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● Issue 45 ● May 1995 ● Saturn ● Mega 32X ● Mega Drive ● Master System ● Game Gear

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SEGA™

MEGA DRIVE

Disc Demo

TimeCop

SegaPro is proud to present a special preview screening of *TimeCop* the game, in association with JVC Musical Industries and Cryo Interactive Entertainment. Here's how to play your demo...

The Demo

This month's *TimeCop* demo lets you play one level of JVC's latest Mega-CD game, licensed from the action-packed Jean Claude Van Damme movie. The game mainly consists of platform action, with the athletic hero travelling to different time zones to kick-box various enemies – or blast them with a pistol, machine gun and grenades. However, the level on our demo is a special section from the end of the game, where you take on the main villain, Kleindast. Both of you are wearing high-tech jetpacks so you hover around the screen, dodging the many mines as you blast away at your arch-enemy in a battle to the death.

We hope you enjoy this special demo and get an exclusive insight into this CD-only game – it won't be appearing on Mega Drive. Designed by Cryo Interactive Entertainment in Paris, the game is based jointly on the movie and the original Dark Horse comics – so you get to travel to more different time zones than Van Damme, including the stone age and Nazi Germany. Each level presents very different enemies and puzzling challenges to overcome within a tight time limit.

The game boasts a unique atmosphere, thanks to a completely original CD soundtrack (with a period piece for each time zone) and the digitised graphics. Cryo got a Hollywood model maker to construct real models of all the bits of scenery required – shops, building, vehicles etc – and these were then digitised and put into the level backdrops. The sprites were also digitised by filming various members of the Cryo team firing guns and falling down dead etc. All the futuristic costumes used for this process were also created in-house. It seems creating a game nowadays really is like making a movie!

We'll bring you the full lowdown on *TimeCop* in the next issue of SegaPro.

No Demo? Order yours now!

If you're a Mega-CD owner who has bought the normal version of SegaPro by mistake, or you live overseas, you can still get hold of a copy of the *TimeCop* cover-mounted demo by ordering it directly from our mail-order department.

Just write a cheque for £3.95 sterling made payable to Paragon Publishing Ltd, and send it to: SegaPro CD #44 Offer, Paragon Publishing Ltd, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

Alternatively, you can pay by Mastercard/Visa by phoning or faxing your order through... tel: 01202 780578; fax: 01202 299955 (overseas readers tel: +44 1202 780578; fax +44 1202 299955).

Sega Pro

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DURHAM HOUSE
124 OLD CHRISTCHURCH RD
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PHONE: (01202) 299900
FAX: (01202) 299955

EDITOR
Pete Wilton

GROUP ART EDITOR
Mark Kendrick

SENIOR STAFF WRITER
Adrian Price

STAFF WRITERS
Mark Pilkington
Sarah Moran

DESIGNER
Colin Nightingale

CONTRIBUTORS
Phil King
Ryan Butt

MANAGING EDITOR
Dave Perry

ADVERTISING SALES
Ian Kenyon (Ad Manager)
Diana Monteiro (Senior Ad Sales)
Alan Walton (Ad Sales)

ADVERTISING PRODUCTION
Alex Tilbury
Christa Fairchild
Clare Loggey (Assistant)

PRODUCTION MANAGER
Jane Hawkins

SYSTEMS MANAGER
Alan Russell

PRE-PRESS
Suzanne Ryan
Ted Dearberg

SUBS/MAIL ORDER
Karen Sharrock on
& (01202) 780578

PUBLISHER
Jason Spiller

PUBLISHING DIRECTOR
Pat Kelly

PRODUCTION DIRECTOR
Di Tavener

MANAGING DIRECTOR
Richard Monteiro

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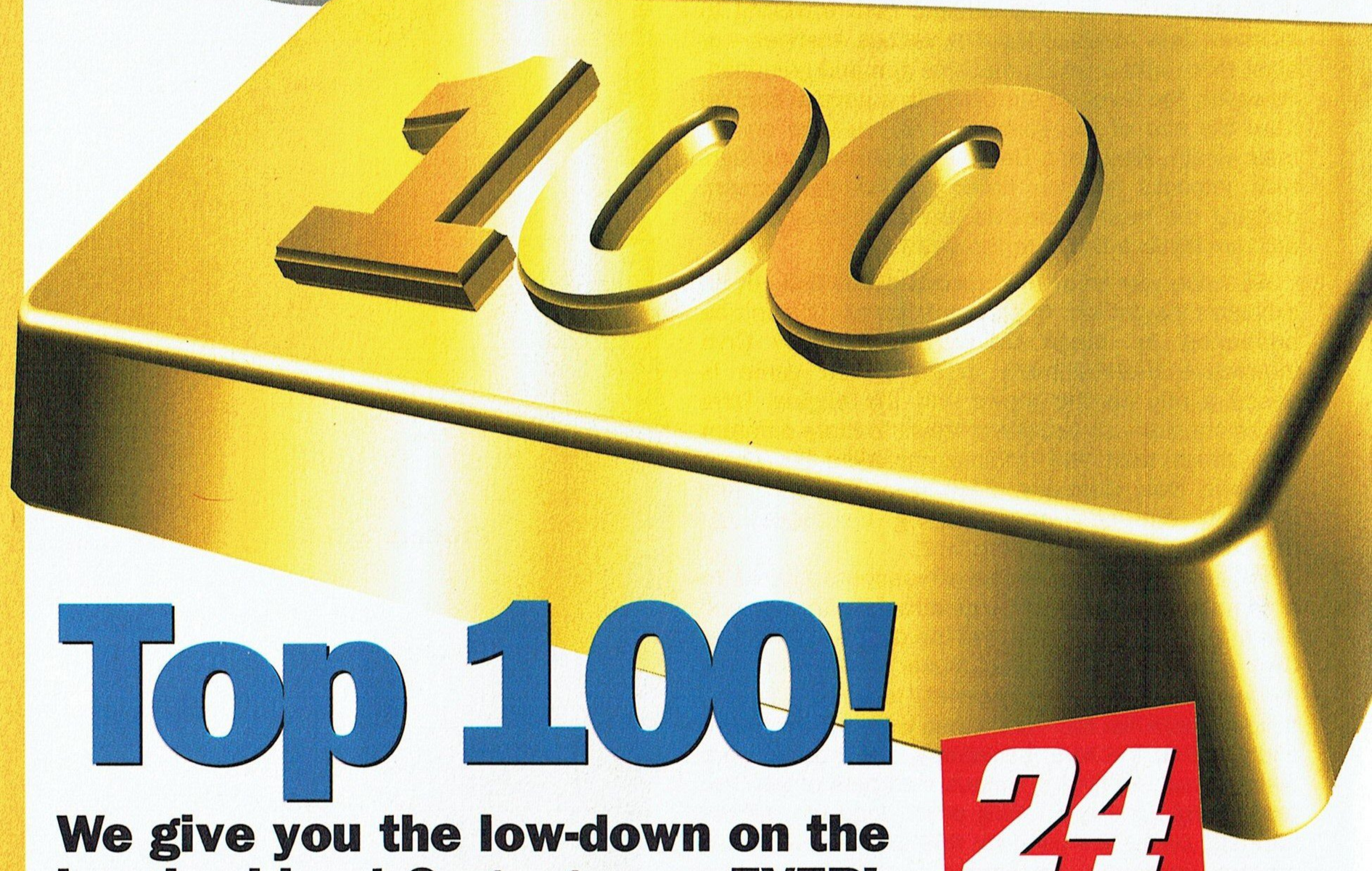
Issue 45

Coin



Top 100!

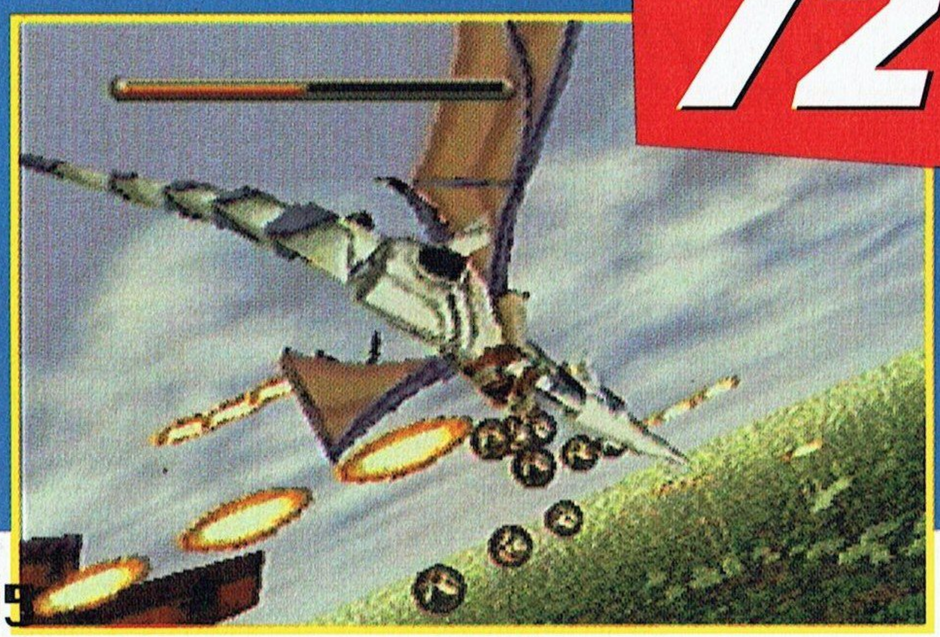
We give you the low-down on the hundred best Sega games EVER!

24

Panzer Perfection

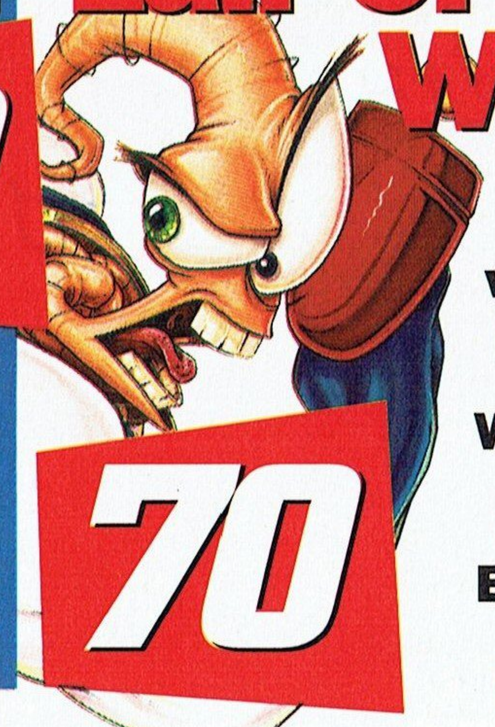
Take a look at our four page review of probably the best Saturn title so far...

72



Lair of The Worm

70



He's wild, he's wacky and he's a big worm! What more could you want than Earthworm Jim on Mega-CD?

May 1995

Results

キウコカ!

Regulars

06 *Frontline News*
More games, compos and rumours than ever in our extended news section!

12 *Jap News*
Meet Andi and Beb, your hosts for news on all things strange and Jap!

88 *Prohelp*
If you've got a gaming problem then Prohelp will sort you out.

90 *Super Savers*
Get all the latest games and trinkets from our mail order pages.

92 *Subscriptions*
Place your order now for a regular copy of Britain's best Sega mag!

94 *Protest*
Send your letters and drawings to the nastiest letters pages on earth!

98 *Back Issues*
How dare you miss a copy! Order SegaPros you've missed right here.

40 Driving Daytona!

Yes, we got our hands on it before anyone else and it's ours, all ours! Check out our Exclusive review inside!

44 *The Story of Thor*
The final part to this all-kicking, all- hacking aracde adventure!

50 *X-Men 2*
New solution starts this month! Sharpen those claws, now!

MORE GAMES THAN ANY OTHER MAG!

Saturn

DAYTONA USA 40
DEADALUS 60
PANZER DRAGOON 72
PEBBLE BEACH GOLF 72

Mega Drive 32X

BC RACERS 82
MOTHERBASE 18
SCOTTISH OPEN GOLF 14

Mega Drive

NBA JAM: TE 76
THE PUNISHER 16
PUTTY SQUAD 20
SPEEDY GONZALEZ 87
STREET RACER 64
THEME PARK 78

Mega-CD

EARTHWORM JIM 70
ETERNAL CHAMPIONS 62
FAHRENHEIT 23
POPFUL MAIL 86
SLAM MASTERS 84
SURGICAL STRIKE 22

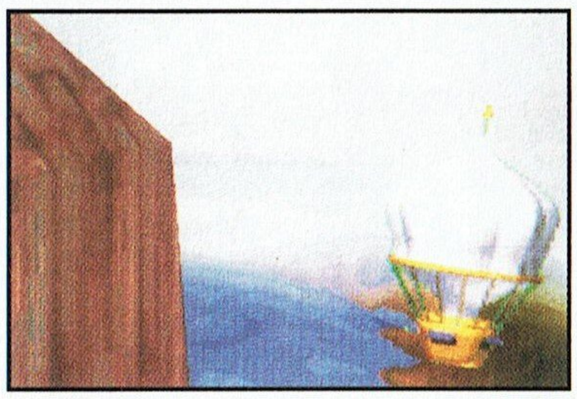
Firing The Bullets of Truth!

Flotsam

Don't blink, the team has changed again! The Kingster moves on to formats new as Editor of Games World: The Magazine while, in a dodgy transfer deal, I return to SegaPro after nearly eight months absence, bringing with me my long-term partner in crime, Ade Price.

It seems like only yesterday that I arrived on SegaPro as an idealistic young Production Editor, little knowing just how nasty I would have to become to whip the rabble of Staff Writers, Designers and Editors into shape... Enough nostalgia, what about the new SegaPro? Prepare to explore the undiscovered country that is the totally revamped FrontLine and gasp at the amazing in-depth action of our new previews and reviews. There's even a Sega XS supplement to help you get boldly where you couldn't get before and our Top 100 to make sure that you buy the best games for every system. This is the all new SegaPro that's ready to take you to brave new formats, to Saturn, Neptune and perhaps even beyond. Our revels have only just begun.

Pete Wilton, Editor



Just Awards

At the European Computer Trade Show, developer Bullfrog (creators of *Theme Park*) walked off with the top honours getting both Developer of the Year and the Innovation Award. Their stunning *Magic Carpet* was especially commended as Computer Game of the Year and Most Original New Title. Rumours abound that it's already in development for the Saturn.

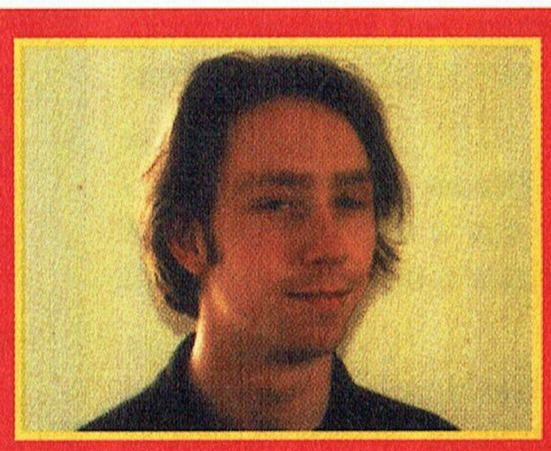
Electronic Arts and Virgin weren't forgotten either as EA was hailed Software Publisher of the Year and Virgin took home the Marketing Award. A hearty round of applause goes out to all involved.

A Tale of

It seems like it's all systems go for Mortal Kombat the film but that Sega players will have to wait for the third game in the *Mortal* saga.

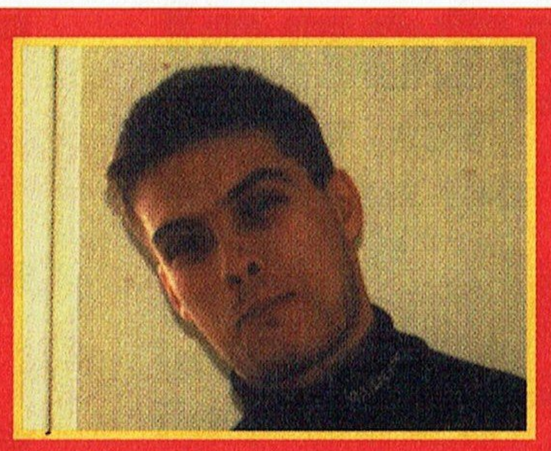
The bad news is that, due to an exclusive deal signed with Sony, it doesn't look likely that *Mortal Kombat 3* will be released on any Sega formats before Christmas. We do however know that Kano, Shang Tsung, Jax, Kung Lao, Liu Kang, Sub Zero and Sonya will be joined in the new game by four brand new characters, The Sandman, Indian, Cyber-Ninja and The Bride.

As for Mortal Kombat the movie, filming for it has recently been completed in Thailand. It stars



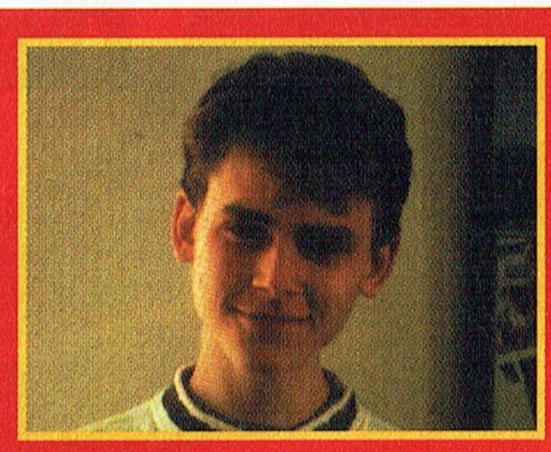
Pete Wilton

Totally dedicated to life, liberty and the pursuit of nastiness, SegaPro's answer to top Klingon git General Chang, takes the helm and thinks up a few more crew regulations just for a laugh. While the team were busy slaving away, Nasty Pete was drinking Romulan Ale with the PR supremos at the ECTS show. Little did he know the mutiny that was being planned back at the office with Mark as ring-leader. Still, the stunt backfired and Mark was banished to the SegaPro punishment block where he has to write tips, tips and more tips...



Adrian Price

Our Ade hasn't been himself this month. He's been busy writing reviews, previews and getting games in. Not like him at all. On a more serious note, his quest for a Tae Kwon Do black belt continues (yawn) with him going for gradings, sparring and levitating with his head spinning round shouting "I'm the Leprechaun!" Strange how he has to go through all that pain and suffering to become the ultimate warrior, we could get him a Bruce Lee suit from down the market at a knock-down price, no trouble.



Mark Pilkington

Apart from suffering the wrath of The Nasty Editor, Mark had his claws out to cut a path through *X-Men 2* and then got a black eye and a split lip doing the *Toughman Contest* guide. He says that four of them crept up on him but he didn't see the green edge of their outlines until it was too late. Yeah, right Mark. For being a lying git he was thrown into the dark, dank dungeon that is writing a cover-mounted tips book. See, there is justice in the world.

Send all your competition entries to:
(Comp Name)
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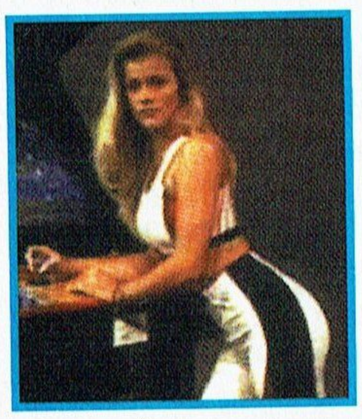
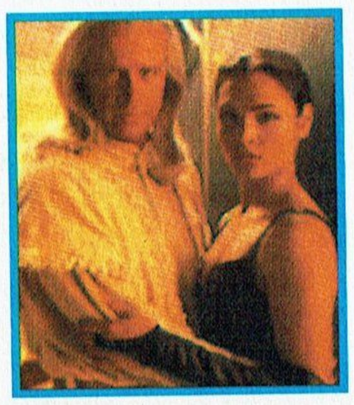
Two Kombats

Christopher Lambert of Highlander fame (Raiden) and Talisa Soto seen in License to Kill (Princess Kitana) and is directed by Paul Anderson. As you might expect, this is already looking a little more complex than the Super Mario Brothers or the Street Fighter film. "It's like Jason and the Argonauts blended with The Crow" The Director, Anderson, commented. Most of the original characters will appear except for Mileena in a storyline that leans towards the cycle of Asian myths inspired the game. The Mortal Kombat movie (below) is planned for a Summer release in the USA, as yet no UK date has been given.





Sarah Moran

This month, Sarah started her new career as a *Theme Park* addict. No sooner had we given her the game to review than she was smuggling, hotdogs, salted popcorn and even an airgun into the office. Woe betide anyone who left cans of coke lying around and wasn't prepared to give her a prize when she blasted them to kingdom come. Still, we're sure it's just a passing phase and that she'll soon think of a way of getting Mark down now that he's floated out of the window with those balloons tied round his ankles.

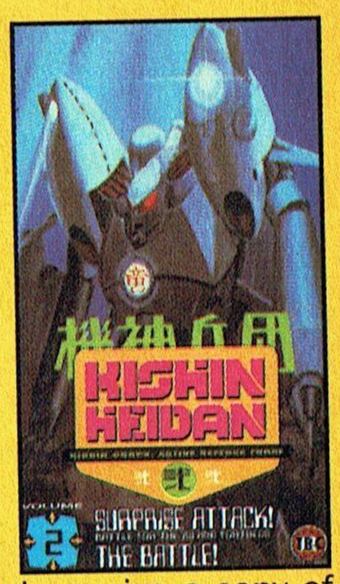
Grand Chaser

- Sega
- Saturn
- TBA

If you are already sick to the back teeth with hearing about *Daytona* (silly old you) you might want to dream about the next polygon, texture-mapped racer to come out of the Sega stable. This is futuristic racing at its best with some tricky tracks and tough opponents to out-drive.

Gone Into Heidan

If you're impressed by robots, aliens and a mysterious black box then you'll be gobsmacked by Pioneer's latest anime release, Kishin Heidan. Set around the time of World War II, the story is based around a visit by a race of hostile aliens attempting to exterminate the whole of humanity. The Kishin Corps are set up to combat this menace using Kishin, a giant robot soldier developed from captured alien technology. Enter the Kanto army intent on finding Takamura and a mysterious black box, closely followed by hordes of aliens who then bump into – you guessed it – the Kishin. And that's just volume one, impressed yet? We were, especially when we found out what happened in volume two...

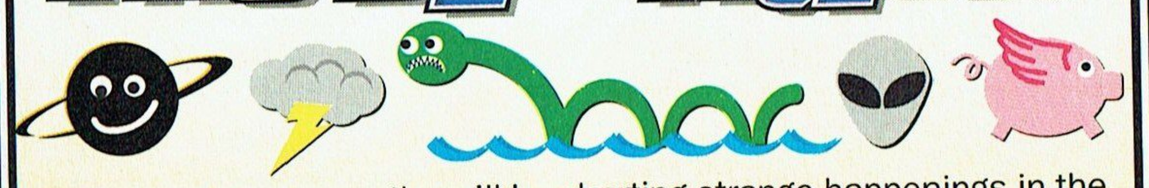


If you want to find out what happens then you can the videos are on sale 22 May for £12.99. Alternatively, you can always enter our amazing Pioneer competition where five lucky winners will each receive a copy of Kishan Heidan volume one and Kishan Heidan volume two with five runners-up getting other Kishin goodies. To go robo crazy just answer this incredibly simple question:

What name was given to Japanese pilots who packed their planes with high explosive and dived into American battle ships in WW II?

Answers on a postcard or sealed envelope to 'Kish Komp' at the usual address. The closing date is 23/5/95. Ten winners will be drawn at random. The Editor's decision is final.

The SPIndex!

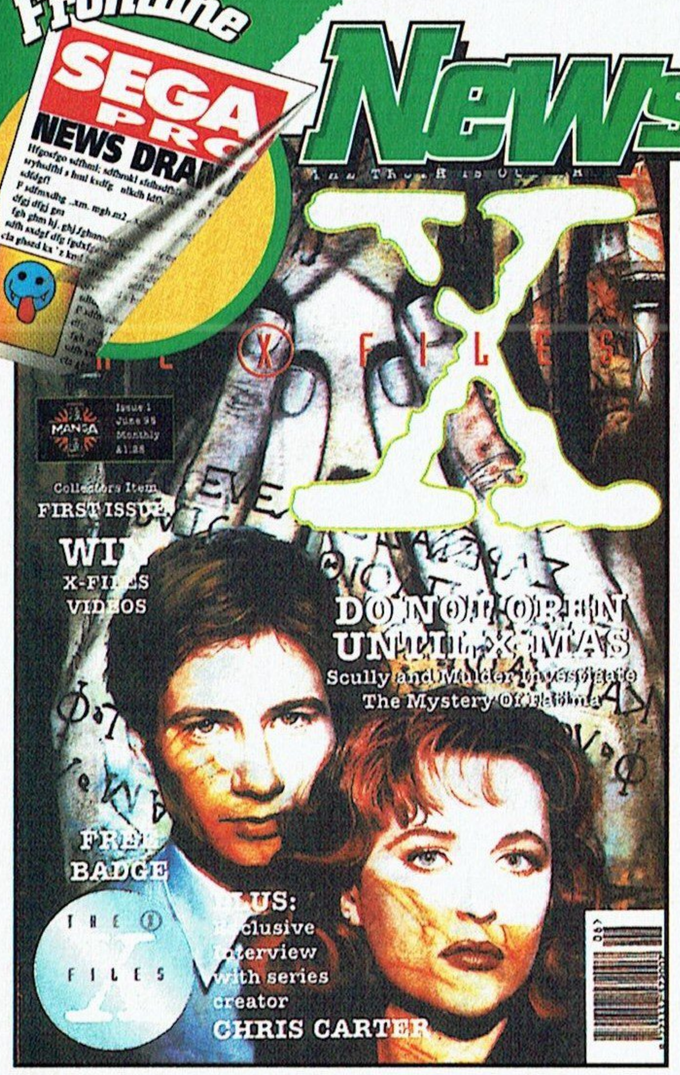


Each and every month we'll be charting strange happenings in the world of Sega gaming using the patent SP Index. Unless something unforeseen happens to us that is...

Month: March/April
Outlook: Happy with moody patches

Odd Animals	Trend	Comments
1: Arcade Fish	+	Still not very reel-istic.
2: Blue Hedgehogs	-	How the mighty have fallen.
3: Large Red Spiky Things	+	Being an Aussie is cool at last.
4: Moles	-	Not attacking much anymore.
5: Talking Bobcats	-	'Danni Destroyed My Life' – The Daily Word.

Bizarre Sounds	Trend	Comments
1: Strange Singing	+	Someone shoot that awful bloke in *Daytona*.
2: Spines Breaking	-	How did they get that *MK II* crunch?
3: Circus Music	+	One *Theme* that'll drive you nuts.
4: High-Pitched Whistling	-	We returned Ecco to the wild.
5: Musical Bugs	-	They just can't hit the right *Tempo*.



The Truth Is In Here!

Mulder: Do you notice the strange, painted markings on the cover of this comic book, Scully.

Scully: They do look familiar.

Mulder: Markings almost identical to these were displayed in a BBC TV show during Spring of this year. Notice the man and the woman shown several times investigating strange phenomena.

Scully: Surely, that's just a co-incidence?

Mulder: Co-incidence Dana? Come on! The evidence is there, right in front of you, they've even got an interview with the TV show's creator, Chris Carter.

Scully: I don't know Mulder, sometimes it's like you can want to believe too much...

Mulder: I'm not imagining it Scully, it's really going to happen, they'll be selling it from every street corner and good newsagents for just £1.25 after the fourth of May.

Scully: £1.25, are you serious?

Mulder: Scout's honour, Manga told me all about it and I trust them.

Scully: Okay, okay. Anyway, I brought you something .

Mulder: If this is an X-Files badge it could be love...

Scully: They ran out, it's a Tank Girl tattoo.

Fever Pitch Soccer

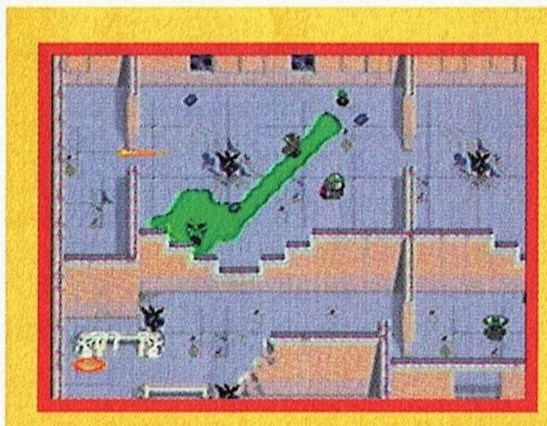
- US Gold
- Mega Drive/32X
- June

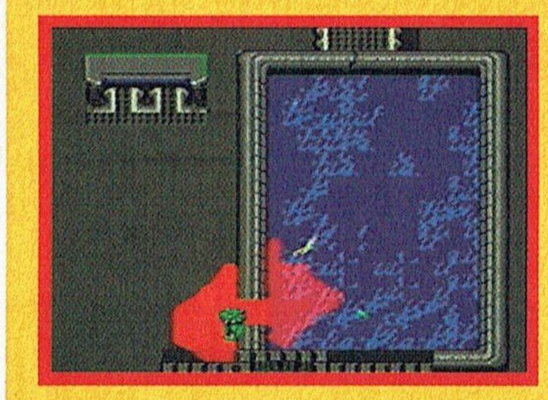
If Vinnie Jones designed a football game, it might look something like *Fever Pitch*. Not only is it a super fast, well animated game of soccer but there are all kinds of clever,

SpyH

I was supposed to meet her at a certain stand at a certain time to get the information. When she turned up she appeared edgy, as if unsure if anyone was watching us. When I asked what I should call her she said "Janine."

She explained that she had a 'product' for me, something special that was still under wraps. "It involves people in high places" she said. When I asked how high she replied "You know the ex-director of the CIA?" I thought, and asked if she meant William Colby. She nodded "He's working on it for us, bringing his expertise to the spy story we're going to tell." She told me it was something to do with espionage, that I'd better watch out for it on the Saturn. "I've got to go

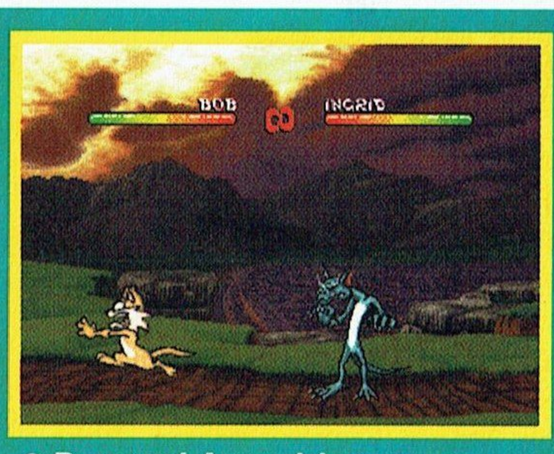




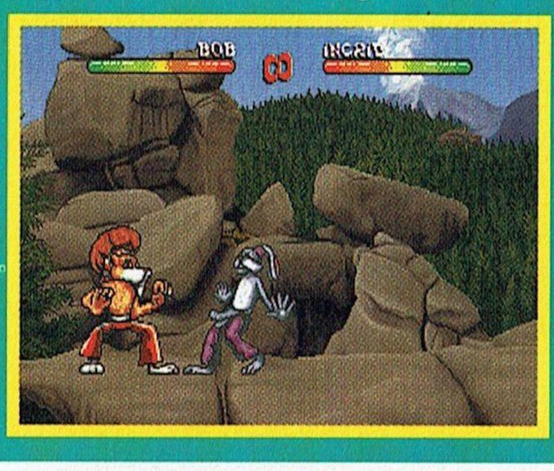
Paws of Fury II

- Gametek
- 32X
- June

If you go down to the woods today then you're in for a big surprise as cute bunnies, cuddly bears and all sorts of other loveable creatures are likely to kick your head in. *Brutal* returns on the 32X with enhanced graphics, two new characters and even more locations to fight over. The new characters are Chung Poe and Psycho Kitty (familiar to vets everywhere) while new locations include smelly swamps, mountain tops and even inside an active volcano! Gametek claim it's "totally 32-bit" well, the 256 colours certainly look good.



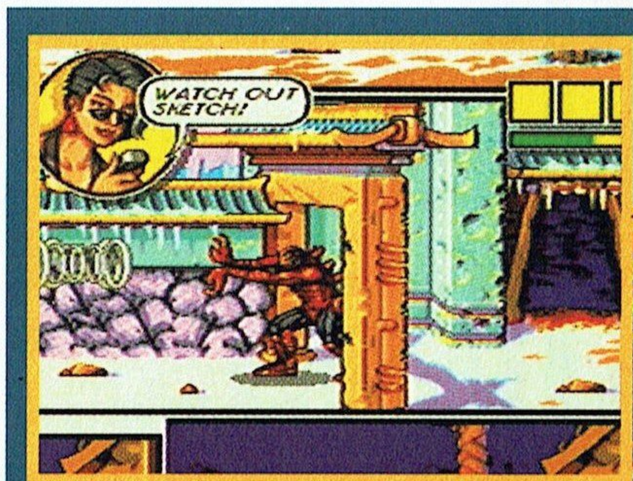
● Runaway! A soecial move you don't often see in fighting games. Very effective nevertheless . The graphics and sound have been much improved from the MD game.



Ooze

- Sega
- Mega Drive
- Sept

"Oh my God, it's alive!" Yes, all B-Movie fans should blow their circuits over this new release from Sega. You get to play a sort of... well it's a... more of a... You know that green slime that used to come in its own plastic dustbin? Well that (or Steve McQueen's co-star in The Blob) is who or what you play as in this exciting adventure, where you get to ooze along passageways and surprise people by bubbling up out of their toilets. It's so weird we already like it.



● Oh Sketch, be careful! An original game idea but some things never change, like the pathetic comic strip heroine. Still, there is Miss Lane...

Comix Zone

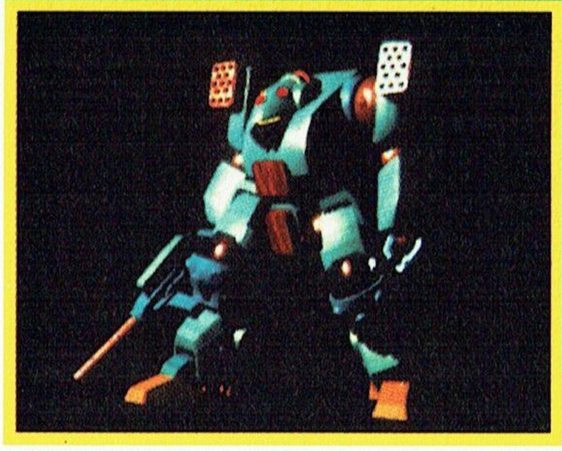
- Sega
- Mega Drive
- Sept

What a smart idea, an interactive comic! Prepare for some top beating and puzzling action with comic strip hero, Sketch. Originally intended for a June release the date has now slipped to later in the year. Fight off some colourful villains and solve puzzles to progress before the evil artist draws in even more dangers for you to combat. You can even swing from frame to frame! Very clever stuff.

Soulstar X

- Core Design
- 32X
- June

The stunning Core shoot'em-up will be getting the 32X treatment. These early rendered shots show just how much effort is being put into creating some incredible craft for you to take on. With this and *Shell Shock*, the Core catalogue is looking strong for Summer.

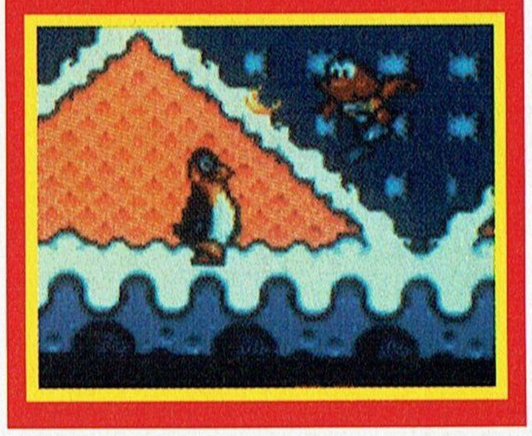


sneaky and downright dirty special moves that different players can pull off. Barger can thump into the middle of next week while Peter Playmaker can do a Glenn Hoddle and lob the ball to you from anywhere on the pitch. These, along with other odd-ball characters can all play for your footy team. The two-player is excellent fun but the eight-player link-up option has to be tops. To sum it up in a sound: Oooo-ahh!

James Pond: Operation Starfish

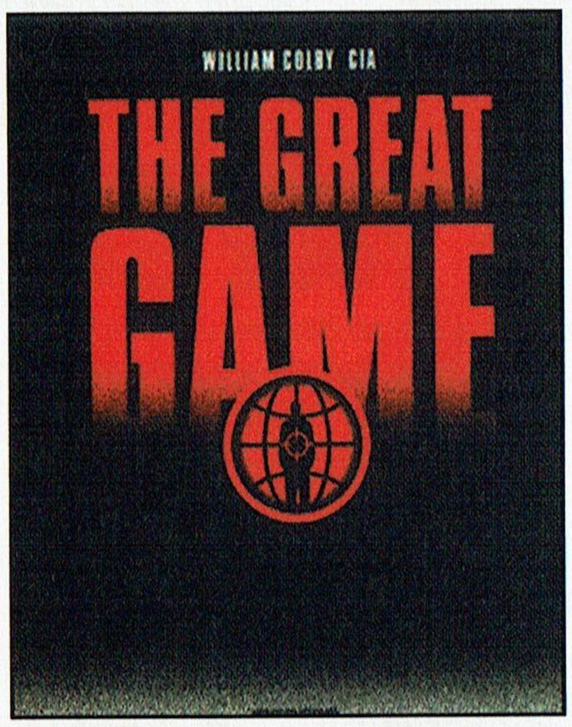
- US Gold
- Game Gear
- April/May

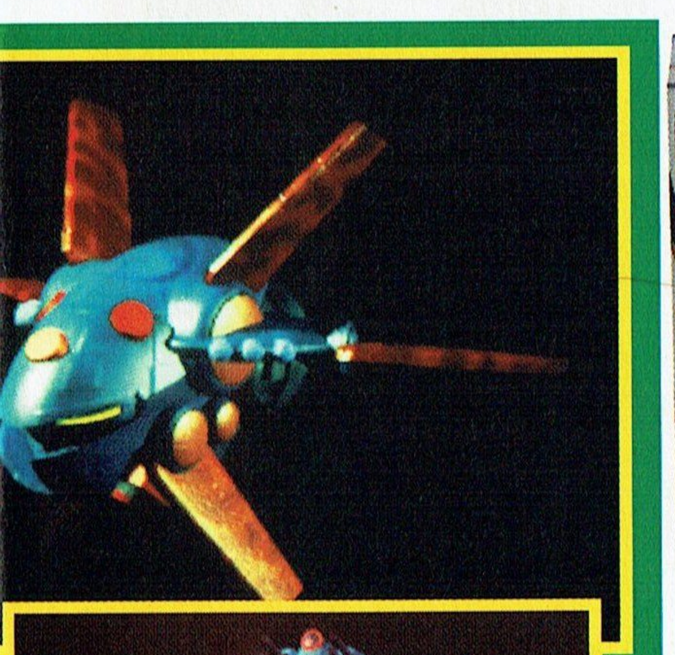
The top conversion of the year could well be *Operation Starfish*'s move onto the Game Gear. Armed with his trusty Apple Gun and wearing suction boots the fishy secret agent is sent out on a moon walk to rescue three captured scientists. With 60 levels containing all the platform and puzzle elements that made the original MD game such a success, who's going to bet against James saving the world all over again?

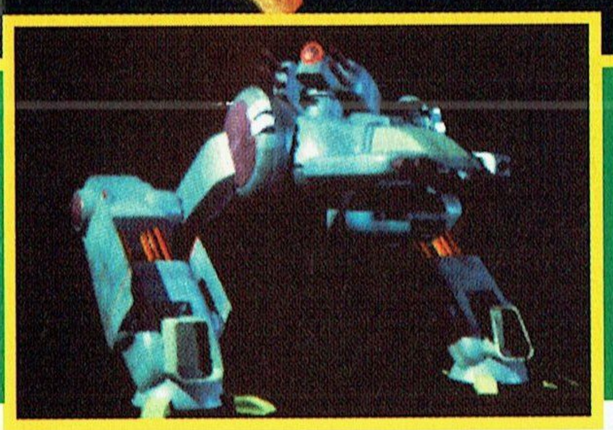


ooked

now" she blurted out suddenly, leaving me with just a publicity sheet to help unravel the mystery...







Open Your Mind's Eye

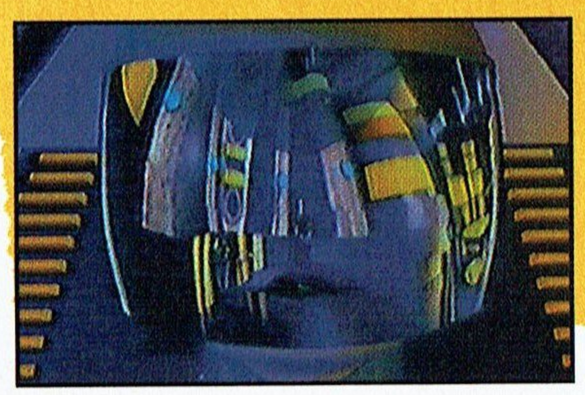
If you're one of those people who still thinks that the graphics at the start of The Chart Show are cool, you ain't seen nothing yet. A new release from BMG Video is guaranteed to take your brain to another dimension, and beyond. Full of some of the strangest, most beautiful computer graphics we've ever seen and with a wonderfully atmospheric soundtrack by Thomas Dolby, The Gate to the Mind's Eye shows the kind of visuals that could appear in games over the next couple of years.

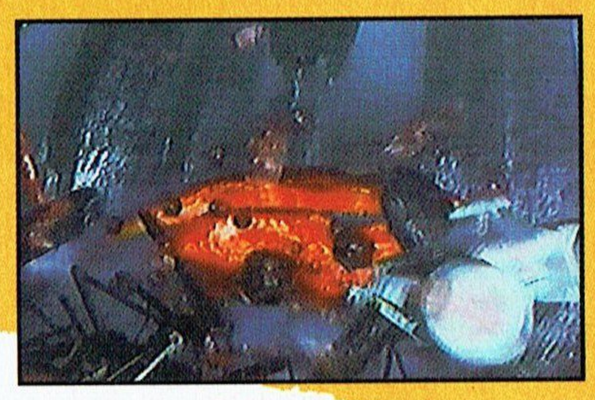
You could win one of ten The Gate to the Mind's Eye videos by answering this easy-peasy question.

Q: Who wrote the soundtrack to The Gate to the Mind's Eye?

Send you entries on a postcard or sealed down envelope to 'Mind's Eye Compo' at the usual address. Closing date for entries is 23/5/95, ten winners will be drawn at random, the Editor's decision is final.

The Gate to the Mind's Eye is available from Game Ltd, HMV, Virgin and Our Price for £10.99. For more info call BMG Video on (0171) 384 7786.





THE ARCADE GOLDMINE!

Howdy, arcade prospectors and welcome to the Arcade Goldmine where we'll be taking a trip down memory lane to dig up those older, less appreciated arcade games that could still strike GOLD! if they're well worth your pennies, or BEANS! if it's time that they hung up their spurs.

So, onto our first blast from the recent past. Remember when arcade machines were arcade machines and the Saturn was just a twinkle in Sonic's eye? No? Well, it's lucky we're here to remind you about *Virtua Fighter* in the arcade then. It's best, of course, mounted in one of those large Mega-Lo cabinets with the plush blue bench and big screen. What's surprising is how good it still looks today. Okay, the characters are blockier than in *VF2*, but they seem to move slightly better and the whole feel of the cabinet is excellent. The speed the camera moves at is still pretty amazing. All in all, this is still a brilliant briuiser and should give you a tougher scrap than when they first open the Saloons on a Friday evening! Now, where on earth did we put that Spandau Ballet album...

News

Gender Wars

- SCi
- Saturn
- April 1996

Imagine a strange world where men and women are separated to live different lives. Naturally enough, for the purposes of this game, they fall back into their stereotypical ways of life and attack each other with heavy weaponry. Play from either perspective (male or female) and exterminate man or womankind. Politically correct? Who cares when it looks this smart!

Kingdom O' Magic

- SCi
- Saturn
- February 1996

Well if it isn't one of those comedy RPG things. Well if it isn't we don't know what it is as those folks and folkesses at SCi positively revel in producing neat adventures packed with gags. Fantasy is the order of the day unrolling over nine scenarios with three playable characters, digitised speech, fire breathing dragons, ugly trolls and all that kind of thing. Plays as silly as it looks pretty.

Paper Fighters

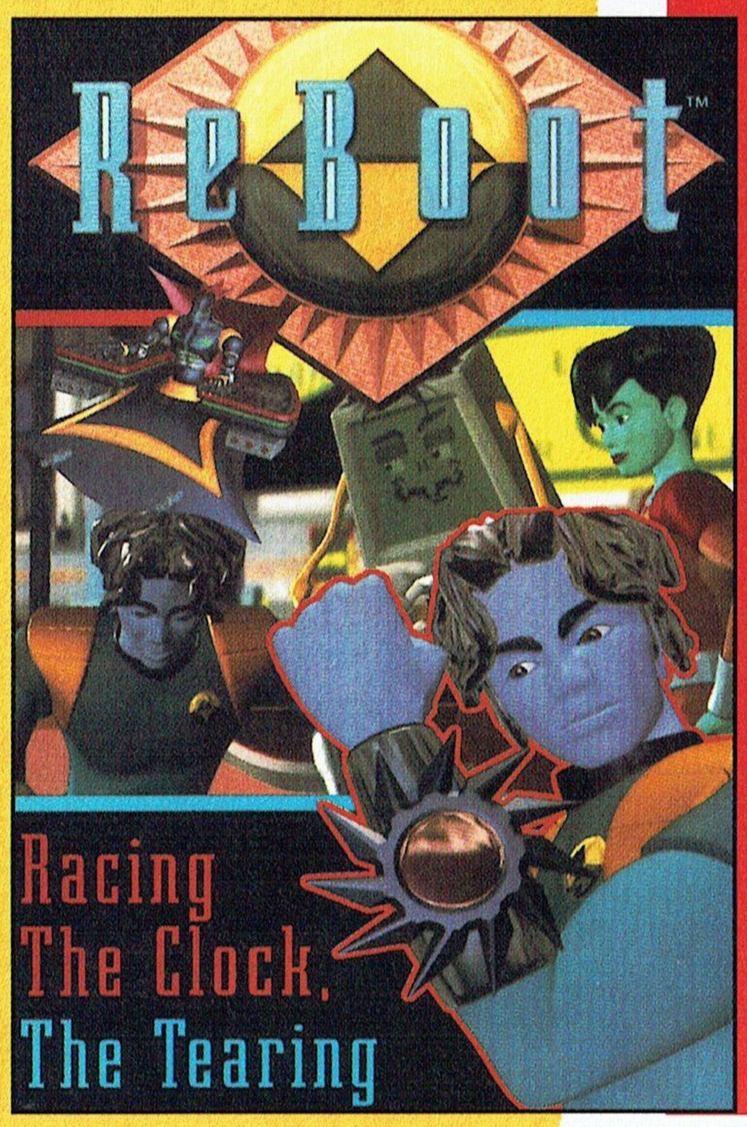
If you enjoyed the adventures of Dot, Enzo and Bob on TV and video then how about reading about them? Reboot: Racing The Clock, The Tearing was adapted from the series by top author Russell Bell. Battle it out against Hexadecimal and Megabyte and the mysterious Users who keep on downloading game challenges that Bob and his friends must win or see their sectors erased! You can buy the book now from all good bookshops for just £3.99. If you're a bit skint you can always enter our competition to win ten copies of the book, just answer this question:

What does CPU stand for?

a) Compact Printer Unit
b) Central Processing Unit
c) Cyber Police, Unite!

Answers on a postcard to the usual address, closing date 25/3/95. Editor's decision is final.

Also out from Boxtree are two Street Fighter novels, Yak Attack and Dragon's Breath. Dragon's Breath stars Chun Li hunting down her father's killer, Bison through the shady Honk Kong underworld. Yak Attack, on the other hand, is all about egocentric fighter Ryu, and how he decides to take on the Yakuza gangs after a young boy is hospitalised through drugs. You can buy both now for £3.99.

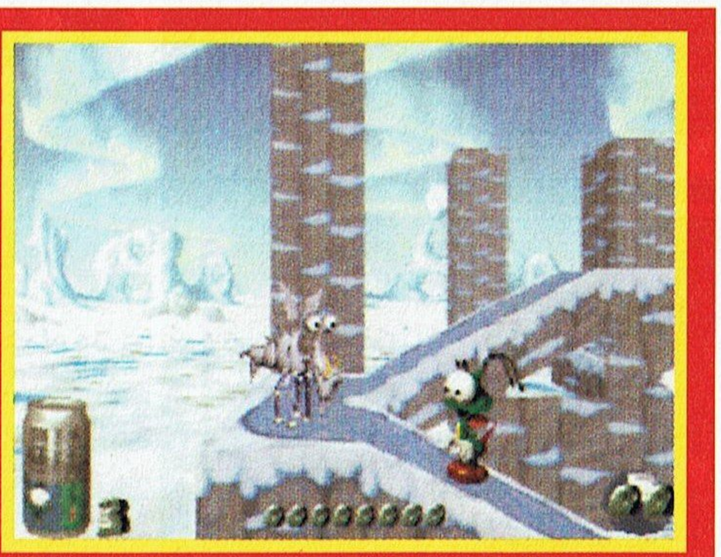


Do Not Adjust Your Set

It has been suggested this month that the planned Channel 5 TV station could interfere with console gaming. As the new station would broadcast transmissions on a nearby channel, games running through TVs without a scart connector could experience 'ghosting'. However, as yet nobody knows exactly how many console users this phenomenon is likely to affect, especially as Channel 5 will only be available in about half the UK.

Bug

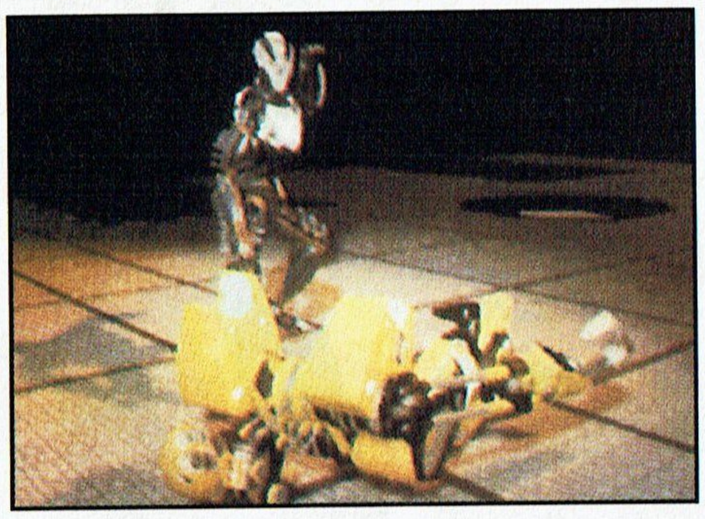
- Sega
- Saturn
- TBA



If you thought that the platform genre had no surprises left for the experienced gamesplayer, then think again. *Bug* is a next generation platformer, there's none of this only moving in from side to side nonsense, not only can you see the next row of platforms stretching out behind Bug, but you can even walk right into the screen to clamber onto them! The levels vary from Inca ruins to jungle paths and even stony Antarctic ramps and are filled with lots of colourful sprites and smartly rendered backgrounds. This could be the surprise hit of the Saturn catalogue.

Adrenalin(e) Rise

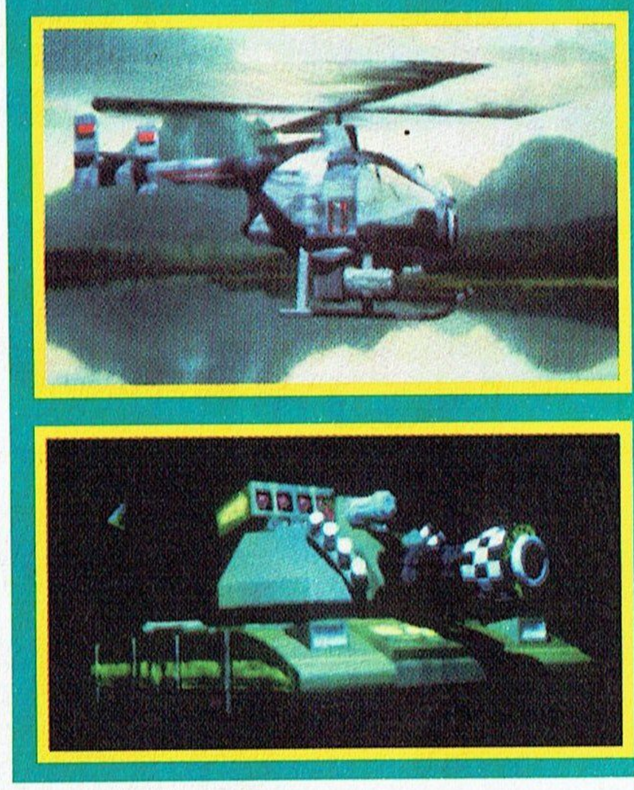
The *Rise of the Robots* coin-op was unveiled this month. Graphically, one of the most impressive arcade releases around you get to fight your way through legions of rogue robots until you take on the final boss, that femme fatale, the supervisor. Word is that *Rise 2–Resurrection* will feature eighteen different robot types with more weapons, more moves and more gameplay. Watch out for it in the Autumn. Mirage are also developing another game with robots in it, *The Adrenalin(e) Factor*. This allows you to lead a team of five droids on a variety of missions that involve strategy, puzzle solving and all out warfare, it should hit the Saturn at the end of the year.



Shellshock

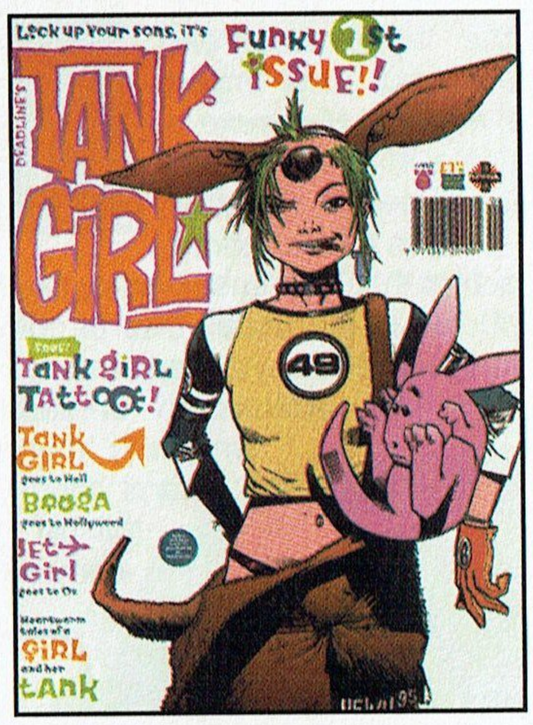
- Core Design
- 32X
- August

Early news on what looks like another very pretty Core Design game, *Shellshock* is your average kind of war simulation, NOT! Da Wardenz are wandering peacemongers who just happen to drive an M-13 Predator battletank. 48 missions all in glorious rendered 3D should keep you slammin' those shells in the breach for maximum death and destruction.



Tank Fantasy

As we at SegaPro think that tanks are almost as smart as girls we were bound to enjoy this new comic from Manga. Tank Girl is the radical icon of today's disaffected youth which means that her adventures include writing her name in snow without using her hands or feet (just like the boys) and consorting with overgrown kangaroos. Enjoy and be outraged at the fun price of £1.95.



XS Shield Up – Fight Back

- SCi
- Saturn
- January 1996

No, not a new game based on that illustrious Paragon publication, more like an alien edition of Gladiators in which the competitors get to rip, rend and hack each other apart. *XS Shield Up* has ninety opponents for you to take on over 20 levels made up of a network of deadly arenas. Go Cowardly, go Berserk or just go for the jugular, whatever outlook you choose for your fighter the intelligent CPU opposition guarantees that you're in for a good scrap.

● Whadda ya mean you want it left in? Modern dentistry.

The Amazing Adventures of RENDERMAN!

Episode One: The Genesis of Renderman

It was just another ordinary day in Graphicsville. Strange polygon spaceships hovered overhead for a moment and then exploded showering tiny triangles down to earth. On the roads, rally cars with blacked-out windows raced at incredible speeds swerving to only narrowly avoid pairs of combat sprites beating digitised blood out of each other.

Suddenly, their peaceful everyday existence was shattered by an earthquake that shook the city's very foundations. When the dust had settled the citizens discovered that a huge, black, mushroom shaped object had erupted in the old part of town and now towered over them. What could it mean? One person who knew was, at that very moment, hovering over the city in an airship that seemed to be made up of hundreds of little squares. Little did those below suspect that this was The Pixellator, arch enemy of crisp and well animated sprites everywhere. "At last" The Pixellator cried "The CPU has given me the means to destroy clear sprites everywhere!"

Meanwhile, in Visualville strange things began to happen. Sprites gradually became larger and more detailed. More colours were added to the buildings, trees grew leaves where before they had just been solid green cones.

"Now, to strike while the fools are admiring their extra colours!" The Pixellator cackled, throwing a switch in the control gondola.

Things began to change again. Racing cars lost control as they sank into the once solid road surface. Fighters lost each other in a mist of multicoloured squares. Space ships, instead of exploding into tiny triangles, fizzed and crackled into pixels that hung around in mid-air so that other ships flew straight into them and exploded.

"It works, it works!" The Pixellator laughed

But the forces of good were prepared. Inside the black object something began to stir. A huge graphics chip pulsated, throbbed and began to split. In a micro second a strange wind hurtled across the city, in its wake mists of pixels were lifted, shapes retained their crisp edges, the citizens rejoiced.

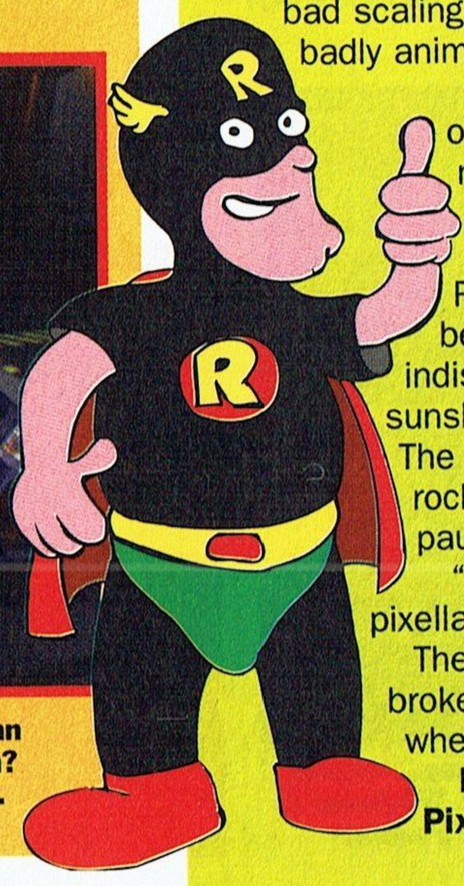
"What's happening! Who's running my beautifully bad scaling?" The Pixellator screamed, banging his badly animated fist on the console.

"I am, evil-doer!" Boomed a voice from outside the airship where a black-suited man hovered, perfectly highlighted against the background of Graphicsville. "Now, taste the astounding power of RENDERMAN!" In a moment the airship became smooth and shiny, its formerly indistinguishable propellers twinkled in the sunshine. Before the effect could reach him, The Pixellator rocketed from the ship with a rocket pack he kept for such emergencies, pausing only to shout over his shoulder:

"Curses Renderman, I'll see you pixellated yet!"

The evil spell of The Pixellator had been broken thanks to Renderman, but who knew where and when he would strike next?

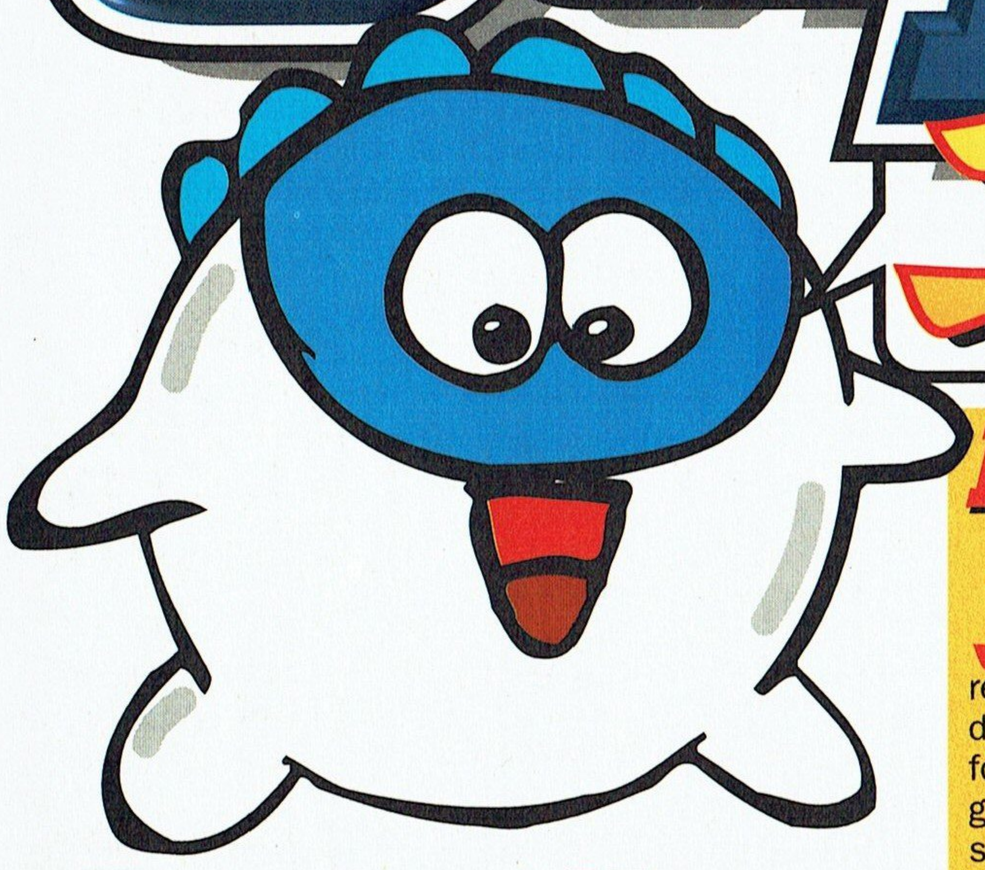
Next Month's Episode: Revenge of The Pixellator!



オナウタエウ ヒカク

Jap Ne

エミュル!*

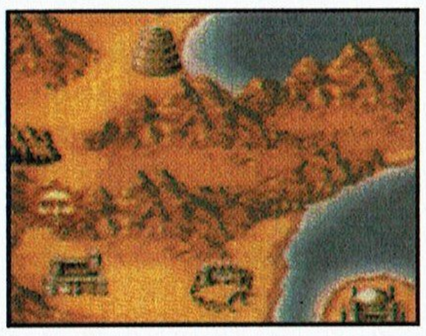


Fantastic Voyage

Enter a dangerous world of fantasy and adventure, full of many-headed beasties and evil mages who have got their heart set on turning you to stone. The most surprising thing about this new release from Atlus is that it's on the Game Gear!

All the usual Hit Point, 'I'll use my spell before you can draw your sword' malarkey is stuffed in here, along with secret treasures to unearth and exotic temples and tombs for you to explore. Spooky stuff.

The miniature graphics look superb, packed with colourful scaly serpents and grim bearded dwarves. An RPG to keep your evil eye on.



● Where to visit today? Perhaps the temple hides some valuable treasure...

● What is it, they... cripes, we don't know! Whatever it is, it looks like trouble.

Pop Your Poro Poros!

While you are busy waiting for *Mean Bean* to reach the Saturn you could do a lot worse than search for the latest *Hebereke* game in your local import shop. *Popoitto Hebereke* is the game in question and it's full of beans, or rather little replicas of the various characters that look suspiciously like beans. As you'd expect, it includes all the usual rows of colour lining up converting into mega grief for your opponent, plus some impressive combo attacks to unleash (ten ton hammer anyone?) that give you that warm and cuddly *Shining Force* feel. It'll be released by Sunsoft early next year.

Hey you! Mr bottle for a nose, what are you, a friend of Ecco's or something?

Ooo, look Beb! There's a plastic toy dolphin and Sonic watches and pacman keyrings 'n' everyfin!

Saturn Twins

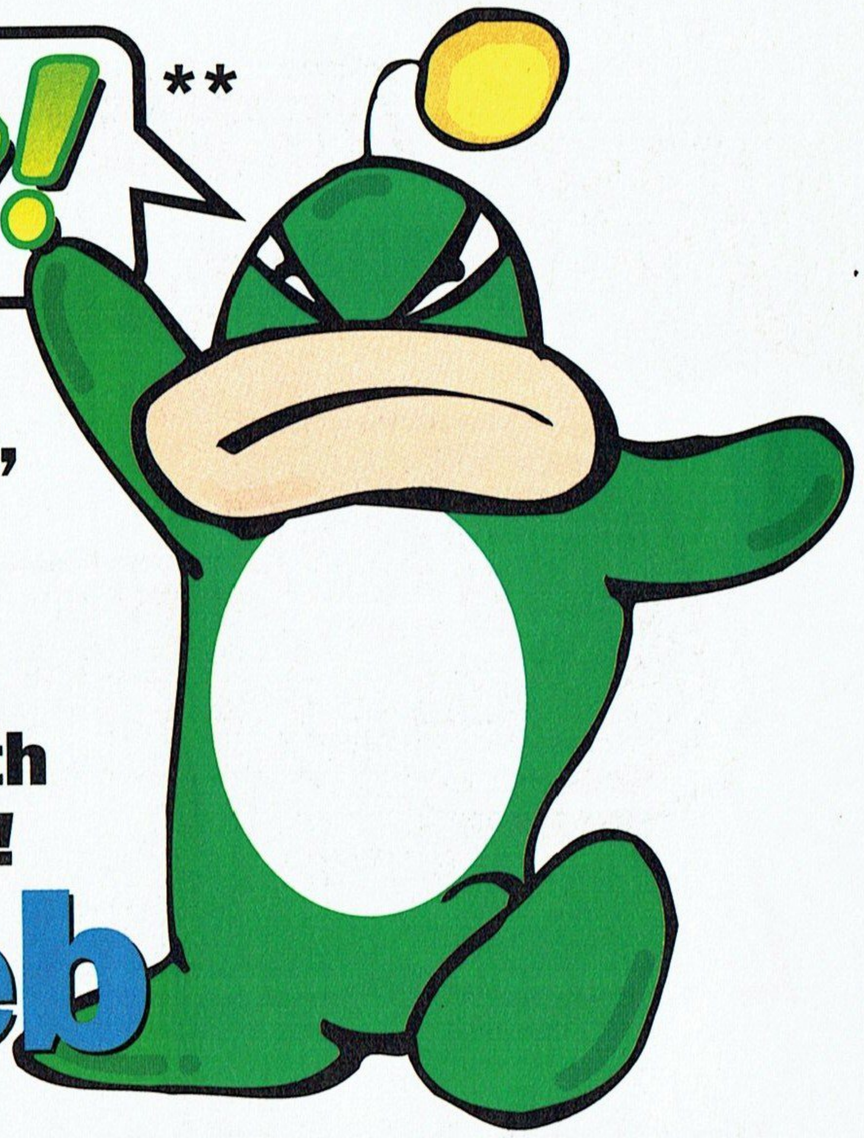
Separated at birth? We think so. The two new Saturns (Victor and Hitachi) are pictured here basking in the glow of Jap publicity. The differences between them are mostly cosmetic although both are packaged with a Video-CD decoder card for the home entertainment market. If watching CD movies obviously isn't entertaining enough for you then you could always try out the Hitachi karaoke attachment and wail your way into the early hours keeping all the neighbours awake. It could start a craze (although we hope not).

● Hitachi above, JVS on the side, but still the good old Sega Saturn for that gaming sandwich.

ウセツネツキヒウ!

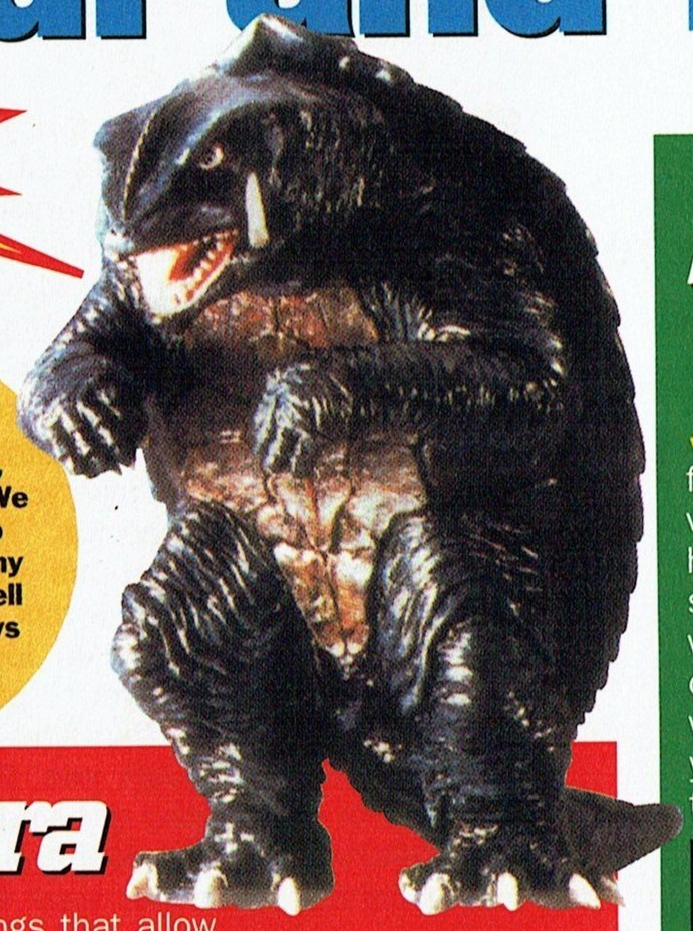
WS

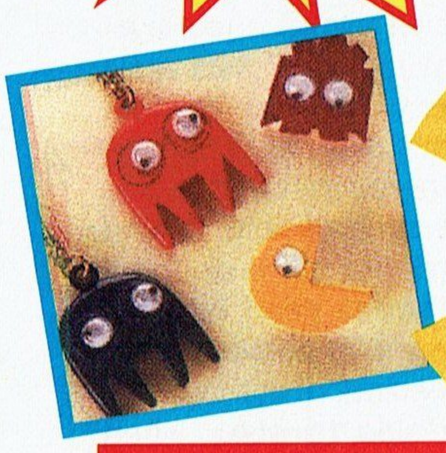
***Welcome to Jap News, honourable readers!**
****Oh shut up and get on with the items Andi!**



ring Andi and Beb

You know, that Godzilla's a swell guy... if you don't live in Tokyo that is.





Look at all these anazing Pacman keyrings. Cool, or what? We want to know why they don't sell these kind of toys over here. We'd buy 'em!

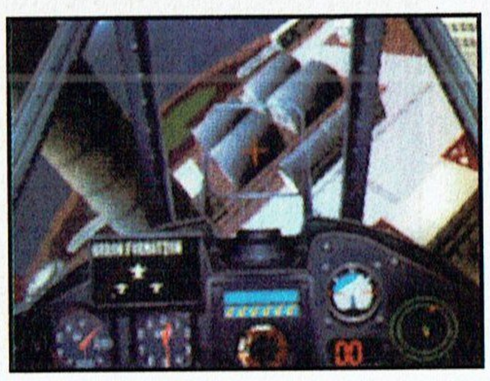
Feel My Aura

Auras. Are they high-tech things that allow aliens to short circuit your car radio, or are they the 'natural energy' that crystal healers contend they are. Apparently, they're neither. Yes, they're just part of another strange Japanese RPG, this time for the Mega Drive. *Surging Aura* should get your juices flowing with three main characters and some very bizarre creatures including what looks like a cross between Goro and the Easter bunny. Strange stuff indeed. We'll sure you'll thrill to the 'mystical ninjas attempt to restore the balance to the world's aura' storyline anyway.

Right In The Pearl Harbour

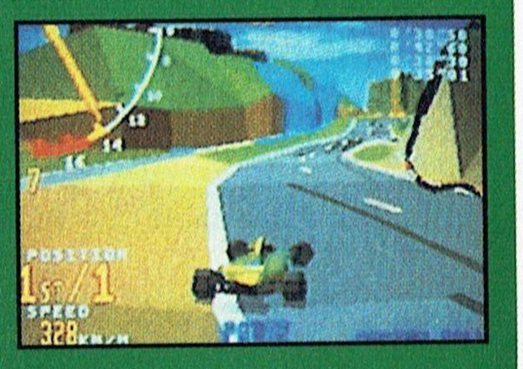
If dive-bombing stationary ships and undefended naval bases is your idea of fun, then you should enjoy the latest Saturn game from Sega's Japanese development arm.

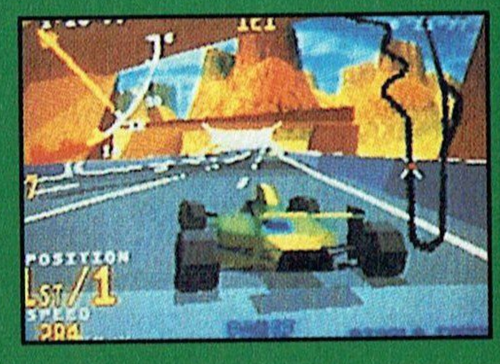
Pick your plane, target your base and circle the horizon menacingly before launching your deadly strike. More arcade strafing than serious flight sim, this could certainly make *Wing War* look a bit tame in 1996. You ought to be careful, this sort of thing could start a war, you know.



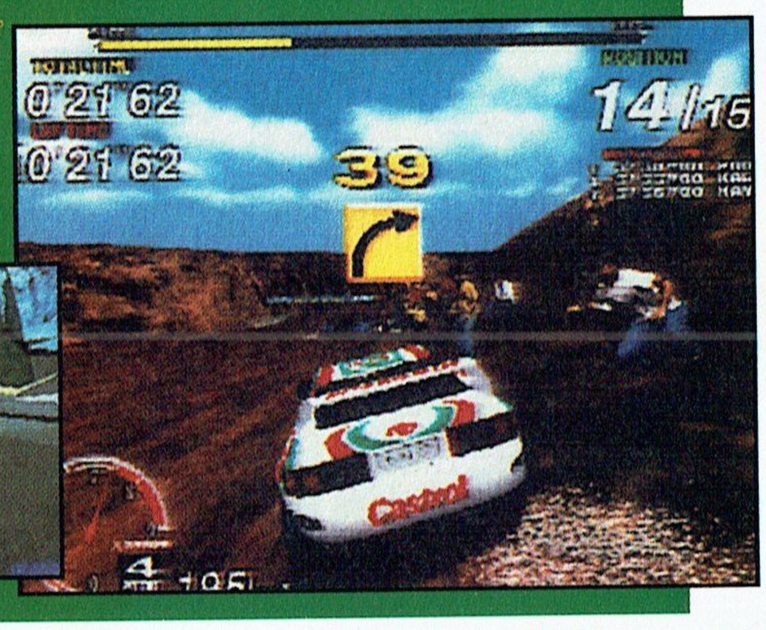
Racing Green

Feel the excitement revving? Smell the fuel burning in exhaust pipes? No, neither do we, especially as the arrival of *VR* for the Saturn doesn't seem like cause for enormous celebration. Don't get us wrong, we're sure it's very nice with its... er, green car. But it does seem that *Daytona* has kind of taken the wind out of its sales (sorry, we meant sails of course). There's always *Race Drivin'* waiting in the wings as well, so there are quite a few drive-'em-ups for Saturn owners to choose from. A quick quiz before you leave this item, we have a charming snap of a certain arcade racing game, do you think this might be coming out on the Saturn possibly? Not that we like to spread rumours you understand...



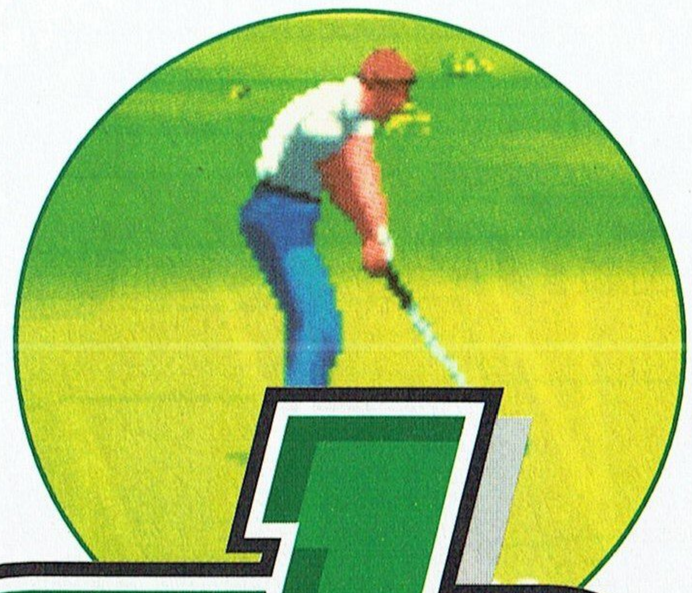


● Go! Go! Go! Looks like a bit of Bay Bridge and a bit of Sand Park to us. We wonder, whatever could that game be shown on the right?



Preview

Watch the Birdie...



Scottish

Scotland, home of haggis, Sean Connery and Nessie is also famous for inventing that game where you hit a little white ball with a stick. Pete Wilton got into the swing of things...

A Good Walk Spoiled

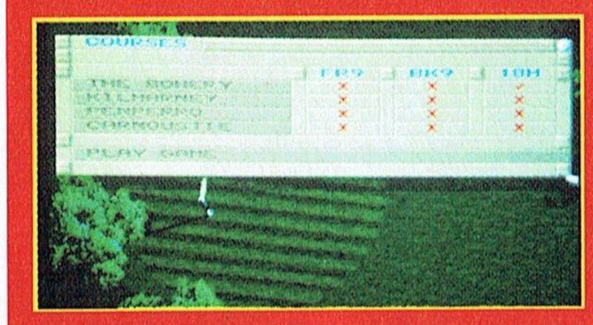
Take a time out from the rigours of wandering round the course and have a look at which options are available. Much more comfortable than being out in all weathers somewhere in Scotland, isn't it...

Main Menu

Here you get to choose what type of golf game you feel like playing today. A bit of practice first perhaps, to adjust your handicap or why not throw yourself straight into the tournament proper.

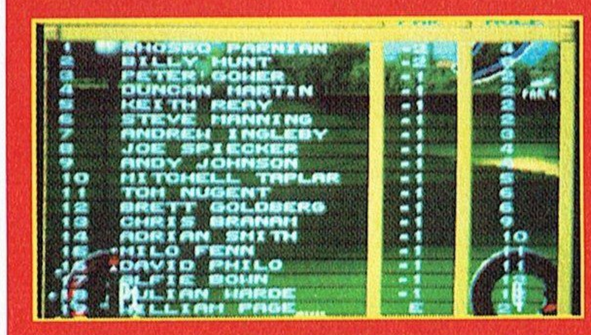
Player Select

Well, would've thought it, with just this handy screen you can create a new player or select one of the many others on file. You'll also be able to save their stats after a particularly good round.



Course Select

Time to come right out with it and pick your unnaturally weed-free and verdant patch of green to play on. It's all the toxic chemicals they spray about you know – to keep out the common people without gloves.



Leaderboard

Ever heard of these guys? Me neither, but apparently they're several shots in the lead. Time to kick their balls into the heavy rough, I think. I might even kick their golf balls in there too.

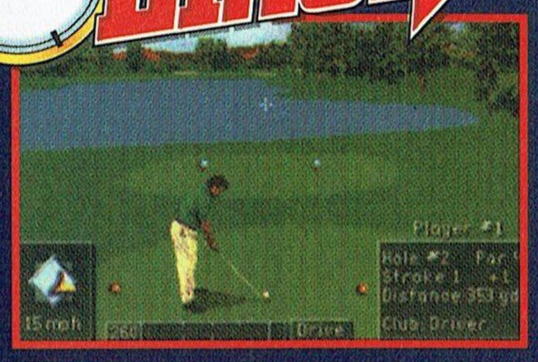
It may be hard to believe that you can do anything different with a golf game, but Core are certainly giving it their best shot. *The Scottish Open*'s subtitle 'Virtual Golf' suggests what approach they've taken. This is designed to be a user-friendly arcade golf-'em-up rather than a sim packed with stats.

The first thing that'll strike you is the quality of the graphics. The trees, greens and even the odd duck are smooth without a hint of pixellation – even the lakes look quite inviting until your ball disappears into them. This kind of finish is carried through into the options with three types of camera view switched between during play with a behind the player view for driving, an angled view for chipping and an overhead view for putting. Everything is created in real time so there needn't be any of that flicking between scenes – the camera can fly all around the course and follow the ball along the putting green right into the cup. 'Virtual' indeed.

All this wouldn't be so impressive if there weren't a whole load of different types of game for you to play too. Practice allows one player to polish up their golfing skills while the Tournament lets up to four people compete over four rounds. You can also try your hand at Skins, Matchplay, Derby Scramble (a kind of 'doubles' free for all) and Shoot Out games. If you're good enough, you might even win something in the Core Challenge, a competition that you'll be able to enter when you buy the game.

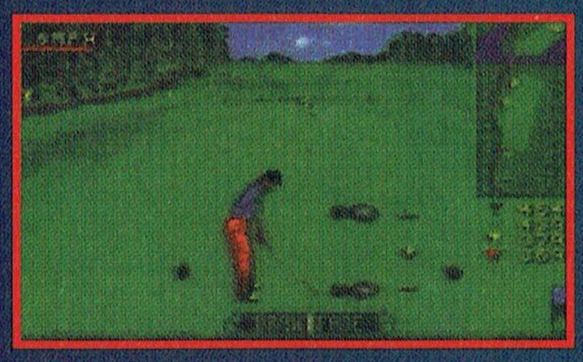
Scottish Open's rejection of the static, photo-realistic game engine in favour of no-nonsense rendered backgrounds and players is perfectly suited to the 32X. Apart from marvelling at the graphics, there are four tough courses to play your way round including a rendition of the famous Links course at Carnoustie. In fact, it's so real that you often feel like, any moment, you might bump into Sean heading for the nineteenth hole.

Time Line



Past: PGA Tour

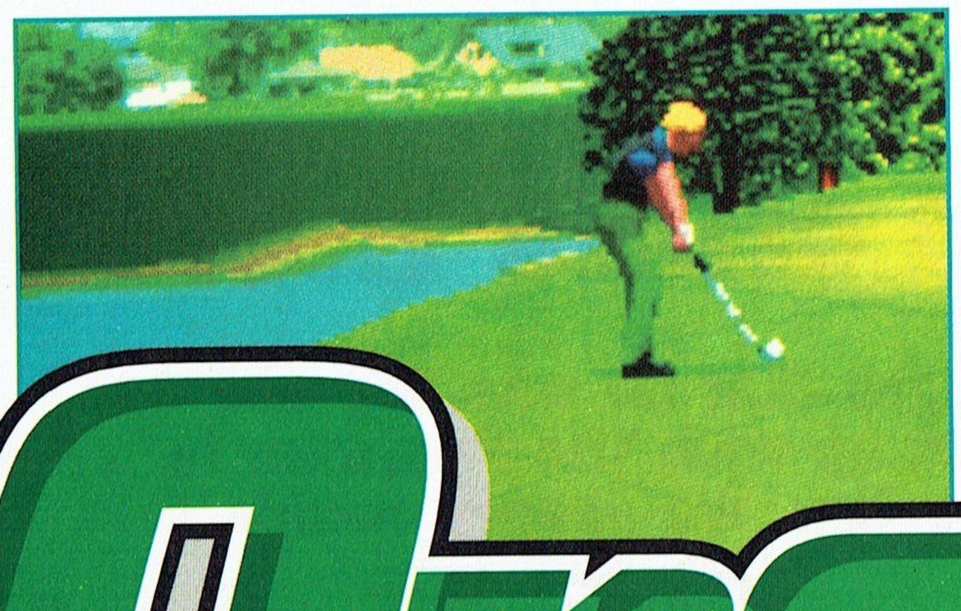
▲ The classic series of golf games on Mega Drive spawned imitators but no equals. It was the sheer playability of these terrific sporting titles that made them such great videogames.

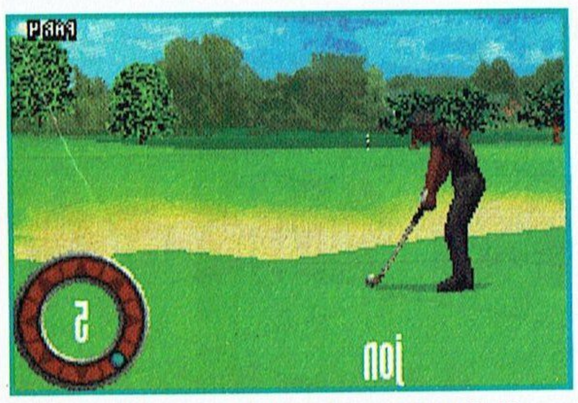


Present: 36 Great Holes

▲ This wasn't a bad at a sim going the photo-realistic route. It had all the stats and 36 holes that an American audience would enjoy but with dodgy graphics and some strange putting, we didn't.

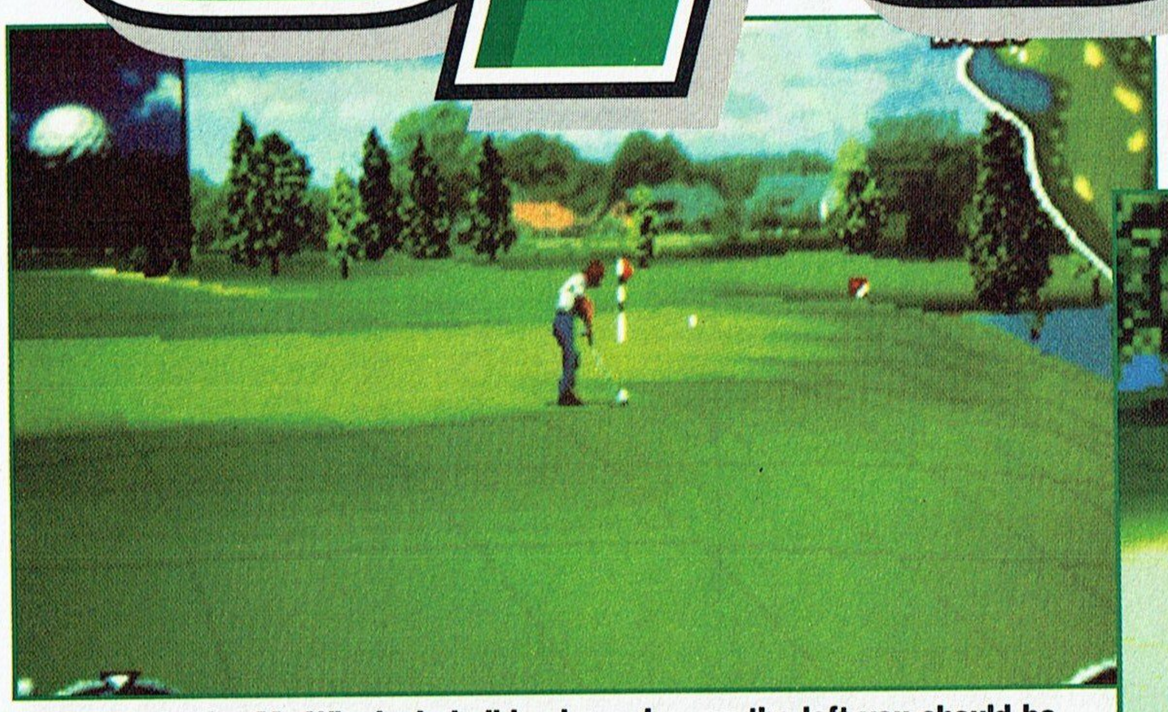
● Phew! I managed to miss that water on the left, but now I need a pretty good iron shot to get back onto the green. Stand clear this could get a bit messy...



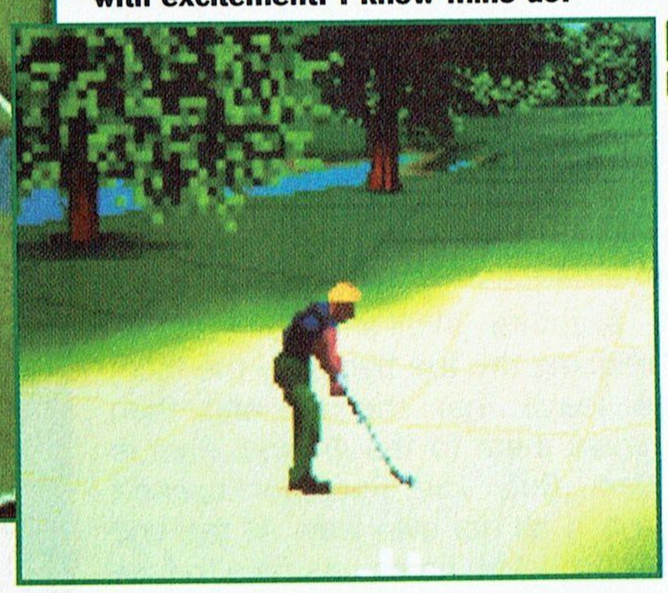


▲ Oi, get out of it! Pick up that ball and get of me lawn you little slag!

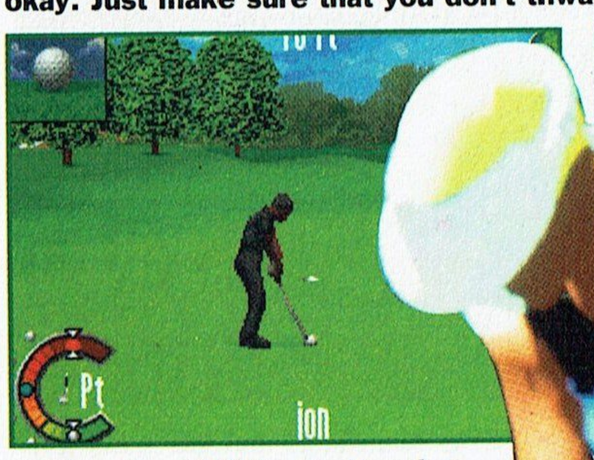
Open



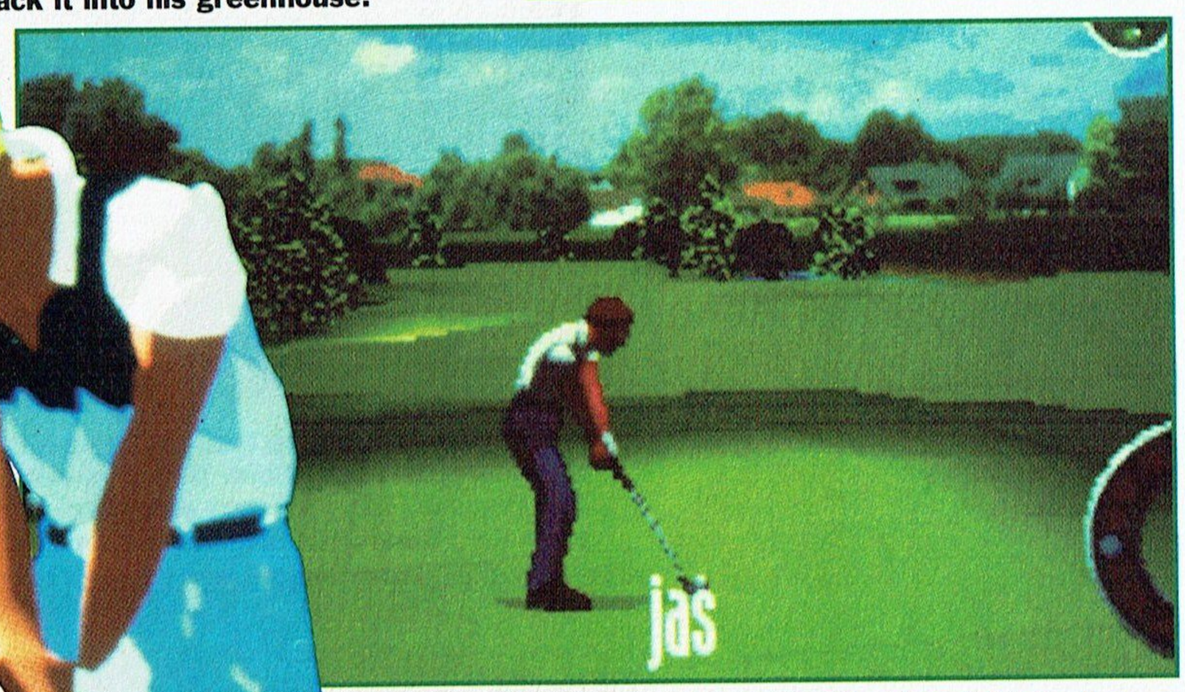
▼ You can almost smell the tension as my player sizes up this putt. The hairs on the back of your neck just stand up with excitement. I know mine do.



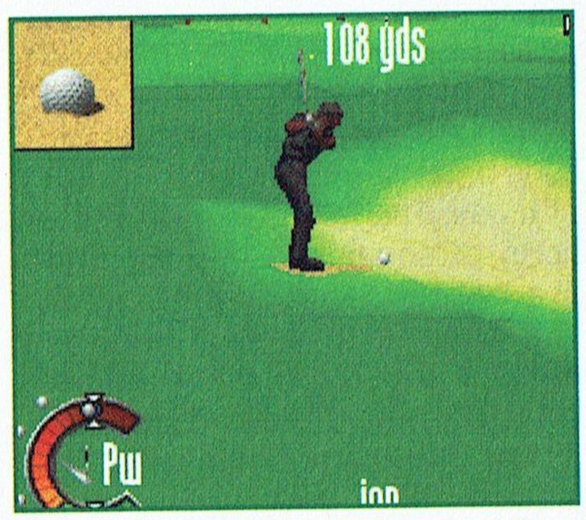
▲ If you aim for Mr Wiggins's holiday bungalow on the left you should be okay. Just make sure that you don't thwack it into his greenhouse.



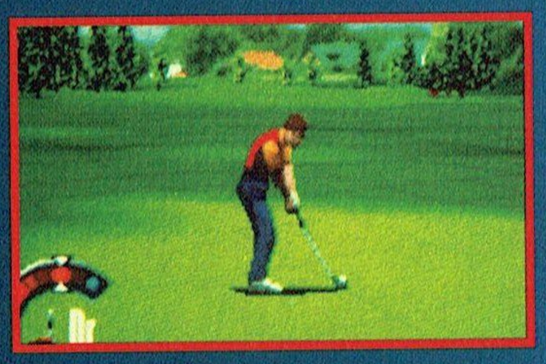
▲ This shouldn't be too tough a putt. I'm really good at that crazy golf you know, now that's hard.



▲ As everything takes place in a virtual world there's no need to cut pictures when the ball hits one of the trees.

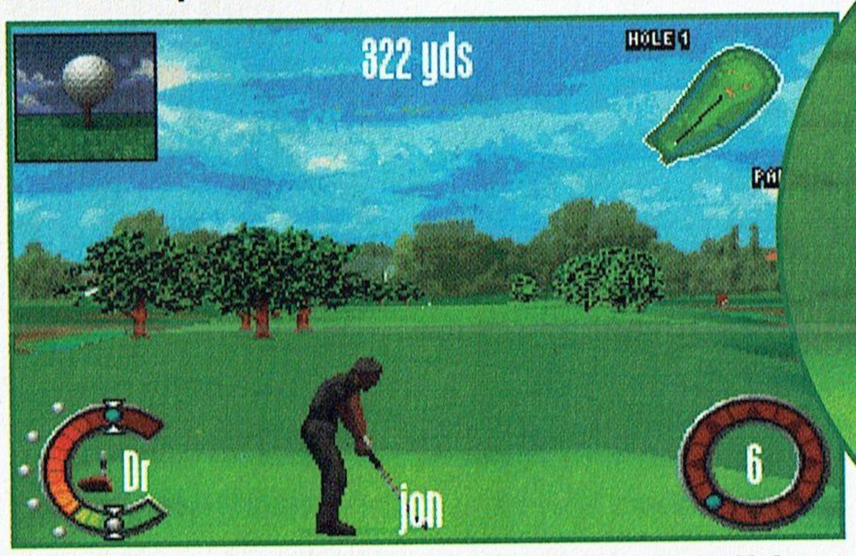


▲ Now I don't think that you want to strike the ball like that Jon, do you?

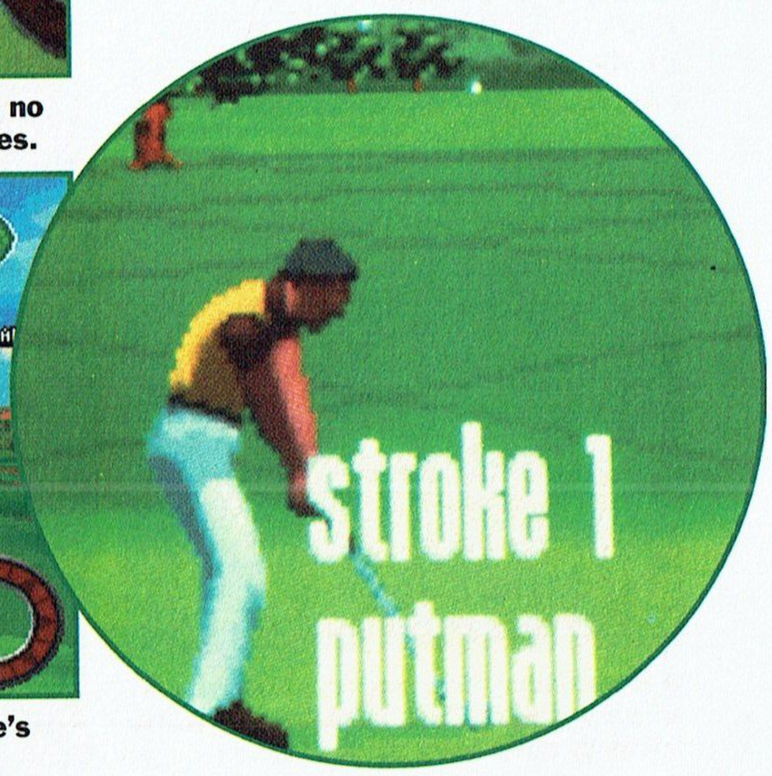


Future: Scottish Open

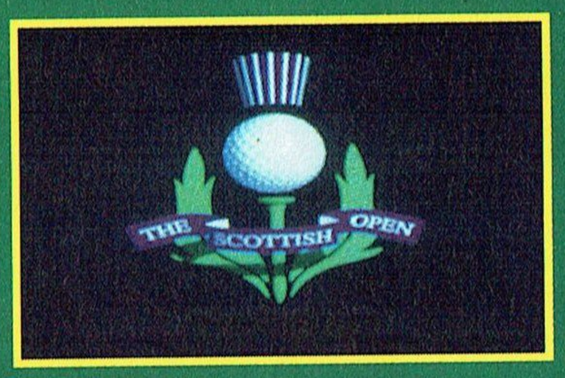
▲ Where *Great Holes* had 36 this has 72 holes to play all in a smoothly rendered virtual world. A lot of effort has gone into making this both extremely pretty and very playable.



▲ Only 322 to go. Hurry up Jon, it's getting dark. He's never been the same since that Mr Wiggins incident.



Core
£TBA
Out: June



Completion

1st Impressions

This is by far the best looking golf game on any Sega system so far. It's good to see as well that Core are going all out to make an entertaining and easy to play golf-'em-up rather than a fiddly but very realistic simulation. What's even better is that you get to play a round on some great Scottish golf courses rather than ones imported from the US of A.

Preview

Where there's crime there's...

The Punisher

Exclusive!

Adrian Price thought that he was big and tough until he met up with The Punisher in this exclusive preview. We simply couldn't bear to watch...

A time will come when fear and chaos will reign. Everyone will live in terror and be afraid to walk the streets alone. One man, however, will smash the living daylights out of all those evil enough to get in his way. That one man is Frank Castle, aka The Punisher.

Spawned from the popular (and violent) comic book series, Frankie doesn't tolerate many bad guys. In fact, he hates all bad guys, especially the Mob. So in an blood-thirsty quest he sets out to rid the streets of evil scum and make life happy for everyone.

With the able assistance of Nick Fury, a pretty mean guy at the best of times, The Punisher gets into all sorts of scrapes à la *Final Fight*. The mobsters walk onto the screen and attempt to assault you. But being a superior comic strip hero obviously has its advantages. The action is viewed from slightly side-on and you have the freedom to walk wherever you like on the screen and duff up as many villains as you can. By using kicks, punches and guns you can wade into the mob and ascend to the next level. The Punisher also has a few special moves up his lycra sleeves, the Power Dive being

a favourite skull-smashing move. Grabbing the foe tightly by the face, he leaps into the air and then throws them to the ground. Pain is good. But, The Punisher doesn't have it all his own way. At the end of each level, he comes face to face with some almighty beasts, all of them intent on making him drink through a very narrow straw. He'll have to hang super tough to defeat these horrible monstrosities.

Remember, never pick on a guy with a skull on his jumper, it probably isn't Gyles Brandreth.

● The Punisher comes face to face with two enemy scumbags and has a big gun with which to shoot them. If they're not dead after a few rounds in their chests, The Punisher will just start stamping on their heads. Nobody (and I mean not even Jean Claude himself) messes with The Punisher. Respect.

● Remember kids, trying to hotwire a smart car while The Punisher is on the scene is not a very good idea.

Time Line

Past: Final Flight

▲ Guy, Cody, and Hagar, all contributed to the mayhem and confusion that was *Final Fight*. With some of the best nose-cracking action seen, ever. Hagar, it must be noted, heavily influenced Zangief from *Street Fighter II*. What a guy.

Present: Streets of Rage 3

▲ The latest in the series of *Streets Of Rage*, the third instalment is probably the closest competitor to *The Punisher*, using the same sort of viewing angle and fighting methods. Well 'ard.

Future: The Punisher

▲ Here we have it – The Punisher – the new standard in scrolling beat-'em-ups. The main character is certainly tougher than any of the *SOR* gang but will he have the same lasting appeal?

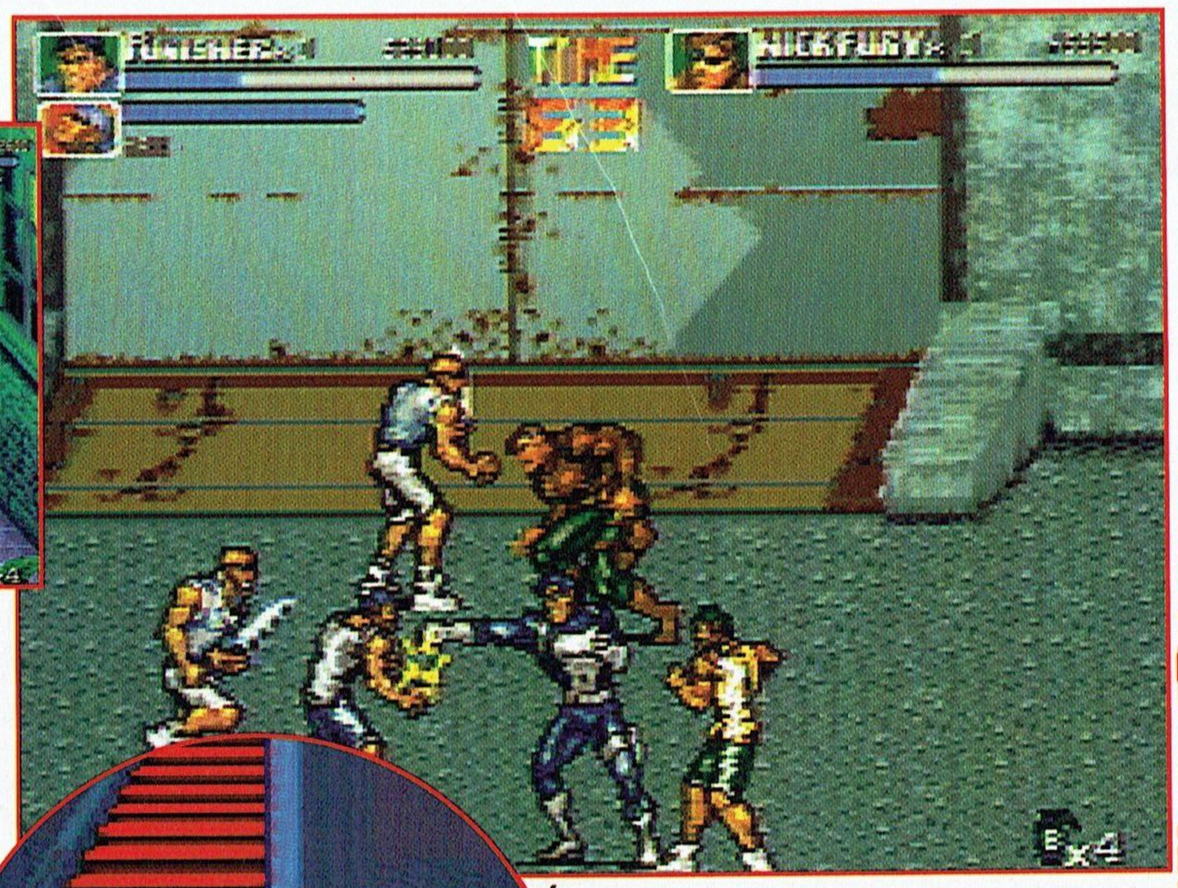
Capcom
£TBA
Out: May

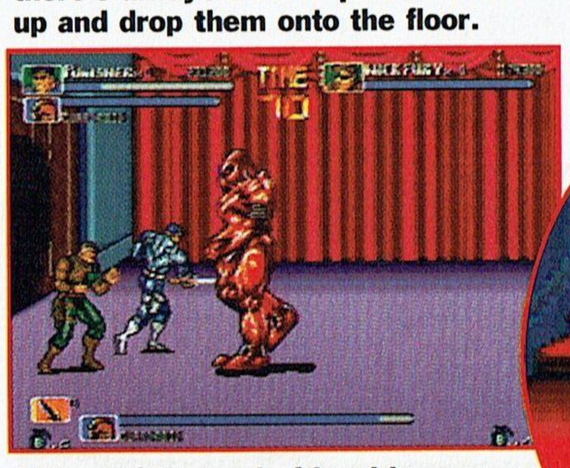
Completion

1st Impressions

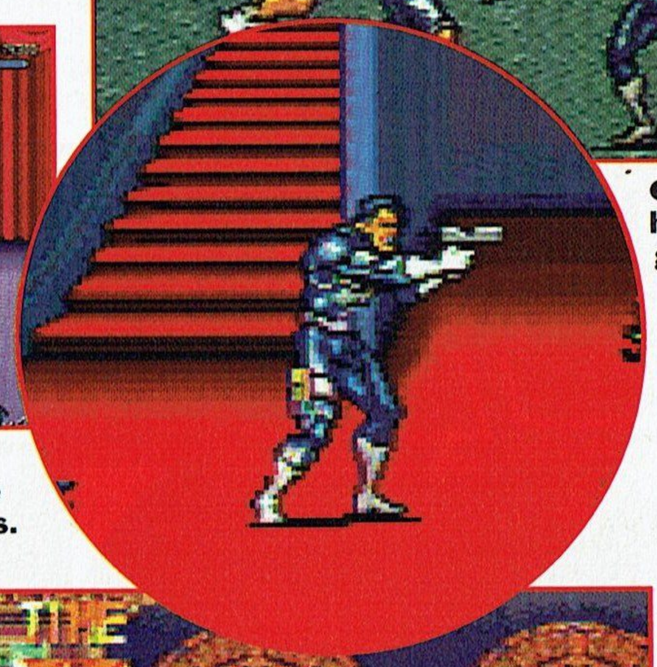
This is an early version but it already looks promising with colourful, large sprites beating the tar out of each other. *The Punisher* sticks to the safe formula of scroll, punch and fire but it certainly looks as if Capcom have added some excellent animation and effects. For a new generation of criminal sprites, there's a new generation of hero who isn't afraid to shoot it out with the big bosses, crime bosses that is.

● More of a sedate atmosphere with palm trees and a nice patio. Still, there's always time to pick someone up and drop them onto the floor.





● One of the end of level bosses that can cause you mucho damage should you really get on his nerves. Kick him where it hurts.



● This is one of The Punisher's principle hobbies – beating the hell out of large gangs of youths. Good on him.

● This isn't actually The Punisher but one of his mates from the police force. It might be Sting, but it probably isn't. In fact it isn't.

● It looks as if one of the Teenage Mutant Turtles has busted in on The Punisher's party and come a bit unstuck. Fame does that to you, you know.

● In a classic pose from The Hustler, The Punisher starts a big fight in a small town pub.

● Boff, take that Mr evil scum, and soon I'll be smacking your mate in too. Outside the steps of Town Hall (or is it the Library?) The Punisher gets forceful with the local gangsters.

● After wasting one of the bad guys, The Punisher picks up a handy power-up that should help him recover.

● Boom, boom. Punisher baby takes the law into his own hands with a big gun.

● Even on the subway The Punisher can't help but fight. What a psycho.

● One of the later levels sees our main man kicking the living heck out of all and sundry. Cars, barrels, (anything) can be used as weapons.

Mega Drive 32X

Preview

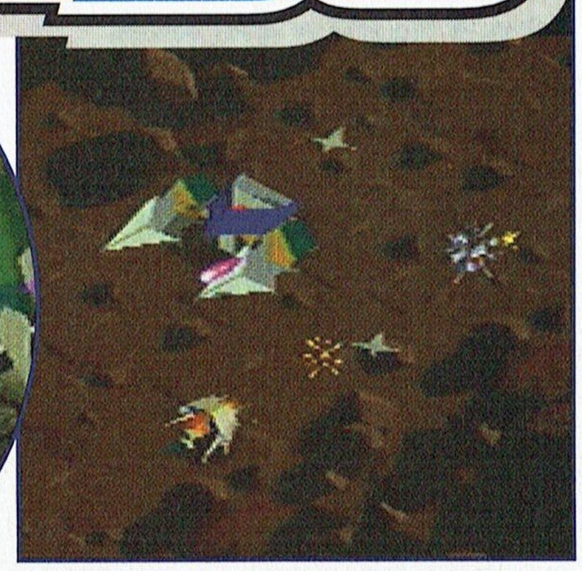
Holy Zaxxon!

Hordes of aliens? Humanity destroyed? No problem, Pete Wilton stole the nearest alien space ship and descended into an orgy of pulsating lasers and insectoid attack craft...

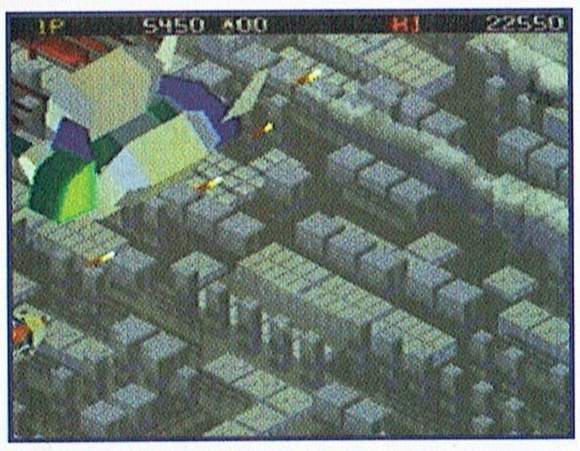
▲ Attack of the giant mudman, oh I'm so scared. Eat this high-energy laser beam and then we'll see exactly who's big and clever and who's small and charred, won't we?

Motherbase

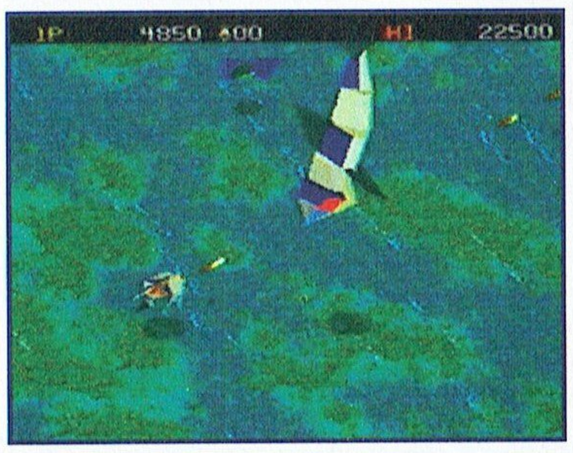
▲ Look at the size of that thing! It must cost those aliens a fortune in petrol to run. The enormous bosses are just one thing *Motherbase* has got going for it.



▲ What a filthy place! I'm sure that mudman's behind this dirty level.



▲ Fly over the factory section and you'll meet the mechanical guardian.



▲ That's what I call emergency action, he's going to be tricky to follow.

It's official, isometric 3-D is back in fashion. What with the scrolling RPG *Light Crusader* being developed for the Mega Drive and now the similarly angled *Motherbase* appearing on 32X, it seems that games like *Zaxxon* and *KnightLore* never really went away. Looking at this you certainly wonder why they did as wave after wave of ships fly in diagonally to attack. If this sounds pretty standard, how about hopping into an abandoned space craft with better firepower and vaporising the aliens with their own weaponry? This neat trick replaces the usual power-up collecting as you just make use of whatever armaments the bug-eyed ones have so thoughtfully left behind. Not exactly fair play but good fun nonetheless.

What makes *Motherbase* stand out though is its use of polygons rather than sprites. These give the playing area and the enemy ships a

Chapter One: A Strange Encounter Near Planet 10:

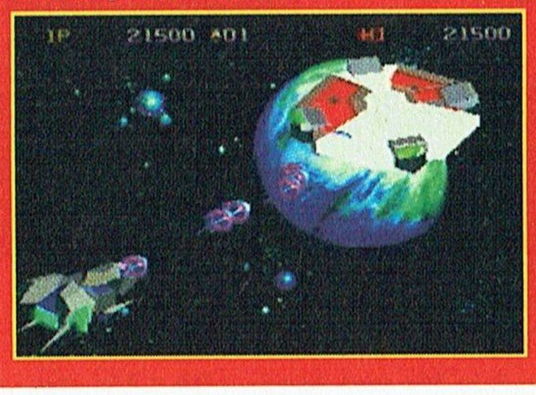
These are the voyages of the Starship SegaPro, its 24 hour mission, to discover brave new worlds, to seek out new civilisations and cultures but, above all, to kill as many of those alien blighters as possible. Little did we know the many perils that lay ahead of us on our difficult voyage. We were to learn that, in the vacuum of space, all warriors are cold warriors...

Prologue:

Sent on a killing spree to Altaire VI we encountered little resistance and so decided to forge ahead into uncharted territory.

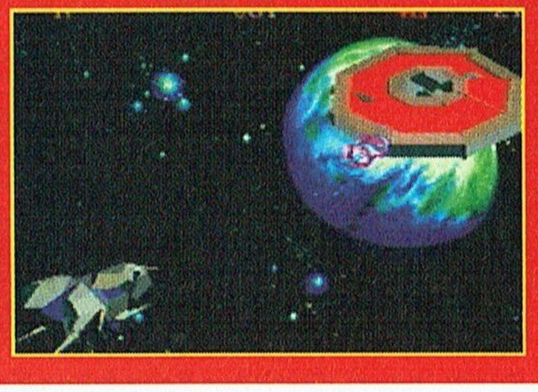
Ship Ahoy!

At first, the planet appeared inviting. Its deep blue oceans teeming with all sorts of highly developed marine life.



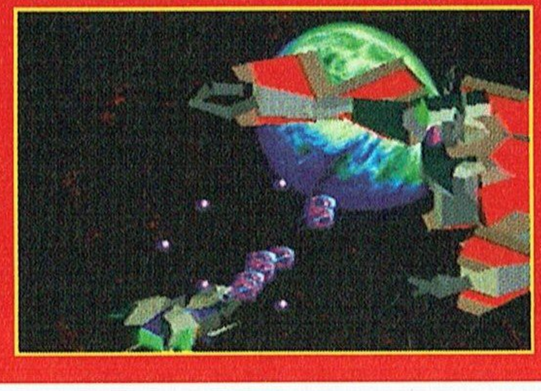
The Menace

What we didn't immediately realise was that the marine creatures had evolved far enough to have built a rather large spaceship...

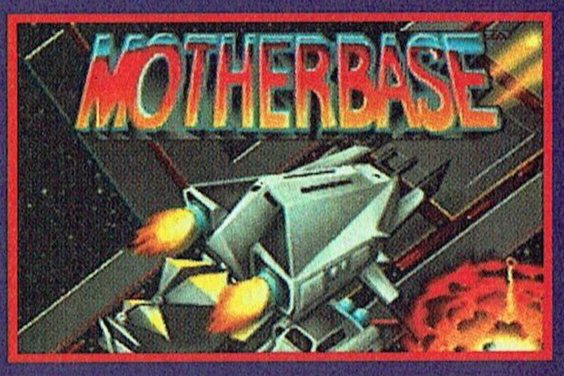


The Plan Revealed

...that proceded to split up into several parts to attack us. But, of course, fighting slimy green aliens is basic training for us cadets.



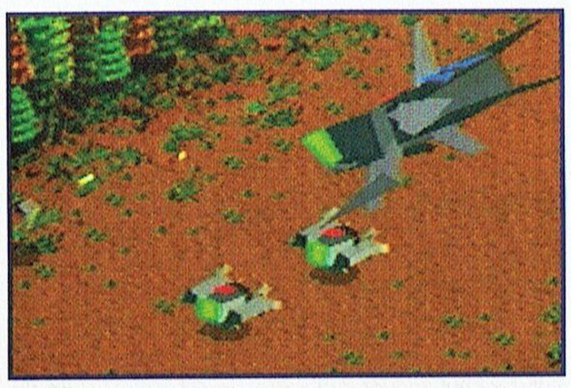
Sega
£TBA
Out: June



Completion

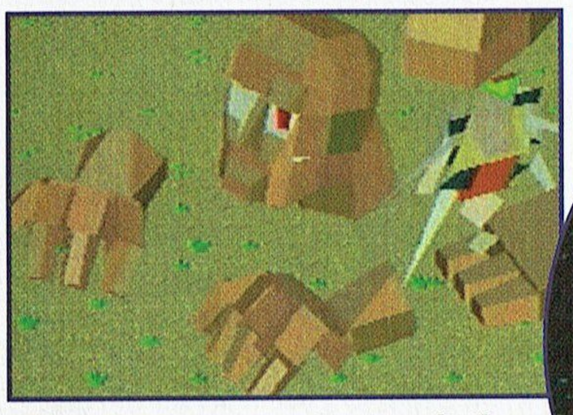
1st Impressions

While not being a high-profile release, without much competition on 32X this could build up a real cult following. Its well-constructed polygon graphics and clever ship hijacking and two-player features are bound to endear it to all shoot-'em-up fans. Not so much a blast from the past, more a taste of the near arcade-quality titles that can be created on the 32X.



▲ More polygon shooting insanity this time on the leafy jungle stage.

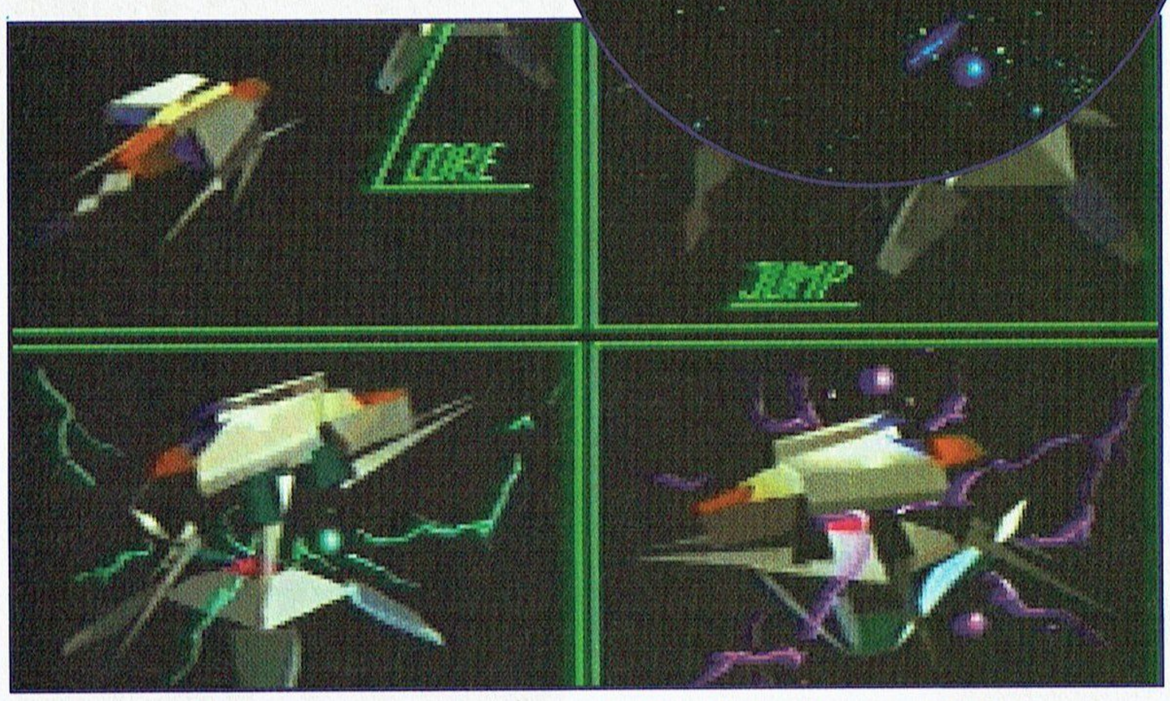
▲ Getting attacked by several enemies at once is a real no-no.



▲ Mudman takes a necessary bath, or is he just lying in wait for me?

▲ Oh, what a pretty explosion, pity it didn't kill more of them.

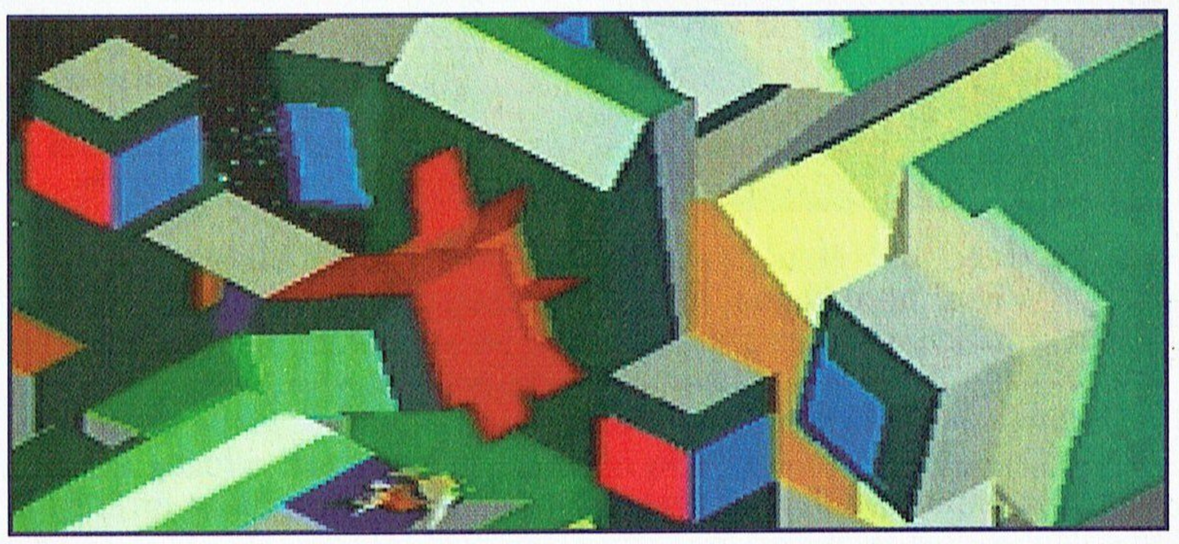
▲ No time for water sports, just get in there and blow that annoying flying saucer out of the sky.



▲ These models come with all weaponry included, they're yours to fly away.

much more solid feel – especially when you blow them back into tiny triangular pieces. The spot FX stand out better too against the solid backdrops that scroll away beneath you. As in any game of this sort, you manoeuvre on a single plane, pushing forwards to take on the small ships while clinging to the bottom corner of the screen when a huge boss lumbers into view.

The latest version is ferociously fast with hardly a moment to think as the grasshopper-like attack craft zoom right at you – although this may be toned down early on so that the difficulty increases as you get deeper into hostile territory. With a two-player head-to-head option to be included in the final version, this could be the kind of arcade-style frenzy that the 32X has been crying out for.



▲ Great Scott! Those coloured building bricks are a fiendish alien invention!

▲ Terrifying, a stage based on the warehouses round Docklands.

▲ DIE! DIE! DIE! You know, some of these bosses are a tad hard to kill.

Time Line

Past: Zaxxon

▲ The original isometric shooter spawned a variety of arcade clones of which *Viewpoint* (shown above) is closest to the graphic style of *Motherbase*. 3D games may have moved on from then but its isometric view was well suited to the manic blast-'em-up action.

Present: Star Wars Arcade

▲ At the moment, *Star Wars Arcade* is the closest thing that the 32X has to a true shoot-'em-up. On arrival it distinctly failed to impress with samey pixellated graphics and some very unexciting linear gameplay.

Future: Motherbase

▲ This looks likely to be a much better blast than *Star Wars Arcade* with a highly competitive two-player option and some much more interesting enemy spacecraft for you to steal or shoot at.

Mega Drive Preview

Eyes front for...

Putty Squad

Your mission details Sarah: Parachute in, destroy the enemy, rescue prisoners of war and keep your eyes peeled for a skateboarding cat. Go!

● **Putty gets ready to give Dweezil a good punch so that he can bounce up on his tummy. Fine.**

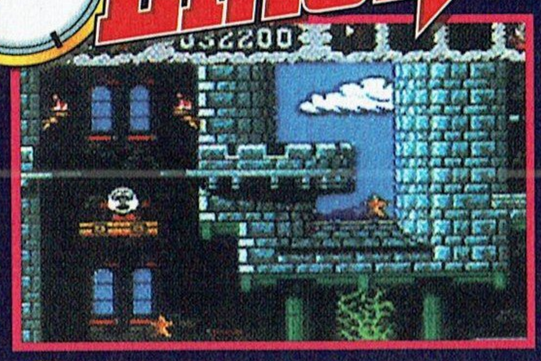
Putty, our little plasticine hero is dropped in the middle of a war zone with the special mission of releasing his captive friends. Wizard Scatterflash and his army of Demonic Imps and Self Motivated Vegetables have occupied the putty nation for many years now and it has turned into a hostile place filled with warring factions. Only Dweezil, Putty's ex–enemy, knows the secret objective of the mission, so he joins Putty for the ride. This intrepid twosome have one mighty adventure ahead. In the CIA offices, men in suits are already wringing their hands and talking of Putty in the past tense. It is up to you whether our pliable friend makes it out alive or is squished under the heel of evil for all eternity.

This is a huge platform game with lots to keep you occupied. Putty can run, jump, slide down, punch out sideways, absorb stuff and mould into the shape of some enemies. Dweezil is a bit grumpy and won't enjoy helping Putty at all. He will only drop one of his time bombs if he gets to kick Putty first – don't ask me why! He comes in most useful when Putty flattens him and uses his tummy as a trampoline to get to higher platforms.

There is lots of high tempo war music to roam the levels to and tons of nasties to discover. Old Amiga favourites like the T2000 Terminator Carrots are still here as well as a whole new bunch of GI Pups to take on. Stars have to be collected to make Putty more powerful. Collect 40 of them and he becomes Terminator Putty. Burgers and other food and weapons are scattered around and Putty will come across hidden doors, transport, secret levels and other surprises which I'm not going to tell you about 'cos I'm mean.

● **A secret door, but first defeat the terminator carrot before he can take aim and shoot you to pieces.**

Time Line



Past: Fantastic Dizzy

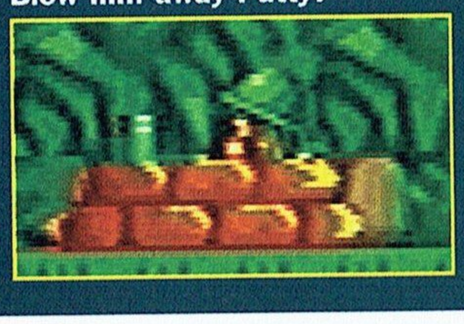
▲This non-violent, puzzle solving platformer was a great success in its day. Cute, addictive and with universal appeal, Dizzy and Putty have a lot in common. *Fantastic Dizzy* showed how platformers could tax your grey matter as well as your D-pad accuracy..

Know Your Enemies

Okay you 'orrible lot. Face straight on, no funny business and pay attention, this info could save your life some day...

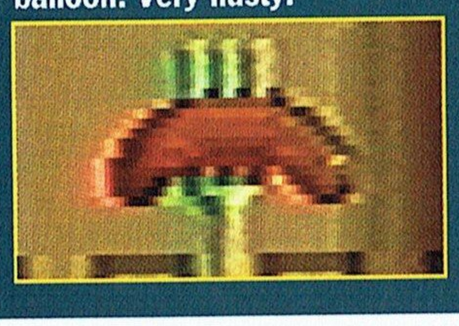
Bunker

You have to use a grenade on this mean little dude. Blow him away Putty!



Fork

Jump over the forks or you will definitely burst like a balloon. Very nasty.

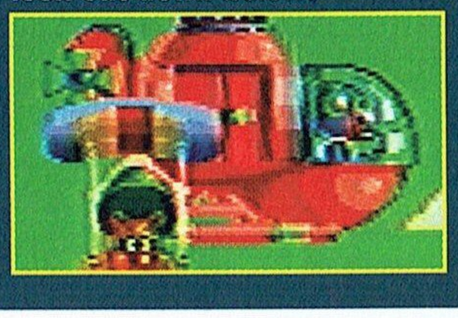


Frog

These frogs have very long and horribly dangerous tongues. Eat their legs!

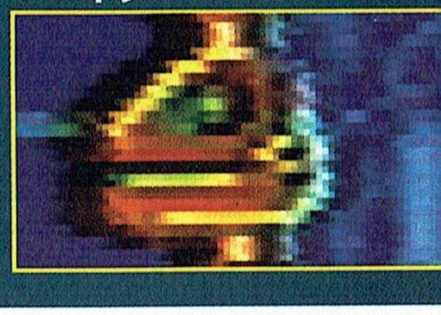
Helicopter

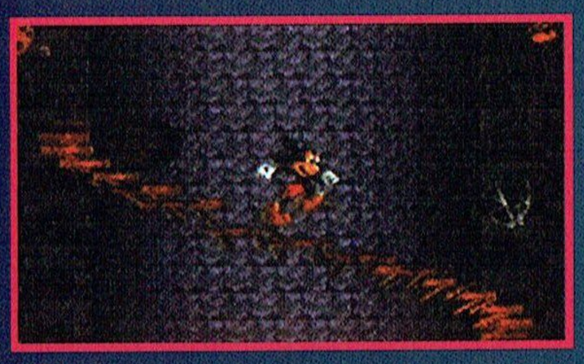
These nasty soldiers drop in from up above you...better look out down below!



Robot Horse

These weird devices come in twos and threes and will chomp you to bits.





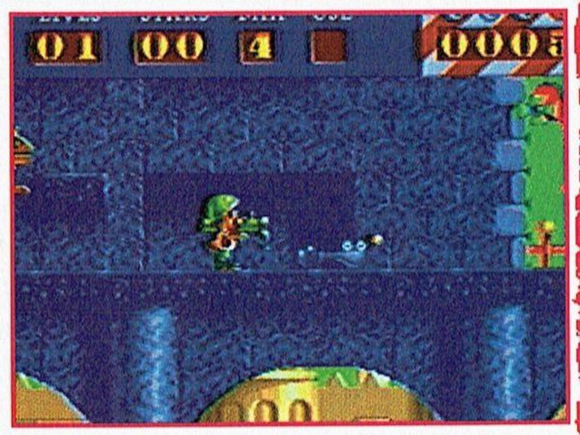
Present: Mickey Mania

▲ Equally manic, this bright platformer also has lots of puzzling to get through. *Putty Squad* has more action though and looks like being much harder to complete, appealing to even hardened gamesplayers.

Future: Putty Squad

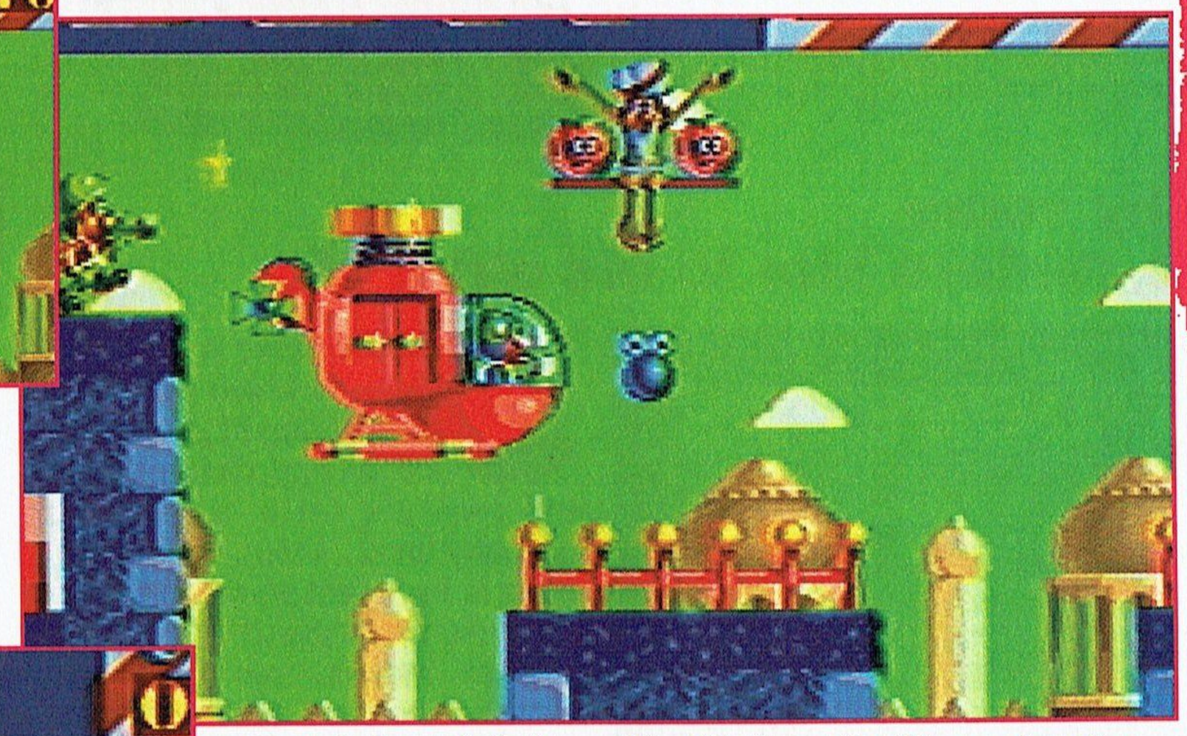
▲ Big, Bold and oh so Bouncy! *Putty* adds a new dimension to boring platforms with humour, puzzles and a wicked storyline. Very addictive and also very hard, the levels will keep you frustrated (in a good way) for ages!

● Ommm! The secret to being as bendy as our Putty is meditation.



● Putty heroically faces a supergun and decides to biff it with his fist!

● I'm off to see the wizard, the wonderful wizard of Oz...Putty has to get as high as possible on this level to rescue his friends and beat the evil GI forces. He looks mighty worried for such a super-squidgy hero – he knows that it's not going to be easy.

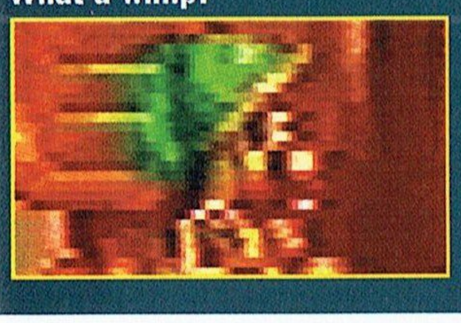


● Putty is in a whole heap of trouble here, the GIs are dropping in, as are the bombs. Time to morph into an air raid shelter...

● Boiing! Putty uses springs to get even higher and collect those much needed stars to replace all that lost energy.

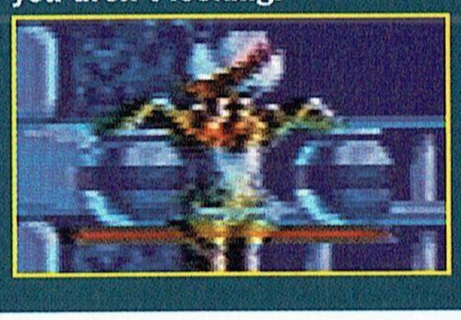
Soldier

Your basic GI. Punch him once and he lies down dead. What a wimp!



Turban Head

A real nasty geezer, he drops bombs on your head when you aren't looking.



Wizard

Watch out for that magic wand, he controls the robot horses from hell too!

Ocean
£39.99
Out: May

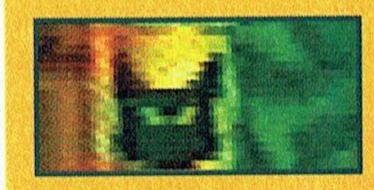
Completion

1st Impressions

Bright and fun, this also looks to have that all-important addictive quality to bring you back for more morphing. The gameplay is well thought-out with tough puzzles to solve and some cute characters to enlist in your cause. Packed with tons of rescuing, killing action and some neat levels, this should offer platform players much more than the usual run and jump. A whole lot smarter than your average platformer.

Feed Me, Feed Me Now!

As collecting things is a bit of a tradition for platform heroes, it's nice to see that Putty is no exception. Except, of course, he doesn't have any hands... Just as well he can absorb stuff better than a certain brand of lavatory product, isn't it?



Cat food

8 out of 10 owners say thier cats prefer it. All smells a bit fishy to me, but then it would, wouldn't it?

Chilli's

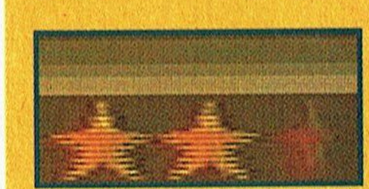
These give Putty some much needed extra energy, they certainly make his eyes water.

Supplies

There are all sorts of goodies to collect as you morph along, fancy a mega burger anyone?

Nitrogen

Blow everything up in sight with your little jar of explosives. It goes up with a bang!



Stars

Collect them or pop your clogs. They keep up your energy when the going gets tough!

Mega-CD

Preview

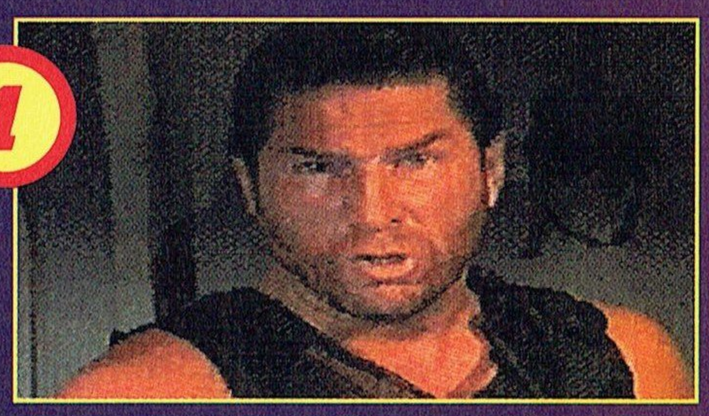
Fly in the doctors for Surgical Strike

As Adrian Price was feeling down in the dumps, we recommended a large dose of tanks, bullets and terrorists followed by some extreme violence to restore him to his old self...

Three 'Ard Geezers

This little lot are a bit like Bodie and Doyle and, of course, Cowley, from MI5. You know, those two dudes who used to go around and kick in innocent people for no reason. Well, these perps have the same sort of mentality and you'd best leave them alone.

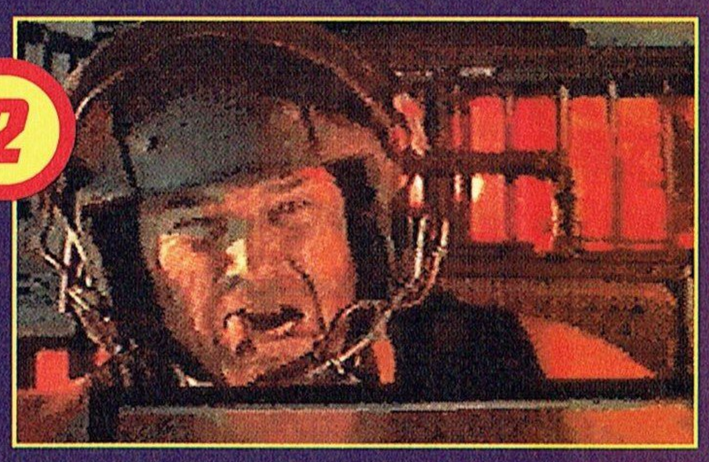
1



Bloke 1: Bodie

The rugged look of Lewis Collins. Smooth when in the presence of pretty ladies, yet rough and ready when it comes to all hell breaks loose. In fact, this bloke was Bodie's stunt double, he was, no, honest!

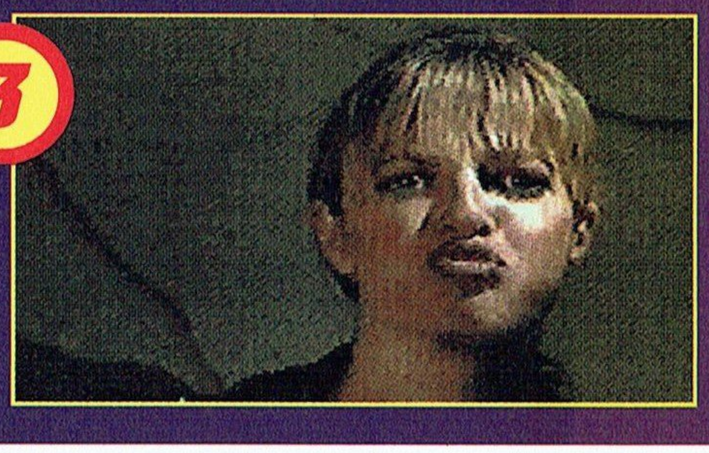
2



Bloke 2: Doyle

Mad, but quite cuddly. Matey here is *Surgical Strike*'s version of the top MI5 agent played by Martin Shaw. In this though he's sort of gone slightly mad and spouts all sorts of rhetoric at you. Ignore him and hang out with Bodie.

3



Doll 1: Cowley

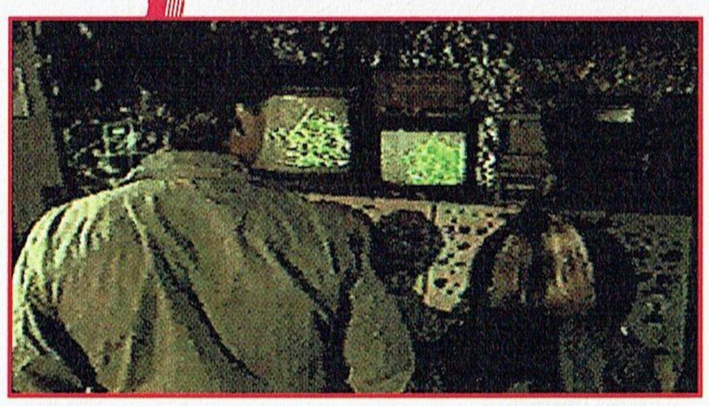
Alright, I know she's a girl, often referred to as a Doll in the early Eighties cop show, but this is the best we could find. And, anyway, she would have made a really cool Cowley. "Right, snout, yor aahht!"

Surgical Strike is the fourth game in which you use a heavily armed gunship to kill enemy dictators and this time it's set in a hospital's casualty unit... Ahem, only joking, but it is the latest game from Sega to utilise the Mega-CD.

What makes this fun is the extreme violence that oozes from every pore. You start off by going along in your little tank and popping everything in sight. Basically, it's you against a horde of terrorists and they'd better watch out. You see, they'll come out, throw a few stones at you and then scurry away hoping that you won't notice them. How wrong they all are. You'll just lock on to their weedy little bodies and blow them literally limb from limb with a Gatling gun. Now that's what I call funny.

In the same vein as other classic FMV shooting games that have graced the Mega-CD, *Surgical Strike* gives you a scenario and a set course that you have to follow. Any mistakes in your timing and one stone (well, bullet actually) will punch through your big tough tank and kill you, dead.

SS would have been available to you officially now but, due to Sega's plan to making this 32X compatible, you'll have to wait a while. It should be worth it though as, with the addition of that raw unleashed gaming power, the game should look and run even better. When's *Nurse Strike* coming out, eh?



● This must be mission control where all the important tactical stuff goes on. Maybe they've got some Saturns in there. *Panzer*'s good!

● You peeg, I will keel you. Yeah, well take a look below. That's you... soon.

● And with some precision targeting the nasty leetle peeg was torn apart.

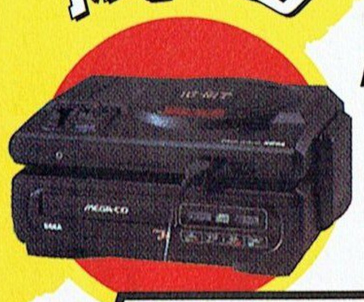
Sega
£TBA
Out: Sept

Completion

1st Impressions

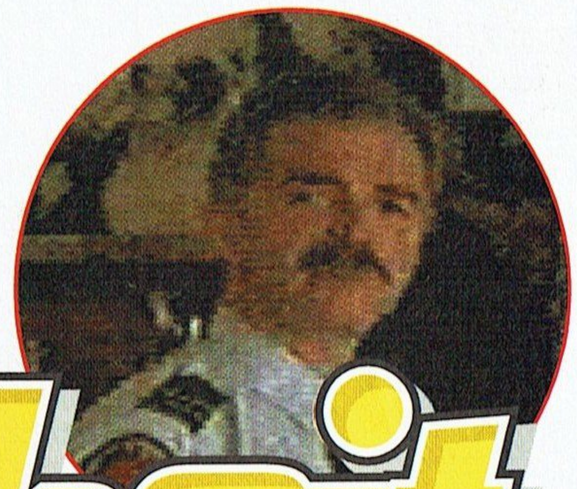
It's a bit tricky to start with, but after you've got used to the controls, wasting the scum from behind the buildings can become quite engrossing. Whenever you've shot something, it'll blow up in spectacular fashion and all the dirt and muck that was in the immediate area will scatter everywhere – not bad. Yep, the sets and dodgy actors all do their jobs very well and make this quite interesting at first glance.

Mega-CD



Preview

Flame on!



Fahrenheit

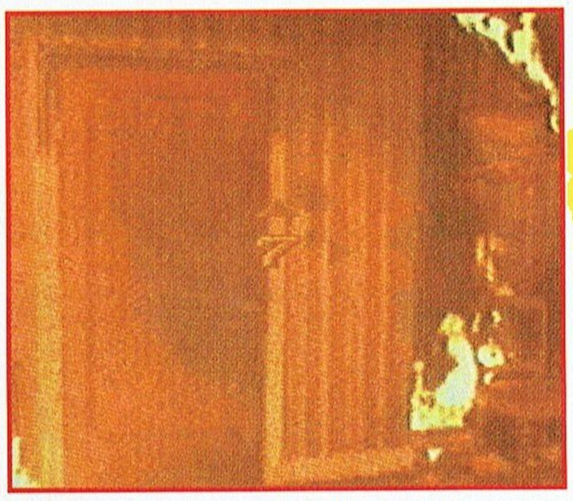
If you were to dip your hand in burning fat, it would be pretty hot. Probably about 150° Fahrenheit. But what about burning plastic? Adrian Price heats up a Mega-CD...

Gabriel Daniel Fahrenheit invented the mercury thermometer when he was 12, at the back of his school class. He was scolded by his teacher with hot water and that's how we know his name... I think. Anyway, if you've ever played with one of those little grey-filled tubes, then you can thank him – but not for this.

You're a fireman in this game and by making correct decisions on where to go in a burning house, a burning hotel or a University (that is also burning) you can either put the fire out or spark off a towering inferno. Oh, and you can also die. You're in charge of a team of firefighters and you walk, in a set path, around the aforementioned burning building. At certain points, you have to make a decision on where to go, either left or right. When you get to something you can pick it up and use it later, miss a vital clue and you'll be going to that great fire station in the sky.

This, along with *Surgical Strike*, is also being developed for use with a Mega Drive 32X, allowing for enhanced graphics. That's the reason that you'll be playing this later, rather than sooner.

So, are you ready to be one of those hot-shot firefighters who can eat flame-grilled whoppers with the best of them or are you just about all barbecued out?



● There is some definite trouble going on here. There might be a ghost or something behind the door.

Sega
£TBA
Out: Sept

Completion

1st Impressions

***Fahrenheit* has got all the distinctive hallmarks of your average Mega-CD game. It's got that familiar grainy FMV footage as well as a pretty cheesy plot. Although the story is a little different, the gameplay is the same walk along and choose a destination all the time searching for clues. Fun for a while but rather limited, perhaps with the added muscle of the 32X it'll improve for its release.**

Candid Camera

Hi there folks, I'm the Fire department's chief cameraman. I'm responsible for taking shots of the fire scene and making it all look good for the chief. But, during the course of our latest outing, things went a bit sour. Take a look for yourself.

The Door

This is where I normally live. In the back of the fire engine, that's usually parked outside the pub. The stories I can tell you, they'd make you blush.

The Lamp Shade

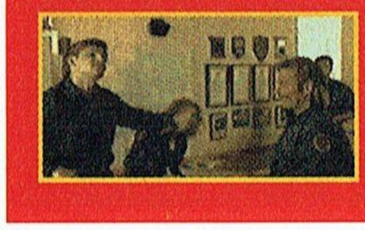
What's happening here? Some sort of lampshade nightmare. Lamps are the devils lightsource and start off most fires. Turn them all off quickly.

The Chief

Here's the chief in all his glory, well, without his head at least. It wasn't my fault though, I was only practising my fire-eating.

The New Boy

Good old Pedro, he can't even hold a camera the right way around. If he had, he would have spotted the fire. Doh!

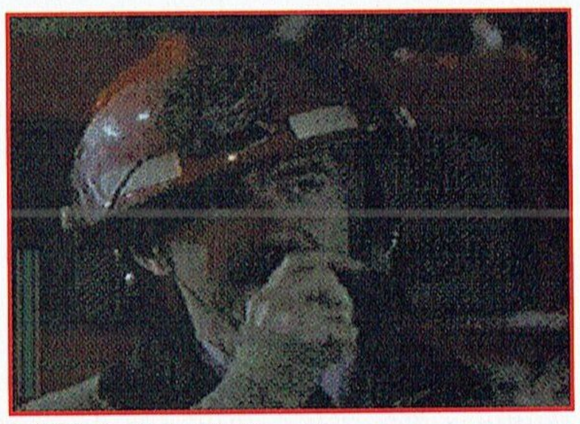


The Guys

Here's my top fire crew. As you can see, Horace is giving the tea lady a bit of a smack in the chops. Steady on there, Horace, baby.

● Here's the chief's head as we know it. He's a bit wrinkly and maybe a bit burnt out after doing this job for ages. He's still the guv, and what he says goes.

● Look into my soul, you will break and become my slave, son! Hey, it's just another American family bonding thing.



● This is Golf, Indigo, Tango, over. Request you turn the lights on over here... someone put the lights in the house out.

Sega Pro Top 100

Panzer Dragoon

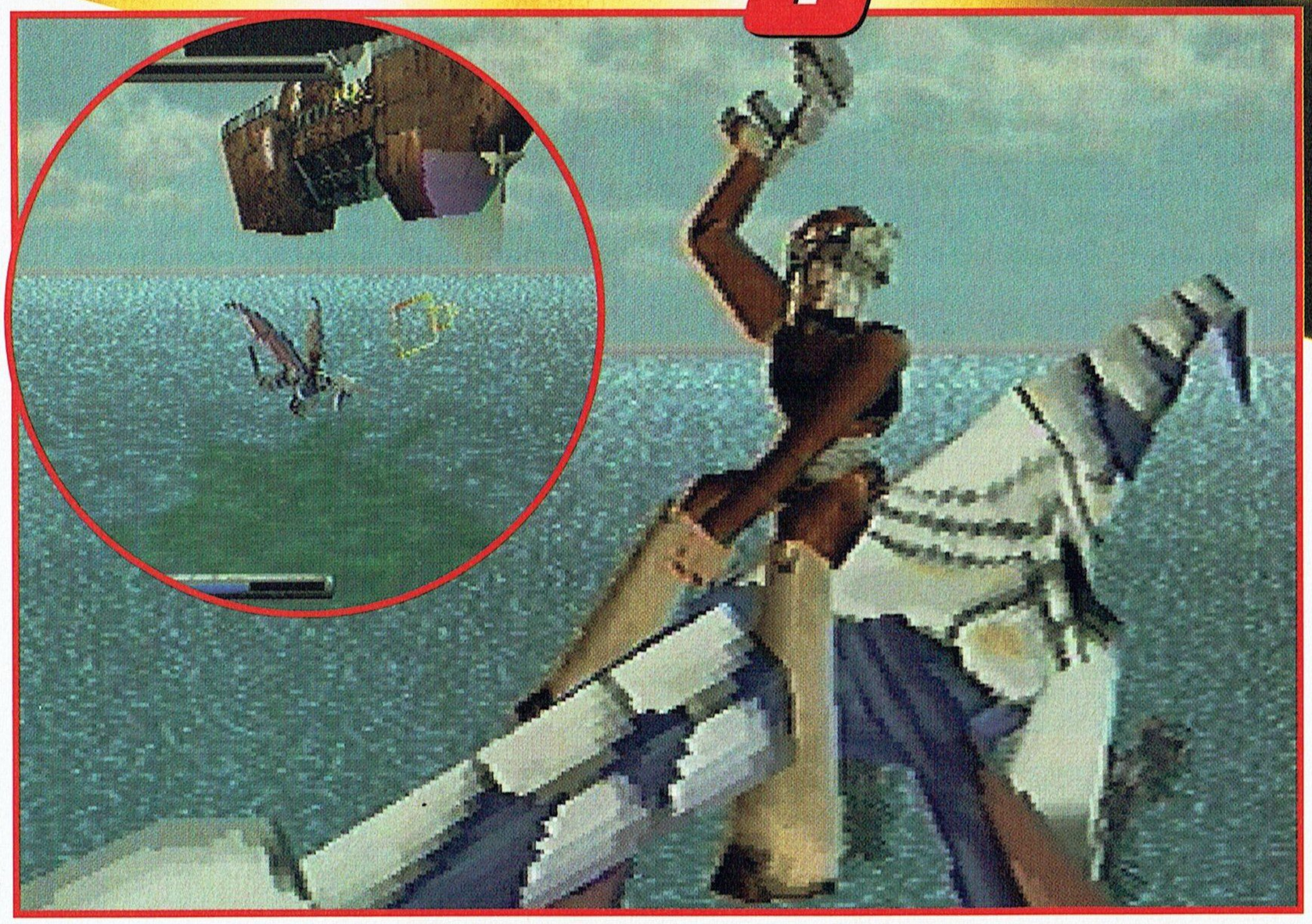
Saturn

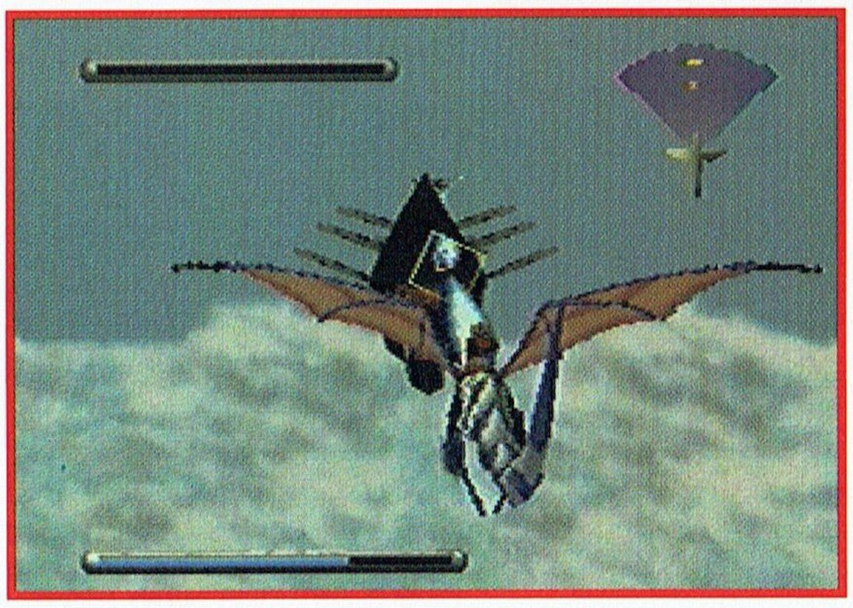
1

Taking a sideways glance at what was happening over in the arcades with *Primal Rage*, *Virtua Fighter 2* and then *Sega Rally* causing quite a stir, everyone seemed to think that the Saturn couldn't match the quality of these new arcade games. *Panzer Dragoon* is a breath of fresh air, a truly original arcade game exclusive to a home console. Reviewed in this issue, *Panzer Dragoon* has all the hallmarks of a great game with oodles of gameplay complementing the outstanding graphics.

There have been plenty of shooting games, probably too many to count, and there have been plenty of flying games but none have been as clever as this and combined the two to make such a cracking ride. The way the continues are liberally scattered in your direction at the end of each level in return for the percentage of enemies you kill, gives you a sense of purpose and also helps you out in the later levels. The fact that whenever you die you have to start right back at the beginning of the level only stiffens your resolve to whup the enemies into the middle of next week. This is one very strict game.

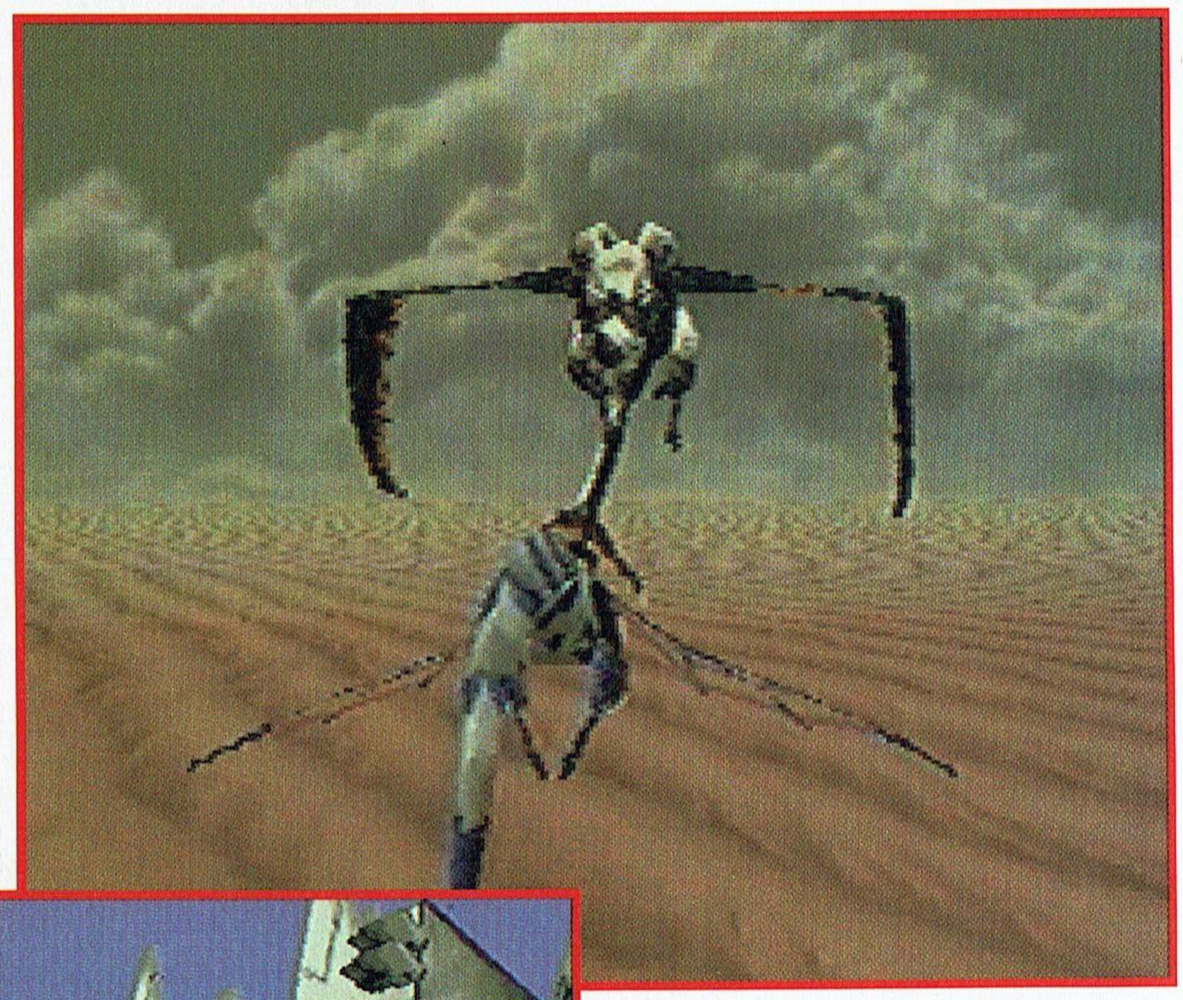
Times have changed a bit since the *Space Harrier*s and *Star Wars*es of our world had their reign. It's now the turn of titles like this that can tell a good story and put on a damn fine show into the bargain. We need more games like this and the Saturn could be just the machine to deliver them.



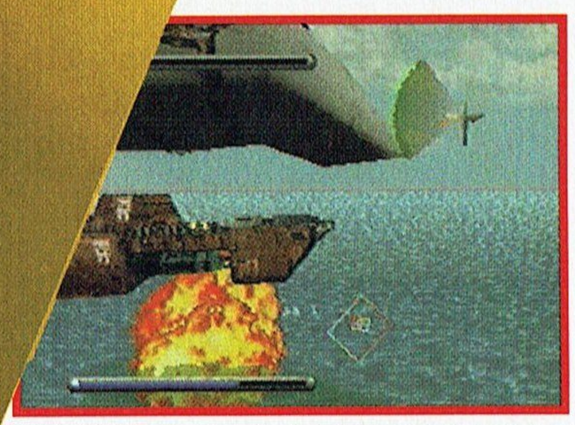


● **A very happy Dragoon celebrates hitting that prestigious number one slot, what a star!**

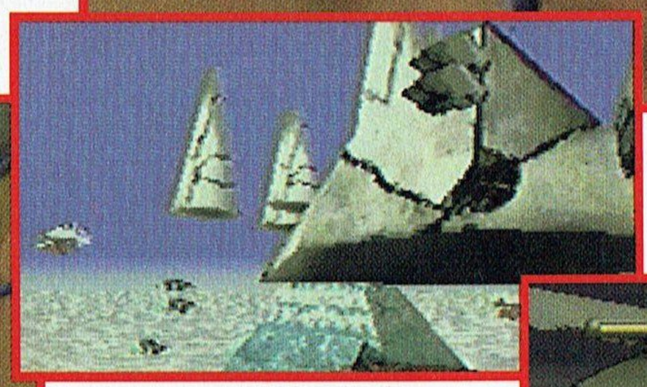
What should you do, buy a game for an old format now or save up for one of the all-singing, all-dancing super consoles? As ever, in the end it's up to you to choose, but in this top 100 we look back to classic games that you shouldn't miss for all the hype and forward to the latest 32X and Saturn releases that could set new standards in Sega gaming.



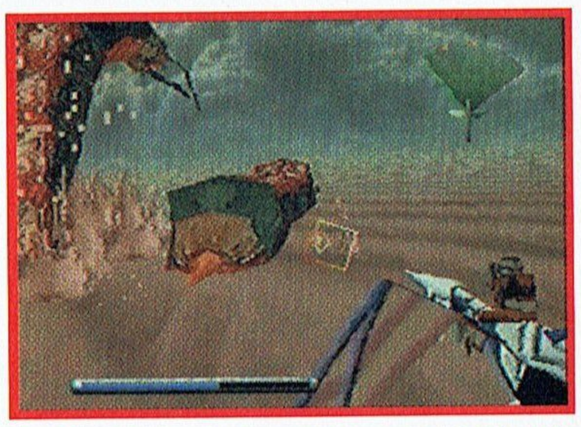
● Not in-flight re-fuelling but the attack of an evil Dragoon. *Panzer* throws some of the prettiest and oddest creatures ever seen in your direction, and that's just in the amazing intro sequence!



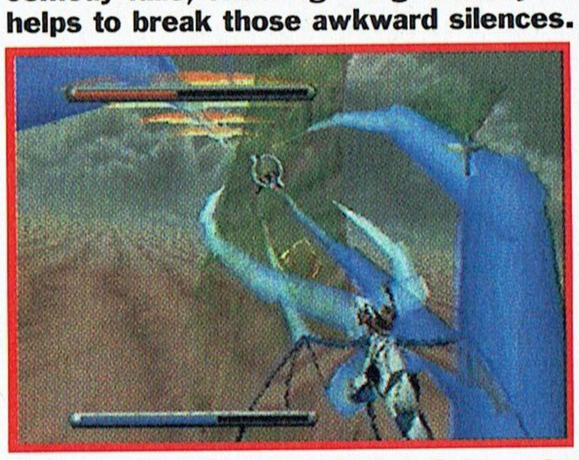
● Yipeee! You've destroyed one of the air ships. Unfortunately, You can guarantee that there are plenty more where they came from.



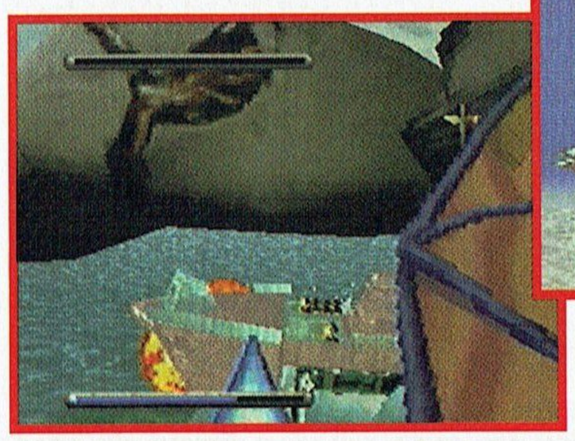
● The scenery is breathtaking as you swoop low over stony arches and columns. The incredible musical score adds to the ambient atmosphere.

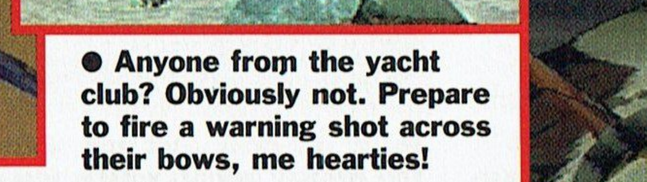


● He obviously heard that crack about his father being Earthworm Jim. When comedy fails, shooting things usually helps to break those awkward silences.

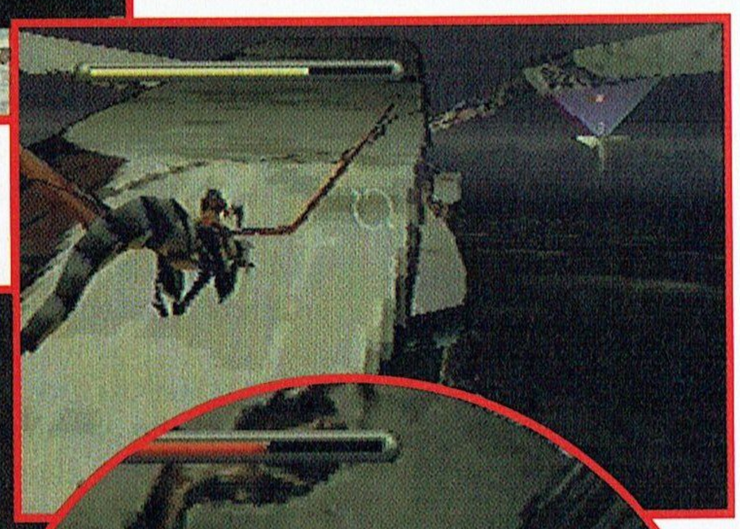


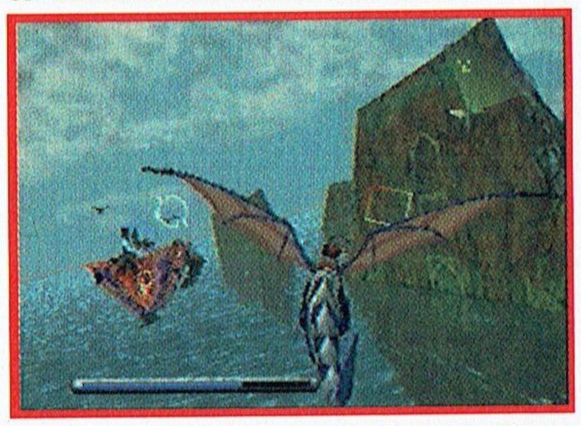
● Yikes! It's a killer whirlwind come to whisk you back to Kansas, whatever will they think of next. Probably best to whether the storm elsewhere.





● Anyone from the yacht club? Obviously not. Prepare to fire a warning shot across their bows, me hearties!





● These islands make an ideal holiday destination for mums and dads with small children. They're also full of ferocious nasties for you to shoot.

FIFA '9

Mega Drive

2

GOOAAALLLL! Storming in at number two in our chart, we have EA's classic soccer game. A decent football game is very hard to produce, as any good programmer knows, so full marks go to EA for coming up with something that's both different and entertaining at the same time...

When it was released just over a year ago, the original *FIFA Soccer* set new standards in terms of realism and playability for all other footy sims to follow. Played from a slanted, almost 3-D viewpoint, it broke new barriers in terms of what people considered a footy game should be. Everyone marvelled at the player animation, the throbbing sound effects and the amazing atmosphere. You could actually see the players kicking the ball (and each other). There were a few problems however, like in real life the goalies were always a bit dodgy – you could score from the halfway line. Gameplay also revolved a little too much over hoofing the ball upfield. Still, everyone except die-hard *Sensi*-addicts saw it as quite a step forward.

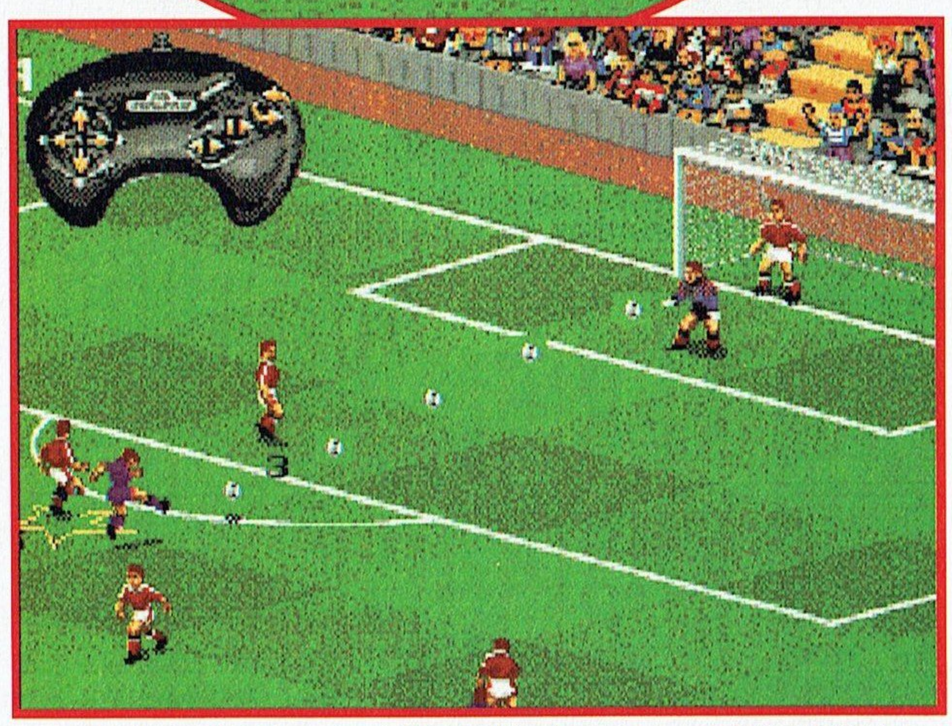
Then came *FIFA Soccer CD*. This added a few more teams and FMV clips for the intro, half time and tweaked the graphics. People complained it looked a bit jerky and that, basically, it was certainly no better than (and possibly not as good as) the Mega Drive game.

What would EA do next? Well, they took the classic Mega Drive game and gave it a nice, clean polish up. The number of teams you could play was more than trebled and, instead of just playing as National teams, it let you select club sides from countries like Brazil, America and England as well.

The gameplay was slightly touched-up too. The game was made to flow much more smoothly, particularly in the way the pitch scrolled. Goalies were made more realistic, better at long range but making a few mistakes when put under pressure. In *FIFA '95* you can impress all of your mates as you pass the ball around the pitch with more skill than ten Ryan Giggses.

Those are the main improvements on the original *FIFA* MD but there's so many more little touches which only become apparent after you've sat down and played it a few times. For example, the pitch itself is now more tidier than before, as are the new billboard signs.

All in all, *FIFA '95* is without those annoying little niggles that let the original down, making this a game which many consider to be the best footy title of all time.



● Eat my goal! Just one of the brilliant features of *FIFA '95* is the Replay option where you can really rub your opponent's nose in it. Even better, after you've scored you can make klaxon and fireworks noises by pressing buttons on the joypad.

1: Panzer Dragoon Saturn

▼ *Panzer* is certainly the most impressive game we've seen to date. the combination of exploration and combat makes for a brilliant ride through Sega's new wonderland. You'll marvel at the rendered graphics and gasp as sand worms rise up to attack you. Okay, so it does feel a bit *Space Harrier*-ish, but that's no bad thing when a game is as refined as *Panzer*. With a gripping storyline and gameplay that's full of twists and surprises the further you progress, this is the Saturn's most original title yet.

2: FIFA '95 Mega Drive

▼ Pipped at the post, *FIFA '95* has to be the best Mega Drive game around. You can pick club or national teams from all around the world to play and with graphics of this quality you can watch them do their footy stuff across a range of animations.The game now flows much more smoothly with realistic goalkeepers and less long range scoring so you can't just belt it down the pitch and hope to score. All in all, an almost perfect soccer simulation.

3: Mega Bomberman Mega Drive

▼ *Bomberman* is fiendishly simple, yet worryingly addictive. Once you've played the multi-player battle mode with a few friends, you'll never be the same again. There's also a one-player game that sets you the task of clearing the screen of enemies, and retrieving a crystal. This is fun, but *Bomberman*'s real appeal is with a group of friends all battling to be top terrorist. Be patient and you'll soon lure them into your trap but by that time you'll be hooked on bombing for fun.

4: Dr Robotnik's Mean Bean Machine Mega Drive

▼ Most puzzle games are quiet affairs where the worst that can happen is that you accidentally bite your lip. Not this one. Pairs of coloured beans fall from the top of the screen into your slot. You can move and rotate them into rows of the same colour so that they vanish. The trick is to engineer a chain reaction so that one set of beans sets off another. You'll soon be totally addicted to piling truckloads of beans onto your human opponent so that they drown under the tide. Fantastic.

5: Mortal Kombat II 32X

▼ The best beat'em-up to appear in the history of videogaming, *Mortal Kombat II* is the definitive fighting game around at the moment. Its stupendous graphics make it aesthetically pleasing to look at and, with this amount of playability (not to mention unadulterated violence) it bites the heads off all its competitors. With finishing moves to make even Vlad the Impaler go weak at the knees, *MKII* has wetted the appetites of the buying market and forced all fight game to be original or just be pale imitations.

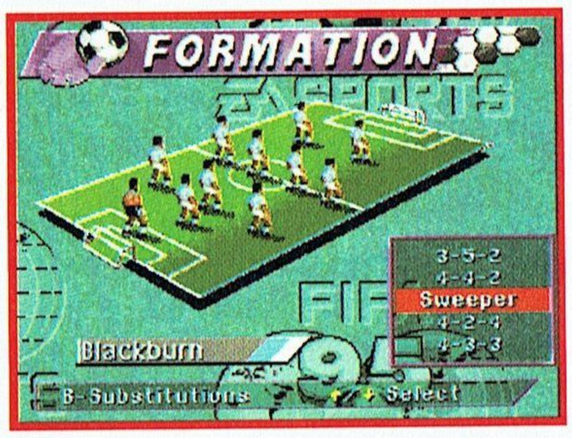
6: Street Racer Mega Drive

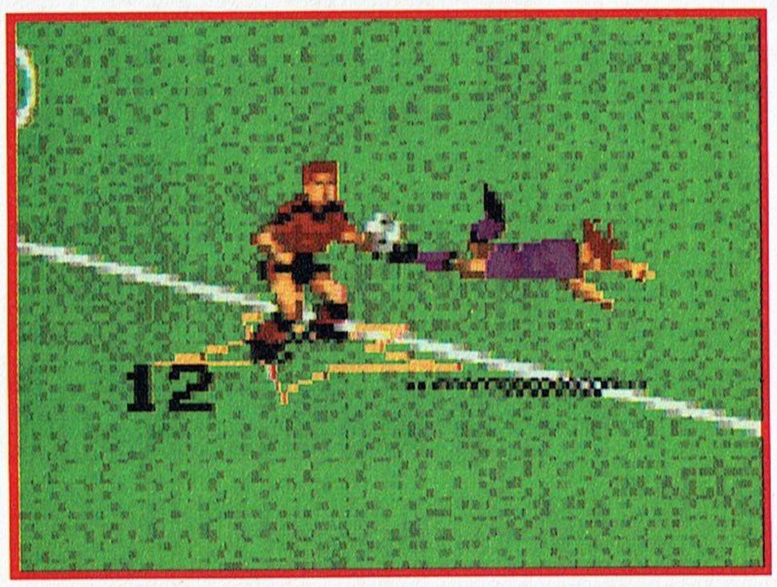
▼ If most racers aren't quite fast and furious enough for you, try this. You can choose any one of eight cars to race and race against three of your mates for some top quality quadruple split-screen fun. With eight racers, and each of their three tracks, there is plenty of driving to be done and loads of cups to compete for. The programmers have included a football game, and a roller-ball 'thing' to keep you happy. How 2D it makes most other driving games look!

5

● **Something that makes *FIFA '95* very special as footy games go, is the way that you can choose to play with almost any club side in the world. This can make for some fascinating match-ups like the one shown above.**

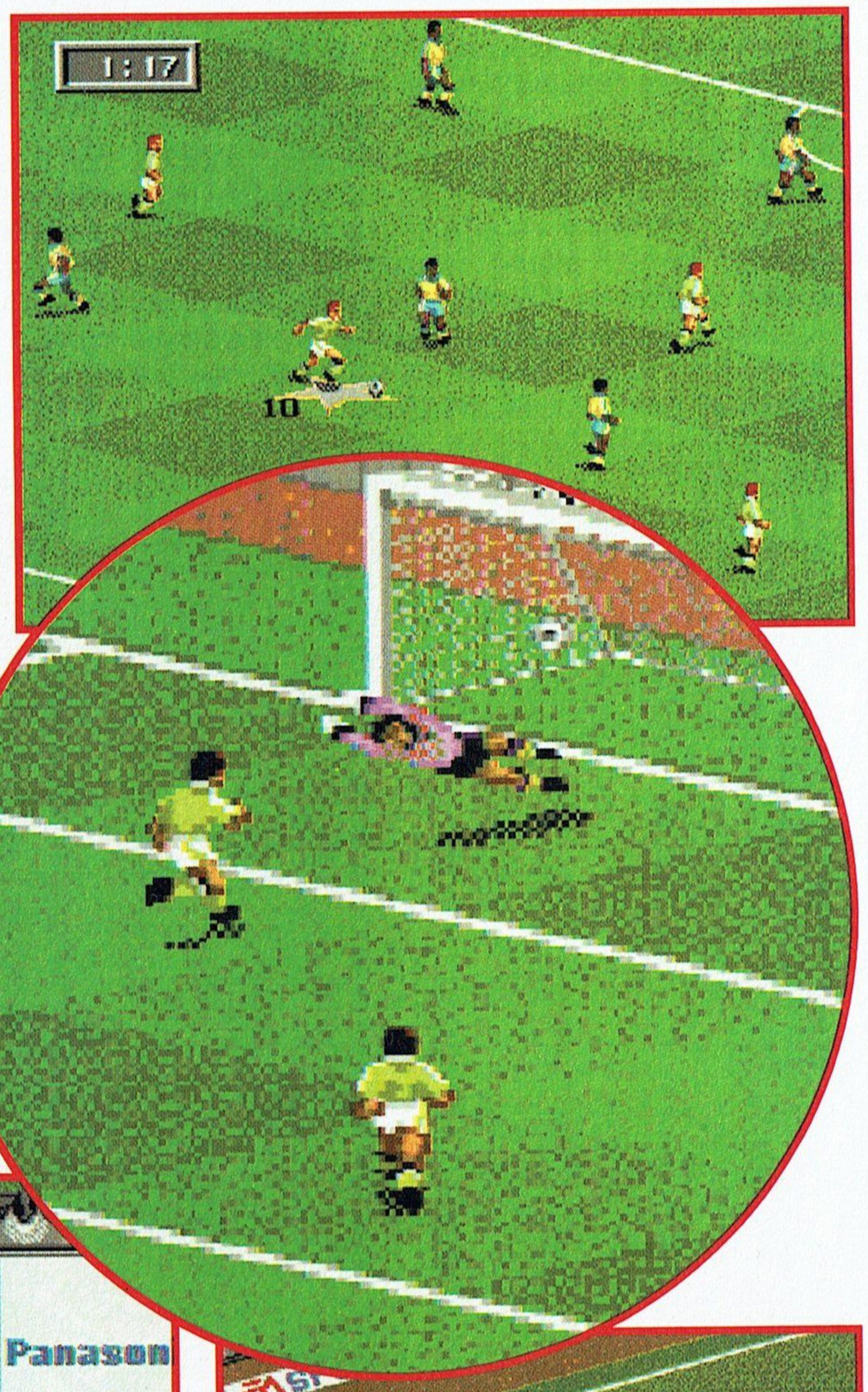
● **A graceful swan dive. The headers in *FIFA '95* have been vastly improved from the original game – they are now directional and much more realistic.**

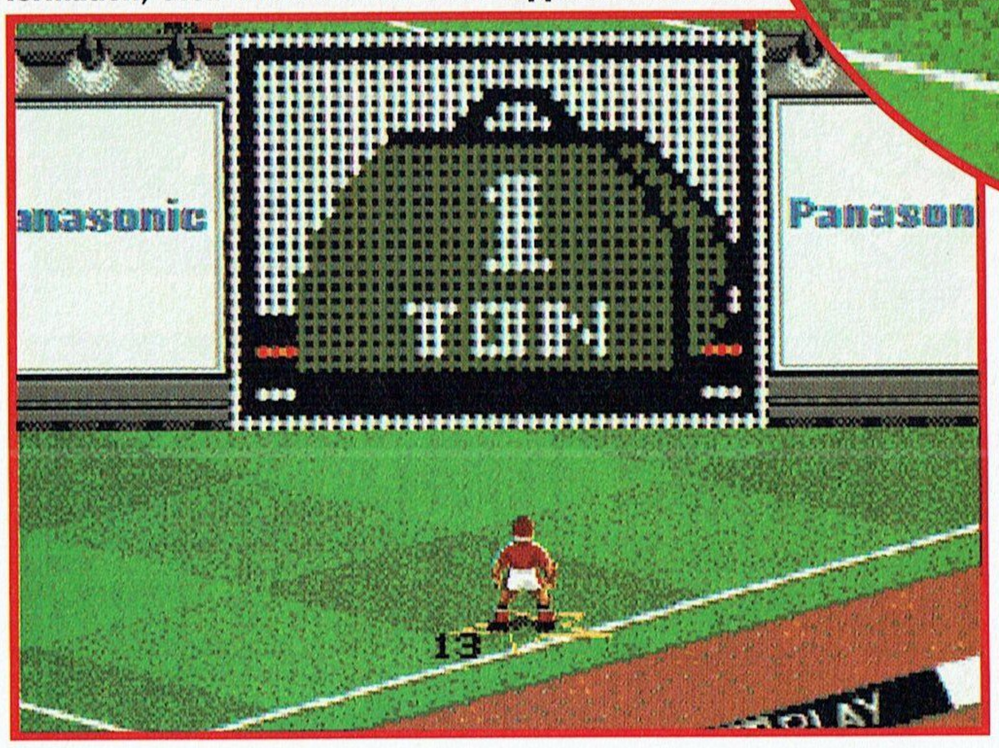


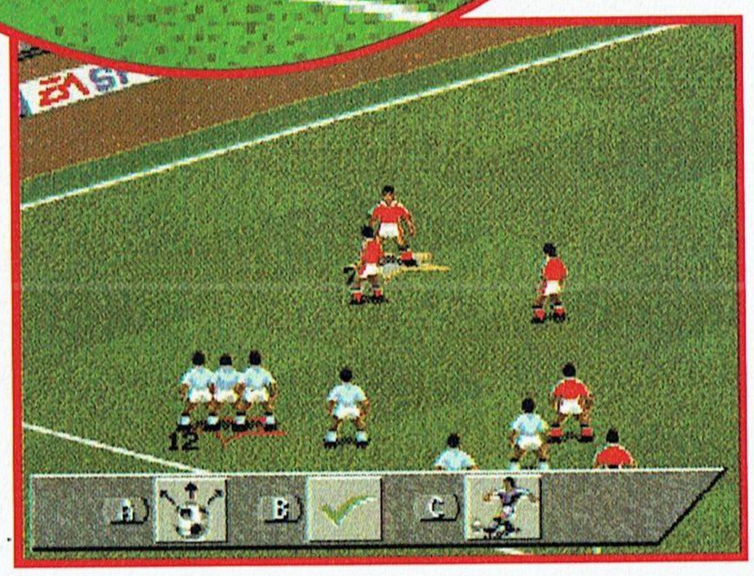


● **Oi, Ref! For all you budding Vinnies out there, learning to do the professional foul is a must!**

● **Hang on, that doesn't look like Blackburn's usual formation, their midfield are in the opposition's half!**







7: Virtua Fighter Saturn

▼ The Saturn *VF* is a brilliant conversion of the arcade original with all the fighters and all their special moves included. What's even better is that the feel of the arcade game is in there too with crippling body blows and neck-breaking piledrivers being dealt out right, left and centre. Two-player, though, is where it's at. There's nothing more satisfying than shoulder barging one of your mates or connecting with a quick spinning kick under the chin. Magic. An excellent bruiser.

8: Virtua Racing Deluxe Mega Drive 32X

▼ Superficially, this resembles the dodgy Mega Drive *Virtua Racing*, but under its polygon skin there beats the tuned-up game engine of a racing thoroughbred. The two new tracks, Highland and Sand Park, add a lot of variety but what makes the game is the choice of three different types of car. The Stock car is brilliant for slipping and sliding round those tricky corners with your foot to the floor. Driving this car, you could almost believe you were playing *Ridge Racer* or *Daytona USA*. The best looking racer about.

9: Street Fighter II: SCE Mega Drive

▼ Everyone was impressed when, at last, the Mega Drive had its own version of this great arcade game. It turned out to be a Special Edition too, which meant that all the bosses were included for you to fight. With so many different moves to learn for each fighter and just the right pace of gameplay for you to get to grips with, this set the standard against which almost every other combat game was to be measured.

10: Earthworm Jim Mega Drive

▼ If it's variety that you want in a platformer then *Earthworm Jim* has got the lot. Fly down tunnels, leap across gaping chasms, whip your head at nasty PsyCrow and get bitten in the leg by Peter Puppy. There's even a section where you go bungee jumping. How weird? Add to that some of the best animation that you'll find in any videogame and you've got an amazing package. By cramming so much into one game the developers, Shiny Entertainment, have taken platform games up to the next level.

11: Pete Sampras Tennis Mega Drive

▼ Until this came along nobody really believed that a tennis game could be fun. *Sampras* proved them wrong in a big way as Codemasters went all out for playability rather than pure sim. With all the shots in the pro's repertoire available with practice; including scorching serves, blinding volleys and amazing lobs, this is still the most addictive and enjoyable tennis game around. Play against a friend and you'll be rallying and smashing with the best of them.

12: Micro Machines 2 Mega Drive/Game Gear

▼ Another Codies classic, this time on those familiar tiny tracks. While the cars are still as tiny and nippy as ever the hazards have certainly got harder to avoid with more obstacles standing between you and the finishing line than ever before. The Mega Drive game was especially blessed with a marvelous eight player link-up that's bound to have you in stitches. Watch as some other car plummets to the kitchen floor and snigger just before you slip off that ruler. Superb racing.

13: Doom 32X

▼ *Doom* is simple to play. All you have to do is kill anything that moves with a variety of weapons ranging from double barrelled shotguns to knuckle-duster clad fists (when the chips are down and the ammo's getting a bit sparse). Killing beasts from Hell has never been so much fun. You can wrench their heads off, and still go and have a family luncheon afterwards... if you can drag yourself away from the constant slaughter, that is. *Doom* is here to stay, and if we're really lucky *Doom 2* will come out and play too.

14: International Sensible Soccer Mega-CD

▼ The classic soccer game heads onto the Mega-CD and FMV intro and cut sequences. Basically the same as every other version of *Sensi*, this still proved to be a favourite with many, even over the much more spectacular *FIFA* series (heresy!). This is pure videogame soccer, and never really attempts to get sim-ish with its little players running around passing the ball and taking ridiculous curving strikes on goal. Fast, fun and packed with gameplay and not much else.

Sega Pro Top 100

15: Dynamite Headdy — Mega Drive

▼ This is probably one of the most refreshing and silliest games to appear in a long time. From the same people who brought you *Gunstar Heroes*, *Dynamite Headdy* plays like an obedient puppy with a Bonio shoved under his nose. It's bright and colourful, has some ridiculous bad guys, and is really fun to play. If you're sick of contemporary platform games then you could do a lot worse than play this.

16: Urban Strike — Mega Drive

▼ The finest of the *Strike* games takes you into the heart of the city to do battle with terrorists, crime lords and all sorts of malcontents as you trail around from New York to Washington DC blasting everything to bits within your scrolling playing area. A little bit mindless perhaps but your mission does include collecting fuel and freeing hostages so there is some strategy involved in what you attack first and where. Action all the way.

17: Sonic & Knuckles — Mega Drive

▼ The fourth *Sonic* game proper sees him join forces with Knuckles the echidna. Sonic was still as fast as ever but Knuckles was more of your strong, slow type, scaling walls with his spiked fists, smashing walls and gliding down from higher platforms. The graphics were an improvement again from *Sonic 3* with some gorgeous forest, desert and industrial backdrops. Tough gameplay and the even tougher co-star made this another Sega mega game.

18: PGA Euro Tour — Mega Drive

▼ Most golf games try too hard to be realistic and not hard enough to be playable. *PGA* is one of the few titles that strikes a happy medium. The graphics aren't exactly photo-realistic but the birds tweeting in the trees and the swish of your club through the air will soon make you believe that you're playing on some of the toughest courses in the world. What's almost as good though is that you get to play against some European golfing superstars, so prepare to tee-off against Nick Faldo, Olazabal and the gang. The best golf-'em-up ever.

19: The Story of Thor — Mega Drive

▼ Hack, slay and punch your way through legions of nasties in this extremely polished arcade RPG. It moves seemlessly from speech bubbles to sword play and back again. You get to meet up with huge bosses and collect magical weapons and charms to help you in your quest. Stunningly pretty and surprisingly playable and addictive, the explore and exterminate action just keeps on going and going. A Prince among role playing adventures.

20: Battlecorps — Mega-CD

▼ One of Core's most impressive games to date does a thing or two with your Mega-CD that you never thought possible. This probably started that fad for wandering robot yarns as you yomp across a tricky landscape of bubbling lava, quick firing pill-boxes and enemy vehicles. Like *Doom*, this really gives you that feeling of creeping about in a hostile environment. One that grows on you the longer you play.

21: NBA Jam — Mega Drive

▼ The first of the *NBA Jam* series is still a real classic of a game. It is pure pumping fun from the moment you start playing. A game of basketball that appeals to non-sports fans has to be excellent

Mega Bombe

Mega Drive

3

The *Bomberman* series has induced more fights and fracas than just about any game ever. The premise is a simple one: Run your tiny little man around a maze with a sprinkling of your finest friends... and then blow them to smithereens by strategically placing bombs all over the shop. The last bomberman standing is the victor.

With an ingenuity that has yet to be figured out, the mad Japs have created a monster that is set to run for ages. *Bomberman* is fiendishly simple, yet worryingly addictive... there is no escape from here. Once you've played the multi-player battle mode with a few friends, you'll never be the same again. There's also a one-player game that sets you tasks of clearing the screen of all the enemies and retrieving a crystal, once you've done that, you progress onwards. This is certainly fun, but *Bomberman*'s real appeal is with a group of friends all battling to be top terrorist.

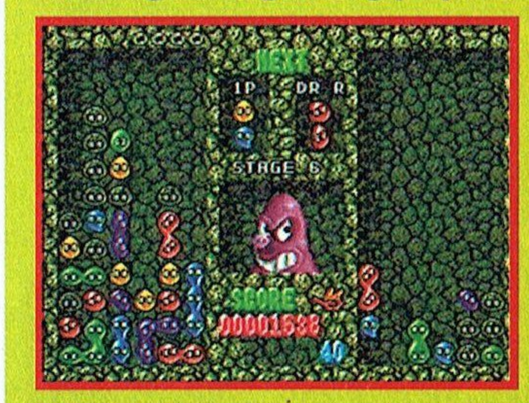
Mega Bomberman is the ultimate in sheer addiction and frustration. But if you think it's easy just to get stuck in and maim-yer-mates, think again. There is a subtle art to being a successful bomber rather than a smoldering corpse. If you were to rush around casually dropping bombs, you'd sooner, rather than later, end up dead. The art to staying alive is patience. That's the trick!

Little Bomberman will always have a place reserved in our hearts, with his mad blue kangaroos and limitless supply of huge explosions, he's started a trend and all we can do is play along.

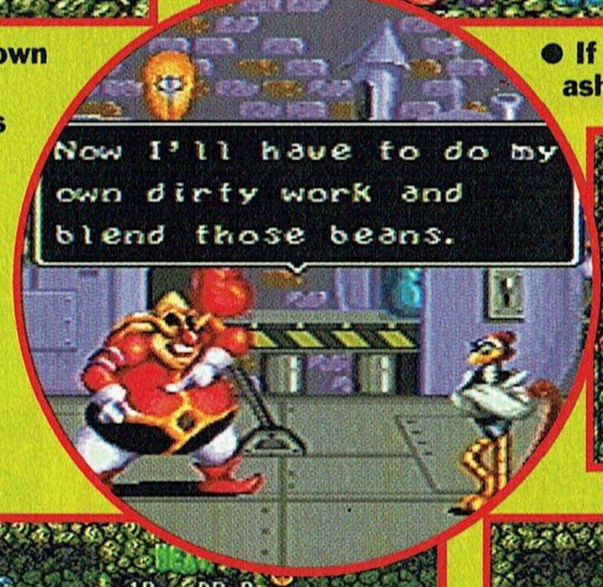
● **Strategy is needed if you're to get the crystal in one-player mode.**

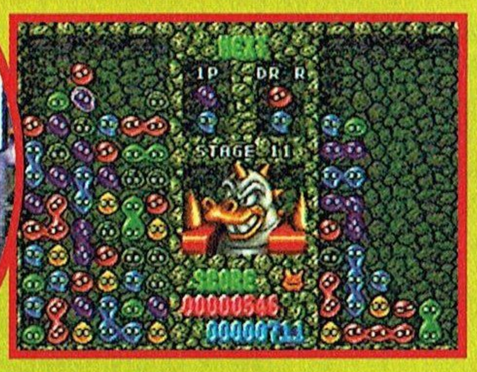
● **Eeek! It's old iron whiskers himself raining down a beanage of frightening proportions on you.**

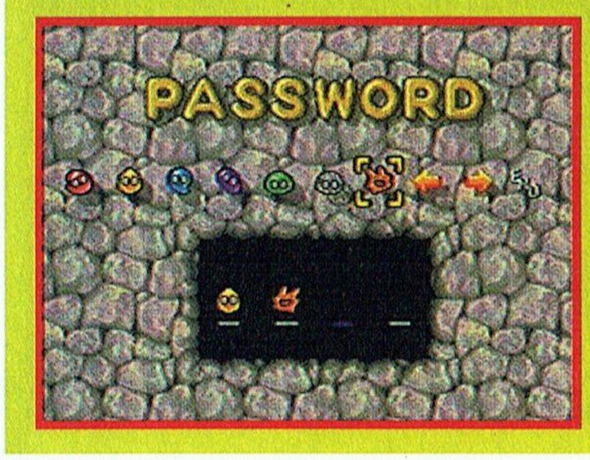
● **If this happens to you, feel ashamed. Arms is pathetic.**

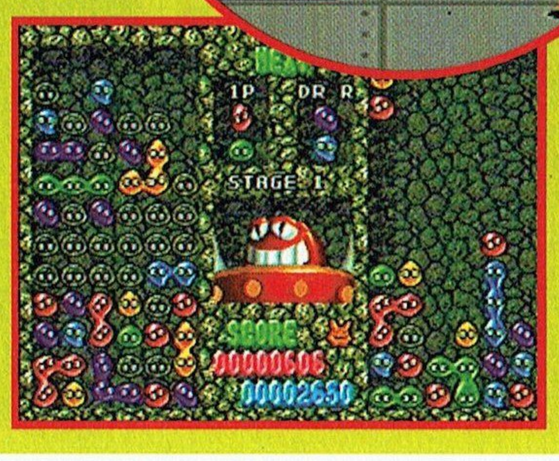


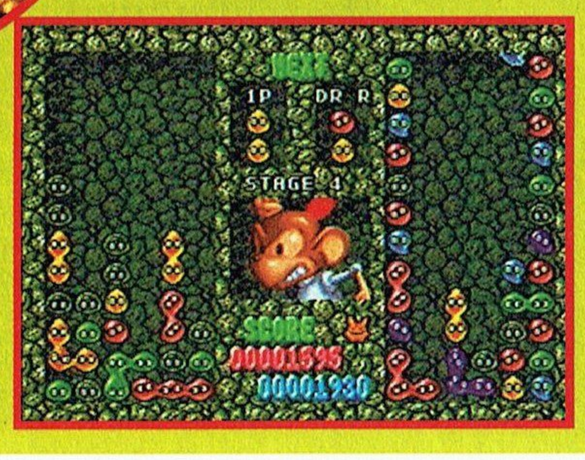
● **This pig is one of the nastiest beaners in the game. Once you make him eat your beans the opposition gets easier for a while.**











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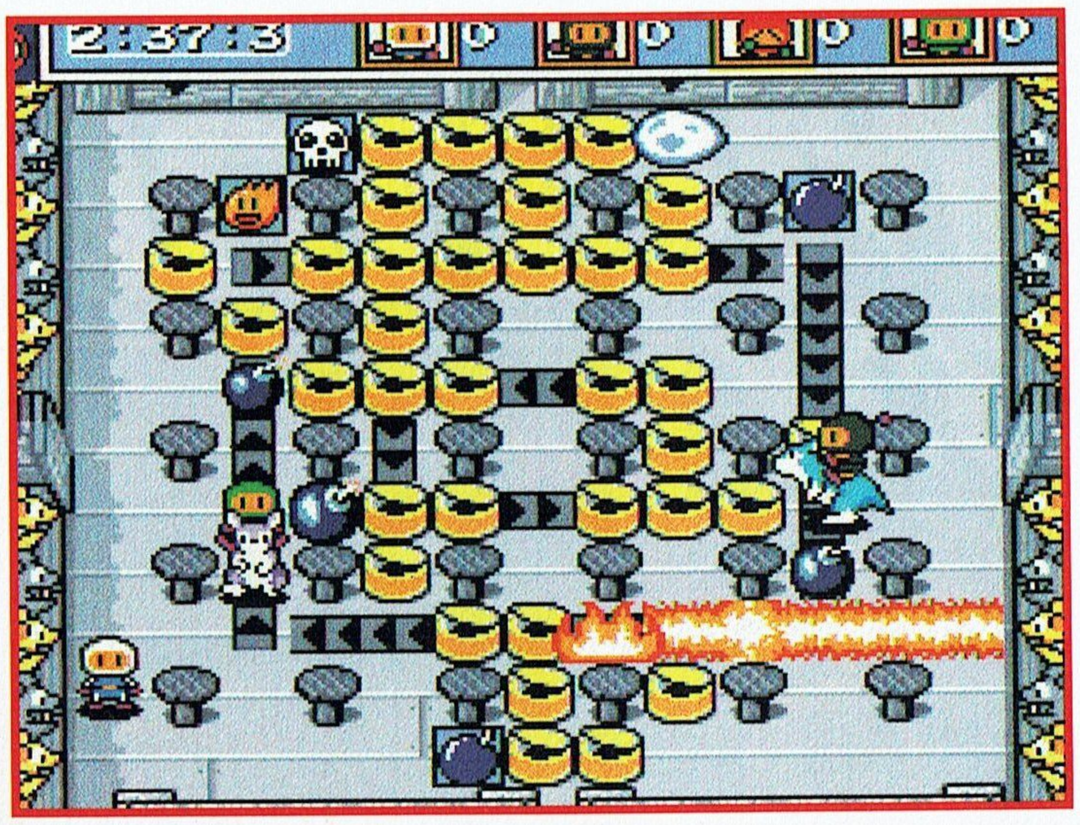


● This fiendish level has conveyor belts where you can thoughtfully drop a little present of the explosive variety for one of your mates. That'll learn 'em!

Dr Robotnik's Mean Bean Machine

Mega Drive

4

Okay, so *Tetris* got there first but we don't care. This is the best puzzle game on any Sega format. The very odd *Puyo Puyo*, was the original import version with its crazy anime characters and a glimpse of the two-player beaning frenzy to come. Identical, except for the intro and CPU characters, *Mean Bean Machine* was the Sega conversion that brought the beans to public attention. Most puzzle games are quiet, thoughtful affairs where the worst that can happen is that you accidentally bite your lip. Not this one. You'll sweat, you'll scream, you'll rave and be reduced to a gibbering wreck. Only *Mean Bean* can do this because it pits you against the most merciless, cruel and vindictive opponent in the known universe, a fellow human being.

The action is pretty simple. Pairs of coloured beans fall from the top of the screen into your rectangular playing area. You can move these pairs from side to side and also rotate them. Get a vertical or horizontal line of beans of the same colour and they disappear taking any adjacent refugee beans (transparent ones) with them. The trick is to engineer it so a chain reaction occurs, with one set allowing another to fall into place and then another. The number of sets of beans that are freed in this way determines the number of clear refugee beans that tumble down onto your hapless opponent.

Warning: This is one of the most addictive games ever. Stuff having to kill some boss on the eighth level, you'll be playing long into the night against a stream of bizarre CPU characters, each with their own beaning style. An all-time classic, no frills, just razor-sharp gameplay.

and this is! Animation is excellent, the sound is loud and thumping and it is just so playable. It has all the stats you could possibly want and the option of up to four players. Get jammin!

22: Ranger X Mega Drive.

▼ This is a really tough shoot-'em-up which actually has a cool storyline as well. You have to save Earth in a future time from control by the twisted dreams of an evil force. Equipped with only a bazooka, armour and two support vehicles, there are six levels of really tough gameplay to get through. All this happens at awesome speed and under an incredible barrage of enemy fire. What a top shooter.

23: Sonic 3 Mega Drive

▼ The logical progression of the *Sonic* games carried on up to this speedy leap-'em-up which starred Knuckles as a bit part character led astray by the evil Robotnik. With better graphics and even faster gameplay this proved an instant hit. One novel feature was the 3D bonus level where you had to swivel and run about collecting blue balls. Made a change from all those rings. This proved much harder than *S2* as it's almost three times the size!

24: Madden '95 Mega Drive

▼ The finest *Madden* American Football game carries the amazing series to new heights. Gone are those annoying passing windows and in their place a new viewpoint allows you to see your receivers legging it up the pitch. The graphics too have been refined with better definition on the sprites and none of that annoying clutter in the huddle. Clear and simple to get to grips with, it'll take ages to master all the plays and plan ahead strategically.

25: Samurai Shodown Mega Drive

▼ Another classic arcade beat-'em-up that has been excellently converted onto the Mega Drive. With a definite oriental feel, all the characters have special moves and weapons to attack their opponents with. There are 12 fighters to choose from and eight skill levels, so this is quite a challenge. It is brutal, bloodthirsty stuff which looks excellent and sounds horribly real. Just what you need to relieve that tense, nervous headache.

26: Dune II Mega Drive

▼ A massive strategic challenge that will get those brain cells buzzing. Very like in Maxis's *Sim* games, you will have to build industrial complexes in the desert to get the resources to destroy the enemy. Everything must be paid for and built correctly before your power is increased and you must keep an eye out for the enemy who will attack without warning. It looks great too with a very clear aerial viewpoint.

27: Cannon Fodder Mega Drive

▼ War, it's never been so much fun! Over 100 levels of tactical missions all played out with your troop of tiny sprite soldiers. Not only do you have to destroy the enemy, but there are often people to rescue as well. In later missions you get to drive tanks, skidoos and choppers. Excellent playability! Everything you could want from a tactical skirmish is here. Things to avoid, hide from and blow the brains out of.

28: Skeleton Krew Mega Drive

▼ A cracker of a game where you lead a team of cyborg commandos on a mission to destroy evil mutant aliens. The 3D perspective makes this very appealing to look at, while the non-stop shoot-'em-up gameplay is some of the most addictive around. A futuristic battle of immense proportions that looks, sounds and most importantly plays, like you're right in the thick of it. And the two-player mode makes it even better!

29: Clockwork Knight Saturn

▼ This is the ultimate in next generation platform adventures. *Clockwork Knight* has breathtaking polygon graphics that make the different levels totally addictive. With one of the most captivating intro scenes ever, and an amazing toyland/dream scene type adventure, this is absolutely stunning. The sprites are fluid and backgrounds are awesome. Not only does this look just incredible, but the game itself is well thought out and the gameplay is intriguing. Not quite long enough though.

Sega Pro Top 100

30: Super Street Fighter II Mega Drive

▼ The fastest *Street Fighter*, that saw the introduction of Cammy, Fei Long, T Hawk and Dee Jay. Perhaps too close to the classic *SCE*, this still tweaked the graphics and gameplay to get that little bit more out of all the characters. In going brighter and more pastel it lost some of that moody arcade feel and ends up somewhere between the vibrant *Primal Rage* and the downright gloomy *Mortal Kombat*. Great, but no marks for originality.

31: Mortal Kombat Mega Drive

▼ An excellent arcade conversion for the Mega Drive. Keeping all the gore, special moves and good sprite action, this was, and still is, a classic bruiser. The aim of becoming Grand Champion in the Shaolin Tournament, gives the game an interesting background which adds to the competitive feel. Two-player mode is twice as much fun and you'll play for ages trying to master the nineteen or more moves available for each character. Brought in those oh so impressive fatalities.

32: Phantasy Star IV Mega Drive

▼ The much awaited fourth game in the series is as near perfect a RPG as you will find on the Mega Drive. It has an excellent storyline, great puzzles, a huge adventure, neat graphics and some very catchy music. By talking to people and battling your way through past the enemy, you will be able to get further through the puzzle. This will keep you totally absorbed for months on end. Enormous fun.

33: Aladdin Mega Drive

▼ Who said that film licences are never any good? Whoever did must have eaten their words when *Aladdin* came out. This was the one of the biggest surprises of 1994 and what an excellent surprise it was! *Aladdin* is simply the most wonderfully animated film conversion ever. Not only that, but the game is great too, and laughs? We were tickled in all the right places! It's certainly a solid platformer but it's got so many neat features that it makes the rest look positvely ordinary .

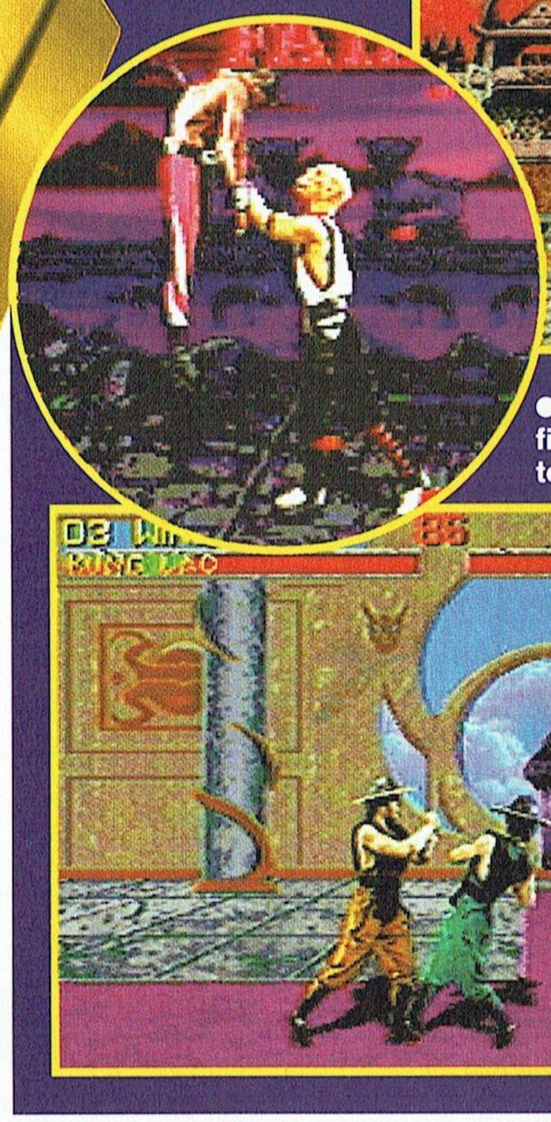
34: Madden '92 Mega Drive

▼ The term 'classic' is often misused but not when talking about the *Madden* series. Building on the rather too easy *John Madden Football*, EA produced a truly brilliant game complete with passing windows and little men scurrying up the pitch ready to catch the pigskin. The basic game engine for all the *Madden*s up to '95 is here, they just added visual finesse to its sheer gameplay bulk. Good old John did us proud.

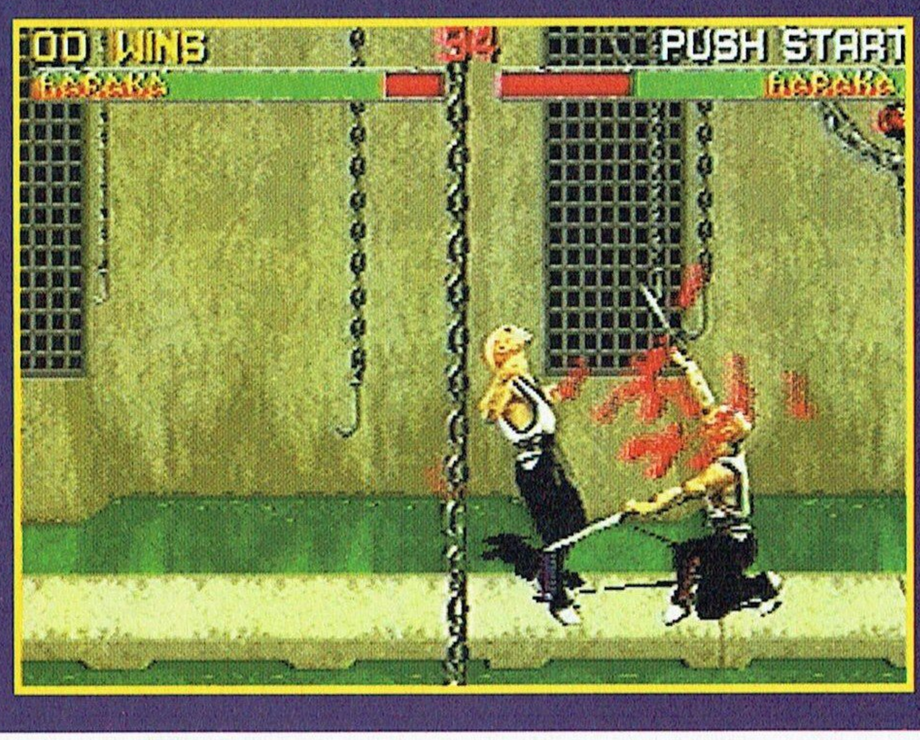
35: Pro Striker Mega Drive

▼ Still a classic game, *Pro Striker* (*J•League* on import) has tons to offer. You can play for the Sega Cup, league or a simple single game. Four players can compete on screen at once which makes for very competitive football! Sprites are clear and detailed, they are also easy to control with sliding tackles, dives and other exotic moves. The pitch view is good, as is the response from the crowd. A worthy precursor to the *FIFA* Age.

Mortal Kombat 32X



● Liu Kang's low fireballs make him a tough opponent.



Street Racer Mega Drive

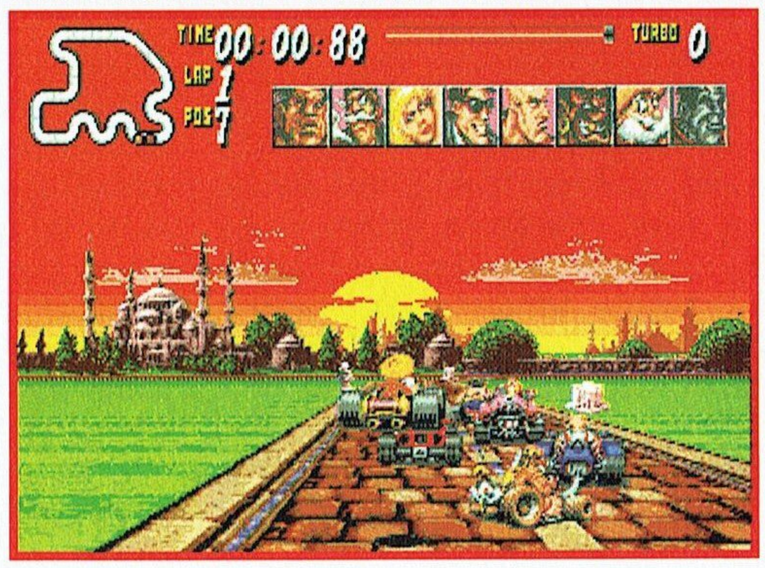
6

As most of us can't afford nice, fast cars and certainly can't swerve about on the open road punching and electrocuting each other (without getting arrested), driving games have always been popular.

But if most racers aren't quite fast and furious enough for you, take a look at Vivid Image's driving game that is sure to set the standard for racing on the Mega Drive for a long time to come. You can choose any one of eight cars to race, and if you're up for it, race against three of your mates for some top quadruple split-screen fun. At any one time from just your single Mega Drive (none of this linking machines up malarkey) you can race around at high speed, punching the living daylights out of all those who get in your way. With eight racers, and each of their three tracks, there is plenty of driving to be done and loads of shiny cups to be won. But it doesn't stop there. With some blinding brilliance on the part of the programmers, they included a football game, and a roller-ball 'thing'. To include Britain's national past-time was a stroke of genius as this not only gives you an option to play something other that all that driving, but also allows you to laugh loudly at all those ordinary rubbish driving games.

So, if you're thinking of checking out the latest in turbo-nutter games, stick your ear to the road and listen for this little baby to come screaming past.

● There's no respecting Biff on his own track. That Surf will give him a slapping if she gets the chance.



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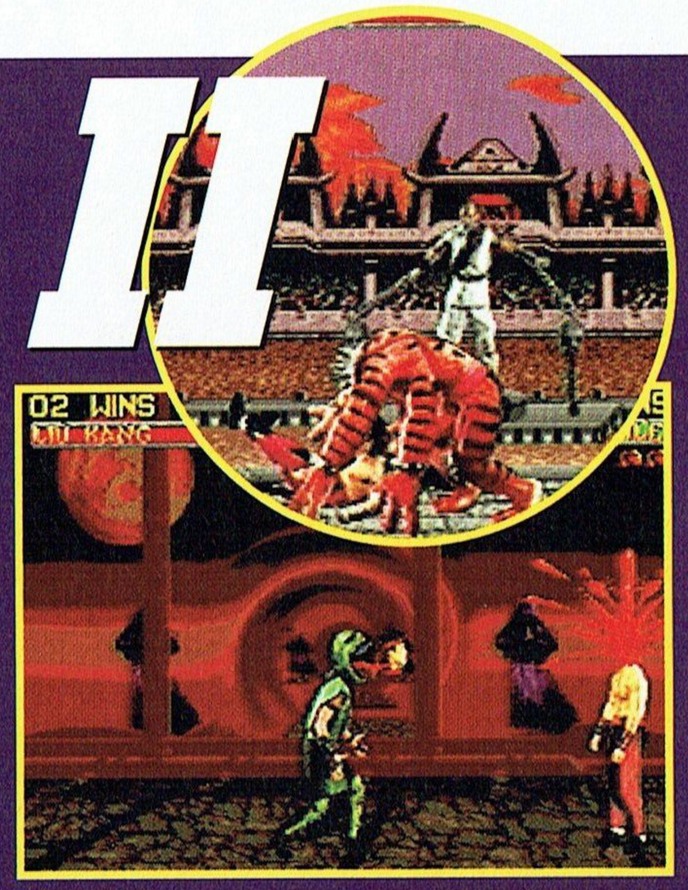
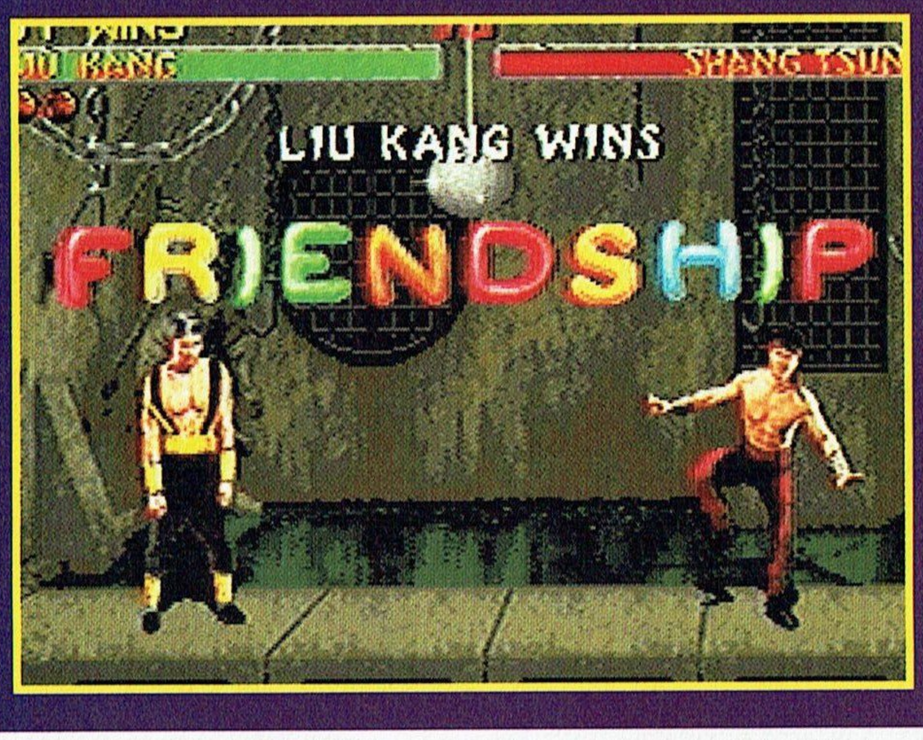


● **Reptile's finishing move leaves Liu Kang gob-smacked! It's incredible gory bits like this that made *Mortal Kombat II* famous. But it's the depth of gameplay that makes it such an all-time great.**

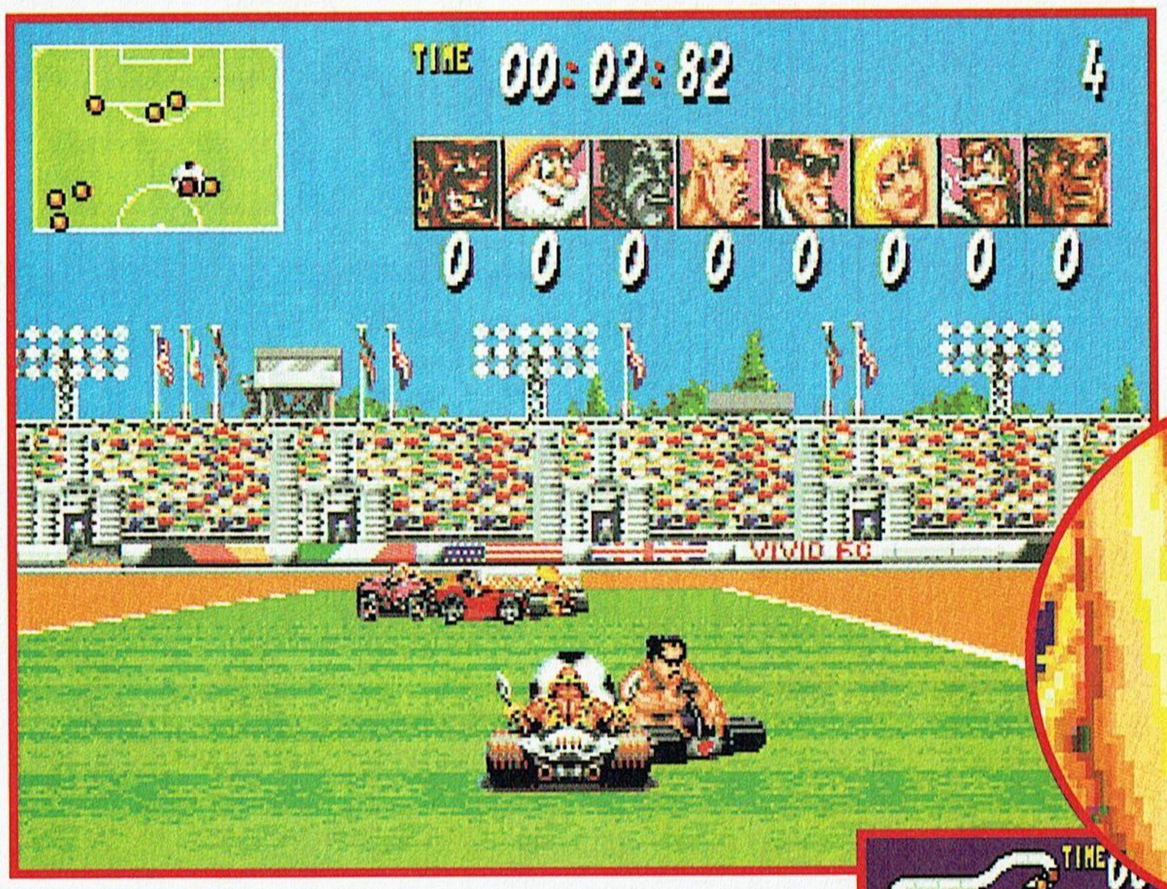


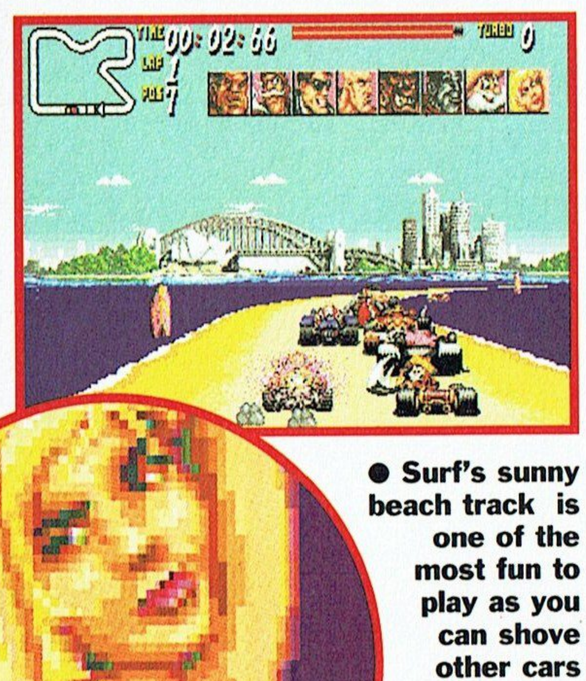
Right, so then, this is it! The best ever beat'em-up to appear in the history of videogaming, *Mortal Kombat II* is the definitive fighting game around at the moment. Its stupendous digitised graphics make it aesthetically pleasing to look at, and with the amount of playability (not to mention unadulterated violence and gore) it bites the heads off all its competitors.

It all started when its predecessor, *Mortal Kombat*, appeared in the arcades with blood and gore dripping from the joysticks. After the unnecessary amount of adverse publicity, chiefly from do-gooders and Voodoo Chiefs who were being put out of work, the game was an instant hit on the home systems. A mightily improved sequel was then released and the kids loved it, the rest, as we're assured, is history.

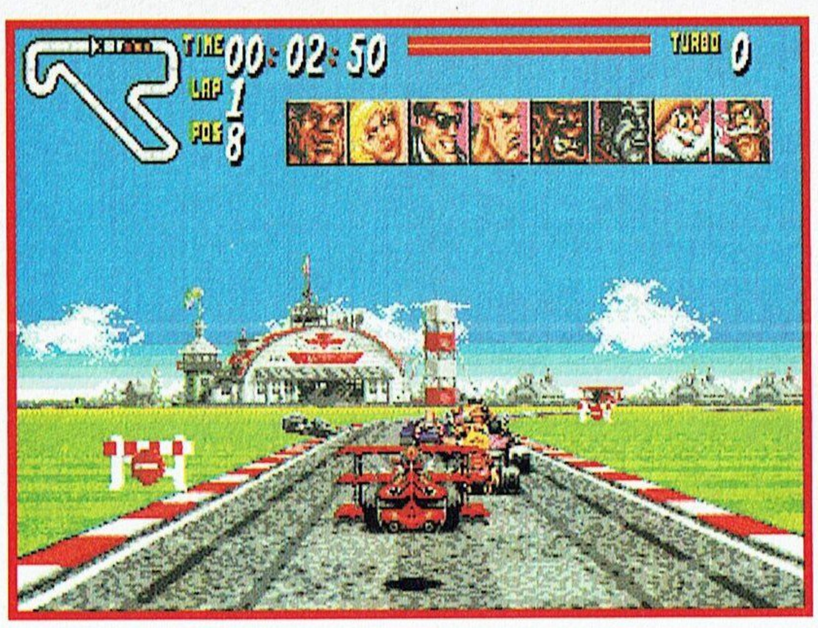
With new characters, both hidden and fresh from the design board, *Mortal Kombat II* provided something that was desperately needed in the arcades – life-like graphics and even more disturbing, life-like violence. Some of the moves were so outrageous that an 18 certificate was slapped on its head and paraded around as an example to all. But that just increased the hype, not to mention the sales.

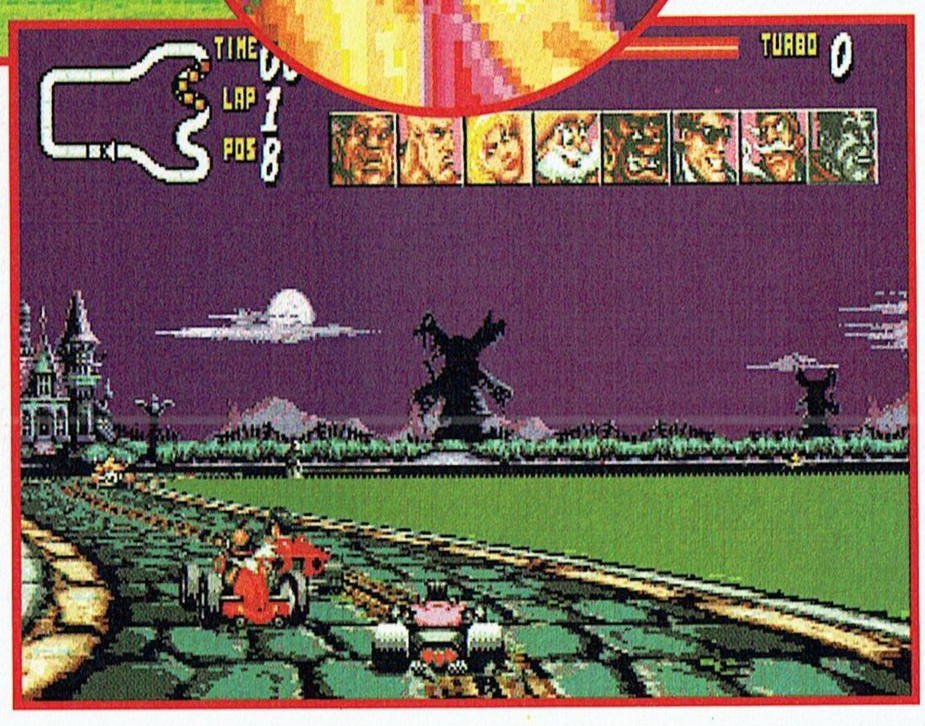
With finishing moves to make even Ghengis Kahn and Vlad the Impaler go weak at the knees, *MKII* has wetted the appetites of the buying market and forced all imitators to either be better games or bad copies. The latter seeming to spring up from every orifice. *Mortal Kombat II* is the undisputed king of kicking, punching, ripping and rending. Don't argue with us or we'll send Baraka round to give you a haircut.





● **Surf's sunny beach track is one of the most fun to play as you can shove other cars off the sand and into the water to slow them down.**





36: Lunar: The Silver Star — Mega-CD

▼ *Lunar* is a stunner of an RPG and one that all self respecting Mega-CD owners should have. It's a huge game, with literally bags of stuff to find out about. The story is addictive and well presented. Graphically, the game excels because it is so detailed and because of animated sequences throughout. As a puzzler, it could have you going without food for days until you finish a level. Simply excellent adventuring fun.

37: Jungle Strike — Mega Drive

▼ The sequel to *Desert Strike* is one whopper of a war game. Nine campaigns to complete with a Commanche helicopter, a hovercraft, a stealth fighter and an assault motorcycle. Very like the original, it's bigger and, it has to be said, better. Better graphics, better sound, more enemies and harder missions. The campaigns are all very different so there is no chance of play becoming monotonous.

38: PGA Golf III — Mega Drive

▼ Eight courses in total, all of which are bright and colourful. Each of the ten pro's featured has his own digitised swing but the rest of the gameplay is very similar to previous *PGA*s. The controls are a little bit difficult to master but it is certainly a polished golf game. The crowd give a very realistic ripple of approval if you score a birdie. Not quite *European Tour*, but still a very good buy.

39: BC Racers — Mega-CD

▼ This crazy racing game from Core Design gave us a very wacky bunch of competitors. With eight racing sidecar teams and 32 tracks to race around, there are plenty of options. All of the action takes place with great pre-historic gusto. You have to avoid roving dinosaurs, bubbling lava pools and mislaid bones. Each team has its own traits, all of which are very zany. Laughter and racing – a great combination.

40: Eternal Champions — Mega Drive

▼ A vicious beat-'em-up if ever we saw one. Not quite up to *SFII* or *MK* standard, but very good just the same. Lots of gory, tough fighting with plenty of different moves to learn and find. You can (and should) train before you enter the contest as it will be a hard fight. Graphics are clear with big sprites, and sound effects are excellent. You can even build up your own fighting styles and save them.

41: Flashback — Mega Drive

▼ A game where you play as the President of the United States trying defeat the dark forces of an alien invasion, was never going to be boring. However, no-one expected it to be this good! *Flashback* was the 1993 sequel to the already popular *Another World*, but it was much better. The animation is incredible, with very detailed backgrounds and smooth scrolling. The puzzles are frustratingly addictive so develop fast reactions and an inquiring mind.

42: FIFA Soccer — Mega Drive

▼ This went down a storm when it first came on the scene pulling the rug right out from under *Pro Striker*'s throne. The graphics were amazingly detailed with animation showing overhead kicks and shoulder barging. The crowd noise too put the atmosphere right through the roof as chants blared from the speakers. Played on a big TV this was tops, even if there was a little too much hoof it and hope in the gameplay department.

43: Sonic The Hedgehog — Mega Drive

▼ The original but not neccessarily the best *Sonic* game introduced us to the blue wonder and his arch adversary, fat bloke Robotnik. Faster than the average platformer this was meant for younger players but proved to have a universal appeal – dads and brothers-in-law couldn't be dragged away from it as they always wanted to knock that next boss on the head. A quality product that was let down a bit by the far too easy sequel, *Sonic 2*.

Sega Pro Top 100

44: Streets Of Rage — Mega Drive

▼ The biggest *Streets of Rage* ever and yes, size does matter! This 24 Mbit whopper of a game was, and still is a real must for combat fans. For the first time in the *Streets of Rage* series, you get the chance to explore in different directions which changes the plot as you go. The same four characters are still there, but they are better graphically and have new moves to help them tear up the town.

45: James Pond II — Mega Drive

▼ Definitely taking first plaice (ahem) over the other two *James Pond* platform games, this Christmas 1991 release was a real hit. Great graphics, funky music and well thought out gameplay made it miles better than the very fishy *James Pond*. Lots of levels, hidden stages and a whale of an adventure to get through gives it a lasting appeal. F.I.5.H. to the rescue...

46: Another World — Mega Drive

▼ Whoops, another dodgy experiment rockets you off into a far off solar system and you have to find your way home. Taxi! Alternatively, you could could spend months puzzling, fighting and negotiating your way through this innovative platformer. Graphically superb and completely addictive, the clever puzzle scenes take the monotony out of platforming and make it into a real humdinger of an adventure.

47: Micro Machines — Mega Drive/Game Gear

▼ *Micro Machines* remains one of the best racing games ever on the Mega Drive and Game Gear. Racing different vehicles around rooms in a house, avoiding everyday objects and trying to beat you opponents is such cool fun. *Micro Machines 2* is even better though as it features link-up options to play with up to seven mates. This is a good-looking and really addictive game which will keep you revving those tiny engines for ages.

48: Animaniacs — Mega Drive

▼ This crazy threesome star in their own platform puzzle of a game. Fans of the infamous Wakko, Yakko and Dot will be treated to a hilarious romp around the inside of Warner Bros studios. You control all three characters as they cause chaos in one of the funniest games on the Mega Drive. Prepare to race your way through various film sets to upbeat and catchy cartoon tunes.

49: ATP Tour Tennis. — Mega Drive

▼ A Game, Set and Match of a tennis sim on the Mega Drive. Thanks to an ATP licence, it features 40 real players from the past and present of this refined game. You can call up each of their statistics or customise your own players. You can also customise matches which is a real bonus. Controls are easy to pick up and the movement of both players and balls is great. Build your career and be the first British player to win Wimbledon in a very long time.

50: Rise of The Dragon — Mega–CD

▼ An intelligent and interesting point and click adventure where you play as a rather dishy Private Investigator. It is a case of talking to as many people as possible and picking up objects

Top Charac

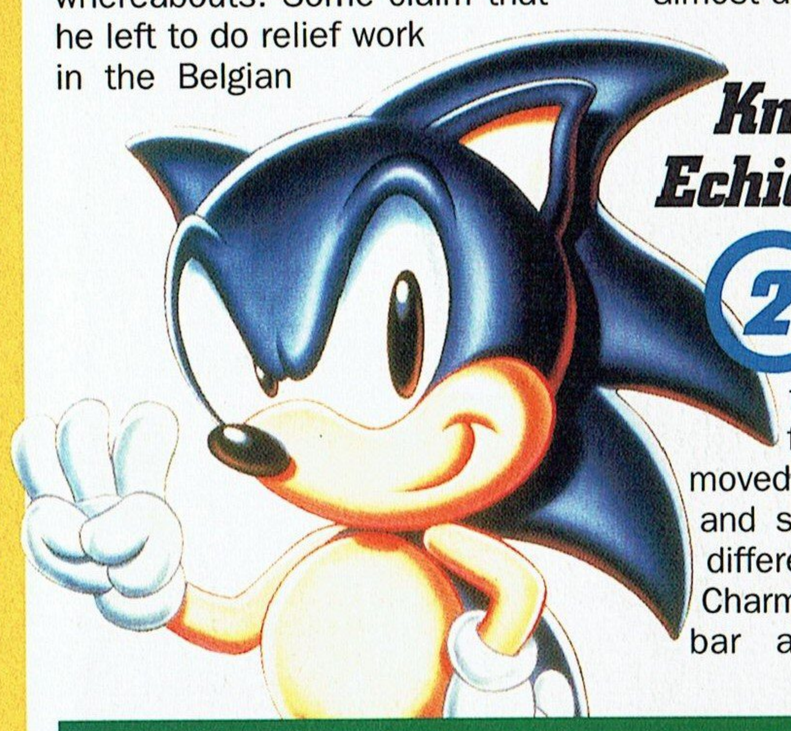
Sonic the Hedgehog

1

Pictured here in one of his many publicity shots, the star who could once claim to always get top billing has, apparently, dropped out of public life. Rumours abound as to his whereabouts. Some claim that he left to do relief work in the Belgian Congo while others believe there is a more sinister explanation, that some people in the Sega hierarchy thought that he knew too much and conspired with Robotnik to make him 'disappear'. Whatever the reason, as a mark of respect he has to still be in that coveted number one slot. Sniff.

▲ **Claim To Fame:** Faster than a speeding truck driver.

▼ **Claim To Shame:** Unfortunately, almost as unpopular.



Knuckles the Echidna

2

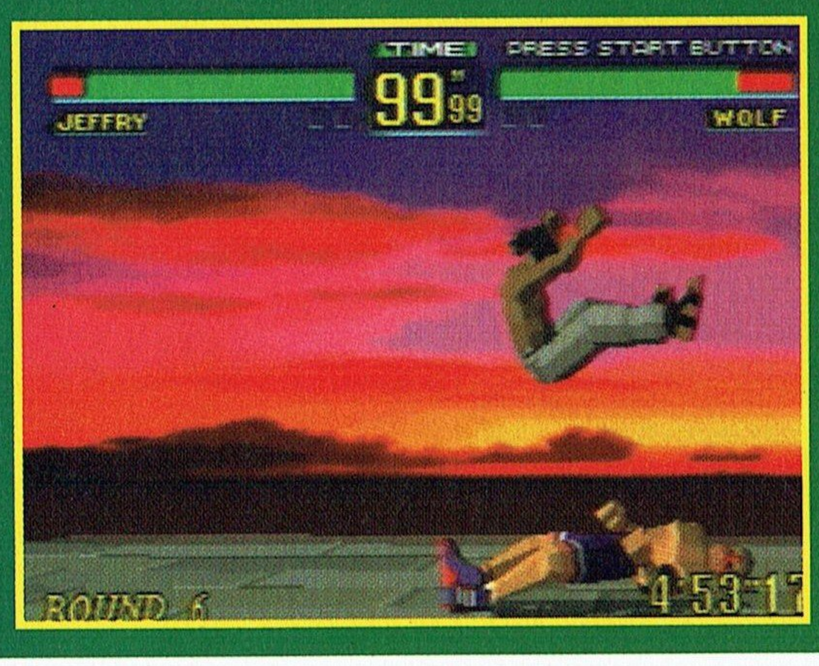
Having heard Sonic crack a 'sunburnt' joke at his expense once too often, the big K turned against his former friend and mentor. He moved away from Moebius city and started hanging out with a different crowd. He met up with Charmee and Mighty in a biker bar and they soon became inseparable, so inseparable in fact that they often took to wearing a sequinned bungee cord strung between them. Little did they know how this might one day save their lives... Knuckles is glad to be out from under the shadow of his ex-mate who he fondly refers to as "that frost-bitten little runt."

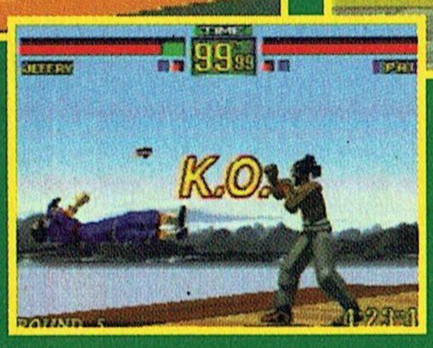
▲ **Smirking At:** Members of Sega's marketing department.

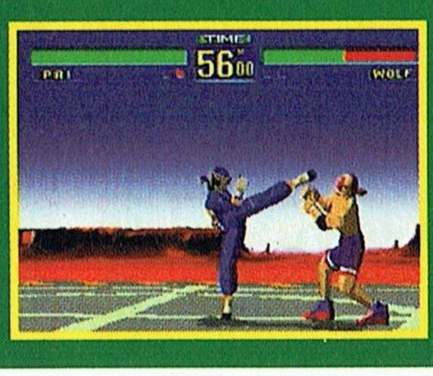
▼ **Scowling At:** Any mention of Mighty's solo career.

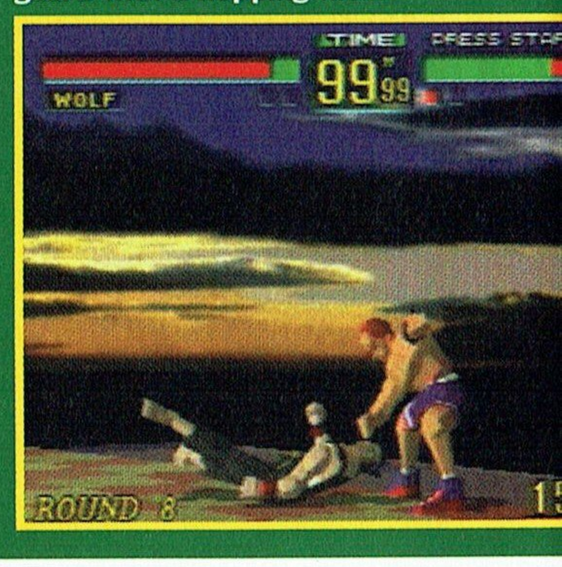
Virtu Saturn

● Akira catches Jacky off-guard with a hopping kick.









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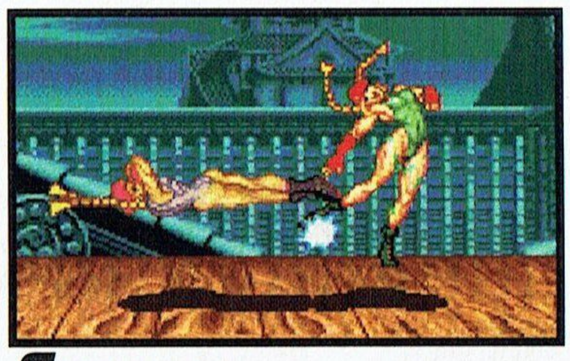


Has Bean

3 This shy, reclusive star initiated millions in the ancient art of *Mean Beaning*. As the spiritual leader of all Beandom, it's his advice you look towards on the unpredictable Exercise Mode. Has Bean lived for many years as a hermit on the sacred mountain of Puyoitso. Realising that the majority of the world's many ills were derived from the lack of a good two-player puzzle game, he decided to remedy the fact and in the process invented beaning as we know it today. It is believed that he has since passed on to a higher plane of existence known as *Mean Bean 2*.

▲ **Bean Feast:** Has Bean dines on only the finest Lotus blooms.

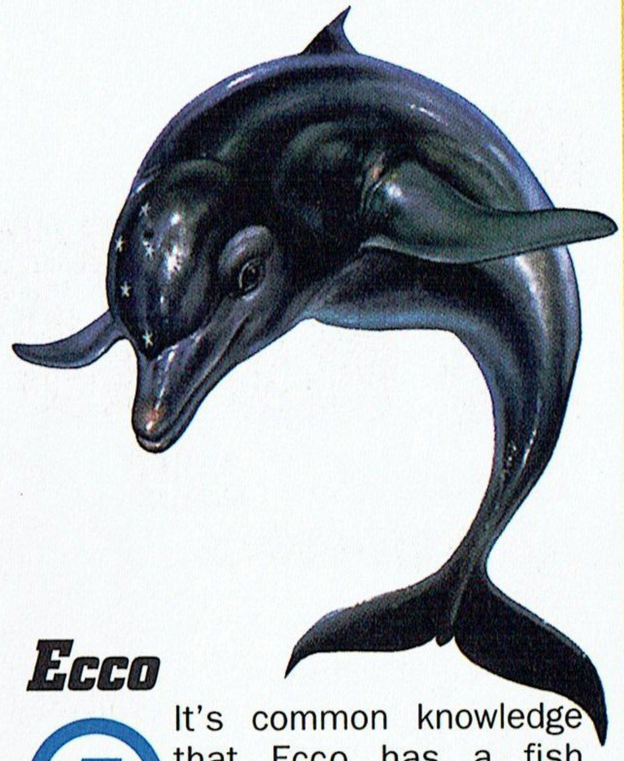
▼ **Bean Least:** He is allergic to all varieties of tomato sauce.

Cammy

4 When this babe isn't singing pop songs she's kicking people's heads in with her oversized pair of DocMartens. But who exactly is Cammy, feminist icon or all-round good time girl? We asked around but only turned up that she could open bottle tops with her thighs and only started fight training when that horrid girl behind her in 4B started tugging her blonde pigtails. It's also rumoured that she never signs her autographs on paper, only on your face with the soles of her boots!

▲ **Cheeking:** Those smart enough to master her fast and powerful kicks.

▼ **Beating:** To a soft and bloody pulp all paid-up members of the Chunners fan club.



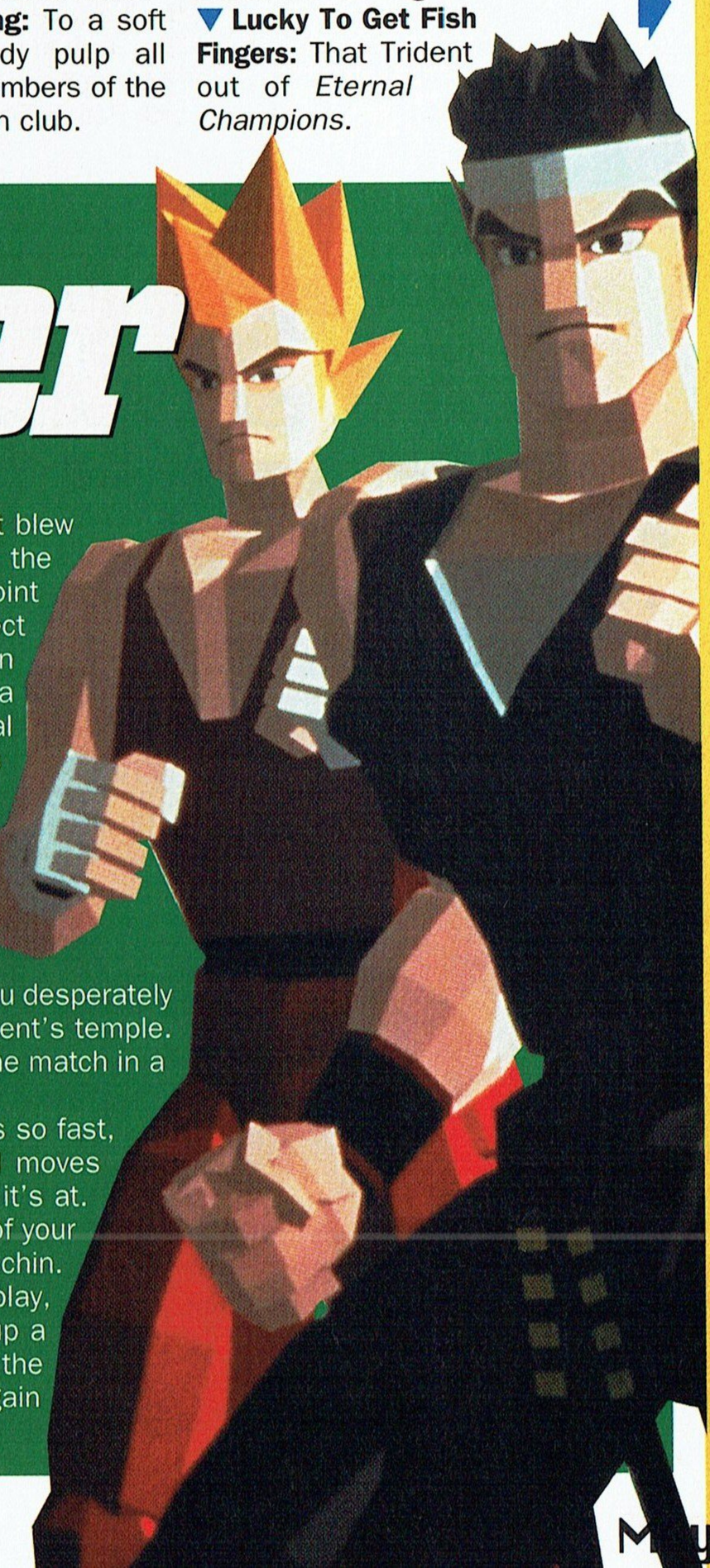
Ecco

5 It's common knowledge that Ecco has a fish addiction problem, he'll do anything for one. Jump through hoops, throw himself into dangerous, swirling vortexes, perhaps even leap out of the water near a fishing boat wearing an 'I'm a big tuna and you can't catch me!' T-shirt. Lately though, he's been appearing in music videos cunningly disguised as Mega-CD games. The papers haven't been signed yet but a duet with either Cher or Cammy is thought to be on the cards. The boy can certainly whistle a tune.

▲ **Deserving Fillet of Plaice:** Bearded TV biologists harping on about over-fishing.

▼ **Lucky To Get Fish Fingers:** That Trident out of *Eternal Champions*.

a Fighter



7 When we first saw this in the arcades it blew our minds. Everyone was amazed at the polygon fighters and the way the viewpoint zoomed in and out. Little did we suspect that in a short time this would appear on a home system. The Saturn *VF* is a brilliant conversion of the arcade original with all the fighters and all their various special moves included. What's even better is that the feel of the arcade game is in there too with crippling body blows, painful kicks and neck-breaking piledrivers being dealt out right, left and centre.

This looks a little rough around the edges but once the fighters start moving you'll soon forget this. You can't beat the tension as, knocked down near the edge of the arena, you desperately attempt to roll back up and land a flying kick to your opponent's temple. Of course, most of the time you slide backwards and lose the match in a Ring Out, but that's just tough.

Pai is an especially hard opponent on one-player as she's so fast, and you'll certainly need to have mastered a few special moves before you go up against her. Two-player, though, is where it's at. There's nothing more satisfying than shoulder barging one of your mates or connecting with a quick spinning kick under the chin. Magic. You can even watch your brutal exploits on the replay, although, sadly, this is one area of the game that shows up a few glitches. With its amazing 3D engine this is, graphically, the best beat-'em-up you can get on any Sega system and a bargain if it comes packaged with your Saturn.

that will be useful. Don't be fooled though, this is a complex puzzle to solve, with plenty of dead ends and red herrings – not literally, you understand. Very nice to look at and has some excellent speech samples.

51: NHLPA Hockey '93 Mega Drive

▼ Best ever Hockey sim! This has all that you'd want when sliding after a fast puck. It has loads of options, and lots of quirks such as an unfair ref and trick shots from some of the players. There are stats galore on teams and individual players, and it is all factual stuff taken from the players' real 1992 performances. Play on the ice is incredibly realistic, and added to by noisy crowd participation. Pucker indeed.

52: The ChessMaster Game Gear

▼ Truly the King of chess games. This still looks good on the Game Gear and plays really well. It boasts incredible amounts of options, for everything you could possibly want to do and a memory bank of over 150,000 classic chess moves. You can play at any difficulty level with a friend or even against the Chessmaster himself. Save options are featured, as well as sound samples and clear graphics. A real challenge for highbrow puzzlers all on that neat screen.

53: Snatcher Mega-CD

▼ Snatcher is a cross between a shoot-'em-up and a role-playing adventure. It has a very cunning plot where VIP's are being killed and replaced by look-a-like robots called snatchers. It features graphics that look as if they have just been ripped out of a graphic novel and features corny but funny speech samples. In fact the whole thing is a detective B–movie clone. Good stuff, but unfortunately so gory that it is an 18 certificate.

54: Ristar Mega Drive

▼ Sega's Son of Sonic, or something like that, was introduced just in time for last Christmas. The game was surprisingly smart and the graphics were gorgeous. Ristar is a clever little star who has all sorts of moves which he uses to negotiate around the planet to save his friends. He headbutts enemies and can even power up to become a shooting star. Very *Sonic*-like, but that's no bad thing.

55: Gunstar Heroes Mega Drive

▼ A very tough cartoon style shoot-'em-up with lots of action and surprises. Graphically very colourful and clear, there is tons happening while you are trying to battle through. You must adjust to different types of fighting and be quick-witted enough to avoid danger. It has a two-player option and eight puzzling levels to get through. Just that little bit different to make it something special.

56: Theme Park Mega Drive

▼ Bullfrog's top game of financial gain and fun, fun, fun certainly looks good on the Mega Drive. Slightly fiddly menus can annoy but with great sprite graphics and animation this is still a corker and one of the most original titles you can get. Put salt in the popcorn and extra caffeine in the coke and watch as your little people froth at the mouth and fall ill. A Theme Park owners' life is a happy one.

57: Bill Walsh's College FootballMega -CD

▼ Released onto the Mega Drive in September 1993, this American football sim was an instant hit. Very similar to the *Madden* series, in this you pitted college teams against each other, under the supervision of Mr Walsh – ex-coach of the San Francisco 49ers. With more options and stats than you knew what to do with, a save option and a four-way adapter, this was a must for American football fans.

58: Psycho Pinball Mega Drive

▼ Simply the best pinball sim available for the Mega Drive. It is fast, furious fun with loads of bonus features, tons of hazards and special effects. Play is very realistic, with great sound effects and bright, imaginative tables. There are four tables to play, three different skill levels and you can have up to four players at a time. A really smooth game to play which is also hugely addictive.

Sega Pro Top 100

59. Virtua Racing – Mega Drive

▼Close to arcade quality racing for the Mega Drive. Released by Sega in May last year to a hungry audience, this is was eventually eclipsed by the *Deluxe* 32X version. Still, when it came out its four viewpoints, automatic or manual gear changes and futuristic controls were unheard of on a home console. What makes it special is the speed of play and the awesome graphics. You really hadn't seen graphics on your Mega Drive like this before.

60. Desert Strike – Mega Drive/Game Gear

▼Based on the Gulf war, *Desert Strike* is about defeating a mad dictator all by yourself. There are five very different and challenging missions to complete. These range from destroying enemy weapons to infiltrating headquaters. Graphically very impressive, this looks and plays like a dream. Sound is also pretty awesome which makes flying about very realistic and totally absorbing. Get out there and bomb that mad dog!

61. Ballz – Mega Drive

▼ A beat-'em-up with a difference. All the characters are made from (yes, you guessed it) balls. That's not all, the whole game uses balls as a theme and this makes for some very interesting 3D graphics. You control the camera view as well as the characters, so you can zoom in on the action from any angle. A lot of humour is included as well, in both speech and graphics and there are even screens placed around the arena showing highlights of the action as you play!

62. Soulstar – Mega-CD

▼A very impressive looking 3D shoot-'em-up which plays well and has the added bonus of a two-player mode. With 23 exterior zones, 17 interior zones, a huge 40 missions and three difficulty levels, it's one mega game. The futuristic graphics are excellent – some of the most colourful deep space scenes ever. Power-ups have to be collected from the mothership, but everything else has to be lasered to death. Fair enough.

63. EA Hockey – Mega Drive

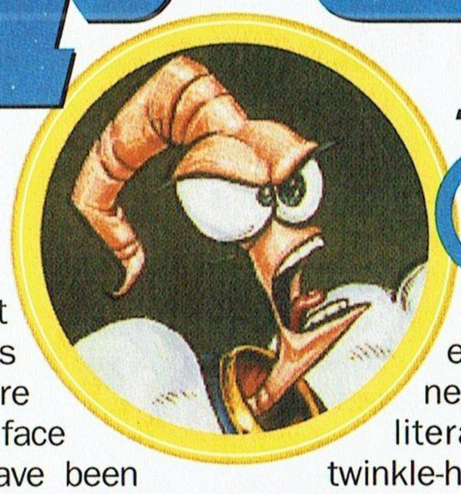
▼ Made before they acquired the NHL license, this was the game that started it all for EA Sports. Although superior in many respects, EA Hockey still has the edge over the *NHL* games in terms of speed. A little clumsy it maybe, but the speed players skate up and down the ice is simply phenomenal and thwacking the puck past your opponent into the back of the net is great fun. Underrated but solid hockey game.

64. Toejam and Earl 2 – Mega Drive

▼Toejam and Earl are funky cartoon guys who are out to capture all earthlings who have invaded their planet. This platform game is one long psychedelic trip through a very bizarre land. Playing in two-player mode has to be the most fun because you can co-operate to catch even more humans. The animation is really cool, as is the amount to do in the game. It certainly is a cracker that will get you chortling as you play.

Top Charac

Continued... Earthworm Jim



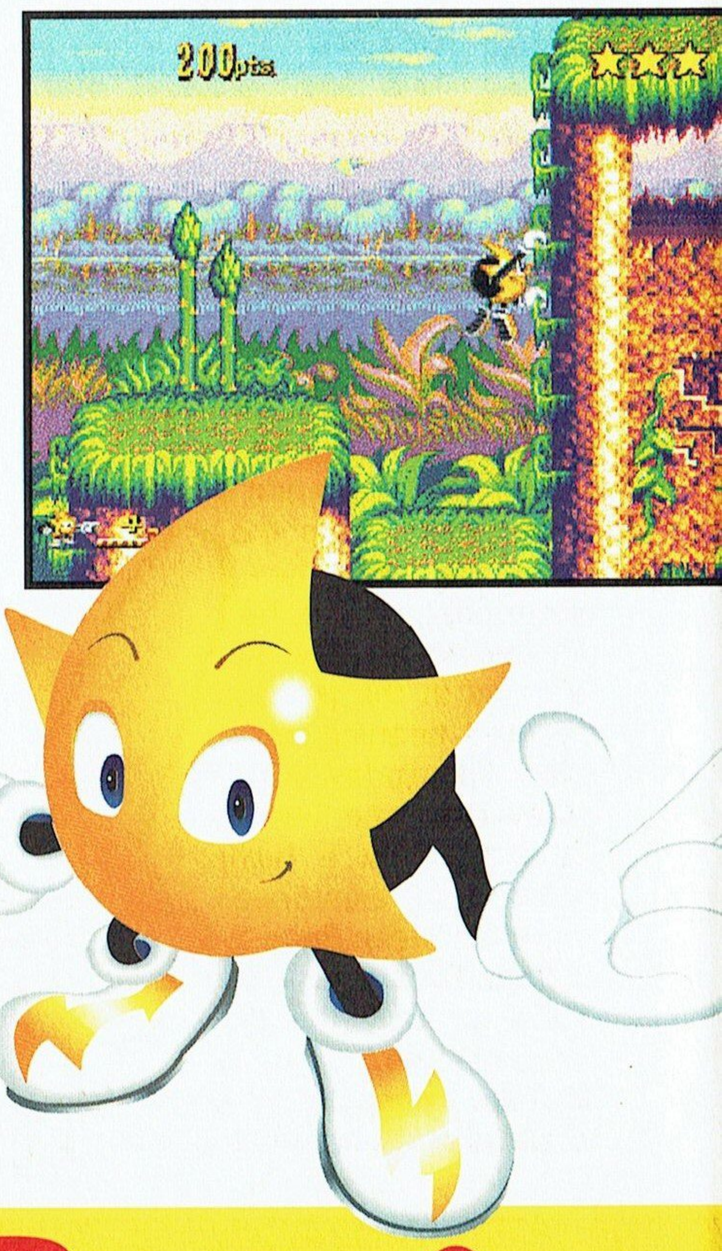
6 It was almost inevitable that he'd worm his way in here somewhere and, let's face it, if we hadn't he'd have been round the next morning with a rather large gun. You'd think that having no arms and legs might be a bit of a handicap when it comes to being a platform star (making running, jumping and picking up stuff a bit difficult) but not at all. Jim just suits up and goes. This opens up whole new job opportunities for previously unusable animals. What next, Snail Bob, perhaps? Amoeba Jones? The list of invertebrate would-bes is endlessly stupid.

▲ **Early Birds:** Anyone who can mate with themselves.

▼ **Already Fish Bait:** Snail Bob when he tries to commando crawl under the lawnmower.

Ristar

7 The rift between Sonic and Knuckles formed a large enough gap for a new star to emerge, literally. Ristar (or twinkle-head to his mates) looked like being another Sega hot property, especially judging by the asbestos tiles that had to be fitted in their plush new reception area. Still, as we all know, shooting stars are actually just lumps of meteoric iron burning up in the ionosphere, not cute little yellow chaps with large anime eyes. Only time will tell whether he's going to shoot to stardom like Sonic or plummet back down to earth like Captain Planet.



▲ **Bright Sparks:** Ristar admires the Voyager probe, for getting in a Star Trek film.

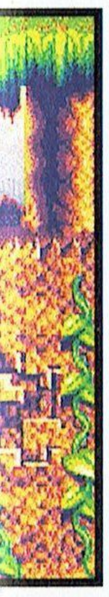
▼ **Dying Embers:** He's not impressed with Patrick Moore's monocle.

Virtua Racing 32X

● **Sit back and just look at the view! This angle is great for seeing what's waiting up ahead.**

● **The excellent split-screen mode is what makes the game. Stock car racing is brilliant fun.**

ters



Pepperachou

8 Bless you. Sorry, of course we mean the mechanical star of *Clockwork Knight*. Pepperachou tends to hold himself a little aloof from other platform heroes. He has yet to learn that good rendering isn't everything and that people are bound to snigger behind your back if you prance about in a suit of armour and are in love with a fair maiden called Chelsea. Reliable Japanese sources suggest that his next adventure may be battery operated.

▲ **Wind-Ups:** Rust, Jack in the boxes, the price of WD40.

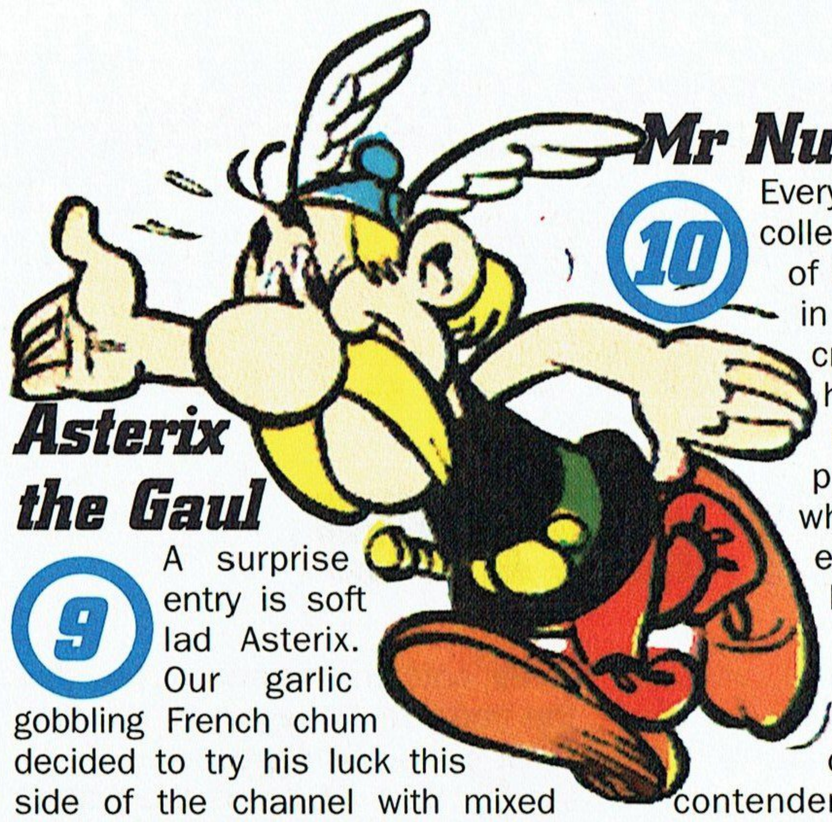
▼ **Wind-Downs:** Finding out that you can always pursue an alternative career as a safe cracker.

Asterix the Gaul

9 A surprise entry is soft lad Asterix. Our garlic gobbling French chum decided to try his luck this side of the channel with mixed results. Love him or loathe him he has got a rather hefty mate with a rock called Obelix, so it's a good idea not to comment on his breath or snigger and call him 'shorty.' Besides, in the cordial spirit of European co-operation we can only hope that when he returns to France he takes Antoine de Caunes and that cheap red plonk they try to sell on ferries with him. Bon voyage!

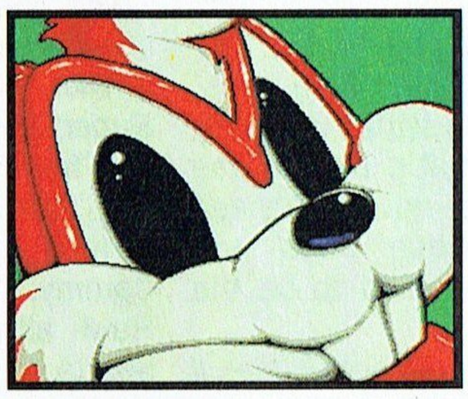
▲ **Ply With Magic Potion:** Top cheeky girl Cammy and or Chunners (he's not fussy).

▼ **Splash With British Rail Tea:** The bankers who financed Eurotunnel.



Mr Nutz

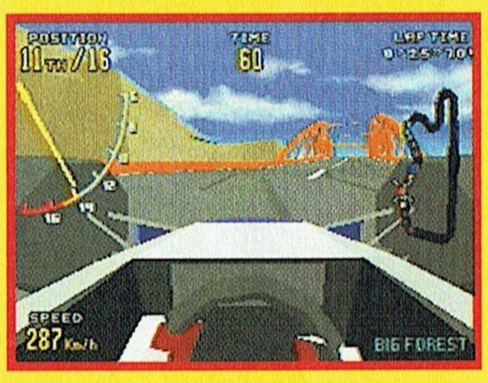
10 Everyone's favourite acorn collector roams the halls of Ocean HQ constantly in search of nuts to crack. He believes that he has been unfairly represented by his producers as a nice, wholesome woodland entertainer. "Dey don't know the real me" Nutz commented "I ain't one of dem fluffy-wuffy creeps, I could have been a contender, I could've been another Bobby DeNiro. Instead, what do they get me doing? Skipping gaily through the forest collecting coins for the poor and needy, that's what." Mr Nutz allegedly punched a Sun reporter when asked if he hated it so much, why was he appearing in another furry woodland caper...

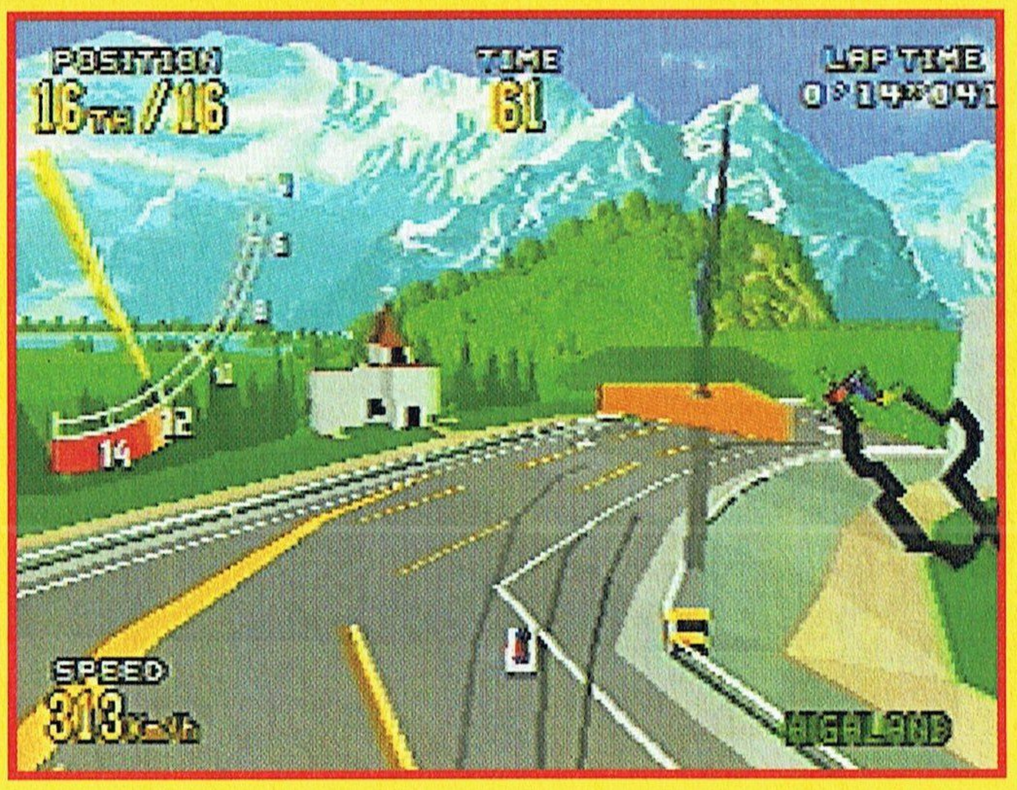


▲ **Coins For:** A method acting season on TV starting with The Deer Hunter.

▼ **Nutz To:** All the bearded TV biologists who rabbit on about trees and moss.

g Deluxe 8





Superficially, this resembles the dodgy Mega Drive *Virtua Racing*, but under its polygon skin there beats the throbbing, tuned-up game engine of a racing thoroughbred. What impressed everyone at first (and still impresses) is the quality of the polygon graphics. There are some small glitches but once you get driving these are unnoticeable. What is noticeable is the effort put in to give each of the five tracks a different feel. The beginners' track from the arcade version, Big Forest, is smooth and simple while Acropolis winds round and round in a most alarming manner. The two new tracks, Highland and Sand Park, add that bit more variety. Highland is excellent with its cutesy buildings and 90° turns. Sand Park is good fun too, although the hard to spot corner in the tunnel can get annoying.

What makes the game though is the choice of three different types of car. While the Formula car handles much the same as its arcade equivalent, the Stock car is brilliant for slipping and sliding round those corners with your foot to the floor. Driving this car, you could almost believe you were playing *Ridge Racer* or *Daytona*. The Prototype car is just plain weird with a high top speed and variable grip. As is usually the case, the two-player option is the best way to race and here the split-screen mode works well. The replay rounds everything off nicely as you can view your race from almost any angle. The best looking racer on the track.

65: Shining Force Mega-CD

▼ Summoned by the king to rid Guardinia of evil forces, Maximus must recruit friends to help on the adventure. In classic RPG style, you talk to the village people, find things and engage in plenty of battles. This is a top class game full of delightful sprites, colourful graphics and an awesome number of options to choose from. It will get you thinking, keep you totally addicted and stop you sleeping for weeks.

66: Cosmic Spacehead Mega Drive

▼ A very cutesy adventure, quite like *Dizzy*. It is a non-violent puzzler of a platform where gameplay changes so often that you will never get bored. Cosmic found Earth but the people back home won't believe him because he forgot to take his photos to be developed. So, off he goes to find it again, through three planet worlds. Very bright graphics on both sprites and backgrounds. This is a lively game that should appeal to all.

67: Cool Spot Mega Drive

▼ Cool Spot wears a large pair of shades so he must be cool. This brilliantly animated platform game came out on the Mega Drive in June 1993 and everyone went dotty over it. He had to rescue his eleven captured friends by collecting cool points, finding time bonuses etc. What makes this special is how funny the game is, and how stunning it looks. Another Mega Drive success from Dave Perry and refreshingly clear with it.

68: Prince of Persia Master System

▼ Fourteen gruelling levels of excellent swashbuckling platform adventure to rescue the beautiful princess from The Grand Vizier, a baddie that other baddies are scared of! You have to be on your toes constantly to avoid a steady barrage of increasingly tough traps. What makes this extra special apart from the great graphics is that it is so tough! With only an hour to complete all the levels...this is what frustration is all about.

69: Asterix: Power of the Gods Mega Drive

▼ C'est magnifique! This platform adventure offers much more than simply jumping from level to level. It has a bit of something for everyone. Asterix loves a bit of a skirmish as well as the odd brain teaser. All sorts of characters pop up and you'll be pleased to know that Obelix hangs around to help with the scrapping. A fairly tough game that looks simply stunning especially when there are levers to pull, battering rams to shove and Romans to uppercut!

70: Zombies Mega Drive

▼ A really good interactive adventure full of really amusing surprises and loads of fun characters. Despite the title, this isn't scary, it's great fun. *Zombies* is full of the wackiest characters that you've had the misfortune to meet – and they are out to eat your neighbours! 55 levels of fun with the undead, all animated to a superbly high standard. Definitely still worth playing!

71: Dune Mega-CD

▼ This is a very classy strategic adventure which uses all the CD capacity and includes hundreds of both still and animated graphics. There are endless lists of options, maps and charts and speaking with people will also help on your adventure. Speech is all digitised and music from the film plays continually in the background giving just the right atmosphere. The back-up save option will let you return to a previous point in a game.

72: Rock 'N' Roll Racing Mega Drive

▼ Only pipped to the post by the amazing *Micro Machines* as far as wacky racing goes, this makes up for it with a wicked soundtrack. This is very similar to *MM*, only weapons can be bought and used against the other drivers. Especially fun in two-player mode, which is shown as a split-screen race. It also includes some of the strangest competitors ever seen, but then you do race across the surface of three different planets so that's not exactly surprising. Get ready to rock!

73: Road Rash — Mega Drive

▼ This highly acclaimed game is still hugely popular because it combines fast racing with the ability to knock your opponents out of the race. What more could you want? a baseball bat? Here it is! The split screen head-to-head action is awesome. It is great watching skirmishes with police while you travel down long American highways. The aim is to make money as well as winning – to buy a better bike of course!

74: Ecco — Mega Drive

▼ Top marks for originality and for environmental-friendliness. This was the brilliant idea that Sega turned into an addictive, challenging and stunning looking adventure. Not only that, but you have to do some serious tactical playing as well. *Ecco* was launched on the Mega Drive in January 1993. Everyone immediately went head over flipper about it, because it gave us some of the most imaginative scenery and sound ever.

75: Heavenly Symphony — Mega-CD

▼ A terrific racing game. It has everything: options galore, interviews with drivers, multiple camera angles, three different types of competition and so much more! The digitised FMV sequences will really impress you, as will the thumping fast soundtrack. The cars take a bit of getting used to, but practice will help a lot and you can choose your weather conditions. Not quite *Virtua Racing*, but very, very impressive nevertheless.

76: Sonic CD — Mega-CD

▼ The only *Sonic* game to make it onto CD gave a good account of itself with some great audio effects and all the frenetic action that we have come to expect from your friendly neighbourhood hog. Probably still suffering from the *Sonic 2*, too easy syndrome, this was still underrated as the graphics looked good and there was enough in it to keep you ring collecting for quite a while. More rolling up in a spiky ball action.

77: The Lion King — Mega Drive

Another polished platformer from the Disney ▼ team. The graphics were top-notch (as you would expect) and the sound was sampled from the film, which made it pretty impressive. What surprised everyone was the quality of the gameplay. Controlling a four-legged animal was no problem and you soon got the hang of leaping around. Simba and all the other characters have cute personalities and the game contains a load of laughs especially if you enjoyed the film.

78: Metal Head — 32X

▼ Released in March this year, Sega promised this would be special! You pilot this metal robot around the streets in an amazing 3D graphical dream. This is superb looking stuff which certainly does justice to the 32X by using digitised graphics and blasting stereo sounds. With four adjustable viewpoints, you roam the streets hunting for terrorists to blast away. With six long missions to complete, this is a very polished looking game.

Street Fighter

Mega Drive

9

Now although *Mortal Kombat II* is in a high position due to its near perfect spine-ripping good gameplay, *Street Fighter II* deserves a section all of its own. Being the Daddy of fighting games has taken its toll on Ryu and the gang that we've all come to love. It all developed from the frightfully rubbish *Street Fighter*, which had pressure pads for you to hit. The harder you struck these little pads, the better you could fight the enemy on-screen. Well, that's how it was supposed to work – not all of these machines had these pads and proper joysticks seemed to be the standard substitute.

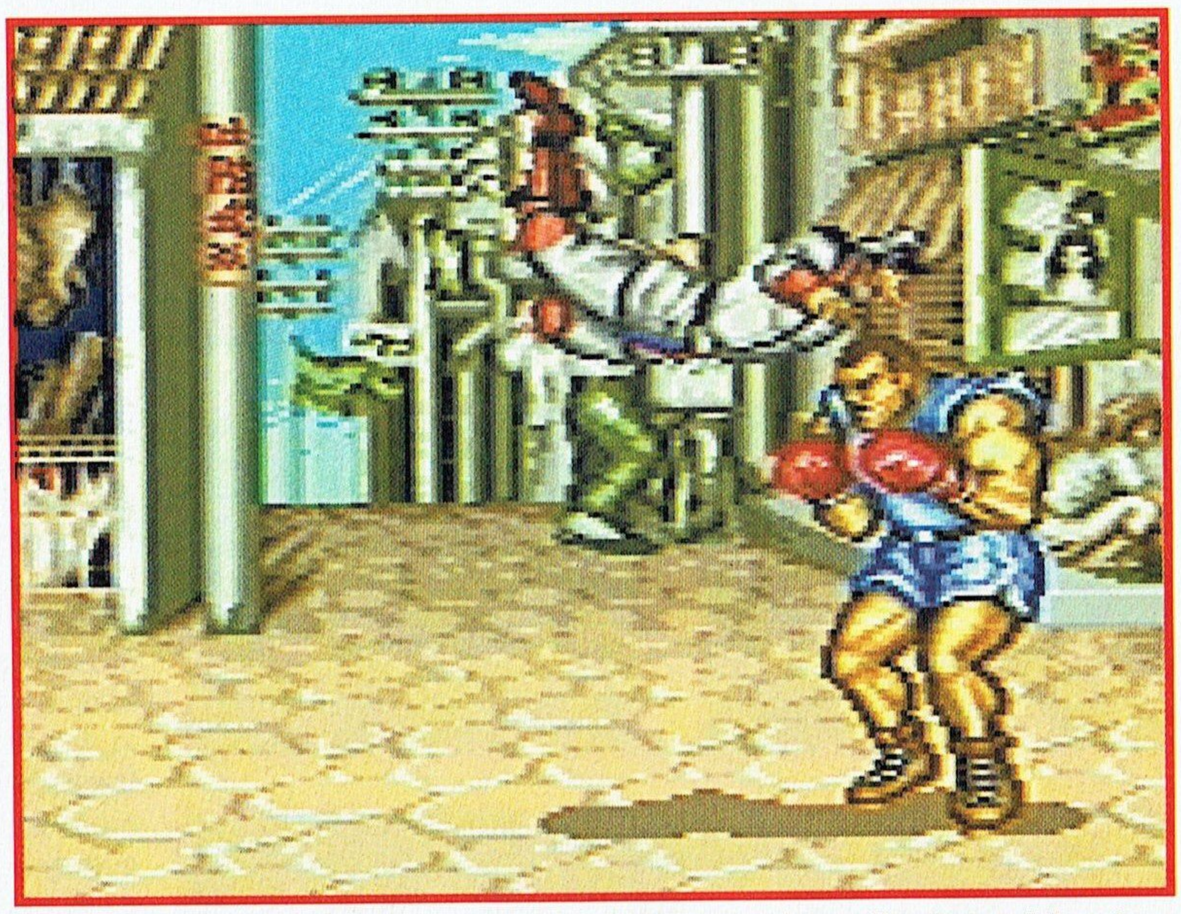
It was only when *Street Fighter II* came onto the arcade scene that the frenzy really began. By the time most computer mags picked up on the fact that *SF II* was the hottest thing ever, a game was on its way for the SNES, it would be a bit of a wait before us Mega Drive owners would get a sniff of the action. But when it did come the aroma was magnifique. Not only was *Street Fighter II* on the Mega Drive, but it was one hell of a conversion. It was a Special Championship Edition, which meant you could play all of bosses as well. Now that we're a bit further down the line, we have *Super Street Fighter II*, which not only has the bosses, but it also has the four new fighters who only arrived just over a year ago. Cammy, Dee Jay, Fei Long, and T Hawk all carved their way into the hearts of the *SFII* masses.

The variety of the moves each character has makes it an easy game to get into. It's then a matter of learning the more intricate moves and becoming a true expert. Once this is achieved, only then can you stroll nonchalantly into the chip-shop at the end of the road and proclaim yourself fight king.

Hopefully the new *Street Fighter* game – *Street Fighter: The Movie* – will get around to the Sega systems. With its *Mortal Kombat II*-style animation and *SSF II* gameplay it could be the best of the bunch so far even with Kylie Minogue.

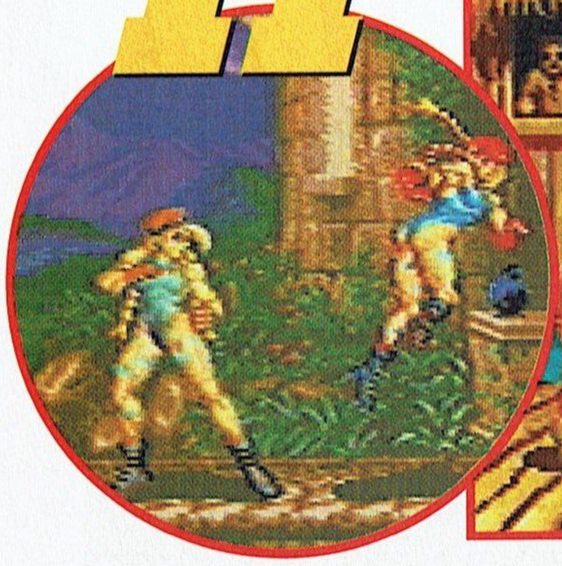
● **Ryu always knew that those ballet exercises would come in handy one day. This is what happens if you don't hold onto that little wooden rail.**

● **We reckon Prince Naseem could have Balrog any day of the week, that's if Tyson doesn't get there first.**

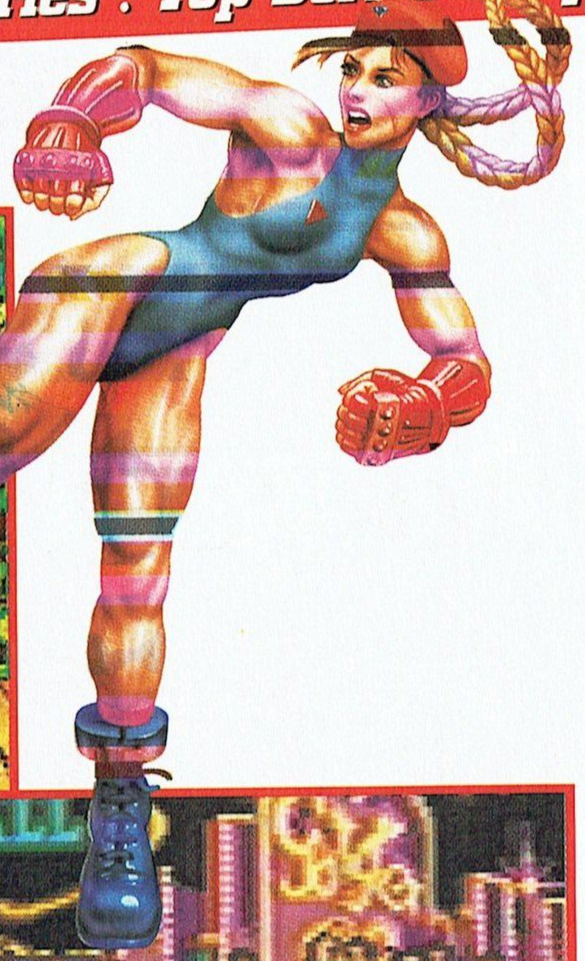


● **Below, it would be far too easy to do a 'Chunners shows Ken her knickers' or a 'Chun Li always was a cheeky girl' caption but, because we're against any kind of sexist humour, no matter how amusing, we're not going to. So there.**

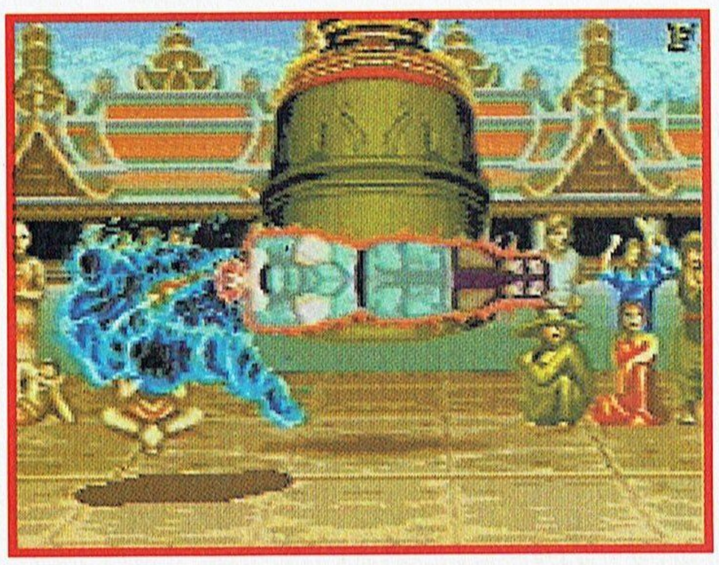
r II

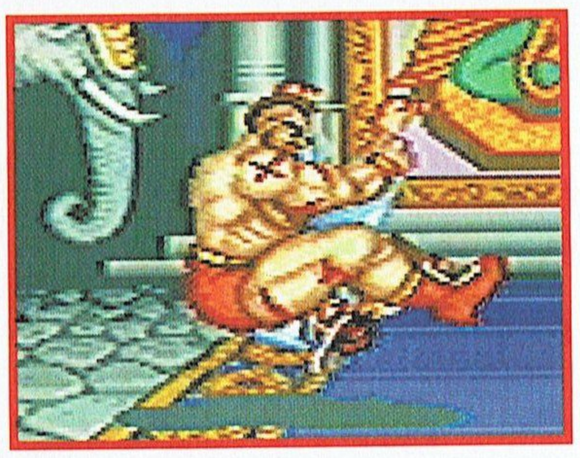


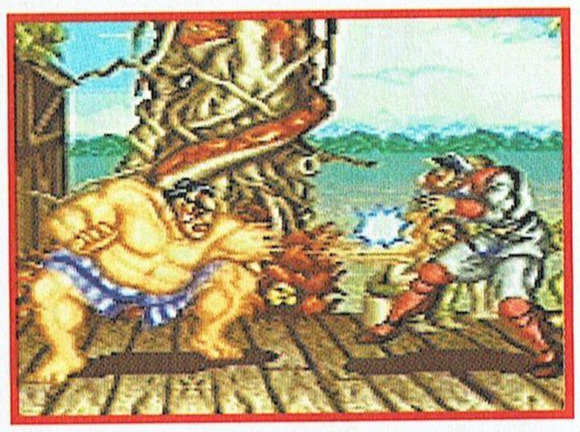
● "Out of my way, ugly!" "no, you first!" This is how most fights start among the primitive Blanka people who have no word for 'please' or 'thankyou'.



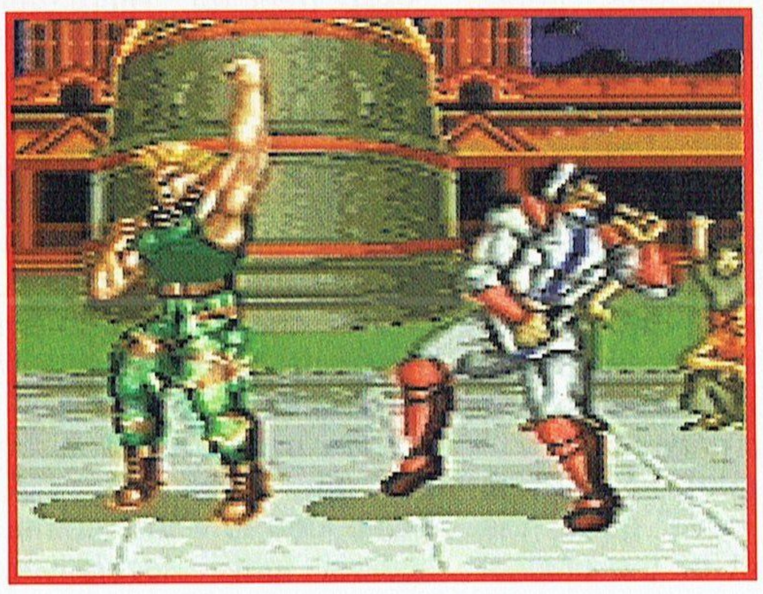
● Above, Cammy kicks Cammy's butt. Not only has she got the best-looking legs ever seen on a sprite but she can stomp all over you with them too. No doubt Asterix will call her later on.







● Is it an F-15 Flight Eagle? No, just Guile showing off with one of those hurricane thingies. Apparently, Jean Claude is really good at doing them in the movie. Yeah, right.



79: Shining Force II — Mega Drive

▼ Just like the first *Shining Force*, this is a great role playing game for the Mega Drive. It has a magical story which will absorb you into playing for hours at a time. You begin your adventure on your own, but are joined by many others along the way. Working as a team, you will face huge challenges and will have to think very carefully to complete the game. An adventuring classic.

80: Final Fight — Mega–CD

▼ A fight frenzy for the bloodthirsty amongst you. A really hard-hitting beat-'em-up, full of muggers, gangsters and kidnappers to annihilate. Graphically, *Final Fight* is very impressive with clear sprites and very colourful and detailed backdrops. Sound effects are great with realistic 'thwacks' when you wallop someone. It is also hellishly difficult and you need to play co-operatively with a friend to save the girl and win the day!

81: Tiny Toons Adventures — Mega Drive

▼ Not only a superb cartoon conversion with excellent animation, but also a cracker of a platform game which features massive levels. Not the hardest platformer ever, but this has so much packed into it that every time you play there are more surprises. Buster (a vague relative of Bugs) is the main sprite you control, but plenty of friends help out along the way. Very cute, very slapstick and utterly playable.

82: Streets of Rage 2 — Mega Drive

▼ Four ex–policemen fight corruption and crime on the streets...in fact they fight everything that gets in their way! Another excellent fighting release in the *Streets of Rage* series. Big sprites and very varied backdrops look really tempting and no–one can resist the mega thumping rock soundtrack. Each character has about 20 special moves and a knack for getting into trouble. Two–player mode adds a real competitive streak.

83: Powerdrive — Mega Drive

▼ It took a bit of getting used to this one, but after a few zooms around the track, we realised what a smart rallying game this was. With up to eight players, an amazing choice of vehicles and well thought-out tracks, this is fast and very addictive racing. It has eight rounds and 48 stages, all with very detailed graphics and varied backgrounds. Great little engine noises to get you in the mood too!

84: Pete Sampras Tennis — Game Gear

▼ The best ever tennis game for the Game Gear. Converted from its original MD format, it retained all its slick features. you have all the options that you could want, from type of competition, court specifications to an excellent replay option. Choose from over 30 players, all of whom have different skill levels. It is still the top handheld tennis simulation despite being released nearly a year ago. Smart.

85: Ecco — Game Gear/Master System

▼ Sega's very original underwater adventure was also a success when it was released on the Master System and Game Gear. Our Dolphin hero is very well animated and backgrounds are nicely colourful on both systems. The gameplay is excellent as you guide Ecco around looking for rings and avoiding the marine baddies. Passwords are useful, because the later levels are quite a bit harder. Both versions remain true to the Mega Drive original.

86: Gods — Mega Drive

▼ An unarmed mortal taking on the might of four evil guardians who have taken over a treasure filled city – that's you that is! *Gods* offers really varied and stunningly presented platform fun, combined with a lot of mind blowing puzzle solving. You also have to bash more than your fair share of lurking baddies! A lethal combination of arcade action and addictive adventure. The graphics are brilliantly slick, especially the animation of your character.

Sega Pro Top 100

87: Jimmy White's Whirlwind Snooker Mega Drive

▼ A near-perfect simulation of a nice game of snooker with very realistic ball play. Once you master the 3D views, it is easy to set up your shots with the excellent icon system. The balls roll smoothly and it is as difficult as the real thing to pot them and stay in position for the next shot. With trick shot options, practice matches and four CPU opponents to take on, this is as challenging and as fun as playing on a 12 foot table.

88: World Cup USA '94 Game Gear

Easily the best football game on the handheld. It has tons and tons of options, from customising your own team to actually telling your players how to react in certain situations. Everything is saveable when you have found your favourite tactics. Graphics are good, with a blur-free and atmospheric stadium and the players and ball move realistically. It is also very challenging to play.

89: Mr Nutz Mega Drive

▼ A stunner of a platformer, which is saying quite a bit considering how many platformers there are for the MD. Nutz has to collect coins and battle his way through six large levels to finally face the Snow Yeti – not an easy task with only nuts to throw. It's colourful, it's tough and it's very original. *Mr Nutz* is so addictive because it is hard. Luckily, the levels are passworded so you can return to where you left off.

90: Thunderhawk Mega-CD

▼ Objective: to tackle each war crisis around the globe as a member of a crack helicopter assault team. For each of the operations, there are five missions to complete and medals to be earned. Graphically, the game looks just like a shell-shocked war zone and this is added to by thundering atmospheric music. It is certainly a very smooth and tactical game for the Mega-CD.

91: Pitfall Mega-CD

▼ One of the very few cart-to-CD conversions that has plenty of added features on CD. With three extra levels included, as well as 50 minutes of cinematic music, this is a really classy conversion. The gameplay is practically the same, but that is a very good thing. You have an addictive jungle adventure with loads of puzzles that are none too easy to solve. Not only this, but the game is graphically excellent and very colourful.

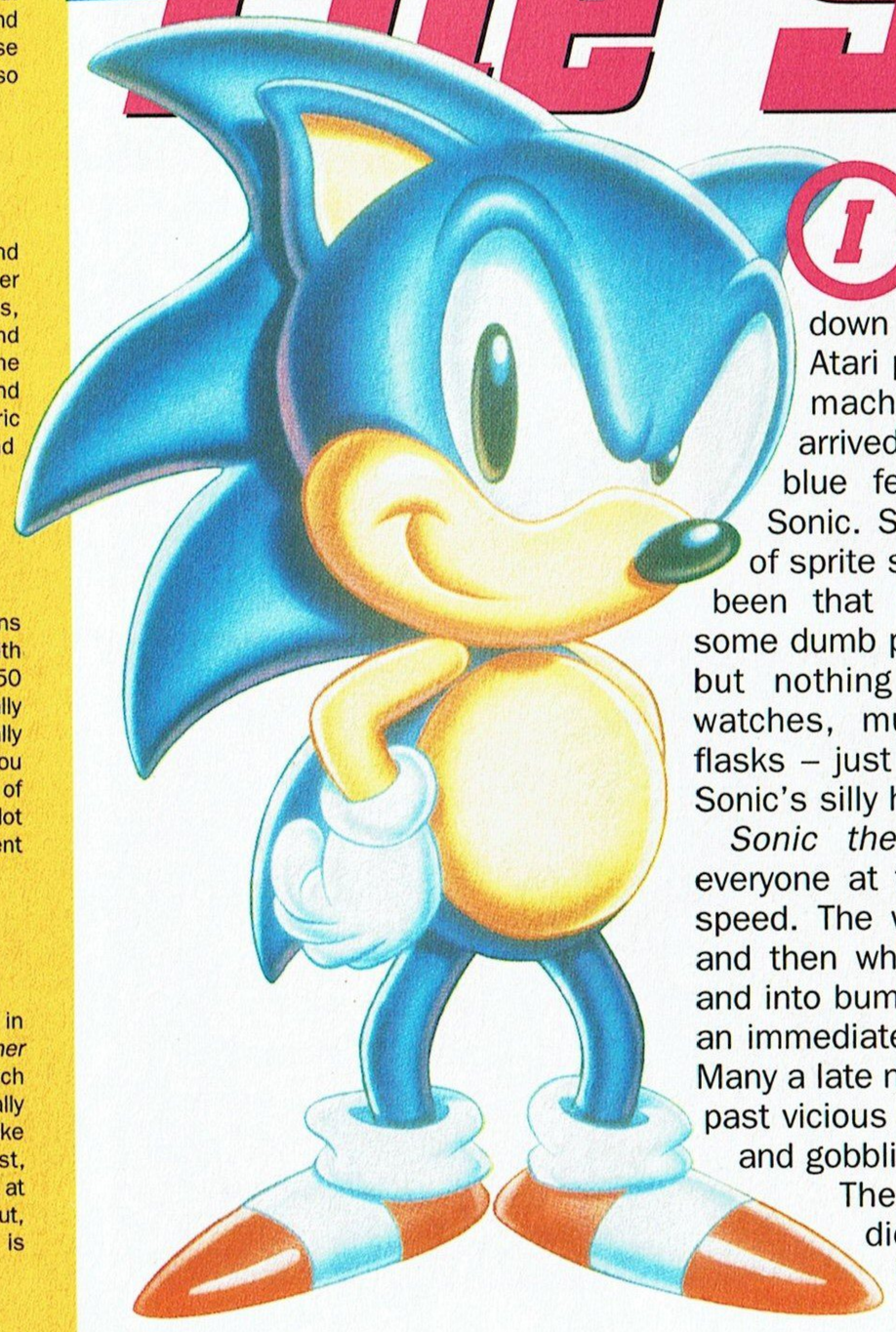
92: After Burner 32X

▼ Arcade quality flying shoot-'em-up and all in the privacy of your own front room. *After Burner* is a slick conversion for the 32X which combines awesome 3D graphics with really hard-hitting sound. The speed at which you take on your missions is mindblowingly fast, especially when flying down the Canyons at night. With a choice of four skill levels to try out, and a massive 30 stages to conquer, this is adrenaline-pumping stuff.

Earthworm Mega Drive

● Even tough guy Jim slips up sometimes. Slide down this rocky slope.

The Sonic Series



In the beginning the earth cooled. The dinosaurs lived and died, apes came down from the trees and Atari produced good games machines. Then Sega arrived in the form of a little blue fella by the name of Sonic. So began the real age of sprite stardom. Sure, there'd been that Miner Willy guy and some dumb plumber from Brooklyn but nothing like this. Badges, watches, mugs, stickers, pens, flasks – just about everything had Sonic's silly head on.

Sonic the Hedgehog amazed everyone at the time by its sheer speed. The way our hero trod air and then whizzed off round loops and into bumpers pinball style was an immediate hit with the punters. Many a late night was spent getting past vicious multi-coloured bosses and gobbling up rings.

The sequel, *Sonic 2*, didn't have quite the impact of the original as it was universally considered just too easy. It did, however, have an interesting 'half-player' option in the form of little Miles Prowser aka "Tails" and even a two-player split-screen time trial mode. The graphics were a big improvement on the original.

Just so as they didn't feel left out, Sega soon brought out *Sonic CD* for all Mega-CD owners. With some classy audio effects and the addition of a bonus level with scaling in it (gasp) it added to the *Sonic* tradition. Then came what might be called the spin-off games, *Sonic Spinball*, where the blue spiky one starred as a pinball buzzing round one rather sad table and the incredible *Mean Bean Machine* that had more to do with Japanese import *Puyo Puyo* and clever character branding than traditional *Sonic* entertainment as we'd come to cherish it.

Then came *Sonic 3*, the game that for many took the original Sonic idea to what seemed like its highest form. Recognisable, fast

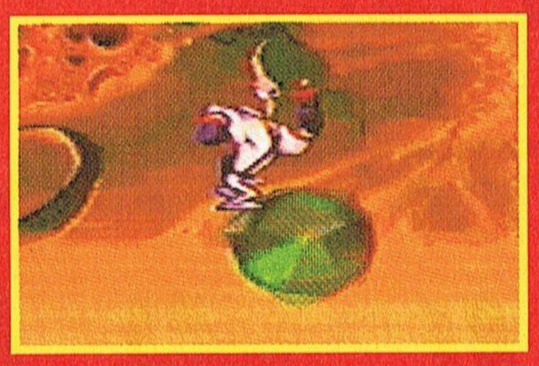
Jim 10

What makes a terrific platform game. Great graphics maybe? Humour perhaps? Originality? Loads of levels perchance? Totally addictive gameplay? Well, *Earthworm Jim* has all of the above...and then some! This is an arcade platform game that really can't be beaten on any count.

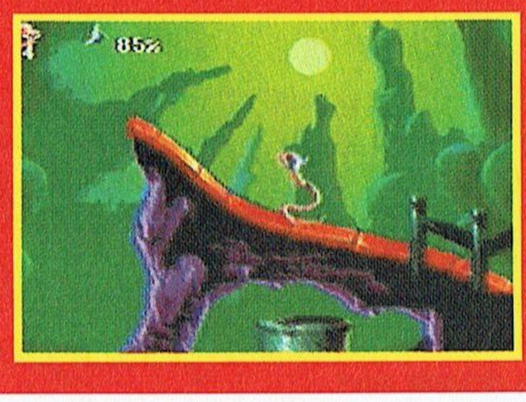
Dave Perry, the programmer of such gaming treats as *Aladdin* and *Cool Spot*, toddled off and decided to set up on his own in California. Shiny Entertainment's first offering featured a totally new kind of hero, one never dreamed of before...a worm! Not just any old worm though, this one was going to be special.

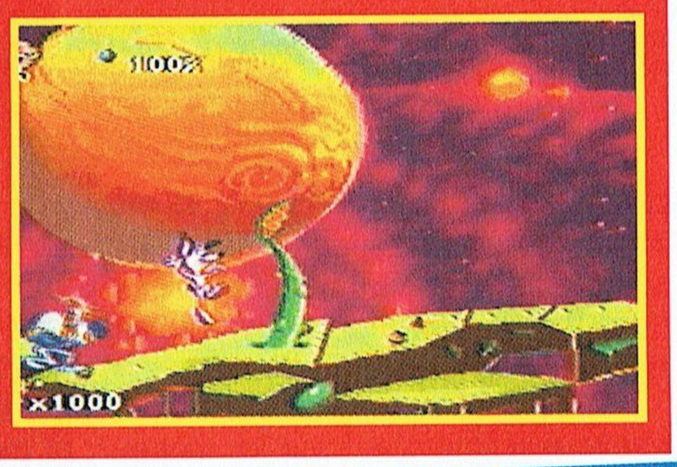
Jim found a magic suit one afternoon and being a nosey kind of worm, wriggled inside to have a quick peek. KAPOW! A transformation occurred and Jim became a beefy super worm complete with arms and legs and (more importantly) a loaded gun.

Everyone was bowled over by the quality of the graphics in the game. Some of the world's top programmers and designers worked on *Earthworm Jim* – and it definitely shows. Backdrops are superbly detailed, making travelling through them really exciting. The characters themselves, especially Jim, have wonderful facial expressions – from the mean 'n' moody to the complete agony of being bitten by a furious dog. Gameplay is also incredibly varied. Jim jumps on a rocket to race through a vortex, he can bungee jump, pull his body out of the suit and use it as a whip, he even jumps on a hamster to race off from the baddies! The sound is excellent, Jim has plenty to say about his various dust-ups and the music changes throughout the game to keep pace with the action. All this **and** it's the funniest game for a very long time. You really can't put it down until you've completed "just one more level"!



● **If you could take that gem home with you, you'd be set up for life!**





Top Series : Top Series : Top Series : Top Series : Top Series : Top Series : Top Series

platform action was interspersed with a rotating bonus stage full of blue balls rather than the usual rings. Apart from being tough and full of hidden passages the graphics were made even smarter And shinier than previously. Significantly, a misled echidna by the name of Knuckles made an appearance.

Enter Knuckles as Sonic's 'co-star' in *Sonic & Knuckles*. Here you could play as either but the option to show off using Knuckles's talent for gliding and punching through solid walls proved irresistible to many. Bigger, prettier levels marked the beginning of their uneasy game partnership.

The S/K split might well have occurred during the making of *Sonic Drift Racing* on the Game Gear, a road racer that saw Sonic as just one of the characters that you could choose.

Finally, there's the as yet unreleased *Chaotix*. In this game Knuckles is the star along with his mates Charmee, Vector and Mighty. More might be added to this list with Miles Prowser as a possible hidden character but where's Sonic? What is he up to? Only time will tell if this really is the end of the *Sonic* saga, or just the beginning of a new chapter.

93: Lemmings 2: The Tribes Mega Drive

▼ A great improvement over the original, and that was excellent! *Lemmings 2* gave us a massive 120 levels full of suicidal fun. There are 49 skills to use on the Lemmings, which range from a Glue Pourer to the gorgeous Super Lemming. With 12 different tribes to try and save, you won't get annoyingly stuck on one level – just move straight onto the next one. Very, very addictive.

94: Shadow of the Beast Mega Drive

▼ This plays just like the old Amiga version. It's stunning good looks are matched by very moody music. The poor farmhand goes off to find the person/thing responsible for turning him into a rather nasty smelly beast. Platform mayhem ensues as the rather fed up beast rampages around killing lots of things. Five levels that get increasingly hard make up this classic adventure game. Much better than the Master System version.

95: Shinobi II Game Gear

▼ *Shinobi II* has a bit of everything, puzzle solving, ninja fighting, platform searching and pick–ups to look out for. Crystals have to be discovered, which isn't easy. To do this, you must release four ninjas because you need their combined powers. Visually superb, with horrifyingly tough guardians at the end of levels. This is a fierce platformer which requires some thought as well. A great ninja game for the Game Gear.

96: Cosmic Carnage 32X

▼ Eight fighters are stranded on a distant star with only one place on the bus (sorry, ship) home. There's bound to be a problem, if not one hell of a scuffle. A classic and stylishly presented combat game with eight stages, five skill levels and a two-player mode. Lots of hidden characters and special moves to find make for very addictive playing, especially if you have a love of slaughtering everything that moves!

97: Mickey Mania Mega Drive

▼ Another classic game featuring our favourite little mouse. This one covered seven of his best cartoons. Each level in the game features a different time in his career, which is why the game starts in black in white. Graphically, not to be faulted, the all important game itself is also very impressive. Tough platform levels are full of puzzles and crafty baddies. Sampled speech from Mickey is a real treat.

98: Ernie Els Golf Game Gear

▼ For lovers of golf, Codemasters brought this onto the Game gear in December last year. It had some great touches which included four player mode, club choice and an ingenious shot taking technique. Its graphics were nice and clear and this certainly helps play, as does the overhead view option. You also have a power/slice option bar which helps you (in theory) take the perfect shot.

99: Thunderforce IV Mega Drive

▼ An already excellent series of games for the Mega Drive, *Thunderforce IV* stood out on its own as being something that little bit special. Amazingly detailed graphics coupled with awe–inspiring missions to fly, give the shoot-'em-up fan a real treat of a space flight game. With seven hostile planets to visit and more laser fights than you ever imagined possible, this is one cool blast.

100: Land of Illusion Master System

▼ More Mickey capers. A very polished and fun game on the much–maligned Master System. The sequel to *Castle of Illusion* was very pretty with surprisingly fun gameplay. Whether you are busy defeating giant spiders or swallowing a flying potion, Mickey and friends are colourful and full of all that Disney fun. With 17 stages, getting increasingly tough, this will appeal to older platform players as well bright young sparks.

Saturn

Review ● Sega ● £74.99 ● Import ● 01202 527314

Scream for speed girls, it's...

Pro Yo! Daytona

Exclusive!

Would-be speed king Adrian Price leapt into Daytona's bucket seats and stamped on the accelerator to get one step ahead of everyone else and get over that finish line FIRST!

Here it is folks, the best arcade racing game ever is now available for you to thrash around your living room. Yep, *Daytona USA* is going to keep you up for many a long night with the lure of its extra options and terrific gameplay.

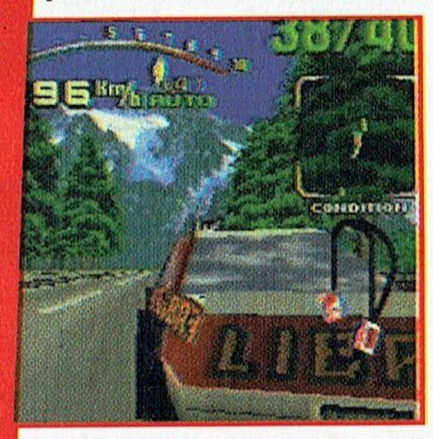
The comparison to *Ridge Racer* will be made by just about everyone, so let me set the record straight right away. *Ridge Racer* basically sold the PlayStation in Japan, and will probably do so here, but *Daytona* comes along like the pedigree horse that it is and outraces *Ridge Racer* 10-1, even with that annoying guy singing "Daytooonaaa!" It's true that the graphics redraw themselves at the edge of the screen and this look sconfusing sometimes, but apart from that it looks fantastic and the playability is hard to fault.

The arcade had just the three tracks and that was your lot mister. Daytona on the Saturn, however, has oodles of options to make this a lot different to its predecessor. There are two modes, Arcade mode which is (as its title states) a mode with all the little arcade tricks in and Saturn mode, which has all the extras. For starters, the mirror mode is an option straight away, all you have to do is hold Start down when selecting a track and it's there. None of this poncing about with putting in secret codes. There's no time limit either, just lap times. If you get bored with all of this driving and need a challenge, you can set the CPU opponents to a tougher setting or alter the game. Fancy driving an Endurance race with a staggering 80 laps on the first track? No problemo. 40, and 20 laps for the other tracks for all those who dare. The only other gripe, apart from the slight glitch with the graphics, is that there's no link-up option. Anyway, this should be savoured on its own, why share it?

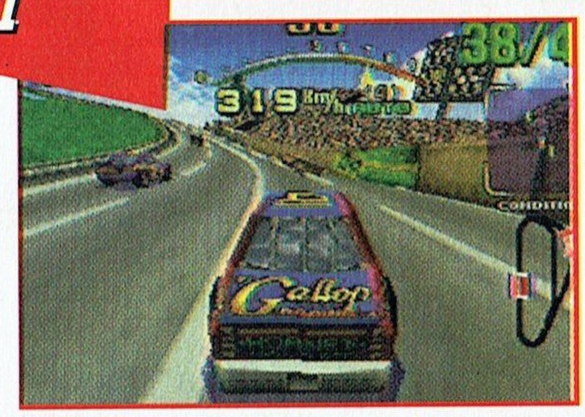
It has to be said that the finest arcade driving game is now the Saturn's finest racer by miles.

Adrian Price

Daytona comes along like the pedigree horse that it is and outraces Ridge Racer 10-1



● **Coming up fast behind one of the other cars can be quite frightening. Do what real racers do and pull out as late as poss.**



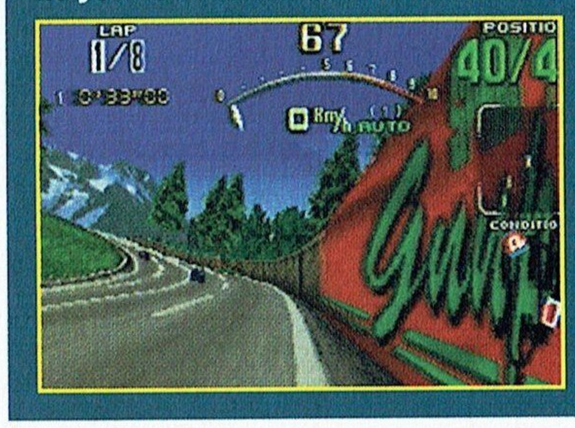
● **Hanging back from the pack isn't much of a tactic in *Daytona*. You just have to catch up and barge past.**

A Good View Is Hard To Find

There are four views for you to play with, each gives you a better view of the race track. Take a look at these little beauts:

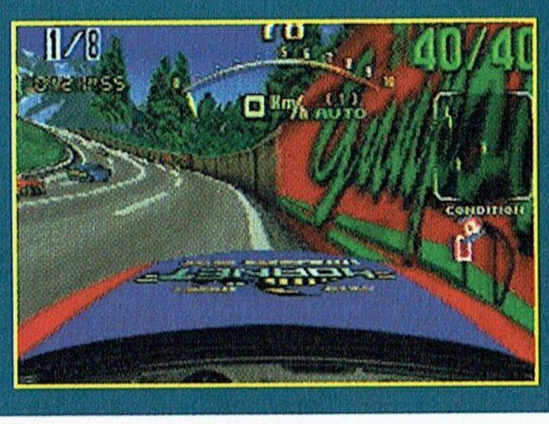
Inside the car

This is the most realistic view, giving a more exhilarating ride. It's also the hardest view to drive with as you're so close to the road.



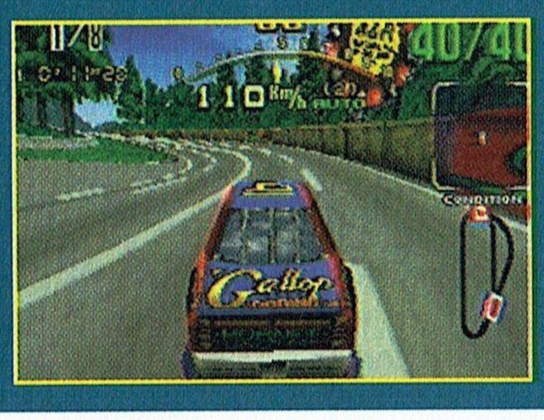
On the bonnet

Slightly better than inside the car as you're a bit higher up and can see more of the road. Also gives a real feel of driving the car.



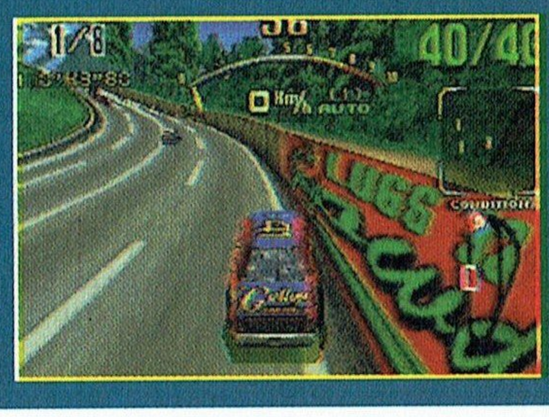
Slightly behind

The preferred choice for most drivers as it gives a good all round view of the track and makes for a much better driving position.



High Above

When you need to see what's ahead this view will give it to you. Most beginners start with this view as it helps you learn the different tracks.

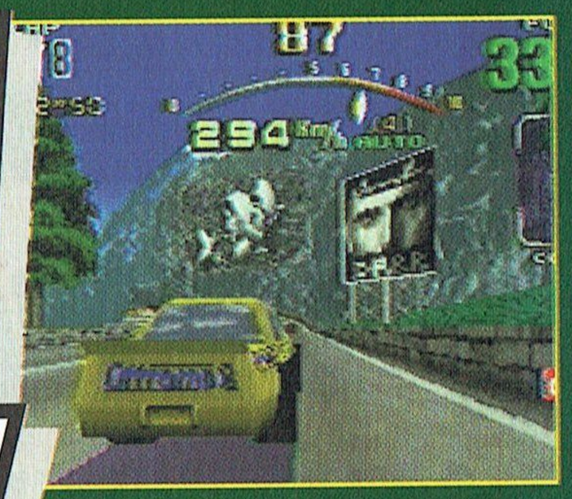


USA

● This is what *Daytona USA* is all about. Racing the other cars, side by side, until their bits are falling off and yours aren't. It's best to push them into a wall to stop them.

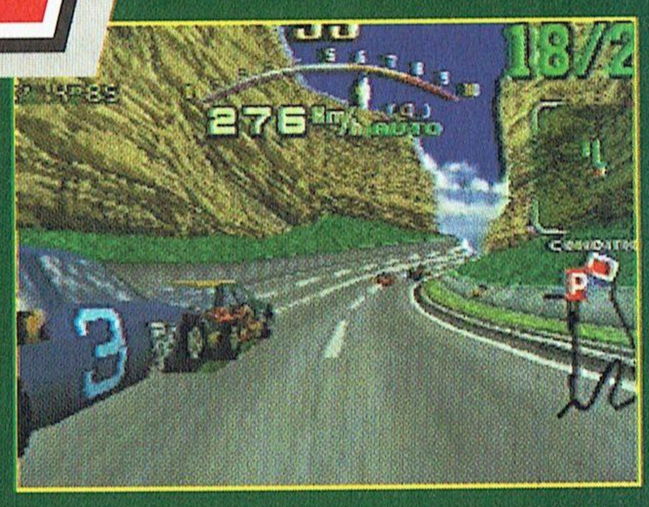
Racetrack Hell!

There are three tracks in *Daytona* and all have their own nasty tricks and traps that'll send you spinning across the track like a slippery goose on an icy pond. Don't forget that there's also the mirror mode as well, making, if you will, a gob-smacking six tracks, smart.



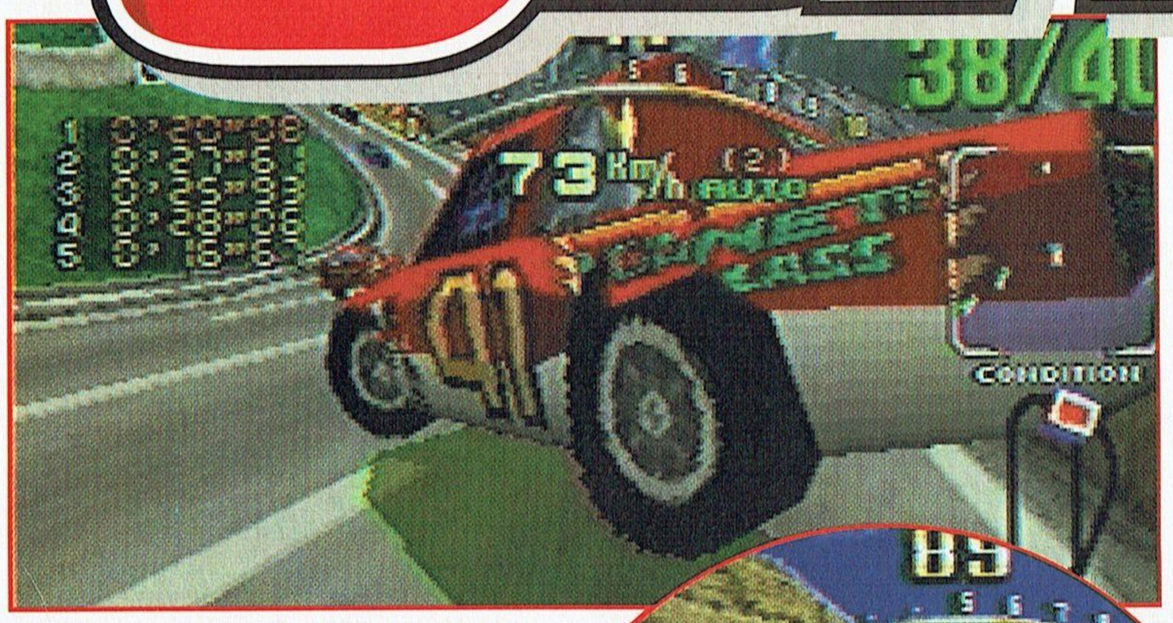
Short Oval 777

This is your average oval track and with the exception of one corner down near Sonic Wall, you can go flat out. Go too fast into Sonic Wall and you'll end up a certified roadkill.



Side Street

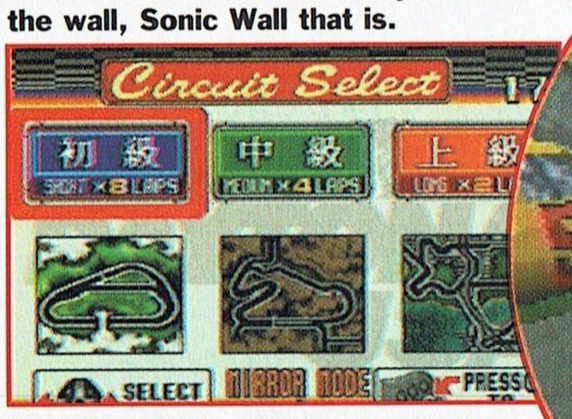
This track, if you're not careful, will have you hitting walls and going over the grass more often than not. Apart from some very dodgy corners to take, there are long windy sections that are good for overtaking so make sure you use them.



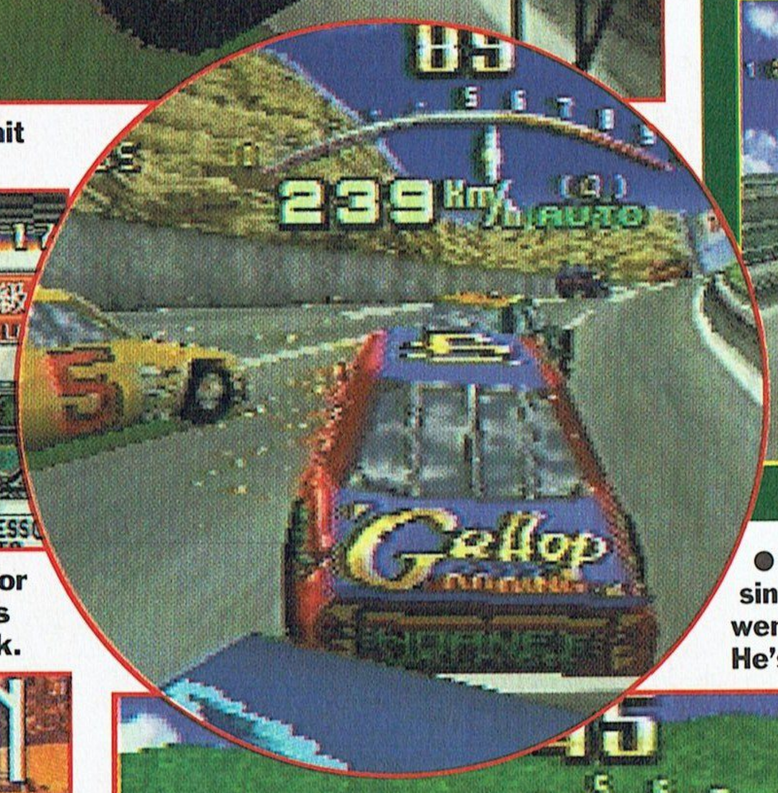
● Drive round too fast and you'll hit the wall, Sonic Wall that is.

Dinosaur Canyon

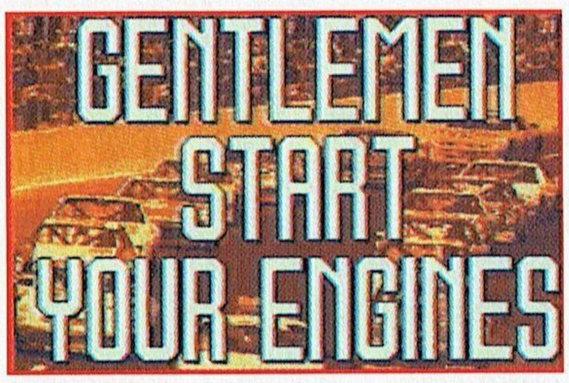
The Expert's track. Full of nasty little corners where you have to power slide your way around. Only experts need apply for this track, so out of my way you wimps!



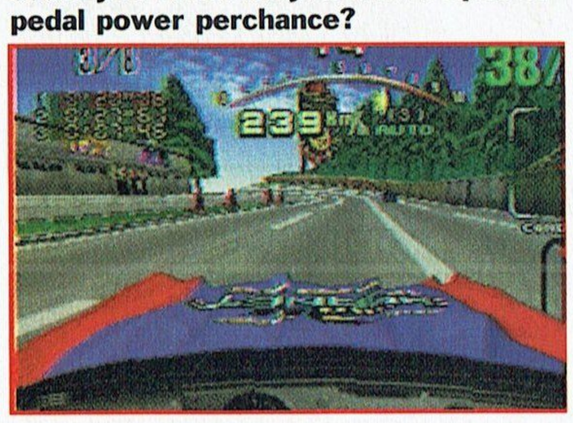
● A fine choice of three tracks. For those of you new to the game, it's best to start on the left-hand track.



● You got so distracted by that guy singing "Daytooonaaaaa!" that you went and pranged your nice new car. He's got a lot to answer for.



● This intro screen says it all. I mean, if you didn't start your engines, how could you race? Maybe with a spot of pedal power perchance?



● On the bonnet we have a good view of what it's like to race around at a horrifically high speed. Just don't hurl!

Prospect 94

Graphically it's not perfect but with dentable cars and more tracks, next to *Panzer*, this is the best game on the Saturn. Just stop that singing!

Thanks go out to Martin at the Video Game Centre for letting us test drive this. Call him on 01202 527314.

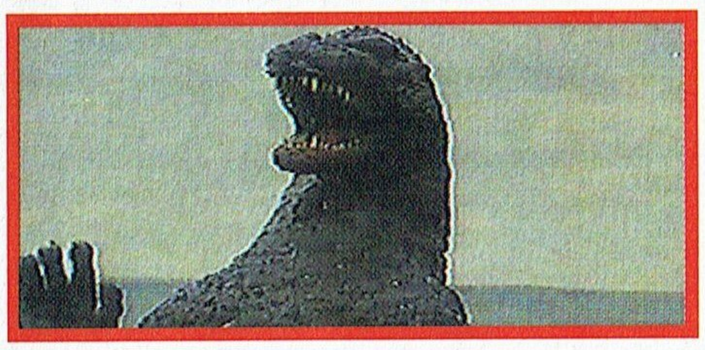
Manga

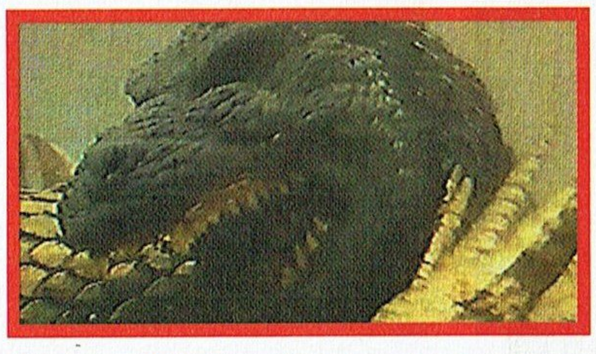
Competition

Godzilla Eats Manga HQ!

Godzilla is a top hero of ours here in the Sega Pro office, and as far as we're concerned, this set of Godzilla videos hasn't come in soon enough.
Normally, you'd have to run down the road to your local video store and buy these, but thanks to our top spies at Manga, we've managed to get some copies of Godzilla to give away... absolutely free! All we ask is that you answer a few easy questions and, if you get them right, and are picked, you'll get the goods. Here's the impressive stash that is up for grabs...

We've managed to get Godzilla Vs King Ghidorah videos, posters, and Manga badges for the first 15 lucky peeps pulled from the hat.
Also on the menu are some Manga goodie bags, packed with Macross Plus videos, Manga T-Shirts and badges and posters. To win these, you'll have to lose... or something. Anyway, here are the two all-important questions:





1: Godzilla's been around for quite a while now and has even had a cartoon series made about him. In it, he had an annoying mini-Godzilla following him around all the time. What was his name?

2: What part of the Earth does Godzilla come from?

If you think you're in with a shot at the title, scribble your little hearts out onto a postcard or similar mailing device and send it to: Friends of Godzilla, Sega Pro, 124 Old Christchurch Road, Bournemouth, BH1 1NF. Any entries which arrive later than the 17th May 1995 will be shot and destroyed. Godzilla has spoken and that's good enough for us.

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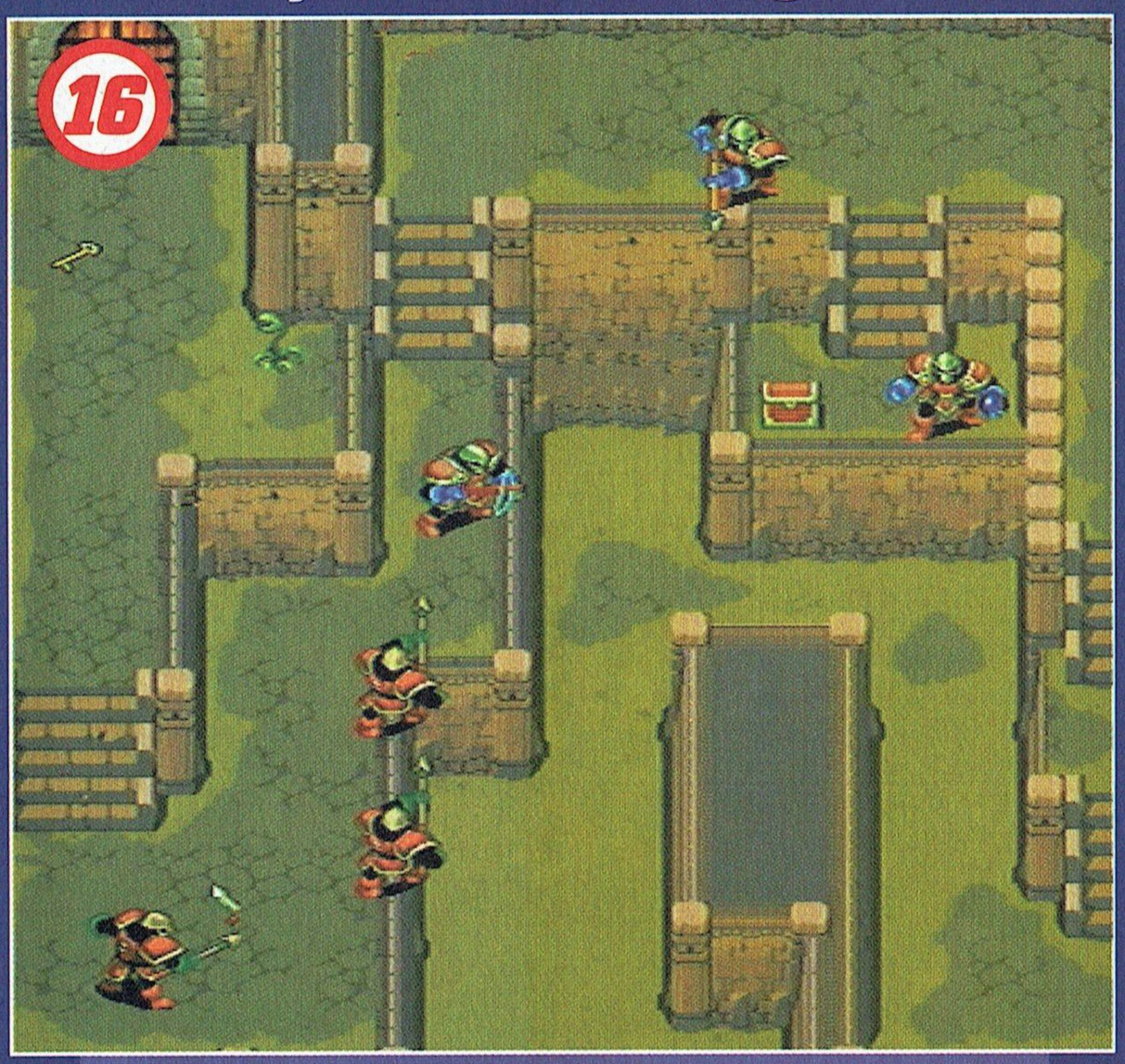
The Story of Thor™

A Successor of The Light

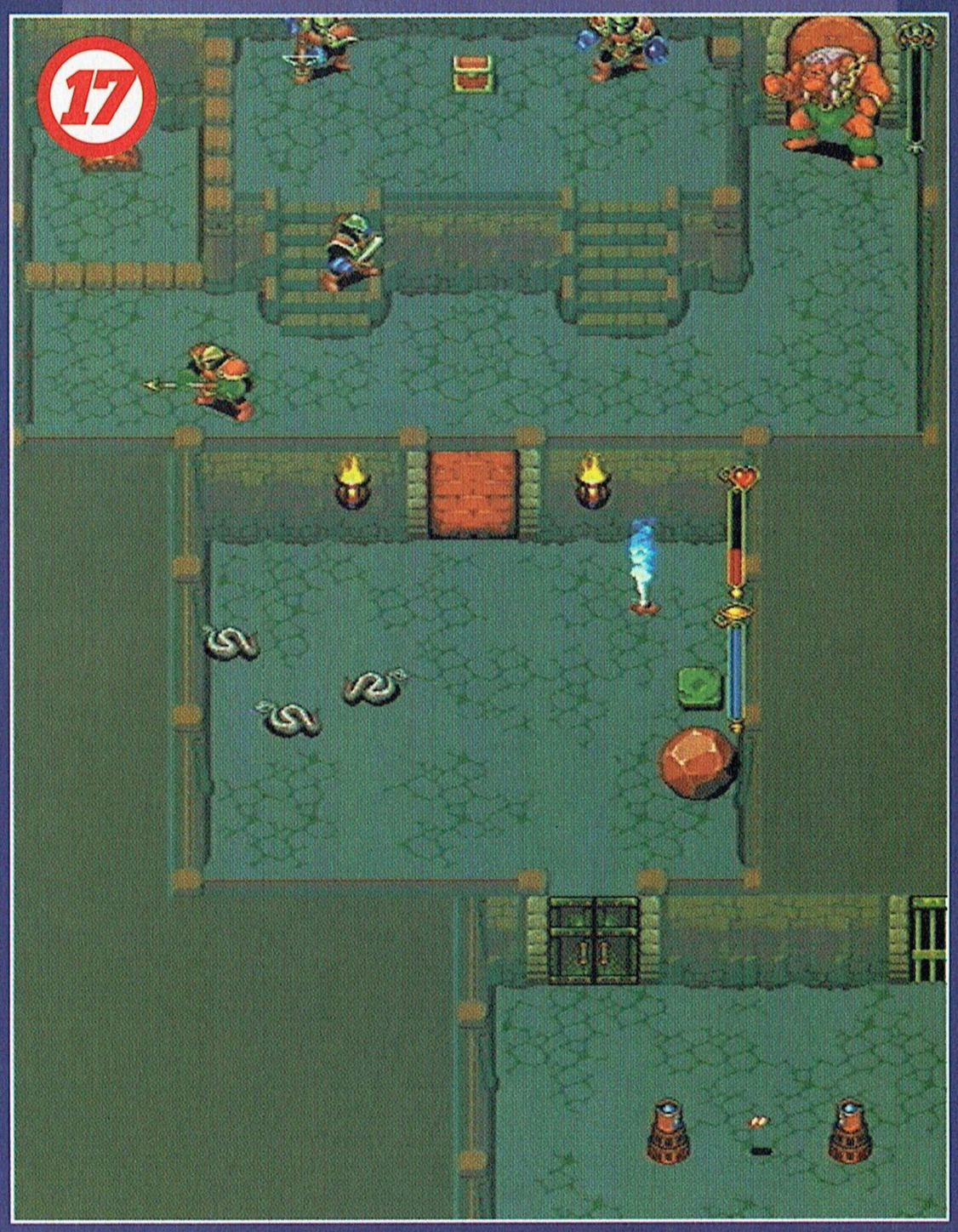
PART 2

It's back! Following last month's guide to the opening stages of The Story of Thor, we've decided to finish the job off properly and guide you through those tricky stages that have bothered you for oh-so-long now...



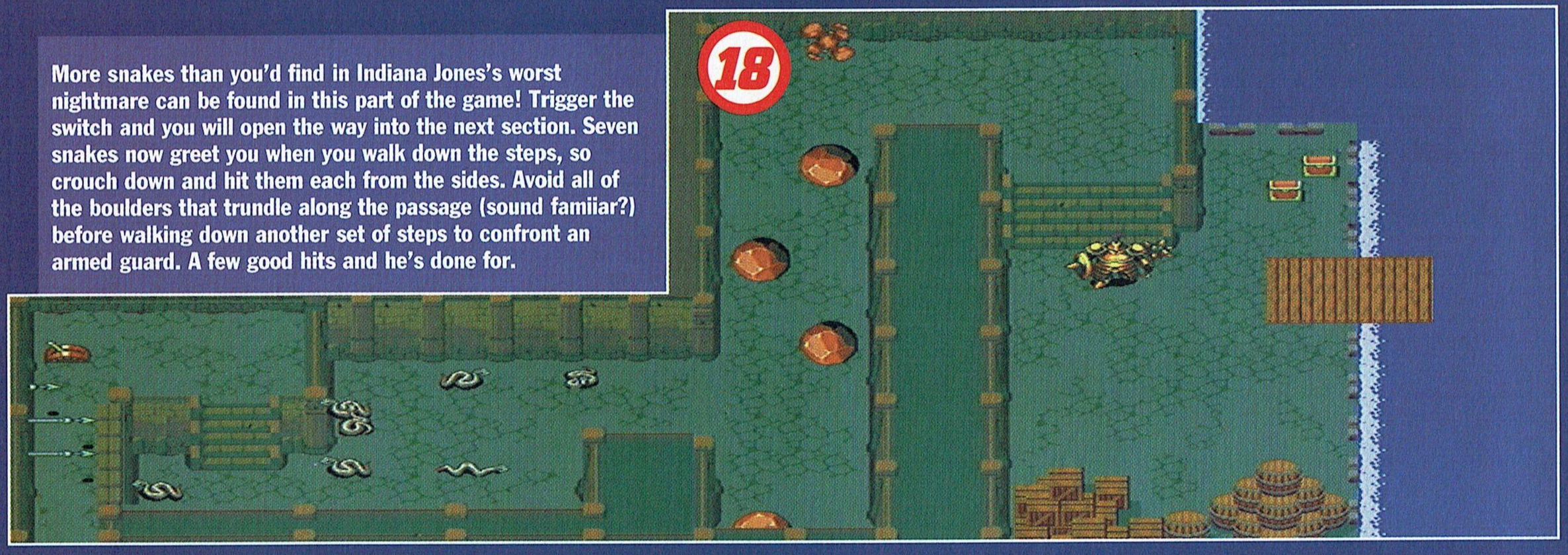
Six well 'ard guards block your way in this map, so waste no time about it and kill the lot of them! Don't forget to open the treasure chest, or else you'll miss out on an important key. Once you've dealt with everyone in the room, the exit will open up and you can them progress to the next section of the game. As you fight the guards, don't forget to use some of your special moves on them. For instance, by pressing towards twice and then following it up with a swipe of your sword, you can cause a much more powerful hit than usual. Another good move is to rotate the pad in a full circle and then follow it up with a press of button B. That'll teach 'em!

Four main problems await you in this section. Firstly, you must disable the two energy-ball firing turrets. The best way to deal with them is to stand right next to them and hit them like crazy – a few seconds is all that it'll take and the chances are that you'll get away with it without taking a hit. After that come the snakes, who are a bit more tricky to deal with. You'll find that if you stand it front of them for half a second, they'll launch themselves at you, causing about a quarter of your energy to go down. Crouch down and hit them on their sides. You should know how to deal with the guards by now and, once you've caught the troll unawares, he shouldn't pose any threat either.



18

More snakes than you'd find in Indiana Jones's worst nightmare can be found in this part of the game! Trigger the switch and you will open the way into the next section. Seven snakes now greet you when you walk down the steps, so crouch down and hit them each from the sides. Avoid all of the boulders that trundle along the passage (sound famiiar?) before walking down another set of steps to confront an armed guard. A few good hits and he's done for.



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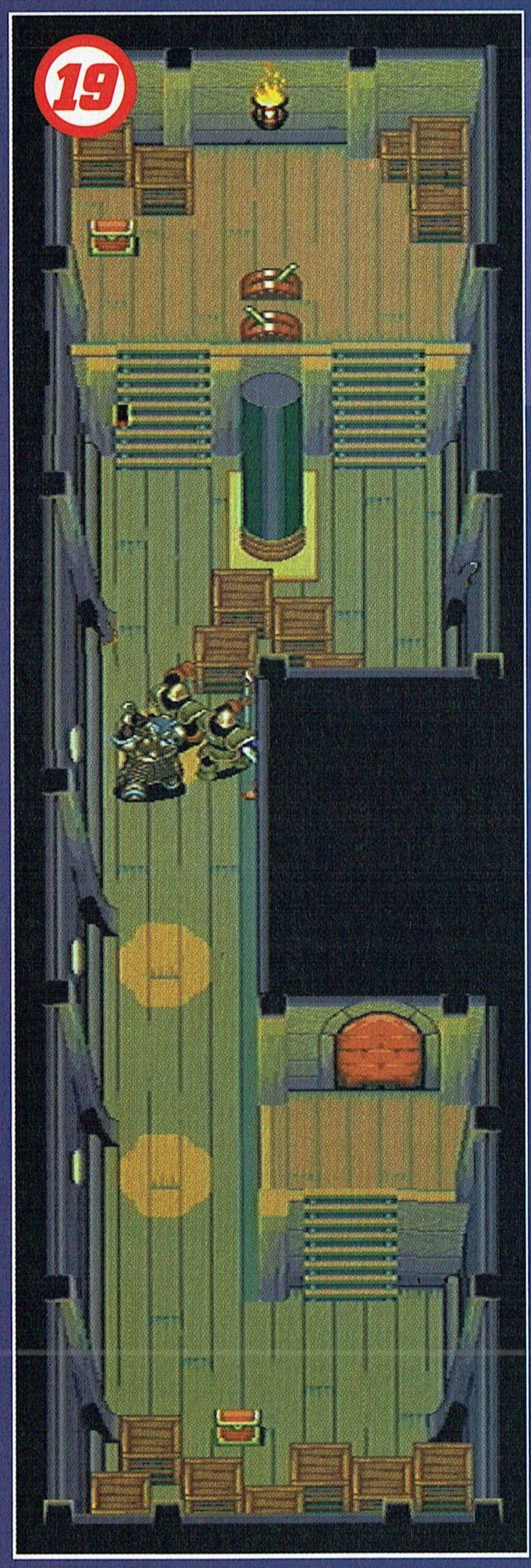
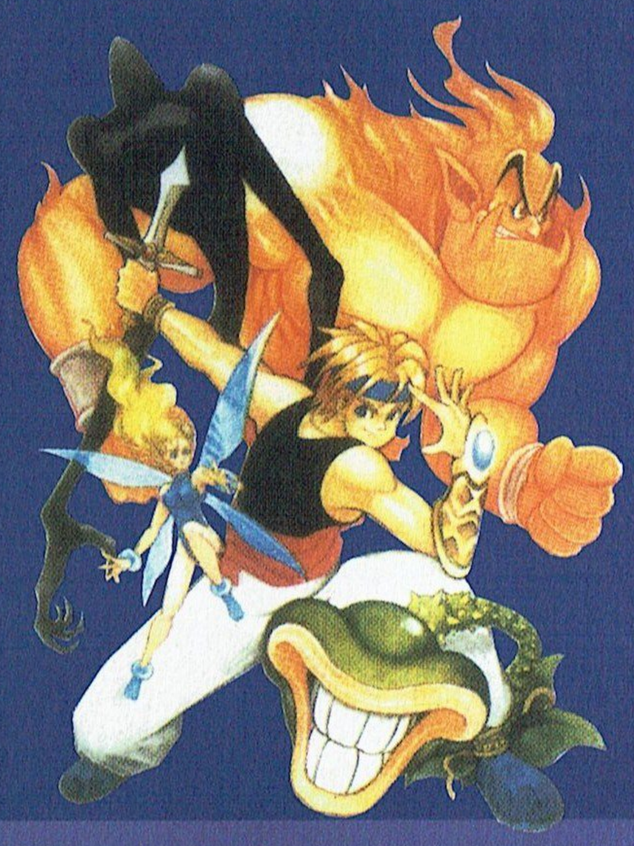


You'll now find yourself aboard a ship heading for a destination as yet unknown. Walk up the steps and hit the top switch that you see. Now open the treasure chest before walking down the steps. Kill the six baddies that leap out from the sides (it shouldn't be too hard) and make your way down to the next treasure chest located just to the bottom of the steps heading up. Open this, and then ascend the stairs. The door should be open, and you can continue up to the next section – the ship's deck...



The deck of the ship is once again populated by several baddies, all intent on making your life a hell of a lot shorter. Firstly, open the two treasure chests that you find for a couple of handy power-ups. They're both located to the bottom of the screen, and you shouldn't have any problems finding them. Now, head for the plank. You'll find an armed guard with a sword here and a few hits is all that it'll take to dispose of him. Continue up the ship, dealing with the next two guards as you go, before jumping down into the next area. Climb up the stairs, walk across and jump down again. Now all you have to do is continue walking up and you'll find the games main baddie – the Silver Armlet! After a brief talk with him, a battle with two gargolyes will occur...

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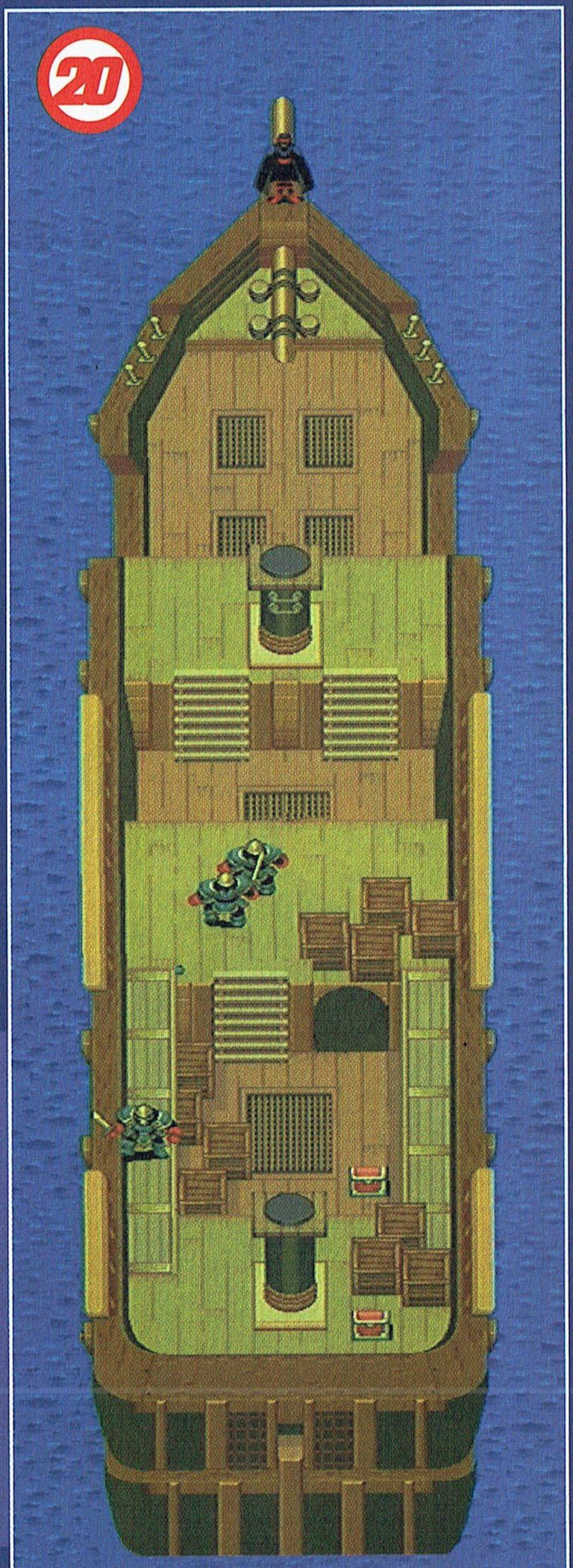
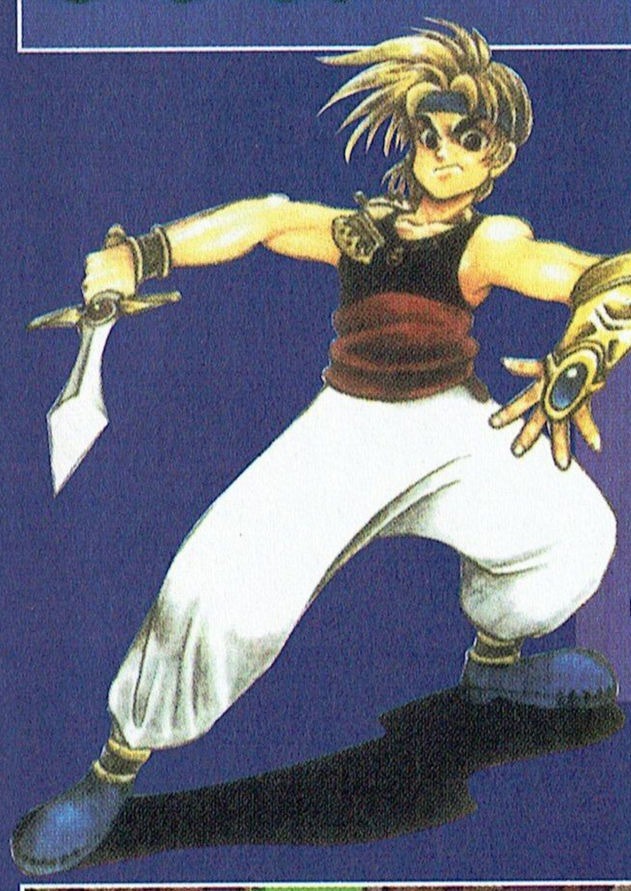


When you finally arrive at the next section, you'll find yourself on a wet and muddy beach. Make your way up the stairs and various levels of the map. Remember to collect any swords, healing potions or crossbows that you happen to find in the chests scattered around. Towards the top of the beach is a cave, your way into the next section...
When you emerge from the cave, hopefully with the Shadow spirit added to your arsenal, you'll be able to use his pole-grabbing ability to access the treasure chest located to the north-east of the map. Sorted!



A hidden stash of treasure chests can be found in this map – trigger the middle switch and a hole in the wall will appear. These chests contain the usual collection of goodies, and you'd be well-advised to collect them if you have hopes of playing this game in an hour's time! After you've done this, walk back out of the hidden room and swipe at the two other switches. Now continue your adventure by walking to the left...

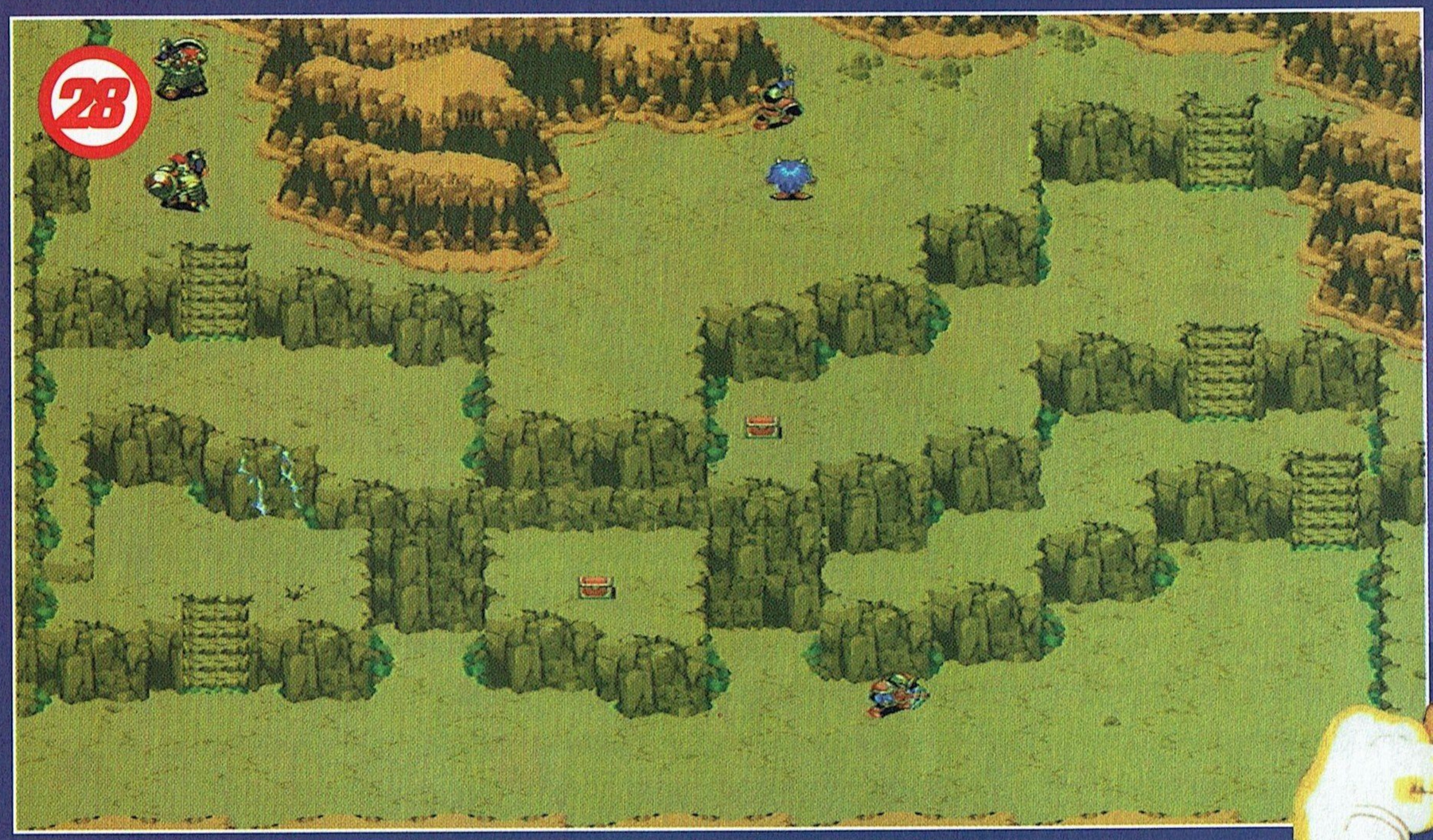
When you get inside the cave, move the large boulder out of your way. Now walk up the stairs and kill the guard – it should only take one hit – and then deal with the large warrior to the left. A whole load of mean and nasty blobs crawl along the floor, and you can kill them by crouching down and slashing them. Now trigger the switch, get past the steam and open the treasure chest (revealing a key) and run into the north passage. There are two other treasure chests to open in this part, both of which contain goodies to help you along in your quest. When you can, later on in the game, use the fire sprite to melt-away the block of ice that blocks your passage into the section to the west. You'll be able to summon him by shooting your energy-missile into a torch that can be found to the north of the stage.

Use the spirit on the block of ice, and then tackle the flying demons which appear to the left. Now walk up the stairs and collect the two treasure chests that are lying there. They should contain a key and an energy power-up. Go through the door and trigger the switch just to the left of you. When you get to the next section, get the fire-spirit to set fire to the camp – a load of rat-men will suddenly appear. Kill the lot and collect the treasure-chests along the way. Open the door and you'll be confronted with a whole load of bad guys. Kill them all and a huge troll will appear. Deal with him, walk up the stairs, open the door and kill the rock guardian. The necklace is now yours. Hurrah!

Upon escaping from the cave, you'll now have to make your way westwards. Walk down the steps and walk across the first river. Watch out for any fish that try and attack you – they'll suddenly jump out of the pond at you, so keep an eye on the shadows they make in the water to see exactly where they are. A couple of swipes is all that it takes to kill them. Reach the next section of dry land and continue walking across to the left. Another pond awaits you now, so make sure that you've got a sturdy pair of gum boots on! Several blobs live in this zone, so crouch down and start swiping whenever they get near you. When you get past this section, all you have to do is reach the steps leading up to the next stage and you've made it! (Albeit a little wetter than before).

The first thing you'll find is a load of guards waiting to ambush you. Climb the steps and deal with the two bomb-throwing guards and huge warriors that wait for you. Now enter the castle itself. Grab the key from the treasure chest and open the door on the right. Open all the chests inside this little room and then destroy the eight robotic contraptions waiting for you. Run along the corridors and down to the large room containing a knight in armour. Avoid the moving spikes and open the chest.

You now have to make your way to the wall fortress that is located to the north of the island. Walk up the couple of steps and then drop down to another platform. Kill the armed guard and then walk straight up the next set of stairs. Kill the huge troll waiting for you, walk across and then hit the guard with the sword. Walk up to the next platform and you'll find three more nasties that you have to contend with. There are a couple of bomb-throwing baddies and another troll for you to deal with. Now, walk down a couple of levels and head right...



Head right and kill the guard with the crossbow – he can be a little tricky to deal with, but you should soon get past him. Now climb up the two sets of stairs and open the treasure chest. Collect the goodie that you find inside, before walking up to the next level. Kill the guard and deal with the strange hairy creature that jumps after you. You'll find more of these later on in the game. Now jump down a level and climb up the last set of stairs. A couple of armoured warriors greet you here, so finish them off and then continue north.

Work your way past the various platform levels, steps, guards, bomb-throwers, armoured warriors, rat-men and blue hairy demons until you reach a ferocious troll waiting for you at the top of the map. When you come across a waterfall, summon a water spirit and then use up all of your magical energy on healing yourself. Deal with him in the usual manner – ie kill 'im! – and you should now find yourself at the base of a castle. It's probably best if you save the game up until now. Walk up the set of steps, and then walk right. The next stage is a real test of your joypad jiggling skills, so watch out!

The first part of the fortress is where you have to make your way past three sets of flames. You'll have to resort to running past them in order to make it to the switch in time. Next, there'll be a huge fight against a host of baddies. Avoid the rocks that roll towards you, and fight the two trolls. Make your way past the three rolling blades, trigger the green plate and then light every camp site you find. Ta-daaa! You've done it!

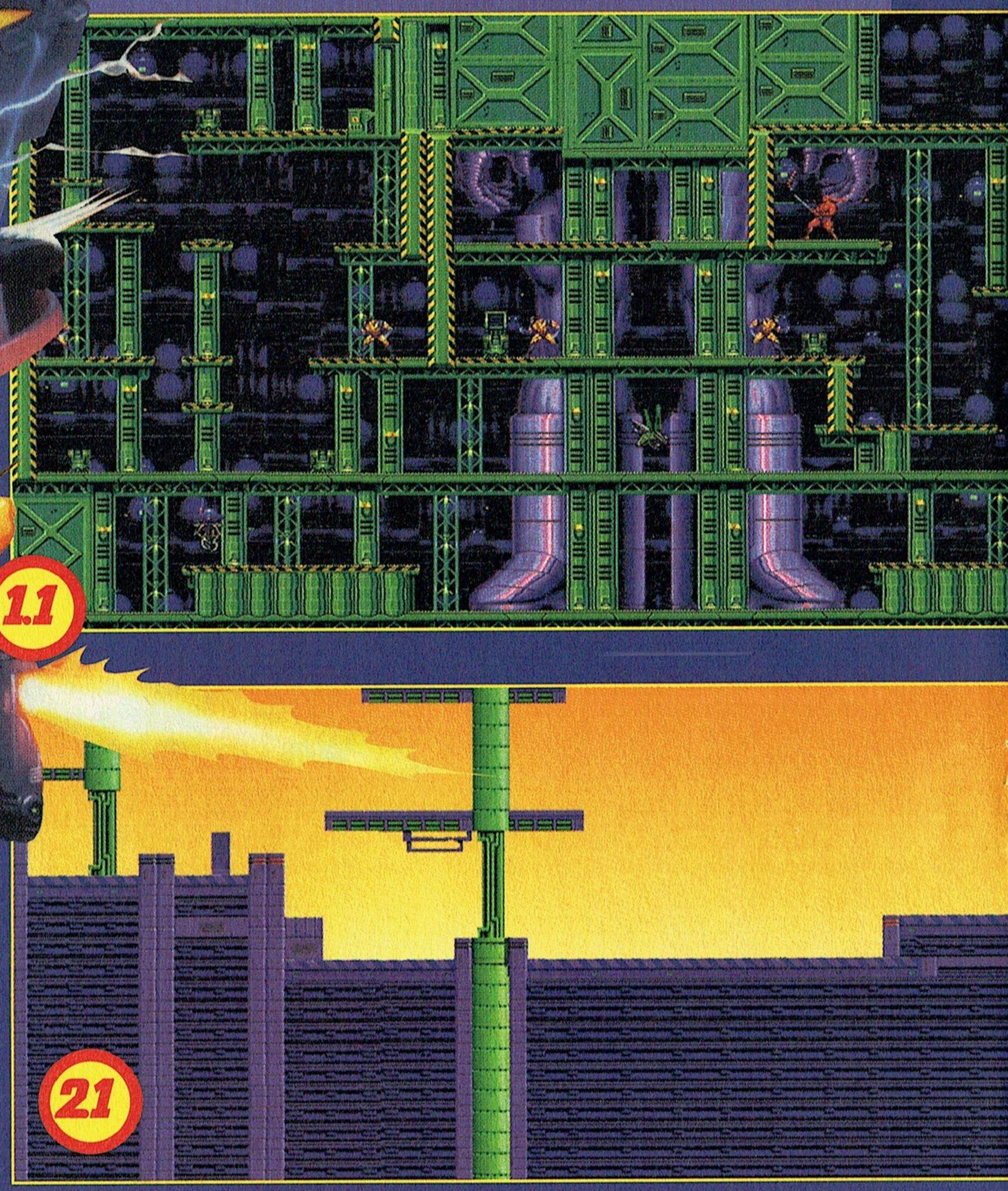
Sega XS

X-MEN 2

Part 1

Earth's most famous team of mutant vigilantes, the X-Men, make a welcome return to the Mega Drive in one of the best platformers released this year. Over 12 levels of sheer mayhem and excitement await you as you desperately try to stop the Phalanx from taking over the planet by cloning all of the X-Men's deadliest foes... Gulp!

The first traces of Phalanx infestation are found in a secret Sentinel base, so waste no time about it and head down there pronto! You can choose any mutant to control for this level, although I personally found Wolverine and Gambit the easiest to control. Destroy the computer monitors and then leap over the blasts of electricity to open the various doors blocking your way, but watch out for any sudden sparks that move along the open cables.



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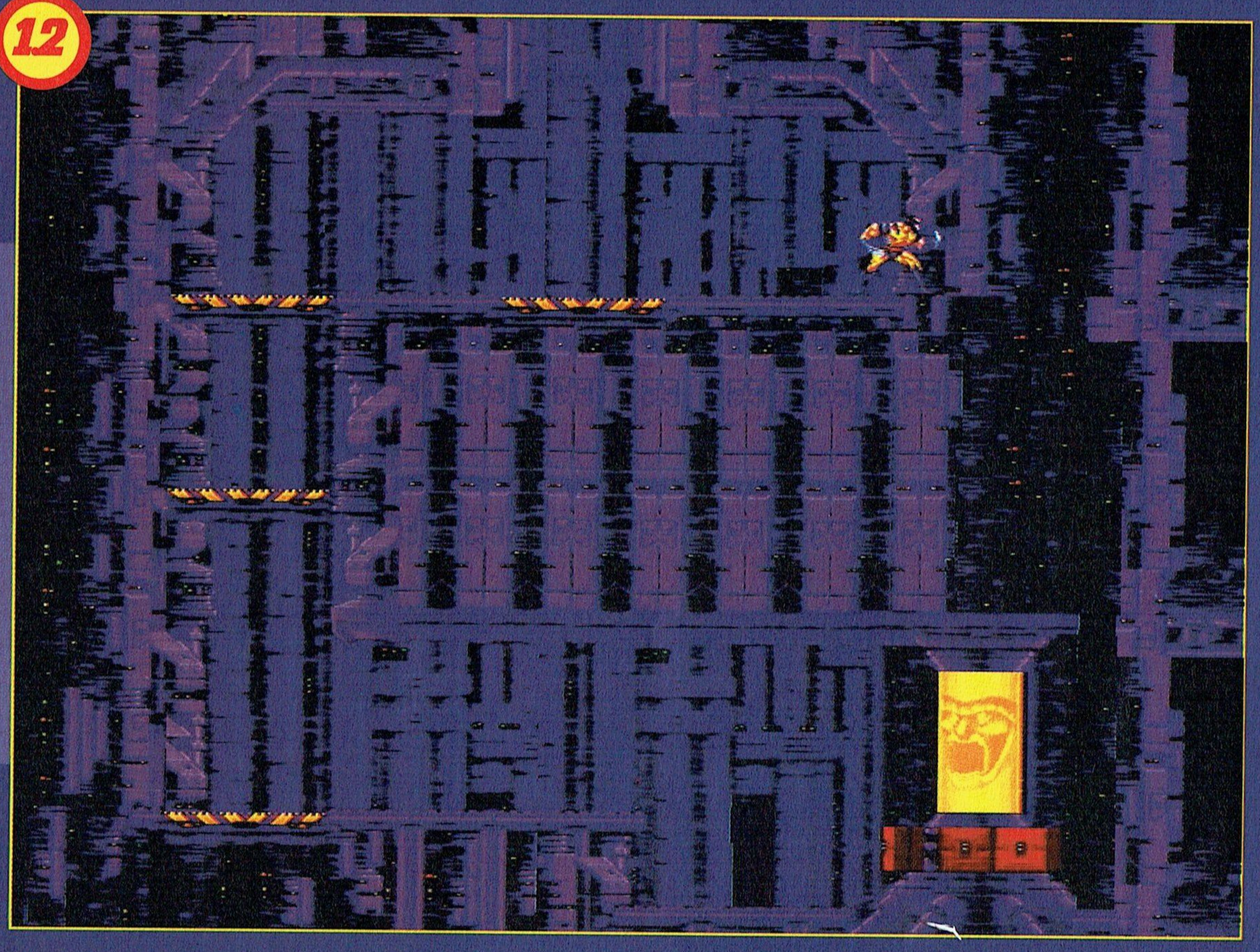
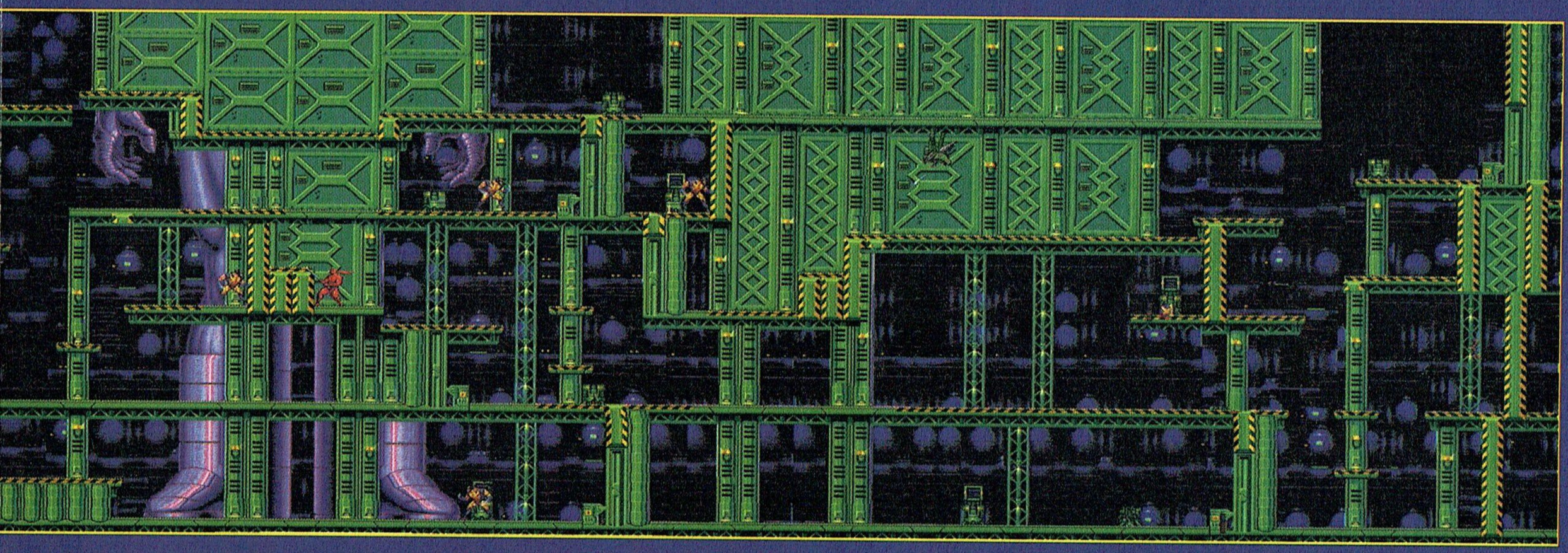
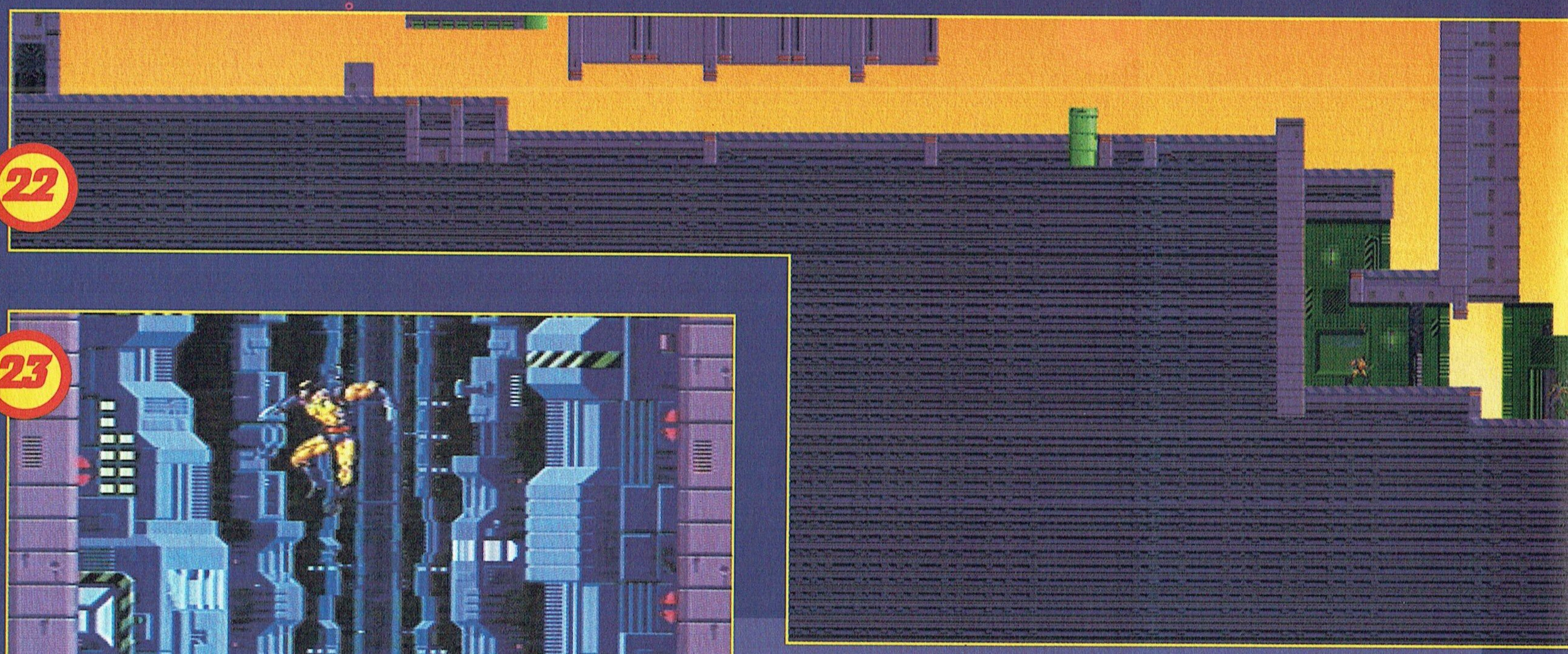
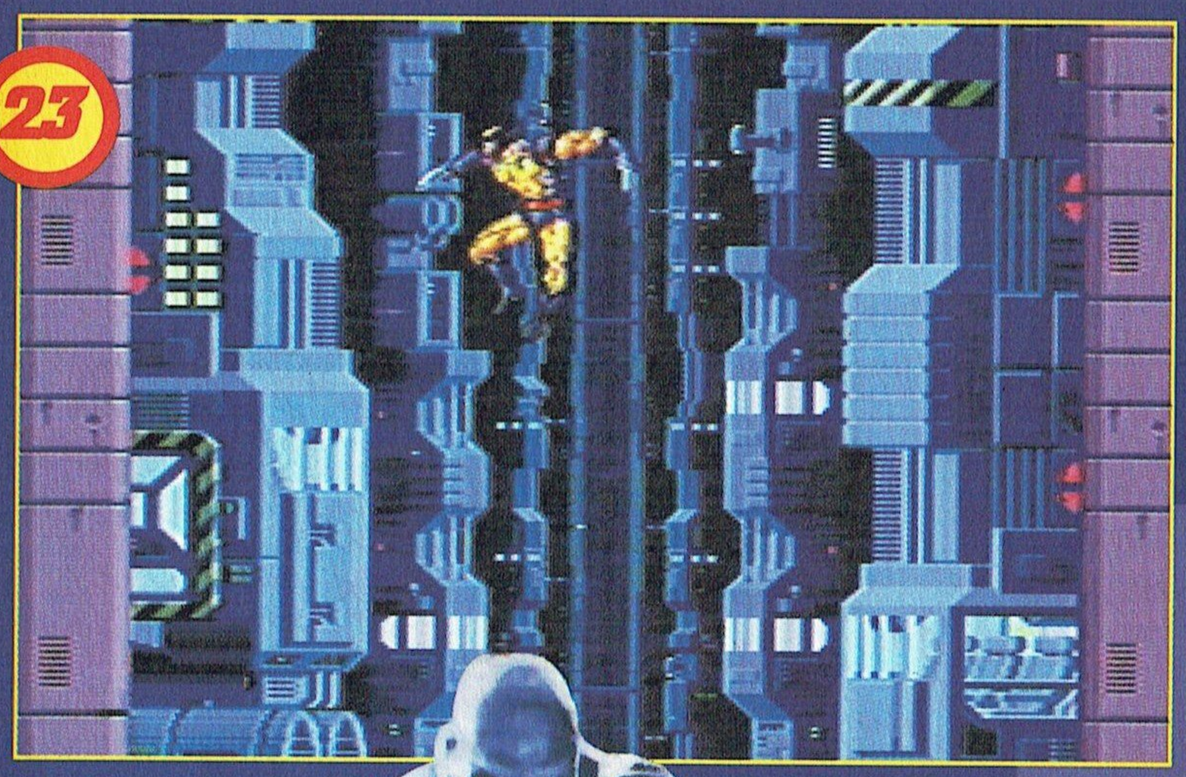


When you finally manage to reach the Sentinels brain, the next tricky task is destroying it. Walk left until you reach a lift and then go down it until you reach the bottom. Now walk a little to the right and you'll find the infested super-computer. The best tactic to use when destroying it is to crouch down just in front of the rotating circuitry and continually hit them as fast and as hard as you can. Watch out for the laser blasts that they emit every so often, and always remember to dodge the energy bolts that are fired out of the actual Sentinel's eyes – they can be deadly if you ignore them.



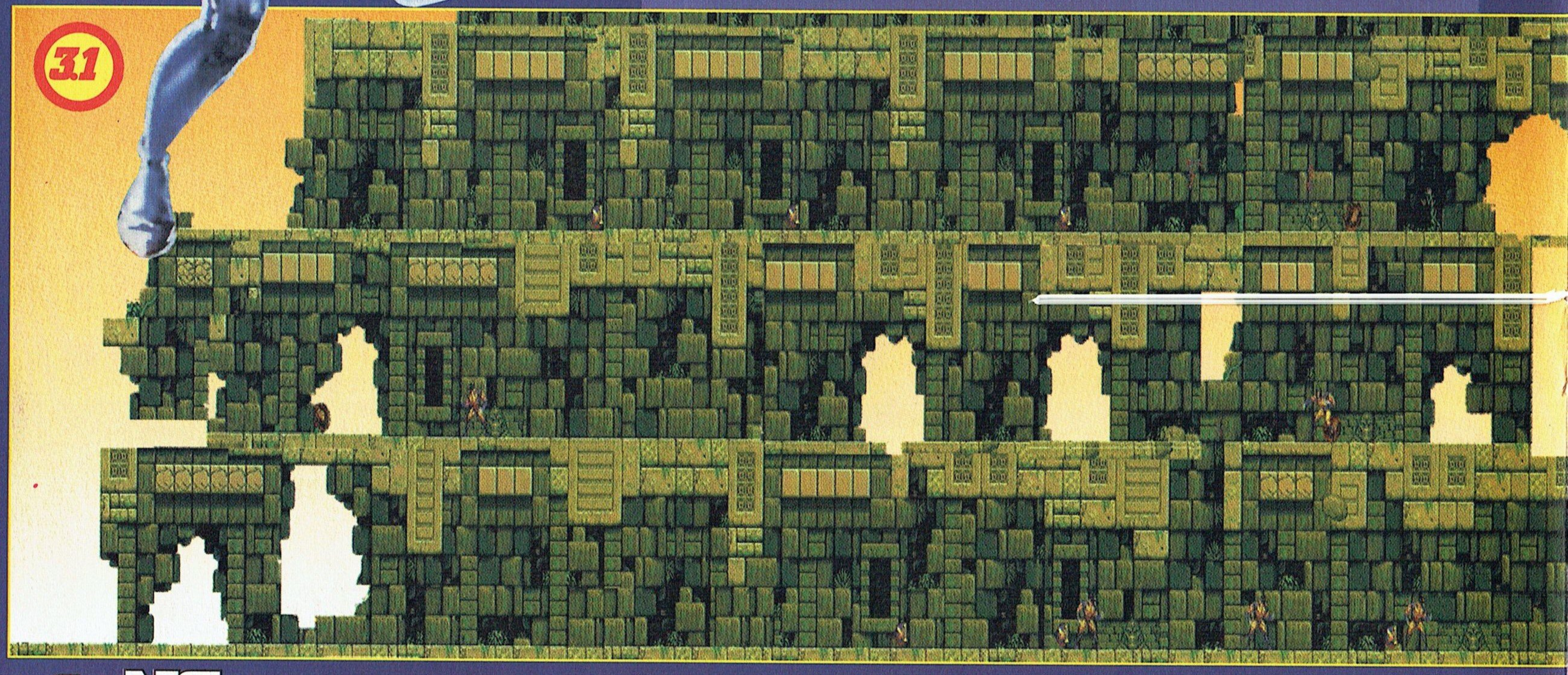
The second level takes place on the barren, but dangerous grounds of Magneto's satellite fortress – Asteroid M Asteroid M is Magneto's home, and is littered with guards, booby traps and war-guns. This level is far from easy to complete, and the going gets especially tough when the flying guards start firing at you. Again, use either Wolverine or Gambit for this level as they're the easiest to control. You can't shoot any of the flying guards, so your best tactic is to just continually jump out of their gunsights way and move on until they leave you.

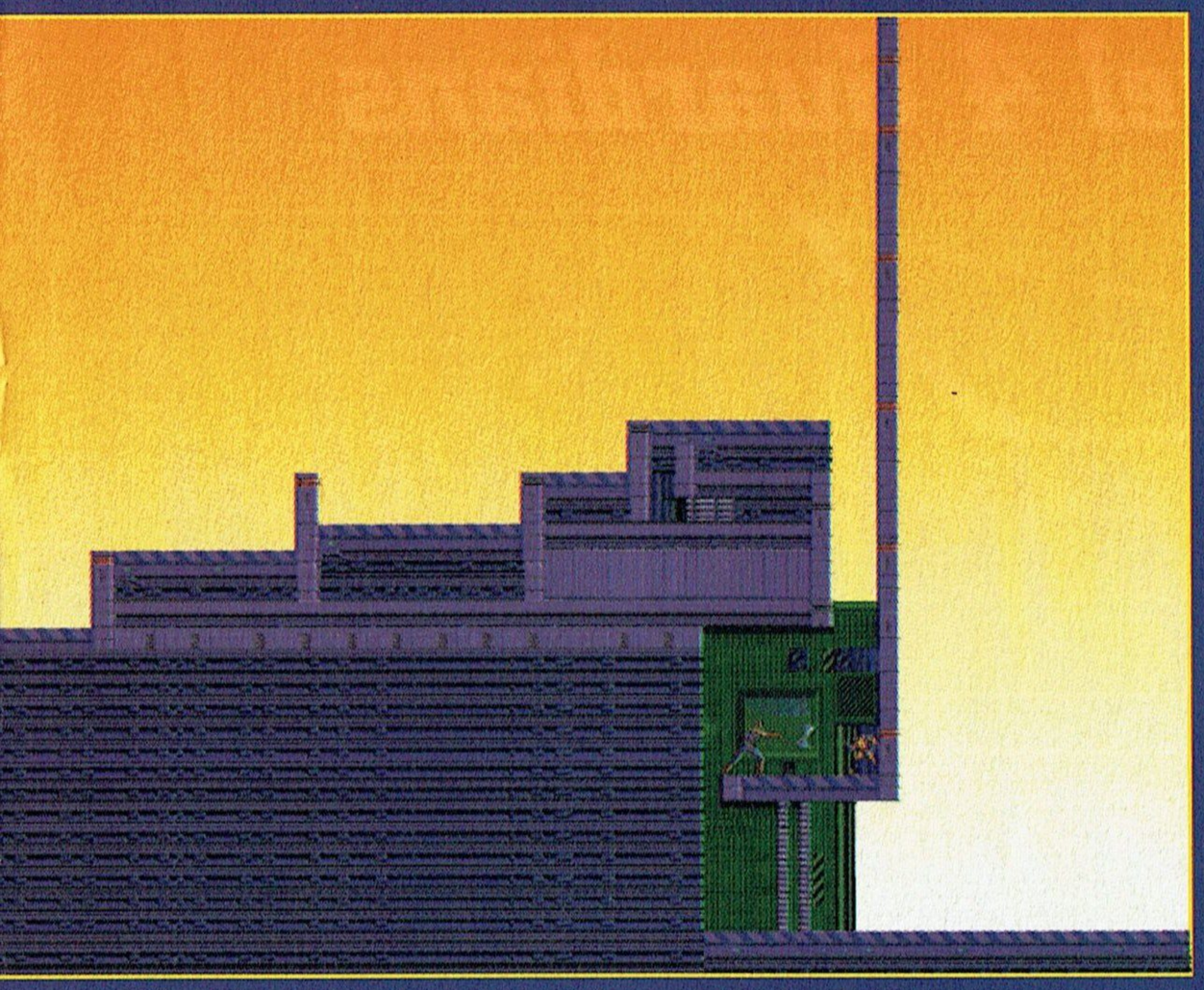




There are quite a few guards here and gun turrets, but simply deal with them just as you did before. There's the odd gun turret or two here as well, so leap over them and waste no time in getting as far away from their blasts as you can. Once you've got past that stage, you'll then find yourself falling down a sheer drop inside what looks to be a huge machine. Every so often you'll land on a metal trap door. Kill any guards you find lurking here and blow up the monitor to continue your fall into the centre of Magneto's base.

Apocalypse. The very name itself strikes fear into the hearts of all that is good in the world, but it is to Apocolypse's base that you must venture next. Set in the heart of the Savage Land, your task is to make your way up this huge map until you reach the top where a powerful mutant waits for you. Be patient as you venture along here, because various rocks and boulders will come crashing down on you from above. They shouldn't be too hard for you to avoid, but if one does happen to hit you then it will cause you quite a lot of body damage. You can only afford to take so many hits, so it pays dividends to go at a slow pace. Once again, go for Gambit or Wolverine. Keep an eye out for the rolling boulder-men, they can cause you real problems.





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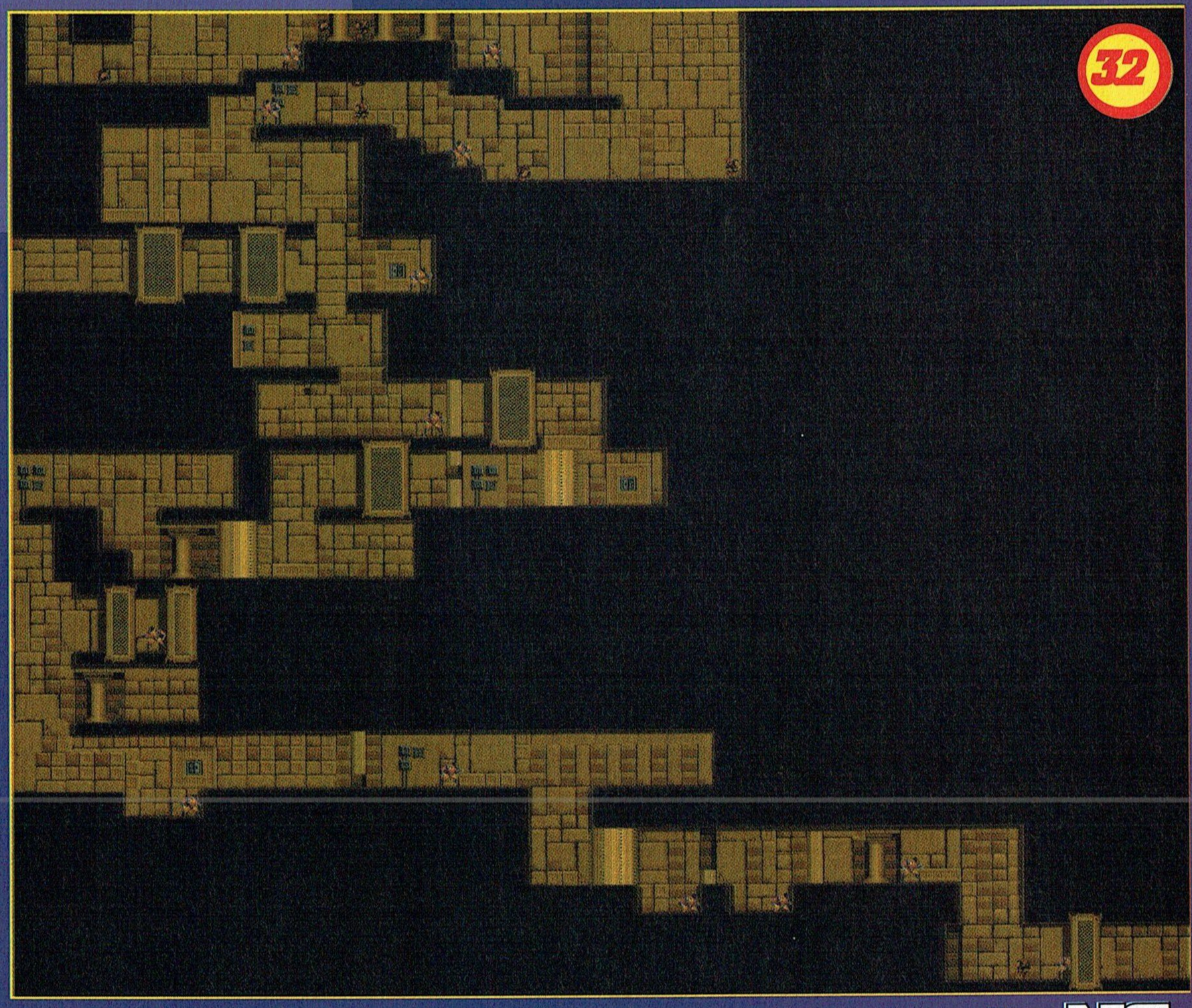
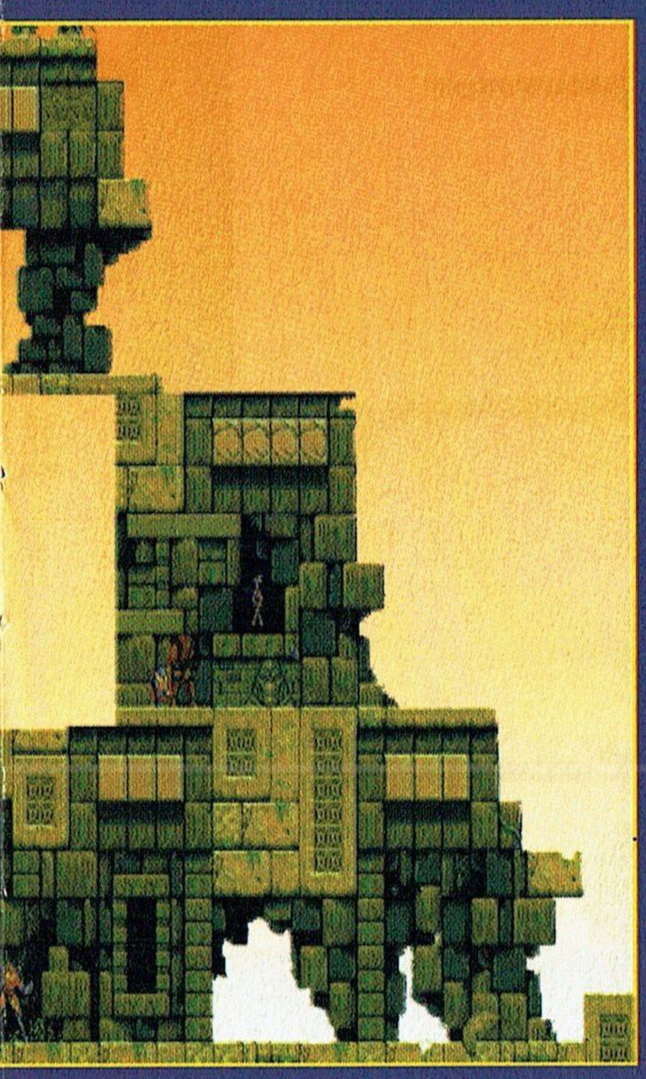
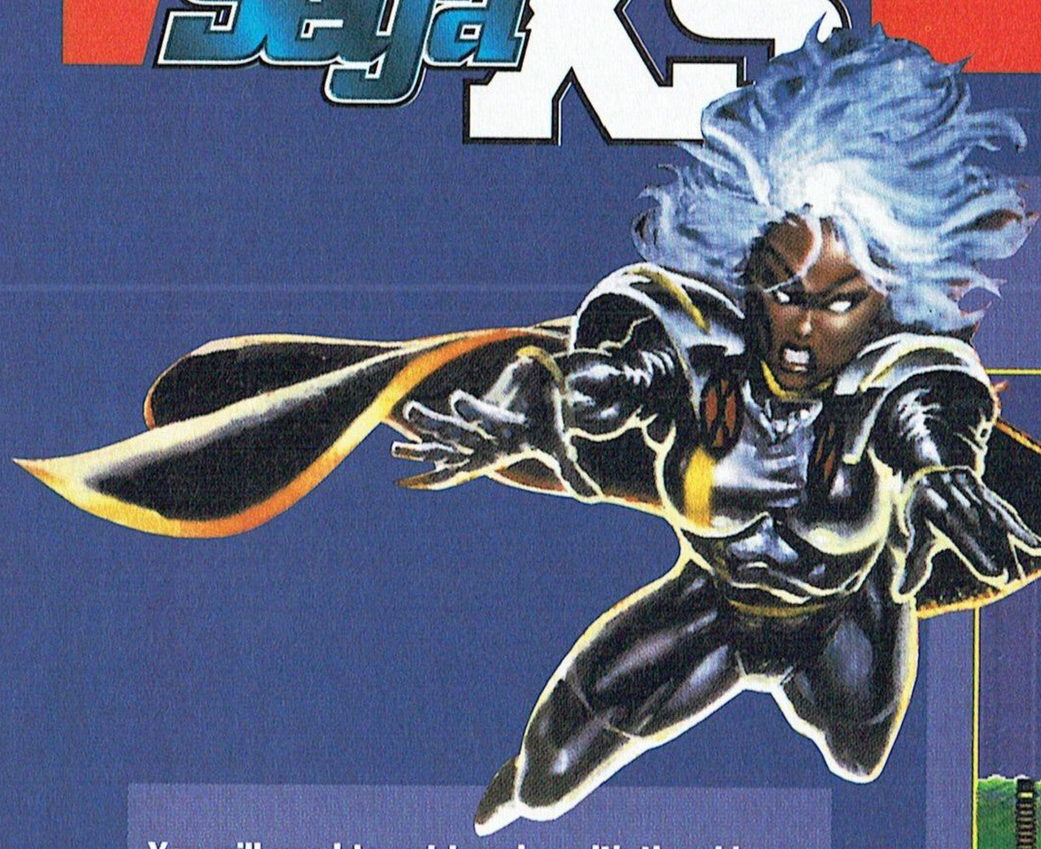
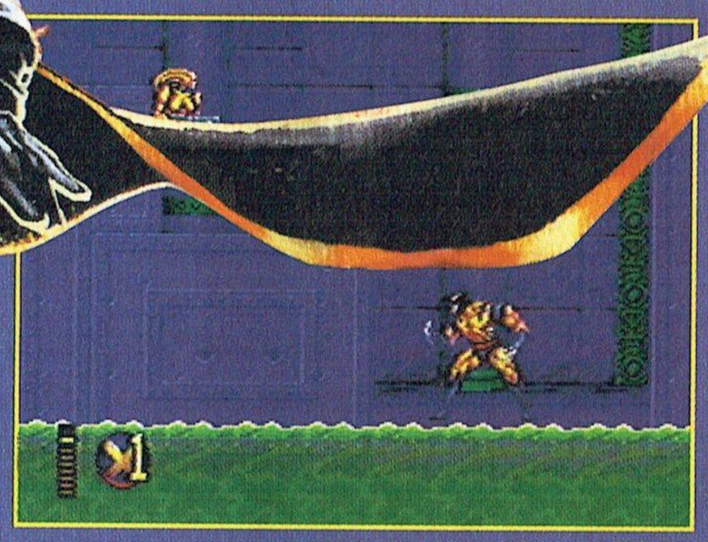
Going underground for this section, tricks, traps and trouble a-plenty await you here. There is many an obstacle to cross and puzzle to solve. Any of the X-Men can trek this level, but I still prefer Wolverine and Gambit anyday. Don't waste any time in hanging around in this stage. Parading the corridors of this evil place are various rock-men and moving spike-barrels. If you encounter any of the rolling rock-men, don't run away as they'll only follow you and more than likely hit you. What you should run away from, though, is the huge moving spike-barrels. One touch from these blighters and you're up to your neck in trouble. Whenever you get the chance to leap into a pit, do so and let the barrels pass safely over your head. Use the switches to change the direction the they roll in – vital if you want to buy some elbow room.

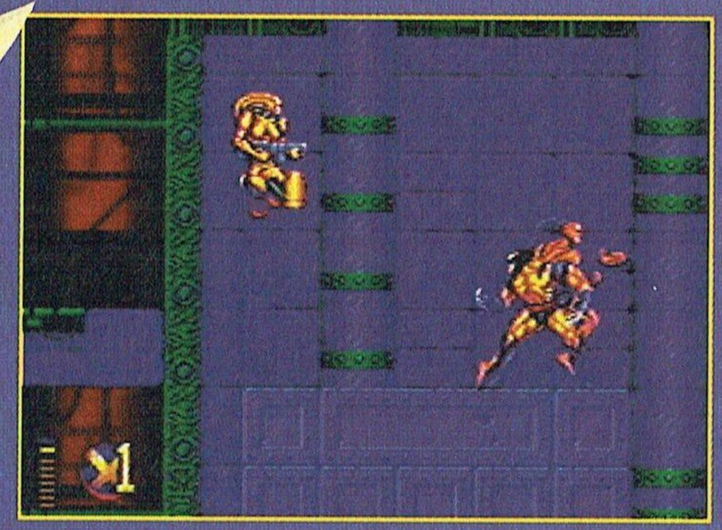


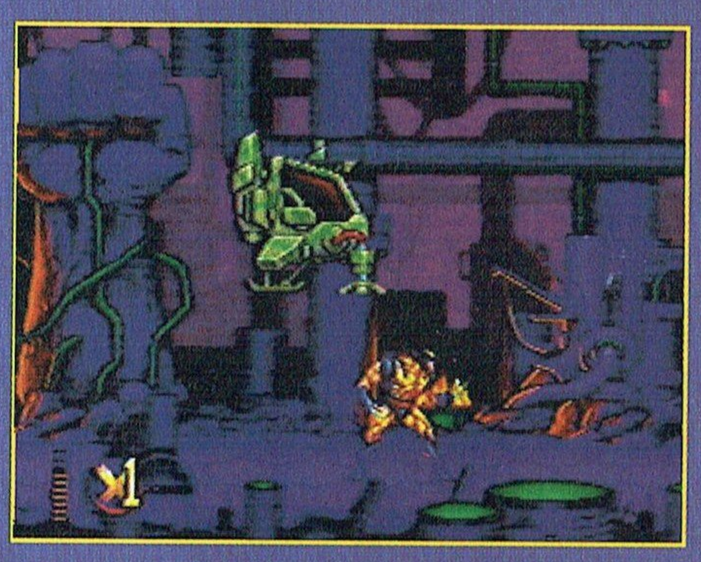


Level 4 Guardians

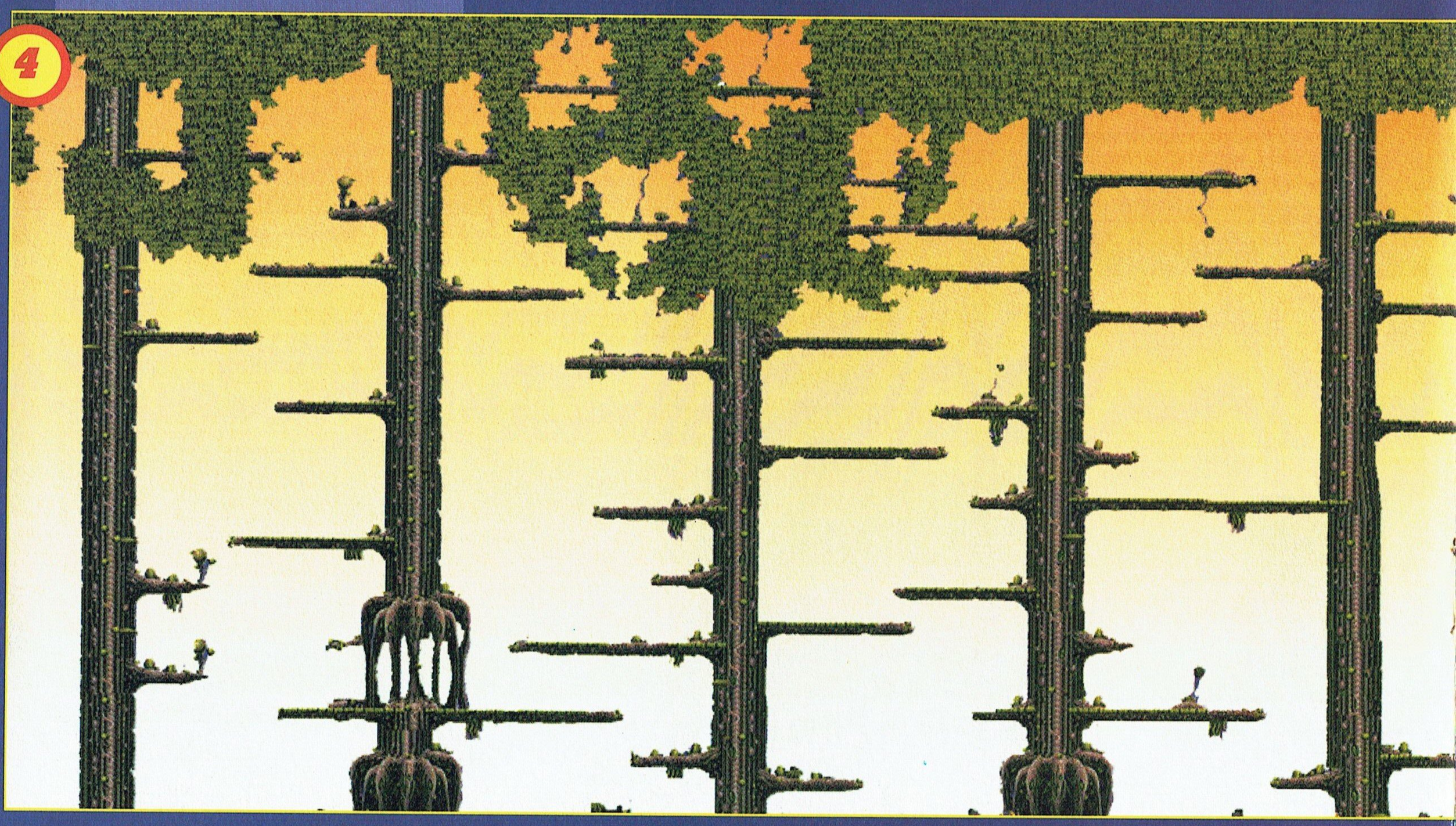




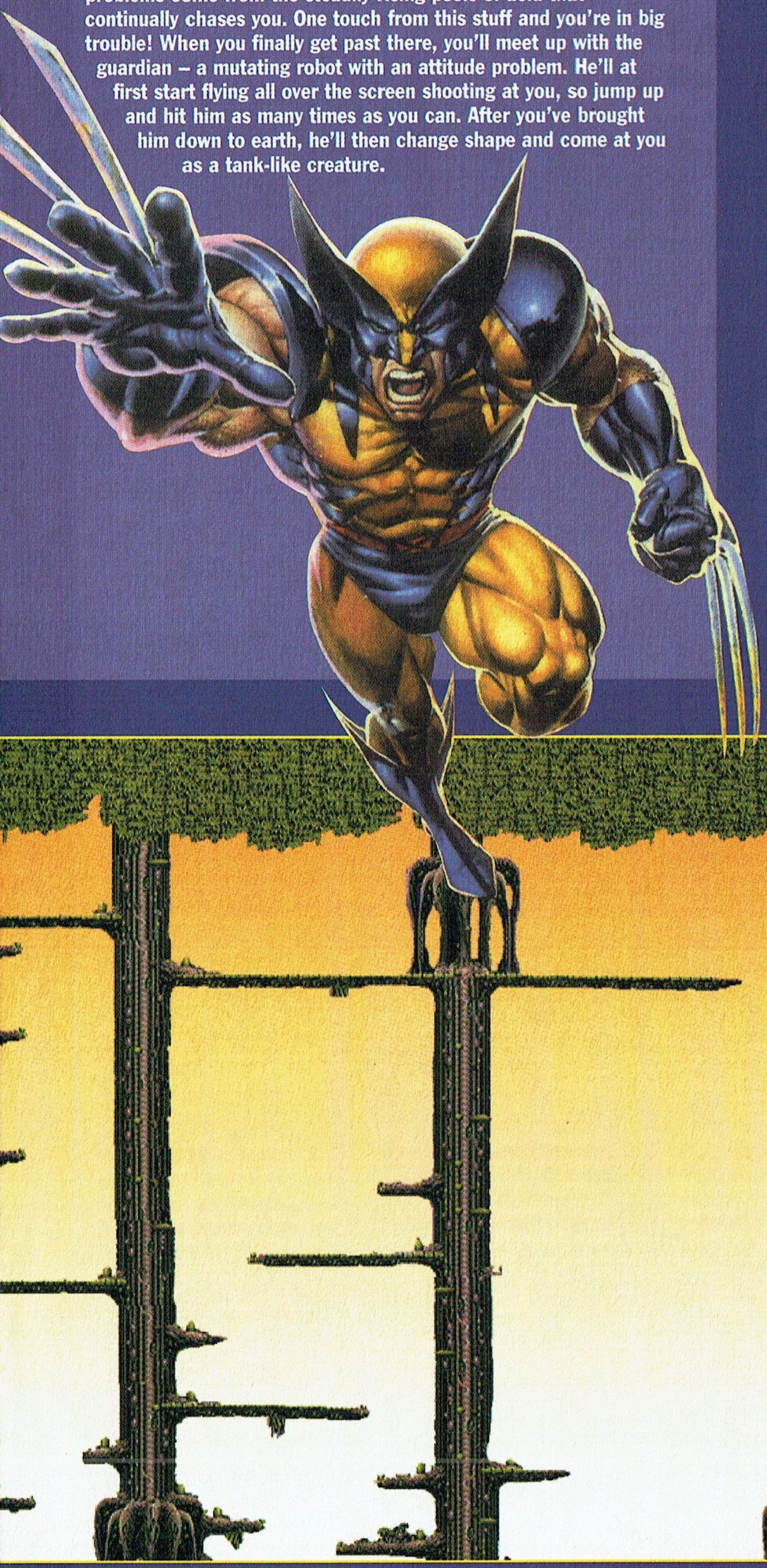




You will need to get to grips with the old jumping movement here, as most of this level consists of trees and tricky gaps to cross. This is one of the hardest stages to beat, thanks to the many spike traps and baddies that are dotted around. Much of this level can only be reached by climbing right to the top of a tree and jumping a huge gap in the hope of landing on something solid on the other side. Later on, you'll find a few guards dotted around who'll do their best to make life as hard as possible for you . Deal with them in the usual manner (slice and dice 'em). Don't be afraid to use your mutant powers on them, and always keep an eye out for any troublesome baddies lurking behind you. You can easily end your quest here if you don't take care!



After you have completed the last section, you'll then have to get past arguably the hardest section in the game so far. Flying metal robots and red ninja-samurai are out to get you here, but the main problems come from the steadily rising pools of acid that continually chases you. One touch from this stuff and you're in big trouble! When you finally get past there, you'll meet up with the guardian – a mutating robot with an attitude problem. He'll at first start flying all over the screen shooting at you, so jump up and hit him as many times as you can. After you've brought him down to earth, he'll then change shape and come at you as a tank-like creature.



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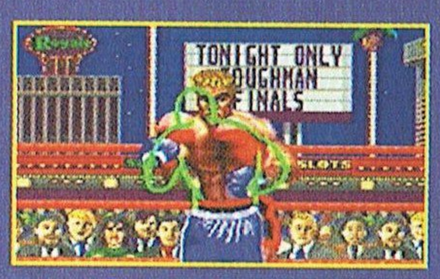
Basic Moves

Left Jab – Tap A

A quick, but cunningly sharp jab to the left of your opponent's body. A great speedy move to quickly catch them unawares...

Left Hook – Hold A

A more powerful, yet slower hit to your foe's left-side. Pound away at them with this one and they'll not sit down for a week!

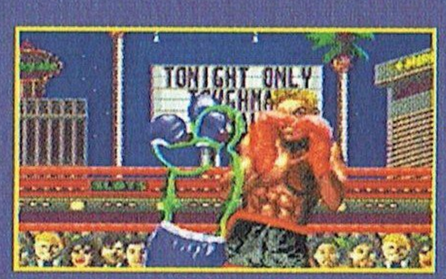


Right Jab – Tap C

A nice, quick move which will serve as a useful weapon to catch your opponent out – great for starting combo's.

Right Hook – Hold C

A hard shot to your opponent's right, and one which you would be well-advised to make use of as often as possible.



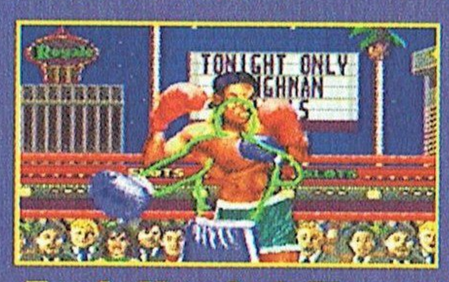
Uppercut – Hold B

A great move. The uppercut delivers a swift punch to the other fighter's chin quicker than you can say "Ouch – that has to hurt!"

Special Moves

Power Jab – Tap B, then press Up and Left

A powerful hit, and one which is guaranteed to make sure that your opponent doesn't forget your face in a hurry!

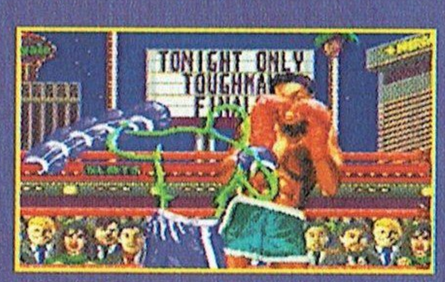


Back Handed Slap – Tap B, the press Right and Left

A reverse punch that swings into your opponent's ugly mug. Just great for finishing off combo's or when your foe is dazed.

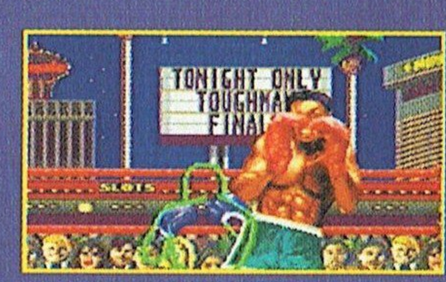
Power Elbow – Tap B, then press Down twice

Your opponent will think that it's a punch, but in fact you'll deliberately miss with your hand and hit him with your elbow instead.



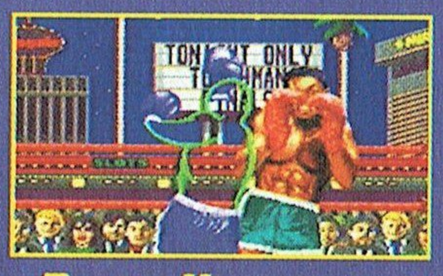
Power Hook – Tap B, then press Left twice

Basically, this is just a spiced-up version of the normal hook. Still, it's totally brilliant for getting those valuable knock-outs.



Duck, Body Blow – Tap B, then press Left, Diagonal Left and Down

Crouching down, you'll then send a hard punch flying into your opponents nether-regions. You cad, sir!

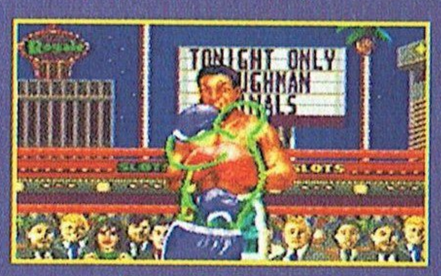


Power Uppercut – Tap B, then press Down and Up

The same as a normal uppercut, but much harder and guaranteed to send them into orbit if you connect with it.

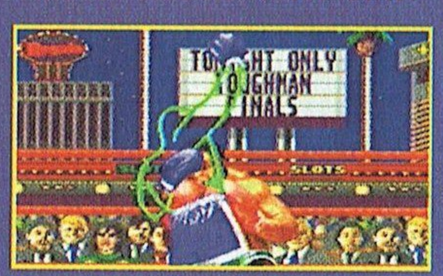
Super Uppercut – Tap B, then press Down, Diagonal Right and Right.

The best uppercut that money can buy, the only problem is the amount of time it takes to perform.



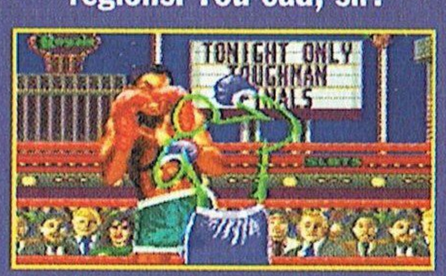
Low Blow – Tap B, then press Down, Diagonal Right and Right

A crafty hit aimed at your opponent's lower-half, this move certainly won't win you any friends!



Haymaker – Tap B, then press Up twice

This hard-hitting move will send your fist flying down onto your opponent. It's pretty good for knocking in fence posts too!



Measured Hook – Tap B, then press Up and Left

Taking your time to judge exactly how far away your opponent is, you'll then send your right fist smashing into his face.

Defensive Moves

Block High Punch – Press Up

Any punches to the head can easily be blocked just by pressing up on the pad and putting up your dukes.

Block Low Punch – Press nothing

Your fighter will automatically block any body punches thrown at him if you don't press anything.

Dodge Left – Tap Left

Side-step from your opponent's attacks by simply tapping left. Cunning, eh?

Dodge Right – Tap Right

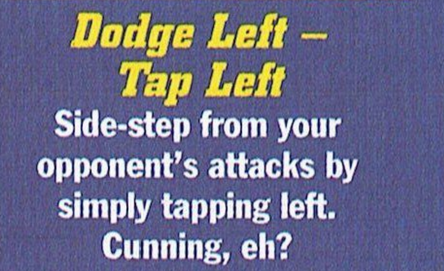
Use this nifty move to avoid any of your foe's attacks. It's quick and simple to perform.

Windmill Wind-Up – Tap B, then press Right twice

Swinging your fist in a wide circle, you'll then send a tremendously powerful Uppercut slap bang onto your foe's chin.

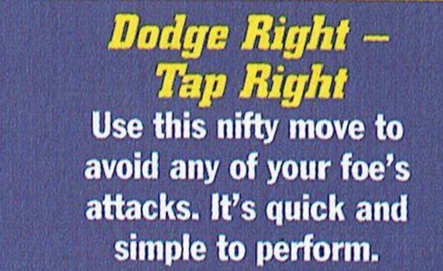
Headbutt – Tap B, then press Up and Down

Guess what this 'orrible little move does? Yup, you guessed it, it's a headbutt, and powerful one to boot. Stitch that, Jimmy!



Popeye Punch – Press Up and then tap B eight times rapidly

Just like in the Popeye cartoons, your fighter will pound his fists in a continuous circular motion.



Furious Flurry – Tap B eight times rapidly

A brilliant combo to perform, this sends your fighter into an adrenalised psych-out from which they may never recover.

The Fighters

Benny Booyah

Someone who you don't want to meet down a dark alley. He tends not to defend his face too much, so try and get your shots in when you can.

Bruno Maserati

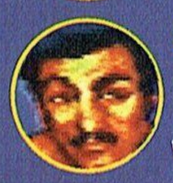
Not much of a boxer really, more of your bar brawler. His speed and stamina allow him to keep up the pace with any of the fighters down here.

Chang Fu

A tough contender, and one who won't take any hits without making sure he pays them back... in full. Just don't let him in close or he could destroy you.

Charlie Ponderosa

A decent enough fighter and one who can sure pack a punch when he needs to. Still, he looks a little past his prime so don't be intimidated – HIT 'IM!



Coco Valdez

If you have a death-wish, and fancy getting beaten up, then this is the guy to go up against. His uppercuts are deadly and will have you on the canvas in seconds.

Freddy Bravo

One of the fastest fighters on the block, this guy's speed is second to none but his punching ability is in question. Try to corner him so you can let fly with a few hooks.

Gavin Greyson

Three punch combo's are Gavin's speciality. If you fancy a fat lip, fight this guy cos he'll give you one. It's best to ride out the combo's and then have your shot.

Hans Fischer

Not too blessed in the brains department, Hans has some ultra powerful punches at his disposal. Beware of these but, as he's not Speedy Gonzales, dodge and hit back.

Hiro Sokitome

Someone who takes pride in their toughness, Hiro's so sure of himself that he doesn't even bother blocking punches. Hooks and uppercuts are his speciality.

Jafbar El Habib

Thanks to the patch on his left eye, Jabfar can't see any blows coming from that direction – so guess where you should be aiming your punches?

Joe Wildhawk

A hardened opponent and veteran of one too many rough bouts, Joe is more than eager to show you a thing or two about pain. What a kind chap!

Muerte Martinez

A strong, quick boxer, this guy loves to come up with all sorts of combo's. If you don't protect yourself, you're going to take some hard knocks.

Nickolai Radinski

A coal miner who probably trains harder than he works. A powerful right-hook and a great uppercut give him more than a fighting chance in the ring.

PJ Rock

With outstanding healing abilities, this guy won't take you out with one punch, but he won't hesitate to fight dirty. Well, you know, two can play at that game...

Rigo Suave

If this guy starts landing a lot of hits, he'll use a Windmill Wind-Up move on you, so keep an eye out for it and be prepared to get out of the way.

Sydney Dundee

A down 'n' dirty brawler who doesn't have the best boxing form in the world, this guy likes a scrap. Just don't taunt him about his accent, he doesn't like it.

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Welcome to Hell!

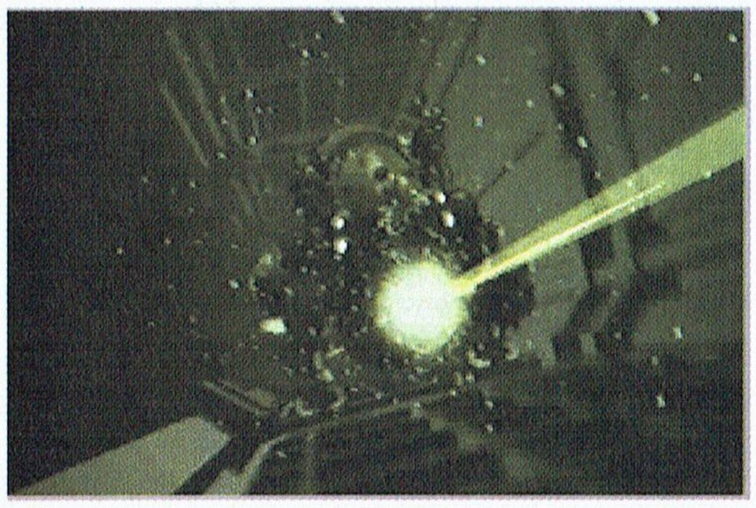
Deadalus

Do you get the feeling that someone's watching you? Observing your every move from the freezing vacuum of space? No, you're not getting paranoid, you're just playing Deadalus...

In the distant future all hell will break loose and a new world government will emerge. In fact, there hasn't been any wars for nearly 800 years due to their arrival. The reason for this? A huge space station, the Deadalus, that dishes out some serious laser-guided punishment to anyone who wants a fight. And that's the way it's always been... until now!

There's been a lot of discontent lately and the Deadalus station is considered just too damn smug. Armed to the teeth with lasers, missiles and all sorts of firepower you, on your own, have to get inside the hulking station and clear each level of all the peace-loving bad guys. After that, when all is quiet, the rest of your mates can steam in and take over. Life can then return to normal with loads of fighting and violence.

But before this sad reversion to barbaric ways can begin, you'll have to climb into your little suit and blast the station's defences to bits. Using the increasingly popular *Doom* style perspective, you can wander around tunnels and rooms, looking for the key that'll open the end of level door and let you get to the next stage. The key can be scattered in any part of the level and is usually in the midst of a pack of enemy droids. Kill them, pick up the key and leg-it outta there.



● **Hello, hello, hello, what are we up to sir? Trying to penetrate the defences of a heavily-armed space station? Now I don't think you want to do that.**

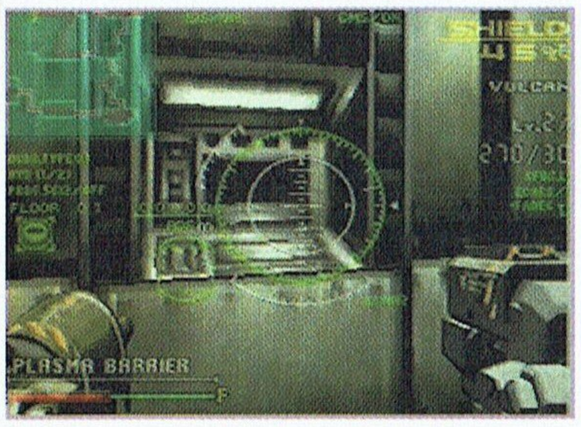
The levels look the same and you'd easily get lost if it wasn't for the map

Now we all know that *Doom* moves exceptionally well and is, as far as first-person perspective games go, top-notch. Well, *Deadalus* successfully recreates all of the rendering and some of the tense atmosphere that made *Doom* so terrific to play.

There are, however, a few drawbacks. All the levels look the same and you'd easily get lost if it wasn't for the map. Another thing is that you know where the enemy is due to your radar, so eliminating any surprise attacks, and thirdly, all of this exploration becomes quite repetitive after five or so levels. There's no password system so you start from the beginning after each level, which is another minor niggle.

Each *Doom* clone that arrives seems to be flawed in some way. *Deadalus* has many small things wrong with it, spoiling an otherwise alright game.

Adrian Price



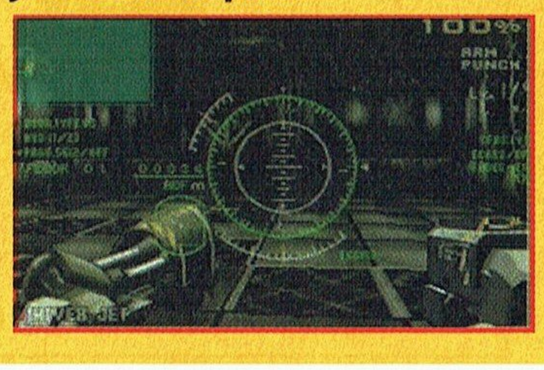
▲ **Congratulations, you have just activated the Plasma Shield that protects you from... er, plasma?**

Kill Them All!

During the game you'll need to use your different weapons to get yourself out of trouble and also to other parts of the level. Here are a few of the weapons that you'll certainly be seen dead without:

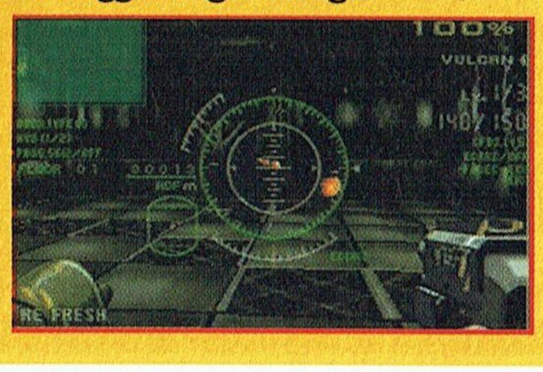
Punch

Not used a hell of a lot, but does cause the bad-guys some major problems. Resort to this only when you've totally run out of ammo for your other weapons.



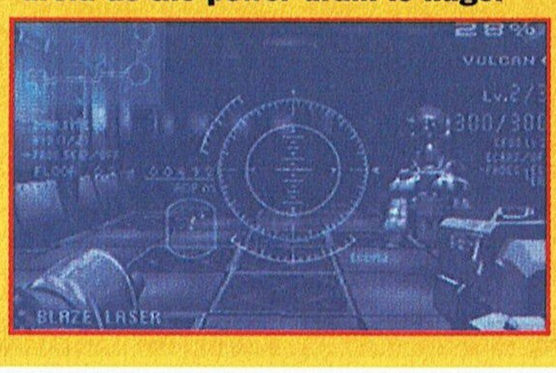
Vulcan

Used more often than not. This is a bit weedy at first, firing only single shots, but when you collect weapon power-ups it gets much meatier. Steady with that trigger finger though.



Laser Bomb

Using your energy meter, which is at the bottom of the screen, this clears the screen and all the robots on your radar. Don't waste on a single droid as the power drain is huge.



Jeepers!

Here's a lovely rendered intro that sets the scene very well. In fact, it sets it out in plain English and tells you exactly why you're about to do what you're about to do. The graphics are lush and sets the tone nicely. Almost as if you'd had a candle-lit dinner with it... sort of:

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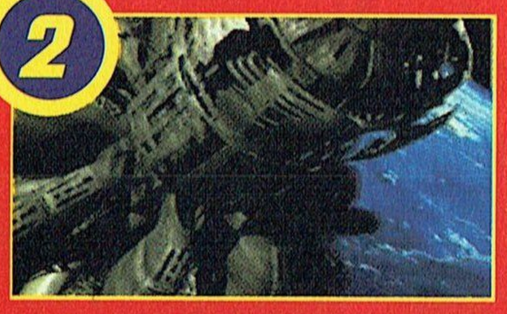

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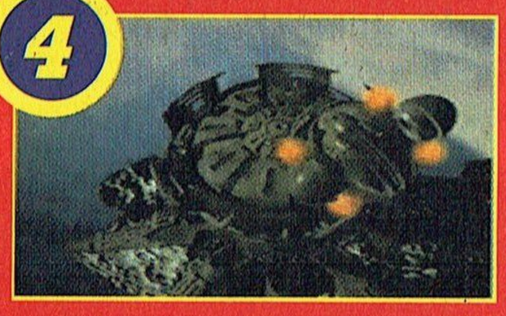

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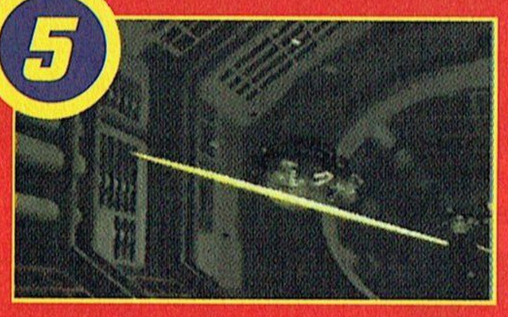


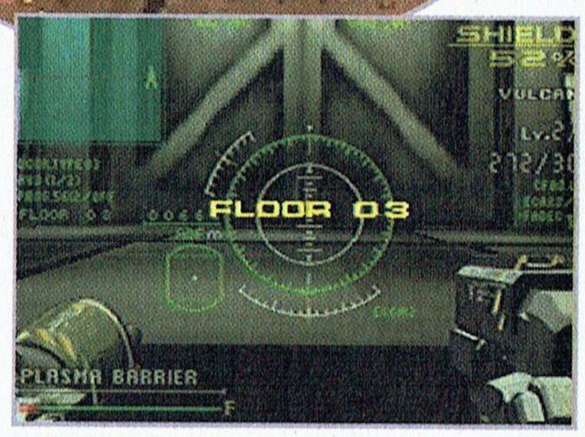
6

7

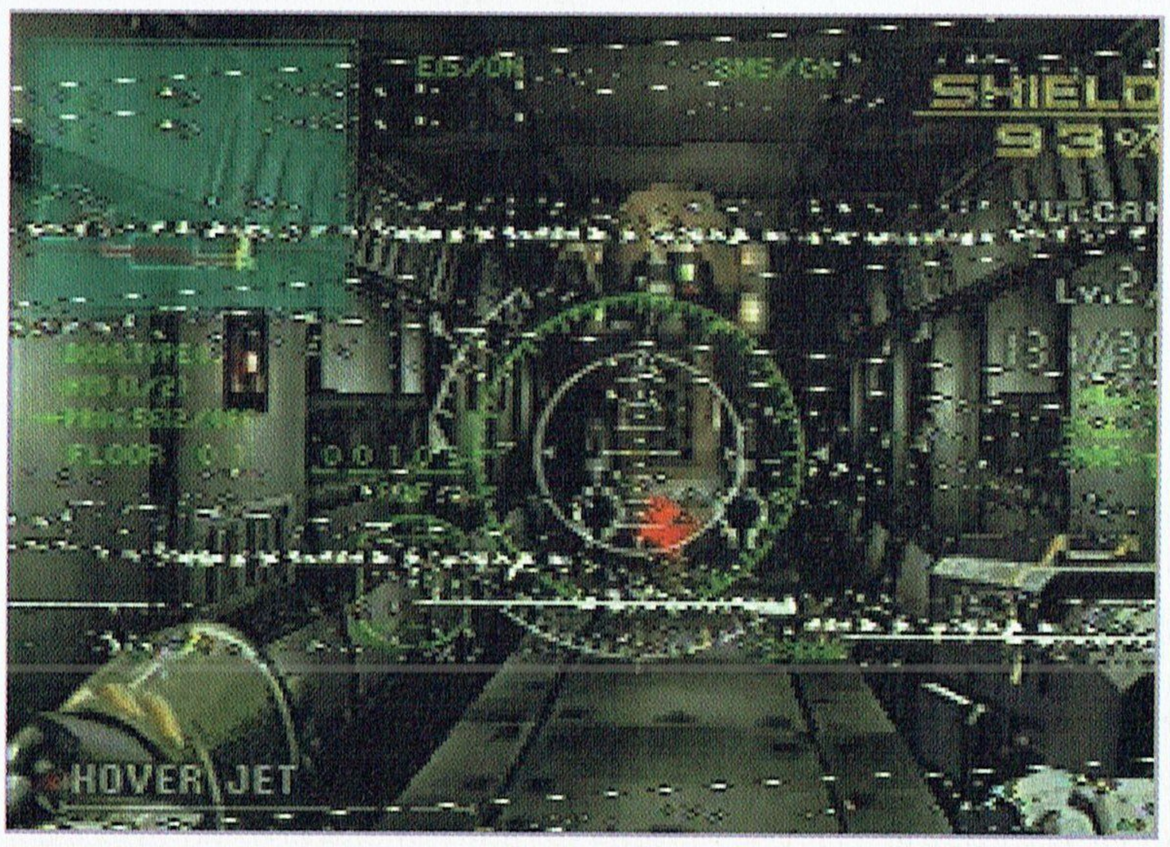
▲ While you're hovering about this sentry droid think's you're easy meat. Explain to him his mistake with your Vulcan Cannon.

▲ That's you that is. At the start, and every time you ascend to a higher level you pop up out of your dustbin to have a quick look around.

● Look out for those red gratings on the floor as they'll drain your energy a treat if you wander over them. Hey, so they don't look like much, but they're pretty scary before you figure out how to turn the lights on!



● And what's waiting for you behind this door I wonder. A pop-up toaster? A cuddly toy? The star prize, or just a horde of psychopathic robots?



▲ Do not adjust your set, this is a temporary fault caused by me receiving a plasma bolt to the head. Normal service will resume when I fry this guardian.

Thanks to the Video Game Centre for our review copy. Call them on (01202) 527314.

Prospare

79

Deadalus **has a pretty rendered intro and smart cut sequences. There is a good blast-'em-up in here but there's far too much dull key chasing.**

Review ● SEGA ● £44.99 ● APRIL

You're in Deep Water

● Hey, that's not cricket! No, it's actually an old martial arts ploy: Knee them in the groin and leg it.

Eternal Champions

Saved from a fate worse than death, all the Eternal Champions have been collected and made to fight each other to the death. Hold on, aren't they all dead anyway?

What, yet another gory beat-'em-up? *Eternal Champions: Challenge From The Dark Side* is yet another name to be added to the ever increasing list, this time appearing on Sega's new adult label, Deep Water.

What 'adult' means here is a big bag full of guts and a few minced limbs to keep the bloodthirsty masses quiet and content. Its main selling point is the huge array of finishing moves and gory spine-ripping scenes that have become so fashionable lately. Sega intend to fill a gruesome little niche on the Mega-CD... and they'll do it too!

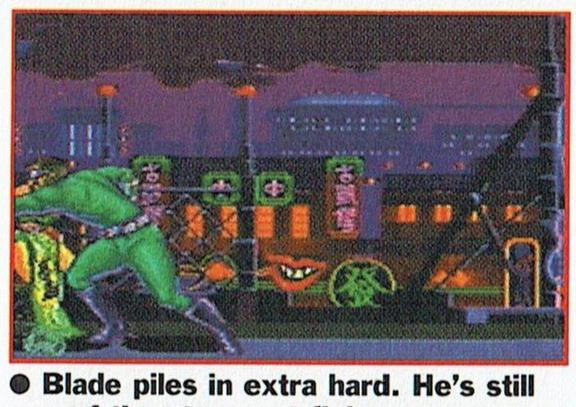
an absorbing game that all beat-'em-up fans will enjoy for hours.

You see, this latest fight fest has a generous helping of fighters, all of whom have an impressive talent for special moves the likes of which you wouldn't believe. Fireballs, flying punches and transformations make up just a few of the moves available. Pressing the obvious buttons in an even more obvious fashion – Left, Right, and all the buttons, etc, – your opponent's spine should soon be yours. Add to this bloodbath all the fun of the old *EC* special moves, some well drawn graphics and lots of decidedly groovy sound and you have got yourself an absorbing game that all beat-'em-up fans will enjoy for hours.

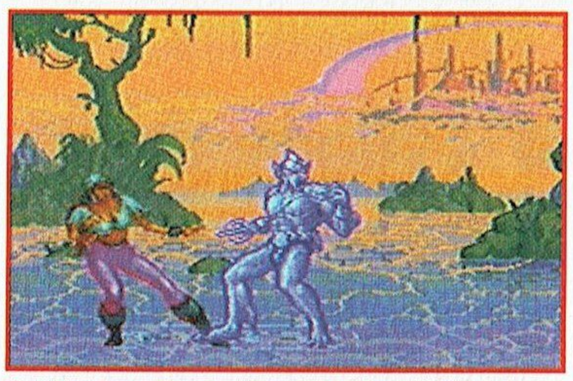
● Deep in the jungle, Dawson gets his butt kicked by the voodoo fighter Raven.

But (and this is going to be a biggie) the fact that there are lots of types of tournament and loads of things to do with the game, like learning all the moves, still doesn't make this that much different from any other beat-'em-up. If you're getting a bit tired with all the same jumping left and right, you might well get a little sick of this after a while. Think carefully before you commit your moolah to yet another big name scrapping-sim.

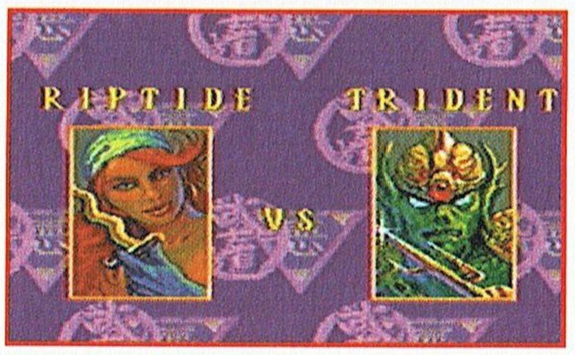
Adrian Price



● Blade piles in extra hard. He's still one of the strongest fighters.



● It's hard to believe that a little tap on the ankle can cause such agony!



● Riptide fights to forget, Trident fights because he's green and ugly.

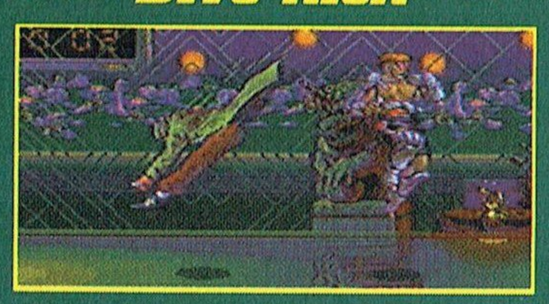
Special Moves

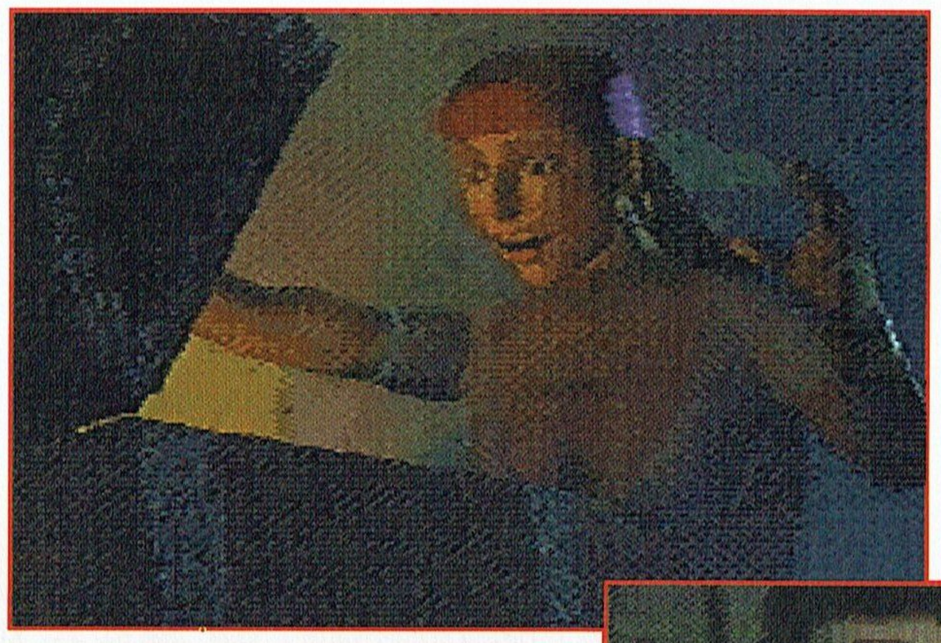
We're not going to spoil it for you by telling you all the moves like Jetta's speed up which is all three kick buttons, no we're not going to do that. But we will let you have a sneak peak at some of the moves and even one of the finishing moves. Messy but all good disgusting fun.

Blades's Saw

Gutsy Fatality

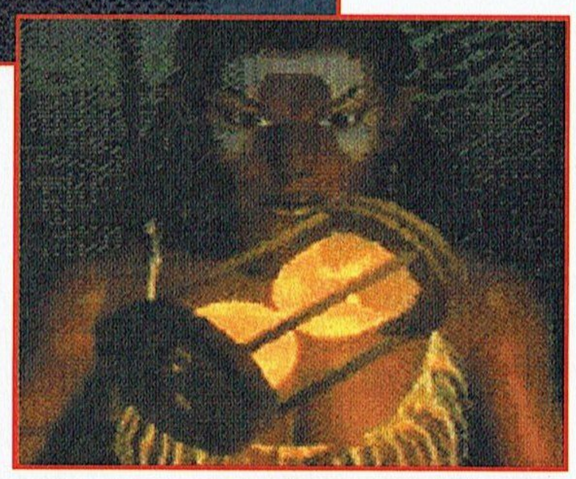
Dive kick



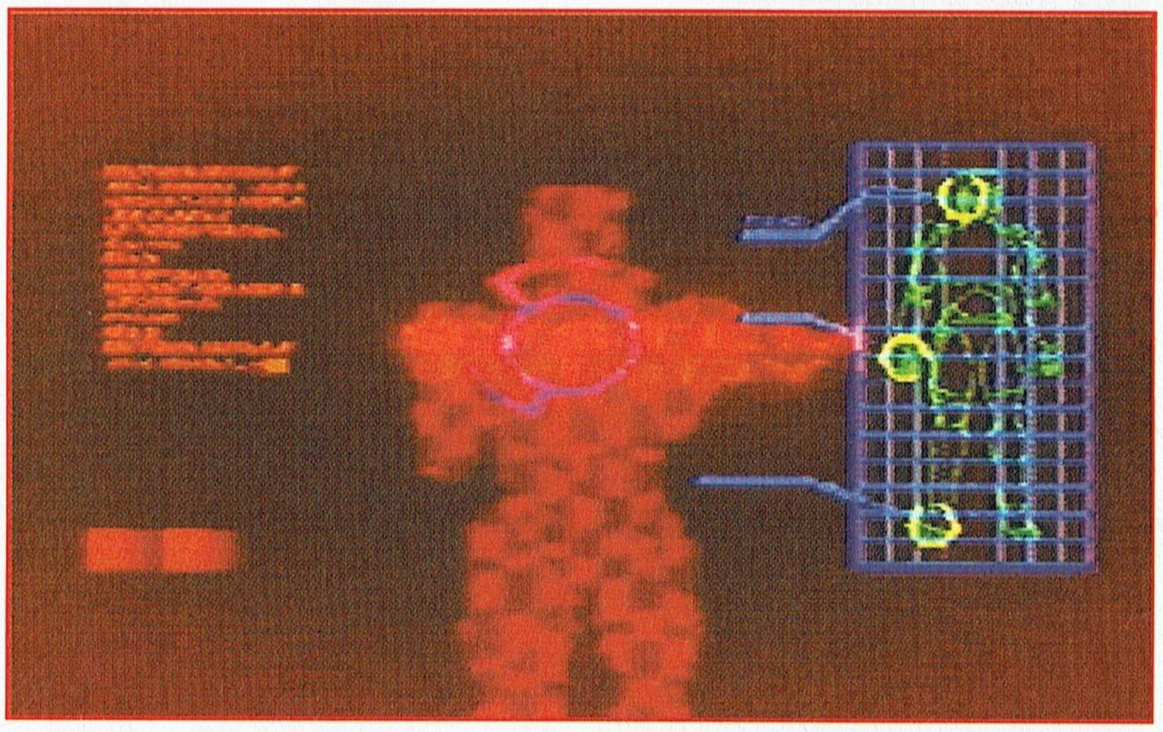


● Another mighty fine piece of FMV. Here, we can see Riptide opening a treasure chest – what she doesn't know is that she's going to die in a few seconds time when some nasty man plunges a spade into the back of her head!

● Loosing at a game of Hangman took on a whole new meaning in the Wild West, as Dawson discovered.

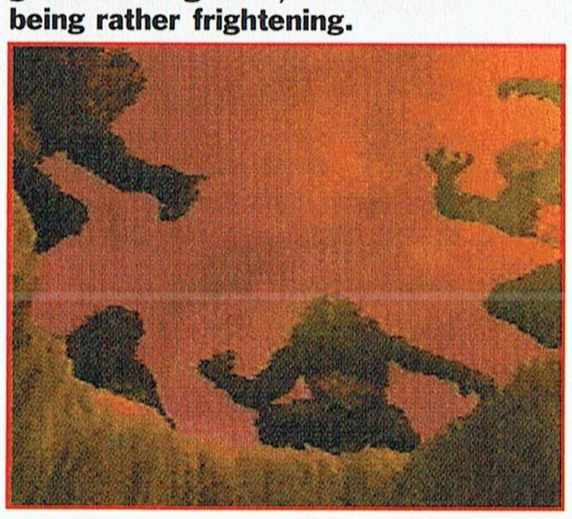


● Damn it! Trust me to buy a faulty egg-timer! Even immortal people have trouble returning household items.



● With the sights locked on, death looks certain for Rax. Oh well, there's always the next time when the Eternal Champ gets a bit bored, I suppose.

● The full-motion video in this game is gob-smacking stuff, not to mention being rather frightening.



● Toilets in ancient times were always pretty communal affairs!

Prospare 84

***Eternal Champions* is a big game that has loads of options and loads of fighters, but it's just too much like other beat-'em-ups for its own good.**

This is your death

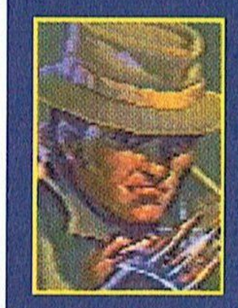
Let me tell you a story. It's all about the strange people of Eternal Champions and how they came to be at this tournament. Basically, all these great fighting people from Earth's history and future for that matter, at some point weren't so great. So, at just the time before their demise the Eternal Champ steps in and whisks them to this fight. If they win, they get to live forever, if not, they get sent right back as if nothing happened. Oh well, that's death, I suppose:

Blade

Blade was a cyborg bounty hunter from 2030 on the trail of a mad scientist and a deadly virus. When Blade cornered the dangerous boffin, the Syrian government for reaons unknown stepped in and took over. Blade was caught... but not before he saw a smashed vial. Ooops!

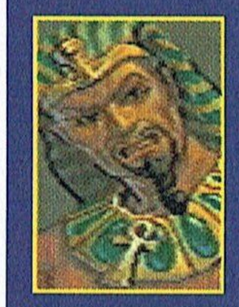
Jetta

Being in the circus must be fun, the thrill of the crowd and all of that but Jetta decided to help the Chinese freedom fighters the Righteous Harmony Fists, and in doing so was targeted for death. Someone had sabotaged her high-wire and safety net. Mmmm, strawberry jam.



Larcen

Being in love with organised crime from an early age, Larcen decided that's what he wanted to do. But, crime bosses being what they are, Mr Big gave him a package to deliver containing a bomb. Just as Larcen figured what was going on, he, and countless civilians, were blown to bits.



Ramses

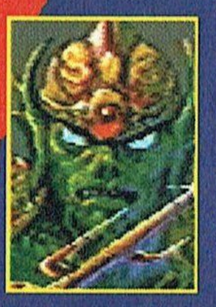
What a guy! He had no problem in getting into fights and could just about sort anyone out, after all, he was the king. One day Ramses was inspecting a new temple on the banks of the Nile when one of his trusted advisors, who was actually an assassin, pushed him in the flowing river. Glub!

Raven

Here was a woman who could heal just about anyone with her magic powers, but there were always evil people out to get her. As a nasty little ploy, one of the evil geezers got sick and called for Raven's help. She swiftly came and helped him out. Sadly, he killed her. Serves her right.

Shadow

Shadow was the best assassin in the Black Orchid Corporation and until a better one came along and snuffed her out . Well, she actually stopped practising her evil trade and, since resignations were never accepted, they killed her to stop her from squealing to the rozzers.

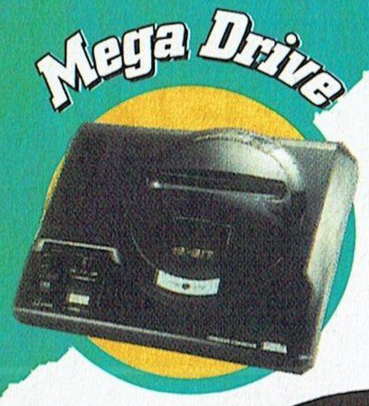


Trident

Created by the Atlantians, Trident was designed to fight Romans. However, being a fighting machine has its drawbacks, like no eyes in the back of your head when somebody pushes a concrete pillar on your head. The Romans had a party. Trident was not amused.

Xavier

With a really keen interest in science, Xavier found a way of making unlimited energy while trying to look for ways of turning lead into gold. But way back in the Seventeenth Century, people accused him of being involved in witchcraft and promptly burnt him. Nothing beats a real fire.



Review ● UBISOFT ● £44.99 ● MAY

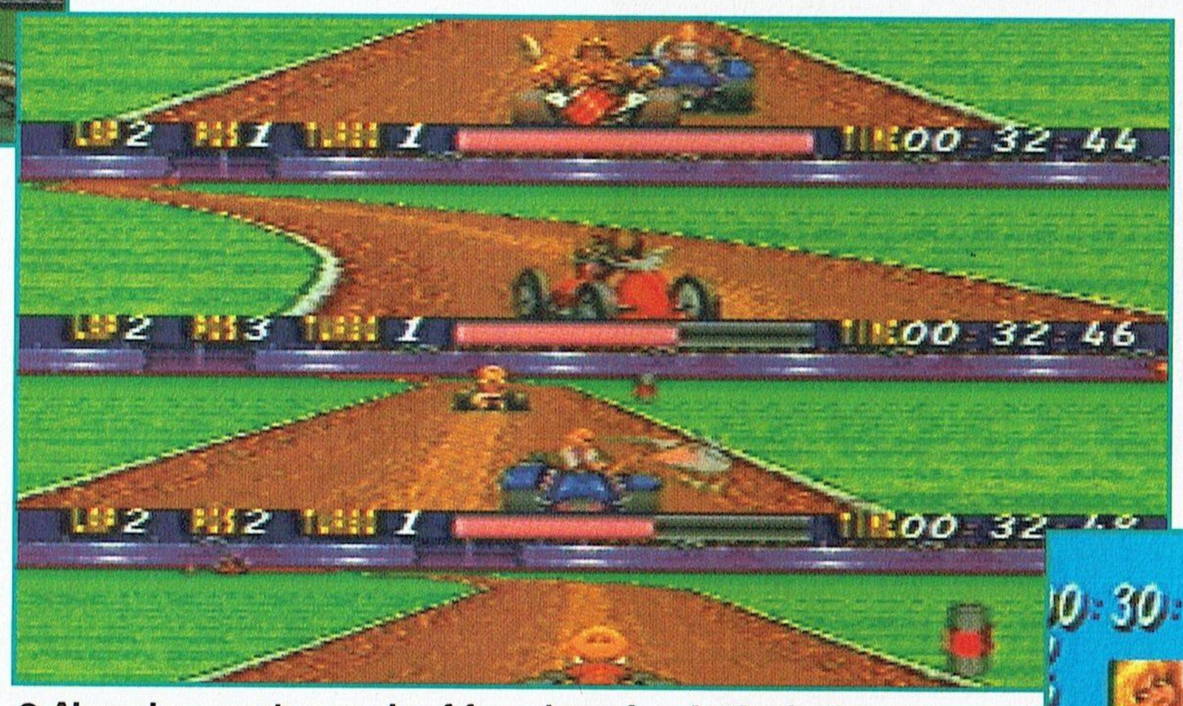
It's driving us mad!

Pro Yo!

Street Racer

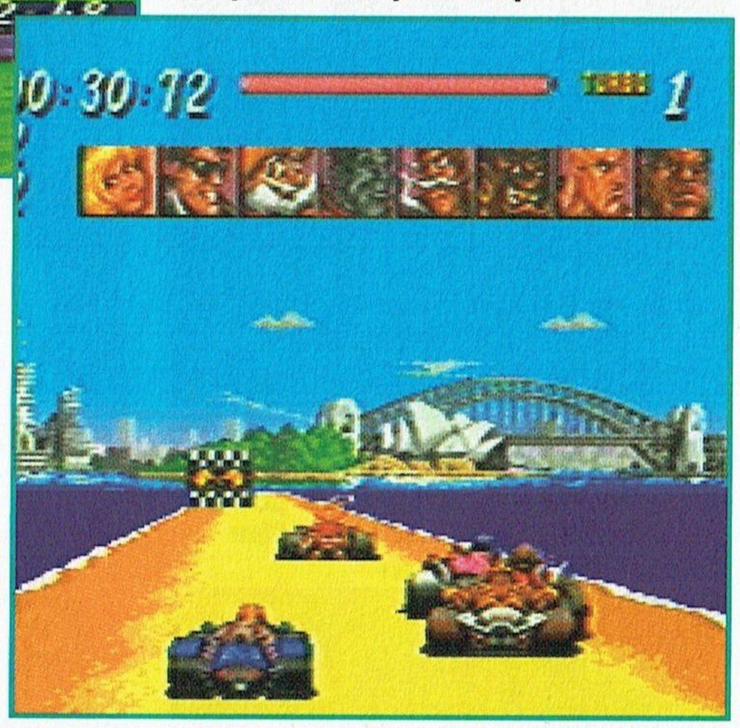
Look out for that corner! Don't hit that bollard! Yes, the baddest racing game of them all leaves tyre marks all over the Mega Drive. Rev it up!

● **Raph isn't exactly in the lead at the moment but, with a bit of help from Mr Nitrous Oxide, he'll do quite well.**



● **Above is a great example of four-player fun. In the forthcoming 32X version you can watch the action from *VR* type viewpoints.**

● **Here's Biff and he's a Leo. Sadly, Leo's aren't natural born racers and because of this he's near the back of the pack... the poor chap.**



● **With Biff again, this time on the beach. Nearly last again. Eh, Biff?**

The Mega Drive has always puffed and panted a bit whenever there was a decent driving sim about. But not any more as those fine chaps at Vivid Image have only gone and made *Street Racer* for the Mega Drive.

Bored with one or two players? Well, *Street Racer* allows up to four people to play at once, making for some of the best racing fun you're ever going to clap your mitts on. It may sound really confusing and you may be thinking that the cars are tiny, but this isn't the case. With some skill, fairy dust and an ounce of programming magic, all the screens rotate independently, without the slightest bit of hassle, making for an enjoyable drive. This is racing at its very best.

There are buckets of varied options scattered liberally around and, if you feel like it, you can jump into your car, drive around a football pitch like a madman and try and slam home as many goals as you can. If you think that that's a tad on the strange side, check out the rumble option. Yes, in the style of American all-in wrestling, you can charge around yet another confined space and attempt to knock the other cars out of contention. Last one left on the track wins.

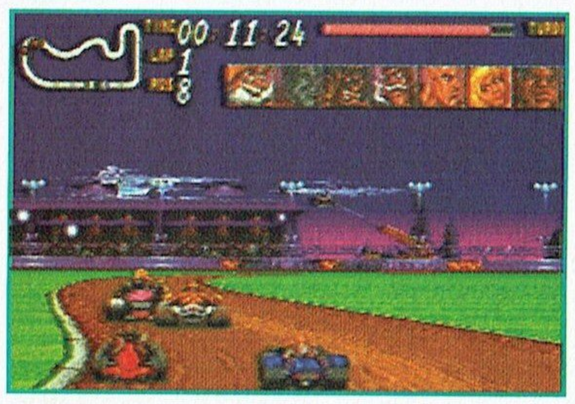
So, it seems that *Street Racer* is not only a top racing game – behind all that burning rubber, there's also a full set of gorgeous bonuses and nice novelties to keep you coming back for more. And coming back is what you'll do.

This is racing at its very best

Vivid Image have included some very special options. There's an amazing bonus level that has you racing down the Death Star's trench, just like in Star Wars, where you have to shoot as many flying things (and other cars) as you can. Of course, we're going to have to let you discover it for yourselves. There's also a password system allowing you to continue whenever you like.

What we have here is a highly addictive game that will get you racing against a fat sumo wrestler, a German baron, as well as other assorted dodgy characters, all night long and loving every minute of it.

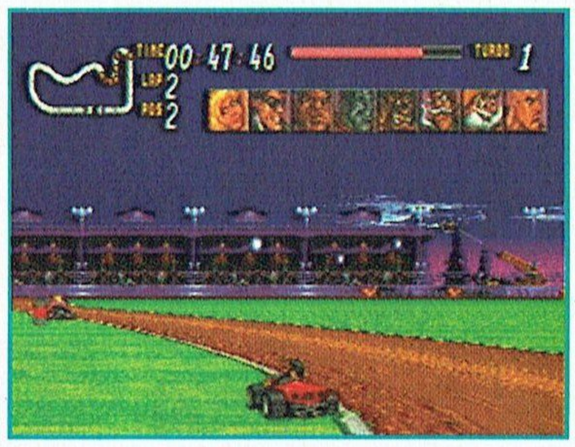
Adrian Price



● **On the grass track of Hodja, all the cars go into one of the early corners all bunched up. What happened next?**

● This is some split-screen fun with top Jerry, Helmut flying into the lead as, below him, Raph has a rather nasty traffic accident with a speeding game logo. Ouch.

● One of the best parts of *Street Racer* is going up to a gang of racers and smacking them out of your way.



● Only Surf to go and Raph will be in the lead. A couple of shots of those spare nitros and he'll be there!

Racer

Front Seat Drivers

All of the Street Racers are hardened types who race each other all day. Why do they race all the time? In fact, why do all the Street Fighters fight all day? I'll tell you why – for our entertainment. Pick a driver and race away. Each has their own inimitable style:

Hodja

Small bloke with a beard who is really annoying and flies around on his car. If you see Hodja in front of you, whack a stick of dynamite on him.

Biff

NAILS! Biff is a bit 'well-ard' as is proved with his ferociously short hair cut. In fact, it's so short that he hasn't got any hair at all. Just don't drive him up the wall, he wouldn't like it.

Frank

Hmm, a bit of a tricky one is our Frank. Bolts sticking out of his head and a bit of a greyish complexion. Frank, to put it mildly, is a monster. Call him what you will but don't call him ugly.

Helmut

The typical German baron type, Helmut races around looking for the best sunny spot where he can lay down his beach towel. Just knock the silly looking kraut off the road.

Surf

She's a surfing babe and has the cutest pink car that you'll ever race in. When she's in a mood, she'll whip you with a wet towel and blow up her ballasts. Sounds rather interesting.

Suzulu

Suzulu is a nasty piece of work. Stay well away from his spiked car as he's got the power to knock you off the road. If a film of *Street Racer* is ever made, he'll be played by that voodoo bloke from Live and Let Die.

Sumo San

Big, fat and cuddly, Sumo San is probably an ideal bet for caning it round the track in first place. Although he's big, he's got the best speed and some good handling. Nice one, fat bloke.

Raph

He's cool, he's collected and he drives an awfully spiffing red car. With just a bit too much gel in his hair, Raph could well be effected by the force of the drag co-efficient. Probably.

Mega Drive

Review

Street Racer

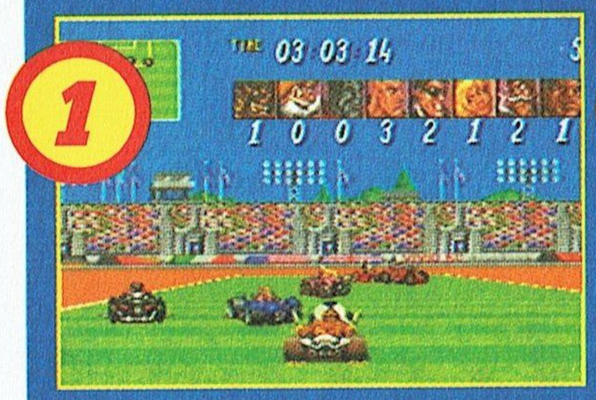
● Frankie's in the lead at the moment and he's so quick he's lapped everyone. Well, he hasn't really. Sorry. I'm really good at driving. Honest.

● Above are the lap times for Suzulu on Ralph's second track. Good times, but, hey, I've seen better.

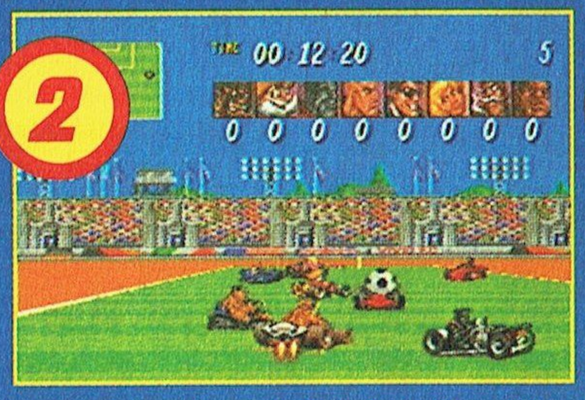
Get Ready To Rumble

Here it is, the fight of the year. All the racers can leg it around a circular rink and try to knock each other out. All eight race and the last person in the rink gets (count 'em) twelve, yes twelve points. The trick is to race around the outer edge of the track, which goes a lot faster, come up behind them and forcefully whip them off the track and onto the next one. But watch out for drivers coming up behind you!

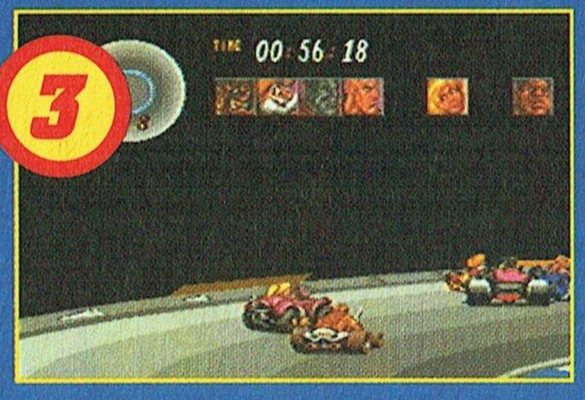
The football game just couldn't be simpler. Collect the ball on your nice, wide bumper andthen turn towards goal, pick your moment to shoot and hopefully you'll score a little screamer. First to the set amount of goals, or the most in a specified time limit, wins the match.



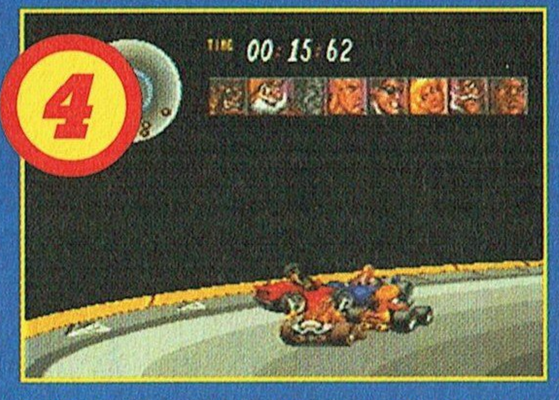
Suzulu paces down the track towards goal with the ball on his bonnet. Hack him!



Now he has been tackled by the other street racers. Time for some direct physical action I think.



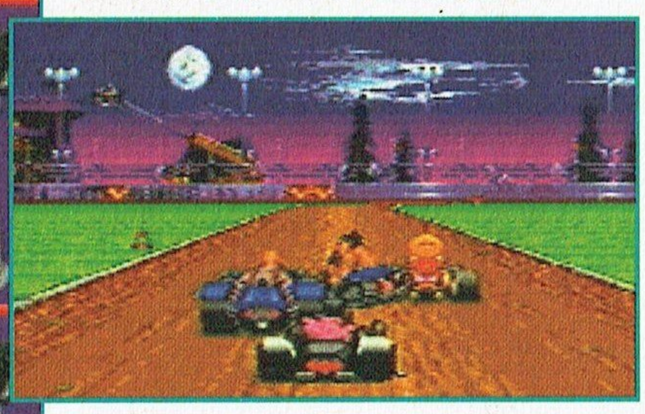
On the Rumble stage, Suzulu comes up behind Surf and is about to smash her out of contention.

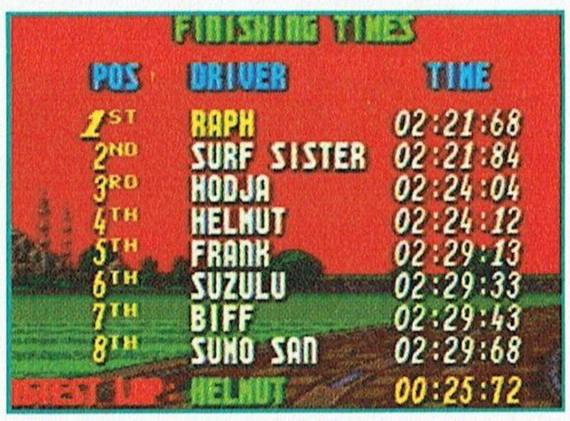


A bit of a group scrap is happening here. Someone's going to go out and it's not going to be me.

● It's a pity that there isn't any cheat to allow you to all play as the same racer. That would be just soooo, confusing. Fun, but very, very confusing. Still, I bet there's a cheat to allow you to do it. Naturally, we have to keep some secrets.

● Yet more group bunchings as another frantic race gets underway. Frankie is always a good choice for scaring away those pesky kids.

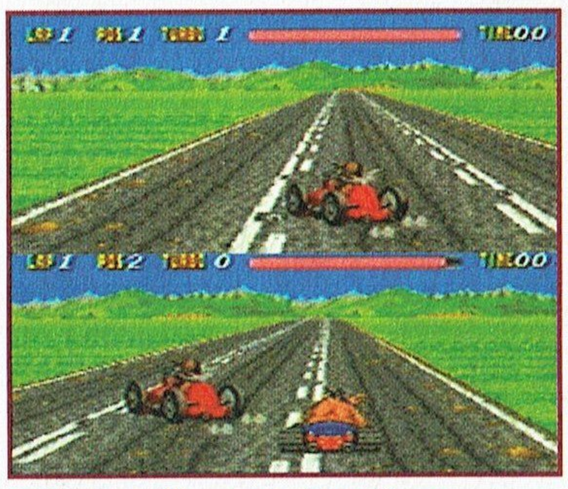




● And I win. Sorry, Raph wins and I say well done old bean. Still, the season is yet young. Boo-hoo.

● The pink bar at the top of the screen shows you the condition of your car. When it's black that's bad, but when it's big and pink, that's good. Hmmm.

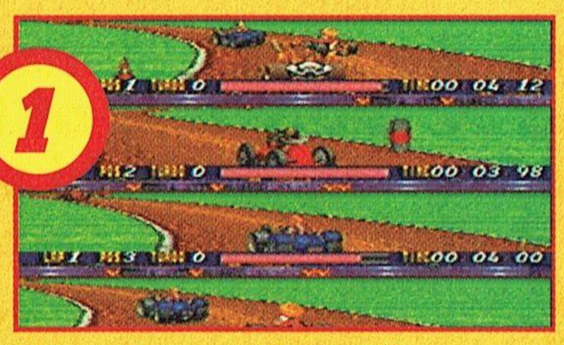
● Suzulu is on his last lap and then it's home free and antelope pie for him. Go on Suzulu m'lad.



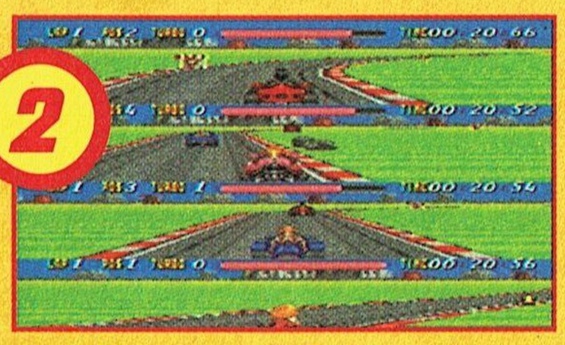
● More split-screen insanity as Helmut and Honda (sorry, Sumo) think they're in Rumble mode.

Splitting Headache?

Street Racer **has got the best multi-player view mode of any racing game... and that's official. You can have four people playing at any one time and the screen will split to accommodate all the views. You can even just split the screen for a two-player race. Pah, it's almost too easy...**



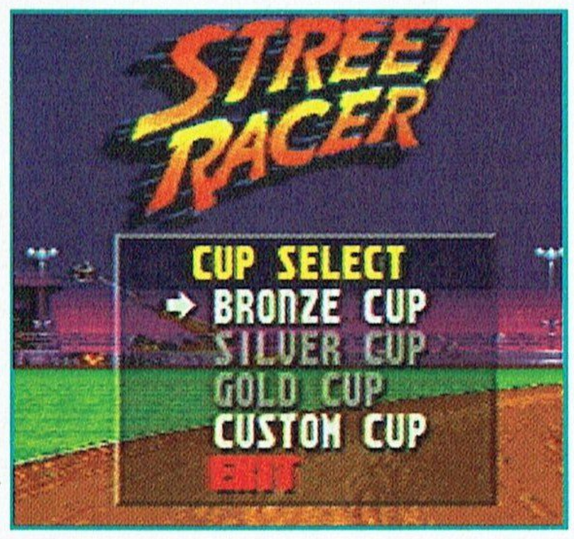
You can have up to four players racing at the same time...



... or three human players and a CPU controlled opponent...

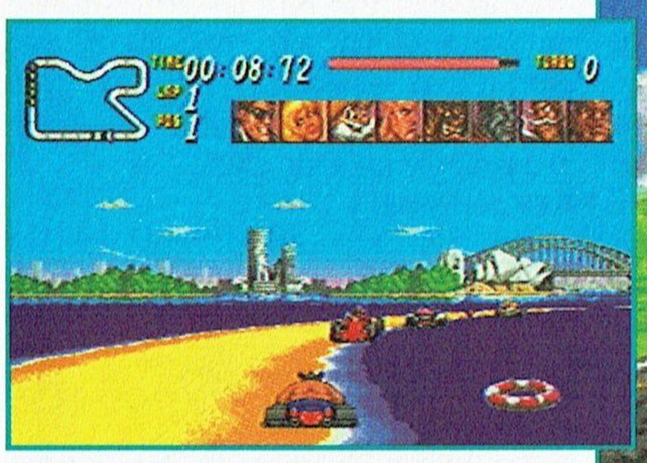
... or maybe you fancy a straight-forward race against a mate?

● **The green light is up and the racers are ready to go around another track for another five laps. Let's just hope that Hodja doesn't stall his carpet on the starting grid again. He'll have to start from the pit lane if he does.**



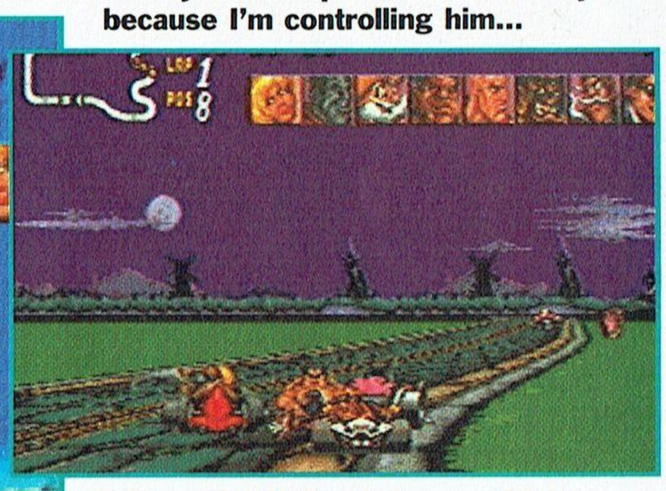
● **The cup select screen, with Bronze, Silver and Gold events. You can also make up your own if you want.**

● **So, who do you think's going to win this tight four-player race? My money's on Ralph – but that's only because I'm controlling him...**

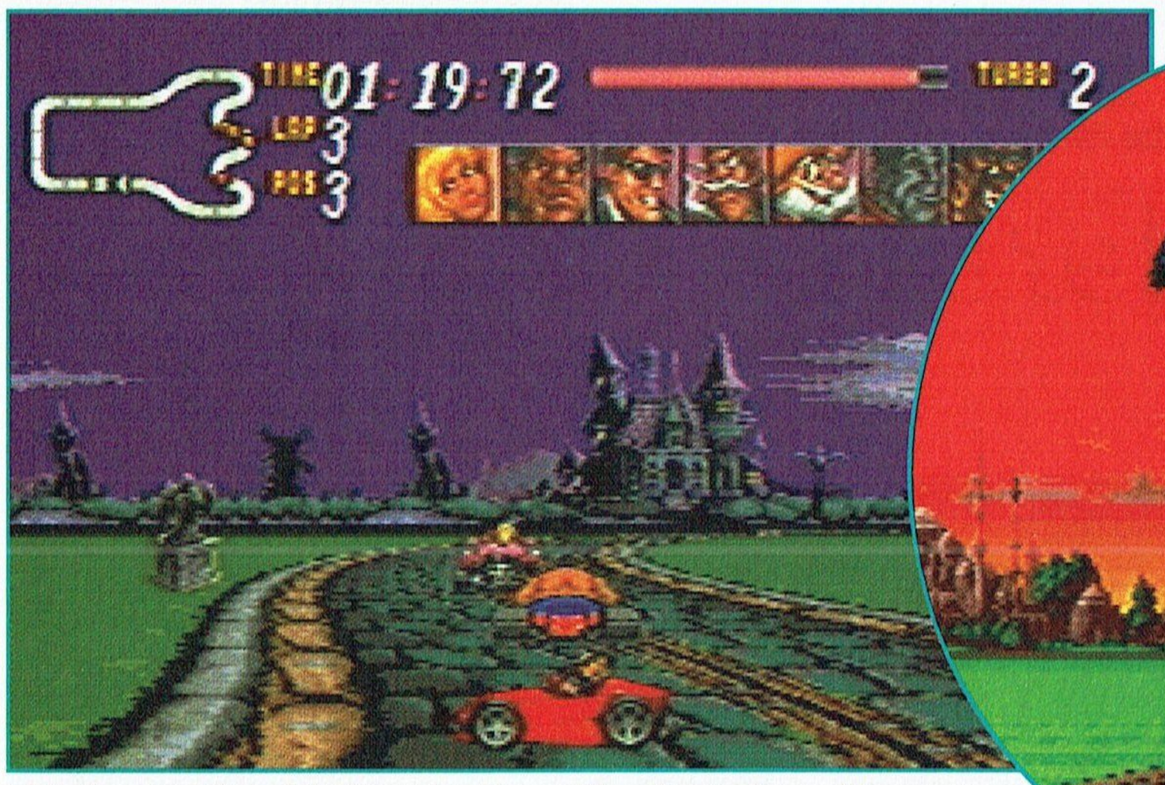


● **Sumo San takes the correct racing line on the beach and, as a result, is mistaken for a whale and harpooned. You just can't win sometimes.**

● **Ralph, who doesn't care about anyone else, jumps on top of Suzulu's head. The poor African had to wash his hair everyday for two weeks to get rid of the sump oil. As a result, he's now got no hair whatsoever. Poor guy.**



● **Beautiful Holland, home of tulips, windmills and super-fast race tracks. It doesn't quite ring true, does it?**



● **Raph goes into a bit of a spin after getting dumped on with some dynamite. A recovery soon followed and a podium place was the result.**

Proscore

93

Fast, smooth, silky and enormous fun however many are playing, this is the best driving game that you can get for your Mega Drive.

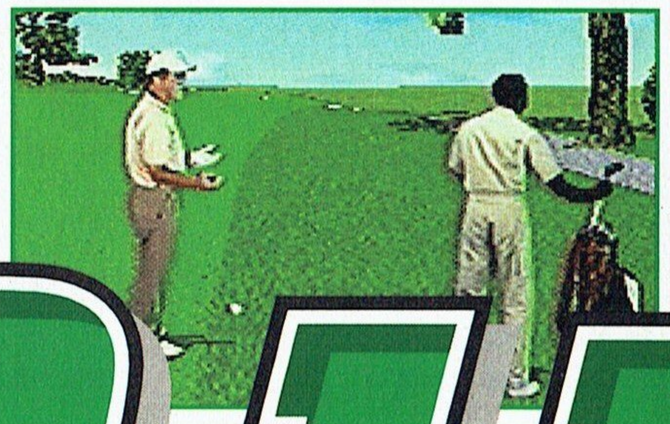
Saturn

Review

● IMPORT ● £74.99 ● 01202 527314
● NOW ●1 CD

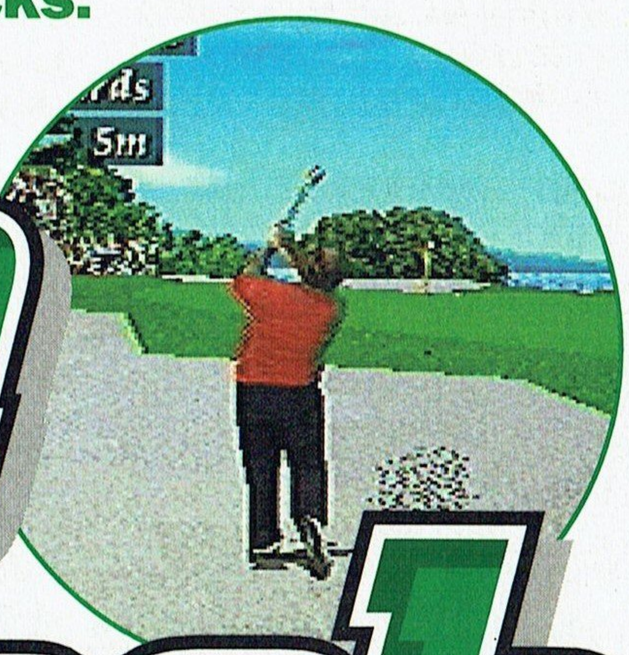
You'll see green with...

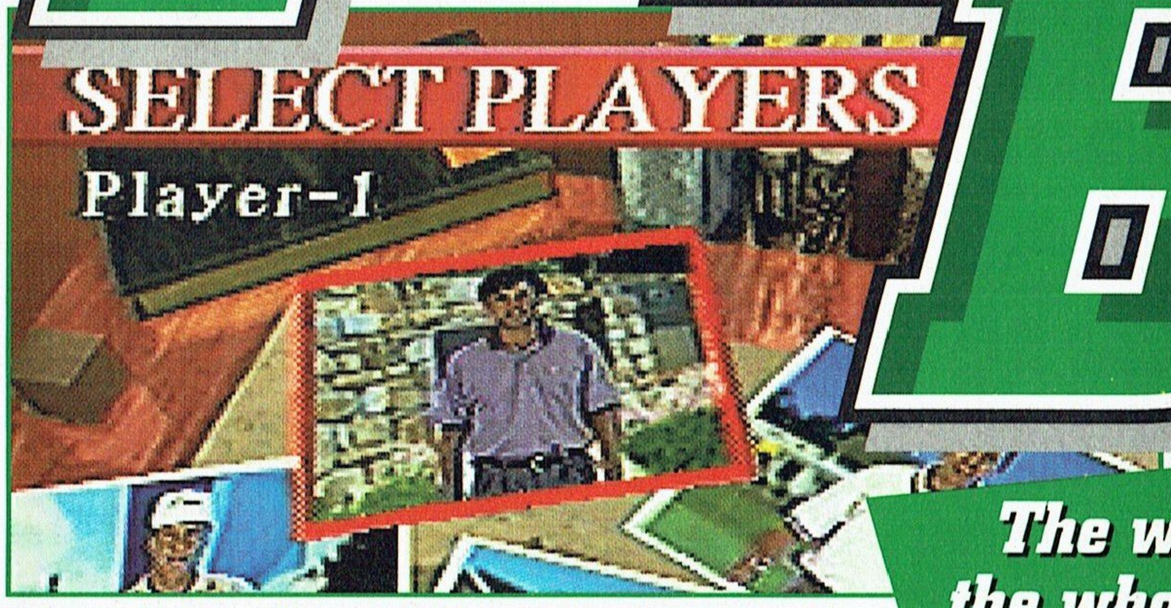
● This bloke in the quite normal grey trousers is dishing out the orders to his little lackey. What can the poor man do besides get out the clubs for him? Well, bludgeon him to death for starters!



Golf. Sounds like fun? Well, it is if you've got a pair of highly visible pants, a large field with small flags in it and a knack for smacking small balls with big sticks.

Pebble Beach





● Out of the five billion inhabitants of this planet, they chose these bovine specimens to play golf on your behalf. Sad.

Pebble Beach on the Saturn uses the same sort of views found in other golf sims. The main angle is from behind the golfer and it's up to you to make him face the hole at just the right angle, so when you hook or slice the ball at a crisp 80 degrees, you might just end up on the green after all.

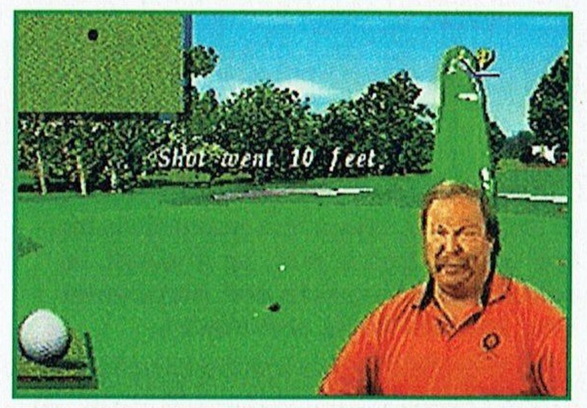
After you've made up your mind where he's going to hit the ball, you have to give your player one of the sticks (or 'clubs') with which to hit the pasty-white ball around the course. Choose the wrong one and you'll find yourself poorly under the mark, or wildly over the top of hole. In either case, it'll cost you a shot. Big mistake when playing against the top players! Then there's the big wheel which floats by your head – in fact it's a power meter just in case some of you were scared – and you have to stop the shot marker at exactly the right point or the aforementioned slices, or hooks will come into play.

The way that the whole game looks and plays is decidedly dodgy

The way that the whole game looks and plays is decidedly dodgy. Whenever you carve your way into the trees and have to play a shot from the base of an oak, the tree becomes well pixellated and, as for the people, they look like cardboard cut-outs! The music is the obligatory cheesy golf tune that you'd get if you stayed in late at night to watch the Open golf-a-thon.

All the 'nice' little touches, like the FMV intro and top golfing advice (useless as it's all in Japanese) may add to the realism, but as far as most of us are concerned, we didn't buy a Saturn to play golf games on. Even ones that look as sickeningly nice as this.

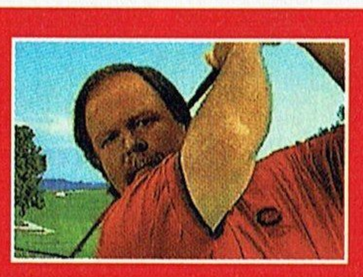
Adrian Price

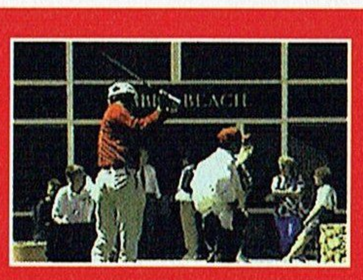


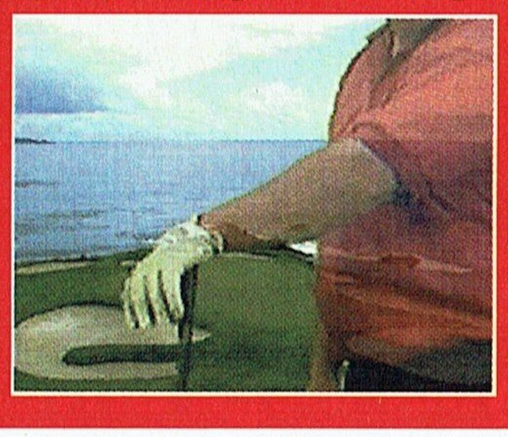
● We like the orange shirt to go with the orange 'tache. Hey? Maybe you can give us advice on fashion as well.

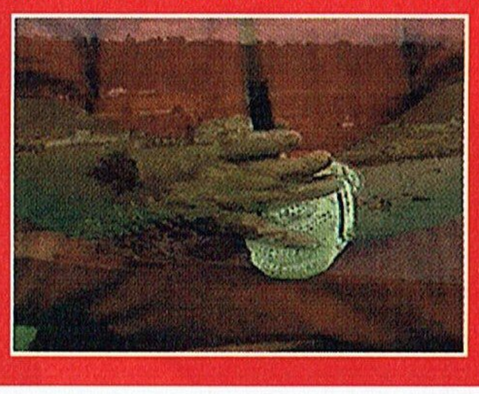
Coverage Starts Here!

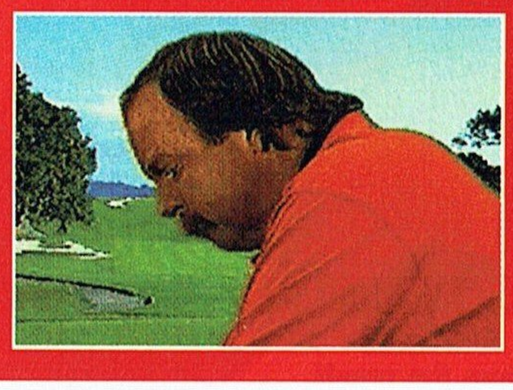
At the start of every golf game, there's always a tacky sort of fly-cam winging its way over the local course, catching the sunshine glinting off the lake. *Pebble Beach* is no exception and also has some big fat bloke actually playing a round. Wild! Anyway, drool over this lot.

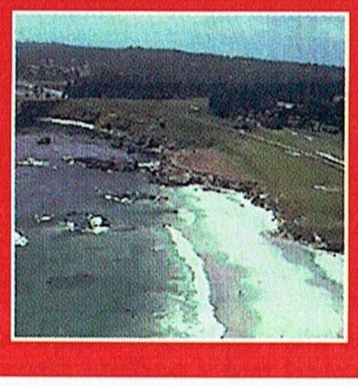


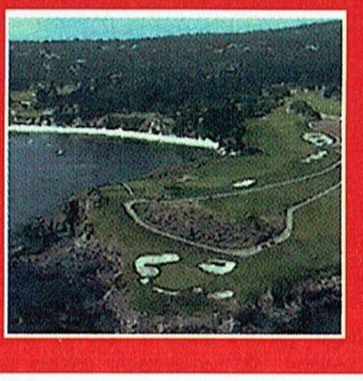


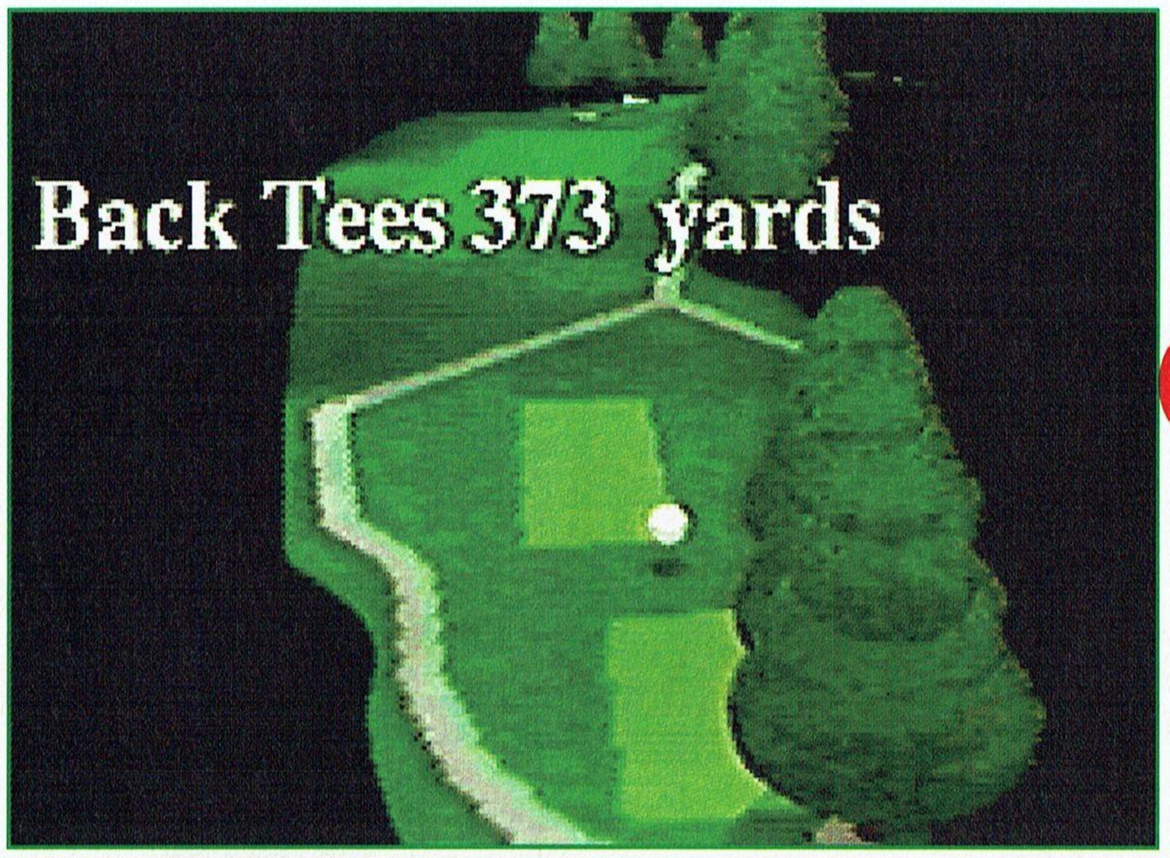




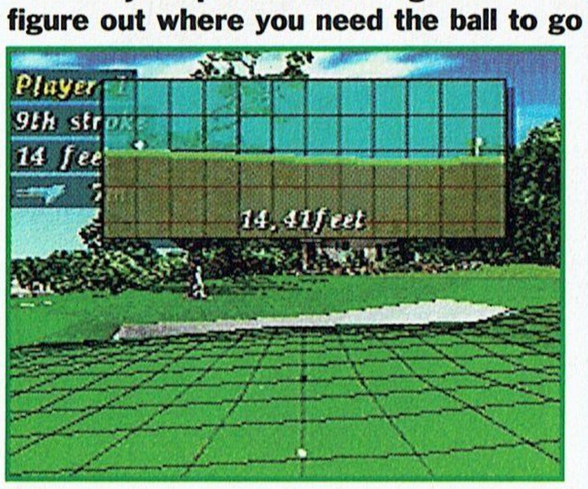




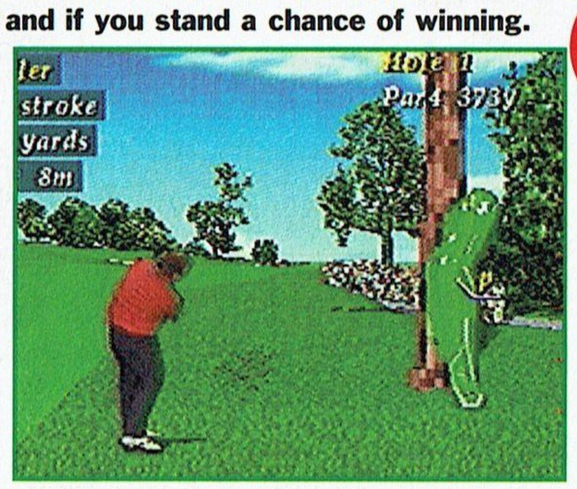




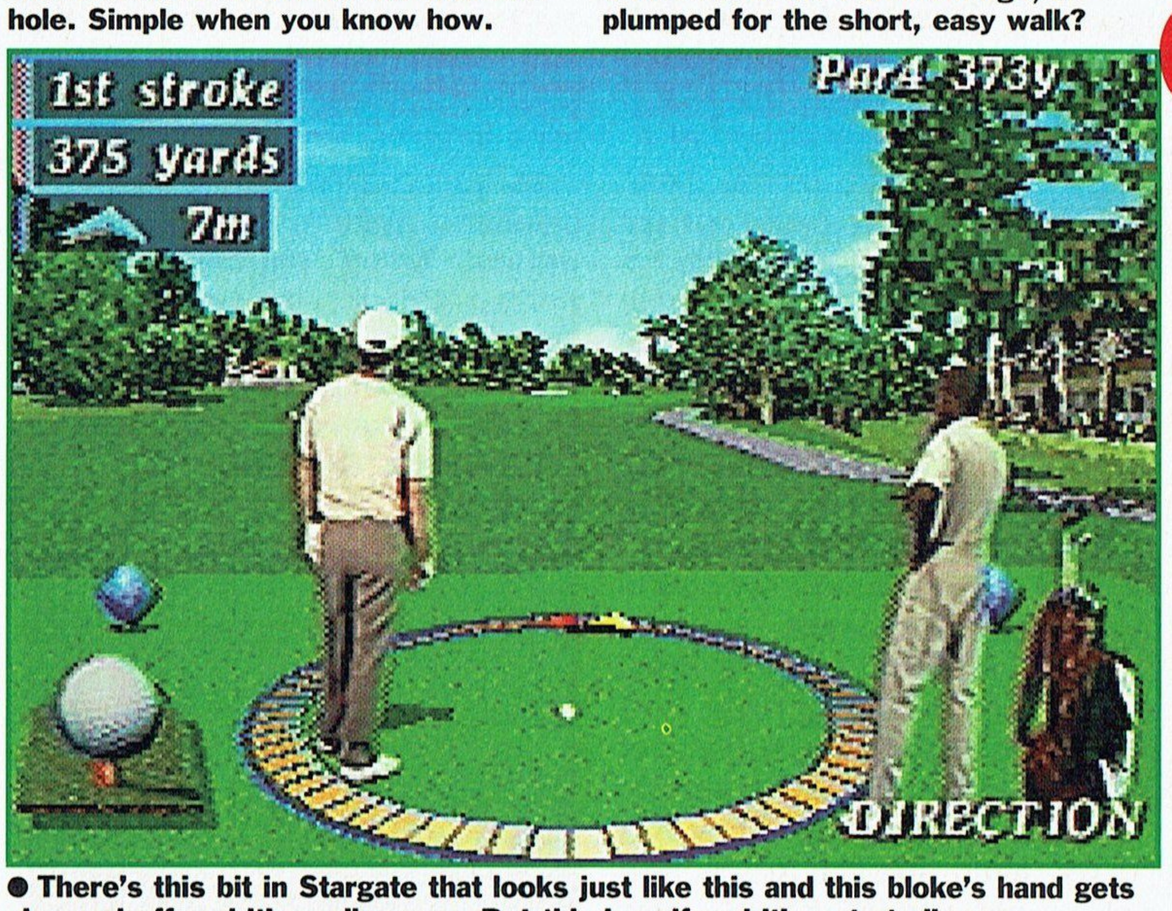
● A farily respectable looking course with its fair share of trees. You can figure out where you need the ball to go and if you stand a chance of winning.



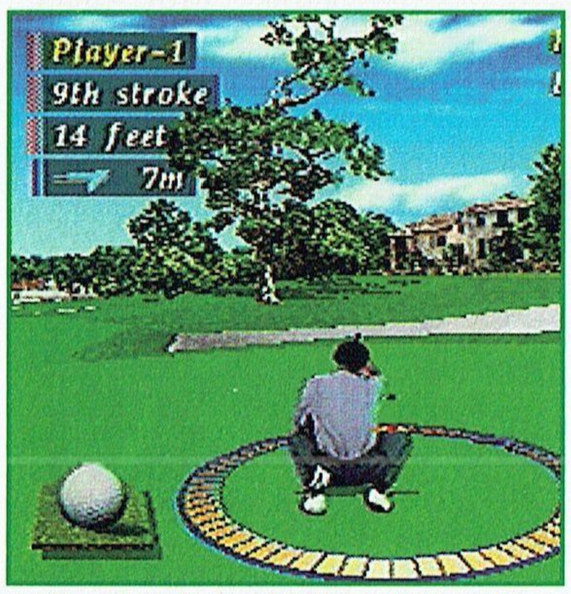
● Looks easy enough, just hit the ball and it'll roll down the hill and into the hole. Simple when you know how.



● Mr Calories has struck the ball very well. Has he hit it well enough, or plumped for the short, easy walk?



● There's this bit in Stargate that looks just like this and this bloke's hand gets chopped off and it's really scary. But this is golf and it's not at all scary.



● There's this fascination with golfers to squat down and make a virtual line with the hole. Like it matters? Pah!

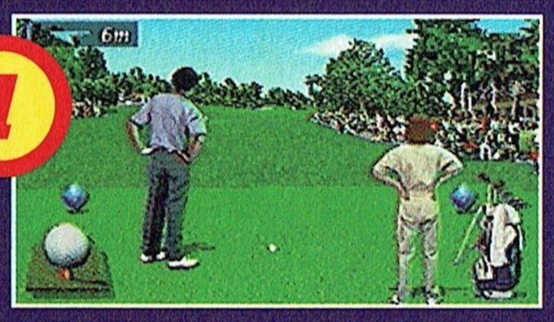
● As if by magic, a stats table appears. Isn't that just like, really cool?

LEADERS

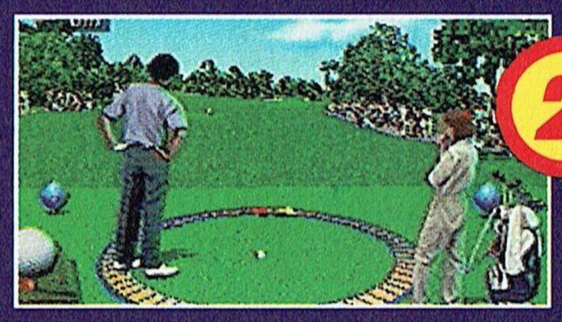
HOLE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PAR	4	5	4	4	3	5	3	4	4	4	4	3	4	5	4	4	3	5
Takahashi	1	2	2	1	2	3	3	3	4	4								
Morris	0	2	2	3	3	4												
Thomas	1	2	2	2	3	3	3	3										
Brennan	1	2	2	2	2	3												
Carroll	1	1	1	2	2	1	1	2	3									
Murphy	0	2	2															
Martinez	0	2	2	2	2													
Ryan	0	0	0	1	1	1	2	2										
Sullivan	1	0	0	0	1	2	2	2	2	2								
Robinson	1	1	1	1	1	2	2	2	2	2								

A Round With Ade

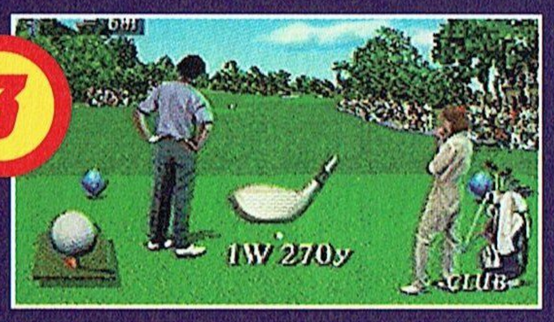
Now, it may seem a bit easy, this golf business, but it is in fact really, really hard. An inch out and you'll miss the ball and end up looking like a right lamer. Here's how to play:



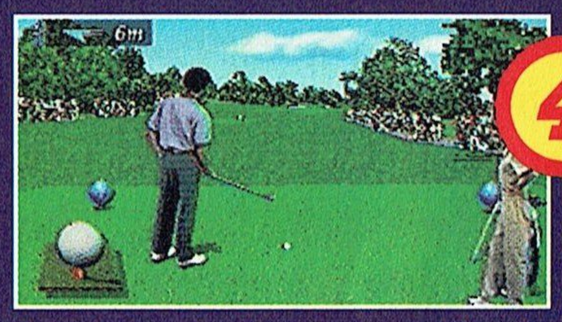
1. Take a good look up the fairway and decide just where you want the ball to go. Visualise the ball sweeping through the air. Air sick yet?



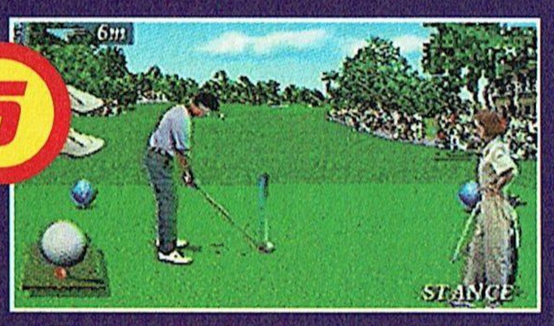
2. Use the huge circle and point it in your desired direction. Make sure your 'caddie' is paying attention. We don't want loafers here.



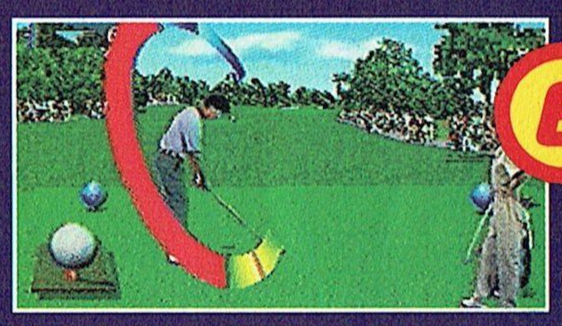
3. Choose your favourite bat and make sure that it'll get the ball up the track near the goal. Really try hard with this one.



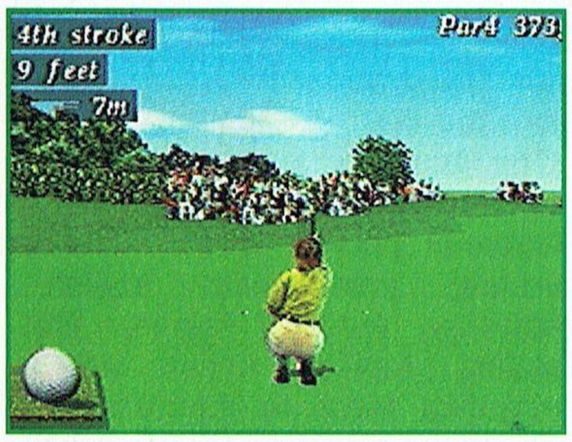
4. Get your bat from your caddie. If she needs it give her a clout, some caddies are a bit on the mouthy side. So don't take any lip, okay?



5. Adopt the correct stance. That's right, hands near your crotch and knees slightly bent. This will allow you to swing the ball to the left or right, it'll also impress your caddie.



6. WHAT'S THAT? Make sure you get the power meter to the top, press the button and then, when it swings back down, press twice again and the ball will shoot off.



Proscore 67

It may have all the necessary touches to make it a 'nice' golf game but it's not worth 75 quid. Hire some clubs and do it for real.

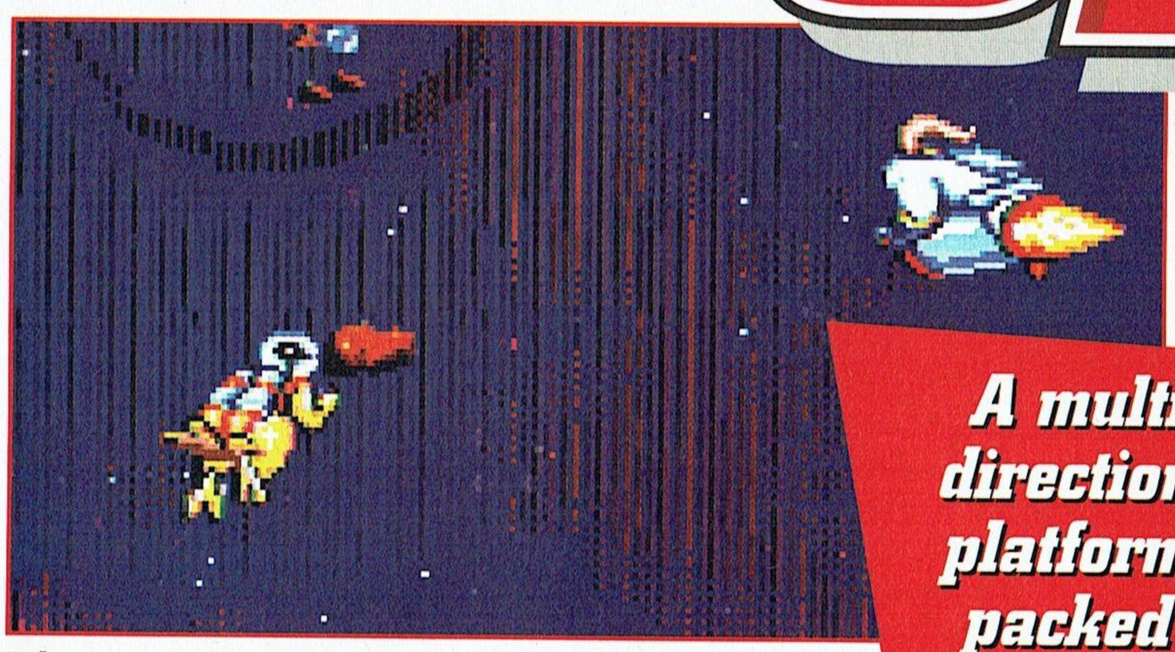
Thanks to Martin at the Video Game Centre for our review copy. Call the geezer on (01202) 527314.

Review ● INTERPLAY ● £44.99 ● May '95 ● 1 CD

Look at my worm!

Earthworm Jim

He's controversial, he's exciting and you don't want to let him near your Golden Delicious. Yes, the strangest platform hero of all time swings onto CD...



● Last one to the finish line pays for the rocket fuel! Jim hops some asteroids in hot pursuit of PsyCrow.

A multi-directional platformer packed to bursting point with stylish gameplay

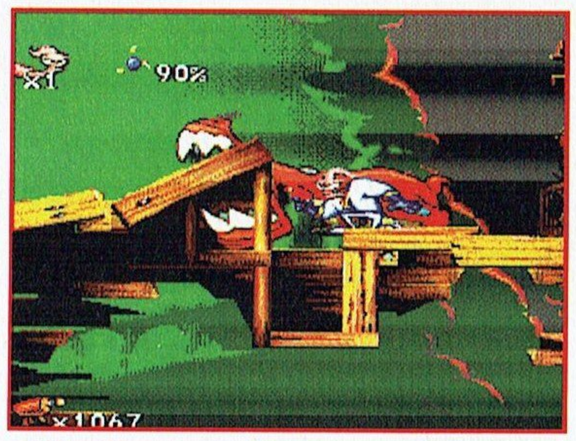
Surely, this is simply a ported-over Mega Drive *Earthworm Jim* with bells on, right? Wrong, this 'Special Edition' is just that, an enhanced version where you get three brand-new extra levels, new animations, presentation screens, loads more sound and fabulous samples, plus (and what a plus it is!) a password system to ease your frustration when you die.

The game is a multi-directional platformer packed to bursting point with stylish gameplay, madcap humour and dazzling graphics. Armed with a heavy-duty machine gun and his own adaptable torso (that makes for a cracking whip) Jim's here to kick the butt of a vile gang of worthless degenerates, namely those vile villains: Evil the Cat, Major Mucus, Professor Monkey-For-A-Head and Queen Slug-For-A-Butt – yuck, what a revolting lot!

To defeat these scumbags, our Jim must first battle his way through huge scrolling levels full of mindless drones to blast, puzzles to solve and objects to find. Once a boss has been successfully tamed, Jim hops aboard a jet engine and proceeds to race PsyCrow through a black hole, collecting blue orbs and dodging the streams of asteroids that come hurtling out of the screen. Beat him and you jump straight to the next level – if not, you will have to whip the little blighter into shape back on the planet's surface.

With so many different styles of platform gameplay thrown into the mix, *Earthworm Jim* is an instant classic that is immensely playable almost to the point of driving you nuts. Very challenging even with the password system, genuinely funny without being patronising and, without a doubt, the best game of its type around at the moment. As Earthworm Jim himself would say in his heavy Texan drawl, this game is quite simply "Groovy!"

Ryan Butt

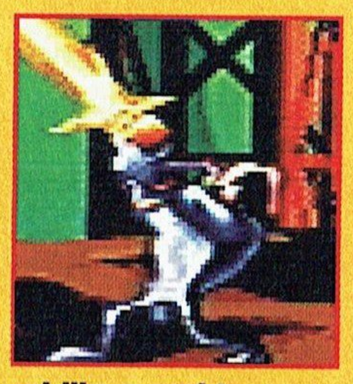


● It's life Jim, but not as we know it. Jim creeps up behind something nasty.

This Worm Can...

Jim is a lot smarter than your average worm. Just look at what he can do in the name of survival:

...SHOOT GUNS



Get him kited out with a large, intergalactic Uzi and our Jim sprays deadly bullets around like a real trooper. He doesn't swear like one, though.

...WHIP THINGS

If he runs out of Uzi ammunition then Jim can use his supple torso as a wicked whip. Use it to kill enemies or latch onto hooks to swing to safety.

...DO THE HELIWORM

Long fall? Do you need to descend slowly? Then why not try out Jim's natural rotor blades ? With these he can hover to his heart's content.

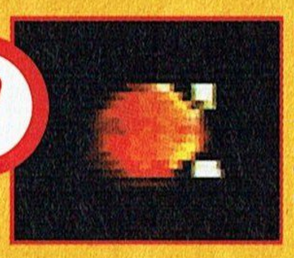
...PLAY ROCKETMAN

After each level, Jim will whip out his rocket for a blast through the stars. Let's just hope that there's something soft to land on at the end of it!

Picky, Picky!

Keep your eyes peeled for these desirable objects:

1 GUN
This tops up your ammo.

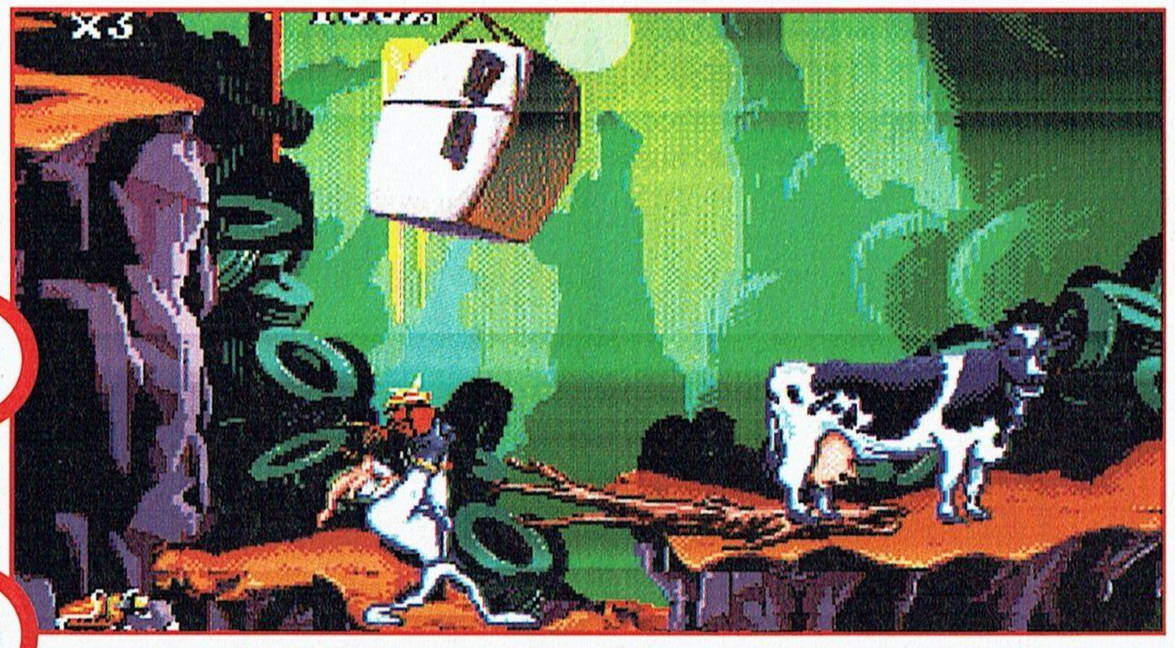


2 RED ORB
Replenishes all of your lost energy.

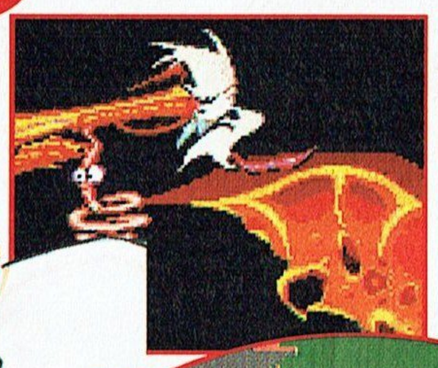
3 JIM
An extra life, what else?

4 BLUE ORB
This orb will restore some energy.

5 BULLET
This gives Jim three homing missiles.

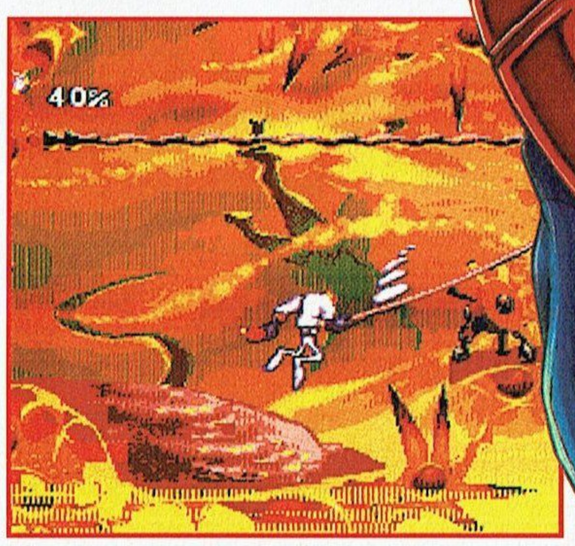


● Yup, for no apparent reason, you launch a very nifty cow satellite!



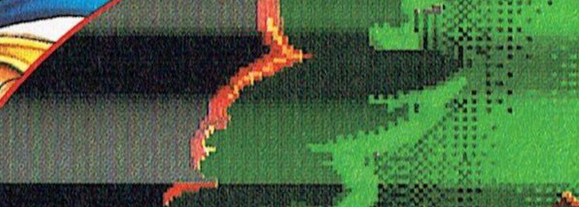
● Evil the Cat gets mucho heavy with a photon ray gun.

● Chuck the builder lives up to his name.

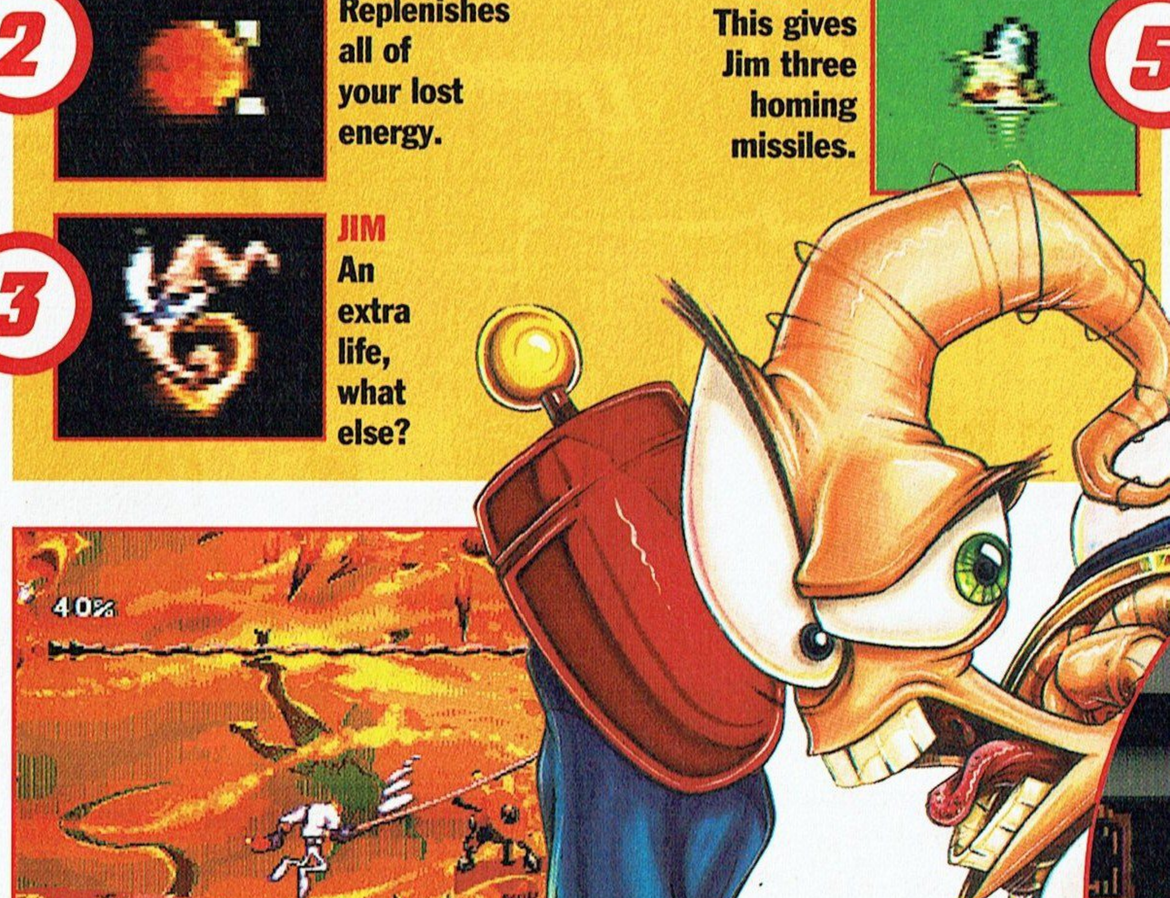


● Whip the cogs to open the gates – it's easy when you know how.

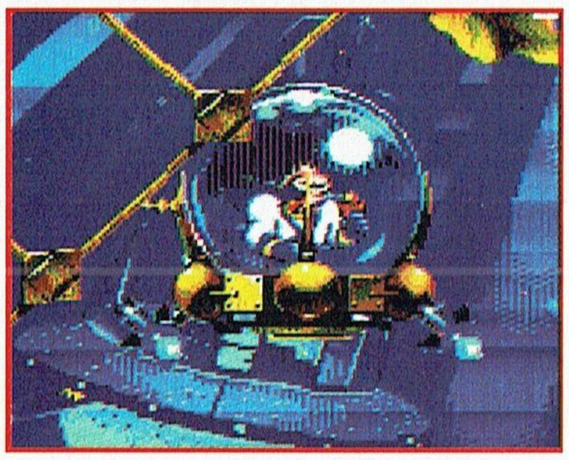
● Jim rides aloft his trusty hamster steed. Just don't ask.



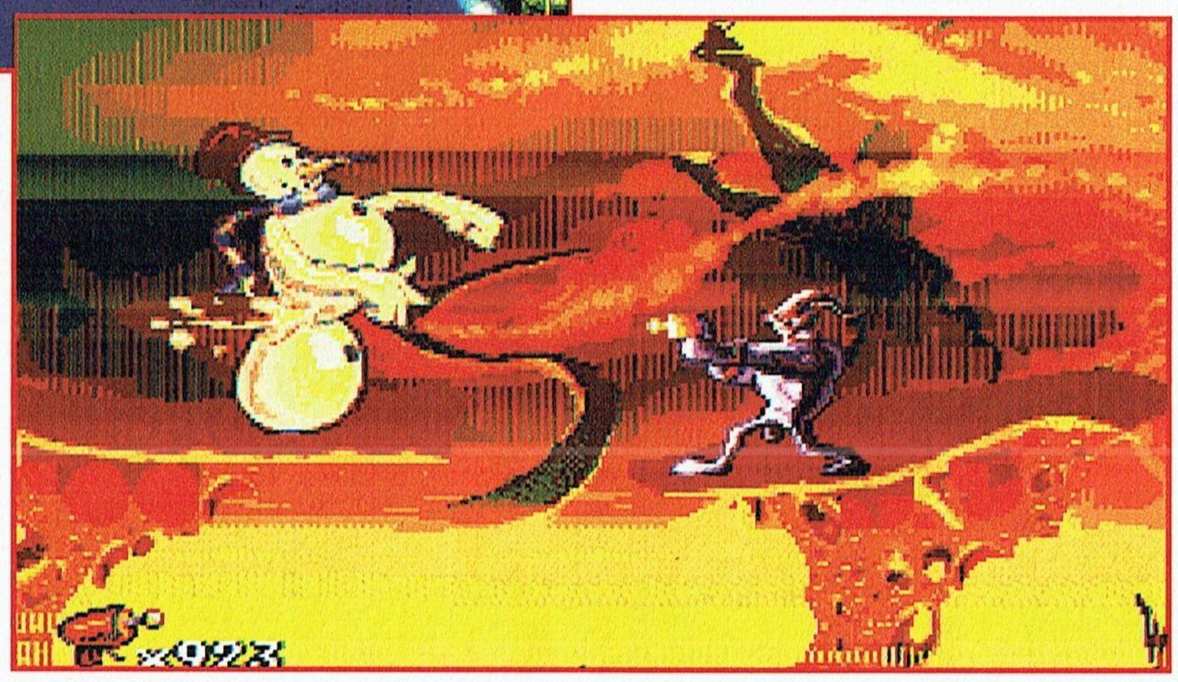
● Major Mucus can only be stopped by ramming him into the side of the cliff. Sounds reasonable.



● Jim can hang on for dear life whilst still looking cool firing his gun.



● Jim refills the air supply for his one-man sub – there's a long journey ahead so take a deep breath.



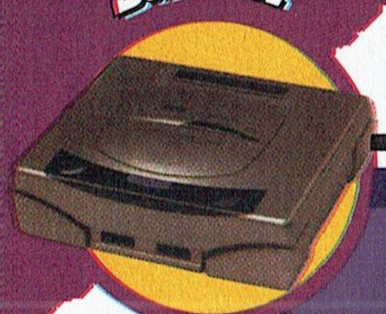
● Frosty the Snowman takes a few rounds in the belly. Obviously, nobody bothered to tell him that 'Hell freezing over' is just a figure of speech.

Pro Yo!

Proscore 94

An excellent game that was carefully designed and exceedingly well put together. The platformer your CD was made for.

Saturn



Review ● SEGA ● 01202 527314 ● £89.99 ● IMPORT ● 1 CD

Get ready to ride!

Panzer Dragoon

Pro Yo!

The Saturn takes you up, up and away for a bit of airborne combat with sand worms, airships and flying cities all trying to knock you off your perch...

● Flying in behind a load of enemy ships, Panzer and his Dragoon get ready for a bit of scrapping action. This is level five and it's a toughie.

The thing with shoot-'em-ups nowadays is their real lack of imagination. You know how it is – you buy the latest game and it's the same format as the last one you bought. And so the cycle continues... until now.

Panzer Dragoon, bears more than just a passing resemblance to top game *Magic Carpet* which at the moment is only available on good PCs. I mention this because the Saturn is a great deal cheaper, and although *Panzer* is nearly 90 quid, it's a sizzling blast.

The appealing part of *Panzer* is that it's so smooth and well-constructed. The intro is probably the most splendid I've witnessed in a long time and it makes anything on the PlayStation so far look quite ordinary! It may be Silicon Graphics – it could even be peanut butter sandwiches – but who cares what it is when it looks this fantastic. I could get carried away with this intro thing, which is around five minutes long and sets the scene for the up-coming game, but the gameplay needs to be revealed.

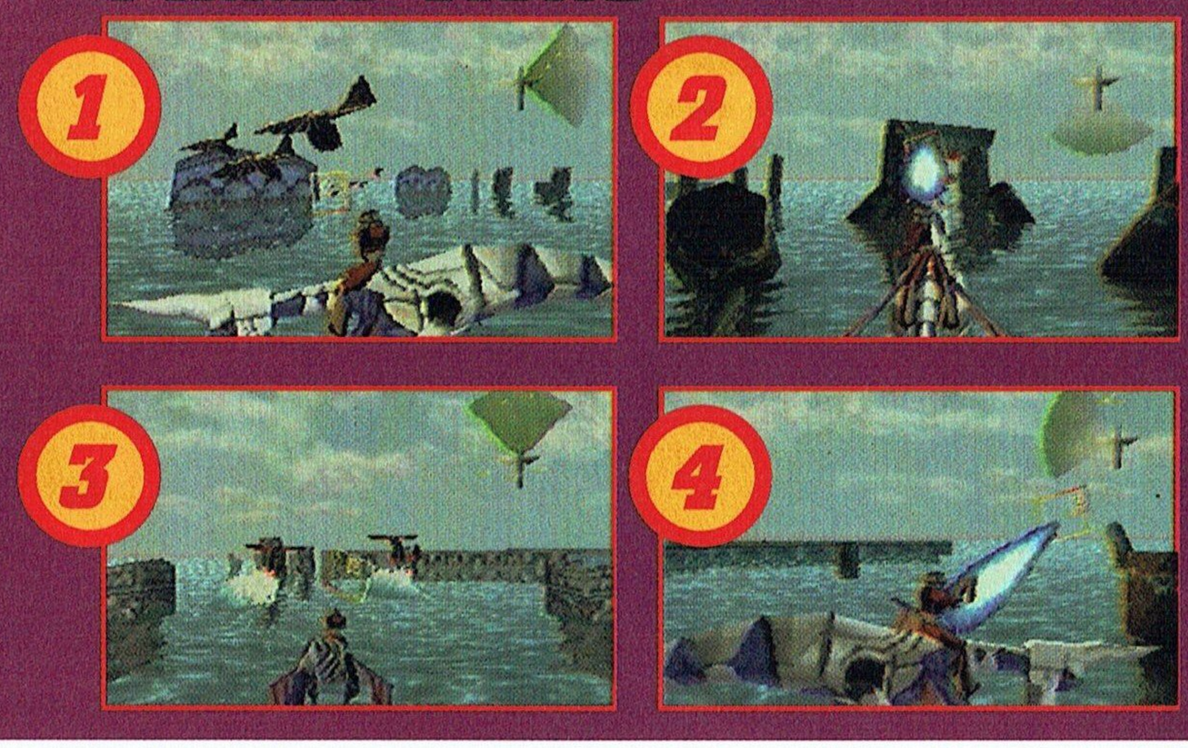
You start off on the first level (obviously) pleasantly flying through a flooded, ruined city with the odd monster thrown in for a bit of target practise... and that's where the simplicity of it all ends. At the end of this, a huge flying boat comes

Watch This!

For those of you not familiar with riding dragoons, you may need to get used to the different viewpoints that can be used during play. There are three perspectives (far away, medium and close-up) and they can all be used at four different angles.

Far Views

Middle Views



● This is a full-on assualt on the nightime level. It's quite a tricky section that will catch you out if you're not on tip-top shooting form and even then...

● This worm has just popped out of the sand to say hello. Target him quickly and deliver a healthy whack of missiles to his head.

● The same goes for this small gathering of fireball launchers that just sit there lobbing chunks of steaming rock at you. Nasty if you get hit as they do loads of damage.

Dragoon

● It's going to be a tight sqeeze for Panzer and his steed, above. This is the end of level boss on level four.

● Much mayhem and plenty of action are the prime components of level two.

and starts giving you a hard time. Not exactly the done thing, so you smack him around the chops a few times and get onto the next level. Each level has a different setting, the second is set over a desert and the third is set at night. But it's no rest for the wicked as you have to carry on in your quest for whatever it is. It's all in Jap at the moment, so they could be saying just about anything. You know what they're like... totally mad!

Anyway, each of these levels can be rotated around 360° using the top two buttons and if you get attacked from behind or from the side, you can swivel around and shoot the offending gits out of the sky.

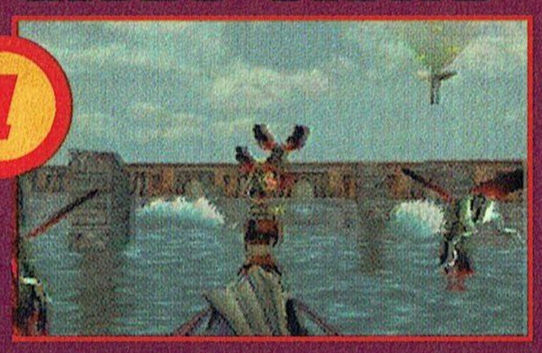
Now all this may sound really easy, but it is in fact quite difficult considering that you only have two weapons. The first is your normal, plasma firing gun type of thing, and the second is your stash of homing missiles. To get the homers (doh!) to work, you have to keep the fire button pressed. If you then place the cursor over anything shootable, you'll automatically lock onto them and shoot their flying butts out of the sky.

> *it makes anything on the PlayStation so far look quite ordinary*

If *Panzer Dragoon* had arrived at the start of the Saturn's impressive life, then it would probably have accounted for a lot more sales. As it is, it'll probably impress the pants off all those who play it. It's well 'ard and I totally recommend it.

Adrian Price

Close Views



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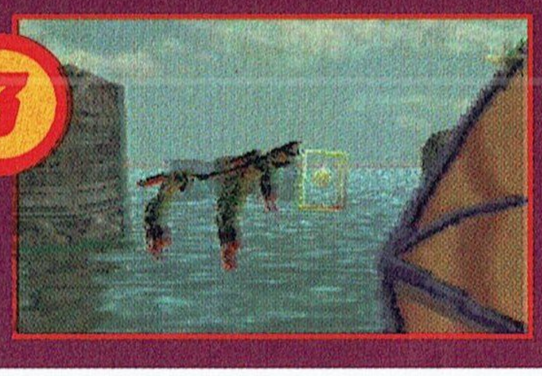
2



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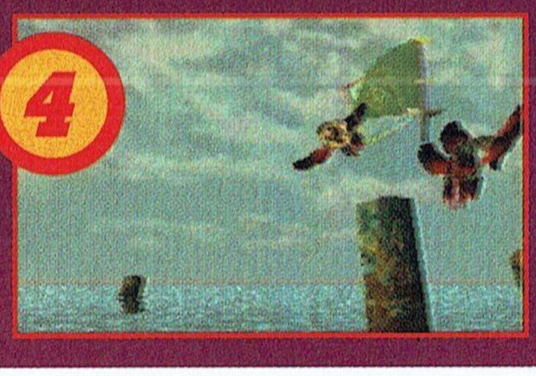
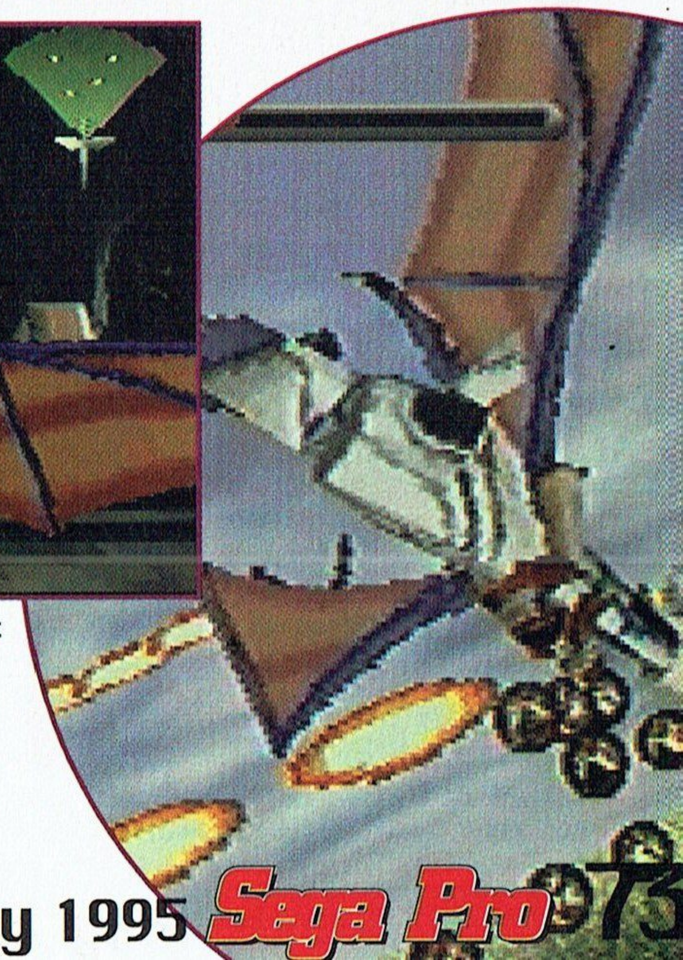


4

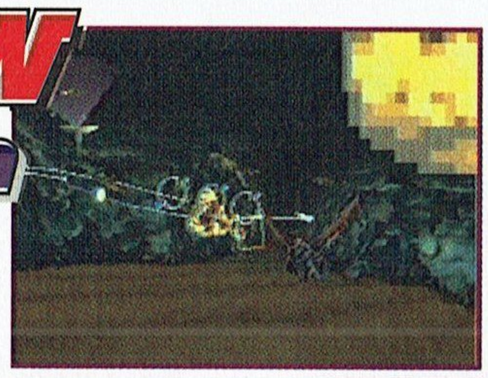
● It looks as if Panzer is having fun. But in a few seconds he'll be under attack from loads of fireball spewing nasties.

● And that shot over there shows just how tragic and painful the fight for life is. Panzer goes down after a heavy hit.

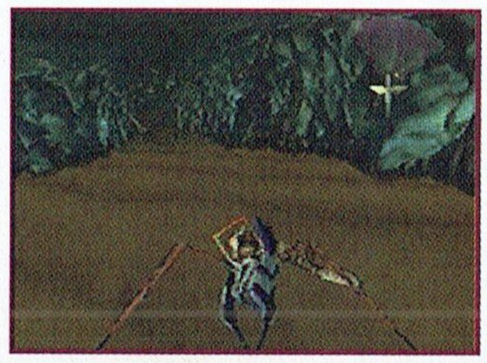


Saturn

Review Panzer Dragoon



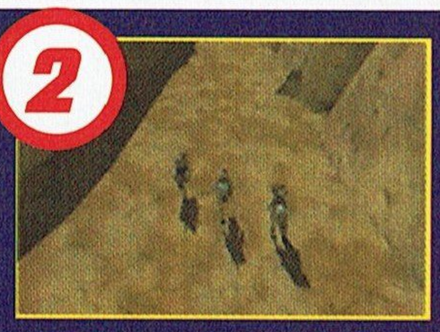
● Missiles are rapidly streaking towards you, unless you take evasive action right away, you'll end up getting some in the face. Most of the game is spent dodging like this and that's part of the trick of staying alive.

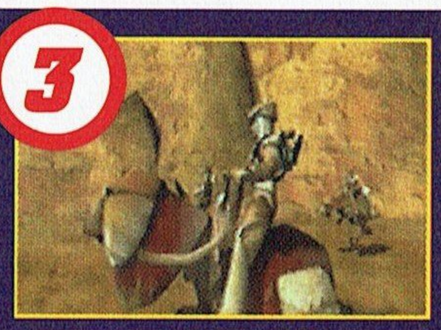


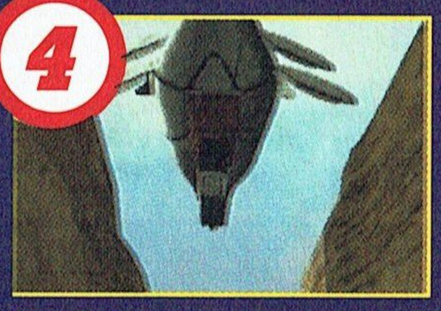
● Shoot the nasty little bleeders. These are horrible scum that need to be blasted off the face of the planet, and do you know what? You're the very man to do it.

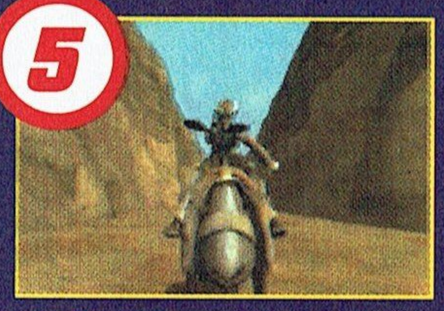
Top Tragedy

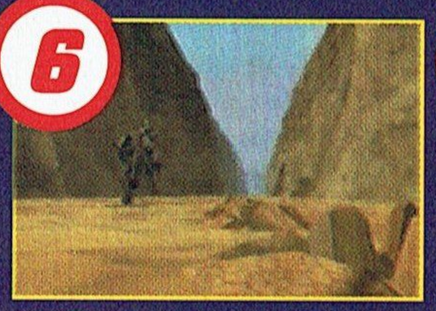
Here is a small selection of grabs from the five minute or so intro. It runs so smoothly and, in parts, is nearly heart-wrenching. Why, why should he die? Needless death, etc, but, revenge is best served cold. So let's get 'em.

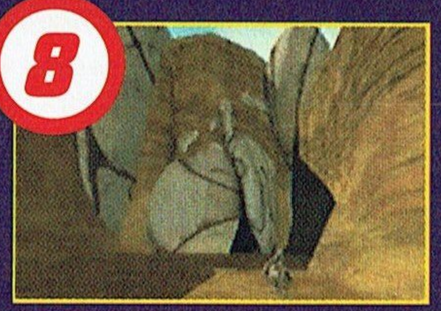


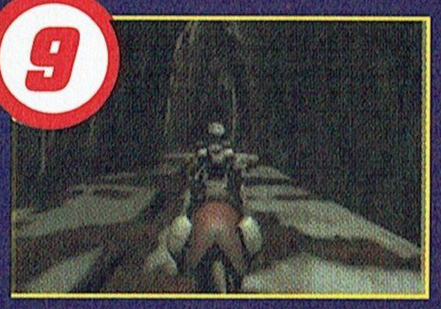


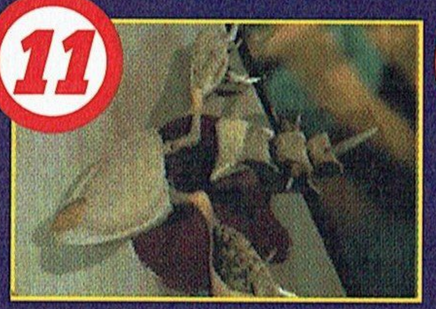


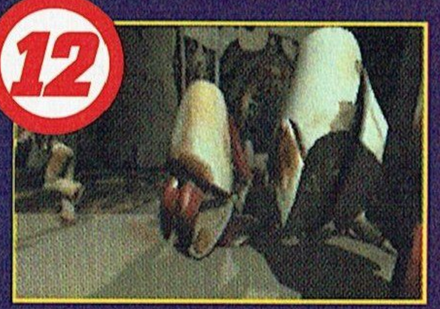


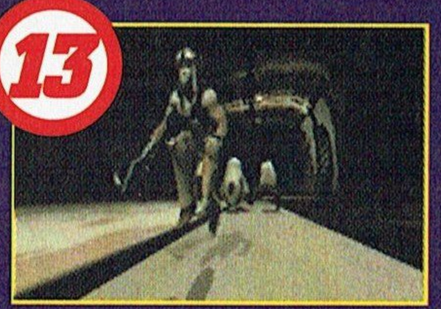


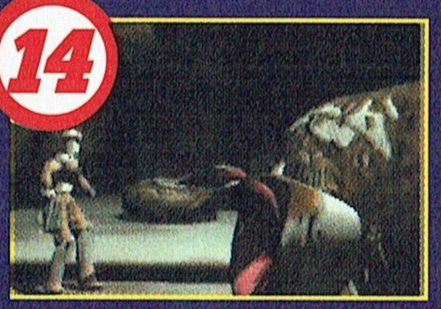


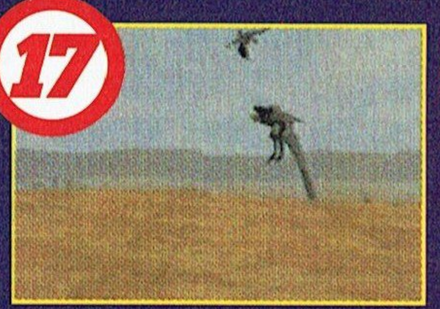


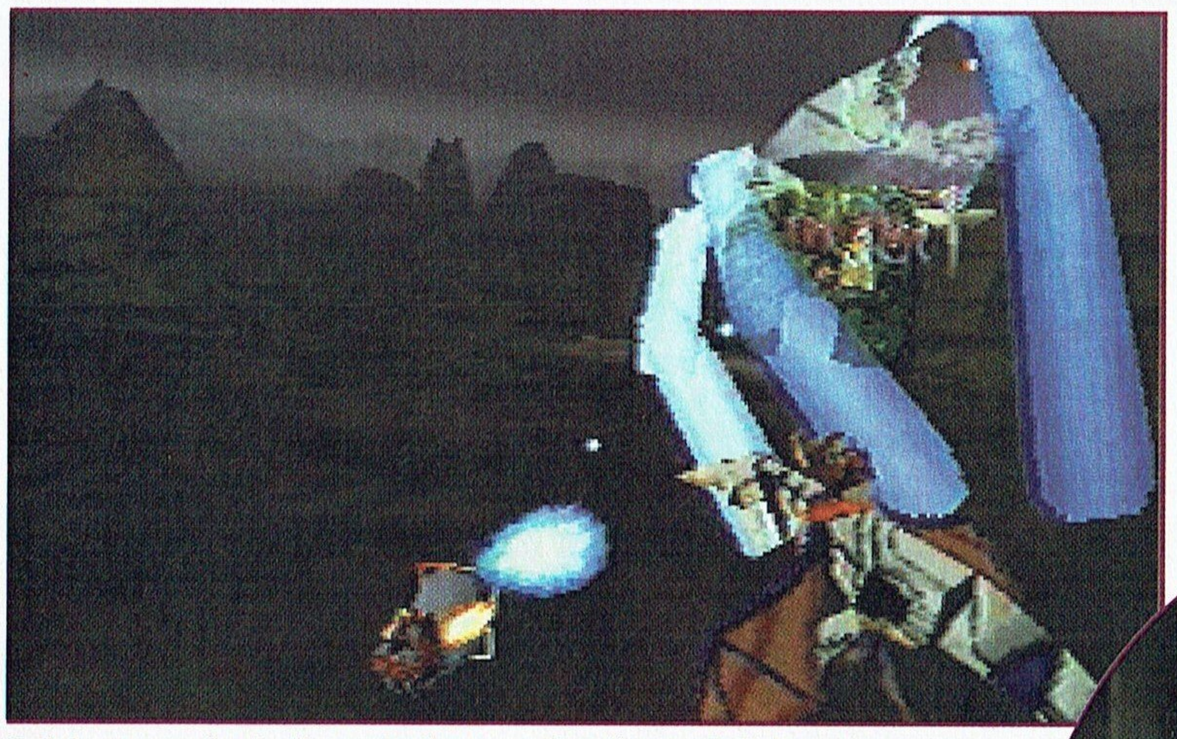






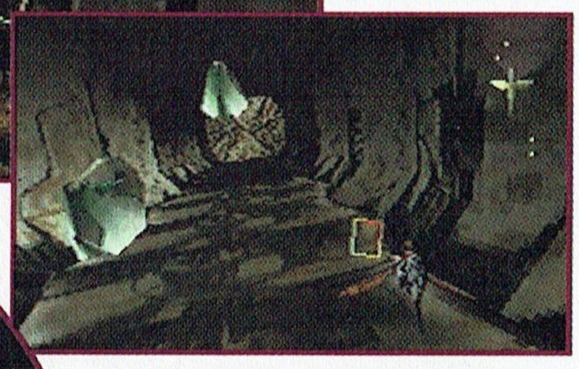




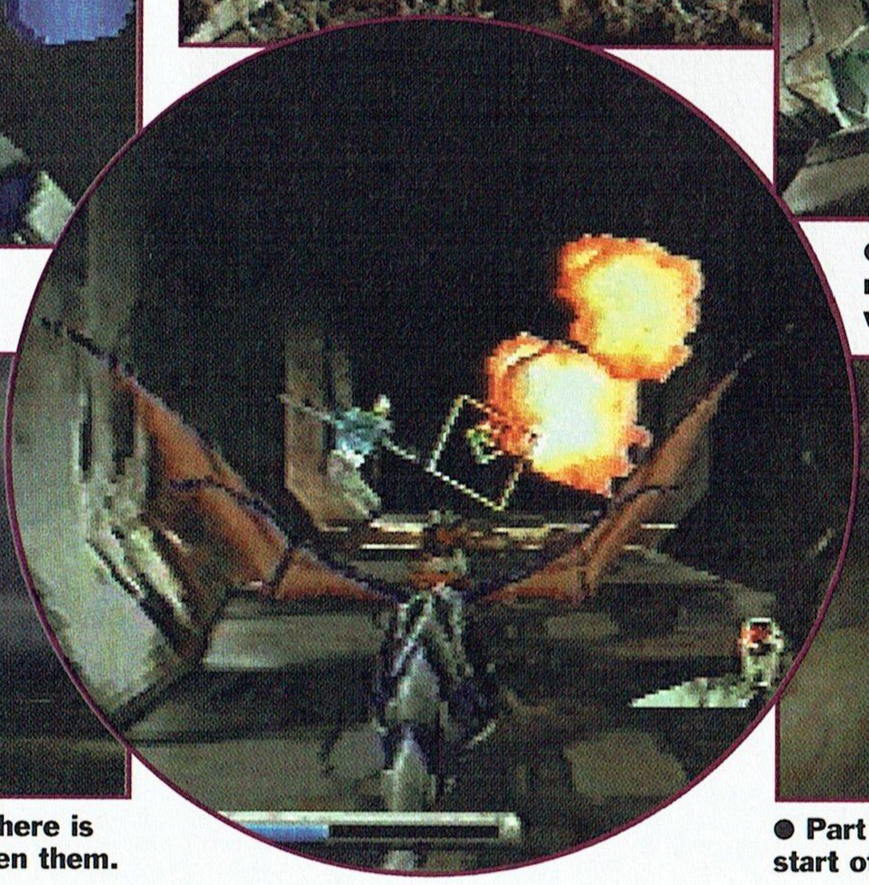


● A barrage of missiles rain down on the tiny and, if I may say, somewhat puny ship. Life, it's just plain unfair sometimes, isn't it?

● Next to us on the left are a crowd of things, all ready to spew molten death at you. Shoot them all and you'll have an easier time.

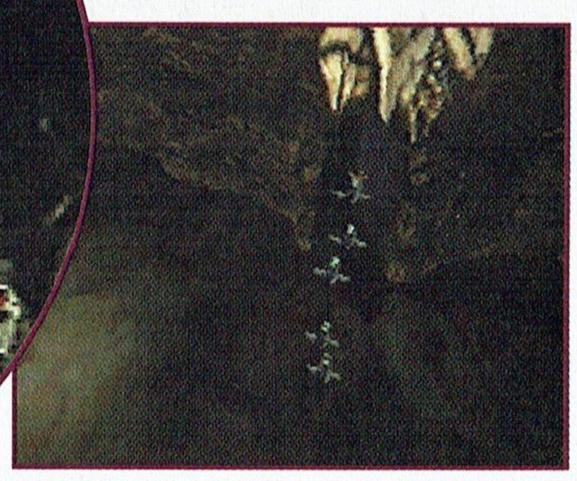


● Now, if this was a crowded motorway, a bit of signalling wouldn't go amiss. Idiots!



● Lock onto these mulitple targets and send them straight to hell!

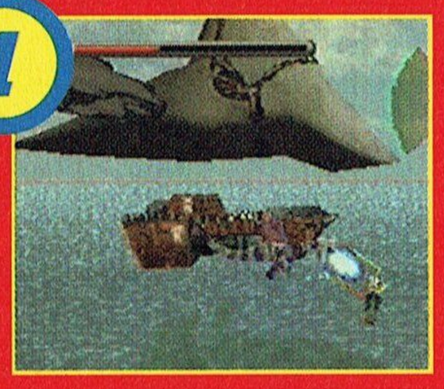
● Two dragoons in a scrap. There is sure to be no love lost between them.



● Part of the lovely animation to the start of level four in the caves.

Badder Than Fu Manchu!

The end of level bosses that you'll find in *Panzer* certainly take some thrashing. I mean, it's not just a case of hit and run, you have to circle round and around firing your plasma cannon until they've had their fill. So, get your dragoon ready now and go kick some.

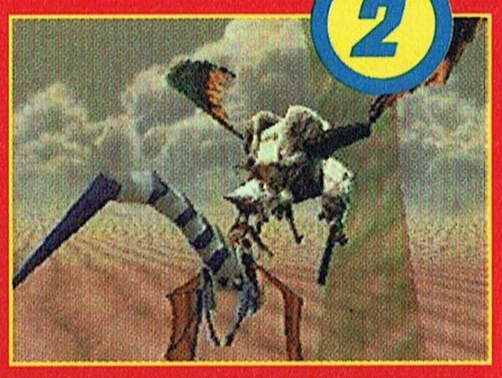


Level 1 – Flying Warship

This has to be a stray warship as later in the game they gather in groups. This takes a lot of shots but you have to beware of the three torpedoes that it lets loose towards the end of its life. If they all hit you, you'll plummet like a very big stone.

Level 2 – Worms and White Dragoon

The end of level boss is in fact the dragoon that killed the rider in the intro. But even before you get to him, you have to defeat the two huge worms which dive in and out of the sand, sort of like in that strange film, Dune. Kill them all.



Level 3 – Robot Warrior

After beating loads of land-based enemies, you come across the biggest boss so far. Comprising of two bits, one is the central core, the other a huge propeller which will hack you to pieces unless you finish it off quickly, but even then it'll still carry on, so you'll have to finish it twice. A bit of a toughie.

Level 4 – Tunnel Monster

After the rigours of the small, winding tunnels you come face to face with a behemoth of a guardian and there's no escape. You have to keep locking onto him with your missiles and then shoot him again. All this is a gradual thing and it does take a while. Avoid his arms and lasers, they'll chop you up.

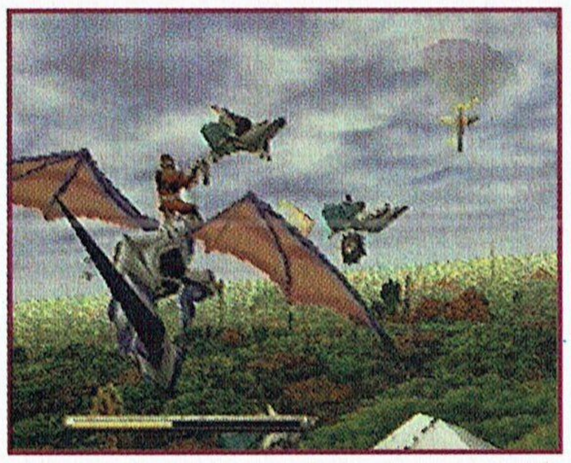
Level 5 – Flying City

After fighting frantically all through this level, what you don't need is a huge flying mountain with a city on the side flying towards you intent on your destruction. The city spins around and hurls loads of fireballs at you. Avoid these, lock on and keep shooting. It is really tough to do.

● Mr Boss on level five is very harsh. He spins around and only exposes his soft bits at the same time as he throws loads of fireballs at you. Needless to say, giving him a good smacking can be a bit of a problem.

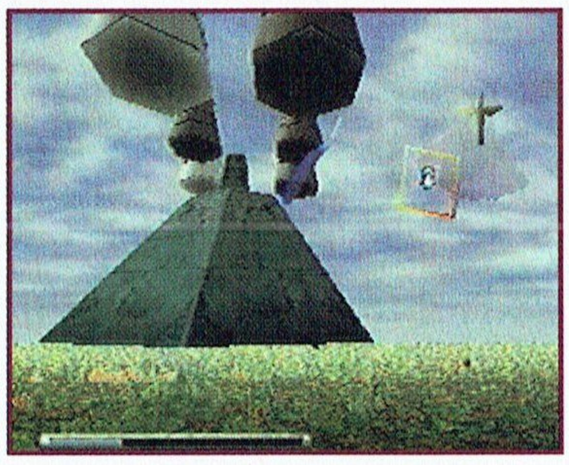
● One of the external views when fighting this boss. The smaller the dragoon is, the easier it is to fight the larger bosses. You wouldn't want to see the brutal close-up killing anyway.

● A pulse from the plasma cannon rockets towards the dirty Hun.



● There's a time to fight and a time to play, this be the time for scrapping.

● At the start of five, you can have easy pickings on the ship below.



● Uh-oh, halfway through level five this monstrosity appears.

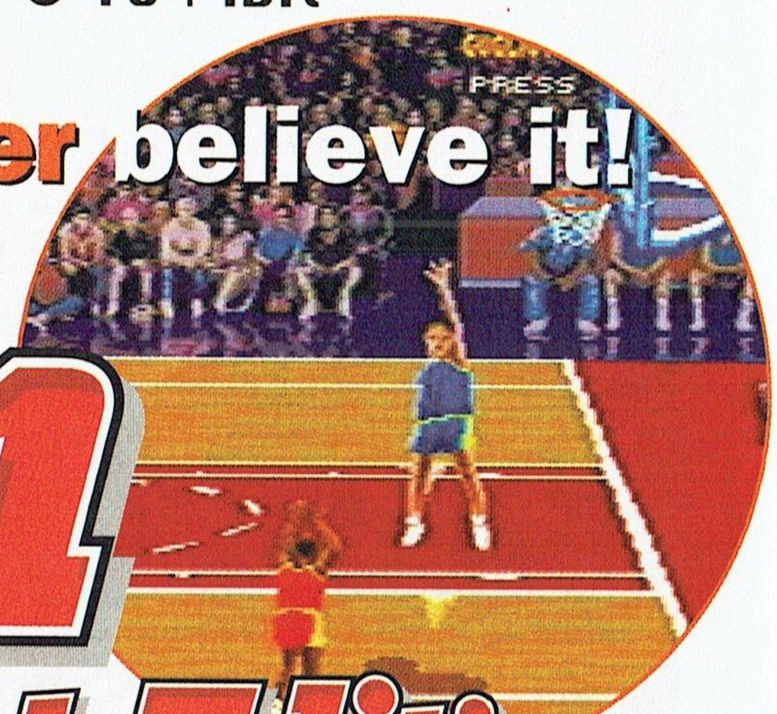
Prospore 94

This is the best Saturn game yet. Its difficulty level is pitched just right making it a perfect challenge for shooting fans everywhere.

Mega Drive Review ● ACCLAIM ● £44.99 ● NOW ● 16 Mbit

Balls on fire? You'd better believe it!

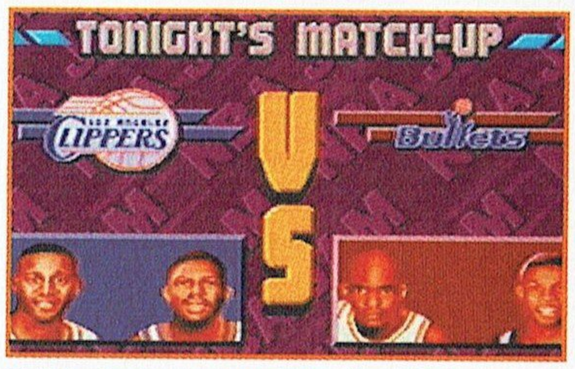
NBA Jam Tournament Edition



It's back shooting for that elusive basket but is the re-vamped NBA Jam: TE a fresh star player or a veteran hoopster past its prime?

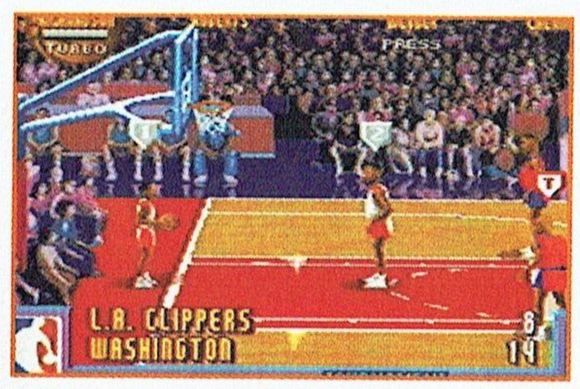
At first glance, though, you'll be hard-pressed to spot anything different. Apart from a new centre-court logo and title screen, the casual observer probably wouldn't even notice he was playing a new version of the game! It's only until you've had a few goes on it that you begin to appreciate what the clever additions are.

The 27 NBA teams are still here in all their glory but Acclaim have now added a special Rookie team to the proceedings, made up of first-year players. There also only used to be two players to every team – not anymore. Now, after every quarter, you can select a substitute from a roster of four team-mates. This adds a touch of strategy to the proceedings (if you're well behind in the scoring you should put on the two players who are best at three-pointers).



● **Inbetween every quarter of the game, helpful hints will pop up just to annoy you if you're losing.**

There are also a host of brand new features to play around with. The Hot Spots are nothing to do with Michael Barrymore, but are stars that randomly appear on the ground during a match. Score a basket from a Hot Spot and you'll earn the number of points shown in the star! Power-up icons can also be collected by both sides. Their effects range from being temporarily on fire to having your dunking ability increased and your defensive skills much improved.



● **The scoreboard. Quite important, really, as it tells you what the current score is, surprisingly enough.**

What we have here are really only slight improvements

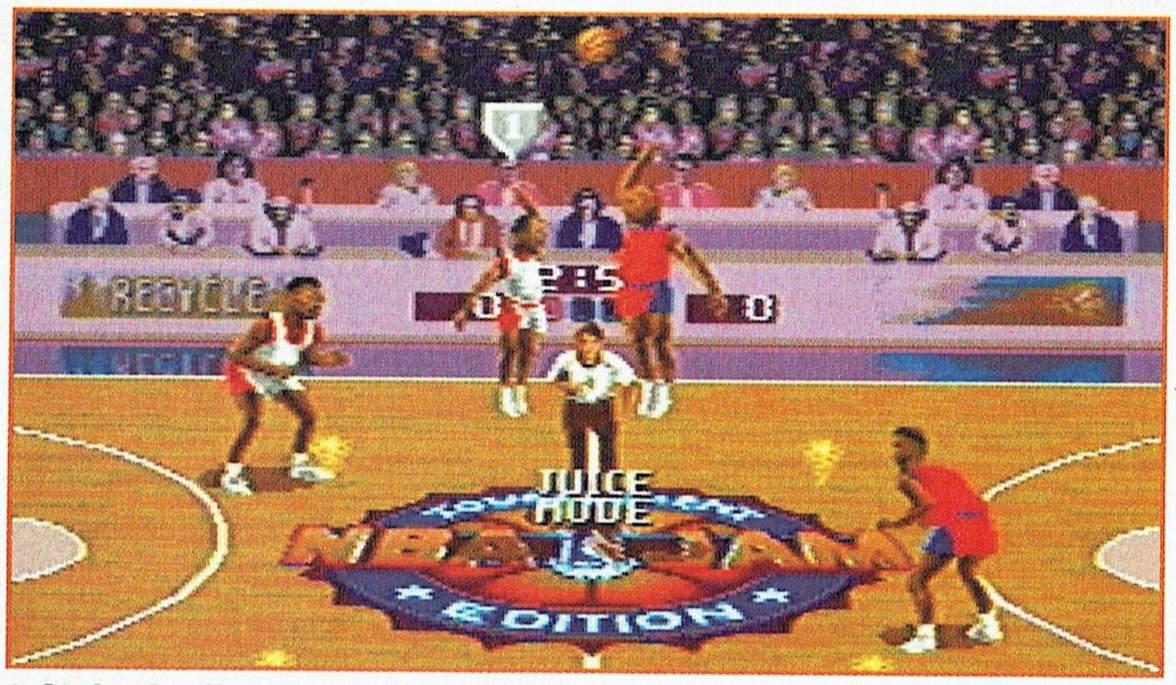
The last big feature is the Juice Mode. This makes your players whiz around the screen and creates a frantic, adrenaline-pumped game where only the lightning quick will survive.

So those are the additions, but at the end of the day was it worth all the effort? Well, not really. Owners of the original *NBA Jam* won't be missing out on anything drastically new – what we have here are really only slight improvements on *NBA Jam*. Underneath all that make-up, it's still the same old game.

Mark Pilkington

● **That must hurt your fingers and it won't do the hoop any good either.**

● **Slams it in! Of course, you missed the four-point landing where he broke every bone in his body.**



● **At the tip-off, both players jump high up into the air and try to hook the ball to their team-mate who's waiting to leg it up the court.**

● **Basketball's not only just about scoring, you know. Good defending can turn a game around in the blink of an eye... or an elbow up the nose.**

Prospect

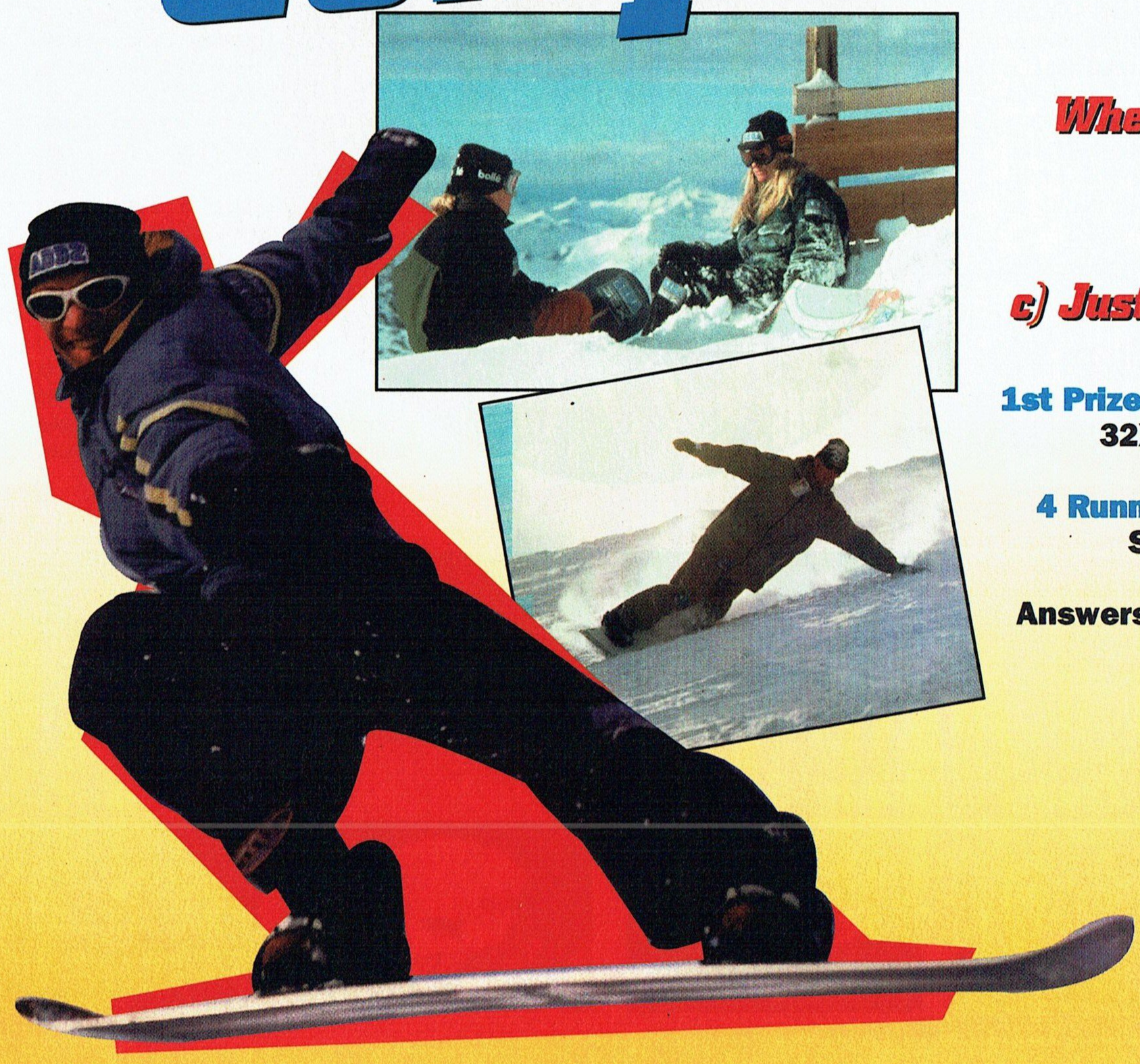
83

Still a classic basketball game, but not enough extra features to warrant buying it if you already own the original.

Competition

Those chillin' guys at Sega have given us a 32X and other goodies, and because we are so nice, we want to give them straight to you, our readers. In conjunction with their super-cool snowboarding team, Sega are promoting the 32X with a bunch of funky hipsters surfing the snow. If you fancy staying warm and exercising your fingers rather than racing down the freezing slopes attached to an ironing board, then this is the compo for you!

Sega's Coolest Compo Ever!



Just answer this very simple question to win the following amazing prizes:

Where does Santa Claus officially live?

a) Iceland
b) Lapland
c) Just off junction 12 of the M25

1st Prize: **A Mega Drive and Mega Drive 32X, complete with a game and a snowboarding video.**

4 Runners-Up: **A copy of the fantastic Sega snowboarding video each.**

Snow far, snow good...

Answers on a postcard or sealed down envelope to:

Cool Compo
SegaPro
Durham House
124 Old Christchurch Road
Bournemouth
Dorset
BH1 1NF

Comp closes 20/5/95. Winners will be picked at random. The Editor's decision is final.

Mega Drive **Review** ● ELECTRONIC ARTS ● £44.95 ● NOW ● 16 Mbit

Hang onto your popcorn it's...

Theme Park

Pro Yo!

Feeling sick has never been so much fun... Yes it's time to start building your own theme park and squeeze as much dosh as you can out of those gullible, thrill-seeking punters!

Roller coasters, bouncy castles, tree houses, big wheels...all the fun of the fair! The idea is to make money and lots of it. Hurrah! The more of it you make, the more expensive rides you can buy and the more people will want to visit your park. When you've made loads of dosh, you should sell your park to the highest bidder because then you go on and buy more expensive land and build even better parks.

First, buy the land to build your park on. You have a fairly small wad of money which you should spend or invest as you see fit. I reckon you can approach it in two ways. Either think through very carefully what you want to put where, or go stark raving mad and pack as much in as possible! Although the second option is great fun, you will probably go bust in about ten minutes flat and have to start over. Do be careful though, once you have dumped your rides in the wrong place, you can't pick them up again.

There are lots of options, not only in types of ride but also in shops, restaurants, staff, landscaping – even down to how much salt you should put on the fries. When you place the rides properly (after having set up safe queuing places and exits) they start working so you can watch your little people having a great time. They will soon let you know if they aren't enjoying themselves by displaying think bubbles above their heads. Your park will need handymen to clean up litter, mechanics to fix the less reliable rides and entertainers to help keep people laughing while they have to queue.

Fancy A Ride?

You're spoilt for choice in this theme park but it's up to you to choose whether your rides will be fast and fun or slow and safe.

Arcade

Big Wheel

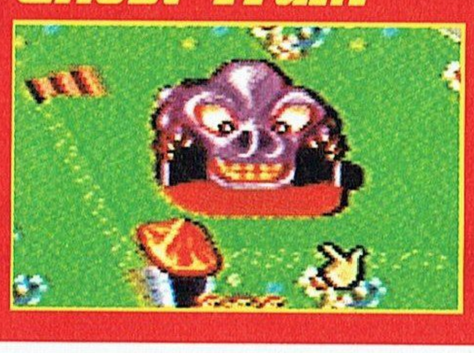
Bouncy Castle

Burger Bar

Buzzy Bee

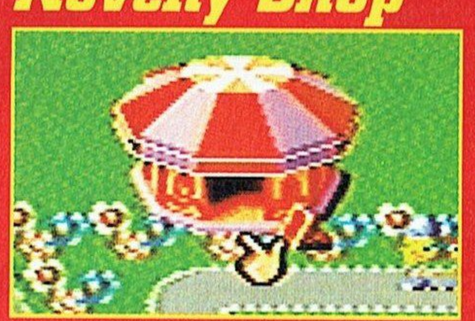
Coffee Shop

Ghost Train

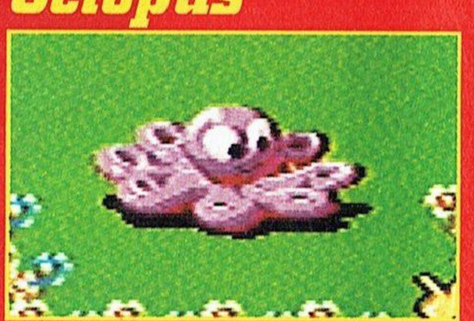


Merry-Go-Round

Novelty Shop



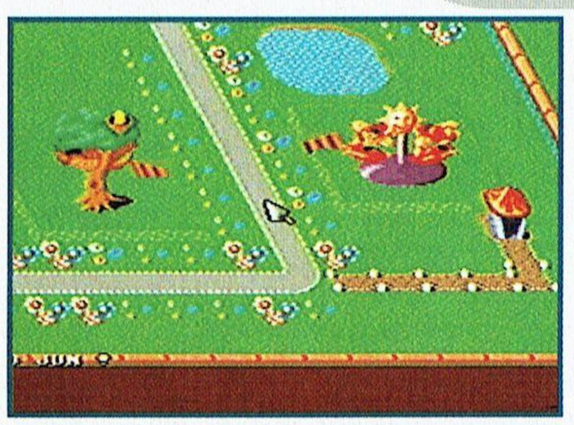
Octopus



Park

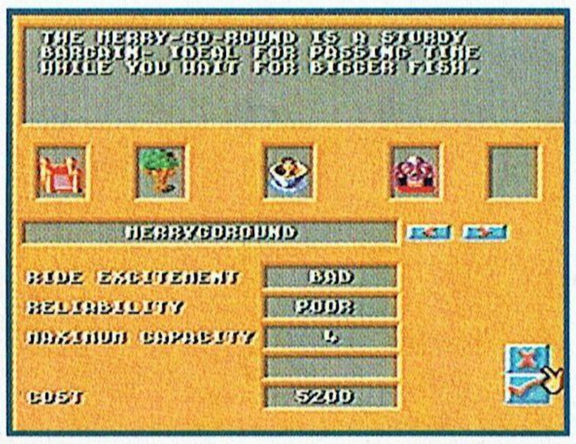
● It's simply amazing isn't it what you can do with a few hedges, a pair of garden shears and a chief gardener with a serious drinking problem?

● Above: C'mon all you little people, climb into my giant tea cups... is that one lump or two, Mrs?



● You have to set up places for people to queue so that everyone can get a go on your rides. Don't forget to place the exit somewhere either!

● Get all the stats on your various rides from the main options screen.

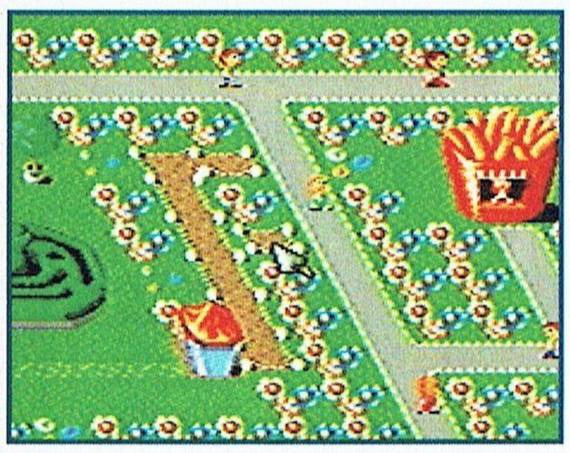


go stark raving mad and pack as much in as possible!

At some point all your staff will want a pay rise and you might have to do some pretty canny negotiating to stop them going out on strike and picketing outside your front gate. All this, and you still have to keep a very close eye on your park's bank balance.

The graphics are functional but pleasing and the fairground tunes are belted out from the moment that the park gates open – in fact, you will definitely need to turn the music off before the cheery organ turns youinto a total gibbering wreck. Once you start getting all that money together, I guarantee that your Richard Branson streak will take over. So, open those gates and let the fun commence!

Sarah Moran



● If you are rather nasty, like me, you can add more salt to the chips so people buy more drinks.

● The charming Plane Flyer is a good little earner. People love it and it won't break down too often.

● Flower power! Plants spring up all over the place to make things look pretty.

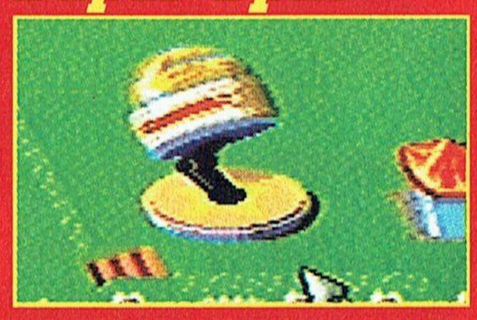
Pirate Boat

High Flyer

Spooky House

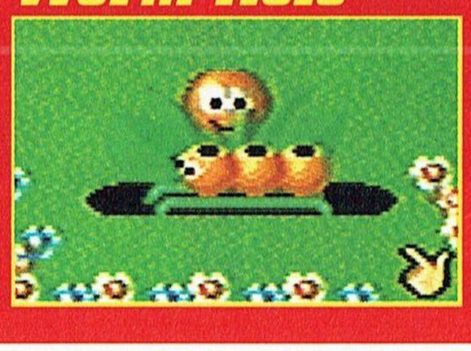
Subridge

Super Spin

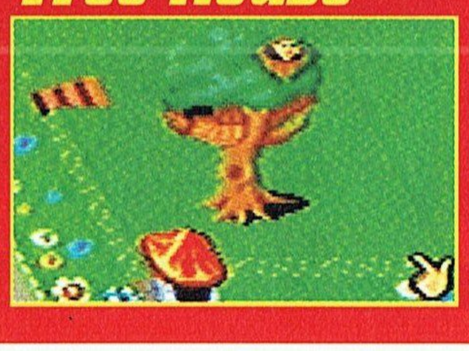


Toyland

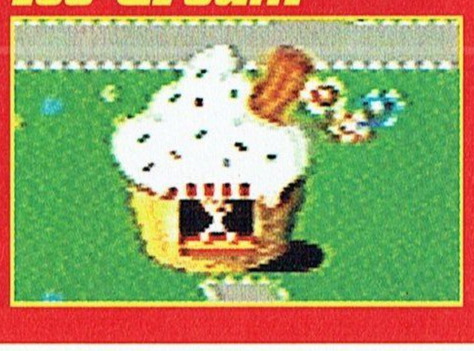
Worm Hole



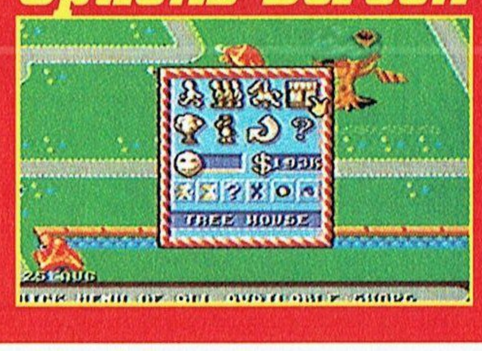
Tree House



Ice Cream



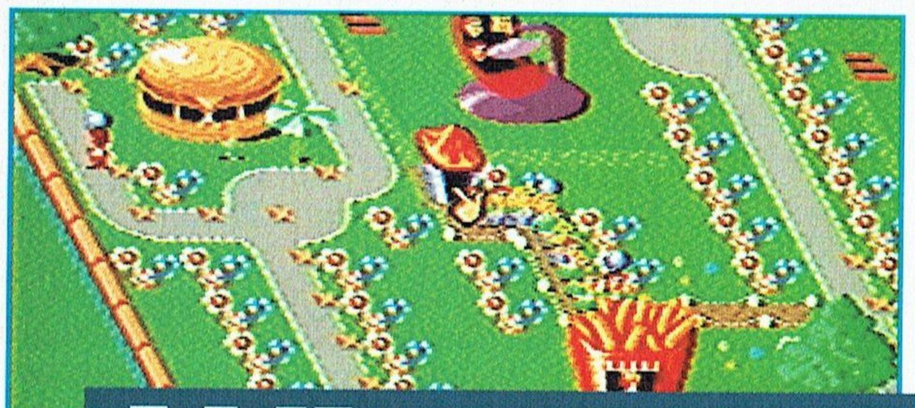
Options Screen



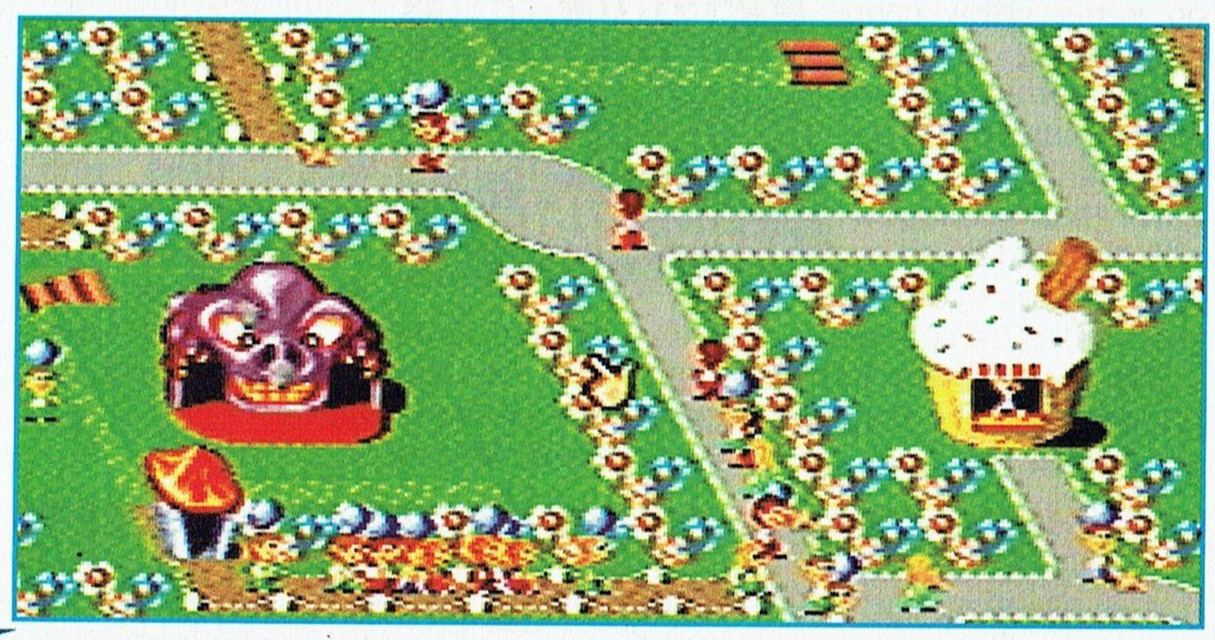
Mega Drive

Review
Theme Park

Above: My dream Theme Park, built by little old me for the sole purpose of making me obscenely rich. Roll up, roll up. Come and pay huge wads of money to visit this wonderland of fun, excitement and very long paths! OK, so the people aren't exactly flooding in yet, but they will when I lower my ticket price and move the toilet so that they can actually find it. As soon as you have made yourself the richest person around, sell your park and move onto another country. As you build better parks, you will be able to invest more money into ride development which means having roller coasters, racing tracks and even more surprise treats!



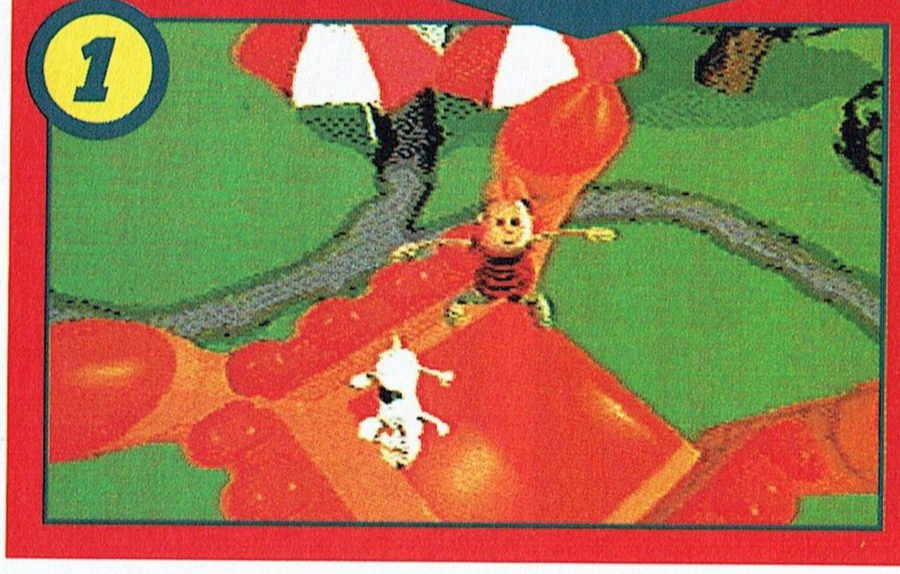
● Look: Burgers, fries and a genuine pirate ship, what more could you ask for? So where on earth is everyone?

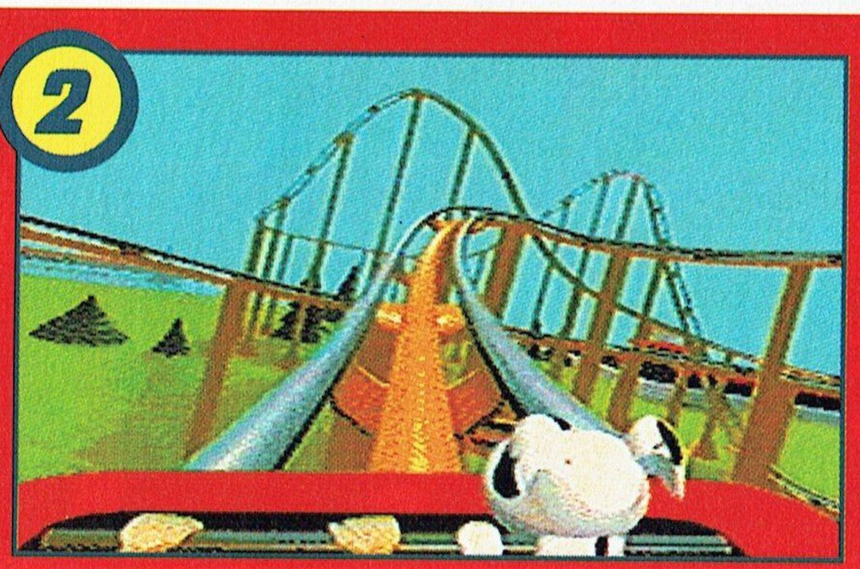


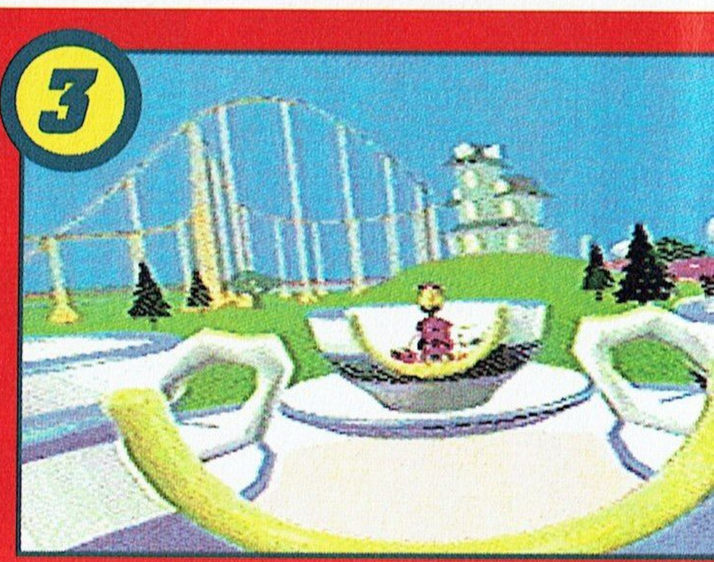
● That's more like it. Look at all those silly people just dying to get spooked by my ghost train. If it's a fright you want, just take a look at my ticket prices!

Wheeeeee!

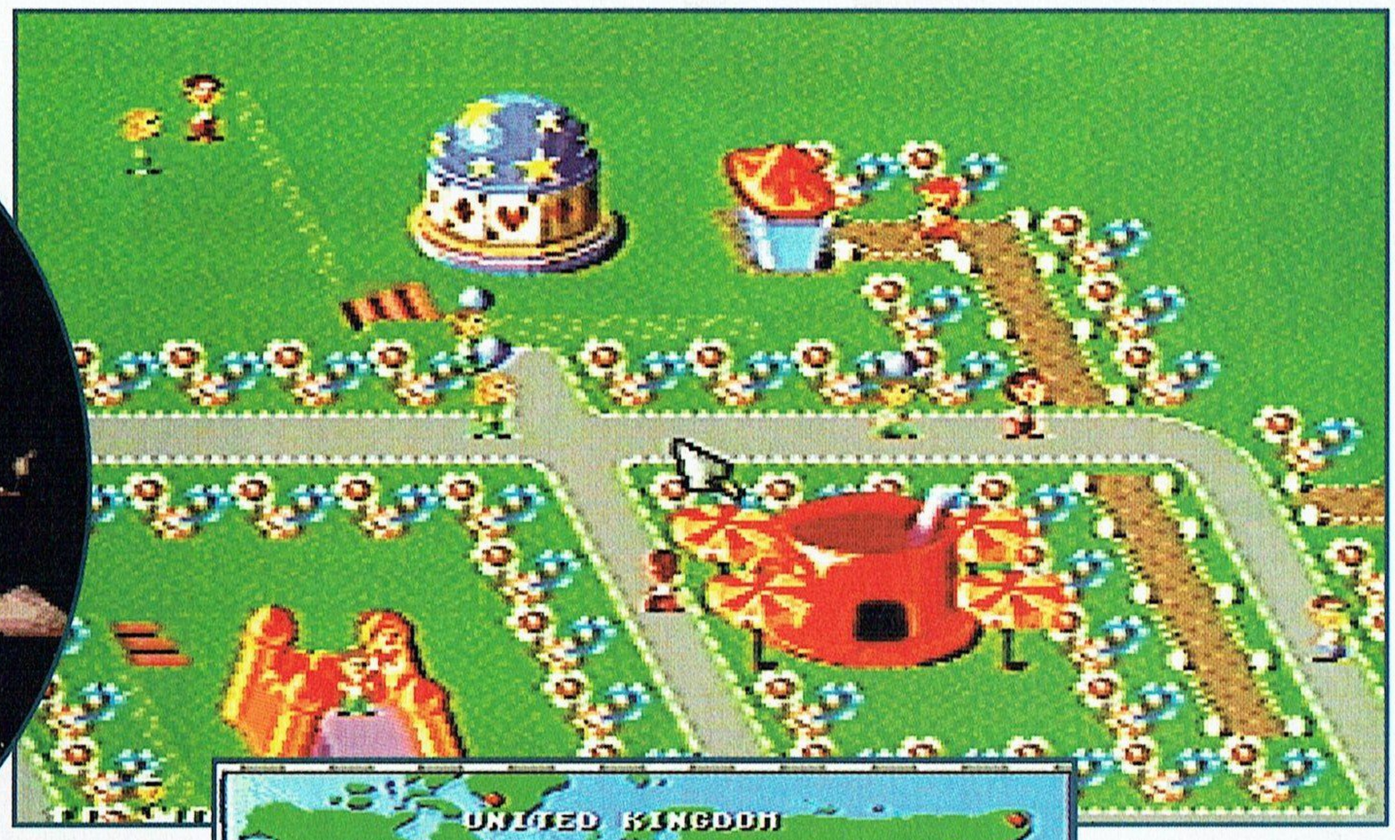
The opening sequence to *Theme Park* shows you what riding on some of your rides will be like for the lucky people who come and visit. Not bad, eh?

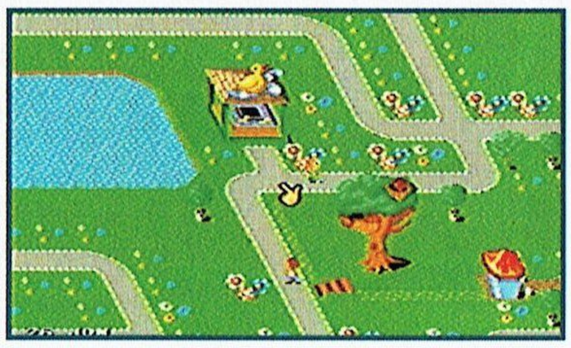




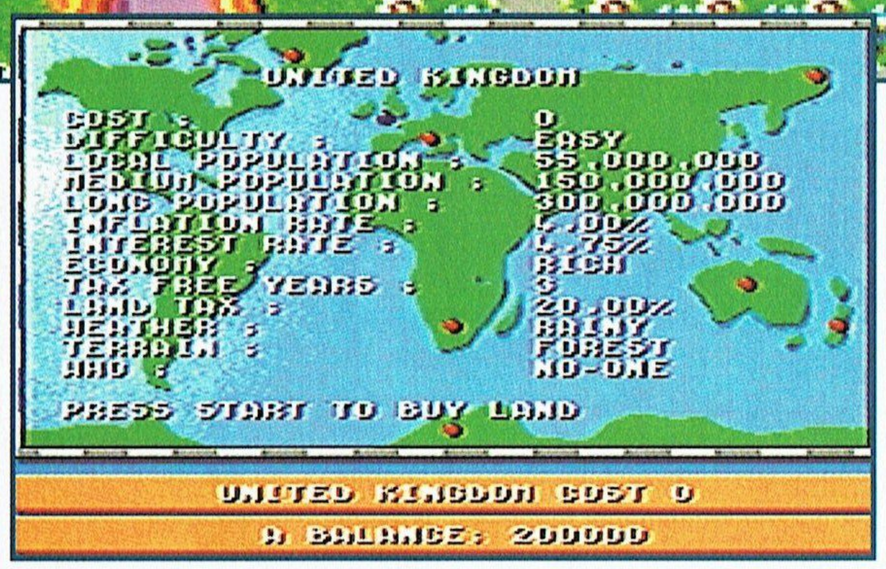


● Negotiating a staff pay rise successfully will stop people striking and parading up and down outside your gates.





● It isn't a real Duck Shoot, silly. They're plastic so it doesn't hurt.



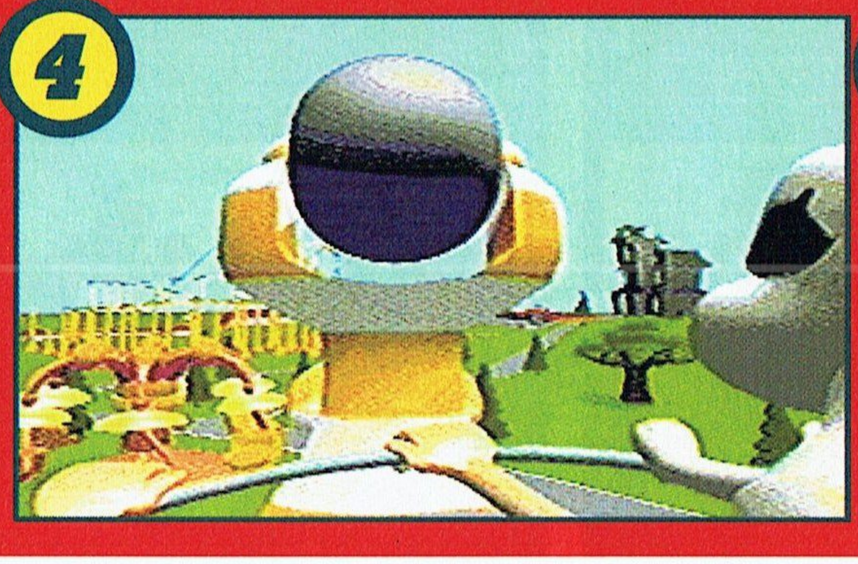
● You need to sort out the entrance to the coffee shop because no–one is going in and spending any cash.

● After you have sold off your first park, you get to choose exactly where you take your entertainment skills next.

● Whoops. My formerly stuffed piggy bank is feeling more than a little light at the moment. Got any spare change mate?

Prospect 91

A roller coaster ride of colourful fun, all planned and paid for by you! An addictive and imaginative game that you'll spend simply ages playing.



Mega Drive 32X

Review ● CORE DESIGN ● £TBA ● April '95 ● 32 Mbit

Core re-invent the wheel!

BC Racers

It's wacky racing time again. Already out on Mega-CD, Core's caveman bike racer takes a spin on the 32X. And this time it's got a split-screen mode...

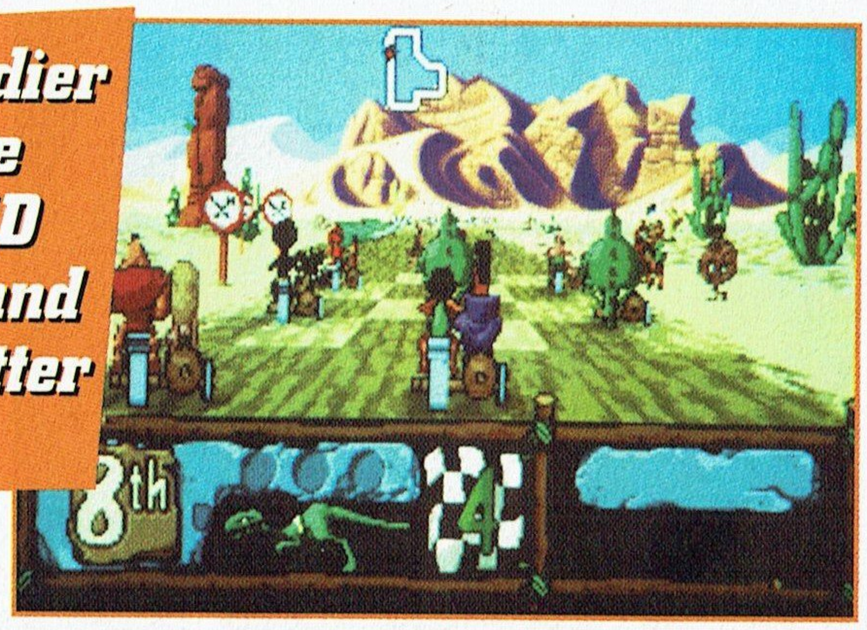
● Racing at night can be enormous fun, especially as in prehistoric times nobody had invented headlights. Still, that was okay as nobody had invented traffic cops either. Like *Street Racer*'s, BC's split-screen mode is still very clear and very playable.

Although a pretty good game on the Mega-CD (80%, SegaPro #41), *BC Racers* suffered from one main flaw: there was no competitive two-player option. So, when Core announced that a souped-up 32X version containing the previously missing feature would appear, we were over the moon.

The solo mode is much the same as before, with the choice of six stone-age sidecar teams to race with in the championship. This comprises eight tracks taking you across jungles, deserts and icy wastelands. With a unique set of tracks for each of four skill levels, this makes a grand total of 32 – effectively doubled to 64 with the *Virtua Racing*-style mirror mode.

Like *Virtua*, the 3-D racing can be viewed from three separate camera positions – zoomed-out is best for anticipating the many twists and turns ahead. As you try to keep your bike on course, your sidecar passenger can hit out at your rivals, although, unlike in the Mega-CD version you can only punch to the right. There's more to think about on the tracks, mind you, with short cuts on some and plenty of obstacles, such as rising coffins on the night-time graveyard level and manholes that pop up to send you and your passenger hurtling into the air.

A lot speedier than the Mega-CD version, and all the better for it



● Water, water nowhere to be seen as you're passing through an arrid desert. It's here that the endurance of all the racers is tested to the absolute limit. Look, that little green dinosaur is so hungry he's eating one of your stone tablets. Cliff Ace & Roxy are bound to do well up front, those two never lose their cool over the meat joints in the pit lane to replenish lost energy.

The simultaneous two-player mode is where it's really at. Obviously, the split-screen restricts your view slightly, but the competitive racing is akin to *Mario Kart*, if not quite as much fun. Some collectable power-ups would have been nice – instead you're simply given a nitro for every lap completed. You can also run

The 32X racing is certainly fast enough, running at about the

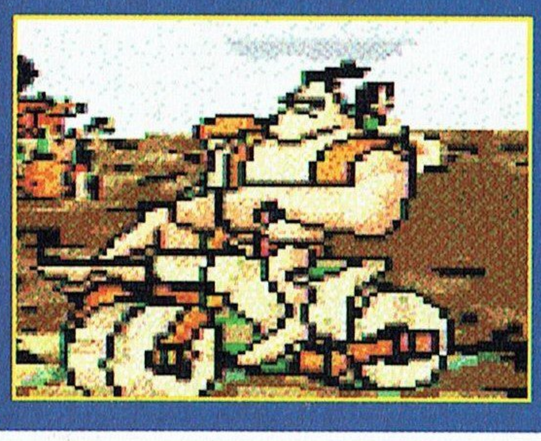
Cave Couples

Before you start racing, you get to choose from six pairs of caveman characters...

Cliff Ace & Roxy

The real stars of the game. Cliff is a cool cave-dude, while Roxy is a foxy chick who packs a mean punch.

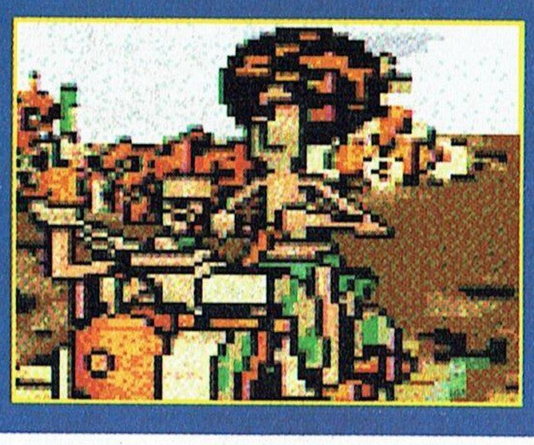
Acceleration.....6
Speed.....7
Energy.....6
Attack.....6



Bob Hardley & Jimi Handtrix

This rockin' duo have a fast bike and plentiful energy, but Jim's swipes with his electric guitar are feeble.

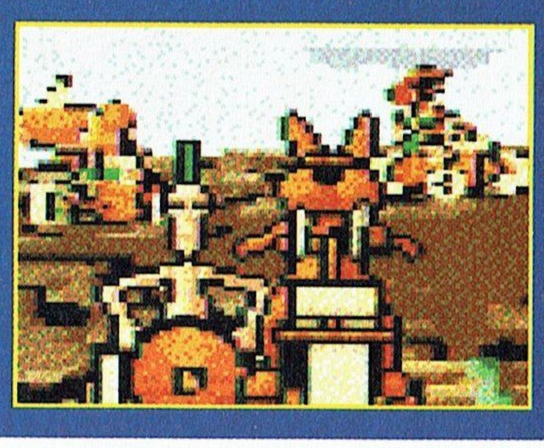
Acceleration.....8
Speed.....8
Energy.....8
Attack.....1



Sado-tooth Tyger & Sid Viscous

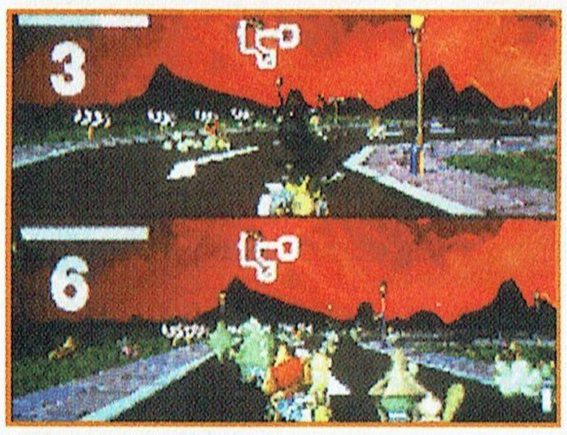
A strange couple with a tiger and a punk rocker! Sid bops opponents on the head with his hammer.

Acceleration.....5
Speed.....4
Energy.....9
Attack.....7



● That's nice of Roxy to give the girls a helping hand... or rather punch!

● Quick Chuck, do your Tarzan call and get the elephants to crush 'em.

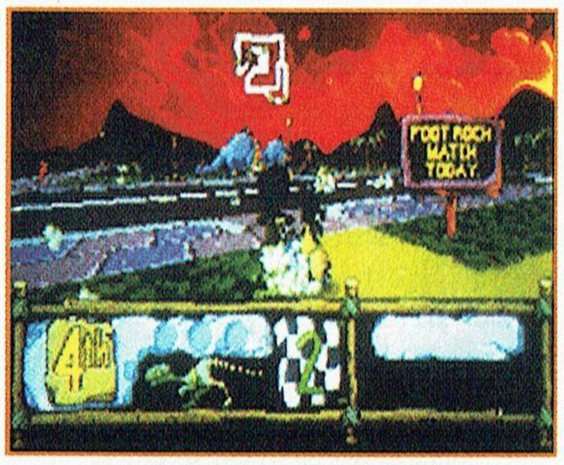


● You'd better catch up or your mate's going to leave you for dust.

● Whoa! That green guy gets everywhere – right in your face!

equivalent speed as on a 50MHz 486 PC. Things do slow down a tad when there's a lot on screen, but it's still a lot speedier than the Mega-CD version, and all the better for it. Not only that, but this even improves on the PC game with the addition of the mirror mode and an extra two-player option where you race head-to-head against a friend through all the tracks, using as many nitros as you want.

Phil King



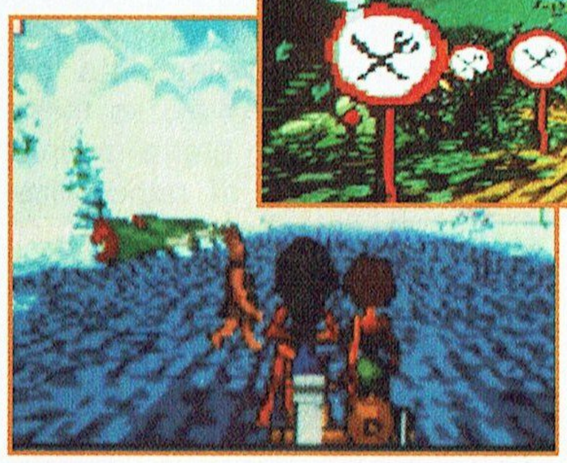
● That must be a very painful sport, remind me not to have a go.

Head to Head

There are two different two-player modes to choose from. The standard option has you and a friend competing against the other racers in a championship, as with the solo game. A clever feature here is that if one player runs out of credits (by coming last too often), his split-screen view becomes a rear-view mirror for the remaining player.

There's also a head-to-head mode with just the two players on the track, racing up to eight laps on each of the eight tracks on any skill level. Nitros are unlimited, so you can zoom around at top speed.

● He's the leader! He's the leader! He's the leader of the track! Gary Gritter attempts to dish out some punishment to a roving stegosaur.

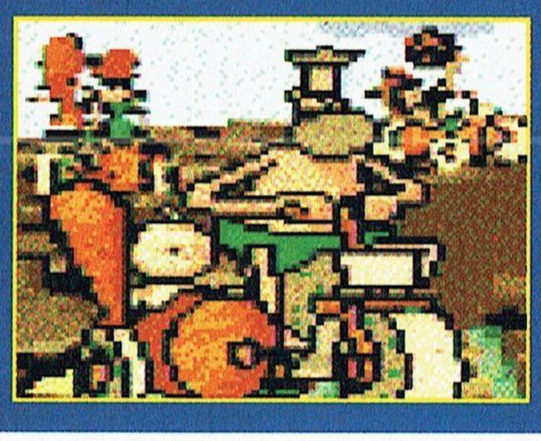


● Oi, mush! Get out of the way cos us girls are comin' through!

Chuck Rock & Junior

The Chucks have one of the fastest bikes with great acceleration. Junior hits rivals with his massive club.

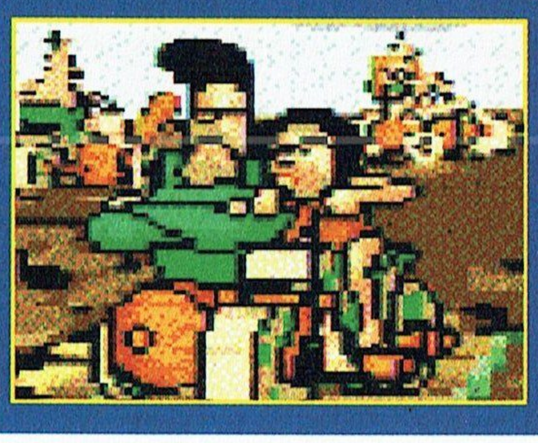
Acceleration 9
Speed 7
Energy 4
Attack 5



Brick Jagger & Gary Gritta

These tough guys really dish out the punishment to racing rivals, with hard man Gary punching away.

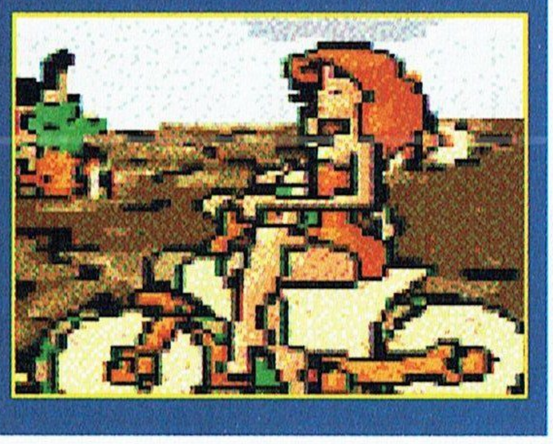
Acceleration 6
Speed 5
Energy 5
Attack 9



Granite Jackstone & Tina Burna

The girls have the fastest bike of the whole lot. Tina puts opponents off track by screaming in their earholes!

Acceleration 9
Speed 9
Energy 3
Attack 4



Prospore

88

Not quite a classic but a fast, playable racer that benefits greatly from the new split-screen two-player mode.

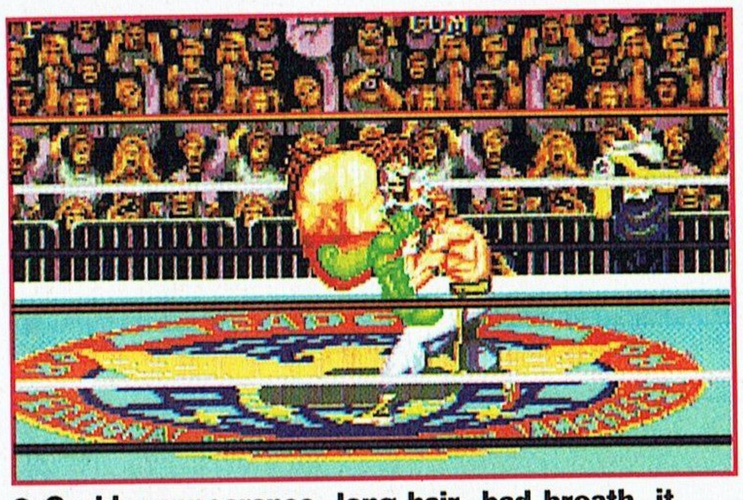
Review

● US IMPORT (Video Game Centre)
● (01202) 527 314 ● £54.99 ● 32 Mbit

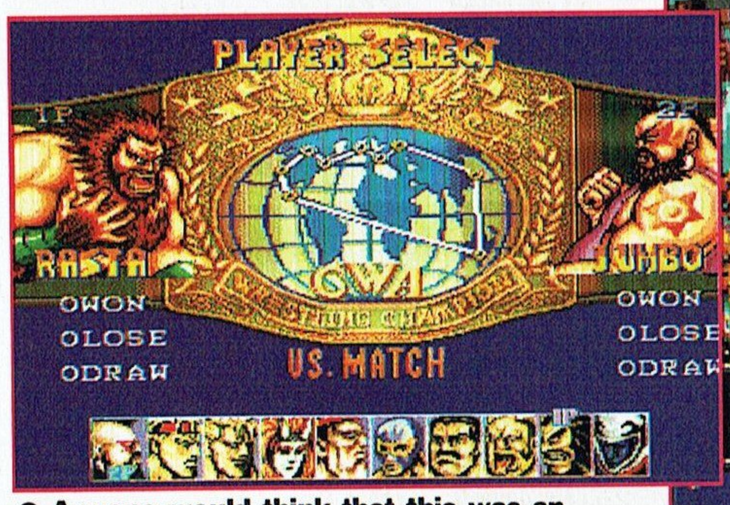
Prepare to fight the league of fatties!

Slam Masters

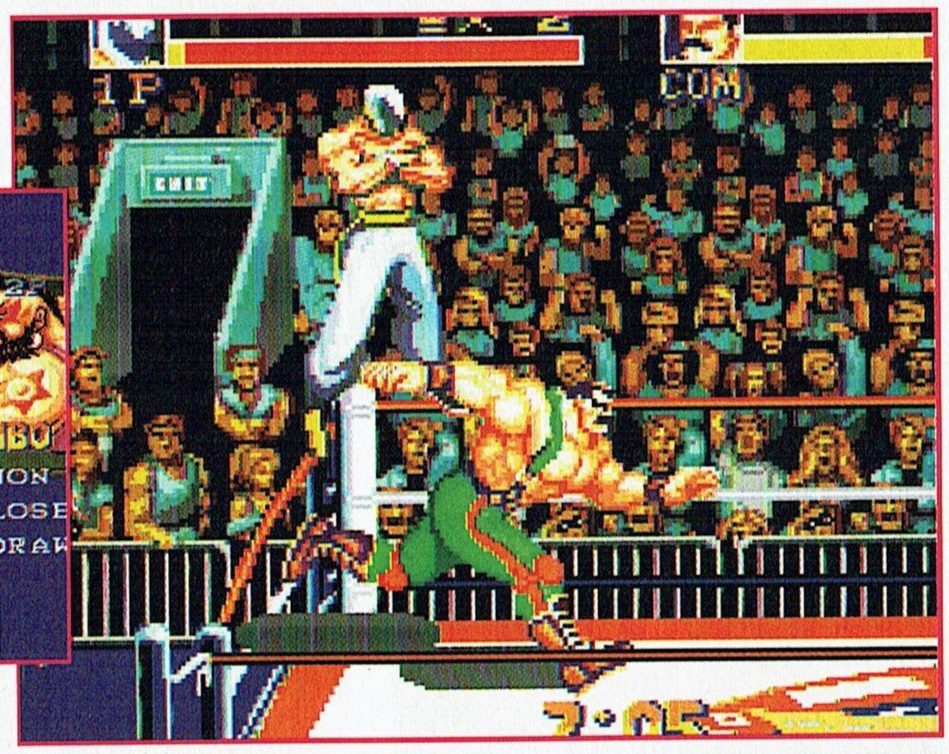
In any other profession not being able to get into anything but a lycra suit might be a disadvantage, but not in the belly-wobbling fight fest of professional wrestling...



● Grubby appearance, long hair, bad breath, it could almost be Blanka chewing that man's face.



● Anyone would think that this was an audition for Puss in Boots. Where's Frank?



● A good way to get up your opponent's nose is by standing on the ropes and giving it a bit of the old taunting. Prince Naseem would be proud.

The Slam Masters are a bunch of ten sizeable freaks from around the world who are taking part in a no-holds-barred contest to decide who is the 'ardest geezer of all. Each porker has various different methods of mangling their opponents which come into effect by simply hammering a single button – yep folks, this is wrestling, there's no call for superfluous elements like strategy or skill.

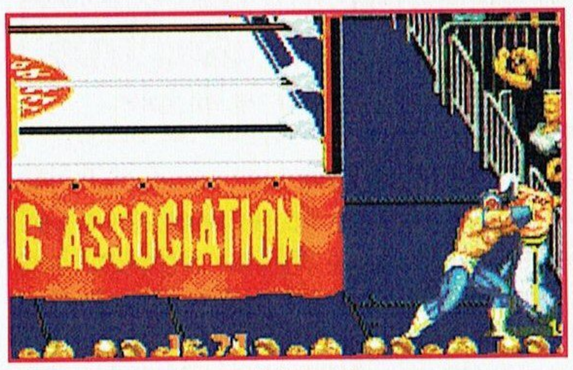
Capcom have tried to rekindle the old *Street Fighter II* embers by including a variety of special moves for each character but these are both hard to utilise and down right ridiculous to boot. Wrestling is laughable enough without the grapplers lunging into sonic punches and hundred-hand slap moves.

This looks crude and repetitive, the rings are all the same and the fighters move around with all the grace of concrete elephants on rusty roller skates! Okay, so there are a couple of rather nice touches that raised quite a chuckle such as when both the fighters leave the ring to pummel each other with buckets and chairs but the sound is in the same muffled, grating tones of the Mega Drive *Street Fighter* games.

The fighters move around like concrete elephants on rusty roller skates!

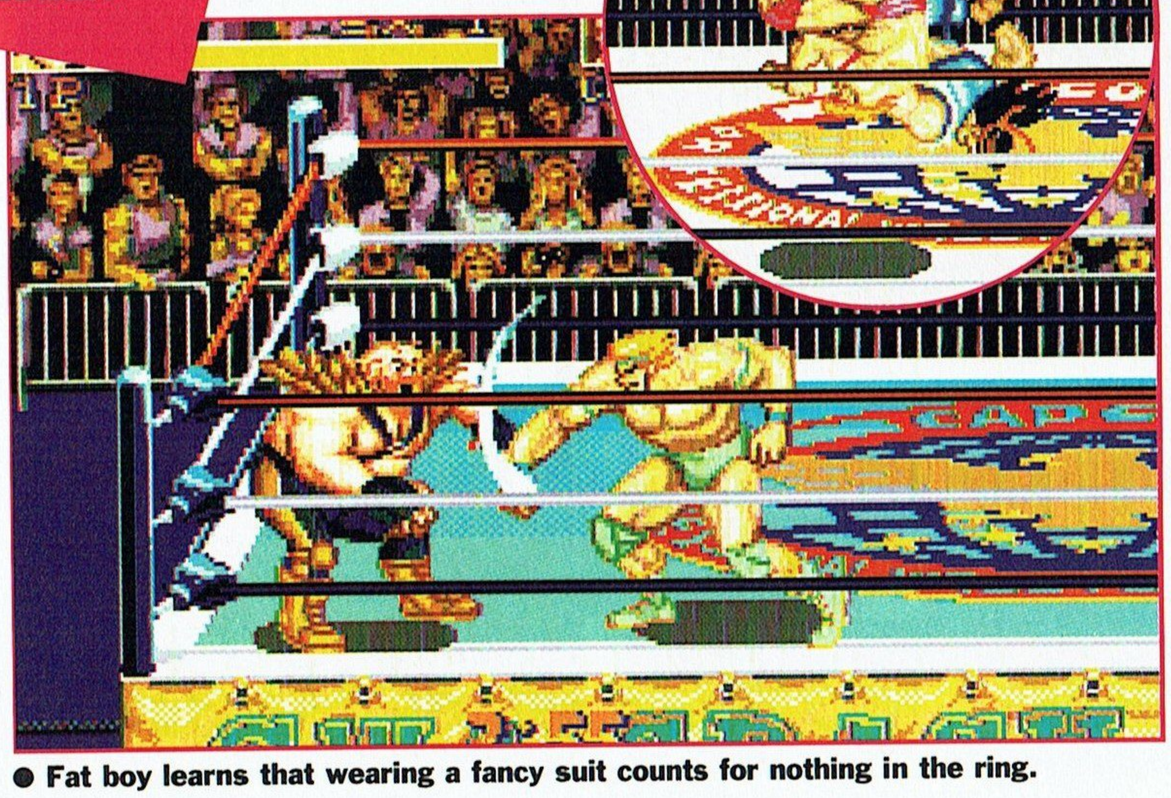
If this is a 32 meg game as Capcom claim, where is the simultaneous four-player rumble or even the in-ring referee for that matter? If you're desperate for a wrestling fix then *WWF Raw* is a lot better than this, and it is, at least, a fair simulation of the subject matter. *Slam Masters* is just a very poor cash-in. Sad.

Ryan Butt



● Once you're outside those ropes, absolutely anything goes!

● Ha ha, could Capcom be running out of ideas for special moves perhaps?



● Fat boy learns that wearing a fancy suit counts for nothing in the ring.

Prospare 43

***Street Fighter II* in the wrestling ring. Passable in the arcades but this feeble conversion lacks any real depth or sophistication.**

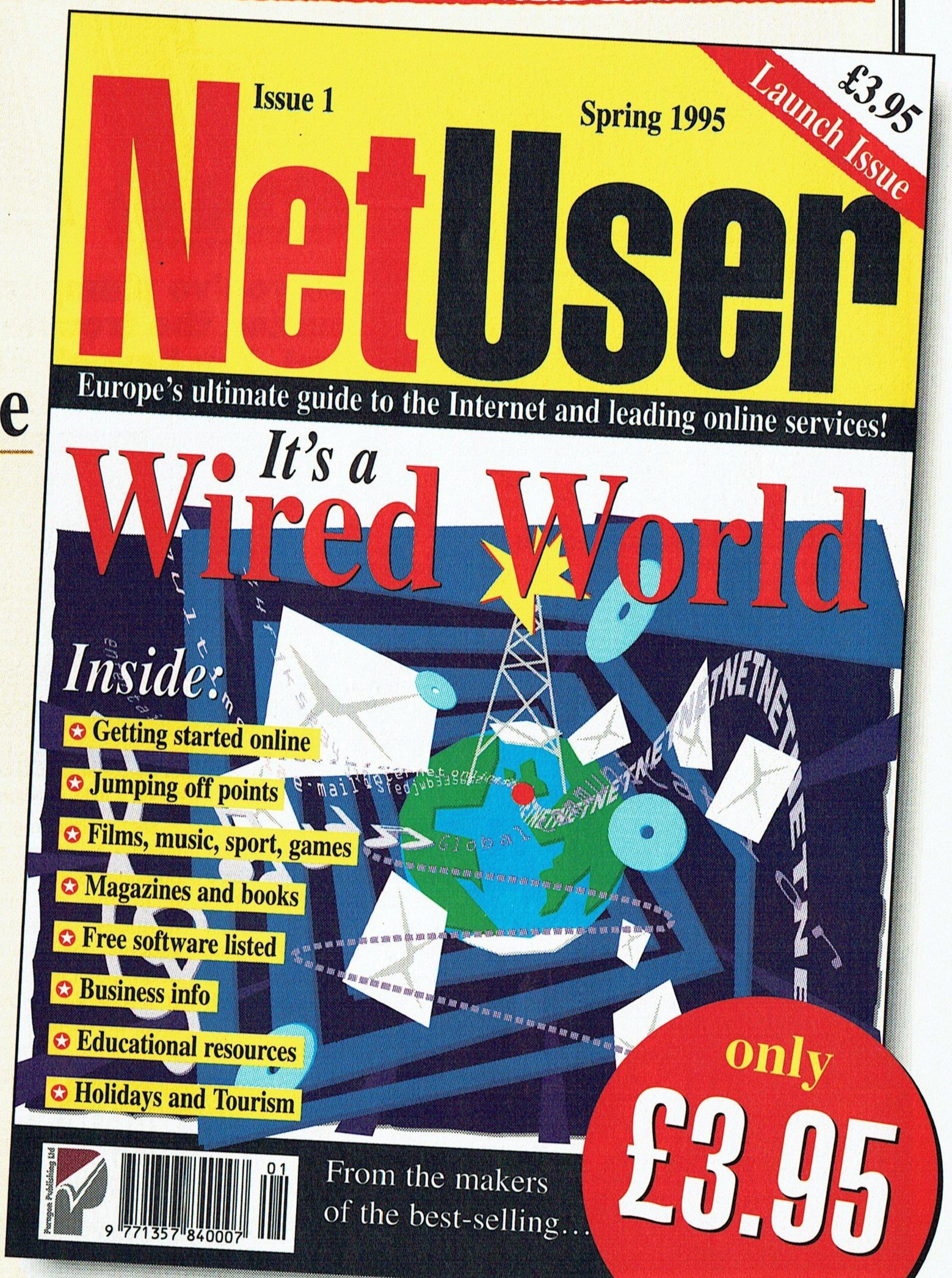
So you want to know it all?

Easy!

Your Total Guide to what's on the Internet

- Free software
- Entertainment Sites
- News Services
- Business resources
- Educational References

Everything you could need!



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Mega-CD

Review

● US IMPORT (Video Game Centre)
● 01202 527 314 ● £44.99 ● Out Now ● 1 CD

Surrender or die, fugitive!

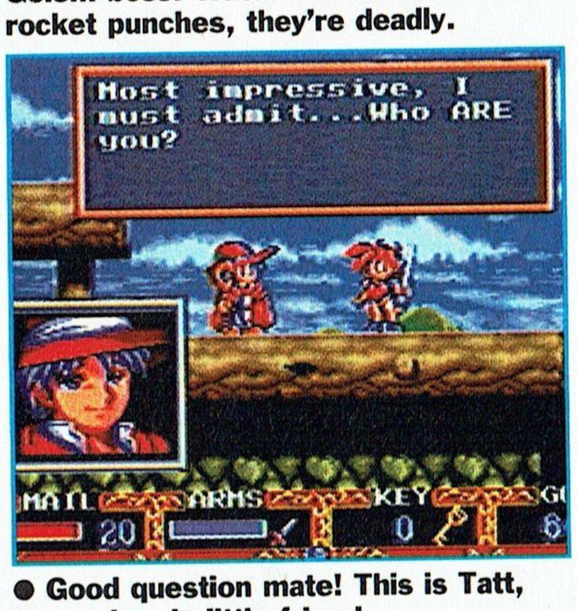
Popful Mail

So you've plumped for a career as a bounty hunter, the trouble is you're bad at it – really bad. You haven't caught a single fugitive and you're down to your last few gold coins...

● Mail takes on a Badger Bandit in Elf Woods.

● Old hairy legs loves dropping out of the trees and scaring you.

● This is the rather tough Wood Golem boss. Watch out for his lethal rocket punches, they're deadly.



● Good question mate! This is Tatt, your wizardy little friend.

● Get used to having a halo, it happens a lot.

● This is the elf shop where you stock up on weapons and health points.

● This is the Thrashmaster, a real nasty piece of work controlled by the wicked illusionist. What a cad!

As your luck would have it Nuts, Cracker and the Gingerbread Grifter Gang are somewhere in town and they have a price on their heads, a whopping 500,000 Gold pieces to be exact. So, sharpen up that rusty old sword and get ready for a magical trip.

Popful Mail is a fantasy platform adventure where you initially play as Mail, a bounty hunting tomboy elf, and later on swap between her and two other top characters, Tatt and Gaw. All three are searching for magical Muttonhead who has the answer to stopping all the evil ghosts from the past taking over Popful Mail's world.

It seems that just about everyone is out to stop you from reaching Muttonhead, including the mystical guy himself. There are five levels, each with three platform stages to complete before you meet the nasty boss. If this doesn't sound like a lot, then take it from me that the levels are by no means easy. Packed with Badger Bandits, killer spiders and the deadly floating Illusionists, you will find it tough enough just surviving the elf woods.

> ***you'll find it tough enough just surviving the elf woods***

Tactics become very important. It is wise to collect as much gold as possible in the first level and spend it in the elf village shops on weapons, armour and neat-o-gadgets. You can change weapons at any point in the game and restore your energy if you have collected food or healing herbs. There are also lots of tasks to complete before you can join Tatt and Gaw, who you'll need with you to complete the final levels.

There is lots of very bright, very cutesy animated conversation, where little Mail speaks to friends along the way to help her find people. You also have a useful save option so you don't have to start right back at the beginning. This is really helpful because the gameplay does get very frustrating. Your character will have to keep going back to other levels to pick up more gold or more food, when all you want to do is go forwards. If you lack patience, this will have you grinding your teeth before you can say "where on earth did that pesky spider get to?" It certainly is a challenge.

Sarah Moran

Prospro 73

This is a well presented hack-'em-up with lots of nice features. After a while though it gets very, very frustrating.

Mega Drive

Review

● SEGA ● £44.99 ● MAY ● 16 Mbit

Are you a man or a mouse?

Cheese Cat-astrophe starring Speedy Gonzalez

Your girlfriend has been kidnapped, your friends are missing and someone has nicked all the cheese from the fridge. Just another normal day in the desert for senore Gonzales...

It's everyone's favourite mouse, good old Speedy, who has been brought onto the Mega Drive in the latest of Sega's cartoon conversions. Yes, you guessed it, it's a platform game and you have to collect various things for energy and kill the nasties.

Carmel has been grabbed by the evil Dr Cheesefinger and Speedy must find her, while rescuing his friends and restoring the village's cheese supply. A fairly simple task you might think? Not really when the route is packed with all sorts of horrible wildlife that's trying to kill you.

Your strength is measured by the size of the cheese at the top of the screen, and you can build up to an 'Arriba Arriba' run by collecting chillies. Speedy jumps in the air, runs, ducks down and uses a lasso to manoeuvre around the place and, in later levels, takes to the water with a rather impressive front crawl. To clear the way, he must Frisbee sombreros at baddies or jump on top of their malevolent little heads.

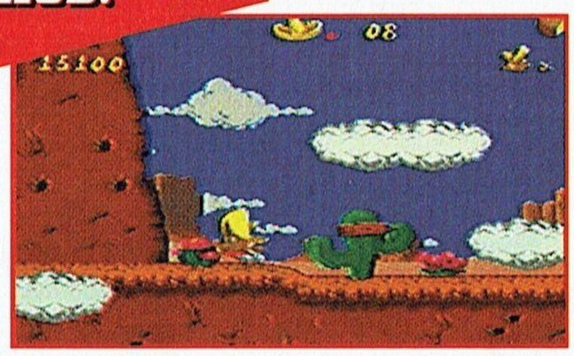
you can build up to an 'Arriba Arriba' run by collecting chillies.

There are loads of stages to get through and all of them are packed with secrets to find and extra points for you to score. Don't forget, Dr Cheesefinger is waiting for you at the end of each level too!

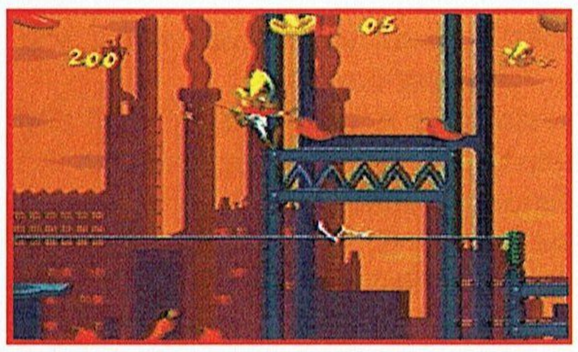
Visually, Sega have really done the cartoon justice. The humour is spot on and Speedy's animated antics when he finds things to use will certainly make you smile. Unoriginal perhaps, this is a well constructed and surprisingly addictive cartoon platformer with something new on every level for you to overcome.

Sarah Moran

● **Jump aboard to avoid the spiders and collect the chillies that are normally out of reach.**



● **Eh, Meester, why you gotta that blindfold ona your head? Are you a bandito in disguise?**



● **Getting nearer to Dr Cheesefinger's lair, Speedy will need all the Arriba power that he can get his paws on.**

Prospore 75

This is just another cartoon platformer but with loads of levels, nice animation and plenty to do. It is quite tough and playable.

I Tawt I Taw A Puddy Tat!

Dr Cheesefinger has kidnapped Speedy's beloved, Carmel, just as he has parted with all his dosh for a lovely bunch of roses. As they say, the course of true love stinks. Something like that, anyway...

Prohelp

Your pleas for help are answered!

Q:A: ProHelp!

He came as a fresh-faced Nintendo wizard saying that he would answer all your queries and questions forever and ever. Well, he was lying. So, for the last time, Ryan Butt gives us his pearls of wisdom after wrenching them from the bulging oyster of truth. Sad, but at least we can get away with not putting his ugly mug in this month's mag...

Cheating Worm

Q: I have got *Earthworm Jim* and have had it for about three weeks. Now, I need some help fast, otherwise I will explode next time I play the game! All I am asking for is a level cheat, please help me!

Also, how much will the Saturn cost and when is it coming out? Will *Mortal Kombat II* or *Super Street Fighter II* ever be released for it? Also, how good is it in comparison to the Sony PlayStation? One last thing, what is the latest on *Road Rash 3*? Please answer!

Devoted reader,

Douglas Hodgson, London

A: Grrr, another flippin' *Earthworm Jim* casualty. Honestly, I got to the last level in one day... and anyway, the game has only been out a matter of months, and you moan when you complete them too quickly – you just can't win!

Anyway, back to your question. Yes, I do have a level select cheat and it goes as follows... To enter a level select and cheat screen, pause the game at any time and then input the following code on controller one: A and Left together, B, B, A and Right together, B, B, A, and then unpause. You should now see a cheat screen featuring the game's illustrious creator, Dave "Shiny" Perry.

The Sega Saturn should be hitting these shores around about September time (but don't quote me on that!) with a price tag of approximately £299. It would be highly unlikely that either *MKII* or *SSFII* will appear seeing as they're rather dated games. However, as we announced last month, *Mortal Kombat 3* is already being developed for the 16-bit consoles as well as the Saturn. In my own personal opinion, the Saturn looks set to be the best deal. Most of the good games that emerge on the PlayStation will almost certainly appear on the Saturn, plus you'll also have Sega's full back catalogue of coin-ops which definitely can't be a bad thing. As for news on *Road Rash 3*, it's out there somewhere, honest.

Flat Battery?

Q: I have a problem with *Sonic 3* (MD). My problem is, I know there is a battery back-up if you complete the game, but when I completed it (by using the level select) I didn't get a battery back-up screen. Please tell me why.

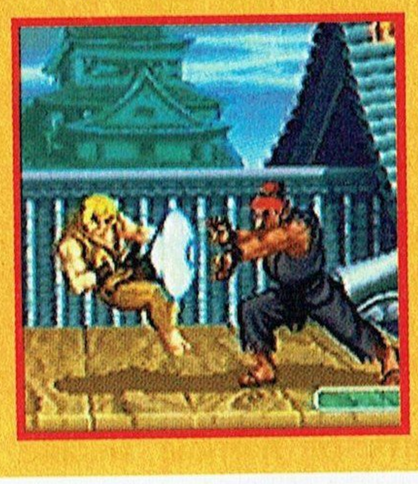
Jenny Rowan, Wolverhampton

A: Well Jenny, there are a couple of angles to your problem. Firstly, I can't see why you'd want to save your game AFTER you've completed it, and secondly, the fact that you used a level select to get through the levels will probably affect how the battery back-up system works. Tough luck, as they say!

Not So Super

Q: I would like to know if there is a cheat for *Street Fighter II Special Champion Edition* for the Mega Drive to get the four new characters and if possible, Shadow.

David Brooks, Ilford



A: Huh? Presumably, by the four new characters you mean Cammy, Fei Long, T Hawk and Dee Jay and I can only imagine that by Shadow you are of course referring to the hidden character in Super Street Fighter II Turbo, Akuma. Good, now that we've cleared that little mess up, there is no such cheat, bye!

Invincible Enemy?

Q: After spending months trying to reach level 10 of *RoboCop Vs Terminator* on the Mega Drive, I finally made it. My friend Jonathan and I spent 35 minutes shooting at the end-of-level baddie, the boss of Skynet. Although we scored 350,000 points and got 40 lives, we could not destroy it. It was flashing red all the time and we tried all the different types of weapons but in the end we got so frustrated and bored that we gave up.

Can you suggest anything that we can do to complete this game?

Andrew Harvey, Milton Keynes

A: I hate it when that happens. You spend hours getting to the end of a game and then give up all hope because the very last boss takes hours to kill. If the truth be told, the way to kill the Skynet boss is to just keep to the far left and blast it between the eyes. It does take time, but 35 minutes!?

Axe Attack

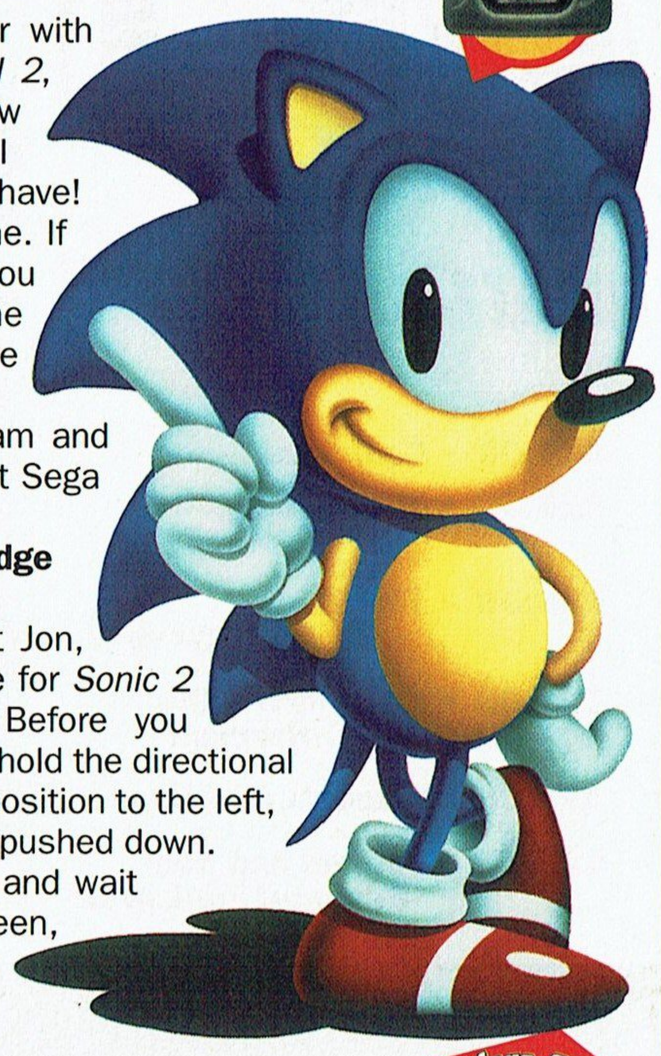
Q: Can you send me some tips for Golden Axe on the Master System? I have ten games and Golden Axe is the hardest. I would be grateful for your help.
Rhys Edwards, Wales

A: Look mate, we DO NOT send out replies to game queries so you'll just have to wait until the mag comes out and read our replies in there! On to Golden Axe tips and I'm afraid my bulging sack of tips can only muster one poxy cheat for an extra continue. When you die after exhausting your regular quota of continues, press the joypad diagonally Up and Left and hold down button 1 for an extra one.

Chronic Sonic

Q: I've got a Game Gear with *Columns*, *James Pond 2*, and *Sonic 2*. When I saw the words 'Sonic 2' I knew they spelt trouble. They have! Please help me on Sky High Zone. If you have any space left (course you will!) could you tell poor me some codes. I do not have a Game Genie or a Pro Action Replay.

Cheers to all the SegaPro team and congratulations on a truly brilliant Sega magazine. See ya!
Jonathan Del Vecc Hio, Stourbridge



A: Would you believe it Jon, the only cheat I have for *Sonic 2* is a level select. Before you switch the game on, hold the directional button in a diagonal downwards position to the left, and keep both buttons and Start pushed down. Now switch your Game Gear on and wait for Sonic to run across the screen, now by pressing Start again a level select screen will appear.

Eggs Is Eggs

Q: In *Jurassic Park CD*, I can get all the eggs, except the Triceratops' eggs, where are they? Also, how do you get into the abandoned jeep next to the sick Triceratops? I know how to do the mode jumper cheat, but that doesn't help. Please help me.
Joseph Condy

A: Blimey, you certainly don't make it easy for me! Right, go to the Visitor Centre and head for the Triceratops Hut. Use the Red Key to enter, and then load up your Tranquilliser gun ready to shoot the three Dilophosaurs on the left. The hut will now begin to fill with smoke whilst a live wire dangling over the door prevents you from getting out. To save yourself from certain extinction, simply whip out your wrench and tighten up the pipe emitting the gas. Now check out the lockers on the left, open the locker on the left and then use the lever at the top to switch on the electric supply. By opening the third locker from the right you'll be able obtain a key from the top shelf. Now open the second locker along and zoom in on the top shelf where you'll find a keypad which has the same system as the computer in the third room of the Visitor Centre. Tap in the correct code as seen earlier on the computer terminal and gain access to the door on the left.

This will take you through to an outside location where you'll see a pair of Triceratops, a rock and a manhole. The female Triceratops is tending her nest whilst a Gallimimus is trying to poach her eggs. Pick up the rock and wait opposite the nest. When the Gallimimus pokes his head into the nest to steal the egg, blast it with the Tranquilliser gun and grab the egg. Now make a sharp exit down the manhole to escape.

Hope this helped you out, Joseph.

Mortally Wounded

Q: I know that this may seem like a strange request, especially as everyone is raving about *MKII*, but is there any chance that you could let me know how to do all of the special moves on the original *Mortal Kombat* on the Mega Drive?

I am pretty new to the Mega Drive scene and was able to pick up this game cheap. Now I would love to be able to do Rayden's flying across the screen trick, or Johnny Cage's shadow kick and force my friends into submission!

One more quick question before I leave you in peace! How do I get to fight the slime-gobbing Reptile?
Karen Brown, Austria

A: Only too glad to help, Karen. I know what it's like to obtain an older game and not know how to get the most out of it. To do all of the moves in question, read on:

Scorpion
Teleport Punch – Down, Away, and A.
Spear – Away, Away, A.
Death Move – Stand a couple of paces away, hold Start and press Up twice.

Kano
Spinning Blade – Hold Start and then press Away and then Forward.
Super Spin – Hold Start and then rotate the directional button towards your opponent. When you start to spin, let go of Start.
Death Move – Get close to your opponent and hold Start, then push Away twice followed by A.

Sub Zero
Ice Shot – Down, Forward, and A.
Power Slide – Away plus B, and C together.
Death Move – Forward, Down, Forward, and A.

Sonya
Sonic Blast – Away, Away, A.
Super Punch – Forward, Away, A.
Death Move – Stand a couple of inches away and press Forward, Forward, Away, Away, and Start.

Johnny Cage
Shadow Kick – Away, Forward, and B.
Flame Blast – Away, Forward and A.
Death Move – Stand close to you opponent and tap Forward three times and press A.

Liu Kang
Concord Kick – Forward, Forward, and C.
Flame Blast – Forward, Forward, and A.
Death Move – Hold Start and then rotate the pad towards your opponent.

Rayden
Electricity – Rotate the directional pad from down to towards your opponent and press A.
Torpedo – Press Away, Away, Forward and A.
Death Move – Get close and press Forward, Away, Away, Away, and A.

Reptile
To fight Reptile, get a 'Double Flawless', plus perform the Death Move during the Pit stage.

Password Puzzle

Q: Please, please can you help me on *Street Fighter II*? I know All the level codes but I don't know how to get onto the level password screen. Can you help?
Daniel Bryan, Bedfont

A: I would seem that you are slightly deluded dear friend. There are NO passwords for *Street Fighter II*, and thus the mysterious level password screen doesn't exist. It is possible that you perhaps mistook Action Replay codes for level codes which would explain this sorry predicament. Action Replay codes, incidentally, can only be used in conjunction with an Action Replay cart.

Next Month: A mysterious stranger arrives and all will be revealed...

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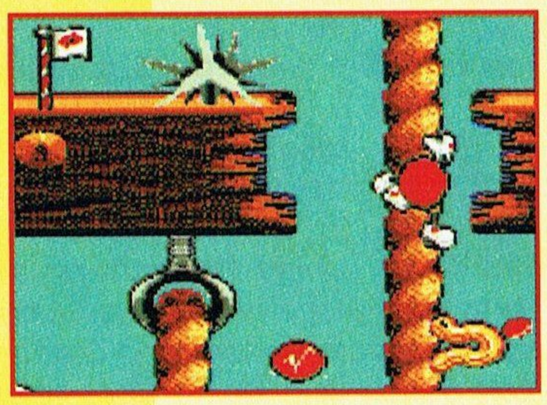

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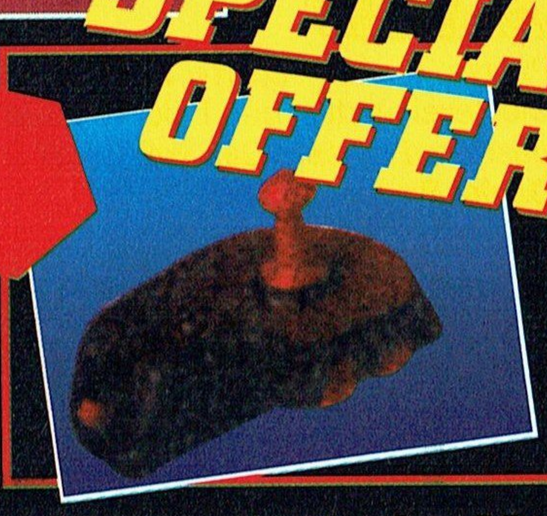

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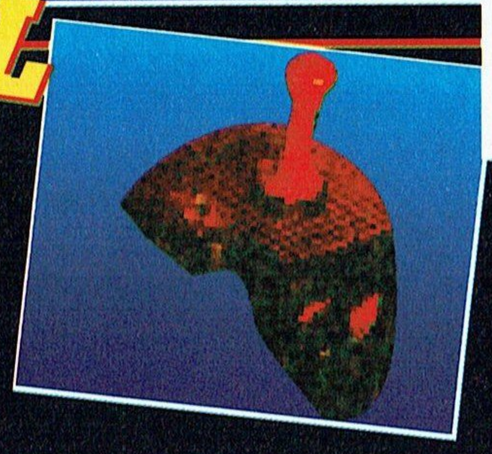

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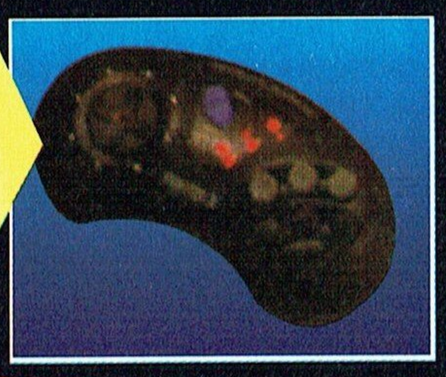

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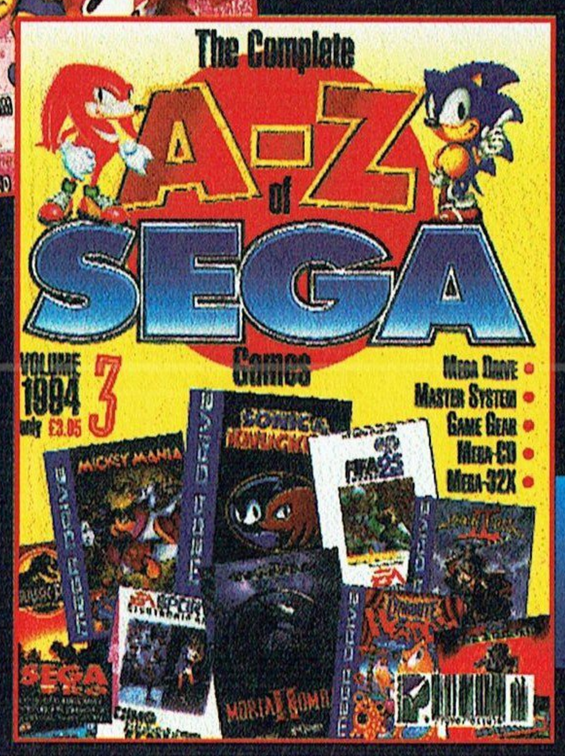

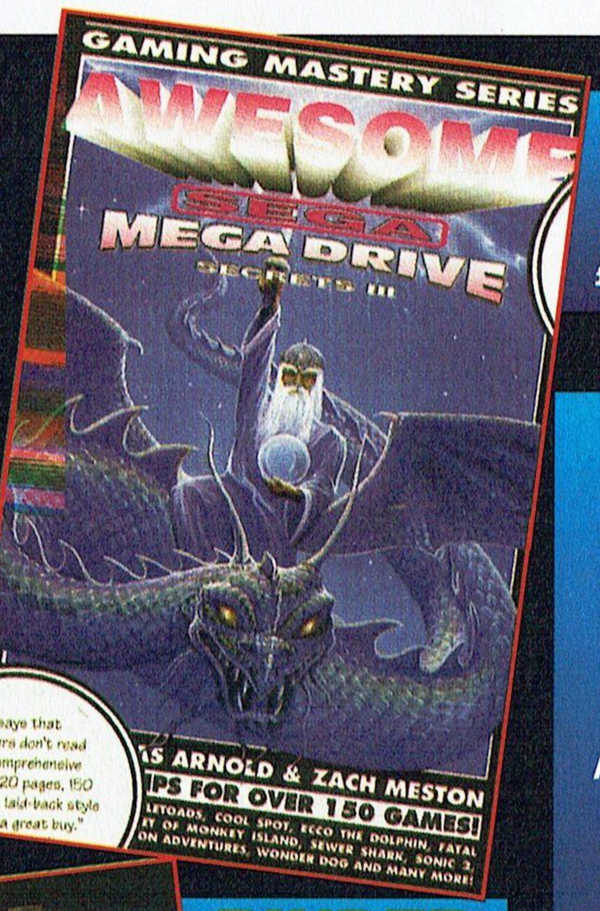

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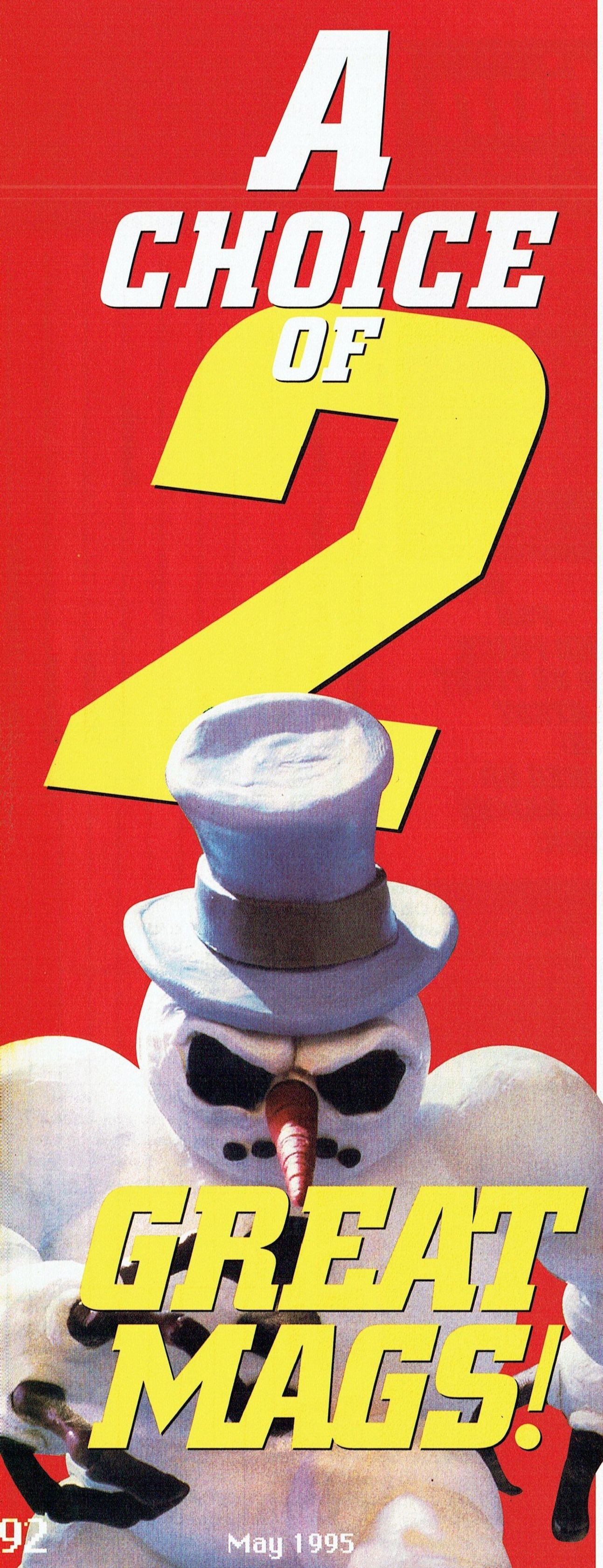

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Protest!

Your Letters! Pro Pics! Protest!

From every corner of the globe (well, from Belgium and South Africa this month anyway) we receive mail on every conceivable subject from questions about Sega to questions about Sega games and even questions about SegaPro. What a great big wonderful World of Sega we live in. Nasty Ed Pete Wilton talks Sega speak to you, our beloved readers...

Say No to Speed!

Dear Pete,

Please could you help me? I am a great fan of role-playing videogames but I have not got very much money so I can only buy about one game a year. I thought I'd turn to the pros to ask what are the best role-playing games (not very fast ones please because I have a problem with my brain). Do you think *The Story of Thor* is OK speed wise? Ta very much and please keep up the good work.

Peter Marney, Norfolk

Well Peter, it sounds like you have a very rare condition that's called Roleus Playus Slowdownitus. This can be treated by applying regular doses of *R-Type* or some other incredibly fast shoot'em-up. If, however, your condition is too fragile to make this an option, then I suggest a gradual infusion of action starting with (one of my personal favourites) *Lunar: The Silver Star*, perhaps followed by the classic *Phantasy Star III* or *Shining Force II*. Then, and only then, will you be ready to face the all-punching, all-kicking, incredibly manic *The Story of Thor*. And eat plenty of fresh fruit too.

You've Got Guts

Dear Pete,

I am writing a few lines in protest about the new restrictions in obtaining games, especially if they contain graphic scenes of violence and guts 'n' gore.

Does playing *Doom* really make you want to pick up a sawn-off shotgun or chainsaw and go out and blast somebody to death or rip somebody's arms and legs off with a chainsaw – of course it doesn't!

Does ripping out someone's heart or spine, or taking somebody's head off in *Mortal Kombat II* make you want to go out and kill an old granny and cry "Baraka whips his tail!"

I hardly think so – do you?

Sure, the blood and guts and gore do add realism to a game, but to say that it incites teenagers to become violent is ridiculous. Television and video incite more violence than any damn computer game. Just look at the violence in football.

So, wise up all you would be do-gooders who restrict games with age limits and try doing a survey first on games players of all ages. It would show that most people between the ages of 10 - 45 play a game for fun...THAT IS ALL!

Restricting games only damages sales of top class products which could sell double the amount if restrictions were lifted.

Ray Hammond, Cheltenham

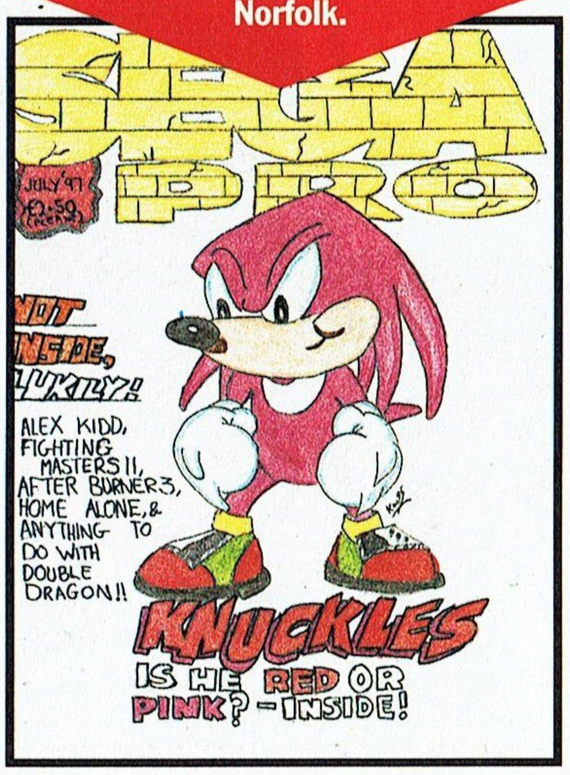
If my letter is good enough to warrant a prize of a cartridge please could I have a copy of *Dragon's Revenge* on the MD. And, can your staff sign it as well for a keepsake? Ta!

I couldn't agree more with you Ray, of course playing *Mortal Kombat II* doesn't make you want to go out and kill an old granny. Mind you, if she takes ages at the post office counter when you need some stamps NOW, that's a completely different matter.

As for age restrictions, they do seem unfair but as games get more and more like videos and films it was bound to happen that the same sorts of legislation would be applied to them.

Unfortunately, my conscience wouldn't allow me to send you a copy of *Dragon's Revenge* as I'd be far too concerned that you'd go round chainsawing the legs off pinball tables. Oh, and my staff are always too busy slaving away in the SegaPro Games Dungeon to sign anything even if they could write their own names.

This delightfully pink Knuckles was sent in by Kevyn Roegelle from Norfolk.



Remember When...

Dear Pete,

I have got a Master System. I would like to know where I can buy more games for it. Every time I go into a computer shop they have got the same games all the time. I would like to know where I could buy different computer games and if you can buy them through the post. I've looked at the ProFile in SegaPro magazine but that only tells you the name of the games, it doesn't tell you where to buy them. I wondered if you can get a catalogue with computer games in it.

Thanks,

Michelle Logan

Lucky For Some

Dear Pete,

For the first time in getting on for three years since we subscribed to SegaPro we are not happy. Not about the magazine itself, because as many others we confirm that it's very good and we would never like to miss one issue!

It's about a problem we had around X-mas 1994. I will explain; my son (6 1/2) and myself (33) do like a lot to play on our Mega Drive, especially the last game we bought, *Mickey Mania*. In issue 40 we saw that Sega XS issue 13 contains a fully mapped solution of *Mickey Mania*, I phoned immediately but, as I was afraid of, it was sold out!

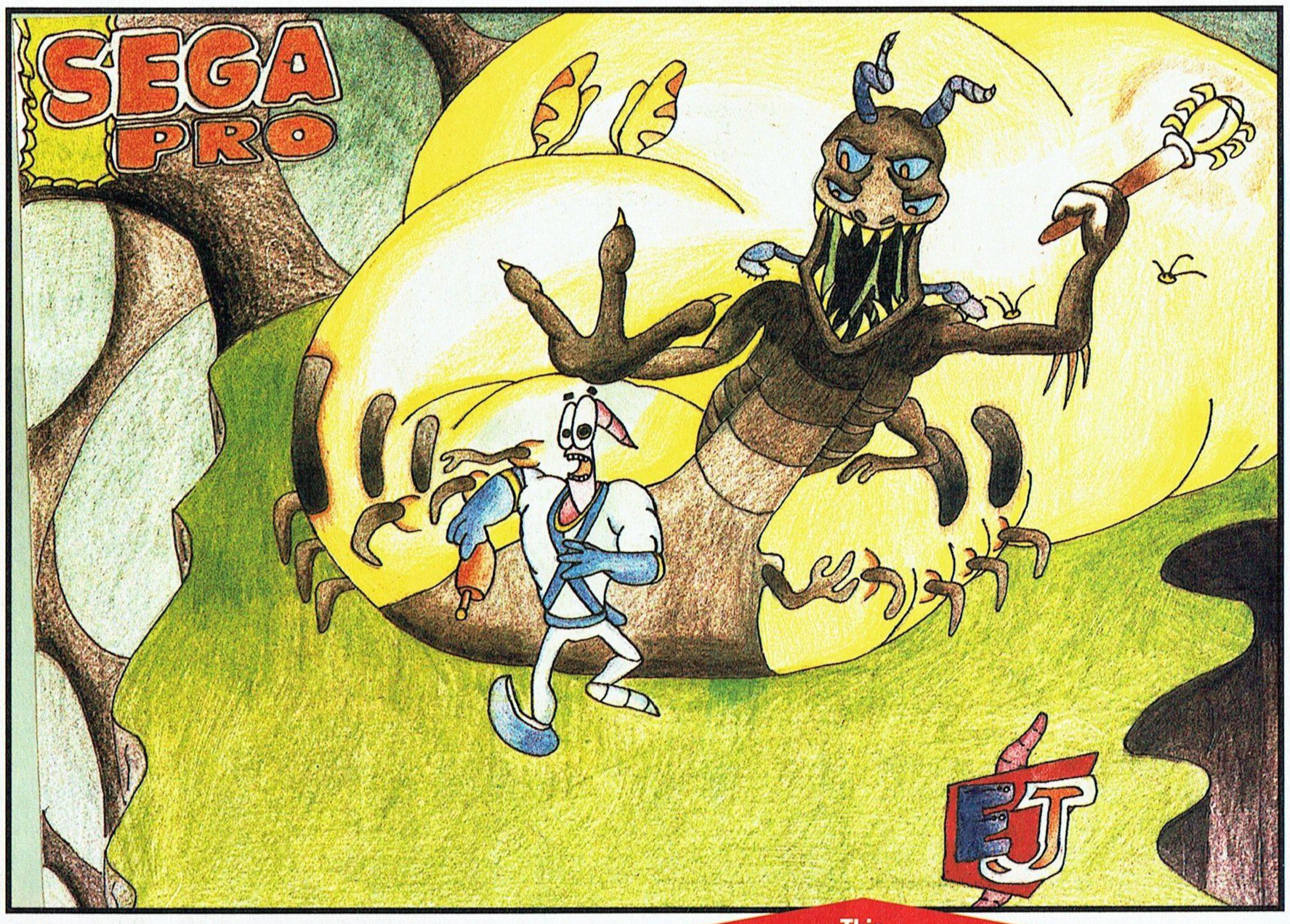
You are our only last hope to get us a copy of this Sega XS issue 13 (not always a lucky number you see!).

Sincerely Yours,

Jose and Ceobric, Zillebeke, Belgium

Sniff, snivel, gosh I'm just so upset, because I wasn't able to get hold of a copy of Sega XS 13, I know it's terrible, I feel so, so...HAPPY! because we've managed to do some colour proofs of that **Mickey Mania** solution from our one and only reference copy just for you, Jose. I hope these will whisk you through the oh so pretty magic kingdom that is Sony's *Mickey Mania*. Boo-hoo, I'm so moved! Now, where did I put that chainsaw...

Oh dear Michelle. We phoned Sega up but they just laughed although they were soon overcome by a wave of nostalgia. There wasn't a dry eye next to the handset. When we had all calmed down sufficiently they were very sympathetic but, as they have stopped production of Master System software themselves, they couldn't tell us where to get hold of any. Your best bet, Michelle, is to send in an ad for our readers' ads page. I'm sure there are plenty of kind readers out there just dying to give away their Master System games to someone like you who'll love and cherish them.



This terrific picture of Earthworm Jim was sent in by Simon Stubbs of Wellington, New Zealand! That's some way for a ProArt picture to travel, but it just goes to prove that SegaPro belongs to the world, not just one itty-bitty part of it. Doesn't it make you feel humble? Cheers Simon.

Sonic In Trouble

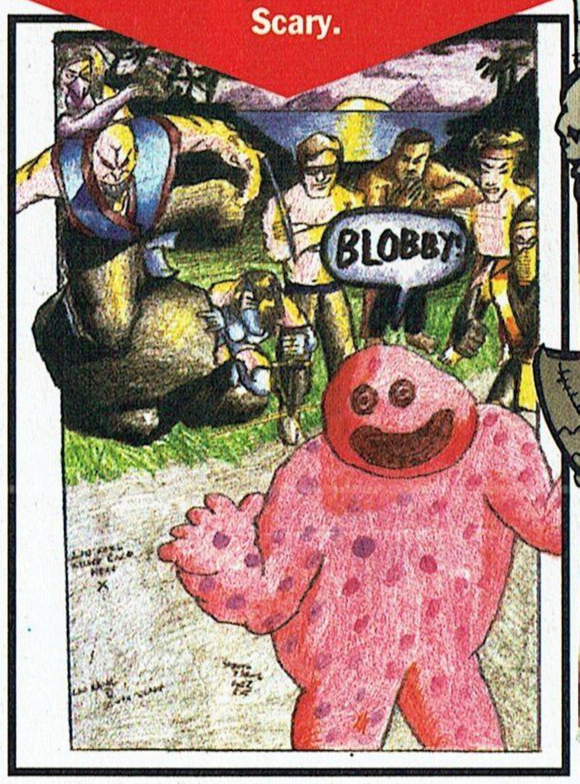
Dear Pete,

Whatever happened to Sonic and if he is going to be in another game when will it be? Is he still Sega's mascot or what?

Hugh Larson, Co Tyrone

Alas, our little blue friend has fallen on hard times, only being able to get cameo roles in Game Gear productions, like *Sonic Drift 2*. Even there he's being overshadowed by that big red lump, Knuckles the Egg-Plant or whatever his name is. Rumours that he's been seen staggering around outside Sega HQ spare changing passers-by have, as yet, been unconfirmed.

"Mr Blobby on Kombat Island' was sent in by James Connolly from London. Scary.



TOP TRAITOR!

Dear Sega Pro,

I have a Game Gear but I like Game Boys. Is it a good idea to buy a Game Boy and when is the colour Game Boy coming out? I know GB's aren't made by Sega but please could you answer my questions because I really am a Sega freak!

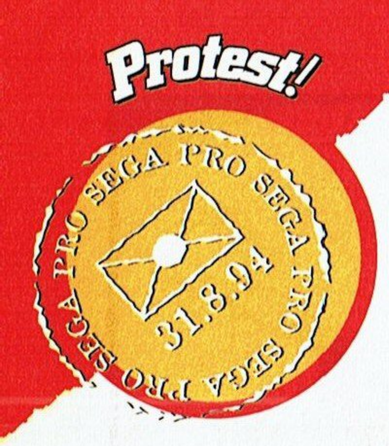
Yours

David Forsyth, Scotland

Forsyth, you stand accused of wilfully considering the purchase of a non-Sega item and are thereby condemned out of your own mouth!

If it was just up to us you'd be burned at the stake until you were nicely cooked and then sold in dodgy kebab shops to teach you a lesson. However, as we at SegaPro believe in truth, justice and that kind of thing you the readers can decide his fate, send your suggestions to: Top Traitor! at the usual address. Deliver your judgement on David, NOW!

Protest!



Saturn, The Final Frontier?

Dear Sega Pro,

1. How much will the Sega Saturn cost?

2. Are Sega working on a 64-bit machine to fix to the Saturn like the 32X and the Mega drive?

3. Are Datel working on an Action Replay device for the Saturn?

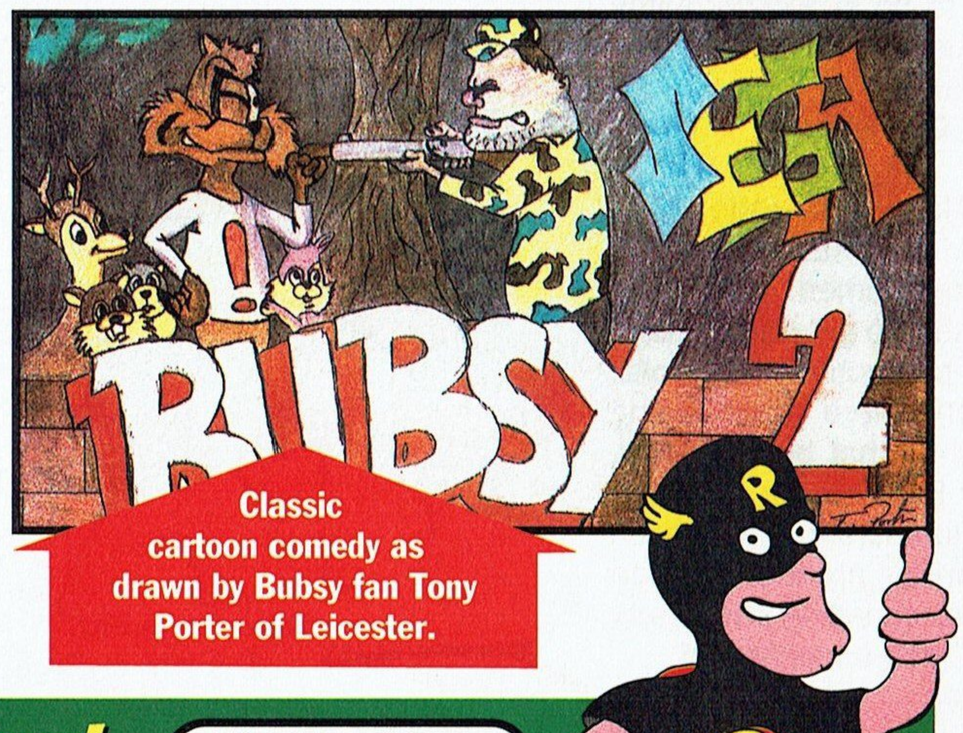
4. Do SegaPro have any plans for a magazine just for the new Saturn, so we owners don't have to keep reading things about the Master System and Game Gear old games?

I have been reading SegaPro for ages now so I hope that you will help me out.

Andrew Wright, West Yorkshire

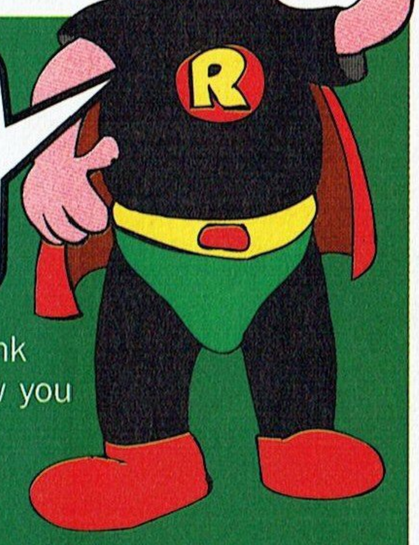
Well, well, we are in a bit of a tizz, aren't we? Just for that cheap shot at the Master System I'm inclined to send you a copy of *Sonic* on the MS, but even I'm not that cruel. To answer your questions: 1 – Around £299, 2 – What, The Pluto? Only joking... or am I? 3 – Very unlikely, 4 – At present there are no plans for a 'Saturn Pro' magazine or whatever it might be called, after all, why would you need it when we will be giving you the most comprehensive Saturn coverage that you could find anywhere on this planet or indeed any other in the known universe? Good, I'm glad that's settled.

Well if it isn't the motley *MK* krew (well, if it isn't we don't know who it is). This pic was sent in by Ryan Hunter of East Kilbride. Nice burning hat, Raiden.



Classic cartoon comedy as drawn by Bubsy fan Tony Porter of Leicester.

Mega-CD X-tinct



Dear SegaPro,

I have a few questions:

1. Do you think that Sega will make any enhanced versions of their Mega-CD games for the 32X?

2. Do you think that there is any future for the Mega-CD or do you think that the 32X and Saturn will totally blow it out of the water? I know you will give me an honest answer.

Thank you,

Frederik Botha, Cape Town, South Africa

In a word, yes. *Corpse Killer* by Acclaim is the first game to appear on 32X-CD. It features enhanced FMV graphics due to the amazing powers of the 32X. Sega will be releasing a range of 32X-CD titles including *Surgical Strike* and *Wirehead* sometime in the Autumn.

As for the Saturn, just take a look at the review of *Panzer Dragoon*. No Mega-CD release will ever touch that and the 32X can certainly out-render and out-polygon the Mega-CD any day of the week. You also go on to ask about *Mortal Kombat*. Yes, it will appear on the 32X as *MKII* and it should be the pick of the blood bashers so far. Sorted.

Sega Sobs

We've been so concerned over the growing bag of problem mail that we've decided to set up our very own agony column on these hallowed pages. Please mark all letters 'SP Confidential' and send them to the Protest address...

Masters Of Nowhere In Particular

Dear SegaPro,

I have an embarrassing problem. When I invite my friends round to play they all laugh at me 'cos I have a Master System. They call me a loser and say Game Gears play better games. Please can you help me as I'm thinking of committing suicide.

Desperate, Slough

This is a common problem and one we at SegaPro feel should be addressed. Game Gear envy is perfectly natural in your situation as GG games are exactly the same as Master System ones only; a) they look better b) you can play them without that coffee table of a console and c) Sega are still producing them. The best advice I have for you is not to leap out of any windows as, with the dodgy sprite detection, you'll probably pass straight through the pavement.

Gear Love

Dear SegaPro,

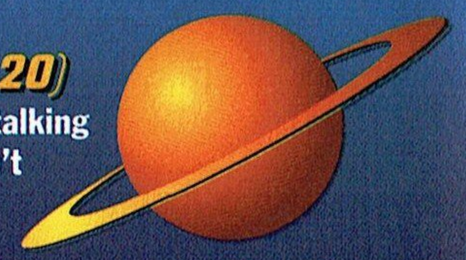
There's a girl in my class that I really fancy but she thinks I'm a geek because I play on my Game Gear under the table all the time. Do you think I should change my habits? Please tell me what to do, I'm really unhappy.

Confused, Herts

First love is always difficult. However, we believe that, given time, your Game Gear will come to except your blossoming feelings for this girl. Coax it, buy it a new set of batteries, it'll understand. Remember though, women are real people and not the cutesy sex goddesses to be found in computer games. Mind you, if when you ask her out, she throws off her school satchel and applies a spinning scissors kick to your head (giggling adorably as she does so) you'll know that it was meant to be.

Saturnius

(March 23 – April 20)



It seems that everyone is talking about you this month. Don't let a rival for the public's affections worry you, its attractions are only skin deep no matter what anyone says. Remember, it's the software inside that counts. Still, there's always room for improvement and you have been a little sombre recently. Brighten up your image or the limelight could leave you looking like you're in the shade.

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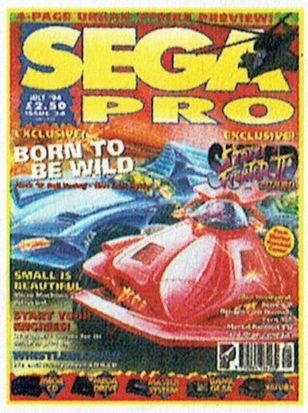

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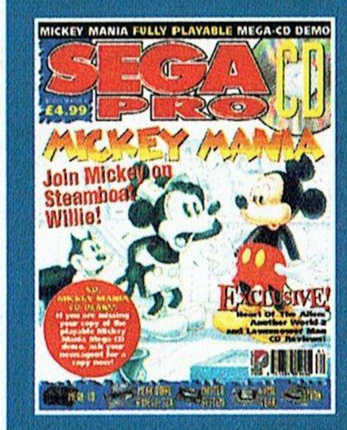

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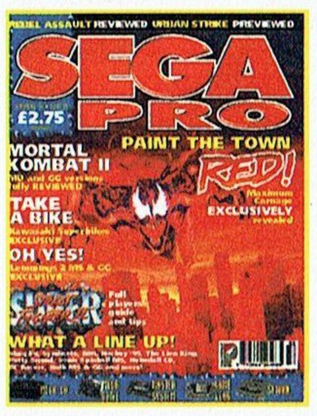

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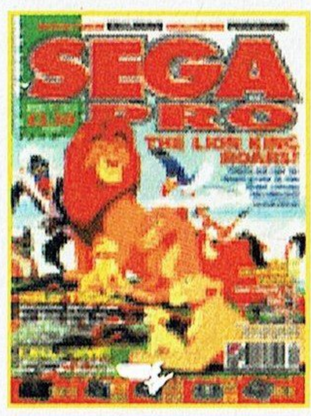

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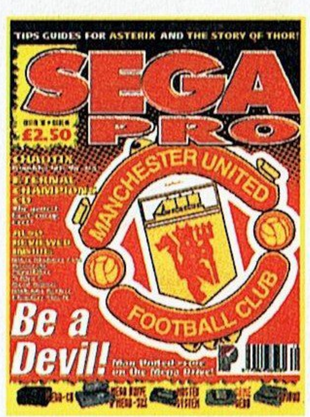

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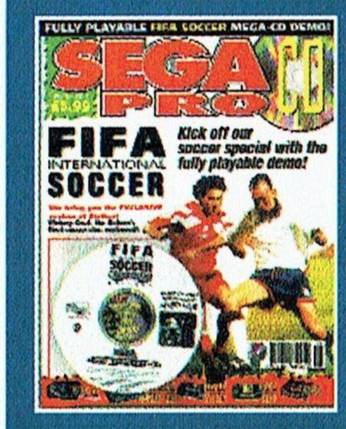

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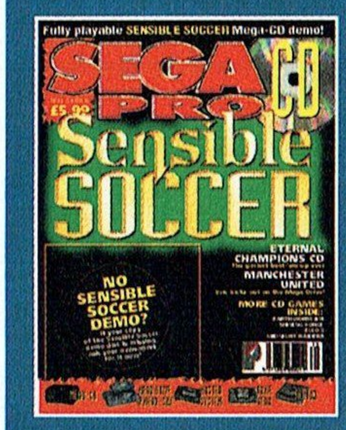

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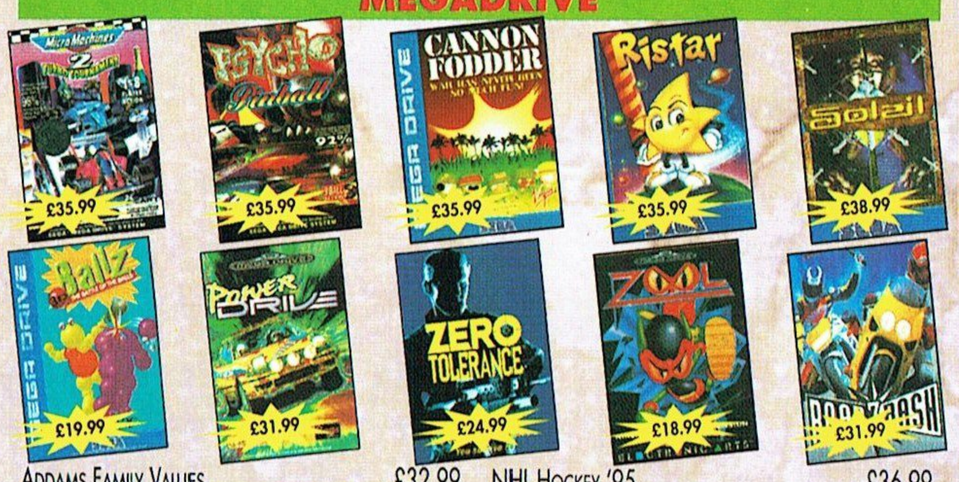

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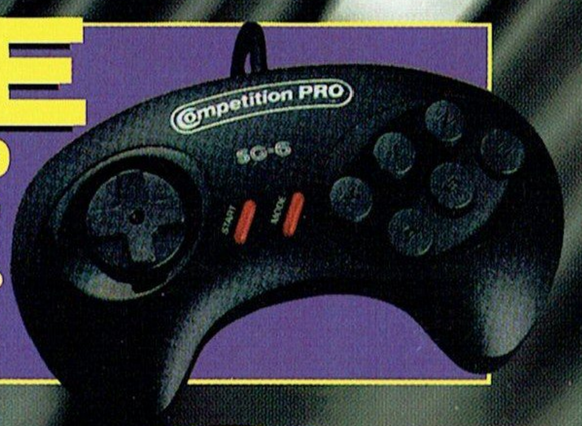

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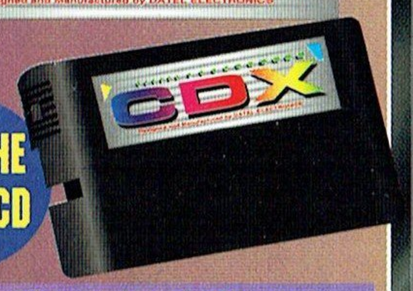

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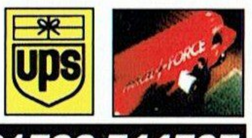

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