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**No.1**

**FREE EARTHWORM JIM 2/COOL SPOT 3 CALENDAR INSIDE**

Saturn • Mega Drive • 32X • Game Gear • Mega CD • Issue 74 • January 1996 • £2.50

# SEGA POWER

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MK3 pull-out  
players'  
guide

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ROBOTS 2**

**EXCLUSIVE**

**Four Star Action  
Hi-Octane**

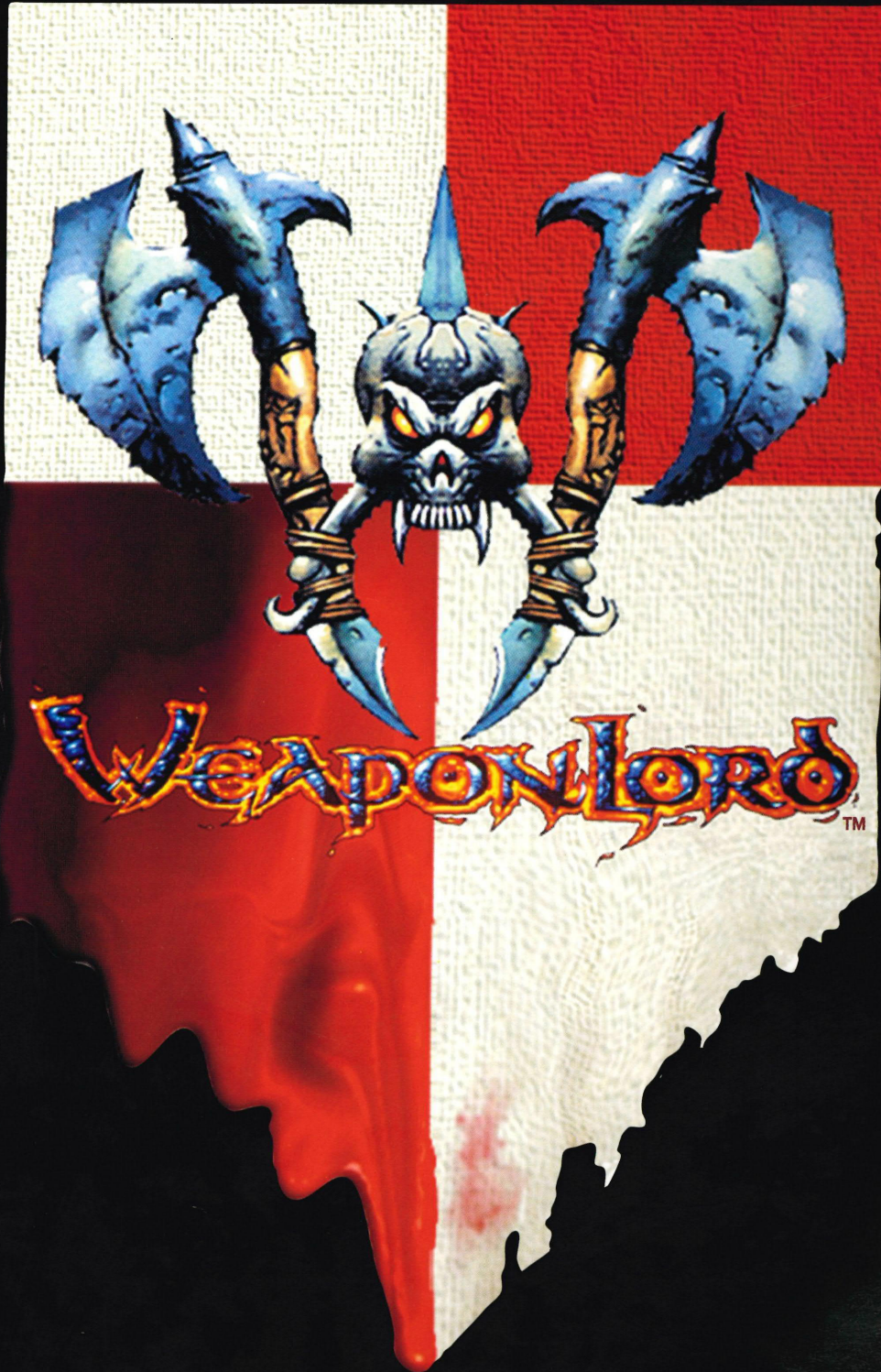
**Full Earthworm  
Jim 2 review**

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# HARD



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# COORGE

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**92%** NMS Magazine.

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philosophy to date."  
**92%** NMS Magazine.

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# COMING



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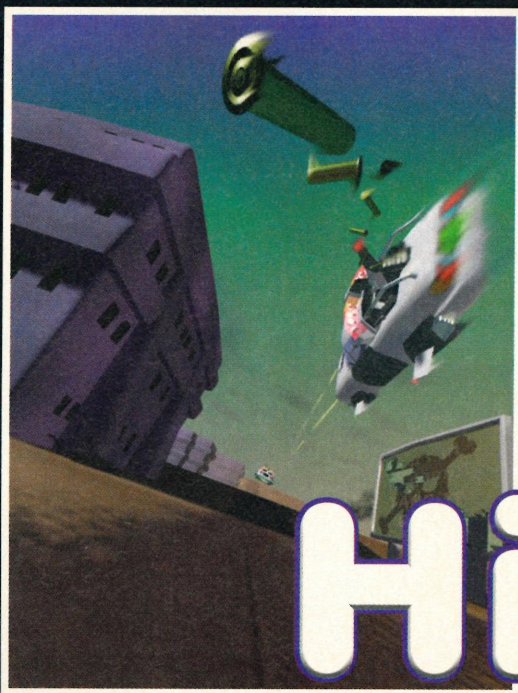
Victory Boxing .....48

Virtua Fighter 2 .....20

X-Men. ....12

# Rise of the ROBOTS 2

**24** We said the first one wuz crap but you still went out and bought it in yer thousands. Can this one be any better? Happy news, the sequel is looking MILES better already.

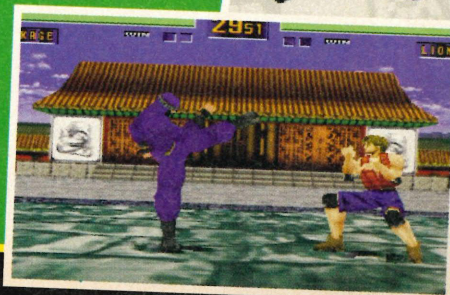


**36** It's the new racer from Bullfrog and, sigh, we've got the first review. Getting annoying saying it really but there you go.

# Hi-Octane

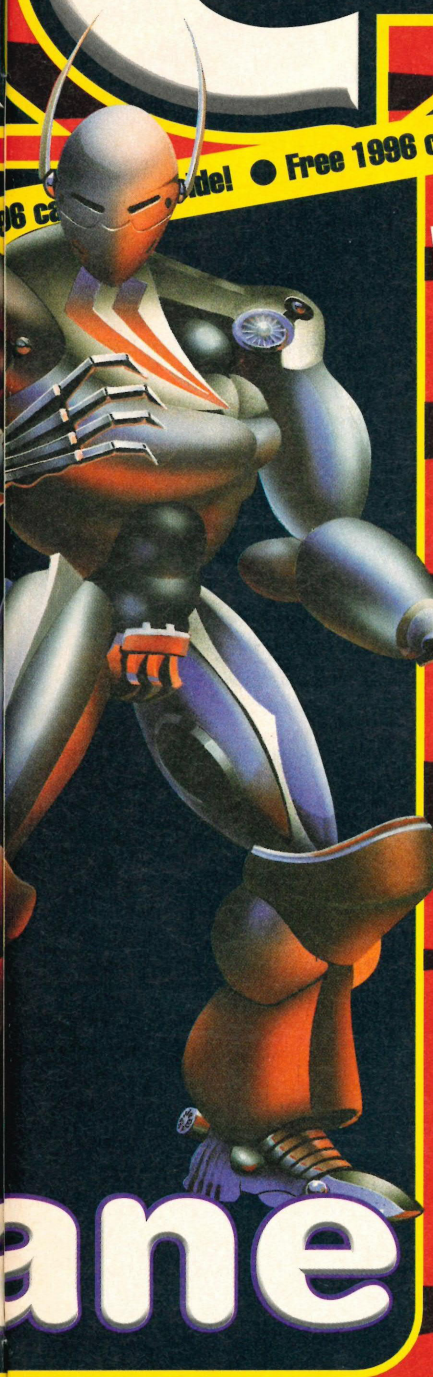
## 12 Previews

Top geezers, the X-Men. Super-powers, super-costumes, and a pretty soopah sense of humour too. Check 'em out yourself on page 12. Followed by *Darxide* (14), *Real Pinball* (16), *Virtua Fighter 2* (20) and *F1 Live Action* (23).



# SEGA PAGES

Free 1996 calendar inside! • Free 1996 calendar inside! • Free 1996 calendar inside! • Free 1996 calendar inside!

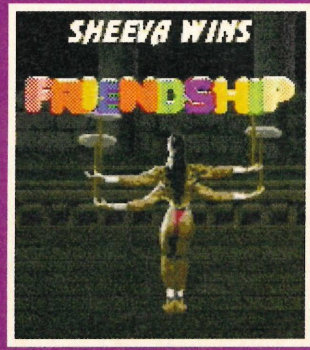


# Plane



## 39 MK 3 tips

The best, biggest and most comprehensive set of *Mortal Kombat 3* tips you can find ANYWHERE, all handily available in this special pull-out section, just for you. Find all the cheats, combos and moves HERE.



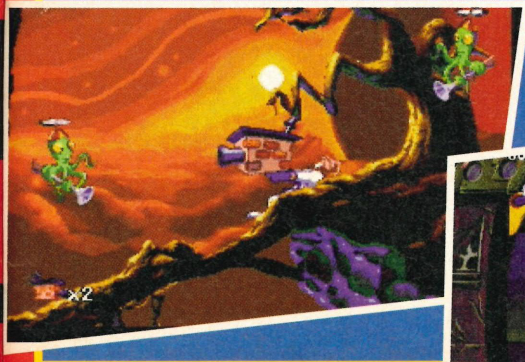
## 28 Feature

We called this feature 'Baud Stupid' because it's a clever pun on 'Baud' which is something to do with the Internet. And guess what, this feature is ABOUT the Internet! See how we earn our money now? YES? (*So tell me - A Publisher.*) Anyway, yeah, it's another feature on the Internet BUT THIS TIME THERE'S A REASON, see? Coz the Saturn has a modem coming out for it. Read it and see what we're talking about. (*Do you know? - Dean.*) (*Heck, I'm lost - Nick.*) (*Me too - Lloyd Grossman.*)



## 32 Earthworm Jim 2

The funniest game we've seen for ages, this one, and that's not just because Simon Crook says so (although he does). FORGET inferior covermounted reviews paid for by the software company concerned (probably), this one is FOR REAL. Dave Perry, we want your children - if we were biologically equipped for the task.



**Quicker**

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Exclusives Games Compos Rumours Gossip Opinion Facts

# NEWS

## Sega loves 3DO

- Saturn upgrade •
- Who knows •



The most interesting news of the month is that Sega could be working in a bizarre partnership with Matsushita, the company which makes 3DOs and Panasonics. The M2 is the much talked about super-powerful 64 Bit upgrade for the 3DO, which should be out in America next Spring. Rumour has it that the Saturn is also getting an upgrade to allow it to run all 3DO M2 software. In exchange, the M2 will be compatible with all Saturn software. This follows Matsushita's buying of the rights to 3DO's M2 last month for \$100 million.

It would seem that 3DO gets the better deal. The 3DO hasn't been a success, but a back catalogue of Saturn software certainly wouldn't do it any harm. For Sega's part, the M2 seems to be much more powerful than any system yet seen, and when added to the Saturn, it could help it in the battle with the Sony PlayStation.



We should say, though, all this is just based on rumours that have appeared in some foreign press, but just imagine it eh? Eh?

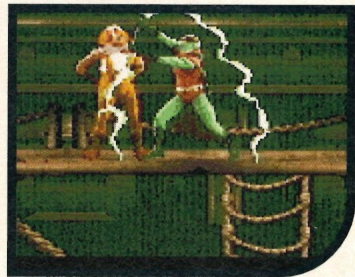
## Batman Compo

- Acclaim •
- Free stuff •

Unless my slimy reptilian legs, *Batman Forever* was, well, a bit of disappointment after all that hype. The game was alright, but... oh I don't know, his damned lips were too big, he always looked like he was pouting. And Robin? Nah, didn't work for me.

Makes no odds, what we want is free stuff and we've got plenty of that for youz. Thirteen wonderful limited edition exclusive, like, *Batman Forever* T-shirts are currently lounging around the *Sega Power* office and waiting patiently for a little friend to love them like... oh stuff it. Want one? 'Course you do. Write us your name and address on the BACK OF A POSTCARD and send it to: The Postman fancies me mother,

*Sega Power*,  
Future  
Publishing,  
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Monmouth  
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Do it now.



## DOOM 2

- Saturn •
- Possibly next Summer •



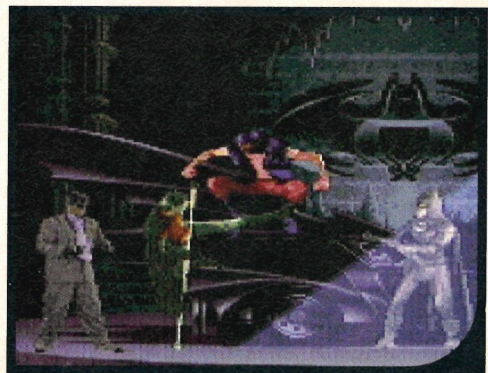
As you can plainly see from these grabs, *Quake* is...



...a game about gazing around old buildings. Lovely.

ID, *Doom*, *Quake*, Saturn. Four very important words there that should be ingrained on the memory parts of your brain. ID, yes, clever people. Gave us the brilliant *Doom* (one of the best games ever written). Been beavering away on a spunky sequel for quite some time now, and NOW HERE'S SOME SHOTS.

Okay, fair cop, etc., these are PC shots (at least we owned up) but they'll probably give you a fair indication of the rumoured Saturn version. There's no reason why it shouldn't be as good. More news some time in the future.



Win real Batman T-shirts. As worn by Val Kilmer and Crispy The Wobbly Tramp.

# Disney matter really

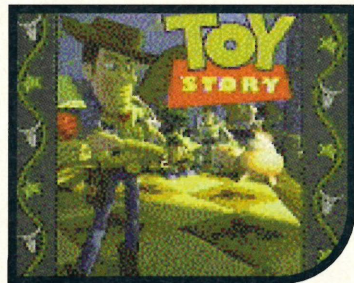
- **Mega Drive** •
- **Next Summer** •

Sad old fat. Two words: *Clockwork Knight*. Nice graphics, but the playability of potato salad. Imagine a game on the Mega Drive that encompassed all the 3D graphics trickery of *Clockwork Knight*, but with larger levels, more challenging gameplay, *Doom*-style 3D mazes and 3D racing sections. Imagine hard enough. Imagine it until veins pop out the front of your head and you scream.

Scream no longer, for the game's called *Toy Story*, it's by Disney Software, it's based on the forthcoming Disney film (supposedly, the first ever film to be completely made up from computer-rendered animation) and, all being well, we should be able to get you a 'propaaaahh' look very shortly.



WE got the first shots. We got the first SHOTS.



A story about toys... very Disney. Very Disney indeed.



Apparently Bing sings, but Walt Disney... Um.

# FIFA '96 the magazine

- **Footy Mag** •
- **Out Now** •



Remember Rob Pegley? Left us over a year ago, and by a diverting course he's ended up editing *Total!* magazine (it's for Nintendo people - we don't talk about it in mixed company) and producing a one-off magazine on the wonderful world of FIFA '96.

It's out ooh, about now and it's full of fun, football and all the humpy loveliness that you'd expect from a magazine based on FIFA '96. Buy it and make an old man very happy.

# New Sega Machine

- **Sega** •
- **1997** •

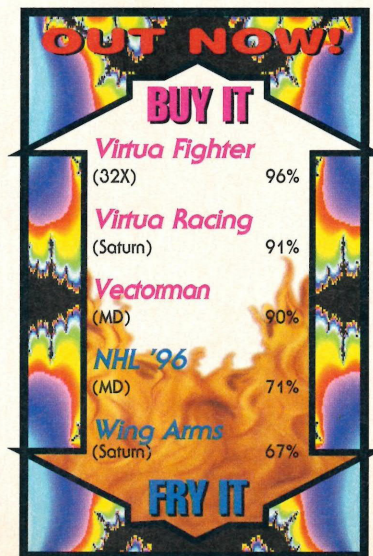
The rumour chimp thrusts another supposed banana in our hands in the shape of this. The top electronics company Lockheed Martin are developing a 64 Bit machine for Sega. It's unsure whether this'll be an upgrade, a stand-alone machine, or even whether it actually exists or not, but it's worth thinking about, isn't it?



# Saturn releases...

Just an update of a few Saturn games you might be interested in. Most (if not all) of these titles should be with us in the next six months...

- Ghen War* (Sega)
- D's Diner* (Acclaim)
- Casper* (Interplay)
- Deadly Skies* (JVC)
- Varuna's Force* (JVC)
- Quarterback Club '96* (Acclaim)
- Mystaria: The Realms of Lore* (Sega)
- Virtua Cop* (Sega)
- Corpse Killer* (Digital Pictures)
- VR Baseball '95* (Interplay)
- Endorfun* (Time Warner Interactive)
- Revolution X* (Acclaim)
- Return to Zork* (Activision)
- Solar Eclipse* (BMG)
- Basketball '95* (BMG)
- Off-World Interceptor* (BMG)
- Prize Fighter* (Acclaim)
- Cyberia* (Interplay)
- Primal Rage* (Time Warner)
- Shell Shock* (Core)
- Thunderhawk II* (Core)
- Defcon 5* (Data East)
- Castlevania: The Bloodletting* (Konami)
- NFL Football* (Konami)
- Cyber Sled* (Namco)
- Indy Car Racing* (Virgin)
- WWF Coin-Op* (Acclaim)
- FIFA Soccer* (EA)
- Congo the Movie* (Sega)
- Mansion of Hidden Souls* (Sega)
- Sega Rally Championship* (Sega)
- Virtua Fighter 2* (Sega)
- 3D Baseball '95* (BMG)
- The Horde* (BMG)
- Maximum Surge* (Acclaim)
- Quarterback Attack* (Acclaim)
- Double Switch* (Acclaim)
- Aftermath* (Interplay)
- Virtual Pool* (Interplay)
- Split Realities* (JVC)
- Waterworld* (Ocean)
- 11th Hour* (Virgin)
- X-Men: Children of the Atom* (Acclaim)
- Johnny Dazooka Tone* (US Gold)
- Alien Trilogy* (Acclaim)
- Blazing Dragons* (BMG)
- Supreme Warrior* (Acclaim)
- Judge Dredd* (Acclaim)
- Earthworm Jim* (Virgin)
- Creature Shock* (Virgin)
- Wing Commander 3* (EA)
- Descent* (Interplay)
- NHL '96* (EA)
- Batman Forever* (Acclaim)



# Stop Press

**JAMMA may not mean very much to most people. It's a show in Japan, full of people squeaking their lungs out about arcade games. Here's the best of the Sega offering.**

## Virtual On



A sense of humour's a funny thing. Wish we had one.

It's like *Cyber Sled* (apparently) and it looks darn fine. It's called *Virtual On* and involves duels with large robots. Um, it's almost certainly going to be translated to the Saturn and the robots were designed by the same artist who created the original Gundam anime robots. We shouldn't hold that against him though, you should see some of the things I've done for money.



A Manx cat has no tail. How does it laugh... Er.



## Manx T.T

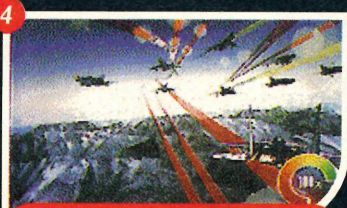
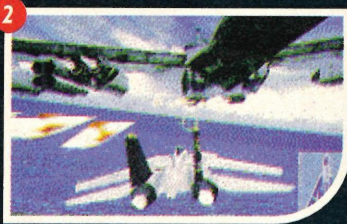
Plenty of people must surely have heard of *Manx TT* from Sega. It's the latest in a lengthening line of racing games. (Yes folks, racing games and 3D fighters 'R' us.) AM3 are currently putting the finishing touches to the game, and unsurprisingly, it'll be based on the TT races of the Isle of Man. What next? The annual Taunton Under-fives tricycle relay?

The game'll have two courses, two viewpoints and can link up to eight players. All this and the chance to sit on a motorbike larger than your house. Hurrah... PLEASE.

## Sky Target



A small space is what I have for this, and it shouldn't take more than a couple of sentences to inform you that *Sky Target* has fantastic graphics, but is not really much more than an updated version of *Afterburner*. This won't be out on the 32X though.



## Funky Head Boxer's



What? Why? While fighting with boxes on your head may well guarantee the safety of boxers, I'm not convinced it makes much sense to me. *Funky Head Boxer's* has characters with digitised faces from Sega's staff. Punching them is not only extremely therapeutic, but gives you the opportunity to laugh as the faces contort and dent as you pound them with hilarious results. Out before you know it.

## Contacts:

Here's some numbers for you to ring when your parents are out shopping.

Sega  
(0171) 373 3000

Bullfrog  
(01483) 579 399

Codemasters  
(01926) 814132

E.A.  
(01753) 549442

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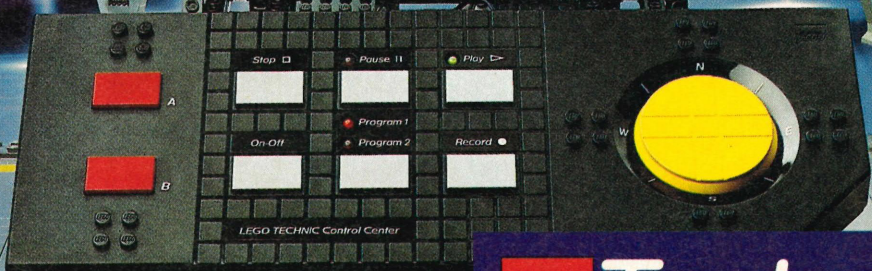
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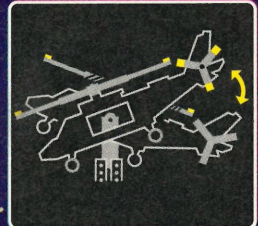
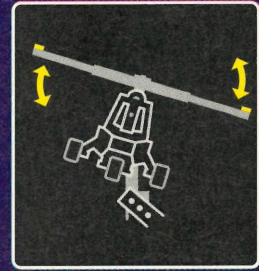
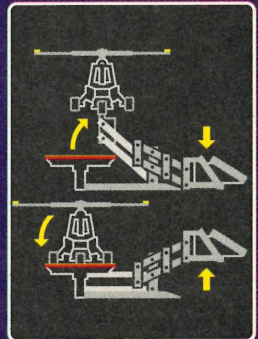
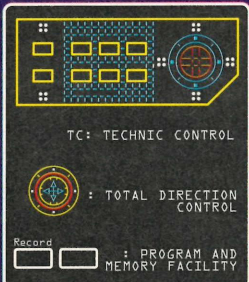
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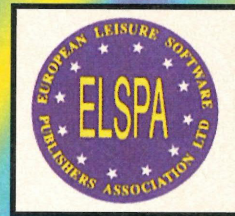
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# Charts



## Saturn

- 1 **Daytona USA** *Sega* ▲
- 2 **Robotica** *Sega* NE
- 3 **Virtua Fighter Remix** *Sega* ▼
- 4 **Bug!** *Sega* ●
- 5 **Myst** *Sega* ▼
- 6 **Pebble Beach Golf** *Sega* ●
- 7 **Shinobi-X** *Sega* ▼
- 8 **Panzer Dragoon** *Sega* ▼
- 9 **Street Fighter Movie** *Acclaim* ▼
- 10 **Virtua Hydlide** *Sega* ▼

## Mega Drive

- 1 **Mortal Kombat 3** *Acclaim* NE
- 2 **Micro Machines '96** *Codemasters* NE
- 3 **FIFA Soccer '95** *EA* ▼
- 4 **PGA Tour Golf** *EA* ▼
- 5 **Mickey Mania** *Sony* ●
- 6 **Brian Lara Cricket** *Codemasters* ▼
- 7 **Cannon Fodder** *Virgin* ▼
- 8 **Theme Park** *Bullfrog* ▼
- 9 **NHL '95** *EA* ▲
- 10 **Rugby World Cup 1995** *EA* ▼

## Saturn Latest

### Mega CD

- 1 **Ground Zero Texas** *Sony* ●
- 2 **Soulstar-X** *Core* ●
- 3 **Mickey Mania** *Sony* ▲
- 4 **Brutal Paws of Fury** *Gametek* ●
- 5 **Tomcat Alley** *Sega* ▲

### Game Gear

- 1 **Star Trek Generations** *Gametek* NE
- 2 **Fantastic Dizzy** *Codemasters* ●
- 3 **The Lion King** *Virgin* ▲
- 4 **Strider 2** *Kixx* ▼
- 5 **Dropzone** *Codemasters* NE

### Master System

- 1 **Robocop vs. Terminator** *Virgin* ▲
- 2 **Mickey Mouse 2** *Sega* ▼
- 3 **Lion King** *Virgin* ●
- 4 **James Pond 2 - Robocod** *Kixx* NE
- 5 **Desert Strike** *Domark* ▼

...SOMETHING'S STIRRING IN HIS GENES!

SEAN YOUNG

TIM DALY



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AND

MS. HYDE

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**Butter the nipples of a hairy dog if those Marvellous X-Men haven't gone and got themselves**

**their own beat-em-up, bless 'em.**



The X-Men always did have the best powers...

Back in the distant days when Marvel Comics was god, Stan Lee was Jesus and Captain Britain was a patronising weakly-inspired sappy toned-down version of Captain America (hey, satire), the world was a safer place. If the Hulk didn't get the bad guy, you could rely on Spidey. If the Avengers hadn't paid their bar bills, the Fantastic Four would pick up the tab.

And if for some reason the bad guys were particularly rough that week, you knew that at the end of the day, there was one team who you could rely on to sort the beggars out - the X-Men.

No radioactive ponding about for these guys, they were blood-gurgling mutants with chips on their shoulders and violence in their sinews. And we're glad to say, nothing has changed, even in its new incarnation of Saturday morning toon.

In a nod to its fighting past, this is a fully-functional *Sreer Fighteresque* beat-em-up, leaving behind other more plarformy affairs like *Maximum Carnage*.

Players can hone their skills in the Danger Room, a room which is full of danger (yeah, we know). In the comic strip, it was a training ground where the X-Men could go and strut their mutant stuff. The game follows this idea to some extent - hone your aerial fighting skills here.

Before the game begins, your trusty fighters get the chance to decide if they want a protective shield, which lasts for only one 'go'.

This might not seem much use but in fact IT IS. They wouldn't have put it in otherwise 'WOULD THEY?' As



Power is an interesting concept if you have it.

long as your fighter is acting defensively, s/he won't get hurt.

As far as special killer moves are concerned, there's a superpowers Power-Up thingy. Each time you hit a bad guy, a battery affair charges up, allowing you eventually to release a massive burst of power at 'im.

Add to this secret characters, nifty animation and a large bowl of butterscotch Angel Delight in the fridge for when I get home from work, then I'm sure you'll agree this is going to be something worth looking out for.

You see, I like Angel Delight.

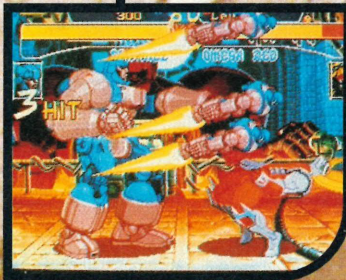
**SEGA POWER**



# X-MEN

### Hit me, I'm a turkey

Combo this, combo that. Instead of landing a soppy single strike on a bad guy, you can land combinations of punches, one after the other. A good idea we'll sure you'll agree although Frank Bruno hasn't quite sussed it out yet.



Because much of the game takes place while leaping around like a male ballet dancer with a buttered hamster stuffed down his gusset, combos can register in mid-air. Stronger attacks can overwhelm weaker ones but you'll need to be nifty on the joypad to perform most of them. Yipee.



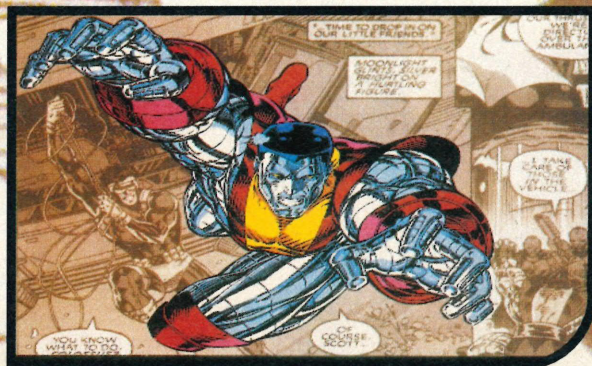
...Like the power to get to dinner on time...



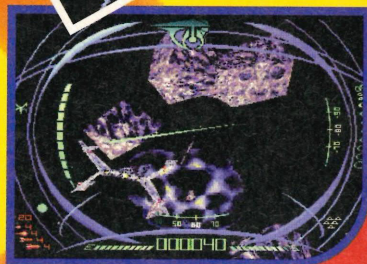
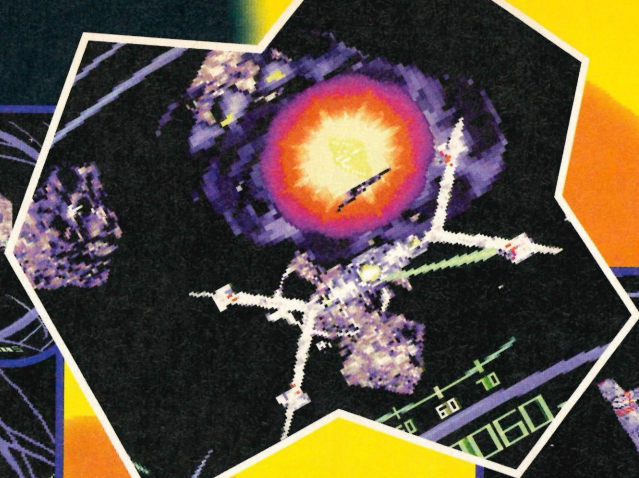
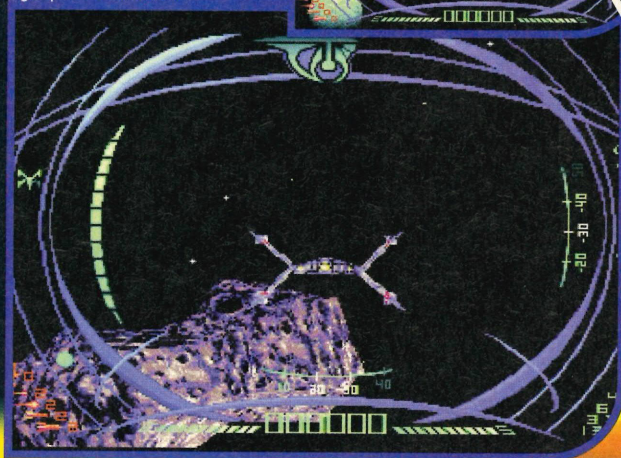
● Saturn ● £TBA ●  
● December ● Acclaim ●

# men

## Children of the Atom



See that alien ship? Kill it in a frenzy of xenophobic mania. See that asteroid? Kill it in a fit of geophobic madness.



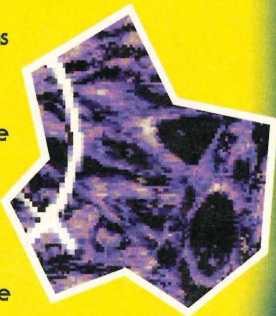
Time for a fight. Bet my ship is better than your ship. Nyah nyah. Bet my gun is bigger than your gun. Oo-er. Bet my nostrils are bigger than...

**More aliens to kill. God help us when they finally get to Earth.**

- Mega Drive • £TBA •
- UK Release • Sega •

# Daxide

There are many things with a dark side.\* My mum has a dark side. At certain times of the month, she's guaranteed to be found squatting in the middle of a pentagram, communing with the unholy spirits of the night. I guess it makes a change from doing the washing. Luke Skywalker has a dark side too, except his advanced Jedi training has allowed him to control



it. My mum isn't a Jedi, however. This game has a dark side too, except in a nod to its yooof

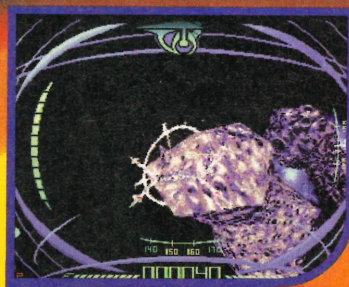
audience, it's spelled 'Daxide'. Guaranteed to bring out the dodgy aspects of any English teacher's personality, that.

This Daxide is a planetary

system though. It comprises ten crystal-rich moons, each with its own vital mining centre. These mines are vital to Star Fleet, which uses the crystals as a power source. Echoes of Star Trek here it seems, but any coincidence is purely coincidental, coincidentally enough. Hmmm.

Is this nice? It gets better.

This is where you come in: it's your job to clear certain pesky asteroids away from collision orbits with the moons, collecting any crystals that spill forth when you destroy them. On top of this, there's an alien presence

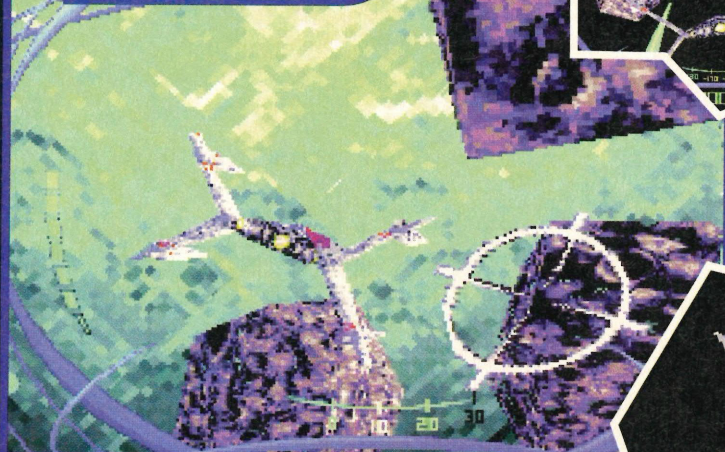


I think of myself as a conjurer of words you know...

about and rather than negotiate, you've gotta blast the beggars from this astral plane. Seems a tad excessive but there you go.

So how do you go about it? Ya got lasers haven't you? And depending on how well you clear asteroids and stuff, you can upgrade them. Your ship's power increases as well, if you collect enough crystals.

But these aliens want the crystals too. And as it turns out, the asteroid storm bombarding the crystal moons WASN'T A COINCIDENCE AFTER ALL! Inside the swarm lies



I know it says you're supposed to pick up miners and stuff, but let's face it, it'd be cheaper to leave them to die, wouldn't it?

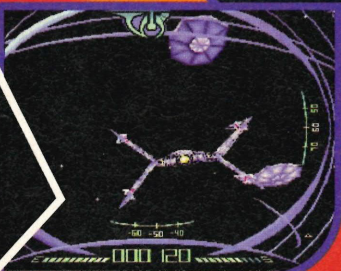


\*I would personally like to thank Mr Donald Wolcott from Forest Green, who kindly provided me with the introductory sentence in my despair hour of news

# Guns and stuff

*You have several classes of weaponry, which goes something like this...*

- Weak lasers – come as standard. Only really useful for destroying asteroids. Pretty hopeless against aliens.
- Strong lasers – Kills aliens and asteroids. Can be found on abandoned asteroids mostly.
- Plasma cannon – Not as accurate as strong lasers but far more destructive. Can overhear though.
- Bomb scoop/launcher – Very powerful bombs can be carried – be careful how you use them.
- Miners – Rescue the poor bods abandoned by Star Fleet on the moons.
- Crystals – Recharge yer laser and shield energy with these.
- Alien bombs – Collect alien bombs with your bomb scoop after you've blown them away.



The enemy ship swoops back and forth. Yes, it does.

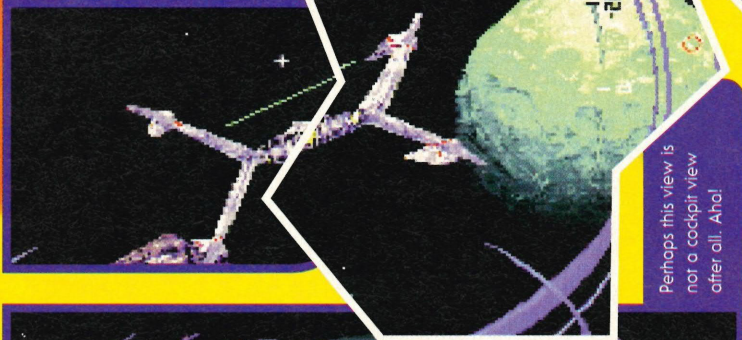


# Kiide

...I know that sounds like an arsey thing to say, but you don't know why I said it, do you? Proves my point.



Guess why some of these screenshots are crinkly shapes yet? Because they look like asteroids!



Perhaps this view is not a cockpit view after all. Aha!



best to battle away single-handed. Why is it always one human in a funky ship versus millions of aliens in much less funky ships? They're probably having a good laugh at us at this very moment on Zeta Reticula Alpha.

More shooting fun heading for the 32X, then. When we've sorted out where T-Mek went, things might be looking up 32X-wise.



the largest alien battle ever seen since the last one.

The aliens will progressively colonise the system as you do your



# True Pinball

So Digital Pinball was a bit of a flop. Will Ocean's pinball release get the multiball replay?

New from the dandling tinkers at Ocean comes the Saturn's newest pinball game, imaginatively and optimistically titled *True Pinball*.

Currently in development and around 40% complete, the disc puts you – Johnny Gameslayer – at the flippers of four highly-coloured tables – Bobewatch, Extreme Sports, Vikings, and Law 'n' Justice, each of which carries its own specific theme, reinforced by crisp, clear samples and CD sound.

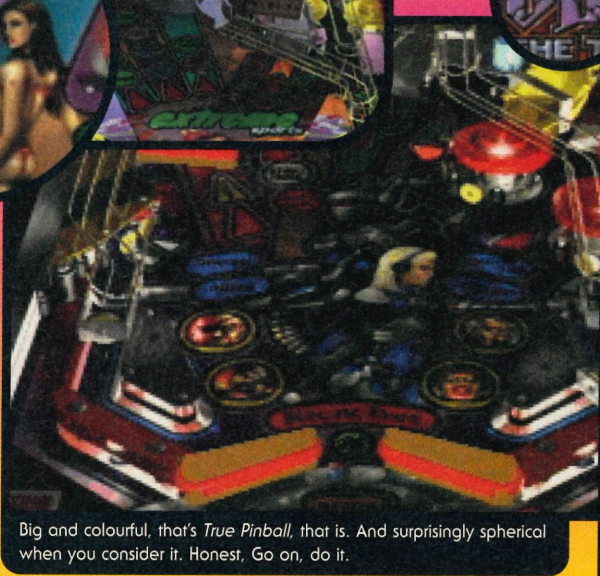
Although still in preliminary stages of development (in Sweden of all places), the shots you see on this stupidly well-designed page

show *True Pinball* in virtually the same way as you'll see it on your telly. It features a scroll to give the impression that you're playing on a full sized table. The programmers are still deciding on extra cosmetic touches to add to the gameplay, such as creating a ball which actually reflects its surroundings as it moves.

Playtesting is being carried out



This freakish child is called Verruca Ted. He's your host.



Big and colourful, that's *True Pinball*, that is. And surprisingly spherical when you consider it. Honest, Go on, do it.

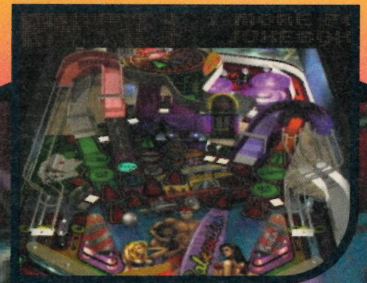


as you read this, and by the time it hits the shops, the everything will have been tweaked and brand new options added.

In true pinball form, the game features far too many half-confusing new additions which'll have to be learnt to get the most out of the game. 'Combos' can be carried out, leading ultimately to the release of extra balls, to be played simultaneously. With Arson modes, Drug-Bust

modes, Riot modes and – ahem – Downtown Shoot-Out modes on the different tables, it looks as though Ocean may well be bringing an unusually quality-packed pinball sim to Sega's Next Gen Super Console...

**SEGA POWER**



The only thing left to tweak is the gameplay. It's a fact.



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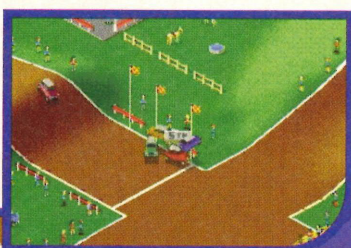
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Soccer Extra every Sunday

**7-11 am**

TV to **kick start**  
your weekend



# WIN a top



## Note to parents...

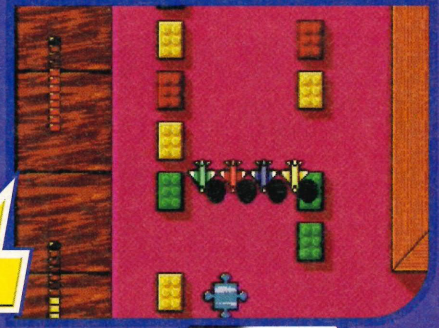
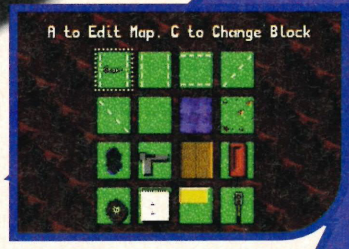
Don't worry, we'll take fine care of your little blighter. However, we're happy to have one of you along to keep an eye on your kid if you like. If you have any questions, just give Nick Merritt (the Editor) a call on (01225) 442244.

## Rules:

This compo isn't open to members or relatives of *Sega Power* because we're already going or Codemasters, because they're already going too. All entries must reach us no later than 20/12/95. One entry only per household. First OK selections from a hat win. Ed's decision final etc.

### Making tracks...

We want 'em! If you've made a *Micro Machines 96* track you'd like other people to play on, send the code in to us. We'll print it and thousands of other players all over the country will get the chance to see your work. Send it to: My Track is the Best, *Sega Power*, Monmouth St, Bath, Avon BA1 2BW.



# day out Go-Karting!

**WIN! WIN! WIN! WIN! WIN!**  
**Play *Micro Machines* and *Super Skidmarks* for real!**

**W**e love Go-Karting here at *Sega*

*Power*. In fact, we reckon we could have any of you lot on a Go-Kart track (well at racing, anyway). So to prove it, we've hooked up with those flash geezers at Codemasters to bring you the Ultimate Karting Compo.

The *Sega Power* Team officially challenges six of you to a bloody battle for supremacy at *Adventure Racing* at the Royal Albert Dock in London, on January 10th. Not only will you get a remote chance of defeating us in motorised combat but there'll be free food for you too as well as prizes for the winners (us, naturally) and freebies from Codemasters. And if you've never been Go-Karting before or know nothing about

engines, racing, driving and stuff, don't worry - it's a top laugh and dead easy.

If this sounds like your kind of thing, answer the staggeringly easy question below and send in the coupon to:

Ya Gonna Lose Compo  
*Sega Power*,  
30 Monmouth St,  
Bath, Avon.  
BA1 2BW

by December 20th. As in all matters, the Editor's decision, though ludicrous, is final.



### Question

Just ring the correct answer, fill in the correct details and send us the form.

- 1) Spider is a character in which of these games?**
- a) *Micro Machines***
- b) *Micro Machines 2***
- c) Both of the above**

Your name: .....

Your age: .....

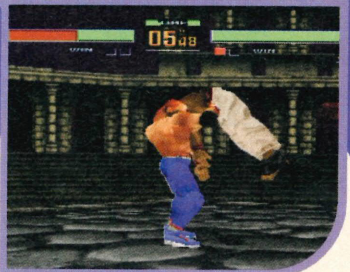
Your height: .....

Address: .....

.....

Telephone: .....





Sniff my hair. I think you know what I'm trying to say.

**With Virtua Fighter 2 the Saturn will finally be up to speed and ready to fart in the face of the PlayStation.**

- Saturn • £TBA •
- January • Sega •

# Virtua

**V**irtua Fighter was – is – a very good game. Lots of moves, lots of throws, lots of replays, fast and let's face it FREE. OK, the characters looked as if they'd been carved

because it was such a superb game to play. When the PlayStation came out however, Saturn owners came to yearn for something as graphically flash as *Tekken* or *Toshinden*.

and unfold your napkins, dinner is on its way from the AM2 kitchen to your gaming table.

What's new my little fighting ducklings? Take a look at the graphics for a start. The characters are detailed so lovingly that you'd expect them to be sprites rather than 3D, polygon generated things. It's all done with texture mapping, apparently. Also on the graphics front, VF2 boasts independent 3D background environments



See the way you can miss other fighters? That's new.

and not the flat, postcard-like backdrops in any other fighting game. This effect can only be achieved by a twin

chip architecture, the very same architecture that's unique to the Saturn. Hooray. As you'll know from playing VF2 in the arcades, the game features two all-new characters, Lion and Shun. Lion plays along the lines of Jacky and Sarah – fast rather than devastatingly strong. Shun, the drunk old man has a fighting style that can only be described as 'unique'. It's

## The Great Escape

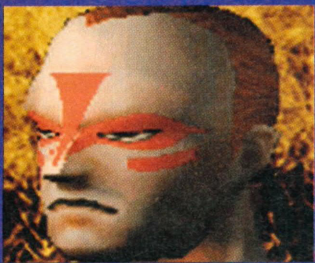
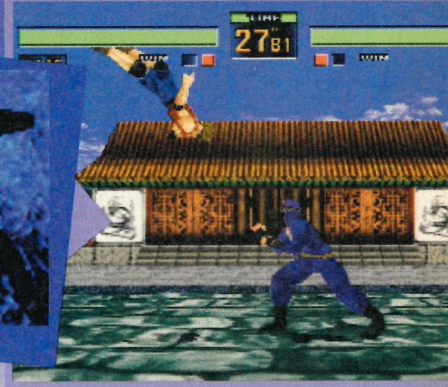
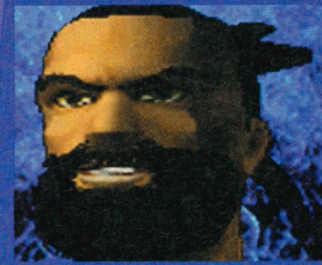
The throws in *Virtua Fighter* were impressive, no doubt about that. However, VF2 not only doubles the number available (including some pretty spectacular efforts) it also adds a whole new ability.

Originally, once a throw had been successfully initiated, there was nothing the player being thrown could do except watch and wait for the damage. In *Virtua Fighter 2*, the 'A' and 'B' buttons pressed simultaneously and at exactly the right moment can see your character slip harmlessly from the throw and gain the initiative for the next attack. Groovy.





Sniff my feet. Smells better than my hat.



Sniff my... no, better not go into that.

# Virtua Fighter 2

definitely only to be imitated after a bottle and a half of Bells.

On the gameplay side, the number of moves and combos available to each character has effectively been doubled with some extremely complex throws added too.

The best thing is that the moves of *Virtua Fighter* remain, so picking up *VF2* playing and learning is an instinctive process.

It all runs at an incredibly smooth 60 frames per second, as fast or faster than the top games on any format. This high animation rate doesn't slow the

game down, however, if anything *VF2* plays faster than its illustrious predecessor.

Rumour has it that pressure is being applied to get *Virtua Fighter 2* out for Christmas by the bigwigs.

The Christmas market doesn't really exist in Japan like it does here, so this isn't coming from Sega Japan but from America and Europe where the Saturn faces its fiercest competition from that bloody PlayStation thing.

A January release looks the most likely. I guess before Christmas we'll have to make do with *Sega Rally* and *Virtua Cop*.



Look at the graphics! They are, to use a technical expression, bleedin' lovely. You can go now, all right?



More flying about in the air business. HAVEN'T THEY HEARD OF AEROPLANES YET?

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How do you tell Damon Hill and an F1 car apart? Damon Hill whines louder than an F1 car.

**Another racing game anyone? Ahh, but this is a simulation racing game thing. Different, see.**

**C**all me sad if you will but Sunday afternoons mean only one thing for me – Grand Prix.

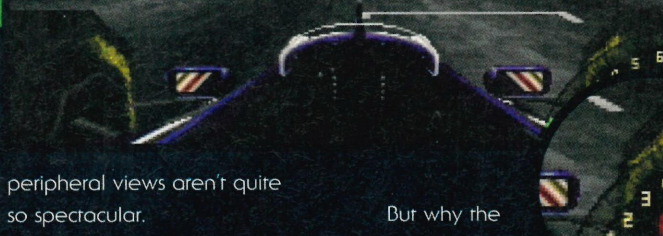
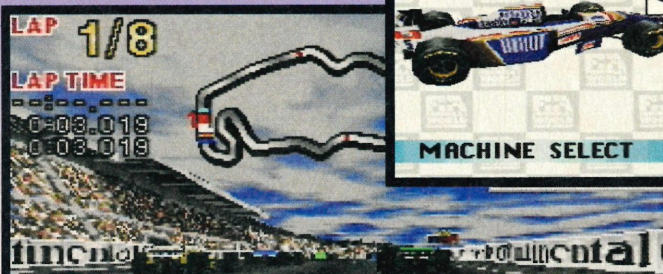
For some reason and to the bewilderment of my girlfriend, watching lots of funny-looking cars spin round some stretch of foreign tarmac holds an intense fascination for me, even provoking fits of shouting and swearing usually exclusively reserved for English football internationals.



Montecarlo is a playground of the rich, famous and repellent.

Anyway, it seems Sega intend to try and cash-in on Murray Walker aficionados like me with *Formula 1 – Live Action*, the Saturn's first proper racing sim.

The game uses the same basic engine as that used for *Daytona* but with *Formula 1* cars being as low-slung as they are, the



peripheral views aren't quite so spectacular.

Three of the world's Grand Prix tracks are included – Hockenheim, Monaco and that Japanese one and pretty accurate representations they are too. Monaco, the street Grand Prix is particularly impressive.

Also included are five Sega tracks which, being imaginary, show a whole range of difficulties.

But why the Live Action tag? When racing on a Grand Prix track, the game provides a 'live action' commentary on the race and shows highlights in a little boxout. For the European conversion, Sega hope to employ the masterful Mr. Walker.

Best to wait for the European version of this, not the Jap import, then. Prepare to rev your engines sometime early next year.

**SEGA POWER**



Overtaking can be done very easily. (I can't go on like this.)



# Formula 1 – Live Action



- Saturn • £TBA •
- Next Year • Sega •

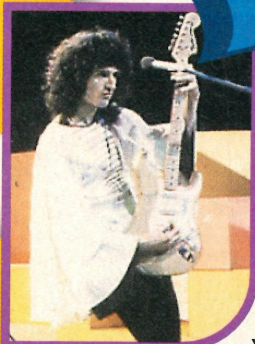


# Rise of t

• Saturn • £44.99 • February • Mirage/Acclaim •

## EXCLUSIVE

Back for another beating or about to rise phoenix-like from the ashes of its burnt predecessor? Rise of the Robots 2 has a few questions to answer...



### Bloke with hair

Bad news folks. Yeah, that wig-based lifeform Brian May has done some of the music, thereby proving, as we feared, that the Ford advert didn't do nearly enough damage to what remained of his credibility. Do we need music in videogames? YES! Do we need music in videogames done by Brian May? NO!



See that Samurai cloak? That's a weapon, that is.



The red robot has JETS. This makes him ACE.

### LOOK AT THESE PICTURES.

This is how these great rendered graphics were created, reduced to three easily-digestible, largely information-free screenshots.

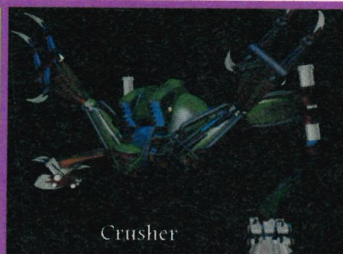
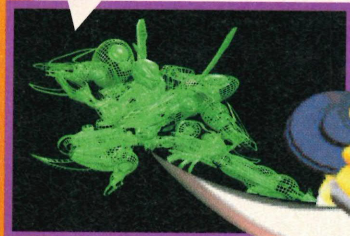


See what happens when you create robotic lifeforms with an insane desire for destruction? WHY COULDN'T ANYONE SEE THIS?

Two words: three percent. Cast your minds back a few months and you'll remember the justified trashing we gave *Rise of the Robots* in these hallowed pages. However, despite the annihilation the game received at the hands of the Press, Mirage feel

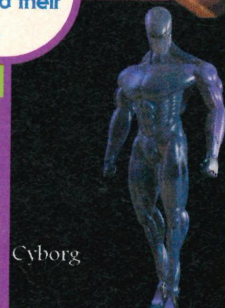
### Robot City

Here's a few of the robots and their special moves. Say thankyou.



Crusher

Dismemberment expert. Very hostile. Special moves: Multi-directional spinning claw thrust



Cyborg

Recycled, rebuilt, reprogrammed version of the Supervisor. Special moves: Mid-air fireball, Slam Barge, Flying Uppercut, Fireball



Deadfire: the Supervisor's first design and her ultimate infantryman. Special moves: Cleansing fire, Projected Scabbard



# the ROBOTTS 2

## Story bit

All that hassle you went through in the first *Rise* was a WASTE OF TIME alright? Because you only succeeded in CONTAINING the problem, you see. You FAILED! That's the problem with sequels. They invariably undo all the hard work you sweated through the first time around.

Anyway, it goes like this. The Supervisor somehow survived and is now manufacturing her

own range of souped-up nasties. Her aim is the total domination of Metropolis Four-yr city.

In a cunning attempt at being clever, a bunch of scientists have created a virus which is supposed to sort things out. But, typically, it all backfires making each droid want to become boss on its own. Hence the fact that they all fancy beating each other up.

Feel better for knowing this?



Missiles being fired here. Kind of an unfair advantage, you'd think.

Did you know that you can change your robot's colours? You can.



sufficiently confident to release a sequel into the wilds.

This confidence is largely born out by the fact that the first *Rise* sold by the sackful, despite the largely negative reviews. And the second, although it is still in an early development phase, is looking like it's fixed the first's



Exterminator

A pure combat droid. Carries grenades. Nasty. Special moves: Barrel Roll, Grenade Lob, Snap Kick, Multiple Punch



Krator

Military loader droid. Possibly able to self-destruct. Special moves: Headbutt, Dual Hydro Kick, Head Swipe, Missile Launch



Loader

A predator that sucks electricity, vampire-like, from its victims. Special moves: Electrical Ground Wave, Multiple Headbutts



Prime-8

Strong, agile fighter droid. Special moves: Plasma Punch, Plasma Somersault, Ground Smash, Plasma Swan Dive

A top wiggly special move here. We like wiggly stuff y'know.



Mirage promise us this will be miles better than the first Rise. BETTER BE.



all too apparent problems.

Let's get the numbers out of the way first: the game contains 28

characters – you can play as any one of them now, not just as the Cyborg – loads of top weapons, guns, drills, buzzsaws, improved AI, and loads of moves per character.

Mirage have also sensibly enough ditched their earlier methods of doing moves and have gone for a *Street Fighter* / *Mortal Kombat* approach.

Of the 28 characters, 18 are yer basic, start-up, let's-get-on-with-the-game affairs, with the other ten being hidden (with boss robots somewhere).

Mirage haven't completely ditched all traces of the first game – six of the original robots have been retained with new animation and AI – so that damned Cyborg geezer is still in there somewhere.

Each character has 30 basic moves, at least four special moves, projectile moves, super special moves (impossible to defend against – these range from super-fast combo attacks to air strikes) and death moves. There are also secret special moves, hidden moves and combos. Mirage have definitely listened to the critics. There are some nice touches about too. Some of the backgrounds have interactive aspects – for instance, a huge hook on a chain

swings in and out of the screen in one – if a robot gets in the way, expect a bit of damage. Slippery stuff might be gobbled onto the floor by background characters, holes might appear, spikes, drills and saws need to be avoided.

So, the most important question: is it better than the first? Easy answer – a resounding yes. Harder question: how does it rate next to *Mortal Kombat 3*? It's much too early to tell. Really hard question: and what about *Virtua Fighter 2*? We'll have to wait for the review on that one. **SEGA POWER**



See the sparks? This means yer robot has been beeen up a bit.



Rage

Thinks it's human. Madder than Michael Fish. Special moves: Slide Kick, Flying Upper-cut, Swan Dive



Storm

An assassination droid. Extremely fast. Special moves: Projected Jet Kick, Blade Swipe, Chain Saw



Thunder

A modified insectoid with built-in saws. Special moves: Chain saw Attack, Buzz Saw Attack



V1-Hype

Enhanced Supervisor droid. Chief robot, very tough. Special moves: Double Kick, Head Whip, Crouch Head Whip

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## Sega Power

First stop for any self-respecting Sega owners has to be the on-line incarnation of the world's greatest Sega magazine. Go HERE: <http://www.futurenet.co.uk/games/segapower.html>) We could tell you how it's almost as fresh, exciting and jolly lickety-split as the magazine itself. And we could wave our willies in the air declaring our total knowledge of all things Sega and Saturny. But you know all that already. And besides, we're modest sorts. Just make sure it's your first stop on your superhighway travels. Okay?



## Sega

Being a huge, sprawling, all-powerful sort of company, it's no surprise to find Sega cropping up in various areas of the Internet. The most important stop has to be the site maintained by Sega Of America (<http://www.segaoa.com/>), where the good ol' boys deliver just what you'd expect - plenty of bits'n'bobs about the Sega Sports line and other Sega-ish avenues, and (best of all) a tippety-top Saturn release schedule. Boy, are there a lot of games due out soon.



# Baud Stu

*So the Saturn is to get a modem next summer. Wasserpointofthat eh? The idea is you'll be able to do THIS with it...*

Call it the information superhighway, call it the Internet, or just recognise it as a big, wide world of

information, hard-sell, trivia and obsessiveness gone digital.

It may be flavour of the month, but the Net is much more than a fad. It's here to stay, it's the future, aaaaaand, as from July '96 Saturn owners can buy into it. The price? A meagre 15,000 yen to you governor. Or rather to the Japanese, who'll get their hands on the Sega Saturn modem first.

At the current exchange rate that works out at just under a hundred quid, but as ever we can expect the UK version to be slightly more

expensive. Right now, computer users the world over are accessing the Net, running up impressive phone bills and communicating with each other in the most bizarre and strange ways.

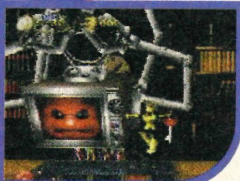
All this talk takes place digitally over the phone line, using a keyboard and a mouse. Sega are skerchy on the details at the moment, but they intend to do away with the keyboard bit, and let users get around by using a pointer to activate bits that lead into good spots. The upside is it makes Internetting easy, but it

does mean that Sega Netters will be restricted to visiting a select number of locations. However, Sega's plans go a great deal further than this.

Imagine receiving the latest Saturn information, direct from Sega, and direct to your screen via the phone line. Now imagine being able to play your Saturn games against players living hundreds of miles away. And imagine being able to slip new CDs into your machine, giving access to a

## Dustin's Sega Saturn Page

Easily the best independently maintained Saturn homepage out there, Dustin's dreamy domain (<http://osf1.gmu.edu/~rcushman/saturn.html>) is awash with news and interviews from top Sega bods, ablaze with technical information on Sega's frontrunner, and packed to bursting with stuff about Saturn games (including screenshots). Ol' Dusty even includes dollops of wisdom on Sega's arcade machine, and links to a multitude of other videogame sites. Nice one matey, shame about your name and all that.



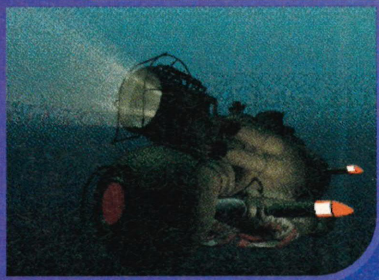
## Sega Newsgroup

A newsgroup is a place where anybody from around the world can post a message, thought or question, and then anybody can post a reply, if it's worthy of one. There are literally thousands of the buggers out there on the Internet, some great and some tedious beyond belief.

The one devoted to Sega talk ([rec.games.video.sega](mailto:rec.games.video.sega)) is thankfully one of the more enjoyable. Here you can find pen pals, swap cartridges, find out the latest gaming gossip, exchange codes, or just have a laugh at how sad some of these people really can be. (Oi, I hang out on that group - Nick.) Precisely.

## Bullfrog

Britain's top developers Bullfrog are currently hard at work on several Saturn games (see *High Octane*, this issue), so it makes good sense to keep a close eye on their lavish Net site (<http://www.bullfrog.co.uk>). At the moment the information buried behind the gorgeous screens and menus is just general stuff about PC games like *Magic Carpet*, along with previews of *Creation*, *Indestructibles*, and *Syndicate Wars*.



## Virgin I E

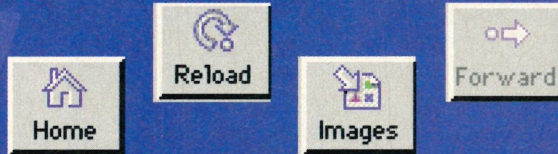
A modest little number, Virgin's web pages (<http://www.vie.co.uk/vie/>) include email addresses to the chance to chat to Virgin staff. There's also spotlights on the latest games and details about the latest games under development. (*Spot III* and *Tilt*, as it happens.) It's also worth sniffing through the job offers section – this could be your chance to become a games tester or Saturn software producer. On the downside, much of the information is out of date, and details on new releases is often way too sparse.



## Saturn Online

One of the better Saturn-specific sites out there, Saturn Online (<http://infoweb.magi.com/~osberg/saturn.html>) features the usual round of codes, reviews and links to other Sega sites on the Net. Presentation is faultless throughout however, and the inclusion of various pictures and sounds is cute. There's not much else to say about it really, though expect new avenues to career down as the Saturn gains a bigger foothold.

**"The Net is definitely the future – and we're going for it bigtime" – Sega UK**



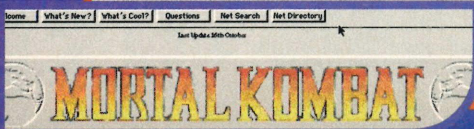
## Game Codes

Almost as fast as the games hit the shops, a whole bundle of codes and cheats appear on the Net. At the moment the two best sites to visit for underhandedness are: ([http://www.crl.com/~tenchi/saturn/saturn\\_codes.html](http://www.crl.com/~tenchi/saturn/saturn_codes.html)) and (<http://www.csra.net/rcull/saturn/tricks.htm>). To be honest, there's not much difference between them, but as the range of available Saturn games grows it'll be worth checking out both to get the big picture.



## Mortal Kombat

Muchos violence and choppy socky fun is to be found at the *Mortal Kombar* World Wide Web Pages (<http://www.cs.ucl.ac.uk/students/A.Espindola/mk/>). It's got the lot, basically, with information and news on all the arcade and home implementations of the game, answers to loads of frequently asked questions, and even a bunch of fake pictures depicting hidden features That Don't Exist. Hahahaha. You'll even find *Mortal Kombar 4* stuff on there (dunno how) – gawd help us all.



## Mr Saturn Page

It's time to worry when somebody calls themselves Mr. Saturn, but this unofficial homepage (<http://www.teleport.com/~mrsaturn/>) devoted to all things in Sega's super console is packed with goodies including a Saturn release schedule, A link to Toys R Us Online, news, tips, reviews (appallingly written, but they give you the basic idea), and the inevitable picture of Mr. Saturn's top score on *Daytona*. Strictly amateur, but fun with it.

whole new batch of Internet sites. All these things are currently being planned, and there's even talk of a digital shopping site. As Mark Maslowicz at Sega's UK offices says of the Internet. "It's definitely the future – and we're going for it bigtime". But the Sega Saturn modem is only half the story, because there's already a world

of Saturn stuff out there on the Net. Here's a taster of what you might see next year, or can view now using a regular home computer, Net program, modem and Internet account. Brace yourselves...



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# Reviews

Flicking truth bogies at the software nazis



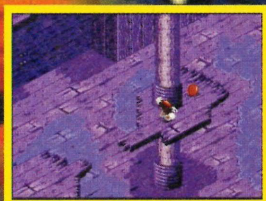
Earthworm Jim 2 (MD)



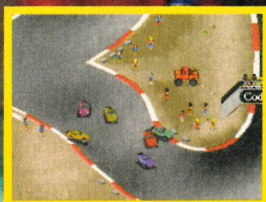
Zoop (MD)



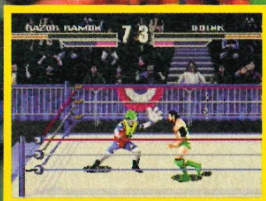
NBA Jam TE (Saturn)



Cool Spot 3 (MD)



Super Skidmarks (MD)



WWF Wrestlemania (MD)

Walk  
on through.....

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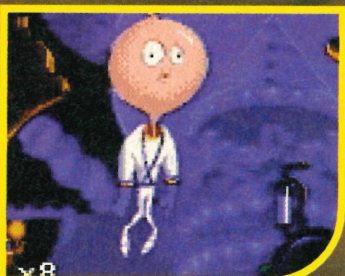
# Earthworm Jim

● Mega Drive ● £TBA ●  
● October ● Sega ●

*Pigs in knickers! Weetabix Vicars! This game better than royal nose-pickers! Doys and girls – you may now poo your pants with gusto: Jimmy 2 is brilliant.*



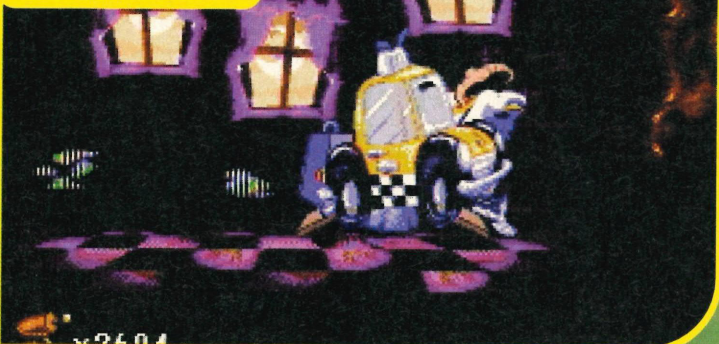
The Flyin' King 3D-bit-shoved in level. Make bomb go boom.



Suck hellum, hyena-larf and float uuuuup. TRY IT AT HOME.



I have reached the end of Level Ate. Smack me hard.



Oh, dem cray-zee Finished Duh Level animations. This time'round, it's all cartoon plank bounding. Plank broke, call taxi, next level. Fun-ee.

## Conker me senseless! it's duh bosses!

Remember that filthy fat bloke puking fish like Captain Birdseyegutrot from The First One? No? Here's some crayons. Go and play. Eat them if you want. Yes? You have a beautiful memory, and I want to kiss it. But before I snog your brains, JUST LOOK AT THE ENEMY IDIOTCY OF JIM PART TWO NOW...

**Goldfishfinger**  
Dave Perry Feels Like Doing A Cheeky Moral Kombar Parody. Worm versus goldfish. FIGHT? Probably not.



As I see it, there's ten top things to say about *Earthworm Jim 2*.

1) If this industry is allowed to have one genius, then yer man-or-worship is Dave Perry. He may have licked too much off the yahoo tree resulting in mentally unstable hallucination type incident

things, but - hey! - being mad goes with the guru territory.

2) This isn't so much a platform game as a game with games in it.

3) There's no 3D-bit-shoved-in-because-Mickey-Mania-and-The-Lion-King-did-it. Only there is a 3D bit shoved in called the Flyin' King. But it's a shoot-'em-up. So that's okay. I think.

4) From the Sega logo to the level leaving plank jokes, the animation is the acest the Mega Drive has ever, ever, EVER seen.

5) *Earthworm Jim 2* is the only game ever to feature bagpipe music.

6) All of the 'best' characters From

The First One make cameo appearances, giving it that Proper Sequel - oi! - 'feeling'.

7) *Earthworm Jim* makes me laugh.

8) You may have got to the end of a level, but there's no way you've finished it. Secret stuff everywhere!

9) It's better than the first one. An achievement in itself, darlings.

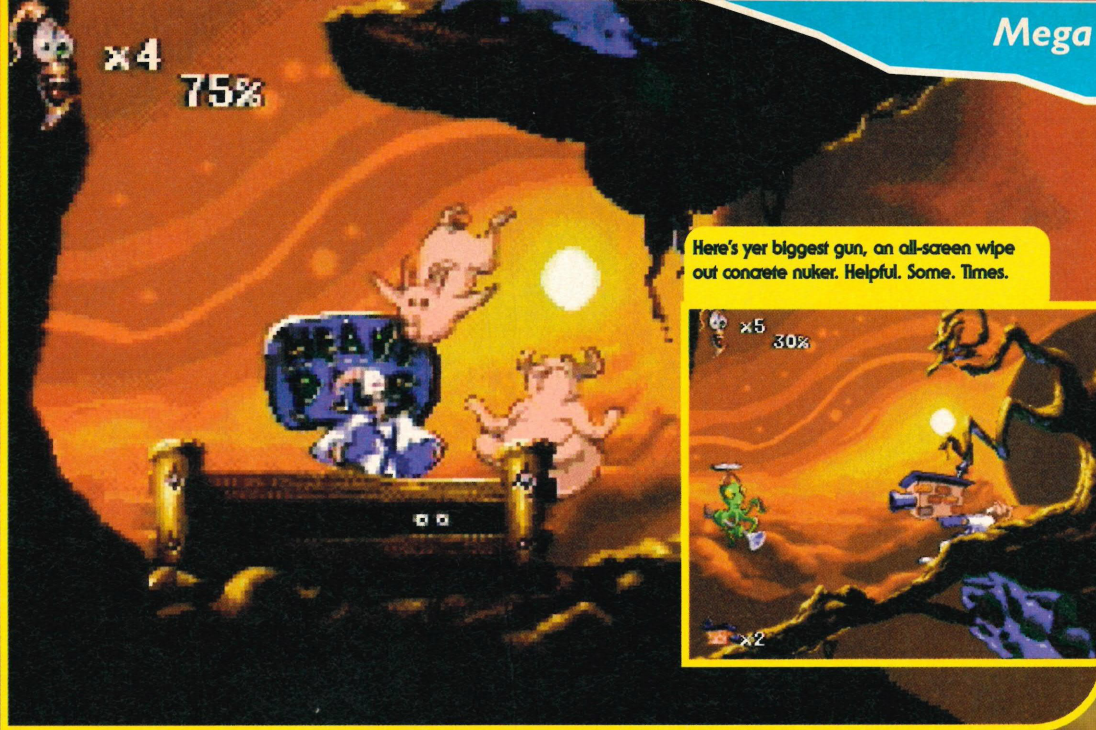
10) Dave Perry is now working on a

## This one's about the subgames

In *Jimmy 2* you have a choice. You can rush through each level like a hooligan on a crazy energy-giving pasta diet, or you can casually stroll about looking for dem subgames.



# Jim 2



Here's yer biggest gun, an all-screen wipe out concrete nuker. Helpful. Some. Times.



P-P-P-Pick up a pig. Please note the Zen bacon boy, floating off like a massive smell. PIGS FLYING!

**Maggotboy**

Unicycle-riding insectoid burping its children everybleedin'where. What Dave Perry Was Taking At The Time: A bucket of car wax.



**Colonel Bogey**

Now promoted from bungee jumper to nar-that-bizarre-compared-to-the-rest boss. What Dave Perry Was Taking At The Time: five bottles of Optrax.

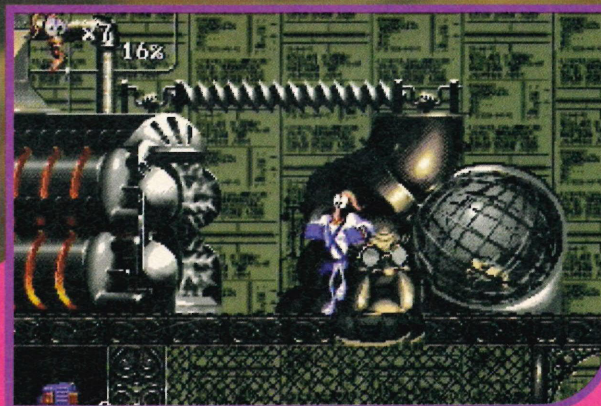


Saturn version of *Earthworm Jim*. And if that prospect doesn't excite you, get some vinegar down your throat and smile for once, you miserable old trout.

That's it. Now go and buy the thing before I declare war on each and every one of you.

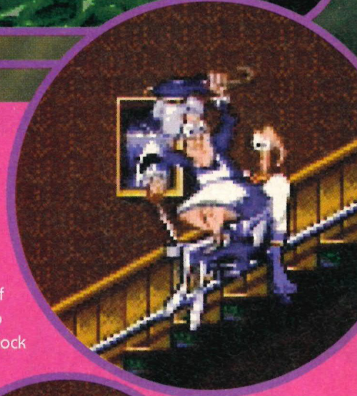
**SEGA POWER**

**Henry Kelly diediedie**



**Granny bashing**

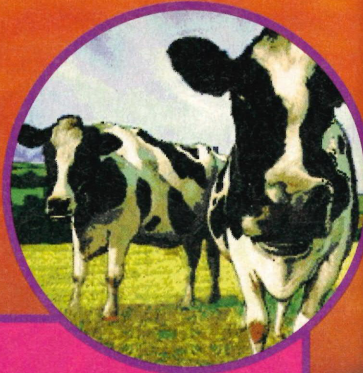
Where hell this? The very first level. What hell do? Dave Perry nicked this from that bit in *Gremlins*. OH YES HE DID. Probably. In an epileptic fit of inspiration, you, Jim, have to negotiate your way past a flock of prune-lipped, lethal pensioners using a speed-up-slow-down Stannah stairlift. Failure to avoid said drizzle of Nearly Deads



Where hell this? Level three. What hell do? As Jim jitters through the cave 'n' maze, there be mini-worms wrigglin' their tiny arses in yer face. Pick 'em up – they're credits for a game show, STUPID. Seeing as this bit made me laugh, and I want you to laugh too, I won't give too much away. Needless to say, the questions are just big fat morons, but random the answers ain't. Which means you have to play the game lots of times to find out All. The. Answers.

results in Jim's brain getting a slap with traditional comedy umbrella. Dodge the mutant crones and it's extra lives all round and an Anadin for the missus...





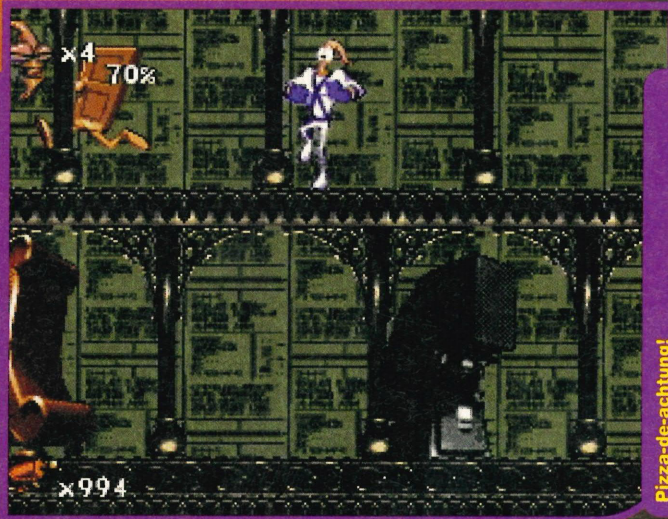
## Happiness is a warm soft puppy

Last time around, the link-to-level bit was a 3D banjo hee-haw asteroid dodging jetpac space race against Bad Person Pscrow. Part two, however, is a completely different pickle of eggs. 'Member Pete the Puppy? Weeeell, he's back, and for some reason, he's collecting loadsa doggy clones that, for some reason, Pscrow is lobbing out of his shed window, and for some reason, Jim has to get 'em back. What you have to do, right, is boing the dogs with yer marshmallow-shaped thing from one end to the other until, for some reason, Pscrow lobbs a bomb. Give bomb to puppy. Puppy throws bomb. Pscrow blows up. Rinse and repeat. Drop too many puppy clones and Pete gets all Incredible Hulk on Jim, shoves him in his gob and CHEWS HIM TO DEATH.

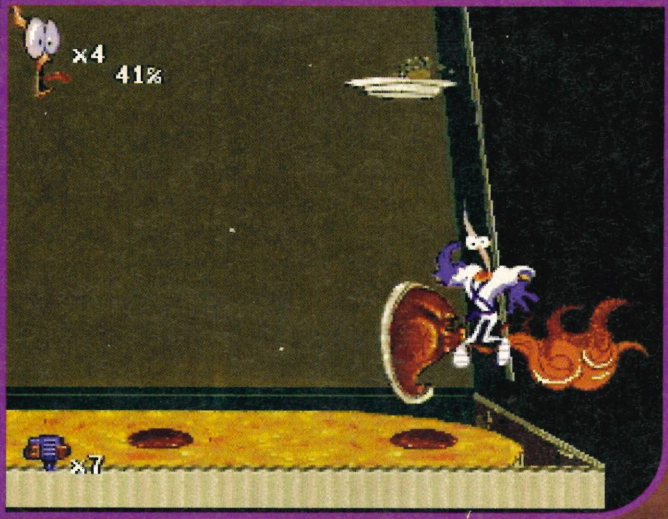
## Cows

Those who have already gagged on the crazed slinky that was Part One may have noticed a recurring fresian theme in Dave Perry's masterwork. And, wouldn't you know it, they're mooing all over the damn field in Part Two. Not only do we get to see cows saying 'Well Done' and smiling like they've just blown off in a farmer's face in between levels - there's also a whole section of the game dedicated to the pre-burgeded beasts.

**Shake 'n' tax**  
Confusing mix of a filing cabinet, a sofa and a front door that keeps running away. UUUUUH? What Dave Perry Was Taking At The Time: Toadstools.



**Pizza-de-achtung!**  
Battle-in-a-pizza box with a slice farting spicy stuff on a quagmire of sinking cheese. What Dave Perry Was Taking At The Time: Cough medicine and poison.



### My name Simon. hear me roar!

Where hell this? I SAID LEVEL THREE. What hell do? When I was your age, right, my parents stopped me grizzling all over our gypsy caravan one Christmas by buying me a game. It was called Simon. I am called Simon too. WANT TO MAKE SOMETHING OF IT, SPAZCHOPS? Anyway, Simon 'the game' involved following a sequence of cheap bleeps. A memory game with music, me say. And this be same. Follow sequence, press right buttons, do tune, get prizes, do not pass go, do not collect £200, do not suddenly... (Stop? - Ed.)

### Slap me hard

Where hell this? After the bit where Jim's got a head fulla helium. What hell do? Same principle as the game show bit. Gather your mini-worms (arses same size as last time) finish the level and - ACHTUNG! - one of those Test Yer Weight Things That Corned



The Very Last Level In The Game™. Innitnahce?



SMASH THEIR WHORISH EGGS!  
Super triple fire gun. Wet yourself.

Cud-U-Like. It be Udderly Abducted level. Pick up cow. Defuse cow. Slightly boring, mind.



## Earthworm Jim 2

**Power points**  
Release date.....November  
Players.....1  
Levels.....Dillions  
Skill levels.....3  
Virgin.....(0181) 9602255

### Uppers & downers

- ▲ Quite simply...
- ▲ ...The most inventive
- ▲ ...Brain spazzing
- ▲ ...Mega Drive Sequel EVER
- ▼ Two players would be acer

### Final verdict

"Mad as a monkey's brain and a work of twisted genius. BUY THIS GAME, LITTLE YOU." **Simon**

95%

10	10	9	9
Graphics	Sound	Addiction	Lifespan



# EUROPE'S LARGEST KILLER OF TIME

## ZOOP - YOU MAY ALREADY BE ADDICTED



### No one is immune

←... Parents ...→



←... Children ...→



Resting



**Output of the Heart**  
(gallons of blood per minute)  
when man is:



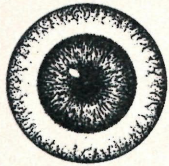
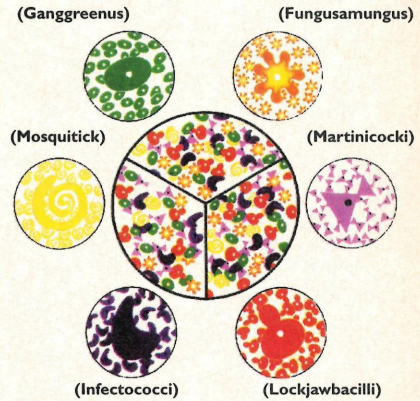
Walking



Playing Zoop



(zoopx10<sup>10</sup>)

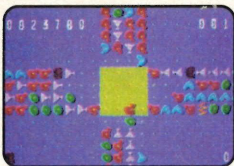


A healthy iris



The same iris  
after Zoop

### The stages of Zoop (what to look for)



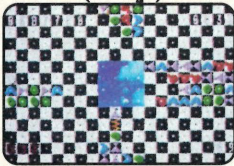
(level 3)



(level 6)

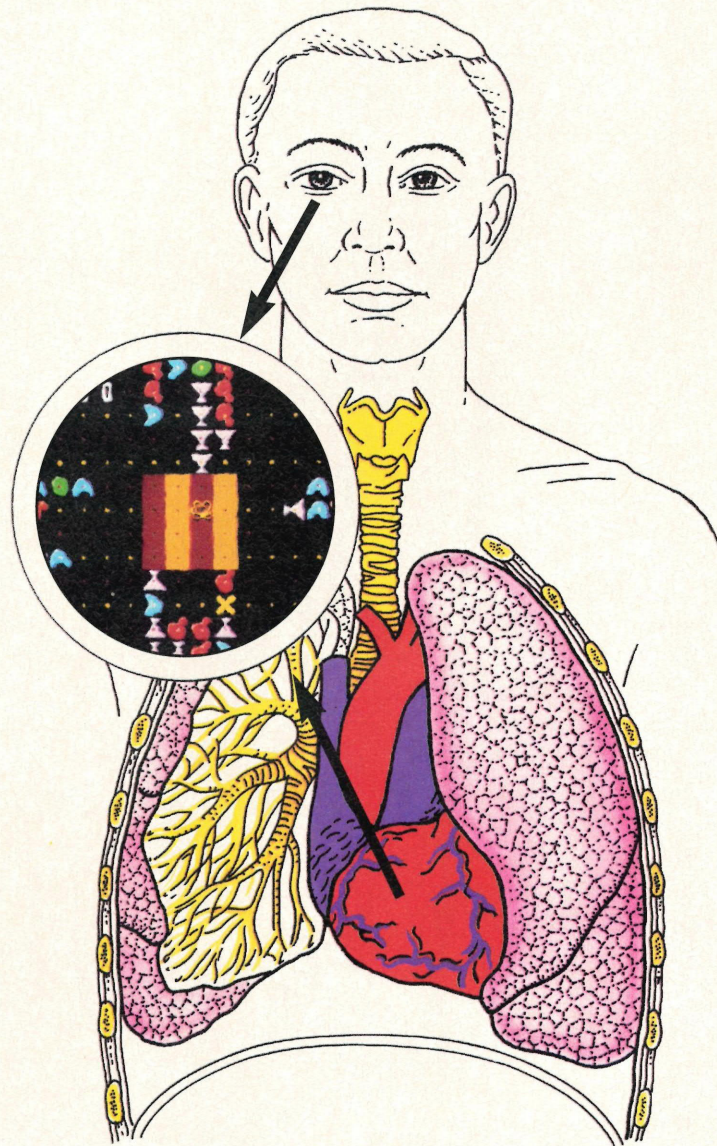


(level 8)



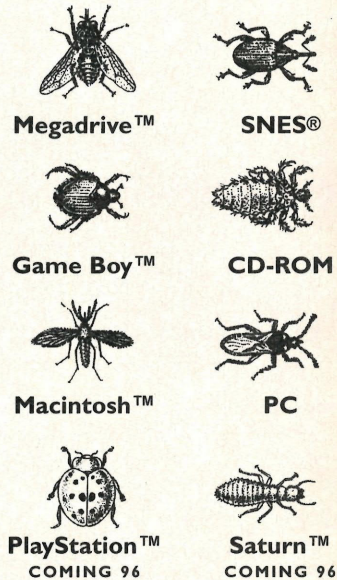
(level 9)

(this pattern continues on, and sadly always leads to one's demise)

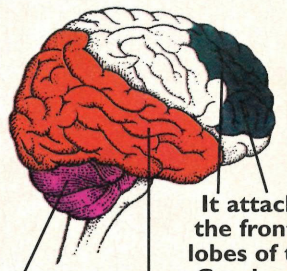


It looks like a harmless video game until it enters the blood stream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

### Known carriers of Zoop



### How Zoop affects the brain



It slowly eats at the Cerebellum restricting: movement, coordination, balance

It attacks the frontal lobes of the Cerebrum impairing: judgement, higher learning, reason

It mutates the Medulla causing irregular: digestion, respiration, heartbeat

AVAILABLE AT: Dixons, Curry's, PC World, Toys R Us, Future Zone, HMV, Virgin/Our Price and all good games stockists



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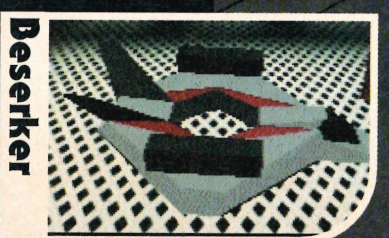
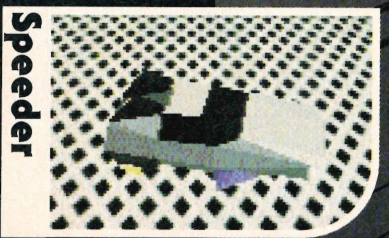
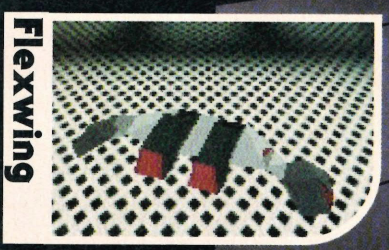
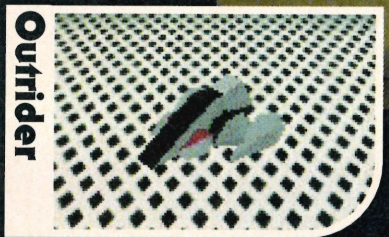
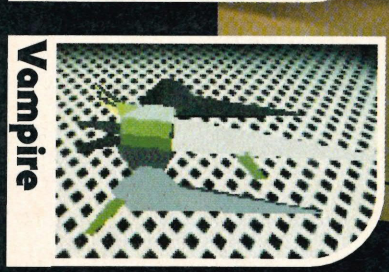
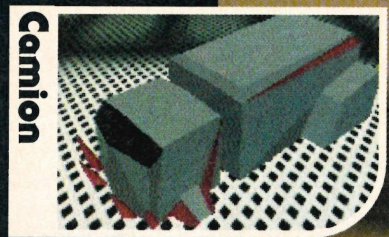
Are you hooked yet?  
<http://www.demon.co.uk/noonies/zoop.html>



# Hi-Octane

The car in front is...

**Octane is a simple ring hydrocarbon with the formula C<sub>8</sub>H<sub>18</sub>. It aids combustion in petrol engines. Just thought you ought to know.**



As the country's highways become ever more congested and the only people who ever get to see a clear stretch of road are midnight cab-drivers and all-night truckers, it seems games designers are taking out their road-rage in their new computer games. If the platform game was the domain of the Mega Drive, then the Saturn looks to be specialising in the racer

*Hi-Octane* is Bullfrog's first foray into arcade territory and a pretty impressive entrance it is too. What we have here is a futuristic racer along the lines of *Cyber Speedway* (That's *Gran Chaser* for those of you who haven't been paying attention) or *Wipeout*. At the simplest level it offers smoother animation than *Daytona*, better fighting capabilities than *Cyber Speedway* and the best in-game music to have lurched onto the Saturn from any game anywhere.

So it's the future, ok. Racing seems a little tame and to liven things up everyone's put guns on their cars. Oh and missiles. Now as you fly around the hover track in your super-fast hover car type thing



not only do you have to try and win a race, you've got to try and kill whilst not being killed. It's fight and flight. That's clever and I made it up.

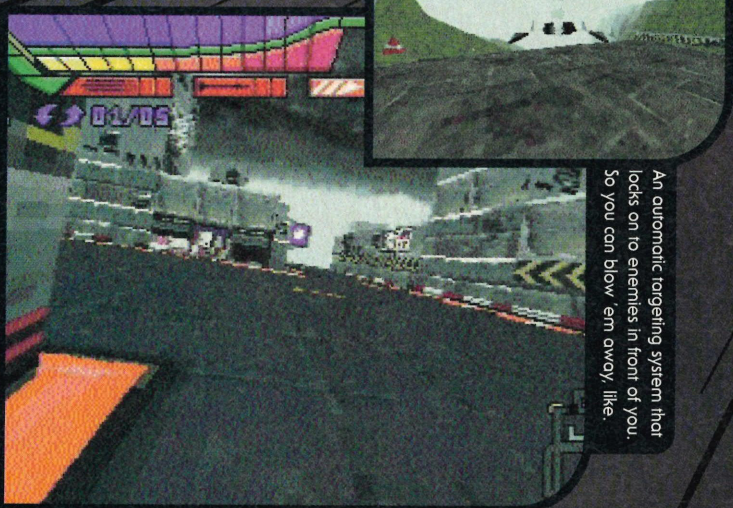
What's it like to play then? In a word, difficult. Like all the games in this future racing style, your car can seem difficult to control. As the car's handling has no model in real life, it's left to the game designer to decide the way that corners and bumps affect the way you move. Thus, it takes time to get used to driving. Also, unlike *Cyber Speedway*, *Hi-Octane* tilts the horizon with your car to give a more realistic view. Although this is preferable and certainly more

realistic, it does make things even more difficult.

But you can't criticise a game for being difficult. What might disappoint some people is the overall speed of the game. It's not blindingly fast and whilst the build-up/blocking problems that affected *Daytona* have been dealt with, some might accuse it of being a little bit jerky.

This is a very imaginative game with a good lifespan ahead of it. I liked it more than *Virtua Racing* and *Cyber Speedway*, about the same as *Daytona* but less than *Sega Rally*. If you look at the review scores of those first three games, you might get some idea of the extent to which games reviews are purely

**SEGA POWER**

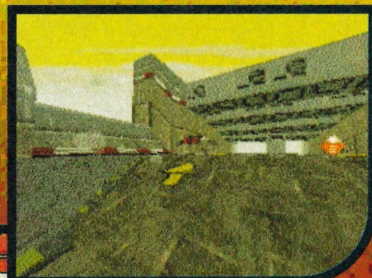
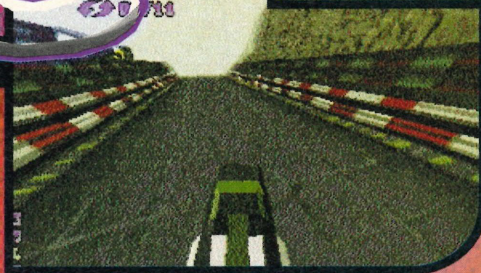


An automatic targeting system that locks on to enemies in front of you. So you can blow 'em away, like.

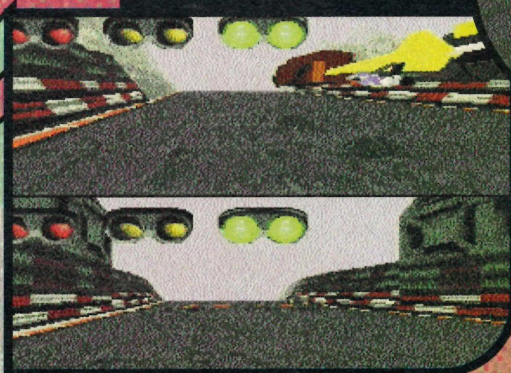
• Saturn • £44.99 • December • Bullfrog •

# tane

Refuel your racer by ducking into the refueling lane on each track. You don't have to stop though, it's all bloody high-tech.



The head to head split screen is almost as smooth as the full-screen version.



## Mode Mayhem

No 'Arcade Mode' and 'Saturn Mode' on this one. By Jimminy no. *Hi-Octane* has a jet-powered six to choose from.

### Championship



Race against computer opposition on each of the eight main tracks one after another.

### Single Race



Race up to seven computer-controlled opponents on the track of your choice.

### Death Match



Cut that racing out. Play until you've killed all the opposition in a frenzy of gun and missile fire.

### Split Screen



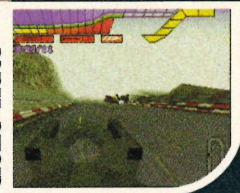
At bloody last! A decent split-screen race game for the Saturn. Play two player head to head.

### Hot Seat



Innovation! In this mode you get to play against seven friend types on a turn by turn basis.

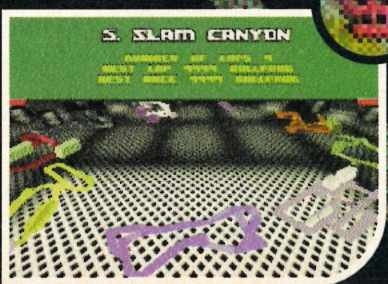
### Clone Race



*Hi-Octane* records the image you doing your best lap and lets you race against it.

## Welcome to track heaven...

If a racing game is to have a reasonable lifespan, it's got to have a decent number of tracks. Bullfrog clever, Bullfrog know this. Hence *Hi-Octane* has a really rather good nine tracks, many with shortcuts and all of them with hidden goodies secreted in strange niches. Eh? Anyway, one of the tracks – Death Match Arena – is a duelling pitch where you can play the game purely as a high speed shoot-'em-up.



Hi Octane

### Power points

Release date.....December  
 Players.....4-8  
 Tracks.....9  
 Difficulty.....Hard  
 Bullfrog.....(01483) 579099

### Uppers & downers

- ▲ Superb, smooth graphics
- ▲ One to eight player action
- ▲ Lots of tracks
- ▲ Loads of options
- ▼ Not astonishingly fast

### Final verdict

"A technically accomplished game with plenty of play options. I loved it, others didn't." **James**

# 85%

9	9	7	8
Graphics	Sound	Addition	Lifespan

• Mega Drive • £39.99 • November • Viacom •

**What a blimmin' STOOPID name for a game. If 'Zoop' why not 'Wibble'? THIS MUST STOP! I mean, really...**

# ZOOOP

I have to admit it – I'm a bit sodding good at *Tetris*. I'm sorry if this sounds big-headed, but it's true. I'm so good at *Tetris* that I've managed to set a high score on my Macintosh version of 19,500, which is 11,000 higher than anyone previously thought it could go.

Unfortunately it's been pointed out that since the sound and music don't work properly, it could also letting the game go on for too long without speeding up. Lies. Or, as my friends remark, it might be

connected to the recent appearance of shapes that aren't actually recognised *Tetris* pieces at all. Jealously, that's what it is.

So, my rapidly dwindling group of 'mates' ask, why won't the game save the high score table then? Stuff it, I've got a screen grab to prove it.

Like the master *Tetris* player I am, I can juggle each argument that appears and slot the appropriate reply into the correct place. When it comes to matters *Tetris*, I am a god.

Unfortunately, when it comes to matters *Zoop*, I am a turd. As you can see from the stunning variety of screenshots scattered around the page, it's a puzzle game in the *Tetris/Mean Bean Machine* mould. The idea is to rotate a coloured arrow in the middle of the screen, clearing rows of advancing coloured squiggles before they encroach on your area. You can only kill squiggles that are the

same colour as your arrow. If you zap a squiggle that isn't the same colour as you, your arrow exchanges colours with it. Easy.

There some special shapes which allow you to gain more points, zap entire rows of different colours in one go or better, smart bomb the whole screen.

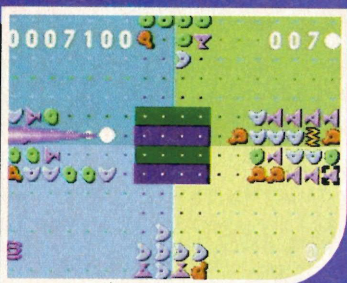
I have, I think, managed to suss out the basic strategy which is to exchange colours until you can zap rows of similar coloured squiggles all in one go, *Mean Bean*-like.

The game is being promoted on the basis of its gameplay which is handy because the graphics are bloody awful. I know graphics

aren't really important here but that shouldn't overwhelm the fact that this looks like a lightweight Master System title.

If I have one other moan, it's that it's too hard to begin with. But if you've suffered from *Tetris* or *Mean Bean* hallucinations, you'll probably suffer in the same way from *Zoop*. Overall, as addictive and as simple as it is, *Zoop* lacks the utter compulsiveness found in the very best puzzle games.

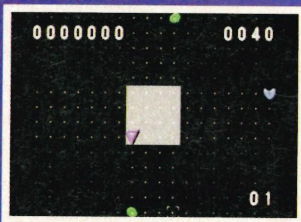
**SEGA POWER**



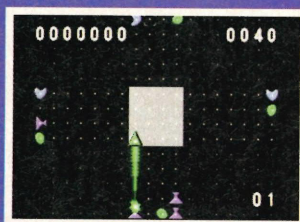
I've already captioned this and the case James didn't SAVE IT!

## How to play Zoop...

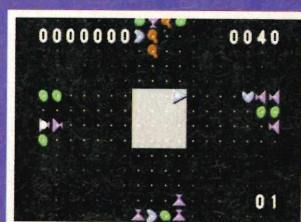
Don't think this is gonna be easy. Playing *Zoop* is tricky, so it's sussing out the basic strategies which is important in games like this.



1. Firstly, I am going to swap colours with the green squiggle at the bottom.



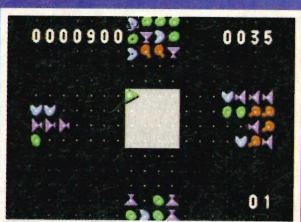
2. This I do by pressing 'FIRE'. I am now green, the squiggle is now purple.



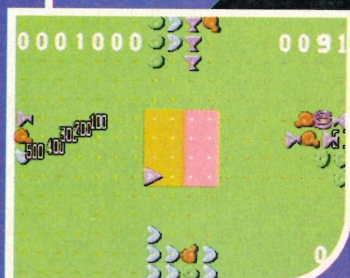
3. You can only zap or clear squiggles that are the same colour as you.



4. Here, I've been able to zap a row of green squiggles 'coz I'm green.



5. Move fast or the rows build up and begin to take over your centre space.



Zap combos and special things for extra points.

### Power points

Release date.....November  
 Players.....1  
 Levels.....Loads  
 Difficulty.....5 levels  
 Viacom.....(0171) 490 1323

### Uppers & downers

- ▲ Gameplay...
- ▲ And gameplay...
- ▲ Yeah I know.
- ▲ Poor graphics
- ▼ Tricky at the start

### Final verdict

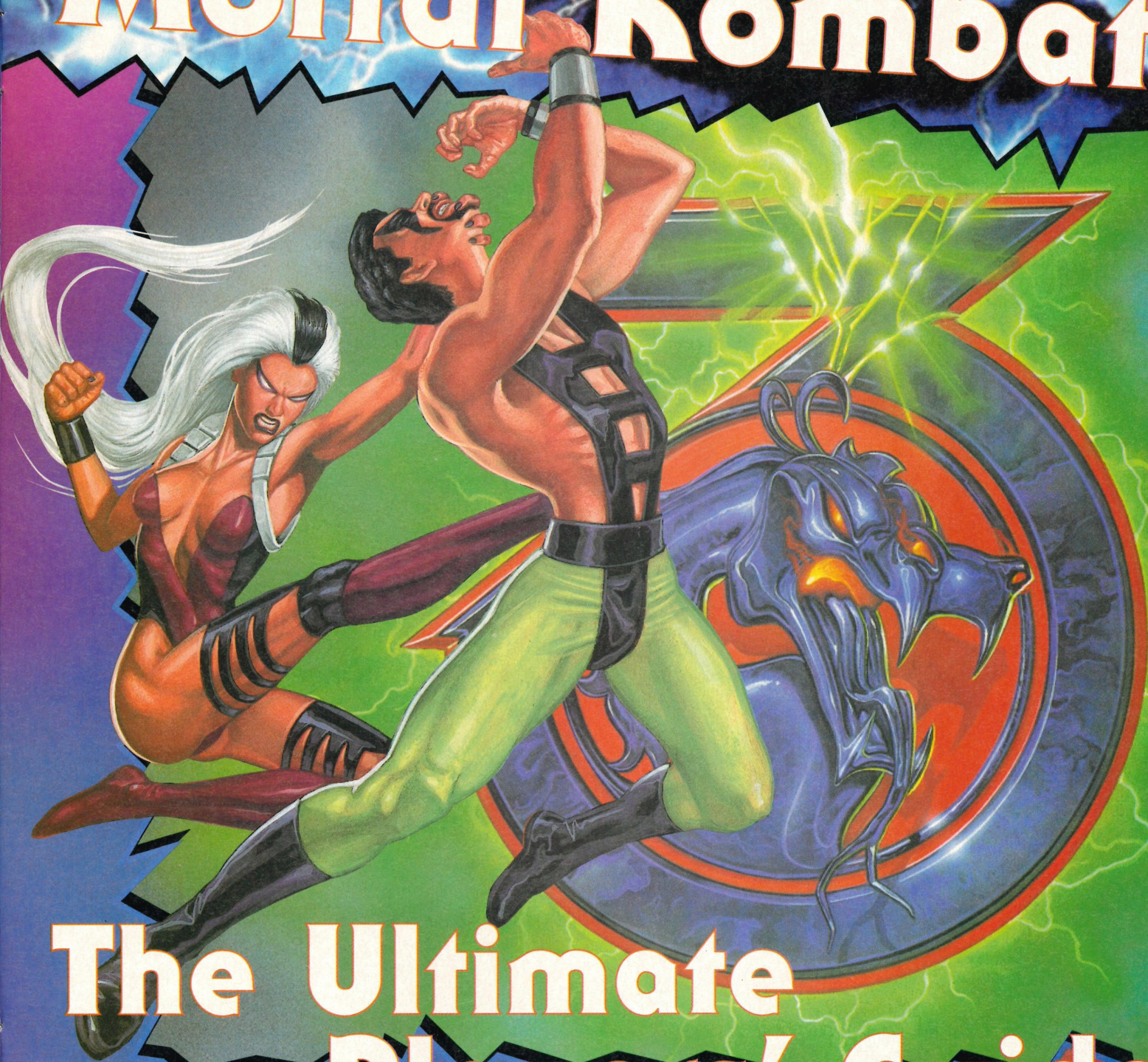
"An original development on the puzzle game theme. It's addictive but not compulsively so." **Nick**

Zoop

**81%**

**1** Graphics **4** Sound **8** Addiction **7** Lifespan

# Mortal Kombat



## The Ultimate Players' Guide

**POWER  
TIPS**

*Stuff yer posters with difficult to follow tips, what ye wants is a COMPLETE guide to Mortal Kombat 3 from the people that kindly call themselves 'The experts' – us us us. Moves, fatalities, combos, Kombat codes, cheats... We're the best and here's the bleedin' proof...*

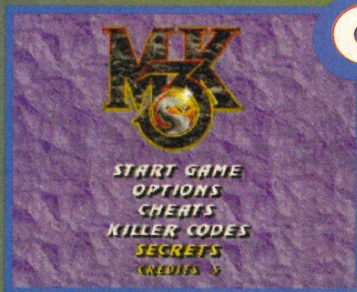
POWER  
TIPS

# Mortal



## Cheats

We like cheats, especially the really anal ones that don't really do much, but give you lot something to squeak about for a few hours. Ahem, yes, very muchly in the liking place. These 'ere cheat things possibly won't have been published anywhere else. Do them and you'll be amazed what they do...

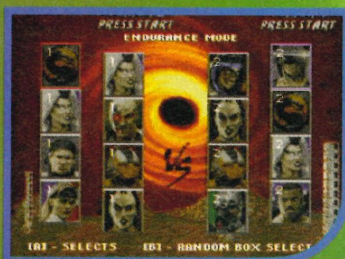


### Enable Smoke

Yes, we all know he's in there and that you can activate him with a Kombat Code, but it's much easier to do this simple movement. Oh aye, look through the players moves, we've got all the ones for Smoke too, plus some delicious combos.

On the MK3 logo screen, press: A, B, B, A, Down, A, B, B, A, Down, Up, Up

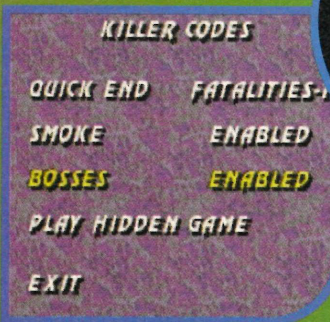
### Endurance



I'm so clever that I found this one out all on my own. At the menu screen, hold down buttons A+B+C and press

Start, this will take you to the endurance screen. It's a tournament that between 1 and 4 people can play - although I'm not sure how. You can choose a totally random team by pressing Up and Start. And. It's. Good.

### Bosses Codes



At the menu screen, press C, Right, A, Left, A, Up, C, Right, A, Left, A, Up. If you're good and clever, you'll get a message saying something like 'Killer Codes'. Go to this and you should get the following... QUICK END (apparently this decides how your computer-controlled opponent finishes you off), SMOKE (on or off), BOSSES (on or off) and PLAY HIDDEN GAME (yessy doody, the hidden Galaxian-type game is in the Mega Drive version, too. Hurrah, s'pose).

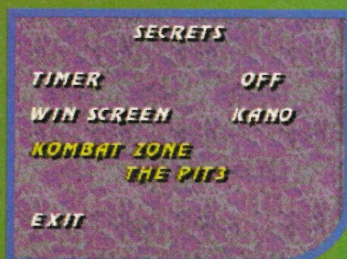
### Cheats Menu



Let nobody say that captioning this screenshot was easy.

At the menu screen, press: A, C, Up, B, Up, B, A, Down. The options you get from this menu are a SOUND TEST, MORE CREDITS (you can have over 90), and a BIO thing that we couldn't quite understand.

### Secrets Menu



At the bleedin' menu screen, press B, A, Down, Left, A, Down, C, Right, Up, Down. Secrets they are, and that's what should appear onscreen. This will give you... TIMER (the choice of off, slow, normal, fast), WIN SCREEN (just the bio screen, really) and KOMBAT ZONE (a level select). All very useless. Doesn't effect the gameplay one little bit, but it's what you all want, at the end of the day, isn't it?



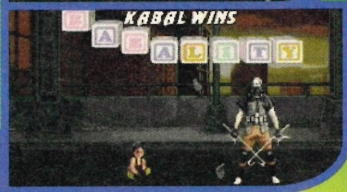
# Kombat 3

## The Boring Stuff

The abbreviations are so simple that I'm not going to bother to do a key - HP = High Punch, RN = Run, etc., but you may well need a hand with some of the other 'things'.

### Friendships/Babalities

Simple. Just don't use the block button during the winning round. Then perform the easy combination for your chosen character and we'll all be happy as Larry - and by golly he must be a very happy man.



We love the way we can get screenshots like these.

### Mercy



To give your opponent a minute amount of energy back when you've beaten them, you can now 'do' that wonderful mercy thing. To do it you can only win on the third round. Then, when you get the 'Finish Him/Her' message, hold down Run and press Down, Down and release Run.

### Pit Things

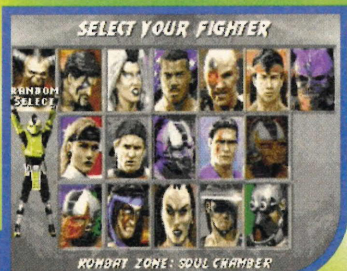
The pit fatality can only be used on three of the stages, but to make it that bit more interesting, I'm not going to tell you which ones. HAH!

### Animalities

Simple, simple, simple. You've got to perform a Mercy before you can 'do' yer animal stuff. Read on, read on...

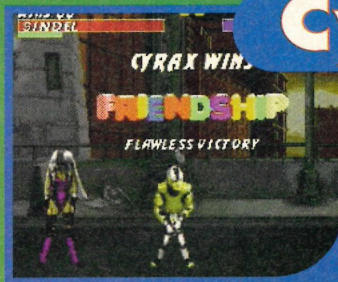
### Random Select

Up-Start at the select screen. The default players have to be selected for this to work. Shang Tsung for Player 1 and Liu Kang for Player 2.



Yeah, very funny Mr Arty person.

## Cyrax



Flawless is the kind of word we like.



- Net: B, B, LK
- Close Bomb: Hold LK, B, B, HK
- Far Bomb: Hold LK, F, F, HK
- Teleport: F, D, BK
- Air Throw: D, F, BK, LP (enemy in air, you one floor.)

### Fatalities

- Helicopter Slice: D, D, U, D, HP
- Self-Destruct: D, D, F, U, R (close)
- Shark Animality: Hold BK, U, U, D, D (close)
- Bobality: F, F, B, HP
- Friendship: RN, RN, RN, U
- Pit Fatality: RN, BK, RN

### °Combos

- 6 Hit: HP, HP, HK, HP, HK, B+HK (30%)
- 3 Hit: HP, HP, LP (18%)
- 3 Hit: HK, HK, B+HK (19%)
- 3 Hit: Far Bomb, net, roundhouse into bomb, uppercut (50%)



There's been a lot of talk about Nets recently.



# Jax

Single Missile:

**B, F, HP**

Double Missile:

**F, F, B, D, HP**

Shadow Arm Slam:

**F, F, HK**

Gotch Grab:

**F, F, LP**

Ground Slam:

**Charge LK for 3 seconds**

Air Grab:

**BK**

## Fatalities

Grow and Stomp(far):

**RN, BK, RN, RN, LK**

Slice & Dice:

**Hold BK, U, D, F, U, release BK**

Babality:

**D, D, D, LK**

Friendship:

**LK, RN, RN, LK**

Pit Fatality:

**D, F, D, LP**

Lion Animality(close):

**Hold LP, F, F, D, F, release LP**

## Combos

7 Hit: **HK, HK, D+HP, HP, BK, LP, HP, B+HP (34%)**

5 Hit: **HP, HP, BK, LP, B+HP (28%)**

3 Hit: **HK, HK, B+HK (19%)**



My neck is starting to hurt.  
That's the trouble with necks.

# Kano

Flying Roll:

**Hold LK, wait 3+ sec. Release LK**

Knife Throw:

**D, B, HP**

Knife Swipe:

**D, F, HP**

Air Throw:

**BK (in the air)**

## Fatalities

Skeleton Rip:

**Hold LP, F, D, D, F, Release LP (close)**

Laser:

**LP, BK, BK, HK (sweep)**

Spider Animality:

**Hold HP, BK, BK, BK, Release HP (close)**

Friendship:

**LK, RN, RN, HK**

Babality:

**F, F, D, D, LK**

Pit Fatality:

**U, U, B, LK**

## Combos

6 Hit: **HP, HP, D+LP, D+HP, Jump Kick, Cannonball (37%)**

6 Hit: **HP, HP, D+LP, D+HP, Jump Kick, Knife uppercut (37%)**

5 Hit: **HP, HP, HK, LK, B+HK (34%)**

5 Hit: **HP, HP, D+LP, Jump Kick, Air Throw (30%)**

4 Hit: **HK, HK, LK, B+HK**

4 Hit: **Jump Kick, Cannonball, Jump Kick, Knife Uppercut (25%)**



# Kung

High Fireball:

**F, F, HP (also in air)**

Low Fireball:

**F, F, LP**

Flying Kick:

**F, F, HK**

Bicycle Kick:

**Hold LK, wait 3+ secs. Release LK**



# Nightwolf

Arrow:

**D, B, LP**

Hatcher Swipe:

**D, F, HP**

Reflect Shield:

**B, B, B, HK**

Shoulder Ram:

**F, F, LK**

## Fatalities

Lightning:

**B, B, D, HP (sweep)**

Wolf Animality:

**F, F, D, D (close)**

Enlightenment:

**Hold BK, U, U, B, F, Release BK, BK (close)**

Friendship:

**RN, RN, RN, D**

Pit Fatality:

**RN, RN, BK**

Babality:

**F, B, F, B, LP**

## Combos

10 Hit: **LK, HP, HP, LP, Uppercut, Uppercut, HP, Uppercut, Smash (61%)**

7 Hit: **LK, HP, HP, LP, Hatcher, Hatcher, HK (41%)**

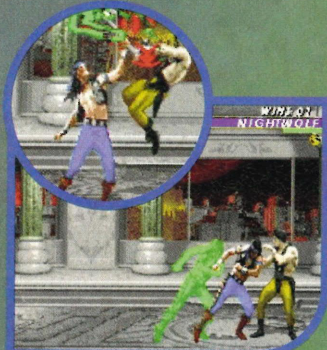
5 Hit: **HP, HP, Hatcher, HP, Shoulder smash (34%)**

5 Hit: **HK, HP, HP, LP, HK (34%)**

4 Hit: **HP, HP, LP, LP (21%)**

4 Hit: **HP, HP, LP, HK (20%)**

3 Hit: **HK, HK B+HK (19%)**



Speed is the name of the game. Dunno why though.



# Liu

Net:

**B, B, LK**

Close Bomb:

**Hold LK, B, B, HK**

Far Bomb:

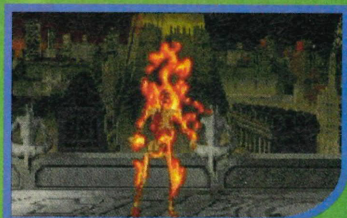
**Hold LK, F, F, HK**

Teleport:

**F, D, BK**

Air Throw:

**D, F, BK, LP (enemy in air, you one floor)**



# Kabal

Tornado spin:

**B, F, LK**

Fireball:

**B, B, HP (also in air)**

Ground razor:

**B, B, B, RN**

## Fatalilties

Head inflate(sweep):

**D, D, B, F, BK**

Scream:

**RN, BK, BK, BK, HK (close)**

Rhino Animality:

**Hold HP, F, F, D, F, Release HP (close)**

Babality:

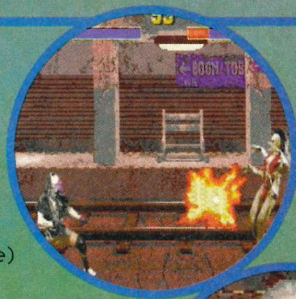
**RN, RN, LK**

Pit Fatality:

**BK, BK, HK**

Friendship:

**RN, LK, RN, RN, U**



## Combos

7 Hit: **LK, LK, HP, HP, D+HP jump kick, eye spark (45%)**

9 Hit: **Spin, ground saw, LK, LK, HP, HP, D+HP, jump kick, eye spark (50%)**

6 Hit: **LK, LK, HP, HP, HK, B+HK (28%)**

6 Hit: **LK, LK, HP, HP, D+LP, D+HP (29%)**

5 Hit: **HP, HP, HK, HK, HK (25%)**

4 Hit: **LK, LK, HK, B+HK (21%)**

3 Hit: **LK, LK, B+HK (19%)**

10 Hit: **Jump Kick, Spin, Ground Saw, LK, LK, HP, HP, D+HP, jump kick, eye spark (66%)**

# Lao

## Fatalilties

Flaming Skeleton:

**F, F, D, D, LK**

MK 1 Machine Crush:

**Hold BK, U, D, U, U, Release BK, BK+RN**

Dragon Animality:

**D, D, U (almost close)**

Babality:

**D, D, D, HK**

Friendship:

**RN, RN, RN, D+RN**

Pit Fatality:

**RN, BK, BK, LK**



## Combos

7 Hit: **HP, HP, BK, LK, LK, HK, LK (34%)**

5 Hit: **HP, LK, LK, HP, LK (25%)**

4 Hit: **LK, LK, HK, LK (21%)**

3 Hit: **Jump Kick, High Fireball, Flying Kick**

# Sektor



The oldest swinger in town. I am tired...



Heat Seeking Missile:

**F, D, B, HP**

Regular Missile:

**F, F, LP**

Teleport Uppercut:

**F, F, LK**

## Fatalilties

Bar Animality:

**F, F, D, U (close)**

Flame:

**F, F, F, B, BK (over half a screen)**

Crush:

**LP, RN, RN, BK**

Pit Fatality:

**RN, RN, RN, D**

Friendship:

**RN, RN, RN, D (sweep)**

Babality:

**B, D, D, D, HK**

## Combos

5 Hit: **HP, HP, HK, HK, B+HK (26%)**

4 Hit: **HP, HP, HK, B+HK (20%)**

3 Hit: **HK, HK, B+HK (19%)**

3 Hit: **Teleport Punch, Jump Kick, Single Missile (22%)**



I'd love to be writing witty captions now but I'm knackered.



# Kang

## Fatalilties

Helicopter Slice: **D, D, U, D, HP**

Self-Destruct: **D, D, F, U, R (close)**

Shark Animality: **Hold BK, U, U, D, D (close)**

Babality: **F, F, B, HP**

Friendship: **RN, RN, RN, U**

Pit Fatality: **RN, BK, RN**



## Combos

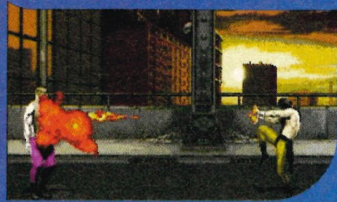
6 Hit: **HP, HP, HK, HP, HK, B+HK (30%)**

3 Hit: **HP, HP, LP (18%)**

3 Hit: **HK, HK, B+HK (19%)**

3 Hit: **Far Bomb, net, roundhouse into bomb, uppercut (50%)**

# Shang Tsang



This red splodge is fire and not a laxative accident.



- Fireball:  
**B, B, HP**  
 2 Fireballs:  
**B, B, F, HP**  
 3 Fireballs:  
**B, B, F, F, HP**  
 Fireballs From Hell:  
**F, B, B, LK**

## Fatalities

- Soul Sucker: Hold LP, RN, BK, RN, BK, release LP (close)  
 Bed Of Spikes: Hold LP, D, F, F, D, release LP (close)  
 Pit Fatality: Hold BK, U, U, B, LP  
 Babality: RN, RN, RN, LK  
 Cobra Animality: Hold HP, R, R, R, release HP  
 Friendship: LK, RN, RN, D

## Combos

- 5 Hit: LK, HP, HP, LP, B+HK (28%)  
 4 Hit: HP, HP, LP, HK (19%)  
 3 Hit: HP, HP, HK (18%)  
 3 Hit: HP, HP, HK (19%)

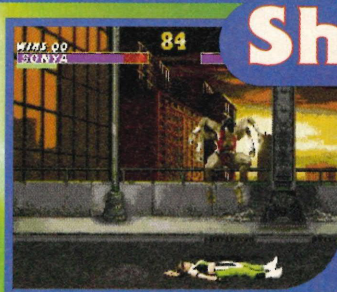
## Morphs

- Cyrax: BK, BK, BK  
 Kabal: LP, BK, HK  
 Kano: B, F, BK  
 Kung Lao: RN, RN, BK, RN  
 Jax: F, F, D, LP  
 Liu Kang: Circular Motion  
 Nightrwolf: U, U, U  
 Sektor: D, F, B, RN  
 Sheeva: F, D, F, LK  
 Sindel: B, D, B, LK  
 Sonya: D+RN+LP+BK  
 Stryker: F, F, F, HK  
 Sub-Zero: F, D, F, HP  
 Smoke: D, B, B, LP

Shang Tsung always wins, that's the bleedin' problem. I almost misspelled that.



# Sheeva



Jump like you've never jumped before.



- Teleport Stomp:  
**D, U**  
 Fireball:  
**D, F, HP**  
 Ground Stomp:  
**B, D, B, H**

## Fatalities

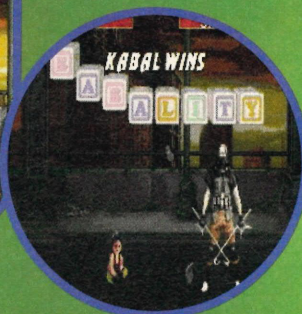
- Ground Pound: F, D, D, F, LP (close)  
 Skin Rip: Hold HK, B, F, F, Release HK (close)  
 Scorpion Animality: RN, BK, BK, BK, BK  
 Babality: D, D, D, B, HK  
 Pit Fatality: D, F, D, F, LP  
 Friendship: F, F, D, F, HP (Wait 1/2 a second before hitting HP.)

## Combos

- 7 Hit: HP, HP, LP, HK, HK, LK, B+HK (42%)  
 6 Hit: HP, HP, LP, F+HP, Walk Forward, HP, HP, Fireball  
 4 Hit: HP, HP, LP, F+HP (22%)  
 4 Hit: LK, HK, HK, B+LK (19%)



The battle of the tight-fitting costumes. Phowar etc.



# Sindel

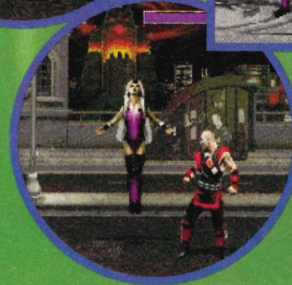
- Dizzying Yell:  
**F, F, F, HP**  
 Levitation:  
**B, B, F, HK (BK to come down)**  
 Fireball:  
**F, F, LP**  
 Air Fireball:  
**D, F, LK**

## Fatalities

- Death Scream: RN, BK, BK, RN+BK (close)  
 Hair Pull: RN, RN, BK, RN, BK (sweep)  
 Butterfly Animality: F, F, U, HP  
 Babality: RN, RN, RN, U  
 Friendship: RN, RN, RN, RN, RN, U  
 Pit Fatality: D, D, D, LP

## Combos

- 7 Hit: HK, HP, HP, D+HP, Standing HP, Jump Kick, Air Fireball (43%)  
 6 Hit: HK, HP, HP, D+HP, Jump Kick, Air Fireball (40%)  
 5 Hit: HK, HP, HP, LP, HK (30%)  
 5 Hit: HP, HP, LP, HK, Flight, Air Fireball (31%)  
 4 Hit: HP, HP, LP, HK (22%)  
 4 Hit: HP, HP, LP, HK (21%)  
 3 Hit: HK, HK, B+HK (19%)

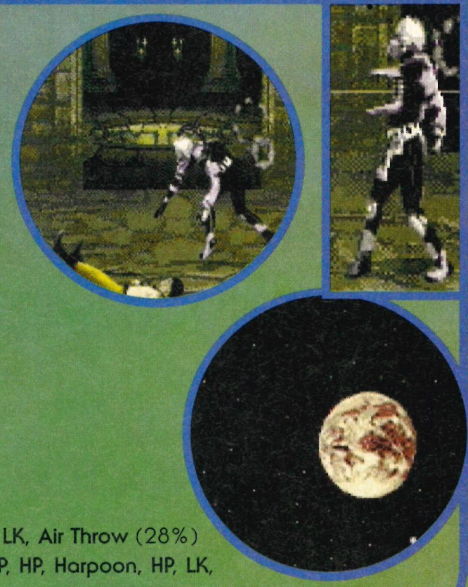


# Smoke

Harpoon:  
**B, B, LP**  
 Teleport+Uppercut:  
**F, F, LK (can do in air)**  
 Invisibility:  
**Hold BK, U, U, RN (repeat to reappear)**  
 Air Throw:  
**BK (in air)**

## Fatalities

Explosion Fatality: Hold BK, U, U, F, D, Release BK (across screen)  
 Bomb Fatality: Hold RN+BK, D, D, F, U, Release RN+BK (sweep)  
 Bull Animality: D, F, F, BK (outside sweep)  
 Friendship: RN, RN, RN, HK (across screen)  
 Babality: D, D, B, B, HK  
 Pit Fatality: F, F, D, LK



## Combos

5 Hit: HP, HP, LK, HK, LP (24%)  
 7 Hit: HP, HP, LP, Teleport, HP, Harpoon, Uppercut (40%)  
 7 Hit: Teleport, Harpoon, HP, HP, LK, HK, LP (40%)  
 6 Hit: Harpoon, HP, HP, LK, HK, LP (31%)  
 5 Hit: HP, HP, LK, HK, LP (24%)  
 7 Hit: HP, HP, LP, Teleport, HP, Harpoon, Uppercut (40%)

3 Hit: HP, HP, LP (17%)  
 3 Hit: HP, HP, HK (19%)  
 3 Hit: Jump Kick, Teleport, LK, Air Throw (28%)  
 8 Hit: B+HK, Teleport, D+HP, HP, Harpoon, HP, LK, HK, LP

# Sonya



Dollin' the horse before the door has bolted.



Energy Rings:  
**D, F, LP**  
 Leg Throw:  
**D+LP+BK**  
 Teleport Punch:  
**F, B, HP**  
 Upward Bicycle Kick:  
**B, B, D+HK**

## Fatalities

Kiss Of Death: B, F, D, D, RN (over sweep)  
 Kiss Fatality: Hold BK+RN, U, U, B, D (over sweep)  
 Babality: D, D, F, LK  
 Pit Fatality: F, F, D, HP  
 Friendship: B, F, B, D, RN  
 Hawk Animality: Hold LP, B, F, D, F, Release LP

## Combos

6 Hit: HK, HK, HP, HP, LP, B+HP (34%)  
 5 Hit: HK, HP, HP, LP, B+HP (30%)  
 4 Hit: HP, HP, LP, B+HP (25%)  
 3 Hit: HK, HK, B+HK (19%)



She blows a fiery kiss. Don'tcha just love her?



# Stryker



Stryker. What a ponce, eh?



Baton Throw:  
**F, F, HK**  
 Baton Takedown:  
**F, B, LP**  
 Low Grenade:  
**D, B, LP**  
 High Grenade:  
**D, B, HP**

## Fatalities

Bomb 'Em: D, F, D, F, BK (close)  
 Wire Of Death: F, F, F, LK (just under full screen)  
 T-Rex Animality: RN, RN, RN, BK (almost close)  
 Pit Fatality: Hold BK, F,U,U,HK, Release BK  
 Friendship: LP, RN, RN, LP  
 Babality: D, F, F, B, HP

## Combos

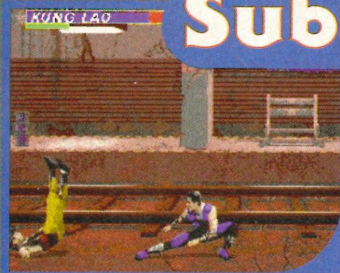
6 Hit: LK, HP, HP, LP, Jump Kick, Baton Throw (36%)  
 3 Hit: HP, HP, LP (18%)  
 3 Hit: LK, LK, B+HK (19%)



Nearly dead. I like 'em that way. Oh yes.



# Sub Zero



The old "trip up while they're not lookin'" move.



Ice Thing:

**D, F, LP**

Ice Clone:

**D, B, LP**

Ice Shower:

**D, F, HP**

Slide:

**B+LP+BK+LK**

## Fatalities

Mist Freeze: B, B, D, B, RN (just outside sweep)

Body Breaker: BK, BK, RN, BK, RN (close)

Animality: Hold BK, F, U, U, Release BK

Dabality: D, B, B, HK

Friendship: LK, RN, RN, U

Pit Fatality: B, D, F, F, HK

## Combos

6 Hit: HP, HP, LP, LK, HK, HK B+HK (30%)

5 Hit: HP, HP, LK, HK, B+HK (26%)

4 Hit: HP, HP, LP, B+HK (22%)

3 Hit: HK, HK, B+HK (19%)



Blood is a part of that whole meat thing.



# Kombat Codes

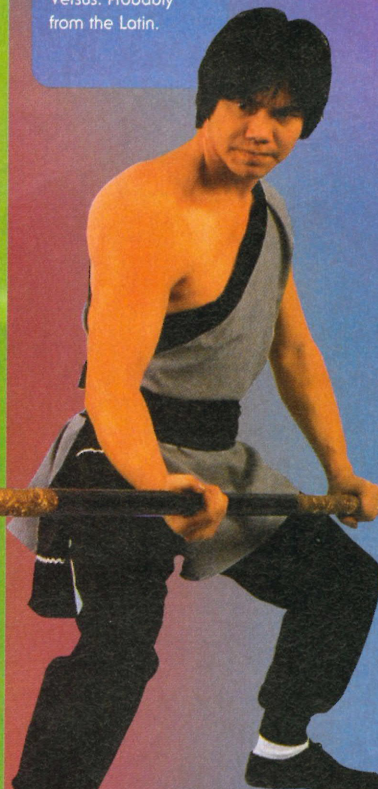
A couple of plainly obvious things... you must enter these on the intro screen to the game and you must be playing a two-player game. You have to be pretty quick, but you shouldn't have to rush with most of them.



Versus. Probably from the Latin.

- 0 - MK Dragon
- 1 - MK Logo
- 2 - Yin Yang
- 3 - 3
- 4 - ?
- 5 - Lightning Bolt
- 6 - Goro
- 7 - Raiden
- 8 - Shao Kahn
- 9 - Skull

- 100-100 Throwing Disabled
- 020-020 Blocking Disabled
- 987-123 Meters are Hidden
- 033-000 Player 1 Starts with Half Energy
- 000-033 Player 2 Starts with Half Energy
- 707-000 Player 1 Starts with Quarter Energy
- 000-707 Player 2 Starts with Quarter Energy
- 688-422 Dark Fighting
- 460-460 Randper Fighting
- 985-125 Psycho Kombar
- 466-466 Unlimited Run
- 642-468 Galaga
- 282-282 Displays Text No Fear
- 123-926 Displays Text No Knowledge that is not Power
- 987-666 Displays Text Hold Flippers During Casino Run
- 969-141 Winner Fights Motaro
- 769-342 Winner Fights Noob Saibot
- 033-564 Winner Fights Shao Kahn
- 205 Winner Fights Smoke

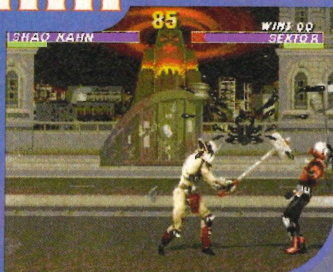


# Play 'Dem Bosses

Perform the ridiculously easy cheat that's mentioned elsewhere and the bosses are yours. There doesn't seem to be any fatalities for them, but you get yer special moves. Combos, anyone? Hmm?

## Shao Kahn

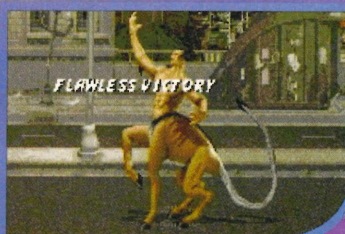
- Shoulder Slam F, F, LP
- Upper Thrust F, F, HP
- Sledge Hammer B, F, HP
- Fireball B, B, F, LP
- Laugh D, D, HK
- Taunt D, D, LK



Weapons, tools, both excellent phallic words.

## Motaro

- Grab and Smack F, F, LP
- Fireball F, D, B, HP
- Teleport D, U
- Tale Whip B+LK



Der his wife is upset with him.

# AM3

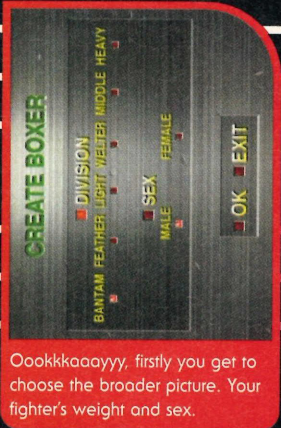
**Edge** meets Sega's premiere coin-op designers for an early look at the sensational *Manx T.T.*

And Sega Rally pushes **Saturn** to the extreme...

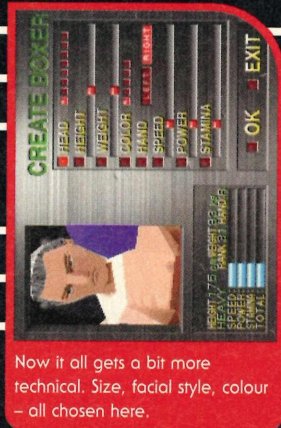
Issue **twenty-seven** onsale  
**26 October** at selected newsagents

EDGE

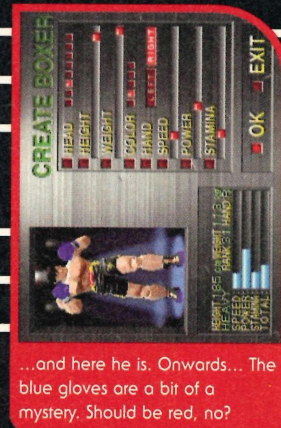
Give my creation Liiiiifffeee...



Oookkkaayyyy, firstly you get to choose the broader picture. Your fighter's weight and sex.



Now it all gets a bit more technical. Size, facial style, colour - all chosen here.



...and here he is. Onwards... The blue gloves are a bit of a mystery. Should be red, no?



Throwing Bubbles straight into the deep end, he's going in for the tournament.

Yes, much like Dr. Frankenstein, *Victory Boxing* gives you the opportunity to create your own humans. Much in the muscles, shrivelled tripe for the brains, but who cares? He's got a mean right hook.

You won't believe the sick intro we had to cut here. Read this and you too will weep...

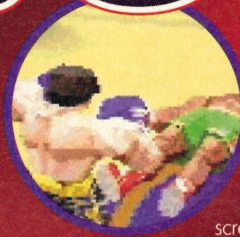
# Victory



Famous boxers include Muhammed Ali, Bruce Springsteen, Simon Crook and Beverly Craven. No.

Round 1 of 10	
Dean	Antonio BarriZZi
Round Status	Round Status
Punches Thrown 2	Punches Thrown 19
Punches Landed 2	Punches Landed 17
Landed/Thrown 100	Landed/Thrown 88
Knockdowns 1	Knockdowns 0
Total Status	Total Status
Punches Thrown 2	Punches Thrown 19
Punches Landed 2	Punches Landed 17
Landed/Thrown 100	Landed/Thrown 88
Score	Score
J1 5/5	J1 10/10
J2 5/5	J2 10/10
J3 5/5	J3 10/10

Pass the mind jelly and go on a journey. Back, back, back to a time when men fought in the way God intended. Two men, naked from the waist up, fighting in a makeshift ring in a small secluded barn. Bare-knuckle and watched by many. Usually simple, usually dead before 40, this 'energetic' sport somehow



mean, there must surely be some primitive release realised when we watch it. Edge of the sofa, beer can in hand, screaming for the punch-drunk chimp to get back onto his elastic legs and take another anvil-like smash to the brain. Why? Alright, I will openly agree that boxing does not appeal to everyone, and certainly not

Especially in these 'I must have my 3D polygon fighting experience' days that we're in.

You can choose from a wide selection of fine men and women or create your own boxing legend (which can be saved) and aim for any weight you do so wish. You may get the impression from these grabs that the game is a bit like



developed into the joyous game we know today as boxing. And why do we watch it? Damn fine question, 'cos I don't know. I

women. But hell, I like it, and that's all that matters.

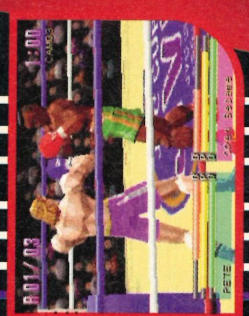
Anyway, wibble makes space less and space is infinite, so why am I worrying? Sigh... *Victory Boxing* from JVC is pretty fine.



Remember kids, fighting is silly unless you get paid for it.

*Virtua Fighter 2*, but before you wet your young pants with excitement at the prospect of playing a game that's sort of a bit like *Virtua Fighter 2*, don't. It isn't. You fight in

TV Nation



There's a stuttering 12 different views for the actual fighting sections. Here's a brief selection of our favourites...

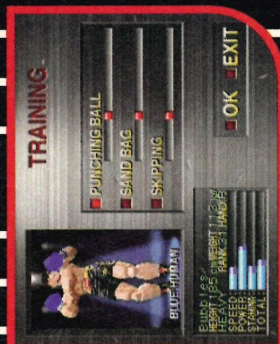




Here's where you get all the bumph. Seeing as he's new, then there ain't no stats yet, is there?



As I've mentioned earlier, you start at the bottom of the rankings and, like, WORK your way up.



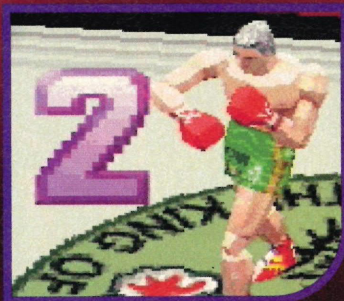
At the start of every game you get the chance to fine-tune your fighter.



IIINNN THE RREEDD CCOORRRNNAHH. Sigh, yes the fight is now, in a word, on.

• Saturn • £39.99 • November • JVC •

# Boxing



either a versus game, a sparring challenge, or the main crux of the game, the rankings mode. Start off floating around the low thirties like a drunken bee on mescaline, and try yer damndest to beat 'Ver Champ'. Although you might find a moderate amount of difficulty, I see

no reason why you shouldn't be able to fly through to the end without any real problems.

Speaking of which, there are a couple of little problems. Boxing games, at best, have never been brilliant and *Victory Boxing* is one of the better efforts. The graphics are good, there's lots of nice features and that, but for one player, it's possible to cruise through most of the fights using just the one punch, and most of my fights ended up with a technical KO in the first round (knocked down three times in three minutes).

So, we wait for a totally realistic boxing game. Until then, *Victory Boxing* will have to do.

**SEGA POWER**



Boxers have amusing names like 'Sugar' Ray Leonard, 'Iron' Mike Tyson, Thomas 'Hit Man' Hearns and Simon 'Chimp Boy' Crook.

Some people say boxing should be banned because it's too violent. If you disagree go 'round their houses and bop 'em in the face.

**Power points**

Release date.....November

Players.....1-2

Levels.....Over 40

Difficulty.....Easy

JVC.....(0171) 240 3121

**Uppers & downers**

- ▲ Nice VF-style graphics
- ▲ Plenty of options
- ▲ I like boxing
- ▼ Bit too easy
- ▼ Not quite got it yet

**Final verdict**

"Pretty fine as boxing games go, but it won't stop you buying *Virtual Fighter 2* but then, what would?" *Dean*

# 82%

8

Graphics

7

Sound

8

Addiction

6

Lifespan



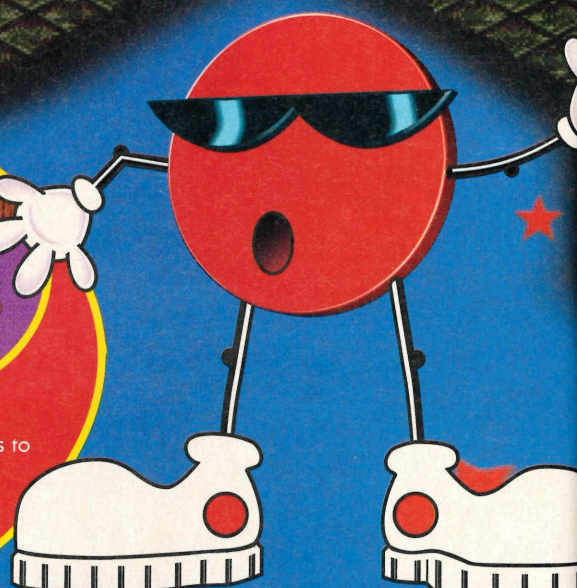
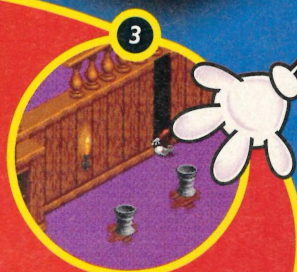
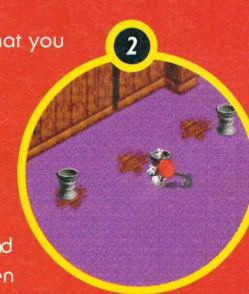
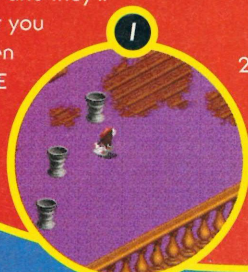
## Look Into The Puzzle Box And Bleed

The crux of *Cool Spot 3* lies in the puzzles. These crop up at regular intervals and try, in their own special way, to stop you collecting all the spots. Keep your eyes peeled and they'll kinda jump out at you like scary children after too many E numbers.

1. Well, what you got to do, right, is like think logically...

2...and when you do that very thing you'll see that these pillars look a bit suspicious.

3. Move 'em onto the spaces and a 'secret door thing' opens to allow you through to secret things. Do it yourself and smile at your superior intellect.



**Okay, so this is supposed to be Cool Spot 3? So what was Cool Spot 1? Hmmm? ANSWER ME!**

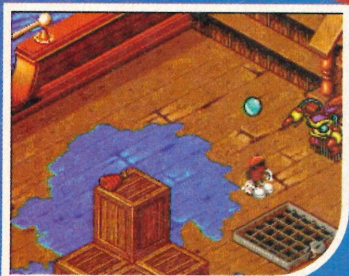
Spots, eh? The pestilent torturer of millions of pubescent youths around the world. The puss-filled, sore inflamed things that are guaranteed to appear before a large date with a giggling youth

and spoil any chances of a quick round of tonsil hockey. Squeeze them and they explode on your face in a painful eruption of puss, causing screams and smears on the mirror. Even in adult life they haunt you like a mischievous ghost. Pock-marked faces and strange complexions again manage to spoil any rumpy activity.

Strange then that Virgin are now giving us the opportunity to take control of one of these humourless blemishes. But no, this isn't a game about acne, nothing of the sort, but it did manage to fill up a couple of paragraphs...

So he's back, but is it with a swagger and a knowing grin, or is he shuffling in the back door, muttering apologies and crying into his pin?

No sir, it's drinks all round and peanuts for everyone. *Cool Spot*



See the Hollywood influence? Neither can we.



If I was a Sega Mag reader, I'd be very angry.

*Goes To Hollywood* is a pouring success.

Hurrah! Weeell, it's an isometric 3D affair. It's all about *Cool Spot* and, yes chums, it's set in Hollywood. There are loads of special things to collect and a set amount of red spot things to rescue on each level – usually about 50% – before you can leave the stage.

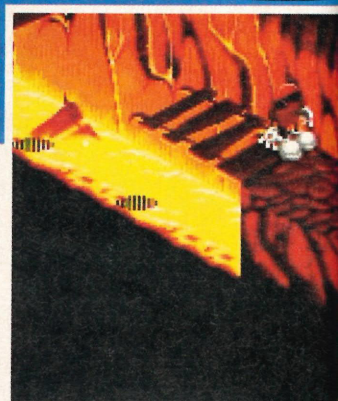
Add to this the usual mixture of jumping over things, puzzles to solve and plenty of secret places and you've got a near little isometric platformer which ain't going to win first prizes at the Originality Pageant but is worth considering as a second option. And because

Hollywood appears in the title, it's safe to assume that there's some connection with films. Yes.

Remember the original? Written by Dave 'Tall, rich and bizarre' Perry and alright in a 'seen it, done it, bought the bubble-bath' kind of way. The sequel offers very little of anything really new over that one, but everything is put together in a highly jovial way.

So what am I trying to say? This

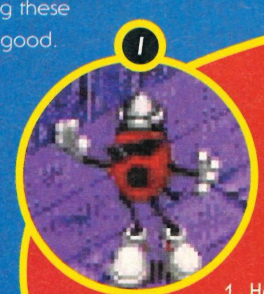
Nick only had a cold for ONE DAY! Is this a world record? Frankly, it probably is.



was always going to be more of a showcase on the Saturn, but isn't that the case with almost everything these days? It's good.

The graphics are of a very high standard and everything else falls together like a nice pie around it. (*WHAT are you on about?* – The Cookery Ed.)

Yeah, I like it. So you want to make something out of it?



1. Here we find our red rotund pal singing his lungs out at the opera complete with fake wig and Viking helmet.

SEGA POWER

• Mega Drive • £TBA • UK Release • Virgin •

GOES TO HOLLYWOOD

# COOL Spot



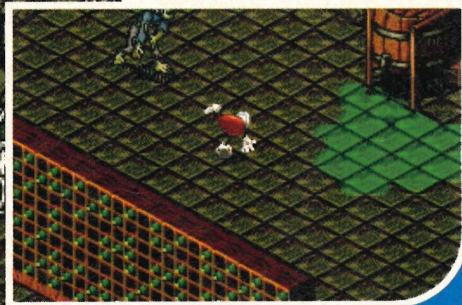
This caption wins the Caption of the Month Compo...



...Narrowly beating the classic Mean Machines' CaptionCaptionCaptionCaptionCaption.



See this? It's a ghost. Ghosts don't really exist, except at night.



## Look At The Funny Man, Mummy

We all know how devastatingly funny it is to show small sections of animation when a computer games character stands still for more than a second. Here's three we found especially amusing. Chortle...

1



Spot's face. Guffaw!

2. And bless my fidgets if the second picture isn't a shot of a pie exploding in

3. In the last one the phone rings and he chats to a 'mate' for a bit. This one's so realistic we managed to fool the people on *SuperPlay* that there was actually someone here with a phone. Hmmm.

3



### Spot Goes To Hollywood

**Power points**

Release date.....	November
Players.....	1
Levels.....	10 (in Easy/Medium)
Difficulty.....	Easy/Medium
Virgin.....	(0171) 688 225

### Uppers & downers

- ▲ Well, it looks good...
- ▲ ...and plays well... yes, that too
- ▲ It's pretty addictive
- ▲ Non-linear gameplay
- ▼ It's a sequel

### Final verdict

"Here's one SPOT you'll want to PICK... up. Um, better than most games out this weak Christmas." **Dean**

88%

8	7	8	8
Graphics	Sound	Addition	Lifespan

# Marsupilami

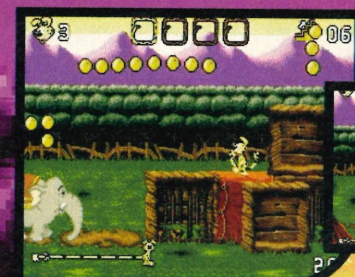
Mega Drive £44.99  
Out now Sega

Can anyone please tell me the nature of this cartoon series? There's some wood and, possibly, some cheese in it for you if you can...

A marsupial is an animal that carries its young around in a pouch (or marsupium).

These animals are usually kangaroos, etc. and blah-de-blah. The thing that dominates this game is called Marsupilami and appears to be a monkey with a long tail that can morph into things like mice and that. No sign of a pouch. I'm very confused.

If you're interested as to why we seem to have this review some time after it's appeared in other magazines, you might like to know



Here's the cheeky elephant-bored-looking thing now.

that it's because Sega didn't think we'd like it very much, give it a bad review and damage their sales. So, do we like it? Not much. Are we a bunch of cold-hearted cynics who don't want anything unless it's got polygons erupting from its bloated 3-Dimensional stomach? No, of course not. We, more than most are desperate to

champion the causes of the Mega Drive, but with games like this around, it might be difficult.

Okay okay, so Sega tell me that Marsupilami isn't designed for a British audience — apparently the deformed monkey and his elephant chum, Bonelli are 'big' in other parts of Europe. If that's the case, why release it here, where we're all going 'UUUUUHHHH'?

It's a puzzle game. You have to guide the ever-moving

plus two bonus ones — over the obstacles that lie before you. It all becomes pretty frustrating and dull within a relatively small amount of time, and I'm sorry to give Sega

the chance to say 'We told you so' but no, we didn't like it. Ar. All.

**SEGA POWER**



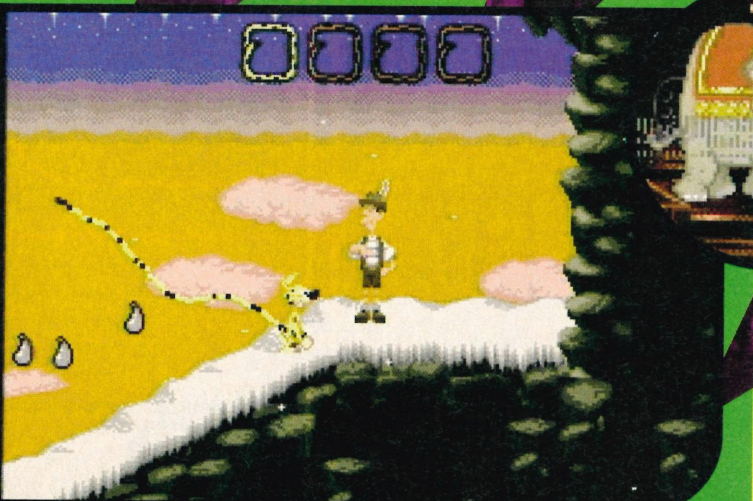
Bonelli the elephant through 23 levels —

Of course, I could call this game Marsupilami, but that would be a bit crap... Ha Ha!



Time Left /2	0036
Enemies Defeated x18	0004
Food Collected /2	0053
Total Score	0084

One map screen, one comical bored-looking elephant, one terminally-comatosed reviewer. PLEASE SAVE ME FROM A LIFE LIKE THIS. PPPLLLLLEEEAAAASSSEEE...



Of course, why the hell would you think about buying a Saturn when there's quality titles like this around? PAH! Who wants Virtua Fighter 2?

**Marsupilami**

<b>Power points</b>	<b>Uppens &amp; downers</b>	<b>Final verdict</b>
Release date... Our now	▲ Original gameplay	"A bizarre mix of platform and puzzle that doesn't pull it off. Who is this Marsupilami anyway?" <b>Dean</b>
Players.....1	▼ Apparently they're famous...	
Levels.....25	▼ ...I've never heard of them...	
Difficulty.....Hard	▼ ...and you probably haven't.	
Sega.....(0171) 373 3000	▼ Gets very repetitive	

**69%**

<b>6</b>	<b>6</b>	<b>5</b>	<b>7</b>
Graphics	Sound	Addiction	Lifespan

**Maui Mallard? In hell's waiting room games like this will vie with the rest of mediocrity to wither your genitals with boredom.**

It's a little-known fact, but Sega have sacked a lot of their programmers and left game design to a large machine that they've got hidden in their basement. All it needs is a three pin plug (fused), a dab of 3-in-One every other month and its blades sharpened from time to time. Unfortunately, just recently

the machine has been jammed on 'Tedious old platform game' setting and no matter how often the boiler-suited, oil-smeared Sega mechanic hits it with the adjustment spanner, the same old stuff keeps coming out.

But hold on, this game's got Donald Duck in it, it must be a quality Disney product. Well no, not really. Instead of Sega's machine having to create its own cutesy character (along the lines of Mr. Nutz, Zero the Squirrel, Tails etc.),

WHICH PICTURE SHALL I CAPTION? Oh, the sheer debauchery of it all.

Sega strumped up some licensing cash and threw Donald in ready-made. It all smacks of 'marketing play' to me and is no doubt part of the justification for the game's outrageous retail price. £50? I think not. Platform gaming doesn't have

A duck ducks. With gags like this, my career is assured.

to be so pedestrian, look at *Vectorman* or *Earthworm Jim*.

*Maui* isn't a disaster, it's just the Honda of computer gaming. Reliable, solid, with all the extras now considered to be essential. It's also totally uninspired, anonymous and only identifiable when you get right up close. However much I'd like to, I can't rubbish it. That's not much of a recommendation, is it? **SEGA POWER**

● Mega Drive ● £44.99 ●  
● November ● Sega ●

# Maui Mallard



A duck beats a chicken. Don't ask us.



Someone wrote in today saying our captions weren't as funny as they used to be. GOOD!



<b>Maui Mallard</b>	<b>Power points</b>	<b>Uppers &amp; downers</b>	<b>Final verdict</b>
	Release date.....November Players.....2 Levels.....Yep Difficulty.....3 Settings Sega.....(0171) 373 3000	▲ Donald Duck, I suppose ▲ <i>Mean Machines</i> will have to like it ▼ Totally anonymous ▼ No originality ▼ Too expensive	"Not enough of anything really and far too much money wanted for that." <b>James</b>
<b>71%</b>		7 Graphics    6 Sound    6 Addiction    7 Lifespan	

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EXCLUSIVE Virtua Racing Saturn review, EXCLUSIVE FIFA '96 review, EXCLUSIVE Landstalker 2 pictures... and stuff like that. Plus a FREE tips book. Yes! Yes! Yes! Yes! Yes! (Pant.)

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EXCLUSIVE MORTAL KOMBAT 3 Mega Drive review. Exclusive Micro Machines TTE review. ENORMOUS free MKIII poster and a MASSIVE eleven pages of tips!

### ISSUE 71 - October, 1995

EXCLUSIVE FIFA '96 all-formats preview! EXCLUSIVE Batman Forever review! First look at VectorMan! And six other top exclusives. Plus: Pete Sampras '96 tipped and cracked.

### ISSUE 70 - September, 1995

EXCLUSIVE Primal Rage and Micro Machines 2 '96! Also Mortal Kombat 3 pix and characters, Shinobi-X, full Saturn software round-up and loads of top compost action!

### ISSUE 69 - August, 1995

Earthworm Jim II, Virtua Cop, Zeewolf, Virtua Fighter 2, Judge Dredd, Most Unwanted, Flying Nightmares, Fever Pitch, Stellar Assault. Man, we're just too cool.

### ISSUE 68 - July, 1995

Primal Rage, Street Fighter II - Movie, Pete Sampras '96, Chaotix, Man United, Jelly Boy, Alien Soldier, Daedalus.

### ISSUE 67 - June, 1995

True Lies, Stargate, Road Rash 3, Clockwork Knight, MetalHead, Old people and videogames. Story of Thor. Stuff like that, really.

### ISSUE 66 - May, 1995

Street Racer, Eternal Champions CD, Story Of Thor Guide (Part One), Doom Guide (Part Three), Your Complete Guide To GETTING FREE STUFF!!!

### ISSUE 65 - April, 1995

NBA Jam Tournament Edition, Road Rash 3, Mortal Kombat 2 32X, Doom Guide (Part Two), Old People - Can They Play Video Games Or Do They Just Smell And Fill Up Space?

### ISSUE 64 - March, 1995

GIGANTIC, NEEDLESSLY SURREAL, WOEFULLY SELF-INDULGENT CHEATS SPECIAL. OVER 300 TIPS AND CHEATS! OVER 30,000 WORDS! AROUND 100 SWEAR-WORDS!!

### ISSUE 63 - February, 1995

TOP, CHRISTMAS ANNIVERSARY SPECIAL ISSUE. Board Games vs. Video Games. Sega Power Nativity, Mortal Kombat 2 Theatre Of Blood. Girls And Video Games, Our best yet!

### ISSUE 62 - January, 1995

Cannon Fodder - Exclusive Review. Mortal Kombat 3/Sequels Feature. Star Wars Arcade/Virtua Racing - First 32X Reviews. FREE! Key-Ring Thing (With Micro Machines 2 Written On It).



**Exclusive:**

WWF - PlayStation/MD/SNES

Duke Nukem 3D - PC

Aliens - PC

Revolution X - PlayStation

**Plus:**

FULL REVIEW Loaded - PlayStation

Spot Goes to Hollywood - MD

ISS Deluxe - SNES

6 Page Killer Instinct Guide

**Question:** What do you get if you cross

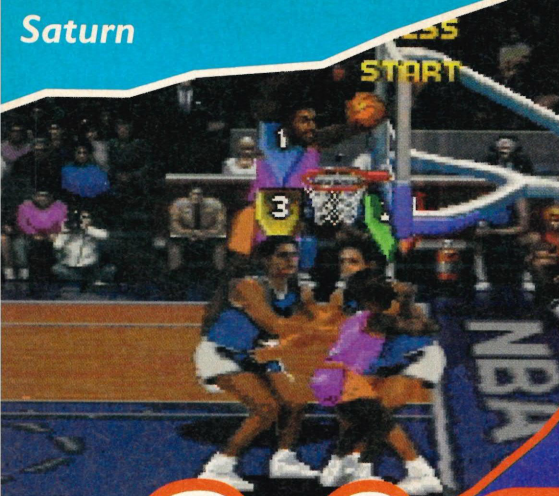
# ALIENS

with

## EXTREME VIOLENCE?

**Answer:** GamesMaster 36 On Sale October 26

**GAMES  
MASTER**

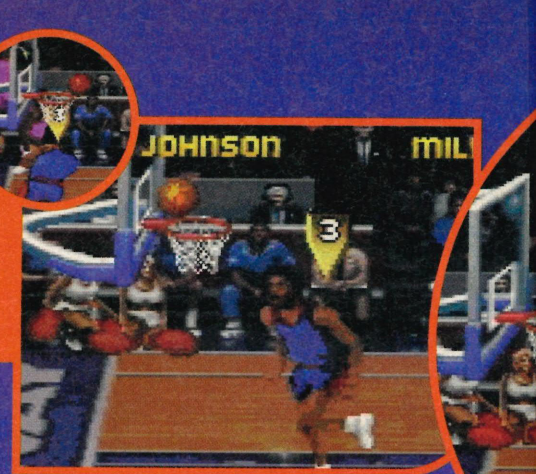


**PRESS START**

**MANNING 1** **JOHNSON**

ED 1 POWER 4 SPEED 6 POWER 1  
 TS 1 STEAL 4 3 PTS 1 STEAL 1  
 WS 1 BLOCK 5 DUNKS 2 BLOCK 0  
 W 1 CLTCH 1 PASS 6 CLTCH

Watching blindly as another funky shot plops into the basket. It's games like that this that convinced my mother to have children... I think.



• Saturn • £44.99 •  
 • UK Release • Acclaim •

# NBA Jam

**Why are professional sportsmen such mutants these days eh? Eight foot Rugby players, nine foot Basketball stars... We NEED drugs in sport to believe the evidence of our own eyes – for the spectators, that is.**

## Tournament

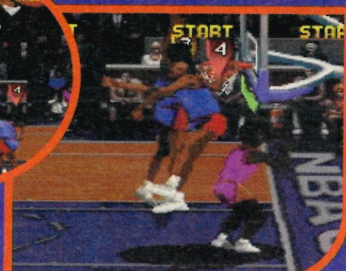
**B**ounce bounce bounce bounce bounce. Shuffle. Bounce bounce bounce bounce bounce.

Oh, the stunning, exciting, fast-moving game of basketball. Only the Americans could turn a game which mainly involves bouncing a rubber sphere on the wood they use in church halls, into an orgy of

spontaneous monotony which STILL gets the crowds off their feet. Those Yanks really know howtoput-onashow, eh?

If the British had invented basketball, it'd have been netball and HOW MANY PEOPLE WOULD HAVE TURNED UP TO IT THEN?

Another question: why do schools teach girls the largely useless sport of netball which mostly involves standing still (FUN GAME huh guys?) when they could teach them the useful, money-spinning sport of basketball instead? Answer me that Mr. Johnny "I-m-a-PE-Teacher-and-I'm-

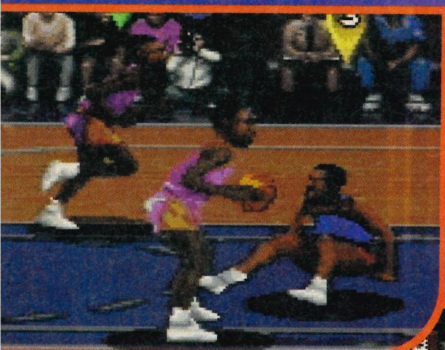


A new development has you stealing hugs from the others.

who keeps wobbling on in the background for some reason.

All the options are here – head-to-head or team – you can still score those scorching, flaming baskets, and yes, I guess you could call it genuinely arcade-perfect.

Your desire to own the Saturn version of this will probably be marched by your desire to own anything for the Saturn, so if you don't already have the 32X version, get it. It really is a very good, very addictive, extremely playable title. But otherwise, forget it. You'd be wasting yer money.



**TO CONTROL TO CONTROL**  
**LAETTER GUGLIOTTA**

**PHOENIX** 0  
**MINNESOTA** 2

1ST QUARTER

It's the start of another game and all hell is about to break loose. Whatever that means.

not-thick-really-I-graduated-from-University-like-Mr-Jones-the-Maths-teacher-you-know" Sportsman.

Sorry, I know I've gone on a bit but how do I do a review of a game that is pretty well exactly the same as every other NBA Jam?

Things That Are Different About This NBA Jam Compared To The Last One We Saw On The 32X About Two Months Ago: well, the heads are smaller.

That's probably about it, really. Oh, and there's some nice music and spot effects, plus some guy



**NBA Jam TE**

**Power points**

Release date	.....Our Now
Players	.....4
Levels	.....1
Difficulty	.....The Same
Acclaim	.....(0171) 344 5000

**Uppers & downers**

- ▲ It's NBA Jam
- ▲ It's on the Saturn
- ▼ We knew this would happen
- ▼ Money...
- ▼ ...for old rope

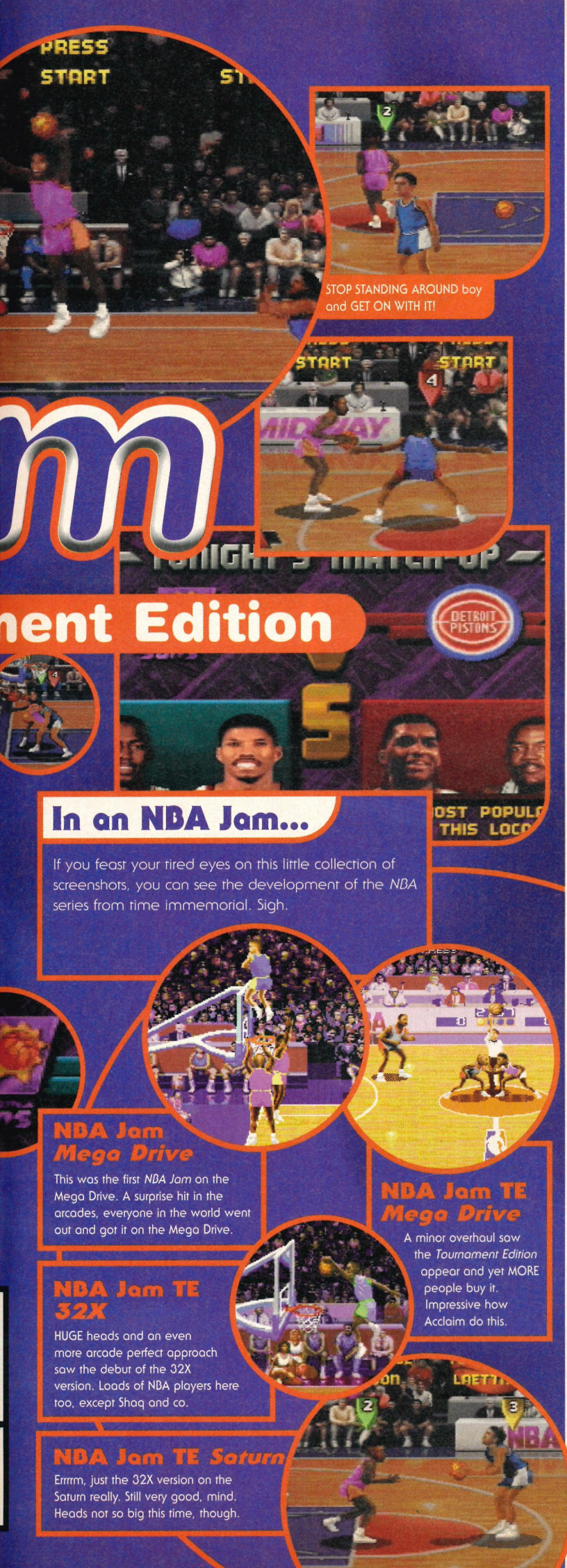
**Final verdict**

"I can't in all honesty give this a 90s mark because I've seen too much of it now."  
**Nick**

**85%**

7	7	8	8
Graphics	Sound	Addiction	Lifespan



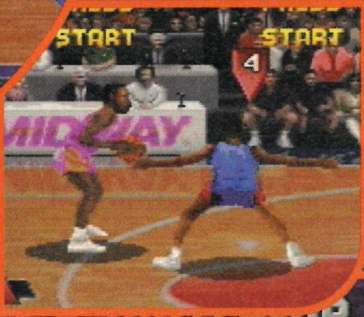


PRESS  
START

ST



STOP STANDING AROUND boy  
and GET ON WITH IT!



m

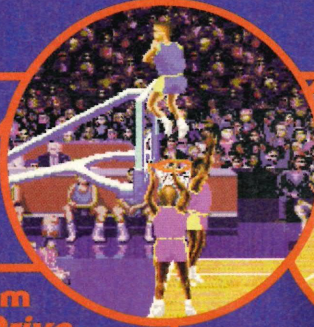
ment Edition



OST POPULAR  
THIS LOCAL

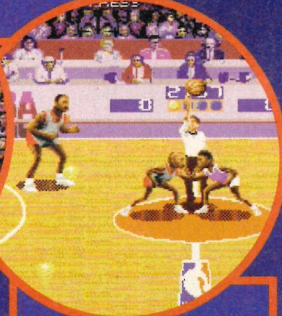
**In an NBA Jam...**

If you feast your tired eyes on this little collection of screenshots, you can see the development of the *NBA* series from time immemorial. Sigh.



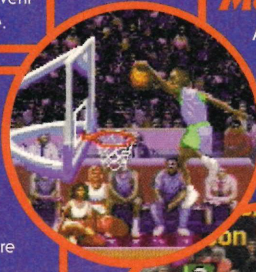
**NBA Jam  
Mega Drive**

This was the first *NBA Jam* on the Mega Drive. A surprise hit in the arcades, everyone in the world went out and got it on the Mega Drive.



**NBA Jam TE  
Mega Drive**

A minor overhaul saw the *Tournament Edition* appear and yet MORE people buy it. Impressive how Acclaim do this.



**NBA Jam TE  
32X**

HUGE heads and an even more arcade perfect approach saw the debut of the 32X version. Loads of NBA players here too, except Shaq and co.

**NBA Jam TE Saturn**

Errrrm, just the 32X version on the Saturn really. Still very good, mind. Heads not so big this time, though.



**WILD THING!**

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**BEWARE!**  
A tad too rude for  
younger readers

JOHN COCKS

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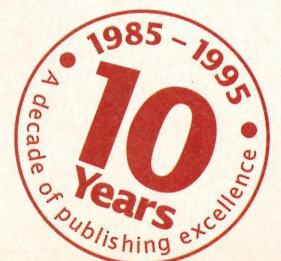


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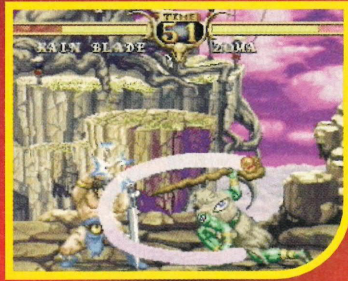
# Golden

# Axe

## the Duel

● Saturn ● £50 ●  
● Japanese Release ● Sega ●

*Hey kids... Whadda we want? Um, another 2D beat-'em-up with nothing really going for it? Um...*



What do you want to play on your Saturn? Eh? Do you want to play the latest, spunkiest games? The ones that cram millions of polygons into unfeasibly small spaces, or do you want to play games that look hardly any different from ones on the Mega Drive?

The idea's good. Grab all the



chunky, sweaty characters from the highly successful *Golden Axe* games and bung them into a beat-'em-up. Plenty of sword action, gore and special moves.

*Golden Axe - The Duel*, however, manages to leave out the excitement, originality and graphic fanciness.

If you can cast your mind back and plough through your



memory cheese, you'll remember that I said not all Saturn games could be like *Virtua Fighter 2* etc. and that weaker looking games must be expected (*Shinobi*, the example), but unlike *Shinobi*, I found *Golden Axe - The Duel* incredibly tedious to play. In simple terms... I DON'T LIKE IT VERY MUCH! That'll do on that. I think.

**SEGA POWER**



Fire is hot. Ice is not. This is a poem.



There's something about nice girls in furry bikinis that brings out the rampant in me.



## Reasonable...

### Reasons Why You Should Buy It:

- 1) You may like the arcade original, and to be fair this is an authentic enough translation.
- 2) You may love beat-'em-ups.
- 3) You might like the *Golden Axe* games.

Only three reasons. Not enough for me. So...

### Reasons Why You Shouldn't Buy It:

- 1) The graphics aren't very good.
- 2) The animation should've been a lot better.
- 3) There's nothing at all here to add to the beat-'em-up genre. (Argh! That word! - Nick.)
- 4) It's *Samurai Shodown* with broadswords.
- 5) I thought the arcade original was dull.
- 6) *Mortal Kombat 2 & 3*.

Well, that's twice as many. Look, you may well like it. My reasons are all based on personal opinion (which, at the end of the day, is only what a review is, or so they tell me anyway), but I can't imagine anyone getting too excited about this game.

Oooh, I like her but then I need to get out more.

**Power points**

Release date.....	Our say
Playability.....	1/2
Level.....	10
Difficulty.....	Medium
Dream Machines.....	(01/02)
069/489	

### Uppers & downers

- ▲ Good conversion
- ▲ Fighting chimps'll larve it
- ▼ Nothing new
- ▼ No fatalities
- ▼ Not much fun

### Final verdict

"It all, well, depends? I didn't like it very much. I thought it was very boring and unoriginal."  
**Dean**

Golden Axe

70%

6	6	6	7
Graphics	Sound	Addict	Lifespan

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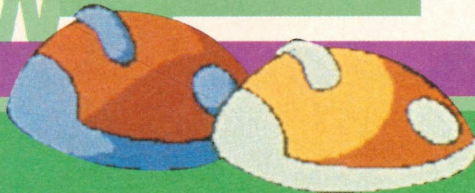
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# Win a Saturn

**Here's your chance to win one of several fantastic prizes in our superb Rayman competition.**

If you read our review of *Rayman* last month, you'll probably be wanting to have a go on the game (NB, that's 'want to have a go on the game' and NOT 'want to go on the game'). Sooo, we thought it would be nice to give away a few copies. But then we thought, what if the winner doesn't have a Saturn – disaster, they wouldn't be able to play.

The problem was neatly solved by UBI Soft. They've given us two Saturns each bundled with a copy of *Rayman*, worth £350 each, to give away.

Then, almost overcome by generosity, they offered us loads of *Rayman* T-Shirts and hats and stuff to give away as runners-up prizes. We had to slap them before they started offering us their houses and cars.

## Question

Name one other UBI Soft game. Now, get your name and address, plus the answer, on a postcard and send it to:

*I like things with no limbs compo,*  
 Sega Power,  
 Future Publishing,  
 30 Monmouth Street,  
 Bath,  
 Avon,  
 BA1 2BW.

The closing date for entries is the 22nd of December. First correct entries out of the hat win. The Editor's decision is final.

Win  
with *Rayman*

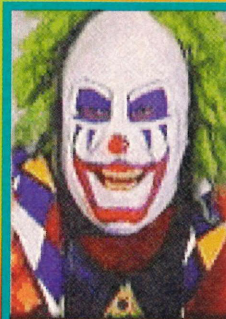


Win



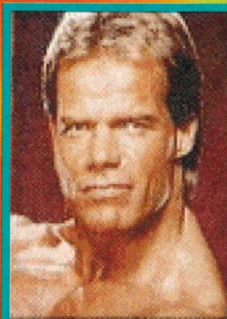
**BRET HART**

He wears pink. Not what you would call the roughest of colours. Nick wears pink all the time, he's soft as cottonwool. Bret may be a fan fave but we think he's a wimp.



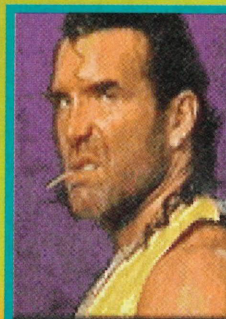
**DOINK**

He's a clown. Clowns aren't funny any more, don't think they ever were. Not after *It* and *Clownhouse* and all those other horrible movies. I'm scared of them now.



**LEX LUGER**

As for Lex, he's not even in the WWF any more. Probably got a proper job as a roller cleaner or something. Maybe he's a professional model for Brylcreem and stuff.



**RAZOR**

Razor, as in Sharp As A. I don't think so. He looks like he has the intelligence of your average Scottish drunken Celtic fan. I just bet his mamma is real proud of him.

• Mega Drive • £40 • November • Acclaim •

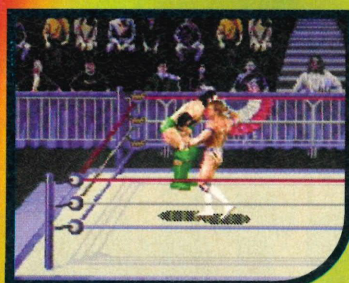
# WWWF

## wrestlemania

What do you call a group of men with long permed hair, oiled bodies and tight pink lycra cycling shorts? Yes, **WRESTLERS!** (You're fired.)



This bozo bothering you? Do this to the next down you see.



Next time Dean busts his foot when he's drunk I'm going to...

**P**icture the scene in the *Sega Power* office. Dean grabs Nick and places him in a seemingly unbreakable and painful Razor's Edge. Nick feels his

energy fading but manages to get a second wind. He rakes Dean's eyes and before he can recover puts him into a piledriver. He drags him from the floor by his hair and



Look, when I said I wanted a big hand for Doink this was going a bit over the top don't you think? Maybe he just slammed it in a door.

smashes him over the head with a tombstone before rolling him into a coffin as a fatality move.

Not a pretty scene but these long drawn-out days on *Sega Power* can shred anyone's nerves. And you should see what these guys do when they aren't playing a game (shiver runs uncontrollably through body).

So then, the latest wrestling effort from Acclaim. All the others have been okay at best, never quite managing to cross the bridge between being a game that only wrestling sadoes would get any pleasure from, and a pure *MK* style beat-em-up.

Well now they've done it. *WWF Wrestlemania* – based on the Midway coin-op (which is our-performing big names like *Killer*

*Instinct* and *Streetsfighter: The Movie* in American arcades) borrows rather heavily from its more famous stablemate (*Mortal Kombat 1, 2 and 3*). Then refuses to pay it back, claims possession is nine tenths of the law and gloats as it uses all of *MK*'s best tricks and takes all the credit for it.

Digitised graphics à la *MK*? You've got 'em. Special moves, throws, blocks and even fatalities à la *MK*? You've got 'em. Hidden characters à la *MK*? You've got 'em. *WWF Wrestlemania* steers away from the dedicated wrestling moves and includes projectiles, shadow moves and all manner of combos and reversals that no one has tried to do before.

Let's face it, it had to do something special because just

**WWF Wrestlemania**

**Power points**  
 Release date.....November  
 Players.....Two  
 Levels.....N/A  
 Difficulty.....Tough  
 Acclaim.....(0171) 344-5000

**Uppers & downers**

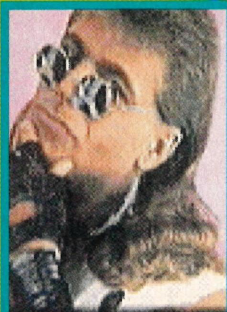
- ▲ Digitised characters
- ▲ Loads of moves per character
- ▲ Feels like *MK* to play
- ▲ Lightning fast
- ▼ Not enough characters

**Final verdict**

"The first game to combine the wrestling and beat-em-up genres. A great conversion." **Les**

**90%**

<b>9</b>	<b>8</b>	<b>8</b>	<b>9</b>
Graphics	Sound	Addiction	Lifespan



**MICHAELS**

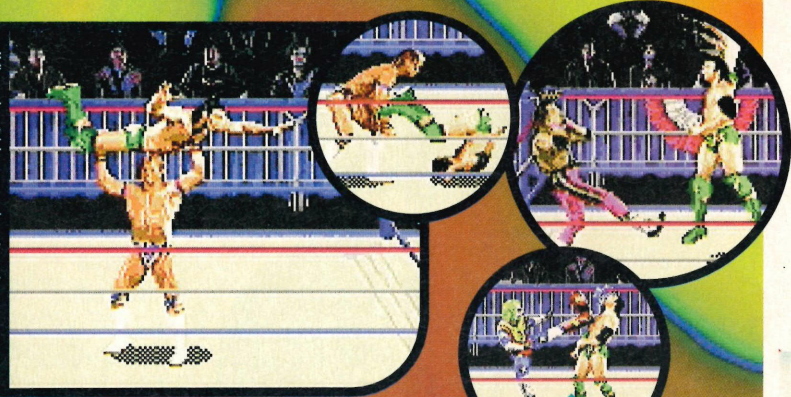
Thinks he's a pretty boy. More like a ponce we reckon. His real name is Michael Hicklebottom. Der he got picked on at school for that. And so he should as well.



**UNDERTAKER**

Oh I bet his kids have fun at school. Who wins the 'my dad could have your dad' argument when he comes to visit I wonder? Wears black so we like him a lot.

When I said I wanted swimming lessons I assumed we'd be in a pool.



# emania

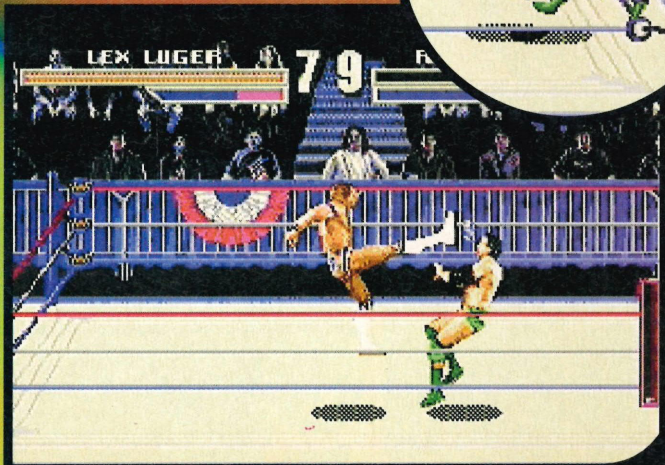
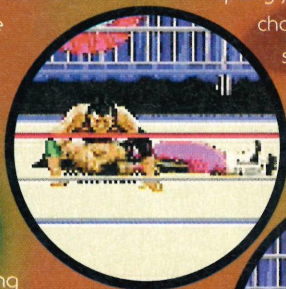
punching, kicking and then doing a dodgy looking body slam gets tedious fast. It means that you don't have to be a sad wrestling fan to get to grips with it. Fans of *MK*, *SF* and *Killer Instinct* will feel at home right away.

At last, you don't have to be embarrassed when you tell people that you're playing a wrestling game. *WWF* has enough sensational-looking moves to keep the wrestling fans happy along with

the combos, reversals and special moves that will appeal to the usual fighting fans.

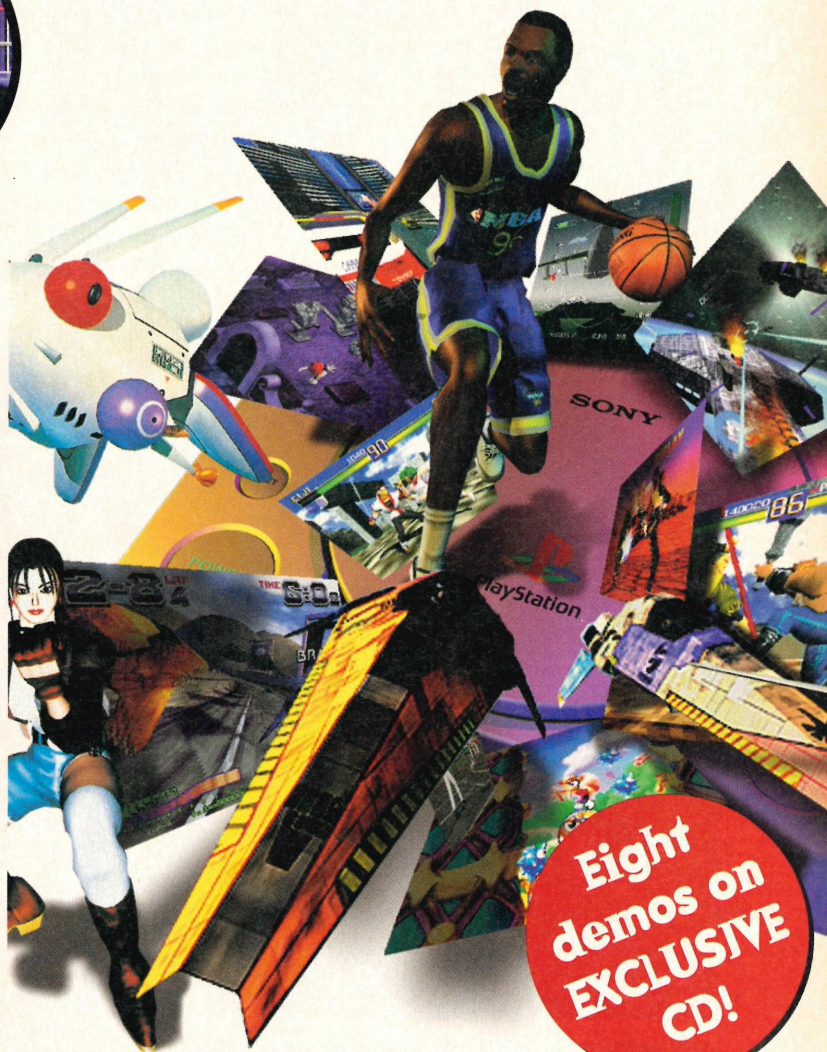
It's the closest you can get to being there without wearing spangly tights and olive oil or changing your name to something real burch like *Deadly Dean* or *Murderous Mortlock*. Kind of.

**SEGA POWER**



Hey Dean. Next time you try this try not to bust your foot ho ho.

# If you thought all videogame mags were the same... Think again



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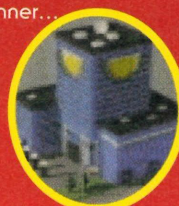
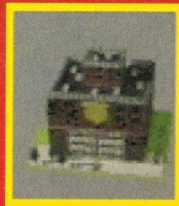
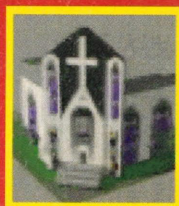
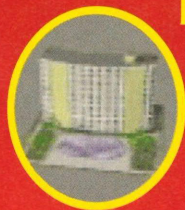


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Sim City. Ever seen it on a Spectrum? Top, it is. But, not to be outdone, Maxis has gone that little bit further than you'd think. Cast your ball-likes over the rendered nonsense they've been busy creating in an omniscient manner...

Render

Bender



I had a mate who used to work as a freelance god. It was just as well. He couldn't get a paper round because he had weak knees, and his only other hobby was badger baiting.

Working as a god, then, seemed a natural progression for him. Of course, this was in the days when videogames were all just fields, and anyway, Peter - for that was his name - only had a contract to 'do' north Leicestershire (not including Loughborough).

Sim City, however, doesn't have you playing as a god. God, as we

know Him (or her), never gave a thought to drainage basins, or creating decent rail systems, or finding suitable sites for water pipes, or any of the other necessities we modern kids of today find so helpful when moving to new areas. Like youth clubs. Somewhere to meet other crazy cats. A local ice cream parlour, or something. No. That's what you've got to do. Still - bless 'im, eh?

At first, laying mile after mile of pipes, cables and wires may not sound like the best of use of Saturn

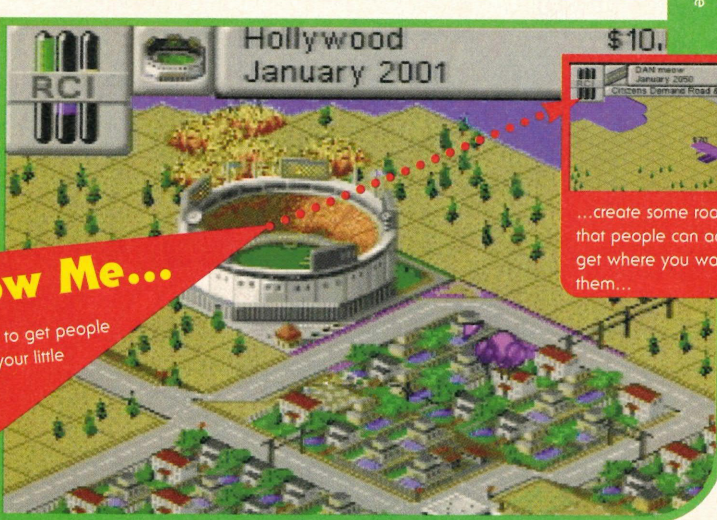
technology. But it's what happens after all this preliminary nonsense that really defines Sim City 2000. There's just something so satisfying about seeing a mass of tiny little houses being erected in an area of your designation and creation. Because PEOPLE LIKE YOU! And, after your residents start to

make themselves feel right at home, you can slap a creative hat (a silky Jamiroqui one, for example) over your previously uninventive

head, and start fiddling about with the vast range of quality options hidden deep within the disc's sticky bowels. Options concerning land, options concerning water, options concerning power, roads and rail, options concerning ports, options concerning education, options concerning emergency services, municipal services and every other type of service you'll need. Blimey!

Each option is increasingly useful as you progress from sub-rural backwater to upmarket city of culture over a period of 'years'. People come and go depending

The town of Flint in Michigan - birthplace of American satire, a small city in the shadow of General Motors company. LEARN FROM US.



...create some roads so that people can actually get where you want them...

...then, designate a bit of land as a residential area...

...just add water...

...and some power...

• Saturn • £49.99 • November • Maxis •

# Sim City

# 2

## Follow Me...

Not sure how to get people interested in your little area? Well, first of all...

As the fire starts to spread further south (leaping the river as it does so), I take another well-earned break and create a fun stadium.

Sim City 2000

**Power points**

Release date.....December

Platform.....N/A

Levels.....1

Difficulty.....Hard

Manufacturer.....(0171) 490 2000

**Uppers & downers**

- ▲ Great gameplay
- ▲ Very satisfying
- ▲ Aliens and stuff
- ▲ Top lastability
- ▼ Just doesn't go your way

**Final verdict**

"A ruddy great sprawling metropolis of a game. And one to add to the Saturn's expanding collection." *Danny*

# 90%

8

Graphics

7

Sound

9

Addition

9

Lifespan



THE **OFFICIAL**  
VIDEOGAME MAGAZINE

# FIFA

# 96

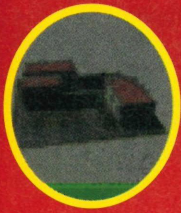


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on how you're catering for their needs (the fickle unbelievers), and so the main aim of the game

to begin with is to simply get yer population figures up. With residents, comes money. With money, comes the chance to upgrade your services, and with that, come more people.

The game's now features dozens of new cosmetic touches, as well as – cor! – improved CD sound. Rotating rendered buildings, simple but effective animation, smooth zoom-ins and close-ups all

Bit of a fire, there. You'll need da brigade, then...



make *Sim City 2000* quite an eye-hugging affair, and, because of the satisfying gameplay, a well-rounded one at that.

This isn't the type of game that's going to induce yelps of excitement and games of kiss-chase in everyone. But this is a Next Generation classic.

**SEGA POWER**

During a fire, it's best to relax and take a bit of time to think. As you can see, I like planting trees during fires. It makes me feel more in control of it all.

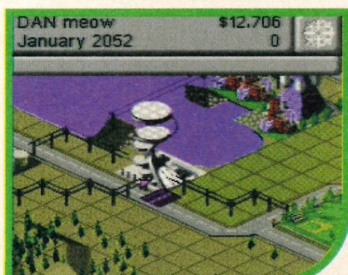


...and the little ones are sure to follow! Oh, joy!

...maybe a sprinkling of other little amenities...



My own little city, about 57 years in the future. It's bore.

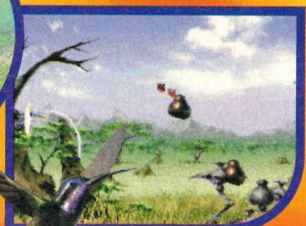


Now, 58 years in the future, things have changed radically.

**Did you know?**

*...That now Mean Machines is the official Sega mag, they can no longer give an independent opinion about the 32X? NOT LIKE US!*

*Flowers and nice things. Sugar, spice and that... WE HATE THEM! Maybe we need to chill out a little...*



● 32X ● £TBA ●  
● November ● Sega ●

In 32X hell, the demons are having a party. Cackling ghouls toss screaming third party developers on the sulphurous Hades fires while frenzied incubi dance naked around gigantic statues of the mushroom beast.

Greasy trolls prostrate themselves, flames lick the oiled bodies of hooded blacksmiths as they weld another 32X-and-chain onto the legs of badly informed 14 year-olds. In the meantime, off to one side, Lucifer himself can be spotted grimly having a quick game of 32X Afterburner.

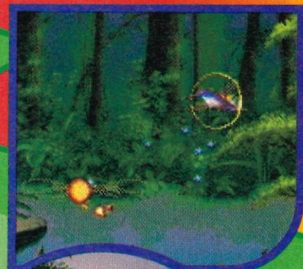
Instead of that crummy fat, it might be best for the Evil One to try a relaxing game of *Kolibri* instead.

# KOLIBRI

Designed and programmed by the people behind *Ecco the Dolphin*, this follows the same calming formula of chilled music and largely unfrenetic gameplay. Like *Ecco*, it's a kind of shoot-em-up but with the shooty bits far

more in evidence this time around.

You, for some reason best known to the Chimp Overlord, play the game in the guise of a... well, why not guess? Shoot-em-up means action and violence, no? Maybe a commando then? Or shark? Starship? Pit-bull? Assassin?



Eat the bees. They're tasty. No, really.

These wander around. Don't bump into them.

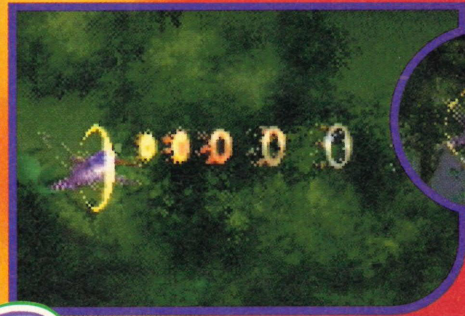
A power-up. It'll change your weapon.



Just to illustrate the excellence of the graphics, I've done this little map just so you can see it all. Unfortunately, all the really interesting stuff is unmappable. Sorrreeeeeeee...



See the way the bird can shoot things? Other strange shooty things: A sock, a desk and a jar of winter fruits.



# Libri



armed to the, er, beak with bombs, guns, lasers (straight and wiggly), homing things and other types of power-up. These can range from a shield to a slow-down. Handy, oh yestheyare.

slower and isn't manic enough for my tastes. Sega might say that the idea of the game is to be chilled about things. I say it's a bleedin' shoot-em-up. Action is what it's all about. **SEGA POWER**



The yellow ring thing is a shield. Obvious, innit?

Nazi? None of the above, I'm afraid. You in fact to get to play as that sappiest of all feathered creatures, a hummingbird.

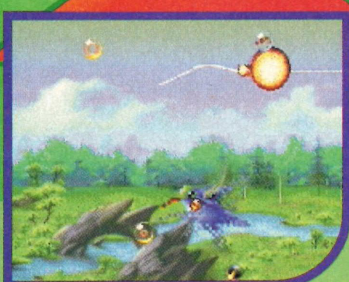
A quick check in the "Guinness Book of Bleedin' Why Do I Keep Getting This Damned Thing Every Christmas?", tells me that the hummingbird is in fact one of the smallest birds alive. It's known for pretty hovering and drinking the nectar of flowers. WHERE'S THE BLOOD IN THAT EH?

However, since this is the Wild And Wacky World Of Video-games™, yer hummingbird comes

armed to the, er, beak with bombs, guns, lasers (straight and wiggly), homing things and other types of power-up. These can range from a shield to a slow-down. Handy, oh yestheyare.

That's the gameplay really. Fly about, shoot things, progress through the levels, avoid the toads with the long tongues and... there you go. There's plenty to like about *Kolibri* - the graphics are very attractive, the animations are good with that generally polished feel familiar from *Ecco*. But I just cannot understand why they chose a hummingbird as the central character in this straightforward scrolling shoot-em-up. There are no necessary hummingbird features that require it to be there, and that pretty well goes for all the enemies too. You could replace all the characters with different types of carrier bag floating about in a sewer and most of the gameplay elements and lasers would still fit in comfortably.

Aside from this, it doesn't offer anything that new in the shoot-em-up stakes, except it plays a little



When you kill a bad guy, you can collect power-ups.

<b>Power points</b>	.....Our Now
Release date	.....1
Players	.....Loads
Levels	.....Variable
Difficulty	.....(0171) 373 3000
Sega	.....

**Uppers & downers**

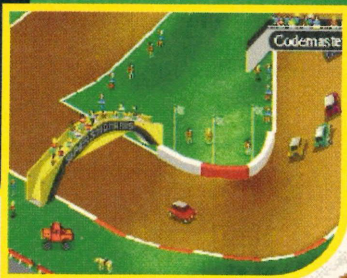
- ▲ Nice graphics
- ▲ Lovely sound
- ▼ But...
- ▼ Seen this all before
- ▼ AND PAID FOR IT

**Final verdict**

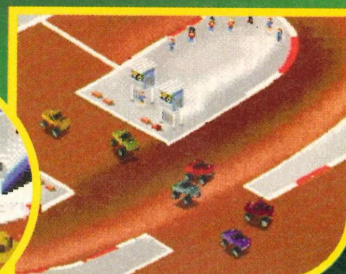
"Charming game but without the real shoot-em-up hard edge to maintain the interest."  
**Nick**

**Kolibri** **81%**

<b>9</b> Graphics	<b>8</b> Sound	<b>5</b> Addiction	<b>5</b> Lifespan
----------------------	-------------------	-----------------------	----------------------



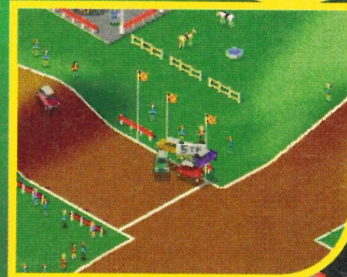
Four player multifun stuff – great at first, but suffers from dizzying speed, and lack of oncoming track detail.



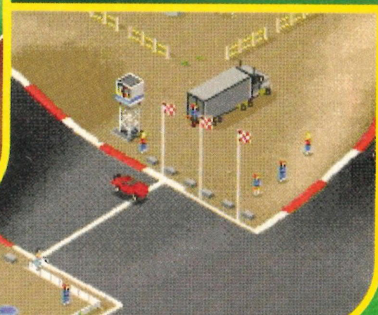
Fun, this. The crossover puts stragglers and leaders together.



The little people you see have all been programmed with artificial intelligence, and actually react to things you say out loud. Good.



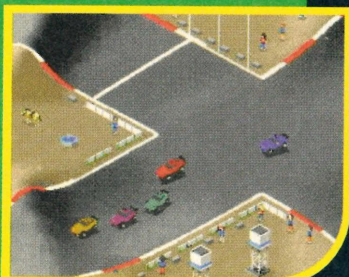
At the end of each race, all the cars line up and joke about for a bit.



**Super Skidmarks? Super Skidmarks, you say? Skidmarks, eh? (There will be no 'skidmarks'-related punchlines in this magazine so long as I live – Nick). Oh.**

● Mega Drive ● £44.99 ●  
● November ● Sega ●

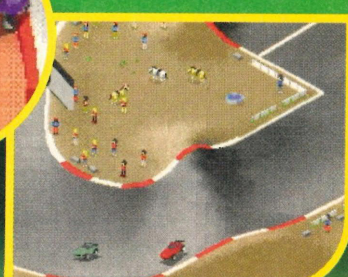
# Super



Corvettes on concrete. A young boy's dream. Now possible...

**S**rumbling bleary-eyed into the world of motorsports at the age of seven is a double-edged elephant of a bad thing to happen to someone. On the one hand, you hate 'motors' and you can't 'do' sport. On the other, your undersized peer group of messy-haired mates are already immersed in the world of sparking engines, burning rubber and smoking... well, smoking a variety of things. You feel forced to make

room in your school-regulation pockets for trump cards, sexy Top Gear clippings and photos of your uncle's new Granada and wave a tearful goodbye to the catapults, peashooters, conkers and bits of silver paper that had, up till now, kept you perfectly and utterly



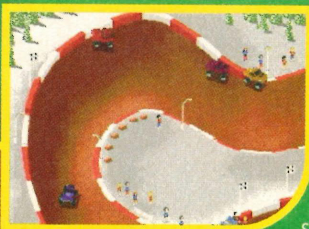
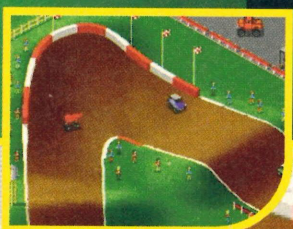
I've just found a caption Danny should have done. Lucky, that.

satisfied. And now, climbing onto that uncontrollable horse called Conformity (No, this is a review – A

on it. BUT YOU DONT EVEN LIKE CARS. Tsk... all in the name of a crude and pointless form of prepubescent male bonding.

Renowned for their general brilliance in the top-down racer arena, it seems only natural that their shiny-shod programmers would want to explore new areas of the – ahem – 'genre', and so bring us *Super Skidmarks* – an Amiga classic, 'parently.

The first thing to leap up and shimmy happily on your retinas is just how good they've managed to make a game like this look. It seems like nothing's escaped being rendered into loveliness, with realistic-looking, light-sourced vehicles ramming and slamming and crash, bash smashing their way through various hilly/holey/helly



Sausage) you've even found yourself wandering around WH Smith's looking for a pencil case with a shiny red Ferrari



Bit of a jump, that. Fun and exciting and bouncy and nice.



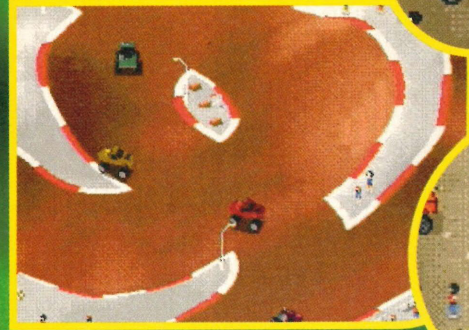
If you just keep going 'round the tracks, eventually you'll disturb the work of old father time, and start to age. And that – friends – is true.

### Track 3

Drizzling at the eyes to get a gander at just what racing round one of these levels looks like? Revel in the pleasures our unique box out can bring, then...



Oops! What's going on here? Ha ha ha hal Oh dear me! Ha ha hal Dunno what that is.



# Skidmarks

tracks, set in yer standard set of themed environments. Nice.

Playability, in true Masters of Code style, has been tweaked and fiddled-with since the game's Commodore moment, and each of the immediately-available vehicles handles both well and differently. They do too.

Racing is speedy and fun enough, but, as in any cart like this, it's really not in One-player mode where the game excels. Being a



Corvettes. Dreadfully dull, but achingly fast. Good to be seen in, but hard to control.

J•Cart, up to four players

can toss around in the 48 full-colour, fully-drive-aroundable levels simultaneously, either using a rather odd *Micro Machines*-style warping system, or an unusually high-quality and – cor! – 'good' split-screen mode.

And, although the racing can't be said to be as satisfying as that of certain other already-mentioned Mega Drive carts, no one can accuse *Super Skidmarks* of not being a friendly, fun, highly-polished and slick little game, if a tiny bit dated in concept. Wahey! Super smashing! Great!

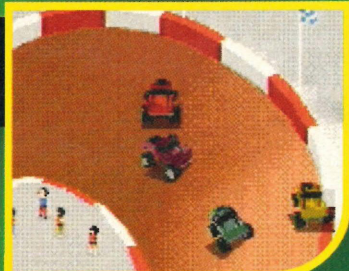


### Secret stuff

Hidden within the murky, fumey depths of *Super Skidmarks* lies many a special thing.

Programmers at CodeMasters have been hard at work and busy as bubbles slapping secret after secret into the sleek plastic loveliness of the cart. And it's all there, just waiting for you...

RACE RESULTS		
1	HOOBOO	0:1:28.5 (14)
2	GRAVER	0:1:29.7 (15)
3	REEMAN	0:1:29.9 (16)
4	BARLON	0:1:31.2 (17)
5	CATBOX	0:1:31.7 (18)



Cars are pretty realistically created. And they shine!

**Power points**

Release date .....??

Players .....??

Levels .....??

Difficulty .....??

Virgin .....(091) 940 2265

**Uppers & downers**

- ▲ 3D nonsense
- ▲ 4-player japes
- ▲ Fancy gameplay
- ▼ Tired concept?
- ▼ No friends, no fun

**Final verdict**

"Slap me with a kipper if the Codies haven't produced another top racer. Looks, sounds, plays good." **Danny**

**Super Skidmarks**

# 82%

**8**

Graphics

**7**

Sound

**7**

Addiction

**8**

Lifespan

# EDGE

## SPECIAL EDITION

### The **Edge** 1996 Hardware **Guide**

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The **new** wave of games technology is taking interactive **entertainment** into the **future**. Before you buy a new machine read the **essential** guide to every major system, the first in a series of **Edge** Specials

On sale **now** at selected newsagents

# POWER TIPS

There are tips by other people and tips by us here at Sega Power. Naturally, the tips by us are the best. Why is this? Errrr, well, maybe it's because we caaarree about our readers. Or maybe it's because we don't. Either way, we'll fight anyone who disagrees.

## Q & A

Quit worrying, we're here. Read on and smile.

Fresh tips straight from the NET

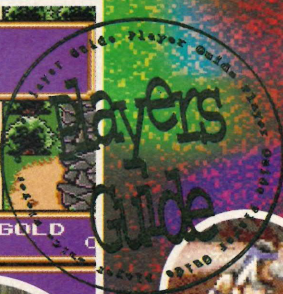
This Month MK 3 & FutureNet

## Cheats & Hints

Mad tips utterings from someone in the know.

- Mortal Kombat 2 . . . . .72
- Shining Force 2 . . . . .72
- Heimdall . . . . .72
- Cosmic Carnage . . . . .72
- Road Rash 2 . . . . .73
- Cool Spot . . . . .73
- Golden Axe 3 . . . . .73
- Donkers . . . . .73
- MLBPA Baseball . . . . .73
- Batman and Robin . . . . .73
- ToeJam and Earl 2 . . . . .73
- Micro Machines . . . . .74
- Mortal Kombat 1 . . . . .74
- RoboCop vs. Terminator . . . . .74
- Street Fighter 2:SCE . . . . .74
- X-Men 2 . . . . .74
- Earthworm Jim . . . . .74
- Super Hang-On . . . . .75
- Thunderforce 2 . . . . .75
- Warriors/ Eternal Sun . . . . .75

**Power Tips**  
Now, we do these little things called Power Tips. SO READ THEM!



Lots of Game Gear Action Replay and Game Genie stuff here. We're nice like that, you see. We are!

**Mortal Kombat 3**  
Understand us when we say that we have the best Mortal Kombat 3 tips EVER on p39.



Think of all the words with 'tips' in them. 'Tips' is obviously one. There may well be others. We'll let you know tomorrow. I expect.

# Q & A



Slippery nostrils! It's a *Shining Force* grab.



Little fat viking people shouldn't be.

## Q Heimdall Mega CD

I am another one of those people who are rubbish at games (issue 72, Power Tips page). But where do we turn to if we get stuck on a game? Why, our favourite magazine of course.

I am sure all those clever clogs out there would love to help their less able fellow readers with game

Warrior Pride, Chirrup Sandals, Blizzard, Shining Ball.

Also, could you tell me where and what items will allow certain characters to be promoted to higher levels - i.e. Sarah to Master Monk?

David Brown, Feltham



## Q Mortal Kombat 2

Mega Drive

I need help. In *Mortal Kombat 2*, how the hell do you do both of Kung Lao's fatalities? Print this or face my mate Goro.

Craig Dulake, Epsom Downs

## Q Shining Force 2

Mega Drive

Please could you help me with *Shining Force 2* on the Mega Drive?

I have tried to use the following items in every way I can think of. Please therefore can you tell me where to find Fairy Powder, Vigor Ball, Silver Tank,

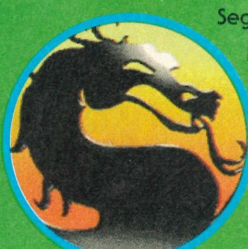
# Cheats & Hints

(THESE ARE MY TIPS! - Danny) (No, they are mine! - Dean) (No, they are mine - Nick) (They're Danny's - James) (This is fun! - Danny) (No, this is sad - Nick). 'NUF!

## Cosmic Carnage

32X

Bored of yer spacey mutilation, are you? Bored? Is that what you said? Well, "Cyber Brawl" is a fun, relaxing and visually stimulating alternative to all that *Cosmic Carnage* nonsense you kids of today seem so intent on. How to get to it? Well, turn your Mega



Drive off, hold button X, button B, and button Z (on a six button pad), then turn your fab 32 Bit

Sega system on. Now it's possible to play a top new game with top new fighters. Ace!

## Mortal Kombat 2

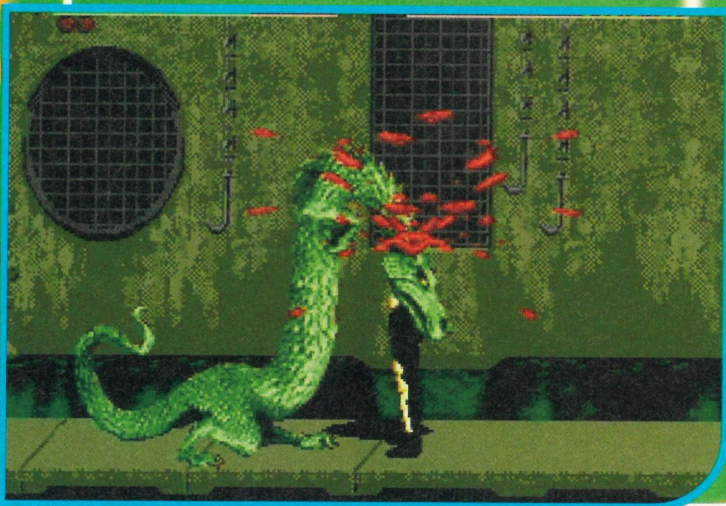
32X

Time was, a cheat like this would have been flagged on every cover

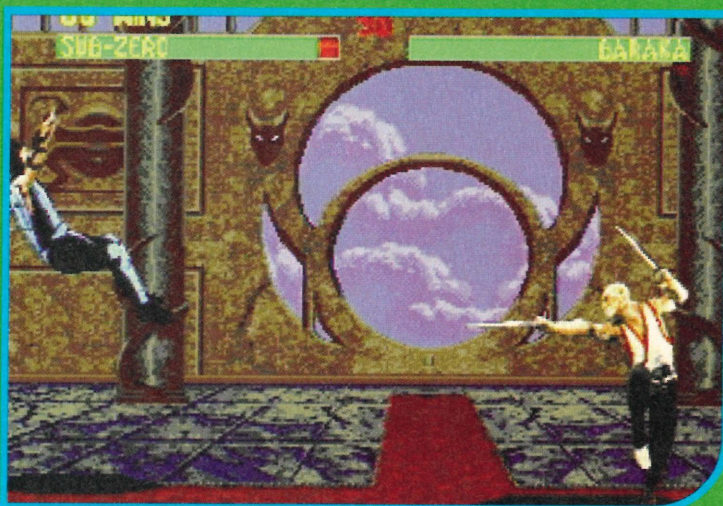
of every videogames magazine in the western world. Readers would have phoned constantly raving on about a cheat that their friend Kevin said existed and was it true and



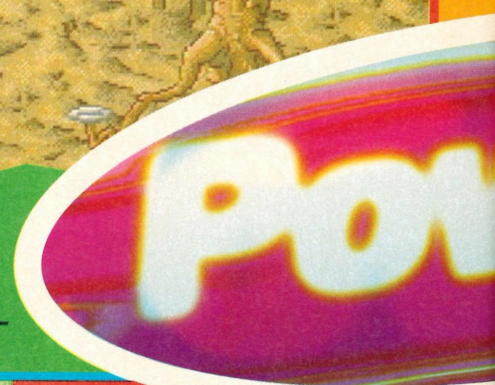
Laura has just bought a Pot Noodle into the office. HASN'T THE WOMAN ANY SHAME?



One minute it's Pot Noodles, the next it's dragons biting the heads off innocent martial artists. SEE WHAT YOU'VE DONE?

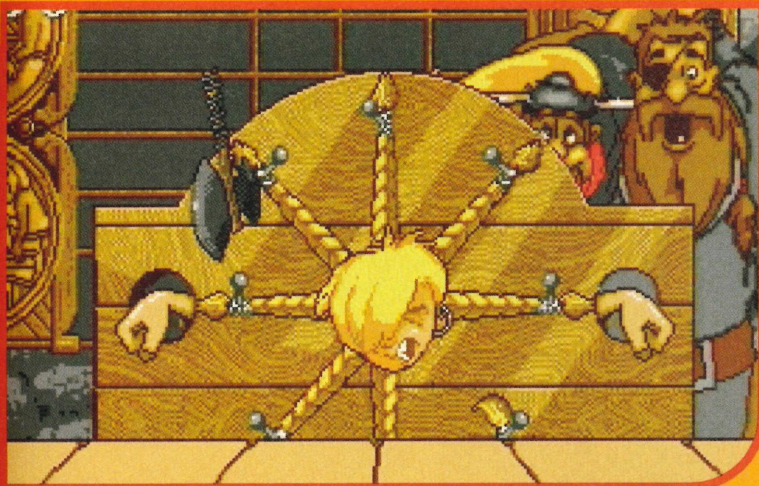


While we're on a culinary theme, did you know that Chris brings entire cooked meals in for lunch on a proper plate? WEIRDO!





I DO NOT want to make ANY comment about this



problems. It would be great if you could devote a regular space for this. (Erm, that's what this bit is for,

actually - Nick.) Maybe I could then get help with the CD game *Heimdall*. I can't move out of Chapter II without the Shrinking Spell. Where is it?

Jenny Robison, Motherwell

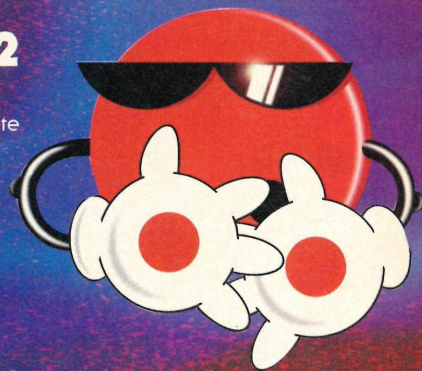


Sorted

## A Road Rash 2

Mega Drive

For the Wild Thing bike, complete with tons of invaluable nitros and a top speed of 225 mph, just enter 009N 1V00 on the Password screen.



## A Cool Spot

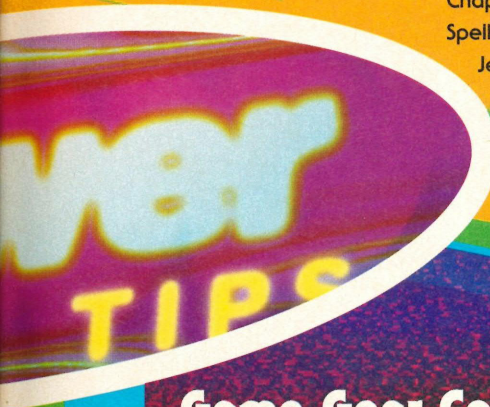
Mega Drive

Level skip, infinite time, infinite health: Pause the game and type in A, B, C, B, A, C, A, B, C, B, A, C, then unpause.

## A Golden Axe 3

Mega Drive

Level select: A, A, A, A, Start, C, C, C, C, C and C at the first character select screen quickly. ▶



Cheat Cart Codes

## Game Gear Codes

Ram a Game Genie into your Sega, and revel in the satisfaction that codes can bring.

### Bonkers (Game Gear)

- 213-6A5-6E2 . . . . . Infinite Eggs
- 3AB-286-2A2 . . . . . Infinite Lives
- 00F-4F7-2A2 . One hit makes you invincible

### MLBPA Baseball (Game Gear)

- 1A-07E-F7A . . One ball, and you can walk
- 009-2DE-19A . . . . . No strikes count
- 09A-07E-F7A . . . . . Nine balls and you walk



### Adventures of Batman and Robin (Mega Drive)

- A28T-DE2N . . . . . Infinite Credits
- Weapon gets full power on first power-up! True!
- AJFA-CA8C . . . . . Weapon doesn't discharge
- C2CA-CA5C . . . . . Infinite life points
- BGSA-AADT . . . . . Start with nine credits
- ACSA-AADL . . . . . Start with one credit

## Pro Action Replay

### Toejam and Earl 2

- FFA9270003 . . Infinite Continues
- FFA9F00001 . . . . Infinite Panics
- FFA9B00001 . . Infinite Super Giles
- FFA9290001 . . . . Infinite Funk



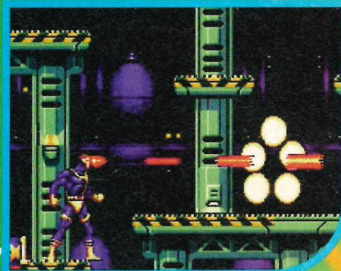
what was it and would it work on an American system and why did we print it wrongly and... and... and... .

Now, though, it's bought its way into obscurity, and a small section of *Sega Power's* tips pages.

Er... anyway here's how to 'do' the Test Mode thingiddy thing. DO THIS! In options, highlight Done, press Left, Down, Right, Right, Down, Left, Left, Left, Left, Right, Right, Right. OK? ▶



Actually, the tip for this one is over the page.



Cyclops sees red. (I quit - James.) (You're fired - Nick.)



## A Jennifer Capriati Tennis

**Mega Drive**

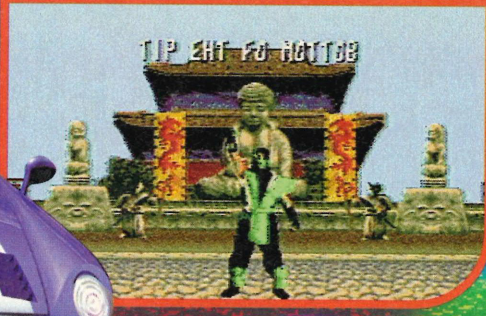
Hidden Options: Enter the password CONFIG and fill up the rest of the space with dots.

## A Micro Machines

**Mega Drive**

Infinite lives: Pause and press B, Down, C, Down, Up, Down, Left and Down. Unpause.

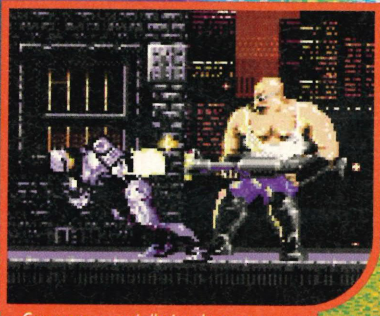
More speed: Pause and press Up, Down, A, B, Left, Right, C and Start.



## A Mortal Kombat 1

**Mega Drive**

Cheat screen: On the choice screen, type in Down, Up, Left, Left, A, Right and Down



Guns are a socially inadequate person's best friend.

## A RoboCop vs. Terminator

**Mega Drive**

For 54 lives, Pause and press C, C, A, A, B, B, C, C, A, A, B, B.

## A Street Fighter 2: SCE

**Mega Drive**



Earthworm Jim, y'see. We like him, we do.

## X-Men 2

**Mega Drive**

Skip levels! It's anarchic, and sort of almost a bit like firebombing the establishment, with its petty rules and stringent, neo-fascist conformities. True. To skip the

levels of that cart we in the business call "X-Men 2", simply pause the game and press Left and button C, then up, up, left, down, down, right, and button C. You should hear a laser blast which sounds a little bit like Norris McWhirter shooting a cat. At this point you'll know you have succeeded and all is well. Unpause the game, and simultaneously press right and button C to skip the level and strike a blow against oppressive society.



## Earthworm Jim

**Mega Drive**

A massive ruddy great worm's mother of codes have made their way to the cheery Sega Power office this month, and we're just gagging to, like, 'share'.

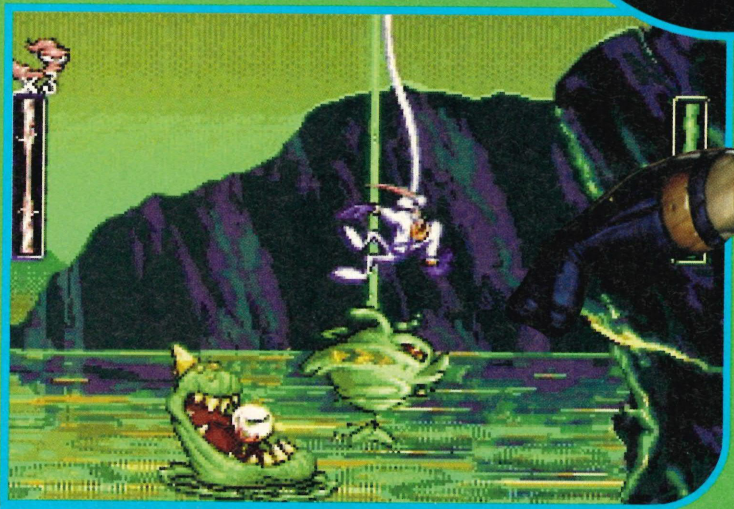
### Homing missiles

To get Jimmer a set of homing missiles and an ego the size of a really big lady, enter the following very quickly, straight after you've paused the game.

Hold Right, and press A. Let go, and press A, A, B, A, C, B, A. Press Start to unpause the game, and you'll be able to shoot your enemies just about anywhere you goshdarned please. Life just doesn't get any better.

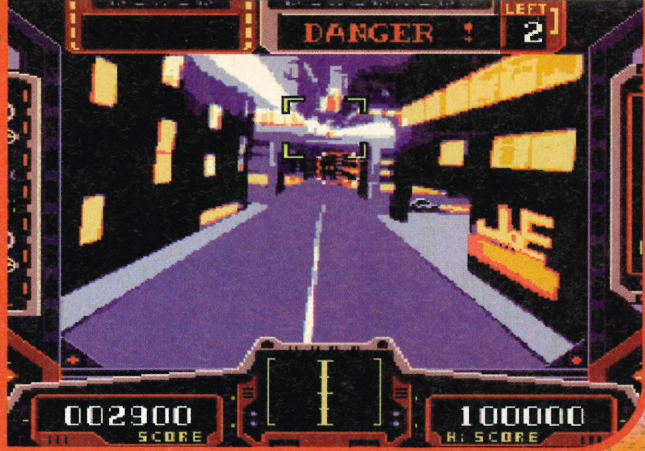


Panzer Dragoon. Such a great game, such a good way to spend several fruitless hours being unentertained.



Now this is proper manly entertainment. Pretent to be a worm in a spacesuit. Funny, see?

Sigh. More violence. WHEN WILL THE CARNAGE EVER END?



Special moves only. When the Capcom logo appears, press Down, C, Up, A, A, B, B and C on pad 1.

## A Super Hang-On

Mega Drive

Option mode: Hold A, B, C on the title screen.

## A Thunderforce 2

Mega Drive

Press A and Start at the Options screen.

M. Al Balushi, Southampton

Thanks for all the codes! A T-Shirt is in the post. Probably.



## Warriors of the Eternal Sun

Mega Drive

Thanks to Jonathon Tan in Singapore for his solution. Unfortunately it's far too long for us to print, so we'll just put in the General Hints bit instead... (Phew.)

Equip slot A with a melee weapon and slot B with a long range weapon. Use the long range weapon in the 2D environments to kill enemies that you can't see. Just keep on pressing the B button.

If you see the slot turn green with a number, that means you have successfully hit the bugger. Continue to fire. Now you need to remember the next bit...

As far as possible, avoid fights with creatures that do not give you cash unless your characters all have pitifully low experiences. Do not spend cash unwisely.

Do not stand next to a creature in either of the last two caves unless it absolutely can't be helped, or it's goodbyeeeee.

If you meet a creature that you do not want to fight, before fighting is engaged, save the game then load it. The enemy will disappear when you return.

### Comedy Groucho Kit

Pause the game, and then press A, A, A, A, A, B, C. Then press Start again! Oh, the fun!

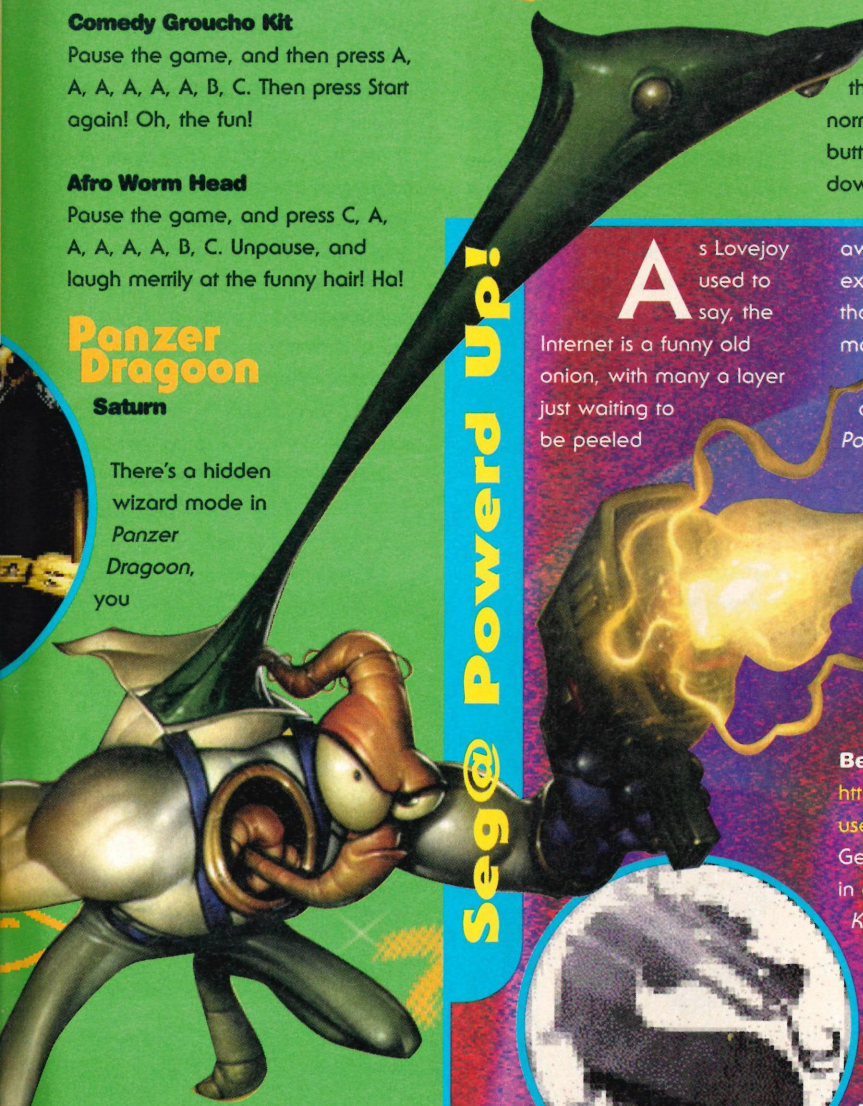
### Afro Worm Head

Pause the game, and press C, A, A, A, A, A, B, C. Unpause, and laugh merrily at the funny hair! Ha!

## Panzer Dragoon

Saturn

There's a hidden wizard mode in Panzer Dragoon, you



Seg@ Powerd Up!

As Lovejoy used to say, the Internet is a funny old onion, with many a layer just waiting to be peeled

away and explored. Just like that onion, it can make you cry and that's true. So come with Sega Power, dear, gentle reader, as we guide you through all you need to know about tips on the Net. Wha-bleedin'-hey.

### Best of Mortal Kombat

<http://www.nauticom.net/users/baraka/mk.html>

Get your Internet-rambling arse in gear, and get it to the Mortal Kombat site, for all the latest tips, cheats and hacks, as contributed by gamers all over the world wide web. Lovely.

### FutureNet

<http://www.futurenet.co.uk>

Futurenet is top. It's our site, see,

The words "Wizard Mode" will dance in front of your eyes just below the title, at which point you will wonder why you wanted to play this.



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 uting - Hundreds of features on PC, Mac, ST, Amiga and mo  
 games - Loads of game reviews and features for every platf  
 - Classical reviews, high-tech music making and guitar tes

and the people who pay us tell us to like it. And - hey! - the people who pay us are sure that the people they pay us to serve will love it, too. So go there, and explore the wise words of Future Publishing, and the games tips they keep in their minds.

### The Games Meeting Room

Usenet: [alt.binaries.games](mailto:alt.binaries.games)

Whatever your problem, if its do with games, there's someone on the other end of a modem with a solution. Get there now! Pleeese...



▲ Jim tries to fly. A small point: The only way a worm gets to fly is when he's being eaten by a bird. Logic is such a powerful tool in the hands of the aimless, isn't it?

Write to: Nick Merritt, Letters, Sega Power, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.



**Fried squid nostrils**

Being a *Mortal Kombar* freak, my walls are covered with posters, previews and reviews of *Mortal Kombar* 1, 2 and 3.

A few weeks ago I went to my nearest newsagent and ordered your magazine. When I came for it on the 21st September, it wasn't in, so patiently I waited and went back on the 22nd. They still didn't have your mag so I complained and was forced to buy a copy of *Sega Magazine*.

When I opened it, I saw that they had reviewed *Mortal Kombar* 3. I was so excited, I turned to it immediately.

I was so BLOODY disappointed. It was a lousy review and the screenshots they had were absolutely shite. They looked like they'd been painted and then had spilled water on them.

When I got home from school, I managed finally to get a copy of your magazine and saw that you had reviewed *Mortal Kombar* 3!

I would like to compliment you on the excellent screenshots of the Mega Drive version. I'm just disappointed that it's the last one available for the MD.

Scott Will, Aberdeen

*Glad you liked the review. A lot of people did judging by the feedback we received. We're the best, always have been. That's why Sega Mag gave up and Mean Machines sought the protection of becoming the official Sega mag. Chickens.*

**Scary letter**

This issue's candidate for Assassin of the Month is this frightening individual who, for reasons of National Security, shall remain nameless. GO AWAY, AND LEAVE US ALONE!



**Note to Martin Williams:**

*Amstrad Action* has like, well, how do we put this? CLOSED. Sorry, but that's the ruthless world of games mags.

**Smell my eyes, they're green!**

I love your mag and the improvements. I would like to ask you a question that's quite difficult to explain, so think carefully...

In issue 72, I noticed a few different names for the new *Micro Machines* game:

- 1) *Micro Machines '96* (front cover)
  - 2) *Micro Machines 2 '96* (in the Special Reserve ad)
  - 3) *Micro Machines Tournament Edition '96* (ad)
  - 4) *Micro Machines Turbo Tournament Edition* (your excellent review)
  - 5) *Micro Machines Turbo Tournament '96* (free poster)
- Are these listed the same game?

If not, which one has the construction kit? One last question - WHO HELL IS MR WOODY?

(Name supplied), Benbecula

*Er, yeah, you got us. They're all the same and the real name is Micro Machines Turbo Tournament '96 and includes the construction kit. Mr Woody? Top wooden geezer. First appeared in Most Wanted over the summer as a gag, and Philip Kiernan (talented lad) has been sending 'em in ever since. Having said that, we've not printed this month's submission because we're feeling like gits.*

Remember including mildly rude words in your 'art' is bound to amuse us here at *Sega Power*. Especially 'arse'. Well done Ian Dodds for this.



**The Gallery**



The standard of artwork we get for the Gallery is definitely on the up. Stuart Robinson's little number is one of the best we've had so far.



## A horse, of course

Good morning. I love your mag, it's really great etc.

### QUESTIONS:

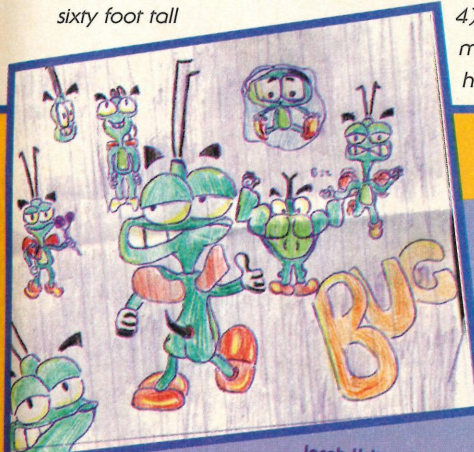
1) Cast your minds back to the August '95 ish, and the gallery. Now look at the (bloody fantastic) MK3 pic, and oh look, you've gone and lost the address. It's my picture. So to get my T-shirt, I sent the original of the original picture with my address and what did I get? Sod all! So the big question is... WHERE IS MY T-SHIRT?

2) Now little girls, cast your minds back once more to the *Most Wanted* part of the October ish. Well, what I want to know is which one of your 'writers' wrote that bit about Manga (or Anime as people with braincells call it)? You see I want to know if the 'writer' is available FOR PUBLIC EXECUTION FOR BEING AN ARSEHOLE!

Don't ever insult Anime again, just ask the sad excuses for human beings at *Mean Machines* - they know my annoyance. (MS are a bit sad really aren't they? I mean, would you pose as Mean Yob?)  
3) Why are you so obsessed with chimps and arses? It isn't healthy.  
4) How do Sega expect to sell the Saturn without advertising it? After all, Sony advertise their PlayStation and they're selling it cheaper than the Saturn. Grrrr...

Sayonara, Ian Dodd

- 1) Your T-shirt was eaten by the *postie* before it could get to you. We'll get another one to you, if we can get him to regurgitate it.
- 2) Plot of a typical Manga film: Large breasted yet pre-pubescent female mutates into a slobbering sixty foot tall



Jacob Hylton did the little montage on the right. He's responsible for the *Bug* extravaganza, above, as well. Take a T-shirt, sir.

## Oi, ansa me!

### Flick bogies at girls

I think your magazine is the best. I desperately need your advice. I have just acquired £100 and am considering whether or not to buy a 32X. Should I get it or invest my money in a private pension? Will there be any decent RPGs coming out for it? Also, how many electrons are there in a group 2 alkaline metal?

Tom Pelly, Bardford Sailing

*No, in all honesty, you should not buy a 32X. We don't believe its life is going to be a long or prosperous one judging by the lack of software. Nor should you really think about investing your money in a pension until you're at least in your mid-to-late twenties. As far as RPGs go the answer's no, not that we've heard of.*

*Now onto your final*

*monster and starts laying waste to Tokyo for no apparent reason. The hero, a misunderstood lad with a cool hairstyle leads a secret life as a demon from the netherworld and can transform into a giant robot with special powers. They beat each other up for several decades while uttering dialogue like "You'll never return to Third Earth as long as the Guardians remain alive" until the viewer gets so bored that he destroys the video. DULL! PREDICTABLE! BORING! Amazingly, we're with Mean Machines on this one.*  
3) Have you ever seen a chimp's arse? Hilarious.  
4) Sega couldn't be making a more total tit of a launch if they had my cat running the show.

*problem. The trouble here is that you haven't said which alkaline metal your talking about. Nor have you said if it's charged or not. But for a guide, one atom of uncharged Magnesium contains 12 electrons. HAPPY?*

### West Lothian question

Why have you been ignoring the Mega CD in your magazine? I think it is a great machine with great possibilities but why can't it play films like the 3DO?

Calvin Jones, West Lothian

*We aren't ignoring the Mega CD as such. It's the games companies that are - we can only review what they release y'know. I'm afraid the Mega CD can't play films because it's badly-designed crap.*

### Lemon curd

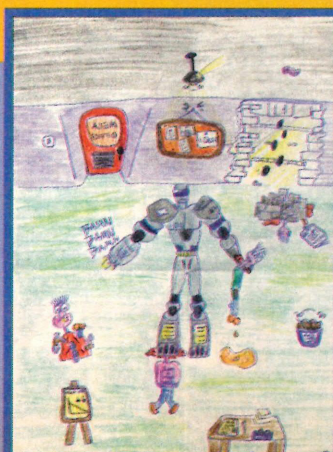
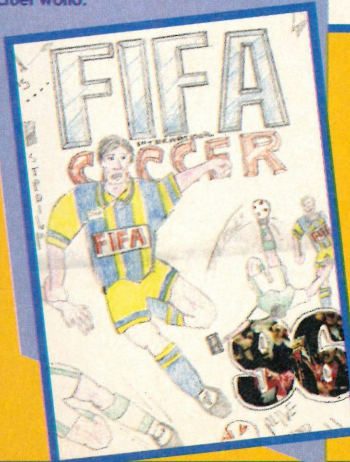
This might come as a shock to you but BOO! Funny wasn't it? This letter is to warn you that the killer piccadilly is out to eat you!!! Hide all computers and games. Run, hide, jump up-and-down like a maniac! The piccadilly is coming!

Craig, Alva

*The problem with this letter is that IT'S NOT FUNNY. In fact it's SAD and DEPRESSING. Go back to bed, crawl under your stupid Sonic duvet and REMAIN ALONE.*



Look a football picture. 'S good innit. No address on the back so no T-shirt. Cruel world.



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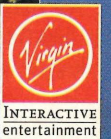
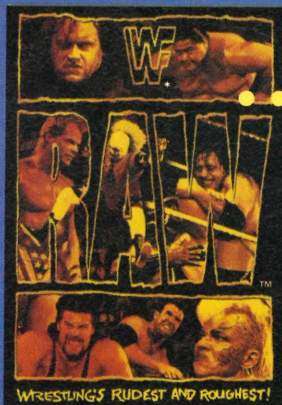
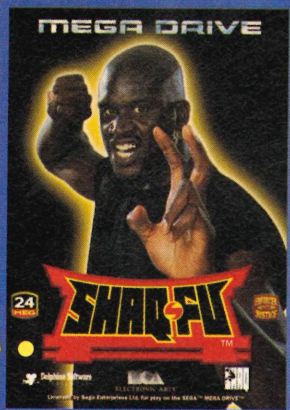
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# THE ONE YOU CAN'T AFFORD TO MISS!

# HELP!

# 2



## MEGA DRIVE

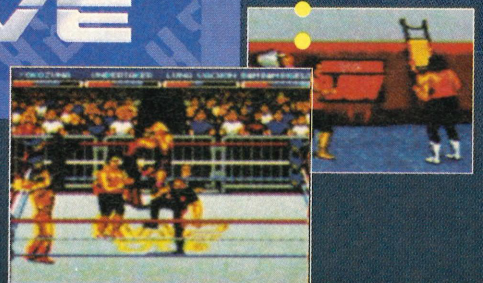


All of the games in this strictly limited edition multi-pack have been donated free of charge by Acclaim Entertainment, Data East, Electronic Arts and Virgin Interactive Entertainment. All profits from the sale of this pack will be donated to a number of leading charities including The Prince's Trust.



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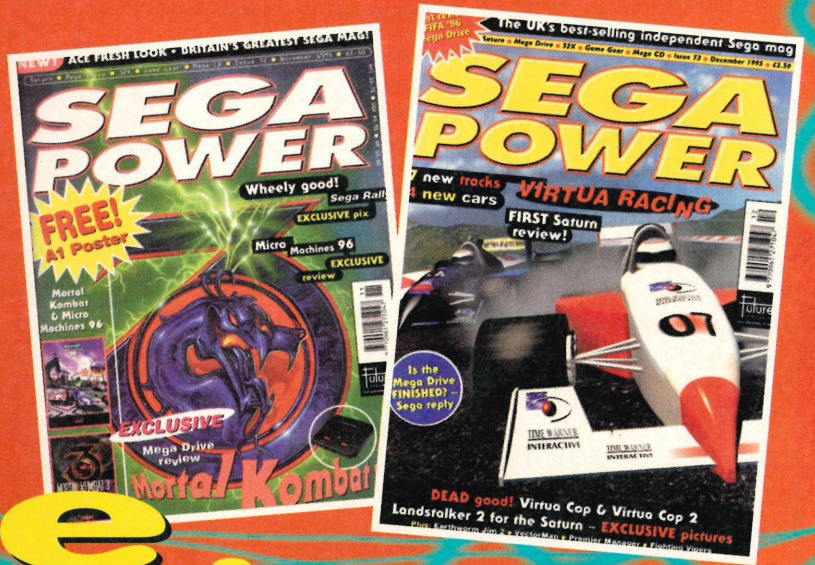
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Mega Drive, five games, three pads (two six-button), 20 mags, E.A four-way play. Worth £250 sell for £100. Ring Simon after 4pm (01254) 582961

Mega Drive, eight games including Super Streetfighter II (Boxed with instructions), four pads (two six-button), also hint books and 21 magazines. Worth £440, sell for £165. Phone (01222) 763289.

Mega drive II, five games (Sonic 2 & 3, Sonic and Knuckles, Mortal Kombat I & II), five controllers (two six-button) plus one Joystick and Action Replay. £125. Call (01263) 514918.

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Offers. (01753) 860532.

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Sega 32X and Mega Drive for sale, three controllers, Doom and Star Wars (32X), eight Mega Drive Carts. Over 20 mags. £200 or near offer. Please ring Darren on (0181) 8905065.

Mega Drive, Master System Convertor, Menacer, four control pads (two programmable) with two games (FIFA, Pete Sampras, Micro Machines 1&2, Cool Spot, Street Fighter II) £300. Call (01252) 614718.

Game Gear with Streets of Rage and Sonic 2. Worth £110. Sell for £65. Please phone Adam on (01353) 662304 between 4 and 6pm.

### Wanted

Mega Drive, three pads, five games (Chakan, Sonic 1, Sonic 3, Alien 3, LHX Chopper, Syndicate). One year warranty. £140. Will separate. Call David (01803) 813343.

### Swaps

Has anyone got a broken Mega Drive II? Spare part needed. Please help, my son is desperate. Write to Jason Stevens, 80 Mile Cross Road, Norwich, NR3 2LN.

I will swap or sell Road Rash 3 for the Mega Drive for Mega Bomber Man. Sell with Puggsy for £35. Please ring Nathan on (01453) 546151.

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4. We cannot guarantee the positions of your adverts or that they will appear in specific issues of Sega Power - but they will definitely appear on this sacred page at some point. Unless they're stupid or James thinks your stuff is overpriced - NEW Mega Drives for £89 now, kids.
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# Last Orders!

...or "Don't call me weird but... I still play with Barbie"  
- Just Seventeen, 25th October

Words are funny, words are great, slap me hard with a slab of slate. It's that thing that proves there truly is MORE to life than videogames:  
**WORD OF THE MONTH.**

## This month... Yurt

A Yurt, is a circular tent consisting of a pole frame covered with felt or skins. Used by Mongolian and Turkish nomads.

**The Roller-coaster that is Sega Power goes over yet another hump, empties its chip-filled stomach over the side and slides smoothly down to the bottom. In cheaper words, it's over. Next one'll be our 75th. Old now. Old like a creaking pensioner, but much like Ben Obi Wan Kenobi of Star Wars fame, we live forever and will always be there. Like a horrible stain on the sofa from a youth party, WE'LL NEVER**

**LEAVE. Take solace from that. By God, we do.**

## Next Month!

### Bloated previews of...

Well, that's the interesting thing, isn't it? That's what you really want to know... But we're not telling. They're going to be good, very good, but well, wait and see. There's a free thing as well, a free thing of massive size and complication. A free thing that's sooo free, we'll probably end up paying YOU to have it. A free thing so Christmassy nice that, well, it could only be given away with a Christmas issue.

Wobble yer Gran! Our next issue's going to be a real steamer. The next issue will really, honestly, truthfully be our Christmas one. Here's what we PROMISE...

### Festive reviews of...

Virtua Fighter 2 !!!!!  
Virtua Cop !!!!!!!  
Thunderhawk 2  
Shellshock  
...And also everything ever before anyone else has even thought of writing it.

## There follows a public announcement...

Here is a tip for you all to learn,  
If you're a recent owner of a Sega Saturn.  
It'll save Sega Power readers 25 quid,  
By plugging the scart lead supplied in yer vid.  
Change the channel select on your vid to AV  
And select the video channel that's on your TV.  
Then, voila! It's so easy - even for berks,  
So here's another idea you should try, cos it works.  
If you bought the RF unit and think the shop is a chear,  
Let's hope you kept safe your purchase receipt.  
If you did there's no problem and you aint got no worries,  
Just take the thing back to Dixons or Currys.

As Tina Turner sez... simple the Brez

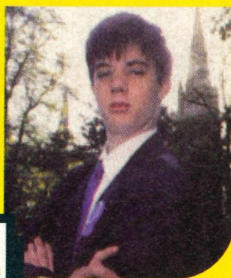
P.S I want my own page.

This is another spouting of genius from from 'The Brez'. If you remembered his 32X poem from last month, then you'll surely find light

relief, and dare I say, maybe a slight chuckle or two from this. Be warned an ego-maniac is at large.

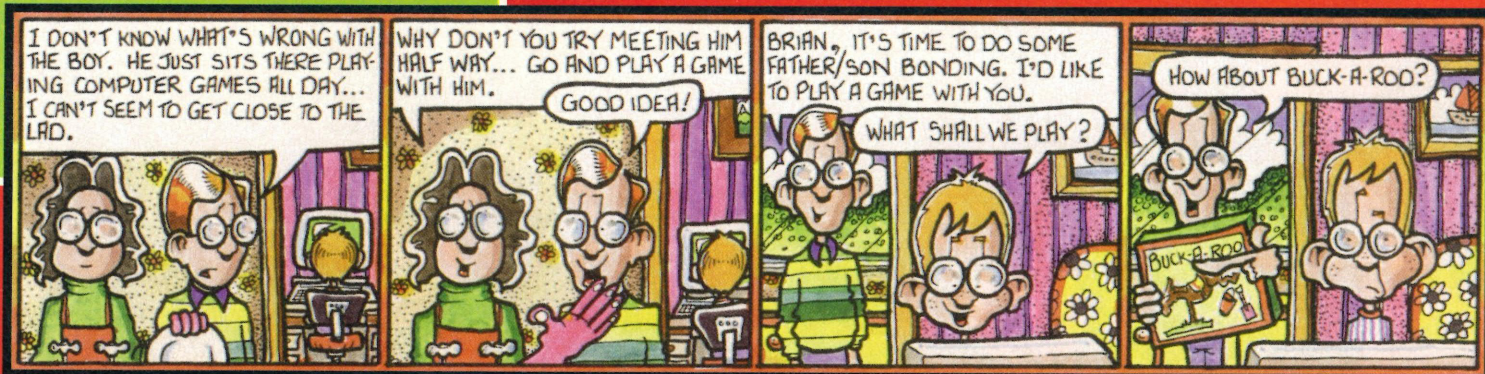
## weirdo of the month!

Justin Hinchcliffe is 14, a young Conservative, quite famous in those circles and believes that the homeless should catch fish to eat and that 'whining' poor people spend too much money on alcohol and cigarettes. Justin's mum is proud of him. We think he's a tir. Another damned fine reason to vote Labour - he's likely to end up being a Tory politician.



**Sega Power will float, sleighbell fashion into yer stockings on Thursday, the 21st of December. It's the only stuffing you'll want this festive season. Well...**

## POWER SURGE





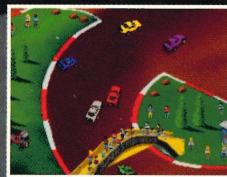
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