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SEGA POWER

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NOVEMBER 1992
ISSUE 36 £1.95

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174 MASTER SYSTEM GAMES REVIEWED & RATED!

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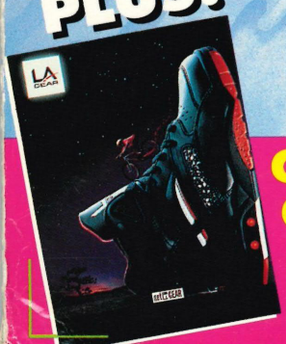
SLAPHEADS!

How on earth do Right Said Fred find the time to play *Cruë Ball?* See page 20...

PLUS!



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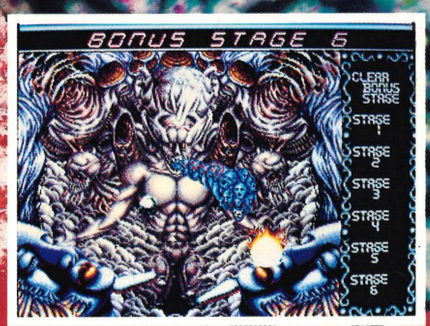

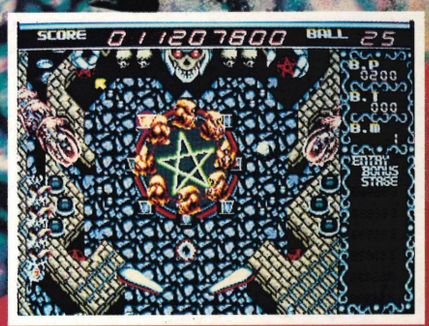

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POWER CONTENTS

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SEGA POWER GET INTO THE GROOVE...

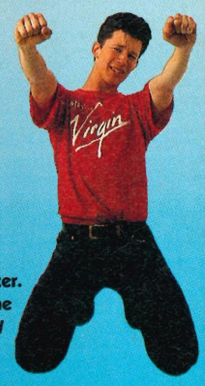
THERE'S BEEN A WHOLE load of media attention surrounding console games in recent months. But finally it seems that console gaming is shaking off the "spotty adolescent" image that's haunted it for far too long. One of the big events of the year that's going to help smash that image is actually being organised by *Sega Power's* parent company – Future Publishing. At a Virgin Game Centre near you in the near future, you'll be able to take part in the National Games Championships. Yeah, I know you've heard of similar events in the past, but, believe us, there's nothing as serious as this one. For a start, the winner of the event (the Finals take place at the Future Entertainment Show in November) will be picking up a staggering £10,000! That's an incredible amount of money – and it shows you just how serious video gaming has become. Find out how you can enter the Championships and how you can attend the Show (and save money) by rushing to our great feature on page 8. See ya there!

Andy Smith

■ **Andy Smith: Editor. Only Andy really knows what was happening when this shot was taken – or where his glasses were at the time! Oh well, some things are just best kept as secrets – and this is one of them, right?**

■ **Dean Mortlock: Staff Writer. Just to prove you don't have to work in advertising to have a pony tail, here's our Dean...**

■ **John Cantlie: Staff Writer. Here's John dreaming of the day he's gonna get his *Road Rash* bike back from the sprayers! Soon, John, soon**



THE REGULARS

6 NEWS
Sega are getting well into the nightclub scene – fancy strutting your stuff on the dancefloor? Plus news of some smart new widgets for machines everywhere. Check it out!

12 THE SHAPE OF THINGS TO COME
Have a gander at all the latest titles which are still in development... Remember, you saw it here first!

27 POWER REVIEWS
Money's too tight to mention (so we won't), but if you're after a new cart you'd best see what the *real* experts say first!

58 POSTER
Not only is *Sega Power* useful, informative and entertaining, but we also give you some amazing posters to put up on your wall – just like this!

66 POWER PLAY
Dean does what Dean does best and that's hack and crack his way through cart after cart! With a little help from his friends, of course – meaning you lot out there!

80 MAIL ORDER
Thanks to *Sega Power* you can now get your mitts on some really good gear and at discount prices too! Smart or what?

90 SUBSCRIPTIONS AND BACK ISSUES
Look, it's easy – you fill out the form, you get some freebies and you save yourself wodges of cash in the process! Easy, innit?

92 THE HARD LINE
Here's the place to find a review of just about every single game available for every single machine – well, just about anyway. Plus all those widgety things too!

92 CHARTS
Here are the official Gallup Charts for all three systems. Plus those unofficial charts, of course.

105 SMALL ADS
There are loadsa bargains to be had if you know where to look – and this *is* the best place to look! Hmmm, yummy!

110 SCRIBBLINGS
Chat with other Sega gamers from around the globe and laugh at the mad dribblings in Outta Yer Tree! Fun and informative!

112 THE GALLERY
Some of you lot really can draw, you know! There are no prizes on offer, but why not show the rest of the world your skills?

114 BACK PAGE
Even though *Sega Power's* getting bigger, better and groovier the whole time, we just can't resist teasing you with what's going to be in next month's brilliant issue...

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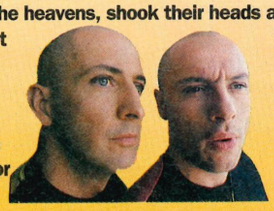
best-selling Sega mag (probably) – the one for *real* game-players

WE TALK TO RIGHT SAID FRED

20 "I COULD HAVE BEEN A POP STAR, YOU KNOW" said our Andy when he was reading all about Right Said Fred. "Really?" we said, quite innocently. "Yeah, but I can't sing and I can't play any instruments!" The rest of the team looked towards the heavens, shook their heads and went back to reading about RSF, Kris Kross and what the funksters think of the very latest batch of Sega games. Now do you wanna listen to Andy waffling on or read the feature? Good...



GIRLS OUT ON THE GAME!

84 MOVE OVER, MEN, 'COS the girls are taking over the show. Yep, the fact is, now girls are playing Sega just as much as the lads. Karen Levell – herself a girly Sega gamer – investigates the situation and asks the girls "What do you play?", "How often?", "Are you any good?" and "Would you get off with Andy Smith?" The answers to all four questions make interesting reading (right, Andy?)...

L.A. GEAR COMPO

THERE'S ONLY ONE NAME THAT springs to mind when you think about quality trainers these days and that's L.A. Gear. And when you can win loads of trainers with lights in the heels, you know you're onto a good thing. See page 24!

WIN A NEW MEGA CD!

WHAT'S THE SEXIEST SEGA machine to own at the mo'? The Mega CD, of course! And we've got one you can win! Plus a Game Gear, carts and loads of those rather good Pro-Master books! So don't just sit there gawping, turn to page 26 now!

THE UNLIKELY ADVENTURES OF CAPTAIN AGES AND HIS PUNK PAL REWOP

18 THOSE FLYING SNOT THINGS look very familiar, but the Cap'n has rather more to worry about than these critters at the moment – the evil Ninja Tendo is up to something, and it doesn't look too pleasant either!

■ It may be dank and gloomy outside, but there's one way to put some surf 'n' sun in your life – and that's to put up this poster!

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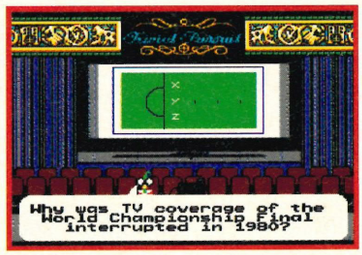
THE BIG REVIEWS



28 GREEN DOG Surfin' Mega Drive action with Sega's new character. But are you ready to ride the roaring waves?

34 ATOMIC RUNNER Horizontally-scrolling Mega Drive blasting action. Go have a look...

38 TRIVIAL PURSUIT Test your general knowledge in the Master version of the classic game.

28

■ *Green Dog* adopts the essential pose required to gain any cred. Turn to page 28!

40 FERRARI G.P. CHALLENGE Ooh, look at that! A brand new Mega Drive racing game. What's it like then?

42 GLEY LANCER Er, what's this? Yet another shoot-'em-up for the Mega Drive? Well it is, but is it any good, I wonder? Hmm.

44 WARRIOR OF ROME 2 Step back in time and play with soldiers on the Mega Drive! Et tu, Saunders!

46 GALAHAD There are plenty of platform adventures for the Mega Drive, but here's another one to check out.

50 TWINKLE TALE Cute shoot-'em-up for the Mega Drive but it's well done, a bit different and well worth having a look at.

52 NHLPA HOCKEY E.A.'s follow-up to *E.A. Hockey* finally arrives on the Mega Drive. Is it worth it?

54 THUNDER-FORCE 4 Another Mega Drive shooter.

62 TERMINATOR Platform and guns action on the Game Gear.

63 GEORGE FOREMAN'S... Erm, Game Gear boxing!

■ What's Taz doing? And why's he doing it? The only way to find out is to read Dean's definitive guide to everything about *Taz Mania* you could possibly ever want to know! Now there's no excuse for not getting to the final screen yourself!

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News

The latest and most exclusive news from all around the Sega world

ROUND AND ROUND AND ROUND...

SPECTRAVIDEO HAVE JUST brought out their **Freewheel,** a weird add-on for all driving games, which is basically (wait for it) a steering wheel. Da-da!

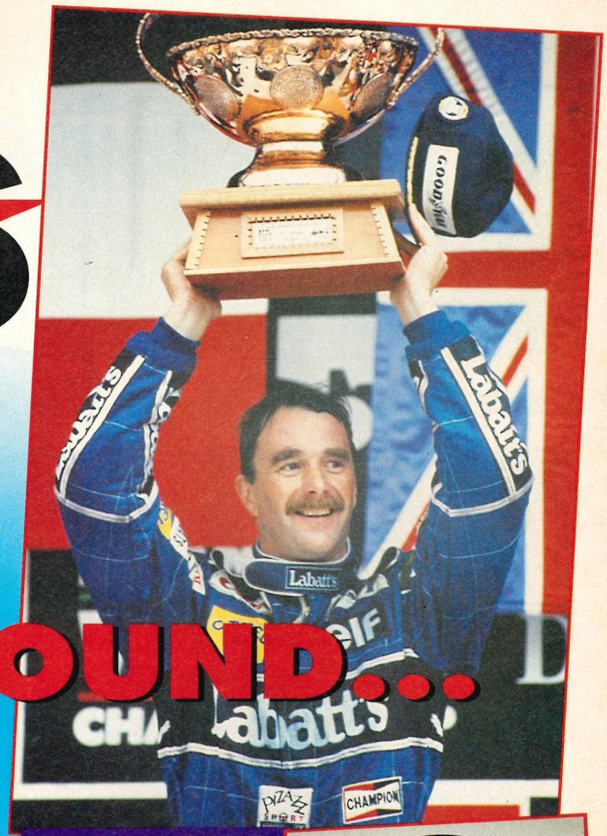
Nothing particularly strange about that, you may think, until you use the thing and realise there's no pivot point. I mean, it's just a wheel, sitting there. On its own. Nothing else.

You sit down, arms out akimbo in front of you, grasp the wheel in both hands and turn it to control the car (or whatever) on-screen. Without having a steering column or a main control body attached, it's all a rather vague experience that takes a while to get used to.

The nearest thing we can equate it to is playing a sesh on the air guitar, except this time you're rolling your hands around in front of your face instead of thrashing them up and down.

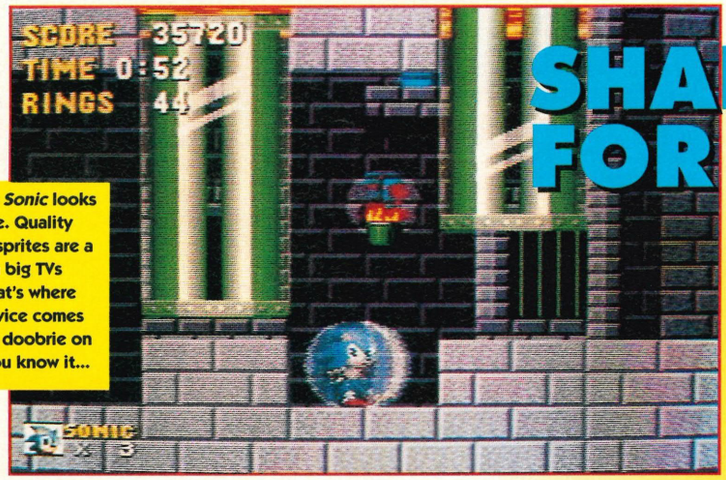
Still, once the initial weirdness has passed and you get into some kind of rhythm, there's a lot to be said for freewheel steering. There are also thumb buttons on the inside of the wheel for changing gear and things like that. Oh, the price? Well, the Freewheel will cost **£29.99** and should be out at Christmas time.

If you're heavily into *Super Monaco G.P. 2* – or any game of that ilk – it could be just what you're after. (For more info, buzz the peeps on **(081) 902 2211.**



■ (Above) Nigel Mansell (the man himself) and his very large trophy. But what would he make of a steering wheel with nothing else attached, eh? Probably wouldn't make that much difference really

■ (Right) The Freewheel in all its glory. It takes a while to get used to, but once you've got the knack, the track's all yours



■ This is how *Sonic* looks to you and me. Quality graphics and sprites are a trifle fuzzy on big TVs though, so that's where this Grafix device comes in. Switch the doobrie on and before you know it...

SHARPER VISION FOR BLINDER MEN

ARE YOU GETTING fed up with the poor quality of the display on your telly? Don't feel you're getting the very best from your games visually? Well, help is at hand – in the form of a brand new gizmo called the **Gamestar Nova Grafix** (er, nice name). This innovative device boasts a seven-pin plug (which stuffs into the back of your Mega Drive), a socket for stereo sound, a black box of special goodies and, of course, lots and lots and lots of (very important) wire.

It's all very technical (which means we haven't a clue how it works), but the basic concept is that it "tidies up" the on-screen graphics to give you a crystal clear picture with pin sharp resolution. The effect it had on our huge 26" TV was more than noticeable, the box of tricks making every single line and colour stand out that little bit more.

The animation is every bit as smooth as before too, the only difference being that it's all so much crisper – with no blur round the edges.

Unfortunately, there are adverse side-effects. On some games, for instance, shading and scrolling effects end up looking a little bit worse.

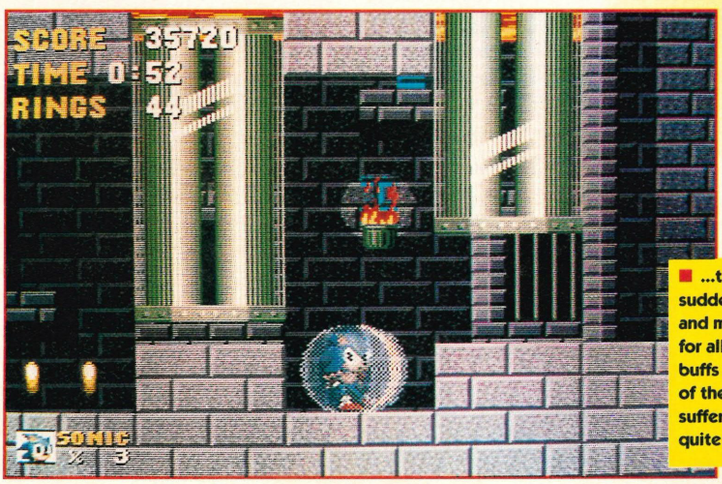
On smaller television sets, the device still does its job, but in practice, you don't really need it because the picture is already that much sharper straight out of the crate, so to speak.

Still, the techie buffs and perfectionists among you lot will love it when the device goes on the market ("Sometime soon" say SNC Electronics – the company responsible for the device).

The main thing to remember is that it'll only work with a full SCART TV. In other words, you need a special input socket on the back of your set because regular audio/video channels just can't cope with it.

It won't set the games-playing world alight, and the market for this device is limited, but at **£34.95** it might just be worth trying out on your TV.

Ring **SNC Electronics on ☎ (0438) 369379** for more details.



■ ...ta-da! Everything is suddenly much clearer and much crisper. Ideal for all the would-be tech buffs among you. Some of the grading effects do suffer a little, but it's still quite a big improvement

SNIPPETS

ZYDEC, THE BODS who brought you the brilliant Zy-Fi speakers for the Mega Drive, have been upping and improving their specifications to produce a new range of speakers called, er... Zy-Fi Systems.

This time, however, they're smaller (with absolutely no space for batteries), noisier and come in a yucky shade of Nintendo white. If you've got some of the old ones, don't bother with these. But if you're looking for extra sounds for your Sega system, go for it.

DOMARK HAVE GOT a problem with the Future Entertainment Show. Y'see, they're getting a posse of Bond girls together to promote the release of their new Bond game for the Mega Drive – but they can't decide which ones to pick.

So knowing our reputation for glamour and good taste, they've asked the Crew at *Sega Power* to choose the girls for 'em. Anyone interested should apply in writing – with a photo – to Andy (ahem).

JIMMY'S JUGGERNAUT HAS been done over by a bunch of Sega-crazed kids. Apparently, a motley selection of teenagers rumbled Sega ad star Jimmy's van while it was parked off a freeway in Bruntingthorpe.

Unfortunately, Jimmy's ninja-kid sidekick was nowhere in the vicinity. Now the poor guy is left homeless and Sega-less somewhere in England. How sad.

ELECTRONIC ARTS ARE talking of quoshing plans for *Desert Strike 2* on the Mega Drive. They're not convinced that a straight sequel is the way to go – especially with the original being such a classic...

And talking of Mega Drive sequels, *Shadow Of The Beast 2* is nearly ready, as is the head-to-head version of *Road Rash 2.* Then there's the brand new *Lotus Turbo Challenge,* a driving game that makes *Out Run* look like a trip to the seaside, in the offing too.

CHECK THIS ONE OUT. In a move to create more hype within the pop media industry, Sega are now looking to sponsor musicians and bands for the 1993 season – including Right Said Fred (see our great interview starting on page 20).

When asked what they thought about this, Richard from the band replied "I'd much rather just take the Gear and run."

THOSE PEOPLE AT Cheetah have just brought out a new range of joysticks (again), this time based on various cartoon and film characters. Now you too can own a Bart Simpson stick, a Terminator control pad or an Alien steering wheel. Whether these will improve your gameplaying or not remains to be seen. Er, we think not...

SEGA GET ON THE RAGGA!

SEGA ARE GETTING EVER deeper into the "club" scene. They've already got a series of London venues on the go, and now they're releasing a selection of clubbing and DJ gear designed especially for discerning hip-hoppers everywhere.

As part of the "World Party" entertainment label – a label which Sega hope will position them as "the UK's leading all-round entertainment brand" – the new accessories will include such fashion items as record bags, beanie hats and slipmats.

All good quality stuff *(Yep, I've tried 'em – John)* and emblazoned with the Sega logo.

Meanwhile, Sonic is (surprise!) the name of the Sega sponsored night at the great Ormond's Club in good ol' London.

Staged by Funky Peace Productions, the venue plays Hip House, Garage and Funk sounds to a rammed audience every Friday night.

In the chill out zones, there's a complete selection of Sega systems – with *Toejam And Earl* being the punters' current rapping fave. Gigantic video screens and Game Gears will provide extra visuals.

There's a cool atmosphere and damage on the door is under a tenner, the only bummer being that this particular night is on for just five weeks. Call **Sega** on ☎ **(071) 727 8070** if you want more detailed info on the event.

■ **What every well-equipped DJ will be using over the winter months. The slipmat is just standard quality, but it works well on the backspin**

CRASH 'N' BURN

AT LAST! IT'S FINISHED, it works and it's here. *Sega Power,* In conjunction with E.A., are very proud to bring you the *Sega Power Road Rash* motorbike, a fully animated and very scary version of the bikes you ride in the game. Owned by a certain John Cantlie, the bike features some amazing paintwork, outrageous styling and an engine that really kicks. It originally started out life as a well-crashed RGV 250 Suzuki racebike, but thanks to an idea from E.A.'s marketing people (and John's twisted mind), it's now ended up as something completely different.

■ **This is the bike at, ahem, an early stage of development. For the full spec, check out the real thing on E.A.'s stand at the Future Entertainment Show (see page 8)**

Apparently capable of lapping Mallory Park in under 55 seconds, the bike is completely covered in race-bred naughty bits and is frequently seen making very insane howling noises with its front wheel two feet in the air *(Ha, ha! Only joking officer, only joking – John).*

E.A. are using it as a digitized graphic in the Amiga version of *Road Rash* – and the bike itself will be on display at the **Future Entertainment Show** from **Thursday 5** to **Sunday 8 November.** Er, well, if John can keep it all in one piece, that is...

SONIC ON THE LCD

FRESH IN FROM JAPAN, these new *Sonic* handheld LCD games are ideal for the *Sonic* player who thinks he's got everything.

Made by Tiger Electronics, they're small, portable, stylish and – important bit, this – packed to the plastic casing with everyone's favourite video game of all time...

Of course, having LCD graphics instead of computer-generated sprites means the gameplay, action and visuals are inferior to the original versions. And the levels aren't that different either.

The screen is even smaller than the Game Gear's, and the speed of the thing just isn't in the same league.

A bit of a shame really, 'cos the music that tinkles along in the background is quite pleasant all things considered.

■ **Sonic's now appearing in his very own LCD game. Wow**

Sonic's not the only character moonlighting it though – a whole range of Sega titles *(Thunder Blade, Terminator, Out Run* and *Paperboy,* for example) are already out on the LCD format.

Sega aren't pushing them as anything too massive, and at £17.50 each, they're pretty expensive for what you get.

SEGA POWER

FAMOUS SEGA ADDICTS PART SIX

■ **Failed pop icon, "budding" film star and complete sex symbol – Patsy Kensit doing what she does best. Rumours of her starting a clothes chain and working in soap operas are, however, totally unfounded. Bum...**

PATSY WAS SEEN RECENTLY AT A "THE Face" bash – Pina Colada in one hand, Game Gear in the other. (However, this probably tells you more about "The Face's" party than it does about Sega's marketing abilities!)

THE SHOW OF

Remember, remember the fifth of November...

The Future Entertainment Show

And you'd better remember it too – 'cos it's not just the fireworks (or the Semtex!) that'll be going with a bang that day. Yeah, that's right, The Future Entertainment Show is a-coming – from Thursday 5 November through to Sunday 8 November at the Earls Court Exhibition Centre in London...

THAT MEANS THERE'S GONNA be the latest and best in Sega entertainment on view, both consoles and games, from all the big name software houses and producers – Sega, Electronic Arts, Acclaim, Domark, Microprose (among others)...

Yep, they're all going to be there – and all of them will be strutting their funky stuff and showing off the newest games and techno gear – much of which won't be seen in the shops until months afterwards.

MEET THE TEAM!

With an expected attendance of well over 100,000 people, the Show will enable you to meet and chat with all the software bods face to face, play games which no-one else will have seen, hassle Microprose for a Mega Drive version of *F-15* on the Mega Drive – even put down a deposit on that CD system you've always heard so much about but never seen – up 'til now. Of course, the entire *Sega Power* team will be there too, conveniently close to the bar and readily open to bribes and abuse from our readers.

We'll be milling around, happy to help with any problems you may have, Sega-related or otherwise. And, yes, Dan "Crap" Goodleff will be locked down in the stocks and held open to public outrage *(Eh? What's this? – Dan)...*

SEGA ARE HERE!

As to the specific bods who'll be there, **Sega** themselves will be holding centre stage with an entire exhibition of all their latest stuff, including (we are told) **the Mega CD** – plus a host of new games and peripherals.

Expect to see early versions of *Sonic 2* and Sega's new point-and-shoot device for the Mega Drive, the Menacer.

AND WHO ELSE?

On the third party side, **Acclaim** are looking to have the best stand at the exhibition. They're promising "a really wild show" with characters from all their games making an appearance, including a whole cast of *Crash Dummies* and *Terminator 2s,* as well as a guest showing from a really big (but really secret!) bunch of guys.

On the **Electronic Arts** stand there'll be the chance to try your hand at *Lotus Turbo Challenge* and the latest of their sequels, *Road Rash 2.*

You'll also be able to check out (and get your picture taken on) the *Sega Power Road Rash* motorbike, John's very own personal transport and knee-down device – when it's not up on a podium, of course.

Domark will be blowing the fanfares by unveiling *James Bond* on the Mega Drive. They've also promised truckloads of attractions – including a rare appearance from *Pit-Fighter's* Masked Warrior himself, a posse of Bond girls just aching to drape themselves over you sad mongrels, and the original Bond Aston Martin – machine guns 'n' all – up on their stand.

Having ogled all that lot, you can then challenge any of the above (apart from the car, of course) to a sesh on your favourite game. This is your only chance to rub the *Pit-Fighter's* face in it personally, so don't turn your nose up at that.

But that's not all...

SAVE YER DOSH

Doubtless, Richard Branson will be flying over from Alaska on a teaspoon to make a guest appearance on the Virgin Retail stand – so why not run along and have a tug at that famous beard? This could be the only chance you'll get!

And, of course, there'll be innumerable celebrities and famous people, whipped up by Future's brilliant promotions people, just wandering around looking for a friend to talk to.

VIRTUAL REALITY

The latest in fully-interactive hardware is going to be there too. Straight out of the best UK arcades, these machines cost tens of thousands of pounds, and enable the player to see and control everything within a specially simulated video game world.

Take control of a Harrier plane using the Virtuality Helmet to look round and behind you; bash your way round a race track with ten other cars in the full-on Rally Race game; or get off your butt and waste prehistoric monsters with the incredible *Dactyl Nightmare.*

And to complement that little lot, there's also gonna be a huge bank of video monitors relaying all the action, as it happens, right around the Show.

Measuring an enormous five by four metres (the size of a small bungalow), it's even bigger than the video walls used this year at the World Wrestling Federation's Summer Slam.

ON THE AIRWAVES

There's also gonna be a competition run in conjunction with the well wacky Radio One Steve Wright Show between Monday 2 and Wednesday 4 November.

And "Smash Hits" and "Satellite Times" are just two of the magazines getting in on the Show too.

And it's quite possible that games and machines are gonna be sold at trade prices by certain exhibitors. That would mean a Mega Drive at around £90 to normal peeps like you and me. You can't afford to miss it!

GRAB £10,000!

And get a load of this. As a truly spectacular finale to the whole event, the Finals of the **National Computer Games Championships** will be held on the last day of the Show, Sunday 8 November, with the quarter and semi-finals going down the day before.

The winner will receive – now hold onto yourselves here – an unbelievable *£10,000,* while whoever comes second will pick up a none-too-paltry £4,000.

Can you dig that? That first prize would get you 250 Mega Drive carts – or easily cover the cost of 427 years' worth of *Sega Power* Or how about ten tonnes of pound coins? All eight finalists will each receive a Mega Drive, an

■ Earls Court Exhibition Centre. From Thursday 5 November, it's gonna be packed...

THE FUTURE...

SNES (pah!) and an Amiga, as well as all the software used in the Finals. Like, what more could you possibly need?

HOW TO ENTER

If you reckon you're up to entering the challenge, just check out the info on page 104. This will give you the low-down on specific venues and regions.

The games being played are *Zool* and *Lemmings* on the Amiga, an unknown SNES title *(probably because there aren't any – Andy)* and James Pond's *Aquatic Games* on the Mega Drive.

Heats are to be held at Virgin Games Centres between **Monday and Thursday, 2pm to 5pm** (on the week commencing **Monday 12 October).**

Participants will be given two minutes to play on the machine of their choice, and the 12 highest scorers will be informed by phone of their right to go on to the Regional Finals.

THE FINALS

After that, all you have to do is thrash the other 11 in your group to make it to the National Finals. So get practising on that Bouncy Castle, okay?

Think about it – you could become rich beyond your wildest fantasies, and a TV celeb to boot on ITV's new console programme "Bad Influence!" presented by Andy Crane.

Yup, that's right, the cameras and half the country's media are gonna be at the Show too....

WHERE TO GO

So what are you waiting for? Git down to London between Thursday 5 and Sunday 8 of November and visit the Earls Court Exhibition Centre.

If you're going by public transport, just take the District or Piccadilly underground lines to Earls Court and follow the signs. Otherwise, just follow the traffic jams!

The price for all this complete console decadence is just **£7** for adults **(£5.95** for advance bookings) and **£5** for under 14s (or just **£3.95,** as above, if you book in advance).

If you need to know anything about prices, venues, exhibitors or whatever, just give us a call on our special **Booking Hotline ☎ (051) 356 5085** during office hours.

We've got a host of experts on-call who'll be able to help you with any queries you might have, as well as fix you up with tickets!

And with a projected 100,000 people coming, the Future Entertainment Show promises to be the fourth biggest consumer show this year! The Future Entertainment Show... It's really gonna rumble...

■ **2.00pm. After a few brave attempts, remove your bodily self from the floor...**

■ **2.05pm. Make a few "earthy" gestures at passing strangers**

■ **2.10pm. Meet John Cantlie. Only after five minutes do you realise he is in a similar state**

■ **11.20am. Made it! The bar. Here you can meet the whole *Sega Power* team en masse, discuss such exciting things as Dean's fluctuating love life, ponder on the immensities of life and test the current strength of your drinking arm**

■ **2.30pm. Evade all obstacles which are now in your path**

■ **11.10am. Aha! The restaurant. A place where you can indulge in all kinds of culinary delights – including cheeseburgers, hot dogs and chips (mm!). Having stocked up on cholesterol for the next month, go in search of liquid refreshment**

■ **3.00pm. After much thought, buy yourself a shiny new joystick**

■ **3.10pm. Having used up all remaining energy, lose your new joystick**

■ **3.50pm. Ask Domark's Bond girls what they're doing after work (buurrp...)**

■ **11.00am. Get all excited and lose your self-control over the sheer number of brill things on offer...**

■ **3.55pm. Injured**

■ **4.30pm. Arrive back at the Future Stand. Meet the *Sega Power* team and spend rest of day talking baseball with Andy Smith (it's not that bad, honest!)**

■ **10.20am. Cheer hugely at the wondrous Sega stand. Now shake Jimmy (of Sega ad fame)'s hand**

■ **10.16am. Have your picture taken on John's *Road Rash* motorbike**

■ **10.14am. Pause to make rude gestures at Nintendo stand**

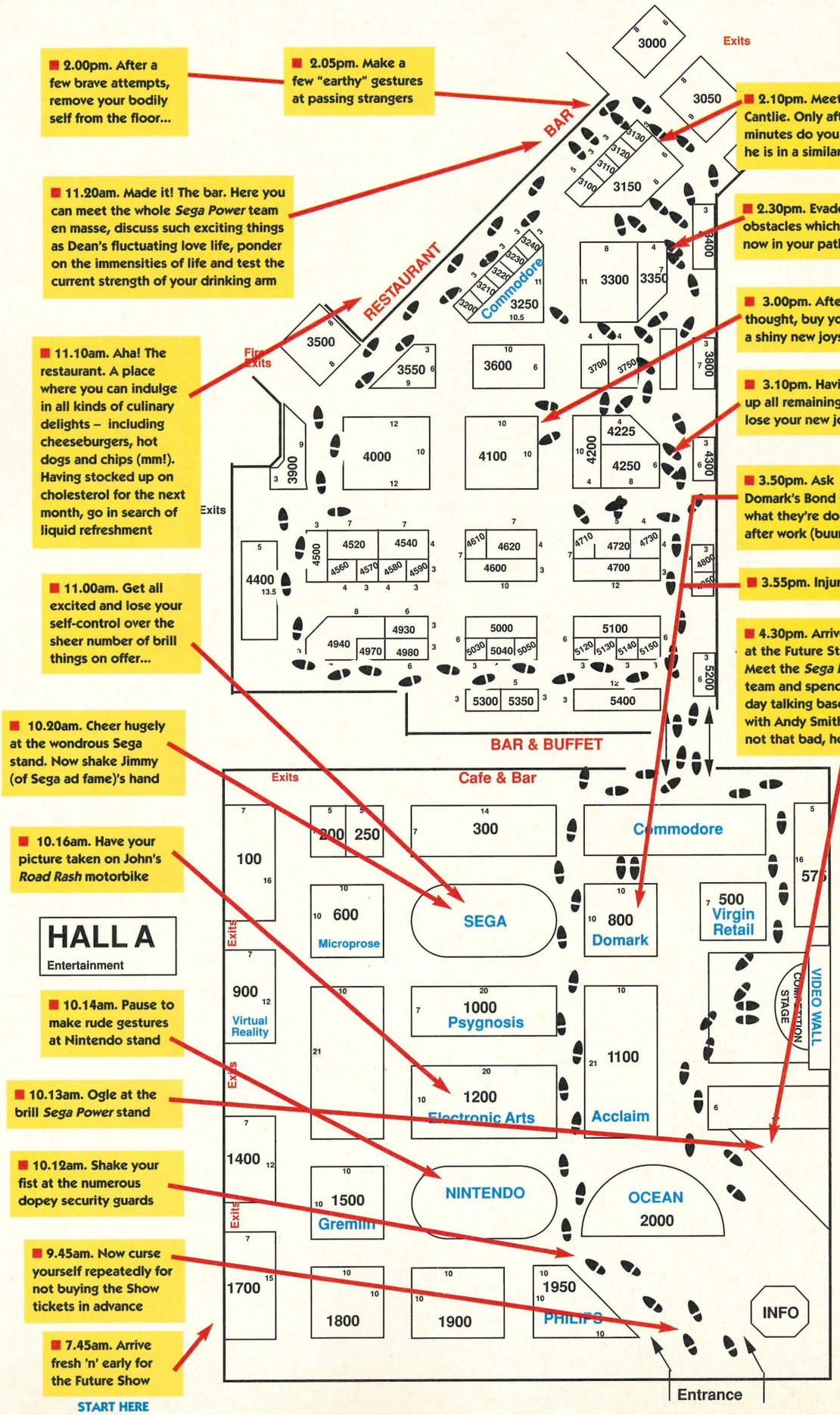
■ **10.13am. Ogle at the brill *Sega Power* stand**

■ **10.12am. Shake your fist at the numerous dopey security guards**

■ **9.45am. Now curse yourself repeatedly for not buying the Show tickets in advance**

■ **7.45am. Arrive fresh 'n' early for the Future Show**

START HERE



TERMINATOR	MEGADRIVE	MASTER SYSTEM
EURO CLUB SOCCER	MEGADRIVE	-
SPEEDBALL 2	MEGADRIVE	-
CHUCK ROCK	MEGADRIVE	MASTER SYSTEM
CORPORATION	MEGADRIVE	-

virgin games-
immaculate
concepts

hyperReal 5

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Virgin GAMES for your SEGA™

THE SHAPE OF THINGS TO COME

New titles from Virgin, E.A. and Domark are given the crystal ball treatment this month. You'd better get saving, 'cos they look hot!

IS IT A GOD? IS IT A PLANE? ER, NO IT'S *ROBIN HOOD* ACTUALLY

Virgin GAMES

THREE TITLES FROM VIRGIN this month: *Robin Hood – Prince Of Thieves* for the 8-bit, and *Superman* and *Mega Lo Mania* on the Mega Drive. Well, that's it really, nothing more to say...

ROBIN HOOD

Robin Hood – Prince Of Thieves, the game of the Kevin Costner movie, is set to make it onto your Master System in good time for Christmas. In the game, which is based loosely on the film, you take on the character of Robin Hood as he cruises through the lush Forests of Sherwood, just looking for a life or two to take and an unsuspecting maid to rescue.

You start the game armed with a bow and a mere quiver of arrows, but there are plenty of weapons and armour goodies to be had as you progress.

The action is viewed from a fly-on-the-wall perspective (you observe your characters' movements from above) and there are heaps of people to meet.

■ **The view can look confusing until you realise the orange bits are the floor and the grey bits are the wall. Suddenly it's all clear**

■ **Bargaining hard with a merry man can lead to a whole sackload of problems**

Action is interspersed with gripping stills from the movie and, as you can see from these shots, it's looking pretty good. A map of the Forest and the surrounding area gives you a better idea of what's going down and where – especially when it comes to extended swordplay with the Sheriff's men.

Robin Hood – Prince of Thieves looks set to be a refreshingly different title for beleaguered Master owners.

■ **Out in December (no price as yet)**

SUPERMAN

Old superheroes never die, they just fade away for a while until someone finds a reason to dust them down and push them kicking and squealing back into the limelight.

Frank Miller did it with *Batman*, and now Virgin are trying the same thing with *Superman* on the Mega Drive.

In this game you'll have to make your way through level after level in your quest to find Lex Luther and a host of evil henchmen and robots.

The initial stages have you scooting over rooftops and dodging laser-fire from Luther's androids. Luckily, you can use your spesh "Power Punch" here to disintegrate the dumb metal muthas in an instant (you wouldn't really expect anything less from Superman though, would you?).

The animation on the early version we played was smooth and flowing, but the difficulty level was set so hard that the programmers had to include a built-in lives cheat.

■ **The number of weapons available to you varies hugely, from hyper punches to x-ray eyes. Here's the latter in full effect**

■ **Movin' like a ball of greased lightening, Superman toasts it across the rooftops in his endless search for peace and justice**

Obviously, the game's still got a long way to go before it hits the streets, but you can start looking forward to such niceties as full-frame interlude graphics and a hype soundtrack.

The game will also include sections in which you get to use your X-Ray vision – you'll even be able to tunnel through floors. Looking good – *Superman* could do great things in the shops.

■ **Out Spring '93 (no price as yet)**

CAVEMAN THUMPING AND PEDESTRIAN SQUASHING WITH MEGA LO MANIA

This is another God-squad sim along the same lines as *Populous*, which follows the fate of four would-be rulers all clashing for the ownership rights on 27 islands.

Featuring "sampled speech recorded by professional actors" (or so it says here), *Mega Lo Mania* looks set to break the mould of previous "omnipotent" games by being – wait for it – funny.

What this means is that, through some careful Godly juggling, you can mix 20th Century spinsters with Neanderthal men and expect the whole lot to get on just fine and dandy.

■ **This is the fourth epoch, which is set sometime in the upper-middle crustacean years *(That's cretacious – Andy)*. As yet, no fish have crawled out of the sea, but don't worry, they will**

The game promises to be absolutely huge – it should take you weeks to get into this one. The graphics are fine and the animation most slick... and those sampled speakers? Well, they're just fine too, although they do get a bit crackly now and then.

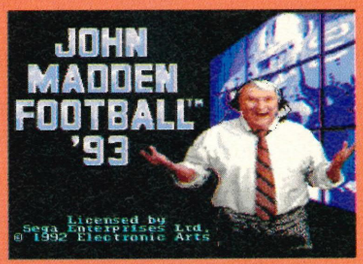
If you're looking for an alternative to the usual offerings available around Christmas time (*My God, Christmas already!? – Andy*), then *Mega Lo Mania* might just be the cart for you.

■ **Out in December (no price as yet)**

■ **In *Mania*, you can be whoever you want to be by using the time-scale character select. They're not all sane, and none of them are safe, but there's a specific route to take if global supremacy is to be yours**

JOHN MADDEN IN HIS THIRD INCARNATION...

E.A. SEEM TO BE MAKING A habit of updating their games – and whether you agree with it or not, here comes another one! One thing's for sure: every time an upgrade comes out, there are bound to be thousands of agitated owners of the old game, muttering "should I or shouldn't I?" If *you're* undecided, read on...



The man himself, back for a third time and getting happier on every occasion. Must be all the royalties he's awarded

JOHN MADDEN FOOTBALL '93

The title that's seen more updates than the "News At Ten" is back... Yup, everybody's favourite grid-iron game, with the usual plethora of added "bits" to bring it up to spec, has returned.

Now in its third year of development, *John Madden Football '93* offers small, pshnickety changes over the previous versions.

For *John Madden '92*, E.A. changed the graphics, some of the plays and added assorted tarty bits to the original. For the '93 version, they've, ahem, changed and added some graphics, included one new play and given everything a healthy dose of speech synthesis.

The instant replay. This works as before, except that now you can select and highlight a specific player to see what he did or didn't do on a specific play. Now no-one is safe

Whether this makes it a better game or not is questionable. Certainly, the new speech ("Yo! Where'd that truck come from?" for example) gives the game a load of character, and, of course, there's the regular appearances from ol' John Madden himself.

American Football is a complex game and *John Madden Football '93* does an excellent job of keeping the whole thing fresh and up-to-date.

There are additional digitized shots – the linebackers crack helmets when successfully sacking the quarterback, for example, – and a "Best of the Best" option, which allows you to select some of the best teams from history to take on the championship.

It's small but significant changes like these which set E.A.S.N sports simulations apart from the rest. But that still leaves the lingering question: should you get *Madden '93* if you've already got an earlier version? Well, we'll be doing the full review next month – so you'll have to just wait until then to find out.

Out in November (no price as yet)

WELCOME, EVERYONE, TO SIM CITY...

DOMARK

SOON TO JOIN THE GROWING list of software houses getting on the Sega flight simulation bus are Domark, who are currently working on a Mega Drive version of the classic *MiG 29 Fulcrum*. And then there's a novel excursion into rugby territory as the people from Putney release their novel *International Rugby Challenge* on the Mega Drive. Read and enjoy...

MIG 29 FULCRUM

If you're really hot, you can loop over after take-off and waste your own control tower before embarking on more missions

The MiG 29 is one of today's most sophisticated fighter planes, so what better subject for a sim? The game features external views, loads of different missions and weapons – and is not, as reported last month, anything like *AfterBurner*. Half flight sim, half strategic blaster, this is possibly the best flyer yet seen on the Mega.

As it's very close to the PC version, Domark will keep the gameplay kinda simple, enabling the pilot to get on with the important business of blowing up bridges and planes and so on.

So far, it has been E.A. who have led the way with flight sims – first with the mould-breaking *F-22 Interceptor (Sega Power* 26: 68%) and then with their *LHX Attack Chopper (Sega Power* 35: 73%).

Now, what with both Domark *and* Microprose getting into sims, things couldn't be better for all you fly-and-destroy devotees.

As lovers of games which require more than an egg's worth of thought *(Come back, Dean, come back! – Andy)*, we at *Sega Power* welcome a move in this direction. Shame we'll have to wait so long for it, that's all...

Out in April '93 (no price as yet)

Roger Alpha Tango Foxtrot Alpha Charley Echo... The external views are the business on *MiG 29*. It's just that you need your instruments to take off and see where you're going and, well, everything really

INTERNATIONAL RUGBY CHALLENGE

Cue continual rugby songs about women's underwear and pints of beer

Up to now, sports titles have either gone for firm favourites like soccer, or glam American games such as ice hockey or basketball. Quite why it's taken so long for rugby to make it to the Sega consoles is strange. Maybe it's just all a bit too "earthy" for most of our tastes.

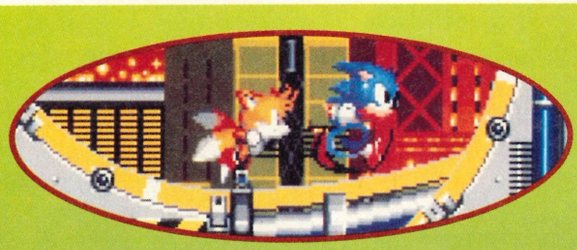
Anyway, the action is split up into three novel sections: Management, Practice and Championship play. Having made all the important decisions about player choice and team statistics, you can then move onto the practice pitch to run through all your moves and to hone your individual player's skills.

There are three different tournaments to compete in: the Triple Crown, the Five Nations and the World Cup. But if that's all too much, you can always muck straight into an exhibition game, or arrange to play your own tours and friendly matches. All the famous teams are in there. There's even an injured roster for when all the torn ears and noses get a touch too much.

With the '93 rugby season looming upon us, this might just be the way to get into practice. Except, ahem, it doesn't come out until the spring of next year. Don't you just hate it when that happens?

Out Spring '93 (no price as yet)

"...he's slipped past Bill, fought over JP, ducked... ooh, what a vicious tackle"



SONIC 2

When Sega asked us if we wanted to preview the title that's likely to be *the* game of 1992, we fought to the death (nearly) to see who would go and play it. In the end, Dean was the guy with the fewest cuts and bruises (lucky git). Here's what he had to say on the game that's causing a hell of a stir. Take it away, Dean...

SONIC 2 IS LOOKING A TAD ON the good side. The title screen is almost the same as before, but this time, of course, Sonic is very kindly sharing the limelight with his two-tailed friend, Tails.

Now they *both* wait patiently for you to start the game, digits *(fingers to you 'n' me – Dan)* waggling in anticipation...

With sweating palms, I fumbled with the Start Button. The game began...

THE START LINE

The first level is – yep – the Green Hill Zone (graphically speaking, the gameplay's totally – and I mean *totally* – different). Sega thought that using the old Zone would help people feel familiar with the game and also ease them rather nicely into the action. Not a bad idea – but only time will tell whether it'll work or not.

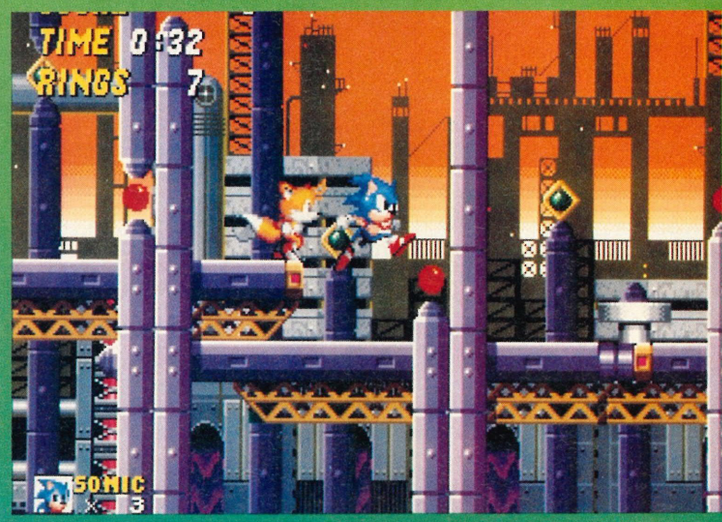
One of the main complaints about the original *Sonic* was that it was just far too easy to complete. *Sonic 2* will offer much more of a long-term challenge – the levels I saw were huge. You even get a choice of routes (top, middle or bottom)! Howzat?

■ **Here are our heroes in the Skyscraper Zone. Both guys must now fly at breakneck speed around the scaffolding – or risk bumping into one of Robotnik's minions**

TWO FOR TEA

The two-player option was missing from the version I played, but the final game should have a split-screen display with each player controlling a different character. You can then help each other out – even race for rings!

Tails also appears in the one-player mode. He mimics Sonic and even tries to pinch your rings before you can get to them – a real help with the end-of-level guardians, but most of the time he just gets in the way.



■ **In the Skyscraper Zone and, as you can see, the levels are a lot busier. The bleakness of the original *Sonic The Hedgehog* has gone. Wherever you look there's summit going on. As always, Sonic is accompanied by his faithful fox chum, Tails. Get to it, boys**

OOH, WHAT PRETTY FLOWERS!

The graphics on this level are simply stunning. Thrill (and be amazed) as the main dudes take a stroll around the slickest Gardens this side of Kew.

Aahh! All joy and loveliness as Tails and his hedgehog mate skip merrily into Paradise (Er, I think da boys are going to meet something big and nasty very soon)

ROBOTNIK'S BACK

On the subject of guardians, I only saw the one, but if that's anything to go by – they should look pretty good.

At the end of the first level, for instance, Robotnik comes down from the skies in a helicopter and lands on a six-wheeled buggy. These devices then fuse together to create one single (and awesome) machine!

All the old adversaries have returned too, along with a few new ones – including a manic monkey (?) who enjoys lobbing coconuts at you and generally being a pain in the butt.

The familiar springboards have also returned, along with some new ones that are placed at 45 degree angles.

You have to bounce up on a series of these to reach the high spots.

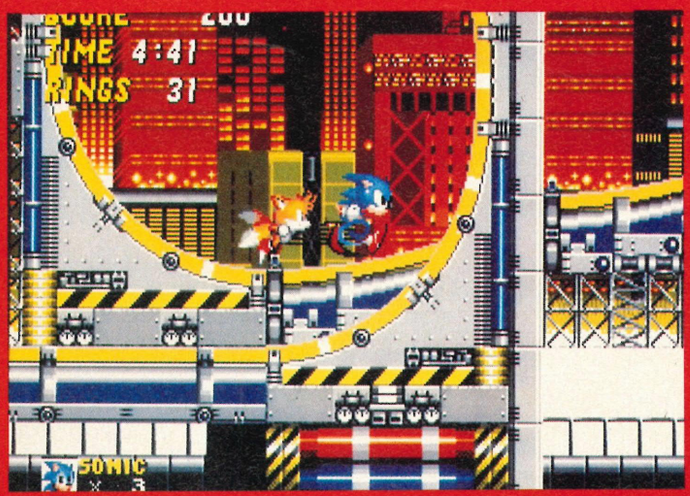
ANIMATED JOY

The animation of the Sonic sprite has been improved upon too. On some of the springboards, for instance, he'll actually flip through 180 degrees. And

The latest news on that supersonic blue hog of hedgeness!

TAILS AND SONIC GET INTO THE HEAVY METAL ZONE IN A BIG WAY

This is the Metallic Zone – and it's really huge. At first sight, you'll think there isn't a path to be found – what with all the inter-linking runways and paths 'n' all – but after a few plays, you'll get to grips with how the thing fits together.



If you thought dogs were faithful, just wait until you see Tails in action! Believe you me, this fox will follow you to the ends of the earth and not blink an eyelid. He isn't all good though... Often he gets in the way – and sometimes he even has the cheek to pinch all your rings while you're busy fending off some nasties. Git when you leave the hog for too long without moving... well, I won't spoil it by telling you what *exactly* happens...

There's also a new move for both Sonic and Tails – just press Button B to make your character perform a turbo-run. Your main animal then curls up into a ball, spins like a mad thing – complete with smoke – and then flies off at an incredible speed.

Apparently, you need this move for certain sections of the game.

NEW LEVELS

But I didn't just see the newly designed Green Hill Zone, I also saw another funky metallic level (just take a look at the screenshot above!), full of loops and partially filled with water.

The old trick with the air bubbles is back and speed is of the essence as you slide down slippery ramps, through transparent pipes and around loops. As I watched a noted Sega boffin pelting through this level, I was amazed at the sheer size of the thing, and the speed at which Sonic moved!

Believe it or not, but I'm sure *Sonic 2* is even faster than its established predecessor. Wow!

The game (as in the original) is full of secret rooms, levels and bonus sections. And there's apparently a special level which is supposed to be *sooo* amazing, nothing like it has *ever* been seen before...

VERSION-ITIS

Sorry, all you 8-bit owners, but there wasn't a version of *Sonic 2* available for me to try out on your systems. I was, however, told that these versions of *Sonic 2* will be released on the same day as their 16-bit brother. And that's definite.

IS IT THE BEST?

I must admit, I was a bit of a Doubting Thomas when it came to *Sonic 2*.

I thought the hype was getting just a bit too much. I was even preparing to dismiss the sequel as just a boring re-write of the original. It's happened before, after all.

Take a winning formula, change the levels – and then bung out a sequel (from the first shots we saw in the *Sega Power* offices, we thought that's just what Sega had done...).

However, on seeing and playing the game, I have to admit: this really is something a bit special.

SONIC VS SONIC 2

The main problems with the first game were the sparseness of the levels and the fact that it was so simple to complete. Sega have obviously thought about this, and this time the levels are packed to the hilt with bad guys and new sections to explore.

You're not going to see the whole thing the first time you play it – the size of the levels in *Sonic 2*, both in length and height, will put paid to that.

Another snippet from the Garden Zone. There are still plenty of surprises promised in *Sonic 2*. I've been assured that no *Sonic* fan should be disappointed with the sequel.

The number of levels in the game is (as yet) unknown, but there'll be a lot more in this version than in the original *Sonic*...

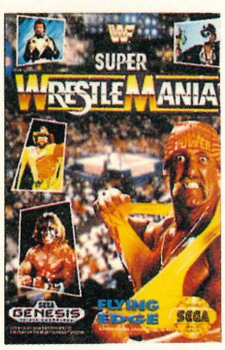
It should take you a good couple of months to find every bonus and every route through to the very end.

The levels are also graphically a lot more adventurous – with Zones featuring gardens, skyscrapers, waterfalls, forests... You get the idea?

The size of the game still isn't known. It's rumoured to have over 30 – maybe closer to 40 – levels. And if what I saw is anything to go by, that should make an excellent challenge.

BELIEVE THE HYPE!

Sonic 2 will hit the streets on **Tuesday 24 November 1992,** and he's quite possibly going to be the best thing that's hit your Sega in ages... If you want to make a Nintendo owner happy this Chrimbo, don't show 'em this game – it could make 'em very unhappy!



SEGA MEGA DRIVE

BONE BREAKING BOD

of the WWF*

They're back bigger, mightier and tougher than ever – the WWF* Super
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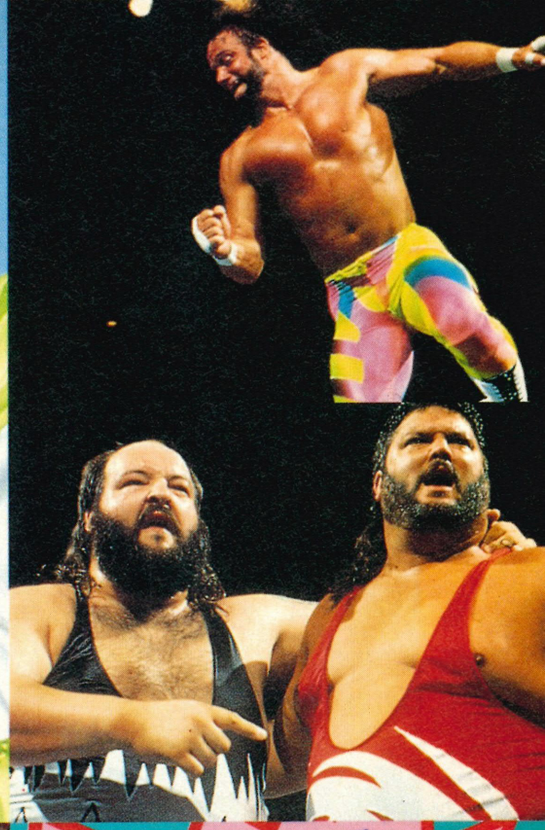
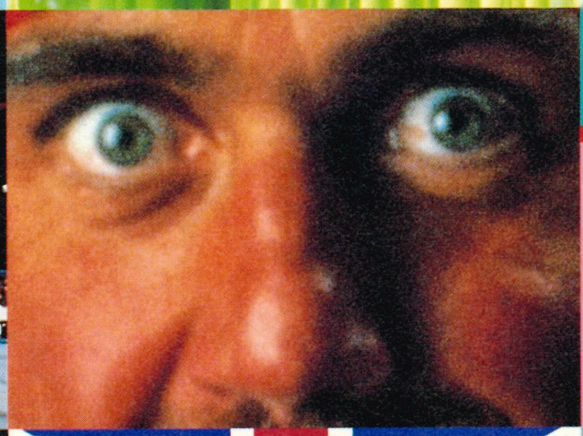
WWF*

WORLD WRESTLING FEDERATION*





YSLAMMING ACTION

Superstars

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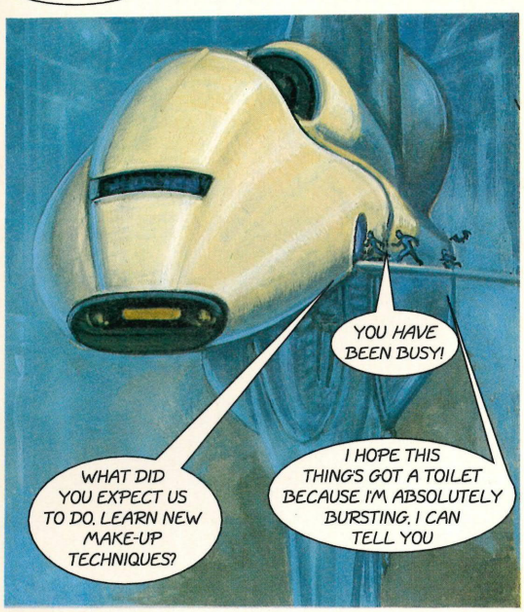
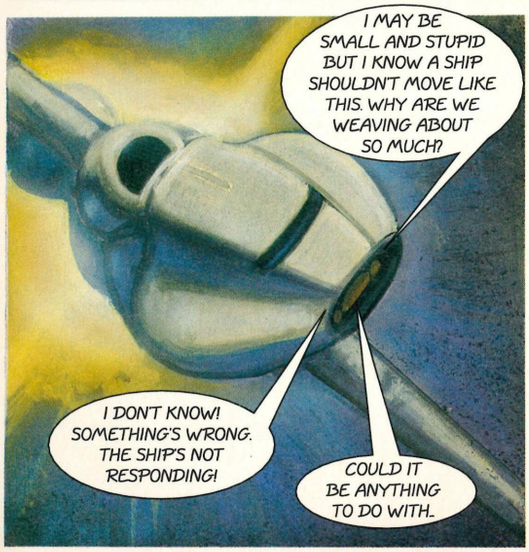
THE UNLIKELY ADVENTURES OF
CAPTAIN AGES
AND HIS PUNK PAL REWOP
IN
"EYE OF THE BEHOLDER"
PART THREE
ART PAUL KIDBY LETTERING MACH ONE SCRIPT RAEL
THE STORY SO FAR.. AGES AND REWOP, MIRACULOUSLY SAVED FROM THE GARKAIN BY ITS RATHER SUDDEN DISAPPEARANCE, HAVE DISCOVERED AN UNDERGROUND CITY, A FLYING GREEN PARASITE AND SOMETHING FAR FAR MORE INTERESTING..
WHAT DO YOU MEAN, 'EXPECTING US? WHERE DID THAT CREATURE GO? WHY DOESNT THIS GREEN THING JOIN IT? AND WHO ARE YOU ANYWAY?
HI! HELLO! I'M DOWN HERE! HELLO! NICE TO MEET YOU! COOEE!
VANGELA IS MY NAME AND THIS IS RESISTANCE HQ. WE KILLED THE GARKAIN..
CHEERS, EARS! CHEERS, EARS!
..THE GREEN THINGS - THISMS - HAVE BEEN HERE FOR YEARS. THAT ANSWER YOUR QUESTIONS?
NO. HOW..
..DID WE KNOW YOU WERE COMING? WE CAN SEE INTO THE FUTURE, SO WE HAD PLENTY OF TIME TO GET READY!
WE'RE THE ONLY PEOPLE IMMUNE TO THE NINJA'S GAME. WHEN WE REALISED WHAT WAS GOING ON, WE FLED HERE AND FORMED THIS RESISTANCE GROUP
OI! DON'T YOU KNOW IT'S RUDE TO STARE!
OW!
CLUNK
OOOHHH! I FEEL ILL..
SO ALL THIS GEAR WAS ALREADY DOWN HERE RIGHT?
NO. WE BUILT IT FOR OURSELVES!
BLIMEY! WHEN YOU CHANGE, YOU DON'T DO IT BY HALVES, DO YOU?
THAT MUST COME IN HANDY!
MOLECULAR RECONFIGURATION AT WILL - THANKS TO THESE WRISTBANDS!
WAIT! WHAT'S THAT RUMBLING SOUND? WHAT ARE YOU PULLING HERE?
IT'S THE NINJA - HE'S FOUND US!

WHERE ARE WE GOING?
FOLLOW ME! WE'VE SEEN THIS COMING. OUR DEFENCES SHOULD HOLD THEM OFF UNTIL WE CAN ESCAPE!
AND I WAS JUST GETTING TO LIKE IT HERE.
THE RESISTANCE FIGHTERS ARE FORCED TO RETREAT IN THE FACE OF SUCH AWESOME FIREPOWER.


YOU HAVE BEEN BUSY!
WHAT DID YOU EXPECT US TO DO. LEARN NEW MAKE-UP TECHNIQUES?
I HOPE THIS THING'S GOT A TOILET BECAUSE I'M ABSOLUTELY BURSTING. I CAN TELL YOU

WHERE ARE ALL THE CONTROLS?
THERE AREN'T ANY - IT'S FLOWN BY MIND CONTROL


I MAY BE SMALL AND STUPID BUT I KNOW A SHIP SHOULDN'T MOVE LIKE THIS. WHY ARE WE WEAVING ABOUT SO MUCH?
I DON'T KNOW! SOMETHING'S WRONG. THE SHIP'S NOT RESPONDING!
COULD IT BE ANYTHING TO DO WITH..

..THAT!!!
WILL OUR AGES, REWOP, VANGELA AND THE GREEN THINGY SURVIVE? WILL REWOP'S HEAD EVER REGAIN ITS NORMAL SHAPE? WHO PUT THE BAM IN THE BAMA-LAMA-DING-DONG? ALL WILL BE REVEALED NEXT MONTH (ETC. ETC.)

BALD HEADS...

Right Said Fred grab a joypad each and get on the Sega tip!

After slogging the circuit for 11 years Right Said Fred have finally done okay for themselves, *and* they've all got Game Gears too. "But they'll do your head in" warns Rob and the Fairbrass brothers. John Cantlie tracked the boys down in a hotel in Chelsea and found out what they had to say...

RICHARD FAIRBRASS, THE HEAD baldy of the band, is the first to speak: "I'm a big fan of computer games and they definitely have their uses, but they'll fry your brain if you're not too careful..." From a man who appreciates clandestine sex and who always wanted to be a right-on politician, that's quite a revelation.

And does he still want to be one? "Not anymore. I've been watching TV recently and a sadder bunch of tossers I've never seen. They're all quite painful."

BAD LANGUAGE!

Right Said Fred swear a lot. They're also some of the most genuine and straight-up people in the pop industry at this moment.

They do admit, however, that "the reason no-one really dislikes the band is because they don't know what we're like at home." Still, what they do in private is their business and it still hasn't stopped them pushing their outrageous image to a normally fickle public – and selling nearly five million albums worldwide into the bargain.

"The thing is," explains RIchard, "I don't have a very high libido, so the sex thing's a bit of a lie really. And I can't stand dancing." "Me neither" adds Fred Fairbrass. "I just sort of shuffle around in the background. Fast editing – that's the key."

"Yeah, Going out to clubs and dancing is my idea of a perfect nightmare" says Richard. Aha! And you all thought they enjoyed that kind of stuff. Oh well, there go the preconceptions.

THEIR EXCITING YOOF

All from terminally middle-class families, the guys went through "mostly happy" childhoods, didn't have any heroes as such ("they're a sign of intellectual weakness"), emerged with simply basin loads of qualifications between them and went to amusement halls for all the wrong reasons. "We never went to arcades unless it was to pick up," says Richard, "so we never

Complete concentration from Richard and Fred as they take on the Heavy Metal boss from *Cruë Ball*. "We like games which are easy to get into and fast, sweaty fun..."

Well, it was bound to happen at some stage. Richard spots a familiar face on the Subscriptions page, Rob finds tips for *Sonic* on the Game Gear, and Fred gets all grumbly

■ **The *Sega Power* interview technique."We get people interviewing us who haven't heard the album, haven't heard the singles and who know absolutely nothing about us. At that point, we leave the room." Er...**

got to see the games. It's just recently we've been playing them. We bought our Game Gears for 80 quid hard cash in London."

So have they got tips for *Sonic The Hedgehog* or what? "No, we're into word and puzzle games, like *Columns* and *Klax"* the guys are quick to point out. So what about the famous blue hog himself? "We can't really handle all this supersonic hedgehog crap. It's all too frantic and sequenced."

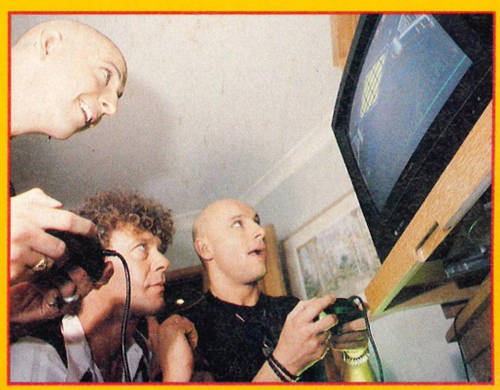
GOOD GAMES?

So how about *Trivial Pursuit* on the Game Gear then? "Most definitely, if the batteries are up to it. But what about sex games? Surely they're the most obvious thing to do with these consoles? The possibilities are endless and much more interesting." Obviously an Amiga man, this Fred...

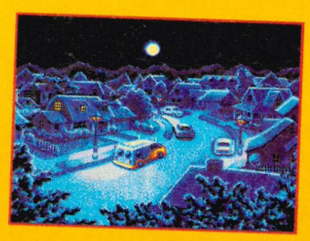
So, telephone calls were made, dates were arranged and in an effort to bring RIght Said Fred round to the ways of high-speed arcade action, Electronic Arts tossed them their hard rock pinballer *Twisted Flipper* (since re-named *Cruë Ball)* and *LHX Attack Chopper,* the futuristic helicopter simulation with loads of views, loads of aerial death and lashings of missiles. So how did the famous trio get on with this little lot?

Straight off it was the chrome ball action that stirred up the emotions. "Waa-aay! 12 million points. This is excellent. Have you got any more like this?" ranted Richard, tucking into the action. With the multi-player option selected, there

■ **Draw subjects' attention to the relevant photos in the magazine and crack jokes along the lines of "Gosh, who's that ugly git then?" Cue much merriment and laughter**



■ **The Electronic Arts experience in full effect, reducing men of fame and intelligence to hunched wrecks. ("After three hit singles, I smile when I want to" says Rob...)**



& BAGGY JEANS!

• Kris Kross get kitted up for a session with *Sega Power* •

■ **When in the UK, do as the locals do and check out the nation's number one selling Sega mag. That's official, and comes with The Kross approval: "You guys are word up!"**

THE FIRST THING YOU notice about Kris Kross is their size – or lack of it – and then their speech. Or indeed, lack of it. Yup, at times it was hard to work out just *what* the slightly undynamic duo from Atlanta, Georgia were actually thinking or saying...

"It's the pressure of workin' with Michael Jackson" confided just one of their entourage. And what an entourage! Wherever Kris Kross go, you can also expect to find two parents, two burly security guys, two marketing people and – last, but definitely not least – one stylist.

It's a regular hardcore following, and the Mayfair Hotel suite where we got together was standing-room only once you added two Mega Drives and a photographer.

THE NEW RAP GAMES

Those excellent people at Virgin Games expressed a strong desire to show Daddy Mack and Mack Daddy *Mick and Mack – The M.C. Kids,* a game based (in all but name) on the two rappers from the Deep South.

The kids on-screen rush around with sludge-busters, shouting '"Awesome" and "Cool," just like their off-screen versions. It's fast, furious and the half-finished game looks really wild.

Despite this, or perhaps because of it, the *M.C. Kids* were just a little too much for Kris Kross to handle. "Y'know, it's cool n'all, but it's just real busy on the screen, like, all the time."

TERMINATOR TIME!

Anyway, you'll have to wait until the beginning of '93 to judge for yourself. Time to turn up the tempo though, because next up was *Terminator,* one of Virgin's latest releases and a title high-marked for its startling graphics and brilliant gameplay.

As if by the waving of a 12 foot caber, the whole room came alive! Moody bits floated overhead as first Chris, and then Chris, took on the psychotic cyborg. "Hey, check it out! Like, we saw the movie again kinda recent *(Bit young there,*

POWER STARS!

■ **Right Said Fred have got both *Columns* and *Klax* for their Game Gears. They use 'em to chill out after a hard day's recording at their studios in Edgware Road, London**

was a four man hoe-down going on between Right Said Fred and myself. It must be said: I was getting my butt well and truly kicked by Richard and Fred's intensive gameplay. Needless to say, I put on a brave face and battled on. I mean, er, beginner's luck and all that, right?

Famous last words. 20 minutes later and things were looking so grim I decided to use the journalist's privilege to get me out of a tight spot (in other words, I moved on to the next game – subtle ploy, but it always works). And by God, a truly terrible revenge was then wreaked by none other than yours truly when it came to co-piloting the *LHX Attack Chopper* (heh, heh! Revenge is sweet!).

■ **A study in depilation: Richard and Fred Fairbrass. "I'm very glad you didn't ask us why we shave our heads and where we got our name from. Everyone else still does"**

SLEEPLESS NIGHTS...

Reputation thus restored, I asked the Fairbrass brothers what kept them up at night.

"I have a phobia about darkness" said Richard. As ever, you don't know whether he's confiding or just taking the mick. "When I'm going to bed, I start at the kitchen lights and work my way backwards.

"In bed, I guess I stay awake worrying about chart positions. I used to have a recurring dream about drowning as a kid. Anyway, we don't give a damn about sales – and don't care too much about money – but our profile... that *really* matters.

"I mean, we're not cool. We're not pretentious. If that's how we come across then we're making a mistake. But I have a problem with being termed a 'Good Times Band'. It implies there are 'Bad Times' bands, and that there's sod all else to you.

"If 'Don't Talk' hadn't happened, we'd have been dead meat. It was the most important release by miles, even more so than the album. All 'Deeply Dippy' did was consolidate our appeal and sell gallons of LPs." Blimey. Right Said Fred don't take their success lightly or for granted, and they readily acknowledge that they could have been one-hit wonders if they hadn't followed up so quickly.

"The public would have been quite happy to see us come and go overnight," admits Richard, "but I didn't tour the circuit 11 years for nothing."

RIGHT ON SAID FRED!

Throughout the interview, Right Said Fred are disarmingly right on – and it's a strong contrast to their more blasé commercial image. They're outspoken on every subject from the Taj Mahal to Madonna, and have carefully avoided all the normal pitfalls associated with fame and fortune.

"Absolutely" affirms Fred. "We have faith in ourselves but no faith in the industry. I mean, you are what you are. Michael Jackson became famous when he was young and easily influenced, so he grows up road, so we don't get much time to ourselves, but, y'know, our parents are cool about all this."

Now *that* is something that isn't completely surprising. After all, being a multi-million dollar asset at the age of 13 isn't all bump and no grind.

■ **"Where did you get those jeans, oh, where did you get those jeans?" Despite rumours to the contrary, Kris Kross *can* walk normally (although running is a bit of a problem)**

■ **John sticks his face in to lend useless advice when the going gets hairy. So, guys, what are you doing to help the environment? "There ain't nuthin' we can do." Absolutely...**

eh, Chris? – Andy) and, y'know, this is word up. There's parts in there just like the film, y'know?" Okay, so *Terminator* may be short on the level side of things, but the action's non-stop, and after a half-hour of failing to get to the third level, I took a hand and showed 'em the way home.

(Well, what else do you do when you're the office champ and getting none of the attention?)

ABOUT FAME 'N' ALL

Meanwhile, I ask the guys how is fame treating them and how the hell they fit in their college studies with all that's happening around 'em?

"Ah, y'know, we have a tutor who comes round, like, with us. We study everything from Maths to Biology, which is kinda tough. We're seventh grade in school, but we're on our summer vacation at the moment.

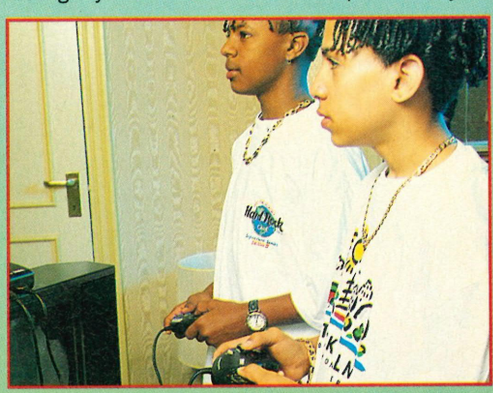
"I guess he comes back in September and then, well, I guess we'll go to college. We're always on the

HANDHELD FUN

So while Daddy Mack got busy with *Super Off-Road Racer* on the Game Gear, I challenged "the other one" to a well heavy bout of *Speedball 2*, the gridiron title set in the distant future.

And yo! 14 points down and Mack Daddy came good, getting whipped up into a scoring frenzy to finish the first half eight points ahead of yours truly. I girded my loins and took solace from Caroline Stokes, Virgin's marketing girl, who was luckily on close call to soothe my battered ego...

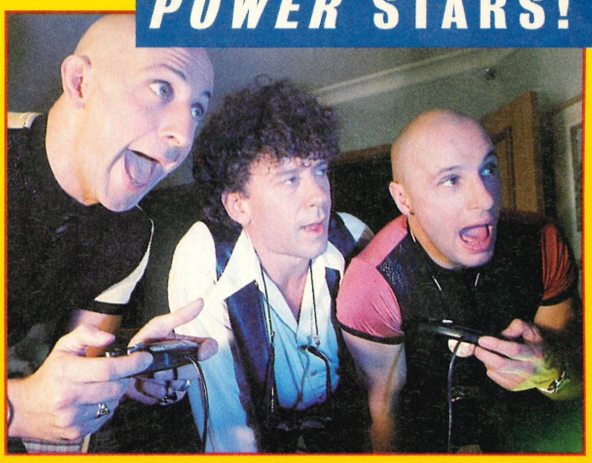
Sadly, the second half was not to be, because a strange bylaw of music entertainment prohibits anyone



■ **All hell breaks loose as Kris Kross declare war on *Speedball 2*. But it isn't just any old game that gets their seal of approval, not even a particular blue hedgehog...**

■ **Ah, that *LHX Attack Chopper* feeling... Would they ever get a Mega Drive? "We'd love to, but honestly, we never get the time for this sort of thing." Quick, swerve left – *NOW!***

■ **The action gets just a little too frenetic somewhere in Libyan territory as Richard vainly struggles to keep control and Fred prepares to have an emotional breakdown. Ouch!**



■ **Wham! Right Said Fred get blasted out of the sky by a particularly nasty homing missile. Shame too, 'cos they weren't doing that badly. Oh well, better luck next time**

thinking he's someone else. But if you're a tosser when you're famous, chances are you were a tosser when you were broke. There's a load of inflated egos in this business."

Hmm, very controversial. But it has to be said, the man has a valid point.

Okay, so if they're *that* politically astute, what do they have to say on the problems currently plaguing the Royal Family? How do they feel about the state of the monarchy? *(Oh God! – Andy)*

"Get the lying politicians out and let the Queen run the whole show." says XXXX. "We've got no time for Fergie – the sooner she's strucken off the civil list, the better. It's the Royal's job to stick together." Thank God for patriotism in these morally corrupt times.

THEIR IDEA OF HEAVEN

And if they could be anywhere right now, doing anything, what would it be?

"Lying next to a pool – somewhere hot, with loads of booze, music and clandestine sex," says Richard.

SO WHAT'S NEXT?

So what plans have the guys made for their continuing musical success? "Nothing at the moment. I'd guess people are getting pretty sick at the sight of us, so we're taking time off after the next single, then recording new material for the new year. Playing live is mainly for our own enjoyment – it's our history – so we'd like to play some gigs this winter."

And their ambitions (provided they're not signs of intellectual weakness)? "To play all the big gigs in the world and make a record with Madonna, like a duet or something" says Fred.

"I'd get a great deal of pleasure doing relief work" interrupts Richard. "Does that sound holier-than-thou? Either that or a late night chatshow. Something where you can sit down, talk to someone and actually learn things about that person.

"And if I wasn't doing what I'm doing now, I think I'd have become a software salesman or a porno star. But, you know, if people like the band, then that's good, and if they like the music, even better! I certainly have no ambition to jerk people off." In a fast-food world of rapid turnover bands, that kind of attitude makes a *really* refreshing change. SEGA POWER

under the age of 16 from working more than six hours a day – and we were already pushing that limit.

EEEEOOOOW!

With a Michael Jackson support appearance looming at Wembley Stadium that very evening, I asked Chris Smith and Chris Kelly what it was like to work with the newly crowned King Of Pop. "Yeah, he's cool, y'know" offered Mack Daddy.

Er, anything else you can think of? "Ah, yeah. He's kinda a fly dancer, know what I'm sayin'?" For a fast rapping duo, Kris Kross can be alarmingly silent at times. They don't ever admit to being freaked by their success and the company they now keep. You still kinda get the idea that a lot of what they're doing is overpowering in the extreme.

"Yeah, we don't get to see much of the country we're in," they confirm, "just the inside of hotels, journalists and photographers. We get real tired but this Mayfair, it's cool." That'll be the Mayfair Hotel suite they were staying in. Yes, you could say it was cool – at £420 per night you really wouldn't expect anything else, would you?

Still, you get a fine selection of tabletop magazines and giant TVs for your money. Just the thing for a pop phenomenon after a hard day's slog.

SONIC? HE'S COOL

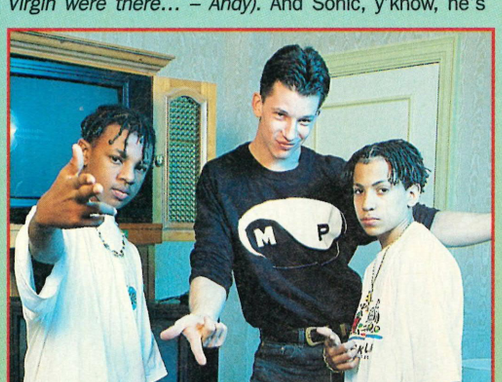
Before making their way to the Michael Jackson concert, Kris Kross were due to make an appearance at the Sega European Finals. Jeez, what a schedule! Before they disappeared in a burst of exhaust fumes, I (quickly) asked them just what they had made of the blue prickly superstar.

"Yeah, we have Sega on the bus when we're touring a state" says Chris Smith. "I like *Terminator* and this *Super Off-Road Racer (Aw, c'mon, Chris. Just 'cos Virgin were there... – Andy).* And Sonic, y'know, he's kinda cool, but there's better stuff, like *Revenge Of Shinobi.* Now that game is word up..." And is there any chance of them getting in on the biggest game ever heralded for a Sega System – *Sonic 2?* "Prob'ly not. Sonic, he's real cute an' all, but we just ain't down with that." Sorry, Sega, I did try.

And on that note, our time was up. Kris Kross may not be totally animated or make a load of noise, but they're still brave (and weird) enough to do their own thing. Good luck to 'em! SEGA POWER

■ **Chris Smith and Chris Kelly doing their totally Krossed Out thang. The guys come across with real attitude – and get to share the limelight with Michaels Jordan and Jackson**

■ **Now here we have a serious bunch of dreds... Kris Kross get right into the action on the Game Gear with *Super Off-Road Racer* (but you'll have to wait 'til Christmas, I'm afraid)**



■ **Heh, heh! Easy, this one. If you examine John's right index finger, you'll notice something missing next to it – his middle finger! This is the approved method by the way**

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By the way, did you know that Andy trained as a shoemaker with Clarks for two years? Boy, does he know his vamps from his skives and his quarters from his lasts. Did I ever tell you... *(Off he goes again, mad as a broom – Dan).*

YOUNG DAPS

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And if your feet are too big, you can either elect to have the trainers anyway (and maybe give them to someone you know as a present) or have a groovy limited edition Virgin T-Shirt instead!

PLUS! Virgin are so nice that they're also offering five lucky runners-up the chance to win a copy of *Speedball 2 (Sega Power* 28: 91%) on the Mega Drive – and why not? (The trainers look just like the kind of thing you'd find Brutal Deluxe wearing anyway...)

I WANT 'EM!

To win a pair of Galactica's (or a T-Shirt) or a copy of *Speedball 2*, all you have to do is answer this very simple question: How many players are there on your regular run-of-the-mill *Speedball* team?

(Careful now: we don't want to know the *maximum* you can have in your squad – just how many peeps you get on the pitch for a normal game.)

Once you've got the answer, stick it on a postcard or on the back of a stuck down envelope and get it off to: **My Heels Light Up In The Dark Compo, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** And please make sure your entry arrives before **Tuesday 10 November 1992**, 'cos after that time you won't win a thing!

SEGA POWER

POWER WIN! COMPO

FOOTLOOSE!

1. No-one from either Virgin Games, L.A. Gear or Future Publishing may enter this competition.
2. No multiple entries. We flush 'em down the loo, y'know.
3. Sorry, but no alternative prizes will be offered.
4. The closing date for this compo is Tuesday 10 November 1992.

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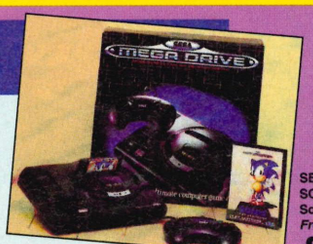

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OH! SO YOU WANT TO KNOW what's on offer? Well, we've got a fantastic first prize: a stonkin' brand new, hardly been used by the *Sega Power* Crew, **Mega CD.** Plus! A complete set of the totally brilliant and – dare we say it – awesome Sega **Pro-Master** hints and tips books.

And the second prize? A **Game Gear,** complete with **four games** which feature in the Pro-Master series of books. Plus, another complete set of the incredible tipbusting books themselves.

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HOW TO WIN...

To stand a chance of winning one of these groovy prizes, just tell us the names of all the authors responsible for the current Pro-Master range (that's volumes One to Four). Hint: just pop down to your local WH Smith or Menzies (well, any shop or newsagent that's selling the Pro-Master range will do) and seek the books out for yourself. You can't miss 'em – they're displayed in huge stands that look like arcade machines.

Check inside each volume and note down who the text is credited too. What could be easier, eh?

Of course, no preferential treatment will be given to people who bung sales receipts along with their entry. You may, of course, buy the entire series, but don't think that will sway us in the slightest (ahem). No, really – it won't...

Send the answers to this stunningly challenging competition to: **Andy Wrote One Of Them Compo (or AWOT Compo), *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW.**

And please make sure you get your entries to us by **Tuesday 10 November 1992** at the latest.

THE POWER RULES

1. No employees of either Simon & Schuster or Future Publishing Ltd may enter this competition.

2. All multiple entries will be binned (some people think we don't spot 'em).

3. The closing date for the competition is Tuesday 10 November 1992.

4. The first correct entry pulled from Andy's bucket will win first prize, the second, second prize and the third, third prize. No alternative prizes will be offered.

SEGA POWER

THE MEGA CD

POWER WIN! COMPO

You could be one of the first people in the country to own this, Sega's latest and sexiest piece of kit. The Mega CD plugs into your Mega Drive and enables you to play both Mega Drive games and special titles that come on compact discs (*Super Sonic,* the Mega CD's answer to *Sonic 2,* is just one of the hot new games Sega have lined up).

This machine is at the very forefront of the next generation of consoles – and now you've got the chance to own one!

■ **The Mega CD: now's your chance to own one of the hottest bits of Sega gear ever!**

THE GAME GEAR

POWER WIN! COMPO

Surely you must know all about this full-colour handheld machine? Suffice to say, you can take it on buses, trains and planes to while away long journeys – or you can stick it in your blazer pocket and have a quick play of *Sonic* during lunch at school (or at the back of the Latin class if you stick your *Sega Power* stereo earphones in). A brilliant machine.

■ **Gimme dat Game Gear! Give it here!**

THE PRO MASTER SERIES

POWER WIN! COMPO

These quality books are available from all good newsagents or video games shops and normally retail for just £2.99 each.

The current range has four books, each one looking at three of the current top games.

Volume Two, for example, takes an in-depth look at *The Lucky Dime Caper, Quackshot* and *Super Monaco G.P. 2* (both Mega Drive and Master System versions) and *Shinobi* (Master System version). The books are chocka with hints, tips, maps, secrets and dead secret insider information that anyone who's serious about games just shouldn't be without!

In fact, *(if you start again, Andy, I'm gonna bloomin' throttle you... – John).*

■ **The Pro-Master range of books: this is just what the game doctor ordered *(I couldn't agree more – Andy)***

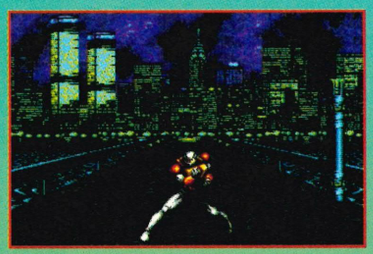
POWER REVIEWS

Our extensive reviews system is the best – in our opinion!

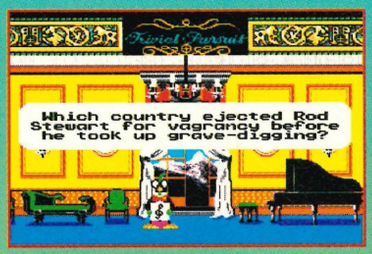
I've got no sympathy for some people. Especially the ones who write in and say "I bought this game without reading your review and, well, it's crap!" If you never want to buy a dog again, make a habit of checking *Sega Power* first!

IT'S TRUE THOUGH, FOLKS. SOME people are *still* buying titles without reading our in-depth reviews first. And remember: our system puts every game through its paces and sifts out the good from the crap, so you can be sure the games you buy are of the best quality. You've only got yourselves to blame if you refuse to read *Sega Power* before buying.

GREEN DOG.....Page 28
The latest and maybe the coolest Sega character surfs onto your Mega Drive!



ATOMIC RUNNER.....Page 34
Ooh! Does anyone fancy checking out a new shoot-'em-up for the Mega Drive?



TRIVIAL PURSUIT.....Page 38
The classic boardgame comes to the Master System and it's really good!

FERRARI CHALLENGE.....Page 40
Lots of Mega Drive thrills and spills in this racing cart from Flying Edge.

GLEY LANCER.....Page 42
Ooh! Those Mega Drive shoot-'em-ups, you just can't get enough of 'em...

WARRIOR OF ROME 2....Page 44
Step back in time with this Mega Drive strategy wargame cart. Onward, men!

GALAHAD.....Page 46
E.A's latest – and it's a platformer on the Mega Drive. But is it any good?

TWINKLE TALE.....Page 50
Mega Drive shooting stuff (yet again).

NHLPA HOCKEY.....Page 52
Hectic ice action on the Mega Drive.

THUNDERFORCE 4.....Page 54
More shootin' stuff on the Mega Drive.

TERMINATOR.....Page 62
Now here's your chance to play this great game on the Gear. Racin' Reese!

GEORGE FOREMAN'S KO BOXING.....Page 63
The Master System box-'em-up makes it to the Game Gear. For all pugilists...

ALTERNATIVES

Like the name suggests, this box gives you a couple of alternative games to look out for. Whenever possible, we'll pick out a better game, a worse game and one that's about the same so you can tell right away how the new game rates against titles that already exist.

• GAME NAME • SYSTEM TYPE • PRODUCER • £XX.XX • RELEASE TYPE •

POWER GOLD FACTOR

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

LOW | MEDIUM | HIGH

TIME TO COMPLETE

One to two months

- These little red squares tell you about all the game's good points. All those things that make it stand out from the crowd. The more red the better.
- Oooh! These little blue squares show you all the bad points. All those things that make you want to scream n frustration or throw the cart across the room!

SEGA POWER SAYS

"If you're impatient and want to get to the meat of the review then read this bit first. This is a short summing up of what we thought of the game overall."

99%

POWER POINTS

PLAYERS 1–2
How many can play? Simultaneously?

LEVELS 6
This gives you an idea of how large the game is. The more levels the better.

SAVE GAME YES
Password system? Battery-backed?

LIVES 6
How often are you going to die?

SKILL LEVELS 3
Can you set skill levels? How many?

OPTIONS
Just what things in the game can the player tweak to his own tastes?

IDEAL GAME–PLAYER
What sort of gamer is going to get the most enjoyment from this cart?

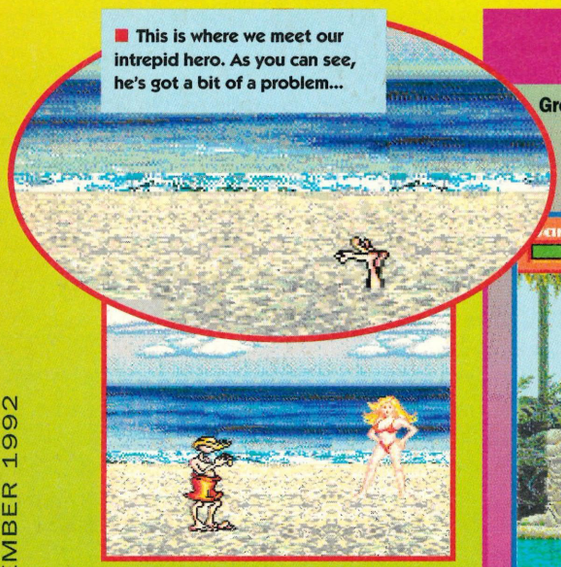
- GRAPHICS: Just how good are the game's moving and static graphics? We tell you!
- SOUND: Is sound used to the full and does it make the game more enjoyable?
- FRUSTRATION: Will you want to pull yer hair out when playing this or is it a cinch?
- ADDICTION: Once you've started a game, how long is it going to be before you stop?
- BRAINPOWER: How hard are you going to have to think when you're playing?
- TIME TO COMPLETE: How long will it take for your average gamer to finish?

THE EXPERTS

- John Cantlie: I say, I say, I say, there are these two bald blokes talkin', and one...
- Richard Longhurst: ...says to the other "You should get a transplant..."
- Andy Smith: ...the second bald man then turns round to look straight at...
- Stuart Campbell: ...the first bald man in a very peculiar way, and then says...
- Jason Saunders: ..."But why... *why* on earth would I possibly want...
- Dean Mortlock: ...to wear a kidney on my head!" (a fine joke, that one)
- Desirée Cousteau: You English! That's so insensitive! And unfunny too!

GREEN DOG

He's not green, but there is a dog in it... • Mega Drive • Sega • £39.99 • UK Official Release

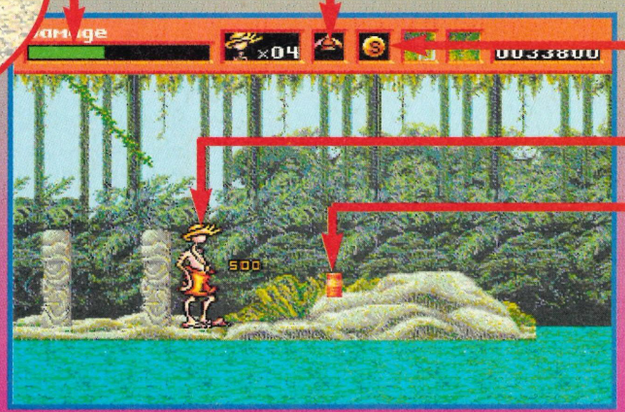


■ This is where we meet our intrepid hero. As you can see, he's got a bit of a problem...

■ Green Dog gets his orders – and if you're going to have a vision, why not make it a good one – like this luscious babe here?

YOU GODDAMN GREEN SON OF A DOG...

Green Dog may be green in some ways, but he's certainly not a coward when it comes to getting himself out of a jam...



■ This bar grows the more you're hit. If it gets to the end, you're dead

■ One of the special bonuses: an extra-powerful frisbee which flies around the screen destroying everything in its path. Great!

■ This is another one of the special thingies you can pick up. Press Button A for temporary invincibility

■ This is our hero, the faceless one. What a hunk, eh, girls? He's a star!

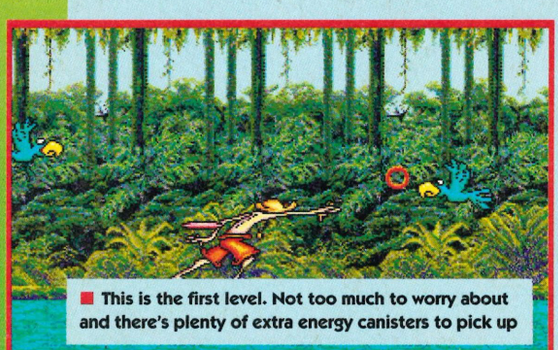
■ Pick this up to remove some of the damage off your meter

There's only one man who's trendy 'n' "hip" enough to review the latest fly release from Sega, and that's our very own surf-bum Dean Mortlock.

THERE'S BEEN A HUGE BUILD-UP FOR THIS latest Sega release. The screenshots looked promising and mouths across the land started to salivate at the thought of all those lovely graphics and strange-looking characters. At last, it's finally here – but while it's a pretty fair attempt at an original platformer, it still falls down on a few points.

The game starts off with our hero coming round on a strange Tropical Island after going a bit off-course on his surfboard. Standing in front of him is a vision in a bikini (quite why, I'm not too sure), who explains to him that he must now travel across six tropical islands collecting pieces from an ancient surfboard.

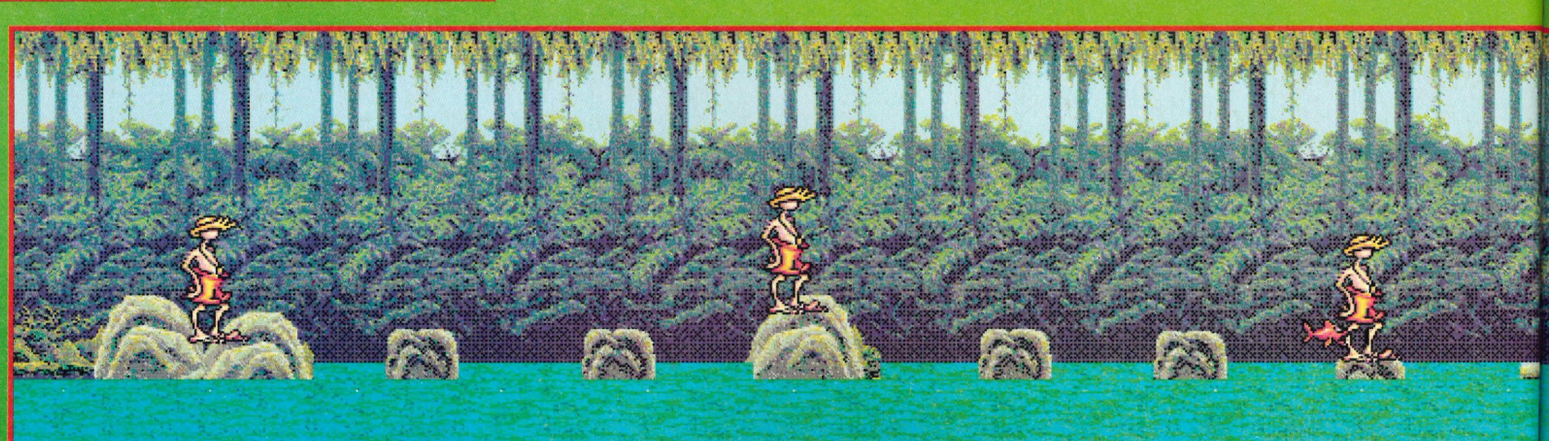
Only when he's done this can Green reclaim his lost surfing ability. A strange plot to be sure, but plots

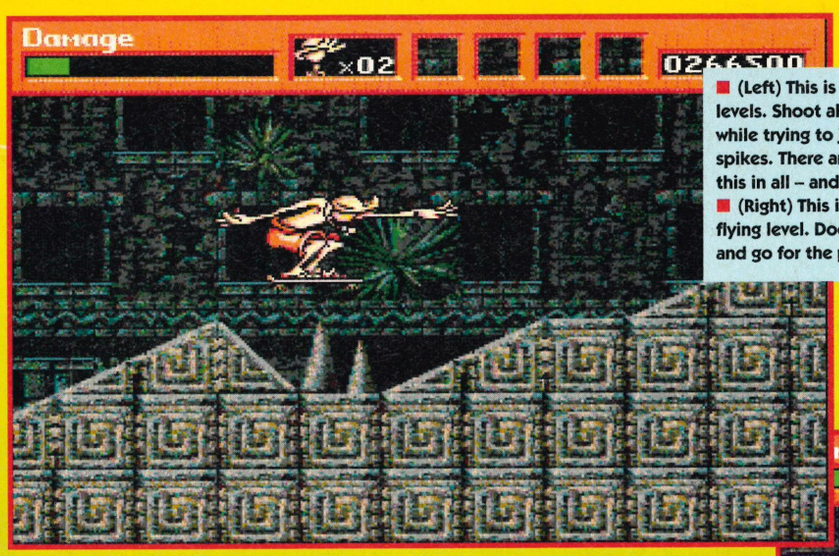


■ This is the first level. Not too much to worry about and there's plenty of extra energy canisters to pick up

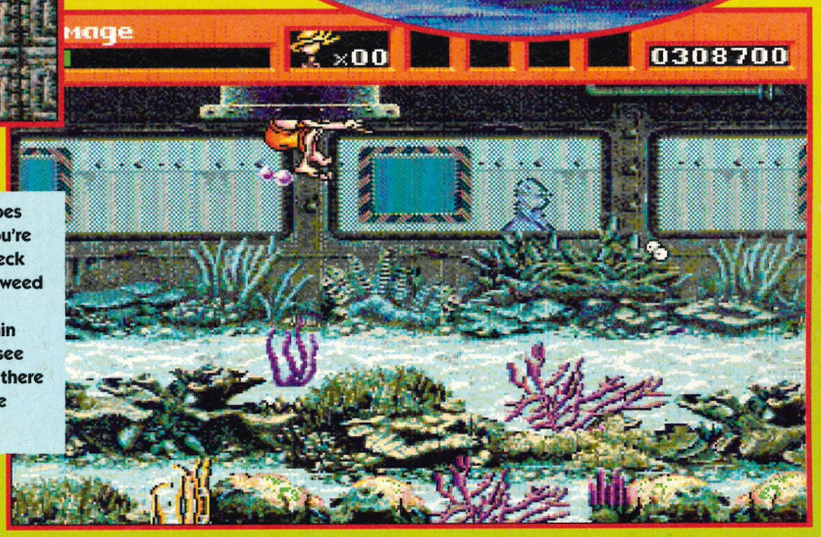
■ Whoops! Duck, Green Dog, duck! Watch out for these fire-bolts. They're easy to overlook – the next thing you know you've got a fireball up your backside and... ouch!

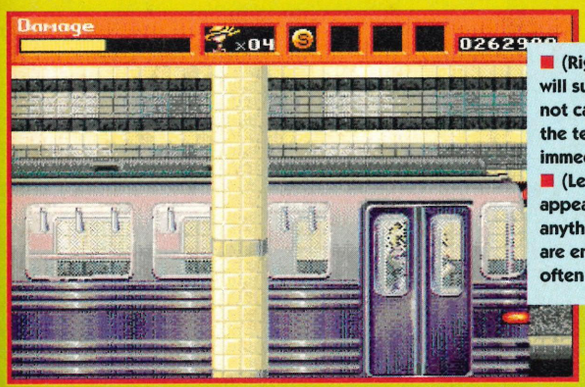
■ This is the first guardian you'll meet (it's that pillar thing, in case you're wondering). Hit the segment that's facing you ten times with your frisbee to completely destroy it





■ (Left) This is one of the better levels. Shoot along on your board while trying to jump the gaps and spikes. There are three levels like this in all – and the last is a killer!
■ (Right) This is the in-between flying level. Dodge the fish and birds and go for the parachuting stuff...





■ (Right) These underwater pipes will suck you into oblivion if you're not careful. To avoid death, check the tell-tale movements of the weed immediately below...
■ (Left) Take care when the train appears. You won't be able to see anything that's going on and if there are enemies around, you'll more often than not get clobbered!

have never really been a strong point of arcade games (and at least this one tries to be different).

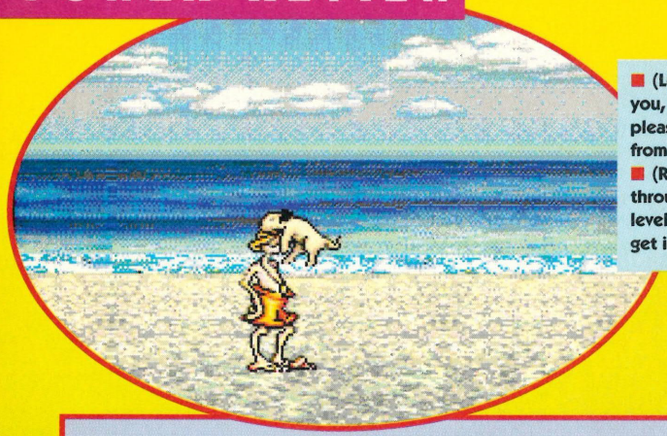
So, armed with only a frisbee (and a bit of luck), you have to battle through jungles, underground caverns, tube-stations and beaches in your quest for the bits of board. Controlling your frisbee weapon is fairly straightforward (and the feeling you get when you finally knock out a fly from 50 feet is well worth the wait!). The levels all are divided up into at least two stages, and there's a flying round in-between each level too. This has you flying between two islands, collecting bonuses while dodging fish 'n' slightly insane birds – sounds like your average day really.

At the end of each level, there's a simple guardian to defeat (unfortunately, these don't vary very much – they're more of a pain than a threat). The graphics are excellent throughout, and, although they're not quite on a par with *Quackshot (Sega Power* 28: 92%), they're still interesting and atmospheric. The style of all the game characters is also well done – the various birds, reptiles and shellfish are all original (in fact, some of the adversaries are a bit on the bizarre side). In the subway level, for instance, you get attacked by rabid American

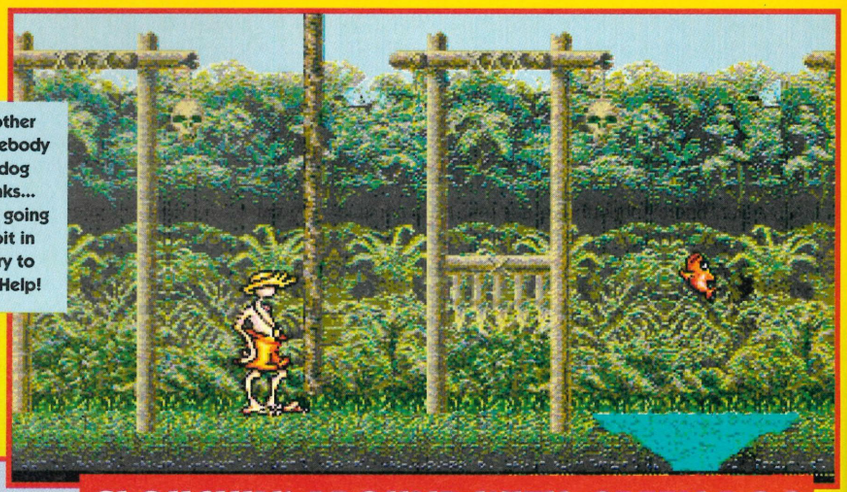
■ Watch out for the Anglers From Hell on level two. Hit their dangling lines and you'll lose a life. As if that wasn't bad enough, there's all that aquatic life to avoid as well

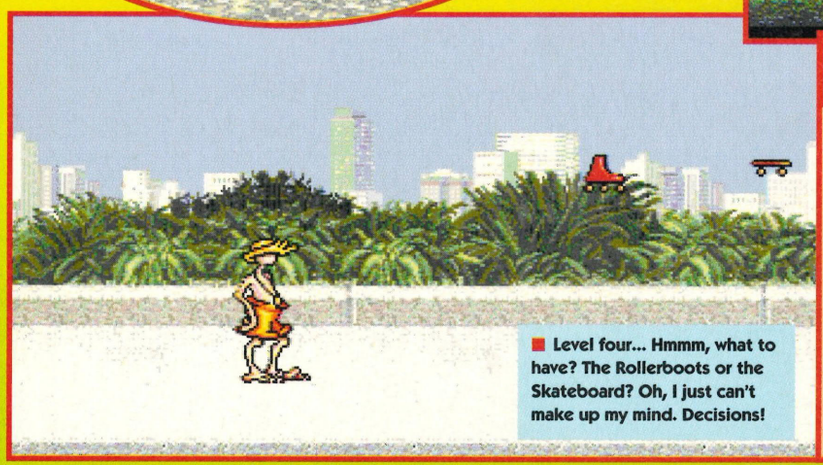
■ Hangin' ten in the city. Here you're just about to fall into a half-circle pipe. Just make sure you get up enough speed up to fly out the other side– when you get there!

■ This subway is definitely strange. Here you'll meet bats, tourists and bizarre shrieking women with bananas flying out of the top of their heads who wait for trains (!?!)



■ (Left) Sorry to bother you, but could somebody please remove this dog from my head? Thanks...
■ (Right) Take care going through this spiky bit in level five. The fish try to get in the way too. Help!





■ Level four... Hmmm, what to have? The Rollerboots or the Skateboard? Oh, I just can't make up my mind. Decisions!

SLOUCHIN' AROUND WITH *GREEN DOG*

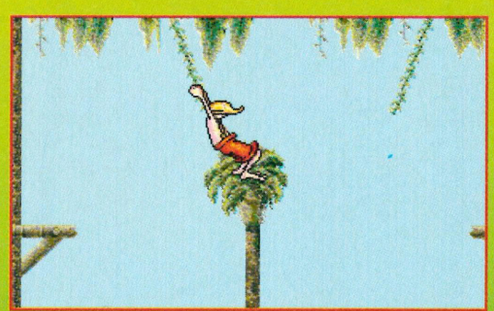
■ Moves our reluctant hero around the levels. (See info on Button C...)

■ Fires your frisbee. Hold down to throw a longer shot

■ Performs a strange jumping type of move. Press with up to keep yourself airborne in the flying sections

■ Activates the special weapon (as long as you've nabbed one)

■ Level five takes you up into the trees. The main things to watch out for are the natives with their boomerangs (a well-aimed boomerang doesn't do our Dog much good!)



■ In some parts of level five you'll need to swing from the vines Tarzan-style. Take care here though because those wooden stakes beneath you can be very painful!

■ Who's this tired looking dog on level six? Much of this, the last level, is based in a cave with a rising and falling waterline. Don't stay in the water for too long, Green

tourists. And on the second level, you have to battle against deadly starfish that wear sunglasses – very odd (they even stand up on their legs and spit bullets at you).

Sound effects and music are also well implemented throughout. There's a different tune for each level, and each one manages to capture the feel of the game very well.

You can be trundling along the beach, for instance, and a calypso melody will be playing along quite happily in the background. Excellent. Sound effects are also spot-on and vary quite considerably (they still somehow manage to maintain the feel of the game).

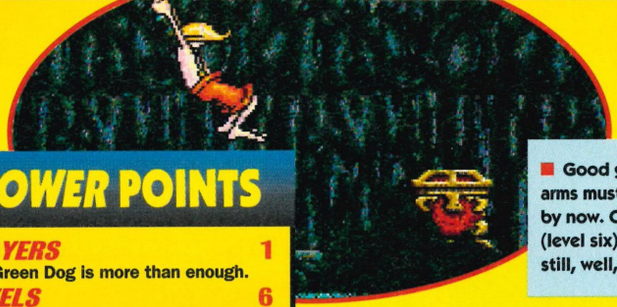
Throughout your quest, you can collect vital bonuses by rapidly hitting posts and chests with your frisbee. Apart from food (which gives you extra points) and cans (which reduce your damage meter), the only other things to look out for are special bonuses.

There are two of these: umbrella hats – and a unique kind of frisbee.

The natty umbrella hats give you limited invincibility, but the frisbee provides you with a dead useful weapon which you can use to destroy all the on-screen nasties (shame about the time limit though).

The character Green Dog himself is a strange fellow. We spent a while staring at the screen trying to work out whether he had a ridiculously huge quiff or was just wearing a hat.

The animation when he's walking is fine, but when he jumps, it's a tad on the jerky side (accurate landings are difficult as a result). On the whole though, the graphics of the main character are sharp, well-defined and witty. You start the game with five lives,



■ Good grief, man! Your arms must be killing you by now. On the last level (level six) and things are still, well, still swinging!

POWER POINTS

PLAYERS 1
One Green Dog is more than enough.

LEVELS 6
Each level is split into at least two sub-stages. There are also flying stages (?).

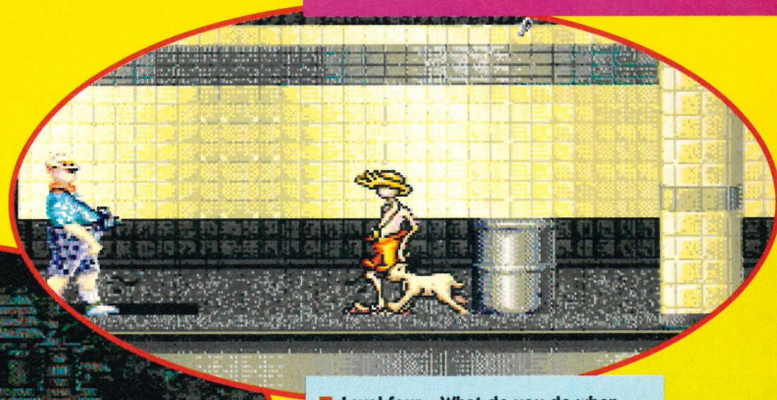
SAVE GAME NO
Not needed. It's easy enough as it is.

LIVES 5
But no extra lives or continues...

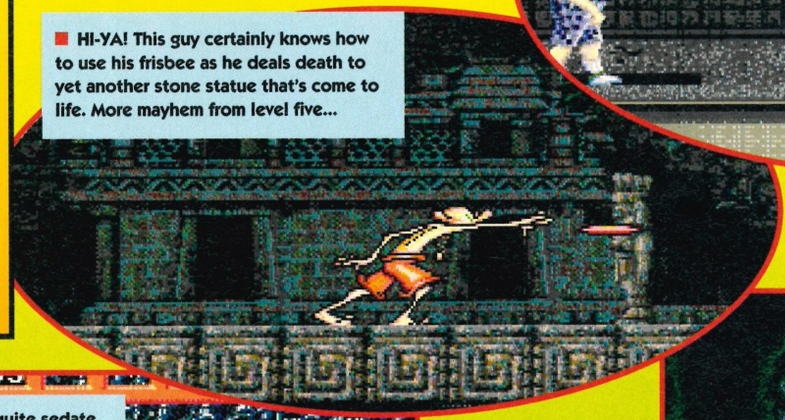
SKILL LEVELS 1
Some harder ones would have helped.

OPTIONS
Sound/music test and you can redefine the controls if you want.

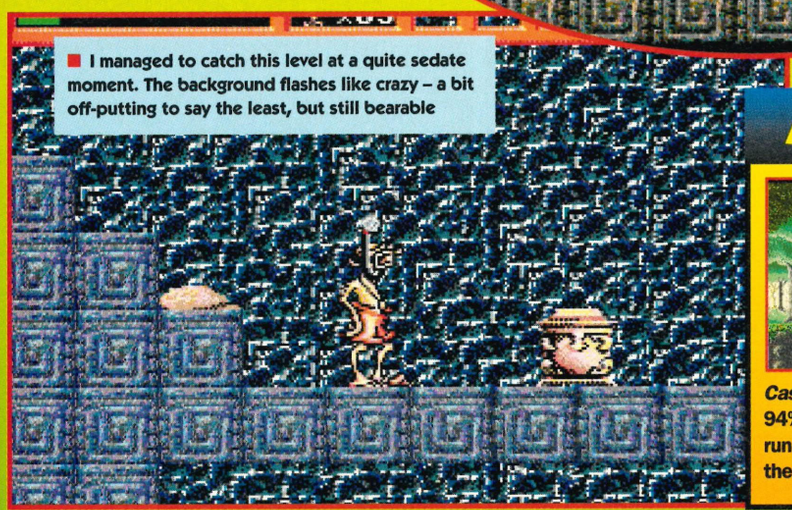
IDEAL GAME-PLAYER
Somebody who eats, sleeps and drinks platform games 24 hours a day.



■ Level four... What do you do when you see an American tourist in the tube station? Why, you shoot him, of course!



■ HI-YA! This guy certainly knows how to use his frisbee as he deals death to yet another stone statue that's come to life. More mayhem from level five...



■ I managed to catch this level at a quite sedate moment. The background flashes like crazy – a bit off-putting to say the least, but still bearable

■ You'll run into this fellow on level six. Keep hitting him and he'll explode into bits which will then attack you (so don't stop hitting him whatever you do)

ALTERNATIVES

Castle Of Illusion (Sega Power 18: 94%) is the same sort of thing. Ya run along, ya jump over things, but the gameplay is more satisfying.

and while the damage meter does tend to rise pretty quickly, there are plenty of energy-restoring cans lying around. Sadly, there are no continues or extra lives (I couldn't find any anyway).

This shouldn't be too much of a problem though, as the game (like most of Sega's nowadays) is fairly easy. After a day's solid play I was getting through to the last levels without a great deal of hassle.

Don't get me wrong, there are some challenging parts (the underwater section is pretty tricky), but most of the time you'll be able to fly through without getting even a scratch. To prolong the interest, there are a few secret rooms – but most of these are easy to find – and there's usually very little in them to make 'em worth visiting anyway.

However, there are some interesting and novel features... The door mechanisms, for example. To get through the underground section, for instance, simply throw your frisbee into the gargoyle's mouth (above the closed portal) and the door will collapse.

So is *Green Dog* worth adding to your collection? The answer is yes – if you're a platform freak. The gameplay is really no worse than that in *Taz Mania*, *Quackshot* and the rest, and I'm sure that if platformers are your scene, you'll have a good few days' worth of playing here.

On the other hand, the gameplay's still not varied enough to lift *Green Dog* above the common herd.

The first few plays are great fun (the game initially comes across as something a bit different), but after a long-term session, you'll soon realise this is just another Sega platformer, but dressed up in slightly trendier clothing.

FOOTNOTE: For all you trivia buffs, the term Green Dog apparently refers to a monster wave which fails to deliver. Killed by the undercurrent, the wave shrivels up into nothing – leaving the typical surfer to tell his mates: "Bum! That wave looked really good, but it ended up being a real Green Dog!"

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GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION MEDIUM

TIME TO COMPLETE Three or four days

- Excellent graphics
- Good tunes and spot effects
- Original story
- Interesting adversaries
- Good for younger players
- Platform fans should like it
- Er, his dog's cute
- You've seen it all before
- Too easy for any lasting appeal
- Green Dog himself is a bit shallow

SEGA POWER SAYS

"An all right platform game, but not quite in the *Quackshot*, *Taz Mania* league. It's fun, but there's nothing here that hasn't been done before. A bit too easy as well."

68%

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MONSTERS THAT'LL MAKE YOUR BLOOD CRAWL AND YOUR FLESH CREEP!

This little lot would make Ripley's hair stand on end (if she had any). There are no fewer than 20 different aliens to fight off in *Atomic Runner*. Here are just a few...

■ **Aracknaskull: they look pretty horrible, but they're not really *that* dangerous. They often have power-ups, in fact (like this one)**

■ **Armored Dilo: these make a nuisance of themselves by quickly scurrying along the ground. You have to kneel to shoot them**

■ **Betie: a robotic owl that flies overhead then dives at you in a very nasty way. Mmm, not exactly what you'd call a hoot (geddit?)...**

■ **Flame Derrick: nasty things that sit in the ground, belching out gouts of flame. You have to jump over 'em (or get fried to a crisp)**

■ **Khanveyor: this has a particularly nasty habit of sticking a pole in your path when you come too close. Shoot it out of the way!**

■ **Heavy Vader: these look worse than they are. Destroy the shaft holding them up – then run through fast before you're crushed...**

■ **Hover Shield: not very dangerous, but you still have to blast them out of the way. You can also use them as jumping platforms...**

■ **Levatron: hangs off the ceiling (waiting for you) and then drops down and attacks. Shoot 'em before they drop – if possible**

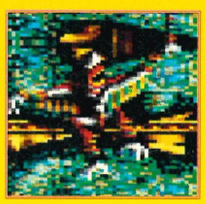
■ **Masked-shell: these fellas are all over the place. They're fast, agile and a nuisance. Memorise where they appear – and avoid!**

■ **Rim-Bee: these fast and awkward things buzz around lobbing photon bombs at you. To get 'em, shoot upwards diagonally...**

■ **Seizer: er, heeeelp! Destroy these before you reach 'em or jump right over 'em. If they grab you, they squeeze you like a... (gulp!)**

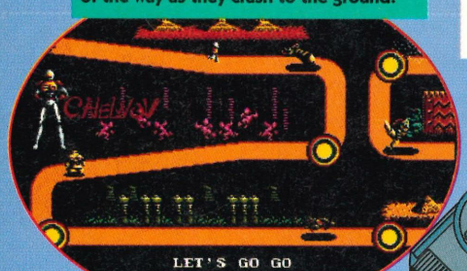
■ **Sho-Fe: these guys carry a big, spiked shield which stops your bullets dead. But if you kneel down to fire, they're easy meat!**

■ **Trilobite: not much of a problem. They tend to fly around in shoals, but it's easy enough to blast your way through 'em all**



■ **War-dan: sneaky creatures that hang from the scenery and throw rocks at you. Either shoot to kill, or dodge them!**

■ **These guys (Heavy Vaders by the way – see the boxout above) are no trouble – just destroy the shafts and then get out of the way as they crash to the ground!**



■ **Awww... isn't that nice of 'em? After finishing a level you're rewarded with a little progress report. Still a way to go...**

ATOMIC RUNNER

• This is one long distance runner who ain't lonely – and he's completely atomic too! • Mega Drive • Data East • £34 • US Import •

Flame-throwing booby traps, jet-powered aardvarks, insects that fire photon bombs, robotic rabbits... Desirée Cousteau is used to the odd grabbing hand now and again, but can she outrun the rest of these alien weirdos?

WELL, YEP, THAT *IS* THE smallest one I've seen in a long time. Sprite, that is. Size isn't everything they say – as you'll soon find with *Atomic Runner*. It must have the biggest variety of weird aliens this side of a McDonalds on a Saturday morning.

It all seems a bit too tough at first though, with the aliens coming at you from all sides and using all manner of weapons. The game is a pretty standard sideways scroller, but this time the bad guys come in from the left of the screen as well as the right, so you have to learn to shoot backwards as well as forwards! Our hero can also jump, somersault, run faster – you can imagine what the control method's like (it uses the joypad *and* all three Fire Buttons.)

Fortunately, you can choose between nine different control configurations (via the option screen) before you play.

So what's the excuse for these seven levels of mindless slaughter then? Well, your name is Chelnov and you and your pa work in a laboratory doing noble scientific things.

You come home from a midnight jog (hmm, the aliens aren't the only weirdos round here, it seems...) to find your dad breathing his last and the Earth being invaded by aliens. He then tells you about an atomic suit (yeah, right) left behind by the Pharaohs (!) which you have to put on to defeat the gits and save the world (etc. etc.).

The plot is the usual "save the world singlehanded" stuff, but the game itself is well above average. It's very frantic, but actually playable once you get to grips with it. And there are no fewer than 20 different aliens, three different mid-stage bosses and seven end-of-level bosses to contend with.

Collectable weapons? You got 'em – lasers, boomerangs, light rings, spiked balls , morning stars, homing missiles – yep, there's a lot of stuff out there. Fast, frantic, great to look at and great to play, *Atomic Runner* is a superb sideways-scrolling shoot-'em-up. Get it while it's hot! SEGA POWER

Thanks to Console Concepts ☎ (0782) 712759 for letting us borrow the cart!

POWER POINTS

PLAYERS 1
Scrollers are hard to do with two...

LEVELS 7
They get tougher as you go along.

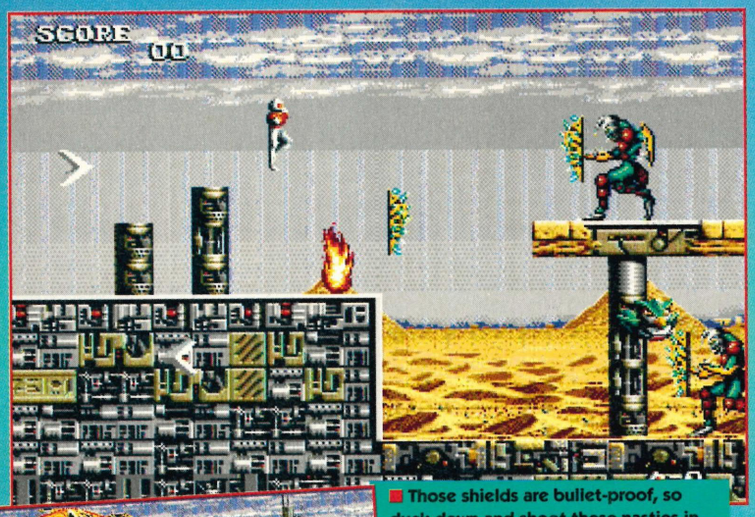
SAVE GAME NO
The early levels are never easy though.

LIVES 3 or 5
But do you need them? You can have up to 15 continues, after all.

SKILL LEVELS 3
Normal, Easy or Hard.

OPTIONS
Nine different control methods – plus heaps of difficulty tuning.

IDEAL GAME-PLAYER
An arcade fan with good reflexes and the patience to learn the moves.

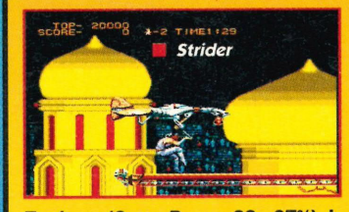


Those shields are bullet-proof, so duck down and shoot these nasties in the kneecaps. Oh, and dodge the shields when they throw them at you!

These guys (Heavy Talons if you're still not sure) take a lot – a *lot* – of hits. And on this level, they even shoot back...

ALTERNATIVES

Sorting out the end-of-level bosses is a piece of cake – it's the ones in the middle that give you the real problems



Turrican (*Sega Power* 23: 67%) is really about the closest in gameplay terms, but *Atomic Runner* still looks better, plays better and gives you more to do. For ace animation and gymnastics, not to mention sheer gameplay, *Strider* (*Sega Power* 19: 95%) is the one to beat...

(Above) Homing missiles are great fun – they save you having to aim. Here a bunch of Rim-Bees get what's coming to them...

Now that's *not* friendly, hiding up in the roof and chucking stones at passers-by. Mind you, I suppose drilling them full of laser death ain't too friendly either. That's life...

THE DAY OF THE DRAGON (AGAIN)

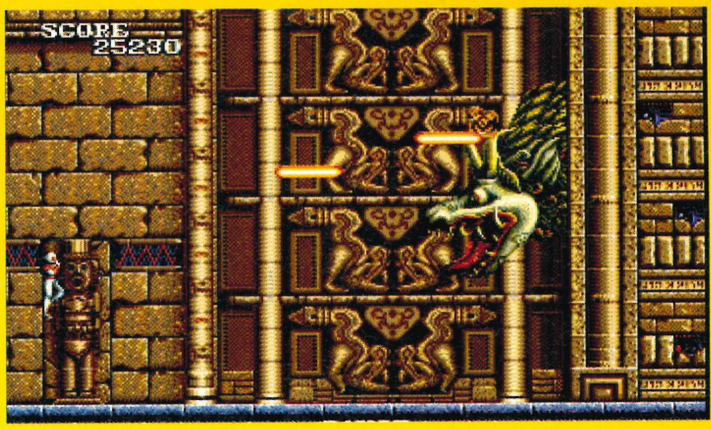
This fiery-breathing monster is fast and vicious, but (luckily) he's that little bit too predictable. Here's a step-by-step to bring him crashing down to earth...

Don't like the look of him. Hm, don't suppose he likes the look of you either

His hide is as hard as nails, but he still doesn't much like being shot in the gob

And watch out for his fiery breath – this guy has halitosis and a half! Stay on the left of the screen and you'll be okay

When he dives at you, jump for it! Old Scaley here always gives the game away, visibly sizing you up before he lunges



(Above) Now he retreats again (after missing by a mile). Get ready for his next major lunge

BOOM! Chelnov one, Dragon nil! Hit him enough times and he goes down...

TAKE CONTROL OF *ATOMIC RUNNER!*

Makes Chelnov run faster/slower, stop, shoot upwards or kneel down. Easy really...

You can configure the Fire buttons in nine different ways. This is one of the best of the lot:

Shoot right

Jump

Shoot left

• ATOMIC RUNNER • MEGA DRIVE • • DATA EAST • £34 • US IMPORT •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

LOW

TIME TO COMPLETE

Give yourself a month

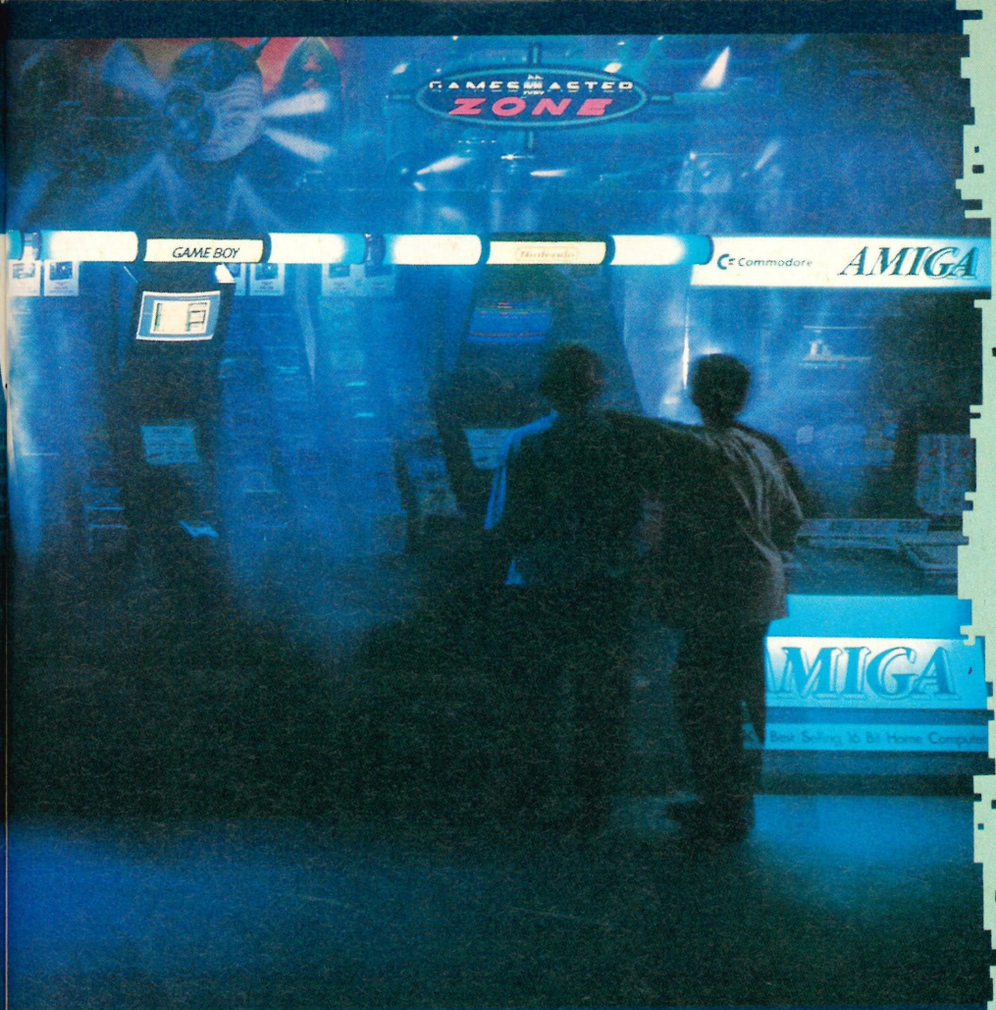
- Lots and lots of action
- So many different aliens
- Some neat moves possible
- Very playable
- Utterly addictive
- Good FX and soundtrack
- Defeatable bosses
- Nasty mid-level guardians
- 7 tough levels
- Seen it all before...

SEGA POWER SAYS

"Despite being yet another scrolling shoot-'em-up for the Mega Drive, *Atomic Runner* is still addictive, fun and tough. If you want more of the same, what the hell, go for it!"

88%

TO ENTER THE GAMES
YOU MUST NEGOTIATE
TUMBLE DRYERS, DOD
AVOID WASHING MACH
SIDE-STEP GRANNIES.



MASTER ZONE, GE FRIDGES, INES AND

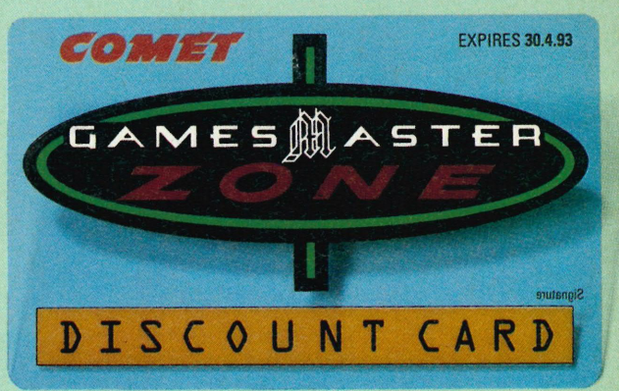
Complete that simple mission and you've just about made it to The Gamesmaster Zone, at Comet.

A totally excellent place, that's based on Channel 4's Gamesmaster Show.

Check out the games in this place. There are literally hundreds of them. The latest and the greatest.

It's a hardware heaven. The complete range. All the hand-helds and all the consoles, including Sega Mega Drive, Commodore Amiga and Super NES.

And more good news, buy any one of them and you get a Gamesmaster Zone Discount Card which entitles you to 10% off all software from then on (valid until 30th April 1993).



The Zone is also a seriously hands-on situation. You can actually try out the new titles. We call it 'play before you pay', and it helps you make sure you're investing in a game you really love.

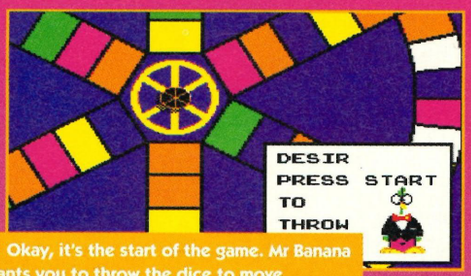
In fact there are over 250 games, so it might be a good idea to check out the Comet Top Ten Chart for starters.

So get down to Comet and enter The Gamesmaster Zone. There's one thing we forgot to mention however; you'll probably have to get past everyone else who reads this ad.

Good luck.

COMET
YOU KNOW WHERE TO COME.

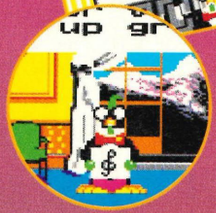
All Comet stores will have a Gamesmaster Zone by 12th September 1992.



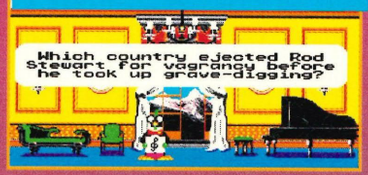
Okay, it's the start of the game. Mr Banana wants you to throw the dice to move

That's an easy one! Don't count on the rest being quite as simple as this though...

Cheeky! For your information, fruit-features, that was not a guess. You sometimes have



Sometimes our little friend goes into a room with a piano – you can bet he's going to play you a tune...



POWER POINTS

PLAYERS 1–6
The more, the merrier.

LEVELS 0
You don't need them really...

SAVE GAME NO
Again, not that important here.

LIVES 0
Are you kidding? Lives? In *this?*

SKILL LEVELS None
You can't select the difficulty of the questions, unfortunately.

OPTIONS
Four different European languages.

IDEAL GAME–PLAYER
An intellectual part-pooper!

TRIVIAL PURSUIT

• Master System • Domark • £xx.xx • UK Official Release •

It is *(was? – Andy)* one of the world's fave party games. What's more, it's not immoral, it's not illegal and it doesn't make you fat. Desirée Cousteau finds out whether *Trivial Pursuit* can be any fun at all...

DON'T YOU JUST HATE IT? The party's on the verge of livening up, the drinks are flowing, people are laughing, joking and mixing at long last, the music's getting good and – someone brings out the Trivial Pursuit.

Now as far as I'm concerned, that name's dead right. It sure is trivial. Still, it's also one of the most popular party games of all time, so I guess my opinion doesn't count for much...

So which topic are you going to pick? You've got six to choose from at the moment

The idea's pretty simple. You all play around a circular board, throwing dice and moving your counters. Every time you land, you have to answer a question. If you get it right you get another go. Get it wrong and you lose your turn.

Answer the appropriate questions on the special squares around the outer ring and you earn yourself a "wedge." Collect all six "wedges" and you can then make your way to the middle of the board and answer a final question to win the entire game.

The questions come in several categories: Science & Nature, Art & Literature, Geography, Sports & Leisure, History and entertainment.

Once you've thrown the dice, there's usually more than one square you can go to – you can go in any direction, you see – so always choose a topic you're good at.

Some of the questions take place in a lecture theatre where slides are shown to help you out

The machine has to trust you to answer truthfully here. If you're playing with other people though, that should help

Well, I don't like the boardgame much, but the Master System version is excellent. It's great not to have to fiddle around with those little question cards, and in all the time I've been playing it, it's never repeated a question once!

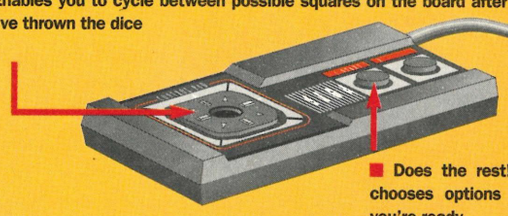
And it's not all boring text either. Sometimes, Russell (the character who asks the questions – he looks like a banana in a suit) sits down at a piano to play a tune that's part of a question, or displays a picture you have to identify in a lecture theatre.

He also comes up with various replies when you answer a question (the cheek – he evens asks you if you're cheating!).

It's fun, easy to understand and very colourful. *Trivial Pursuit's* only flaw is the time it takes for the little character to plod into position when he's about to ask his questions – he slows things down (the game's already slow enough as it is).wibble wibble wibble wibble wibble wibble wibble wibble wibble wibble wibble wibble wibble wibble wibble. SEGA POWER

TAKE CONTROL OF *TRIVIAL PURSUIT!*

Enables you to cycle between possible squares on the board after you've thrown the dice



Does the rest! Throws the dice, chooses options and signals when you're ready

• TRIVIAL PURSUIT • MASTER SYSTEM • DOMARK • £XX.XX • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
How clever are you?

- Graphics are colourful and fun
- Questions with sounds and images
- "Amusing" replies to answers
- Simple controls
- Loads of questions
- Utterly faithful to the original
- No cards or bits of plastic!
- Tests brain, not brawn
- Sluggish response to controls
- The characters walk too slowly

SEGA POWER SAYS

"Trivial Pursuit is not everyone's idea of a fun game, but this Master System version is really superb. It's neater, quicker and a lot easier to play too."

78%

TECMAGIK™

PRESENTS

THE NEWZEALAND STORY

OUT NOW!

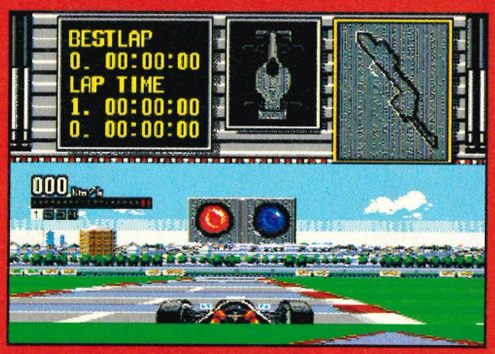
KIWIS IN A SPIN!

SEGA™
Master System™

Tiki the kiwi
stars in the
adventure of a lifetime
in this arcade No 1 hit.
Watch the feathers fly as you guide
Tiki through the islands of NewZealand solving mazes,
defeating fendish foes, rescuing his kiwi friends and finally facing the evil Wally Walrus in the ultimate battle.
Will you be the next dish on the fresh kiwi menu? Only time will tell and it is running out fast!

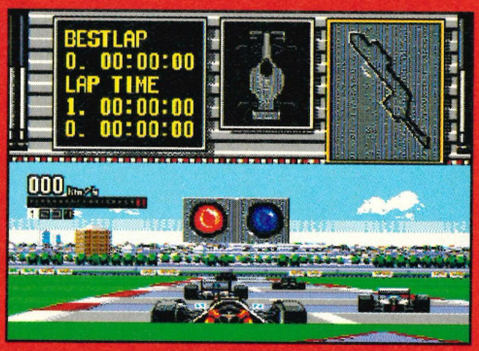
TECMAGIK (ENTERTAINMENT) LTD., 1 Norland Place, London W11 4QG. © TAITO CORP., licensed from TAITO CORP.

VROOM, VROOM! OUT THE WAY, NIGEL... DRAT, I'VE STALLED IT AGAIN



■ Ready to qualify for the American Grand Prix in a cranky old car I've never heard of – what a nobby old rust bucket. Just wait 'til I get my hands on the Ferrari's steering wheel

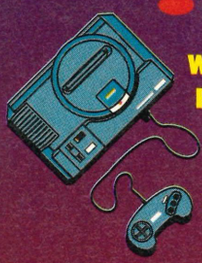
■ After an amazing effort, I'm last on the grid. How do they go so fast? This track is 2.28 miles long – and they did it in 30 seconds. That's an average lap speed of 273.6mph. Hmm...



■ Drivers, start your engines. It's the beginning of the race proper and I'm ready. Sadly, the lead drivers are halfway round the track before I've crossed the start line

FERRARI GRAND

Burn some serious rubber in this fantastic racing sim!



Want to zoom straight into the fast lane in a Formula One Ferrari? Fancy yourself as a top racing driver? Richard Longhurst does, so he puts on his goggles, steps on the gas and makes those tyres squeal!

POWER POINTS

PLAYERS 1–2
Two-player mode is head-to-head. Only one player can race in the Grand Prix.

LEVELS 20
16 Grand Prix circuits – and four extras.

SAVE GAME YES
Essential – Grand Prix's are long...

LIVES 0
You can't crash or burn.

SKILL LEVELS 2
Manual or automatic gears.

OPTIONS
Grand Prix, practice mode, time trial, number of laps, weather (and more!).

IDEAL GAME–PLAYER
Anyone who didn't buy *Super Monaco*, 'cos it didn't have enough options.

NIGEL MANSELL'S DONE THE business in the real world – and now you can do the same on your Mega. Of course, it won't happen overnight...

But while it won't quite take you the 15 years it took our Nige to reach the Championships, the game will still take you an age to complete.

When you begin your illustrious career, you see, you can only drive one of the four cars at the bottom of the Grand Prix pecking order.

And boy! Are they bad! In your first few qualifying laps, you're doing well if you can go round in under a minute – meanwhile the top guys are clocking in at around 30 seconds a lap.

It's a really depressing way to start – you're at the back of the grid in nearly every race. Then again, it sure as hell makes you determinded to fight your way to the top, just to show those other sad suckers who's best.

The actual driving's not as slick as *Super Monaco G.P. 2*, and it looks a bit daft when your car hits a signpost at 340kmh and comes to a dead stop. There aren't any spin-outs, crashes or flames to speak of either.

The other racing drivers also go ridiculously fast and their qualifying times are absurdly quick.

A bit sad really because the game has loads of great features that make it superior to *Super Monaco G.P. 2*. Before you start a race, for example, you can customise you car to suit your driving style and the weather.

If you're a bit of a grandad you'll want really sticky tyres, high wings, a spongy suspension and really soft brakes. But if, like me, you're the coolest boy-racer on the circuit *(ho, ho – Andy)*, you'll go for the fastest set-up you can get.

At the start of the game your cars are so slow that this doesn't really make much difference, but when you progress to the top-of-the-range models you've

DRIVING IN *GRAND PRIX CHALLENGE!*

■ Turn your car left and right (pretty useful stuff). If you've got a manual gearbox, up and down changes your gear

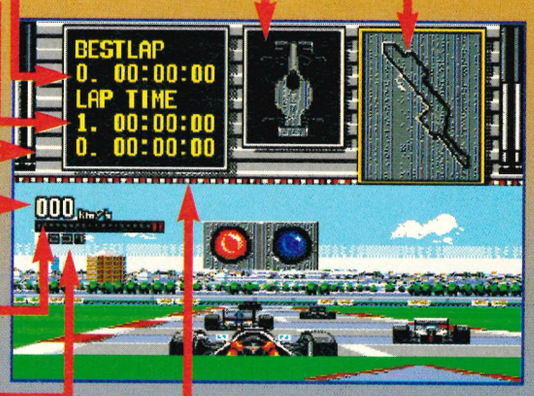
■ Press to accelerate

■ Pauses the game and gives you the chance to retire from the race if you're a massive loser

■ Press to brake hard...

MIRROR, SIGNAL, MANOEUVRE...

Put the car gently into first gear, ease slowly off the clutch, slightly depress the accelerator, check your rear view mirror, indicate and slowly pull out...



■ Best lap time for this race

■ Damage indicator. Bust-up parts flash when they need replacing

■ Overhead track view. Your car is a red blob, the enemies are yellow

■ Time spent on current lap

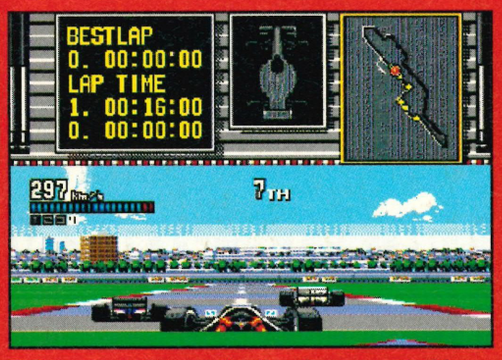
■ Time it took to do the last lap

■ Speed in kilometres per hour (whatever happened to good old mph?)

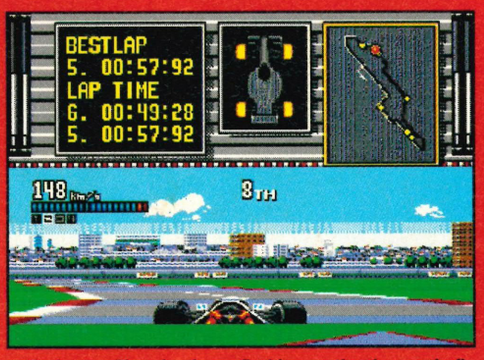
■ Rev counter

■ Gear currently being used. You can have 4-speed or 7-speed gear boxes (neat, this)

■ Rear view. Car silhouettes appear here when they are about to overtake you. Um, this never happens to me, of course – I'm always last



■ Three cheers all round. I've clawed my way up to 7th place and am sitting pretty for a couple of points. Now I've got to consolidate my position and try to make into 6th



■ Bad news. The wheels are flashing on the damage indicator at the top of the screen. A pit stop would be a good idea, but I'm bound to lose if I stop

■ And there we have it. A dismal 8th out of eight. What a sad performance that was. Never mind, on to the next race at Brazil – ideal for slow cars and ice-cool drivers like myself

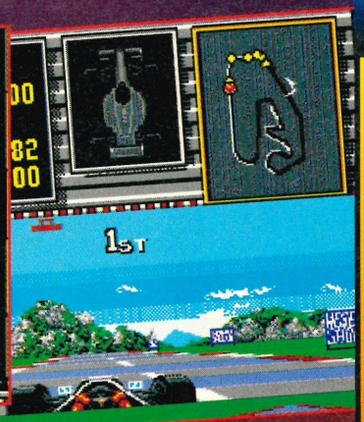
PRIX CHALLENGE

• Mega Drive • Flying Edge • £39.99 • UK Official Release •

■ A Grand Prix wouldn't be the same without some bimbo wobbling around, making eyes at all the swoony-dreamboat drivers. But what about the lady racers – how about some handsome hunks for them? They'll just have to make do with me, instead

really got to get your mechanic's brain into gear. *Ferrari Grand Prix Challenge* has got lots going for it. There are stacks of options, the gameplay's finely tuned, and the car customisation gives you some extra say in how your vehicle performs in a race.

It's a shame that the driving's not as exciting or as realistic as it could have been. Still, this is a really cracking game. SEGA POWER



■ At last! I've made it into 1st place and I'm creaming the rest of the field. Suck on my exhaust fumes, you bunch of no-hopers. Time for a sandwich...

ALTERNATIVES

Super Monaco G.P. 2 (Sega Power 32: 93%) is still the very best Mega Drive racing game around. *Ferrari Grand Prix Challenge* has loads of options, but fewer thrills 'n' spills.

Test Drive 2 (Sega Power 30: 89%) also offers some pretty special racing kicks. Try that one out.

■ Way to go! Let's lap that good-for-nothing two-bit part-time amateur experiment of a Grand Prix driver. Eat rubber, scum. I'm gonna win this race hands – and foot – down

■ Ah well... Nearly. Third place isn't bad after all. Y'see, I was just about to win when I stopped to pick up this hitch-hiker and she had long blonde hair, dreamy eyes and beautiful curvy...

• GRAND PRIX CHALLENGE • MEGA DRIVE • FLYING EDGE • £39.99 • OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

LOW

TIME TO COMPLETE

You'll take ages to get through it all

- Car customising is great
- Well-tuned gameplay
- 20 tortuous tracks
- 16 powerful cars
- Smart graphics
- Good engine effects
- Plenty of long-term appeal
- Decent two-player option
- Save game feature
- Racing isn't as good as it could be

SEGA POWER SAYS

"This is so close to being a classic game, it hurts! It's almost got it all – loads of cars, weather, tons of options. Shame the driving doesn't quite hit the mark though."

82%

GLEY LANCER

• Mega Drive • NCS • £34.99 • Japanese Import •

There's one person in the *Sega Power* offices who positively thrives on this kind of crazy shoot–'em–up violence. Who better then to review this latest shoot and kill than our own budding Universal Soldier, Dean Mortlock. Er, fire away, Dean...

STOP YA YAWNING out there. Yes, I know this is yet *another* Japanese shoot-'em-up, but don't stop reading – this one ain't too bad. The plot is standard fair: you against the Empire in a fight to the death. But who cares? I mean, what armed force would send out one lone fighter against thousands of deadly alien invaders anyway?

What is interesting though, is the fact that the central character is played by a girlie. The presentation is superb – with varied backgrounds and some clever parallax scrolling. The well-designed alien ships execute some quite novel attack formations – and there are some neat guardians in there too.

The 12 mixed levels will have you eating your pad in frustration. Soundwise, there's the usual military march at the start of the game, followed by, er, lift music during the levels themselves. The digitised speech is mostly unintelligible, but it livens things up okay.

The levels are varied to: some just scroll across, while you blow up everything in your path, while others require you to fly through mazes and negotiate huge (and deadly) moving blocks.

You can even change the pattern of your add-on side guns (go for a fixed shooting pattern, or opt for a search option that will target the nearest moving object and blow it to bits).

After some pretty extensive playtesting, I found the search option the best. It gives you the ability to let the side guns empty the screen, while you concentrate on the task of dodging the assorted weaponry that's thrown at you from all sides.

By pressing Button A, you can also alter the speed of your ship – from Sunday driver speed to turbo charged nutter (you'd be barmy to use this one). This is great when you want to slow the ship down for those tight corners.

On the downside, there tends to be a fair few moments when there's nothing on-screen and you're sat there twiddling your thumbs. But even with the smart extras, this still remains your standard Japanese shooty.

If you've already got one of the better ones then you'll probably not be so eager to splash out on another. On the other hand, if you haven't, you'll definitely find *Gley Lancer* more fun than most...

SEGA POWER

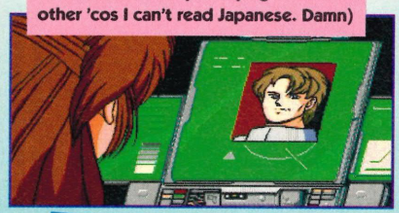
■ Thanks to Dream Machines ☎ (0429) 869459 for loaning us the cart. Cheers!

DOIN' YOUR STUFF WITH *GLEY LANCER!*

■ The action's full-on from the first level. The parallax on this one's especially good – the graphics just ooze depth

■ Here are all those options in full. Quite impressive, aren't they? The auto-fire is a useful one to have (it really does make things easier...)

■ What a hunk! (Unfortunately, I can't work out what they're saying to each other 'cos I can't read Japanese. Damn)



■ Into the caverns for level three – and here things get even tougher. You have stuff comin' at you from all directions

POWER POINTS

PLAYERS 1
One, and one only.

LEVELS 12
Fair-sized levels and a healthy dose of guardians too.

SAVE GAME NO
No probs. The difficulty curve is perfect.

LIVES 5
Plus a healthy number of continues.

SKILL LEVELS 3
Easy, Medium and Hard.

OPTIONS
Sound/music tests, auto-fire options and varying side-gun attack patterns...

IDEAL GAME–PLAYER
Someone who slobbers over Japanese shoot-'em-ups *(Very pleasant – Andy).*

ALTERNATIVES

Thunderforce 4 (Sega Power 36: 91%) is pretty similar, but aimed more at the hardened game-player – it can be a bit on the tricky side. *Gley Lancer* is much friendlier and more suitable for the novice.

■ "How do you get BBC 1 on this thing? Oh God, what's this? Another episode of Eldorado? Turn over, Mave – and *quick!"*

• GLEY LANCER • MEGA DRIVE • NCS • £34.99 • JAPANESE IMPORT •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
Two weeks

- Original options
- Some originality in the levels
- Good background graphics
- Tons of sampled speech
- Lots of levels
- Adjustable ship speed
- Great intro storyline (in Japanese!)
- Interesting guardians
- Jolly jingles
- Still a fairly standard shoot-'em-up

SEGA POWER SAYS

"A fun blast-'em-up with some interesting features, but there are 101 similar games out there already. And it's not a patch on *Thunderforce 4* (see page 54)..."

82%

THE BIG COMPETITION PAGE WITH THE BIGGEST PRIZES

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STUNNING GRAPHICS

BIG STEREO SOUND

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1 GO GO GO!!!

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0839 550009

WIN!

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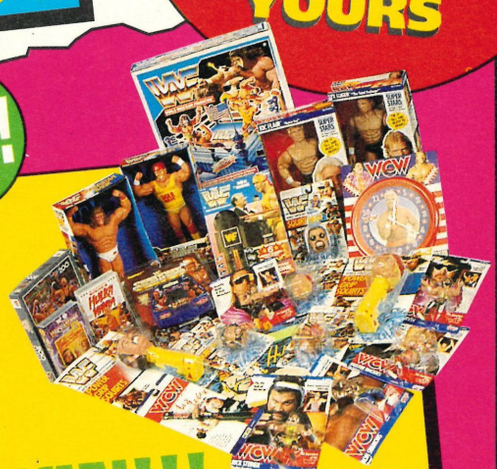
EVERYTHING HERE COULD BE COMING YOUR WAY!! 0839 550016

WIN!



3 WIN!!!

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WINNERS WILL BE NOTIFIED BY POST AT THE CLOSE OF EACH COMPETITION

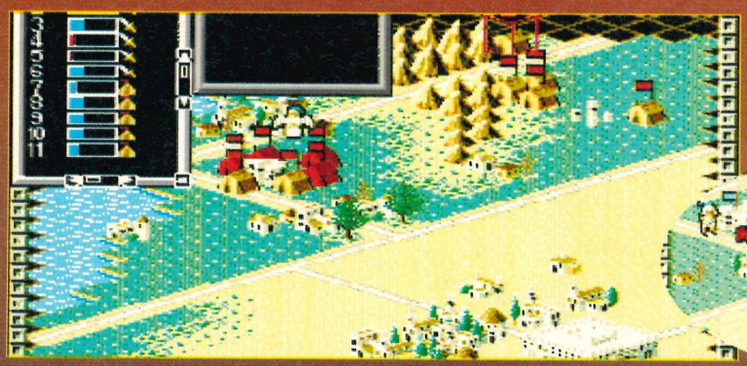
WARRIORS

He came, he saw, he thought it was quite good

There are more menus in this game than you'll find in a Chinese takeaway. Sometimes it's hard to see what's going on though, or remember which one you're looking at!

By Jupiter! They're winning. Better conscript some locals into the glorious Warriors Of Rome. And if they don't wanna join, we'll kill 'em – that'll teach 'em to be bleeding choosy!

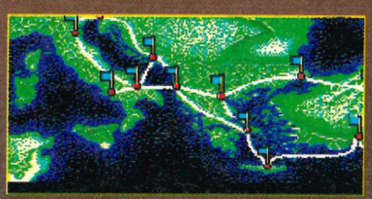
Don't believe the hype! If you think that all strategy games are boring, wake up and get your hands on this little beauty. Jason Saunders stands on the prow of a an ancient galleon and gets his Latin verbs all in a muddle...



I wouldn't like to live in the little village on the right. I'd much rather live in the town by the sea on the left – but if the Centurion says go to the village, then I'll have to go...

When the going gets tough, the tough go out and get reinforcements. Make some extra units and send then to your trouble spots pronto!

Oh the big ship sails on the alley-alley-oh!, The alley-alley-oh! Ahem. Anyway, it's pretty obvious from this screenshot that your troops are about to go on a day trip to the hypermarket in Le Harve for loads of cheap lager!



Ooh! Where do you fancy going for your hols then? Greek Islands? Sardinia? Sicily?

THIS IS ONE OF THOSE GAMES you long for – a game that draws your right into the thick of things before you even have time to draw a breath. Once you start playing *Warriors Of Rome 2*, it'll take a power cut to make you stop. There are tons of options to choose from – and it's not even that difficult to get into.

Press your trusted Start Button a couple of times and you're straight into the hell of war. You play the part of Julius Caesar who's been sent to Asia with quite a few troops to polish off a few naughty locals.

For some strange reason, they don't like Romans very much and have to be taught a lesson.

All you have to do is tell your units to attack the opposition – and off they go. Of course, the game's not quite as simple as that. You have to form new units to replace those you will invariable lose in combat, build stadiums to train your troops, construct barracks to house your swelling army... It all gets very confusing, very quickly.

But it never ever gets too much. All the way through the game you find yourself being sucked in more and more.

As with most strategy games, your view of the action is from above (sort of). Controlling your troops is, however, a tad more advanced.

There are loads of options windows that you can open and close at will. And while (at first) using these can be a little confusing, it's surprising how easy (and quickly) you can get to grips with it.

Definitely a title that's easily worth the money, *Warriors Of Rome 2* is also a hell of a good game. Buy it and be damned!

SEGA POWER

CONTROLLIN' *WARRIORS OF ROME 2!*

POWER POINTS

PLAYERS 1–2
See who lasts the longest.

LEVELS 15
Each level gets harder – and the first is hard enough!

SAVE GAME YES
And you need it...

LIVES 1
Well, that's all Julius Caesar had!

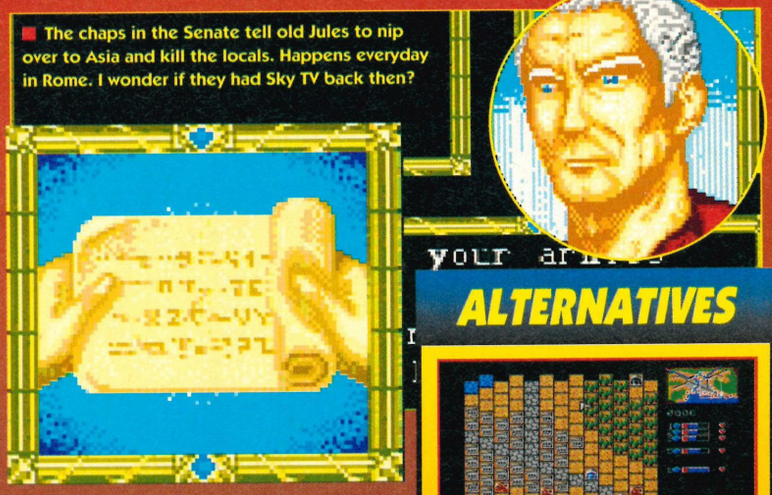
SKILL LEVELS Several
Er, probably...

OPTIONS
Single Battle, Campaign and Head-to-head (plus loads more besides).

IDEAL GAME–PLAYER
Someone who thinks strategy games are a pile of old tosh.

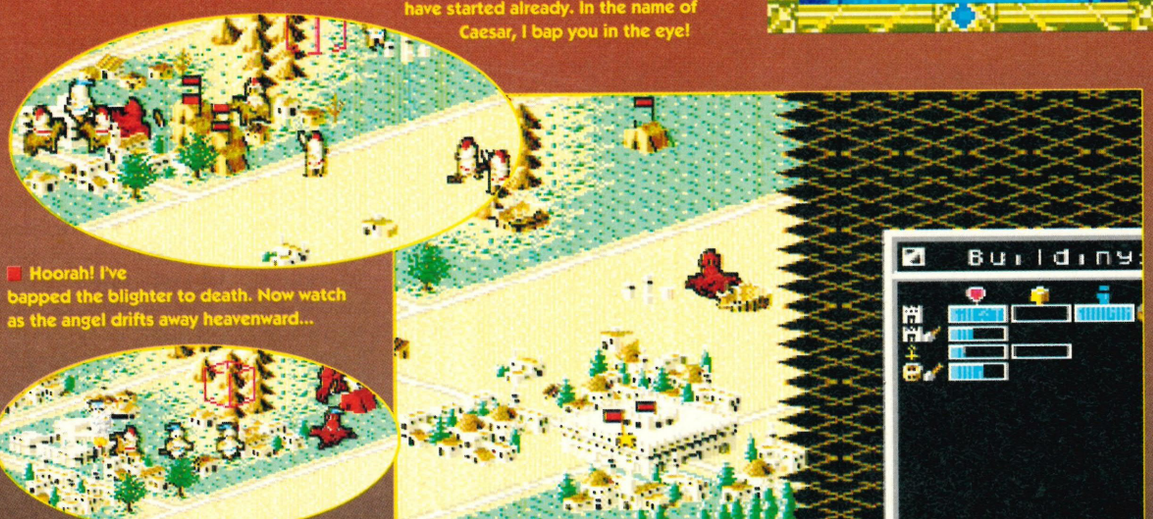
OF ROME 2

• Mega Drive • Micronet • £39.95 • US Import •



The chaps in the Senate tell old Jules to nip over to Asia and kill the locals. Happens everyday in Rome. I wonder if they had Sky TV back then?

No more than ten seconds into the game and battles have started already. In the name of Caesar, I bap you in the eye!



Hoorah! I've bapped the blighter to death. Now watch as the angel drifts away heavenward...

When you attack a unit in the city, you often have to burn it to the ground. Your lads do it all for you automatically (phew!)

At long last, I've built the blighter!

Okay, so it might look unfair, but who said war was ever fair? Every unit under my power is attacking the last of the locals. As soon as this one's dead, we'll get down to rebuilding what's left

To make your troops even better, build a coliseum, send your men there and voila! One hell of a highly trained unit. It's worth building as much as possible. This way you get more troops and better training in the long run

Damn, there goes one of my units. Hang on, I thought the Romans didn't believe in Christianity? So how come there's a blimmin' angel on-screen, eh, eh?

ALTERNATIVES

Warriors Of Rome (*Sega Power* 25: 65%) offers you more of the same strategy action. If you already own this, it may not be worth splashing out for more of the same.

But if you're in the position to choose between the two – *Warriors Of Rome 2* is the one to go for.

• WARRIORS OF ROME 2 • MEGA DRIVE • MICRONET • £39.95 • US IMPORT •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

MEDIUM

TIME TO COMPLETE

Six to seven weeks

- Easy to get into
- Dangerously addictive
- Never a dull moment
- Excellent music (plenty of tunes)
- Brilliant menu controls
- Uncluttered graphics
- Great plot in Campaign mode
- Ace laff in two-player mode
- Too many windows clutter screen
- Units sometimes move too slowly

SEGA POWER SAYS

"A strategy game that will have you on the edge of your seat *and* filling your pants – all at the same time *(Oh, lovely... – Andy)*. A highly addictive strategy title."

75%

POWER POINTS

PLAYERS 1
Sir Galahad's all alone on this one.

LEVELS 21
Seven levels split into three separate Worlds. More than adequate.

SAVE GAME YES
Password sections at the end.

LIVES 5
You can jack up your lives/credits.

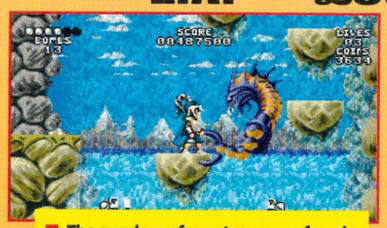
SKILL LEVELS 3
You can train on World One – the rest chuck you in at the deep end.

OPTIONS
Define controls, start level (and more!).

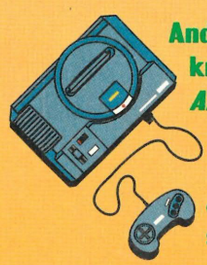
IDEAL GAME–PLAYER
People who enjoy dressing in 80 pounds of gleaming armour and killing things.

GALAHAD

• Trouble's brewin' in Kasako. Hmm, time to send in the troops and kick ass • Mega Drive • • E.A. • £39.99 • UK Official Release •



■ The number of creatures you face is as huge as the game itself. Against a resplendent backdrop – not entirely unknown to the inhabitants of Green Hill – Galahad faces off against some ugly mush twice his size. Dis' him!



And that's you. As Galahad, son of the noble knight Ocelot *(that's Lancelot, you dolt – Andy)*, it's your task to kill the bad guys, save the good guys, and generally go out there and conquer everything in sight. John Cantlie doesn't pick up his trusty sword, but he does review the game...

AND PRETTY MARVELLOUS IT is too. There are three huge worlds to break before you get to have a crack at the main bad guy, Miragorn Cimmerian.

Okay, so he may sound like an exotic oriental dish, but we're reliably informed that this guy is *real* bad – and if the henchmen you encounter along the way are anything to go by, prepare yourselves for one hell of a scrap.

Galahad falls into the action/adventure category – and it's a very neat mix that blends the best of platformers with the best of RPGs. It originally saw light on the Amiga as *Leander*, and has made the conversion onto the Mega Drive with all its parts intact.

Throughout your quest, you can drop in on Armouries to boost your weapon and armour supplies. There are also a number of different swords available which give you varying degrees of hit power. To use the high-quality Tempest Sword, for instance, just hold down the action button, let the power build up, and then release a torrent of windy death on your foes *(Sounds like Andy after one of his Vindaloos... – Dan)*.

There aren't people you can actually stop and talk to, and you don't pick up accomplices on the way, but the action and sheer pace of the adventure easily make up for that.

There are seven levels to each World, with each World following a set scenario. First, find your artefact, be it dagger, orb (or whatever). Next, root around until you find the portal to the next stage (basically, an enormous blue wibbly thing). When you've completed your current quest, step inside it and you're transported to the next.

And, really, that's the game's major failing – a lack of diversity between levels. Your missions are further hindered

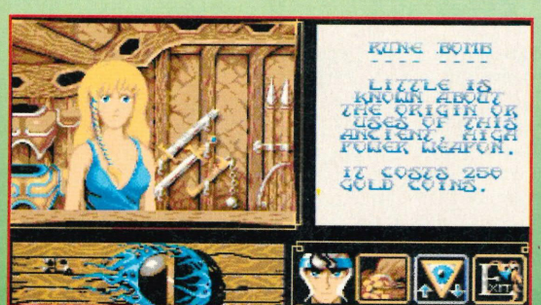
■ In the Shipbuilders' Yard, you'll find this merry old soul rolling cider flagons down the stairs in a decidedly anti-social manner. Just jump the offending items and slice him thrice in the guts to do the business. Easy when you know how...

■ This spidery thing is the end-of-world one guardian. You're here to bring back its egg. The technique? Avoid the venom it spits – then bosh it in the eyeball. Weird (I thought spiders had eight eyes anyway)

DROPPIN' OFF DOWN SAINSBURY'S

You'll find various shops dotted throughout the countryside. Enter one of these and invariably it'll turn out to be an Armoury (okay, okay, they're *all* Armouries).

■ A harmless local croft? I think not. This is, in fact, an Armoury (now I bet you didn't know that...). Like all Armouries, it's simply chocka with quality weapons – axes, swords and loads of other killing devices. Nuff said really



■ And this is what the Armoury looks like on the inside. A rampant piece of totty is only too glad to lean over and whisper "How's about a 20 pound mace, sire, eh?" right in your ear. Many challenges face Galahad at this stage...

■ In the caves, you'll find a brief respite, but not much. These overgrown locusts appear in a puff of smoke – and you can only kill 'em from behind. Get out of their way until they turn. Then 'ave 'em!

■ (Below) This thing has got something you want – one of Lancelot's possessions. With the right weapons and armour, he's a cinch. Just stand at arm's length and slash him with the Tempest Sword

■ (Above) On later levels, you'll find this volcano which spews out money in a most agreeable manner. Don't bother chasing the individual coins though. Just park your butt on the origin and lap it all up!

■ More skull-related antics – but this time deep underground in some kind of temple or other. Trapped on a lift, this is all you can do to avoid the venom that the old skull-heads spit at ya!

TAKE CONTROL OF *GALAHAD!*

■ All the usuals, except down also gets you into doors and through open portals

■ Swings your sword. Press and hold down to activate your special weapon (you've gotta find it first though!)

■ If you want to redefine the pad, this'll do virtually whatever you want it to do

■ This lil' sucker will get Galahad – armour 'n' all – jumping into the air

■ Watch as fish leap and monsters lunge from the tops of these waterfalls. Quite how they get to be there is unclear, but as usual, there's only one thing for it: kill 'em dead!

■ This is the girl who introduces each level section, and it's worth taking note of what she says. If she says "Go west", for example, don't walk right and fall down a spiked trap, okay? (Well, you can if you want to...)

by the game's maze-like world. It's quite a challenge in itself just remembering where everything is.

Fortunately, at the start of each level, there's this green-haired woman who offers advice to help you out. If she says "Go West, young man," do it – or pay the consequences.

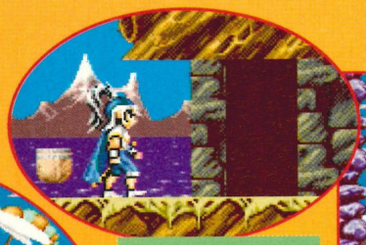
There's an incredible range of scenery to look at – from Shipbuilding Yards to Madmen's Temples – and it's all beautifully drawn and animated. There are even secret rooms and caves to discover, and a password at the end of each World so's you can bash right back into the game without having to start from scratch later on.

You could see *Galahad* as a sort of *Ghouls 'n' Ghosts Part Five*. It's taken a bunch of well tried and used formulae, and boshed them together into another classic E.A. title.

It could have gone horribly wrong, but thanks to the care and attention put into it by the programmers, it's a title that's right up there with the best. E.A can't seem to put a foot wrong at the moment *Galahad* simply furthers that reputation... SEGA POWER

ALTERNATIVES

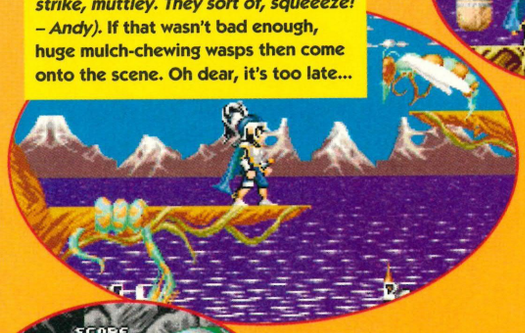
There are elements of both *Cadash* (*Sega Power* 34: 61%) and *Ghouls 'n' Ghosts* (*Sega Power* 15: 92%) in this title. The latter is showing its age now, however, and Galahad wins through on the quality of animation and the sheer size of the adventure. This is the way to do 'em!



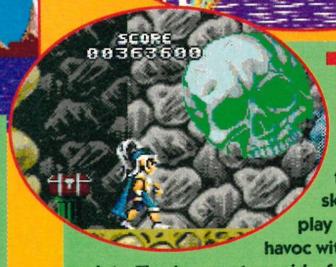
■ Galahad strides bravely into one of the Temples (and hopes for the best). But they're not that easy to find. All you can do is walk and keep searching...

■ And, as if by magic, Galahad whips out his superhero cloak and flies through the air like... a brick. Despite tumbling from what must be at least 80 feet, the young knight lands without a scratch. Just don't land on broken glass, that's all...

■ Huge pythons hang from trees and strike at you viciously (*Pythons don't strike, muttley. They sort of, squeeeze! – Andy*). If that wasn't bad enough, huge mulch-chewing wasps then come onto the scene. Oh dear, it's too late...



■ And this is your goal at the end of every level : the portals (they're always placed miles from your quest object). You'll know when you're ready to go through 'em, 'cos an icon flashes on the right of your display



■ Look out for these huge skull things – they fall from the skies and play all sorts of havoc with your hit points. They're easy to avoid – fortunately

■ In World Three, you'll even find *The Lemmings* making a cameo appearance – and guess what? Yep, you have to rescue 'em! God, they are hopeless, aren't they?

• GALAHAD • MEGA DRIVE • E.A. • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

MEDIUM

TIME TO COMPLETE

Two months

- Gameplay area is completely huge
- Animation is as good as the best
- Graphics are pretty good too
- Varied monsters and thingies
- Power-ups and assorted shopping
- Diverse and beautiful scenery
- You get to kill everything in sight
- None of that aggravating RPG tosh
- Sound mixes well with action
- Levels follow the same format...

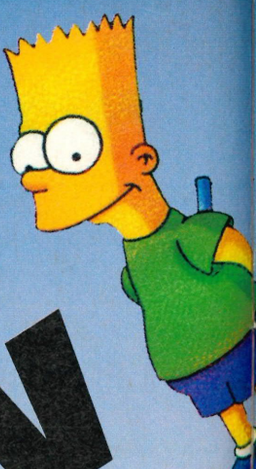
SEGA POWER SAYS

"Another slick 'n' juicy E.A. title. Okay, it's not an original concept, but the playing area is huge and there's all the essential platformer ingredients in there."

89%

The Future Entertainment Show

Earls Court November 5-8 1992



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L65 3EA

■ The story unfolds at the start of the game, but we haven't got a clue what it's all about! Answers on postcards to the usual address: *Sega Power*, 30 Mon...

TWI TA

• Now you're a girl and it's time • Wonder Amusement Studio •

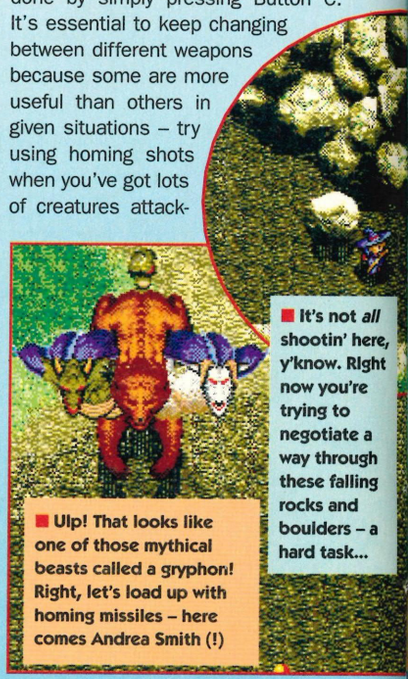
Life can play some cruel tricks on all of us *(Yeah, we could end up working for you – The* Sega Power *Crew),* but just imagine how you'd cope if you were a little girl in a world full of 'orrible monsters. Andy Smith squeezes into a pair of cotton socks and skips off down the lane to find out what it's all about (funny lad, our Andy, funny lad...).

NAMES CAN BE MISLEADING. I mean, Smith isn't the most revolutionary surname in the world and it hardly conjures up images of a wild and bohemian ancestry, does it?

But as people who know me well will tell you, I can be far more exciting than my name suggests... *(What a load of old rot – The* Sega Power *Crew).*

A game called *Twinkle Tale* doesn't exactly suggest vampire bats and evil monsters either, but that's what it's all about. You have to blast you way through several levels of "viewed from above" scrolly action in your quest to do good things (probably) or rescue someone (equally probably).

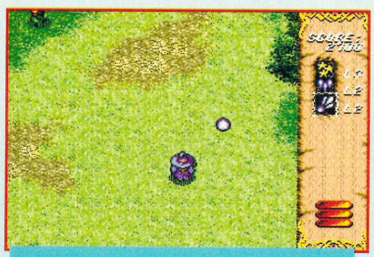
You've got a decent set of weaponry at your disposal with three different types of shot – wide spread stars, homing plasma bolts and deadly forward firing lasers – the power for each being increased whenever you blast open the treasure chests that appear en route. Switching between the weapons is easily done by simply pressing Button C. It's essential to keep changing between different weapons because some are more useful than others in given situations – try using homing shots when you've got lots of creatures attack-



■ It's not *all* shootin' here, y'know. Right now you're trying to negotiate a way through these falling rocks and boulders – a hard task...

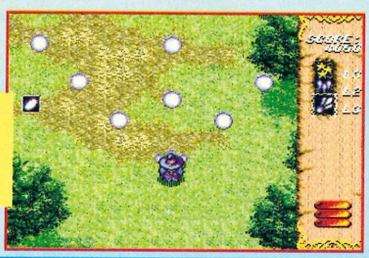
■ Ulp! That looks like one of those mythical beasts called a gryphon! Right, let's load up with homing missiles – here comes Andrea Smith (!)

■ Kersplat! Scratch one gryphon! That's the end of the first level guardian. Let's press on to level two (without even stopping for a picnic! Life's hard...)



■ Blast open a chest and you'll find one of these blue things inside. They are, in fact, power-ups. Collect 'em to give yourself well porky firepower

■ Pick up the potion for more health and then shoot open the chest for a power-up. You can't increase the power of your weapon above three units tho'



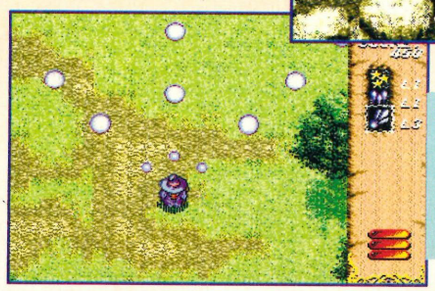
■ Collect the blue doobrie on the left and you've got yourself another smart bomb (there are two types available – plasma balls and fire things). Useful!

BIG GUNS 'N' PRETTY LITTLE GIRLS

The three basic weapons you get to play around with are all very useful in given situations. Here's what each one does and where you should use it...

■ Star shots. Great for the scatter-gun effect – especially when you've powered it up a couple of times. Only use when you know the baddies are coming at ya from the front

■ Laser shots (or a multiple beamy kinda thing). Again, best used against the baddies coming at you from the front (especially ones that take a couple of hits to destroy)



■ Homing shots. Er, probably the best weapon to use when you're not sure what's coming next. Especially good for when you're running about fighting grim end-of-level guardians

POWER POINTS

PLAYERS 1
Jus' you on your lil' ol' lonesome.

LEVELS 6
Although there could be more.

SAVE GAME NO
You don't need it.

LIVES 1
But there are a couple of continues

SKILL LEVELS 3
Easy, Normal and Hard.

OPTIONS
Music and sound tests.

IDEAL GAME-PLAYER
Someone very new to gaming, who's, er, not that good at them yet...

NKLE LE

■ The world of *Twinkle Tale* – and you're just about to tuck into a sesh on level one... Are you up to it?

to fight evil nasties! • Mega Drive • £34.99 • Japanese Import •

ing from the sides or behind, for example, and only use the lasers when baddies are coming at ya from the front.

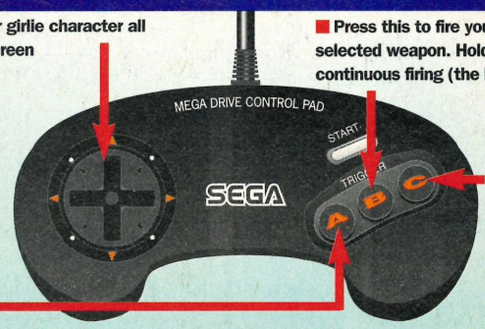
You've also got the usual smart bombs – although it's best to keep these in reserve until you come to the mid and end-of-level guardians (loads of different ones here). Smash straight through these gruesome baddies and you're on your way to the next level.

If you do get hit, your shots become less powerful and you lose valuable health. But don't despair, 'cos you can maintain your shot power by collecting power-ups which increase it from level one up to level three. Lose all three health bars, however, and it's game over time.

Twinkle Tale isn't very remarkable really (heck, are we just getting bored of shoot-'em-ups or what?). It's very well done 'n' all, but it's just not all *that* different. The verdict? Only real addicts need apply.

SEGA POWER

TAKE CONTROL OF *TWINKLE TALE!*



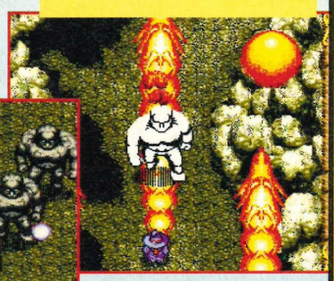
■ Moves your girlie character all around the screen

■ Press this to fire your currently selected weapon. Hold it down for continuous firing (the best way)

■ Press this lil' Button to cycle through your three types of shot

■ Press this to fire off one of your smart bombs

■ Handy fire smart bombs certainly put the heat into a situation – a couple more hits like this and this guy will be well 'n' truly toasted. Yeeesss!



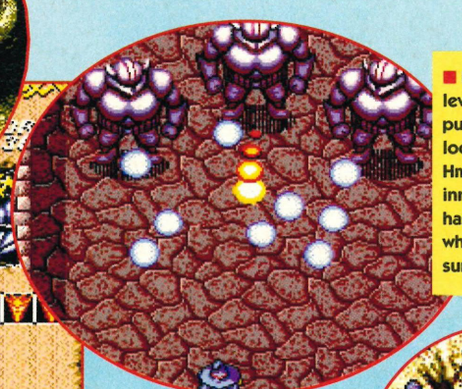
■ Ooer! Three big blokes to deal with! And even with yer homing missiles, these guys aren't gonna be easy to beat

ALTERNATIVES

Elemental Master (The Hard Line ***) is pretty much the same as this, although, of the two, I much preferred playing *Twinkle Tale*.

Twinkle's no better – in fact, it might be slightly worse – but the gameplay's the same and that's what matters.

My advice? Don't get either, stick to a decent scrolly shoot-'em-up like *Thunderforce 4* (see page 54).



■ Halfway through level two and these purple bozos are looking for trouble. Hmm, looking like an innocent little girlie has its advantages when you want to surprise the enemy...

SO MANY MONSTERS, SO LITTLE TIME

■ Baddies. Not very nice things and you should destroy them as often as possible

■ Smart bombs. Two types, so pick up the one ya like the best – and use it!

■ You. Complete with dress and natty witch's hat

■ Your score (obvious, but some folk won't have noticed...)

■ The three weapons at your disposal

■ Life meter: the more red there is in it, the healthier you are...

■ These flying birds are a real pain. (You get to see your face if you move from the top of the screen to the bottom, by the way. Coo-ee!)

■ At the start of level three. Mind you don't go wandering over the edge of the cliff. It's not very good for yer health! Keep to the path...

• TWINKLE TALE • MEGA DRIVE • WONDER AMUSEMENT STUDIO • £34.99 • JAP IMPORT •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

MEDIUM

TIME TO COMPLETE

Coupla weeks tops

- Good graphics
- Loads of baddies to shoot
- Easy gameplay
- Wide range of shots available
- Plenty of levels
- Good difficulty tuning
- Jolly jingles
- One player only
- Nothing very different about it
- Too easy to complete

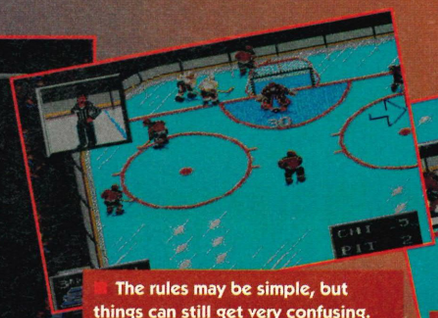
SEGA POWER SAYS

"A bit of a yawn really, with nothing new to offer. Make sure you can swap it with a mate because it's not the kind of game you're going to want to hang on to."

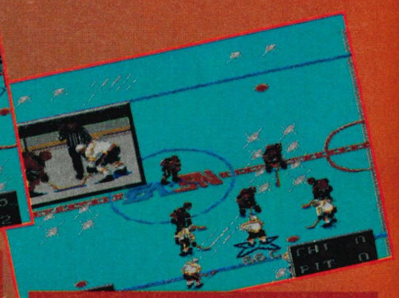
66%

ALTERNATIVES

E.A. Hockey (Sega Power 23: 92%) is *NHLPA's* predecessor. There are a couple of changes – you're playing American and Canadian teams this time around instead of international teams, and the sound's better – but overall, things aren't *that* different...



The rules may be simple, but things can still get very confusing. Just who's got the ball? Is there any way you can score? Damn – that's my goalmouth they're outside too!

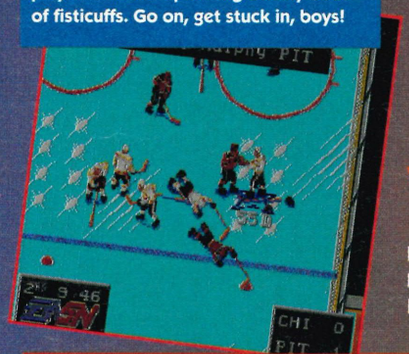


Battling for the puck at the start of the match. The ref drops it between you and your opponent – and you have to fight with your sticks to get there first

NHLPA HOCKEY

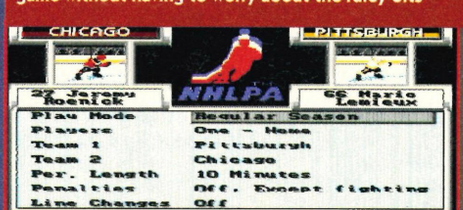
The best ice hockey game yet! • Mega Drive • E.A. • £39.99

With all the hot action on the rink, tempers soon flare up. All too soon, players can end up having a nasty bout of fisticuffs. Go on, get stuck in, boys!

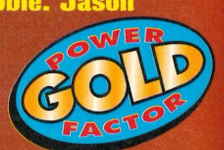


Even though this game's all about scoring, it's also about how you get those all-important goals. This screen here enables you to see just "how those goals were got" *(er, yes, quite... – Andy)*

There are more options in this game than Dan has braincells (in other words, more than ten). You can even turn off the penalties, so you can get on with the game without having to worry about the ruley bits



Only girls who think they're a dab hand at ballet wear ice skates, right? Wrong! Ice hockey makes American football look like a mild game of Junior Scrabble. Jason Saunders takes to the ice in his gear (and promptly gets smacked in the mush by a low flying puck). Ouch!



WHO'D HAVE THOUGHT that a (large) ice cube, a wooden stick and a black disk could be so exciting? Well, believe me, *NHLPA Hockey '93*, the follow-up to *E.A. Hockey (Sega Power* 23: 92%), makes American football look tame and ice skating decidedly boring.

With *E.A. Hockey's* star track record, *NHLPA* has one hell of a reputation to live up to. So how does it compare? Well, without a doubt, *NHLPA Hockey '93* is as good as the original title.

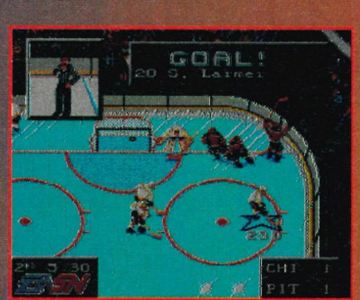
True, there have been a few subtle changes (to enhance the gameplay), but none of the magical feel of the original has been lost in the process (good job too).

The object of ice hockey couldn't be simpler. Two teams, each with 12 men, skate around an ice rink, trying to get a small black puck into each other's net. If someone gets in your way, don't worry – you can simply build up the speed and then knock him into intensive care...

This rough combination of scoring and violence has made ice hockey a fave with American fans everywhere – and *NHLPA Hockey '93* should do the same with all you Sega fans too.

Once you've battled your way through the option screens (pushing the Start

CONTROLLING *NHLPA HOCKEY '93!*



The worst of all sights. The other team sinking a puck right into the back of yer net. Time to pull out the stops and get back on top (or face eternal humiliation)

POWER POINTS

PLAYERS 1–2
Either play with or against your mates.

LEVELS 3
Regular Season, the New Play-offs and 7 games.

SAVE GAME NO
Why d'ya wanna save a puck anyway?

LIVES 1
Come on! Whoever heard of an entire team dying in one game?

SKILL LEVELS 1
Get good – or lose the game.

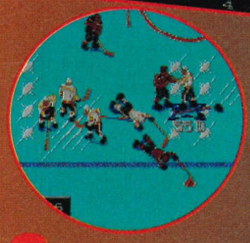
OPTIONS
Penalties on/off, view scoring details, action replays (among others).

IDEAL GAME–PLAYER
Robin Cousins – with a mean streak...

(Left) Oh well. Now it's back to the dressing room and yet more talk tactics. You won't win the league with stats like that...

(Right) After each period, you can review your scoring details while the rink is resurfaced by a special EASN, er, thing (you're not doing too bad at the mo)

'93



Official Release

key until you get a game screen worked for me), the action is non-stop. And I mean non-stop!

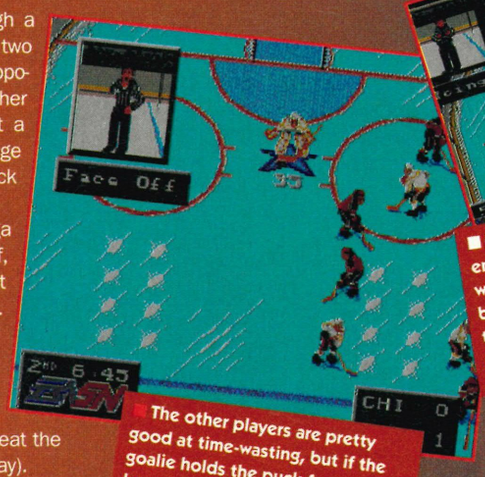
You control one player at a time – and once in possession you can either pass the puck or hit the thing to kingdom come and hope for the best.

Successful play comes through a skilful combination of these two gameplay elements. When the opposition have the puck, on the other hand, you can either watch (not a good idea) or attempt to rearrange their faces with a quick body check (a much better idea).

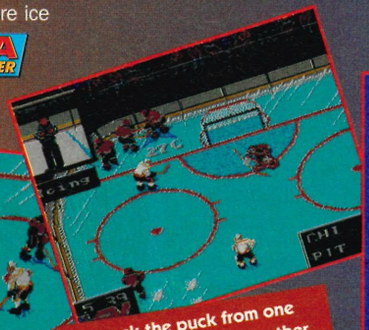
Although battling with the Mega Drive opponents is an ace laff, the real fun starts when you pit yourself against some friends. There are two options available: the head-to-head mode (where each player controls one team) or the teammate mode (where both players help each other to beat the opposition – that's the idea anyway).

There's only one thing *NHLPA Hockey '93* could do with – and that's a bit more speed. Even though you're on the edge of your seat while hacking the puck or punching an opponent in the face, the game doesn't move as fast as it should – and that's a shame. Still, this is an amazing sim that offers plenty of action, enough violence and more ice than you could find in Santa's codpiece!

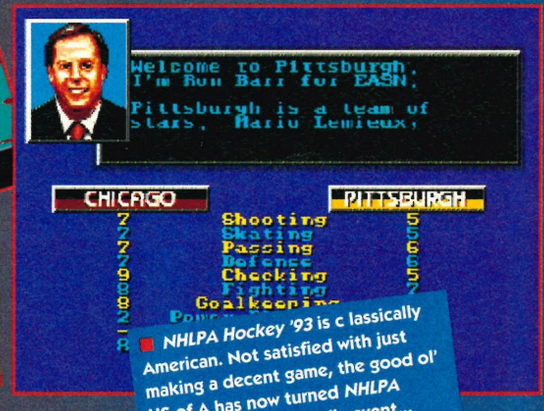
SEGA POWER



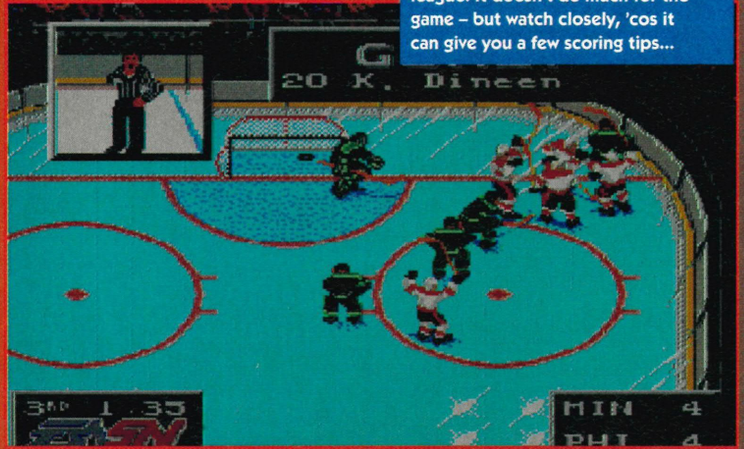
The other players are pretty good at time-wasting, but if the goalie holds the puck for too long he's told to face-off



Knock the puck from one end of the pitch to the other without passing it and you've been "icing." Not a good thing to do... Now you've got to face-off again... Damn!



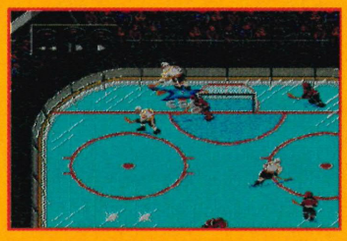
NHLPA Hockey '93 is c lassically American. Not satisfied with just making a decent game, the good ol' US of A has now turned *NHLPA Hockey '93* into a media event...



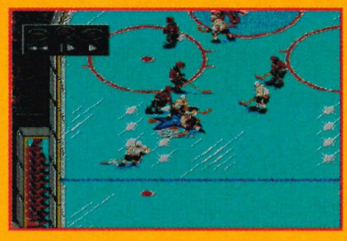
Between periods, you're shown highlights from other games in the league. It doesn't do much for the game – but watch closely, 'cos it can give you a few scoring tips...

AND IT'S A GOOOAAAAALLL!

You want to know how to score like a real pro? Well, read on! Set up a goal like this and there's little the opposition can do to stop you from scoring.



First, grab the puck and skid behind the opponent's net... The other team will find it difficult to follow you



Now come storming out the other side and weave past the defence. Are you ready for that vital shot yet?

You are? Good. Hold down Button C and your player will pack that puck a mighty blow with his stick. Luvverly...

...and it's straight into the back of the net. Absolutely no way the goalie could get to that one in time. No way at all

• NHLPA HOCKEY '93 • MEGA DRIVE • E.A. • £39.99 • UK OFFICIAL RELEASE •

POWER GOLD FACTOR

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

MEDIUM

TIME TO COMPLETE

Six to seven weeks

- Non-stop action
- Tons of options
- Violence with a sporting edge
- Stunning graphics
- Excellent sound effects
- In-game fights are ace
- More addictive than Sega
- Amazing fun in head-to-head mode
- Easy to grasp the rules
- John's naff at it!

SEGA POWER SAYS

"The best Mega Drive ice-hockey sim ever. Action abounds and it's as exciting as the real thing. Shame you don't get a wet bum when you fall over though. Ne'er mind..."

93%

THUNDER

Blast alien scum in this smart shoot-'em-up • Mega Drive

Feeling 'ard? Feeling evil? Feel like showing the aliens who's boss? Then join Richard Longhurst at the controls of the fastest starfighter in the cosmos.

SUCK ON THIS, NINTENDO owners. You'll never get a game as good as this butt-kicking blaster. There's only one thing for it – go out and buy a Mega Drive now.

And all you cool people who already own the best console around? Well, you can sit back and enjoy the most incredible shoot-'em-up ever. As soon as you

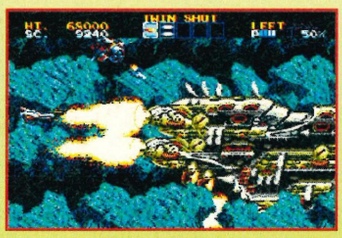
WHEN IT GETS TOO DIFFICULT, CRY!

"Monsters from the id" – or something like that. Anyway, take a peek...

■ There I was, flying along, minding my own business, when this massive snake thing leaps out of the sand. Lucky I'm the coolest (and fastest) starfighter pilot in the universe. Bye bye, snake

■ That's got rid of him... but now this medium-sized boss appears. This one really is a pain in the backside if you don't have any rear-firing lasers – it's time for you to start praying, loser

■ Once you've disposed of that nasty mid-level guardian, you're sucked down into the ground. It's all a bit too quiet for my liking. Grab that extra life and get ready for some steaming action



■ Ulp! How the blimmin' bejabbers am I supposed to kill that unholy mother of all aliens? It's massive. Mummy, mummy, mummy, mummy *(Calm down, Richard – Andy)*. Heeeeelp!!! Run for it, run!

■ Um, perhaps I can hide underneath something and it'll go away without noticing me? Oh well – perhaps not. And what's that massive fireball-spitting leg doing under here? Oh blimey...

■ And now it's changed into this grotesque monstrosity. Right. That's it. I've had enough. This has all gone too far. Stop the game. I want to get off – and I want to get off *now* (whimper)

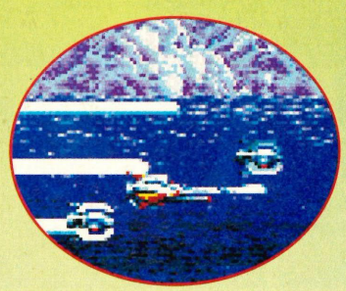
■ This medium-to-large boss-type thingy is a right S.O.B... He can pack a punch that would put Mike Tyson to shame – and he'll certainly put you in your place if you don't treat him with respect – plug his mush with laser and pray like mad

ARM YOURSELF TO THE TEETH, BOYS

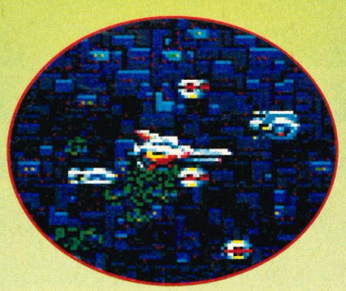
There are loads of weapon power-ups just waiting for you to collect in in *Thunderforce 4*. All you have to do is work out how best to use them.

■ These faithful revolving bits give you extra fire power when you need it. They're also pretty handy at dealing death to in-coming enemy missiles...

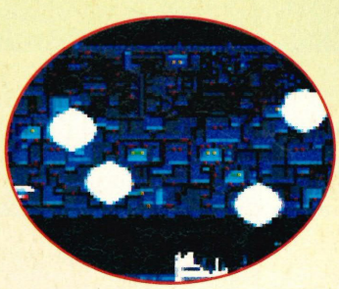
■ The blade is the most powerful forward-firing weapon available. It's particularly good when you combine it with the useful revolving thingies...



■ The reverse-firing lasers are essential for killing some of the guardians and they ensure that your butt is well defended against attack



■ Even though these bombs look a bit wimpy, they're great for stopping enemy attacks from above and below. They also make very good air-fresheners



■ The balls are the ultimate in high-tech alien mega-death. They automatically home in on a vulnerable enemy and hit the sucker until it bites the dust

POWER POINTS

PLAYERS 1
You're a wild-eyed loner in this, bub.

LEVELS 4
But they're damn tough to get through.

SAVE GAME NO
What sort of game d'ya think this is?

LIVES 4
You can get extras – thank God!

SKILL LEVELS None
There's nothing on the options screen.

OPTIONS
You can define the number of continues you want to have (up to five).

IDEAL GAME-PLAYER
A shoot-'em-up fan who thought *Hellfire* was too easy – and anyone who wants to see what the Mega can *really* do...

FORCE 4

Technosoft • £34.95 • Japanese Import •

POWER GOLD FACTOR

switch the cart on you know you're in for something special. Throbbing sound FX and music just cascade out of your TV – and when you start the first level you're hit by stunning graphics the likes of which you've never seen before.

But once you've stopped gawping at the graphics (and wondering why they don't play the soundtrack in your local nightclub), it's time to get down and do some serious business.

Your ship starts off with two sets of weapons – forward firing double lasers and a forward and reverse firing single laser. It sounds like a lot, but, in fact, it's barely enough to keep you alive because the aliens come swarming at you from all directions.

Luckily, you can collect some deadly power-ups pretty quickly, so soon you're able to waste those aliens left, right and centre. And if you've collected loads of different weapons 'n' get killed, you only lose the weapon you were using when you sadly kissed the tarmac.

Thankfully, unlike that limp haddock of a game *Hellfire (Sega Power* 31: 84%), you don't lose all you power-ups when you get killed.

One of the most amazing things about this horizontally-scrolling blaster is the depth of the playing area – most of the levels are two screens tall.

You make progress by flying from left to right – *and* up and down as well. Just make sure you kill everything at the top of the screen as well as at the bottom before you move on. Wicked stuff.

You'd think that this might slow the game down, but remarkably it doesn't. *Thunderforce 4* has got to be the fastest game I've ever seen on *any* machine. It's really gob-smacking.

There are four levels in all – you can even choose which order to tackle them in. There is a downside though: the game's a bit too short.

Still, expert players will take a while to battle through the whole thing and it's the sort of blaster that you'll keep coming back to time and again. The graphics and FX propel *Thunderforce 4* into a totally different league. It's fast, it's frustrating – and it's the best. Stunning!

SEGA POWER

BLAH, BLAH, BLAH, MORE ALIEN DEATH, BLAH, BLAH...

Here we go again. Turn it up. The incredible blast-'em-up animal Richie Death-head Number One returns for more goo-spilling hot-shot action. Chew on this, alien spawn (and don't think you can smoothtalk your way round me this time, boys...).

- These boxes show you what extra weapons you've nabbed
- Number of ships left...
- Current score and high-score displayed here
- Your ship. It looks puny but in can sure pack a mean punch
- There are always loads of explosions going on. Some of the time you can't even work out where the hell your ship is...

ALTERNATIVES

Hellfire (Sega Power* 31: 84%) is a great blaster, but it can't compete with this beauty. Same thing with *Zero Wing (Sega Power* 33: 88%)... It's a good game, but it looks soooo slow when you put it next to the dead quick *Thunderforce 4.

REMEMBER: this game is a Japanese Import and will therefore only run on a Japanese Mega Drive. (Thanks to Dream Machines ☎ (0429) 869459 for the cart)

TAKE CONTROL OF *THUNDERFORCE 4!*

- Moves your ship around (try not to get whacked out by the swarming aliens)
- Fires your boosters
- Makes you shoot like there's no tomorrow (there probably isn't one in this game)
- Selects your various weapons

POWER GOLD FACTOR

• THUNDERFORCE 4 • MEGA DRIVE • • TECHNOSOFT • £34.95 • JAPANESE IMPORT •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION HIGH

TIME TO COMPLETE A couple of months

- Awesome is the only word for it
- Incredibly fast action
- Huge scrolling screens
- Masses of weapons and power-ups
- Truly astounding graphics
- Steaming sound effects
- Pulsating tones
- Loads of levels
- Monstrous guardians
- Useful level select

SEGA POWER SAYS

"If you really want to show what the Mega Drive can do, just look at this cart. The graphics and sound FX are awesome – and the speed of the thing!?! It's incredible!"

91%

On this level, the enemy guns target you with numerous roving crosshair sights. You're okay if you keep moving around...

But stand still for too long and they'll lock on to your position. Then they'll let you have it with both barrels blazing

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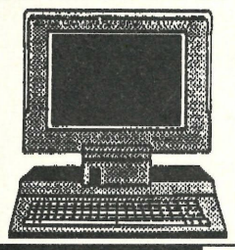

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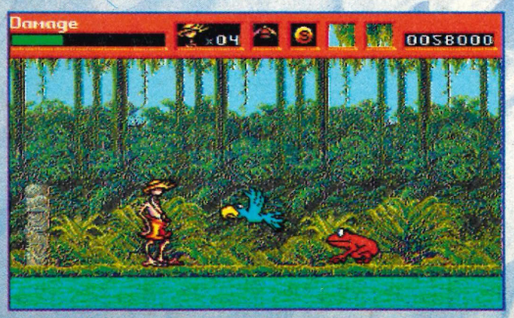

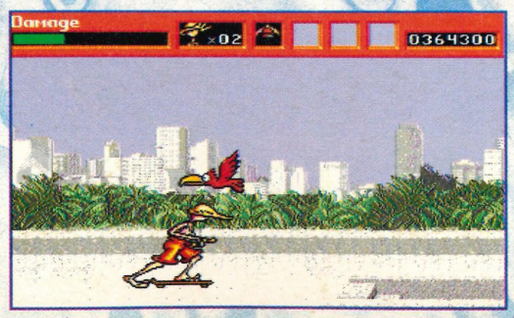

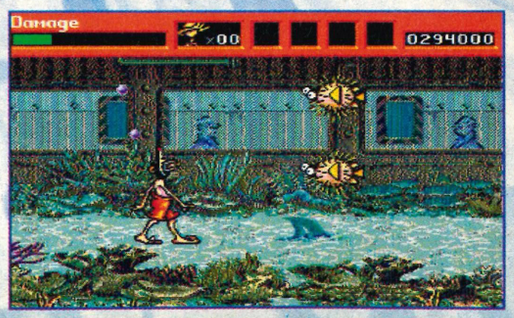

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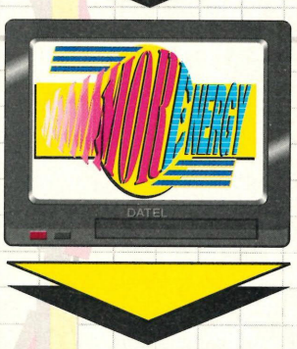

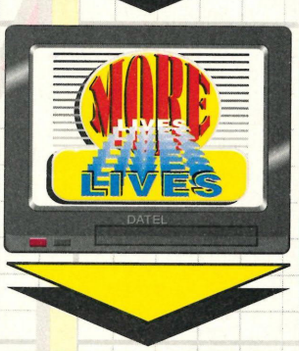

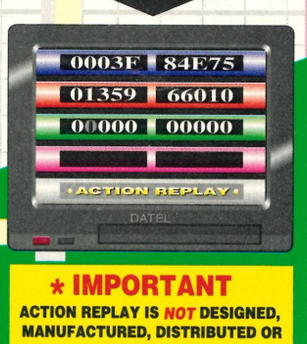

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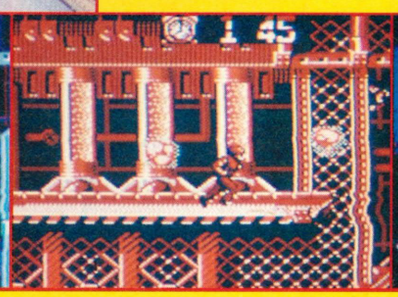


■ (Below, middle and right) Reese grabs his Uzi, plants his bomb and runs like a man possessed. All in a day's work really

TERMINATOR

• Game Gear • Virgin • £TBA • UK Official Release •

Someone said that the best things in life are free – so if this handheld version of *Terminator's* anything to go by, Virgin won't earn a penny! John Cantlie casts his eye over a true gem...

SOFTWARE HOUSES GET LAZY with Gear conversions. Instead of writing or adapting a game specifically for the handheld, they tend to just whack a Master title straight onto the 8-bit and leave it at that.

Sometimes it works. Often it doesn't. Thankfully, it seems Virgin have avoided this trap altogether with *Terminator* – it's horribly good. For starters, you could never accuse this version of *Terminator* of being too easy.

Far from it. After 20 minutes of full-on play, I hadn't even breached the first level. The speed and frenetic activity is made all the more sweaty by the Gear's smaller display and faster processor.

At times, however, things start to slow down on-screen and the controls get kinda difficult – especially when the action really hots up – and even though you can predict when its going to happen it's still a pain in the butt.

Like every single version before it, *Terminator* has four levels and sticks to the plot of the original film like glue. They've re-designed the intro screens to suit the pace, which is strange, but the movie stills are all there to keep the storyline flowing between levels.

The sonics are (like all Gear games) tinny, true, but in a world of high-tech CDs and laserdiscs, this is actually quite refreshing, oddly enough... More importantly, the sound effects gel just fine with the graphics.

As any freedom fighter knows, after blowing up the time displacement equipment, it's then on to Los Angeles, present day. Again, hundreds of attempts are made on your life – only this time it's the cops and bottle-throwing cyberpunks who try to do you in.

The trick is to keep on the rooftops and avoid all the aggro going on below – 'cos if you get jumped on by more than two of the gits, it's almost impossible to draw your gun and fire fast enough.

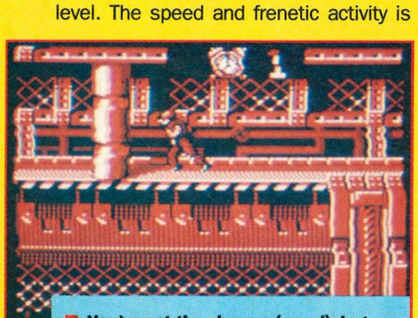
This 8-bit handheld version of Arnie is every bit as good as its 16-bit brothers – and this time it's got the difficulty *and* number of levels to go with it too. Splendid stuff.

SEGA POWER

ALTERNATIVES

***Ninja Gaiden* (*Sega Power* 29: 81%) is the nearest title in the multi-level actioner category...**

***Terminator's* better though, 'cos although the animation isn't quite as slick, it offers much more variety and oozes action and moodiness.**



■ You've set the charges (good), but now you've only a second to live (bad)

POWER POINTS

PLAYERS 1
Is, was and always will be for one...

LEVELS 4
Same as ever, but this time they're a lot harder to get through.

SAVE GAME NO
And I should hope so too.

LIVES 1
It all comes down to energy (or lack of it) in the end.

SKILL LEVELS None
It's set pretty high as it is...

OPTIONS
None, nein, niet, shtumm, rien, nai, NO!

IDEAL GAME–PLAYER
A Gear owner who can handle the pace!

■ First off, you've gotta deal with this ugly mutha. Don't mind the bombs – just run!

■ You've just made it to present day Los Angeles. Now try and stay alive, creep...

TAKE CONTROL OF *TERMINATOR*

■ Moves Reese across the landscape and up 'n' down ladders

■ Makes Reese jump like he's got some kinda purpose

■ Makes Reese lob a grenade or let rip with his quality machine gun

• TERMINATOR • GAME GEAR • VIRGIN • • £TBA • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION HIGH

TIME TO COMPLETE Three to four weeks

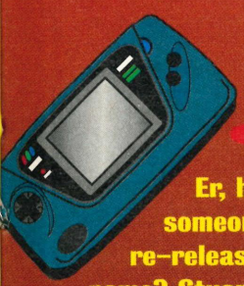
- Fast and detailed graphics
- Horribly addictive
- Difficulty level is just right
- You have to use your brain
- Sounds are pretty good
- Multiple power-ups
- The action never stops
- You'll keep coming back for more
- Easy to get into
- Hectic action slows the Gear down

SEGA POWER SAYS

"Weird how sometimes smaller is better... This version may not have the graphics of its Mega Drive cousin, but it's got twice the longevity. Near as dammit a classic!"

87%

GEORGE FOREMAN'S KO BOXING



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Er, hang on a minute. This looks familiar. Hasn't someone just rummaged about in the archives and re-released *Heavyweight Champ* under a different name? Stuart Campbell calls for a standing count...

WELL, IT'S NOT EXACTLY the same – your character has had his head shaved for a start, so now he looks like George Foreman – but in every other detail this title is identical to the Master game *Heavyweight Champ* reviewed way back in issue 19.

It got 67% then, but that was over a year ago – how does it shape up now on the little handheld?

Oh dear. In the original review, Neil and Andy said "In one-player mode you'll have it beaten before the end of the day..." and nothing's changed.

There are just four opponents for you to club around the head before you win the world title, and that's a task you'll complete comfortably inside four or five attempts, maximum.

So how come the game's precursor managed 67%? Well, on the Master System the title boasted a two-player mode which was good fun and extended the game's life immeasurably.

That's included here too, but instead of just having to fork out for one cart to take advantage of the two-player mode, now you'll have to pay an extra £24.99 for another copy of the Game Gear cart – plus another fiver for a Gear-to-Gear Cable to get involved. Not really a very good deal, is it?

But anyway, just in case you're really masochistic or something and you still want to know what the game's about (and you're too lazy to go and find a back copy of issue 19 *(there aren't any left anyway! – Andy)*), I'll give you a quick rundown. Ready?

You play (surprise, surprise) top baldy George Foreman, you tackle four boxers in a row, you can win by either a knockout (pummel the other guy so much he falls down and can't get up again), a technical knockout (knock the other guy down three times in the same round) or on points.

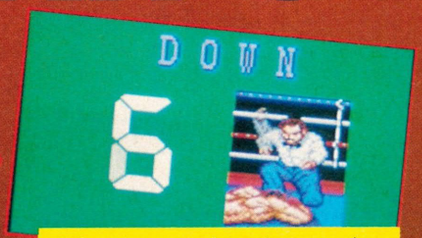
The referee awards between six and ten points to each boxer after each of the ten rounds, and the one with the most points – if both boxers are still standing at the end of it all – is declared the overall winner.

You have a fabulous arsenal of five different punches, plus a "Superpunch" which acts as a kind of, er, super punch. Unfortunately, you only get three of these per bout, but you can buy more with the experience points you get after winning each bout (between two and four depending on how well you win).

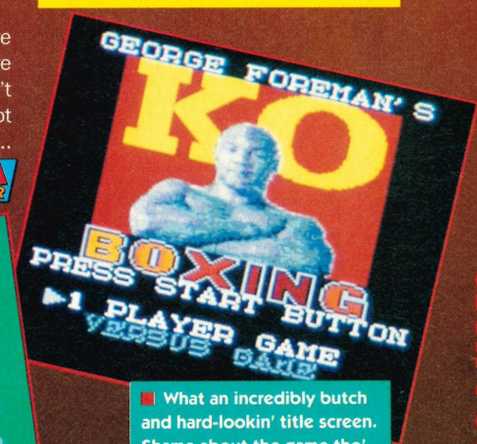
Alternatively, you can use the points to improve one of your three ratings (punch power, recovery or footwork). Quite important really...

And, rather horrifically, that's all there is to it. Just press the joypad and Fire Buttons completely at random and don't bother watching the screen – you've got almost as much chance of winning... You'd have to be mad to spend money on this.

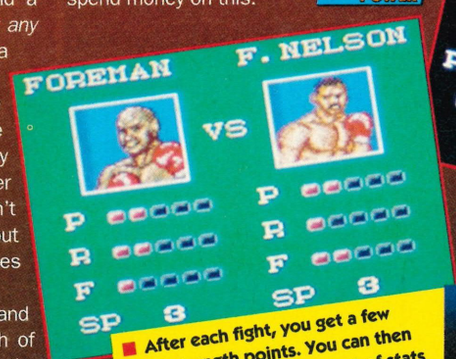
SEGA POWER



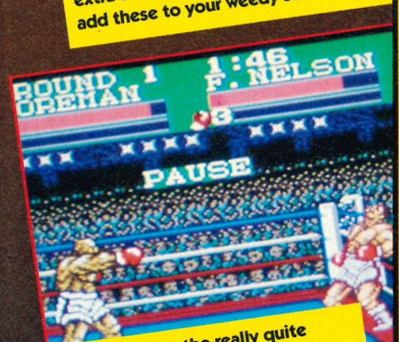
The referee awards a rather mean six out of ten for grace and style. You should have seen Nelson's dramatic plunge to the canvas (one for the history books...)



What an incredibly butch and hard-lookin' title screen. Shame about the game tho'...



After each fight, you get a few extra strength points. You can then add these to your weedy set of stats



Here we see the really quite impressive "Superpunch" in action. Er, looks good, doesn't it? Um, yes

POWER POINTS

PLAYERS 1–2
Don't forget the Gear-to-Gear Cable (oh, and you need another cart, remember).

LEVELS 4
Four opponents to beat for the title.

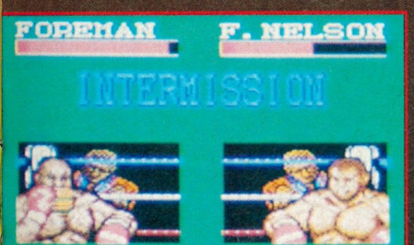
SAVE GAME NO
You don't need one.

LIVES 2
Lose twice to the same guy and you're out of the competition.

SKILL LEVELS 2
Fast or slow (not much difference).

OPTIONS
One or two-player mode (if you've got the extra cart and cable, of course).

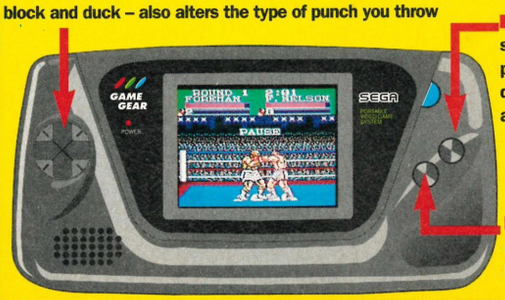
IDEAL GAME-PLAYER
Someone with a short attention span...



During the intermission, George chews happily away on a hefty burger for no adequately explored reason. Er, yum?

Come on, George – you're never going to smash the guy's face in from the other side of the ring, you jessie. Get in there!

HELPING GEORGE FOREMAN RETIRE...



Moves you backwards and forwards, enables you to block and duck – also alters the type of punch you throw

Right jab, body punch or straight right (depending on position of the pad). Hold down with Button 1 for a wicked "Superpunch"

Left jab, body punch or uppercut. Hold down with Button 2 for a "Superpunch"

• GEORGE FOREMAN'S BOXING • GAME GEAR • FLYING EDGE • £27.99 • OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
A couple of hours

- Looks pretty groovy
- Realistically tiring ten rounds
- Good fun with two players...
- ...but don't forget the cart 'n' cable
- Incredibly elementary gameplay
- Very little skill required
- Really repetitive
- You'll beat it in no time at all
- Not much in the way of frills...
- ...or thrills

SEGA POWER SAYS

"A very uninspired boxing sim that you'll get very little play out of for your money. But then, come to think of it, when was a boxing game ever any good anyway?"

28%

SEGA POWER ME

Sega have been promising the Mega CD (yes, it will be called

So why haven't they delivered? After last year's interview, Nick Alexander, Sega Europe's Chief Executive Officer, thought he was in the clear. Heh, heh! Little did he know! *Sega Power* sent Jim Hope to Sega Europe's London HQ to find out exactly what the man's got up his sleeve...

***Sega Power:* When can we expect a UK version of the Mega CD?**

Nick: The hardware is available right now, but we're extremely concerned about launching it without the software that demonstrates how good it is... We don't want to make the same mistakes other companies have made...

Barry Jafrato, our product director, is in Tokyo at this very moment, getting an update on the progress of the software. He'll also be finding out how the US development is going along...

If there isn't software ready by November – December is not a great time for introducing new stuff – we will probably wait until January or February before launching the Mega CD.

It's not looking great at the moment, but maybe Barry Jafrato will find that things have moved on and clicked into place in Japan or the US.

It's fifty-fifty right now whether we could go in November.

***Sega Power:* What about the price?**

Nick: It will sell for no more than £300, so broadly in line with what we've been saying before.

***Sega Power:* Will we see cart games coming out on compilation discs?**

Nick: It's quite possible. I think the US are planning to do something like that. But if the Mega CD is only about compilations of Mega Drive games then I don't think it's going to offer very much.

What we really need, must have, is software that makes people go "Phew! I've gotta go out and buy one of these so I can play that game!"

***Sega Power:* Some of the CD games abroad have been very basic. How will Sega Europe tackle CDs over here in good old Blighty?**

Nick: At first, the software we launch with the Mega CD will primarily come from Japan and the US. We will have our first Euro carts on the shelves next year, but because of the long CD development times, I think it might well be '94 before we see anything coming from Sega Europe...

"'I'm very confident that *Sonic 2* will be a great title...' – Nick Alexander..."

***Sega Power:* will the brand new Wondermega machine be officially released in the UK – or has something else been planned?**

Nick: It's a great machine and it would be very nice to see it here. It's actually more JVC's decision than ours, so we're really just waiting to learn what their plans are for it.

I do think, however, that, because of the cost, it's not going to set the world on fire...

***Sega Power:* How much do you think CD games will cost?**

Nick: Prices will broadly be in line with normal cart prices. They ought to offer better value than Mega, Master or Gear cartridges though because there'll be more to them.

***Sega Power:* Will we see the prices of other Sega hardware fall once the Mega CD has been officially launched?**

Nick: At the start of every year so far, our hardware prices have come down. It would be reasonable to expect then that there will also be some further reductions in the future.

What the scale of these changes will be, however, I really don't know...

***Sega Power:* Software and hardware prices in the UK seem high compared to their US equivalents. Does Sega's European dominance mean that we lose out on competitive pricing?**

Nick: At the moment, the Mega Drive costs $99 in the US and £129 over here. The $99 version doesn't come with any software, however, so the $129 version that comes with *Sonic* is probably a fairer comparison. US prices are always quoted without sales tax, don't forget, whereas UK prices by law have to have VAT included in the price you quote.

The actual difference between our wholesale price and their wholesale price is about ten percent – and most of that consists of differences in manufacturing costs.

We would love to sell our gear at US prices – for one thing, it would mean no more headaches with grey imports.

***Sega Power:* What about the cost of software? Isn't £30-£50 for a cartridge a lot to ask for?**

Nick: While the demand for better graphics and "deeper" games is on the up, chip sizes in cartridges will continue to increase. An increasing demand for 16 Megabit games should then help to bring costs down.

We'll be able to pass those savings straight on to the buyers. After all, we must be able to sell more of a title if we can sell it more cheaply! I think the £9.99 Master System range showed that – and the new £19.99 Mega Drive line-up will show that too.

***Sega Power:* Why have Sega taken so long to clamp down on grey imports?**

Nick: The grey market includes everything that hasn't come through Sega Europe – from illegal knock-offs of games to perfectly legitimate carts that have just been sourced from another territory – and it's a very complex issue.

Trying to make sure our legal ground is correct is one laborious process.

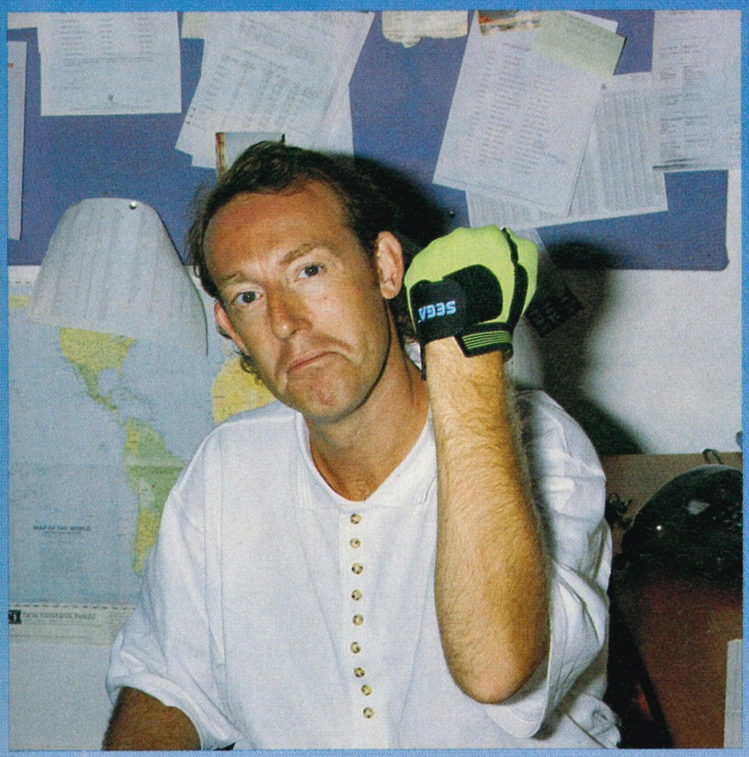
Another difficulty has been in trying to explain to Sega Japan what exactly our problems are, so that they could then give us the necessary authority to act on their behalf. At last, we are now in a position to do something about it...

■ Nick Alexander is confident about the Mega CD's abilities. "The hardware features will create an entirely new set of standards" he said

■ Smart number plate on an even smarter Lotus Elan (owned by one of the Sega Europe posse). No, I'm not envious, not in the slightest

ET SEGA EUROPE

the Mega CD), better titles and a block on greys for ages now...



Nick Alexander, Sega Europe's C.E.O. – just before testing the baby's bathwater...

***Sega Power:* Why the sudden change of heart on cart rental?**

Nick: It hasn't been a sudden change of heart. Three or four years back, we did a deal with RCA to sell Sega gear into their chain of video dealers. There were no sales going through, so we thought "Well, this is a market that means nothing." We thought that there were only about 50 dealers taking part.

What we didn't realise – and we made a big mistake here – was that the video dealers weren't buying their stuff from RCA, they were buying it from all sorts of people and that actually there were a considerable number of people renting out our stuff.

There clearly is a very substantial consumer demand to "try before you buy," and we acknowledge that. We also think that the rental of games will help in the selling of some of our gear.

***Sega Power:* A very common criticism made against Sega has been that your games look great but play like dogs. How are you combating this?**

Nick: It's a case of continually raising the standards. You look at something and say, "God! This looks brilliant!" and then, maybe, in the selection process the actual game-testing hasn't been rigorous enough. Or maybe you take the view that the graphics in a certain cart will sell the game, but that, yes, it does have drawbacks in other areas...

Obviously, we would like every single cart to be a "Double A" title – but, well, that's not always going to be possible. We've got to make sure we don't have any Cs and Ds in there, that's all really...

A Porsche toy car used by Sega in a promotional campaign (our thanks to Nick Alexander for loaning us the hand by the way)

***Sega Power:* Why do so many games miss their release dates?**

Nick: It's a creative process, not a manufacturing one. You can't really say it takes X days to write X many lines of code. A lot of it comes down to quality.

I don't actually think it's bad – it's more sad and frustrating. But it's better that we end up with something that's good and late than something that's bad and on time.

***Sega Power:* Has the infamous *Sonic 2* been tweaked since its disappointing reception at the Chicago CES?**

Nick: Yes. I think that what we've seen recently, and we've still seen fairly little, is looking quite good.

Sonic 2 is clearly a very important game. Everybody will be looking at it with a very critical eye. Everything I'm hearing right now makes me feel very confident that it's going to be a great title though.

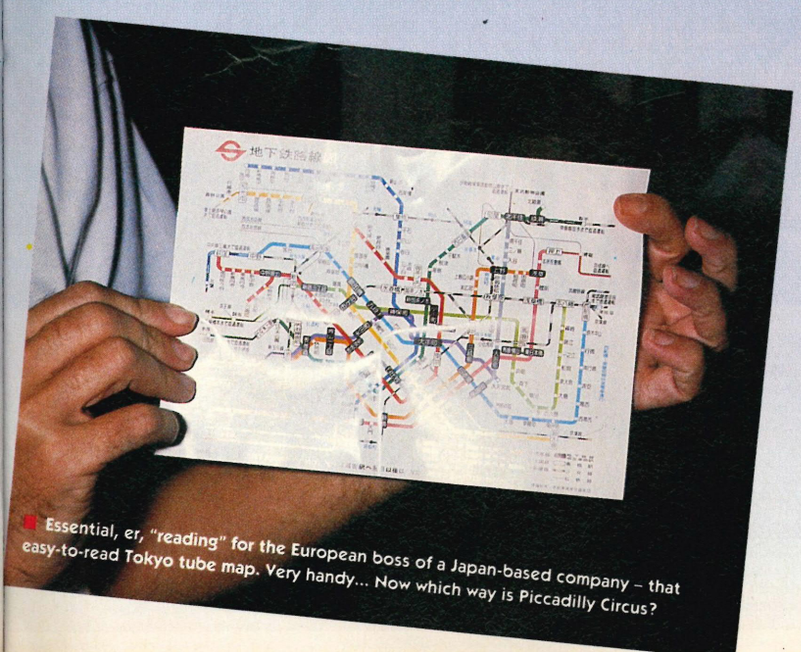
***Sega Power:* How can the Mega Drive compete with the Nintendo SNES and games like *Street Fighter 2*?**

Do you think the Mega CD will live up to everyone's expectations?

Nick: I think the Mega Drive competes very well with the SNES. As for *Street Fighter 2*, it sounds like an extremely impressive game.

I'm sure, however, that we will be able to respond with other even more impressive titles... The competition from Nintendo ensures that this process of development continues. I think that the exciting hardware features in the Mega CD will create an entirely new set of standards...

SEGA POWER



Essential, er, "reading" for the European boss of a Japan-based company – that easy-to-read Tokyo tube map. Very handy... Now which way is Piccadilly Circus?

Nick Alexander proves his mettle by lifting up a can of beans. Lunch? Well, maybe... But it looks more to me like some kind of obscure promotional tie-in with giant food people Heinz. (Anyone got a tin-opener?)

POWER PLAY

Tipping is my business – and business is doin' good!

Our Dean's getting into the swing of things now – in fact, he spends most of his day in a tips frenzy, foaming at the mouth and dribbling everywhere. His sole aim to bring you the very best in tips and, by Jove, we think he's done it.

If you wish to show your appreciation for Dean's hard graft, please send a cheque to ***(That's enough... – Andy)***

WE WANT TO HEAR ABOUT YOUR TIPS!

Send your cheats, tactics, maps, tips or whatever to *Power* Play, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. And if you're having problems with one of your games, we can help *you* out in return! Send your gaming queries and problems to: Consoletation, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW and we'll see if we can help you out. Now get to it!

YOU WILL NOT BELIEVE WHAT we've got for you this month: the nail-biting conclusion to our *Shining In The Darkness* tips, the next instalment in our *Phantasy Star 3* guide, two pages of gut-busting tips (including a complete guide to *Spider-Man* on the Master), two pages of Consoletation, a solution to the Mega Drive version of *Terminator* (courtesy of Probe!) – *and* a massive *Taz Mania* guide. Phew, the things I do for you...

AX BATTLER

(To be reviewed) Sega £24.99

Here are the passwords to all of the various villages in this interesting handheld *Golden Axe* variant:

Firewood Town: FDCB JBEJ PBOO MDKI
Turtle Village: AHNN ANAB IOCN OAJN
Sand Marrow: IMME KEJE ALKD PNOF
Holm Stock: LIAM OBEG MAKK AKMG
Brookhill: AFPL JLNJ OMEM PJGK
North Valley: LGEC CLBP BIOP NICD

Many thanks to **Pravin Mepani** from **Stanmore, Middlesex** for these codes.

DEVILISH

(issue 33: 73%) Sage's Creation £34

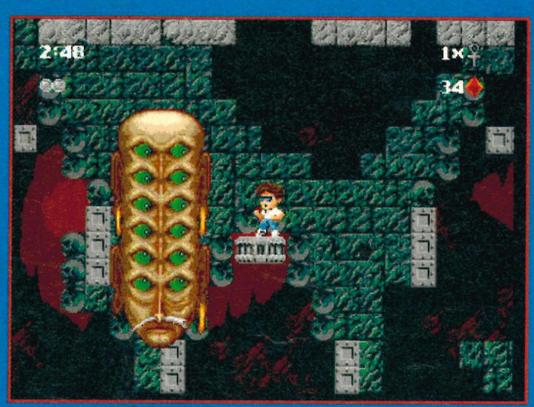
Fancy 99 balls in this Mega title? Well,

KID CHAMELEON STILL TOO BIG FOR YA? NOT ANYMORE!

To get straight through to the last boss in this great Mega platformer *(Sega Power* 30: 80%, Sega £39.99), go to Blue Lake Woods 2 and make your way through the level. Don't touch the flag near the end. Get up on the very last prize block and press down and right while holding down the jump and special buttons.

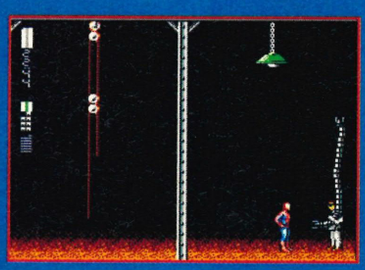
You should now be warped to the last boss. You can thank Babs from Bristol for this one. Ta, Babs...

He may look pretty stupid sat on top of this block, and all your friends will probably say "what are you doing that for, stupid?", but believe you me, there's a cheat lying about somewhere. All you've got to do is find out where it is...



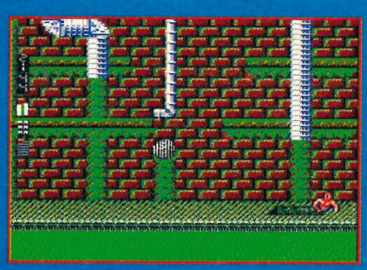
Ha, ha! Now the boot's on the other foot and you can laugh very loudly at your so-called "mates" when they see exactly what a brilliant cheat can do. (All proceeds should go to me, Dean Mortlock, at the usual *Sega Power* address...)

SPIDER SENSES AT THE READY... IT'S BOSS TIME, MR KINGPIN!

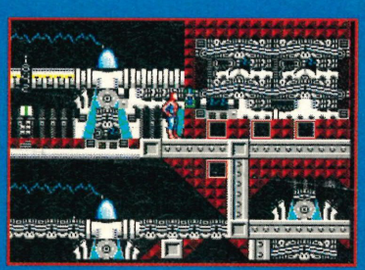


The first enemy you meet is Dr Octopus – but fortunately he's no problem. Get in close and web frantically (remember to pause about halfway through though, so you can grab a shot for that web cash)

The Lizard King isn't too much trouble either. Stay on this platform and be careful – he tends to jump up and attack you from underneath. These crims never play fair, do they? *(That's why their criminals... – Andy)*



Here's where you'll find the entrance to the underground level three room that contains the Lizard King's key. It's on the far right-hand side. This is not time to sit on your elbows, Spidey, get down there!



This is the third and last switch you need to find. It's fairly well hidden among that machinery and techno gunk. Work your way up to the top left-hand side of the screen. It's just along from there...

just go to the title screen and hold down Buttons A, C and left on the joypad. When you press Start, you'll now have the said number.

DRAGON CRYSTAL

(The Hard Line **) Sega £24.99

As soon as you switch on your Game Gear, press Start as many times as you can (just before the game starts). You should now find yourself in a room full of food and weapons. If not, switch off and try again from scratch.

Hold down the Start Button during play to move twice as fast.

EL VIENTO

(To be reviewed) Import £36

You can get a "test card" pattern to appear on the screen of this Mega import by pressing A, B, C and Start when El Viento's Wolfteam logo appears on-screen.

POWERBALL

(To be reviewed...)

Lee Eagles from **Surrey** has sent in a little snippet for this okay Mega Drive *Speedball* clone. On the team select screen, press Buttons B, B, C, B, B and C. Now pull down on the pad to reveal four hidden teams.

SLIDER

***(Sega Power* 29: 79%) Sega £24.99**

Hats off to **S J Crossley** from **Lancs** who sent in all the codes to this wacky handheld puzzler. We haven't got the space this issue to put them all in, but here are a select few:

Level	Code	Level	Code
5	JALE	55	JGLK
10	ACAC	60	AEEI
15	JCLG	65	JEPM
20	AAEE	70	AGEK
25	JAPI	75	JGPO
30	ACEG	80	EAAE
35	JCPK	85	NALI
40	AEAE	90	ECAG
45	JELI	95	NCLK
50	AGAG	99	PCJK

SUPER LEAGUE BASEBALL

(The Hard Line *) Sega £34.99**

Richard Rankin from **London** has been an amazingly helpful soul and sent us a whole batch of codes for this sporty Mega game.

- **5 game start:** PMQHNNNLKFMKKCMHEMBEWY
- **10 game start:** OLOMSRRNOKQMOBMIFQAEBE
- **15 game start:** URRVecdZYWYUZKTPPbGEAE
- **20 game start:** URTcihkgfbaWeMWSTgGEaY
- **25 game start:** PMPcihieebZSeHSPQgBECI
- **30 game start – and straight into the US play-offs:** OLFeklmihfYSiITSQkAEyY

To win the play-offs with a rather nice 3-0 victory and to go straight into the World Series Play-offs, enter the following code: URekqrsonleYoOZYWvGE3k.

WANNA BE LIKE ANDRE AGASSI?

A most useful cheat for this Master tennis game *(Sega Power* 30: 84%, Sega £29.99) has been sent in by Jonathan Garner from Howden.

This code enables you to rack up maximum speed, maximum power and maximum skill without all the fuss. And here it is: IKM JKI POC.

Yes, you too can have amazing super-human abilities in just two easy stages. Stage one, enter this god-like code on the password screen... After this little number you'll be tougher than the best tennis bods on the circuit. S'true...

...and here we are, just two seconds later. Yes, folks! Instant muscles, the agility of a cat and the speed of a locomotive can be yours for the price of a simple tip. Enter the competition now and you should be able to wipe the floor with anyone...

RBI 3

(To be reviewed...) Import £36

Is this Mega game driving you barmy? Stand on the mound opposite the batter and throw to the outside of the plate.

The batter will swing at every pitch and always misses. You can thank **Ben Oxley** of **Luton** for that one – more from him in a later issue.

ARCH RIVALS

***(Sega Power* 32: 60%) Sega £39.99**

First, gain possession of the ball (you should automatically take possession at the beginning of a quarter when playing against the Mega).

Before the game starts (when you're in the locker room), hold down Button A and press Start to get into the game.

When the tip-off starts, you will automatically hit the ball to one of your other players. To do this in other quarters, just hold down A during the commentator's screens and the half-time show.

BULLS VS LAKERS

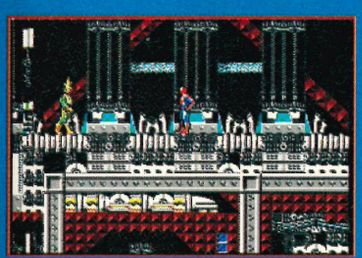
(To be reviewed...)

Okay, okay, I know we haven't reviewed this one yet, but we will be doing it soon. Anyway, here are a few codes courtesy of D Lynch from Glasgow.

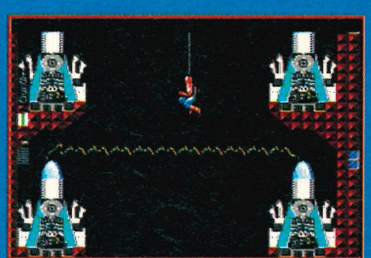
FINAL SERIES CODES:

JJOJZBBP New York v Lakers
KJOBZBBB New York v Phoenix
6SOBVBBF Detroit v Houston...

Okay, so this title *(Sega Power* 23: 57% Flying Edge £29.99) might not have been as good as we'd all hoped, but it's still a tad on the tricky side...



Sparky here is a bit tricky. He fires lightning bolts at you! When he appears, fall down to the level shown and web him constantly. Take a photo of him to make up on your lost webs. You'll need 'em!



The key is located at the top of the power lines. Fire webs straight up, work your way up through the pylons and then fall down the side. There's a long gap in the electricity flow. Look out for it!

Don't let more than two of Sandman's henchmen appear on-screen at any time. Kill two of 'em to summon the Sandman himself. Find a fire hydrant and when he's nearly over you, kick him. Voila! A key!

Kill two of the knife throwing bearded people, avoid the skaters and climb the nearest building. When you get to Hobby, he'll try to attack you from above. Quickly web him when he descends. Piece of cake!

...VSOBBBBF Detroit v San Antonio
JSOBBBBD Detroit v Lakers

ONE GAME AWAY:
KJOB1BBB New York 3-0 Phoenix
JJOJ5BBB New York 3-0 Lakers
6SOBYBBB Detroit 3-0 Houston
VSOBFBBB Detroit 3-0 San Antonio

WORLD CLASS LEADERBOARD

(The Hard Line ★★★★) Sega £24.99

For any Gear or Master owners having annoying problems with this (I think rather sweet) little golf game, here's a list of club distance statistics:

Club	Distance
Wedge	80 yards
1 Wood	270 yards
3 Wood	260 yards
5 Wood	240 yards
1 Iron	225 yards
2 Iron	215 yards
3 Iron	200 yards
4 Iron	170 yards
5 Iron	160 yards
6 Iron	155 yards
7 Iron	150 yards
8 Iron	140 yards
9 Iron	125 yards

Thanks to **Danny Stuart** from **Banff** in **Scotland** for those...

CHAMPIONS OF EUROPE

(issue 34: 27%) Tecmagik £34.99

If you're one of those people who splashed out for this Master game (stop laughing at the back!), then you might be interested in this "cheat" from **Greg Owen** of **Redditch.**

Get to the semi-finals and make sure it's nil-nil at half-time. Now go to the quit sign. You'll automatically go straight through to the Finals!

SAGAIA

***(Sega Power* 34: 78%) Sega £32.99**

Experts show that the best choice of character for this colourful Master shoot-'em-up is the heroic Tiat Young.

His ship is equipped with double firepower and a vertical laser beam. You even get the bombs too.

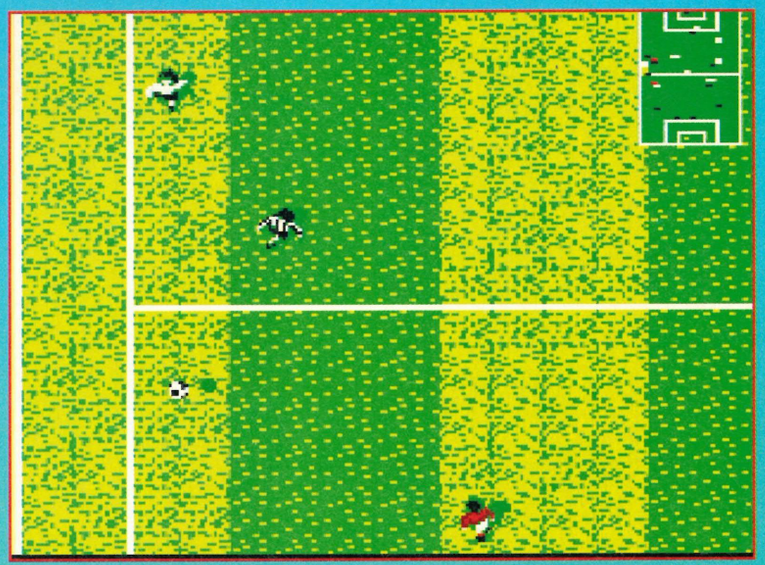
KRUSTY'S SUPER FUN HOUSE

(issue 35: 76%) Flying Edge £39.99

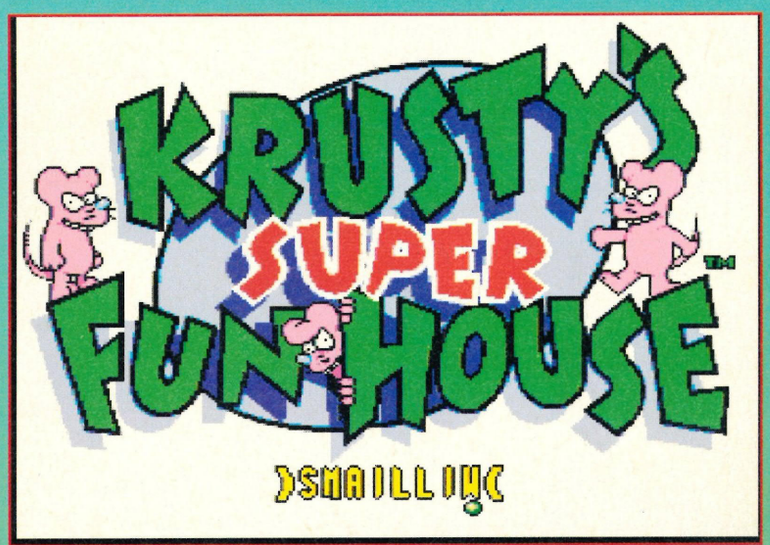
Here are some level codes if you're having trouble with this admittedly highly frustrating Mega Drive puzzler... Type this little lot in and your Simpson trubs should be well and truly over.

Level 2: WHOAMAMA
Level 3: FLANDERS
Level 4: BROCKMAN
Level 5: SIDESHOW

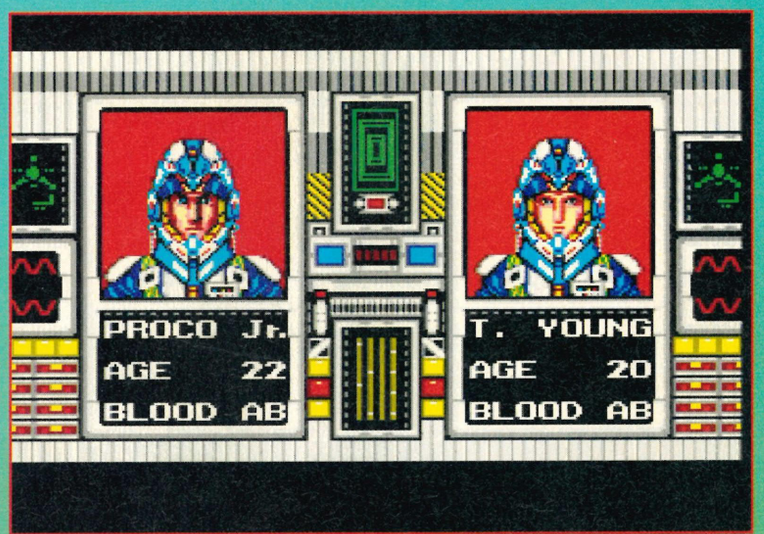
And as a quick end-note, here's a special cheat which will open *all* the doors on *all* the levels. Just enter SMAILLIW.



■ **"Well, Brian, at the end of the second half, when you way up the pros and the cons, you still have to admit that this game is a steaming pile..." *Champions Of Europe* – a Master System title that, was, well, a trifle sad really. Still, there's a nice tip for it this month...**



■ **I reckon this is a really good little game, so for all those Krusty Simpsons fans out there, here's an extremely user-friendly little cheat. What this one does is open all the doors on all the levels, thus making things a little bit easier for everyone concerned**

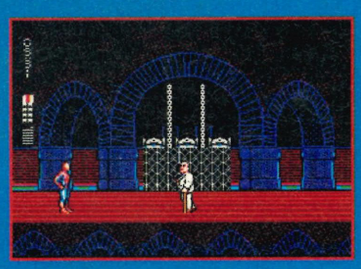


■ **Romps a-plenty with this fair attempt at a shoot-'em-up on the trusty old Master System. Once known as *Darius 2* on import, *Sagaia* is virtually the same game... but with a different name. Choose the bloke on the right if you want to start off with a bit more umph...**

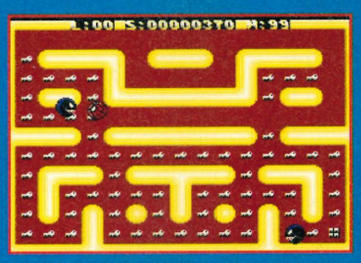
...I've therefore decided (being the nice person I am) to give you a guide to stuffing the end-of-level bosses (and a fair smattering of other tricks besides).

■ **After you've trashed the Hobgoblin, you'll meet your alter ego, Venom. He's a particularly tricky customer and he's got a key too. Shame he's dead easy to wipe out though. Just get him into a corner...**

■ **Once you've got rid of Dr Octopus and the Lizard King, run across to the bottom-right corner. Here you'll find the bomb. To de-activate it you have to punch out the various numbered flashing lights**



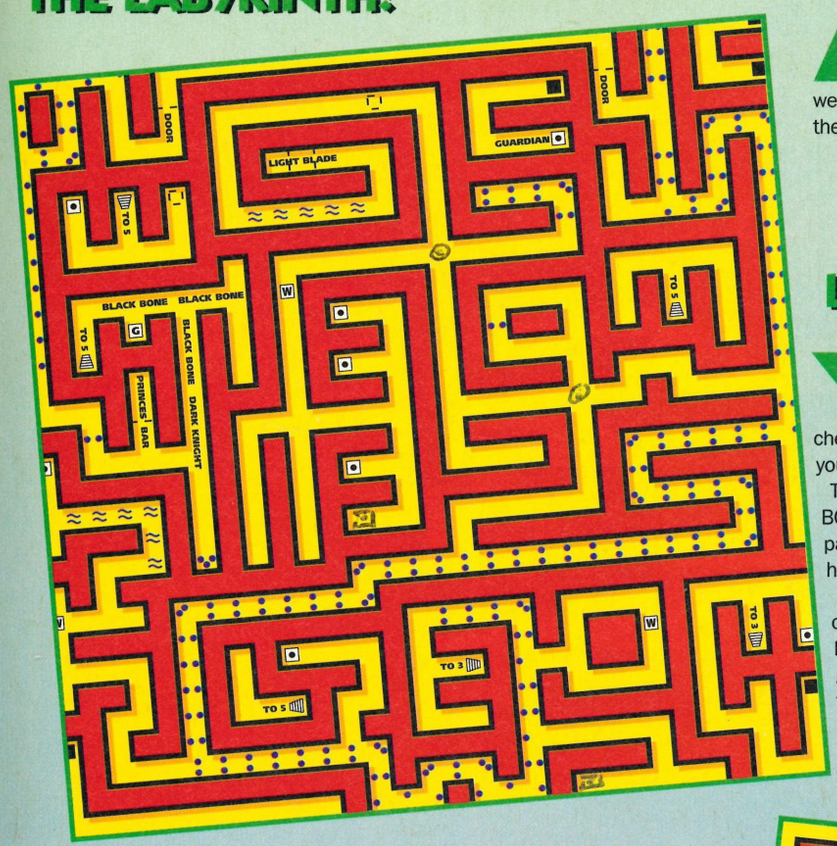
■ **And here he is – Kingpin. He's not that difficult to defeat, but he does have a strong punch. Make sure you're stocked up on the webbing material when you reach him (you'll be dead without it!)**



■ **Choose the Nightmare level and when you get the key on level four (Electro), fall down to the left. You'll see a Game Gear. Land on top of it and when you get to Peter's room, press Button 2. Surprise!**

SHINING IN THE DARKNESS

THE LABYRINTH:



AFTER WHAT SEEMS LIKE years (well, okay, a month), we can now bring you the final part in our *Shining In The Darkness (Sega Power* 28: 92% Sega £44.99) solution. If you've been following the tips we've compiled for you over the last couple of issues, you should now be on the verge of entering the penultimate level in the final Labyrinth.

Our thanks to **Alan Geldhart** from **Surrey** for finishing off the game!

Labyrinth keys

- Touch
- G Gold Fountain
- Chest
- W Water
- Slime (drains MP)
- ? Fountain
- Stairs (large step – up)
- Drop in point
- Level
- Turns you 3 turns right then forwards
- Hole in ceiling
- Hole in floor
- Turntable (moves you 3 turns forward)
- ???
- ?? Water spirits fountain
- Trap
- Wall appears

LEVEL THREE

YOU NEED THE CELL KEY TO get through this level. You'll find this in DARK KNIGHT'S chest. Obviously, he's not going to let you have it without a fight though!

To defeat this guy, cast a level two BOOST SPELL. Now keep healing your party and using magic when attacking him. With a bit of luck, he should die.

Once you've beaten him, drop half of the MEDALLION into the GOLD FOUNTAIN. If you haven't got all of it, go back and get it! Now return to the fountain and drop the thing in. This is the last gold fountain of the game by the way...

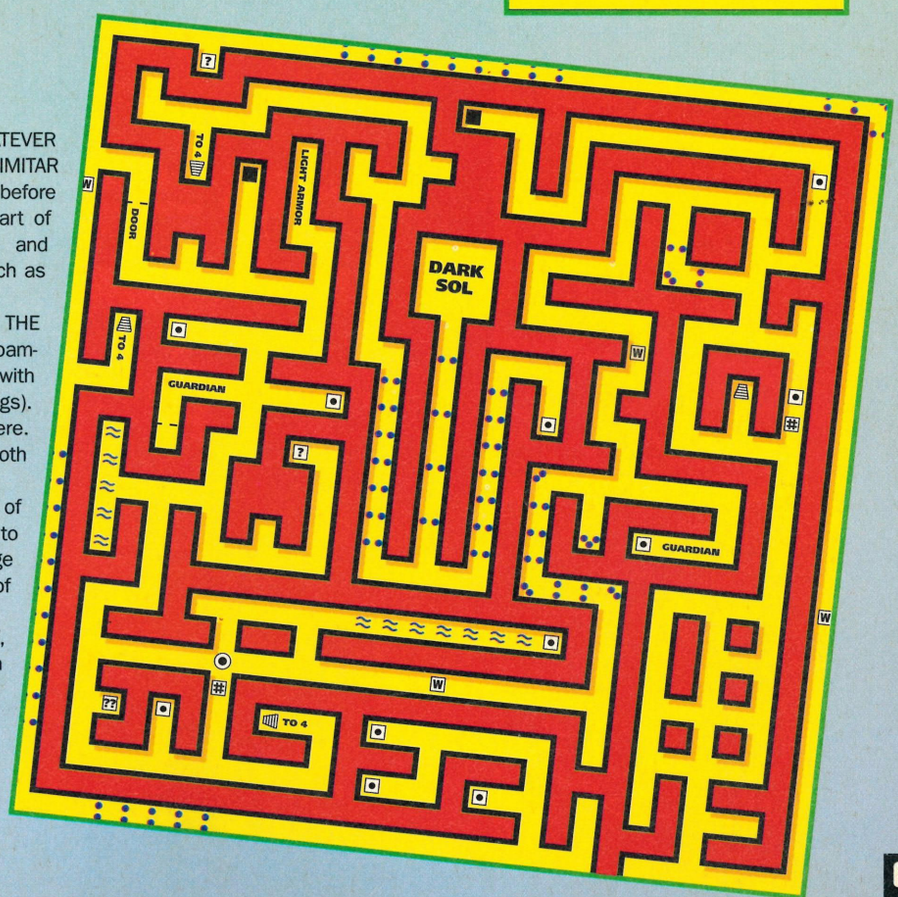
LEVEL FOUR

FOR A START, DON'T, WHATEVER you do, use the DARK SCIMITAR (it will curse you). And before entering this, the most taxing part of the Labyrinth, heal everybody and restore your magic points as much as you can with the MAGIC RINGS.

You'll find a magic item called THE FORBIDDEN BOX while you're roaming about – it's chock-a-block with useful spells (among other things). You'll also find a CURSE spell here. Avoid it! It will put a curse on both your party and your enemies.

Use the HOLY WATER to get rid of curses and the HERB WATER to reduce the amount of damage Dark Sol inflicts on your band of weary adventurers.

When fighting Dark Sol himself, use a BOOST SPELL and then a LEVEL FOUR BOLT. Keep on hitting him and you should make it... Phew! Now sit back and watch him bite the proverbial dust.

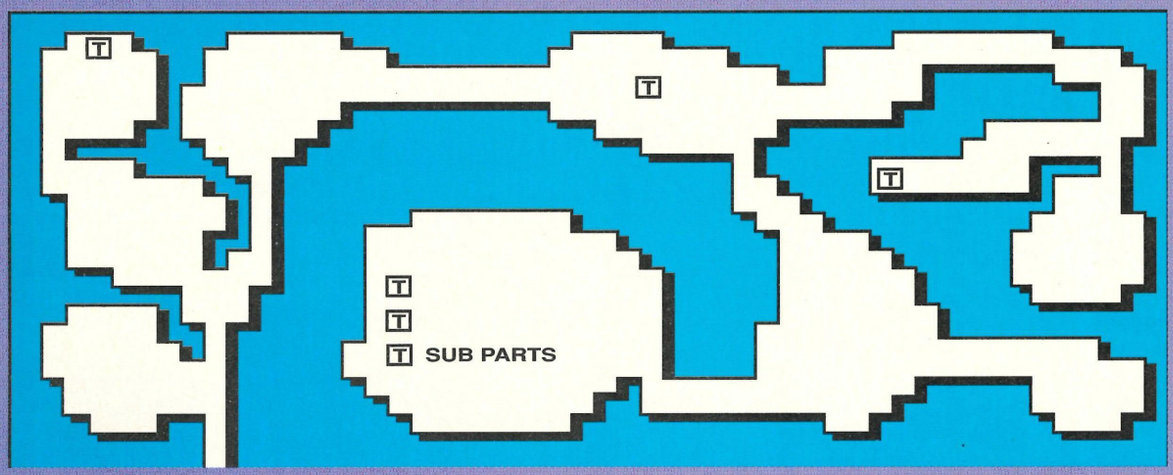


PHANTASY

Sega's epic RPG *(Sega Power* 25: 93% Sega £49.99) is busted again – with the help of Danny Curley. Roll on, part three of our brilliant in-depth guide...

AFTER YOU'VE LANDED SLAP bang in the middle of Aridia, visit Hazatak and save up. Now you must journey to LANDEN to see SARI – the Queen Of Landen. Have a quick chat with her because she'll tell you all the latest news 'n' stuff...

SUB-PARTS CAVE



1. Lune (the Layan commander) has apparently built a bridge to the west of LANDEN which you'll need to cross if you're to get any further in the game.

The bridge is just southwest of LANDEN. Visit it, cross over and look at your monitor. You should be able to see a cave entrance in the bottom left-hand corner of the map.

Head there and enter the cave. You'll find yourself in an interplanetary passageway.

(If you're having major problems finding your way about, have a look at the LANDEN TO AQUATICA map.)

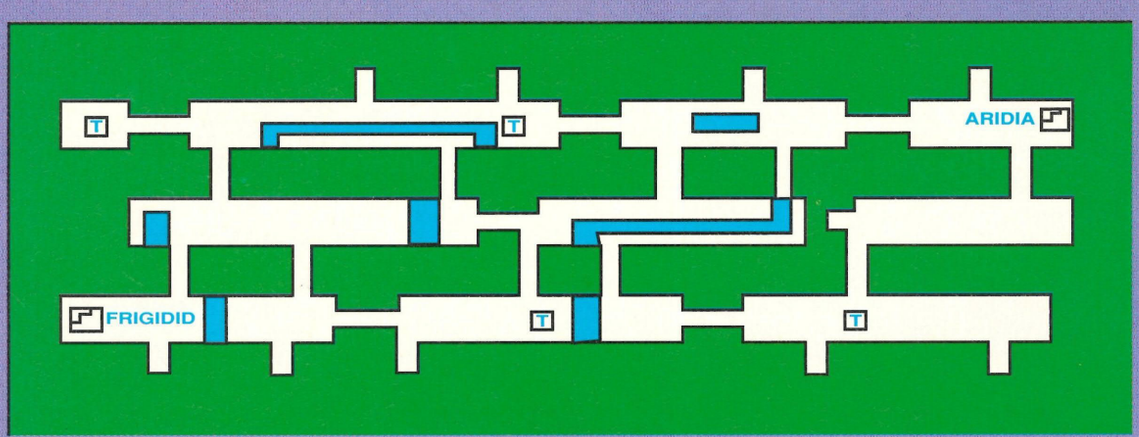
ARIDIA TO FRIGIDIA

2. When you get to sea world, head southwest to NORTHERN DIVISIA. Save up and enter the castle at the bottom. Have a chat with the King and enter the DIVISIA DUNGEON to the left of the throne room.

(See the detailed map of the DIVISIA DUNGEON on the facing page...)

There are no enemies here, so just walk straight through. Save up in SOUTHERN DIVISIA and exit at the bottom.

Now you're gonna have to trot to a cave which is at the bottom left-hand corner of this world. This contains the sub-parts for Wren...



KEY

- = STAIRS UP
- = STAIRS DOWN
- T = TREASURE

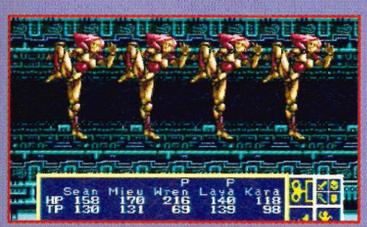
STAR 3 A GUIDE TO THE THIRD GENERATION

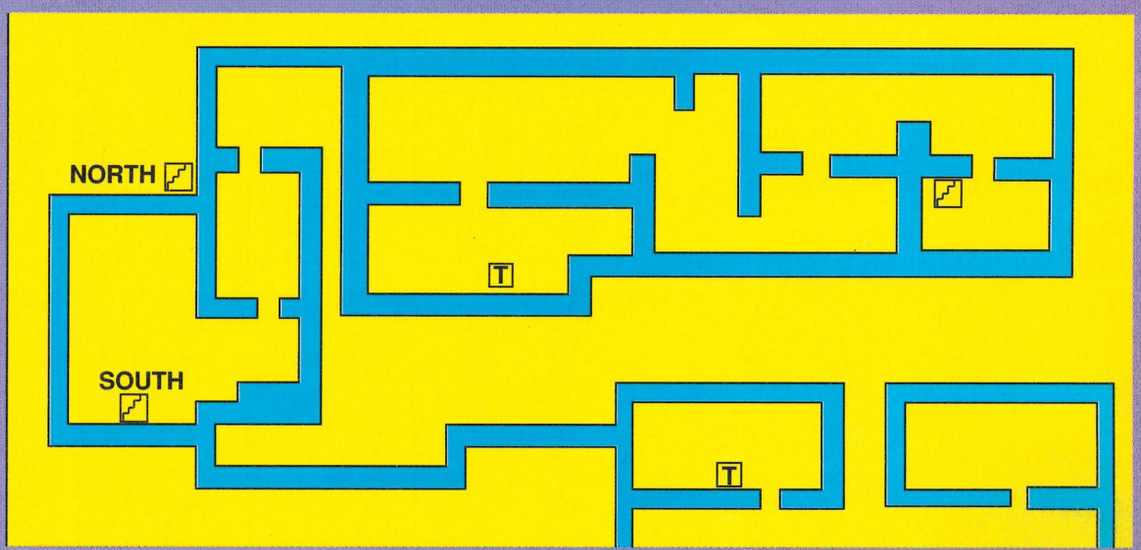
PART ONE

DIVISIA DUNGEON

3. Unfortunately, you may have to wander around a bit to find it. When you do reach it (see the map left) get the sub-parts, go back to DIVISIA and save up again.

Now go to Hazatak in Aridia (via Landen), save up and exit to the right. Stand directly outside the town and move straight down. After a few seconds, you'll turn into a sub!





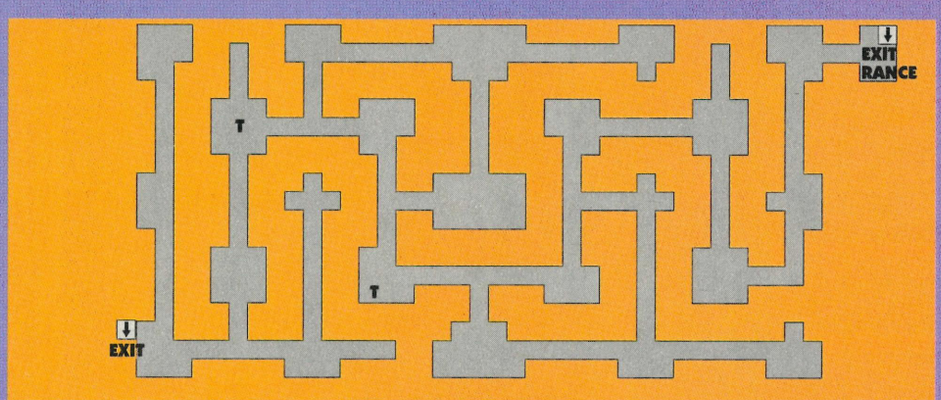
AQUATICA TO ARIDIA

4. Soon afterwards, you'll be sucked down into a whirlpool...

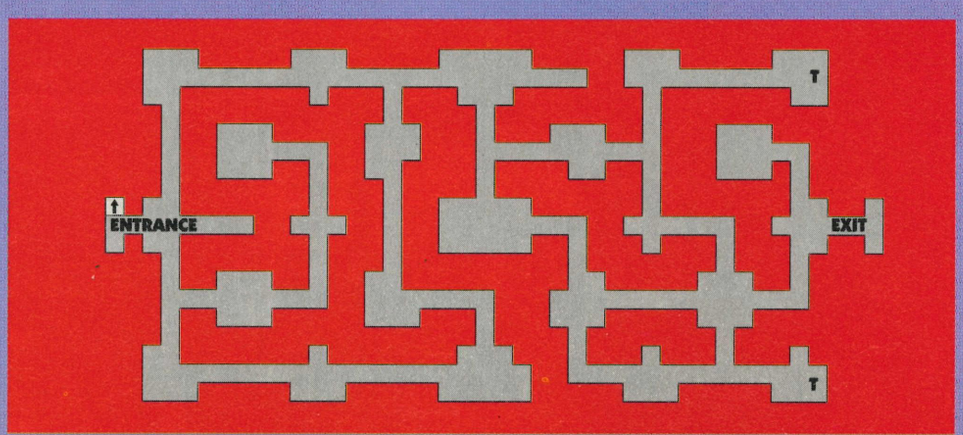
You'll now arrive in a world within the world of ARIDIA. Walk across the path to your left and you should come across a Layan Palace. Enter it.

Talk to the old guys and then visit the top of the palace. Here you'll meet Laya's younger sister, Lays. Talk to her and she'll join your party.

Now go back to Hazatak the way you came and save up as many Dimates as possible.



LANDEN TO AQUATICA



5. Head southwest to reach the cave-entrance. When you exit Frigidia look at the monitor. See the stalk that starts at the bottom of the map and ends in the water? That's MYSTOKE. Go there and enter the Castle.

Here you'll find LAYA'S PENDANT. The inhabitants will now tell you that you must be tested.

Buy the enhanced protective gear, loads of Trimate and save up before entering. When you finally get the pendant (it's on the ground floor in a treasure chest), use a fire escape to get out of the place.

TERMINATOR

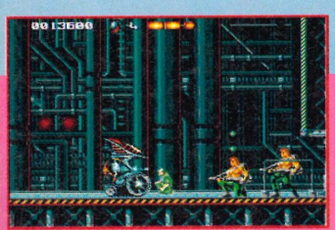
Level One: Los Angeles 2029

The first enemy on your hit-list is the ground roaming Hunter-Killer machine. Reese can only defeat this over-sized nasty using grenades. You'll need to pummel it with between 15 and 20 of the things before it kicks the bucket.

Once you've completely defeated this mutha, you must avoid the air-based Hunter-Killer which flies in and drops bombs on Reese's nonce.

You can, however, easily clear these by throwing grenades at them. Destroy the craft for a good score. It will crash-land if directly hit four times (but since another one will show up to take its place, it's a good idea here to simply press onwards). Once you reach the lad-

■ You can just *walk* through the bombs that this guy throws at you – you won't lose that much energy...



■ This Sentinel here isn't too bad, but mind the Terminators. They come in from the right – and they're *mean*...

Defeating The Sentinel

It's best for you to have full energy before approaching the Sentinel. First, try to position Reese just to the right of the very first support column in the background. This vital spot is just out of the Sentinel's range.

Now crouch down and rapidly throw grenades at the Sentinel (who comes in from the left) and at the 'orrible Terminators (who approach from the right). Remain in the crouching position to avoid the Sentinel's laser fire.

Concentrate on the Sentinel – only destroy Terminators when they get too close. As the Sentinel approaches, make every effort to throw as many grenades at him as you can. It should take around 20 direct hits for you to "terminate" the Sentinel.

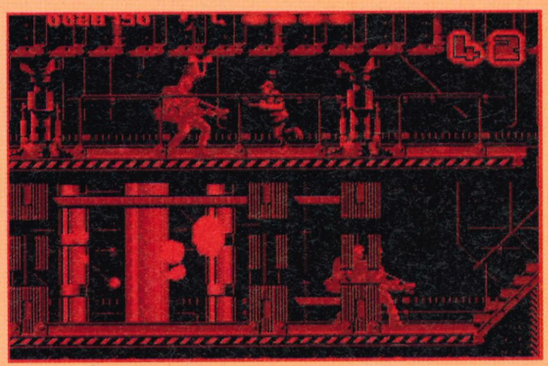
■ Bombs come in bundles of three. But hang around, 'cos you can get up to 9 if you bother to wait (blimmin' useful, that)

After that little episode (!), head for the cooling rods. You'll need to plant the final bomb here to destroy the reactor. Head off to the right. You'll soon find them...

Now drop the bomb and leg it like there's no tomorrow! You've only got a measly 45 seconds to get to the Time Displacement Chamber before the reactor goes into meltdown!

ER, YOU'D BETTER BE QUICK, GUYS!

Once you've found the colling rods and dropped the bomb, turn and make like a tree for the exit. That means (basically) up, left, down-left, up and right. Run!



■ The complex underground level isn't that big, but you'll get through it a lot quicker if you've got the laser gun. The cooling rods are hidden at the far right of the level, but watch out, 'cos Terminators are usually guarding it...

■ Once you've seen Arnie off for the first time, just run right and you'll find the lovable Sarah waiting for you

Terminator falls down for the third time, he will flash briefly.

Now's the time to move – and move fast! Find Sarah Conner and get the hell outta there...

Level Three: The Police Station

■ "Ooh, are we going for a ride?"
"Shut up 'n' listen! Your life is in danger!"
"I don't get out much nowadays..."
"Oh, good grief! I always get 'em..."

Collecting energy canisters is priority number one in this long and dangerous section. But if you find yourself low on energy, here's a useful trick.

Escaped prisoners stay out of the way whenever three policemen are on-screen. When you shoot a policeman, he's knocked down only momentarily.

If, therefore, Reese has just three policemen on-screen at any one time, he is safe from harm and can continue to knock the blue boys down until one

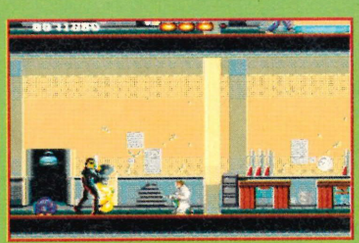
■ If you do manage to make it through the police station in one piece, then you'll find Sarah crouched underneath a table. Grab her and make it for the nearest exit

■ The explosion you can see on the left used to be a man with a gun. Watch out for these guys, 'cos they lob things at ya

to the only thing that works – lots of bullets. The Terminator must (again) fall three times (phew!) before Reese can safely pass by.

When you've totally pasted Arnie, you'll come across a flight of stairs. If somone's coming down them they'll probably take all your energy away.

To avoid certain death, kill them *before* you start to climb the stairs. You must now find Sarah to complete the level. Nearly there...



■ The same fule applies to Termie in this level as in the last. Knock him down 3 times and run past him.

Level Four: The Factory

■ This is the very end (well it is for the Terminator anyway). You can rest now and watch the crusher turn him into a blob of compressed scrap metal

A GUIDE FROM PROBE THEMSELVES!

NOT THE HARDEST GAME IN the world *(Sega Power* 32: 87%, Virgin £39.99), we know, but I'm sure there's a fair few people out there who've got a problem

or two with this game. Anyway, the boys from Probe (the bods who wrote the thing), have very kindly written us their very own guide. So what are you waiting for? Slam that cart in!

■ **The first obstacle. Just keep throwing those bombs (a turbo joystick is best for this), and he'll soon be scrap metal**

der, make sure you have at least two smart bombs under your belt before entering the underground level.

Trick Tactics

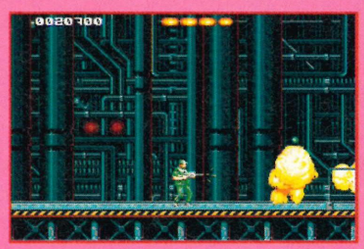
Fancy navigating the underground corridor with total ease, regardless of the difficulty level? Well, get yourself 9 smart bombs and we can do business.

Start by setting off a smart bomb next to the first door on the left. As soon as that bomb explodes, drop another and keep moving to the left. As soon as that smart goes off, drop another. Every time a bomb explodes, the screen will be cleared of enemies!

With proper timing, you should be able to get to the door at the end of the corridor – and still have one bomb left to blow it open.

Always try to defeat the underground sentinel and acquire the heavy rifle as quickly as possible.

Once Reese gets this gun, no Terminator will stand in his way – and that's just how it should be!



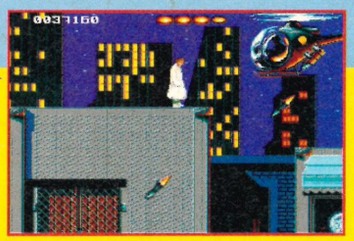
■ **This is more like it! When you've got the gun, those Terminators don't stand a chance. Now make for the cooling rods**

Level Two: Los Angeles 1984

Whenever possible, try to complete this level by crossing the rooftops. The helicopter may seem tough, but the punks and police in modern day Los Angeles are a lot tougher!

The bad street punks throw deadly Molotov cocktails at you. Do not try to get close to them. Just fire on sight.

Eventually, you'll make it to the TechNoir bar. Here you'll find Sarah Conner and the Terminator. Just shoot the Terminator ten times to knock him down. You must knock him down three times in all before you can get past him (that's, er, 30 hits!). When the



■ **Treat the helicopter the same way as the flying Hunter Killer in level one. The missiles aren't too dangerous (luckily)**

■ **Shoot the cops a few times to floor them. But don't forget that if you hang around for too long they come alive again**

■ **Try to kill the punks as soon as they appear on-screen. They have a nasty habit of being very accurate with those bombs...**

GIVE UP, SON, YOU'RE SURROUNDED

Level three is huge. There's a set route through it, but that doesn't mean it's any easier to complete (remenber to keep the screen totally free of punks).

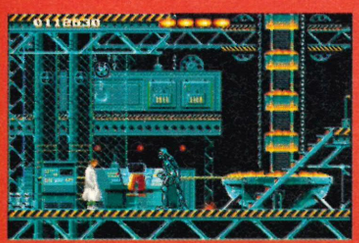
of them drops a canister. In this way, Reese can collect the needed energy at any time (although the amount of time needed to do this may vary).

However, do not try to perform this trick if the Terminator is nearby. While it can be accomplished, it is extremely dangerous (you have been warned). Always try to make sure the stairs are clear before climbing them.

As in level two, upon reaching the Terminator, Reese will have to resort

■ **Our troubled hero performs the old "three cops on the screen" trick for his fans. If you're low on the old energy, get three cops on-screen at the same time and keep shooting them. Follow our tip and they'll drop energy capsules by the dozen. Dead useful**

■ **Apparently, no-one seems to think the roof worth investigating – you can peg across it, no trouble. Serves 'em right!**



■ **He's big, he's ugly, and he's got terrible breath. Yes, this is, as they say, the final conflict – just you and... it! Run away!**

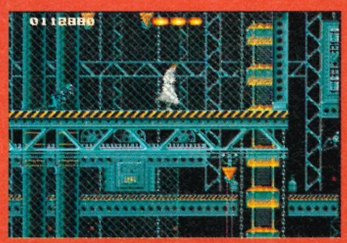
The final level is set in the factory complex. Here, Reese must find Sarah and avoid the Terminator (who now sports his Hyper Alloy chassis).

There are *no* energy canisters available on this level, so it's imperative you don't make too many errors.

After a number of shots, the cyborg will be reduced to a crawling torso chassis – half his original height, but twice as deadly. Reese cannot shoot the Terminator while he's in this form. You'll just have to avoid him – and that isn't too difficult really.

Keep moving towards the right and choose the safest path while exploring the complex. Otherwise, you may find yourself in a dead-end.

When you reach Sarah, you'll find her waiting for the Terminator with her finger on the hydraulic press controls. The Terminator will approach, only to be stopped – for good – by the machine.



■ **Remember: when the Terminator has been reduced to this state, he can't be shot again, so take care with that gun**

CONSOLETATION!

• Coming at ya every month, the tips they call "the best!" •

Pages packed to the rusty staples with stonkin' answers to all your tricky Sega gaming problems. We try to get an even spread across all formats, but we still need your help. Send all your questions to Dean Mortlock and he'll do his upmost to answer them all.

WE'VE HAD TONS AND tons of letters about RPGs, so all you poor-people who are stuck in *Phantasy Star* (or whatever), keep reading. In the future we're planning to do a special Consoletation just for you.

But whatever your problem, don't just sit there, write to us NOW! Send all your gaming queries to: **Consoletation, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** In the meantime, settle back, pour yourself a drink and feast your eyes on this little lot!

GHOST HOUSE

(The Hard Line ✱✱✱) Sega £17.99

■ I'm stuck! Have you an infinite lives cheat on this Master System title?

Oliver Faulkner, Stoke-On-Trent

If you jump onto the arrows fired at you, Oli, your character will eventually turn golden. You're now invincible for a short while. Another great idea is to punch the lightbulbs – this will freeze all the enemies. Great stuff. Hope you manage to crack the game.

STRIDER

***(Sega Power* 19: 95%) Sega £44.99**

■ How about a level select for *Strider* on the Mega Drive?

Chris Urwin, Birmingham

At the start of the game, when the Master is laughing, press down on the joypad and press Buttons A, C, B, C and A to get the level select.

FORGOTTEN WORLDS

***(Sega Power* 22: 77%) Sega £34.99**

■ I'm really stuck on this Mega Drive game. Have you got any cheats that could help me out?

Andrew French, Romford

Help is at hand, Andrew – as long as you play in two-player mode.

When one of the characters dies, smack the Start Button a few times and you should end up with infinite continues. Hope this helps you out.

ROBOCOD

***(Sega Power* 26: 90%) E.A. £39.99**

■ How do you work the level select in *Robocod*? I have been trying to suss this out for ages! Please help.

An angry *Sega Power* reader, Leyland

I'm sorry, but the cheat we printed two months ago didn't work. Bit of a cock-up on the old communication front there. Here's the proper job.

On the start-up screen – where it tells you to press Start – just hold down down and left, and A and C together – and then press Start. Voila! You should now have complete level selection!

■ **For those who missed it last time, here is that re-mixed *Robocod* cheat in full...**

PAC-MANIA

(issue 16: 94%) Tecmagik £29.99

■ I'm having trouble with the Master version of this game. Can you help?

Ian Edwards, Liverpool

There's no cheat mode that I know of, Ian, but there is a secret level called the Coin Room. Just eat all the dots without eating any of the Power Pills.

Now eat a big yellow pill in the middle of the level to get yourself transported to the secret stage.

■ **Of all the blue hedgehogs in the world, this is probably the most famous... Er, yes...**

SONIC THE HEDGEHOG

***(Sega Power* 29: 94%) Sega £29.99**

■ Is there a level select cheat for the Game Gear version of *Sonic*?

Stephen Reynolds, Surrey

Well, for Stephen (and everyone else who has asked this question), for the final time, there isn't any sort of cheat known to man (or hedgehog).

If there was, we would have printed it ages ago. If one comes to hand, you can be sure you'll be the first to know.

SHADOW OF THE BEAST

(issue 26: 79%) Tecmagik £29.99

■ Could you please help me. I have *Shadow Of The Beast* on the Master System and I cannot get through the door at the end of level four.

Dean Wood, Gloucester

Well, Dean (good name!), you need the green key with the round top to get through this bit. Before you enter the level though, you'll find a Mask and Jetpack. Put these on BEFORE entering otherwise you won't be able to breathe.

GHOULS 'N' GHOSTS

***(Sega Power* 19: 90%) Sega £29.99**

■ Can you tell me how to get a level select option or unlimited energy in the Master version of *Ghouls 'n' Ghosts*?

Brendon Brewer, Sydney, Australia

Sounds like a made-up name to me – Brendon Brewer from Australia? Anyway, Brendon, if you pause the game while you're playing and then press Button B you shouldn't die from then on.

QUACKSHOT

***(Sega Power* 28: 92%) Sega 39.99**

■ My five year old son is stuck on the Egyptian level of his Mega Drive game – the bit where the roof comes down and crushes Donald in the pyramid. Please help! You'll be the saviour of my sanity.

G Douglas, Blackpool

Glad to be of assistance to someone whose sanity is in question.

When you get to the part you mention, quickly get to the symbols at the bottom of the screen.

Jump on them in the following order: SUN, MOON, STAR. The wall will then go up, and you can now use your plunger to get the Sceptre Of Ra. Hope your son finds this useful.

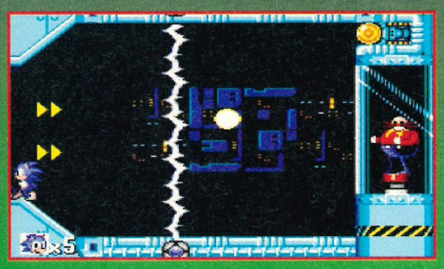
■ ***Strider* on the Mega Drive. Hmm, quite an average game, but still a great cheat...**

■ **Take that, you rotter! Ah, you cad! Civilised beatings abound in the violent *Golden Axe 2***

ELECTRIC TIPS FOR ALL *SONIC* LOVERS: HOW TO BUST ROBOTNIK'S BOTTOM

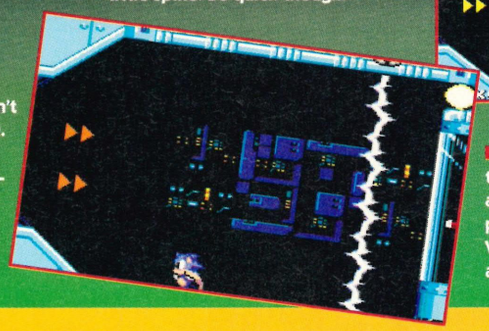
■ Please help me out. I can't kill Dr Robotnik on level six of the Master System version of *Sonic* (the Sky Base). Could you please print a solution to my problem in your mag?
Richard Bretton, Barnsley

Sure, Rich, no problemo...



■ 1. First, keep to the left and wait for the electricity beam to come towards you. Don't worry – it won't hit you. Watch out for the energy balls in the top-right corner of the room (they shouldn't cause too many probs)

■ 2. (Right) When the electricity beam reaches the end of its journey, race to Robotnik and jump-attack his protective glass case. That should certainly send shivers down his fat little spine. Be quick though!



■ 3. (Left) Now quickly leg it back to your safe position on the far left – and repeat. After about six hits, the pattern of the beam will change. Watch what it does and time your attacks accordingly. You've got him!

SUPER HANG-ON

(*Sega Power* 12: 85%) Sega £34.99

■ Do you have a password so I can get loads of money on the Mega Drive version of *Super Hang-On*?
Kevin Billard, Sheffield

Yes, Kevin, I do. Entering the following code will give you absolutely masses of the old folding stuff:

51BØ4ØØØA05ØØØ
7ØJØCG976ACMG1

And this one will let you see the end sequence (if you so desire):

5FF3F546F35564
FFØSLPIMFJQNKS

GOLDEN AXE 2

(*Sega Power* 27: 81%) Sega £34.99

■ Can you tell me how to get a level select for *Golden Axe 2* on the Mega Drive. I keep getting killed on level five when I have to face the boss.
Michael Wan, Kent

Right, here we go. When the demo is on, hold down Buttons A, B and C and press Start. Now select Options.

Tap B and C together while holding down Button A. Select Exit with the cursor. Again, tap B and C together while holding down A.

Select the Play choice. Tap B and C together while holding down A. Select Normal game with the cursor. Tap B and C together while holding down A (yawn). Now select your favourite character while keeping Button A pressed. Press B, C and up together while pressing Button A. You will now see a number on the screen. Select the stage with the A and B Buttons, then press Start to enter that stage. (You must keep Button A depressed throughout the whole cheat until the stage number appears on-screen.) Phew!

■ I don't care what anyone says. I still reckon this is an excellent game, right?

STRIDER

(The Hard Line ★★★★) Sega £24.99

■ Please could you give me a cheat for this awseome Master System title?
Yaseen Badat, West Yorkshire
P.S. This game is driving me even crazier than you!

Erm, yes, well, crazy, eh? Lucky I'm in a good mood, isn't it? For a level select, switch on your Master System and wait until "Master System" appears on-screen. Press both Buttons together with any of the following directions on the joypad: up for level two, down for level three, right for level four, and left for level five. That should do it.

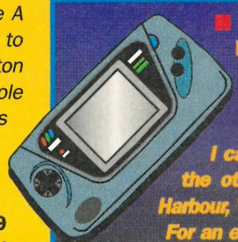
SPIDER-MAN

(*Sega Power* 23: 57%) Sega £24.99

■ I'm having trouble using the cheat you gave for this Master game in issue 33. Please help!
John Lambert, Liverpool

Well, John, if you check out our guide to the bosses (see page 66), I think you'll find something an awful lot more useful... SEGA POWER

GAME GEAR HELP – JUST FOR YOU!



■ I think your magazine is fab, ace, wicked and brill. Do you have any cheats for the Game Gear versions of *Sonic*, *Shinobi* and *Wonderboy*?
Mark Casey, Crewe, Cheshire

I can't help you with Sonic, Mark, but I do have some tips for the other two. The best route to take for Shinobi is: Highway, Harbour, Valley and, lastly, Woodland.

For an extra life in the second part of the woodland level, go to the top of the tower where the pole sticks up in the air. Stand on the right of the pole, face left, jump up and fire. An extra life should appear.

For a level select on Wonderboy, press down and Start on the title screen. Now push up on the joypad to choose the starting level.

■ Here's that secret level on *Pac-Mania* (which I guess isn't that much of a secret anymore)

MICHELE'S CRAP, ER, "TIP" CORNER

And to finish the page off nicely, we have the very individual gaming talents of the lovely Michele to thank for this little gem of a snippet of a tip...

■ I'm having loads of trouble on *Smash TV* on the Mega Drive. Every time the screen starts to fill up with baddies, I start to panic and they kill me. Please help me, Michele, I don't know who else to turn to.
Ms H Bottoms, Podling Sandbury

Well, Ms H, my winning strategy is to stand in the middle of the arena, and then spin round as fast as you can, firing wildly in all directions. This formula won't work with the guardians though. To defeat these, I just shut my eyes and fire blindy. After about 30 seconds I open my eyes and... whaddaya know? They've all gone!

TAZ MANIA

A COMPLETE PLAYER'S GUIDE

HAVING TROUBLE WITH OUR beastly friend in this quality title *(Sega Power* 33: 89%, Sega £39.99)? Whirling out of control on those more tricky sections?

Well, fear not , for I, Dean Mortlock, have spent endless hours thrashing away at this splendid little game to bring you a plethora of advice and tips. (Rather good that, wasn't it?) Believe me, these tips are hot stuff!

● Level 1: Desert

Quite an easy level this (in fact, it's ideal for easing you into the game). At the end, when you get to the line of fountains, jump on the first and then spin-jump across the rest of 'em to finish...

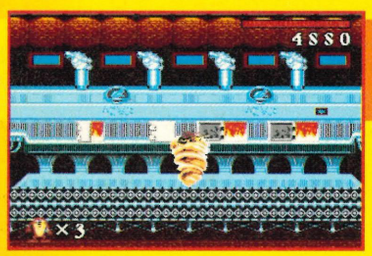
● Level 2: Desert

To build up your continues on this level, proceed to the top, collect the extra life and then grab the continue. Now die and

■ **You must learn quickly how to use these fountains properly. To start with, it's quite tricky to time your jumps just right...**

● Level 3: Factory

If you're having problems, don't forget you can spin safely through the blades or the furnaces. There's food and extra lives on this level too. Not very difficult, so take time out to look around.



■ **To get through these furnaces without getting hurt, just use your spin. Eaaaasssy!**

● Level 4: Production Line

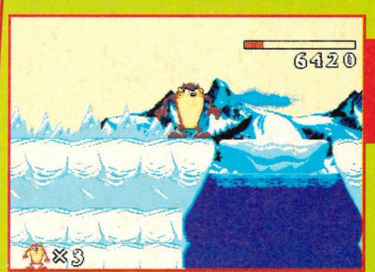
You've got to try to stop the tanks being assembled on this level by flicking the switches that control the various production lines. Take care though, 'cos a few of them are fakes and can give you pretty nasty electric shocks.

Always keep a lookout throughout level four – because many of the small platforms are well hidden – and they're usually just the ones you need to find switches, food, (etc. etc.).

■ **These switches will cut off the power to the conveyor belts. But take care, because some of the switches will give you a shock!**

● Level 5: Ice

Most of this freezing level is pretty straightforward. If you land in the water, jump out as quickly as you can. You should be able to get to the end without



■ **Here's our hairy hero standing at the entrance to the gooey-filled secret level...**

an invincibility star which you can use to defeat the dead easy end-of-level guardian (you'll find him on the left-hand side of the tree – er, I don't think you'll miss him...).

■ **Jumping the logs takes a bit of practice: just jump and press the direction you want to move in...**

● Level 8: The River

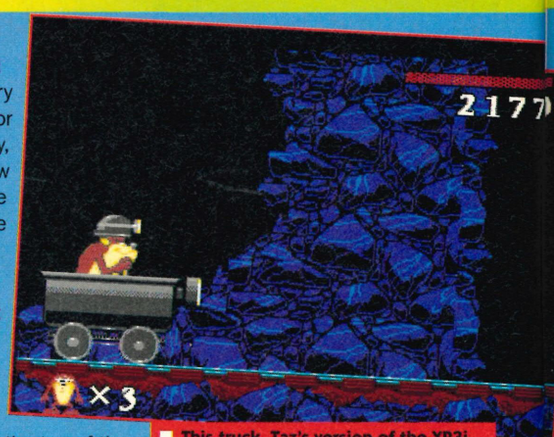
Surviving the river isn't too much of a problem (he said). Simply combine your jumping with the appropriate up 'n' down movements on the pad (to move backwards and forwards). Good luck!

● Level 9: The Mine-Cart

Again, this level is very much a trial and error affair. Try to take it slowly, watch out for the arrow markers – and make sure you remember where the jumps are!

● Level 10: The Mine-Lift

Here's the optimum route from the start: right, up, right, up, first left, up, right, up, first left and up. You'll now find yourself at the top of the level. From here on down it's a set route. Beware of the broken lifts – you



■ **This truck, Taz's version of the XR3i (but a lot faster if you ask me!), scoots along at a fair old rate, so be quick!!!**

that, jump from stone to stone (using the logs to reach the rocks that are out of reach). This bit's quite tricky, but persistence will pay off (eventually).

Plant Guardian

This plant-thing looks pretty serious, but he's really just an overgrown weed.

The bags of No-Gro fertiliser come in very handy. You'll find one at the start of the level and one at the end.

Lob these at it or spin-attack him. Like most of the end-of-level guardians, he's simple to defeat.

With the plant thing out of the way, you can move on to the last few levels. Not long now and the egg will be yours!

● Levels 12, 13 and 14: Stone Village

The next three levels are set in a stone village. The main things to watch out for here are **the fire-breathing gargoyles.** They usually breathe out a huge fan of flames whenever you get too near 'em.

The simplest way to avoid the fire is to stand underneath them and then just jump "through" to the level above. **The bats** can also cause a few problems. Try to kill them as soon as possible (they have a nasty habit of following you around the place).

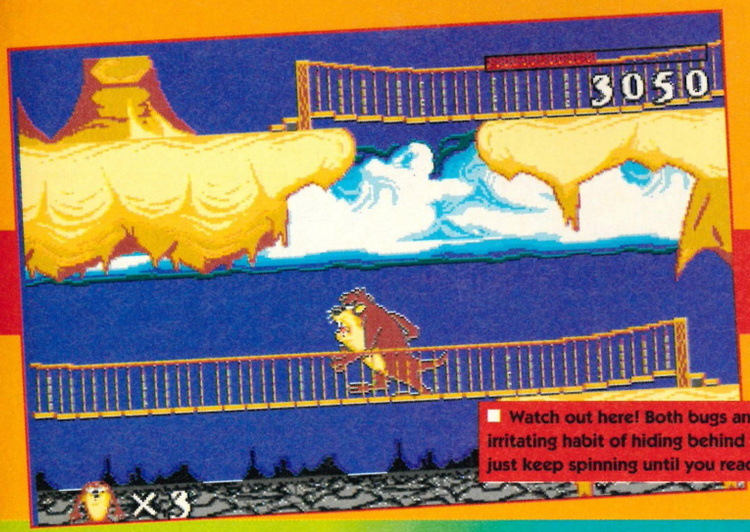
■ **Take it *very* carefully on this level. Food is pretty scarce, and what there is is pretty well hidden. Keep your eyes peeled...**

■ **This level appears to be a bit of a maze, but there is a definite pattern *(there is? – Andy),* and it's easily found, so don't worry!**

The layout of all three levels is fairly similar. There is a set route, so with a bit of practice you'll soon be flying through (we don't want to ruin the challenge by showing you everything!).

Level 14 is nearly identical to level 12. The only difference being that level 14 is longer and has a small guardian at the end– a statue of Taz which comes alive when you approach.

Repeatedly spin through your alter ego to kill him. Nearly there now!



■ Watch out here! Both bugs and bombs have an irritating habit of hiding behind trees. It's best to just keep spinning until you reach the bottom

repeat the process until you've collected the required amount.

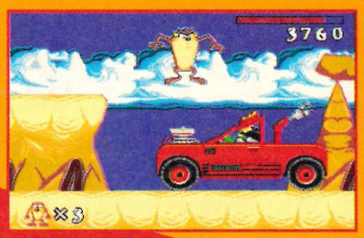
When you reach the top this time, however, keep going along. You'll come to some bridges. Take care when falling off these because you'll often find bombs hidden behind the trees.

Before the end of the level, jump on top of the stone block guy and continue up to find water, lives and a continue.

● Level 1 Truck Guardian

You shouldn't really need any help at all with this guardian, but for those totally hopeless cases who can't destroy it, just wait in the middle of the screen. When the red truck emerges, jump!

You should land on the right spot as it passes underneath you. (And if you don't, you're doin' something wrong...)



■ Here's Taz doing what Taz does best – destroying things! Stay in one spot, jump up and down... and the truck's history

much grief. Take care not to speed-up too much (it's fairly easy to go flying off the platforms and straight into the sea!).

While this won't actually kill you, it will drain your energy fairly quickly.

When you jump off the last platform, go along for a little bit and you'll find another platform just before the end.

Stand on this platform and you'll sink down into a bonus room which is chock-a-block with lives and fish. Now just jump back up to finish the level.

■ Okay, man, so I just wiped out all your friends... What's your problem? These mice are a nuisance (just think before you jump...)

● Level 6: The Forest

The mice in this level are usually more of a nuisance than anything else. The main thing to watch out for are the large gaps between platforms.

After a few plays though, you'll soon get used to the layout, and before long, you'll be able to fly over the largest gaps with the greatest of ease.

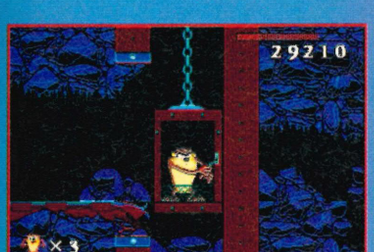
Watch out for the large plant monsters. The green backgrounds tend to hide them...

● Level 7: The Tree

Get to the top of the tree by jumping from branch to branch (this isn't as easy as it sounds, however, (that's a surprise!) because loads of mice armed with spears cover the top branches.

When you eventually reach the top of the tree, go to the right. Here you'll find

■ Take care on this level. It's easy to fall off the tree just as you get near the top. Spin-jumps are vital for that extra yardage



■ "Second floor! Hardware, Childrenswear and Ladies Lingerie! Follow my route and you'll be fine (if you're fast enough)

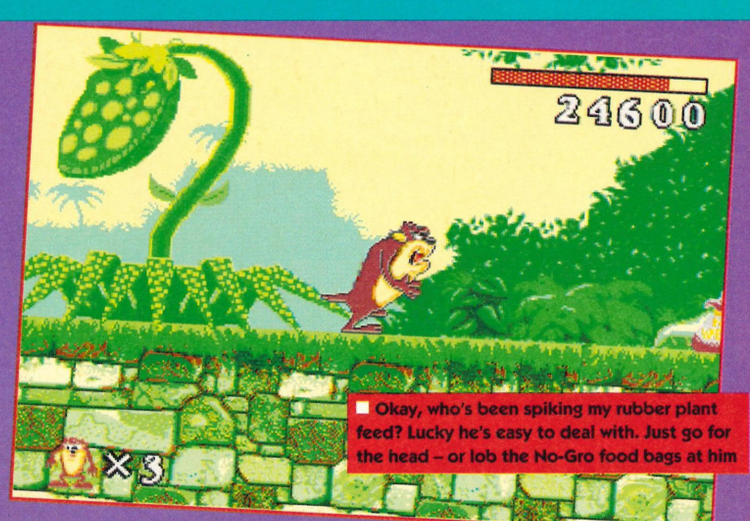
can identify these by the bracket on the top of the lift.

When it starts to break, brace yourself and get ready to jump.

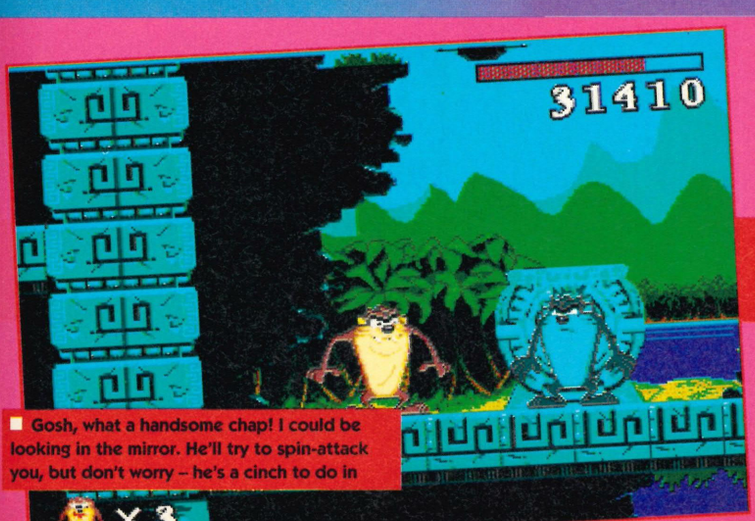
● Level 11: The River

It's back to the river for the next level. Get to the waterfall using the method you used for level 8. When you're past

■ Can you honestly think of anything nicer than floating down the river on a nice summer's day? Eh? What waterfall?



■ Okay, who's been spiking my rubber plant feed? Lucky he's easy to deal with. Just go for the head – or lob the No-Gro food bags at him



■ Gosh, what a handsome chap! I could be looking in the mirror. He'll try to spin-attack you, but don't worry – he's a cinch to do in

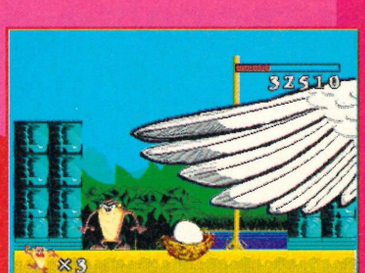
The Gull Guardian

Well, you've done it – almost! You've reached the final challenge (you'll find the egg in the huge nest in the middle of the screen), and now the giant gull starts to attack you from all sides.

The vulnerable part of the bird is its beak. When it opens its mouth, attack. The massive wings come down the screen, first from the right and then from the left. You can easily avoid these by quickly spinning across the screen when they first appear.

After about six or seven hits, the gull will admit defeat. The egg is yours!

Now you can put down your joypad, settle back and watch the entertaining end-of-game sequence – it's worth the effort, believe me... *(You would say that! – Andy)*



■ Big Bird, eat your heart out! If you're on the wrong side of the screen when the wing appears, spin across really quicky!

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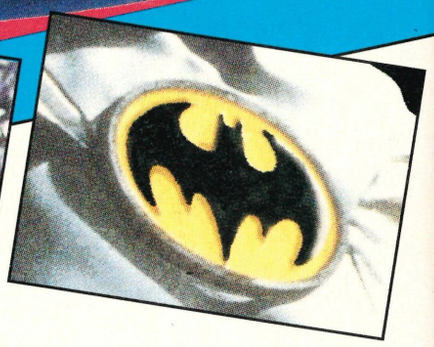

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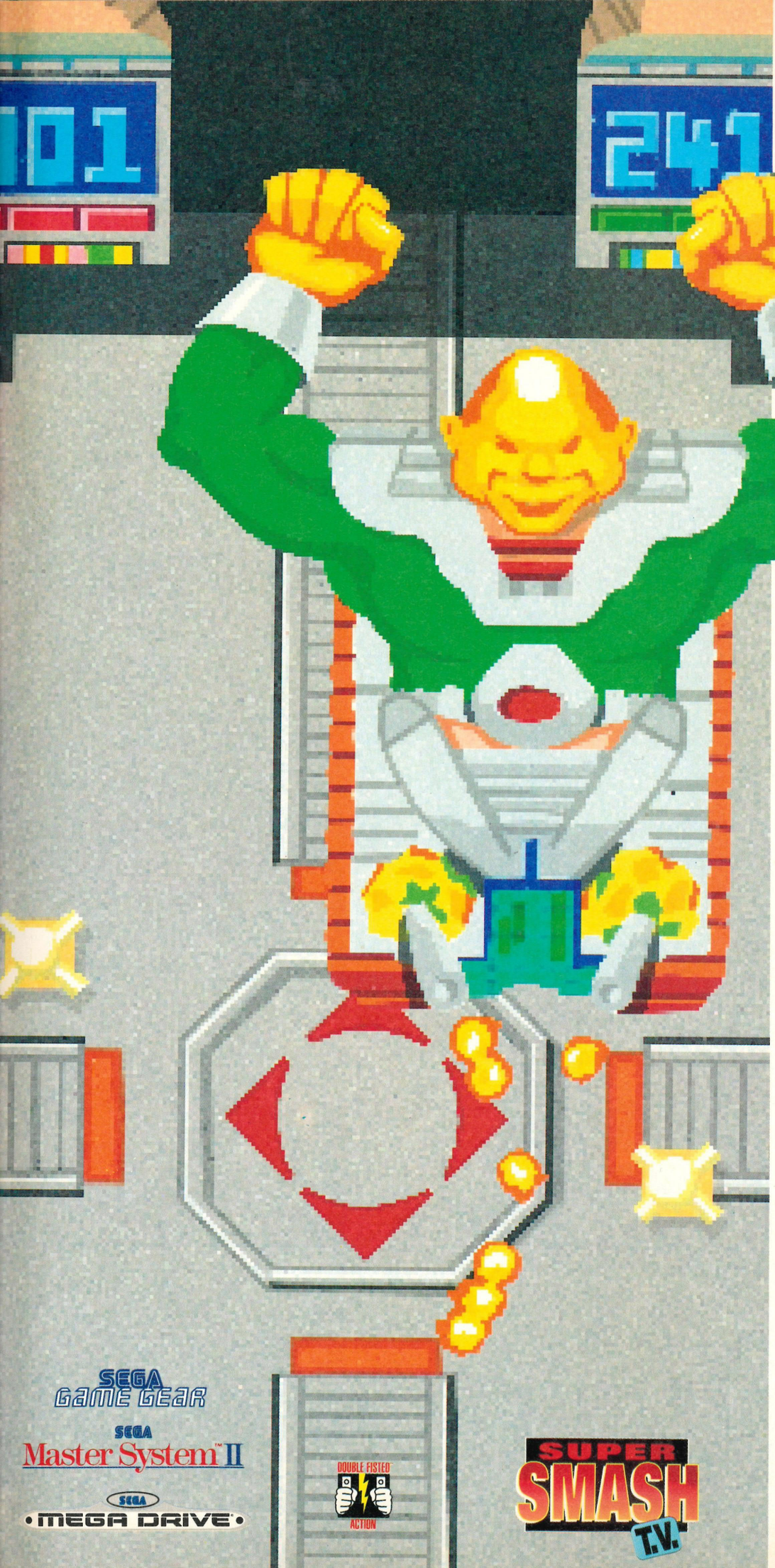

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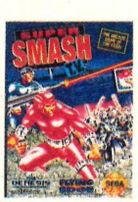

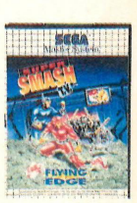

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The COMPLETE Player's Guides

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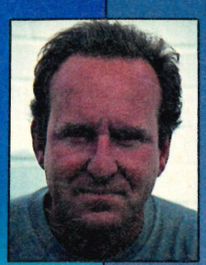

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■ The Bristol Virgin Boys are (from left to right): ● Glyn Colett ● Jim McGregor ● Stuart Hiles ● Simon Hayward...

■ Fran Tatangelo 21
Now here's a lady you really wouldn't want to cross joypads with. Fran loves nothing more than to thrash the guys on her Mega Drive. And she says she's not alone... "Girls want to be on an equal par with boys to prove they can beat them" she said. Gulp!

SEGA POWER NOVEMBER 1992

GIRLS ON TH

● Big girls don't cry – and that's official! Karen Levell investigates

Sigourney Weaver and Linda Hamilton are not alone in blasting Aliens and crushing Terminators – many women are battling monsters every day of the week. I met some of the brave soldiers of this silent army one typical Saturday at the Virgin Games Centre in Bristol. There they revealed details of their involvement in the great Sega offensive...

OKAY, WE ALL KNOW THAT only a relatively tiny number of girly type people play Sega games – but things are a-changing, believe you me! During my visit to the Virgin Games Centre in Bristol, for example, 11% of the Sega purchases were made by women.

Despite wielding such spending power, the female regiment of the Sega army have retained a low profile.

But now we lift the lid on one of the world's best kept secrets – and offer you an exclusive view of these women of steel and their highly covert operations...

IGNORED...

Perhaps the main reason why these ladies have been overlooked for so long is because, unlike your average band of teenagers, they don't really have a readily identifiable image.

Would you have even considered, for instance, that a schoolgirl of eight or a mother of 40 could succeed in crushing Dr Robotnik's evil plans?

So just how did this disconnected group of women find themselves marching under the Sega banner?

Well, it appears that 88% of these operatives have to thank their men folk – brothers, boyfriends and husbands – for introducing them to the highly addictive Sega campaign.

It seems that some of you chaps have been foolish enough to leave your machines unattended... These girls have then discovered just what they've been missing out on!

SECRET ACTIVITY

Such surreptitious activity has been going on for some time now. 60% of the women I spoke to had been hacking, blasting and zapping for over three years. And don't be fooled into thinking this time has just been spent on a few idle five minute reconnaissance missions either.

These front line girls are a committed bunch who average seven hours of active Sega duty per week, with over 10% of these crack troopers dedicating 21 hours a week to the cause!

WE LOVE SONIC!

But exactly what type of games are these gritty girls grappling with? Well, action adventure type games seem to push the right buttons.

You know the type – run, jump and fall from a stomach churning height into the path of some freaky monster that definitely wasn't there last time you looked. As you might expect, *Sonic*, that electric blue streak of speed, simply bowls the girls over.

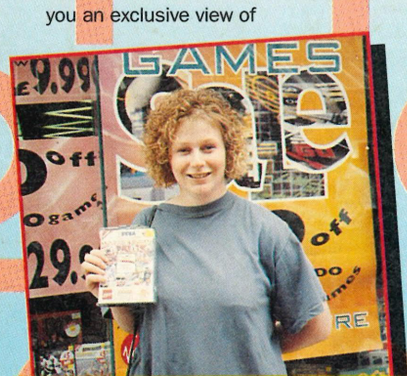
This leads me to another rather interesting point: 70% of women prefer playing with animal heroes rather than men or machines. Hmm...

Another strong preference with the Sega gals are cartoon graphics. 65% favour games with slick and humorous animation – games with more realistic 3D graphics tend to be a turn-off.

DEEP GAMEPLAY

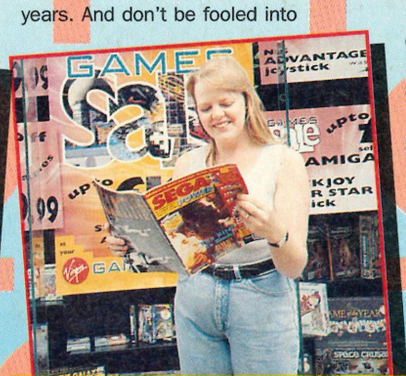
As far as gameplay is concerned, girls definitely want depth. 76% of women, for example, prefer titles which require strategy and planning skills.

This is no doubt because the ladies are champion tacticians as well as valiant soldiers. In fact, over 80% of the women I spoke to claimed that

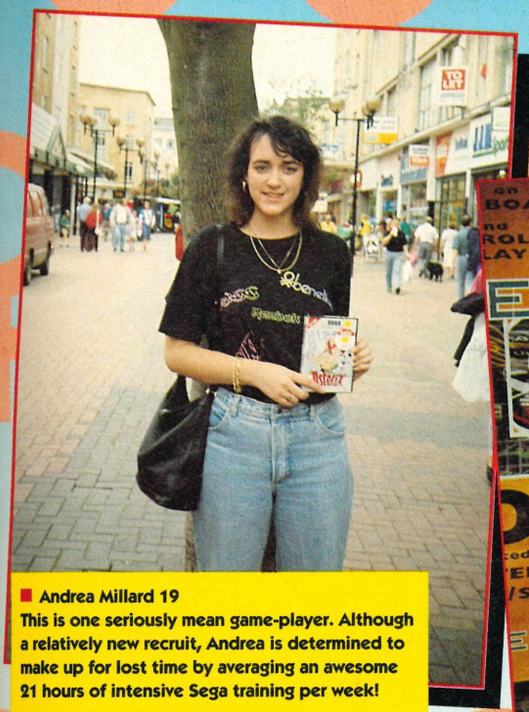


■ Tracy Kingdon 23
Now here's a veteran game-player. Tracy began playing nine years ago – on coin-op machines. She has since swapped the buzz of the arcades for the tranquility of home. There's one problem though: what to do with all that loose change? Argh!

■ Tracey Dando 21
For most folk, a wet and grey weekend is a time of despair, but not for Tracey... Whenever the heavens open, she heads indoors to continue her spin attack against Robotnik's evil regime. Sega is a drip-free zone, after all, isn't it?



■ Linda Scott 28
Linda's fave is *Pac-Mania (Sega Power* 16: 94%), 'cos it drives her nuts. But leaping over ghosts can't have sent her too mad. After all, she still has the good sense to check out The Hard Line before dishing out her dosh on the latest quality title



■ Andrea Millard 19
This is one seriously mean game-player. Although a relatively new recruit, Andrea is determined to make up for lost time by averaging an awesome 21 hours of intensive Sega training per week!

■ Steph Hallett 19
This is a gal with a need for speed. Steph enjoys nothing better than an evening burning rubber – preferably with the help of Sonic's speed sneakers – and who could blame her? In the race for this girl's affections, Sega's fave superhero has no equal in the wooing stakes!

■ Janet Blower and Scott Pugh (ages withheld to protect the innocent!)
Janet bought this Mega Drive for her boyfriend, Scott – what a generous gal! Unfortunately, Scott, while delighted with his new toy, expressed doubts about whether he'd actually play the thing. As he says, "once she gets started, she'll be hooked" – and with *Taz Mania* as the free cart, we think he could be right...

E GAME!

how women are rising to the Sega challenge!

they employed a system for playing rather than just relying on instinct alone.

There are already many games which fulfil the women's criteria – the most famous, of course, being *Sonic* – but following in his spiky shadow are many other excellent titles...

Wonderboy 3 on the Master System (*Sega Power* 1: 92%), and *James Pond 2* (*Sega Power* 26: 90%) 'n' *Quackshot* (*Sega Power* 28: 92%) on the Mega Drive (to name just three).

HATED GAMES

But not all games are quite as popular as these with the girls... Fighting games such as *Streets Of Rage* (*Sega Power* 26: 91%) and *Golden Axe* (*Sega Power* 25: 76%) are likely to have most women reaching for the aspirin, for example.

The idea of beating your opponent to a sticky mass of blood and entrails was oddly enough a turn-off for 45% of the gals I spoke to.

But even these skull-crushingly dull beat-'em-up games can't compare with the truly yawn provoking sports sims. Over 50% of the female camp had nothing but contempt for this genre.

This is understandable when you consider that none of these sports titles feature "female" games or events – an injustice that the Sega gals are quick to point out...

BOYS GET IT ALL

It seems all the more bizarre then that Sega, who are investing vast resources to create games that appeal to an ever wider audience, continue to aim their vast publicity campaign exclusively at the male youth market. Fortunately, despite the palpable lack of encouragement proffered by the console industry as a whole, the lethal lasses are still as determined as ever to continue their battle for a place on the Sega landscape.

After years of active duty battling the fiercest of foes, these mean gals have proved themselves more than equal to the Sega challenge. But now they want to beat the boys at their own game. So come on, guys, what are you afraid of? After all, girls just want to have fun – y'know?

■ Julie Curtin 21
Julie strayed from the straight and narrow for a short time by playing Nintendo, but paid the penalty by having to endure the dull games and dingy graphics. Now back in the true faith she describes the vast choice and utterly deep gameplay of Sega games as "brilliant!"

■ (From left to right) Emma Olden 14, Sandra Martin 40, Rachel Olden 21, and Caroline Olden 8 (in the foreground). No arguments about what TV channel goes on in this household. Frantic button clicking echoes round their home for a staggering 35 hours a week. Makes you wonder how much longer it'd be if granny came to stay!

YOUR WRITE TO REPLY, GIRLS!

Although women players have been marauding their way through Sega games for some time now, their presence has so far made very little impact on games themselves.

There are still no female sports and relatively few girl characters.

One reason for the lack of female representation in the Sega world is almost certainly due to the absence of women developers and game-testers in the software industry.

US Gold, for instance, currently employ no women at all in these key creative positions.

Danielle Woodyatt, US Gold's PR Manager, expressed her concern at the lack of women involved in these decision-making roles.

She would very much like to encourage more girls to shape the format of future games. (If you're a Birmingham based gal who fancies gaining some experience testing US Gold carts, write to: Tony Porter or Danielle Woodyatt at US Gold, Unit 2/3, Holford Way, Holford, Birmingham, B67 AX.)

As Danielle explains, the only feedback the developers get about how their games have fared is from mags like *Sega Power*.

So if you want to, as they say, "express yourself," you know what to do. Get your views down on paper and send them straight in to: *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2AP.

After all, *Sega Power* is the voice of all game-players, so why not use it to let the console industry know what *you* think? Remember, as far as they're concerned, if it's not in print, it doesn't exist...

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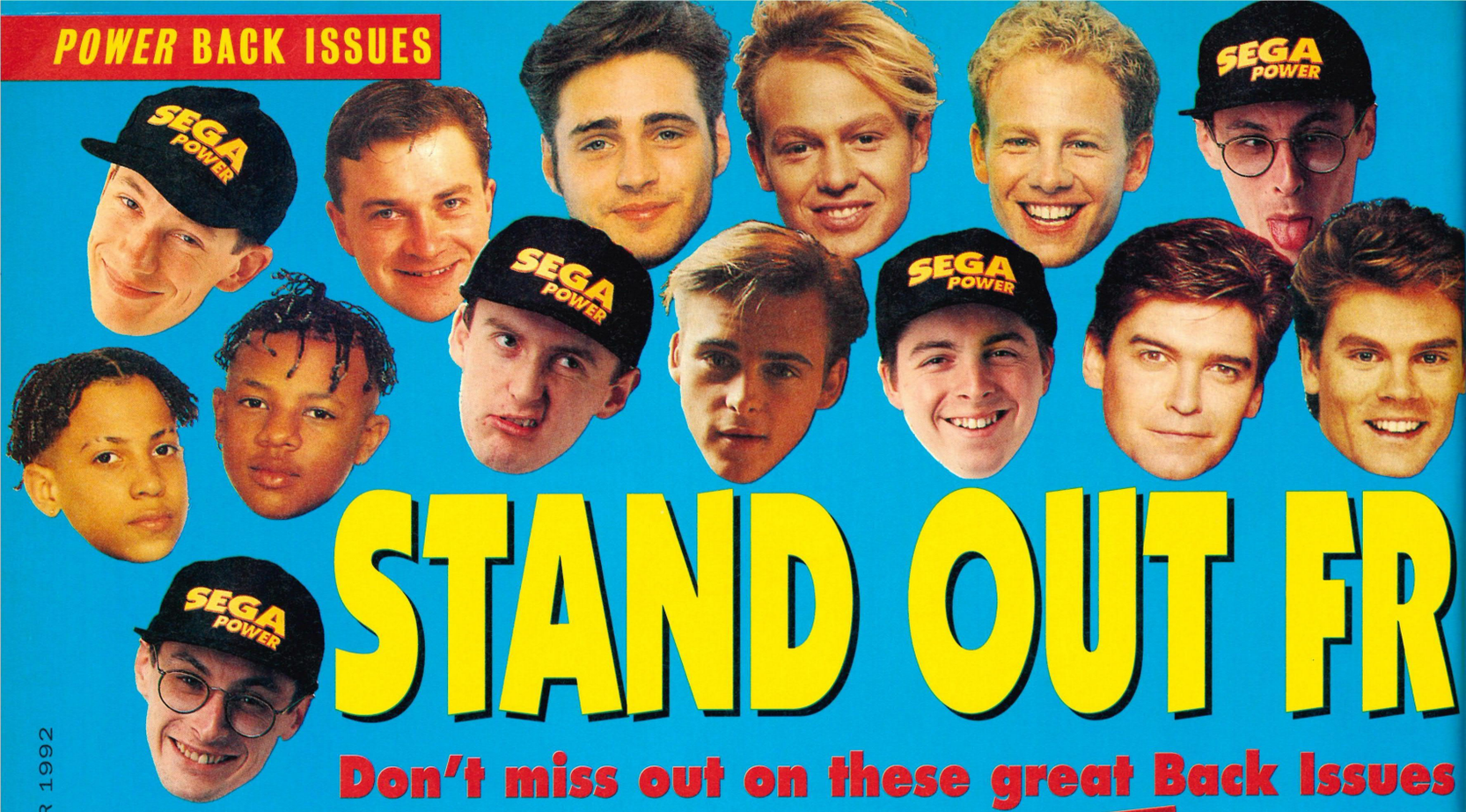

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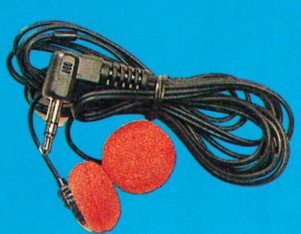
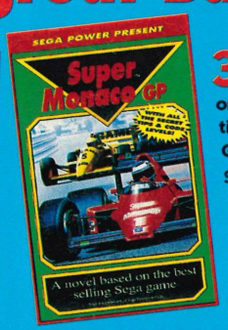
31 Look at what we packed into this one! A huge feature on why *Sonic* knocks *Mario* into a cocked hat, how our Curly won the Sega UK Championships – yet again – and tons of reviews: *Euro Club Soccer* on the Mega Drive, *Pengo*, *Joe Montana* and *Spider-Man* on the Gear – plus loads more. 40 titles tipped in our whacking *Power* Play... and stereo earphones on the cover. Truly stunning.





32 Read the completely FREE *Super Monaco G.P.* book on the cover and enjoy over 200 tips in *Power* Play. And – oh my God – just look at all those great reviews: *Chuck Rock*, *Terminator* and *Super Monaco G.P. 2* on the Mega Drive and Master System, *Prince Of Persia* on the ol' Master, and *Halley Wars* and *Chessmaster* on the ace Game Gear. There's also a round-up of basketball sims and a feature on Sega's exciting new arcade coin-ops... Read it to believe it!

33 An Olympic special – complete with a free *Sonic* tips poster. Games reviewed include: *Olympic Gold* on the Mega and Master, *Taz Mania* and *Corporation* on the Mega and *Crystal Warriors* on the Game Gear. Plus loads of tips for *Desert Strike*, *The Lucky Dime Caper* and *Shining In The Darkness*. And don't miss our great Radio FM feature. This one kicks!

34 Keep the sun out of your eyes with our amazing E.A. shades – and then gawp at our issue: we interview development house Probe, find out the most up-to-date US Sega news from Tom Kalinske – and review all the latest titles: *Alien 3* on the Mega and Master, *Dragon's Fury* on the Mega, *Olympic Gold* and *Marble Madness* on the Gear – and loads, loads more. PLUS!! 9 pages packed solid with tried and tested game tips!

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OM THE CROWD

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THE HARD LINE

More games and hardware rated and reviewed than you can shake a sticky thing at. From the latest releases to the oldest turkeys, they're here. Whatever you do, don't do it without The Hard Line.

We know how it is here at *Sega Power*. You find an older game in the shops, but you can't remember what the review got in the mag. That's what The Hard Line's for – to make sure that whatever you buy, it's not going to be a total turkey.

BIGGER THAN MY BIGGEST garage bill, a better read than an Enid Blyton story and sexier than a very hot Michelle Pfeiffer, it's the totally re-mixed dub techno version of... The Hard Line.

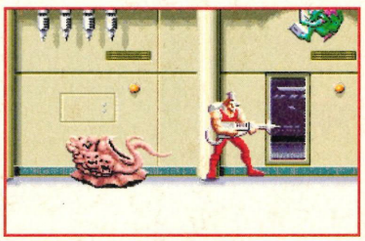
It's essential reading for anyone who's about to buy a new game or add-on. Every game that's been reviewed in the pages of *Sega Power,* and a mere splattering of games that haven't, is here reviewed and rated.

In all, there are around 420 separate games in here (if there's any game that isn't, then don't hesitate to drop us a line. So without any further ado, let me introduce to you the one and only...

MEGA DRIVE

Please note that Import prices will vary from company to company. The prices quoted are typical but only use them as a guide.

AERO BLASTERS (Import) £30
A very fast horizontally-scrolling shoot-'em-up, notable for its superfast tunnel sequence and major end-of-level guardians. Fierce and frantic action, but it's still one of the best shooters ever. ★★★★★



■ *Alien Storm* on the Mega Drive: quite a fun little game really (but nothing spesh)

AFTER BURNER 2 SEGA £34.99
The *After Burner* coin-op is a case of "nice graphics shame about the game" and while this version follows suit, it is a thrilling blast. Rapid 3D and meaty explosions guarantee a good ride – even if it is shortlived. ★★★★

AIR DIVER (Import) £30
First person perspective shoot-'em-up. Nice 3D update with large enemies and some frantic blasting. Not too hot on lastability though. ★★★

ALEX KIDD IN THE ENCHANTED CASTLE SEGA £29.99
Alex goes 16-bit in this colourful platform exploration romp. As with previous *Alex Kidd* games, the jolly atmosphere belies the testing gameplay. Fun and very polished, but still one for the kids... ★★★

ALIEN 3 FLYING EDGE £34.99
Well, what can you say? It's good, but not earth-shattering. The graphics are excellent, but it's still a standard, run-of-the-mill platformer. ★★★★

ALIEN STORM SEGA £35
Horizontally-scrolling blast-'em-up in the vein of a high-tech *Golden Axe*. Great 3D shooting sections and ultra-high-speed scroll, but crippled by easy gameplay. ★★★

ALISIA DRAGOON SEGA £39.99
A slick and professional platform dragon-'em-up with you as the lusty Alisia (she's well tasty). You must rely on five different dragons to help you get through the incredibly hectic gameplay. ★★★★

ALTERED BEAST SEGA £34.99
Once this came free with the Mega Drive, and even then they couldn't get rid of it. However much you enjoyed the coin-op, give this conversion a wide berth. Buy it and you can expect poor scrolling, jerky animation and pretty limited gameplay. ★★

AMBITION OF CAESAR (Import) £35
A typical wargame with plain graphics and grey-matter gaming. Aimed at strategy buffs, but with plenty of difficulty levels for both the beginner and the seasoned campaigner alike. An average game. ★★★

AQUATIC GAMES E.A. £34.99
Pond is back, and this time things are different. Compete with rival sea life in 11 events in this watery version of Track & Field. There's tons of humour, and the events are varied enough to keep the interest going. ★★★★

ARCH RIVALS FLYING EDGE £39.99
NIce idea, shame about the execution. There are some good touches and fair gameplay – you can beat up your opponents, for example – but after a hard session you begin to wonder if that's it. Yes, it is. ★★★

ARNOLD PALMER TOURNAMENT GOLF SEGA £34.99
Impressive-looking game with convincing 3D courses, good player animation and a hidden *Fantasy Zone* game! Simple play-style grows dull so seasoned golfers should go for *PGA Tour Golf* instead. ★★★

ARROW FLASH £20
Mundane horizontal blaster with overly fancy backdrops and a change-into-a-robot mode. Just pick up icons, blast a few aliens and that's yer lot. ★★★

ASSAULT SUIT LEYNOS (Import) £20
Known as *Target Earth* in the US of A. Eight-stage scrolly shooter. Tricky control and very hard. Persevere and you might just enjoy it. ★★★

ATOMIC ROBOKID (Import) £25
Pretty, multi-directionally scrolling shoot-'em-up. Frustrating gameplay (beaten baddies reappear if you move backwards – not a very good feature really) and an unreliable control method. ★★★

AXIS FZ (Import) £30
Blaster viewed from nearly overhead. Control is a bit sticky and the disorientating graphics just don't look right on the screen. Add some rather stale gameplay and, well, it's not something you'd be proud of. ★★★

688 ATTACK SUB SEGA £35
Detailed submarine simulation with enough arcade action for blasters, lots of missions, smart visuals and even some decent sampled speech. Play in the bath for added realism (only joking, missus, only joking!). ★★★★

BACK TO THE FUTURE 3 IMAGE WORKS £34.99
Third in the trilogy, not quite as bad as its predecessors, but still pretty dire. Too few stages (only four) and totally unsatisfying. Dull, dull, dull! ★★

BATMAN (Import) £35
Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty of fisticuffs with end-of-level Penguins and Jokers. Doesn't push the MD or you. ★★★

THAT HOG SNEAKS BACK FOR MORE...

Some interesting moves this month, but that's enough about me (ho, ho, ho), what's going on in the Charts?

Well, the Master System and Game Gear Charts are pretty much as they were last month, with *Olympic Gold* hogging the top spot in both. Hype About *Sonic 2* seems to have affected the sales of the original too. It drops (but only slightly) for both systems.

There's a brand new face in the Mega Drive Charts, however: Virgin's *European Club Soccer* goes straight to the Number One slot and knocks *Taz Mania, Olympic Gold* and *Desert Strike* out of the running.

Kid Chameleon also takes a major pounding and drops a huge ten places, from 7 to 17. Way to go, Kid! *The Immortal* seems not to be as it drops out of the Charts altogether. That hog makes an appearance again, sneaking in at Number 20.

Thanks, as always, to GALLUP (for the vital official line) and Whizz Kid Games (in association with Console Concepts) for the indie scene...

CHARTS
COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS
ELSPA
PENGUIN

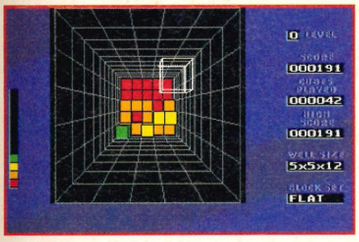
SEGA POWER'S STAR RATING

★★★★★	What are you waiting for? Buy it now!
★★★★	One of the better games you could go for
★★★	Worth checking out, but see before you buy
★★	Some serious flaws make this far from perfect
★	Complete and utter crap. Avoid like the plague...

OFFICIAL MEGA DRIVE TOP 20

1	EUROPEAN CLUB SOCCER	SP 31	68%
2	Taz Mania	SP 33	89%
3	Super Monaco G.P. 2	SP 32	93%
4	Olympic Gold	SP 33	77%
5	Terminator	SP 32	87%
6	Desert Strike	SP 29	91%
7	World Cup Italia '90	SP 16	45%
8	E.A. Hockey	SP 22	92%
9	Road Rash	SP 23	93%
10	Alex Kidd (Enchanted Castle)	***	
11	Streets Of Rage	SP 26	91%
12	Chuck Rock	SP 32	87%
13	Quackshot	SP 28	92%
14	Super Hang On	SP 12	95%
15	Super Thunderblade	***	
16	James Pond 2 – Robocod	SP 26	90%
17	Kid Chameleon	SP 30	80%
18	John Madden Football '92	SP 26	93%
19	Castle Of Illusion	SP 18	94%
20	Sonic The Cheesegrater	SP 22	97%

BATTLE GOLFER (Import) £30
Weird title, eh? Well, this is a weird game – it's a golfing arcade adventure, believe it or not. Hit your ball into the hole and enter the next location. Well strange, but you'll have to know a bit of Japanese to follow what's going on (yep, the foreign text is a bugbear...). ★★★



■ *Block Out* on the Mega Drive: *Tetris,* but sort of, like, looking down from the top

BATTLE SQUADRON E.A. £39.99
This is one classy vertical scroller. The snazzy graphics can't disguise some serious flaws in the gameplay, like the high difficulty level and puny power-ups, but it's still hotter than the summer of '76. ★★★★
BIMINI RUN (Import) £30
Smooth and convincing 3D in this speedboat shoot-'em-up with rolling waves and some whizzy craft. Jolly fun but nothing to get overexcited about. ★★★

BLOCK OUT E.A. £34.99
Take the classic, block-shifting *Tetris*, add a new dimension along with a different perspective and voila! Easily as addictive as *Tetris*, especially in head-to-head mode, but suffers from a high price. ★★★★★

BONANZA BROTHERS SEGA £34.99
Cult coin-op caper on your MD. Faithful conversion (two-player mode is included), but game is still flawed. ★★★
BUCK ROGERS E.A. £49.99
Subtitled "Countdown To Doomsday," this role-playing game is yet another classy title from E.A. Stop the RAM organization from corrupting the Earth with your team of adventurers. Investigate, explore and enjoy. ★★★★
BUDOKAN E.A. £39.99
Straightforward martial arts: learn the kendo, nunchaku, karate and bo disciplines, hone your skills and enter the tournament *(then lose! – Andy).* Lovely animation and a right tactical beat-'em-up. ★★★★
BURNING FORCE NAMCO £34.95
Space Harrier with different scenery. Similar faults too: repetitive, tricky targetting and perennial collision faults. Some variety, but still dull. Jeez! I dunno – games these days... *(Oi, shut it! – Andy.)* ★★

CADASH TAITO (Import) £36
A good attempt at trying to mix arcade action with a role-playing game. Good graphics and animation, but it's still far too easy. Quite a big problem really. ★★★
CALIFORNIA GAMES SEGA £39.95
The ancient multi-event sports game proves itself a competent title. Events include: Roller Skating, Foot Bag, Surfing, BMX Riding and Skateboarding. Okay graphics, but the gameplay's a bit old hat. ★★★

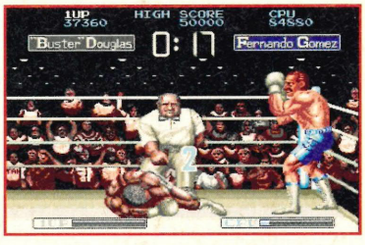
CASTLE OF ILLUSION SEGA £39.99
Mickey Mouse himself stars in this classic platformer. Everything is groovily portrayed using subtle shading and some beautiful parallax effects. The scrolling platform play is great too. ★★★★★

CENTURION E.A. £39.99
A strategy game in which you plan your campaign, order your Roman legions into battle and determine your own tactics. Far too shallow for thinkers and too samey for arcaders. Dull. ★★

CHUCK ROCK VIRGIN £TBA
Groovy goings-on 100 million years B.C. *Chuck Rock,* features some wild sonics and kicking graphics as he rescues his wife from the evil Gary Gritter. I bet she's got hairy armpits and smells of goat... ★★★★★

COLUMNS SEGA £29.99
A *Tetris* clone (a dropping tiles into a pit kinda thing) with a superb one-on-one challenge mode. More of an end-of-blast relaxer than a main game. Simple and addictive, but expensive for what it is really. ★★★★
CORPORATION VIRGIN £TBA
Sacks of atmosphere and excellent first-person view set this apart from its rivals. You have to break into the Corporation to uncover vile secrects about genetic splicing. Just don't get spliced yourself. Nice one. ★★★★
CURSE (Import) £25
Vile visuals, appalling animation, sour sounds and limited levels. Horizontal shoot-'em-ups are ten a penny on the Mega Drive and with such a great choice who needs this horrific tripe? ★★
CRACK DOWN SEGA £34.99
Two-player split-screen scroller where you guide agents around, plant bombs and zap the enemy before they zap you. Map graphics are tidy and the *Gauntlet*-style gameplay is addictive. ★★★★

DANGEROUS SEED (Import) £30
Vertical shooter offering nothing new. All the normal features, but tiny visuals make the action messy and confusing. More like dangerous weed really. ★★



■ *James "Buster" Douglas Boxing* on the Mega Drive: nice graphics, crap game...

DARIUS 2 (Import) £30
Also known as *Sagaia,* this huge horizontally-scrolling blaster has 26 levels. Ordinary gameplay, but it's still challenging and has seven different endings. ★★★★
DARK CASTLE E.A. £34.99
Overly frustrating platform-cum-puzzle gothic adventure. Get rid of the Black Knight and save the castle. The poor graphics and gameplay let this one down, but the rest of it is quite interesting. ★★★
DARWIN 4081 (Import) £30
Attractive vertical scroller with intriguing power-ups: your ship evolves with DNA! Nicely animated missiles and different arms help this stand out from the crowd. ★★★★
DAVID ROBINSON SUPREME COURT BASKETBALL SEGA £39.99
Fast, smooth and great fun. Sexy scrolling with 180 degree view changes. NIce "sneakers on the gym floor" sound effects, but can get a bit messy when things get frantic – and, as always in basketball, that happens quite a lot. Still worth it though. ★★★★

DECAP ATTACK SEGA £34.99
A hilariously funny platform game with great visuals. As Chuck D. Head, you must bash in the enemies, reach the evil Max D Cap and save the world from a fate worse than death. Not as daft or as easy as it sounds. Nice one. ★★★★★
DESERT STRIKE E.A. £39.99
Without doubt one of the best games of all time. Pilot your Apache Gunship through five complex scenarios and repel the evil dictator General Kilbaba. This really is most excellent. ★★★★★

DEVILISH (Import) £34
Grooved-up and re-hyped release of the age old *Breakout* game. Excellent backdrops and end-of-level bosses lift this above your humdrum bat 'n' balling fare. And it's fast and funky too. Worth a look. ★★★
DICK TRACY SEGA £39.99
Major improvement over the Master System version, but still suffers from the routine gameplay of its counterpart. It's a horizontal scroller with bonus rounds and comic-book intermission screens. ★★★★
DJ BOY SEGA £34.99
A beat-'em-up on roller skates (yes, we did say roller skates). Baddies whisk away our beloved, so you set off in pursuit of Mr Big and his cronies. Disastrous sound and routine action. ★
DODGE BALL (Import) £35
A different idea for a sport (well, I've never heard of it anyway), but it tends to tire very quickly – the sport itself is pretty feeble. Not too bad in two-player mode though (like mosts sports). ★★
DOUBLE DRAGON BALLISTIC £29.99
God help us all. A tacky conversion of an ancient game is not a recipe for success. One of the lowest scoring Mega Drive carts of all time and well deserved too. Absolutely dire. You have been warned... ★

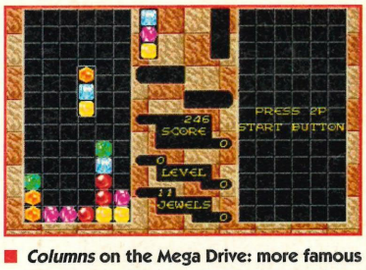
DRAGON'S FURY DOMARK £39.99
Destined to become a Mega classic. Smooth graphics and addictive gameplay make this cartridge one of the essential purchases of the year so far. ★★★★★

DYNAMITE DUKE SEGA £34.99
Unusual *Operation Wolf* clone featuring Duke, the man with the transparent chest (so you can see what's coming). End-of-level punch-ups, but it's limited. ★★★

E.A. HOCKEY E.A. £39.99
Detailed ice hockey sim with smooth visuals and plenty of riproaring ice action. The two-player option is good and there's even a punch-up sequence if you're feeling violent! Fast and playable. ★★★★

ELEMENTAL MASTER (Import) £25
After a fabulous introductory sequence, this is just another one of your vertically-scrolling shoot-'em-ups. You're on foot and the enemy lob rocks at you. Beautiful visuals, but little depth and too easy. ★★★
EMPIRE OF STEEL FLYING EDGE £34.99
Different graphics, different aliens, different noises – but everything else is exactly the same as every other shoot-'em-up ever done for the Mega Drive. Dull, dull, and most of all, dull again. ★★
E.S.W.A.T. CITY UNDER SIEGE SEGA £34.99
At first, this armoured *Shinobi*-style shooter isn't too hot and you won't be impressed. Later on though, it displays some really moody scenes. Tried and trusted gameplay, plus a few shocks! ★★★★
EUROPEAN CLUB SOCCER VIRGIN £34.99
Nice intro and options, but the whole thing is let down by poorish gameplay and is simply far too easy to beat in one-player mode. But the password facility is a God send and the two-player mode is sharp enough. Miles better than *World Cup Italia '90.* ★★★

FAERY TALE ADVENTURE E.A. £39.99
Jolly role-playing game, whose computer game ancestry is just a bit too obvious. Puny characters, weedy combat and generally dated gameplay. Big adventure, but not worth the effort. ★★★
FANTASIA SEGA £29.99
Spectacular animation, gorgeous scenery and an amazing classical soundtrack – but *Mickey* fans will be disappointed with the gameplay. A repetitive shoot-'n'-collect-'em-up with tricky controls. ★★★
FATAL LABYRINTH SEGA £34.99
Addictive roam around the labyrinth and collect the goodies role-playing game. Overhead graphics reveal themselves as you enter each room, which is nice, but the game itself is just too easy. ★★



■ *Columns* on the Mega Drive: more famous on the Gear, but still good on the 16-bit...

OFFICIAL MASTER SYSTEM TOP TEN

1	OLYMPIC GOLD	33	69%
2	Enduro Racer	8	61%
3	Sonic The Hedgehog	27	96%
4	Teddy Boy	8	73%
5	Asterix	30	92%
6	World Grand Prix	8	82%
7	Mickey Mouse	17	96%
8	The Ninja	8	71%
9	Hang On	★★★★	
10	The Lucky Dime Caper	29	95%

UNOFFICIAL MEGA DRIVE TOP TEN

1	ALIEN 3	34	82%
2	Dragon's Fury	34	90%
3	Terminator	32	87%
4	Taz Mania	33	89%
5	Chuck Rock	32	87%
6	Green Dog	36	68%
7	Dungeons & Dragons	To be reviewed	
8	Bart Vs The Space Mutants	33	59%
9	Evander Holyfield Boxing	Just Released	
10	Olympic Gold	33	77%

OFFICIAL GAME GEAR TOP TEN

1	OLYMPIC GOLD	34	58%
2	Super Kick Off	26	91%
3	Mickey Mouse	23	78%
4	Wonderboy (Dragon Trap)	To be reviewed	
5	Super Monaco G.P.	★★	
6	Sonic The Hedgehog	29	94%
7	Wonderboy	★★	
8	The Lucky Dime Caper	30	92%
9	Shinobi	22	73%
10	Out Run	27	79%

UNOFFICIAL GAME GEAR TOP TEN

1	SPIDER-MAN	31	84%
2	Wonderboy (Dragon Trap)	Just Released	
3	Olympic Gold	34	58%
4	Super Kick Off	26	91%
5	Out Run Europa	33	81%
6	World Class Leaderboard	26	91%
7	Crystal Warriors	33	24%
8	The Lucky Dime Caper	30	92%
9	Aerial Assault	36	94%
10	George Foreman Boxing	36	28%

FATAL REWIND **E.A. £39.99**
Novel rewind feature lifts this up from a humdrum platformer, and lets you see where you went wrong. Loads of keys and explore-'em-up action, but still very frustrating – even for skilled game-players like us (ahem). ★★★★

FATMAN **(Import) £30**
Enter the arena to fight for riches – and your life! There are several nicely animated but unpalatable adversaries for you to combat. An unusual beat-'em-up. ★★★

FIRE MUSTANG **(Import) £30**
A cross between *P-47* and a bucket of cold sick, this nasty horizontal shooter is slow, unattractive, unbearably dull and sounds rubbish. And from Taito of all people... ★

FLICKY **SEGA £20**
Cheap maze-chaser with 99 levels of moderately addictive platform action. Cute, and definitely aimed at younger players, but fun for old 'uns too! ★★★

FORGOTTEN WORLDS **SEGA £34.99**
Two-player shoot-'em-up with an unusual firing method. Beautiful backdrops and loads of enemies! There are unlimited two-player lives so you can complete it in one go if you want. Great solo, though. ★★★★

■ *DJ Boy* on the Mega Drive: awful name, and it's a flippin' awful game to boot

F-22 INTERCEPTOR **E.A. £39.99**
The first ever flight simulation for the Mega Drive, but slightly lacking in the gameplay department, Mrs Jones. Great graphics and sound effects,and some wild head-to-head confrontations, but a tad samey after a while – and that's the killer. ★★★★

GAIN GROUND **SEGA £34.99**
Choose the right soldiers in this intriguing flick-screen combat game. Heavy on the strategy, its slower pace might make a change from mindless alien slaughter. Unusual two-player mode enables you and a mate to help each other out. ★★★

GALAXY FORCE 2 **SEGA £39.95**
An excellent conversion of the 360° spinning coin-op. Fast and furious action all shown from a 3D angle, but the view from behind your afterburners gets tiresome after a while. Could have been better. ★★★

GAMES (THE) WINTER CHALLENGE **SEGA £39.99**
Eight event sports game that really comes into its own when you play with a group of friends – be prepared for mucho aggro as the pace hots up... Get ready to eat snow and ice in the Ski Jump, Luge, Bobsleigh and Biathlon (among others). Not half as much fun when you play on your own though. ★★★★

GHOSTBUSTERS **SEGA £34.99**
Platform shooter with characters from the movie. Plain backdrops but great sprites and a few nice effects. Simple gameplay. Highly mediocre, but better than the cartoon anyway... ★★★

GHOULS 'N' GHOSTS **SEGA £44.99**
Tricky rendition of the coin-op with ghouls, spirits and all manner of creepy nasties. However, with unlimited lives you won't let it go. Amazing visuals and some superb stereo sound. Unmissable! ★★★★★

GOLDEN AXE **SEGA £34.99**
Hack-'n'-slash with all the frills of the classic coin-op. Two-player mode isn't as smooth as expected and for one player it's too easy to finish – a major downer. Still, this is classic, hugely playable and addictive monster-dismembering mayhem (Andy will also probably want to tell you that he wrote a tips book on the game...). ★★★★

GOLDEN AXE 2 **SEGA £34.99**
Okay if you haven't seen the original, but don't expect anything radically different. It's fun to play, but you can easily finish it in only a few hours. Get it if you haven't got the original, but don't bother otherwise. ★★★★

GRANADA **(Import) £35**
Overhead multi-directional scroller where you use the "Granada" vehicle to defeat enemies and destroy booby-trapped power stations. Only four levels but fun. ★★★★

GRAND SLAM **TELENET (Import) £35**
A graphically good tennis game – but with the usual problems: it's just too easy. You'll probably complete it in a day or two. And with no other tennis sims on the market (yet!), this is your only choice. Not bad. ★★★

GYNOUG **SEGA £39.99**
Unimaginative horizontal scroller with a range of weapons and tedious enemies to conquer. It's difficult, samey and a pain in the backside.★★

HARD BALL **SEGA £39.99**
Baseball is an easy sport to simulate, but tricky to make addictive. This is a fine reproduction though, with quality graphics and sound. Best with a pal. ★★★★

HARD DRIVIN' **TENGEN £25**
Remove the steering wheel, sit-in cockpit and FM stereo sound, and you've got a competent 3D driving simulation with a good few hours play inside it. Sorry, fans, the cash is better put in the slot. ★★

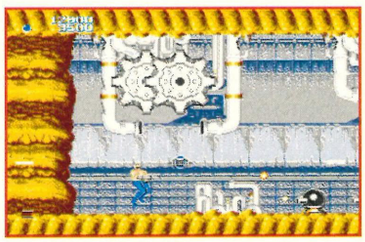
HEAVY UNIT **(Import) £30**
Multi-directional scrolling blaster with loadsa power-ups, guardians and bland scenery (yawn). It's also incredibly tough. There are a million other far better Mega Drive shoot-'em-ups to go for. ★★★

HELLFIRE **SEGA £34.99**
Improves upon the Toaplan arcade coin-op with extra weaponry and difficulty levels. This is a tense horizontal scroller with nice attack waves and decent power-ups too. A great one-player blaster! ★★★★

HERZOG ZWEI **SEGA £34.99**
You command a range of armoured weaponry, and have to handle battle plans and juggle with logistics in real time (keep calm!). A mix of action and strategy – tough but very rewarding. ★★★★

IMMORTAL, THE **E.A. £39.99**
A highly polished arcade adventure with some gory graphics – see your wizard crack goblins' heads in two and turn others to stone. Shame they're just a tad too fuzzy though. Nice blend of arcade and adventuring action, but £40 is a lot of dosh to fork out – even for this. ★★★★

INSECTOR X **(Import) £25**
Giant insects are your target in this horizontally-scrolling spray-'em-up. Stunning scenery and some beautiful bug baddies complement the above-standard action. ★★★★



■ *Forgotten Worlds* on the Mega Drive: a good conversion of a classic coin-op...

ISHIDO: THE WAY OF THE STONES **(Import) £25**
Ishido is an ancient tile board game that was rediscovered by a Taoist priest(!) some time ago. This is a puzzle game that offers tactical gameplay similar to a kind of reverse Shanghai (of course, if you haven't a clue what Shanghai is all about you're well and truly stuffed.). For fans of the puzzle type only. ★★★★

JAMES "BUSTER" DOUGLAS BOXING **SEGA £34.99**
Almost the same as *Final Blow*, this awful boxing simulation is unintentionally funny. With few moves and limited play options, this lasts about as long as Douglas did. ★★

JAMES POND **E.A. £39.99**
A fishy tale under the waves. Guide James around 12 levels, collect icons and fend off loads of finny fiends. Simple, but lacks variety. ★★★

JAMES POND 2 **E.A. £39.99**
Thwart Dr Maybe's evil plans to take over Santa's Toy Factory in James's second outing on the Mega Drive. Fun, even if Dr Maybe does take over the Factory in the end. Oh well, we all start somewhere... ★★★★

JEWEL MASTER **SEGA £34.99**
A run-of-the-mill platform beat-'em-up with a novel ring feature. Swap rings and you can alter the kinds of magical weapons you use. Dull as ditchwater... ★★★

JOE MONTANA FOOTBALL **SEGA £34.99**
With *John Madden* about, *Joe Montana* has to offer something really special to drag you away – but doesn't. The visuals are less polished, the gameplay is less tactical and it's a pushover for one player. You know what we're gonna say now, don't you? Get *John Madden*. ★★★

JOE MONTANA 2 **SEGA £34.99**
Much better than the original and provides a nice change to the *John Madden* series. The big plus feature is the high-quality speech that commentates throughout the game. It really is unbelievable. ★★★★

JOHN MADDEN AMERICAN FOOTBALL **E.A. £39.99**
All the thrills of the grid-iron without the pain. Heaps of tactical play, amazing 3D perspective and sampled sound. (If you haven't got this already though, go for *John Madden Football '92* instead.) ★★★★★

JOHN MADDEN FOOTBALL '92 **E.A. £39.99**
A new and improved version of the original game with lots of new features (mainly in the gameplay: new passes, formations and so on). Better than the original, but at first sight it seems very similar. Don't be fooled! (If you've got the original though – think before buying. It's not *radically* different.) ★★★★★

JORDAN VS BIRD **E.A. £34.99**
Dire, boring, inane, small-minded, shallow, useless, fat, git, bog, nob, tedious, repetitive, contninual, utter, rubbishness. Graphics are nice though. ★★

JUNCTION **(Import) £30**
Based on the coin-op *Q-Brix*, this puzzler has you switching grooved blocks to alter the pathways of various rolling marbles. Tidy graphics and typically addictive arcade puzzle action. A marble trap par excellence. ★★★★

KA-GE-KI **(Import) £35**
Fight your way up an eight level building in this no-holds-barred oriental boxing game. Great graphics, comic characters, cool tunes and Japanese speech! What more could you ask for? Lots of fun. ★★★★

KID CHAMELEON **SEGA £39.99**
A great platformer, but the gameplay is lacking. Help the Kid rescue kiddies, using magic helmets to transform him into a wall-climbing expert or a block-smashing maniac (among others). Far too easy. ★★★★

KING'S BOUNTY **E.A. £39.99**
Role-playing games are renowned for being long on play and short on prettiness and this is typical: loads and loads of adventure, but not much to see or hear really. RPGers only need apply – others will find it tiresome to say the least. ★★★★

KLAX **TENGEN £34.99**
This tumbling-tile cross between *Columns* and *Tetris* was all the rage when it first appeared. Heaven knows why: after an hour this mediocre puzzler is back in its box. ★★

KRUSTY'S SUPER FUN HOUSE **FLYING EDGE £39.99**
A cross between *Lemmings* and a platformer, but with loads of levels. Very frustrating, but jolly good nonetheless. Worth checking out if this is your "bag." ★★★

LAKERS VS CELTIC **(Import) £35**
From the same team that brought you *John Madden*, this basketball sim has impressive graphics, fast play and heaps of options. Not fantastic by any means, but it's still great for two players. ★★★★

LAST BATTLE **SEGA £34.99**
Violent martial arts beat-'em-up with unimaginative gameplay. Defeat an opponent, walk along, defeat an opponent, walk along again... Dull, dull, dull. ★

LHX ATTACK CHOPPER **E.A. £39.99**
A good attempt at a heli-sim, but the lack of interesting missions makes play all too dull before long. Combat is good fun though, and there's an excellent range of external 'copter views. ★★★

MARVEL LAND **(Import) £40**
Sonic meets *Wonderboy* in this colourful scrolling platform game. Great visuals, stunning parallax, cute characters, a vast amount of collectables and novel power-ups make this one a winner. ★★★★

M1 – ABRAMS BATTLE TANK **SEGA £38**
3D filled vector graphic tank sim. Scenery isn't very detailed but it's fast. Pull-down menus provide info and there are plenty of high-tech missions. ★★★★

MAGICAL FLYING HAT TURBO ADVENTURE **(Import) £30**
The Mega Drive equivalent of *Psycho Fox* with superb multi-directional scrolling and devious platform action. Huge, loadsa bonuses, plenty of tactical play and cute "I lurve you" graphics. ★★★★★

MARBLE MADNESS **E.A. £39.99**
Guide your vulnerable marble through the 3D courses and avoid all manner of traps, machinery and bizarre marble-gobbling monsters. Better in two-player mode, but still a damn fine conversion. ★★★★

MARIO LEMIEUX HOCKEY **SEGA £39.99**
Not as good as *E.A Hockey*, but pretty good nonetheless. The tournament mode will keep you playing for weeks and there are enough options for even the most fickle player. Could do with some decent sound effects. ★★★

MEGAPANEL **(Import) £30**
Sliding tile puzzler in the same vein as *Tetris* – but upside-down. Panicky action with a fab two-player mode. ★★★★

MERCS **SEGA £40**
Tedious and repetitive shoot-'em-up action. Awful control system ruins what little gameplay there is. This really is a bag of tosh... ★★

MIDNIGHT RESISTANCE **(Import) £38**
Your Rambo-style character faces up to some impressive hardware in this scrolly blaster. The unusual controls are tricky, but the arcade action is good enough. ★★★

MIGHT AND MAGIC: GATES TO ANOTHER WORLD **E.A. £49.99**
Incredibly deep RPG, but slightly marred by an out-of-date combat method and very basic visuals. The high price is also off-putting. Not for beginners either. ★★★★

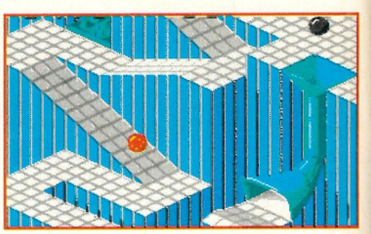
MIKE DITKA POWER FOOTBALL **BALLISTIC £39.95**
Ballistic try to steal the American Football crown from *John Madden* and fail. While it's fun in two-player mode, it just doesn't compare. *John Madden* still has the edge with its ace gameplay, graphics and sound. ★★★★

MONDU'S FIGHT PALACE **(Import) £25**
Pathetic Kung Fu-cum-wrestling game. It looks all right, sounds awful and plays like a bag of pebbles. There are plenty of better fighters out there. ★★

MOONWALKER **SEGA £34.99**
Platform dance-'em-to-death (!) starring the famous Wacko Jacko. Ludicrous design is carried off by the gorgeous animation and toe-tapping tracks. More variety would have made it a classic. ★★★★

MUSHA ALESTE **(Import) £30**
Also known as *MUSHA*, this is a vertical scroller with standard power-ups and an easy mission for you to complete. Okay graphics but nothing great. ★★★

MYSTIC DEFENDER **SEGA £34.99**
Looking for all the world like *Spellcaster* on the Master



■ *Marble Madness* on the Mega Drive, If you liked the coin-op, then you'll love this

EXTRAS FOR THE MEGA DRIVE

ACTION REPLAY CARTRIDGE **DATEL ELECTRONICS** **£49.99**
Plug this straight into your Mega Drive, insert your favourite cartridge into the slot and yes! Infinite lives, energy and what have you with this handy device that lets you change some of the data inside a game. Beat everyone and they won't even know what hit them. ★★★★

ACTION CHAIR **SEGA £109.99**
Oh dear. Basically an oversized and overly expensive joystick which plugs into your Mega Drive. It simply doesn't work. Stinkin' awful. ★

ARCADE POWER STICK **SEGA £34.99**
Blimey, this is a well hard piece of kit and no mistake. It's built to last and all those Buttons are pretty damn fine, actually. The work too, which is a nice change. Shame the stick itself is a tad too spongy. ★★★★

CARRY BAGS **£19.95 (LARGE)**
CONSOLE CONCEPTS **£9.95 (SMALL)**
Are you always popping off down your mates' place with your Gear under one arm and a Sainsbury's shopper in the other? Want more cred? Want to be def? Want to be day-glo-colour-bomb man himself? Get yourself one of these handy li'l numbers. Pretty good really. ★★★★

CARTRIDGE CADDY **SEGA £4.99**
Basically a plastic tray designed to hold up to eight of your precious Mega Drive carts (including the boxes). Er, and it holds them sort of upright. That's it really. Neatness freaks will love it, but you couldn't call it spunky. ★★★★

CARRY CASE **I.S.M. £49.99**
A sturdy custom-designed plastic carry case for your Mega Drive and kit. This can hold your Mega Drive, Powerbase Converter, two joypads, up to five games and an AC Adapter. But look at the price-tag! At £20, I.S.M. must be stark raving bonkers. ★

CONTROL PAD **SEGA £14.99**
An excellent if basic joypad. No Rapid Fire gimmicky bits, just looks, responsive controls and a lifespan that would put a tortoise to shame. ★★★★

EXPLORER **A DAN LTD. £29.99**
Microswitched tabletop stick with two-speed turbo fire and a slow motion. Okay, It's not an oil painting, but it still performs well and there aren't revolting pink or green bits to make you sick. ★★★★

QS AVIATOR **QUICKSHOT £29.99**
This hairy great yoke-plane-joystick-flight thing is a bit Over The Top, but it's still an excellent stick for the likes of *F-22 Interceptor* and *Super Monaco G.P.* In fact, John swears by it for some titles, so there. ★★★

GIZMO **BEESHU £49.95**
This is what you might call a designer's worstest nightmare. It may be strong, but with too much stick travel, useless gimmicks and an extortionate price, it's a toad. And a toad with warts at that. ★★

MEGA DRIVE JOYPAD **HONEST £19.99**
Looks like the joypad, but comes with three extra Buttons (steady on now, girls, don't get too excited!). Feels a load cheaper, but don't be fooled. The turbo buttons really are an excellent addition to a brilliant design shape. ★★★★

MEGA STAND **KMA LTD (AROUND £60)**
The Mega Stand is KMA's answer to the hi-fi, video and TV stand (what was the question again...). Your Mega Drive sits on top and there's room for sticks, pads and up to 11 games in the "roomy interior."

(But what about the speakers? I suppose they think you can sellotape them to the sides, eh?) There are even cable tidies. Nice, but expensive for what it is (still, if you've got the money...). ★★★★

POWERBASE CONVERTER **SEGA £29.99**
Well, what can I say? For only 30 quid, you can redesign your Mega Drive and use all those classic (or not so classic) Master System carts. Two consoles for the price of one-and-a-bit can't be too bad really. If you haven't got one of these already then you have a problem (or perhaps you're broke?). No excuses – get one right away. ★★★★★

POWARCADE ACTIVE CONSOLE **£299.99**
An arcade cabinet with sticks and buttons. Plug in your Mega Drive, add a monitor and watch your mates fly into a jealous rage now you've got your own coin-op in yer living room. ★★★

QS 13 PYTHON STICK QUICKSHOT **£12.99**
'Ere, this is a bit of all right, innit? Sturdy, good-looking stick with a brilliant turbo option. The absolute business for *Desert Strike* and carts of that ilk. And cheap at the price. Get one. ★★★★

QUICK GUN TURBO **JONG RICH £16.95**
Smart grey stick with nice clicky Buttons and a firm shaft. Feels rugged and it's responsive too. ★★★★

SG FIGHTER **QUICKJOY £14.95**
Posey beyond belief, this is a responsive but weak stick. Fire Button and Start are small and too close together (not good if you're shortsighted). Over the top. ★★★

System, this curious beat-'em-up is quite a good game once you get into it. The visuals are atmospheric and the gameplay is moderately appealing too. ★★★

NEW ZEALAND STORY (Import) £35
Some seem disturbed by the layout. Why? It's just as good as the coin-op and the gameplay is unharmed. Cute-'n'-cuddly platformer with oodles and oodles of playability. Awesome. ★★★★★

ONSLAUGHT BALLISTIC £39.99
Join Balthusar – wasn't he one of the three wise men? *(Er, no I don't think so – Andy)* – and his cronies in this thoroughly mindless blast-'em-up. Good parallax scrolling, but the graphics aren't very good and the battles almost identical. ★★

OLYMPIC GOLD US GOLD £39.99
Joystick bashing is back with this full-on sports sim for the '90s. Compete in seven olympic events and get whipped up into a fervour of Barcelona-related activities (okay, so it's all over now, but when has that ever stopped you?). Just don't expect it to last too long, thas 'all. Decent enough, but could've offered more. ★★★★

OUT RUN SEGA £35
Drive through five varied stages in this 3D racing game. The Mega Drive version of this classic (if dull) coin-op fails to deliver half the fun of the Master System version, so get that instead and use the Converter. ★★★

PAC-MANIA DOMARK £34.99
A slick 3D interpretation of the oldie, complete with lemon and ghosts. Effective, but nothing new... ★★★

■ *Golden Axe 2* on the Mega Drive: not that different from the original *Golden Axe*

PAPERBOY DOMARK £34.99
Deliver papers on a street that's more of an assault course than a quiet suburb. Avoid lawnmowers, reckless drivers, drunkards and so on. The original was okay, but come on, guys! Things have moved on since then. ★★★

PGA TOUR GOLF E.A. £39.99
Possibly the best golf game to appear on the Mega Drive. Good 3D views, loads of options and a multi-player mode too. Classic golfing play and a must for all golfers. Just don't wear the trousers... ★★★★★

PHANTASY SOLDIER 3 (Import) £35
Strider but without the knobs on. The action is just as enthralling and the smooth visuals are very atmospheric – with even more detail. And with its fabulous cartoon sequences, this is another undoubted winner, so what are you reading this for? Play it! ★★★★★

PHANTASY STAR 2 SEGA £59.99
Long-awaited sequel to the Master System role-playing game. With a massive quest set over different worlds and four characters to control, you should be thankful for the handy battery back-up! ★★★★★

PHANTASY STAR 3 SEGA £49.99
Another in this great RPG series. Beautiful visuals, a whole gameworld to explore and a veritable mountain of quests, this has got to be the most engrossing RPG game ever! Well, until *PS 4* anyway... ★★★★★

PHELIOS SEGA £34.99
Colourful vertical scroller which looks like a Master System title – but that's no bad thing. There's some neat gameplay, but the level select option means no surprises after the first day. ★★★

PIT-FIGHTER DOMARK £39.99
Elements of wrestlin' and street-fightin' combine in this above average fighting game. There's plenty of action to be had, but it's more fun playing against a mate than playing on your own against the Mega... ★★★

POPULOUS E.A. £39.99
Play none other than God Himself in this novel strategy game. Destroy your enemy's people with natural disasters (earthquakes, floods and so on) and take control of the land. Incredible 3D visuals and curiously addictive gameplay. ★★★★★

POWERBALL (Import) £35
Violent future sport in this *Speedball* clone. Sleek graphics and fast-paced action (with loads of aggro, of course) make it one for those who can't get hold of the much preferred *Speedball 2*. ★★★★

QUACKSHOT SEGA £39.99
A nine-levelled running, shooting (and everything) arcade adventure with def graphics and Donald Duck. Old Mickey better watch his back! ★★★★★

RAIDEN TRAD (Import) £40
Detailed vertical scroller, with neat background touches and mean parallax scrolling. Trains, planes, and aliens do battle over earthy scenery. Hefty power-ups and decent coin-op action. ★★★★

RAINBOW ISLANDS (Import) £38
The sequel to *Bubble Bobble* has Bub and Bob back on the platform trail, this time throwing colourful rainbows instead of bubbles. This boasts all the very cutey features of the coin-op original, plus a second and harder game. Gorgeous! ★★★★★

RAMBO 3 SEGA £29.99
Rambo infiltrates an enemy camp on a rescue mission. Overhead stroll-around-'n'-shoot views plus smart head-on boss stages. Good sound and explosive action. ★★★★

RASTAN SAGA 2 SEGA £30
Sword swingin', rope climbin' barbarian action. The subtle MS game is replaced by coarse graphics, big characters, and overkill. For hack-'n'-slash fans only. ★★★

THE REVENGE OF SHINOBI SEGA £34.99
Arcade quality *Shinobi* sequel with stunning backdrops: parallax scrolling, colour fades and tons of special effects. Compelling martial arts action with some rad thumpin' soundtracks. ★★★★★

■ *New Zealand Story* on the Mega Drive: good fun – and brill on the Master too...

RINGSIDE ANGEL (Import) £30
Dubious or what? Scantily clad girlies grappling with each other in the wrestling ring in a game that lacks depth and quality. Apart from the titillating graphics, this is poor. ★★

RINGS OF POWER E.A. £49.99
A disappointing RPG with nice scenario and character development, but a dreadful control method. The graphics are jerky too. ★★

ROAD RASH E.A. £39.99
Terrific two-wheeler with brilliant 3D graphics and great animation (remount your bike and see!). Win races, earn cash and update your wheels. You can evensmack your opponents off their bikes. A stunner. ★★★★★

ROLLING THUNDER 2 (Import) £38
One on grey import from the US and worth sniffing down if secret agents are your thing. Huge levels, excellently evil henchmen to waste and loads of weapons to find and use. You'll keep you coming back for more, but the game suffers in the animation department. ★★★★

SAINT SWORD (Import) £35
Multi-directionally scrolling hack-'n'-slice with eerie backdrops but naff animation. Explore seven levels and collect bolt-on limbs. Okay, I suppose. ★★★

SHADOW BLASTERS (Import) £30
Multi-character scrolling beat-'em-up in the *Mystic Defender* mould. Poor control, limp gameplay and very little excitement. ★★

SHADOW DANCER SEGA £34.99
This sequel to *Shinobi* is a one Ninja and his dog affair as the martial artist brings his pooch into the fray. Not as good as *The Revenge Of Shinobi*, but a pretty damn fine game anyway. ★★★★

SHADOW OF THE BEAST E.A. £39.99
A visually stunning game that puts other Mega Drive titles to shame. Sadly, that can't be said of the gameplay – there's just too much tedious wandering about involved. The action bits are good when you can find 'em. ★★★

SHINING IN THE DARKNESS SEGA £44.99
From the makers of *Dragonquest 3* and *4* comes this fabulous RPG adventure. Startling graphics, super-smooth animation and complex labyrinths to explore. A true classic. But crap if you hate RPGs. ★★★★★

SHOVE IT! THE WAREHOUSE GAME (Import) £30
Known as *Boxxle* or *Soko-Ban*, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. A real thinkers' game (so that leaves us lot out of it). ★★★★

THE SIMPSONS FLYING EDGE £39.99
Bart versus the space mutants and all hell's breaking loose in Springfield. Not that you'll care, the sprites are too small and gameplay too dull to get you even remotely interested in this garish platformer. ★★★

SKY SHARK (Import) £30
Also known as *Fire Shark*, you pilot a bi-plane in this vertical scroller with all the usuals: bolt-on weaponry, power-ups and huge end-of-level guardians. Too easy in "easy" mode though. ★★★

SMASH TV FLYING EDGE £39.99
One of the biggest arcade games of the past few years finally makes it to the Mega Drive. One of the problems is that it's just too hard, another is that, after a while, it tends to get a tad on the repetitive side. ★★★

SONIC THE HEDGEHOG SEGA £34.99
Totally rubbish old scroller. Dead slow, dead boring and about as addictive as having sex with Nora Battey on a wet Wednesday afternoon. Bleeurchh! ★★★★★

SPACE HARRIER 2 SEGA £34.99
Suffers from coin-op-tis: good for a quick blast, but the pump doesn't last. Amazing to look at and listen to, but repetitive action swiftly kills the fun. ★★★

SPACE INVADERS '90 (Import) £30
Classic *Invaders* brought up to date (nearly). Ancient but addictive gameplay gets an injection of variety with power-ups and colourful visuals. Very playable. ★★★★

SPEEDBALL 2 VIRGIN £39.99
A future sports simulation with all the violence of the original – and loads more features! Great in two-player mode and "sporting" some great action sequences. Plenty of body-mangling fun to be had too. ★★★★★

SPIDER-MAN FLYING EDGE £29.99
Very addictive and tricky version of ol' Spidey. The animation is great and very cartoon-like – helped along by the tremendously moody soundtrack. This one's web-slingin'-tabulous, mate. ★★★★

SPLATTERHOUSE 2 NAMCO (Import) £38
For a title whose main selling point is its over-the-top gory graphics, *Splatterhouse 2* is a major disappointment. The graphics aren't that gory anyway. ★★

STAR CONTROL BALLISTIC £34.99
A truly huge game squeezed onto a Mega Drive cart. Stunning presentation graphics disguise a simple strategy game with arcade elements. Great in two-player mode – not for Han Solos though. ★★★★

STAR CRUISER (Import) £35
An unplayable vertical space shooter because of the heavy Japanese "question and response" end-of-level sequence. Great if you like the first level (and can speak the odd bit of Japanese)... ★

STARFLIGHT E.A. £39.99
A curious blend of trading, shoot-'em-up and adventure. Plenty of quests and subquests, but the interesting parts of the game are too few and far between. ★★★

STORMLORD (Import) £35
Gorgeous fairies-'n'-goblins-style beat-'em-up which is difficult to categorise. The tricky gameplay involves puzzle solving, exploring and shooting. Great sound effects and piccies add that extra something. ★★★★

STREET SMART (Import) £30
A totally limp-wristed version of the famous *Fighting Street* coin-op. Standard slug-it-out fare with pretty poor animation, an awful control method, repetitive action and win-in-one-go difficulty. *(That good, eh? – Andy)*. ★★

STREETS OF RAGE SEGA £34.99
Double Dragon-style street fighter with a range of 40 combat moves! Loads of enemies, frenzied activity and brilliant soundtracks. This sets new standards for urban guerrilla warfare. ★★★★★

STRIDER SEGA £44.99
A huge and multi-directionally scrolling hack-'em-up with beautiful scenic graphics and totally bostin' sonics. Brilliant gameplay too! ★★★★★

SUPER AIRWOLF (Import) £35
Neat mix of vertical scroller, *Alien Syndrome* and a stroll-'n'-shoot-'em-up. Thumping soundtrack and very nice visuals with earthy detail and fine parallax effects. ★★★★

SUPER HANG ON SEGA £34.99
Get on your bike and go for it in this brilliant biking coin-op conversion. Terrific sensation of speed and movement, with some good graphics and smooth 3D update. Thrilling to play and lasts absolutely ages – what more can you ask for? ★★★★★

SUPER HYDLIDE SEGA £30
Phantasy Star-style fantasy adventure sporting drab visuals and weak plot. However, the depth and length of quest make up the deficit. For RPG fans only. ★★★

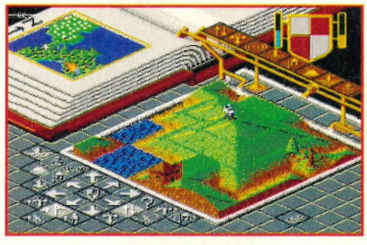
SUPER LEAGUE BASEBALL SEGA £34.99
As a 16-bit rendition of American Baseball, this is decent enough, it's just that it doesn't hold much interest for UK players. Go for *Hard Ball* instead. ★★★

SUPER MONACO G.P. SEGA £34.99
Conversion of the coin-op which only sacrifices visuals. There are options to improve your car, controls and play modes though. Sound is a tad disappointing, but play is fast and gripping. ★★★★★

SUPER MONACO G.P. 2 SEGA £34.99
Bigger and badder sequel to the original game, this time with the golden touch of Ayrton Senna himself. Beautiful intro screens, more varied circuits and loads of trackside scenery make it much better than the first game. Groovy! ★★★★★

SUPER OFF ROAD ACCOLADE £29.99
Decent enough coin-op conversion let down by tiny graphics and lack of control options. Gameplay and graphics are good though, as is the two-player version. ★★★

SUPER REAL BASKETBALL SEGA £34.99
Detailed close-ups of the action, realistic court views and decent sound. An okay sports sim (great for two). ★★★



■ *Populous* on the Mega Drive: play God for a while in this addictive strategy game

EXTRAS FOR THE MASTER SYSTEM

STARCURSOR MICROLEISURE (AROUND £25)
A sturdy Scottish joystick (hoots, mon), but you can't redefine the Fire Buttons which is a major bummer. ★★★★

STING-RAY LOGIC 3 £13.99
This is a well vile and vaguely gun-shaped joystick with awkward Buttons, a very poor trigger and an unbelievably inaccurate stick – after all that, sounds good enough to eat, doesn't it? ★

STRIKER BEESHU £19.95
Buttons are garish, with little feedback and the joypad is vile – it's too easy to accidentally select the diagonals (a total nightmare when it comes to games that require a smattering of precision). It also has a useless headphone extension socket. I mean, really... ★★

THUNDERSTICK KRAFT £39.99
Aargh! The stick travels about three inches in every single direction. Makes you look like you're doing the hokey-cokey and is hideously unresponsive. ★

ZY-FI SPEAKERS EVESHAM MICXROS £39.99
Output your Mega Drive's high-quality stereo sound straight into these babies and enjoy the music!

Just up-graded for maximum noise, they're better than 99% of telly speakers (honest). The output is crisp and the basslines slamming (for a console). They work great with your Walkman too. ★★★★

THE BUG CHEETAH £14.99
Shaped like an oversized beetle with two Fire Buttons for "eyes," this novel micro-switched joystick for the fab Master System is suitable for both left and right-handers. Styled on sumfin' rude though. ★★★★

CAMERICA FREEDOM STICK £39.99
A very large tabletop, infrared jobby. A bit unresponsive though. The stiff joystick is tiring on the hands and the weedy base will probably collapse after a heavy petting session (eh?). ★★

CONTROL STICK SEGA £14.95
There's nowt much wrong with this little beauty apart from its grim business-like looks. Still, in a world of over-funked designs and overly gawdy colour schemes this could be construed as a breath of fresh air. This is a strong and responsive stick. Go for it! ★★★★

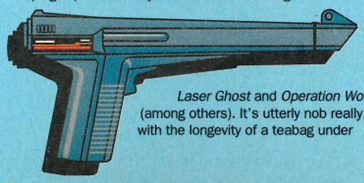
CHEETAH 125+ CHEETAH £9.99
Nice Fire Buttons and auto-fire switch, but the whole thing just feels cheap, tacky and built to bust. They should take notes from Quickshot. ★

QUICKSHOT DELUXE DIGITAL QUICKSHOT £9.99
A tough, good-looking stick, but a few Buttons on the base would have been a real boon – especially when you get tired. But then, if you get tired playing games, I'd hate to think what your girlfriend or boyfriend might say. ★★★★

INTRUDER (QUICKSHOT) £24.99
This thing is straight out of a *Huey* chopper, with turbo controls and flip-up trigger guards. Some use with *After Burner* and carts of that sort, but just too big for games needing any fine control. Nice idea though. ★★★

FREEDOM CONNECTION SPECTRAVIDEO £19.99
Not a joystick as such but a device that transforms your joystick into a totally wicked infrared "remote" controller. Now you needn't be tied down by the length of your leads ever again. Think about it. ★★★★

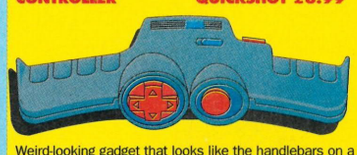
LIGHT PHASER SEGA £29.99
A plug-in pistol which you can use with 8-bit games like



Laser Ghost and *Operation Wolf* (among others). It's utterly nob really, with the longevity of a teabag under high pressure. Young 'uns could find it fun though. ★★

POWERPLAY CRYSTAL POWERPLAY £12.99
Awkward Fire Buttons make good gaming with this stick virtually impossible (as in *totally* impossible) – and its strength could be a problem too. ★

QUICKSHOT GAME CONTROLLER QUICKSHOT £8.99



Weird-looking gadget that looks like the handlebars on a bike. It's a useful shape though and can withstand a pretty intense bout of gameplaying. The novel design also means you can snap it in two if you get really hot under the collar – a very thoughtful design feature. Thanks, Quickshot! (Of course, we at *Sega Power* take no responsibility for folk who go around mercilessly destroying other people's sticks...) ★★★★★

RAPID FIRE UNIT SEGA £5.99
A handy unit that you can plug directly into your joystick. So what does it do? Well, it gives both Fire Buttons the

SUPER REAL VOLLEYBALL (Import) £37
Surprising choice of 2D graphics plus lame animation make the game look flat. Dull gameplay makes it even flatter (who likes volleyball anyway?). **

SUPER THUNDERBLADE SEGA £34.99
A spruced-up version, but not very super. The 3D is too ambitious and the scrolling scenes too average to make you want to pant with excitement. *

SWORD OF SODAN E.A. £39.99
This is a direct (and admittedly not very good) Amiga port-over. Technically ambitious hack 'em up with amazing stills but dead ropey animation. Weak gameplay grows all too rapidly too. Spend your 40 squid on something less boring instead. **

SWORD OF VERMILLION SEGA £49.99
Role-players take heed because this is one of the better RPGs you can get for the Mega Drive. Typical arcade adventuring with scrolly maps, boss sequences and menu screens. But beware the price tag! As with other RPGs, it's not on the cheap side... ****

TAZ MANIA SEGA £39.99
Totally convincing cartoon action with Taz, the insatiable Devil from Down-under (Australians will hate me for saying that). Looks good, sounds great, superlative animation, all spoiled by lack of any depth in the gameplay. Still, a fly title. ****

TECHNOCOP (Import) £30
Interesting mix of racing and almost *Impossible Mission*-style shooting and searching action. Very violent but lacking the gameplay extra which made *Impossible Mission* such a classic. ***

TERMINATOR VIRGIN £34.99
Arnie's debut on the Mega Drive is not all it could have been really. Stunning graphics and excellent gameplay are negated by the four short levels. And it could've been such a classic too. Ne'er mind. It's still fun. ****

TEST DRIVE 2: THE DUEL BALLISTIC £34.99
Live out your fantasies (no, not *those* fantasies...) by driving a Ferrari F40, a Porsche or a Lamborghini in this thrilling 3D driving game. No two-player option, but the graphics are okay and the game is challenging enough to keep you at it. ****

TETRIS (Import) £30
No introduction needed really! The Russian falling block puzzle game fares well on the Mega Drive and is colourful and smooth. The two-player options just slap icing on this delicious cake. *****

THUNDERFORCE 2 TECHNOSOFT £34.99
Alternate eight-way and horizontally-scrolling blaster with tons of power-ups. Shocking parallax and stonking sounds and enemies. Useful level select reduces the lasting interest though. ****

THUNDERFORCE 3 TECHNOSOFT £30
Show-offy horizontal scroller with huge enemies and stunning visual trickery. It really shows what the MD can do. Damn good blast, but it won't last forever. ****

TIGER HELI (Import) £35
Vertically-scrolling coin-op conversion, with loadsa choppers, planes and tanks. Good visuals and that indefinable something which makes it more enjoyable than its relatives. Try it out. ****

TOEJAM AND EARL SEGA £39.99
Help the two slammin' aliens rebuild their spaceship so they can escape from the most funked out planet in the galaxy – Earth! It's the crazy two-player action that lifts this game up into the stratosphere. *****

TOKI SEGA £34.99
Go ape-spit (shome mishtake shurely) with this decent enough platformer from Sega. It's quite nice to look at, but nothing truly ball crunching and why is there no password system? ***

TORA! TORA! (Import) £35
Flying Shark play-a-like, with all the trimmings (plus a great sweep laser!). Vertical scroll your way through all ten levels in a few goes. One for beginners maybe. ***

TURBO OUT RUN SEGA £34.99
A truly nob 3D driving game with boring gameplay, little challenge and no two-player option. Driving games can be fun. This one isn't. *

TRAMPOLINE TERROR! (Import) £30
Bombuzal-style overhead scrolly puzzler. Bounce on tiles, set bombs, teleport – nice and cartoony for younger players and tough enough for dedicated gamers too. It's a good idea to try before you buy though. ***

■ *Super League Baseball* on the Mega Drive: sport from your very own armchair

TROUBLE SHOOTER (Import) £29.99
One of the slickest shoot-'em-ups we've yet seen, starring the two luscious babes Crystal and Madison. Four different super weapons – and the terrible "Ha, ha" monster is in there too. Great graphic and sonic effects. ****

TRUXTON SEGA £34.99
Bright, bold and brassy vertical shoot-'em-up. Wild weaponry with aurals to match. A tad too easy to complete but good to relieve the tension between bouts of serious fighting. Called *Tatsujin* in the Orient. ****

TWIN COBRA (Import) £30
Fly a chopper in this vertical scroller. Modern day action with warplanes, ack-ack, warships and so on. Sluggish controls, standard backdrops but impressive smart bombs mark this one out from the crowd. ***

TWIN HAWK SEGA £34.99
The only original thing in this vertical scroller is that you can pilot a squadron of planes at the same time. Everything else – power-ups and so on – you'll have seen loads of times before. ***

TWISTED FLIPPER E.A. £39.99
A fairly decent pinball game boasting excellent tunes and good graphics, but a poor rival to *Dragon's Fury*. Also called *Crue Ball*. ***

ULTIMATE TIGER (Import) £37
Swap spaceship for helicopter and aliens for aircraft in this vertical scroller and you'll know with your eyes shut what to expect. Playability isn't up to much and the sound does little to persuade. Oblivion, here it comes... ***

VALIS 3 (Import) £30
Swords and sorcery scroller with excellent visuals, some smart intermission screens and astounding music and sound effects. Characters join you as you go along and help out when things get dodgy. This is one hell of a quality slash-'em-up. ****

VERYTEX (Import) £35
Visually impressive scrolling shoot-'em-up with massive end-of-level guardians and unusual parallax scrolling. There's little else to do but survive once you've powered yourself up. Above average. ****

VOLFIED (Import) £25
Version of *Qix* with stylised backdrops and tweaked gameplay. Gradually close off 80% of the screen to reveal the next level. Slick and very playable but not for everyone – especially if you prefer a totally insane blast-'em-up to this kind of cerebral action. ****

■ *Thunderforce 3* on the Mega Drive: one of the best – and a real challenge too...

WARDNER (Import) £35
A ho-hum *Alex Kidd* like platformer which has some very nice tunes but no real spark of originality in either the graphics or the gameplay. ***

WARDNER SPECIAL (Import) £35
Mega platform shoot-'em-up conversion, with plenty of extra levels and features to liven things up. Coin-op quality graphics and some good tunes, but beware of the numerous continues working against longevity. ****

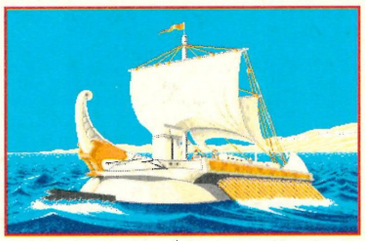
WARRIOR OF ROME (Import) £40
Repulse pirates and storm Cleopatra's Palace in this wargame set in ancient Rome (whenever is Rome not ancient?). Sadly, there are only four scenarios, the graphics are crap and the control system is poor. ***

WHERE IN TIME IS CARMEN SANDIEGO? E.A. £49.99
Expensive (you get a New American Desk Encyclopaedia for your dosh too), but this is a novel concept – the first of E.A.'s "Edutainment" series. Chase after the head honcho of the title by gathering clues and nabbing elements of her V.I.L.E. henchmen. Learn as you play – well, that's the general idea anyway... ***

WHIPRUSH (Import) £15
Shoot-'em-up which scrolls in a variety of directions – often changing its mind mid-level. Collectable weaponry, tough nasties and long levels. Nice, but not the best... ****

WONDERBOY 3 MONSTER LAIR SEGA £34.99
Wonderboy, of Master System fame, dips to an all-time low in this scrolling collect-'em-up. Gamestyle is very 8-bit – you'd be better off with the MS version of *Wonderboy 3* and the Converter. **

WORLD CLASS LEADERBOARD US GOLD £37.99
One second your opponent's Nick Faldo, the next he's Stevie Wonder in this (to put it mildly...) slightly erratic, but nonetheless quite splendid, golfing sim. Better played against a friend, because against the console it's just far too frustrating. ****



■ *Warrior Of Rome* on the Mega Drive: a fairly standard (boring!) strategy game

WORLD CUP ITALIA '90 VIRGIN £29.99
Coming from Virgin, who have plenty of coding experience, this soccer game is, to put it mildly, very poor. Tired old gameplay and average graphics make this a soccer fan game only. Go for *Super Kick Off* instead if you're looking for a quality sim. **

WRESTLE WAR SEGA £34.99
With loads of moves, some nicely detailed characters and lots of dynamic animation, *Wrestle War* is the best of its type and recommended to fans of the, er, sport. Other people should steer well clear ***

XENON 2 VIRGIN £34.99
Sequel to the very successful *Xenon,* a vertically-scrolling shoot-'em-up in the classic tradition. Not as good as the Master System version and the gameplay has some serious flaws... ***

XDR (Import) £35
X-Dazedly-Ray believe it or not. Horizontal scroller with gaudy backdrops and insipid blasting. Simple gamestyle with dodgy collision detection and nothing new. **

ZANY GOLF E.A. £39.99
Crazy golf? Well, it's a good idea all right, but while it plays quite nicely, there's just not enough depth or courses to make it worth the money. **

ZERO WING SEGA £39.95
Toaplan provide their most polished horizontal blaster to date with *Zero Wing.* Tight scenics and lovely sprites make it a visual treat and the sonics are great too. Not a *Hellfire* beater, but close! *****

ZOOM £29.99
Quite simply a spiced up version of the ancient *Painter* coin-op. Fiddly controls and mediocre gameplay guarantee this one stays on the shelves. **

1943 (Import) £20
Known as *Dai Senpu,* this is the latest in the *1940* line of vertical, side-sliding shoot-'em-ups. Nicely detailed graphics with plenty of planes and ships to destroy, but still nothing special. ***

MASTER SYSTEM

ACE OF ACES SEGA £32.99
Load of trash that falls short between a simulation and an arcade. Ghastly graphics and crap gameplay make this nastier than Kelly Le Brock's taste in aftershave. *

ACTION FIGHTER SEGA £12.99
There are loads of excellent vertical scrollers, and this isn't one of them. Put it near the bottom of the list for its dull graphics and duller gameplay. **

AERIAL ASSAULT SEGA £29.99
P-47 rip-off which has you flying a sortie against an enemy airforce. You know the score: attack waves, power-up pods, end-of-level mothers – it's all here. Unoriginal but good looking. ****

AFTER BURNER SEGA £29.99
An okay conversion of a rather dull coin-op. Surprisingly good to look at, with speedy visuals and plenty of movement. It just goes on a bit, that's all. **

ALEX KIDD IN HIGH-TECH WORLD SEGA £29.99
This three-stage arcade adventure has some nice features but it's slow and far too easy. Recommended for youngsters only. **

ALEX KIDD AND THE LOST STARS SEGA £29.99
Worst of the series because of its tame platform action. Might keep your youngest cousin happy for a wet Monday afternoon – perhaps. **

ALEX KIDD IN MIRACLE WORLD SEGA £24.99
Alex's first outing is now the standard built-in Master System game – and it's not a bad one to start off with either. Colourful arcade adventuring with tough puzzles and loads of variety. ****

ALEX KIDD IN SHINOBI WORLD SEGA £29.99
Novel twist to the *Alex Kidd* line-up – it's really a very slick, *Shinobi* meets *Super Mario Bros.* Possibly too easy to complete but you get plenty of laughs along the way – and in games that's a blessing. ****

ALF SEGA £30
I actually quite like the character on telly (okay, okay, only sometimes), but this? This is pure, undiluted swill. And 30 quid?? Do me a favour... *

ALIEN 3 FLYING EDGE £34.99
An okay version of the Mega Drive game, but still lacking in the graphic and sound departments. It's also a lot easier than its 16-bit rival. ***

ALIEN STORM SEGA £29.99
Meet great gobs of slime and hideously deformed mutants in this mix of horizontally-scrolling shoot-'em-up and 3D target practice. Okay, but no long-lasting challenge. ***

ALIEN SYNDROME SEGA £29.99
Even without the graphic frills and the two-player mode, this title is still a classic coin-op conversion – and it's on the Master System too. Tough, but easily throws down the gauntlet to die-hard blasting fans. ****

kind of firepower that would put even an Uzi 9mm to shame. Of course, if you've already got a turbo option on your joystick then it's not necessary, but a great piece of kit nonetheless and it's dead cheap too. *****

SEGA CONTROL PAD SEGA £6.95
A durable but piggin' ugly stick with a wobbly joypad and good Fire Buttons. A fine meat-'n'-potatoes stick but with absolutely no street credibility whatsoever. If you can live with the deficiencies, not too bad really. **

SEGA HANDLE CONTROLLER SEGA £39.99
Basically this joystick mimics an aircraft yoke. Sadly, it looks tacky and feels weak. ***

SG COMMANDER SEGA £9.95
Much much better than the Control Pad. It's good to see the Rapid Fire switches too, but how long they'll last is another matter – gaming can be violent, after all. Overall, brilliant value for money and quite cool. ****

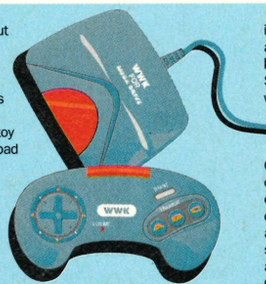
SPEEDKING KONIX £12.99
A strong and very responsive stick. But the weird design may not be everyone's cup of tea. Hang on, this all sounds very familiar. Maybe all you lot have an appetite for weird things. I mean, *The Bug, The Intruder, Andy Smith* – where does it all end? ***

ULTIMATE SUPERSTICK BEESHU £25.99
Caters for left and right-handers, has okay dial-a-speed and auto-fire facilities. It feels horribly weak though and looks a sight. Not responsive either. **

ZOOMER BEESHU £39.95
Another "yoke" stick. Sorry, this one's an unresponsive pile of plastic poo. *

FOR BOTH MACHINES...

INFRARED JOYPADS SEGA £34.99
Plug this infrared receiver into your Mega Drive and you can use the joypads at a distance of up to four metres from the receiver, but unless you've got a massive television set, you might as well play your games on a stamp seen through a reversed toy telescope. Each joypad requires four HP 16 batteries. ****



CARTRIDGE SOFT PAK SEGA £7.99
For the discerning gameplayer about town comes this acme of fashion accessories. The Cartridge Soft Pak is made of a tasteful blue and black material and has a sturdy velcro strip to hold your cartridges in place. It's all right really. ****

3D GOGGLES SEGA £49.99
Plug-in goggles to give you that extra poise at parties. The effect isn't brilliant but they're quite a novel add-on. Just don't be seen in public. Ray-Bans they ain't. ***

GAME GEAR STUFF

AC ADAPTER SEGA £9.99
These don't come with the Game Gear, and since batteries last about as long as a British summer, you'd be well advised to get one.

BATTERY PACK SEGA £29.99
Say goodbye to battery blues with this very nifty rechargeable Battery Pack. You need the AC or Car Adapter to charge it up, but once powered, it can provide you with a full day's worth of solid gameplaying – er, and that's quite a bit. *

CAR ADAPTER SEGA £17.99
One end of this 1.5m long lead plugs into the Game Gear, the other into a car's lighter socket. It's great if you're on a long journey in the old motor – and saves on the cost of your normal batteries too (always a problem with the Gear, we know). ****

ALTERED BEAST **SEGA £29.99**
Sega's coin-op goes 8-bit and suffers horribly. Four levels of monstrous beat-'em-up with jerky scrolling, unresponsive controls, messy visuals and tired old gameplay. ✱✱

AMERICAN BASEBALL **SEGA £29.99**
Competent translation of America's favourite sport with standard behind-the-player and overhead views – plus neat zoom-ins on close calls. Two-player head-to-head is the preferred play option. ✱✱✱

AMERICAN PRO FOOTBALL **SEGA £29.99**
Here's one for all you grid-iron fans out there. Nice mix of tactics and hands-on action, and the ever popular two-player mode really delivers. Shame about the scratchy sampled play calls though. ✱✱✱✱

■ *Assault City* on the Master System: fairly fun for a few hours, but far too easy. Bum!

ARCADE SMASH HITS **VIRGIN £TBA**
Good grief! Another quantum leap backwards for ideas, this time from Virgin. 3 games – *Missile Command, Space Invaders* and *Centipede* – on one cart offer good Value For Money, but I doubt they'll last you that long. Arcade freaks'll love it though. ✱✱✱

ASSAULT CITY **SEGA £29.99**
Horizontally-scrolling shoot-'em-up in the style of *Operation Wolf*. Two versions: one with the Light Phaser, one without. Guide the cursor and waste those robots. It's nice and colourful, but the graphics are flat and the bosses far too easy. ✱✱✱

ASTERIX **SEGA £29.99**
As Asterix and Obelix, you must negotiate Romans and other perils to rescue druid Getafix from the enemy. A platform adventure with truly awesome graphics and great Gallic gameplay. ✱✱✱✱✱

ASTRO WARRIOR/PIT POT COMBO CARTRIDGE **SEGA £29.99**
Neat little dual game cart with vertically-scrolling shoot-'em-up and platform puzzler. *Pit Pot* is nothing to shout about, but *Astro Warrior* is still one of the better blasters on the Master System. ✱✱✱

AZTEC ADVENTURE **SEGA £12.99**
A strange little stroll-around-and-shoot-'em-up with Latin American overtones. Not terribly exciting but if you're looking for a lasting challenge, this bargain arcade adventure could fit the bill. ✱✱✱

BANK PANIC **SEGA £17.99**
Wild West antics as you try to defeat crowds of gun-toting baddies. Watch the doors and windows, but make sure you don't hit the good guys! Nice quick-draw gameplay with bright and jolly visuals. ✱✱✱

BASKETBALL NIGHTMARE **SEGA £29.99**
Well, it's basketball played by monsters, of course. What else did you think it was about? Good close-ups of shots and very enjoyable in two-player mode. Nightmare league is too easy for solo players though. ✱✱✱

BATTLE OUT RUN **SEGA £29.99**
Goes up against Taito's *Chase H.Q.* and wins by a bumper. (Very) fast road racing with some demolition derbying thrown in for good measure. Adrenalin glands at the ready, folks, this is it! ✱✱✱✱

BACK TO THE FUTURE 2 **IMAGE WORKS £29.99**
Oh please, this really isn't worth wasting space, time and energy on. Suffice to say, it's even worse than the sequel, which is, obviously... ✱

BACK TO THE FUTURE 3 **IMAGE WORKS £29.99**
...Pretty junk in itself. In fact, I would rather watch "Lawnmower Man" 20 times on the toilet than play any one of these games for too long. And that's about as damning as you can get, I think. ✱

BLADE EAGLE 3D **SEGA £19.99**
Vertically-scrolling shoot-'em-up viewed from "overhead." You have to guide your ship "into" and "out of" the screen to target baddies. This is the only innovative feature in the whole game. ✱✱✱

BOMBER RAID **SEGA £29.99**
Another vertically-scrolling Fire Button frenzy, with planes, tanks and guns. Nice range of power-ups, heavy-duty zapping, but suffers from being a tad too easy. ✱✱✱

BUBBLE BOBBLE **SEGA £29.99**
Blow bubbles, trap monsters, burst 'em and then gather up all those bonuses as you try to rescue your girlies, Betty and Patty, from an evil witch. A very hectic but enjoyable conversion of the arcade hit with a fun simultaneous two-player mode. ✱✱✱✱

CALIFORNIA GAMES **SEGA £29.99**
The first and still the best *Games* game of the series, featuring all the usual beach-bum pastimes: skateboard, roller skate, foot bag, surfing, frisbee and BMX riding. All events are beautifully portrayed, especially the stunning surf-up! ✱✱✱✱✱

CAPTAIN SILVER **SEGA £29.99**
Scrolling piratey beat-'em-up which looks like a pile of old grog at first glance, but can be surprisingly addictive. A tad ho-hum but fine if you can pick it up on the cheap. ✱✱

CASINO GAMES **SEGA £29.99**
A selection of wheelin' and dealin' in Las Vegas has you playing Blackjack, pinball, poker and one-armed bandits (eh?) in the quest for more money. Decent enough but very uninspired. ✱✱✱

CASTLE OF ILLUSION **SEGA £29.99**
Mickey is well animated, the backdrops are stunning and the gameplay brilliant – this game works beautifully on the 8-bit. There's a mammoth task ahead too, so get on it – now! ✱✱✱✱✱

CHAMPIONS OF EUROPE **TECMAGIK £29.99**
In "steaming piles of poo" terms, this footy game is somewhere at the top... ✱

CHOPLIFTER **SEGA £24.99**
Pilot your sophisticated chopper into enemy territory, rescue your chums and high-tail it home in this cult game. Superb horizontal scrolling with some lovely parallax, great controls and fabulous detail. ✱✱✱✱

CHUCK ROCK **VIRGIN £29.99**
S'not as exciting as other platformers of this ilk. Too much progress relies on learning from your mistakes instead of forward planning. And Chuck seems to have lost some weight in this version. It's good, but not *that* good. ✱✱✱

CLOUD MASTER **SEGA £24.99**
Known as *Chuka Taisen* in Japan, this oriental horizontal scroller replaces spaceships with kids on clouds and aliens with wizards, monkeys and pigs (er, yes...). Cute but still as tough as nails. ✱✱✱

COLUMNS **SEGA £24.99**
Nintendo practically own *Tetris,* so Sega got their own back and came up with *Columns* instead. Similar gameplay, but success is a bit too random. The simultaneous two-player option is superb though. ✱✱✱✱

CYBER SHINOBI **SEGA £29.99**
Shinobi 2, more or less, but not a patch on the first game. Unwieldy controls, poor collision detection, jerky scrolling, drab graphics and unlimited continues! ✱✱

■ *Bomber Raid* on the Master System: Hmmm, this one's bit dodgy, isn't it?

CYBORG HUNTER **SEGA £24.99**
Unusual horizontally-scrolling mazy beat-'em-up. Ride on lifts, patrol the corridors, duff up some aliens and collect the goodies. Neat, but repetitive. ✱✱✱

DANAN THE JUNGLE FIGHTER **SEGA £29.99**
Take *Rastan,* throw in some Dr Dolittle and you might get this detailed but unvarying scrolling beat-'em-up. Your hero swaps smart bombs for smart animals when the action gets a little hairy (groan!). ✱✱✱

DEAD ANGLE **SEGA £29.99**
Operation Wolf meets the mafia in this scrolling Light Phaser coin-op conversion. Six levels of smart '20s-style backdrops plus a high body count make this one worth oiling your trigger finger for. ✱✱✱

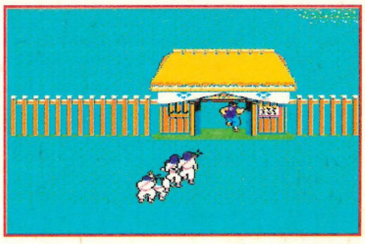
DOUBLE DRAGON **SEGA £29.99**
The famous Lee brothers come to the Sega in this two-player scrolling beat-'em-up. Simple gameplay, horribly flickery (especially in two-player mode) and scenically unimpressive. ✱✱✱

DYNAMITE DUKE **SEGA £29.99**
A mindless *Operation Wolf*-style shooter. There's an end-of-level punch-out between Duke and baddie for a change, but it all sounds a tad familiar. ✱✱✱

DYNAMITE DUX **SEGA £29.99**
As close to the coin-op as you're ever gonna get. Guide your cutesy duck through six big levels of danger while lobbing bombs and dousing fire demons. For all its good points though, it's still far too easy! ✱✱✱

ENDURO RACER **SEGA £9.99**
Definitely not the coin-op, this one. For a start, the course scrolls diagonally as you steer your bike across a tortuous dirt track, there are five different courses (played twice), and you can finish it in a week (great if you've got a week and ten quid to spare, I suppose...). ✱✱

E.S.W.A.T. **SEGA £29.99**
Poorly animated and with dead pathetic graphics, this multi-level platformer really has nothing to offer anyone over the age of seven. There's a good few hours play in it, but that's all. ✱✱



■ *The Ninja* on the Master System: a good *Commando*-style game with loads of action

FANTASY ZONE **SEGA £12.99**
Simply the best *Defender*-style horizontal scroller on the Master System to date. Bright, colourful, tense and very unusual, with great end-of-level guardians and valuable power-up shops. At the price, this is simply great value for money. ✱✱✱✱✱

FANTASY ZONE 2 **SEGA £24.99**
Similar to the original *Fantasy Zone* but beefed up with loads of zippier aliens, meatier weaponry and tougher end-of-level bosses. Just as tight, just as energetic and just as playable as the original. What the hell, get 'em both and have a good time. ✱✱✱✱✱

FANTASY ZONE 3 THE MAZE **SEGA £24.99**
Pac Man meets *Fantasy Zone* in this peculiar labyrinthine shoot-'em-up. There are few games like it on the Master System so it may appeal to fans of the genre. Blasting addicts should steer well clear though. ✱✱✱

FIRE AND FORGET 2 **SEGA £29.99**
Copied from the tedious computer versions, this is easily the best of the bunch. It's a speedy drive-'n'-fly with plenty of vehicles to blast and icons to collect. Well flash – and plays well too. Definitely worth a look. ✱✱✱✱

FORGOTTEN WORLDS **SEGA £34.99**
Stunning shoot-'em-up conversion totally ruined by the lack of a two-player option and a mission that's too easy. Suitable for newcomers to video gaming, perhaps, but otherwise steer well clear... ✱✱✱

GAIN GROUND **SEGA £29.99**
Innovative combat game set over a series of static screens. Choose a team member and clear each area (from the bottom to the top). Interesting strategy element but average visuals. ✱✱✱

GALAXY FORCE **SEGA £29.99**
Stunning 3D shoot-'em-up with some amazing visual effects. It's not the coin-op machine by any means, but it's still a damn fine attempt nonetheless. ✱✱✱✱

GANGSTER TOWN **SEGA £24.99**
Two-player Light Phaser title where you're combating '20s hoodlums. Each level depicts a different scene (like a 3D car chase) and you have to maintain a high hit ratio/score to progress. Standard Phaser fare. ✱✱✱

GAUNTLET **SEGA £29.99**
Almost perfect conversion of the golden oldie coin-op. This two-player mazy monster masher boasts a smooth eight-way scroll and beautiful visuals. Bit samey after a while, but still one hell of a beautiful game! ✱✱✱✱

GHOSTBUSTERS **SEGA £29.99**
Pot-pourri of driving, trapping, climbing, and shooting make *Ghostbusters* not half bad. Activision's prehistoric title could do with tarting up a bit though – especially the cringeworthy soundtrack! ✱✱✱✱

GHOST HOUSE **SEGA £17.99**
Spooky little platform romp with ghosts, ghouls and a big Dracula baddie to deal with. The ladder climbing, shooting and punching gets a bit dull after a while, but this is still a playable game – and cheap too! Previously available on card as well (and that really tells you its age!). ✱✱✱

GHOULS 'N' GHOSTS **SEGA £29.99**
Medieval hack-'n'-slash boasts dragons and demons, with a long and varied quest. Easier than it should be but a terrific game nonetheless. ✱✱✱✱

G-LOC **SEGA £29.99**
This is a poor man's *After Burner,* but with a few more extra features to liven up the dull gameplay. A bit unfair to expect the Master System to cope with the superfast graphics really. Only average. ✱✱✱

GLOBAL DEFENCE **SEGA £12.99**
Take the Strategic Defence Initiative with this version of Sega's slottie. A sort of *Operation Wolf* meets *Missile Command* with some very pretty graphics thrown into the odd mixture. Different, so worth a look. ✱✱✱✱

GOLDEN AXE **SEGA £29.99**
Technically impressive version of the Sega game. Two-player option is missing and it's a bit easy but the enjoyable hack-'n'-slay action remains intact. ✱✱✱✱

GOLDEN AXE WARRIOR **SEGA £32.99**
An arcade adventure based on the *Golden Axe* characters. Akin to *Golvellius,* this is a flick-screen quest for magic and monsters. Pretty, but too tame for true RPGers. ✱✱

GOLFAMANIA **SEGA £32.99**
Tidy golf sim which features overhead rather than 3D views of the course. Fast and unfussy too. The soundtrack is appalling though so get yer Walkman out. ✱✱✱✱

GOLVELLIUS **SEGA £29.99**
There's a fair amount of fumpin' and frettin' in this arcade role-playing game. A good intro to the world of fantasy adventure (if you don't know your way around RPG's yet) which tests your powers of reason and reaction. ✱✱✱✱

GREAT BASEBALL **SEGA £24.99**
This baseball simulation has been superseded by *American Baseball,* but there's little to choose between the two. This one lacks the graphical frills of its rival, but it's a fiver cheaper. ✱✱✱

GREAT BASKETBALL **SEGA £24.99**
Old sport sim with titchy sprites and overly colourful pitch graphics. Pass, shoot, tackle and that's yer lot. Fine for the odd head-to-head battle, but don't depend on it for any big-time thrills. ✱✱

GREAT FOOTBALL **SEGA £24.99**
No, this isn't soccer from old Blighty – this is American Football. Tough competition from *American Pro Football,* and this is left wanting: few tactical plays, heavy sprite glitch and a poor one-player mode. ✱✱✱

GREAT GOLF **SEGA £24.99**
Leaderboard-style 3D golf simulation with the emphasis on simplicity rather than golfing realism. Neat scenes but animation and ball movement are rubbish. It's a little bit on the tough side too. ✱✱✱

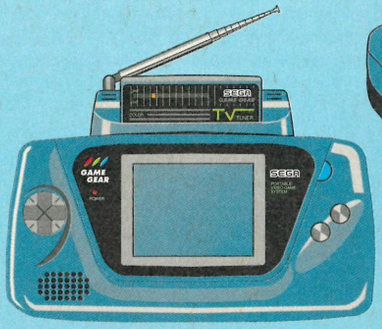
GEAR-TO-GEAR CABLE **SEGA £4.99**
Use this lead to join together two Game Gears. This enables you to play against a friend in games with a simultaneous two-player mode. Remember that the cable only works when *both* players have a version of the same game. Daft, but that's the way it is, I'm afraid. ✱✱✱✱✱

MAGNIGEAR **EUROMAX £11.99**
Not as good as the Wide Gear (see the huge piccy on the far right), but it does enlarge the handheld's tiny display *reasonably* well. ✱✱✱

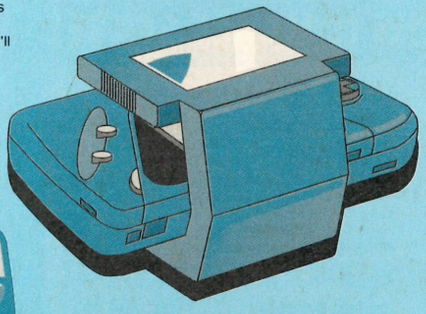
MASTER SYSTEM ADAPTER **£34.99**
Play any Master System game on your own handheld with this great add-on. For the price it's a real bargain! Check out your local Sega dealer for more detailed info about the machine. ✱✱✱✱✱

TV TUNER **SEGA £74.99**
Small oblong doobrie that plugs into the cart slot and enables you to pick up any TV channel and use the Game Gear as a portable mini TV. Eastenders? Home And Away? Well, you'll never have to miss your favourite programmes ever again with one of these...

Our advice though is to wait, 'cos it's very likely there'll be a price cut sometime in the summer. We'll give you more news when we hear more. ✱✱✱



WIDE GEAR **SEGA £14.99**
This fixes directly onto your Game Gear and attempts to improve the quality of the screen by magnifying the titchy display. Now you can say good-bye to that painful old eye-strain (a common complaint made by Game Gear owners) and play your handheld 'til you drop! ✱✱✱✱



STRANGER THINGS HAVE HAPPENED

GAME GENIE **CODE MASTERS £44.99**
Planned for release sometime in the summer, this plug-in gadget is Code Masters' answer to Datel's Action Replay Cart (see Mega Drive Extras).

It's a similar cheating device which aims to help you get the most out of your current stock of games by providing infinite lives, energy and what have you.

GRAVIS **SPECTRAVIDEO, AROUND £40**
This tabletop stick looks well impressive. It boasts adjustable stick tension, three independent Fire Buttons, a foam-covered stick and comes in either a black or a transparent casing.

We can't wait to see it – it looks stunning and has been consistently voted Number One in the US. We'll be giving you the low-down as soon as we can.

JET RANGE **PRODUCT 2000 LTD**
There are going to be two Sega compatible models in this new range of joysticks from Product 2000 Ltd: the Megajet and the Superjet. We'll be reviewing them as soon as we get our mitts on the pair. Until then, you'll just have to save up your dosh.

MEGAPLAY **TO BE ANNOUNCED**
An adapter that enables you to plug 12 games into your Mega Drive at once then instantly access any one of them at the flick of a switch.

Could be good, but there's no release date as yet, so don't hold your breath (unless you intend waiting for it underwater, of course). That was a joke by the way.

GREAT ICE HOCKEY **SEGA Deleted**
Wonderfully whizzy ice hockey sim which uses the now-defunct Sega Sports Pad. Great, but totally useless if you can't get the Sports Pad and game together. ★★★★
GREAT VOLLEYBALL **SEGA £24.99**
A simulation which doesn't work too well. Odd pitch perspective and fiddly controls make it difficult to get to grips with, while dull gameplay and a lack of options ensure a short shelf life. ★★

HANG ON **SEGA £9.99**
Coin-op two-wheeler affair, but without the handlebars! Fast road racer, lacking in visuals but making up for the deficit with sheer speed – it's quite spectacular to play. Entertaining and pretty much timeless. Previously available on card. ★★★★
HANG ON/ASTRO WARRIOR
COMBO CARTRIDGE **SEGA (Not applicable)**
New Sega owners could do well to pick this up on the cheap because it originally came free with the Base System. Two titles for your money here: a fine racer and a very playable vertical scroller. ★★★★
HANG ON/SAFARI HUNT
COMBO CARTRIDGE **SEGA (Not applicable)**
This game came bundled free with early Master System bundles. You've got a choice between a tense road racer or one of the better Light Phaser pot-shotters. If you're a new owner, you could do worse than try your luck with this bargain cart. ★★★★
HEAVYWEIGHT CHAMPIONSHIP BOXING **SEGA £24.99**
Fisticuffs á la *Final Blow* (also known as *Buster Douglas Boxing* in the States). Big, meaty sprites but lacking good animation. Fine for two players – but it's far too easy if you're playing on your own. ★★★
INDIANA JONES AND THE LAST CRUSADE **US GOLD £29.99**
Last movie in the trilogy sets the scene for this multi-level platform beat-'em-up. Help Indy get to the Holy Grail in time – and before an insane Nazi archaeologist can realise his dreams of world domination *(I loved the film – shame the game's not so hot – Andy)*. One of the neatest looking Master System titles available, but marred, unfortunately, by the finickity gameplay. ★★★

IMPOSSIBLE MISSION **US GOLD £29.99**
This classic platform-leaper is brilliant. Jump the robots and prevent the Mad Scientist from causing global nuclear destruction. They never seem to learn, these megalomaniacal types... ★★★★★

JOE MONTANA FOOTBALL **SEGA £29.99**
A lacklustre sports sim overshadowed by *American Pro Football* in all departments. Heavily flawed by the lack of varied play calls, especially in defence. ★★★

KENSEIDEN **SEGA £29.99**
Scrolling oriental slice-'em-up with very pretty backdrops. Main character is slow and unresponsive but if you can master that, there's a lot of game here. ★★★★
KLAX **SEGA £24.99**
Become what amounts to a 3D brickie with this puzzler from Domark. Coloured tiles come along a belt and you must arrange them correctly in order to earn megapoints. Braintaxing fun, but nothing spectacular. ★★★
KUNG FU KID **SEGA £24.99**
Flying kicks aplenty in this scrolly *Kung Fu Master* variant. The mission is a tad more interesting than *Black Belt* and the visuals a lot more appealing. Good. ★★★★

LINE OF FIRE **SEGA £29.99**
Don't expect the 3D visuals of the coin-op – this is just another vertically-scrolling shoot-'em-up with loads of baddies to dis'. Graphics are nice but poorly animated. Gameplay is nuffin' special. ★★★
LORD OF THE SWORD **SEGA £29.99**
This arcade adventure with RPG overtones tries both elements and does neither. Too shallow for puzzlers, and too joysticky for thinkers. Pretty though. ★★★

THE LUCKY DIME CAPER **SEGA £29.99**
This platform adventure romp has it all: superlative graphics and literally tons to see and do. With seven huge levels to explore, superhero Donald Duck himself and a host of other Disney characters to interact with, you really have your work cut out for you too. Piggin' good game, this... ★★★★★

MARBLE MADNESS **DOMARK £29.99**
Classic rolling game that stands up on its own on the Master System. Not much lasting appeal and no two-player mode, but pretty tough and fun to play. ★★★
MARKSMAN SHOOTING/TRAP
SHOOTING COMBO CART **SEGA Deleted**
Ancient pack containing two Light Phaser games. An okay combo cart, but why bother with this when you can have *Safari Hunt* as well if you go for the *Marksman Shooting, Trap Shooting, Safari Hunt* cart below? ★★
MARKSMAN SHOOTING/TRAP SHOOTING/SAFARI HUNT
COMBO CART **SEGA Not applicable**
Free with the Light Phaser, this packs three shooting games – the best thing being *Safari Hunt*. Loadsa nicely animated targets too. ★★★

MASTER CHESS **SEGA £29.99**
Chess – it's as simple as that. If you can't play, it won't teach you, but lonely chess lovers will love this version. 3D and 2D views, plus loads of options: set up moves and so on. A superb cart. ★★★★★

MAZE HUNTER 3D **SEGA £19.99**
Grab those 3D goggles for some real depth! For once the 3D works really well, but (as expected) the game itself is disappointing – a slow multi-maze search-'n'-destroy with only a few collectables to liven things up. ★★
MIRACLE WARRIORS **SEGA £32.99**
Control four brave heroes in this Japanese fantasy role-playing game. With spells to cast, monstrous creatures to kill and a huge quest to complete, you'll be thankful for the battery back-up. ★★★★
MISSILE DEFENCE 3D **SEGA £19.99**
Master owners with Light Phaser and 3D glasses will be overjoyed to see a game which uses both. However, they'll be underjoyed that it's a simple blaster with a couple of levels which cycle over and over... ★★
MONOPOLY **SEGA £29.99**
Classic boardgaming on your Master System. Includes an option for up to ten players to participate – plus battery back-up. The graphics and sound are below par, but the gameplay is where it's at. ★★★★
MOONWALKER **SEGA £29.99**
Old Wacko Jacko gets pixelised for this oddball platform beat-'em-up, where you defeat baddies with fatal dance moves. Weird, or what? Hmm, that's exactly what we thought too. Michael looks better than he sounds in this rather repetitive title though. ★★★
MS PAC-MAN **SEGA £29.99**
Stone Age gameplay, but this is still a faithful conversion of the coin-op. What's more, you can get Pac-Man to join in with the excellent two-player mode. Lots of fun and the girlie side provides an interesting slant. ★★★★
MY HERO **SEGA £17.99**
Knife-throwing, gut-punching horizontal scroller. Plain, cartoon graphics are an eyesore, but the ninja action's pretty decent. Bit pricey in its current cart format. Previously available on card. ★★★

NEW ZEALAND STORY TECMAGIK £34.99
A very good example of how a top-class platform game should be done.The only problem is it's a bit of an old conversion. ★★★★
NINJA **SEGA £9.99**
Commando-style vertical scroller set in medieval Japan. Plenty of combat, a bit of magic, the occasional puzzle, a few surprises and it's under a tenner! ★★★★
NINJA GAIDEN **SEGA £32.99**
An above-average ninja platform game with good graphics, – even if they are a tad on the small side. Unfortunately, a bit too similar to other platformers. ★★★

OLYMPIC GOLD **US GOLD £34.99**
Sporting sims like this are often regarded as dull, boring and repetitive. *Olympic Gold* rises above this level by a fair amount, but after a while it's bound to become dull, boring and repetitive. ★★★

OPERATION WOLF **SEGA £29.99**
Classic coin-op carnage. Blast all the guerrillas as the scene scrolls past – and don't forget to rescue the hostages as well. Play with the joystick or Light Phaser – but play it till you drop with exhaustion! ★★★★★

OUT RUN **SEGA £29.99**
Take away the steering wheel and snazzy graphics you get with the coin-op and what's left? A competent road racer. The road junctions don't work very well and the action is a bit lacklustre, but it's good fun. ★★★
OUT RUN EUROPA **SEGA £29.99**
The series continues with yet another spiced up version of *Out Run*. Race across Europe for stolen secrets in this, the best Master System driving game to date. ★★★★
OUT RUN 3D **SEGA £29.99**
Asking the Master System to run a detailed racer and do it in 3D is hoping for a bit much really. Effective visuals, but the gameplay suffers because of them: everything is less smooth and less pacy. ★★★

PAC-MANIA **TECMAGIK £29.99**
Blimey, this one's well ancient – remember the original *Pac Man?* This a four-way scrolling isometric version, except that now you can get Paccy to jump *over* ghosts! Smooth, slick and *very* playable. ★★★★
PAPERBOY **SEGA £29.99**
Guide your paperboy through diagonally scrolling suburbia and hurl newspapers into the correct houses. Beautifully converted, but you're really going back a bit... ★★★★
PARLOUR GAMES **SEGA £17.99**
What an odd program! It offers you pool, darts and "world bingo," and has been available in the US for yonks. Entertaining and a break from blasting. One you can keep coming back to. ★★★
PENGUIN LAND **SEGA £29.99**
Vertical platform puzzler and a cross between *Pengo* and the everso everso famous *Boulderdash*. Guide penguin and egg through each infested level, avoiding monsters and keeping the egg in one piece. Brilliantly designed and very addictive. ★★★★

PHANTASY STAR **SEGA £39.99**
If you're into RPG adventures this is the one to go for. Explore stunning 3D labyrinths and solve a quest big enough to last for months and months. Astounding and huge. Get it. ★★★★★
POPULOUS **TECMAGIK £34.99**
Unbelievably good rendition of the God game that launched a thousand clones. Wreak havoc (floods and so on) upon the enemy population in order to defeat him. Oddly addictive and lasts an age. ★★★★★

POSEIDON WARS 3D **SEGA £19.99**
Sea combat pre-dating *Operation Wolf*, but similar in style. Smart static 3D pictures, although the effect is somewhat lost during play. Timid and lacking in depth. ★★

POWER STRIKE **SEGA £24.99**
Frantic vertical shoot-'em-up with stonking power-ups, ultra-fast scrolling and brain-burstin' energy to rival the best of 'em. A real test for even the most battle-hardened of blasting fans. ★★★★★
PRINCE OF PERSIA **DOMARK £29.99**
This has got to be one of the best animated carts on the Master ever. Huge dungeon area to explore and diverse ways to die keep you on your toes all the way to the end. A milestone in 8-bit graphics. ★★★★★

PRO WRESTLING **SEGA £24.99**
Have a solo bout or join a chum in a team. Wrestling is better than boxing (it offers you more moves) but this sim falls short on lastability. Briefly entertaining. ★★★
PSYCHIC WORLD **SEGA £29.99**
Scrolling platform arcade adventure across five stages with mid and end-of-level bosses. The "psychic" bit involves telekinetic powers. Nothing special, but worth a look if you're feeling frisky. ★★★
PSYCHO FOX **SEGA £29.99**
With some of the fastest, smoothest eight-way scrolling on the Master System and some massive levels, this was almost the perfect platformer. Shame they made it too easy though... ★★★★
PUTT AND PUTTER GOLF **SEGA £29.99**
Uncomplicated and bland looking title, but it has everything to offer in the two-player addictiveness stakes. Bash, paddle and even putt your way through 36 weird courses. Lasting ability and fun in one-player mode are highly questionable though. ★★★★

QUARTET **SEGA £24.99**
Originally a four-player coin-op, this version should be called *Duet*. The two-player scrolling platform blaster has all the ingredients, but only half bakes them – and that takes away a lot of the fun. Playable, but lacks the vital spark that made the original so much fun to play. Buy only if you're a big fan... ★★★

RAMBO 3 **SEGA £29.99**
This visually impressive Light Phaser blaster borrows heavily from *Operation Wolf* – but that's no bad thing. Tough, gritty and very challenging. Certainly a rare Phaser game – one of quality. ★★★★
RAMPAGE **SEGA £29.99**
You and a buddy control a giant werewolf, ape or lizard and must smash up all the on-screen buildings. Strictly for fun – and a laff it is too! ★★★★
RAMPART **DOMARK £29.99**
A novel puzzle and arcade mix in which you must build walls, claim land, shoot ships and generally stop your opponent from doing the same. Fun for two. ★★★

RASTAN **SEGA £29.99**
The Barbaric conversion from the Taito coin-op. Moody, atmospheric, action-packed and very playable, this is probably the best sounding game you can get on the Master System to date – that's the truth. ★★★★★

R.C. GRAND PRIX **SEGA £29.99**
Fast multi-directional scroller has you steering your little car against three opponents. Technically impressive, but dull as ditchwater and just too easy. A no-no. ★★
RESCUE MISSION **SEGA £9.99**
As your medics attempt to reach injured G.I.s by rail, you have to shoot the enemy troops' bombs with your Light Phaser. Unusual approach, but really needs more variety if you're going to stick with it. ★★
ROCKY **SEGA £29.99**
A boxing simulation. Train your boxer in the gym and prepare to fight for the title. Impressively animated but you won't be at it for long and it's no good for would-be solo Rockys either. ★★★

R-TYPE **SEGA £29.99**
Irem's coin-op in all its glory. If you enjoy the odd blast, they don't come any odder or blastier (er?) than this. Squirmy aliens, luscious levels and some of the meanest blasting you can find on the Master System anywhere. BUY IT! ★★★★★

SAGAIA **SEGA £32.99**
One of the better shoot-'em-ups for the 8-bit. Colourful, well-defined graphics and some of the most original guardians this side of the fourth dimension (!). Not too easy, so you're not going to complete it in a day either. Naff sounds though. ★★★★
SCRAMBLE SPIRITS **SEGA £29.99**
A bit too close to Sega's coin-op original, this one. This mediocre vertical shoot-'em-up doesn't really set the pulse racing. Guardian sequences are drab and the action is unenthralling too. ★★
SECRET COMMAND **SEGA £12.99**
Two-player vertical scroller in the true tradition of *Ikari Warriors*. Jungle graphics are fine and the action heavy enough. Known as *Rambo* in the US of A, and *Secret Command* on the title screen! ★★★★
SHADOW OF THE BEAST **TECMAGIK £29.99**
Beneath the supersmooth graphics and animation in this horizontal scroller lies very little in the gameplay department. Such a shame – good to look at though. Oh well, better luck next time, Tecmagik... ★★★★

SHANGHAI **SEGA £24.99**
Curious Chinese puzzle game: pair up tiles to remove them from the pile of assorted ones on-screen. All you've got to do is clear the pile to win. Quietly entertaining for one or two players, several game options and boasting a stunning end sequence! You should play it just to see it! ★★★★★
SHINOBI **SEGA £29.99**
This aged ninja-'em-up is still the best of its kind on the Master System. Long varied levels, smart bonus rounds, good graphics and captivating moments that'll have you grippin yer stick. ★★★★★

SHOOTING GALLERY **SEGA £24.99**
Strictly for Light Phaser owners, this game presents a series of animated targets just asking to be plugged! Plenty of variety in the visuals – and a few nice effects (like the backdrops falling apart as you progress). ★★★★
SLAP SHOT **SEGA £29.99**
Ice hockey with slippery players and a hands-on punch-up

RING 'EM, YOU KNOW IT MAKES SENSE!

Active Consoles	081 752 0260	KMA Ltd	0684 296610
A Dan Ltd., Active Sales	081 752 0260	Konix	0495 350101
Beeshu, Euromax	0262 601006	Kraft, Viztrade Company Ltd	0444 239999
Camerica, Telegames	0533 813606	Logic 3, Spectravideo	081 900 0024
Console Concepts	0782 712759	Microleisure	041 221 8944
Cheetah	0222 867777	Powerplay	0273 601882
Datel Electronics	0782 744324	Product 2000 Ltd	081 644 0033
Euromax	0262 601006	Quickjoy, Spectravideo	081 900 0024
Evesham Micros	0386 765500	Quickshot	081 365 1993
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Jong Rich	010 337 227 8917		

PLANES, TRAINS AND MY LITTLE FIAT!

Well, after much travelling on buses and wearing out of shoe leather, I've just managed to get my car back (and very nice it looks too.). So if you see a happy looking person driving around Bath in a Fiat Super Strada with a huge box in the back, give him a wave, 'cos it's bound to be me (vain person that I am).

The run-up to Christmas is upon us. All the software companies are feverishly beavering away, getting their goodies ready for you – and, more importantly, your luvverly Chrimbo loot.

So what are the ones to look out for? Well, *Sonic 2* is nearing completion even as we speak, and another goodie to watch out for is the amazing looking *Flash Back* from US Gold. It's similar in design to *Another World* from Virgin (in fact, both titles are looking very *very* scrummy indeed).

We've had a lot of letters from angry 8-bit owners recently, complaining that there isn't enough 8-bit coverage in *Sega Power*. Well, fear not, people, 'cos what with *Alien 3, Terminator* (which is much better on 8-bit anyway) and *Sonic 2* all coming out before Christmas, things just couldn't be rosier.

And where are you gonna read about it first? Obvious really, isn't it? As soon as we've got out mitts on review copies we'll be giving them the treatment – just so the 8-bitters out there don't feel left out in the cold. Remember: as long as you need us, we'll be there...

option just to liven things up a bit! A good two-player sim but lacking in long-term interest. ★★★★

SMASH TV **FLYING EDGE £29.99**
Slightly easier than the impossible Mega Drive version, but the graphics are really awful (pass the sick bag) and the firing is mostly hit and miss. Not really much skill involved in this, I'm afraid. ★★

SONIC THE HEDGEHOG **SEGA £29.99**
The quickly prickly out on the Master. Supersmooth graphics and totally dreamy gameplay – all on the 8-bit machine. You really have to see it to believe it – it's the best there is. ★★★★★

SCI **SEGA £29.99**
Short for *Special Criminal Investigations,* this is basically *Chase HQ* on the Master System. Not bad, even quite addictive for a while, but it's a bit on the slow side, and this badly cramps the long-term interest. ★★★

SPACE HARRIER **SEGA £29.99**
Old coin-op conversion (with a ridiculous plot) which still looks good, despite its age. It's a 3D shooter with massive enemies and stunning perspective effects. Good for a meaty blast any day. ★★★★

SPACE HARRIER 3D **SEGA £19.99**
Impressive arcade action, and the 3D visuals really add depth to the game. Sufficiently different from *Space Harrier* to warrant a second purchase if you're a fan (and have the goggles, of course). ★★★★

SPEEDBALL **SEGA £29.99**
Violent future sports are all the rage at the moment and this very attractive game started it all off. A cross between rugby and rollerball, the gameplay is superb for two players, with a league providing the challenge for the solitary gamer. Definitely worth every penny.. ★★★★

SPELLCASTER **SEGA £29.99**
Intriguing arcade-cum-adventure game with a great mix of action and puzzle elements. Stunning graphics and addictive too – thank heavens for the save game feature though. You'd be in the soup without it. ★★★★★

SPIDER-MAN **FLYING EDGE £29.99**
Yet another *Shinobi*-style scrolling platformer. Plain backdrops, tedious gameplay and a yucky control method are good reasons to steer clear of this rather lame web-'em-up. Only for real Spidey fans – are there any of you left out there, that's what I want to know? ★★

SPORTS PAD FOOTBALL **SEGA Deleted**
Great football but requires the Sega Sports Pad. Faster and more responsive than the normal joypad, it would be great – if only you could get hold of the thing! ★★★★

SPY VS SPY **SEGA £17.99**
Zany spies do battle as you collect booby traps, outwit your adversary and head for the airport. The split screen is great fun in two-player mode – not so hot alone. Previously available on card. ★★★

STRIDER **SEGA £29.99**
As acrobatic hero, Hiryu, you must save the world (again) in this scrolling platform-cum-beat-'em-up game. It looks good but fails to offer any long-term challenge. ★★★★

SUBMARINE ATTACK **SEGA £29.99**
This aquatic, horizontally-scrolling shoot-'em-up is a colourful affair with power-ups and guardians. Unoriginal and sadly easy, the end is just a little bit *too* nigh... ★★★

SUMMER GAMES **SEGA £29.99**
Multi-player sequel to *World Games.* Nicely animated sports featuring pole vault, high diving, gymnastics, swimming and sprinting. Limited action relies heavily on strict joystick moves and the novelty soon wears off. ★★

SUPER KICK OFF **US GOLD £34.99**
At last! A footy game for the Master System which has every feature you could ask for. Overhead views of the pitch, great graphics and intelligent gameplay (referees and so on). This is a right scorcher. ★★★★★

SUPER MONACO G.P. **SEGA £29.99**
With dual viewscreens, two players can race head-to-head in this quality conversion for the Master System. It's fun, but the cars don't handle very well, and you won't see much in the way of scenery as you're pegging it around the course. Shame. ★★★

SUPER MONACO G.P. 2 **SEGA £29.99**
Slow, slow, and slower still. *Super Monaco G.P. 2* grinds to a halt before it's even begun. Improvements to graphics and sound have been made, but it's still vague. ★★

SUPER REAL BASKETBALL **SEGA £24.99**
A marked improvement over *Great Basketball* and *Basketball Nightmare,* but still left wanting in the lastability stakes. We think it's more the fault of the sport than the game itself though. ★★★

SUPER SPACE INVADERS **DOMARK £29.99**
The game that started it all off is now available on your Master System – and it's even better than the original too. Plan your route to the big end-of-level boss and enjoy all the Invader novelties (splitting Invaders, for instance) and handy power-ups. ★★★★★

TEDDY BOY **SEGA £9.99**
Weird, multi-directionally-scrolling platform game with just about the oddest enemies in existence. Very cute, addictive and ridiculously cheap. Whatever you do though, don't play it late at night – it'll drive you nutty. Previously available on card. ★★★

TENNIS ACE **SEGA £29.99**
Simply the best tennis game you can get for the Master System. Two-player modes, singles, doubles, tournaments – the lot. Recommended to everyone – whether you're a tennis fan or not. ★★★★

TERMINATOR **VIRGIN £29.99**
Pretty average platformer sold off the back of Arnold. There's enough action for diehards and good gameplay too, but the sound's awful and there aren't enough levels. Too shallow. ★★★

THUNDER BLADE **SEGA £29.99**
This was a bold attempt to convert the Sega coin-op onto the Master System. The scrolling blast-'em-up sections work well, but the 3D effects suffers quite badly. Saved by hectic action, pleasant graphics and a very long and challenging mission. ★★★

TIME SOLDIERS **SEGA £29.99**
Multi-directionally scrolling *Commando* variant (with end-of-level guardians) for two players. Nice backdrops and some meaty power-ups make it worth a look – just. A below-average coin-op conversion. ★★★

TOM AND JERRY **SEGA £29.99**
Some good graphics help make this look – initially – very attractive, but after only a few plays, it gets incredibly boring. Then you realise that the game is really a huge crock! What a disappointment! ★★

ULTIMA 4 **SEGA £39.99**
First of the *Ultima* series of role-playing game adventures available for the Master System. With more depth than the Caymen Trough, more strategy than Stormin' Norman and enough spells to fill an Oxford Dictionary, this is one astounding game. Buy it – you won't believe how good it is. ★★★★★

VIGILANTE **SEGA £29.99**
Another Irem coin-op: a horizontally-scrolling street beat-'em-up with a highly distinctive oriental flavour. Fists and feet all start flying as the battle heats up. Grows tepid all too soon though. ★★★

WANTED **SEGA £24.99**
One of the better Light Phaser games which has you battling against Wild West outlaws. You know the kind of thing: baddies appear in doorways and windows, and you've got to blast 'em and earn yourself loads of points! Bonus screens and scrolling stages provide variety but it still needs more levels. ★★★

WIMBLEDON **SEGA £29.99**
Not the best sport in the world (Andy prefers American Football – he would, wouldn't he? *(Oi! I heard that – Andy)),* but this is a brilliant sim nonetheless. Loads of different play options (singles, doubles, tournaments, clay or lawn courts...). Good fun too. ★★★★

WONDERBOY **SEGA £24.99**
Archaic scrolling jump-'n'-shoot game. Terrific conversion with lots of playability, but getting a bit long in the tooth: few frills, not many thrills and takes too long to get to the meat of the action. ★★★

WONDERBOY IN MONSTERLAND **SEGA £29.99**
The original's action is exchanged in favour of an arcade adventure with lots of places to visit, enemies to destroy and hidden items to find and use. Captivating and very entertaining gameplay. ★★★★

WONDERBOY 3 **SEGA £29.99**
Wonderboy comes of age in this astonishing arcade adventure. Gorgeous graphics, brilliant puzzles, hidden rooms and a huge playing area. The best of the series and definitely a must buy. ★★★★★

WOODY POP **Deleted**
Ancient *Arkanoid* clone which has just resurfaced on the Game Gear. Cutesy characters, piles of power-ups and nicely designed screens. The only game made for Sega's ill-fated Paddle Control. Available on card only. ★★★★

WORLD CLASS LEADERBOARD **US GOLD £29.99**
This old 3D golf game looks dated but the course view works well – and there are plenty of trees, bunkers, ponds and other hazards to look out for. It lacks options, but in multi-player mode it's heaps of fun! ★★★★

WORLD CUP ITALIA '90 **SEGA £24.99**
This soccer simulation viewed from above just missed the whole competition when released. And good job too! This is best viewed from a long way off. ★★

WORLD GRAND PRIX **SEGA £12.99**
Now five years old, this first class racer is still as good as ever – and stands up well to its more recent competitors too. Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding! ★★★★

WORLD SOCCER **SEGA £24.99**
Tidy scrolling soccer simulation, viewed from the stands. Unusual gameplay could be a lot faster, but its nice range of options gives *Italia '90* a pummelling. ★★★

XENON 2 **VIRGIN £24.99**
Tricky and tough aliens make for a real challenge in this fab vertically-scrolling shoot-'em-up. It's not quite a "classic" game, but it still manages to offer plenty of engaging action. ★★★★

Y'S THE VANISHED OMENS **SEGA £32.99**
This RPG boasts large scrolling maps and a variety of puzzles and plots to keep you glued to your screens. If you've finished the *PS* series, check it out. ★★★★

ZILLION **SEGA £24.99**
Expansive *Impossible Mission*-style explore-'n'-shoot. Lots to do and nice looking, but awful to control. ★★★★

ZILLION 2 TRI FORMATION **SEGA £24.99**
Sequel to *Zillion* which misses the point entirely. This drab scrolling shoot-'em-up is very repetitive and ultimately very unrewarding too. ★★

AERIAL ASSAULT **SEGA £27.99**
Some quite nice graphics in this rather plain blast-'em-up, but the gameplay is sooooo dodgy, it's just not worth telling you about it. The enemies are very dull and absolutely no threat whatsoever. A very sad and boring game. Our advice is simple. Avoid! ★

BATTER UP **(Import) £20**
This baseball sim works well and has a great head-to-head option, good graphics and neat sound effects. There's still room for improvement in the gameplay, however, and the strange display doesn't help much. As always though, the two-player mode really lifts things up a bit. ★★★

CASTLE OF ILLUSION **SEGA £24.99**
Mickey Mouse in all his glory, with superb gameplay, pretty backdrops and a cracking soundtrack – it may be getting old, but this is still a fun game. There is a major problem though: the tiny display makes this fiddly game all the more tricky to play on the handheld. If you can put up with that, it's good fun (you could get around that with a Wide Gear or summit, I suppose). ★★★★

THE CHESSMASTER **SEGA £24.99**
Well, what did you expect? You can't go wrong with a version as good as this. Excellent graphics, some decent digitised speech and loads and loads of chess. Er, yes. ★★★★★

COLUMNS **SEGA £19.99**
Tetris gamestyle and *Dr Mario* gameplay. Drop the columns of coloured jewels and get three-in-a-row. Mindlessly addictive and with a great Gear-to-Gear two-player option so you can challenge a friend. ★★★★

CRYSTAL WARRIORS **SEGA £29.99**
Tactix and action cross paths in this absolute killer of a game. Gets you addicted early on and then pulls you right into the action. Lovely graphics and animation too. This is definitely one to go for. ★★★★★

DEVILISH **SEGA £24.99**
A good attempt at a cross between *Arkanoid* and pinball. Unfortunately, the game isn't that addictive and it ultimately fails. Good fun for a few hours, but no real lasting appeal ★★★

DRAGON CRYSTAL **SEGA £24.99**
Role-playing arcade adventure featuring mazy pathways revealed only upon exploration. Good idea but continual dead ends and retracing of steps grows tiresome. Poor "statistical" combat puts the final nail in the coffin. ★★

FACTORY PANIC **SEGA £24.99**
A novel puzzle-'em-up which has you changing switches on a complex system of conveyor belts in order to guide various goodies to your hungry customers. Sadly, the security guards get in your way and mar the otherwise enjoyable puzzlin' gameplay. ★★

FANTASY ZONE **SEGA £24.99**
Brilliant presentation let down by sluggish controls and repetitiveness, though colours and graphics are every bit as good the Master Jversion. Untapped potential. ★★

G-LOC **SEGA £24.99**
Superb introduction sequence followed by some not-very-superb gameplay. Fast, *After Burner*-like, but with all the bad aspects of that game: repetitive, undemanding and unfulfilling. Certainly not to be confused with the coin-op which gives you better value for money. ★★

HALLEY WARS **SEGA £24.99**
Taito's vertically-scrolling shoot-'em-up isn't anything really innovative, but in the vein of the coin-op, it's still a damn good blast. Enough variety to stifle yawns and more than enough action. ★★★★

HASTLE GOLBY **(Import) £25**
Conveyor-belt-switching reaction puzzler in which you must direct the various goodies to the right places. This is simple arcadey fun, and has great sound, but unfortunately the gameplay is repetitive. ★★★

JOE MONTANA FOOTBALL **SEGA £24.99**
Loads of intro and outro screens plus the whole of the NFL, all ruined by over-easy gameplay and lack of options. Choose tails every time on the toss to win and throw the ball and you can't go wrong. ★★★

THE LUCKY DIME CAPER **SEGA £24.99**
Mickey and Sonic now have a true rival... As good as the Master System version: massive cartoon sprites, great animation and some frustratingly addictive gameplay. Walt would've been proud... ★★★★★

MARBLE MADNESS **DOMARK £27.99**
Does the idea of rolling a marble around a seemingly endless amount of ramps interest you? If so, then you'll love this conversion 'cos it's pretty damn close to the original. Not a game for everybody though. ★★★★

NINJA GAIDEN **SEGA £24.99**
A fun walk, jump and hack-'em-up with fiddly graphics but six levels of frantic ninja action. If you liked *GG Shinobi* then you'll love this (even if it is a tad too easy). ★★★★

OLYMPIC GOLD **US GOLD £27.99**
A balanced series of events, well animated graphics and nicely presented. The Gear is a bit small for the frantic Button-bashing that's needed, however, and the gameplay is a bit old hat. ★★★

OUT RUN **SEGA £24.99**
Play this classic 3D racing game on your own or with a mate via the Gear-to-Gear option. Nice graphics and a good impression of speed. More courses would have been nice, but it's still a lot of fun. ★★★★

OUT RUN EUROPA **SEGA £19.99**
This action cum driving game is definitely worth checking out. Plenty of levels and some of the sexiest graphics we've yet seen on the Game Gear – plus action and gameplay to go with it. It's the only decent driving title available on the handheld at present. ★★★★

PAC-MAN **(Import) £20**
The famous lemon chomps his way through the blue maze while avoiding the colourful ghosts (yet again). Love it or loathe it, this still remains a brilliant conversion of the coin-op, with graphics and sound effects straight from the original. ★★★★★

PENGO **SEGA £19.99**
Remember this one? Ancient gameplay but it's still decent enough. Slide the ice blocks to squash your enemies and make with the strategic thinking. Simple, fairly dull and with no longevity. ★★★

POPILS **(Import) £20**
Rescue your gorgeous chick from Popils the sorceror (ho hum). A puzzler head and shoulders above the rest with 100 levels and a fun Gear-to-Gear option. There's also an edit facility and memory back-up. ★★★★★

PSYCHIC WORLD **SEGA £19.99**
Scrolly platform beat-'em-up with telekinetic power-ups thrown in for good measure – just to spice things up. Not meaty enough for discerning game-players, but neat and certainly very playable. ★★★

PUTT AND PUTTER **SEGA £25.99**
Crazy golf – but wait! Don't let that put you off. It's quite fun really. Impressive graphics and a neat two-player option, but the lack of variety makes it very boring in the long run. ★★★

GG SHINOBI **SEGA £24.99**
First dedicated Game Gear title, and what a right stonker it is too. This beautiful *Shinobi* game has level select, gorgeous graphics, and superluvverly sonics – but hell's teeth, is it tough. This is a lasting challenge for mobile gamers everywhere. ★★★★★

SLIDER **SEGA £24.99**
99 levels of monsters, mazes and mayhem as you try to clear up the polluted labyrinths of the ecologically unsound planet of Rozen. Plenty of neat little extras (bonuses and so on), but there's no two-player mode and far too many continue/password options. ★★★★

SOLITAIRE POKER **SEGA £25.99**
This blend of solitaire and poker (yeah, yeah, we know it sounds a bit odd) will severely test your mental abilities. Pluck cards from "shoes" (not that kind of shoe...) on the left and slide 'em into the card grid on the right. Good fun, but not really something shoot-'em-up buffs have been waiting for. ★★★

SONIC THE HEDGEHOG **SEGA £29.99**
Just as juicy as the Master System version, this classic game has all the features of the original. The action's even been enlarged to cope with the Game Gear's smaller display. 'Kin superb. ★★★★★

SPACE HARRIER **SEGA £24.99**
Ignore the scenario, it's a load of tosh. Just play the game. 3D action as you pilot your jetbike into enemy territory, destroying all manner of huge and segmented nasties. Fun but too tough on the thumbs! ★★★★

SPIDER-MAN **SEGA £24.99**
Brilliant conversion for the handheld. Slick animation, stunning graphics and great soundtrack combine to make this a classic cart. The next best thing after *Sonic* and very hard to crack. Perfect. ★★★★

SUPER KICK OFF **US GOLD £27.99**
This Master System classic works brilliantly on the Game Gear and has all the features of its bigger counterpart. Excellent footy gameplay and loads of definable options. Great graphics too. A must buy! ★★★★★

SUPER MONACO G.P. **SEGA £19.99**
Compromised graphics and unrealistic handling make this a game for racing freaks only – so that's Andy out then. He can't even drive. Okay, so it's saved to a great extent by the head-to-head option, but don't expect a mini coin-op crammed onto your handheld... ★★

WIMBLEDON **SEGA £29.99**
The best tennis game for the Game Gear (let's face it, it's the *only* tennis game for the Game Gear). Fast, furious, and there's a password feature so you can build up the strength of your player over the various tournaments. An essential buy for tennis fans.

WONDERBOY **SEGA £19.99**
Old scrolling jump-'n'-shoot with plain visuals but a typical cute 'n' cuddly hero to save the world with. It takes a long time to get into the action, and even when you get that far, it's undercooked. Okay, but there are plenty of better handheld titles around – just look at 'em. ★★

WOODY POP **SEGA £19.99**
Remember those early video games of the '70s which had in-built versions of *Breakout* – the game where you had to destroy a wall of bricks by bouncing a ball against them? Well, this is more of the same, but updated. A cute clone with its own very unique style. Limited level select, piles of power-ups and distinctive graphics make this the best of its type so far. Very difficult but worth it. ★★★★

WORLD CLASS LEADERBOARD **SEGA £24.99**
Wonderfully playable golf simulation boasting four courses and 72 holes. Realistic 3D graphics, good ball movement and some great animation of your player. Pick your clubs, check the wind and away you go. Your stats are displayed en route as you attempt to get around in as few strokes as possible. Fun for golfers and non-golfers alike, but a Save Game feature would have been nice. ★★★★

Special thanx time again. Tons of gooey love go to all the nice people out there... These include Mr Andrew Parker, Zac B, Taffy, Simon, Henry, Janine, and all the bods who frequent the Loft and Cellar Bars in Frome.

To Matthew (Satriani) Fuszard in sunny Andover, for making me realise things ain't always so bad.

To Fiat for producing the Super Strada (probably the greatest car in the world... *(I think that's open to debate – Andy).* Thanks should also go to James "Skully" Scullion for the room, and to Dom for just being you! More Hard Line gossip next munf.

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Hello, Sega dudes. Honest Warren here. Now, as you can see, this month I've got a whole load of top deals and bargains for you to feast your eyes on.

These pages have got some ads from a few of my carefully nurtured contacts in the biz whose only aim in life is to sell you – The Cart Buying Public – top quality cartridge kit at the best possible prices.

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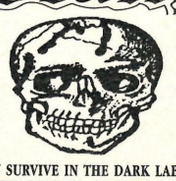

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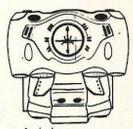
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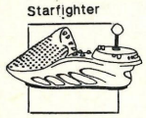
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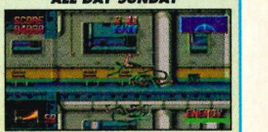
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For sale: Super Monaco G.P., Populous and Altered Beast for the Mega Drive. Best offer taken. Also Spectrum +2a and +3 computers and loads of soft/hardware.
Tel: (0635) 866744 after 4pm

Sega Master System 2, plus control pad for sale. Brand new, never used. A bargain at £50.
Tel: (0524) 60906 after 4pm

Master System 2, 2 pads, joystick, Rapid Fire Unit, plus 11 games – After Burner, G-LOC, Thunder Blade, Slap Shot, WLB Golf (etc. etc.). All boxed and in very good condition. Worth £270. Will take £170 o.n.o.
Tel: (0483) 505228

Sega Master System console pad – plus Alex Kidd, Chase H.Q. and World Cup Italia '90 – for sale. 6 months old and only £80.
Tel: (021) 525 9099

Calling all Sega sports fanatics! World Soccer £15, and Tennis Ace £18. Perfect condition, boxed and with instructions. They're both brilliant games (in one-player and two-player mode). Start calling *NOW!*
Tel: (0664) 840594 between 6.30 and 8.30pm

California Games for sale £15. Or will swap for Psycho Fox. Also for sale, Xenon 2 (unwanted present, never used) £20.
Tel: (0272) 675389

Games for sale (Mega Drive): After Burner 2 £23, Hellfire £25, Spider-Man £25, Crack Down £23, Rampage £10, (no book) R-Type £15, Pac-Mania £15, (Game Boy), Kung Fu Master £7, and more.
Tel: (0983) 66938

Sega Master System with two joypads, Light Phaser and 3 games – Mickey Mouse, Double Dragon and Operation Wolf. Bargain at £100.
Tel: (0565) 873453

Mega Drive, joypad, Quickfire joystick and ten games (including Ghouls 'n' Ghosts, E.A. Hockey, Sonic, Shinobi, E.S.W.A.T., Super Monaco G.P., Buster Douglas Boxing, World Cup Italia '90, Thunderblade and Altered Beast) for sale. £260, but might split...
Tel: (0422) 355836

Loads of Master System games, including Golden Axe, Altered Beast, Golvellius etc. etc. Will sell for between £5 and £10 each.
Tel: (0565) 873453

Game Gear with TV Tuner, Wide Gear, AC Adapter, Carry Case, headphones, Mickey Mouse, Super Monaco and Woody Pop. All boxed with instructions. As new, plus loads of Sega mags. £195.
Tel: (0785) 41072

Mega Drive games: Streets Of Rage £25, Revenge Of Shinobi £20 and Altered Beast £5. All UK releases.
Tel: (081) 504 1106

Atari Lynx, PSU, 9 good games (including Rampage, Klax and Ninja Gaiden). All boxed. Worth over £450. but will sell for £190 or swap for Mega Drive (or Game Gear plus games).
Tel: (0992) 460478

Master System game – After Burner – and SG Fighter joystick for £20 (worth £45 new) or will swap both for a decent Master System game.
Tel: (06504) 354 after 4pm weekdays

Master System with Light Phaser, 2 control pads, RFU included in price. With 5 games: Ghostbusters, Altered Beast, Hang On, Safari Hunt and a Snail game. All for £136 o.n.o.
Tel: (0483) 768807

I will sell my Master System, Light Phaser, RFU and 17 games for £120. Also a Game Boy for sale with 3 games and amp for £70.
Tel: (081) 205 9869

Nintendo Entertainment System, including Super Mario Bros game, for sale. Boxed as new with power pack and all necessary leads. Worth £85, but will sell for £40.
Tel: (0744) 895074

Master System, Light Phaser, pads and 10 games for sale, including Columns, California Games, Golden Axe, Moonwalker and Altered Beast. Costs £310, but will sell for £190. Kent area if possible for hand exchange.
Tel: (0795) 471922

Issue 9 to 26 of Sega Power for £1.50 each. Most of these you can't get any more. The lot for only £22. All in perfect condition.
Tel: (041) 634 9923

Operation Wolf for sale. Excellent condition. All boxed with instructions. £15.
Tel: (0252) 861085

Sega Master System and 13 games for sale. 3 built-in titles, plus Moonwalker, Chase H.Q. and Shinobi. Joystick, 3D glasses and Light Phaser included. £400, but will sell for £150 o.n.o – or swap for a Mega Drive.
Tel: (091) 586 9541

For sale: Master System, 2 joypads, Light Phaser, Sega control stick and 5 games, including Sonic The Hedgehog. Worth £225, but will sell for £130 o.n.o.
Tel: (0273) 561294

Master System for sale with Mickey Mouse, Psycho Fox and 4 other great games. Worth £210, but will sell for £130 o.n.o.
Tel: (0707) 260903 after 4pm

For sale: Bomber Raid £20, After Burner £20, Transbot £6 and Spy Vs Spy £10 (or near offers). Also Tomy Tronk 3D game for sale: £12.
Tel: (0656) 659328 after 4.30pm

Master System, Light Phaser, 3D Glasses and 13 games (including Sonic, R-Type, Speedball and California Games) for sale. Worth £400, but will sell for £250 o.n.o. All in good condition, boxed, and with instructions.
Tel: (0245) 281001

Teddy Boy for sale on the Master System. £6, or will swap above game plus £5 for R-Type or Rocky.
Tel: (0602) 222124

Master System, Light Phaser, control stick, pads and 6 games for sale, including California Games and Super Monaco G.P. Worth £210, but will sell the lot for £100.
Tel: (0636) 525354

Master System Plus, 10 games (including Mickey Mouse), Light Phaser and 2 pads for sale. £105.
Tel: (0753) 889327

Master System and 15 games, including R-Type, Double Dragon, Pac-Mania and more for sale!! Plus Light Phaser, joystick and RFU. Everything in good condition with instructions. £230 o.n.o.
Tel: (0480) 73558

For sale: Operation Wolf for the Master System £19, or will swap for Sonic or Super Kick Off. Brand new, purchased December.
Tel: (0948) 6118

Master System, 2 joypads, Light Phaser and 12 games (including Double Dragon, Golfmania, Indiana Jones and Populous) for sale. Excellent condition. Worth £334, but will sell for £185 o.n.o.
Tel: (081) 679 9458

Sega Master System with 9 games and control stick. Games include Sonic, Populous and Golden Axe. Worth about £260, but will sell for £140 o.n.o.
Tel: (081) 554 1360

For sale: Master System 2, Alex Kidd in Miracle World, Psycho Fox, Wonderboy, Impossible Mission, World Grand Prix and Rapid Fire Unit. Worth £167, but will sell for £125.
Tel: (0443) 224036 Saturdays 10-11am

3 top Mega Drive games for sale. Toki and Fantasia (both brand new) £35 each, Altered Beast £25. All boxed with instructions.
Tel: (081) 502 2598 after 4.15

Master System, 2 control pads and 3 games (World Class Leaderboard, Ghouls 'n' Ghosts and Captain Silver) for sale. Excellent condition. Boxed with all leaflets. Worth £150, but will sell for £80.
Tel: (05267) 339

Game Gear fully boxed and with 7 games, including Joe Montana, Super Monaco and Wonderboy. Few months old and hardly used: £150.
Tel: (081) 330 0518

Game Boy, light gun, magnifier, carry case, Hyperboy, and 8 games, including Castlemania 2, Balloon Kid, Marioland, Navy Seals and three Japanese games. All worth £260, but will accept £180.
Tel: (0532) 671719

Amstrad CPC 464 computer, monitor, 23 games and joystick – £70. In very good condition.
Tel: (0245) 400810

Master System for sale. Comes with 7 games (Xenon 2, Action Fighter, Dynamite Duke, Dick Tracy, Astro Warrier, Pit Pot and Hang On) plus joypad and joystick. Will sell for £90.
Tel: (0489) 784595

Spectrum ZX +2, manual joystick and many top games, including Platoon, Road Runner, Short Circuit and Back to the Future 2. All leads included for only £100 o.n.o.
Tel: (0732) 870094

Mega Drive games for sale: Ghouls 'n' Ghosts £26, Golden Axe 2 £28, Moonwalker £20. All boxed with instructions and in excellent condition. Or will swap for Desert Strike.
Tel: (0532) 573575

Mega Drive (English) and 6 games (including PGA Golf, Sonic, F-22 and Road Rash) for sale. Good condition, boxed, only 6 months old and worth over £300. Will accept £150 or nearest offer.
Tel: (081) 864 9889

Atari 520 STFM, over £350 worth of games (including: Robocop 3, GODS, Magic Pockets, Captive F-ISII and MidWinter 2) for sale. Plus loads of PD and tons of mags. All for £350 o.n.o.
Tel: (0409) 241375

Sega Master System 2, control pad, Rastan, Alex Kidd in Miracle World, Golden Axe, Vigilante, Kung Fu Kid and Populous for sale. A bargain at £85. All offers considered.
Tel: (061) 865 1928

Game Boy for sale with 4 games and a gamelight. Normally costs £160, but I'll give it to you for £90 or swap for a Game Gear and some games.
Tel: (0246) 590118

Will sell Bubble Bobble for £90 o.n.o. Boxed with instructions and almost new. Also Super Tennis for a rather cheap £5.
Tel: (0222) 553046

Master System Plus with Quickshot joystick, pad, Light Phaser, Double Dragon, Rescue Mission, Rocky and Aztec Adventure. All in good nick. £120 o.n.o.
Tel: (0763) 241252

Mega Drive, Power Stick, Quickshot and 2 Cartridge Caddies – plus 16 excellent games. All boxed (as new) and worth over £700. Will sell at a bargain price of £525.
Tel: (0525) 222328

Mega Drive, PSU, joypad and Road Rash. All boxed with warranty – £120.
Tel: (0993) 883771 evenings only

For sale: Spectrum +2 with £150 worth of games and carrying case (for games). £95 o.n.o.
Tel: (0256) 59977

Mega Drive games for sale! E.A. Hockey £23, John Madden '92 £23, Quackshot £25, James Pond 2 £23, Tecmo WC '92 £25, Winter Challenge £23, Super Kick Off (MS) £25. Also Powerbase Converter £20. All boxed with instructions and everything in excellent condition.
Tel: (0689) 859048

Master System games! Huge number of games available (new titles and old). Prices range from £10-£15. All in excellent condition. Titles include Psycho Fox, California Games, Indiana Jones etc. etc. Mega Drive games also wanted £10-£20.
Tel: (0562) 850913

IBM Lemmings for sale – plus free codes! Less than a month old, hardly used. Bargain at £25! Worth £40. Interested?
Tel: (0302) 535326

Master System, 13 games, Light Phaser, Rapid Fire Unit, joystick and joypads for sale. All in good condition, boxed and with instructions. Worth £500 plus, but will sell for £175 o.n.o. Wide offers welcome. Quick sale wanted. Hurry!
Tel: (0480) 473558

Sega Master System, 2 control pads, 1 control stick and 16 games including Sonic, Altered Beast etc. etc. All boxed with instructions. Excellent condition. A bargain at £225 o.n.o.
Tel: (0793) 822587 after 6pm

Master System with 2 pads, Light Phaser, RFU, Adapter and 3 built-in games – plus 5 games from a choice of 15. Worth £235, but will sell for £125.
Tel: (0727) 822438

Game Gear for sale (not boxed) with 5 games, 2 not boxed, but with instructions: £160 o.n.o.
Tel: (0482) 639962

Unbeatable offer! Sega Master System with 6 games and Light Phaser for sale. Spectrum +2 with hundreds of games, light gun and a 14" colour TV. All for £150. Write to: **72 Rotherhithe Old Road, Surrey Quays, London SE16.**

Game Gear plus 7 games, including Sonic, Shinobi and Mickey Mouse. Adapter & Carry Case included. Costs £280, but will sell for £200. Boxed and as new. Only 3 months old.
Tel: (0706) 824164

UK Sega Mega Drive and 5 new games for sale (titles include Sonic, Fantasia, Altered Beast, Last Battle and Truxton). Also comes with 2 new joypads. All boxed with instructions. Worth £400. but will sell for £250 o.n.o.
Tel: (051) 489 6794

Master System with 5 games, 2 pads and Light Phaser. Worth £200, but will sell for £130.
Tel: (021) 777 4355 Monday to Friday after 5pm

Amstrad 6128, CPC colour monitor, 2 joysticks, disc and cassette, and 60 games for just £250 o.n.o.
Tel: (0359) 42457

Moonwalker for the Sega Mega Drive (Jap version). Brand new – £20 o.n.o.
Tel: (091) 417 5844

Game Boy games for sale: World Cup and Super Marioland – for between £10 and £15.
Tel: (0702) 76120 after 5pm

Mega Drive, 3 months old, 2 new controls and 6 games: Toejam And Earl, John Madden '92, Sonic, Streets Of Rage, World Cup Italia '90 and Altered Beast. Worth £350, but will sell for £250.
Tel: (0843) 596348

Sega Master System with 2 joypads and a control stick, including 7 games – with Sonic – for sale. Worth £285 new. Selling for £150.
Tel: (0704) 78333

Atari STFM, 50 top games (Robocod, Lemmings and so on), mouse, 2 joysticks, dust cover, disk box, mouse mat, lots of extras. Will sell for £250 o.n.o.
Tel: (0994) 230489

Sega Master System, 10 games (including Double Dragon, Psycho Fox and Spider-Man), 2 control pads and Light Phaser. All games boxed with instructions, 2 games built in. Worth £300. Bargain at £200 o.n.o.
Tel: (0985) 212679

Out Run and G-LOC (Game Gear) for sale. Will sell for £15 each or swap for Super Kick Off and Shinobi.
Tel: (0222) 770279

Master System for sale with 8 games, including Rambo 3 and Battle Out Run (2 built in). Worth £240, but will sell for £110.
Tel: (081) 395 6554

Sega Master System with control pad, Light Phaser, alll necessary plugs and cables and 2 built-in games for sale. £39 o.n.o.
Tel: (044282) 3072

Master System with plugs, 2 joypads, Hang On, Bank Panic, Impossible Mission, R-Type, Wonderboy 3, Mickey Mouse, Alex Kidd, Shinobi World. In good condition. All boxed for £130. Please hurry!
Tel: (0702) 218696

Master System for sale – plus 6 games, control pad and joystick at £80. Worth £95.
Tel: (0702) 541018

Sega Mega Drive on offer. 10 awesome games, including Pit-Fighter, Sonic and Streets Of Rage, plus 2 joypads. All in good condition. Worth £400 plus, but will sell for only £220.
Tel: (0442) 245761

For sale: Super Thunder Blade, 688 Attack Sub and Altered Beast. All with manuals and all in excellent condition £60.
Tel: Co Durham 410 6905

For sale: Master System with 10 games and Light Phaser – or will swap for Mega Drive with at least 3 games.

Tel: (0922) 615864
Sonic the Hedgehog for sale: £12.
Tel: (0778) 343012
Mega Drive games for sale £25-£27. Very large range of Game Gear games too £15-£17.
Tel: (081) 534 1014
Yo! Master System for sale. Comes with 5 games, 2 joypads and 1 joystick. Games include Kick Off, Xenon and more. Worth £200, but will sell for £120. Call fast!
Tel: (0832) 3507
Sega Master System, Light Phaser, 2 control pads and 7 great games for sale. Top titles like Out Run, Psycho Fox and others. All in great condition. Bargain at £150.
Tel: (0938) 553465
Master System, control stick and 9 top games, including Sonic, Shinobi, California Games, Tennis Ace, Moonwalker and Chess, for sale. Everything boxed as new and in very good condition. Worth over £300 but will sell for £145.
Tel: (081) 446 7949
Game Gear and Master Gear Converter for sale. Comes with 4 games: Double Dragon, California Games, Wonderboy and The Lucky Dime Caper. Worth £200 plus, but will sell for £180 o.n.o.
Tel: (0647) 23459
UK Mega Drive, 3 games, pro-2, joystick & mains adapter for sale. Games include Sonic, Streets Of Rage and Toejam And Earl. Excellent condition. Hardly ever used. Everything boxed. Bargain at £180.
Tel: (0582) 792463 after 4pm
Sega Master System for sale with 4 games and 2 joypads: £85.
Tel: (0869) 40409
Sega Master System, 2 control pads, 1 Light Phaser, and 6 good games, including Sonic, Mickey Mouse and Kick Off, for sale. All in very good condition. £130 o.n.o.
Tel: (0995) 604492
Does anyone want to buy Castle Of Illusion for £25 or swap it for Alisia Dragoon?
Tel: (0228) 560387 after 4.15pm on weekdays
Games for sale: Fists Of Steel, Kabuki (both Jap), Taz Mania, California Games and Shining In The Darkness. Also for sale: Jap Converter.
Tel: (0225) 428326
Sega Mega Drive games. Top titles and all in new condition. Cost £40, but a bargain at £28 each.
Tel: (0473) 721943
Shining In The Darkness £40 and Altered Beast £15. Jap version of Gaiares £25.
Tel: (0480) 477471
Master System, 2 joypads, 2 joysticks, Light Phaser and 6 games, including Hang On, Safari Hunt, Ghost House etc. etc. for sale. Worth £170, but will sell for £120 or swap for a Mega Drive with joypad and one game.
Tel: (0948) 2672

I will swap Wonderboy 3, Great Golf, Teddy Boy, Slap Shot and World Grand Prix for Asterix, Pro Wrestling, Ghouls 'n' Ghosts, Spider-Man or Heavy Weight Champ (will consider others).
Tel: (0943) 600004

Sega Game Gear TV Tuner £50. Still boxed and in very good condition.
Tel: (0362) 696235
Mega Drive with 19 games (all as new) and 2 joysticks for sale. Worth £900 plus. The first £500 o.n.o. secures.
Tel: (0203) 636397
Mega Drive for sale. Comes with 4 games (these include Sonic, Road Rash and Castle Of Illusion). Master System Converter also for sale: £180 o.n.o. or will swap for Amiga with games.
Tel: (0724) 854564
Master System for sale. 4 months old and comes with 3 games: Sonic, Shinobi and Double Dragon. Worth £140, asking £80. Alex Kidd in Miracle World is built in.
Tel: (0942) 861434
Altered Beast £10, Sonic The Hedgehog £23. Both for Mega Drive. Will sell together for £30.
Tel: (0925) 50538
Master System with 5 games, Light Gun and Rapid Fire Unit – £150. Games include Sonic, Laser Ghost, Hang On, Marksman Shooting and Moonwalker.
Tel: (0284) 702011
Sega Master System for sale – complete with 2 joy pads, Light Phaser and 19 games. Will sell for a bargain £180.
Tel: (0532) 861707
Game Gear with Sonic, Donald Duck, Clutch Hitter, Battery Pack and AC Adapter for sale. All immaculate and boxed, 2 months old. Worth £215, but will sell for £160 o.n.o.
Tel: (0638) 741096
Master System 2 with Light Phaser, control stick, Wonderboy 3 and Operation Wolf for sale: £150. All boxed with instructions and only 6 months old. Excellent condition.
Tel: (0342) 712573
Amstrad CPC 464 with monochrome monitor, manual joystick and £150 worth of games. Everything in excellent condition. All for £100.
Tel: (0793) 872830
Mega Drive games for sale: 688 Attack Sub £20, Mickey Mouse £20, The Immortal £25, Golden Axe £20 and Magical Hat £15. All come boxed and with instructions.
Tel: (0283) 44740
Sega Mega Drive with 5 games for sale. As good as new and comes with all boxes: £150.
Tel: (081) 458 8491
Sega Master System 2, control pad, Light Phaser, Alex Kidd in Miracle World built in and Operation Wolf for sale. In excellent conditon. £65 o.n.o.
Tel: (0628) 71966
Game Gear, carry case and 5 games for sale, including Shinobi and Donald Duck. Bargain at £150. Very good condition.
Tel: (0255) 506513
Master System games for sale: Line Of Fire, Spy Vs Spy and Paperboy. Whole lot for £45, but will split. Must live near Farnborough.
Tel: (0252) 547251
Game Gear games for sale: Shinobi, boxed and with instructions, £12; Super Monaco G.P., boxed and with instructions, £10.
Tel: (0772) 715930
Master System for sale. Comes with 2 joypads, joystick, Light Phaser and 18 games, including Sonic and Populous. £250 o.n.o. Or will swap for Mega Drive plus games. Preferably in Surrey area.
Tel: (081) 979 5946
Mega Drive in top condition with control pad, Arcade Power Stick and 4 great games: John Madden '92, Columns, F-22 and Ghouls 'n' Ghosts. Worth £300, but only asking for £210.
Tel: (0579) 50187
Mega Drive, 8 games and Arcade Power Stick for sale. All boxed. Worth £550, but will sell for £300. Game Gear and accessories worth £250. Will sell for £150.
Tel: (0282) 35847

I will swap Another World, Wonderland, Populous, MidWinter, Promised Lands, Shadow Dancer, Baseball, Sly Spy and Shinobi (Amiga) for Game Gear or Game Boy. Games cost over £180.
Tel: (06513) 2553

Master System 2 for sale with joypad, joystick & 7 games, including Sonic, The Lucky Dime Caper, Populous, Shadow Of The Beast, Impossible Mission and Speedball. Worth £255, but will accept £180. Greater Manchester area only.
Tel: (0204) 699678
Sega Master System for sale with Alex Kidd, Sonic, Donald Duck, Scramble Spirits and Light Phaser. All boxed, 6 months old, £85. Also: Spectrum and £300 worth of games a bargain at £40.
Tel: (081) 467 4903 after 4pm
For sale: Castle Of Illusion (on the Game Gear). Very good condition. Only 3 months old, boxed. £20.
Tel: (0905) 820 267 after 6pm
Will pay around £15 for Streets Of Rage, Super Monaco, Marble Madness, Gynoug, Ghouls 'n' Ghosts, Strider, Road Rash, E.A. Hockey, Shining In The Darkness, Spider Man and Populous.
Tel: (0525) 713179
Game Gear, 4 games, AC Aadapter and carry case, all boxed, for £150. Excellent condition. No offers.
Tel: (0795) 5193 after 7pm
Sega 3D glasses and 4 3D games (Master System) £65. Casino Games £15. Mega Drive games: Strider and Hard Drivin' £25 each (postage included if it's at all necessary).
Tel: (0582) 480887
Game Gear with 7 games, including Shinobi, Super Monaco G.P., Mickey Mouse (etc. etc.). All boxed, as new, £150.
Tel: (0841) 532643
Amiga A500 Plus, Star LC10 colour printer, Commodore 1084 stereo colour monitor, over £700 software and midi accessories for sale. All boxed as new. Guarantee on machine. Offers over £900.
Tel: (0295) 257920
Back issues of *Sega Power* for sale. Very good condition. Issues 6-33. Also Sega Mega Drive Secrets.
Tel: (0732) 840141
Mega Drive plus 8 games for sale. Games include Desert Strike and Road Rash. Everything boxed with instructions £199 o.n.o. Will swap with Amiga in good condition.
Tel: (0304) 365618
For sale: Shining In The Darkness £29 (may also swap for PGA Golf or Phantasy Star 3). Also: Altered Beast £15.
Tel: (0253) 798388 after 6pm
Mega Drive (Official UK version), 2 joypads, Japanese Converter and 16 games, all top titles, for sale. Excellent condition. Worth £800 plus, but will sell for £420. Will also sell games separately: £20 Japanese, £25 English.
Tel: (0772) 745004
Master System games for sale: American Baseball £12, R-Type £15, Super Kick Off £20. In good condition.
Tel: (0908) 678747
Master System, Light Phaser, control pads and 6 top games (including Sonic The Hedgehog, Moonwalker and Psycho Fox) for sale. Boxed as new. Worth £250, but will sell for £150.
Tel: (0495) 762068
Master System 2 with 5 top games, including Sonic, Mickey Mouse and Asterix, for sale. Excellent condition. All boxed with instructions: £95 o.n.o.
Tel: (0483) 222148 after 4pm
Amiga model 1.3 A500, 20MB hard disk, total 4MB RAM, mouse, joystick, mouse mat, disk box, modulator, dust cover, manuals, power supplies etc. etc. Very good condition. Must sell: £700 o.n.o.
Tel: (0256) 20606
Master System for sale with 7 games and 2 controllers. Worth £250, but will sell for only £90. Bargain! Essex area only.
Tel: (0708) 444299
Master System with pad, joystick, Light Phaser and games: Mickey Mouse, Slap Shot, Parlour Games, Moonwalker and Hang On. A bargain at £90. Game Boy with DD 2, Rob 2, Tennis, £100. Hurry!
Tel: (081) 578 9928
Game Gear for sale. Only a month old. Comes with 5 games: Super Kick Off, Sonic, Shinobi, Dragon Crystal and G-LOC. With Carry Case and Adapter for £150 onwards.
Tel: (0404) 703049
3 Game Gear games for sale: Sonic, Mickey Mouse and Super Monaco (Jap). All for £45, or Sonic, Mickey for £18 each and Super Monaco G.P. for £10. Boxed and with instructions.
Tel: (0788) 832660
Master System 2 for sale with 2 joypads plus 8 games, including Olympic Gold, Sonic and Donald Duck. Only £130.
Tel: (0896) 59115 between 5-6pm weekdays only
For sale: Master System Plus and 13 games, including Golden Axe, Populous, Speedball, Golfamania, Battle Out Run, R-Type, Tennis Ace and Gain Ground. Worth £465, but will sell for £200.
Tel: (0483) 771390
Mega Drive, 2 controllers, Sonic, Taz Mania, Desert Strike, Gynoug, Devil's Crash, Mickey Mouse and E.A. Hockey. Worth £400, but will sell for £250. Includes Datel Action Replay Pro Cartridge. Phone for separate prices now.
Tel: (0943) 863748
Master System 2 plus 4 games, 2 joypads and all wires, fully boxed. Only 4 months old: £80, no offers.
Tel: (0780) 54151
Sega Master System, 1 controller, Light Phaser and 9 games, including Sonic The Hedgehog, Mickey Mouse and Donald Duck. Very Good Condition. £260 new, but will accept £175 o.n.o.
Tel: (0582) 763789 after 6pm
Sega Master System, 3 built-in games, Light Phaser, pads, R-Type, Soccer and Operation Wolf for sale. Only £75. All boxed with instructions.
Tel: (0272) 624338

I'll swap my Global Defence for Fantasy Zone, Alex Kidd in Shinobi World, Mickey Mouse and R-Type for California Games, Heavyweight Champ, Super Space Invaders, Impossible Mission or Monopoly. Please phone!
Tel: (0443) 836948

Amstrad CPC 6128 for sale with monitor, keyboard, disc drive, tape, 70+ games, joystick etc. etc. Offers around £100. Urgent sale needed.
Tel: (0734) 664008
Master System 1, 2 control pads and 3 games. All boxed with instructions: £60.
Tel: (0793) 824380
For sale: Donald Duck on the Master System £15, (95% rated). Also GG Shinobi £13, (94% rated in Mean Machines). Both boxed with instructions and in good condition.
Tel: (041) 639 5038
Master System, joypads, joystick, Light Phaser and 12 games, including Sonic, Mickey Mouse, Donald Duck, Kick Off, Xenon 2, American Pro Football and Populous, for sale. Worth £400, but will sell for £200.
Tel: (0277) 821525
Master System for sale, including 7 games: Sonic, Mickey Mouse and Xenon 2. Also 8 Sega mags. £130 o.n.o. Will swap for Mega Drive and games.
Tel: (0268) 282001

Game Gear, AC Adapter, TV Tuner, 2 Game Gear Cables and 7 games, including Sonic, Shinobi, Olympic Gold and more, for sale. As new, and only £200 the lot.
Tel: (0225) 314762

ZX Spectrum 128K +2 for sale as new! With games plus a brand new interface and modem. All for just £100.
Tel: (0274) 690580
Mega Drive games for sale: Sonic, E.A. Ice Hockey, De-cap Attack and Golden Axe. All boxed with instructions.
Tel: (091) 386782
Mega Drive for sale with 2 control pads, Sonic and Altered Beast: £100 o.n.o. Also many other games for sale.
Tel: (0272) 567609
Master System for sale with 2 joypads and 5 games (like Shinobi and Golden Axe). Will sell for £60.
Tel: (081) 607 8761
Master System for sale with 14 games, including California Games, Phantasy Star, Golden Axe, Ghouls 'n' Ghosts and Fantasy Zone. Worth £480, but will sell for £220 o.n.o.
Tel: (081) 859 4555
For sale: Sega Mega Drive with 3 games, including Desert Strike, Quackshot and Sonic. Perfect condition and boxed with instructions.
Tel: (0252) 511776
Japanese Mega Drive with Pro 2, joypad and 4 games, including Desert Strike and Taz Mania. Price negotiable.
Tel: (0892) 862263

SWAPS

Will swap Master System with 7 games, including two built-in (Rampage, Time Soldiers, World Soccer and others) for a Game Gear and 4 games.
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Tel: (0202) 874401
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I will swap World Soccer or Super Tennis for Alex Kidd in High Tech World or Alex Kidd in Shinobi World.
Tel: (0703) 704907
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Tel: (081) 366 6443 after 6pm
I will swap Spider-Man, Kenseiden, The Ninja and California Games on the Master System. I would like Castle Of Illusion or any other good games.
Tel: (091) 415 7346
Master System Wonderboy and Altered Beast for swapping. Will swap both for Castle Of Illusion, Shinobi, Wonderboy 3 or Rastan – or will sell for £10 each.
Tel: (0925) 413514
I will buy Super Monaco G.P. on the Master System for £15, or swap it for Castle Of Illusion. Any decent offers for Operation Wolf? All games boxed please.
Tel: (0278) 653359
I will swap Quackshot for Robocod on the Mega Drive.
Tel: (0454) 318789
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Tel: (0442) 254448 after 4pm
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Tel: (0458) 223070

I will swap Out Run or Thunder Blade on the Master System for Golvellius, Donald Duck or Sonic. Will consider any other games.
Tel: (061) 624 4029 after 6.30pm

I will swap my games, including Desert Strike, for any other good games (E.A. Hockey, for example). Will also buy good games.
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I have got Spider-Man on the Master System. Will swap for Golden Axe, Shadow Dancer or Asterix. Preferably in the North West area.
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Will swap John Madden '92 for James Pond 2, PGA Tour Golf or Super Monaco G.P. Must be boxed with instructions. Will sell Madden '92 for £25.
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Will swap Pengo (Game Gear) for either Sonic, Donald Duck or Super Kick Off. Will also sell Pengo for £15.
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I will swap Quack Shot for Alien Storm.
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Will swap my Master System, Light Phaser, joypad, control stick, Rapid Fire Unit and 7 games (including Golden Axe, Ghouls 'n' Ghosts, Moonwalker etc. etc.) for your Game Gear and games.
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Will swap NES with 16 games (also a Master System with 2 games) for a Mega Drive and games (British only). Teeside area if possible.
Tel: (0642) 611766 after 6pm

I will swap my Sega Master System with 4 games for your Sega Game Gear, boxed with instructions. Hurry!
Tel: (0535) 633996

I will swap Road Rash, F-22, Fantasia (Mega Drive) for Sonic, PGA Golf, Streets Of Rage or anything else worthwhile!
Tel: (0708) 341244

I will swap Golden Axe 2 or Hellfire for E.A. Hockey, Robocod or Quackshot. Must be boxed with instructions (like mine). Wanted: Game Gear games. Will pay up to £15.
Tel: (0695) 633032

Will swap any 2 Master System games – Enduro Racer, Pro Wrestling, Space Harrier or Vigilante for any good Mega Drive game – or will sell for £12 each o.n.o. Light Phaser for only £15.
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I will swap my Golden Axe on Master System for Super Kick Off. Thanks.
Tel: (071) 708 3269

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I will swap my Secret Command, American Pro Football, Rampage, Super Monaco G.P. and RC Grand Prix for your Xenon 2, Spellcaster, Powerstrike, Wimbledon, Phantasy Star 2 or Bonanza Brothers.
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Tel: (0324) 24575

Will swap Jap Ghost Busters, Moonwalker, UK Italia '90 on the MD for Ghouls 'n' Ghosts, Wrestle War or Speedball 2. Other games considered.
Tel: (0430) 441530

I will swap Robocod for either John Madden '92 or E.A. Hockey for the Mega Drive.
Tel: (0926) 330681

Will swap an Amiga 500 Plus with 2 joysticks and 20 games (including John Madden and James Pond 2) for a Sega Mega Drive and at least 7 games. Will also sell for £350 o.n.o.
Tel: (0539) 733644

Will swap Shinobi and Super Monaco G.P. (Game Gear) for Columns and Castle Of Illusion, both in cartridge case and with instructions. No Jap/US imports.
Tel: (0274) 596981 after 6pm

I want to swap Wonderboy and G-LOC for Fantasy Zone, Psychic World, Fantasy Zone or Halley Wars.
Tel: (0328) 830056

Master System and Mega Drive games (boxed and with instructions) wanted for a beginner. Any games considered. Surrey area.
Tel: (0932) 843122 after 6pm

I will swap my Wonderboy 3 for any of the following games: Asterix, Mickey Mouse, Spider-Man, Super Kick Off or Pac-Mania. Others will be considered.
Tel: (081) 395 4845 after 6pm

Game Gear swap: Joe Montana for any other good Game Gear game bar Sonic, G-LOC or Mickey Mouse.
Tel: (0642) 826231

Will swap Fantasia, Fatal Labyrinth and Streets Of Rage for Road Rash, Shining In The Darkness and Block Out. Must be boxed and with instructions. East Anglia area please.

Any/all Mega Drive cartridges (boxed and with instructions) bought for good prices. Or may even swap. Ring for further details.
Tel: (0533) 512197

Tel: (0842) 762900

I will swap my Master System 2 and Game Gear, both with 2 games, for a Mega Drive with 3 games. Or will sell for £150.
Tel: (0909) 724760

Will swap Action Fighter, Altered Beast, Rocky, Vigilante, Great Baseball and Double Dragon, all on the Master System, for Fantasy Zone, Lord Of The Sword, Populous or Psycho Fox.
Tel: (0272) 501193

I will swap Castle Of Illusion and 688 Attack Sub for James Pond 2 and Strider.
Tel: (0672) 810049

I will swap my Sonic for James Pond 2, E.A. Hockey, John Madden '92, Streets Of Rage or Road Rash. Hurry! Must go quickly!
Tel: (0430) 827234 between 5pm and 9pm

Will swap Shinobi, Woody Pop or Castle Of Illusion for Super Monaco G.P. (GG).
Tel: (089272) 2191

I would like to swap my Space Harrier (Game Gear), boxed with instructions, for G-LOC or Super Monaco G.P. (with instructions).
Tel: (0388) 773654

I will swap the following games for similar priced titles: Out Run, Chase H.Q., World Soccer, Slap Shot, American Baseball, Rocky, Global Defense and Aztec Adventure. South East/Essex area only.
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Tel: (0246) 418588

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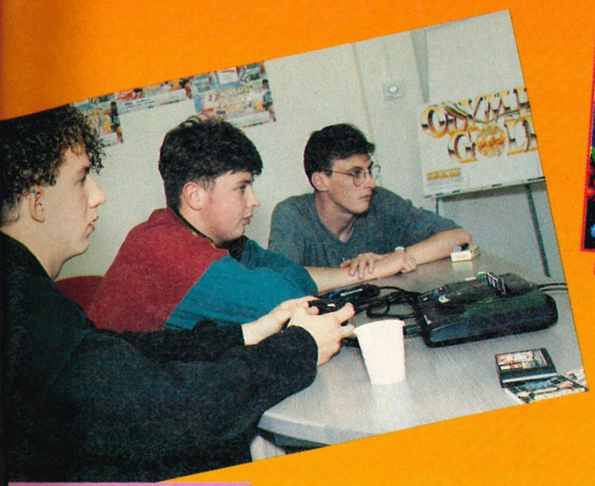


■ The contestants (from left to right): Kelvin Cannon, Danny Curley – and our very own Andy Smith *(Come on, Andy, give us a smile! – Dan)*

■ *Aquatic Games*

■ *Olympic Gold*

CURLY'S CHALLENGE!

• Curly, a *Sega Power* reader and Andy battle for supremacy! •

■ (Left) That jumper over your thumb technique in full effect. But be warned: overusing this method obviously turns you a bit ugly after a while. Very sad...

■ Curly tries the old "let's mess up Andy's attempt by turning the telly off halfway through" routine. No, he didn't get away with it (what a shame)

■ Kelvin and Curly share a private joke at Andy's expense (he's the US Gold bod lookin' ill at the back)

Back in *Sega Power* 33 we got Curly to track down the country's best game-player. The winner turned out to be none other than the extremely talented Kelvin Cannon (16) from Latchford in Warrington (he's completed well over 70 Mega Drive titles, so we knew we were in for a sore trial).

ANY ROAD UP, WE DECIDED to invite such obviously rare talent as Kelvin (and Danny Curley) down to the *Sega Power* offices to take on one of the country's most visible and talented gamers – our very own editor, Andy Smith (ahem).

It was mutually decided that the contestants would battle it out over three Mega Drive titles: *Aquatic Games (Sega Power* 35: 81%), *Olympic Gold (Sega Power* 33: 77%), and finally, a deciding round or three on *World Class Leaderboard (Sega Power* 32: 83%).

COME ON, ANDY!

Andy agreed to go first on all the events in *Aquatic Games* (which the other two had never seen before).

After the 100m Splash, the Kipper Watching and all the other timed events (except the Bouncy Castle and the Shell Shooting), Andy was doing rather well, with Curly following close behind and Kelvin bringing up the rear. *Olympic Gold* proved to be a different kettle of fish altogether though – and as Curly had been one of US Gold's game-testers for the game, it wasn't surprising he did rather well.

Kelvin was surprisingly good – Andy was unsurprisingly hopeless.

The technique seemed to involve pulling the sleeve of your jumper over your hand and then using your thumb to frantically rush from the A to the B Buttons and back as fast as possible! Hmmmm, maybe there is a market for these game gloves thingies...

The medals at the closing ceremony of *Olympic Gold* went to Danny (Gold), Kelvin (Silver) and – yep! – Andy (Bronze), but that's only because there were just three contestants taking part, remember...

THE FINALS

To really determine who was the definitive bee's knees when it came to games, a knockout contest was held on *World Class Leaderboard*. Whoever took the most strokes on a hole was to be the first out – and so on until only one supreme winner was left.

And that person turned out to be? Yep, you got it – Danny Curley. Kelvin proved his prowess on the joystick by coming a decent second, while Andy had to be content with third.

"It's a fix, it's a mockery of a sham of a travesty!" Andy said later – after having taken his anger out on the rest of the Crew. *(Maybe next year, eh, Andy? – John)*

■ Could these three blokes *really* be the top Sega gamers in the country? Oh dear, oh dear, oh dear... And I thought things were changing for the better...

■ Curly tells US Gold's PR girly, Danielle Woodyatt, how Andy should really be using his jumper over his hand for this event. *Sega Power* reckon Danielle should have been awarded a medal for looking vaguely interested at this point

■ Kelvin prepares to head back to sunny Warrington – loaded down with US Gold goodies (and, of course, that coveted and all-important *Sega Power* Badge)

SCRIBBLINGS

How much does that cost? What happens when I do this? And why can't I do that? These are just some of the burning questions we all ask ourselves. But who's got the answers? Well, try the damn fine *Sega Power* letters pages for a start – they're the very best...

OUTTA YER TREE

WE MAY NOT QUITE BE THE sanest bunch of people on the planet (heaven knows, Dan is extremely borderline), but really, some of you people are just plain INSANE!

The bods who wrote this stuff are so out of their trees they could give Isaac Newton a headache or two...

■ ...What is your best Mega Drive game?

My best Mega Drive game is the one I designed where you have to edit this Sega games magazine, juggle all the pages, the games, the staff and then... (that's enough of that... – Dan). Andy

■ ...If I gave you back my old issue of *Sega Power* with one pound, could you give me the next issue?

Er, in a word, no. Andy

■ ...Just because your Sega, meant to be experts on Sega games, cannot complete it then they cannot be true experts on games, can they?

Argh!!! Get back in your tree! Andy

■ ...I am writing to inform you why the Sega Mega Drive has two joypad ports. This is because if you have a two-player game, another joypad can be inserted so that two people can play with each other.

If the game they are playing is a two-player game, but if they only had one joypad, then they could not play together. Two-player games are more enjoyable with two instead of one because two people can play, whereas if it was only one player then only one person can play which is less fun than two players.

Also, how on earth can two people play two-player games with only one joypad?

Oh, good grief, why do I bother? (Calm down, Andy, calm down... – Dean).

I think it's time we all packed our bags, went home and left the world to people like this. Andy

GOT SOMETHING ON YOUR MIND? THEN GET IT down on paper and tell us about it. The author of our Star Letter always wins a superb *Sega Power* T-Shirt – Andy will even chuck *Sega Power* Enamel Badges to bods who make an interesting or unusual point.

Send letters on anything (Sega or otherwise!) straight to: **Scribblings, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** Now let's open up this month's bag...

WHICH IS THE BEST?

Dear *Sega Power,*

My friends are nearly always arguing over which 16-bit console is the best. The person with the Mega Drive says his machine is the best, and the person with the SNES reckons his machine is best.

I don't know which one to buy, because I don't want to spend my money on the wrong machine, but I must admit, I really like *Sonic.*

Andrew Parker, Merseyside

Look, what's wrong with buying a machine that plays the games you like? If you like Sonic, get a Mega Drive. If you like, erm, well, whatever games are on the SNES, then get one of those. If you're rich enough, get both. Personally, I'd get a Mega Drive and stick with that. **Andy**

REVIEWED TOO LATE

Dear *Sega Power,*

I read in my latest issue of *Sega Power* that you try and review games as close to their release date as possible. Why then did you review *Champions Of Europe* in August when it came out in June? I bought this useless game then – and have been trying to sell it ever since.

Kevin Perfect, Solihull

The problem, Kevin, seems to be that some magazines will sell their very souls for an exclusive review of a game (and then give it an outrageously high mark just to be nice to the people who gave them it in the first place). That means the game's producers won't send out review copies of the title to other magazines until the first mag has had its "exclusive" review.

With Champions Of Europe *we had to wait to receive our version (it wasn't on sale in any of the shops around here or else we'd have bought it, you can be sure of that).*

When we did get it though, we reviewed it very fairly and gave it the mark it deserved – 27%. We are trying to do the best we can when it comes to reviewing games as close to their release dates as possible, but sometimes circumstances beyond our control make it nigh on impossible.

The upshot? Wait until you read the Sega Power *review before buying a game. Or are you so rich you can afford to be impatient?* **Andy**

MR SENSIBLE WRITES...

I have read a lot of Sega and Nintendo magazines in my time and so I have decided to point a few things out:

1. *Mario* and *Sonic,* believe it or not, are not alive, they are only computer sprites on a screen.
2. Quite a lot of people I know who own Segas and Nintendos hate the other console. Half of them haven't even played on the other console.
3. The half that have played on the other console think "I can't like this game, Sega/Nintendo make it." So even if they think it's really good they still feel they have to say it's crap – just to be in with the crowd.
4. Sega owners say *Mario* games are crap because they are too similar. Nintendo owners say *Sonic* is crap (I think he's good) because he's too easy and there aren't enough power-ups. They are all wrong.

Jon Kelly, Dumfries

Well, Jon, you certainly put us in our place – and took all the fun out of gaming too! Still, let's deal with your points:

1. Yes, we know – and Mickey Mouse is only a cartoon and mice can't talk – but life wouldn't be as much fun if we

"CAN YOU HEAR ME? IS THERE ANYBODY OUT THERE?"

Dear *Sega Power,*

I have a question that nobody yet has answered to my satisfaction. I will now ask you to delve deep into the field of psychology. I want to find out the psychological reasons for technophobia.

In other words, why do members of the older generation react with sour suspicion, act with deliberate ignorance of the facts or come up with unfair, untrue and unfounded claims when it comes to new technology.

For instance, one university professor in his 50s claimed video games were almost as addictive as drugs! This sort of of fallacy consequently spreads hysteria among concerned parents. Naturally enough, this gives consoles as a whole a tarnished image – and all because of unproven dogma!

Please explain the cynical attitude I find in people who are 35 or over. Also tell me why they persist in being deaf to the truth. Sorry this isn't a fun letter – then again, I'm on an unfunny subject. Answers to my questions will be gladly received.

William Main, Minllyn

I've got my own theories on this subject, and I understand what the professor was talking about, but I don't want to go into this myself just yet – instead I want you lot to send me all your thoughts on the matter.

Do you reckon William here is over-reacting? Is the professor right? Has the answer been given in terms too simple to make the answer meaningful?

Let me know what you think of all this. Put your ideas down on a piece of paper and then send 'em in to: Lofty Thoughts, Scribblings, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.

couldn't escape for a bit and chuckle at the antics of a cocky cartoon mouse.
2. You're speaking wise words here. I agree. Sometimes people are a bit crap when it comes to slagging off things they know nothing about.
3. Again, peer pressure is crap. People should have the guts to say what they think.
4. You're right again. Have yourself a Sega Power *Enamel Badge for raising some interesting points.* **Andy**

HIDDEN SECRETS

Dear *Sega Power,*
I have recently bought a copy of that brilliant game *Super Monaco G.P. 2 (Sega Power* 32: 93%). After a couple of goes, my brother noticed that nearly all the signs around the course had something to do with physicians and the laws of physics – Chaos, Superstrings – that kind of stuff. Why do you think this is?

I have also noticed that when you select a rival in the Master Mode during the World Championship, a blue hedgehog runs across the bottom of the screen. Is this part of a cheat?
Stephen Newbold, Stirchley

I love it when programmers do this kind of stuff. I reckon it adds another dimension to the gameplay. Of course, I still haven't a clue why on earth they should do it. As for the blue hedgehog, well, who knows? **Andy**

BORING PICTURES

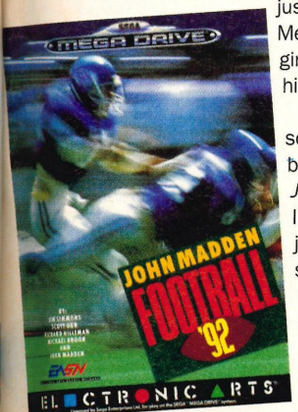
Dear *Sega Power,*
I'm starting to get a little bit sick of seeing Mario getting his Italian butt kicked by Sonic in The *Sega Power* Gallery. Why can't he pick on someone his own size?

Mario is only a small fat plumber, while Sonic is a fitness freak with nine inch spikes sticking out of his back! It's starting to get a little bit boring, so come on, people, let's have a bit of originality from now on!
Martin O'Hanlon, Skelmersdale

Absolutely, Martin! I couldn't agree more. Come on, you lot, have you no imagination? Are Sonic, Taz *or* Mario *the only characters you can draw? Let's have a bit of thought next time, eh? I know you can do it if you try.* **Andy**

GIRLS ON TOP

Dear *Sega Power,*
I've just finished reading *Sega Power* 34 and, yes, I happen to be a girl Sega fan. Well, actually more of a woman Sega fan as I'm slightly over 25. What law said Sega was just for men? Why was Tom Mettett so surprised that his girlfriend could do better than him on some games?



American football is fit for both boys *and* girls according to one female Sega game-player. Find out why in Girls On Top...

My husband is good at some titles, but I'm a lot lot better on others (especially *John Madden Football '92!).* I think Sega's great fun. It's just a shame the games are so expensive...

We're seriously thinking about not having any kids so we can buy a few more Sega games in the future!
Jan Bailey, Yelverton

Good on you, Jan, and you're right (hmmm, why does everyone seem to be right this month?), there's absolutely no reason why people should be surprised that girls, or, indeed, women, are better than boys or men on some games. If you want to find out more about fellow female Sega gamers, don't miss out on our great "Girls On The Game" feature starting on page 84. I do think you're taking things a bit seriously though. I mean, no kids? I'm glad you're only joking – er, aren't you? **Andy**

ARE CARTS X-RAY PROOF?

Dear *Sega Power,*
I'm going on holiday soon and want to take my Game Gear and carts with me. Can the machine and the carts go through one of those airport X-Ray machines without being damaged?
Stuart MacGreggor, Stirling

You shouldn't have any problems, Stuart. If you're unsure though, ask one of the staff whether the carts (or the Gear for that matter) really have to go through the machine and let them freely inspect the things manually. They may then decide not to put them through. Have fun. **Andy**

Game Gear carts should be fine if you put 'em through an airport X-Ray machine, but don't take our word for it!

A VERY TIGHT FIT...

Dear *Sega Power,*
On the cover of the September issue of *Sega Power,* I saw a pair of sunglasses. As with all your other issues, I bought it. I tried my glasses on and they were mega.

Unfortunately, they didn't fit me, my brother, my mum or my dad. I would like to know why you sent out sunglasses when you must have known they wouldn't fit children or adults?
Keith Green, West Wickham

Are you a family with extremely odd-shaped heads or what? They seem to have fitted 99% of the Sega Power *reading population that bought the issue (over 100,000 at the last count), so I don't see why they shouldn't fit you. You do know how to wear sunglasses, don't you?* **Andy**

TERRIBLY RUDE GAMES

Dear *Sega Power,*
I am a great Sega fan. Recently, I asked my grandmother to buy me Sega's *Toejam And Earl* for my birthday. Unfortunately, she was told by the shop assistant that the game's content was rude. Now she and my parents refuse point blank to let me have the game. Could you please either confirm or dispel this rumour for me?
Ben Haggar, Cosheston

I dunno, Ben, some people! That shop assistant has it completely wrong – unless you reckon Santa Claus with a rocket backpack and little devils with tridents who prod you gently in the bum are "rude," this is harmless entertainment. How anyone can be offended by it is beyond me. The assistant must have had her wires crossed.

It's a very funny game, it's not rude – it's not even lewd or racy. Send your grandmother back to the shop with the Sega Power *Enamel Badge that's on its way to you and that'll put the wind up that shop assistant... Don't forget to tell us how you get on!*

What d'ya mean, you've forgotten the address already? Here it is: Scribblings, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW. Get writing if you fancy winning a *Sega Power* T-Shirt or Badge.

HAVE YOU EVER WANTED TO scream at the top of your lungs? Ever wanted to just go up to someone and shout in their face? If the answer to either of these questions is a vociferous "Yes!", then stop, count to ten, jot down what's on your mind and send it off to the usual address: Rant 'N' Rave, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW.

Now you can shout at simply thousands of people – all at once!

...I don't know why Sega put Gear carts in cardboard boxes which aren't as good as the plastic ones that hold the Mega Drive and Master System carts. My first Game Gear box is half ripped already and I only got it at Christmas!
Chris Thorpe, Newquay

...I recently bought *Terminator* for the Mega Drive and I think it's fab, but there's something that really gets on my wick. On the scrolling Terminator sign, the letters on the front row spell T E R M I, whereas the letters on the back spell A T O R N.

Because the N is in the wrong place the logo doesn't scroll all the way across.
Charles Edmonds, Sherborne

...Why on earth don't Sega give you a complete system when they sell you a new machine? I'm talking about the fact that you only ever get the one joypad when you buy a new system.

I know all the arguments about keeping costs down and all the rest of it, but frankly, I don't believe them and I'm sure a lot of people will agree with me.

With so many great two-player games available (on both the Master System and the Mega Drive) I think Sega are hurting themselves by not throwing in another pad.

It's like getting a battery-operated toy on Christmas Day – only to discover that Santa forgot to get the batteries and now you're going to have to wait before you can play with the thing.

We all know you're after a profit, Sega, but sometimes pleasing the customer is a better way to get brand loyalty (and even bigger profits in the long run).
Ian Fletcher, Loughborough

...I'm really upset that *Sega Power* is getting bigger and better the whole time! I used to feel part of a very small and select club when I used to buy *S The Sega Mag,* but now there are millions of others!
Andrew Tatem, Bathford

THE SEGA POWER GALLERY

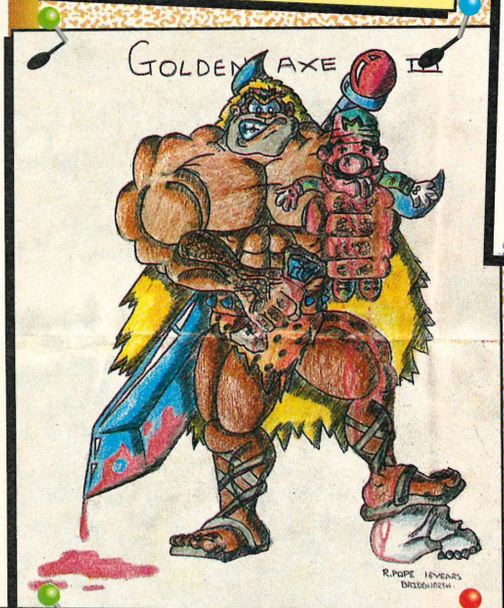
Here's the place to achieve immortality! If you want to be adored by your peers then one of the fastest ways to get there is to have one of your pictures printed in The *Sega Power* Gallery. If your artwork is up to the high standards set here, then send 'em in to: The Gallery, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. And don't forget to include your age. (Oh, and no more *Sonics*, okay?)

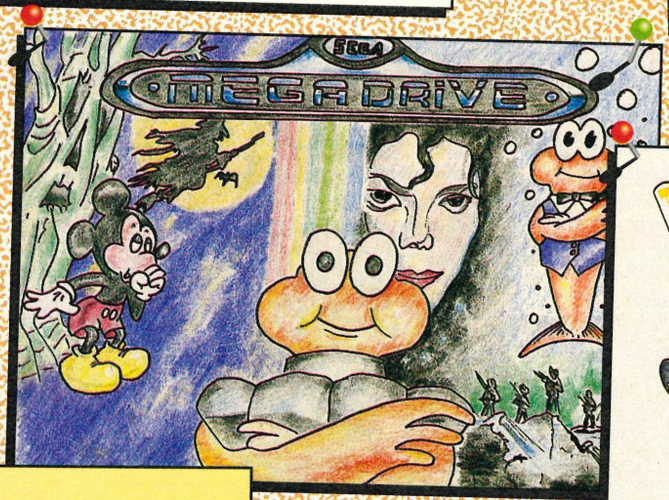
■ (Left) Alan McNeill from Glasgow did this excellent watercolour of Mickey here. Brill
■ (Below) Daniel Gidman from Bristol drew all his fave characters here. And his fave mag!

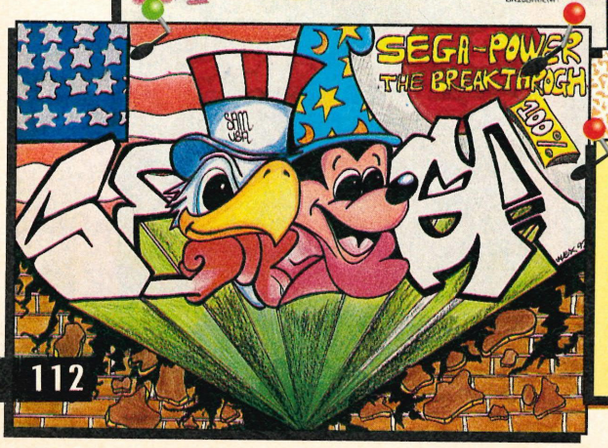
■ (Above) Phil Bayliss from Redditch gave us loads of laffs with this pic of Sonic "relaxing!"
■ (Below) Richard Pope from Bridgnorth is the artist behind this "moody" piece (ha, ha!)

■ (Below) Here's a great Taz, but the artist is anonymous (don't forget your names, okay?)

■ (Above) Alan Webber drew this great Taz (but no more of 'em, eh? Let's have something new, people!)

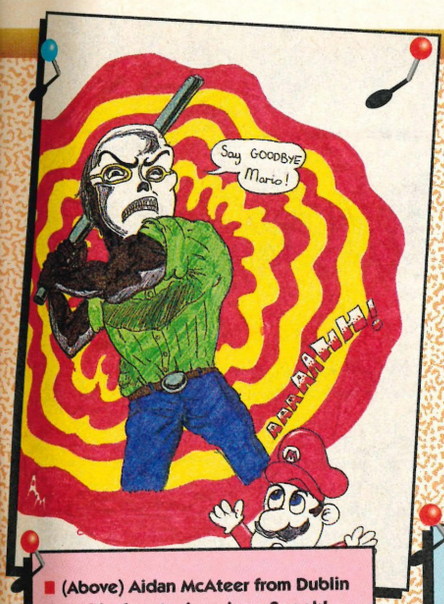






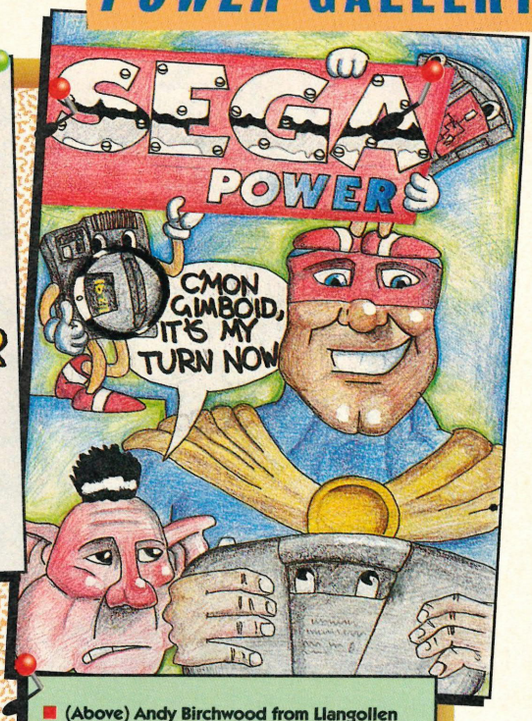
■ (Above) Andy Rae from Witney is the artistic chap responsible for this rather pleasant montage
■ (Left) Here's an absolutely stonkin' picture from Alex Beardshaw in Sheffield! Very stylish, Alex – the *Power* Crew liked this one lots!

■ (Right) C Wilson from Middleton, Ilkley drew this extremely cool Sonic – let's just hope he doesn't trip over his laces though...



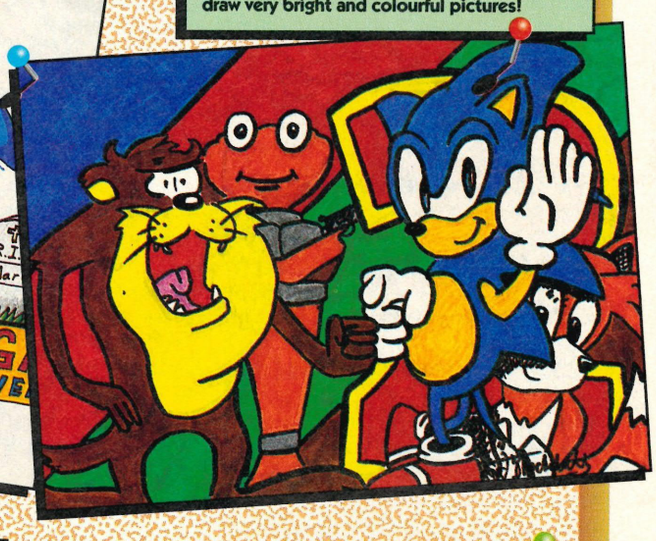
■ (Above) Aidan McAteer from Dublin drew this threatening piccy. Spook!

■ (Above) Hey, man, like, y'know, accciiiiddd! Erm, this one's by Alex Edwards from Swindon actually
■ (Right) Mr/Ms DGM (whoever that is) drew this rather spankin' Sonic – who's shaking lots!



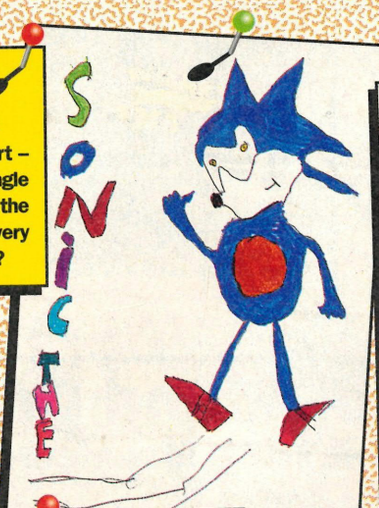
■ (Above) Andy Birchwood from Llangollen drew this spanky Cap'n Ages and Rewop!
■ (Below) James Stockdale aged 14 can draw very bright and colourful pictures!

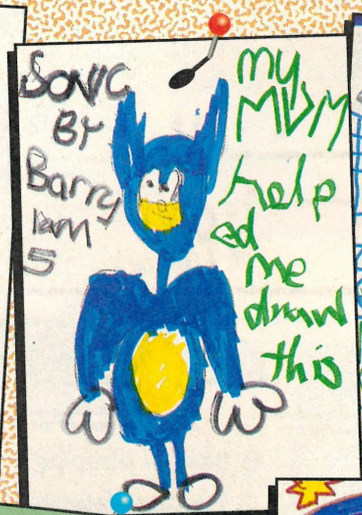
■ (Above) Craig Baker from Leicester is handy with the ol' watercolours too!

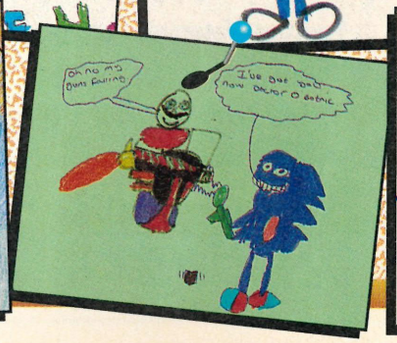


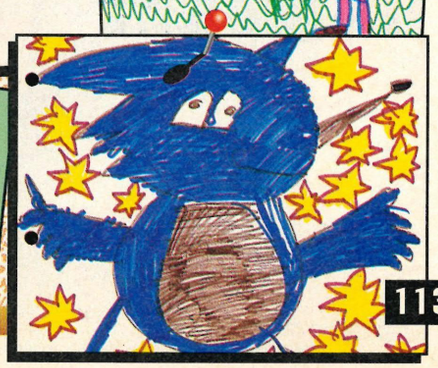
DAN'S "EXPERI-MENTAL" CORNER

All the artists featured here obviously know the rules of art – because they've managed to break just about every single one! Still, I love 'em all and I'm very pleased to give them the highest accolade possible – the chance to appear in my very own "Experi-Mental" Corner. What more could you ask for?









THE BACK PAGE

• Just you wait and see how big our next issue's gonna be. Hold on! •

FISHTASTIC OCTOBER QUESTION

THIS MONTH'S FISH IS A TENCH – a nice freshwater fish found throughout the UK in many lakes and rivers *(you may be interested to know that a few years ago, I caught a large one while fishing among some weeds – Andy)*. Er, well, yes, thanks for that, Andy. Anyway, let's move on to this month's Question.

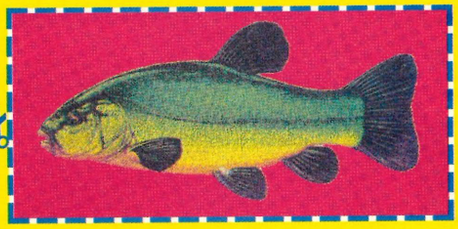
The tench is a member of the carp family, and, like all good fish, has a Latin name. What is it? Is it

A. Erginca erginca?
B. Tinca tinca?
C. Cerbinca cerbinca?

Write down the answer to this easy question (and the name of the Mega Drive E.A. cart you'd like if you win) on a postcard and send it in to: The Fishtastic October Question, *Sega Power*, 30 Monmouth Street, Bath, Avon, BA1 2BW. Make sure you get your entry in by Tuesday 10 November 1992. The first five correct answers pulled from Andy's baggy bermudas will win the senders an E.A. Mega Drive cart of their choice.

And don't forget to cut out the picture of the tench on this page and stick it on the relevant piccy on your 1992 *Robocod* Calendar. Then, when you send in your completed Calendar at the end of the year (with all the Fish pix already stuck on, of course), you (and 19 others) could each win two E.A. Mega Drive carts of your choice.

Rules: No employees of either Future Publishing of E.A. may enter this compo. We bin all multiple entries. We despise 'em!



The tench... A noble fish – (okay, okay, so it's just a dumb cold-blooded lump of muscle with no brain, but I can still dream, can't I?)

The first *Dungeons & Dragons* game is about to hit the Mega Drive. Is it better than the Master System *Heroes Of The Lance?* Find out next ish!

ALL GOOD THINGS COME TO AN end (sadly), but just 'cos you've reached the end of this brilliant issue of *Sega Power* don't be despondent. Next month's issue is going to be just as good – if not better!

As well as all the regular stuff (News, The Shape Of Things To Come, mountains of tips and so on) we've got some more incredible features lined up and a few rather spiffing game reviews too. Hmmmm, what ones to tell you about? All right then. How do you fancy an in-depth look at the new Dungeons & Dragons game *Warriors Of The Eternal Sun*. Yup, thought that might tempt you a bit.

***Warriors Of The Eternal Sun* on the Mega Drive should please all you hardened role-playing fans!**

But that's not all, of course. We'll also be reviewing all the latest games for the Master System – and the Game Gear too. We haven't forgotten these machines exist, you know... The next issue of *Sega Power* is on sale from **Thursday 5 November** – coincidentally, the Future Entertainment Show opens on that very day (it's got something to do with Guy Fawkes too...).

COMPO WINNERS, COMPO WINNERS!

THE FISHTASTIC AUGUST QUESTION

We asked you by what other name the sole was known. It was, of course, the Dover Sole. The five lucky winers, who'll each be receiving an E.A. Mega Drive game of their choice are: **David Jackson** from **Swindon, Lee Benoke** from **Aylesbury, D Colville** from **Southsea, Geoff Harrison** from **Cricklewood** and **Richard White** from **Garelochhead.**

THE BITCH IS BACK COMPO.

We had absolutely thousands of entries for this compo *(Sega Power* 34). The question was: What was the name of the cat in "Alien" and "Aliens?" The answer was B) Jones (I won't say "obviously").

Sadly only one person can win that special "Alien 3" leather jacket, and that person happens to be... the very lucky **David Rees** from **Carshalton.** The jacket's on its way, Dave.

The next nine winners who each receive a copy of *Alien 3* are: **S Atlee** from **Farnborough, Mark Whitmill** from **Gillingham, C Bradbrooke** from **Blackpool, A Williams** from **Bracknell, John Jackson** from **Brombourgh, Christopher Starsmeare** from luvverly **Kettering, Jonathan Cudworth** from **Norwich, Simon Howard** from **Peace Haven** and **Paula Vaughn** from **Risca.** *(I think that's everyone... – Andy).*

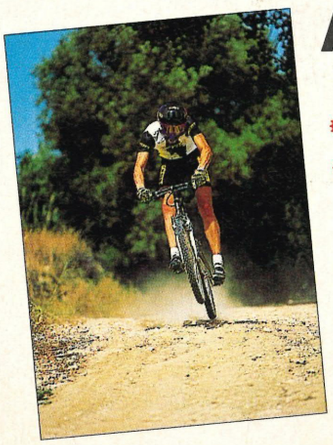
The five winners of the boxed video sets are: **Mrs Watson** from **Benfleet, Michael Newman** from **Henfield, R Hawthorn** from **Milton, J Annis** from **Evesham** and **Mrs Butcher** from **Marchwood.** The winners of the fantastic graphics novels are: **Anthony Finnegan** from **Belfast, A Hall** from **Durham, James Byrne** from **Gosport, Paul Cook** from **Wimbledon** and **V Collingwood** from **Liverpool.**

The runners-up who each receive either a baseball hat, bumbag or T-Shirt are: **B Connor** from **West Heath, Leo Kelton** from **Putney, Sue Rossi** from **Markfield, John Chan** from **Sheerness, D Swarbrick** from **Crail, Stephen Mogg** from **West Bromwich, Mark Sodergren** from **Edinburgh, Andrew MacKay** from **Edinburgh, Lewis Carey** from **Preston, Christopher Evans** from **Bickley, Daniel Brown** from **Oxford, L Watson** from **Hackenthorpe, M White** from **Garelochhead, Keith Bald** from **Loanhead, Brian Robertson** from **Overtown, John Wilson** from **Stockton-on-Tees, Ian Rance** from **Boxmoor, Jimmy Pooley** from **Gateshead, Brian Harrison** from **Halifax, Lee Sykes** from **Gateacre, Gareth Treamer** from **Rochester, Colin Thomson** from **Whitley Bay, Margaret Bonnett** from **Colchester, Tim Campling** from **Macclesfield, S Elvidge** from **Sheffield, Robert Butcher** from **Biggin Hill, Derek Watson** from **Glasgow, E Ceresa** from **Glasgow, Antonio Castells** from **Sweden** and **Peter Coghlan** from **Broadstone.** Phew!

RED, GOLD AND GREE-HEE-HEEEN COMPO

There's simply not enough space here to list all of the winners of this compo *(Sega Power* 34), but if you're interested, the answer to the question: Who owns the More Protein record label? is... Boy George.

Write in for a list of winners, but rest assured, the 100 prizes are on their way right now.



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in this month's *Mountain Biking UK*

- **Bungie Jumping –** on a bike!
- **Testing** Waterproof gear – with a fire engine!
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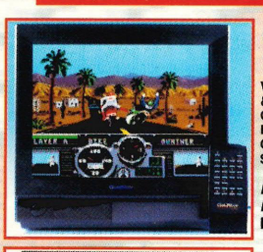

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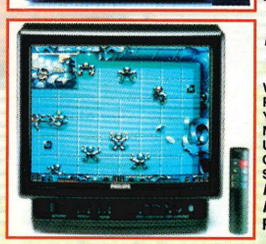

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