ***
EQUILIBRIUM: *****

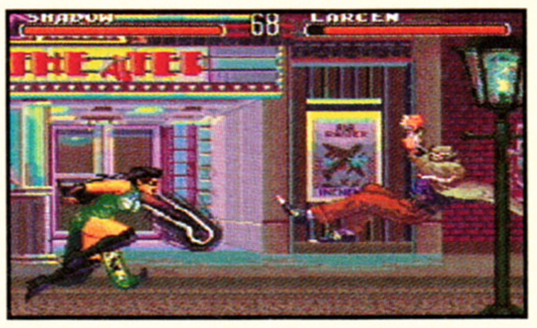


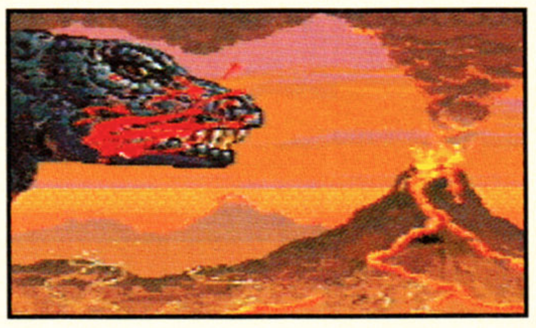


▲ **A couple of choice fatalities.**

▲ **Slash's throw 'n' bash move returns in the new game. And it's as deadly as ever.**







EXPERT SURVIVOR

Like survivor, but you gain points for each battle depending on how well you're doing. With multi-player fights, the winner is decided by points rather than how far they advance.

POINT MATCH

All players choose a group of fighters and then battle each other until all characters on one side have fought all characters on another. You get 100 points for a win and the player with the most points wins.

EXPERT POINT MATCH

Just like point match, with extra points doled out for perfect wins, kills and combos.

SELL-YOUR-SOUL

Oh dear this doesn't work. Basically after you've fought a point match style tournament, each player's points are totalled. The amount of wins determines the amount of health you're given in the very final match. So if you win eight out of ten matches, you get 80% energy, with the other player getting a small 20%. Then the final battle is fought. Only works well with players of approximate skill.

POSSESSION

Sort of like Top Trumps. This is a basic elimination-style match, but instead of characters being eliminated, they're added to the victor's roster of fighters. The player with all the characters at the end wins.

RUSSIAN ROULETTE

Curious. Players are chosen and they battle it out. Losing players are not necessarily eliminated. Instead one player on your team is killed, effectively removing it from the battle. When all the matches are over, the player with the most kills wins.

DEATH MATCH

Just like a point match, except that characters (when killed) are removed from the battle. The victor is decided by the amount of kills.

COUNT-DOWN

Very similar to Survivor, except that characters race against time instead of health loss. Players must defeat all opponents within a preset time... or DIE trying! Ahahahaha!

called Barbarian by Palace Software for the C64, which featured the first combat game fatality (a decapitation).

Well, Eternal Champions CD is packed with this type of videogame murder, featuring personal "vendetta" fatalities, "overkills", "sudden deaths" and of course the all-new "Cinekills". We'll have a bit more on those later on in the showcase. Suffice to say that Eternal Champions is a pretty sick piece of work.

SEGA IN DEEP WATER

With this type of murder proliferating through the title, it looks as though Sega might be up against another "controversy" tabloid backlash of Night Trap-esque proportions - which is guaranteed to sell units.

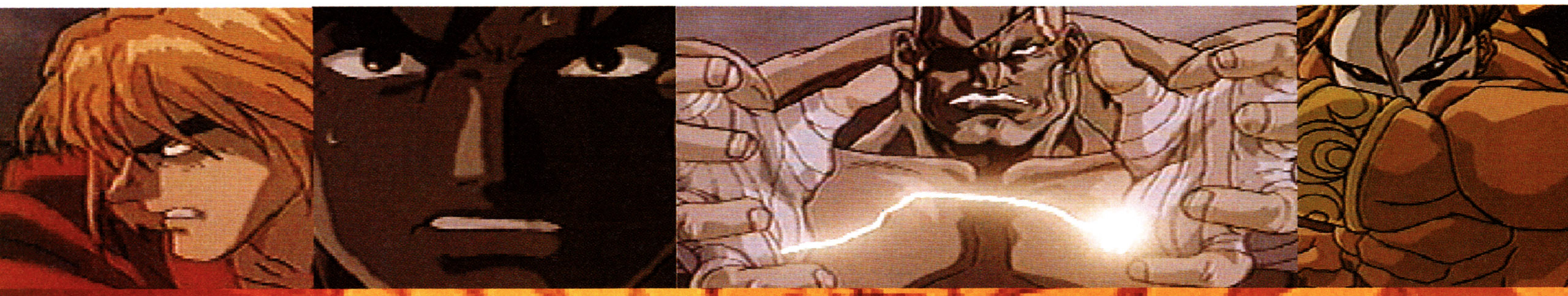
But wait! Sega might have just been able to "head them off at the pass" so to speak, by launching an all-new label for "adult-themed" products. The label's called Deep Water, and Eternal Champions is the first title to be launched under this new moniker. Other titles are planned for 32-bit platforms as well as 16-bit ones.

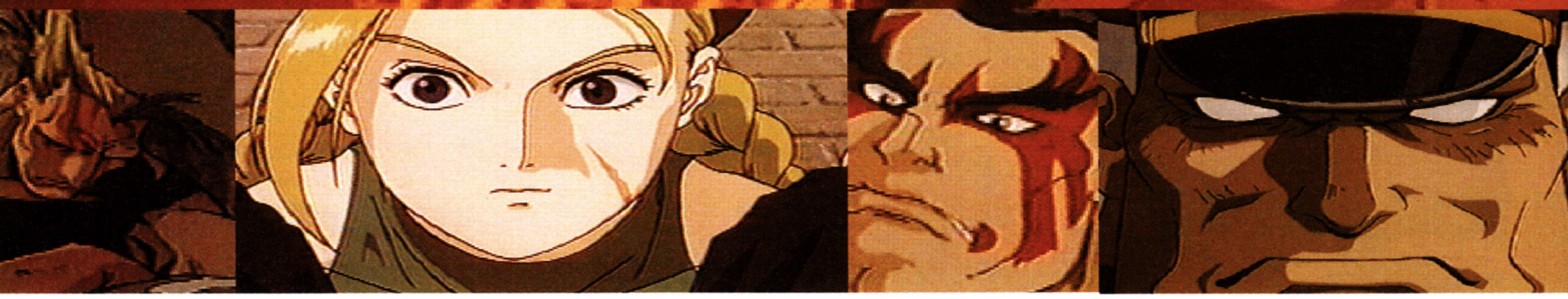
Crikey O' Reilly - what have they started here? Is Eternal Champions opening the floodgates for violence-infested, "sexy" games? After all, we all know what "adult-themed" products are, don't we? Eh? EH? Ban this evil filth now - that's what we say.

ETERNAL CHAMPIONS CD: CHALLENGE FROM THE DARK SIDE IS REVIEWED ON PAGE 96.

BLANKA'S CARTOON CLUB

THIS MONTH sees the cinema release of the long-awaited Street Fighter 2 movie. However, were you to live in Japan you wouldn't have had to wait so long just to see a load of rubbish. You see, they've had a Street Fighter movie of their own for months over there. And it's ace!





If you were to write the plot to a Street Fighter 2 movie, how would it go? Well, you'd have to have M Bison plotting to take over the World. That's a pretty good start, but how would he plan to do this? Well, how about this. He intends to kidnap the Queen and hold her to ransom until the Bank of England accepts his ransom demand – to exchange each one of his measely Bison Dollars (and there's a lot of them) for six British pounds – thus making him rich enough to conquer the Universe! Mwah-ha-ha-ha-haaar! And should that meddling Colonel Guile in his invisible speedboat try to stop Bison, well, he'll have to face the unleashed fury of the fearsome Carlos Blanka, a twisted monster created by Dr Dhalsim from the body of Guile's old war-chum, Charlie!

IT'S BLINKIN' CERTIFICATE 15, INNIT!
ICK! ICK! - OZ BROWNE

ATTACK LIKE SQUIRREL JET!

Ye Gods, stop! What a terrible idea, it would never work. But enough about the blockbuster Street Fighter 2 movie coming out in Summer and starring Jean-Claude Van Damme and Kylie Minogue. What would we REALLY want from a Street Fighter movie? Well, it would have to have all the characters we know and love, looking just like they do in the game. And there'd have to be loads of fighting, so they could perform all our favourite special moves. And it would have to finish with a big face-off between M Bison and Ryu. Yeh, now that would be a Street Fighter movie. Well, as it happens, it actually exists!

I'M THE STRONGEST WOMAN IN THE WORLD!

Yep, Capcom of Japan have made a Street Fighter movie and the reason it looks totally authentic to the game is because it's a cartoon! The coin-op characters have always had a very strong Manga feel to them, so translating them to a cartoon is really just an obvious progression. As you'd expect from a Japanese cartoon, it's packed with ultraviolence – Street Fighter-style. Fei Long fights Ryu, Vega fights Chun-Li, Blanka fights Zangief, Zangief fights Honda, Honda fights Dhalsim, Honda comes out of a hut, Honda falls off a cliff. And for the real Street Fighter anoraks, there are tons of special moves to spot with the help of your Usborne Spotters Guide to Street Fighter Moves. Plus, for seedy people like Anonymous of Co Dublin (letter circa issue 11) there's even a steamy Chun Li shower scene. Well, it's flickin' Manga innit?

NO, YOU ARE!

Well actually it isn't Manga, because Manga is actually the video label that brings Japanese animated movies to this country. And the Street Fighter animated movie has yet to be released over here, hence our lack of knowledge about the plot, because it's all Japanese. Still, from what we can tell, it does involve Bison brainwashing Ken and turning him evil and does not involve Bison kidnapping the Queen and spending Bison Dollars. Still, it's highly entertaining stuff and the animation is brilliant. Who knows, maybe someone will see fit to release a English translation of it over here, especially with the forthcoming release of the Street Fighter Zero coin-op.

If there *are three types of video games that always prove popular, it's racing games, beat 'em ups and football games. Why, if only some mastermind professor would create a game that mixed all these elements, he'd be onto a winner! Well, TOM GUISE reckons he's found such a game. A strange cartridge stitched together from the body parts of other games. Here is its strange story.*

At a secret location in the Pacific Ocean, enshrouded by an everlasting fog, there is an island fortress where lives an ancient being known as Müng-Thraa. For a thousand years Müng-Thraa has been the sole inhabitant of the island, practising the mystic warrior arts of Müng-Fu in lone tranquility. However, Müng-Thraa is not human and in order to sustain his Earthly body he must feed on living souls. And not just any souls – only the freshly smoked soul of a true champion can quosh his immortal appetite! Thus each year he holds a magnificent tournament, drawing all the greatest warriors in the World to his island to battle for supreme victory in the time-honoured fashion. Piloting little buggies around outdoor go-kart courses, they have to race against each other, punching anyone who tries to pass by, whilst collecting nitros to go faster. Only one person can be victorious, defeating all-comers to earn the title of a true champion. Only one person can become the STREET RACER!

COME AGAIN?

Okay, so maybe that was a bit over the top. Maybe there isn't a secret island in the Pacific. Or a mystic grandmaster called Müng-Thraa. In fact, maybe that isn't the even plot of the game! But it might just as well be, because Street Racer is one of those

▲ **Looks like the freakshow circus is back in town.**

▲ **Grief, I'm seeing double. My eyes must be screwy!**

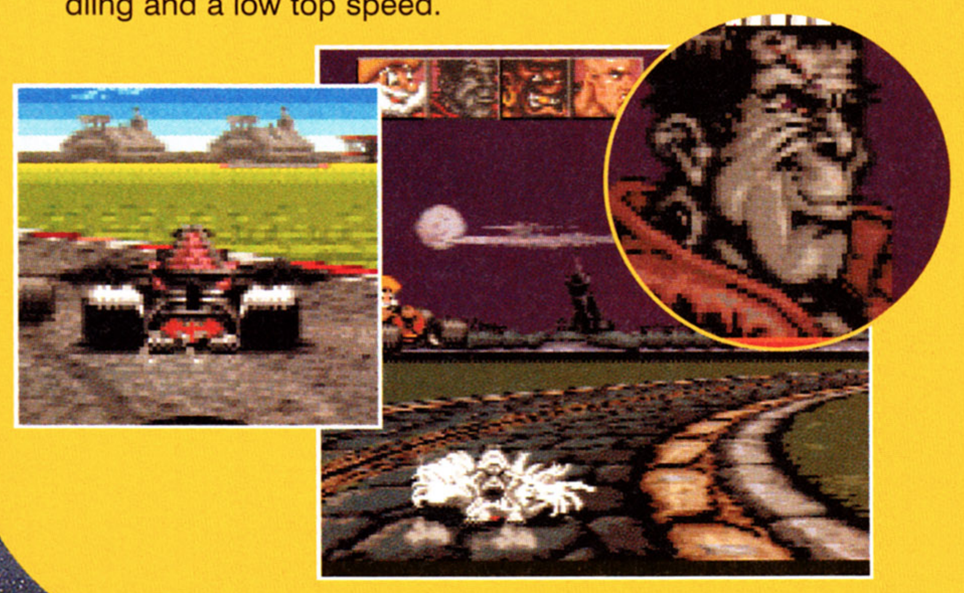
STREET RACER

GLADIATORS READY

Words like bizarre, ridiculous and nonsensical have been bandied around this showcase like, well, words. So what makes it all so bizarre then? Well, just take a look at this freakshow circus of characters and their mutant chariots.

FRANK

Yep, it's Frankinstein's monster and he's got the age-old comedy name of Frank Instein. Mind you, he's pretty old himself, a hundred years old to be precise. But that doesn't stop him having a pretty up-to-date sportsmobile. A low-slung hot rod, Franky's car can extend bat wings out of its sides and take to the air, whilst also possessing a banshee under its bonnet which frightens off other players. One of the more offensive (as in attacking) cars, Frank's vehicle suffers from poor handling and a low top speed.



SHOWCASE

METRO KOMBAT

SUZULU

A voodoo practising witch-doctor from Africa, Suzulu isn't a poor stereotype at all, no sir. Anyhow, bizarrely enough his car is made totally out of natural products such as animal skins and sticks, and this is reflected in its choice of weaponary. A retractable Rhino-head butts other cars aside, whilst spears extend out the sides. Surprisingly for a such a homemade job, Suzulu's car is still pretty swift with good acceleration and handling. It's is, however, very susceptible to damage.

games that's packed full of totally ridiculous things without any explanation as to why they are there at all! It's a racing game, but not in the regular sense of Formula 1 cars or off-road bikes. Not even in the irregular sense of miniature vehicles racing around breakfast tables. Nope, what we have here are eight totally different characters, ranging from a four-hundred year old Turkish magician to Frankenstein's Monster, racing around the safari plains of Africa and the highways of future Tokyo in shape-changing cars. Just like that. No reason why. It's not like we ever expect much of a plot from our games anyway. Aliens invading Earth normally does the trick. Or rescuing woodland animals. Anything! So now perhaps you'll excuse that little Müng-Thraa thing, I was just trying to make sense of it all.

▲ **You can win even when you lose, by gaining bonus points**

IT'S JUST A RACING GAME, THEN?

So, now we've got all the ridiculous elements of the game out in the open, perhaps we can look at the more regular features of Street Racer. Because underneath the nonsensical exterior of this nonsensical racing game is – a racing game. And in fact, it's a kind of racing game we've actually seen before in the more sensible forms of Road Rash and Motocross. That beat-up-your-opponents-whilst-racing kind of game. However, that's where normality takes a flying header out the window again, because rather than just punching or clubbing rival drivers as they trundle by (which of course, you can do), there are actually far more bizarre ways to do away with them. You see, each driver has a customised car that does something special. Some have circular saw wheels or electric body shells, whereas others have huge speaker systems that blow the opposition away or even screaming banshees that scare other drivers off the road. Some even turn into biplanes or flying carpets to cut across corners of the track. In fact, it's less like Road Rash and more like Wacky Races really.

▲ **The roads, although simple, look impressive thanks to texture-mapping.**

▲ **You can only move onto the next cup by winning the last one.**

▲ **Even the sub-games allow four players to compete.**

NO REVOLVING NUMBER PLATE THOUGH

And it's not just the cars that have lots of features. The game is packed with tons of things. For instance, there are over 24 different courses and three different cup tournaments, plus the usual practice and time trial options. Of course, what's really makes a good racing game is a split-screen two-player option. Well, Street Racer goes two better with an incredible four-player option which divides the screen into four (funnily enough). And a very successful job it does too, keeping pretty much all the speed and visibility of the two-player mode, with the added feeling that someone's got your eyes in a vice. Still, excellent stuff if you happen to have a bridge evening and someone forgot the cards. Or something.

By Müng-Thraa, this all sounds most splendid! Dear Mr Newsagent, please rush my copy of the Street Racer review as soon as possible so that I might know if the sum lives up to the parts.

It's on page 88, son.

SEGA

I LIKE SOCCER IN MY CAR

You know what it's like when you get behind the wheel of a high-powered sportsmobile. You just don't want to get out of the car. Well, that probably goes some way to explaining why the characters in Street Racer stay in their cars when taking part in the soccer sub-game. Taking place on a selection of surfaces, from ice, indoor and, incredibly enough, grass, the game features only one goal with each driver vying for the chance to score the most goals. Unfortunately though, this part of the game isn't much good

▲ **Football on the grass.**

▲ **And on the ice. Ice?**

BIFF

With a name like this, Biff could only be from the US of A and indeed he is. What's more, he lives up to his somewhat aggresive name, by carrying a baseball bat wherever he goes. Not surprisingly, his car has extremely nasty weapons such as expanding tyres for blasting opponents off the road, and a grapple device that drags anyone out of his way. Moreover, his car is also fast with good handling and acceleration, only suffering defensively.

STREET RACER

BUNDLE!

If you prefer the fighting element of Street Racer more than the actual racing, well there's an option here to cater for you, known as Rumble. Based loosely around the infamous WWF Royal Rumble, Rumble throws all the cars into a ring with the aim that they have to throw all their opponents out of it. Basically, this mode offers a huge free-for-all where all the characters race about trying to knock the living daylights out of each other, with the last one remaining winning the round. And there's not an ounce of racing in it. Not one ounce.

▲Caption in here

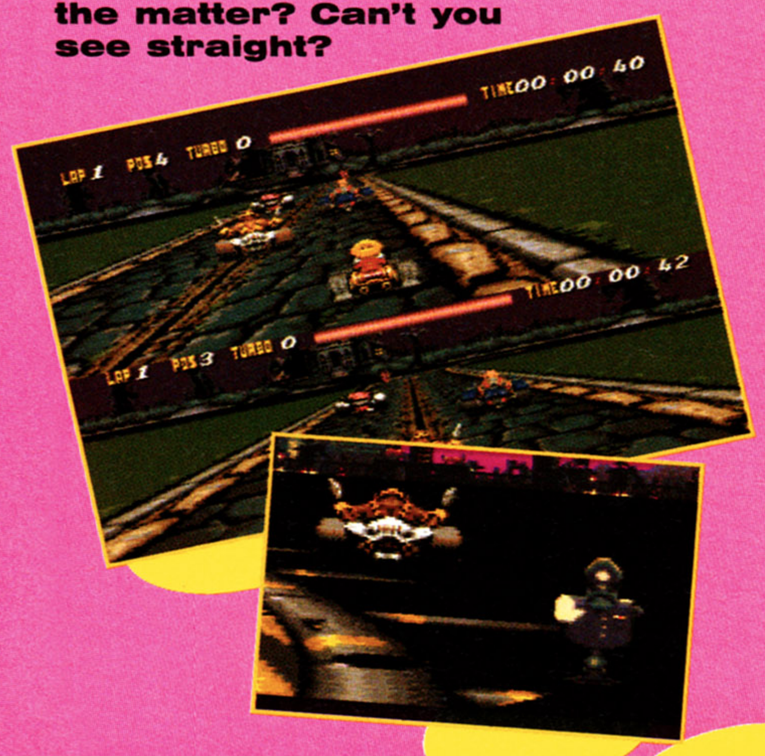
RAPHAEL

This guy's from Italy, so sticking with the stereotype theme, Raph is a slick, handsome lady's man. Breaking away from the stereotype however, he isn't riding around on a scooter, hooting at women and shouting 'Hey Bambino'. Instead, he drives a Italian sportscar armed with a gold grappling chain and massive stereo-speakers that blow other cars away. Raphael is fast with good attacking and defending statistics, but suffers from poor acceleration and handling. Nonetheless, he's still one of the best characters in the game.

SURF SISTER

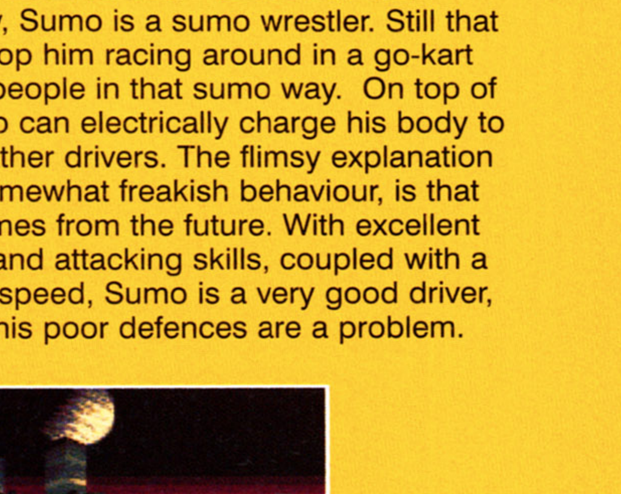
The token women character and she happens to be a blonde beach babe. Ahem, yes. Anyway, armed with beach ball tyres and a tractor beam, she also attacks any nearby drivers with a nasty towel flick. Surf's car handles very well and can withstand a lot of damage, although it falls short in the speed and acceleration stakes, with abysmal attacking strength. A good car to use when initially getting to grips with the game.

▲Watch where you're going, Franky. What's the matter? Can't you see straight?



HELMUT

If you thought Michael Schumacher was your average example of a German racing car driver, you'd be wrong. According to the programmers of Street Racer, he's a retired pilot who drives around in a convertible Red Baron Triplane. As well as using this flying car to cut corners, Helmut can also extend spinning saws from his wheels and attack other drivers with his walking cane. Well defended, with good handling and an impressive top speed, Helmut's car is less well-endowed in the attacking and accelerating departments.



HODJA

In a surprise departure from the stereotyped characters in the game, Hodja is a four-hundred year old Turkish magician. Using traditional local magic, Hodja can turn his car into a magic carpet and even surround it with a forcefield. Best of all though, he can stab his opponents with a dagger. Hodja's car has excellent handling and great acceleration, although it isn't particularly fast or sturdy.

SUMO SAN

Amazingly, Sumo is a sumo wrestler. Still that doesn't stop him racing around in a go-kart slapping people in that sumo way. On top of this, Sumo can electrically charge his body to ward off other drivers. The flimsy explanation for this somewhat freakish behaviour, is that Sumo comes from the future. With excellent handling and attacking skills, coupled with a good top speed, Sumo is a very good driver, although his poor defences are a problem.

RAL

When Sega release a brand new arcade machine, you know you're in for something special. The Virtua series brought incredible innovation to their respective game genres, while Daytona USA stunned the world with its awesome Model Two visuals. The latest Sega coin-op (which should be hitting arcades NOW) is Sega Rally Championship 1995 - and we've had a sneak preview. Richard Leadbetter takes a test drive.

REALISTIC FEEDBACK!

The biggest difference initially between Rally and Daytona has to be the feedback you get from the steering wheel. Unlike titles such as Ridge Racer II and Daytona, you really need to fight the steering wheel in order to stay in control of your selected car. Whilst performing power slides on Daytona seemed pretty straightforward, it's a lot tougher in Sega Rally because steering into the skid is a pretty arduous task.

Credit must go to AM3 for the sheer realism employed in both the hardware and the software - power slide is very realistic indeed on-screen - much more convincing than in Ridge Racer II. The realism in Sega Rally is beyond compare. The AM3 group had total support from the Fiat and Toyota rally teams, which adds an extra sheen of reality to the game.

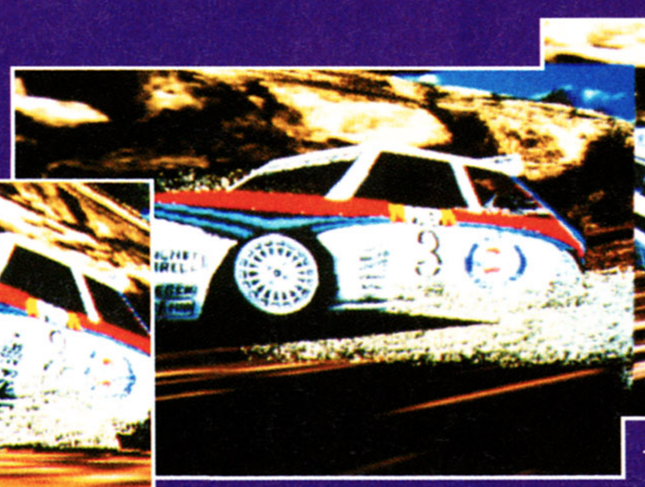
Sound is a really important aspect, and AM3 haven't skimped in this department. Sega Rally's cabinet has a total of TEN built-in speakers. Four dome speakers, two woofers and four tweeters are employed to successfully reproduce the roaring engines of the rally vehicles.

LY HO!

IN THE NAME OF DUTY

Sega Amusements' groups always conduct extensive research when they put together a new coin-op. Yu Suzuki of AM2 drove high-powered sports cars to get the right "feel" for Virtua Racing and visited China to research martial arts for Virtua Fighter. AM3 sought professional help in putting their rally game together by enlisting aid from the Fiat and Toyota rally teams.

The cars are EXACTLY the same as the teams' real racers, right down to the sponsorship decoration on the cars. The teams also helped AM3 in terms of the cars' handling and gave them full access to the motors in question.



AM2 LATEST!

SEGA MAGAZINE can exclusively reveal that AM2 are currently working on their first Model Three title. It's another driving title which could well end up being Daytona 2, although top AM2 coin-op designers are quite keen to produce a driving sim as original and exciting as the new hardware. Virtua Fighter III is also another possible project for the new technology.

So what sort of technical specifications can we expect to see on the new board? Well, not surprisingly AM2 are being incredibly cagey about the specs of the Model Three technology, although it's been suggested that the system uses several Reality Labs GLINT chips. What this boils down to is photo-realistic 3D graphics - easily surpassing the kind of visuals seen on the Model Two board - or even Silicon Graphics demos!

HELLO JOHN, GOT A NEW MOTOR?

Two spanking new motors are "up for grabs" in Sega Rally. Toyota have provided AM3 with the full low-down and spec for the Toyota GT-Four WRC rallying monster, while Fiat's Lancia Delta Integrale '92 WRC provides a slightly more impressive performance (and looks a lot nicer as well). In order to keep the game accessible to gaming novices, the choice of either automatic gears or four-speed manual transmission has been included. Like Daytona USA, using manual gears helps considerably when it comes to taking corners.

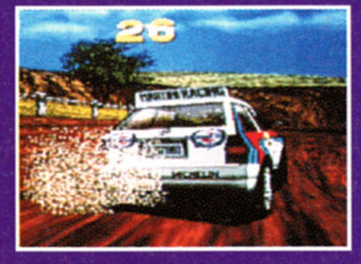
GAME OPTIONS

Sega Rally is quite unconventional when compared to the run-of-the-mill arcade racing game. For starters, there are two different game variations.

The first is the standard Daytona/Virtua Racing set-up. You choose a track from one of the three available (beginner/ intermediate/ expert) and complete a set number of laps, constantly trying to stay ahead of the opposition. This is actually just a practice option, to prepare you for the full horror of the actual rallying part of the game. There's none of this lap business to worry about - you just have to complete one "lap" of all three courses, which is extremely difficult to say the least.

THE FIRST COURSE

This is an excellent track to use to get to grips with your rallying motor. The roadside doesn't contain as much trackside scenery as the later levels, meaning that it's easier on you if you crash. There are also many ramps to negotiate, which enables you to master some rallying airborne action.



THE ULTIMATE HEAD-TO-HEAD CHALLENGE!

Sega Amusements have really pushed the boundaries of multi-player gaming with the likes of eight-player Daytona USA and the unforgettable Virtua Formula. Sega Rally continues this fine tradition by including four-player racing action. The machine itself comes in two distinct variations - the enormous one-player 50" projection monitor job along with a twin two-player model (equipped with two monster 29" screens!).

SO WHY'S IT SO GOOD THEN? EH?

Well, you know, it's Sega isn't it? For a start that means Model Two technology. According to AM2 themselves, Daytona USA used only 50% of the hardware's capabilities. Sega Rally is really pushing the technology so that means more polygons and more texture mapping. And it shows. There's a lot more detail in the landscapes and on the cars, making for a game that's visually more accomplished (if not quite as imaginative).

Playability wise, Sega Rally is a real winner too, playing like a cross between Daytona and Ridge Racer II. It seems very similar in basic layout to the Namco game, but give it one go and there's no doubt that AM3's title is far superior. It's all in the car's handling and the reproduction of skids and power drift - it's stunning quite frankly.

The action itself is also miles ahead of the Namco title. Whereas in Ridge Racer you're limited to just travelling on tarmac, Sega Rally proffers many different surfaces to drive over, all of which affect your car's handling in different ways.

Also worthy of mention are the many bumps in the course. Take them at top speed and witness your rally car become airborne! Even the beginner course offers plenty of ramps and suchlike, so you're guaranteed to spend many seconds in the air. And when you smash back to terra firma - you feel it via the steering wheel. That's something that even the mighty AM2 left out of Daytona!

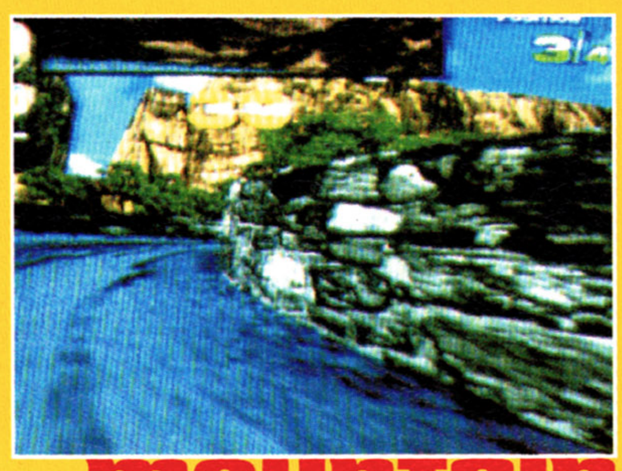
SEGA

WILDTRACKS

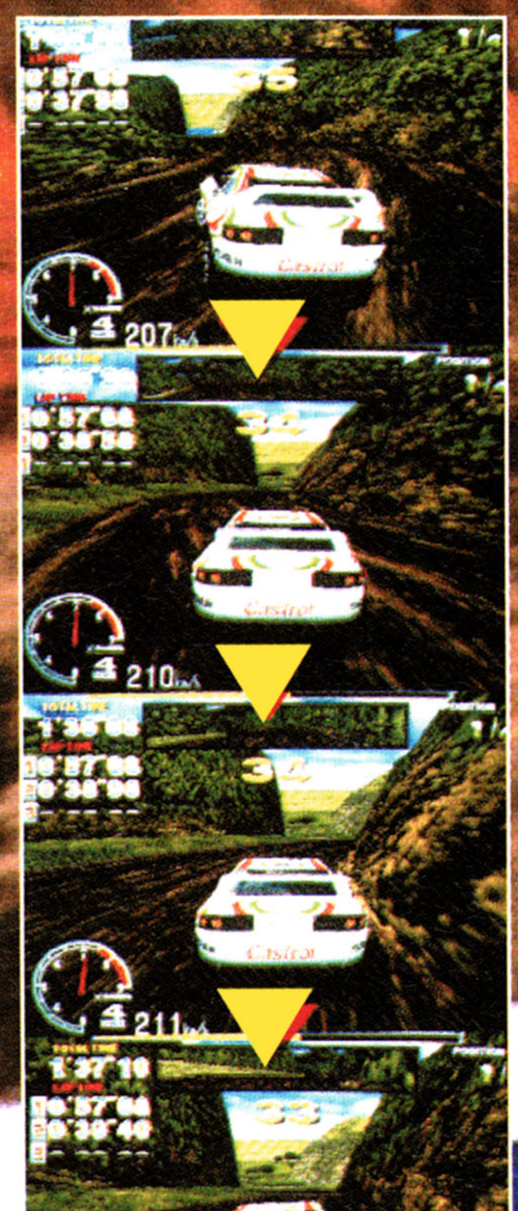
There are three different tracks to take on in Sega Rally. You can choose to practice any of the courses in the practice mode or you can enter the rally proper and take on all three in sequence. Here, in yet another top SEGA MAG exclusive, we take a detailed look at the beginner and intermediate tracks.

DESERT

FOREST

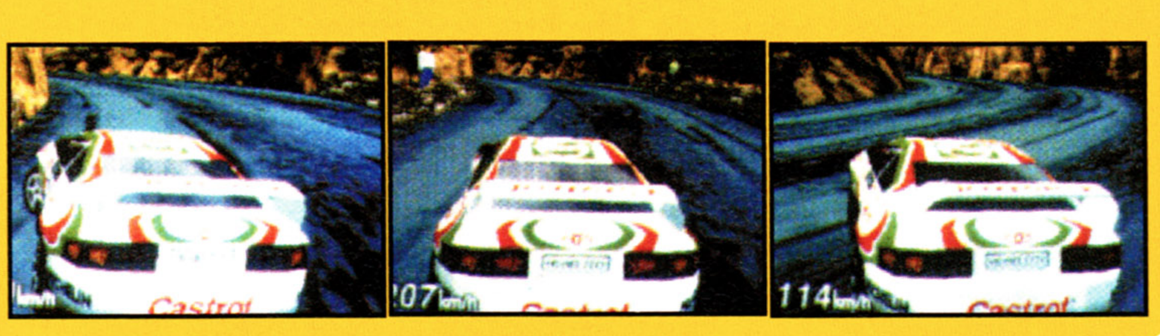


MOUNTAIN



SEGA AALLY CONFIRMED FOR SATURN!

In yet another news exclusive, SEGA MAGAZINE can reveal that preliminary work on the Saturn conversion of Sega Rally has begun. It's understood that AM3 themselves are keen to handle the conversion, which should be released in Japan early in 1996. To keep you occupied up until then, conversions of AM2's Virtua Cop and Virtua Fighter II should keep you busy - along with Daytona USA of course. Which we've got the exclusive on this month by the way.



MEGA DR

Borang Threg loyal tip-tops!

Welcome to the another tip-packed, tip-frenzy of tipmanship from I, Tip-Top Supremo, Edmoth Lomung. This month's exciting subject – tips. That's right tip-heads, within the following pages are some of the most exciting, excrutiating, explosive tips I have have ever discovered. It's a tip-overload, brethren! So keep sending those 'tips' to me at THE TIPS TEMPLE, Sega Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU Until next we meet, Splurtrig Vork Dork Technic, tipstrels.

ROAD RASH 3

Hooray!! There IS a secret bike in Road Rash 3 and I've found it! It's black and cool and it can reach 228 mph! "How do you get it?", I hear you cry. Well, pay attention and find out.

A long time ago I cracked the password system for Road Rash 2 for Megatech (when it was good) and thankfully, the Road Rash 3 passwords are quite similar. It can be a bit tricky to understand but I'll do my best to explain it.

Firstly, I'll call the characters in the password "ABCDEFGH" okay? Right, to choose your level, take any password and move the character in "E" on one digit and do the same with "H". If the password was originally for level one, it will now let you play on level two. If you want to move on another level, do the same again. As an example: "8C00 100M" is the start of game code. To play on level 2, change the "1" to a "2" and the "M" to "N". Geddit? For level 3, change the "1" to a "3" and the "M" to an "O".

To select your bike, take a password and move "C" back two digits and "F" forwards two. You will now have the next bike up. Keep doing it until you have the bike of your dreams.

To get extra money, take your password and move "C" backwards two digits and "D" forwards two to get and extra $79,360. To get more money, move the places further but don't ask for more than $300,000 or you will go into negative money.

If you are lazy and can't be bothered, these codes will let you play on any level with the secret super ultra mega bike (just like the "Wild Thing 2000" from Road Rash 2) and loads and loads of cash.

Level 1 - 8CKE 1U0M
Level 2 - 8CKE 2U0N
Level 3 - 8CKE 3U0O
Level 4 - 8CKE 4U0P
Level 5 - 8CKE 5U00

PIRATES OF DARKWATER

Here is a collection of passwords to let you play on lots of exciting levels.
Port of Citadel - IITBIA
Citadel to Port - NCOOKIE
Port to Citadel - RITAZIM
Citadel to Mountains - JESSICA
Mountains to Janda - SCOOBYD
Andorus to Bridge - STOYODA
Bridge to Maelstorm - TDSHIM
Andorus to Maelstorm - ALARTUS
Maelstorm to Caverns - MALCOLM
Most of the last passwords also give you full sword power, but this one will let you start the game with it: DSILLER.

iVE

SHAQ FU

To find a few secret characters to fight, play in story mode and on the map screen move Shaq to the bottom right-hand corner of "Gargoyle's Peak". A set of stairs will lead down the cliff. It can be fiddly, but move Shaq down the stairs to a little black door and press Start. You will be in a watery area fighting a blue version of Beast.
There is another bonus fight in world two. Walk to the south of "South Gate" and stand between the small pillars at the bottom of the island and press Start. You will get to fight a black version of Sett.
I've also found a bonus stage in world two. Walk up "Catwalk Falls" and at the top walk right. Go to the edge and press Start to get a bonus game where you must hit skeletons as they appear. Hit enough in the time (it isn't hard) to get a continue.

WWF RAW

Here's a handy cheat to make your punches very powerful.
When the SEGA logo appears, press and hold A, B, C and Start and rotate the D-Pad clockwise. Keep rotating it until you hear a noise and the black background turns red. Start the game and your punches (nothing else) will be powerful enough to knock out an opponent in three hits.
Here's a list of the excellent Mega-Moves from Simon at Acclaim. Ta!
To do all of these moves you must press and hold buttons A and B all the time unless stated otherwise.
For Razor Ramon's "Back Flip Elbow Drop", your opponent must be lying down in the ring, in range above your wrestler. Press Left, Left, Right then release B.

For Doink's "Field Goal Kick", stand behind a stunned opponent and press Left, Left, Left, C.

For Luna Vachon's "Propeller Splash", your opponent must be lying down in the ring. Press Left, Down, Down then release B.

For Owen Hart's "Whirling Dervish", when the opponent is standing in the ring press Up, Right, Down then release A.

For Bam Bam Bigelow's "Torpedo", when the opponent is standing in the ring press Up, Down, Left or Right and release A.

For Brett Hart's "Butt Flip" off the turnbuckle, when your opponent is lying down beneath you, climb the turnbuckle and press Right, Right, Up and release B.

For Lex Luger's "Super Punch", when your opponent is standing in the ring and in punching range, press Up, Up, Down then release B.

For 1-2-3 Kid's "Turnbuckle to Turnbuckle Jump", when you are on one of the back turnbuckles press Up, Up, Up then A or B.

For Diesel's "Caber Toss", when you are standing behind a stunned opponent press Down, Down, Right, B.

For Shawn Michaels' "Super Drop Kick", your opponent must be standing in the ring within kicking range. Press Down, Right, Right, C.

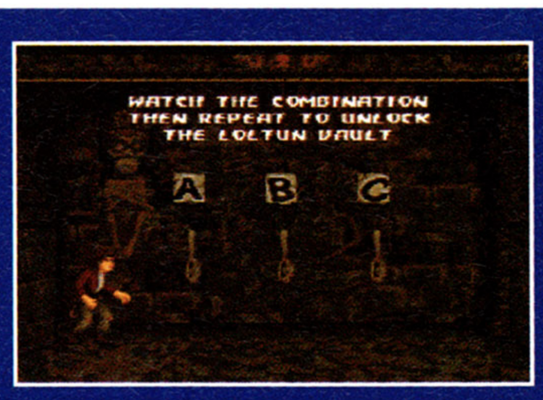
For the Undertaker's "Running Clothesline", whenever your opponent is vulnerable to attack and in the ring press Left, Right, Right, B.

For Yokozuna's "Cannonball off Turnbuckle", you must be on one of the turnbuckles and your opponent must be in the ring. Press Down, Down, Down, C.

MEGA DR

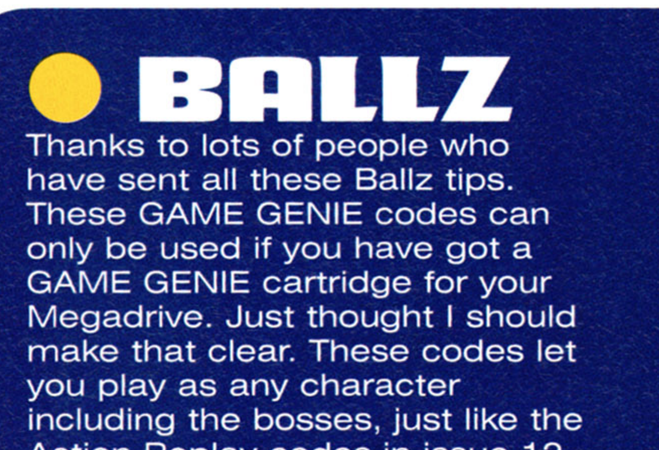
PITFALL: THE MAYAN ADVENTURE

It turns out that there are lots more cheats in this game than we first thought. To get a level select, go to the title screen and press: B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up. If that is a bit difficult to remember, it spells BRAD RUB LAURA U.
To skip straight to the game where you have to copy the button presses, go to the title screen and press: B, A, Down, C, Right, A, B. It spells BAD CRAB to make it easier to memorise.



BALLZ

Thanks to lots of people who have sent all these Ballz tips. These GAME GENIE codes can only be used if you have got a GAME GENIE cartridge for your Megadrive. Just thought I should make that clear. These codes let you play as any character including the bosses, just like the Action Replay codes in issue 12.
CBNA-CABA = Player 1 can select any character.
CBNA-CABJ = Player 2 can select any character.
REGT-A6XY = Infinite lives.
Maybe one day we'll find out how to do it without cheat cartridges.



BOOGERMAN

Use these complicated passwords to play on the later levels. If you can't understand which monster the description fits, look in the instruction book for some help.

HickBoy Boss - Fart Ghost, Nose Goblin, Fart Ghost, Puss Monster
Level 2 - Puss Monster, Scabby Monster, Fart Ghost, Boogerman
Revolta Boss - Troll, Miner Goblin, Nose Goblin, Fart Ghost
Level 3 - Nose Goblin, Scabby Monster, Fart Ghost, Troll
Deodorant Boss - Fart Ghost, Scabby Monster, Troll, Miner Goblin
Level 4 - Nose Goblin, Puss Monster, Ogre, Scabby Monster
Level 5 - Scabby Monster, Fart Ghost, Sewer Yeti, Boogerman
Flyboy Boss - Boogerman, Puss Monster, Miner Goblin, Scabby Monster
Level 6 - Puss Monster, Boogerman, Fart Ghost, Puss Monster
Boogermeister Boss - Puss Monster, Sewer Yeti, Boogerman, Miner Goblin

MEGA DRIVE

CANNON FODDER

Thanks to lots of people who have written in to tell everyone about a handy little bug in this game which lets you skip phases and missions. Play the game and get your guys killed, either by bombing them with a grenade or getting shot by baddies. Keep doing this until you run out of recruits and the message "This is your last chance" appears on the level start screen. Pause the game as soon as the level starts, before anyone gets killed, and surrender. For some strange reason you will move on to the next phase. These level codes were sent in by Vince Lambert from Spalding, Lincs. and let you play with no men lost. Thanks a lot matey!

2 - UZHNC
3 - JHHJI
4 - OFLJA
5 - DNKFG
6 - IPIFF
7 - NBWNG
8 - CFBKF
9 - HXJBC
10 - MZHBB
11 - BNCGC
12 - QUBCI
13 - LRYFA
14 - AJNKI
15 - PCDYE
16 - VOQGG
17 - ZGZXC
18 - OKEUB
19 - TMCUA
20 - IERYI
21 - DBOCB
22 - CUJDJ
23 - HWHDI

Sadly there is no code for the final mission.

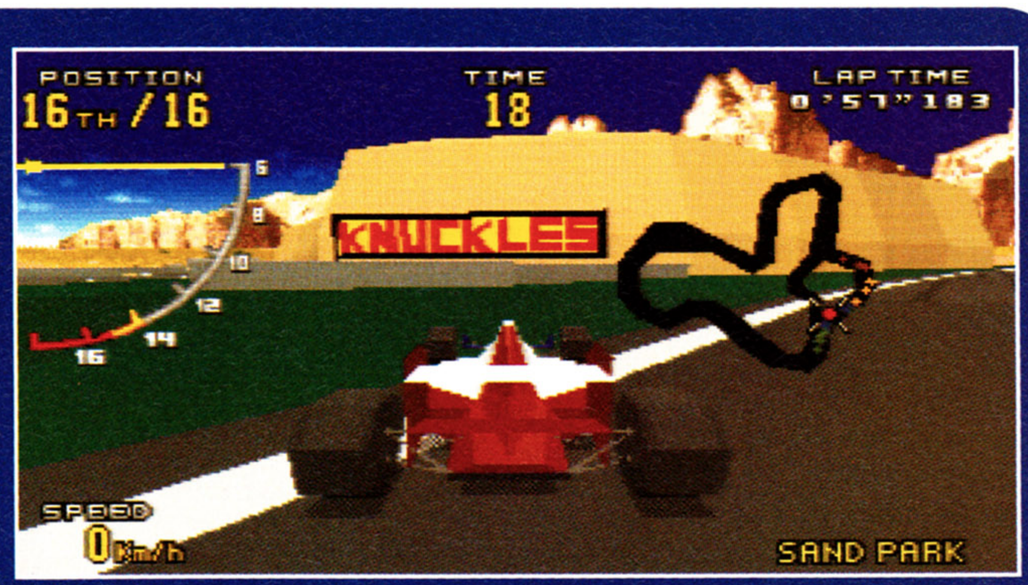
SLAM CITY

As with most Digital Pictures games there is a secret bit of film in here. To get it, go to the Options screen and press and hold A, B then C in order. "B15" should show up in the top corner. Keep A, B and C held and press Right for a secret scene or Up to see a funny mistake. Ho ho ho.

MEGA DRIVE 32X

VIRTUA RACING DELUXE

This completely useless tip is just to tell you that if you select Sand Park and drive round backwards, you will see a big sign with the word "KNUCKLES" on it in the middle of the split track. Daniel Burke from Ilkley has sent in a handy tip for racers on the Sand Park track. When the track splits into two, take the right hand lane to gain about three places. That's it



NBA JAM TOURNAMENT EDITION

Here is a complete (as far as we know) list of all the secret characters and cheats contained within the Megadrive and Game Gear versions.

It is very fiddly to get the secret characters so here is a little guide to help you understand how they are written out.
To play as the Fresh Prince, you have to enter the initials "WIL" with the buttons "C, B, C only". To do this, choose to enter your initials when you start a game and on the "Enter Your Initials" screen highlight the first letter ("W" in this case). Now press and hold Start and press C to enter the initial and move on to the second letter ("I"). Press and hold Start again and press B to enter the initial then move the last letter ("L"). This time, because it says "C only" press the C button on it's own to enter the last initial. If you have done it all correctly, "Secret Player" will appear. You should find pictures of every secret player somewhere around here just to prove that they all work.

MEGA DRIVE

CELEBRITY TEAM

Name	Nickname	Initials	Buttons
Bill Clinton	B Clinton	CIC	A, C only, B
Hillary Clinton	H Clinton	HC_	C only, B, C only
Will Smith	Fresh Prince	WIL	C, B, C only
Jazzy Jeff	Jazzy Jeff	JAZ	C, A, A
Prince Charles	Charles	ROY	B, A, C only
Randall C.	Cunningham	PHI	C only, A, C
Frank Thomas	Thomas	SOX	B, C only, A
Heavy D	Heavy D	HVY	A, C only, B
Mike D	Mike D	MKD	C, C only, C
Adrock	Adrock	ADR	C only, C, B
MCA	MCA	MCA	B, B, C only

NBA TEAM

Name	Nickname	Initials	Buttons
Bull Mascot	Benny	BNY	B, C only, C
Hornet Mascot	Hugo	HGO	C only, C, A
Wolf Mascot	Crunch	CRN	A, B, C only
Gorilla Mascot	Suns Gorilla	GOR	C only, B, B
Larry Bird	Bird	BRD	A, C, A
Carol Blazekowski	Blaz	BLZ	C, C only, C

WILLIAMS TEAM

Name	Nickname	Initials	Buttons
Mark Turmell	Turmell	MJT	A, C only, A
Jamie Revitt	Revitt	RJR	C only, A, C
Sal Divitta	Divitta	SAL	A, C, C only
Tony Goskie	Goskie	TWG	B, C only, A
Shawn Liptak	Liptak	SL_	C only, B, B
John Carlton	Carlton	JMC	C, C, B

ACCLAIM TEAM

Name	Nickname	Initials	Buttons
Asif Chaudri	Chow-Chow	AMX	C only, A, C
Dan Feinstein	Weasel	RAY	B, A, C only
Eric Kuby	Kabuki	DAN	C only, B, A
Eric Samulski	Air Dog	AIR	C, C only, B
Brett Gow	Brutah	LGN	A, B, C only
Alex De Lucia	Facime	XYZ	B, B, A
Scott Scheno	Kid Silk	KSK	C only, B, C
Wes Little	Scooter Pie	HTP	A, C only, C

IGUANA TEAM

Name	Nickname	Initials	Buttons
Milo Stubbington	Moosekat	MPF	B, C, C only
Jay Moon	Moon	JAY	C only, A, B
Chris Kirby	Kirby	CK_	B, C only, C
Snake Palmer	Snake	GOF	A, C, B
Jason Falcus	Falcus	JF_	A, C only, C
Mike Muskett	Muskett	MCM	B, B, C
Neil Hill	Hill	NDH	A, B, A

CHEATS

These cheats should all be entered on the "Tonight's Match Up" screen before the game starts. It is possible to use more than one code at once if you can press the buttons quickly enough. The directions have been shortened to just one letter:

U - Up
D - Down
L - Left
R - Right

These first cheats will display a message to let you know that it has worked.

Shot Percentage Display	U, U, D, D, B
Quick Hands (Easy Interceptions)	L, L, L, L, A, R
Max Power	R, R, L, R, B, B, R
Power-Up Goal Tending	R, U, D, R, D, U
Power-Up Fire	D, R, R, B, A, L
Power-Up Turbo	B, B, B, A, D, D, U, L
Power-Up Offence	A, B, U, A, B, U, D
Power-Up 3 Point	U, D, L, R, L, D, U
Power-Up Dunk	L, R, A, B, B, A
Power-Up Push	D, R, A, B, A, R, D

These cheats work without displaying messages.

Push one opponent and they both fall	U, U, U, U, L, L, L, L, A, A
Push one opponent and teammate falls	U, U, U, U, L, L, L, L, A, B
Teleport Pass	U, R, R, L, A, D, L, L, R, B
High Shots	U, D, U, D, R, U, A, A, A, A, D
Speed-Up	U, U, U, U, L, L, L, L, B, A
Slippery Court	A, A, A, A, A, R, R, R, R, R

All of these cheats work with the Game Gear version of the game by simply substituting button 1 for A and 2 for B.

These cheats can only be performed after pressing this button combination on the title screen: C, Up, Down, B, Left, A, Right, Down.

26 teams beaten
Enter initials as END
27 teams beaten
Enter initials as JAM
Swap teams on "Subs." screen
Hold Up and B for 2 seconds

GAME GEAR

GAME GEAR TIPS

There are lots of secret characters hidden in the hand-held version and thankfully they are easier to find than on the Megadrive. Just enter the initials by pressing the buttons in the correct order. Read the section about how to use the Megadrive characters for help.

Name	Nickname	Initials	Buttons
Bill Clinton	B Clinton	CIC	2, 1, 1
Hillary Clinton	H Clinton	HC_	1, 1, Start
Prince Charles	Charles	ROY	2, 1, Start
Will Smith	Fresh Prince	WIL	Start, 1, 2
Jazzy Jeff	Jazzy Jeff	JAZ	1, Start, Start
Randall C	Cunningham	PHI	2, Start, 1
Frank Thomas	Thomas	SOX	1, Start, Start
Heavy D	Heavy D	HVY	Start, 2, 2
Mike D	Mike D	MKD	1, 2, Start
Adrock	Adrock	ADR	Start, 1, 2
MCA	MCA	MCA	Start, 2, 1
Bull Mascot	Benny	BNY	1, Start, 1
Hornet Mascot	Hugo	HGO	2, Start, 1
Wolf Mascot	Crunch	CRN	Start, Start, 2
Gorilla Mascot	Suns Gorilla	GOR	1, Start, 1

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REVIEW INDEX

Blimey. Not many reviews again, this month, is there? But don't worry, because there's still some top titles on offer this month – among them Theme Park, Street Racer and Eternal Champions on the Mega-CD. And there's a few other goodies too, so what are you waiting for? Stop reading this and get to it NOW!

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STREET RACER 88
STRIKER 90
EARTHWORM JIM CD 91
BC RACERS 32X 92
MR NUTZ 2 94
ETERNAL CHAMPIONS 96

THE

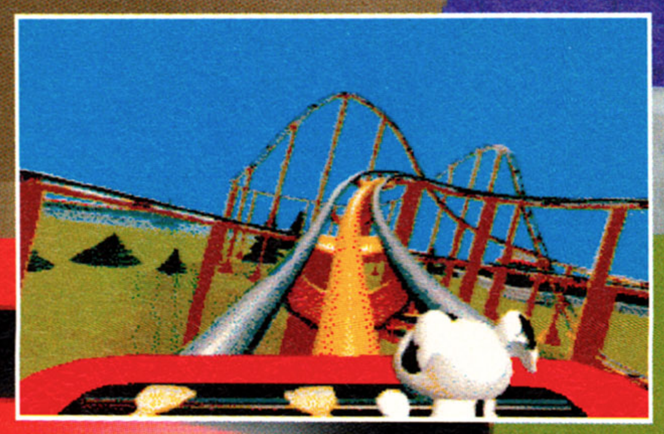
After rocketing straight to the top of the PC charts, it was only a matter of time before Theme Park was converted to console. Come to think of though, the conversion has taken almost a year. What was the problem? Well, there wasn't one. The programmers just wanted to make it better, that's all...

Just in case you've never heard of Theme Park before, here's a quick recap. You've all heard of Sim City, right? Right. Well, Theme Park is kind of like Sim City, except instead of building your own urban nightmare, you build your own theme park. Which means that you get to choose the design of your park, as well as the rides, the food, the little novelty pencils and even the amount of sugar in the cola. And it's all brilliant fun. But of course, there is a down side to all this japery. For a start, you'll have to employ people to clean up all the mess the punters make. And they'll want paying. Plus, what happens if a ride breaks down, or even worse, everyone thinks your park is cack? Well, you've got to sort it out, that's what.

And so it goes on through 24 different countries. Each country has its own way of doing things. For instance, in India there's no point in charging loads for the rides, because no one has any money. But you can get cheap staff and the punters don't generally expect pant-wetting excitement.

The point of all this delicate juggling of rides, burgers and projectile spewing, is of course, to make money. Money to buy more theme parks, money to wow all the other developers and money so ultimately you can rule the world. If you run out of money, Mr nice bank manager may give you a loan, but otherwise you'll be declared bankrupt. Boo hiss to the capitalist establishment pigs! Give the people what they want!

Anyway, for the most part, Theme Park is a top-notch title. In fact the only noticeable fault is the lack of a game save. There are passwords, each time you go on to a new country, but what the game really needs is a battery back-up. That way, you could save the game anywhere you liked and come back to it later. As it stands, the title lacks the Sim City/PC feeling, and it ends up as more of a competitive adventure. But it's a great competitive adventure, one of the best ever seen on the Megadrive. In fact, I can't imagine anyone NOT enjoying this, because it really is brilliant fun.



INFO

MEGA DRIVE

BY: BULLFROG

PRICE: £TBA

RELEASE: MAY

STYLE: STRATEGY SIM

PLAYERS: 1

CONTROLS: JOYPAD

CONTINUES: PASSWORD

COMMENT — TOM GUISE

There's no doubt that Theme Park is one of the best strategy/simulation games on the PC. Perhaps not quite as involving as Sim City, but more light-hearted and jolly. Well, this Megadrive version has pretty much got all the things that made the original version such an involving game minus a few of the more trivial items. The result is possibly the finest 'Populous'-style game available for the machine. My only real complaint is a lack of battery back-up, which sort of ruins that 'little computer people' feel of having a mini-environment in your Megadrive that you can keep coming back to. Without it, it's more like a reach-the-end kind of game. Not exactly what I wanted, but undeniably smart all the same.

COMMENT — SAM HICKMAN

I've always loved Sim City, largely because there's so many different ways to play it. And Theme Park is very similar in concept to Sim City. You get to create your own little environment, and there's loads of different countries to play in too. And since the emphasis is on fun, you don't get bogged down with nasty problems like pollution. Nope, you have to decide how much salt should go in the fries instead. In fact, come to think of it, Theme Park is one of the best games I've played for ages – it's only the lack of a battery back up or save option that lets the game down. But there is a password option, which I suppose is the next best thing.

ME PARK

▲ Get to those toilets, boy!

▲ Trees! We want trees!

▲ Coo, doing quite well!

▲ Your first port of call.

▲ Oh dear, looks like bankruptcy is imminent.

REVIEW

91 **Presentation:**
Well, it's really rather good. There's tons of different information screens and plenty of game updates too.

89 **Graphics:**
Not as good as the PC version, but that's only to be expected. But considering it's on the Megadrive the graphics are slick.

80 **Sound:**
Loads of well-known fairground choons that sound like they've been fed through the Twilight Zone's sampler.

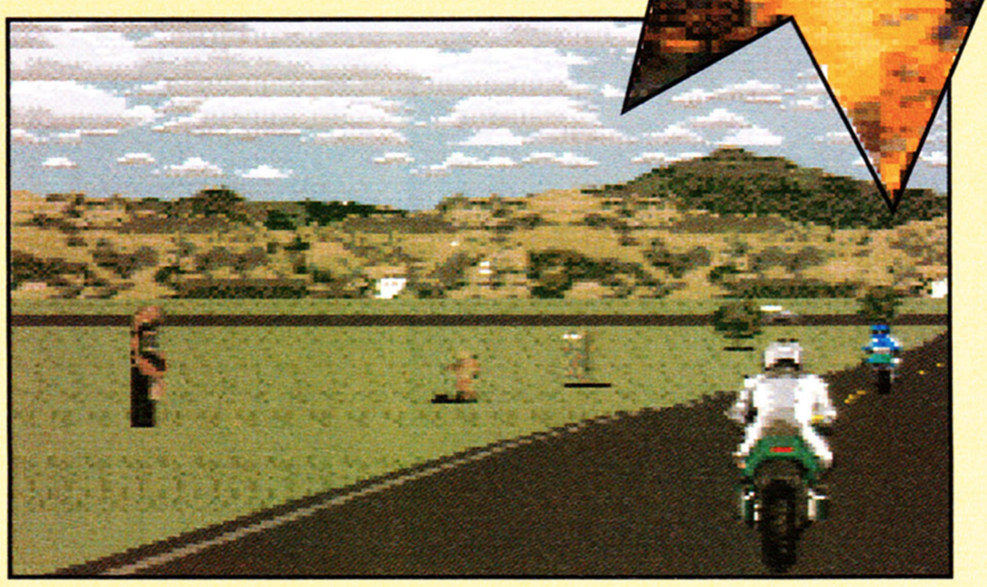
90 **Playability**
Really, really playable. And if it only had that battery back-up.

89 **Challenge**
A lot of the game depends on pure luck, but seeing as it's up to the player to set their own challenge, it's variable.

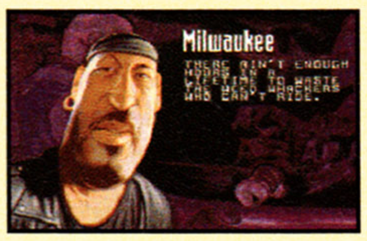
92 **Lastability:**
There's so many ways to play it, that theoretically, it could last forever.

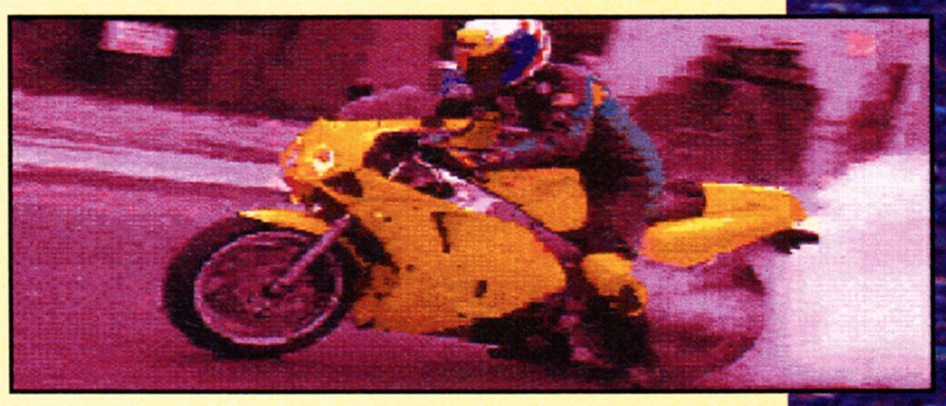
91 **Overall:**
A top-notch strategy game that will please all Megadrive owners. It could have been a tiny bit better though.

ROAD RASH



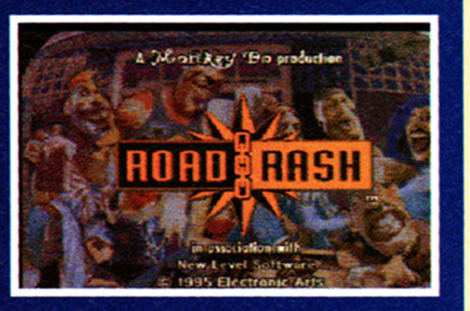
▲ Ooh how exciting! Another version of Road Rash!





▲ Get out on the open road.

INFO



MEGA-CD

BY:
EA

PRICE:
£TBA

RELEASE:
MAY

STYLE:
RACING

PLAYERS:
1

CONTROL:
JOYPAD

CONTINUES:
PASSWORD

Road Rash has enjoyed popularity on the Megadrive, for ooh, ages. But the recent 3DO version was better than all the other games put together. Why? Oh, just a couple of tunes from Therapy? and Soundgarden, plus brilliant graphics and FMV interludes thrown in for good measure. Kind of makes the Megadrive version look a bit sad doesn't it? But fear not, because if you have a Mega-CD, you'll be able to play a very similar version, with all the music too. Hurrah!

There is one little feature that immediately springs to mind though. Actually, it's quite a big one. You see, the Mega-CD isn't the 3DO. And however much EA crow on about how Road Rash CD is really close to the 3DO version, it isn't. All the FMV windows are really small for a start, and the picture is pretty grainy too. But, I suppose as Mega-CD games go, it's a pretty exciting intro and the music does provide a lot of atmosphere in the actual game.

Unfortunately though, the gameplay is a bit poor too. Although it's not actually any worse than any of the Megadrive versions (except there's no two player mode), it's not any better either. And in our eyes, that makes it a very poor effort indeed, because the Mega-CD has so much more potential than the standalone 16-bit. You'd have thought that EA would have at least bunged in a bit of the scenery from the 3DO version or made a bit of an effort with the graphics. But apart from the FMV parts, there's nothing to distinguish this from the Megadrive version. And to add to it all, RR is beginning to look very dated these days, and doesn't even look that different from when it was first released about three years ago. Of course, it may be worth a look if you've never bought a Road Rash game before, but even so, you'll probably find it a tad tame in comparison to the best titles on offer today.

SEGA

COMMENT RICHARD LEADBETTER

Like Sam, I enjoyed Road Rash when it was first released, but that was years ago, and the basic format of the game has hardly changed at all. And as far as I can see, this update is no better than any of the other versions. It doesn't have a two-player mode either, which certainly makes it less value for money than any of the Megadrive titles.

Still it has to be said that all the presentational bits and pieces do make the game look impressive – well, on the surface anyway. It's just that there's no reason to buy this if you already have Road Rash, and if you compare it to other games available today, it just ends up looking a bit old fashioned.

COMMENT — SAM HICKMAN

Although I enjoyed Road Rash when it was first released, it's becoming increasingly tiring to review these six-monthly updates of the original title. If any of them actually made any progress in terms of gameplay, then I wouldn't be so annoyed, but, yet again, this is another re-hash of the previous Road Rash title, only all of the 3DO version's nice FMV bits have been added on to mask the fact.

All these extras bits and pieces do add a bit of excitement to the game, but when it comes down to it, there's nothing here that would would make you want to buy it if you already have another version of the game.

RATINGS

90 — Presentation:
Superb. All the brilliant FMV interludes from the 3DO version have been included, and even if they are a bit grainy, they still work really well.

76 — Graphics:
A bit poor. There's not much progress made from the original version and it's all beginning to look a bit dated now.

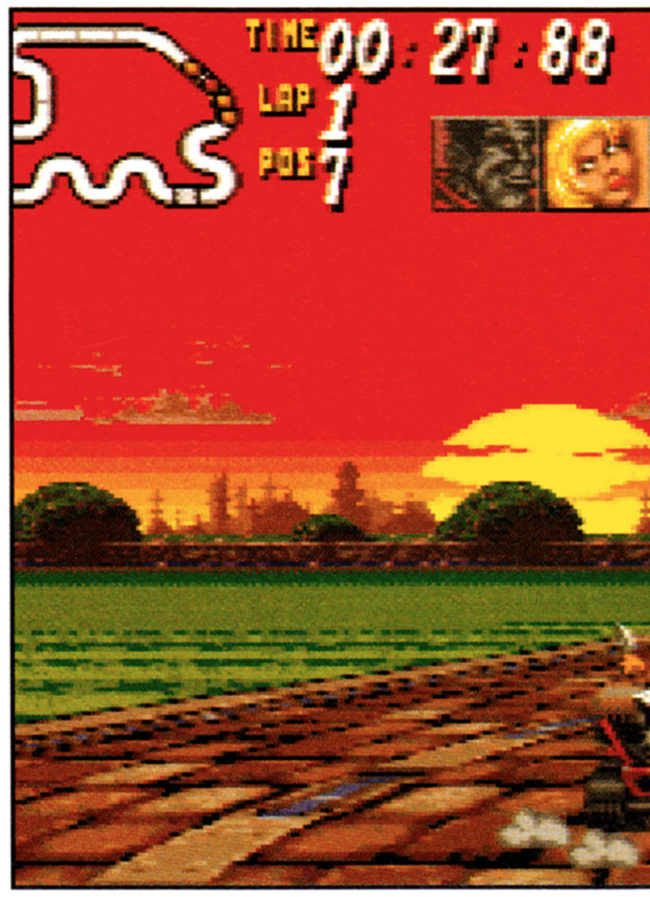
74 — Sound:
Some excellent tunes from the likes of Therapy et al, but it all sounds a bit fuzzy.

81 — Playability:
Still plays really well, even though the basic idea is around four years old.

80 — Challenge:
Plenty of challenge, but a bit thin on addictability.

72 — Lastability:
You'll probably want to play it until the end, but it does become slightly tedious after a while. And there's no two player mode either.

72 — Overall:
Still fun to play, but the concept is very, very dated.



It's a fact that in recent years games players have gradually become more popular in social circles and the changing face of video games reflects this. For example, take the kind of racing games that were available on the Megadrive three years ago. Single-player affairs like Super Hang-On and Super Monaco GP were just perfect for the wee-smelling, pox-ridden lepers that once played games alone in their bedrooms. Then the video games boom struck and these pale-skinned, bug-eyed creatures were able to emerge into the sunshine, finding friendship with the one other smelly freak in the playground. Thus two-player games like F1 World Championship and Virtua Racing were born. Of course, that's all ancient history now. Today's gamers have tattoos on their arms, they play sports and they eat blackberries straight off the bush. Some even have up to, ooh, three friends. And so, four player racing games have emerged, such as this month's Street Racer.

Of course, this isn't the first four-player racing game to grace the Megadrive. Back in November of last year multi-player madness was supplied in the form of the plan-view Micro Machines 2. However Street Racer is different. Firstly it's a 3D racer and secondly the action is seen in split-screen. Now, with the screen divided four ways you'd think it'd be a bit tough to see what's going on, but each player's view is surprisingly clear thanks to the bright, colourful cartoon graphics and the fast, smooth scaling. Which is a good thing, because there's more to cope with here than just racing, there's a bit of fighting too. Each of the the eight characters has a range of special attacks which they can unleash on their opponents, giving the game a strong Road Rash flavour.

It all sounds pretty good, eh? Well, it's certainly an impressive game with the four-player split-screen mode and smooth-scaling textured roads demonstrating technical abilities not seen on the Megadrive before. What's more, it's a damn sight better, both in looks and gameplay, than its extremely similar 32X cousin Motocross. Unfortunately though, Street Racer fails to make the grade. It just lacks that tyre-screeching driving feel that is vital to any racing game. Taking corners is just a case of pointing your gliding vehicle in the right direction and watching the road unwind under it. As such, all the 24 tracks just end up playing exactly the same.

Fast-paced and smart-looking it may be, but with the racing feel so limited, the game just becomes too samey throughout and ultimately dull.

STREET RACER

INFO

MEGA DRIVE

BY:
UBISOFT

PRICE:
TBA

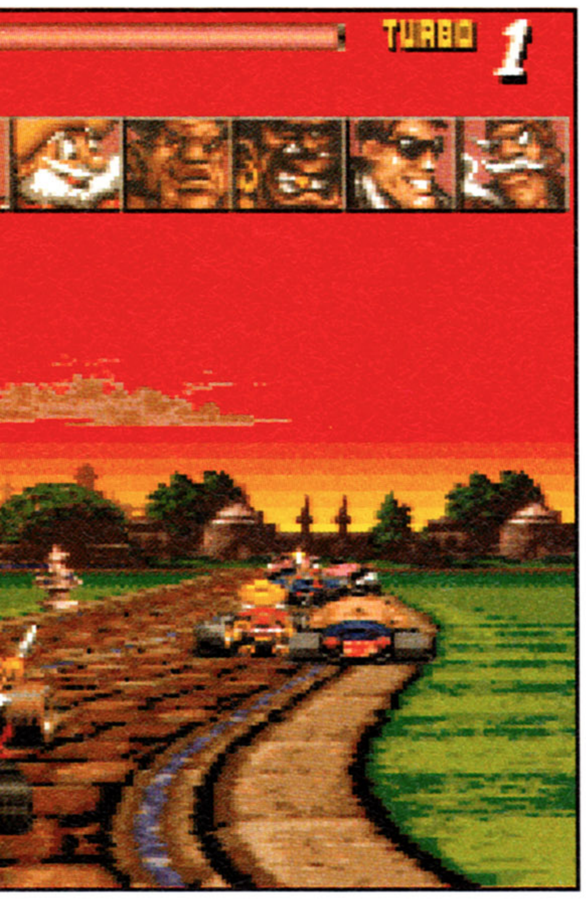
RELEASE:
APRIL

STYLE:
3D RACING GAME

PLAYERS:
1-4

CONTROLE:
JOYPAD

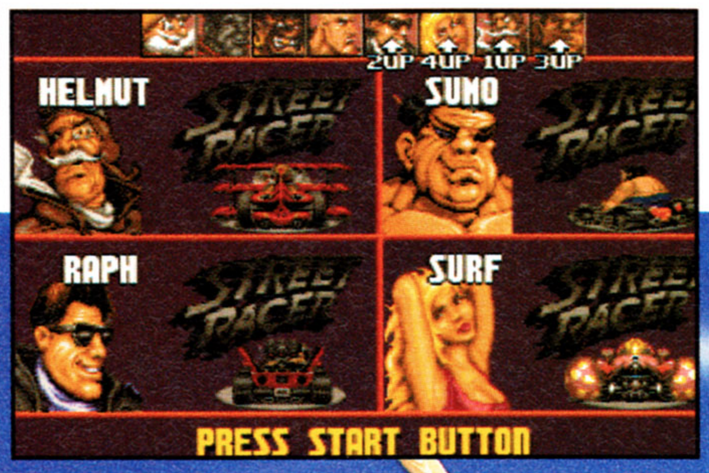
CONTINUES:
N/A



▲ **One, two, three and four player modes add significantly to the game's appeal.**

COMMENT — RICHARD LEADBETTER

Street Racer seemingly has it all. There's no doubt in my mind that the track graphics themselves are superb - a lot better than Motocross on the 32X in fact and there's also tons of secret stuff to discover as well - fast starts and the like. In terms of depth, Street Racer is a winner as well with a huge amount of tracks to wade through. But there is one problem with Street Racer - I just didn't really enjoy playing it that much. I tried as well, taking it home and playing it for hours on end. But no matter how long I played it, I just didn't like the control method and the response of the vehicles. As Tom says, they just don't feel right, gliding all over the place regardless of what surface you're racing over. And whilst MarioKart's handling was absolutely spot-on, Street Racer feels artificial compared to other more successful driving games. It's a nice try at emulating MarioKart, but I'll stick with Virtua Racing, thanks.



COMMENT — TOM GUISE

Although the Super Nintendo version of Street Racer was very well received by the computer press, I never thought it matched up to Super MarioKart. Of course, that doesn't really matter on the Megadrive, however even without contest from Mario, Street Racer on the Megadrive still fails to be a truly enjoyable game. The lack of tyre-on-tarmac feel means you just glide around the winding tracks. Regardless of whether you're on cobbles or sand, the cars just don't bump about. Veer onto the grass or even into the sea and there's no change in the handling of your car. This all makes for very fast-paced racing action and initially that's fine, but it doesn't take too long for it all to become samey and then boredom sets in. What's more, the poor Rumble and Soccer options add nothing to the game. Okay, so the Megadrive might might not have MarioKart, but it doesn't mean there isn't a better option available. Micro Machines 2 is a far superior racing game.

REVIEW

92 Presentation:
Plenty of colourful in-game screens and muchos options. A well-polished product without a shadow of a doubt.

86 Graphics:
The sprites and the tracks look superb, but the backdrops are very simple. Nice split-screen modes though.

76 Sound:
Some fairly pleasant tunes. And some awful ones too, like Helmut's dambusters rendition. Reasonable spot-effects.

87 Playability
It's fast and playable, providing you have a 6-button pad. Three button pad owners may dislocate their knuckles.

85 Challenge
Extremely easy in Easy mode and fairly challenging in Hard. Well-balanced difficulty overall.

72 Lastability
The lack of depth means it soon becomes dull, regardless of how many players there are.

83 Overall:
A great-looking, fast-paced racer. But a lack of driving feel limits its enjoyability in the long-run.

STRIKER

MEGA DRIVE

BY: SEGA

SIZE: 16-MEG

PRICE: £TBA

RELEASE: MARCH

STYLE: FOOTBALL

PLAYERS: 1-2

CONTINUES: N/A

Ah, Striker. Aka Nick Jarvis. Star of the popular strip cartoon in The Sun and top goal-scorer for Tolchester United. What a hero! When he's not scoring goals on the pitch, he's scoring with the ladies off the pitch. Or scoring strikes against evil drug barons in Venezuala. Or scoring goals against friendly aliens in the first interplanetary astro-soccer championships. Or scoring points at darts with his mates down the loacal pub after yet another cosmic Striker adventure.

Yep, Striker, what a star! A shame then, that this game has nothing to do with him at all.

Of course, the fact that this game isn't based around its namesake comic strip isn't a bad thing. What is a bad thing is that this game is a bad thing. Start the game up and you're greeted with some really poor purple footage of some footballers circa 1974. And this nostalgic approach to football carries through to the extremely dated looking game. The graphics are stunningly unimpressive with cruddy looking footballer sprites and a strange grass effect on the pitch that follows you around the screen. Add to this some extremely suspect presentation – ranging from team stats supposedly written on notepaper to blue-tinted backdrops featuring Kevin Keegan – and you have a pretty unpleasant looking game. Admittedly it doesn't play so badly, but there's certainly faster, more playable soccer games around and most of them look better too.

If you're looking for a top soccer game for your Megadrive, FIFA '95 is undoubtedly your best option. If however, you fancy playing a soccer game that captures the feel of 1970's football and looks like a Commodore 64 game, I thoroughly recommend Striker, because obviously you don't deserve to have money.

SEGA

▲ **Mass celebration for a goal here.**

▲ **More topping Striker action.**

EARTHWORM JIM CD

MEGA-CD

BY: SHINY

PRICE: £TBA

RELEASE: MAY

SIZE: CD

STYLE: PLATFORM GAME

PLAYERS: 1

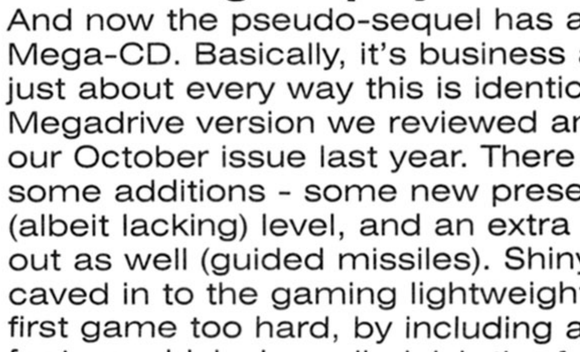
CONTINUES: PASSWORD FOR EACH LEVEL

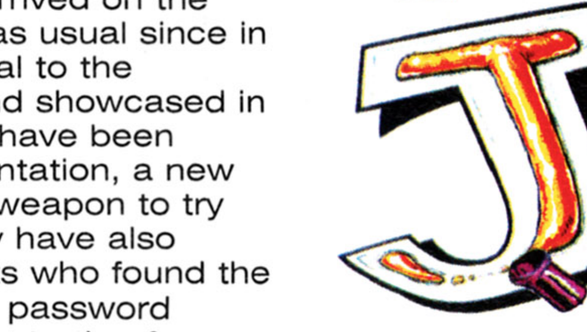
Earthworm Jim proved to be one of the top games last Christmas - and rightly so - for after all, it contained superlative graphics and animation, married to exceptionally addictive gameplay.

And now the pseudo-sequel has arrived on the Mega-CD. Basically, it's business as usual since in just about every way this is identical to the Megadrive version we reviewed and showcased in our October issue last year. There have been some additions - some new presentation, a new (albeit lacking) level, and an extra weapon to try out as well (guided missiles). Shiny have also caved in to the gaming lightweights who found the first game too hard, by including a password feature which does diminish the frustration factor (and also the challenge).

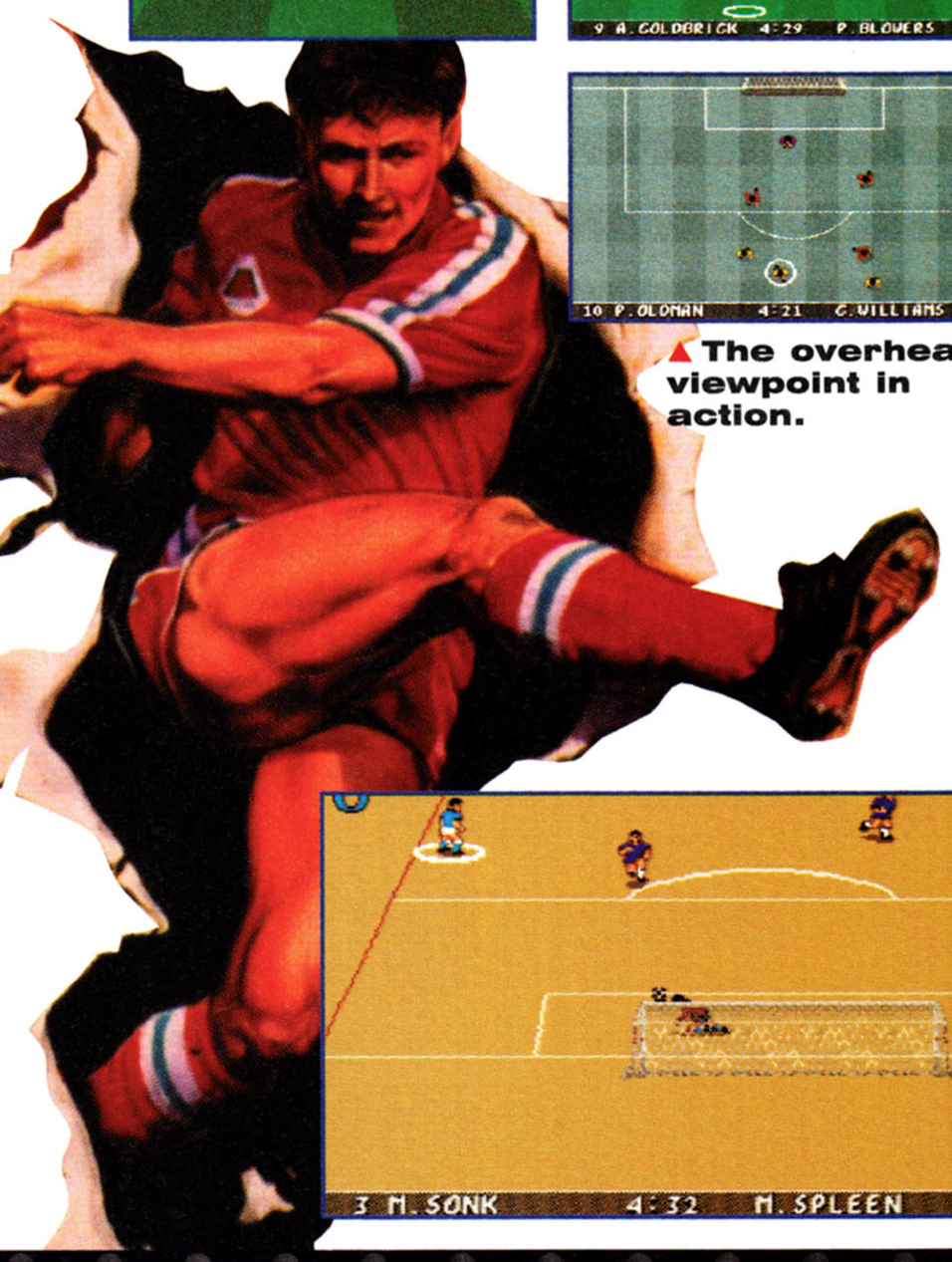
So what this basically means is that this is an ace game - if you haven't got the original cart version. The additions frankly aren't hugely important (in fact, the extra level is a bit of an anti-climax), and even the mighty Shiny have made no effort to use the Mega-CD's twin processing power and better graphics capabilities. It's for these reasons that we've marked the game down slightly over the original version. It is a brilliant game - the best of its type on CD - but we expected a bit more from Shiny.

SEGA





▲ **Ooh lord above, what's going on here?**



▲ The overhead viewpoint in action.

COMMENT — TOM GUISE

As far as I'm concerned, FIFA '95 is the best Megadrive football game currently available, so any new soccer game that fails to better it is basically redundant. So when a game like Striker comes along, that is so much worse than Fifa, it makes me wonder why Sega even bother. It looks tragic, the gameplay is very average and only your Great Uncle Norris would recognise the footballers in the digitised pictures. Admittedly, allowing you to play indoor five-a-side or outdoor eleven-a-side from three different views is a neat idea, but in practice you just end up playing outdoor from the psuedo-3D view. Even the massive range of teams is spoiled, because none of the British ones are real. Not unless you know a team called Carsenel or Glass Palace. In fact, the only enjoyment I got from this game was giving the ref some glasses in the options. Says something about the game, I think.

COMMENT — RICHARD LEADBETTER

It's fast and smooth and plays fairly well, but it can't be denied that Striker is a totally redundant release - basically because just about every Megadrive owner who wants a soccer game probably owns one of the FIFA games. Yes, Striker is a bit more "arcadey", but in terms of the gameplay, options and overall enjoyment factor, the FIFA and Sensi games easily wipe the floor with this.

RATINGS

62 — Presentation:
There's a bit of an intro, some icon-style options and some stat screens. But they don't look so good.

48 — Graphics:
Naff-looking sprites and a pitch with a very poor grass effect that looks like dirt on your TV screen.

52 — Sound:
Some technically unimpressive, aurally unimpressive tunes and a lack of thrilling sound-effects.

54 — Lastability:
It's just so dull, even with two-players you won't want to play it much.

65 — Playability:
The controls are fairly responsive, but there's a lack of in-depth playability and it's slow too.

69 — Challenge:
The computer opponents can be adjusted to be quite tough, but then they just get annoying. Not good.

64 — Overall:
A very mediocre offering in an already over-filled soccer game market.

COMMENT — RICHARD LEADBETTER

Earthworm Jim joins the huge range of Mega-CD titles that are incredibly similar to the original Megadrive games in terms of execution. Honestly, just about everyone apart from Core Design seem to totally ignore the system's improved graphical capabilities, just adding some extra licks of presentational polish and the obligatory extra level. Otherwise, EWJ is much the same as the Megadrive original. This isn't such a heinous crime when you consider just how good the cart version was, but perhaps Shiny were a tad too complacent when it came to putting this CD version together.

COMMENT — SAM HICKMAN

In the spirit of most Megadrive to CD conversions, Earthworm Jim has very little more to offer than the original cart version. The music has had the usual upgrade treatment, there's an extra level and an additional weapon, but that's about it really. Of course, Earthworm Jim was brilliant in the first place, so any additions can only make the game better, although it's quite obvious that the extra level has been pretty hastily put together. But saying that, the rest of the game is absolutely top-notch, so if you haven't already bought it, here's your chance.

RATINGS

92 — Presentation:
Superb - as you'd expect from a Shiny product and the Mega-CD is put to use here.

94 — Graphics:
No complaints about the brilliant backdrops and superlative sprites...

90 — Sound:
Superior sound effects and music make this an aurally appealing title.

93 — Playability:
Easy to get into and highly enjoyable. One of the best platformers on the system.

92 — Challenge:
The sheer rockness of the Megadrive original is toned down with the addition of a password system...

90 — Lastability:
.. But EWJ CD is still one really tough game. Conquering all those levels will take a fair old while.

90 — Overall:
The best Mega-CD platformer, but perhaps just too similar to the cart-based original.

▲ The Mega-CD version of Earthworm Jim has an extra level, called the Big Bruty. It's a bit disappointing to be honest, seeming like more of an afterthought when compared to the rest of the game.

▲ Well, of course, naturally I'll be going for the stud option.

BC RACERS

Anyone here had a birthday recently? Yeah, and what did you get? Money? Always useful. A 32X? Not bad at all. A copy of Motocross to go with it? Oh dear. But take heart, noble reader, now you can put that birthday dough to good use by trading in your old crap Motocross for a somewhat superior racer. BC Racers is the name of the game, and a previous incarnation of it may be familiar to the Mega-CD owners amongst you. However, this is the all-new super update, with a host of new features.

INFO

BY:
CORE

PRICE:
£49.99

RELEASE:
MAY

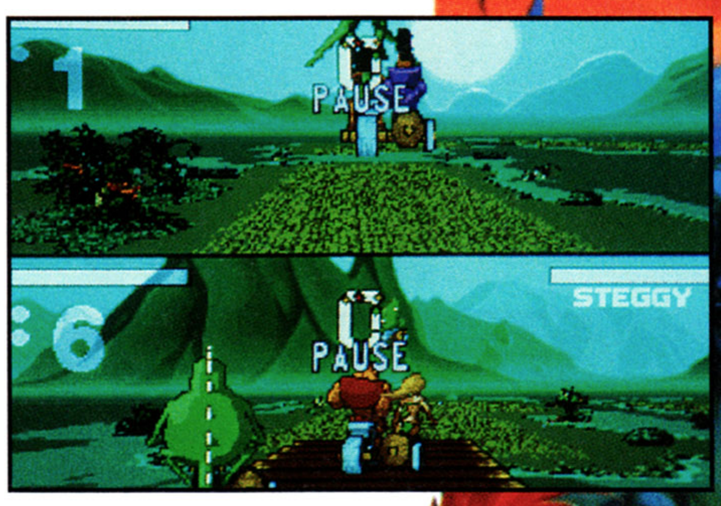
STYLE:
RACING

PLAYERS:
1-2

CONTROL:
JOYPAD

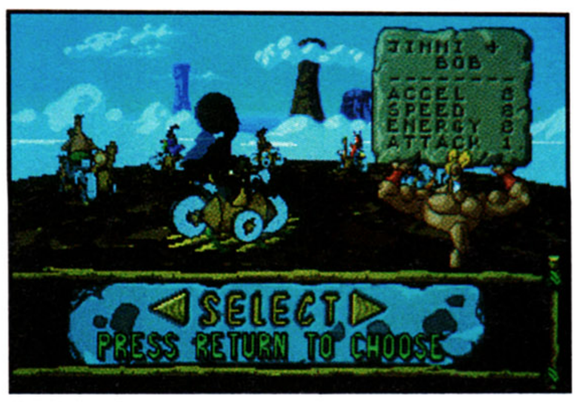
CONTINUES:
PASSWORD

Chief amongst these must obviously be the split-screen two-player head-to-head mode. Running without any slowdown whatsoever, this is really what racing games are about. Lording it up over your friends. Being better than them, basically, and making them know it. The especially good thing about BC Racers' 2-up mode is that each track (of which there are 16) has loads of secret short-cuts which, if you know where they are, can completely turn a race right upon its very head. Plus, each vehicle (they're bike-and-sidecar efforts) has an armed passenger, so you're given the opportunity to bash the crimminy out of your impudent friends if they do catch up. Wahey!



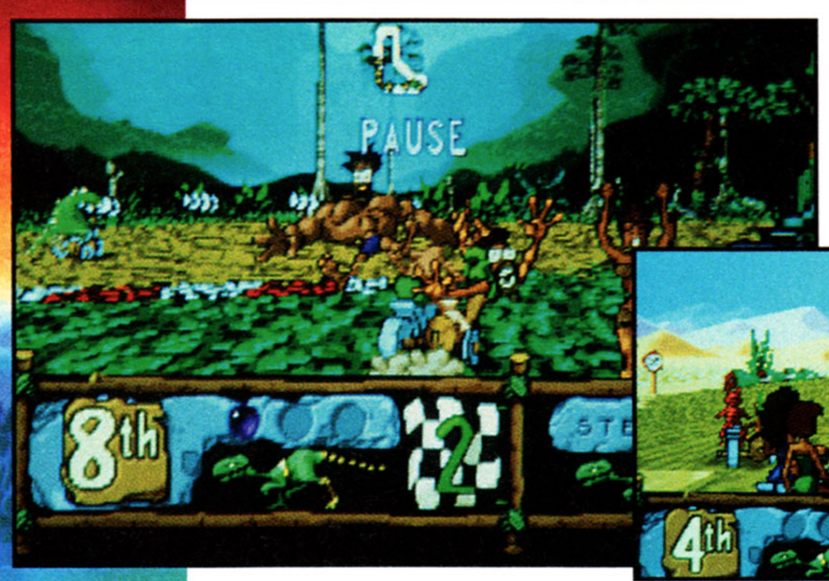
But that's not all there is to BC racers, oh no. Basically, this is a bit of a cross between Mario Kart and Virtua Racing. The gameplay and feel of the action is reminiscent of the Super NES classic (OK, sorry, but it is ace), whilst the choice of three views and secret mirror mode remind the player of the other racing game on the 32X. However, BC Racers adds its own elements. such as handbrake turns (executed with a downward joypad press whilst cornering) which can make or break a race, along with nitros and bikes which, if mistreated, fall to bits and break down. Obviously the only way to combat such damage is to eat giant dinosaur drumsticks found littered along the track. Of course.

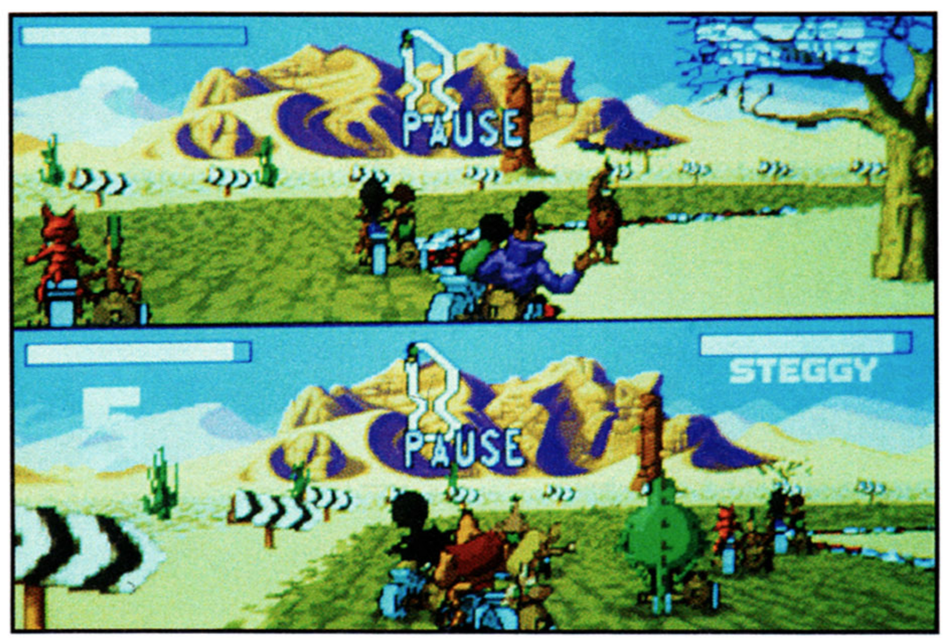
All in all, BC Racers sounds pretty smart – and actually it is. However, it does have a couple of points out of its favour. For one thing, the 32X already has Virtua Racing (which most people will have bought), so you'll have to be a racing fan to want to fork out for it. The other problem is with the graphics. Whilst they're highly detailed, well animated, utilise lots of colours and exhibit some lovely scrolling they're not what you'd call bright. Not that there's anything wrong with this, but when you match BC Racers up to its obvious competitor Street Racer it looks, visually, to be the less exciting game (which isn't true).

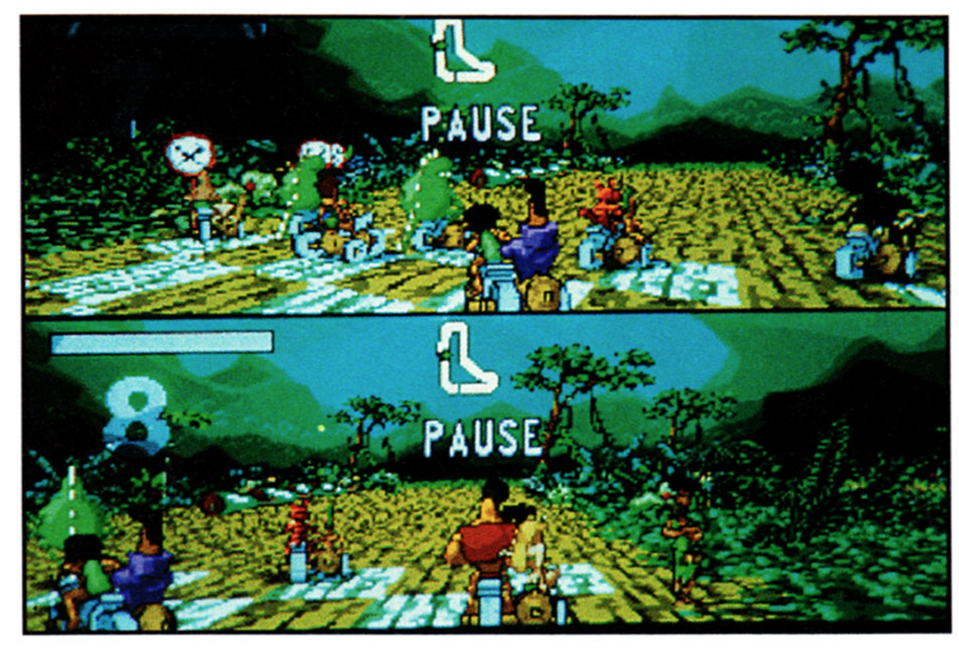


Basically, if you've got Virtua Racing and Micro Machines 2 and you fancy a bit more high-speed race-rivalry this is a good bet.

▲ **Hitting other contestants is always a very good idea, but there's a minor snag. Due to the seatular positioning of your pal they an only reach out onto oneside, which means you need to carefully steer your car over to the correct flank to hit whilst avoiding being hit.**







▲**One of the most fun things about BC Racers is that you can splatter the spectators over the track. Just aim in their direction, step on it and blammo - one bewildered looking casualty hits the skies.**

COMMENT RAD AUTOMATIC

BC Racers, let it be said, is absolutely rock hard. Even the Easy level takes some getting used to before you can make any progress, and there's another three settings above that. So if you're crap at games, forget it. If you're not crap at games you'd probably like to have a look at it. It's fast, it's good fun, you can run over pedestrians and it's got a two-player mode. Certainly worthy of investigation.

COMMENT RICHARD LEADBETTER

Like Rad I was surprised by the difficulty level of BC Racers, which on the surface appears to be a simple enough game. The size of the play window itself was also a pleasant revelation. as it takes up the whole screen without using a border. The game itself is a jolly enough affair, although the two-player mode is obviously the best way in which to play. Whilst BC Racers may not get the pulse racing (no pun intended) the same way as 32X Virtua Racing, it's a decent enough title in its own right. Especially since it has more of a knock-about feel than Sega's flagship and, of course, a two-player mode. I'm not sure I can see everyone liking this, but I quite did.

RATINGS

91 Presentation:
Loads of options and that malarkey, all presented with full character animations and everything. Well presented indeed.

89 Graphics:
Large sprites, loads of colours (although they're a little dark in places), smart characterisation and smooth scrolling make this easy on the eye.

88 Sound:
The sampled yelps of dying spectators are most amusing. The music is professional, although the tunes do grate after a while.

91 Challenge:
You can certainly say that it's challenging, and that's for sure. Not for the faint hearted (or limp fingered).

87 Playability:
The controls take no time at all to get used to (although the tracks do) and there's plenty of action at all times to keep you on your toes.

90 Lastability:
The two-player mode boosts lastability considerably, along with the number of tracks and overall difficulty.

86 Overall:
Perhaps not a classic, but certainly a playable and enjoyable piece of gaming. Better than Motocross.

INFO

MEGA DRIVE

SIZE
16 MEG

BY:
OCEAN

PRICE:
£49.95

RELEASE:
APRIL

STYLE:
PLATFORM

PLAYERS:
1

CONTROL:
JOYPAD

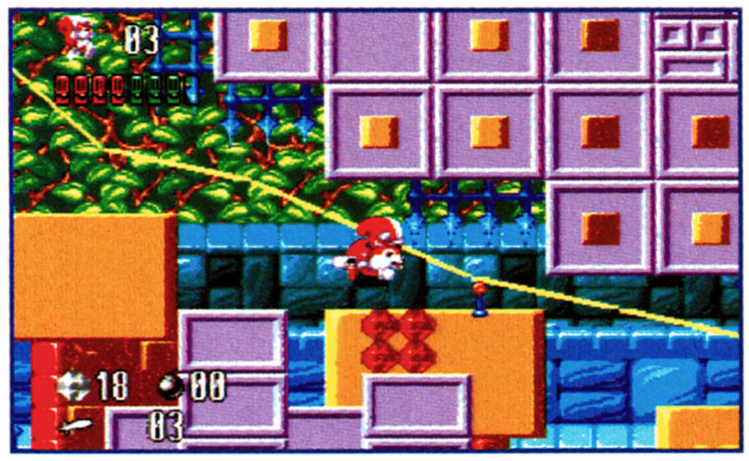
Typical. You wait years for an Ocean platformer to appear — then two come at once. Nutz 2 comes only a couple of months after the original, once more featuring the intrepid squirrel exploring a world of eye-straining cuteness.

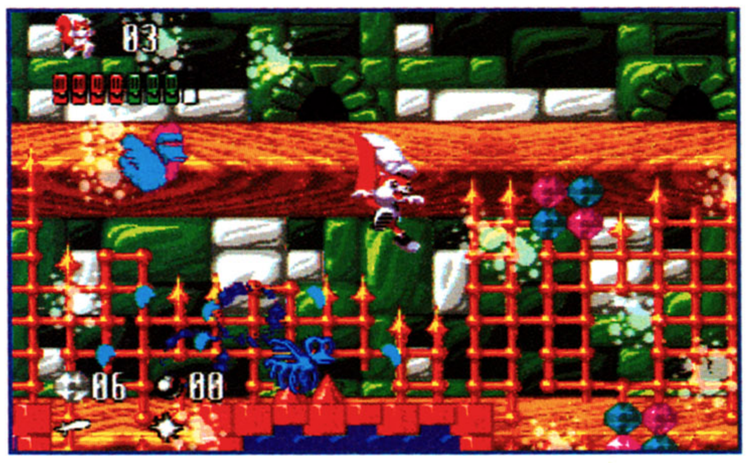
Apart from both being platformers and sharing the same main characters, the two games have little in common, Nutz 2 being the product of a different game engine. Mr Nutz was a linear platform game — four levels with bosses and a big finale. Nutz 2, however, seems to be inspired by Nintendo's Super Mario World, or it least it would appear from the arrangement of the levels scattered onto a large map, split into islands. Nutz has also picked up some Mario-esque powers, like flying which makes game control far more involved than the original.

The plot behind this sprawling platformer is about as convincing as the chances of a comeback by the Reynolds Girls. Chickens from outer space have landed, with the intent of stealing all the gems on Nutz's world. This explains the large amount of fowl patrolling the levels, though sometimes they're disguised as bushes.

The game is split into two main sections. First Nutz trolls around the scrolling map, gathering information from various characters (text revealed in a painfully slow fashion) and finding new powers in the shape of feathers. Flags on the map mark the conventional side-scrolling areas of the game. The object of these stages is to collect gems and find the exit. Occasionally a separate challenge emerges, a airborne chicken shoot, the aim being to shoot 20 birds to set the feathers flying.

The game covers a large area, with multiple landscapes relating to the different islands, and although the platform areas cover a small area, there are lots of them. That aside, Nutz 2 covers familiar territory for gamers with a platform game library and offers few original features.





▲ Mr Nutz looks like he's having fun.

▲ Good for him.

COMMENT RICHARD LEADBETTER

This is a far superior game than Mr Nutz in programming terms. It's bigger, looks better, Nutz moves faster and can do more things. However, it's less fun to play. The map game is a tedious obstacle between levels rather than a diversion and the plot is so banal you can hardly bear talking to the various freaks that patrol it. The platform bits are okay, but would have benefited from proper tasks, not just rushes to the exit. Things get better as you progress and there are a few nice features, but not enough to set this up as a prominent purchase.

COMMENT TOM GUISE

I remember seeing the original Mr Nutz on the Super Nintendo when it first came out, and although the graphics were very impressive it really did seem to be a bland and unoriginal platformer. Well, on the Megadrive it didn't even have the good graphics and neither does this sequel. For all the extra fleshed-out features, it still proves to be a extremely tiresome game. The platforms levels are amazingly free of anything remotely fiendish or clever, the map area just proves to be an punishing compulsory torture and although the extra challenges add a bit of variety, they're still less enjoyable than anything I'd want to pay money for. So call me a snob.

▲ Go on squirrel, you just have a good time. Mate.

RATINGS

75 Presentation:
A few options, but the text displayed throughout the game is very slow to appear.

85 Graphics:
Garish and unsubtle but they match the rather bizarre nature of the game. Good scrolling and passable animation.

70 Sound:
The effects are taken from the box marked 'platform effects' at Ocean. Nothing to excite or dismay.

79 Lastability:
After a few sessions of Nutz 2, your eyes begin to wander to the wallpaper pattern.

77 Playability:
Nice control feel, but the levels are not long enough to grab the player.

76 Challenge:
Zipping through levels is a worry, but there's the occasional nasty one to keep you occupied.

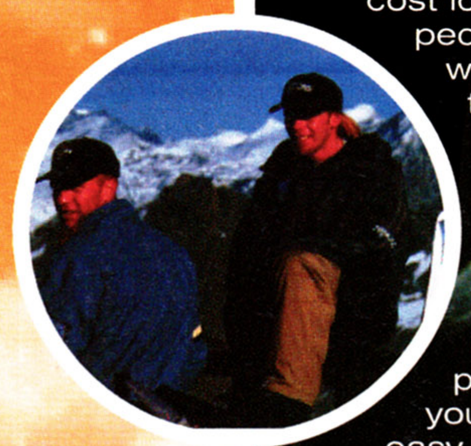
78 Overall:
A reasonably amusing platformer, that had the potential to be a lot better with some more thought on design.

COMPETITION

WIN SNOWBOARDING GOODIES!

Just in case it's escaped your notice, we'd just like to inform you that Snowboarding is quite trendy at the moment. In fact, it's so trendy that Sega have even gone so far as to sponsor the British Snowboarding team on their jaunts around the world circuit this year. Which of course means only one thing – a tie-in competition to celebrate this fusion of gnarleyness and gamesplaying.

So, to the prizes. One lucky reader will receive a Megadrive, a 32X and a game of their choice, while five runners-up will receive a rather cool Nitro Snowboarding T-shirt. This is none of your tat from a cheap games company either. They're all of top quality material, cost loads in the shops and what's more, people actually go out of their way to wear them. Plus, for the runners-ups to the runners-up, there's five Da Kine Snowboarding hats up for grabs. And they're pretty damned hot too. Oh, and there's twenty Nitro Stickers as a final gesture of generosity.



If you fancy winning any of these prizes (and who wouldn't) as ever, all you have to do is answer the exremely easy question below and send your entries in to : STOKIN' SMOKIN' BOARDIN' BONANZA, Sega Magazine, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. By April 31st per-lease.

Q: Who presents Channel 4's snowboarding programme "Board Stupid"?

MEGA DRIVE 32X

ETER CHAM CD

When Eternal Champions was first released on the Megadrive, it won plenty of acclaim for being a technically excellent beat 'em up. It also happened to be very hard indeed, requiring weeks of play to successfully complete. However good it was, Eternal Champions was doomed to fail, mainly down to the fact that everyone had already bought Street Fighter II and were happy with that.

Sega had planned tons of spin-offs and sequels to EC (such as the ill-fated Eternal Champions Turbo Edition which was canned) - one of which was a Mega-CD version. Now, 16 months after the first game, the promised CD version has finally arrived and it's well worth investigation.

The first game was blessed with tons of options (most of which were redundant) and the same is true with this version. Sega seem to think that huge multi-player tournaments occur with beat 'em ups, but in our experience this only happens with PGA Golf - people want to play games, not spend most of the time watching other people play them.

No, the real improvements in Eternal Champions come from it stealing ideas from other combat games. The secret characters of Super Street Fighter II Turbo and Mortal Kombat II crop up in Eternal Champions CD, but since this is a Mega-CD title, the vast storage of CD is put to use by having tons of hidden characters for you to find. There are 26 characters in all, with 24 of them being player-controlled... if you know how to access them.

The other main improvement is with the inclusion of MK-style fatalities. Eternal Champions CD has hundreds of them. There are four different types of murder in this game, but unless Sega ever release the codes (or whatever) the chances of you finding them yourself are quite remote.

Overall, Eternal Champions CD is well worth investing in if you're in the market for a new beat 'em up. In terms of playability it's almost up there with MKII or Street Fighter II, although the gameplay isn't quite as intuitive as either of those two games which you've probably got in your collection already. Add this playability to the sheer amount of game in there and Mega-CD owners have a title that's well worth buying.

INFO

MEGA-CD

BY: SEGA

PRICE: £49.99

RELEASE: MAY

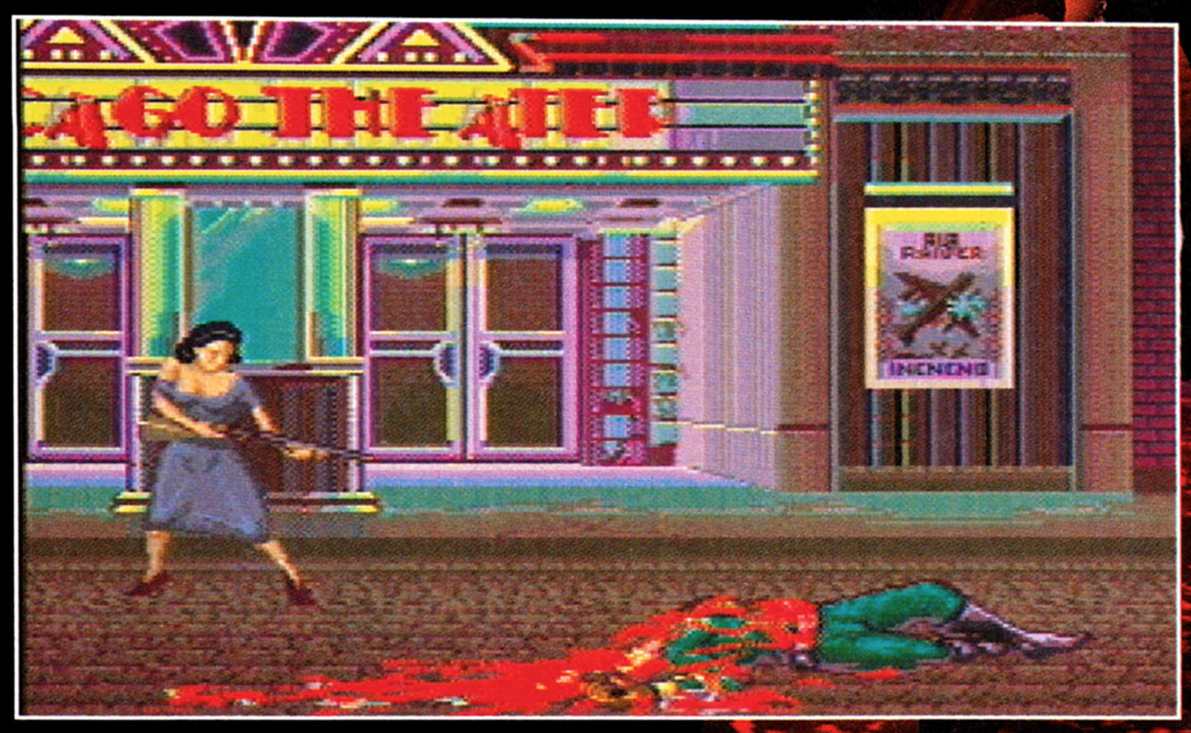
STYLE: BEAT 'EM UP

PLAYERS: 1-2

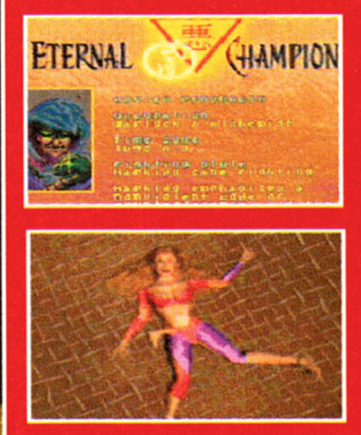
CONTROL: JOYPAD

CONTINUES: 2

Sega of America's latest development acquisition has been a number of Silicon Graphics workstations. Their 3D sequences have been coded into Mega-CD form via the wonders of full-screen full-motion video. This adds a few points to the old presentation score because the sequences are quite spectacular.



There are sixteen characters in all to master, which is equal to the 40-meg classic that is Super Street Fighter II. There are also eight hidden characters to find, bringing the total up to 24 playable characters. Some of them are quite bizarre, like the chicken you can find (which has its own special moves!).



▲ A popular dance among today's youth.

COMMENT TOM GUISE

I never liked the original Eternal Champions. To me, it was a poor attempt to mimmick SF2 and MK2, only the programmers seemed to have missed the point. The special moves were so contrived. A simple joypad command would make Blade program his wristband to track his opponent with a laser. Not exactly as instinctive as a Dragon Punch. Well, Eternal Champions CD suffers in the same way. The new features are more gimmicks than gameplay improvements. The graphics are jerky and grainy and the sound effects are puny. Not a game I'd buy, even with the superb FMV.

COMMENT RICHARD LEADBETTER

The original Eternal Champions was a technically spot-on beat 'em up that took absolutely ages to get into owing to the fact that it was so hard. This put a lot of people off what was a decent combat game. This CD version retains a lot of the cleverness of the original, adds tons of secret stuff and new characters and makes it a whole lot more accessible. Actually, for "accessible" read "easier", because I reached the Eternal Champion on my first go. This is probably more down to the fact that I spent a lot of time mastering the first game than being a fault with the actual game. I must admit I wasn't so keen on this when I first sat down to play it, but now I'm convinced that Eternal Champions CD is a very good release indeed, as just about everything clicks into place nicely - apart from the fatalities. Sega have practically ripped off the MK theme here in that you don't LEARN how to perform this stuff, you are TOLD how to do it because the chances of you stumbling on the correct screen position or key combination is so remote. Apart from that, take Eternal Champions CD for what it is: a very playable, highly enjoyable combat game. If Mega-CD had more releases of this quality, the system might really have taken off. As it is, this is probably going to be the last CD game worth buying for a very long time.

RATINGS

93 Presentation:
Some truly superb full-motion video sequences rendered with Silicon Graphics workstations. More options than you probably need are included.

90 Graphics:
The cut scenes and Cinekills are excellent, and the in-game graphics aren't that bad either. The animation's a tad jerky though.

83 Sound:
A fair old range of decent sampled combat effects, but crappy American "soft rock" rears its ugly head in the background. Thankfully, it's been muted a bit.

91 Playability:
As long as you read the instruction book, you'll have no problem getting into this game and getting a fair degree of enjoyment out of it.

87 Challenge:
Some characters are a lot easier to finish the game with than others, but otherwise this does present a decent level of challenge.

92 Lastability:
Not quite the same level of super-longterm lastability as your MKII or SF2, although the sheer amount of secret stuff in there is enough to keep this one in the Mega-CD for a while.

91 Overall:
Take Eternal Champions, make it easier, adds tons of secret stuff, fatalities and loads of FMV and you have the best Mega-CD game we've played in ages.

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