BRITAIN'S BEST-SELLING SEGA MAGAZINE!

SEGA POWER

NOT APPROVED BY SEGA UK
SEPTEMBER 1992
ISSUE 34 £2.50

9 Pages of vital tips, including the last three levels of *The Lucky Dime Caper* and the second part of our ace *Phantasy Star 3* guide!

204 MEGA DRIVE GAMES REVIEWED & RATED!

176 MASTER SYSTEM GAMES REVIEWED & RATED!

48 GAME GEAR GAMES REVIEWED & RATED!

CHILLIN'
Stay cool as the temperature rises with these great E.A. shades!

What? No E.A. shades? Better see if the newsagent's wearing them!

The Bitch Is Back!

ALIEN 3

bursts onto your Mega Drive and Master System!

Splatter house 2

All graphics and no gameplay? Check it out on page 30

Win!

We've got tons of *Alien 3* goodies to give away, including vids, caps, comics and lots, lots more!

Future PUBLISHING
Your guarantee of value
09
9 770961 271986

HERE'S SOMEONE WHO KNOWS ALL ABOUT OUR GREATEST HITS

Whatever we've inflicted on the unfortunate star of our advertising, was all done with the best intentions.

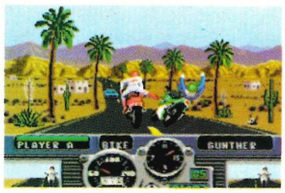
After all you need to be alerted to all the latest info on our best-selling, award winning MegaTitles like EA Hockey, Road Rash and Desert Strike.

To this end we make no apologies for doing just about everything bar have him swim blindfold through a shoal of barracuda.

(Now there's an idea.)

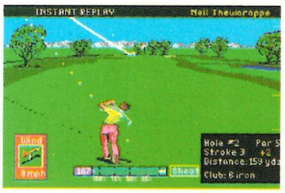
EA HOCKEY

JAMES POND II

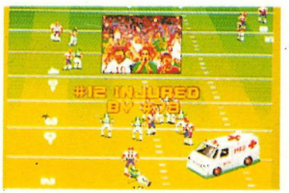


ROAD RASH

DESERT STRIKE

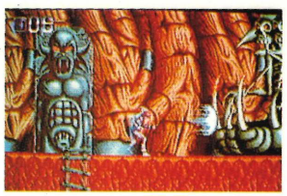


PGA TOUR® GOLF



JOHN MADDEN AMERICAN FOOTBALL

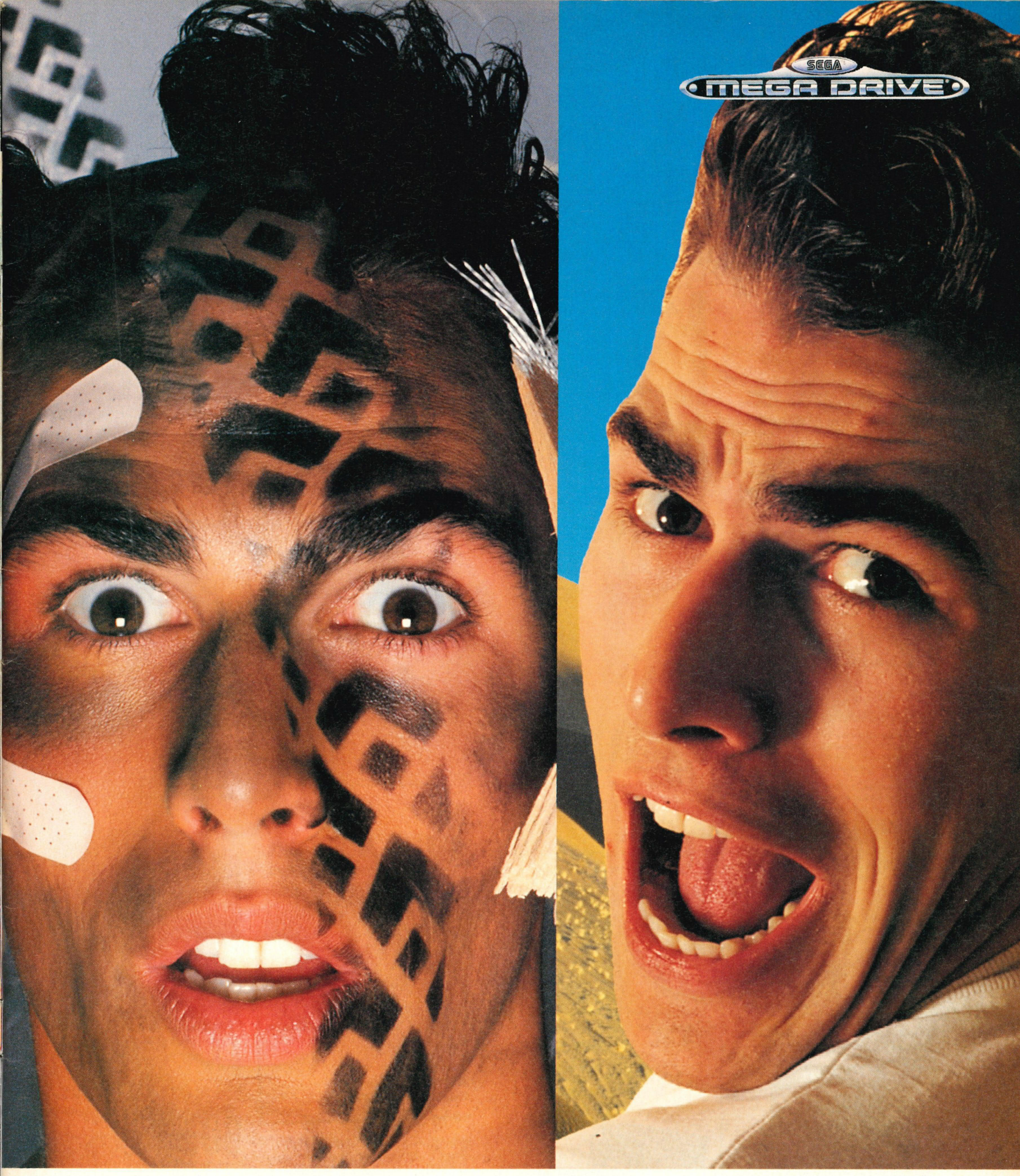
F/22 INTERCEPTOR



SHADOW OF THE BEAST

And watch out for these new hard-hitting Mega Titles, coming soon on EA: EASN World Basketball™ Twisted Flipper, Aquabatics. Where in the World is Carmen Sandiego™? Powermonger™ and LHX Attack Chopper.

PGA TOUR is a registered trademark of PGA TOUR, Inc. Used with permission.



ELECTRONIC ARTS™

Distributed by: Sega Europe, 16 Portland Road, London W11 4LA. Tel: 071-727 8070

POWER CONTENTS

SEGA POWER IS BROUGHT TO YOU BY:

EDITOR Andy Smith
ART EDITOR Maryanne Booth
PRODUCTION EDITOR Dan Goodleff
DESIGN ASSISTANT Nick Aspell
STAFF WRITER John Cantlie

PRODUCTION TECHNICIANS
Jerome Clough, Jon Moore
Chris Stocker, Simon Windsor
PRODUCTION CONTROLLER Frances Wasem
PUBLISHER Jane Richardson
ASSISTANT PUBLISHER Julie Stuckes
GROUP PUBLISHING DIRECTOR Greg Ingham
ADVERTISING MANAGER Alison Morton
CLASSIFIED ADVERTISING Warren Burgess

PHOTOGRAPHY Stuart Baynes

CONTRIBUTORS
James Leach, Adrian Price
Desirée Cousteau, Richard Longhurst
Maff Evans

Address enquiries and correspondence to:
***Sega Power* Magazine,**
Future Publishing Ltd., Beauford Court,
30 Monmouth Street, Bath, Avon BA1 2BW
Telephone **0225 442244** Fax **0225 446019**

SUBSCRIPTION ENQUIRIES: Christine Stacy **0458 74011**

PRINTERS Riverside Press, Gillingham, Kent
COLOUR REPRO RCS Graphics, Newton Abbot, Devon

NEWS TRADE DISTRIBUTION UK and Eire only: Future Publishing **0225 442244**

NEWS TRADE DISTRIBUTION Rest of the World: Comag **0895 444055**

CIRCULATION DIRECTOR Sue Hartley

■ We welcome unsolicited material but unfortunately we cannot guarantee returning anything unless it is accompanied by an SAE. Oh, and one more thing. We cannot reply to personal letters – sorry!

■ This is a fully independent publication, and the views expressed herein are not necessarily those of Sega Enterprises. © Future Publishing 1992

PRINTED IN THE UK
Special thanks to Ed Ricketts. Cheers, ears!

YOUR GUARANTEE OF VALUE

This magazine comes from Future Publishing, a company founded just six years ago, but which now sells more computer magazines than any other publisher in Britain. We offer:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, annotated photographs, etc.

Greater relevance. At Future, editors operate under two golden rules:
• Understand your readers' needs.
• Satisfy them.

More reader interaction. We draw strongly on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nation-wide user group.

Better value for money. More pages, better quality: magazines you can trust.

Future PUBLISHING

Home of Britain's finest computer magazines.

Sega Power • Amiga Format
ST Format • Total!
Your Sinclair • Amiga Power
Commodore Format • Amiga Shopper
Amstrad Action • PC Plus • PC Answers
PC Format • PCW Plus

A Member of the Audit Bureau of Circulations

ABC Registered Circulation **31,185** July – December 1991

COM

● **The world's most important and**

WE'VE GOT THE POWER... SEGA POWER!

GET YOUR HANKIES OUT, GIRLS, BECAUSE I'VE got some sad news for you. Mark Nottley, our flashingly handsome Art Editor, has moved off *Sega Power*. But that's not all – Neil West has gone too! Both are now working on different mags here at Future Towers. I'm sure you'll all join me in wishing them success in their new ventures. I'd also like to thank 'em both for putting in so much hard work and helping to get *Sega Power* where it is today. But, of course, that does leave two new places on the mag.

The Art position is now filled by a girlie! Maryanne Booth's the name and it's her job to build on the solid foundations that Mark has already created.

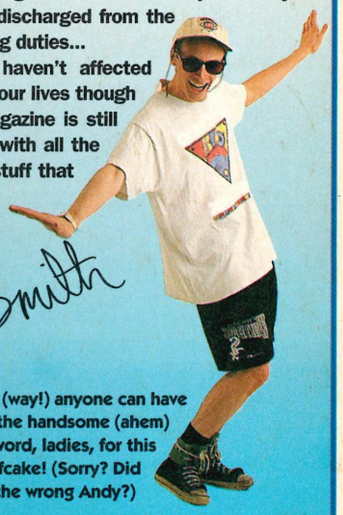
Welcome aboard, Maryanne, we're sure you've got lots to offer. We've also just taken on a brand new Staff Writer to work with John (although he didn't actually join us in time to write anything for this issue), the new chap is Dean Mortlock and he joins us after a heavy stint on *Console XS* magazine.

Dean knows a thing or two when it comes to finishing games and he'll be taking over the *Power* Play section just as soon as he's been discharged from the obligatory coffee-making duties...

All these changes haven't affected the one constant in all our lives though – *Sega Power*. The magazine is still packed to the staples with all the good 'n' groovy Sega stuff that you've come to know and love. See ya!

Andy Smith

■ **Look, we just didn't have time to get pictures of Maryanne done, so you'll just have to make do with yet another picture of the lovable John Cantlie. Sorry, everyone. Maybe next month (if you're really lucky...)**



■ **But there's no way (way!) anyone can have too many pictures of the handsome (ahem) Andy. Lush is not the word, ladies, for this fine specimen of beefcake! (Sorry? Did somone say I've got the wrong Andy?)**

THE REGULARS

6 NEWS
There's good news about cart renting that we're just dying to tell you about – plus news of a great new range of game guidebooks. Walk your fingers along to page 6.

10 THE SHAPE OF THINGS TO COME
Look into the future and find out what carts are coming out for your machine... *tomorrow!*

21 POWER REVIEWS
If you're thinking of buying a new game, you really have to check the *Sega Power* review first. It makes perfect sense!

42 POSTER
We're just too good to you lot. I mean, all this and a brilliant poster you can stick up on your wall!

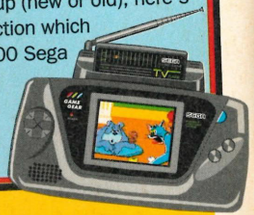
60 SUBSCRIPTIONS AND BACK ISSUES
Get *Sega Power* delivered, get hold of a Back Issue – and nab yourself a cap!

48 POWER PLAY
If you're struggling to finish your fave game then our John Cantlie's on hand to help you out. If John can't solve your problems then no-one else can, believe us!

64 CHARTS
What's at Number One this month in the Master System, Mega Drive and Game Gear Charts?

74 SMALL ADS
Here's the place to pick up plenty of bargain carts and kit. Root about with a very long stick and you might find something useful.

64 THE HARD LINE
For new gamers who may not know which carts are worth digging up (new or old), here's our regular section which rates nearly 400 Sega titles. Plus a complete run-down on the latest gizmos.



77 SCRIBBLINGS
Thousands of gamers from all over the country jabber away about the latest gaming topics – plus Outta Yer Tree and Rant 'N' Rave!

80 THE GALLERY
Was your piccy good enough to make it in The Gallery? Or has Dan got his greasy mitts on it?

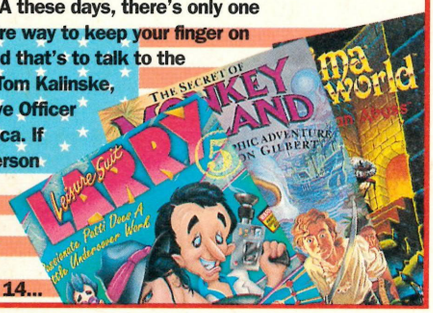
82 BACK PAGE
Find out what's coming up in next month's issue, see if you're a compo winner – we even find time to ask you about the sole (the fish, I mean). Can you wait?

CONTENTS

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

IT'S ENTERTAINMENT USA!

14 WITH SO MUCH HAPPENING IN THE US of A these days, there's only one sure-fire way to keep your finger on the pulse – and that's to talk to the man himself: Tom Kalinske, Chief Executive Officer of Sega America. If there's one person who knows just what the future holds... then it's Tom! More on page 14...



PROBE GET PROBED (OOER)!

46 SEGA GAMES DON'T JUST FALL OFF TREES, you know. Someone has to do all the hard work – fitting the gameplay, graphics, sound and so on into the carts. Probe are one of the best in the biz, so we paid 'em a visit and had a quick chat...

OUR PRICE music

■ An Our Price record store may be a good place for all your fave records, but news reaches us that soon you'll also be able to pick up your fave carts from there too! More information in our News (page 6)...

ALIEN 3 COMPETITION!

WE'VE MANAGED TO NAB loads of *Alien 3* goodies for our great compo – including a brilliant first prize that's so special, we can't actually tell you what it is... (All right, it's a special *Alien 3* leather jacket, but don't blab, 'cos it's a secret...)

POWER WIN! COMPO

THE UNLIKELY ADVENTURES OF CAPTAIN AGES AND HIS PUNK PAL REWOP

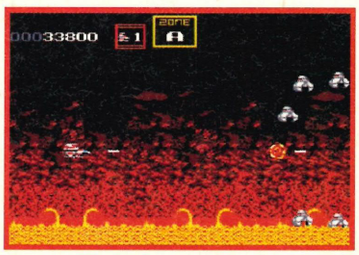
16 JUST HOW IS THE NEW CAP'N gonna face Rewop? With such a wet past it can't be easy... And can he really fold a piece of paper more than eight times? There's only one way to find out – turn to page 16!

■ Beat the last three levels of *The Lucky Dime Caper* with our excellent tips starting on page 53...

THE BIG REVIEWS

22 ALIEN 3
The bitch is back and she's on the Master System and the Mega Drive! Are you brave enough to help Ripley save her cocooned friends?

26 DRAGON'S FURY
Pinball games can be great fun – when they're done right... Is that the case with this Mega Drive game?



28 SAGAIA
Here's a scrolling shoot-'em-up for all Master System blasting fans. Has it got anything new to offer? Read our review to find the answer...

■ Ogle at all the totally brilliant movie stills from the film "Alien 3," and then put the poster up on your wall. Well smart!

30 SPLATTER HOUSE 2
Tons of gory graphics in this Mega gore fest. Hold on to your stomachs, people!

33 GRAND SLAM
Wimbledon's long gone, but you can still play the game with this new Jap tennis title on the Mega!

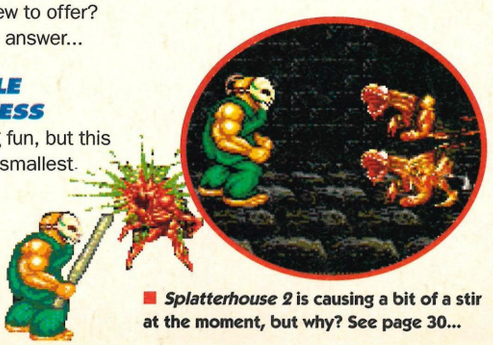
37 CADASH
RPG meets arcade action in this curious Mega Drive title all the way from the land of the rising cart.

39 MARBLE MADNESS
More ball rolling fun, but this time on Sega's smallest.

32 CHAMPIONS OF EUROPE
Ooer! Could this be Tecmagik's first own goal?

34 NINJA GAIDEN
The great Gear title makes it to the Master. But does it survive the transfer?

38 OLMYPIC GOLD
Multi-event action on the Game Gear. Gold or Silver?



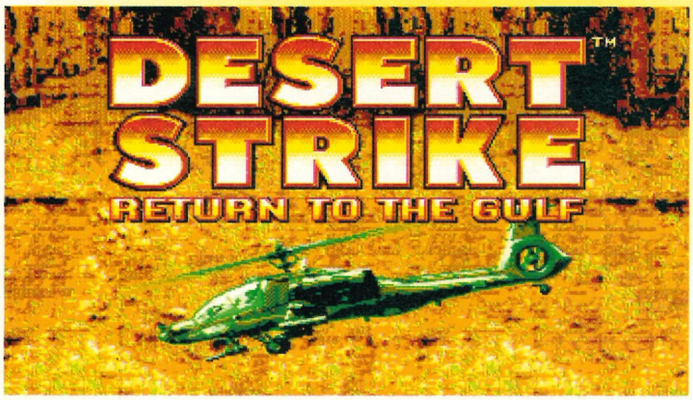
■ *Splatterhouse 2* is causing a bit of a stir at the moment, but why? See page 30...

News

The latest and most exclusive news from around the Sega world

THE RENT GOES UP

SEGA HAVE CHANGED THE RULES ON CART RENTAL TO MAKE IT EASIER FOR YOU TO HIRE THEIR titles. Previously, Sega had decided that only members of the Video Trade Association were able to stock Sega's precious games. Members were also obliged to buy a minimum number of rental carts. Now they've decided to change these restrictions so that any video shop can stock Sega carts – although they still have to pay a £400 fee and £5 for every game they subsequently use for hiring.



This means that getting hold of rental cartridges will soon become that much easier. At the moment, only 100 titles are planned for renting, but new releases will be added regularly each month.

With the change in Sega's policy concerning cart rental, titles like *Desert Strike* should now be that much easier to rent out. About time, Sega...

CARTING AT OUR PRICE

HOW MANY TIMES HAVE YOU NIPPED INTO your local Our Price and thought, "I could really do with buying a cart right now?" Loads of times, eh? Well, now your musical game buying blues are over, because Our Price have recently opened special sections in some of their shops called The Game Zone.

The Game Zone is basically a bit of the shop dedicated to selling Sega games (and those 'orrible Nintendo things) to eager musical gameplayers.

Along with the games are a number of Mega Drives, Master Systems and Game Gears connected to monitors, so you can try out new carts before shelling out your hard-earned dosh (a decent idea that someone should have thought of yonks ago).

And if you do decide to buy a game, you can get your paws on a copy of Our Price's very own games mag – cunningly called The Game Zone (just to confuse you). Of course, it's not a patch on *Sega Power*, but then, let's be honest, what is?

If you'd like to check out the Game Zone for yourself, get down to an Our Price in one of these delightful towns and spend your dosh: Manchester, Wigan, Harrogate, Oxford, Bristol, Cheltenham, Colchester, Bromley, East Kilbride, Richmond, Chatham, Watford, Redhill, Ilford, Harrow and Tunbridge Wells.

OUR PRICE music

Our Price (I've yet to find out what their price actually is...) now offer a full range of Sega games which nestle prettily among the Barry White albums (look in the sale section – two for £9.99). So next time you pop in for a quick Mariah Carey, have a *Krusty* or two as well

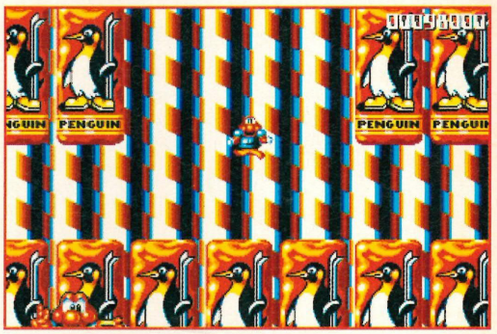
EXTREMELY UNHEALTHY EATING

ELECTRONIC ARTS ARE taking this Penguin biscuit thing a bit seriously, aren't they? Not content with sticking spritely versions of the biccies inside *Robocod*, they've now just put their heads together with Penguin to run a compo on ten million of the biscuity jobs.

1,000 special *Robocod 2* Mega Drive bundles are up for grabs – plus some great-but-not-quite-so-exciting discount vouchers which give you up to ten pounds off certain Mega Drive titles.

Not to be outdone, Sega are also currently running a compo of their own – with Heinz. Buy one of the 20 million tins of Heinz Spaghetti, Spaghetti Hoops or Noodle Doodles which feature the compo and you get the chance to win one of 1,000 Master System 2 consoles.

So if you fancy tons of Sega kit, simply nip out, buy ten million Penguins and 20 million cans of spaghetti, fill in all the entry forms and you can't lose. Easy...



Spritely versions of everyone's favourite biscuit make an appearance in E.A.'s *James Pond 2 – Robocod*. And now E.A. are getting involved with the real thing! Hmm, most weird...

BE A REAL PRO!

KEEP YOUR EYES ON THE BOOKSHELVES this September because that's when major book publishers Simon & Schuster are releasing Sega's **Pro-Master** range of official Players Guides. Each volume in the series (there are four volumes to start off with) retails at just **£2.99** and contains a complete exposé on three of the hottest Mega Drive, Master System and Game Gear games around.

Volume 3, for example, contains a complete guide to *Castle Of Illusion* on the Mega Drive, Master System and Game Gear – plus guides to *Desert Strike* on the Mega Drive, *Golden Axe* on the Mega Drive and Master System and *Ax Battler* on the Game Gear.

Full of essential information, secrets, maps, screenshots and tips, the books are an absolute must for Sega gamers everywhere (as well as your soaraway *Sega Power*, of course!).

If you're still finding these games a pain (or perhaps there's a secret level that you've not yet seen), give 'em a go. Oh, what the heck! Why not pop down to your WH Smith (or wherever) and collect the whole set?

SMALL TALK

BOY, ARE THERE FABULOUSLY wonderful games on the way for the Sega CD or what? In fact, two of the best games ever programmed if you go by these two titles:

● *Ultima Underworld* is a brill adventure with great texture-mapped 3D shapes and a total 360 degree field of view.

● *The Secret Of Monkey Island* is another graphic adventure, but not a 3D one. It's like the game equivalent of an "Airplane" film – chocka with silly gags and desperately daft.

It was good on the 16-bits, but on the Sega CD, it should blow everything else off the stage.

PLAYED THE *SMASH TV* COIN-op? Course you have. And soon you'll be playing it on your Sega, because Acclaim are about to unleash the splendidly violent futuristic thrash-'em-up on all three systems.

You play a contestant in a game show of the future and your only aim is to survive – which isn't easy because you're basically stuck with people who try to constantly beat you around the head, shoot you with ridiculously large guns or run over you with even bigger tanks.

Other conversions of the coin-op were a bit disappointing, so hopefully the Sega version will turn out to be the best yet.

THE JAPANESE ARE CRAZY! Word reaches us from the East that a new album called Sing!, which consists entirely of songs of Sega game music, is soon to be released in Japan.

Sadly, the album isn't available in this country as yet. We're just trying to work out what the lyrics might be to something like *Sonic The Hedgehog*...

Doesn't bear thinking about really...

■ Books, eh? They're sort of films with words and punctuation and covers and things, aren't they? Well, yeah, but these books are all about how to, er, kick ass in Sega games. And one of 'em was written by (ooh, mustn't say that)

THIS IS THE AAAAGE – OF THE TRAIN!

NEWS REACHES US FROM CERTAIN PEEPS that Microprose are converting their excellent strategy sim *Railroad Tycoon* onto the Mega Drive, Master System and Game Gear. The game's a bit like *Populous* – a god game – but enables you to create your own railroading empire, lay down track, build stations and generally cover the country (well, Europe, the USA or Britain anyway) with huge unsightly steam trains. Brilliant!

It is undoubtedly most *most* excellent, and the Mega Drive version should shine like a huge red ruby in a jeweller's shop window full of imitation paste cartridges *(sorry, could you repeat that? – Andy)*. Yes, I said it should shine like... *– (Snip!)*

■ "Thank you for travelling with First Rail Direct. Unfortunately, we are experiencing a small delay. This is due to a number of dead labourers on the line, but we trust this has not spoiled your enjoyment of the trip. Passengers are reminded not to throw their waste buckets out of the windows because it unbalances the train. Thank you for your cooperation. The buffet car *is* open..."

■ "Ooh no! You don't want to put that station there! You want to put in a depot. You don't want to carry that coal to Bangor, you want to take it round the other way. Now I do not believe you really wanted to crash that engine?"

SONIC'S TONIC

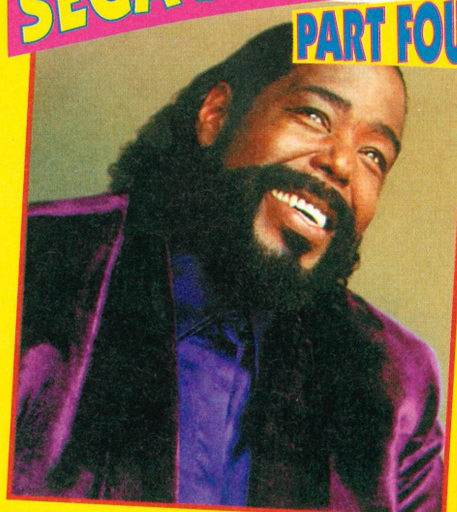
YOU KNOW WHEN YOU'RE PLAYING *SONIC* AND you get really really thirsty? Wouldn't it be great if you could drink him too? Er, no, it wouldn't, but the inventive Japanese thought it might be fun. We spotted these cans recently in a Japanese magazine. Of course, we're all fluent Jap speakers here, but, er, the story was in an obscure Northern dialect, so we couldn't quite make it out properly.

It transpires that the drink is specifically designed for *Sonic* playing and contains a high amount of caffeine (the stuff that coffee doesn't have in it anymore) to keep you going during those marathon playing sessions. What we couldn't figure out was why *Sonic's* name had suddenly changed to Segasonic – gained something in translation, perhaps?

Next: watch for *Desert Strike* biscuits: "For that dry and sandy taste," *Decap Attack* coasters (not only do they hold your drink, they come in handy for throwing at malevolent spirits and suchlike) and, of course, *Terminator* ice lollies.

■ What's this? Segasonic The Hedgehog? What on earth are they on about? Rumour has it that if you drink enough of this stuff, you: a) get very fat, b) run out of money, and c) paint yourself blue, wear trainers a lot and run around shouting "Look! Look, everyone! I'm a hedgehog!" A bit like Andy Smith really...

FAMOUS SEGA ADDICTS PART FOUR



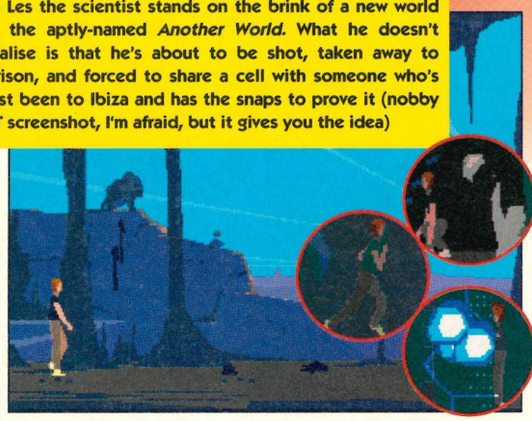
■ The oft-called Walrus of Love himself, Barry "It's a love thang, girl" White, strutting his allegedly funky stuff before dashing off for a quiet day or two with his Mega Drive and E.A.'s *John Madden American Football*

YES, INDEED, LITTLE BARRY WHITE IS a big fan of his Sega. Apparently, he's particularly partial to *John Madden American Football* for a relaxing post-gig hour or ten to soothe away those excess-of-lurve blues.

VIRGIN GET SERIOUS

VIRGIN GAMES, THE PEOPLE WHO BROUGHT you *Terminator*, *Arcade Classics* and *Euro Club Soccer* have three very different games coming out for the Mega Drive: *Another World*, *Mega Lo Mania* and *Muhammad Ali Heavyweight Boxing*.

● *Another World* is a brilliant adventure about a rather good scientist called Les. He somehow manages to get himself blasted into, well, another world. Much nastiness ensues when the inhabitants of the world turn out to be unpleasant chaps with a hatred of scientists called Les.



■ **Les the scientist stands on the brink of a new world in the aptly-named *Another World*. What he doesn't realise is that he's about to be shot, taken away to prison, and forced to share a cell with someone who's just been to Ibiza and has the snaps to prove it (nobby ST screenshot, I'm afraid, but it gives you the idea)**

■ **Feeling chocka with oodles of untapped strategical thinking? Itching to get to grips with a brave new world over which you have total control? Then look forward to *Mega Lo Mania* coming soon from Virgin Games**

It's not your average platformy shooter, but the graphics are fantastic. The game looks hugely challenging too.

● *Mega Lo Mania* is similar to *Populous* but with a tad more action (you get to nuke people by the end of it all – what fun!). Look forward to stupid digitised speech and amusing gameplay.

● *Muhammad Ali Heavyweight Boxing* sort of speaks for itself really. An old has-been stumbles around a ring and gets the excrement beaten out of him. There's digitised sound, a 360 degree rotating ring, nine opponents and several interesting ways to have your head split open.

But that's not all Virgin have got in the pipeline. Get yourselves ready for *Global Gladiators*, *Superman* and *Speedball 2* (coming out on the Game Gear). We'll give you more news as and when...

SMALL TALK

TWELVE MONTHS AGO, THESE were the games that were wibbling frussock pouches (among other things) with *Sega Power* readers... If you recognise some of these titles (and there are a few famous ones among 'em) you must be a *real* Sega devotee.

MEGA DRIVE

1. Strider
2. Mickey Mouse
3. PGA Tour Golf
4. Dick Tracy
5. John Madden's Football
6. Shadow Dancer
7. Golden Axe
8. After Burner 2
9. Altered Beast
10. Super League Baseball

MASTER SYSTEM

1. Impossible Mission
2. Mickey Mouse
3. Wonderboy 3
4. Psycho Fox
5. Golfamania
6. Populous
7. Indiana Jones
8. Gauntlet
9. R-Type
10. Columns

IT'S QUITE ILLIN' APPARENTLY!

■ **Just scream street cred, don't they? The records and T-shirts that could be yours for a small fee...**

VIRGIN ARE NICE PEOPLE, AREN'T THEY? NOT CONTENT WITH JUST producing fine games for your enjoyment, they've also stumped up an excellent set of prizes for this rather wonderful competition. We've managed to persuade them to give away 100 prizes (50 records and 50 T-Shirts, in fact), courtesy of their dance labels More Protein and Union City Records.

For the cheap price of a correct answer to the stupidly simple question we're about to ask, More Protein are offering 25 hip 'n' dandy T-Shirts and 25 12" Darkissour singles chock full of, fresh, fly, and quite possibly even safe sounds from the excellent I-SUS AD.

Union City Records the other underground and deeply credible Virgin dance label, thought this was such a good idea they had to get in on the act too, so now they're offering their own 25 12-inchers and T-Shirts as well.

So here's that stupidly simple question in full.

Q **Which pop star owns the More Protein record label?**
(Hint: think Karma Chameleon. Oh, what a giveaway.)

Scribble down your answer (legibly), stick it into something that vaguely looks like an envelope and whack it off to: **Red, Gold and Gree-hee-heeen, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** The closing date for this compo is **Thursday 10 September 1992.**

RULES FOR THIS BRILLIANT VIRGIN COMPETITION!

1. No employees from either Future Publishing or Virgin can enter.
2. Multiple entries will not be accepted (don't even think about it).
3. The closing date for the compo is **Thursday 10 September 1992.**
4. Andy's decision is final

"THERE'S ONLY ONE SUPER KICK OFF"

EUROPES **No.1** FOOTBALL GAME!

"The pitch is huge and scrolling is amazingly fast-Super Kick Off rewrites the rules" **Sega Pro.**

"Far and away the best footy sim" **Sega Power.**

"The greatest console soccer game-don't miss it under any circumstances" **Mean Machines.**

AVAILABLE FOR THE
Master System™ / GAME GEAR

U.S. GOLD®

A SERIOUS EXPERIENCE

© 1991 ANCO SOFTWARE LTD. ALL RIGHTS RESERVED

THE SHAPE OF T

Ooh! These games are hotter than a very hot thing... Get rappin'

ELECTRONIC ARTS WAVE SIMS IN YOUR FACE (AND DON'T CARE WHO KNOWS IT!)

THOSE PEEPS OVER AT E. A. S. N. (that's E.A.'s Electronic Arts Sports Network in case you're wondering) are just about to whip out another couple of sporty carts and wave them in front of your wallet...

BULLS VS LAKERS

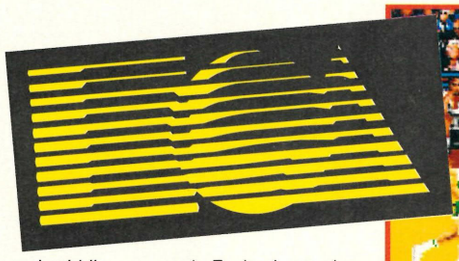
Okay, okay... So the whole thing is in fact called *Bulls Vs Lakers And The NBA Playoffs*, but what a great title, eh?

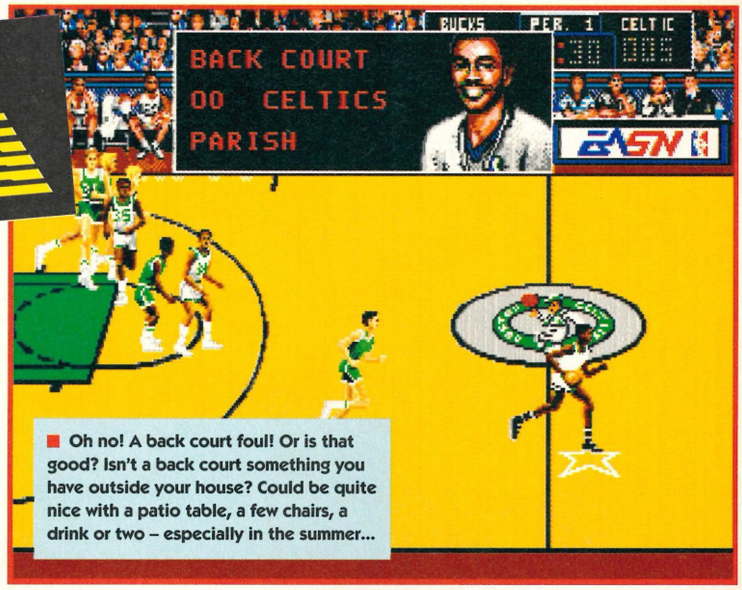
Beneath the wibble though, this is a basketball cart (like we haven't had enough of these babies in the past few months) – and it's looking smaaaart.

You get all the usual basketbally bits, like the game being chock full of those famous players (that Jordan fellow, for one) and an arcade or simulation mode (so if you want to sack players left, right and middle, you can). Each player also has a special "signature" shot – move him to the right place on the court, hit Button A and he does his Super Finger-roll Jam (or whatever).

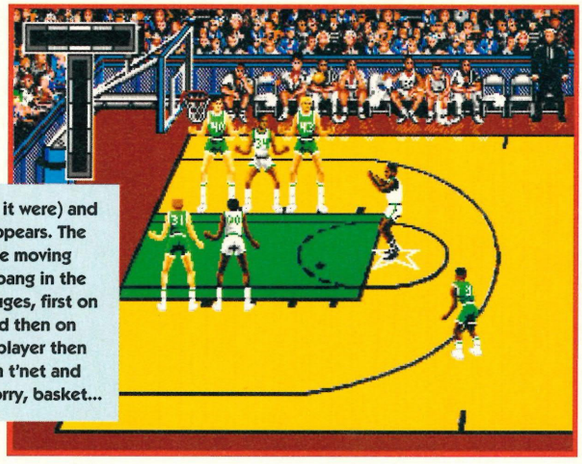
The finished thing should be here and primed for a spectacular *Power* review next month. In the meantime, have a gander at these screenshots.

Out in August at £39.99

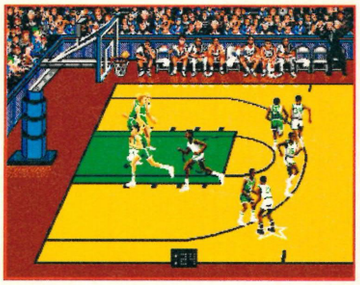




Oh no! A back court foul! Or is that good? Isn't a back court something you have outside your house? Could be quite nice with a patio table, a few chairs, a drink or two – especially in the summer...



Get fouled (as it were) and this little T-bar appears. The idea is to stop the moving basketballs slap bang in the middle of the gauges, first on the horizontal and then on the vertical. Yon player then smacks the ball in t'net and scores a goal – sorry, basket...



The ball floats miraculously above the basket before swooping down on Michael Jordan and buzzing him viciously. Funny old game, basketball – funny (and a little sad...)

The Portland Trail Blazers? The Atlanta Hawks? The New York... Knicks? What are knicks when they're at home? *(Those, er, "things" that women wear, idiot!– Andy)*

Hit Start and you can see an instant replay of those last exciting moments of the game – most often the bits where you fall over, graze your knee and start crying uncontrollably

HOT OFF THE PRESS: SWINGIN' NEWS ON

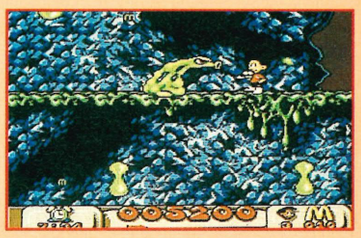
VIRGIN GET ON THE HYPE tip with yet another major title for '93. Coming to a Mega Drive near you soon is this fully Ronald-approved and environmentally sound platformer from Virgin.

M.C. KIDS

Sounding suspiciously like something that puts its trousers on backwards, this game stars Mick and Mack as two in-house rappers who've got a serious job to do.

You have to guide the young pair through several multi-zone scenes (kinda like a cross between *Sonic* and *Decap Attack*), obliterating the grease and slimy chip-wrappers with your portable dust buster as you go (we reckon it should come with a free bottle of detergent...).

Although not finished quite yet – the speed still has to be pumped up a



Mick (or is it Mack?) wasting slime slugs outside the factory depot. All the different zones have names that I can't remember, but the action is totally non-stop and the graphics are very edible – see for yourself!

HINGS TO COME

with Ronald McDonald, slam dunk with E.A. and shoot that puck!

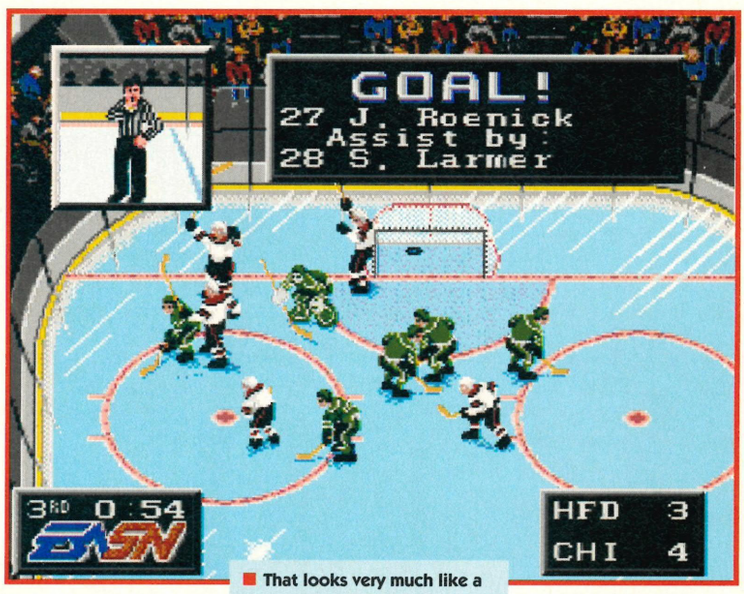
NHLPA HOCKEY

E.A. say that this new cart *(NHLPA Hockey '93* is the full title, by the way) isn't aimed at people who've already bought the great *E.A. Hockey (Sega Power* 22: 92%), but rather at new Sega owners who want a taste of the "best hockey game available."

It's effectively a souped-up version of *E.A. Hockey,* with bowlfuls of new features: 500 individually rated players (famous ones like Wayne Gretzky and Mario Lemieux, for example), realistic animations (including blood on the ice when players get injured – heh, heh!), advanced artificial intelligence, and yet more special "signature" moves where the players sign their names on the ice. Watch the skies for more details...

■ **Out in August at £39.99**

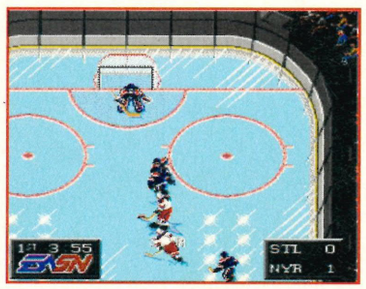
■ **Should that chap really be lying on the ice while two pints of blood ooze onto the ice? He's ruining the pitch. He is, y'know...**



■ **That looks very much like a goal to me – and the players dossing about in the middle didn't even have to move!**

■ **The faceoff: a most delicate, tense and fatiguing event – involving heads, hockey sticks and blood transfusions**

■ **Mike (the insane but cheery driver of the E.A.S.N. Useless Motor Vehicle Ice Thing) gives a quick wave as he trundles across the ice and mows down a spectator or two. Meanwhile, back in the changing rooms...**



■ **Quite remarkable... The agility of these skaters... Gretzky has just explained Gauss' Law while Lemieux, always the clown, tells a joke lower down on the pitch, but mistimes it and blows the whole thing. Brilliant!**

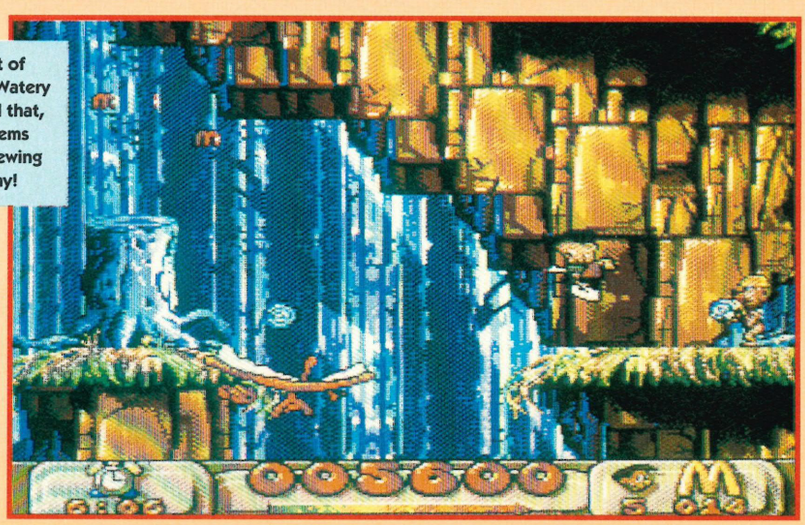
TWO COOL DUDES FROM VIRGIN AND RONALD MCDONALD (STRANGE, ISN'T IT?)

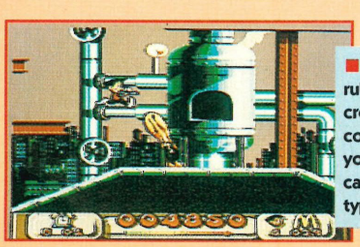
bit – the game's graphics and gameplay are already looking highly suave.

Ronald McDonald doing his bit for Mother Earth? Well, don't let the dodgy scenario put you off, 'cos with nice portions of sampled speech and a soundtrack that kicks, *M.C. Kids* is being hyped to do big things. We'll be checking the boys out very soon...

■ **Out in March '93. No price as yet**

■ **Mack Daddy (ooer, infringement of copyright there) in the Green Hill Watery Zone. Although not actually called that, it does highlight the kind of problems *Sega Power* face when sneak previewing games after only a few minutes' play!**





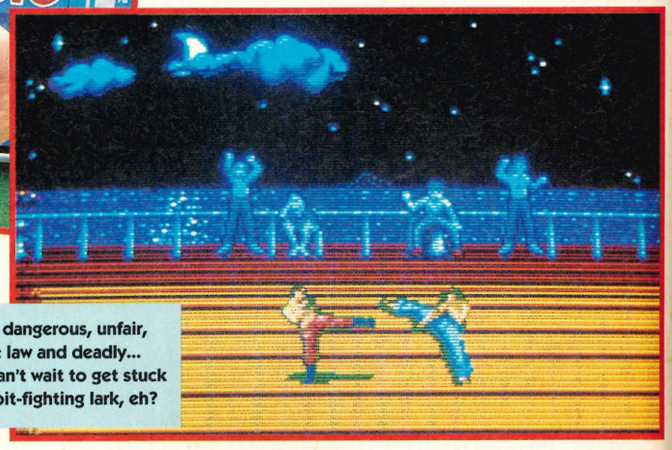
■ **Now this is what it's all about: rubbing out these 'orrible looking creatures. Very satisfying. Each one comes from a slime machine which you've got to destroy before you can move on. (Hmm, sounds like a typical day at *Sega Power* to me...)**

DOMARK

■ Simultaneous two-player action with bokken sticks and high kicks. But has it got the face to match the legs? Well, only time will tell...

■ More pit-fighting, more dirty tricks... Backgrounds look impressive though

■ The main man in all his glory. But could you face a guy like this? Andy reckons he could *(yeah, sure! – John)*



■ Illegal, dangerous, unfair, above the law and deadly... Bet you can't wait to get stuck into this pit-fighting lark, eh?

DOMARK HAVE ONLY JUST FINISHED work on the Mega Drive version of *Pit-Fighter* – yet already, the people from Putney have almost completed the Master System version as well. Not bad...

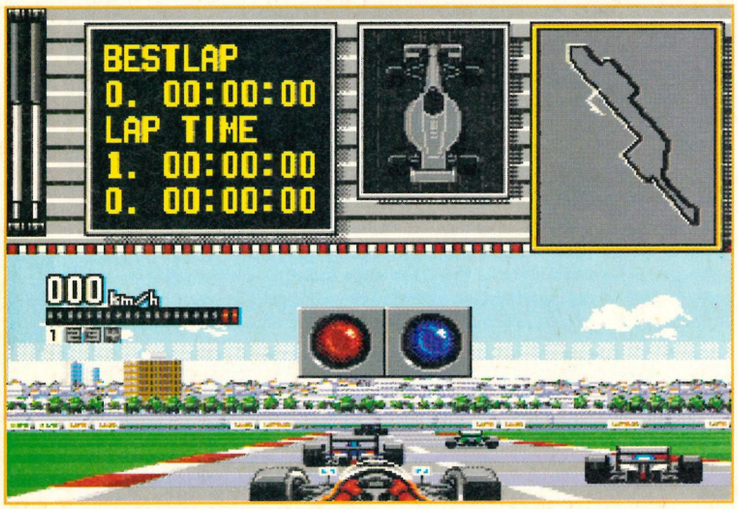
PIT-FIGHTER

The Mega version *(Sega Power* 28: 70%) of *Pit-Fighter* tried to match the coin-op and failed miserably, so we can only hope that Domark will realise the Master's limitations and come up with something decent this time.

We know they have the technical ability (look at *Prince Of Persia),* but the question is: will they apply it? Let's hope so...

■ **No release date or price as yet**

FLYING EDGE RACE TO THE EDGE!



■ **Okay, time to make up for your appalling performance in the qualifying round and make a decent showing in the race proper. Your car has been tweaked to the highest possible standard, so now it's just down to you and your driving skills...**

THE MEGA ISN'T SHORT OF quality driving games at the moment – *Super Monaco G.P. 2* and *Test Drive 2* were released within a couple of months of each other, for example – but Flying Edge don't care. They've got a Ferrari and they're gonna use it.

FERRARI GRAND PRIX CHALLENGE

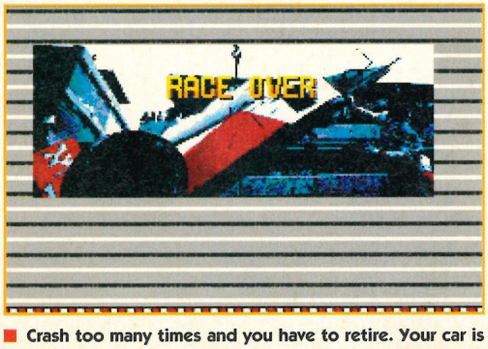
A quick look through the spec of this cart and you'll soon see that the action here is a lot similar to *Super Monaco G.P.* You get to drive a selection of cars around 20 of the world's famous Grand Prix tracks with a view to becoming the world champion. (There are 16 cars altogether – divided into four classes – another spooky similarity to *Super Monaco G.P.).*

But there's an extra feature tucked in here that could well prove to be *Ferrari Grand Prix Challenge's* best selling point – and that's the exciting split-screen, head-to-head, two-player option.

You and your buddy can each select a different car, tailor it to your own requirements (brakes, gearbox, engine, fairing and suspension can all be altered) and then line up neck and neck for a two car duel around any of the 20 circuits.

Select the number of laps you want, put pedal to the metal and get moving.

If the game's finished in time, we'll be reviewing it next issue. It'll have to be horribly good to be up there with the rest of the field, so competitive is this car racing business. So just stay tuned (as one Ferrari said to another) and we'll keep you informed...



■ **Crash too many times and you have to retire. Your car is then unceremoniously towed away on the back of a truck. It's the humiliation that hurts, not the bruises, believe me...**

■ **You've been plonked into a fairly crap car and are now expected to make a decent showing during the qualifying laps. That flashing sign warns you of a big bend up ahead**

■ **Coooorrrrrr! Phwoooaaaaaarrrrrr! Yes! Yes! Yes! Hubba, hubba, hubba! Just look at that choice of four different options! *(John, sometimes I worry about you... – Andy)***

BARKING MAD? YOU WILL BE!

Have **you** got what it takes to guide a lone marble through six **weird** and wonderful courses packed with **odd** obstacles and **insane** indestructible inhabitants? Find out in the riotous **race against the clock** that is MARBLE MADNESS!

As you negotiate the perilous pathways, try to avoid getting **whacked** by a Hammer, **chomped** by a Slinky, **sucked** by a Hoover or **dissolved** by a pool of animate acid.

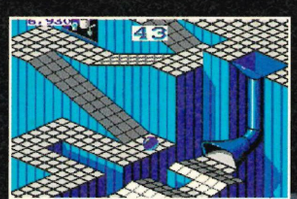
Available for the **Sega Master System**, MARBLE MADNESS includes...

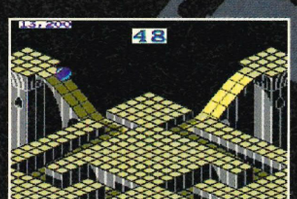
- **CLASSIC COIN OP THRILLS**
- **ONE PLAYER ACTION**
- **SIX ARCADE FAITHFUL LEVELS**

MARBLE MADNESS - Another **immaculate concept** from **Virgin Games.**

Marble Madness™ is a trademark of Atari Games Corporation. Licensed to Tengen. All rights reserved.

Sega™, Mega Drive™, and Master System™ are Trademarks of Sega Enterprises Ltd.





Virgin GAMES

SEGA™

virgin games- immaculate concepts

ENTERTAINMENT USA!

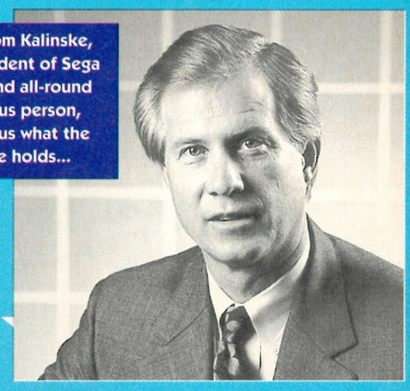
A superb blend of cheeses, the biggest video games show on the planet and the President of Sega US all in one handy-sized carton... *Sega Power* go Stateside!

Tom Kalinske is a big cheese. And cheeses don't come much bigger than ol' Tom – even Mr Cheddar calls him sir... The reason for the constant comparison to solidified lumps of rancid milk? Well, Tom just happens to be to be the President of Sega US, that's all! We whisked Dave Roberts over to the Chicago CES show – the biggest video games show in the world – and got him to chat to the man...

TOM KALINSKE IS VERY BUSY. AFTER some really embarrassing grovelling and a few ridiculously lavish gifts, however, we finally agreed to give him a few minutes of our time.

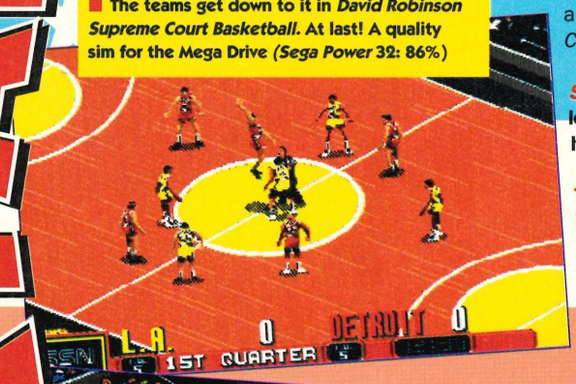
Sega have the biggest stand, naturally. And right at the back of the micro-maze, after rows and rows of "Blimey! Look at the sprites on that!" new games, we come across the inner sanctum – the very bowels of Sega US... It's right here then that Tom Kalinske decides to unveil everything.

Unfortunately, with around 17 squillion games burbling away in the background, we can't hear a damn thing Tom's saying. We told the guy to speak up and reveal what goodies he's got lined up for us over the next few months.

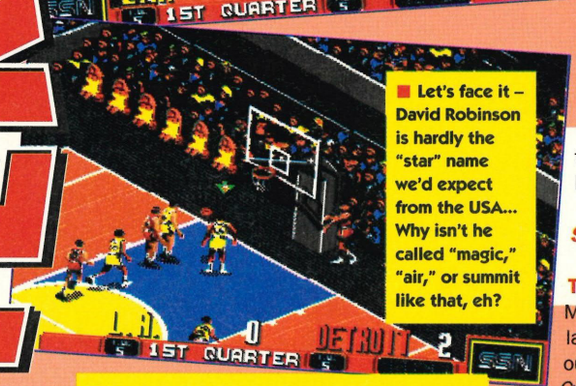


Tom Kalinske, President of Sega US and all-round famous person, tells us what the future holds...

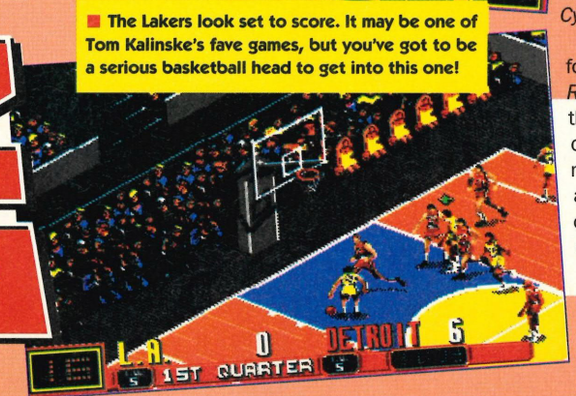
Tom: This summer and autumn we've got a line-up of titles that will take people into a brand new league of game-playing – just have a look at *David Robinson's Supreme Court Basketball* or *Taz Mania!*



The teams get down to it in *David Robinson Supreme Court Basketball*. At last! A quality sim for the Mega Drive *(Sega Power* 32: 86%)



Let's face it – David Robinson is hardly the "star" name we'd expect from the USA... Why isn't he called "magic," "air," or summit like that, eh?



The Lakers look set to score. It may be one of Tom Kalinske's fave games, but you've got to be a serious basketball head to get into this one!

Sega Power: **You've got some demo levels of *Batman Returns* on show here. When will that be ready?**

Tom: We think it'll be out in September. We're going for seven big levels with knife atttacks, gas attacks – just about everything. Another film tie-in that's shaping up very nicely is *Home Alone 2* which we think will be a huge hit at Christmas.

We're also working on a version of Disney's "The Little Mermaid." We're taking a lot of care with the graphics because the film just looked so beautiful. I think we're going to capture that feel. It's going to be particularly popular with our younger players.

The dark caped crusader is back – and he wants a taxi... *Batman Returns* on the Mega

Sega Power: **Anything else?**

Tom: Well, there's going to be another Mickey Mouse and Donald Duck game later on in the year. We're also bringing out versions of *X-Men, Wolverine* and *Cyclops* in December.

Another game I must not forget to mention is *Streets Of Rage 2*. We've really improved the graphics – and now you can do more things (throw motorbikes through the air, for instance!) – loads of stuff. We'll have that one out in October or November.

Then, of course, there's the long-awaited *Sonic 2*... Due out in November...

Sega Power: **What kind of things can you tell us about *Sonic The Hedgehog 2*?**

Tom: I can tell you it's magnificent – it really is. *Sonic* showed you the kind of speed that had never

Sonic 2 is coming out on November 24. Get it!

been seen before – but now *Sonic 2* breaks new ground as well.

You really will see things here that you've never seen before...

SEGA CD

Sega Power: **There still seems to be some doubt about the Sega CD drive?**

Tom: Well, the drive has caused a lot of excitement at the show...

Sega Power: **But it's not on display!**

Tom: True, but we do have some prototypes up and running, and we've been doing a few demonstrations. Everyone that's seen it has said "Wow! That's better than I thought it would be."

Sega Power: **Does the Sega CD have Full Motion Video?**

Tom: Yes, but it's at 15 frames per second instead of 30 frames per second.

Sega Power: **We know exactly what you mean, Tom, but a lot of our less gifted readers will be a bit confused.**

What exactly is all this Full Motion Video stuff about?

Tom: Well, all the Saturday morning cartoons are shot at 15 frames per second, you see – that's the same as the Sega CD. Movies and a lot of live action TV programmes, on the other hand, are shot at 30 frames per second.

What we're offering then isn't quite movie quality, but it's still awfully good. It's certainly better than anything you've seen on a video game before.

NEW CD TITLES

Sega Power: **Can you tell us what sort of new games will be available for the Sega CD when it finally comes out?**

Tom: I'll tell you about one in detail and then you can see what kind of thing we're working towards.

Night Trap features real life actors and actresses, video footage and real human voices. It starts off very simply. A family invites four teenage girls to go on holiday with them in a house by some lakes. You then find out that some terrorists are planning to kidnap the girls – so it's up to you to save them.

Back at the house you can click on any room and then roam around and listen for clues as to where the terrorists might be.

Remember: you're actually listening to the actors' real voices – not just typed messages on a screen.

What you have to do is get to the room where the girls are under threat and then you have to act real quick to stop the terrorists. Get to the bedroom in time, for example, and you've got to trap the enemy in a foldaway bed. Get to the bathroom, however, and you're in for a treat.

A terrorist has crept in – and one of the girls is doing her make-up in there with just her negligee on...

Remember, we're talking real actresses here, not just digitised images!

Sega Power: **Hmm, that sounds interesting...**

Tom: Yes, it is. It's a truly "multimedia" game.

It's big too because once you've sorted out the house, you move straight onto another scenario against different terrorists.

Sega Power: **What else is coming out for the Sega CD?**

Tom: Well, we're going to have a CD version of *Batman Returns* that will use video footage from the film.

We're also going to have *Final Flight*, a stunning version of *Joe Montana*, a huge D&D adventure *Ultima Underworld* – and then next year we've got a whole new *Sonic* game!

Sega Power: **Will any of these be bundled with the Sega CD?**

Tom: No. What we're going to do is bundle together over $400 worth of software and include a disc of *Sherlock Holmes* (an adaptation of a PC CD game) with the Sega CD.

All this shows off the machine very well – and features Full Motion Video and some great animation. We'll also be putting in a compilation disc with five classic Mega Drive arcade games.

We're including a special kind of disc too – an audio CD which contains accompanying still images. You hook it up to your TV and can view the images while listening to the songs. There will also be one standard audio CD included. it's important not to forget the audio capabilities of the Sega CD – it's up there with the higher end machines.

Sega Power: **How much are third party people contributing to the Sega CD?**

Tom: Some of them are up to speed – Lucasfilm, Sierra, JVC. They've all got titles on the way with games like *Young Lady, King's Quest 5, Leisure Suit Larry, The Secret Of Monkey Island* – plus some more action-type games like *Shadow Of The Beast, Terminator* and *Super Star Wars*.

SONY INTO CD

Sega Power: **You've also signed some sort of deal with Sony, the biggest entertainment company in the world. What's that about?**

Tom: They're a crucial ally for us. They'll have three games out for the Sega CD by Christmas and they'll all be licensed under their empire.

One of the licences they're going to bring to the Sega CD is *Hook* – and that's going to be spectacular.

Sega Power: **But it's not just games they're working on, is it?**

Tom: No, that's true. There's a bit more to it than that.

Sega Power: **Are you working on a hardware platform together?**

Tom: We are working on some special projects, but I can't say more than that.

THE GIGADRIVE

Sega Power: **When we talked last year (*Sega Power* 21), you talked about a new generation of console – initially called the Gigadrive. Just how is that project coming along?**

Tom: It's still some way off. For 1992 and 1993, we're concentrating on building up the Sega CD.

The earliest date for the Gigadrive would be in late 1993 or even 1994.

When we do introduce something new, the most important thing to us is backward compatibility. Games you're saving for and buying today will not be made redundant.

THE FUTURE...

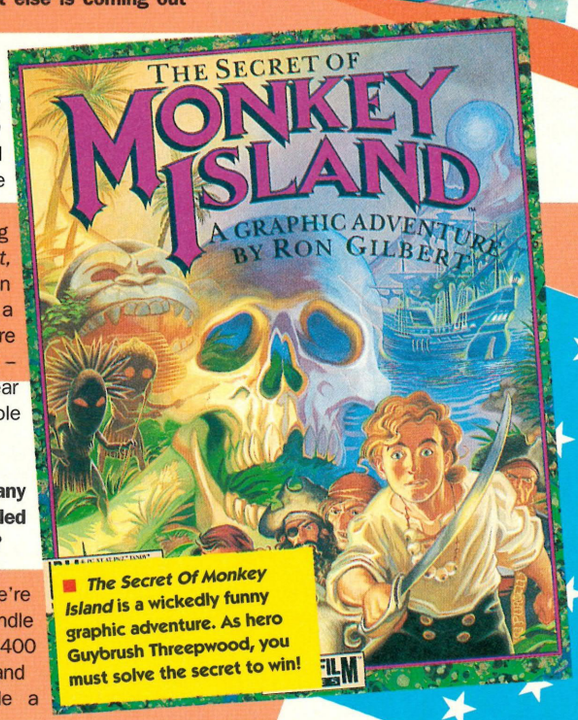
A positive note to end on. Backward compatibility is a crucial question. It means that all the Mega Drive games you've collected, all the CDs you're likely to get – all will work on any new system Sega introduces.

But where does the Master System fit into all this? It never really took off in the US (after a somewhat late launch) and now seems to be very much at the bottom of the agenda for Sega US.

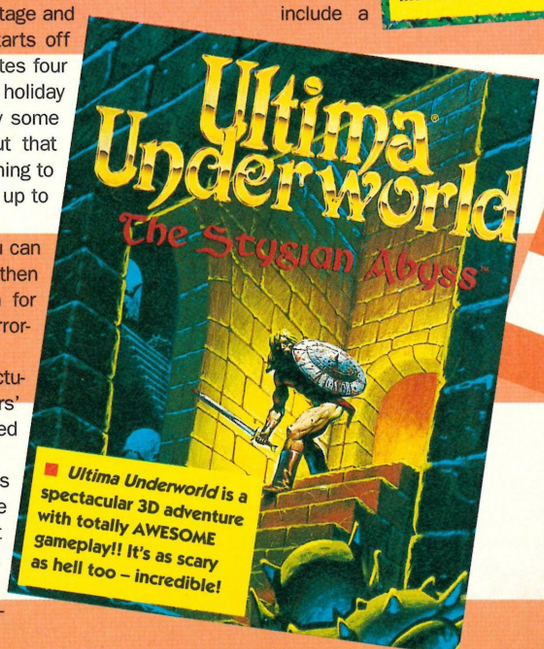
And with more games being developed exclusively for the Mega and the Gear, and with the Sega CD just around the corner, it looks likely the Master could soon slip out of sight altogether.

At the moment, most of the really big games are appearing on the 8-bit (with people like US Gold and Domark hoping to support the Master for some time to come), but if you're unsure about trading up, it's a factor worth keeping in mind...

■ *Leisure Suit Larry* will soon be making his way onto the Sega CD. Help Larry achieve his ultimate ambition in this, er, "adult" graphic adventure



■ *The Secret Of Monkey Island* is a wickedly funny graphic adventure. As hero Guybrush Threepwood, you must solve the secret to win!



■ *Ultima Underworld* is a spectacular 3D adventure with totally AWESOME gameplay!! It's as scary as hell too – incredible!

THE UNLIKELY ADVENTURES OF
CAPTAIN AGES
AND HIS PUNK PAL REWOP
IN
"EYE OF THE BEHOLDER"
ART PAUL KIDBY LETTERING MACH ONE SCRIPT RAEL
SOMEWHERE DEEP IN THE HEART OF ENGLAND, REWOP IS DESPERATELY TRYING TO FIX THE BIKES CONTROL PAD
GREAT TIMING, REWOP. YOU DRAGGED ME OUT OF MY DIMENSION JUST AS THAT SWINE NINJA TENDO AND HIS GOOKS WERE ATTACKING. WE'VE GOT TO GET BACK QUICK - THERE'S PROBABLY NOTHING LEFT BY NOW!
LEFT IS BLUE IS LIVE ... OR IS IT NEUTRAL?
RIGHT. ALL DONE
WELL, LET'S GO THEN!
BLIP BLIP BLIP...
I JUST HOPE THIS ISN'T ONE OF THOSE PURPLE DIMENSIONS ... I HATE PURPLE!
WITH A FLASH THEY DISAPPEAR ...
... AND REAPPEAR IN AGES' DIMENSION
OH NO ...
THIS IS WORSE THAN I THOUGHT. EVERYONE'S SUCCUMBED TO THE NINJA'S NEW GAME CYBER SMASH 4. THE GAME'S WIRED DIRECTLY INTO THEIR BRAINS, SO THEY LIVE OUT THE GAME COMPLETELY OBLIVIOUS TO THE REAL WORLD. IT'S A NONE-TOO-SUBTLE FORM OF MIND CONTROL
SOUNDS FAMILIAR!
THEY ARRIVE AT RESISTANCE HQ ONLY TO FIND IT'S DESERTED AND IN RUINS ...
... EXCEPT FOR A LONE RESISTANCE FIGHTER AMID THE RUBBLE, WHO'S SOMEWHAT SURPRISED TO SEE AGES
BUT - YOU'RE DEAD! IT'S BEEN FIVE MONTHS SINCE YOU DISAPPEARED ... I'M THE LAST ONE. THE REST ARE EITHER DEAD OR THEY'VE BEEN CAPTURED BY THE GARKAINS. URRRGH! I THINK I'M ...
WEST
OI, AGES, LOOK - OVER HERE! OH-ER- PERHAPS NOT!
BAD MOUTH
OOH WAIT A MINUTE. I FEEL MUCH BETTER NOW ...
REWOP, LET'S GO! NOW!!
OI, WAIT! I CAN'T DIE! I'M FAMOUS! I'VE BEEN ON GAMESMASTER! COME BAAAACK!!

THEY MAKE A DISCREET EXIT. CLOSELY FOLLOWED BY THE GARKAINS
EAT LASER DEATH, SCUM!
HOLD ON - IT'S GOING TO GET BUMPY!
GULP
BLEEEURGH!
I CAN'T TAKE YOU ANYWHERE, CAN I?
BLINDED BY THE CONTENTS OF REWOP'S STOMACH, THE GARKAIN BLUNDERS INTO THEM
AAAAARGH!
UUUUURRRGH! I'M NOT A WELL MAN. I COULD DO WITH A NICE LONG LIE-DOWN. ACTUALLY. DO THEY HAVE TUMS IN YOUR DIMENSION?
COULD THIS BE AGES' WATERLOO? WILL REWOP FIND A CHEMISTS? WHY CAN'T YOU FOLD A PIECE OF PAPER MORE THAN EIGHT TIMES? FIND OUT NEXT MONTH ... OR NOT ...

WHIZZ KID Games

THE UK's No

BE • F

WITH NEW

SAVE

WITH OUR MEMB

EXCHAN

SAVE ££s ON

MEGADRIVE

TITLE	NEW	S/HAND SELL	BUY
2 CRUDE DUDES	32.00	25.00	19.00
ALISIA DRAGOON	32.00	22.00	16.00
ARCH RIVALS	35.00	24.00	18.00
BULLS V LAKERS	35.00	24.00	18.00
CHUCK ROCK	35.00	24.00	18.00
DECAPATTACK	30.00	21.00	15.00
DESERT STRIKE	35.00	27.00	21.00
DEVILISH	35.00	20.00	14.00
EA ICE HOCKEY	30.00	23.00	17.00
ELANDER HONEYFIELD BOXING	35.00	27.00	21.00
FERRARI GRAND PRIX	35.00	24.00	18.00
FIGHTING MASTER	30.00	21.00	15.00
GALAXY FORCE II	35.00	24.00	18.00
JOHN MADDEN II	30.00	21.00	15.00
JORDON V BIRD	35.00	24.00	18.00
KID CHAMELON	32.00	22.00	16.00
LEMMINGS	35.00	24.00	18.00
MERCS	32.00	18.00	12.00
OLYMPIC GOLD	35.00	24.00	18.00
PGA TOUR GOLF	32.00	22.00	16.00
PIGSKIN	35.00	24.00	18.00
QUACKSHOT	30.00	21.00	15.00
ROLLING THUNDER II	35.00	24.00	18.00
SIDE POCKET	32.00	22.00	16.00
BART VS SPACE MUTANTS	32.00	22.00	16.00
KRUSTY'S FUN HOUSE	35.00	24.00	18.00
SPLATTERHOUSE II	35.00	24.00	18.00
SPORTS TALK BASEBALL	37.00	25.00	19.00
SUPER MONACO GP	30.00	21.00	15.00
SUPREME COURT BASKETBALL	40.00	27.00	21.00
TERMINATOR II	35.00	27.00	21.00
WONDERBOY III	30.00	17.00	11.00

SUPER NES

TITLE	NEW	S/HAND SELL	BUY
ADVENTURE ISLAND	40.00	27.00	20.00
BULLS V LAKERS	40.00	27.00	20.00
CASTLEVANIA IV	40.00	27.00	20.00
CONTRA III	40.00	27.00	20.00
HOOK	40.00	23.00	16.00
JOE AND MAC	35.00	24.00	17.00
LEGEND OF MYSTICAL NINJA	40.00	23.00	16.00
LEMMINGS	40.00	27.00	20.00
MAGIC SWORD	40.00	27.00	20.00
PGA TOUR GOLF	40.00	27.00	20.00
PILOT WINGS	40.00	27.00	20.00
RIVAL TURF	40.00	27.00	20.00
ROBOCOP III	40.00	27.00	20.00
ROCKETEER	40.00	27.00	20.00
SIMPSONS	40.00	27.00	20.00
SMASH TV	35.00	24.00	17.00
STREET FIGHTER II	45.00	31.00	24.00
SUPER BATTLE TANK	40.00	23.00	16.00
SUPER SOCCER CHAMP	40.00	23.00	16.00
SUPER WRESTLEMANIA	40.00	27.00	20.00
THUNDER SPIRITS	40.00	27.00	20.00
ZELDA III	45.00	31.00	24.00

GAMEGEAR

TITLE	NEW	S/HAND SELL	BUY
AERIAL ASSAULT	20.00	14.00	10.00
AXE BATTLER	20.00	14.00	10.00
CHASE HQ	20.00	16.00	12.00
DONALD DUCK	22.00	16.00	12.00
DRAGONS FURY	25.00	18.00	14.00
GADGET TWINS	22.00	16.00	12.00
GEORGE FORMANS KO BOXING	20.00	14.00	10.00
MICKEY MOUSE	20.00	16.00	12.00
OLYMPIC GOLD	22.00	16.00	12.00
OUTRUN EUROPA	22.00	16.00	12.00
RC GRAND PRIX	20.00	14.00	10.00
SIMPSONS	22.00	16.00	12.00
SONIC THE HEDGEHOG	22.00	9.00	5.00
SPIDERMAN	22.00	16.00	12.00
SUPER MONACO II	22.00	16.00	12.00
SUPREME COURT BASKETBALL	22.00	16.00	12.00

FREE

MEMBERSHIP

AFTER YOUR FIRST PURCHASE OF OVER £20. MEMBERSHIP ENTITLES YOU TO:

£5 OFF NEW GAMES

£2 OFF USED GAMES

DELIVERY

All games sent by recorded delivery.
Please add £1 per game.
All consoles sent by courier.
Please add £5 per console.

WE WANT YOUR GAMES

Why pay full price for older titles?
Buy second-hand or part-exchange your old games for new.
Thousands of new and used games in stock now!
We will also buy your old games. Phone now for your free quotation.
£1 handling charge per game . . .

SALES HOTLINE

Open 7 days a week
9am – 7pm Weekdays
9am – 6pm Weekends

RETAIL SHOPS TERRI'S GROUP PLC

381 WALDERSLADE ROAD
WALDERSLADE
CHATHAM, KENT
0634 862036

166 HIGH STREET
BECKENHAM
KENT
081-650 1205

22 STATION SQUARE
PETTS WOOD
KENT
0689 827816

292 HIGH STREET
ORPINGTON
KENT
0689 821515

UNIT 9
MID KENT SHOPPING CENTRE
MAIDSTONE, KENT
0622 674692

286 LONSDALE DRIVE
RAINHAM
KENT
0634 35641

MEMBERS SAVE UP TO £2.50 IN OUR RETAIL SHOPS

ALL PRICES MEMBERS

NON MEMBERS ADD £5 NEW

0689 8

ADVANCE ORDERS

We take ADVANCE ORDERS with NO OBLIGATION TO BUY, all new titles. Top selling titles are always in short supply. Place your order in advance, and it will be shipped to you ON DAY OF ARRIVAL – Don't be disappointed – ORDER NOW!

ALL PRICES SUBJECT TO CHANGE.

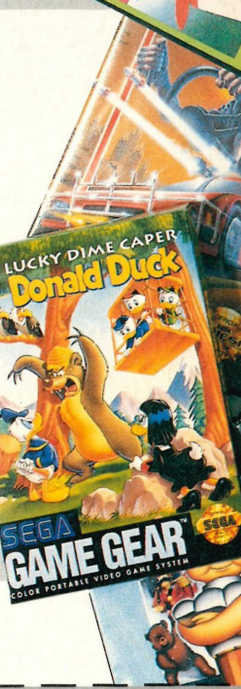
I GAME CLUB

FIRST
V GAMES

• £££
BERSHIP SCHEME

GE CLUB
OLDER TITLES

SUPER-NES ADAPTOR
AVAILABLE — NOW
RUNS ALL GAMES ON ALL MACHINES
• PLEASE RING FOR DETAILS •
0689-891000



GAMEBOY

TITLE	NEW	S/HAND SELL	S/HAND BUY
ADVENTURE ISLAND	20.00	14.00	10.00
BEETLE JUICE	20.00	12.00	8.00
BIONIC COMMAND	20.00	14.00	10.00
FERRARI GRAND PRIX	20.00	14.00	10.00
GEORGE FORMANS BOXING	20.00	14.00	10.00
HOOK	20.00	14.00	10.00
SOCCERMANIA	20.00	14.00	10.00
STAR TREK	20.00	14.00	10.00
SUPER HUNCH BACK	20.00	14.00	10.00
SUPER MARIO LAND	17.00	13.00	9.00
SUPER OFF ROAD	20.00	14.00	10.00
TERMINATOR II	20.00	14.00	10.00
TOM AND JERRY	20.00	14.00	10.00
TOXIC CRUSADER	20.00	14.00	10.00

NES

TITLE	NEW	S/HAND SELL	S/HAND BUY
BATMAN	40.00	23.00	17.00
BUBBLE BOBBLE	25.00	18.00	12.00
CAPTAIN PLANET	40.00	27.00	21.00
DOUBLE DRAGON III	40.00	27.00	21.00
DUCK TALES	40.00	27.00	21.00
FOUR PLAYER TENNIS	30.00	17.00	11.00
GREMLINS II	45.00	26.00	20.00
HIGH SPEED	42.00	24.00	18.00
KICK OFF	30.00	17.00	11.00
LUNAR POOL	25.00	15.00	9.00
MANIAC MANSION	50.00	28.00	22.00
NEW ZEALAND STORY	40.00	27.00	21.00
NORTH AND SOUTH	40.00	23.00	17.00
RAINBOW ISLAND	40.00	27.00	21.00
RESCUE RANGERS	40.00	23.00	17.00
ROAD FIGHTER	25.00	15.00	9.00
ROLLER GAMES	35.00	20.00	14.00
SIMPSONS	35.00	20.00	14.00
SOLSTICE	30.00	17.00	11.00
STAR WARS	45.00	26.00	20.00
SUPER MARIO BROS II	35.00	20.00	14.00
SUPER MARIO BROS III	35.00	24.00	18.00
TIME LORD	28.00	16.00	10.00
TOP GUN II	40.00	23.00	17.00
TOTALLY RAD	35.00	20.00	14.00
TURTLES II	45.00	26.00	20.00
WWF WRESTLING	30.00	17.00	11.00

MASTER SYSTEM

TITLE	NEW	S/HAND SELL	S/HAND BUY
AFTERBURNER	25.00	15.00	10.00
ASTERIX	27.00	19.00	14.00
BASKETBALL NIGHTMARE	25.00	15.00	10.00
DOUBLE DRAGON	25.00	15.00	10.00
DONALD DUCK	25.00	18.00	13.00
FLINTSTONES	25.00	18.00	13.00
INDIANA JONES	25.00	15.00	10.00
LINE OF FIRE	27.00	19.00	14.00
MERCS	27.00	16.00	11.00
MICKEY MOUSE	25.00	18.00	13.00
MOONWALKER	25.00	15.00	10.00
PSYCHO FOX	25.00	15.00	10.00
SHINOBI	25.00	15.00	10.00
SONIC THE HEDGEHOG	25.00	12.00	7.00
SUPER MONACO	25.00	15.00	10.00

LYNX

TITLE	NEW	S/HAND SELL	S/HAND BUY
APB	23.00	14.00	10.00
AWESOME GOLF	23.00	17.00	13.00
CHEQUERED FLAG	23.00	14.00	10.00
CRYSTAL MINES II	23.00	17.00	13.00
NINJA GAIDEN	23.00	17.00	13.00
ROADBLASTERS	23.00	14.00	10.00
ROBOTRON	23.00	14.00	10.00
STUN RUNNER	23.00	14.00	10.00
SUPER SKWEEK	23.00	17.00	13.00
TOKI	23.00	17.00	13.00
TURBO SUB	23.00	14.00	10.00
VIKING CHILD	23.00	14.00	10.00
WARBIRDS	23.00	14.00	10.00

QUOTED
HIP • ONLY
GAMES £2 USED GAMES

91000

PLEASE NOTE

Only a sample of our games are listed here.
For full listing, telephone now
for our FREE catalogue.

ALL GAMES SUBJECT TO AVAILABILITY.

6-2

ORDER • FORM

NOTE: ALL GAMES ARE UK OR US VERSIONS

WHIZZ KID GAMES LTD
22 STATION SQUARE
PETTS WOOD
KENT BR5 1NA

PLEASE ADD TO ALL ORDERS
P&P £1 PER GAME

MEMBERS No _____

PAYMENT

CHEQUE ☐
POSTAL ORDER ☐
CREDIT CARD ☐

PLEASE TELEPHONE BEFORE PLACING YOUR ORDER.

CREDIT CARD No.

NAME _____
ADDRESS _____
_____
TOWN _____
COUNTY _____ P/CODE _____
TEL _____

GAME	MACHINE	PRICE
DELIVERY		
TOTAL		

EXPIRY DATE

NOTE: ALL CHEQUES MUST CARRY A CHEQUE CARD NUMBER

OPENING OFFER
ANNUAL MEMBERSHIP
only £4.99

GAMES INTERNATIONAL

Some Games may not yet be released- PLEASE PHONE

SEGA GAME GEAR

AXE BATTLER	23.99	OLYMPIC GOLD	22.99
CASTLE OF ILLUSION	20.50	OUT RUN	19.99
CHESS MASTER	22.99	PENGO	16.99
COLUMNS	16.99	PSYCHIC WORLD	16.99
CRYSTAL WARRIORS	24.99	PUTT & PUTTER	19.99
DEVELISH	19.99	SHINOBI	19.99
DRAGON CRYSTAL	19.99	SLIDER	19.99
FACTORY PANIC	22.99	SOLITAIRE POKER	23.99
FANTASY ZONE	19.99	SONIC THE HEDGEHOG	19.99
G-LOC	23.99	SPACE HARRIER	23.99
HALLEY WARS	19.99	SUPER KICK OFF	18.99
LEADERBOARD	23.99	SUPER MONACO GRAND PRIX	16.99
DONALD DUCK	19.99	WONDER BOY	16.99
NINJA GAIDEN	19.99	WOODY POP	16.99

SEGA GAME GEAR Inc. Sonic the Hedgehog, Sega Mains Adaptor and *Free Membership* £115.99

SEGA BATTERY PACK FOR GAME GEAR *(Rechargeable from Mains Adaptor)* £28.99

SEGA GAME GEAR T/V TUNER £66.99

SEGA GAME GEAR INC. COLUMNS & *FREE MEMBERSHIP* £87.99

SEGA Mains Adaptor £12.99 for Game Gear

SEGA Car Adaptor £16.99 for Game Gear

SEGA Game Gear to Game Gear Multi-Cable £5.50

SEGA Wide Gear (Magnifies Screen) £13.99

24HR HOTLINE: 021-236 9888

OPEN FROM 8AM-6PM 7 DAYS A WEEK

All members will receive a *free* bi-monthly update of stocks and the latest releases with keenest prices.

SEGA MASTER SYSTEM II Inc. Alex Kidd, Control Pad and *Free Membership* £47.99 (Top Photo)

SEGA MASTER SYSTEM II Inc. Gangster Town, Alex Kidd, Light Phaser, two Control Pads and *Free Membership* £75.99 (Photo not shown)

SEGA MASTER SYSTEM II with Sonic the Hedgehog, Alex Kidd, two Joypads and *Free Membership* £75.99 (See left)

MASTER SYSTEM ACCESSORIES

SEGA AUDIO/VIDEO CABLE £7.99
(Master/Mega)
(improves graphics and sound)

CADDY PACK, (Master/Mega) £6.50
Holds 8 cartridges

CONTROL PAD £7.99

CONTROL STICK £12.99

INFRA RED CONTROL PAD £25.99

KONIX SPEEDKING AUTOFIRE £10.99
JOYSTICK

QUICKJOY SG JETFIGHTER £12.99
JOYSTICK

QUICK SHOT AVIATOR 3 ..... £22.99
JOYSTICK

MAINS ADAPTOR £8.99

LIGHT PHASER £26.99

LIGHT PHASER AND CARTRIDGE £39.99
INC SAFARI HUNT, GALLERY SHOOTING, AND CLAYPIGEON SHOOTING.

RAPID FIRE UNIT £6.99

SCART LEAD £8.99

SEGA MASTER SYSTEM

ACE OF ACES	26.99	DOUBLE DRAGON	23.99	MISSILE DEFENCE 3D	9.99
ACTION FIGHTER	10.99	DRAGON CRYSTAL	23.99	MOONWALKER	23.99
AERIAL ASSAULT	23.99	DYNAMITE DUKE	23.99	MS. PACMAN	23.99
AFTER BURNER	23.99	DYNAMITE DUX	23.99	MY HERO	10.99
ALEX KIDD HIGH TECH	23.99	ENDURO RACER	9.99	NINJA	9.99
ALEX KIDD LOST STARS	23.99	ESWAT	23.99	NINJA GAIDEN	31.99
ALEX KIDD SHINOBI WORLD	23.99	F16 FIGHTER	14.99	OLYMPIC GOLD	27.99
ALIEN STORM	23.99	FLINTSTONES	23.99	OPERATION WOLF	23.99
ALTERED BEAST	23.99	FORGOTTEN WORLDS	23.99	OUT RUN	23.99
AMERICAN BASEBALL	23.99	GAIN GROUND	23.99	OUT RUN EUROPA	27.99
AMERICAN PRO FOOTBALL	23.99	GALAXY FORCE	23.99	PACMANIA	27.99
ASTERIX	26.99	GANGSTER TOWN	19.99	PAPERBOY	23.99
AZTEC ADVENTURE	10.99	GAUNTLET	23.99	PHANTASY STAR	30.99
BACK TO THE FUTURE 2	23.99	GHOSTBUSTERS	23.99	POPULOUS	27.99
BACK TO THE FUTURE 3	27.99	GHOULS 'N GHOSTS	23.99	POSEIDON WARS 3D	9.99
BANK PANIC	10.99	GLOBAL DEFENCE	10.99	PRO WRESTLING	20.50
BASKETBALL N/MARE	23.99	G-LOC	23.99	PSYCHIC WORLD	23.99
BATTLE OUTRUN	23.99	GOLDEN AXE	23.99	PSYCHO FOX	23.99
BLACK BELT	10.99	GOLDEN AXE WARRIOR	26.99	QUARTET	20.50
BLADE EAGLE 3D	9.99	GOLVELLIUS	23.99	RAMBO III	23.99
BOMBER RAID	23.99	GREAT FOOTBALL	19.99	RAMPAGE	23.99
BONANZA BROS	23.99	HEROES OF THE LANCE	27.99	RASTAN	23.99
CALIFORNIA GAMES	23.99	IMPOSSIBLE MISSION	23.99	R.C. GRAND PRIX	23.99
CASINO GAMES	23.99	INDIANA JONES	23.99	RESCUE MISSION	9.99
CASTLE OF ILLUSION	23.99	JO MONTANA FOOTBALL	23.99	R-TYPE	23.99
CHAMPIONS OF EUROPE	27.99	JUNGLE FIGHTER	23.99	RUNNING BATTLE	23.99
CHASE H.Q.	23.99	KENSEIDEN	23.99	SAGIA (DARIUS II)	26.99
CHESS	27.99	KLAX	26.99	SCRAMBLE SPIRITS	23.99
CHOPLIFTER	19.99	LASER GHOST	23.99	SENNA SUPER MONACO 2	27.99
COLUMNS	19.99	LINE OF FIRE	26.99	SHADOW DANCER	26.99
CYBER SHINOBI	23.99	LORD OF THE SWORD	23.99	SHADOW OF THE BEAST	27.99
DEAD ANGLE	23.99	MAZE HUNTER 3D	9.99	SHINOBI	23.99
DICK TRACY	23.99	MERCS	26.99	SHOOTING GALLERY	20.50
DONALD DUCK	26.99	MIRACLE WARRIOR	26.99	SLAP SHOT	23.99
SONIC THE HEDGEHOG	23.99	TENNIS ACE	23.99
SPACE HARRIER	23.99	THUNDER BLADE	23.99
SPACE HARRIER 3D	9.99	TRANSBOT	9.99
SPEEDBALL	23.99	ULTIMA 4	30.99
SPELLCASTER	23.99	VIGILANTE	23.99
SPIDERMAN	23.99	WIMBLEDON TENNIS	27.99
SPY VS SPY	15.99	WONDER BOY	20.50
STRIDER	23.99	WONDER BOY IN ML	23.99
SUBMARINE ATTACK	23.99	WONDER BOY III	23.99
SUMMER GAMES	23.99	WORLD CUP ITALIA '90	20.50
SUPER KICK OFF	27.99	WORLD GRAND PRIX	10.99
SUPER MONACO GRAND PRIX	23.99	WORLD SOCCER	20.50
SUPER SPACE INVADERS	26.99	XENON 2 "MEGABLAST"	23.99
TEDDY BOY	9.99	Y's THE VANISHED OMENS	26.99
		ZAXXON 3D	9.99

MEGADRIVE ACCESSORIES

CARTRIDGE SOFT PACK (Master/Mega)-Holds 8 cartridges £9.99

CONTROL PAD £15.99

MAINS ADAPTOR £12.99

POWER BASE CONVERTER (Allows you to play Master System games on Megadrive) £26.99

SEGA MEGADRIVE

688 ATTACK SUB	31.99	GALAXY FORCE II	31.99	QUACK SHOT-DON/DUCK	31.99
ABRAMS TANK	31.99	GHOSTBUSTERS	27.99	RAMBO 3	24.99
AFTERBURNER II	27.99	GHOULS 'N' GHOSTS	35.50	REVENGE OF SHINOBI	27.99
ALEX KIDD ENCH. CASTLE	16.99	GOLDEN AXE	27.99	ROAD RASH	31.99
ALIEN STORM	27.99	GOLDEN AXE 2.	31.99	ROBOCOD (JP 2)	31.99
ALISIA DRAGOON	33.99	GYNOUG	31.99	SHADOW DANCER	27.99
ARNOLD PALMER GOLF	28.99	HARDBALL	31.99	SHADOW OF THE BEAST	35.99
ART ALIVE	23.99	HARD DRIVIN'	31.99	SONIC THE HEDGEHOG	26.99
BATTLE SQUADRON	32.99	HERZOG ZWEI	27.99	SPACE HARRIER 2	16.99
BLOCKOUT	30.99	IMMORTAL (THE)	35.50	SPIDERMAN	31.50
BONANZA BROS	27.99	JEWEL MASTER	27.99	STARFLIGHT	38.99
BUCK ROGERS	38.99	JOHN MADDEN 1992	31.99	STREETS OF RAGE	28.99
BUDOKAN	31.99	JOE MONTANA 2	31.50	STRIDER	35.50
BURNING FORCE	28.99	JORDAN VS BIRD	31.99	SUPER HANG-ON	16.99
CALIFORNIA GAMES	31.99	KID CHAMELEON	30.99	SUPER HYDLIDE	31.50
CASTLE OF ILLUSION	31.99	KING'S BOUNTY	27.99	SUPER LEAGUE BASEBALL	27.99
CENTURION	31.99	KLAX	27.99	SUPER REAL BASKETBALL	27.99
COLUMNS	24.99	LAST BATTLE	16.99	SUPER THUNDERBLADE	16.99
CRACKDOWN	28.99	MARBLE MADNESS	31.50	SWORD OF SODAN	31.99
CYBERBALL	27.99	MARIO LEMIUX HOCKEY	31.50	SWORD OF VERMILLION	38.99
DECAPATTACK	27.99	MERCS	31.50	TAZMANIA	31.99
DESERT STRIKE	31.99	MIKE DITKA POW/FOOT	24.99	THUNDERFORCE 2.	27.99
DJ BOY	29.99	MOONWALKER	27.50	TOE JAM AND EARL	31.50
DICK TRACY	31.99	MONSTER LAIR`	28.99	TOKI	31.99
DYNAMITE DUKE	27.99	MYSTIC DEFENDER	27.99	TRUXTON	27.99
EA HOCKEY	31.99	OLYMPIC GOLD	31.99	TURBO OUTRUN	30.99
ESWAT	27.99	OUT RUN	31.50	TURRICAN	25.99
F-22 INTERCEPTOR	31.99	PACMANIA	31.50	TWIN HAWK	27.99
FAERY TALE ADVENTURE	31.99	PAPERBOY	30.99	WHERE IN TIME/CARMES	38.99
FANTASIA	31.99	PHANTASY STAR 2	46.99	WONDERBOY-	
FIRE SHARK	31.99	PHANTASY STAR 3	38.99	MONSTERWORLD	38.99
FLICKY	24.99	PHELIOS	27.99	WORLD CUP ITALIA '90	16.99
GAIN GROUND	27.99	PITFIGHTER	38.99	WRESTLE WAR	27.99
				ZANY GOLF	31.99
				ZERO WING	31.99
				ZOOM	24.99

SEGA MEGADRIVE SONIC PACK Inc Sonic Joypad, Free Control Pad and *Free Membership* £117.99

SEGA ARCADE POWER STICK £32.99

ONLY MEMBERS CAN BUY AT THESE SENSATIONAL PRICES. ORDER TODAY TO RECEIVE THE SPECIAL INTRODUCTORY OFFER OF £4.99 MEMBERSHIP.

I would like to order the following items:

NEW MEMBERSHIP ..... £

Please add 5% to each item if paying via credit card.

1. ..... £
2. ..... £
3. ..... £
4. ..... £
5. ..... £

All prices include postage and VAT

TOTAL ..... £

Please print in CAPITAL LETTERS:

Name .....

Address .....

.....

Postcode .....

Tel: .....

Machine Type .....

Membership No. (if applicable) .....

HOW TO PAY

Cheques and Postal Orders welcome
Visa/Mastercard/Eurocard-Add 5%

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Credit card expiry date .....

Signature .....

Cheques payable to: **Games International, P.O. Box 2797, Birmingham B1 3LJ.**

Games International, P.O. Box 2797, Birmingham B1 3LJ. Tel: 021-236 9888. Fax: 021-233 3695

POWER REVIEWS

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

We may just be coming out of a recession, but that still doesn't mean you can afford to buy any old naff game! Read the *Sega Power* review first and don't buy a dog!

YEP, IF THERE'S ONE THING you want to be certain of when buying a new game, it's whether that cart you're spending all your dosh on is worthy or not. Not all Sega titles are worth the money – which is where we come in. We put each and every game through its paces and then tell you whether it's gonna be great VFM... Or not...

• 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%

- **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?

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.

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?

ALIEN 3 .....Page 22
Nasty space aliens run amok on the Mega Drive and Master System. Eeek!

DRAGON'S FURY .....Page 26
Here's a great pinball game for the Mega Drive converted from the coin-op.

SAGAIA .....Page 28
Evil laser death comes to the Master System with a vengeance – again.

SPLATTERHOUSE 2 .....Page 30
Stick your hockey mask on and go play with monsters on your Mega Drive!

CHAMPS OF EUROPE .....Page 32
Football game for the Master System.

GRAND SLAM .....Page 33
Jap tennis game for the Mega Drive.

NINJA GAIDEN .....Page 34
Master System beat-'em-up action.

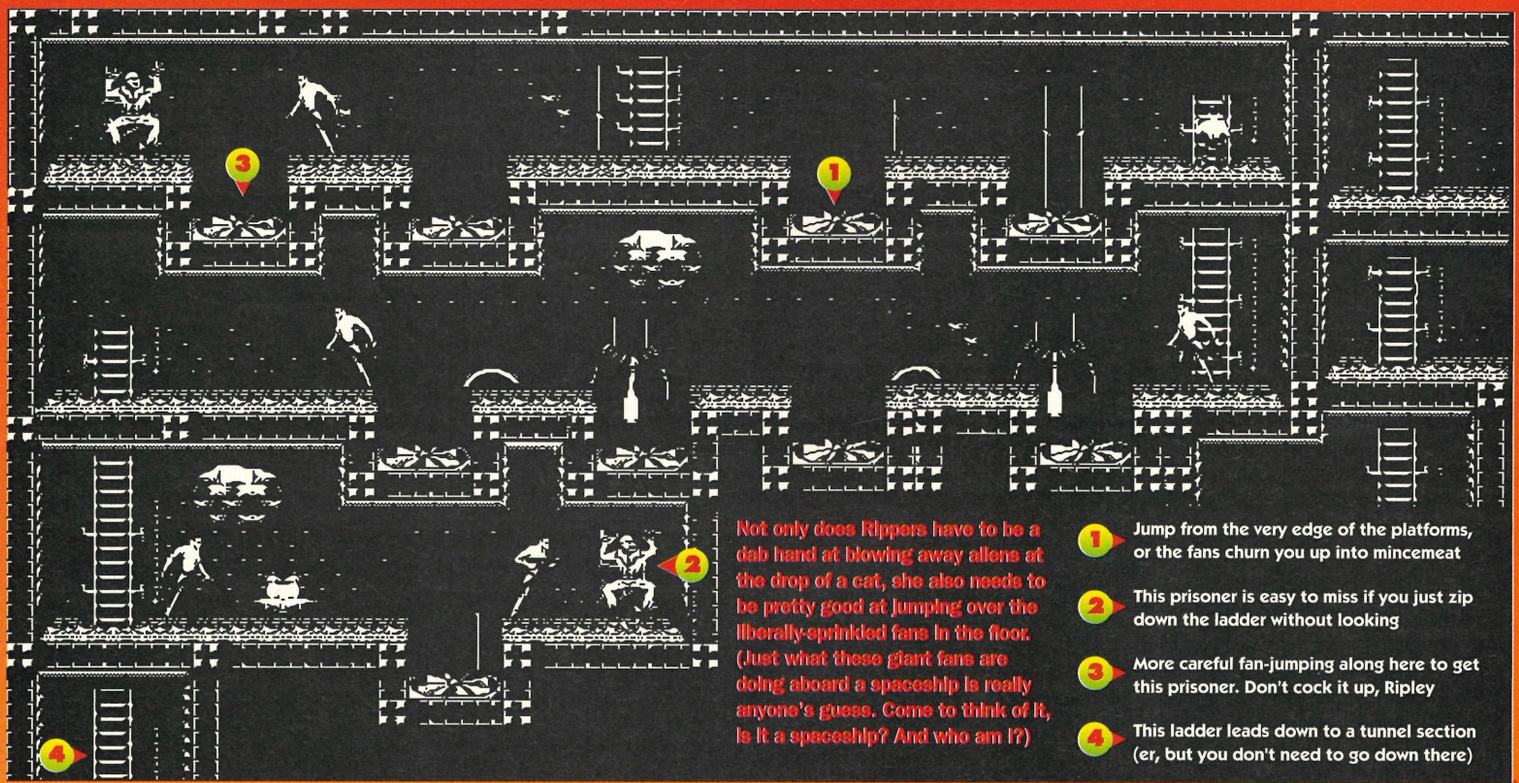
CADASH .....Page 37
RPG meets arcader on the Mega Drive.

OLYMPIC GOLD .....Page 38
Smart multi-event Game Gear title.

MARBLE MADNESS .....Page 39
Ball rolling action on the Game Gear.

THE EXPERTS

- **Andy Smith:** John Hurt in the first "Alien" was by far the best
- **Desirée Cousteau:** Got to be Sigourney... She's ace in all of them
- **John Cantlie:** Lance Henriksen was superb as the android in "Aliens"
- **James Leach:** Hudson is just the maddest grunt. He gets my vote!
- **Richard Longhurst:** The bitch. The best film character since Lassie!



Not only does Rippers have to be a dab hand at blowing away aliens at the drop of a cat, she also needs to be pretty good at jumping over the liberally-sprinkled fans in the floor. (Just what these giant fans are doing aboard a spaceship is really anyone's guess. Come to think of it, is it a spaceship? And who am I?)

1. Jump from the very edge of the platforms, or the fans churn you up into mincemeat
2. This prisoner is easy to miss if you just zip down the ladder without looking
3. More careful fan-jumping along here to get this prisoner. Don't cock it up, Ripley
4. This ladder leads down to a tunnel section (er, but you don't need to go down there)

ALIEN 3

• In space, no-one can hear you, er, do anything really... • Mega Drive • Flying Edge • £34.99 • UK Official Release •

Wot? Call that an alien? Pah, we say... Andy Smith fearlessly peers the toothsome thing full in the face and finds it's face-huggingly, chest-burstingly, acid-spittingly good. Kinda. WARNING: Do not play this game on a full stomach...

WEEELL, IT'S NOT GREAT, but it could have been a lot worse. At least the Alien looks vaguely like the Alien – rather than a cat with a bladder problem. But instead of going for the RPG approach – wandering around in 3D looking for the alien, laying traps, that sort of strategy stuff – Probe have gone for the straightforward platform shoot-'em-up. A shame really.

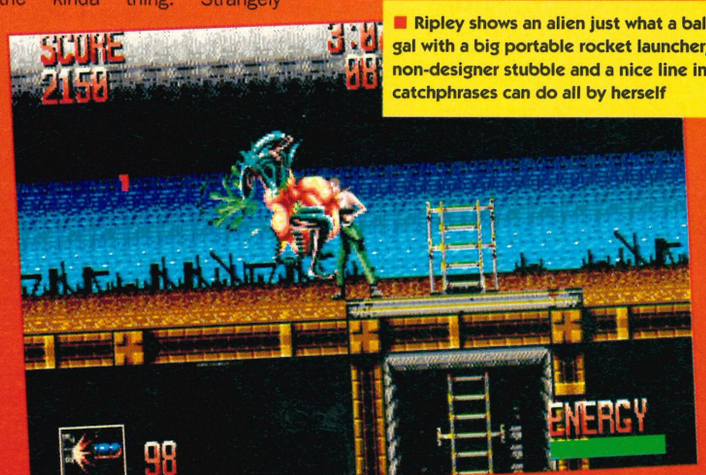
Aliens – being aliens – have gone and nicked some of your men and hidden them in various places around your ship – what we in the trade call "levels." So the bullet-headed Ripley, or what we in the trade call "you," bounds around alien-toasting, prisoner-collecting and picking up ammunition – all within a tight time limit (and with one hand tied behind her back).

Miraculously, Rippers manages to carry five different weapons at once and still look remarkably cool – well, bald, anyway. A rapid-fire machine gun, a flame thrower, grenades, you know the kinda thing. Strangely enough, the bestest weapon turns out to be the bog standard machine gun – it's quick, it's efficient and it makes a nice noise – very important.

And talking of nice noises, there's some funky music running through the game too – there's even a nifty bit of piano. As I said, nice.

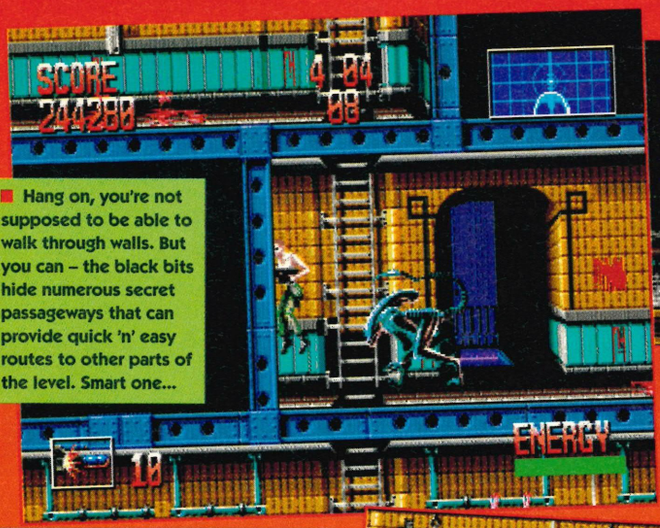
The sections where everything goes very dark and you're left crawling blindly

■ The flamethrower's impressive to look at but it isn't much cop at killing things. You virtually need to shake the alien by the blimmin' tonsils before you can get close enough to kill it. Not very pleasant

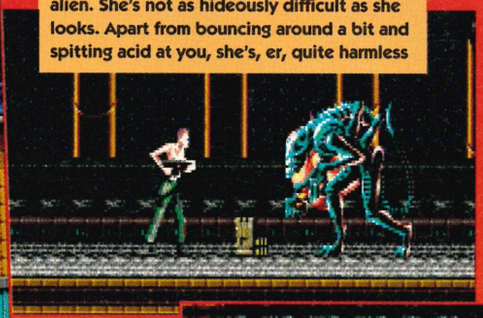


■ Ripley shows an alien just what a bald gal with a big portable rocket launcher, non-designer stubble and a nice line in catchphrases can do all by herself

BURST THOSE CHESTS IN *ALIEN 3!*



■ Hang on, you're not supposed to be able to walk through walls. But you can – the black bits hide numerous secret passageways that can provide quick 'n' easy routes to other parts of the level. Smart one...



■ The end of level three – cue the mother alien. She's not as hideously difficult as she looks. Apart from bouncing around a bit and spitting acid at you, she's, er, quite harmless

■ Horrible chest-bursting shenanigans in Ripley-fails-to-rescue-prisoners-in-time horror. *(Could we please have that one in English, d'ya think? – Dan)*

POWER POINTS

PLAYERS 1
Don't bother bringing a friend!

LEVELS 7
Bigger and more complex as you go on.

SAVE GAME NO
But you do get up to nine continues.

LIVES 1
You can easily top up your energy levels by collecting first aid kits.

SKILL LEVELS 3
Easy, Normal and Hard. You get more time but fewer weapons on later levels.

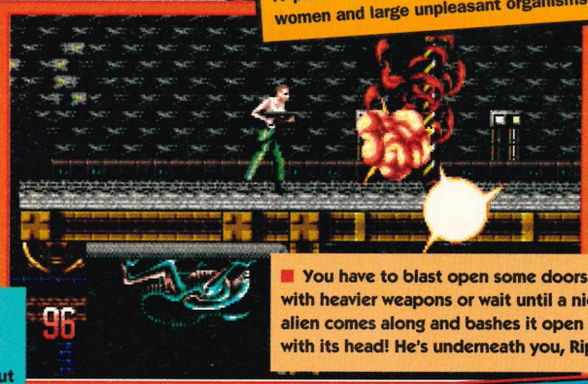
OPTIONS
Just music, sound and so on.

IDEAL GAME–PLAYER
A platform freak with a desire for bald women and large unpleasant organisms.

ALTERNATIVES

***The Terminator* (Sega Power 32: 87%) is a similar sort of game, but it's a tad superior because of its far more atmospheric intro screens and special visual effects.**

■ Waste the alien pods before they open – those face-huggers are hell to get off once they burst out



■ You have to blast open some doors with heavier weapons or wait until a nice alien comes along and bashes it open with its head! He's underneath you, Rip!

down a tunnel work a treat – you just know something big, nasty and alien-like is going to leap out and do horrible things to your face.

The face-huggers are particularly pleasant. If you don't shoot the eggs in time, the little nadgers burst out, scuttle about a bit and then launch themselves at your face – leaving you to writhe on the floor until you knock them off. Most excellent. In fact, *Alien 3* is pretty much excellent all over, although there are a few annoying faults. Climbing on and off ladders is sometimes tricky, for example, because the controls are just so damn finicky. It's extremely galling to run out of time just because you can't get on (or off) a blummin' ladder.

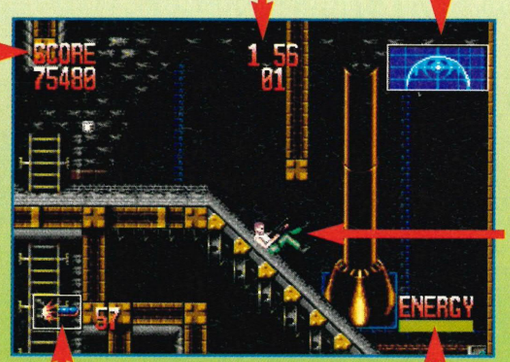
The game doesn't do anything startlingly new, but it does what it does well. And in the end, that's all you can ask of a colander (or a game for that matter).

SEGA POWER

■ Ripley, tired and confused after a long day's alien-splurging, mistakes one of the prisoners for an unusually-shaped alien pod and toasts it. The prisoner takes it all remarkably well considering

IT'S ALL BLIMMIN' ALIEN TO ME

But, hey! It needn't be. Just use the ever-handy indicators around the screen and in no time you too can have that original chest-bursting experience.



■ Time left and number of prisoners remaining to be rescued (only one to go!)

■ The ever-handy scanner shows the location of nearby aliens and prisoners. "Dallas, get out of there, it's right on top of you!" (etc. etc...)

■ Your score. Er, this shows your score

■ Ripley sliding down a slope on her (sore) bottom

■ The currently-selected weapon and the number of rounds of ammo remaining

■ Energy. Sapped by the dribbling aliens, replenished by first aid kits. Simple

• ALIEN 3 • MEGA DRIVE • FLYING EDGE • £34.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION MEDIUM

TIME TO COMPLETE Four to five weeks

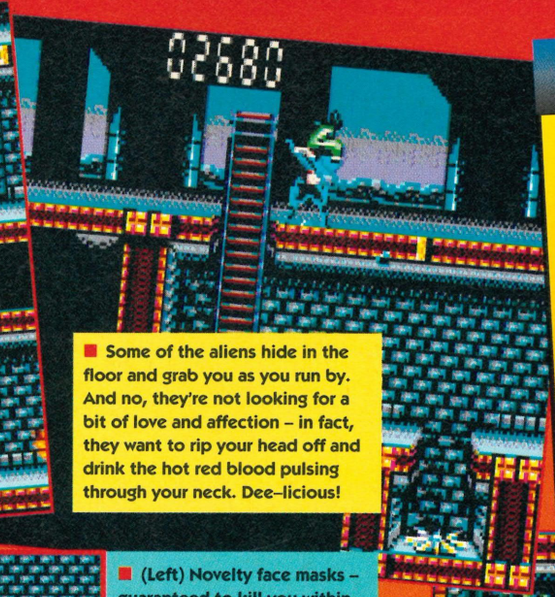
- Gameplay flows well
- Good claustrophobic tunnel bits
- Selectable weapons
- Large (ish) levels
- Dead easy to get into
- Good fun
- Listenable music
- Satisfying sound effects
- Tons of continues (if you want 'em)
- Not very atmospheric

SEGA POWER SAYS

"Earth-shattering it ain't, but *Alien 3* is a solid game with lots going for it. It'll keep you up nights – but not through fear. It's just as addictive as hell!"

82%

■ Unlike the creatures in the Mega version, the aliens here don't die quite so messily. They just sort of explode in a flash of coloured light. I can remember when the whole family used to gather round for a good alien explosion too. Those were the days...



■ Some of the aliens hide in the floor and grab you as you run by. And no, they're not looking for a bit of love and affection – in fact, they want to rip your head off and drink the hot red blood pulsing through your neck. Dee–licious!

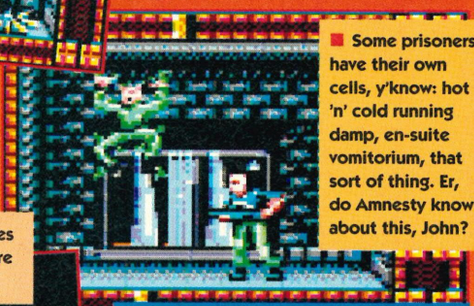
ALTERNATIVES

The Terminator (*Sega Power* 32: 81%) comes the closest – but then, it would, wouldn't it? It's by the same team – Probe Software.

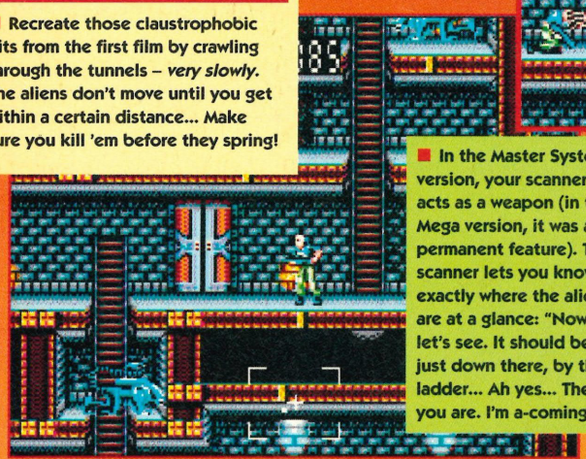
(And they just happen to be the subject of a special *Power* feature on page 46. Betcha didn't know that!)

■ Recreate those claustrophobic bits from the first film by crawling through the tunnels – *very slowly*. The aliens don't move until you get within a certain distance... Make sure you kill 'em before they spring!

■ (Left) Novelty face masks – guaranteed to kill you within three minutes (or your money back). Hurry though – sale ends Bank Holiday Monday...



■ Some prisoners have their own cells, y'know: hot 'n' cold running damp, en-suite vomitorium, that sort of thing. Er, do Amnesty know about this, John?



■ In the Master System version, your scanner acts as a weapon (in the Mega version, it was a permanent feature). The scanner lets you know exactly where the aliens are at a glance: "Now let's see. It should be just down there, by that ladder... Ah yes... There you are. I'm a-coming!"

■ Lobbing grenades into tunnels and enclosed spaces is a good way of smoking out any lurking aliens before you clamber in and get your arms and legs ripped off

POWER POINTS

PLAYERS 2
But not simultaneously, of course.

LEVELS 15
A huge area for you to lose your life in.

SAVE GAME NO
Get out! That's the coward's option.

LIVES Quite a few
You've got an energy limit and only four continues to play with.

SKILL LEVELS 1
You don't want it any harder.

OPTIONS
Usual stuff – sound and so on.

IDEAL GAME-PLAYER
Sigourney Weaver presumably...

ALIEN 3

• Master System • Flying Edge • £34.99 • Official Release •

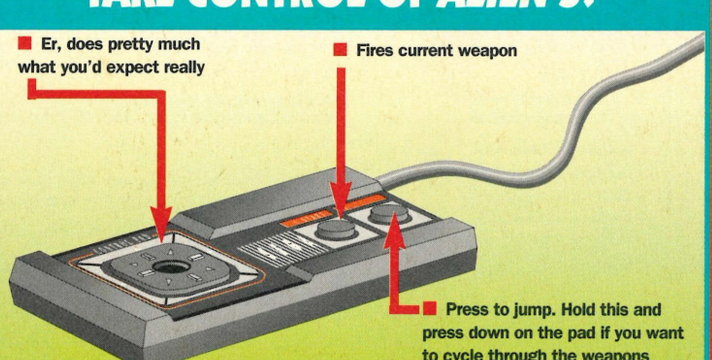
Nothing stops the alien, not even the missing 8–bits of the Master System. The eternally brave Andy Smith takes a deep breath, shouts "Yo!" a lot and pretends he's ready to face the dreadful alien yet again.

AH YES. HERE WE ARE... THE Master System version. You know what to expect – a cut-down conversion of the Mega title, but with less impressive visuals, disappointing music 'n' sound effects and simplified gameplay... And, by God, that's just what you get.

The graphics are smaller, the levels aren't as large – and a few other salient details (like the scanner and the way you select weapons, for example) have changed quite a bit too.

Otherwise it's the same game (within the limitations of the 8-bit machine, of course). One thing has changed though, and that's the gameplay... It's much easier than the Mega Drive version because the aliens don't spring on you quite so suddenly. On the whole, then, not bad for a Master game, but it is still just another okay Mega to Master conversion.

TAKE CONTROL OF *ALIEN 3!*



• ALIEN 3 • MASTER SYSTEM • FLYING EDGE • £34.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
Four weeks probably

- Large levels
- Some good animation
- Easy to get into
- Lots of different weapons
- Spooky tunnel sections
- Good fun
- Nasty but challenging time limit
- Plenty of continues
- Useless sound
- Small graphics

SEGA POWER SAYS
"A marginally good effort for the old 8-bit Master System. A little bit easier than the Mega Drive version, but well worth dipping into your pockets for anyway."

72%

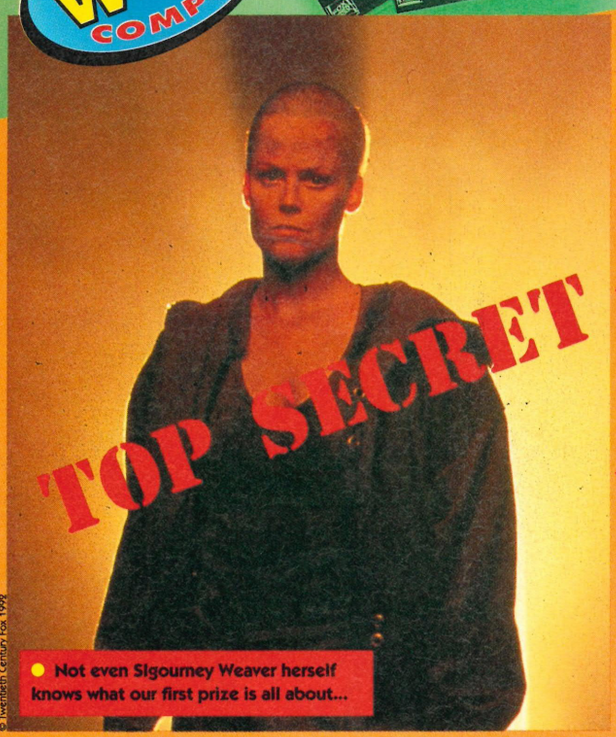
● Win graphic novels – or videos of the first two films!

CHEST BURSTIN'!

● Win awesome *Alien 3* gear in our ace compo! ●

● For a complete list of Titan books and films, send an S.A.E. to: Titan Books Mail Order, 19 Valentine Place, London SE1 8QH.

POWER WIN! COMPO



● Not even Sigourney Weaver herself knows what our first prize is all about...

© Twentieth Century Fox 1992

WE'VE GOT NINE COPIES OF THE CHILLING Acclaim game plus trailer-loads of promo gear to give away in our totally fantastic *Alien 3* competition. For facehugger fans everywhere, this is the compo of a lifetime...

WHAT YOU WIN

1 The winner of this wicked competition is gonna be walking away with something so classified, something *so* secret, not even Sigourney Weaver has one yet. Believe us, this is one *hot* number.

2 Coming up in second place are nine copies of *Alien 3* the game: three each on the Mega Drive, the Master System and the Game Gear. Take a look at our reviews (starting on page 22) to get some idea of what you could be winning. This title is a *beast*.

3 The next five names dragged kickin' 'n' squealin' from the *Sega Power* fridge will each win boxed sets of "Alien" (the original version), and "Aliens," the action-packed sequel to the original shocker (which also stars Michael Biehn and the colonial Marine corps).

4 Next, we've got five complete sets of all the "Alien" titles in graphic novel form, courtesy of those excellent people at Titan Books. Featuring some horrifying artwork from artists like Denis Beauvais, these novels are truly fantastic to look at – and they're a great read too.

5 Finally, 30 runners-up can chill out for the rest of the summer with some special "Alien 3" gear. And with ten baseball caps, ten T-Shirts and ten bumbags up for grabs, you can't fail to win something! It's all high quality stuff too and emblazoned with the logo on black. Very slick, and definitely gear to get into for '92.

THE BITCH IS BACK...

In the first film, "Alien," Ripley and the ship's cat were the only two creatures to survive the horrors of the Alien. What was the cat's name? Was it:

A. Smith?
B. Jones?
C. Tom?

Write down your answer on a postcard (don't forget to include your chest measurements by the way) and send it in to: **The Bitch Is Back, *Sega Power*, Future Publishing Ltd, Beauford Court, 30 Monmouth St, Bath, Avon BA1 2BW.** Now get to it, people – you've only got until **Thursday 10 September 1992** to SEGA POWER get your entries in.

POWER WIN! COMPO

● Ten baseball caps, ten T-Shirts and ten bumbags up for grabs. Excellent!

ALIEN, ALIENS, ALIENARUM...

"We'd already done 'guns' in the second movie" said Sigourney Weaver, "and we were very worried that a third film wouldn't measure up to the first two."

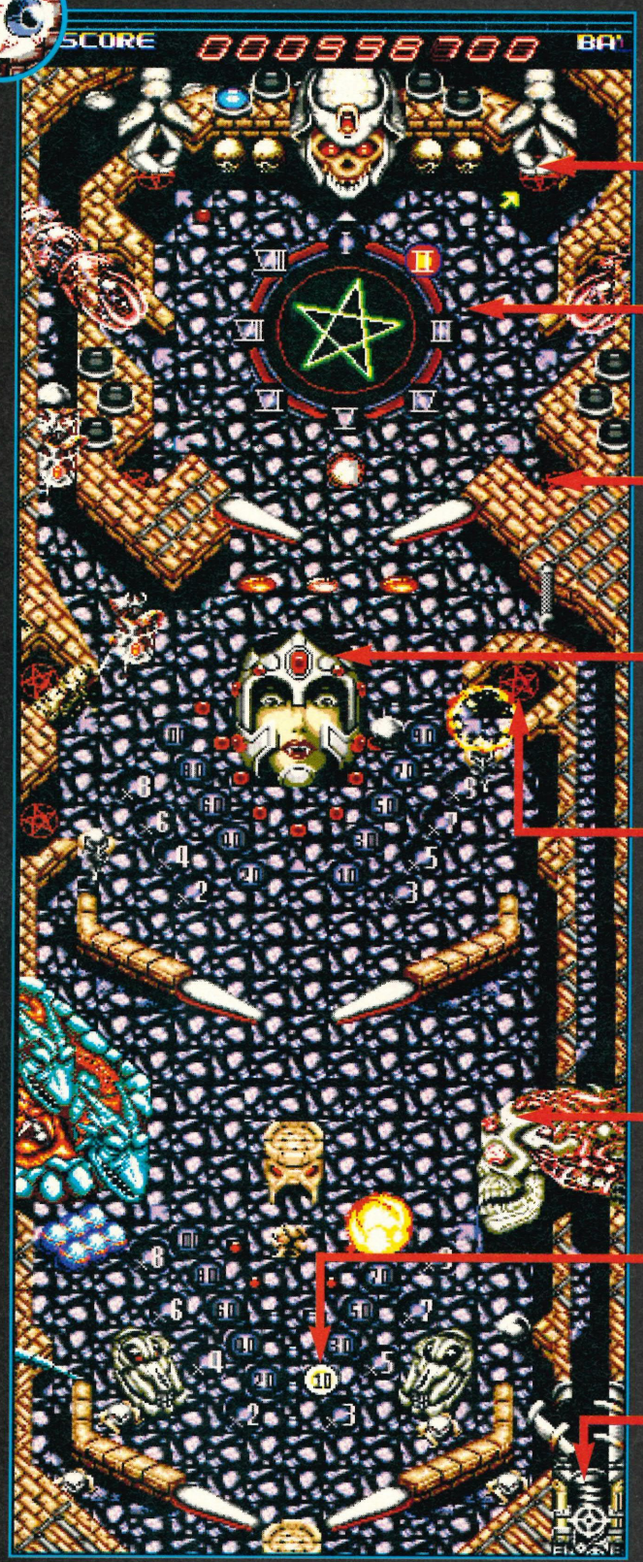
Set in a planetary penal colony inhabited by murderers, rapists and other savoury characters, the film starts off with Ripley crashlanding on said planet – and bringing "something" else with her...

I won't ruin everything by saying what happens, but as Weaver says of the ending: "We wanted to finish with the two most powerful images of the Alien – the chestburster and Ripley." Ooer, that's wrecked it...

RULES

1. **IMPORTANT: The videos offered as prizes in this competition both have a certificate of "18 or over." We cannot award the prizes to entrants under that age.**
2. **Employees of Future Publishing Ltd, Acclaim and Twentieth Century Fox cannot enter this compo.**
3. **Multiple entries will undergo Andy's infamous "Alien" treatment (you have to see it to believe it).**
4. **In space, no-one can hear you scream, it's quite true.**
5. **The closing date is Thursday 10 September 1992.**

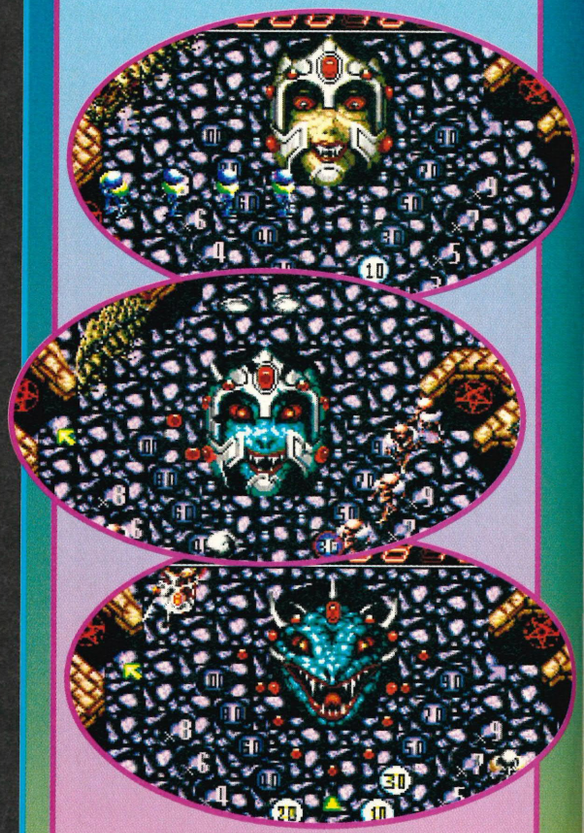
PINBALL WIZARDRY: TAKE IT FROM THE TOP!



- The fists are closed at the moment – but if you can get the ball up round the back here, they'll open up again
- Get the ball up here and you're laughing. This is an excellent place for racking up those bonus points
- Bung the ball in here and it'll boing back and forth between the fists (provided one of 'em is open, that is...)
- Channel the ball into the top of the head for extra points (see the Two-Faced Bitch boxout for more info)
- These pentagles take you to the bonus levels, but only if you've lit up the arrow at the entrance... Play on!
- The skull has a good laugh whenever you lose a ball. It's humiliating but not anything to get majorly worried about
- Light up the numbers in sequence for extra points
- The ball starts here. Pull the spring right back to the max by holding down one of your Fire Buttons

TWO-FACED BITCH!

The table itself changes as you play the game. The face in the top, for instance, starts off quite human-like and placid. A couple of whacks later,



however, and it turns out like one of those things out of that crappy old "V" series. Too much pinball playing can ruin your health, obviously.

POWER GOLD FACTOR

Not so very long ago, wanging a ball bearing around a glass-covered table was considered the very height of arcade sophistication. Our Desirée Cousteau relives those heady days and finds it's even more fun on the Mega Drive. Excellent!

DRAGON'S

Boy, this sure plays a mean pinball! • Mega Drive • Domark

REMEMBER PINBALL? COURSE YOU DO. Wasn't very good, was it? I mean, the balls seemed to be weighted on one side, there was always a tacky picture of a semi-clothed female on the front of the machine, and to tilt the table you practically needed to pick the damn thing up and throw it about the room. Well, *Dragon's Fury* is more of the same, but this isn't your average two-

BONUS! GOOD CALL! WAY!

Part of the challenge in *Dragon's Fury* is finding the location of the bonus screens. The other part, of course, is completing the darn things when you do find them!

■ To kill these dragons, you must propel the ball up over their heads. It can then bounce around on its own and zap them all without you having to raise a flipper!

■ First, you must crack the jugs with the ball. This releases the bats which just happen to be living inside (odd, innit?). It's an easy job to then wipe them out

■ Sadly, there isn't an easy way to get rid of these rotating ball-rings apart from hitting them a lot. To make things worse, they reappear once you've killed them!

■ Aha, that'll be the floating skullheads in bubbles then. Hmm, easy-to-mid range difficulty for this one. Pop away with the silver ball and it ain't a major problem

■ From the caves emerge small red men with pointy sticks. Roll the ball into a few of these caves and it's catapulted back out again (a common *Devilish* feature!)

■ Roll the ball into the faces' eyes and it flies back out again. You need to hit the skulls directly to kill 'em. And remember to kill the face in the background too...

TAKE CONTROL OF *DRAGON'S FURY!*

■ You can use this as the left flipper, right flipper or to operate tilt

■ You can also use this as the left flipper, right flipper or tilt

■ Rather similar to Buttons A and B

■ Um, exactly the same as Button A

POWER POINTS

PLAYERS 1–2
But it's still fun with one.

LEVELS 6
Well, sort of. Six bonus levels to beat.

SAVE GAME YES
Passwords reward spanking good play.

BALLS 3
But you can pick up extras.

SKILL LEVELS 1
A few harder levels would've been nice.

OPTIONS
Sound FX and music test, fast/slow ball speed and auto/normal tilt.

IDEAL GAME–PLAYER
Anyone with two or three days to spare!

lights-and-a-spring table. Oh no. The concept's the same – propel a ball around a table and try to rack up as many points as you can without losing it – but there are just one or two rather snazzy "extras."

For a start, the tables are three screens tall and have three sets of flippers. Demonic characters strut around and explode on contact with the ball. Special pentagles warp you to bonus screens where you can amass huge scores by using the ball to kill all the on-screen creatures.

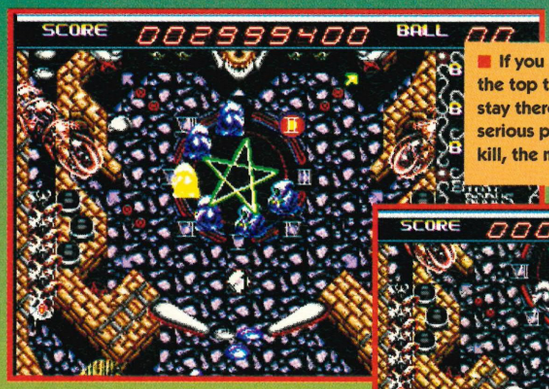
Bits and bobs are flashing, exploding, laughing and whizzing all around you – lose concentration for a second and you're done for.

This really is an excellent game. To the simplest of ideas, Domark have added tons of extra bits. It's so compulsive that once you start playing it you can pretty much write off the rest of the day.

The familiar cries of "Right, I'm definitely going to do it this time" and "Oh, come on, that's just not fair!" occur with frightening regularity while you're playing.

If you've never been into pinball before, *Dragon's Fury* will change your mind. If you're a ball bearing virtuoso, even better – prepare for a challenge the likes of which you won't find on any real pinball table.

It's not complicated and it doesn't have a big film licence, but *Dragon's Fury* is still one of the most addictive Mega games to have appeared in a long time. SEGA POWER



■ If you can make your way to the top third of the table and stay there, you can make some serious pointage. The more you kill, the more there is to kill!

■ As the aliens emerge from the dragon's mouth, they shimmer like mad. This means they're invincible. You can only kill 'em when they're all outside the dragon's gob

FURY

£39.99 • Official Release •

• DRAGON'S FURY • MEGA DRIVE • DOMARK • £39.99 • UK OFFICIAL RELEASE •

POWER GOLD FACTOR

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
It doesn't matter

- Fast, fun and noisy
- Very addictive
- Excellent bonus stages
- Atmospheric graphics
- Punchy sound effects
- Two-player option
- Realistic ball motion
- Loads of hidden bits
- Still very addictive...
- ...even more addictive than that!

SEGA POWER SAYS

"A pinball game that goes so far beyond pinball it's almost spooky! More addictive than several small addictive things lumped together into one huge addictive thing."

90%

SAGAIA

• Let 'em ave it, son! Go at 'em with all guns blazing! • Master System • Sega • • £32.99 • UK Official Release •

Forget the awful name, says Richard Longhurst, this game isn't quite as stupid as it sounds. So what are you waiting for? Play a shoot-'em-up that *really* kicks alien butt!

WHAM, BLAM, I THANK you, ma'am. Great! Yet another wave of aliens and another heap of twisted metal lies burning on the planet surface. It's non-stop action from start to finish with *Sagaia* (also known as *Darius 2*).

But what a totally dumb name for a game! It might mean something terribly cool in Japanese, but to most of us here in Old Blighty it just says "We couldn't think of a decent title for this cart. Er, this'll do..."

But don't let the sad name put you off. Beneath the trendy surface, there's a wicked blast-'em-up just desperate to get out and grab you by the throat.

Okay, so the graphics don't match *R-Type's* for style, but for sheer damn toughness and playability, *Sagaia* is one real mean mutha.

There are loads of different aliens to destroy, plenty of power-ups, but best of all, there are bosses that you'll just love to kill. What's more, just when you think you've defeated a boss, there's usually a bit of a surprise waiting – like when the second level guardian swallows your

POWER POINTS

PLAYERS 1
It's you against them – solo.

LEVELS 12
But luckily you don't need to do them all to complete the game.

SAVE GAME NO
No way, José.

LIVES 1–5
Choose from the options screen.

SKILL LEVELS 3
Easy, Normal and Hard.

OPTIONS
Play Proco Junior or Tiat Young. Tiat's ship shoots double shots and he gets the vertical laser beam from the start.

IDEAL GAME–PLAYER
A shoot-'em-up fan after a challenge.

■ Here they are – the heroes of *Sagaia*. Their two ships offer different degrees of firepower. Taito's ship is more powerful

■ Sometimes the only way to escape is to get to the front of the screen and fire like mad. Grab the square blobs, because they're power-ups

BOSSES WITHIN BOSSES THAT NEVER EVER DIE...

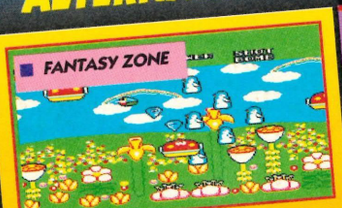
One of *Sagaia's* most groovy features is the weird behaviour of the end-of-level bosses. Just when you think a boss is dead, he keeps coming back for more...

■ The level two boss looks pretty easy from the outside. Put Nirvana on the stereo and get ready to mangle the miserable mutant. "You'll never take me alive because I'm a wild-eyed loner standing at the gates of oblivion. Eat laser bolt and die, pathetic alien life-form!"

■ Uh oh. I get this very nasty sinking feeling that something bad's about to happen to my ship. Oh noooo!! I think we're being sucked into this guy's mouth. Let's hope he hasn't got bad breath or tooth decay. Lucky mumsie packed my alien death-head toothbrush. Gulp, but what about the toothpaste? YEOOOW...

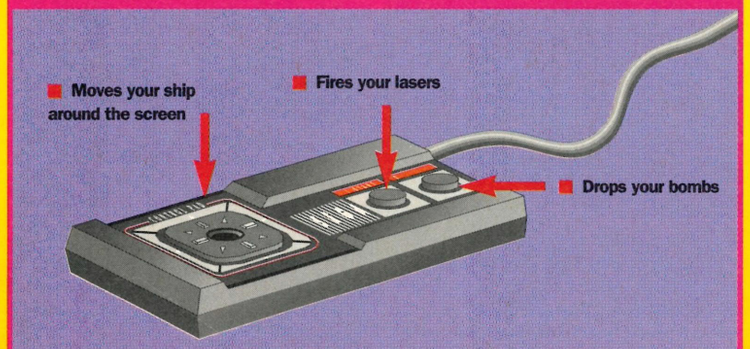
■ And sure enough, there's another one inside – and this one's faster, meaner, tougher and even deadlier than anything you've met before in this awesome romp through deep space. But don't despair, hero of the seventh dimension *(Steady on, Rich – Andy)*, there's worse to come!

ALTERNATIVES



R-Type (*Sega Power* 4: 91%) is the definitive Master shoot-'em-up, but also keep an eye out for *Fantasy Zone* (*Sega Power* 8: 91%) and *Fantasy Zone 2* (*Sega Power* 9: 81%). All three titles stuff *Sagaia* into outer space...

TAKE CONTROL OF *SAGAIA!*



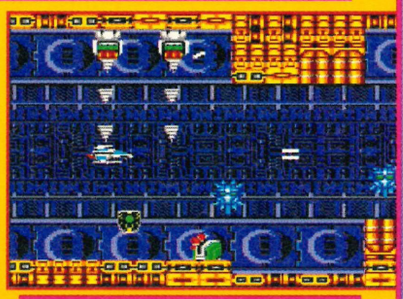
■ Once you complete a zone, you get to choose which level to tackle next. The Jupiter spacelanes are always filled with anti-social aliens, so why not go there?

ship and you have to blast away inside his guts. Brilliant!

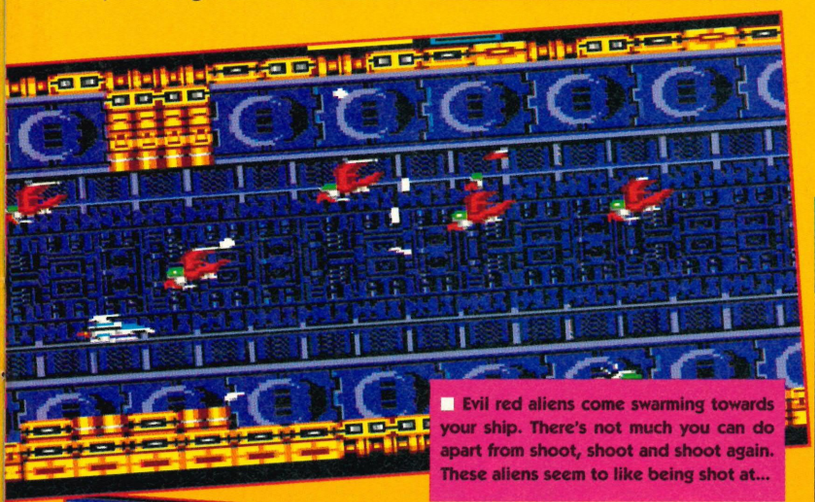
The game scrolls along smoothly and at a good speed, but the way the ship fires isn't entirely convincing. It's more like turning a strip of bullets on and off. Apart from that, the rest of the visuals are pretty okay.

The sound effects aren't up to much, but the game's great to play – and that's the most important thing. Getting through to the end is a tough challenge, especially with only five continues – at least *Hellfire* gives you 20!

With better sound, *Sagaia* could have been something *really* special. It's not up to the standards of *Fantasy Zone* or *R-Type*, but it's still a fine example of the genre. SEGA POWER



■ No matter how blimmin' ace you are (and let's face it, I'm one of the best), there are bound to be times when you snuff it. Goodbye, cruel world (sniff)



■ Evil red aliens come swarming towards your ship. There's not much you can do apart from shoot, shoot and shoot again. These aliens seem to like being shot at...

■ This megahuge sea-horse doesn't look much, but he fires more missiles than a US jet in Iraqi airspace. Topical!

HIT THEM WITH YOUR BLASTING STICK

The first level starts off incredibly easy – but soon gets incredibly tough. You won't make it if you don't collect all the power-ups that come your way.

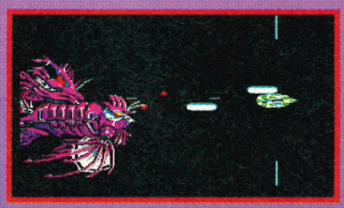
■ At the start, you can lie back and take things easy for a while. Just waste a few waves of dead easy alien ships for a swift 2,000 point bonus. Way to go, man!

■ And these guys are easy meat too. Lay into them with all you've got and they'll reveal a tasty power-up – nab it and then get a move on. Sock it to 'em, dude...

■ Ooer! Watch out! They're behind you! They're behind you! Things are getting a bit dicey now. If only I'd bought those rear-firing missiles I saw in Sainsbury's

■ Something fishy's going on here. This out-sized halibut is a medium-sized boss and he's just ripe for the taking. Fire all your waepons and watch him die. Wahay!

■ And here's the big fella. Fire away and pretty soon he'll be tumbling off the bottom of the screen in a ball of flame. Well, that's the current plan anyway...



■ Hang on a minute – didn't I just kill this guy? You sure did. This is just one of *Sagaia's* little surprises. You "kill" a boss on one side and he returns on the other

■ Oh no. My most excellent ship has disappeared in a cloud of swirling enemies. Time to fight. Time to panic. Time to screeaaam!

• SAGAIA • MASTER SYSTEM • SEGA • £32.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

MEDIUM

TIME TO COMPLETE

A month or two

- Tough blasting action
- You start off with loads of weapons
- Smooth horizontal scrolling
- Stacks of alien ships
- Big bad bosses and nasty surprises
- Two characters to choose from
- Wicked power-ups
- Fab graphics and snazzy backdrops
- Too few continues
- Sound isn't special

SEGA POWER SAYS

"*Sagaia* is a good shoot-'em-up with some neat surprises and nice options (you can choose which zone to tackle next, for example). Great blasting action!"

78%

■ Scary, huh? The intro bit – endless panning across a "creepy" landscape. Oi, stop hiding behind your cushions!

■ Kill the end-of-level four guardian and it changes into this spidery thing which leaps about with much abandon – mostly onto your head. You decide to make a quick exit stage left. Now if only I'd picked up that damn chainsaw earlier on...

ALTERNATIVES

Technocop (*Sega Power* 24: 32%) also boasts "gory" graphics and absolutely naff gameplay. If you want a fun platformer with ghoulish overtones try the truly superlative *Decap Attack* (*Sega Power* 26: 93%) instead – it's miles better.

SPLATTER

Makes the "Evil Dead" films look... well, quite good actually

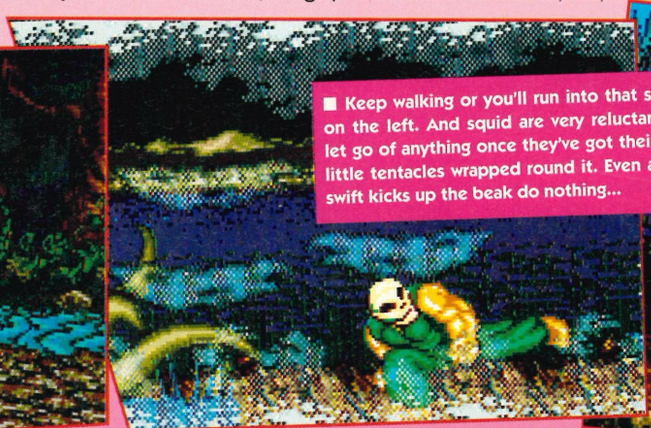
It's horrible, it's disgusting, it's eating everything in its path – but first it finds time to review the literally hideous *Splatterhouse 2*. Andy Smith is the "it" – and he's not having a good time.

DISCREETLY WRITTEN ON THE packaging of *Splatterhouse 2* is a warning saying something along the lines of: "This game is not suitable for children."

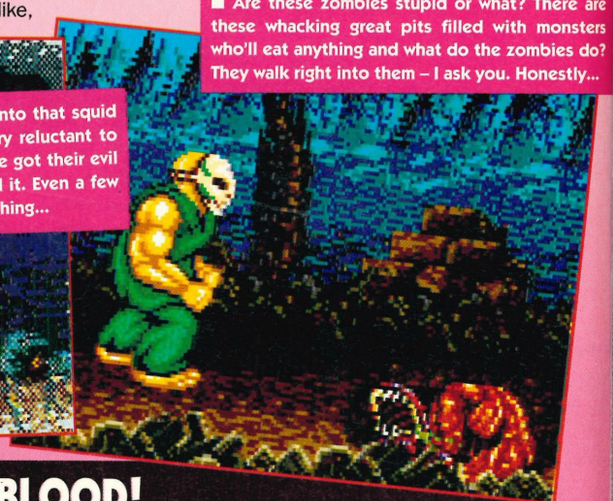
This means a) it's probably not very good, and b) loads of children will buy it. So why isn't it suitable? Well, the graphics are supposedly too gory for a start – but that's a load of tosh! These graphics are about as scary as the monsters in "Scooby Doo" (and that includes those really nasty ones with the strange hair and the spooky voices).

Apparently, you're this axe-wielding maniac who's been, like, totally possessed by an ancient mask. Anyway, now you're running off to rescue your daft kidnapped girly – and that means, of course, that you can brutally slash, hack and bash anything that gets in your way. The thing is: it's all very

■ The vicious jumping haddock of level two claim yet another victim...



■ Keep walking or you'll run into that squid on the left. And squid are very reluctant to let go of anything once they've got their evil little tentacles wrapped round it. Even a few swift kicks up the beak do nothing...



■ Are these zombies stupid or what? There are these whacking great pits filled with monsters who'll eat anything and what do the zombies do? They walk right into them – I ask you. Honestly...

PAINTING BY NUMBERS... IN BLOOD!

Level one is so easy you can almost do it by just opening the cart packaging. Only the end-of-level greeblie (reminiscent of fat old Jabba) poses much of a problem.

■ The shambling headless things gather in the hut at one end, exchange a few words and shamble off stage right – only to be munched by the big mother alien waiting in the wings. Nature can be cruel, you know

■ Cue you, unarmed, but still quite dangerous. The old Jabba lookalike appears from the right, spitting great green globs of phlegm at you and generally behaving in an irresponsible manner. A few swift kicks and...

■ ...it's bye-bye to Mr Utterly Revolting! A trooper to the last, he leaves you with a smile, a quip and a large lake of bile to consume at your leisure. (Oh dear, I wish I hadn't said that. Can I go and lie down now please?)

POWER POINTS

PLAYERS 1
But why only the one?

LEVELS 8
They all involve a fair degree of hacking, slashing and (indeed) slicing...

SAVE GAME YES
Passwords for each level, actually.

LIVES Infinite
It just never ends – unfortunately.

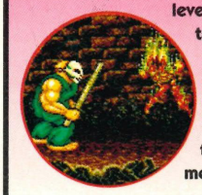
SKILL LEVELS 3
Normal, Difficult and Game Master.

OPTIONS
Sound test and change control options.

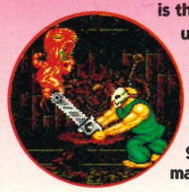
IDEAL GAME–PLAYER
Some sad git who thinks that wearing a hockey mask and waving a fruit peeler is somehow menacing.

OPTIONAL EXTRAS: GRIM WEAPONS FOR A GRIM GAME

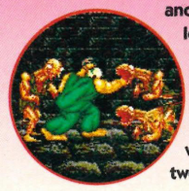
You can use anything that's lying around – metal bars, chainsaws, heads, that sort of thing – to fight the evil horde. But remember the Country Code: always close gates behind you and always *always* leave heads where children can find 'em.



■ The iron bar appears on level one – and it's a tasty weapon. True, you can kill the grunts without using it, but if you like your deaths to be a bit on the messy side, take it!



■ But the best thing of the lot is the chainsaw. You can use this to kill the evil Faceless Babies From Hell (On A String). It's a bit of struggle to get, but it does go with the hockey mask, don'tcha think?



■ Kill a ghoul on level four and sometimes they leave a handy head behind. You can then pick it up and wang it at the other ghouls... which then split in two and attack you!

HOUSE 2

• Mega Drive • Namco • £38 • American Import

dull. Basically, the screen scrolls from right to left, baddies enter stage right, get hacked up by you, and leave stage left in small pieces. At the end of each level there's a bigger baddie. Then it's on to the next bout of slicing, dicing and so on. Exciting, eh?

The scrolling's very slow, the monsters are badly drawn and easy to kill, and the whole game has an incredibly average look. Killing a monster doesn't result in the splattering of blood and guts you'd expect. Most of them just fall apart and drop to the floor.

Even the weapons you collect don't add to the excitement very much. And why are the end-of-level aliens so hard to kill when the normal run-of-the-mill greeblies are so useless? In a game that boasts about its gory graphics so much, you'd at least expect some decent effects – even if the gameplay was rubbish. In *Splatterhouse 2*, you get a tired old game with useless graphics and annoying sound. Not worth thinking about. SEGA POWER

Fanks to Console Concepts ☎ 0782 712759 for loaning us the cart.

■ The oversized and very bulgy-eyed end-of-level two guardian. Hint: go for the nose!

UNDERGROUND, OVERGROUND, SPLATTERIN' FREE

■ (Above) On the surface and ghoulish spirits roam around with annoyed looks on their faces. If they touch you, your controls are temporarily reversed. A right pain in the butt, but there is something you can do...

■ (Below) Fall down a pit instead. It's no less unpleasant than the surface. In fact, it's a lot worse – because here you need to hit the ghouls *twice* before they die. (And you thought it was gonna be easier!)

■ Wherever you go in the underground levels, you'll always end up encountering the nasty Faceless Babies From Hell (On A String). It's all very unpleasant (as you can see) – and more often than not...

■ ...things end up with quite a large amount of blood being thrown about. Tasteless and totally awful really

TAKE CONTROL OF *SPLATTERHOUSE 2!*

■ Moves the bloke in the mask – also makes him crouch down

■ Press to attack with current weapon or your fist. Press with Button C to slide along

■ Press this to make your bloke jump up

■ Er – makes you jump again. Press with B to slide along

• SPLATTERHOUSE 2 • MEGA DRIVE • NAMCO • £38 • AMERICAN IMPORT •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION HIGH

TIME TO COMPLETE You won't want to bother...

- Cartloads of continues
- Large sprites
- Lots of different enemies
- Satisfyingly gruesome explosions
- It comes in a nice box
- Not as gory as it could be
- Gameplay's repetitive
- It's dull
- End-of-level nasties are hard to kill
- Music's annoying

SEGA POWER SAYS

"What a load of tosh! The gameplay's dull and repetitive, the graphics aren't gory and the whole thing's not worth a first, second or third glance. Booooring!"

47%

CHAMPIONS OF EUROPE

• Master System • Tecmagik • £34.99 • Official Release •

Here we go, here we go, here we go... Or rather, here we throw up, here we throw up, here we throw up. Richard Longhurst plays a footie game that's bad enough to make you hurl.

AWFUL! THIS GAME MAKES Accrington Stanley look like world-beating champions. If you thought you knew what nob carts were all about, just wait until you play this pitiful excuse for a footie game.

For a start, you hardly have any control over the players. They can't dribble to save their lives and accurate passing is almost impossible. When you get to shoot, all you can do is just hit and hope. And when the ball gets near the edge of the pitch, it decides to go sideways, so there's hardly any chance of keeping it in play.

You don't control the goalkeeper either – except when a penalty's being taken, and then it's really down to luck whether you save a shot or not.

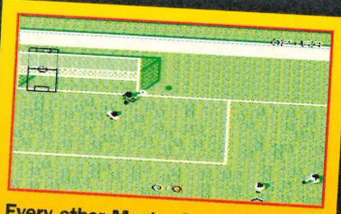
The game's an unplayable nightmare from the kick-off to the final whistle. It's so bad that when you play the computer teams you can usually get a nil nil draw without even touching the joypad. Come on, Tecmagik, what the hell's going on?

You get the chance to play in a tournament (which could be great fun), but when France is drawn twice in the same group, you know for sure that the game is the most pathetic pile of poo you've ever had the misfortune to play.

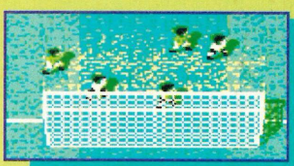
Once, for instance, England were drawn in *both* groups! Entering England twice might be part of Graham Taylor's secret winning strategy, but it ain't cricket where I come from. *Champions Of Europe* is absolutely and utterly dire. Don't buy this cartridge. It totally sucks.

SEGA POWER

ALTERNATIVES



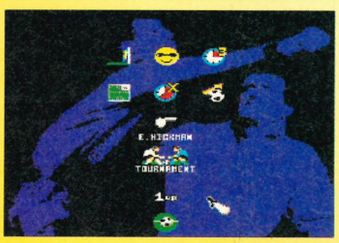
Every other Master football game in existence is better than this pile of poo. Still, the best in the field has to be *Super Kick Off (Sega Power 26: 92%)* – a great looking footie sim with brilliant gameplay. Thank God!



■ The teams get ready for a vital corner... But who's covering the near post? Jimmy Hill would have something to say about it, I'm sure

■ Hang on a minute. Where's the other team? I thought I was supposed to be playing Holland. They've done a runner!

A BRILLIANT WINNING CHOICE – NOT!



There are loads of options, but most of them make little or no difference to the way the game plays. Dreadful, isn't it?

- Wind speed. Er, do what? Is this really going to make the slightest bit of difference? No
- Weather. Come again? Come rain or sunshine, the game's still very much uncontrollable
- Time. Choose between three and ten minutes per half. Ten minutes each way? You must be mad!
- Radar location. Choose where to put the radar. Woah, great shakes – I mean, really useful...
- Extra time. Just say no. Normal time is more than enough for most people
- Curved shots. Without them, it's almost impossible to score. With them it's far too easy
- Referee. Come on. Now you're really stretching it. Some referees are strict, others are lenient
- Selects the game type from the four available: demo, practice, single match or tournament
- Number of players. Play on your own – or share the misery with a friend. It's up to you...
- Start match. Whatever you do, don't choose this option. You have beeen warned

POWER POINTS

PLAYERS 1–2
Play on your own or against a friend. Either way, it's an atrocious game.

LEVELS 4
Demonstration, practice, single match or tournament mode.

SAVE GAME NO
Not a chance, matey.

LIVES 0
11 men per side.

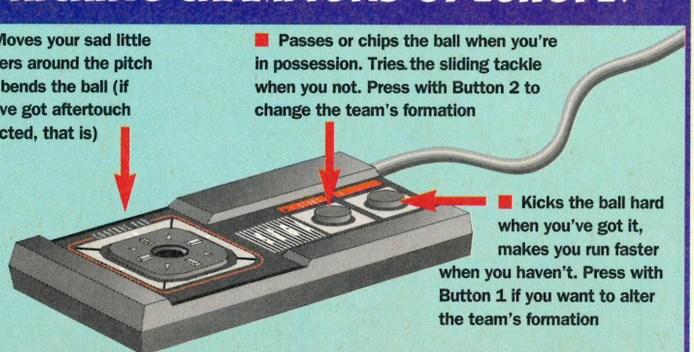
SKILL LEVELS 0
All the team's are equally bad...

OPTIONS
Loads – see the boxout on the far right.

IDEAL GAME–PLAYER
A blind and mad football fanatic who's never played a decent game in his life.

■ Point at a country with the cursor to select a team. Loads of them are available, but are you really going to *want* to be Romania or Turkey? Anyway, in the long run it doesn't matter which one you choose – they're all just as bad as each other

KICKING CHAMPIONS OF EUROPE!



■ Moves your sad little players around the pitch and bends the ball (if you've got aftertouch selected, that is)

■ Passes or chips the ball when you're in possession. Tries the sliding tackle when you not. Press with Button 2 to change the team's formation

■ Kicks the ball hard when you've got it, makes you run faster when you haven't. Press with Button 1 if you want to alter the team's formation

• CHAMPIONS OF EUROPE • MASTER SYSTEM • TECMAGIK • £34.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
You'll be fed up after half an hour

- Two-player mode is almost fun
- Lots of teams
- It's easy to switch off
- Nothing like football
- Awful control system
- Dire graphics
- Non-existent sound effects
- Dubious referee decisions
- Sloppy attention to detail
- Laughable penalty shoot-outs

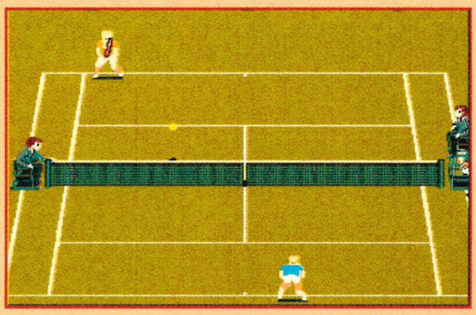
SEGA POWER SAYS

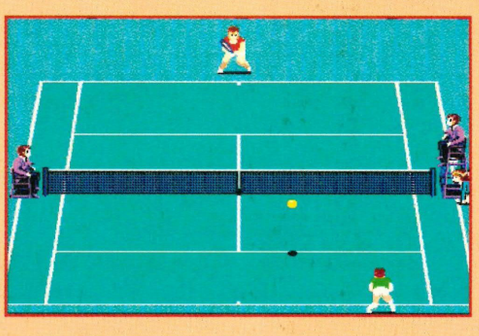
"What an incredibly awful game! Anyone who even contemplates paying £35 for this pile of nob should put themselves in for a frontal lobotomy NOW! Steer well clear."

27%

TIME TO GO A COURTING, MATEY

From left to right: Lawn, Clay and Hard surfaces do their level best to throw you off guard...





GRANDSLAM

• Mega Drive • Telenet • £36 • Japanese Import •

POWER POINTS

PLAYERS 1–2
Singles or doubles.

LEVELS 3
Play on Lawn, Clay or Hard surfaces.

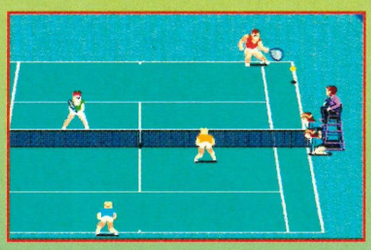
SAVE GAME NO
But there is a password option.

LIVES 1
This *is* tennis, after all.

SKILL LEVELS Lots
You can choose the seed of your player. Select a lower seed for a harder game.

OPTIONS
You can change your player's attributes and the play surface.

IDEAL GAME–PLAYER
If you're a crap player then someone of the same standard. Otherwise, Agassi...



■ Either old matey here will come up with a stroke of genius or it's going to be 40-15

We like to think we're a sporty lot on *Sega Power*, so Desirée Cousteau digs out her old short skirt (way!) and gives Telenet's tennis a good going over.

WIMBLEDON FEVER HAS come and gone... And that's exactly what's going to happen with this game. Okay, *Grand Slam* is enjoyable and, yes, it's quite fun to play – but it still hasn't got what it takes to make it to the top.

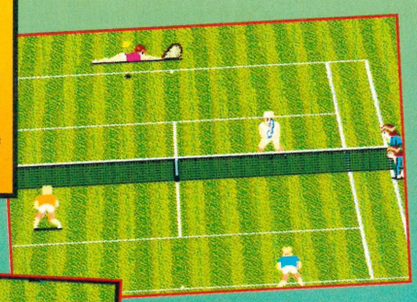
After playing it for a fair while, for example, I got proficient enough to beat the Number One seed quite convincingly – and then go on to win the Australian Open! Not very taxing really.

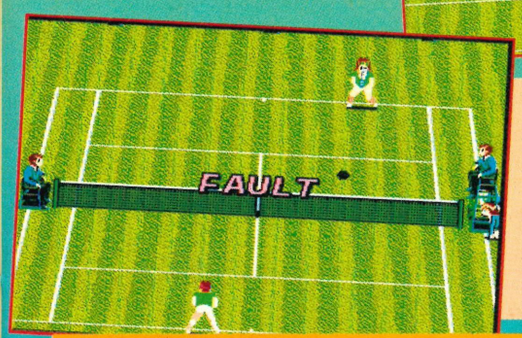
Simply hit the ball over one side of the court, blast the return over the other side – and then watch your opponent fall flat on his or her face trying to reach it. If you keep using this technique it won't be long before you win everything. On the positive side, *Grand Slam* has a nice graphical feel to it, with the players running around chasing the ball just to stay in the game.

The sounds are great too, with sampled speech calling the score and the various line calls.

You can have a friend tag along for a game of doubles if you want, or you can choose to play against each other instead (be prepared to come to blows with your best mate though!). Despite being too easy, *Grand Slam* is still a fun cartridge that's well worth having a look at.

SEGA POWER



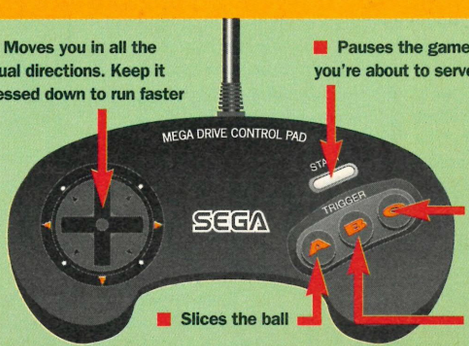


■ (Above) Our player dives towards the ball, fluffs the shot and takes a big tumble. Ouch, feel those grassburns!

■ (Left) Hitting the ball into the ground at 150 miles per hour and creating craters is usually enough for a fault call

■ You cannot be serious! That ball was definitely in. Are you blind?

TAKE CONTROL OF *GRAND SLAM!*



■ Moves you in all the usual directions. Keep it pressed down to run faster

■ Pauses the game while you're about to serve

■ Lobs the ball

■ Slices the ball

■ Press for a forehand smash. Beautiful...

• GRAND SLAM • MEGA DRIVE • TELENET • £36 • JAPANESE IMPORT •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
One to two weeks

- Easy to control
- Okay to look at
- Guide your player to the top
- Good two-player mode
- All right speech
- You can select the difficulty levels
- Tournament with password options
- Only tennis game on the Mega
- Missing easy points is a downer
- Too easy. No real challenge

SEGA POWER SAYS

"An okay tennis game that will keep you occupied for a while – but not *that* long. There are no alternatives on the Mega, so this is all you've got... Shame really."

70%

NINJA GA

Ryu's had his Bushido nicked! Bummer! • Master System • Sega

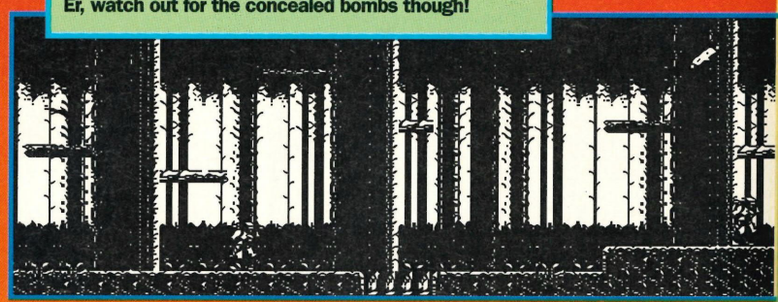
Don't mess with Dragon Ninja. They're seriously tough dudes – as James Leach knows. He's one of them. And when he returns home after combat training, he finds all is not well. And this makes him very very angry indeed.

YOU PLAY A BLOKE CALLED Ryu, you're rock hard, and you're setting off on the trail of folk who have burned down your home. Worse than that, they've nicked the Bushido too. Never heard of it? You should have. It's a load of important scrolls telling you all about the Way of the Warrior.

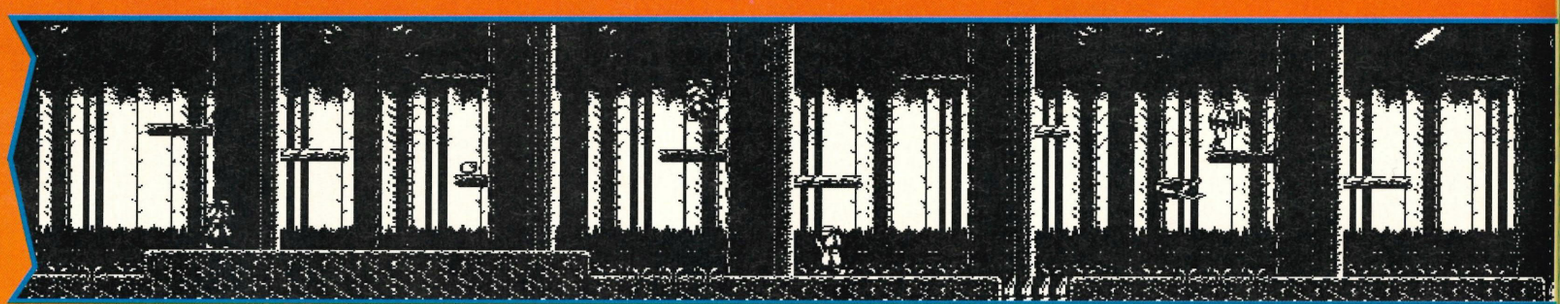
The fun (if it can be called that) starts off when you leave the smoking ruins of your home. The first level is set in a forest filled to the canopy with gang after gang of lethal assassins.

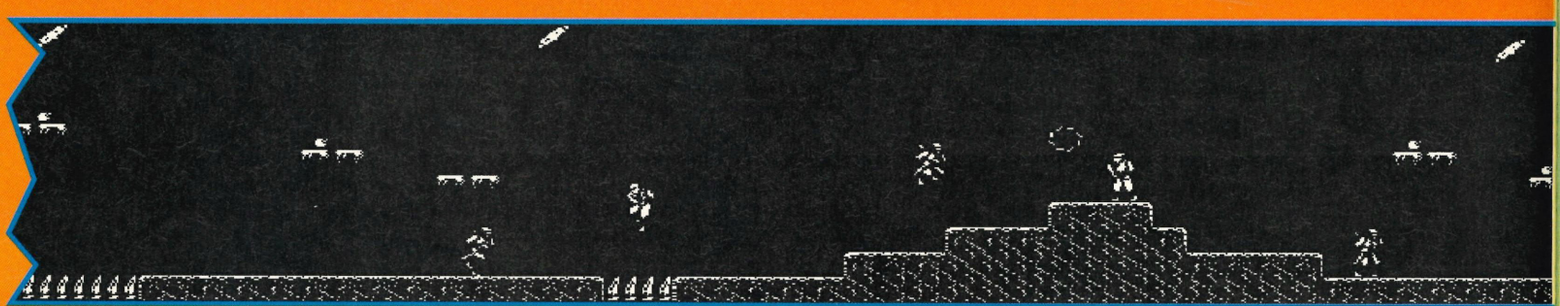
Time to swing the blade, throw the shurikens and get on those overhead platforms! You've got to move quickly though because these guys have a load of nasty weapons of their own.

Steel wheels flash down from the skies, other guys leap up from holes in the ground while throwing shuriken at you – and still more nasty folk pop up and wave

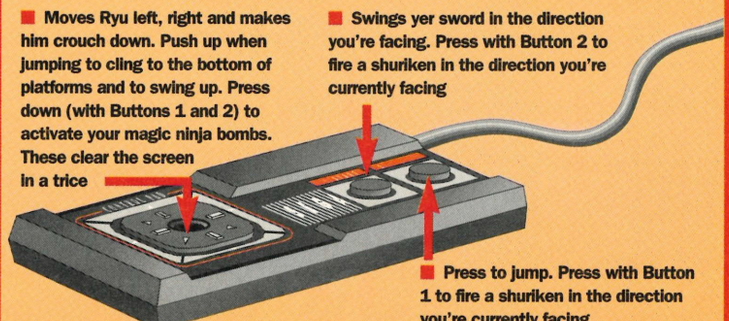


And here's a massive chunk taken from the first level. You don't need to use most of the platforms here, but they're useful for getting the collectables – such as extra shurikens and the odd energy replacement pod. Er, watch out for the concealed bombs though!





TAKE CONTROL OF *NINJA GAIDEN!*



■ Moves Ryu left, right and makes him crouch down. Push up when jumping to cling to the bottom of platforms and to swing up. Press down (with Buttons 1 and 2) to activate your magic ninja bombs. These clear the screen in a trice

■ Swings yer sword in the direction you're facing. Press with Button 2 to fire a shuriken in the direction you're currently facing

■ Press to jump. Press with Button 1 to fire a shuriken in the direction you're currently facing

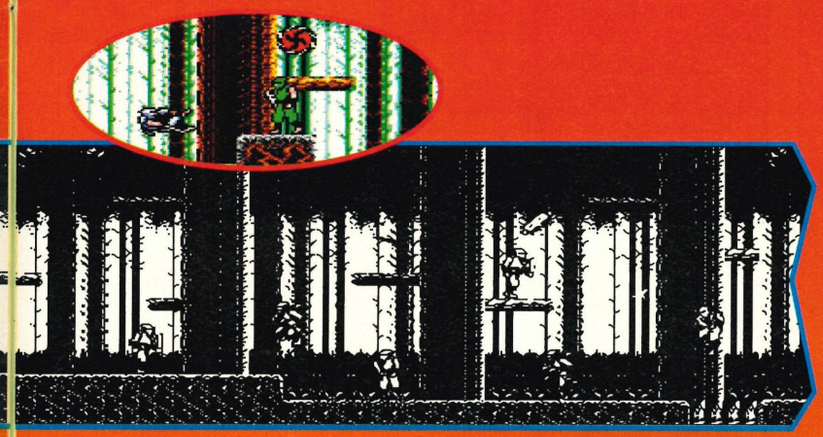
IDEN

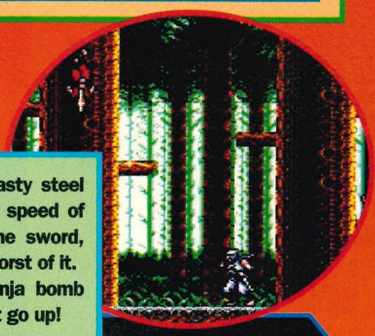
• £32.99 • Official Release •

HELP RYU FIND HIS MISSING BUSHIDO

They've nicked your Bushido, the rotters, so what are you hanging around for?

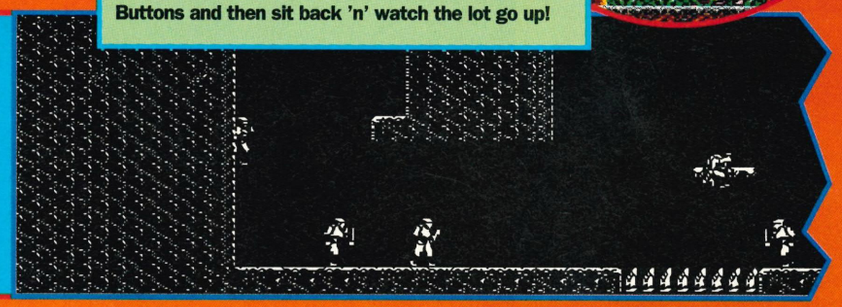
- Present score. Er, 200 points... *(Wow, James, you must have played this game before. Brilliant... – Andy)*
- Lives left. Oh, come on now! You know what this means
- Weapons collected. Shows any spesh swords or whatever that you've picked up so far
- Combat points. These show you just how strong you are at present
- Time remaining. You've got to beat the level within this time limit...

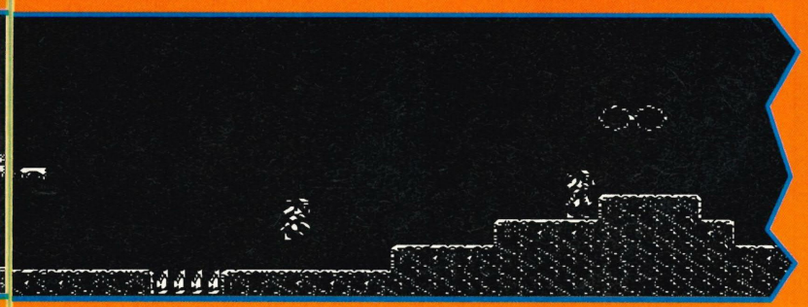




The underlevel (below) is packed with nasty steel wheels. They drop out of the roof at the speed of lightning, and all you can do is slash the sword, jump like crazy and hope you'll avoid the worst of it.

Alternatively, hit the ever-important ninja bomb Buttons and then sit back 'n' watch the lot go up!





their puny swords. Chopping, slaying and maiming your way past all this is pretty easy actually. The real bummer is dealing with the platforms and the end-of-level guardians.

In many parts of the game, the floor is covered in knives and a definite no-go area. You've got to stick to those blasted platforms for these bits, while the baddies do their worst to knock you off. It takes timing, patience and, yes, luck, to get through without getting totally sliced and diced.

But is it any good? Well, you've seen stuff like this before, but it's probably been faster-moving and more playable. This is just too sparse with the baddies, and too hard with the platforms and big guys. It really is frustration city. SEGA POWER

• NINJA GAIDEN • MASTER SYSTEM • SEGA •
• £32.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION HIGH

TIME TO COMPLETE Two annoying weeks!

- Eight long levels to fight through
- Not too complicated
- Wind your own way thru platforms
- Quite a few weapons to collect
- Energy and life meters are useful
- Not too many moves to learn
- Sprites are titchy little things
- Too much empty space on-screen
- Parts of it are too easy
- Parts of it are too hard

SEGA POWER SAYS

"Looking for an excellent fighting/platform game? Well, keep looking. This doesn't cut the mustard. The sprites are too small, the gameplay's lacking and it's dead tough."

53%

ALTERNATIVES

Similar in style and game-speed to the extremely "getting-on-just-a-bit" *Shinobi* (The Hard Line *****), but without the excellent baddies and continuous action.

So not very similar at all then really *(Oh please shut up... – Andy)*

POWER POINTS

PLAYERS 1
This is a quest for you alone.

LEVELS 8
And each one has a wicked end-of-level bad guy for you to deal with.

SAVE GAME NO
What a pity... You really need it.

LIVES 5
There are more to be found en route.

SKILL LEVELS 0
It's a platformer. What did you expect?

OPTIONS
Er, nope. Not a sausage.

IDEAL GAME-PLAYER
Someone with the fingers of a ninja and the patience of Mother Theresa.

now this is MEGA...

...calling all Mega Drive, Master System and Game Gear Fans - this is the SEGA -

PowerPlay CLUB

CHECK THIS OUT-

* Guaranteed low price carts - 15% or more discount
* Computer managed swap scheme
* Discounts on hardware and accessories
* Hottest new imports - fast
* Regular special offers and extra special discounts
* Advance Order Service - you'll get it as soon as its available
* Helpful, happening + well informed staff (honest!)
* Newsletter with hints, tips, news and reviews
* Exclusive club products
* 24hr ordering facilities
* Free competitions - prizes worth £1000s
* Exclusive club membership card
* 100% SEGA

LESS THAN £1.00 PER MONTH

...all this and much more for under £1.00 per month and you get discount vouchers worth more than £10.00 when you join - *are we crazy or what?!?*

JOIN NOW

If you join *NOW* you will get £20.00 worth of discount vouchers as well as a special founder members card. *We must be completely bonkers!* Or send for a free Info Pack (either way you won't even need a stamp).

FREE COMPETITION*

As an added bonus you will be entered into our free competiton with a first prize of either a Game Gear, Mega Drive or 3 carts of your choice. You don't have to join to win!

** Closing date for competition is 31 August 1992. Winners notified by post.*

GIVE US YOUR PERSONAL DATA

☐ Yes I want to join NOW. I enclose £11.00 cheque or postal order made payable to PowerPlayClub. Credit cards accepted -

Card No. _____ exp ___/___

☐ My system is - Mega Drive ☐ Master System ☐ Game Gear ☐

☐ Please send me at the speed of light an Info Pack so that I can join the - PowerPlay CLUB

name _____

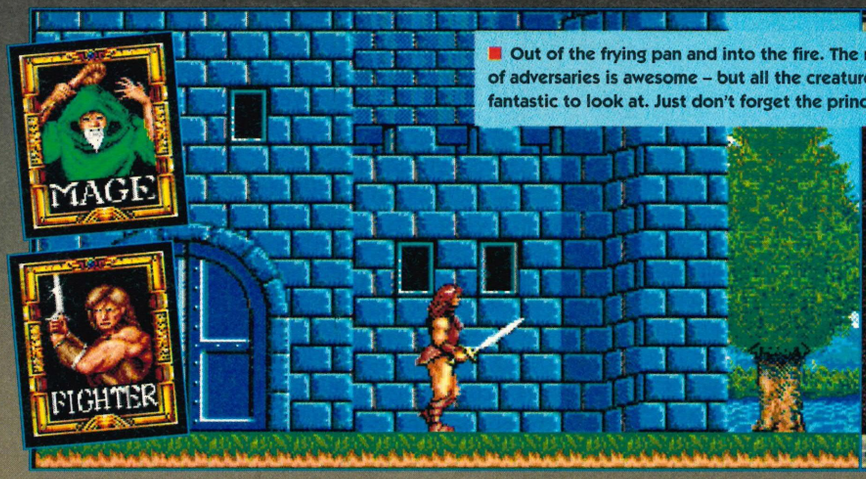
address _____

_____

post code _____

PowerPlay CLUB

FREEPOST
CHICHESTER WEST SUSSEX PO19 1BR
Tel: (0243) 531194 Fax: (0243) 531196



Out of the frying pan and into the fire. The range of adversaries is awesome – but all the creatures are fantastic to look at. Just don't forget the princess

CADASH

• Mega Drive • Taito • £36 • Jap Import •

More platformer than RPG, *Cadash* still combines the best from both genres. Our resident cynic John Cantlie takes it on... And Taito get themselves another convert.

POWER POINTS

PLAYERS 1–2
Use both your might and your magic to take names in a big way.

LEVELS 5
Most definitely not enough!

SAVE GAME NO
And just as well really...

LIVES 3
Hit points and herbs keep you going.

SKILL LEVELS 0
Something of a major failure, Taito.

OPTIONS
Not very many.

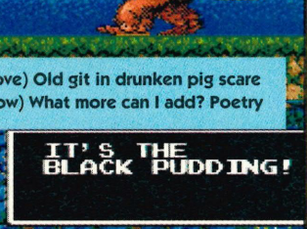
IDEAL GAME–PLAYER
A would-be RPG player who just can't face any more of the tedious spiel that you normally get with RPGs.

LET'S BE COMPLETELY HONEST. I don't like RPGs as a rule. But *Cadash* (although not really a true role-player) goes a long way in convincing me otherwise.

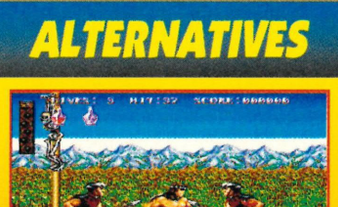
You take on the persona of either a barbarian or a wizard, and must bash your way through five beautifully detailed and animated screens to rescue the ubiquitous princess. Instead of using a panoramic overview (as in the *Phantasy Star* series), however, this title depicts the action platformer-style – and works! There's a huge range of creatures and characters, as much action as you can handle, and it's all fantastic to look at. All the more sad then that it's just too damn easy. After just a few hours' play, we'd cracked level four out of the five available (okay, so the lack of any password system ensures you won't finish it too quickly, but even so...). And for 36 quid? That's mega expensive for what you get.

SEGA POWER

(Above) Old git in drunken pig scare
(Below) What more can I add? Poetry

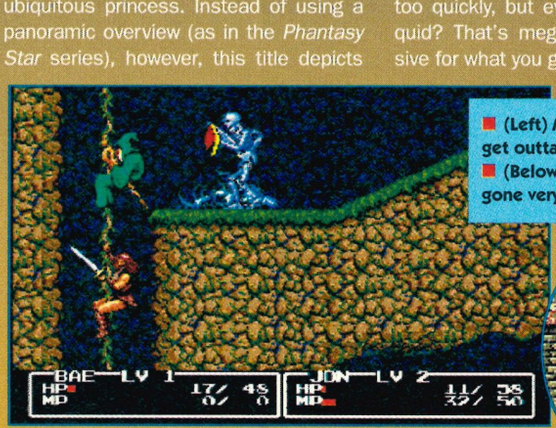


ALTERNATIVES

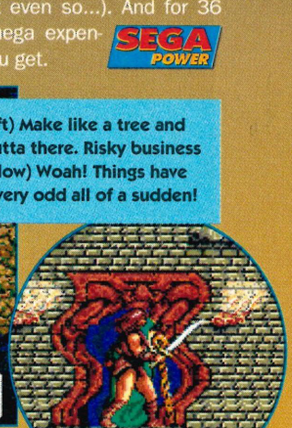


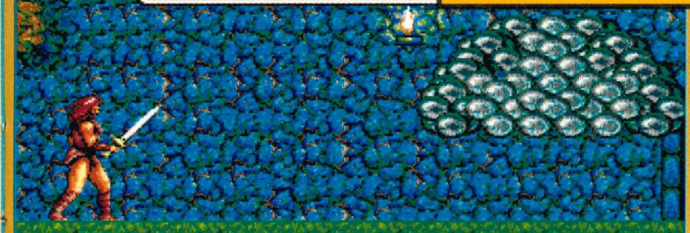
To compare *Cadash* with a regular RPG is, like, totally unrealistic.

Sword Of Sodan (Sega Power 16: 45%) is similar in terms of size and animation, but that's about it.



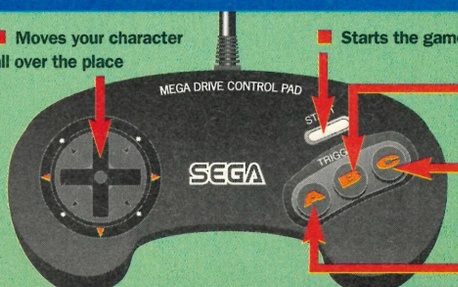
(Left) Make like a tree and get outta there. Risky business
(Below) Woah! Things have gone very odd all of a sudden!





Thanks to Console Concepts ☎ (0782) 712759 for loaning us the cart.

TAKE CONTROL OF *CADASH!*



- Moves your character all over the place
- Starts the game (and pauses the action)
- The Action Button. Hold down for Mage's magic
- Use this to jump on the vines – and out of danger
- Does the same as the C Button (for left-handers)

• CADASH • MEGA DRIVE • TAITO • £36 • JAPANESE IMPORT •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

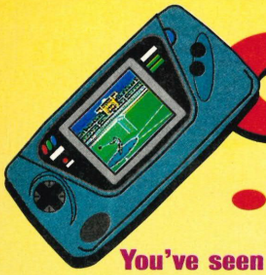
TIME TO COMPLETE
A couple of days

- Large and funky sprites
- Loads of different levels
- Sound and sonics are jes' fine
- Stacks of monsters and enemies
- Shop for suits and swords
- Addictive gameplay
- Believable playing world
- Animation is lacking
- The warrior looks just like me
- Too short and too easy

SEGA POWER SAYS

"*Cadash* manages to combine all the best elements of RPG with all the best elements of hack-'n'-slash. Beautiful to look at, but ashamedly short on the gameplay front."

61%



OLYMPIC GOLD

• Game Gear • US Gold • £27.99 • UK Official Release •

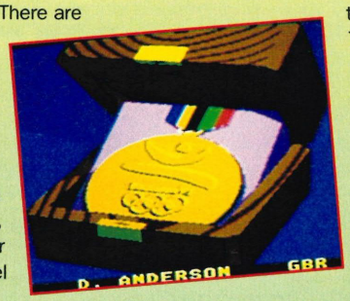
You've seen it on the Mega and the Master, but will running in the sun wearing pervy shorts work on the Gear? Maff Evans limbers up, sits down and waggles his two athletic buttons.

LIKE ITS MASTER SYSTEM *(SEGA Power* 33: 64%) and Mega Drive *(Sega Power* 33: 77%) counterparts, *Olympic Gold* on the Game Gear features seven events: 100 metres, archery, hurdles, hammer, pole-vault, diving and swimming. There are three different ways to tackle the game.

You can either go through all events via the full Olympic competition, run through a few of them in a kind of mini-Olympics, or practise a particular event until you feel you've got the knack.

You have to get to grips with different control systems for each event, but many of them rely on the age-old method of pummelling the Buttons as fast as possible. Okay for the swimming and 100 metres events – but for the hurdles and hammer you also need to use the joypad to time your jumping of hurdles or throwing of hammers. The pole-vaulting and diving events are different though...

■ A healthy start, but don't forget about your gammy hamstring... (It's lucky you only need to use your fingers in this game)



■ This is what it's all about: the esteemed Olympic Gold medal. All rise for the national anthem (sniff!)

For these events, you really have to time your moves to perfection – or face the consequences. The most individual event, however, is the archery section. Pull back on your bow, aim the wobbly sight at the tiny target and then shoot your arrows – oh, and don't forget the wind.

Although many of the events use similar control systems, the way they're presented makes each one very individual. The sprites move smoothly, the athletes are extremely well animated and the backgrounds are colourful.

Where the game falls down is simply in its lack of long-term interest. It takes a while to get used to the control system (which doesn't work that well on the Gear), but once you've beaten the competition a few times you don't really get the urge to play again.

The casual and laid back athletes among you should have a bit of fun belting away at the events in *Olympic Gold*, but the human body (and your Game Gear) can only take so much punishment before calling it a day...

SEGA POWER

POWER POINTS

PLAYERS 1–4
All around a single Gear too – smart!

EVENTS 7
If your fingers last out – do 'em all!

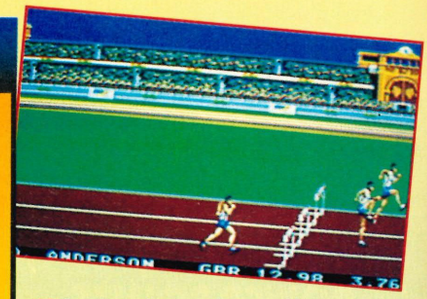
SAVE GAME NO
When did you last see Linford Christie asking for a competition freeze?

LIVES 0
Reincarnation isn't a popular event...

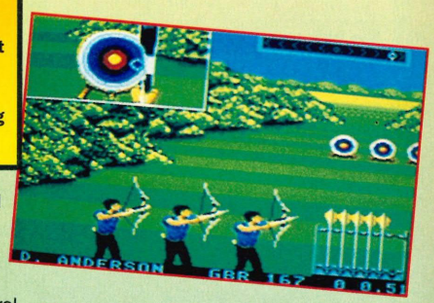
SKILL LEVELS 3
Club, National and Olympic level.

OPTIONS
You can choose what events you want to practise and compete in.

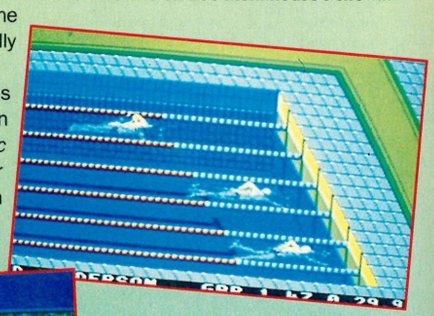
IDEAL GAME–PLAYER
A four-armed sports fanatic with strong wrists and the reflexes of a hawk.



■ Get those legs moving, man! Leap those hurdles. C'mon! You're way behind



■ Left a bit... Fire! Damn! Missed. It's never like this on Bob Monkhouse's show...



■ (Above) Just think: if that, er, "famous" celeb Duncan Goodhew can earn pots doing this, why can't you? (*'Cos he can swim? – Andy*)

■ (Left) Yah! Grunt! Heave! Chuck! Watch out, missus! Crash! Oh dear. Time to exit the field stage left and leg it before someone sees!

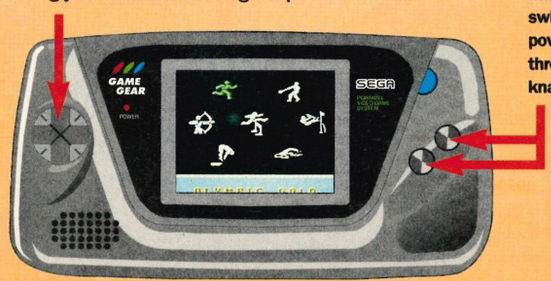
■ A nicely timed plant of the pole. Now rise straight up into the air and sail gracefully over the bar (either that or clatter over it like a sack of wet spuds...)

■ You fly through the air with the greatest of ease, the daring daft gimp wearing those damn silly swimming trunks (er, that doesn't sound right). I was never good at rhymes...

TAKE CONTROL OF *OLYMPIC GOLD!*

■ Use this for aiming in archery, jumping hurdles and timing your moves in the diving and pole-vault events

■ Hammer these like mad to run faster, swim faster, build up power on jumping and throwing events (and knacker your Gear!)



• OLYMPIC GOLD • GAME GEAR • US GOLD • £27.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
One to two weeks

- Smoothly animated graphics
- Helpful practice sessions
- A wide range of events
- Well-designed options systems
- Very slick presentation
- Nice in-between screens
- No Gear-to-Gear link-up
- Painful and unwieldy controls
- Gameplay is a bit repetitive
- No long-term addictive challenge

SEGA POWER SAYS

"Button-bashing games have been around for ages now. It really is time to move on. *Olympic Gold* is a great-looking title, but the gameplay is ultimately tired..."

58%

MARBLE MADNESS

• Game Gear • Domark • £27.99 • UK Release •

It's the game that made spheres fashionable again after the great Spherical Object Rebut of '82. It's even funnier than watching the people in "The Video Box" trying to read their scripts. Andy Smith takes his marbles for a spin.

DO YOU EVER HAVE THOSE horrible dreams where you're transformed into a little blue rolling ball that has to traverse loads of high platforms, sneak past giant vacuums and beat off evil little black rolling balls? No? Er, well, neither do I (ahem). Anyway, that's what *Marble Madness* is all about, but then, you probably knew that already, didn't you?

The little blue rolling ball (which for political reasons we'll call Derek) has had his family kidnapped, and the only way he can get them back is to undergo a series of incredibly dangerous assault courses high above the earth.

Er, no, that's all a lie. There's no plot to this game at all. Derek has no reason whatsoever to be trundling over these platforms. Nor do you really, but it's huge fun nonetheless.

It's like this. There are six levels, the aim of each being to get from the top to the bottom within the time limit. Thing is, the whole level is on a slope, and you may have noticed that marbles tend to roll down slopes.

Sometimes this is useful because you need to use the momentum to roll up ramps, but mostly it's a pain in the bottom, as you sail effortlessly over the edge and into the abyss. Cue the wibbly tune and the waste of a few seconds.

That's not the only way you can die though. Fall too far from a ledge and you crack up into lots of little pieces – cue the brush that sweeps up the bits.

Then you could get dissolved by one of the many moving acid pools, mangled by the green caterpillar things with gobs the size of John Cantlie's – or sucked up by giant hoovers which do more than just clean to the edge.

Six levels don't sound like a lot and you could sail through the first three quite easily, but the rest will have you jumping up and down and shouting things like "No! No! I could've done that if I'd had more time! IT'S NOT FAIR!" And other such enlightened comments.

Domark couldn't have done a better job on this if they'd tried. There's a glitch or two – sometimes the 3D looks a bit iffy, and the black balls can trundle straight through you, but if you compare this to the original coin-op of a few years ago, you'd probably say "goodness, this really isn't that much different!" SEGA POWER

POWER POINTS

PLAYERS 1
Marble rolling is a solitary pursuit.

LEVELS 6
All Game Gear-smashingly frustrating.

SAVE GAME NO
Nah! You start off from where you died.

LIVES Er...
Keep on going until you run out of time.

SKILL LEVELS 7
As you pump up the skill level, you get less time to complete the courses.

OPTIONS
Normal or Diagonal control and a Start Level option (but we couldn't select it).

IDEAL GAME-PLAYER
An avant-garde designer who reckons that round things are underrated.

■ (Above) The Famous Synchronised Caterpillar Launching Team do their jumping thing to Derek
■ (Right) Having rolled swiftly along the narrow ledge, our blue hero recklessly flings himself from the catapult towards the awaiting black ball. Meanwhile, in a vicarage near Crewe...

■ (Left) Derek rolls serenely through the two-pronged pipe and nabs a cool 2,000 points
■ (Below) You can skip this maze by just rolling along over the top of the maze walls. Easy!

• MARBLE MADNESS • GAME GEAR • DOMARK • £27.99 • UK OFFICIAL RELEASE •

GRAPHICS	ADDICTION
SOUND	BRAINPOWER
FRUSTRATION: HIGH	TIME TO COMPLETE: Week and a half (maybe)

■ Good graphics for the Gear
■ Smooth scrolling
■ Faithful conversion
■ Tolerable sound effects
■ Marble responds well
■ Colourful
■ Loads of skill levels
■ Fun all round
■ Very frustrating
■ Not many levels

SEGA POWER SAYS
"If you like the concept behind the game then you'll love this version, but if you hate it this won't do anything to change your mind. Mucho frustration, but a lot of fun."

74%

GET ROLLING WITH *MARBLE MADNESS!*

■ Rolls your marble in the appropriate direction

■ Twinkles prettily *(steady on – Andy)*

■ Looks inviting in a useless sort of way

THREE GAMES ON ONE CARTRIDGE?!!!

At last! For the first time ever, **three classic arcade blasts** from the past have been brought together **in one cartridge** for **unlimited playability!**

Defend cities from never-ending nuclear attack in **MISSILE COMMAND™!**

Bash bricks with a bat and ball in **BREAKOUT™!**

Eradicate a garden full of mutant insects in **CENTIPEDE™!**

Available for the **Sega Master System** ARCADE SMASH HITS includes...

- **THREE CLASSIC GAMES CRAMMED ONTO ONE CARTRIDGE**
- **ONE OR TWO PLAYER ACTION**
- **27 LEVELS IN BREAKOUT AND AN INFINITE NUMBER OF LEVELS IN CENTIPEDE AND MISSILE COMMAND**

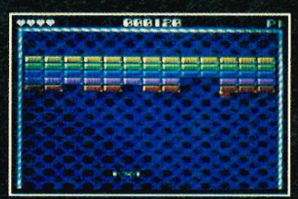
ARCADE SMASH HITS - Another **immaculate concept** from **Virgin Games.**

Arcade Smash Hits ™ and © 1992 Virgin Games Ltd. Centipede™ and © 1982, 1992 Atari Games Corporation. Missile Command ® and © 1981 and 1992 Atari Games Corporation. Breakout ® and © 1978 and 1992 Atari Games Corporation. All rights reserved.

Sega™, Mega Drive™, and Master System™ are Trademarks of Sega Enterprises Ltd.

Virgin GAMES

SEGA™



virgin games- immaculate concepts

NEXT MONTH

Keep in touch with the rest of the world with *Sega Power!*

"I need a week to recover from my holiday. It was totally wild..."

"Yes, John, we know. How many more times are you going to tell us?"

"It's all down to those brilliant *Sega Power* sunglasses, you know. I looked so cool..."

"Yes, John, we're sure you did..."

"And wasn't that postcard I sent you really good? I mean, *really* good."

"Actually, it was rather good, John. Where did you get it from?"

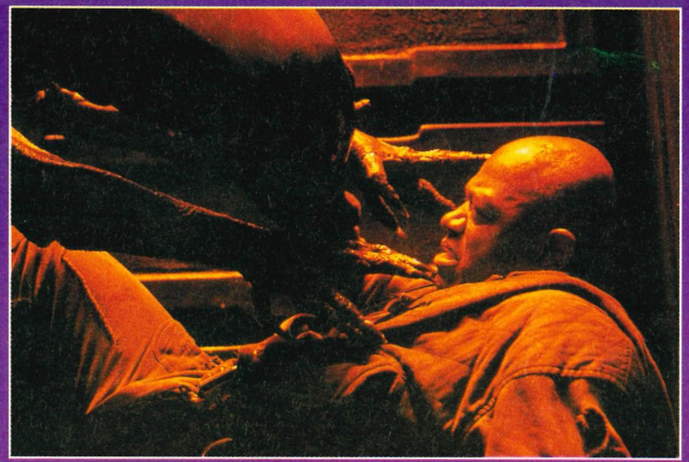
"Aaah, that'd be telling, but I've still got loads more to send out..."

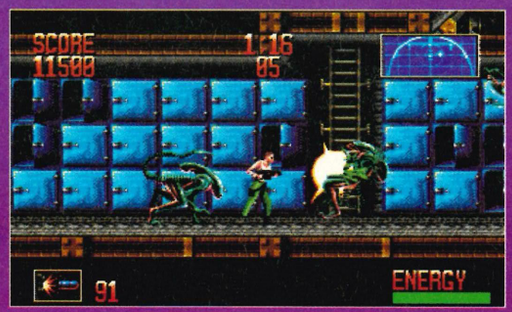
Has John got enough friends for this mighty endeavour? And where exactly did he get the postcards from in the first place? The only way to find out is to buy the next issue of *Sega Power* – it hits the streets on Thursday 3 September.

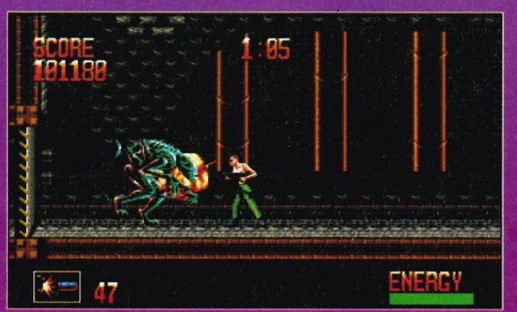
As well as the groovy cover freebies, the next issue is going to be literally packed to the gunwales with all the latest Mega Drive, Master System and Game Gear games. It'll also be burstin' at the staples with all the regular news, previews and attitude that you've come to know and love.

ALIEN 3

All photographs copyright © Twentieth Century Fox Ltd 1992





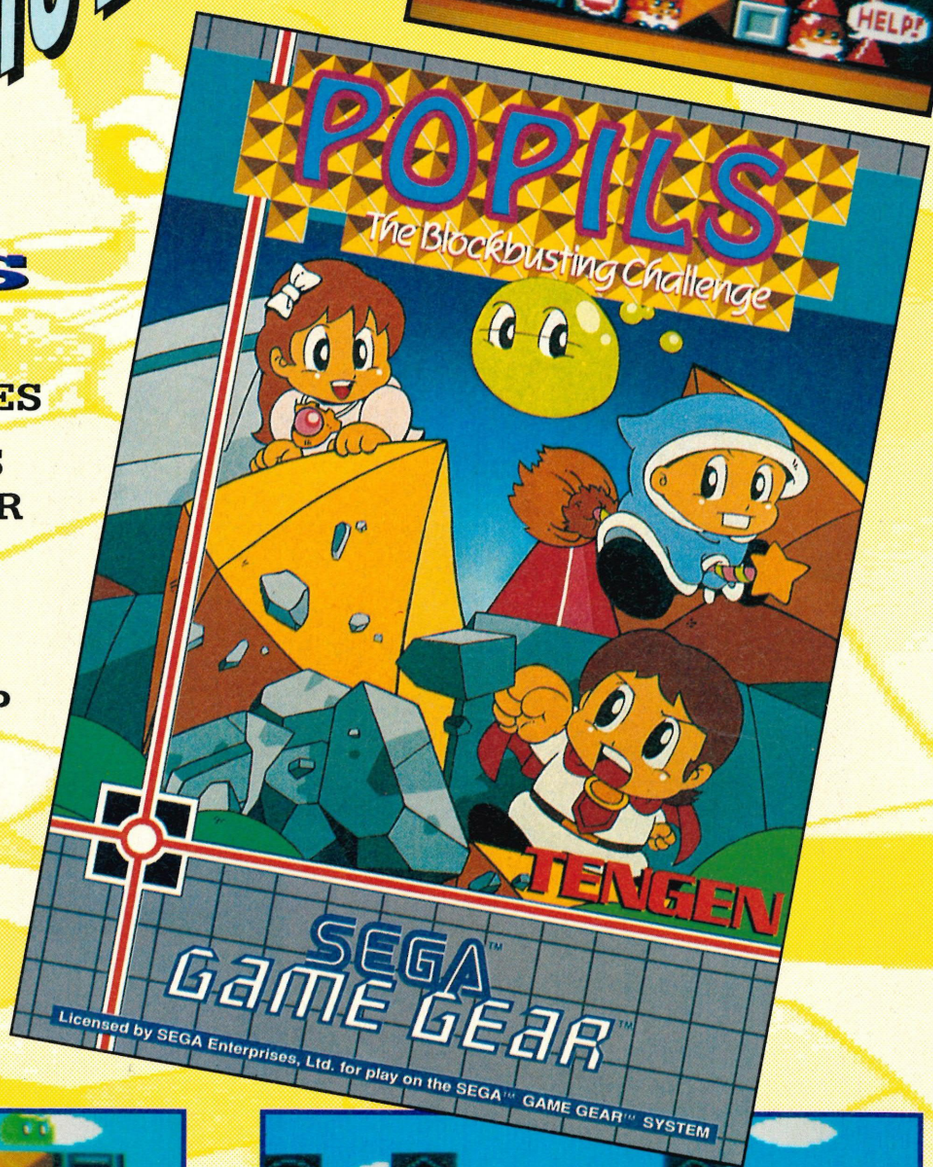


SEGA POWER

"The sections where everything goes dark and you're left crawling blindly down a tunnel work a treat – you just know something big, nasty and alien-like is going to leap out and do horrible things to your face. Spooky stuff!"

GLORIOUSLY GRAPHICAL

A SERIES OF MINDBENDING PUZZLES GUARANTEED TO DRIVE YOU INSANE



POPILS

FEATURES:-

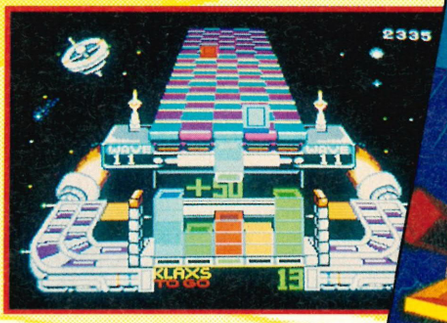
- 100 BLOCK PUZZLES
- MAP EDITOR LETS YOU CREATE YOUR OWN PUZZLES
- GAME GEAR LINK FEATURE WITH BATTERY BACK UP
- SAVE GAME FACILITY

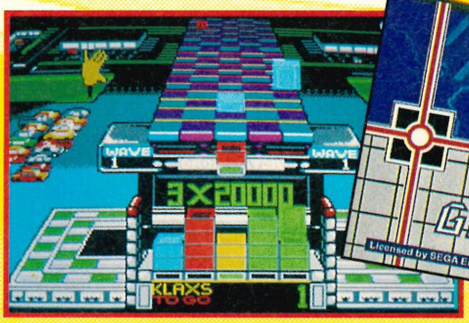
"A CORKER, A REAL CHALLENGE, IT PLAYS WELL, LOOKS GOOD AND IS TOTALLY ADDICTIVE."
91% SEGA FORCE

GRIPPINGLY GAME GEAR

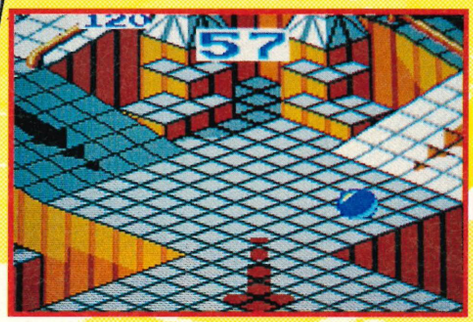
PAPERBOY

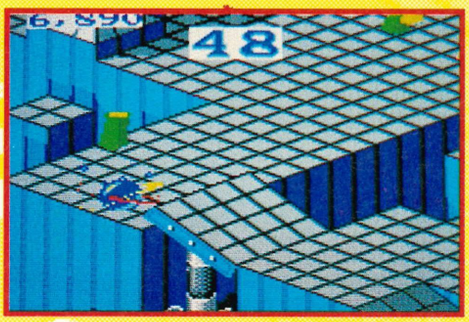
KLAX





MARBLE MADNESS





TENGEN
VIDEO GAMES

DOMARK

SEGA GAME GEAR

"Sega" and "Game Gear" are trademarks for Sega Enterprises, Ltd.
Popils: © 1991 Tengen Ltd.
Marble Madness™ ™ Atari Games Corporation. Licensed to Tengen © 1992 All Rights Reserved.
Klax™ Atari Games. Licensed to Tengen Inc. © 1992 Tengen Inc.
Paperboy™ Atari Games. Licensed to Tengen Inc. © 1988,1989 Atari Games. © 1991 Tengen Inc.

PROBE

Sega Power get out the surgical gloves and give Croydon-based

Ever wondered where publishers like Sega get their games from? Do they dream them up in dusty rooms in Japan? Well, not always. More often than not they use outside development houses like Probe Software to do all the hard work for them. *Sega Power* sent Jim Hope to investigate...

PROBE SOFTWARE HAVE COME quite a long way since Vakis Paraskuda and ol' Fergus McGovern set the company up seven years ago in Fergus' bedroom. Their first big hit was with *Devil's Crown* (on the creaky old Amstrad CPC), but things have changed a bit since then.

With Fergus now as the Managing Director, a team of five top producers, and 60 freelance programmers based all around the country, Probe are making their mark in a big way.

The company have quite a string of titles under their belt already – a mind-boggling 510 computer and console games, in fact. They also have 32 console games currently in production. Titles like *Smash TV* (coming out on all three formats), *Terminator* (out on the Game Gear), *Alien 3* (see our Master System review starting on page 22) and *Lemmings* (on the Master System and Game Gear) are all set for a pre-Christmas release, for instance.

Sega Power went down to Croydon to find out more – a lot more...

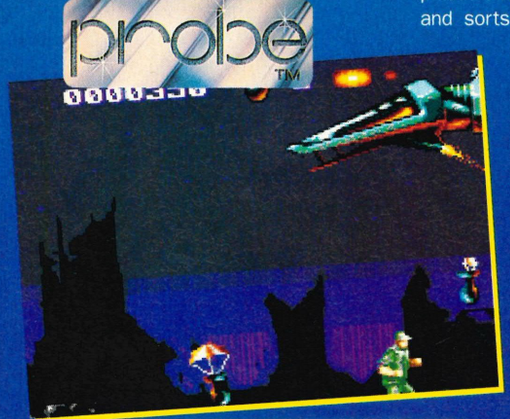
■ Probe Software (from left to right): ● Jason Green ● Mark Knowles ● Adrian Curry ● Tony Beckwith ● Dominic Wood ● Neil Young ● Fergus McGovern ● Kevin McGovern

Sega Power: **First off, what's the difference between a game publisher and a development house?**

Probe: A publisher takes all the risk, does all the marketing and publishing, places all the adverts in the magazines and sorts out the distribution for the game. We only have one "client," and that's the publisher. The publisher, on the other hand, has several clients – the Boots and WH Smith's of this world.

Once we've developed a game for the publisher, they then have to ensure that the game is manufactured and sold to the major distributors. These people then sell it to the game-players at the end of the chain.

And if the distributors don't want to buy the game? Well, really that's the

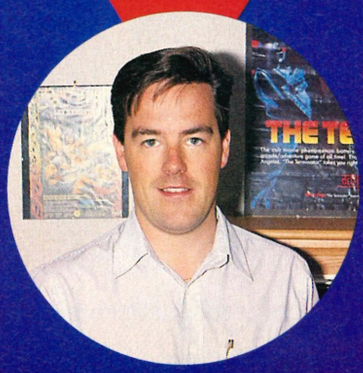


■ SkyNet shows you who's boss in the Mega Drive version of *Terminator* (*Sega Power* 32: 87%)

■ Reese takes time out from looking for Sarah Connor by strutting his stuff on the dancefloor...

■ He's underneath you! The Terminator glares menacingly while Reese plays chicken upstairs...

■ Fergus McGovern: the head honcho at Probe, the man who started fiddling about in his bedroom – and the man who ended up in Croydon



■ Neil Young: one of the Senior Producers (and the guy who ensures that Probe's games are worth playing – quite an important job when you think about it really)

■ Tony Beckwith: producer and Kylie fan. What more can you say? Well, quite a lot really (not that we've got anything against Kylie, of course – she's a nice girl really)

■ If you've got a problem fuse, then Assistant Producer Adrian Curry's yer man! But he's not just a dab hand at the old electrics – he's also a vital Probe member

PROBED!

game development house Probe Software the all-over treatment...

publisher's problem. They have to take these stock risks, not us.

But that does mean they can make 90% more than us on a particular title if it's a major success.

Sega Power: **So how long does it take you to write a Sega game?**

Probe: We're now quoting eight to 12 months to write a Mega Drive game. We're quoting that length of time so that we can get the playability right.

Europe has a reputation for technical brilliance, stunning graphics and music of the highest quality – but games that lack depth and gameplay – so that's what we've got to concentrate on.

Sega Power: **What is Sega hardware like to work with?**

Probe: Great! The Master System is old, but the quality and look of the games mean you can get some very good results. The Game Gear is obviously Z80-based, but again, the quality of the screen and the look and feel of the games are excellent.

The Game Gear's a great machine to work with and if you take things like *Mickey, Sonic* or *Lemmings* – which I think is one of the best games on the Game Gear at the moment – then you'll see what I mean.

Sega of America, incidentally, said *Lemmings* on the Game Gear couldn't be done, but we've done it...

Sega Power: **Did *Terminator* present any special problems?**

Probe: **Well,** *Terminator* was a learning curve for us. We learned about all the problems that you get with console games and we changed many things.

We used digitised graphics, hand-drawn ones, we changed the maps – we were under a constant battle to develop the title before the sequel was brought out. It isn't such a worry now though – because we're developing the sequel anyway...

Sega Power: **Have you had a chance to work with the Sega CD yet?**

Probe: We're already up and running with CD development for Sega.

Sega Power: **Wow! So you're quite involved with CD already?**

Probe: We used to use independent freelance programmers who worked for us on a long-term basis, but now – with Sega CD – we're having to move on.

Even though we actually work at our own premises in Croydon, we're still trying very hard to buy a facility for in-house programmers – and that's only because the development costs with CD are so expensive.

And for us to be able to generate enough graphics to work comfortably within CD, we really need to control things from in-house.

Within the next two years, however, we'll be probably working on a minimum of 10 CD titles for the new system.

Sega Power: **How do you feel at the prospect of a 32-bit Gigadrive?**

Probe: It's a nightmare! To try and fill the Gigadrive is going to be an incredible task. I mean, how do you fill a CD at the moment? Capacity is not the real problem here – it's whether there's a game at the end of it. All that's currently being done are set sequences where you walk somewhere, do a little puzzle and then walk off – and that's it.

But the bigger the drives and the bigger the ROMs, the bigger the CDs – so how do you fill them?

We're looking at ways of doing that at this very moment – getting hold of hardware that enables us to generate lots of animated and graphically rendered backgrounds.

It's very difficult, however, to actually fill a CD up and then make an enjoyable game as well. The bigger things get, the harder it's going to be.

Sega Power: **What makes Probe one of the more successful development houses? What is it that you're doing different to everyone else in the business?**

Probe: First, you can't brand a development house good or bad – they're only as good as their staff (if we've got ourselves a whizzo programmer, he can make us look very good, for example). It's different for a publisher, however.

If they have three great games in a row they can look great – but if they have three crap ones in a row, everyone thinks about avoiding them in the future...

Well, it's unlikey that any publisher using Probe as a development house are going to get a crap game, that's for sure.

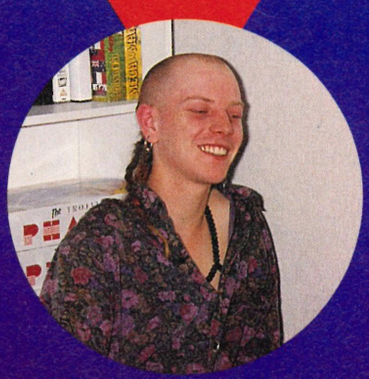
The lads and lasses from Croydon have already done good and it looks likely they'll continue pushing back the boundaries of Sega gaming for many a year to come (we'll keep you updated as and when, of course). Now how do I go about getting into this programming lark?

■ **The Sega CD: Over the next two years, Probe hope to work on 10 new CD titles...**

■ **The programmer you can thank for *Terminator* – Dominic Wood. Of course, if you didn't like the game then here's the guy to moan at! We thought it was great, Dom!**

■ **Mark Knowles – quite literally the graphic artistic type person who handled the look of *Terminator* (if you've seen the game you'll know this man's quite good really)**

■ **Jason Green: a graphic artist with a line in hats. Okay, so he isn't wearing one at the moment, but we're told he has quite a collection of 'em back home (honest...)**



■ **Kevin McGovern: brother of Fergus and the man who handles all the money. The question is, would you let *your* brother look after the cash?**

POWER PLAY

It's bigger, badder and it's back – all the tips you ever need!

To some, tips are just a useful aid to gameplaying. To others, they're a method of passing the time. But to John Cantlie and the E-zee tips posse, they're a way of life *(They are? — John).*

THEY SAID IT WAS IMPOSSIBLE, but now we've busted our guts and tipped *The Lucky Dime Caper* from beginning to end – all seven levels and more - check out page 53 for our guide to the last three levels of this Master System scorcher.

And then there's the usual collection of tips, cheats and advice on over 30 games over the next eight pages. Can life really be this good?

ALEX KIDD IN MIRACLE WORLD

***(Sega Power* 10: 93%) Sega £24.99**

More tomfoolery with this Master title. The bosses are particularly threatening,

■ **Oh dear, it looks like our intrepid Kidd has, in fact, gone too far in *Shinobi World*. For a useful extra life, just check our tips!**

■ **After a gruelling season's play and injury, you've made it to the Superbowl in *John Madden Football '92*. Not all of this is true**

demanding a game of "Stone, Scissors, Paper" whenever you meet 'em. Use the guide below for success every time:

Boss 1 (Stone Head) Stone, Scissors
Boss 2 (Scissors Head) Scissors, Paper
Boss 3 (Paper Head) Stone, Scissors
Boss 4 (Stone Head) Paper, Paper
Boss 5 (Scissors Head) Stone, Stone
Boss 6 (Paper Head) Scissors, Stone

ALEX KIDD IN SHINOBI WORLD

***(Sega Power* 10: 88%) Sega £25.99**

More help for people with this Master game. On the part of the Lobster section (where you start at the base of the waterfall), you'll find a hole in the path.

Walk down this and jump on the first chest. Now jump across the second gap to reach the extra life. Return to the other chest for the Whirlwind spell.

HERZOG ZWEI

***(Sega Power* 20: 78%) Sega £34.99**

Onwards, ever onwards and this time there's a password to get you right into the thick of things with this rather weird Mega Drive army battle sim.

Just enter LHJKINAFAMA as one of the codes and you'll end up at the very last battle. Excellent.

JOHN MADDEN FOOTBALL '92

***(Sega Power* 26: 93%) E.A. £39.99**

Do you find yourself getting beaten too often? Do you grind to a halt hours before anyone else? To cut through all the rough 'n' tumble and jump straight to the superbowl in this superlative Mega Drive gridiron sim, just enter the following code: D2G54FVH.

THE LUCKY DIME CAPER

***(Sega Power* 30: 92%%) Sega £29.99**

it was sort of inevitable that we'd pick up a trick or two on this Master title– after all, we did tip the entire game!

When you approach any pot that bounces, destroy it to get the goodies inside, then retreat just off-screen and do the same again. You can pick up loads of good stuff this way.

■ **Wapping your way through the levels in *The Lucky Dime Caper*. Just keep bashing these bouncing jars for extra power-ups**

MERCS

***(Sega Power* 26: 45%) Sega £39.99**

If you want to make life harder for yourself in this Mega special forces shooter, just select the normal mode and hold down Buttons A, B, C and Start.

PIT-FIGHTER

***(Sega Power* 28: 70%) Domark £39.99**

A classic tip for a classic Mega Drive

BRITAIN NEEDS YOUR TIPS (HONEST...)

We're tongue-wagglingly good at games, we know, but we still need *your* help. If you're hot at a cart, don't just sit there and expect us to read your mind – tell us about it in an old-fashioned letter type thing! Send in your cheats, tactics, maps, tips or whatever to *Power* Play, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. We always reward our best tipsters with something special...

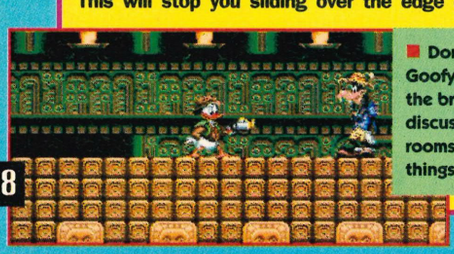
And if you're having problems with one of your games, we can help *you* out in return! Send your queries and problems to: Console-tation, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW and we'll see if we can help you out.

QUACKSHOT QUACKED (OR A STORY IN THE LIFE OF AN IMMORTAL DUCK)

NEED HELP ON THIS MEGA PLATFORM adventure *(Sega Power* 28: 92%; Sega £39.99)? Well for endless 1-ups in a drawn-out kinda way, just go to Transylvania, enter the castle and pick up the first extra life icon.

Now leave the castle and call the plane. Hop on, hop off again and the continue will have returned.

At the South Pole, remember that killer whales appear between every third and fourth iceberg. Shoot a green plunger when you jump an iceberg. This will stop you sliding over the edge (and for a duck, this is obviously quite a good thing). In Egypt, enter the ruins and climb the first ladder you see. There's a high wall to the right. Use your plungers to climb it. You'll enter a small bonus room. You should then climb up the wall again on the right to discover a shortcut. It's easy when you know how.



■ **Donald and Goofy shoot the breeze and discuss secret rooms and, er, things like that**

■ **Grabbing 1-ups in Transylvania. It's a slow process, but your patience will pay off later on in the game. Get to it!**

■ **A gratuitous Duckberg street scene. It's at times like these that you appreciate the meaning of mortality (eh?)**

TURN THE TABLES ON *GHOULS 'N' GHOSTS* AND REALLY STUFF THE BOSSES...

OKAY, IT MAY BE AS OLD as the hills *(Sega Power* 15: 92%, Sega £39.99), but there's still more in this classic Mega Drive scroller than meets the eye. Here's a brief guide to ghouly crunching in ancient times.

● **Statue of Terror**

Keep running towards him, then back off real quick. His head is the target to go for, so jump and let rip (but make sure you dodge *his* fire).

● **Infernomo**

Simple, this one. Just bend down, blast away at his skull and then skip round the falling lava.

● **Mistral Winds**

Again, bend down and hit him right in the eye. Just be ready to run though, 'cos you have to be right up against him to get a hit in.

● **Giant Worm**

The most difficult and most repulsive boss to beat. When his hearts step out for fresh air, jump up and shoot them. Keep at this for a while and he's all yours, but beware of the caterpillars.

● **Killer Bee**

Lurk in the corner and wait for him to swell horribly, then let rip. If you attack while he's contracted, it'll have absolutely no effect.

■ **Ooh 'eck! It's slashing down 'ere and I'm wearing nuffin but this large nappy. By 'ell, I wanna go 'ome!**

■ **This'll be that Statue Of Terror then. Simple techniques will see you through**

■ **Run right to goad him into action, then dodge his fire. Now stuff his skull in!**

■ **Comme ça! The mongrel scum is now very much headless and dead. Excellent!**

■ **Infernomo (the second boss) is really easy to defeat. Yet more skull-crunching!**

■ **Mistral Winds is something of a bitch. You have to get in close to get a hit in...**

■ **But once he's copped one, run like hell 'cos he'll be after you. Now it's your turn**

beat-'em-up. Just start as usual in one-player mode and thump, crunch or bash your way up to level eight.

Pause the game at the start of the next fight and insert joypad number two into its port. Press the Start Button on the second pad and you'll carry on with three extra continues.

PSYCHO FOX

***(Sega Power* 3: 93%) Sega £29.99**

At the end of level 1-3 of this Master game, jump on all the springs until you get to the highest point with the help of the big spring. Now release the Crow.

This will make a crack in the background. If you repeat it three times a warp opens up. Jump in and walk as far as the first pot. Jump on it and then pull down. You'll now warp to world four.

PUTT & PUTTER

***(Sega Power* 28: 67%) Sega £25.99**

Okay, more level codes – this time for the very silly crazy golf cart on the hand-held. Whatever you need, wherever you need to be, just punch these in and you'll jump levels quicker than a moggy on bonfire night...

Beginner	Master
DKDKO	NLDKK
JKDKJ	JLGKN
JKGKG	PLJKN
NKMKK	OBWAX
MAQAV	SBZAW
BKJKH	WAZAR

ROLLING THUNDER 2

***(Sega Power* 33: 76%) Namco £38**

To access any stage on this wicked Mega Drive undercover romp, just enter the right password for the right level. Get to it, people!

Level 2
A Magical Thunder Learned the Secret
Level 3
A Natural Fighter Created the Genius
Level 4
A Rolling Nucleus Smashed the Neuron
Level 5
A Curious Program Punched the Powder
Level 6
A Logical Leopard Blasted the Secret
Level 7
A Private Isotope Desired the Target
Level 8
A Natural Rainbow Elected the Future
Level 9
A Magical Machine Muffled the Killer
Level 10
A Digital Nucleus Punched the Device
Level 11
A Private Thunder Created the Powder

SAGAIA

(reviewed on page 28) Sega £32.99

Time for a level select on this Mega Drive horizontally-scrolling waste-'em-up. Press the following: C, A, C, B, C, A, B, A, B, C, A, C and then Start.

SUPER HANG ON

***(Sega Power* 12: 85%) Sega £34.99**

Can't get enough dosh to upgrade yer bike in this Mega racer? Can't progress to later levels because of your cash balance? Well, now you can with this new miracle cure from *Power* Play.

When you're running with your first sponsor (the Pharmacy), crash during the race and crack your frame up. Don't change it immediately, but go on to the next race straightaway.

Because the frame is done in, you'll automatically retire and receive $400 entry cash. Repeat ad infinitum until you've enough wads.

■ ***Sword Of Sodan* on the Mega. Just enter the code here to access the level select option. You've gotta get there first though!**

TAZ MANIA

***(Sega Power* 33: 89%) Sega £39.99**

For infinite continues in the latest Mega cartoon caper from Sega, there's a simple but laborious technique.

On stage two of the Badlands, make your way skywards and collect the 1 Up from the far left. Run back with the boulder beast following you and then jump

These tips don't end – *ever!*

(Continued on page 56...)

■ **The trophy that awaits the winner of the *John Madden* Championship. It's quite nice really, but it takes a fair amount of doing...**

■ **Mucho death is pretty common in *Mercs*, but if you want things harder still, have a go at our "make it totally impossible" tip**

■ **Getting down to it on *Pit-Fighter* on the Mega Drive. Things get real tough on later levels, so use our tips for more continues...**

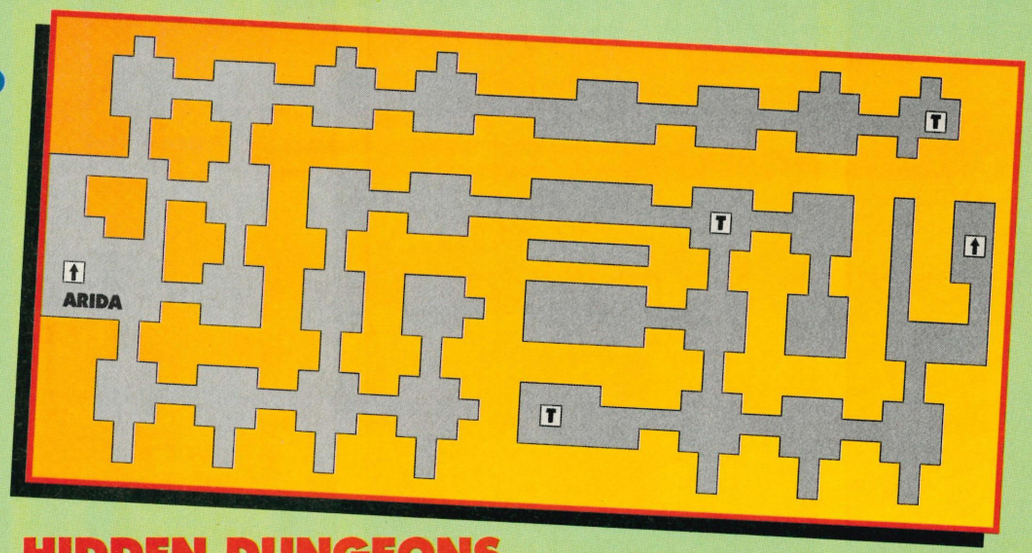
PHANTASY S

Sega's great futuristic RPG (*Sega Power* 25: 93% Sega £49.99) gets the Danny Curley treatment. Roll on, part two of our detailed guide...

AFTER A MONTH'S RECESS, OUR *PHANTASY Star 3* guide is back and, well, if you haven't married Maia yet and become a Layan, go home and give up. To start with, make your way out of the Castle Of Cille, save the game and talk to everyone (in the RPG, that is).

Leave town and head south towards Shushoran. You're now controlling Ayn (Rhys' son). Stock up on your medical supplies because you'll soon be fighting the Orakian Cyborg armies – and they're mucho tougho (and I mean *really* tough...

Enter Shushoran, talk to Lyle and Thea, and then leave the castle from the bottom.

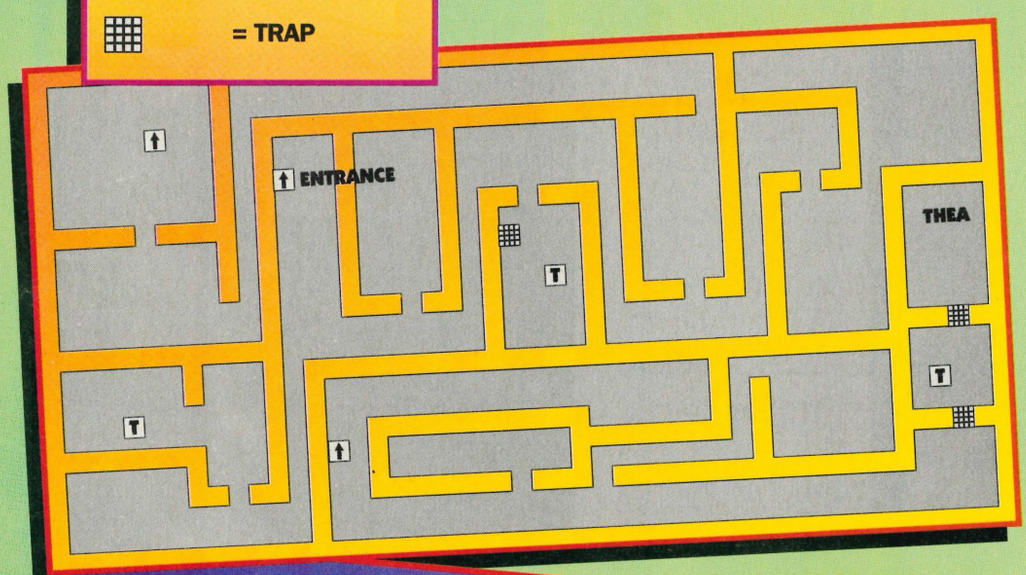


HIDDEN DUNGEONS

Enter Agoe, and talk with the King and the townsfolk. Now jump on the boat for a lift to Aquatica and go on to Rysal. You'll soon learn that Cille is under attack.

Return to Agoe, chat with everyone (you should be used to all this talking business by now), and then return to Cille and speak with the few survivors. Go back to Rysal and save your game. Head south and enter the HIDDEN DUNGEONS.

You'll find these between two crumbling buildings. Zip through the dungeon and exit into Aridia.



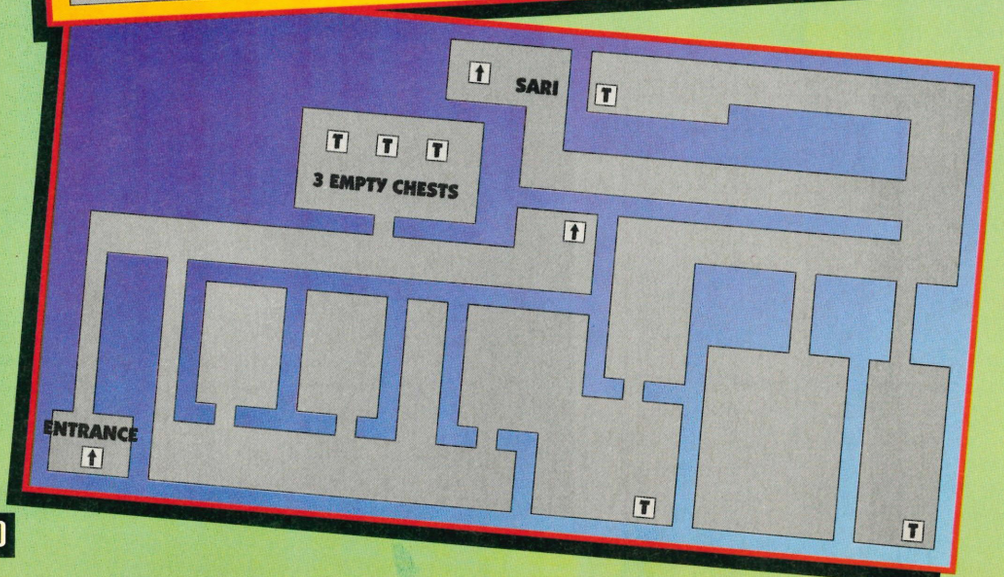
LENSOL DUNGEON

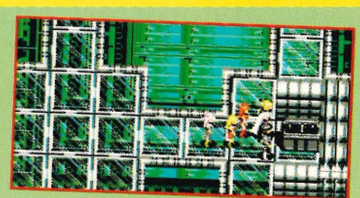
Visit Hazatak. Make your way to the Western Cave. This was where you originally found Wren, but now you'll meet Rhys and Lyle. They will give you the DRAGON TEAR. Head east.

When you reach the edge of the world, head north to find the cave entrance. Make your way through the dungeon heading south and cross the bridge on the way to Lensol.

Walk up the huge stretch of land that leads to the top of the world. At the top, enter Endora. Here you learn that Thea's been imprisoned in the Castle Of Lensol! Return to Lensol, stock up on supplies, save the game and then enter the castle from the top.

On entering, take the second right turning and go round the top of the throne room to reach the LENSOL DUNGEON. Make sure you have an escape pipe with you, then enter and rescue Thea. Return to Lyle in the cave in Aridia and then head north for the other cave entrance. This leads north to Landen.





LANDEN DUNGEON

The vital entrance to the LANDEN DUNGEON is in the Technique Distribution Shop. Make sure your hit points are good for Sari (who's not friendly). Now head back to Endora (north of the fourth world).

Head east and go down the "spike," where you'll meet a dragon who hoists you over to the Isle Of Techna.

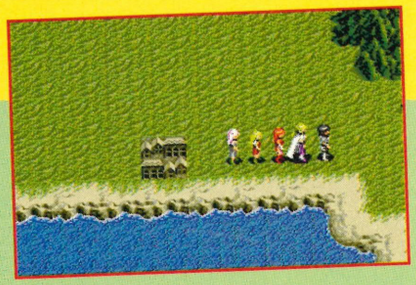
While there, buy all the best equipment and nab as much medical stuff as you can afford.

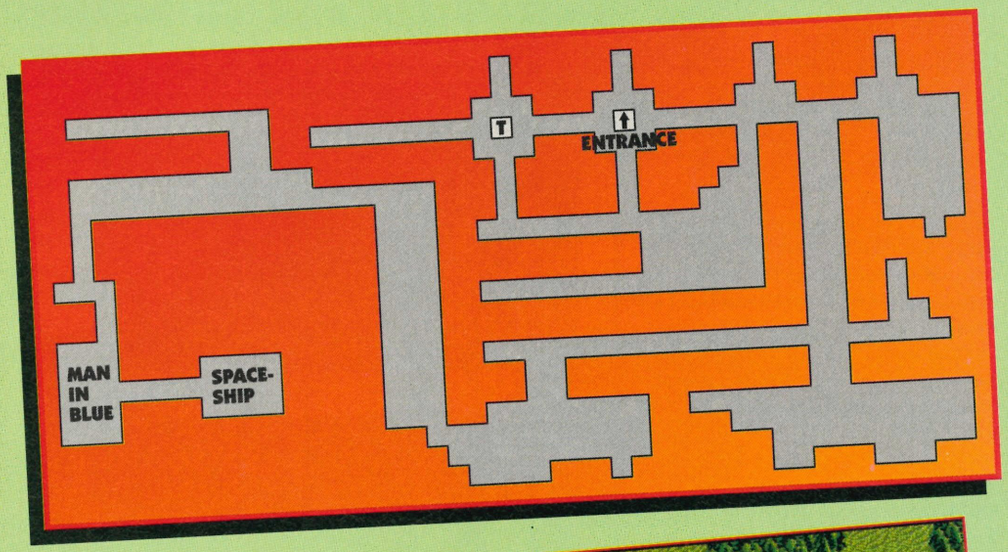
TAR 3 A GUIDE TO THE SECOND GENERATION

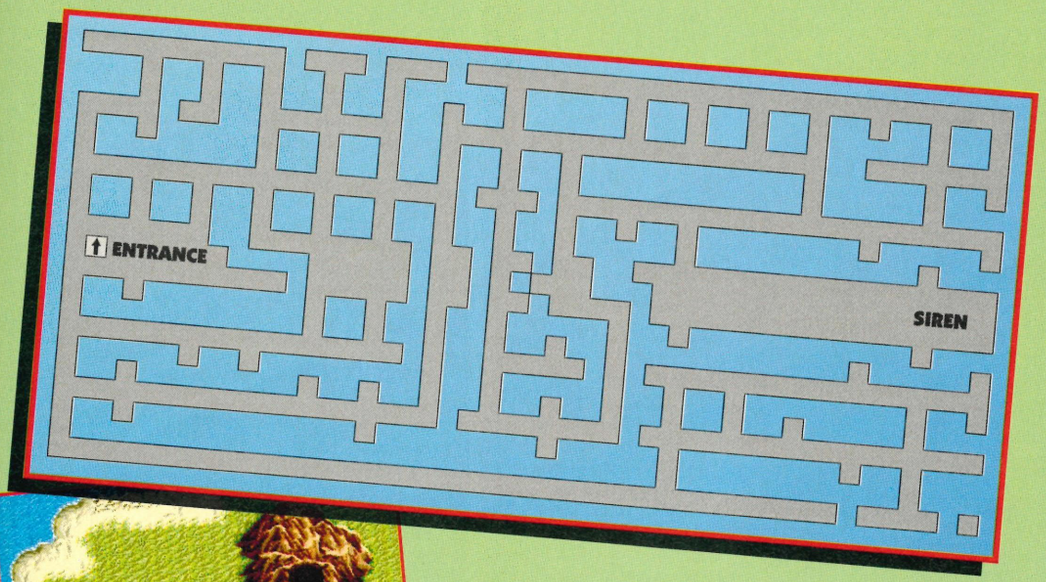
TOWER OF POWER

Enter the TOWER OF POWER at the top of the town. Walk right as soon as you go through the door, walk around the castle and then go down at the top-right entrance.

When you reach the dungeons, talk to the guy in blue. After that, make your way to the space-ship and head off for Azura.

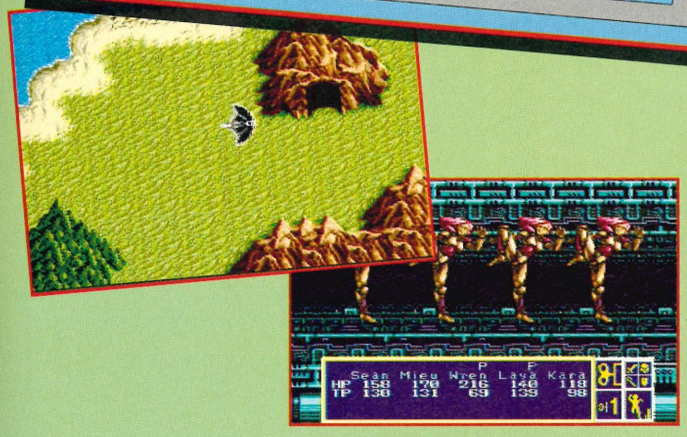






SATELLITE DUNGEON

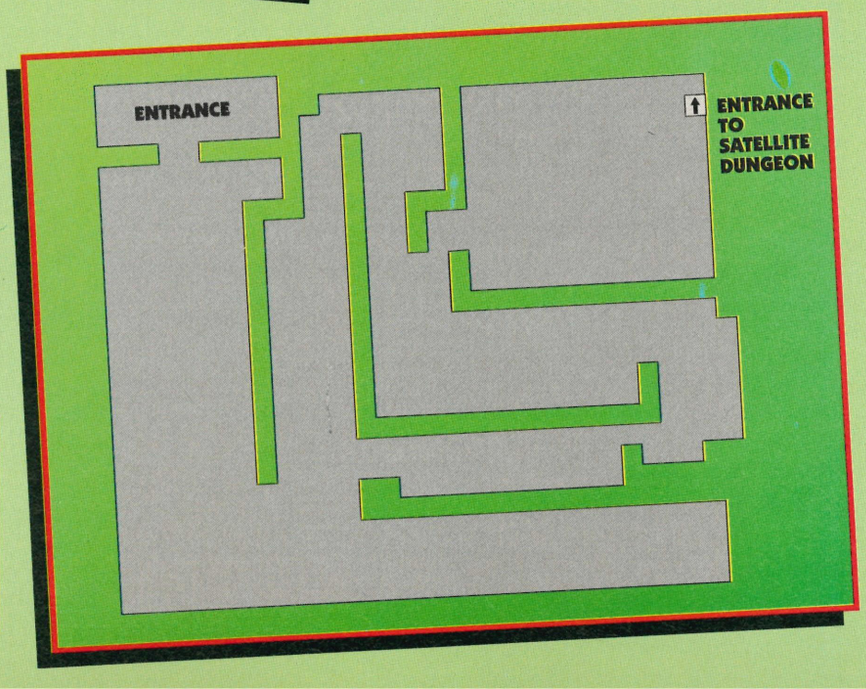
Dungeons tend to be very inhospitable places, full of insane goblins and bad drinking water. For this reason, it's definitely a good idea to get patched up before entering. And don't forget to save your game as well – otherwise, it might be a very short trip. Of course, if the National Jailing Council's plans for improved conditions went through, none of this would be necessary.



SATELLITE

Make your way through the SATELLITE DUNGEON to meet Siren. He's very similair to Wren, but a real tough ass, so heal up before taking him on.

Remember: he's also your last scrap on this generation. Be lucky. Now marry Thea... and wait for the next instalment – it'll be coming next month – space permitting. Later!



DECAP ATTACK

The definitive *Sega Power* guide to *Decap Attack* – a pot pourri of stuff for this brilliant cart (*Sega Power* 26: 93% Sega £34.99). Read it!

GENERAL TIPS

● **Potions**

These are not an essential part of the game, but they do protect Chuck and help him to defeat the more difficult bosses. Most last about ten seconds.

Xenon: a type of smart bomb. You can't use it against a boss.

Swill: makes you invincible, but doesn't protect you against lava. Doesn't work with bosses.

Trioxy: makes Chuck shoot lightballs at his enemies. Ideal for bosses.

Freeiz: freezes bad guys and makes them harmless – even if you walk into them. Won't work against a boss.

Claxy: increases Chuck's speed and jumping ability. Useful against some of the bosses, but not all.

Ooze O2: makes you reach further and punch harder. Good against all bosses.

● **Coins and Bonus Game**

Try and collect as many coins as you can (maximum of five) because these will increase your chances on the bonus game. The bonus game is a matter of chance. Hedge your bets and you'll have a good chance of gaining those extra lives though.

● **Hover Punching**

You can complete some levels easily by hovering out of harm's way. This protects Chuck and helps you to finish the early stages quickly.

Jump off a high ledge, hover, and then simply scroll across the level.

Combine with punching to deal effectively with the end-of-level bosses. Simply hover next to the bosses' weak points and punch for a quick defeat.

● **Spring Poles**

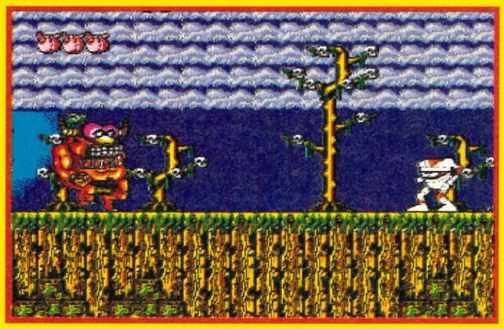
You can recharge your hearts by landing on top of a spring pole. You *must* make Chuck land directly on top of the point of the pole though for this tip to work.

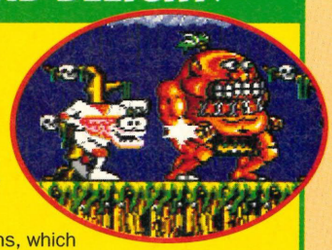
The pole should bend if you do it correctly and you should receive an extra half heart. The beads on the pole will turn white for each half heart you gain. When the whole pole turns white, you cannot gain more energy from it.

● **Head**

Chuck's extra head is very useful. Make sure the enemy you want to kill is at the far right-hand side of the screen. When you throw your head, it will drop down at the end of the screen and subsequently kill the bad guy. Effective for enemies who take more than a couple of hits.

FIVE BOSSES FOR YOUR DELECTATION AND DELIGHT!





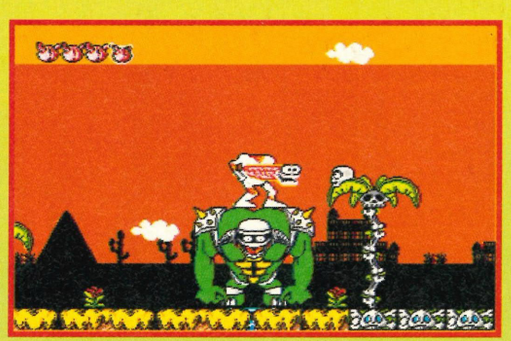
1. Abdomainland – Bullhead

When he first appears, jump on his head. He will now run to the right of the screen – and take you with him. When he reaches the end, jump off and hover above him. At this stage he'll launch his weapons, which soar around in a figure-eight pattern until he runs to the middle of the screen. Follow him, punching and dodging his fire as you go. He soon goes down, but avoid his gut. This remains a killer even after he's snuffed it.

2. El Beau Island – Toady

You can avoid this whole scene just by hopping across the platforms above, but for those of a more violent disposition, punch the boss in the head the second he arrives on the scene.

Wait for him to jump up, then run underneath and attack him from behind. Avoid the tadpole he throws at you and repeat the process until he's dead!



3. Tibuland – Lizard

Jump beside his head and punch him while "hovering" (you should know about this – see the General Tips on the left). Now follow him round the screen punching him as he moves.

Keep an eye out for the deadly fireballs – and DON'T bump into his head (although you can stand on top his bonce and shoot down if you want...).

4. Armington – Brain

Crouch down and wait for the boss at the far left of the screen. When he reveals his ugly face, jump up and sock him one in the gob.

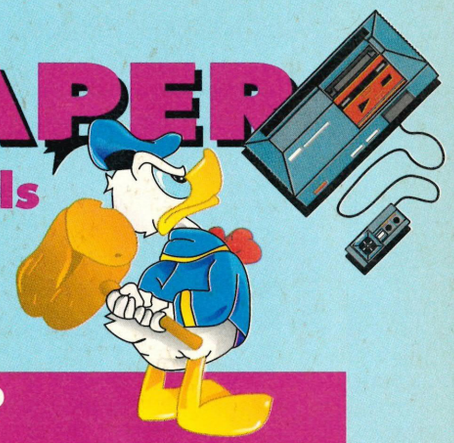
Avoid the "umbrella" like creatures – there are normally about three of 'em at any one time. Now keep on repeating the process until he dies. Remember, only attack the boss when you can see his mush.

5. Pumpington – Holee Molee

Follow the mound across the screen. Jump on the mole's head when it appears and stay "hovering" in the air above. Keep an eye on the mole (he will always extend in the direction he's about to fire in). He fires one way, you jump in the opposite direction. Now punch him from behind. Use lightballs for that extra kick.

THE LUCKY DIME CAPER

A complete guide to the final three levels

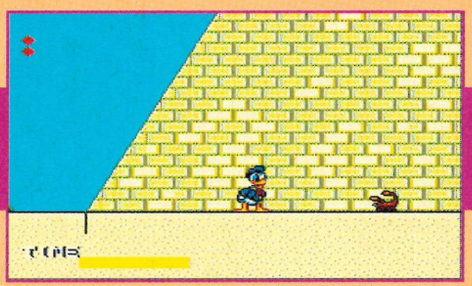


AT LONG LAST, AFTER AEONS OF TOIL AND hard work, we can bring you the complete "solution" to the last three levels of this truly cracking Master System title *(Sega Power* 29: 95%). This time, however, instead of showing you a complete walk-through of the levels, we've decided to concentrate on specific bugbear points – and let you sort out the rest for yourself. Plug that cart in and get to it!

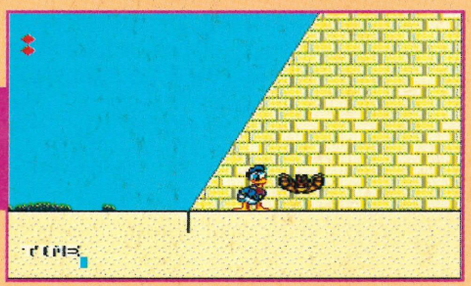
LEVEL FIVE: WALK LIKE AN EGYPTIAN... DUCK?

In the stifling heat of the Egyptian desert, you've got to make your way past the hostile local wildlife and into the pyramid. Once inside, you've got to track down the key that lets you get at the second of those rancid ravens. Watch out for all those tricky traps that the ancient Egyptians have left behind!

■ Sightseeing at the pyramids is totally ruined by these sand-lions that drag you down into the sand – you'll be too busy jumping 'em to admire the gorgeous scenery

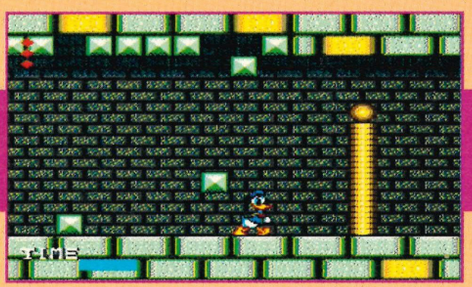


■ Scorpions are a permanent pest around here, but a quick flying disk to the head makes light work of these poisonous little spikers. Just give 'em what for!

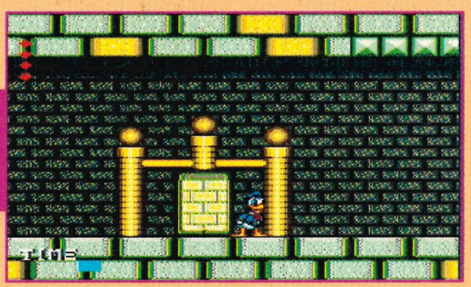


■ These bats are a constant flying menace. It's difficult to use the disks on them, so take the easy way out and jump on top of 'em instead. Sound advice for a duck...

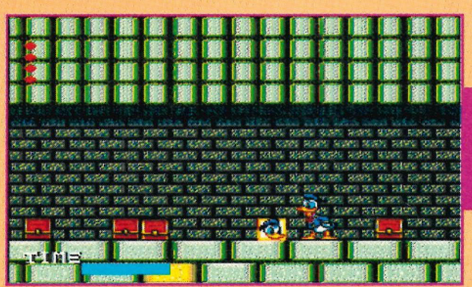
■ While in the pyramid, you've got to deal with these tubes that shoot arrows right up your backside. Wait until the arrows are gone (or duck) before movin' on



■ There are two bits here where blocks fall from the ceiling. On the first, run! On the second, edge gently to the halfway point, jump the fallen blocks, then peg it

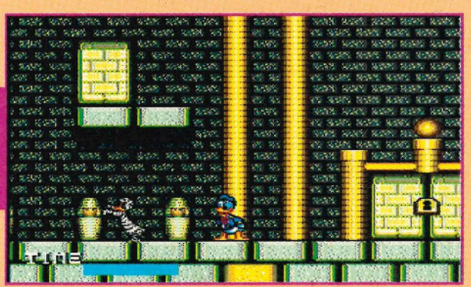


■ Watch out for this door. There's a treasure room behind it – and you can enter as many times as you like too (a real bonus for building up points and extra lives)



■ You'll find these chests in the treasure rooms. Hit 'em to reveal big bonuses (they disappear if you hit others though). But watch it – some mutate into monsters!

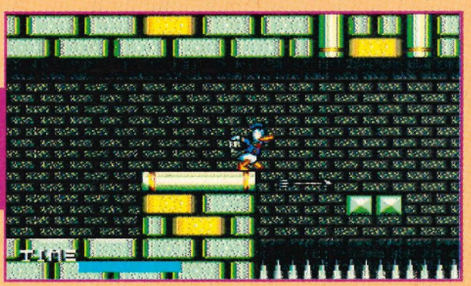
■ Huge blocks drop from the sky and you have to jump up 'em. If a column builds in the middle, stay right. If columns build at the sides, stay in the middle. Ea-sy!



■ Now you've got to cope with the mummy. Jump on or over him. And see those doors? They hide the dime. But first you'll need the key (to the left in this section)

■ There are six doors here, but most are treasure rooms where you can get bonuses. The one nearest Donald, leads to the key (you come out above the big doors)

■ Before you get to the key though, you're going to have to stay out of these sand traps while avoiding the bats and scorpions. Now you've got to deal with...



■ ...all these arrows and spiky floors. Time your jumps over the arrows and use the platforms. At the end is the key and the exit (bringing you out above the big doors)

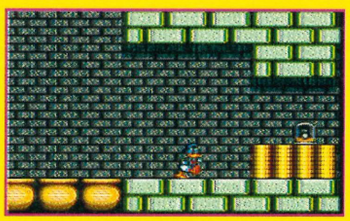
SNAKES 'N' PAINS

Oooooh, strewth! What's a duck supposed to do when faced with a fire-spitting cobra? Kick asp, that's what... (You're a very clever man, sir, very clever...)

That snake is just a big distraction - it's that blinkin' raven you've got to really get

Avoid the notes and jump the deadly fireballs that the snake spits at you...

Fire your flying disks upwards to deal with that raven once and for all. Go for it!



Get enough hits in on our birdie friend and the second dime will be yours

LEVEL SIX: THE DUCK GOES SOUTH FOR THE WINTER...

From the heat of the desert to the bill-freezing cold of the South Pole – real brass duck weather.

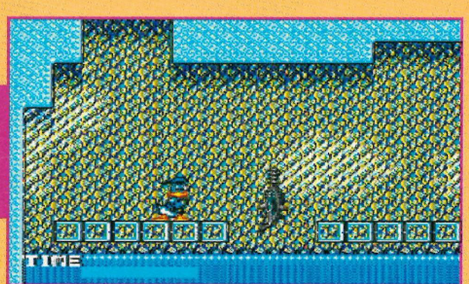
These surfing, sliding beasties are easy – just whack a flying disk into their bonces and down they go. If you've only got the hammer it's safer to jump on them

The ice monsters are trickier to deal with, however, because they throw clouds of snowy, icy stuff at you which is hard to see but very lethal. Don't get hit!

When jumping the holes, make sure the wind isn't blowing against you – and don't forget those fish with blades for noses. Anyone for frozen spiked duck?

Shoot these snowmen before they get the chance to build a wall. If you have to bash the wall down you'll take a hit (alternatively, take the route upwards...)

Watch out for this sneaky snowman, 'cos those heads build into a pile and then come tumbling towards you. He's pretty easy if you've got yer disks on you though



If you take the downward route you'll have to outrun a swordfish that's destroying the ice platform. Jump over everything in your way and look for the exit up

CHILL OUT THAT RAVEN!

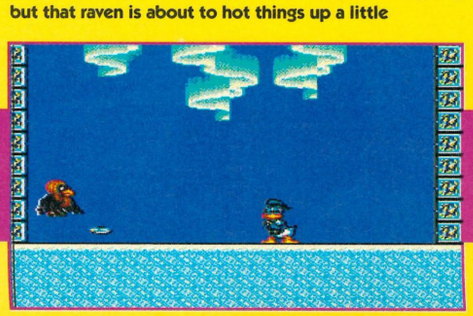
That raven may think he's pretty cool, but pretty soon now you're going to have to put him on ice permanently. He's the last of the three ravens, so he's not going to make life easy for you. If you know what you're doing though, you'll soon be on your way to Magica's castle with three lucky dimes and a seriously bad attitude.

Okay, raven, let's warm this ice-house up and show you who's the *real* boss round here.

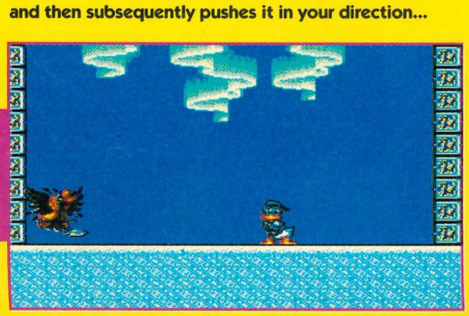
Donald may be shivering with cold (or is it fright?), but that raven is about to hot things up a little

He comes down to the ground, creates an ice block and then subsequently pushes it in your direction...

But that's no problem, just bash it out of the way. Old raven will then come down to make another



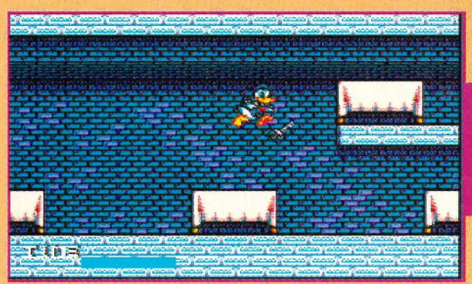
So while he comes down to do his little bit with the ice, we'll stand back and let him have it in the face!



Time the disk throw just right and you've got a hit. Repeat this simple process until he's a cold turkey

LEVEL SEVEN: CASTLE CAPERS WITH THE EVIL MAGICA

Magica's big castle is the most mazy of the seven levels, so you need to know your way around. Follow the right route and in no time you'll be battling for the last dime and your big reward. Get a move on!

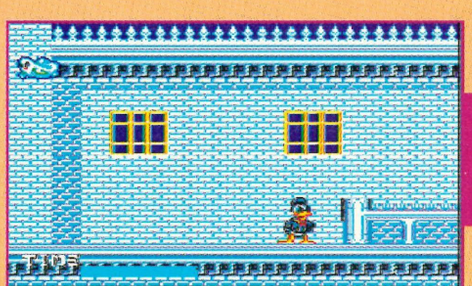


■ In Magica's Castle you'll have to jump or duck these forks as they rain down on your head. Go carefully here: bulling ahead will just get you into deeper trouble

■ Ghosts just float left and right, so jump on them or throw disks upwards if things get awkward. Just don't bounce off one ghost and straight into another, okay?

■ These skeletons pop up from under top hats that are littered about the floor. Just leap over the hats and duck under the bones the skellies throw at you

■ Paintings come tumbling off the castle walls. Jump on them to get through, or time your moves to get underneath 'em without getting clonked on the nonce



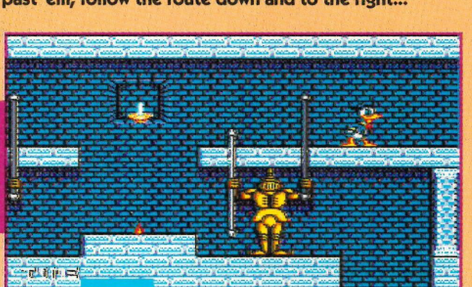
■ When you make it to the roof, the ghosts now start to dive down at you. Jump up and back before moving forwards and you can land on top of them in safety

■ This bit is tricky to negotiate because the platforms move up, down, left *and* right. Keep your duck wits about you and head downwards as carefully as you can

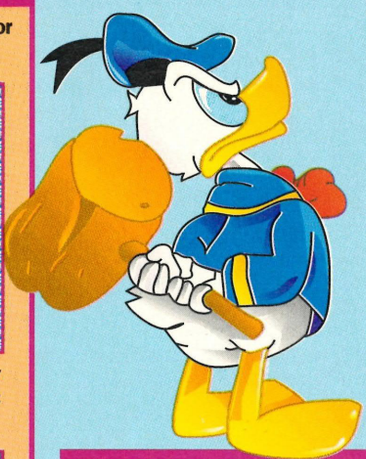
■ Mirror monsters appear as you move past. Jump up and back if you want to bash them. Otherwise, keep going – and then go up or down at the right moment

■ To get past these knights and spikes is just a matter of split-second timing (he says glibly). When you get past 'em, follow the route down and to the right...

■ The candles aren't that dangerous – you just have to remember they're there. Oh yeah, and don't forget to avoid the blobs of hot wax that drop down from 'em

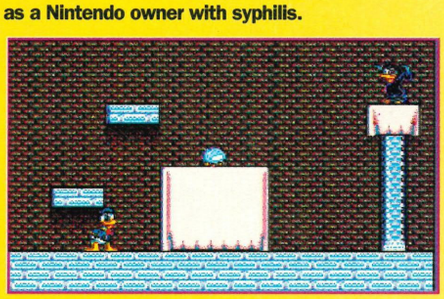


■ Magica is just a couple of screens away to the right now. The exit you need to take is the one that goes up and to the right. Good luck, Donald. Your time is nigh!



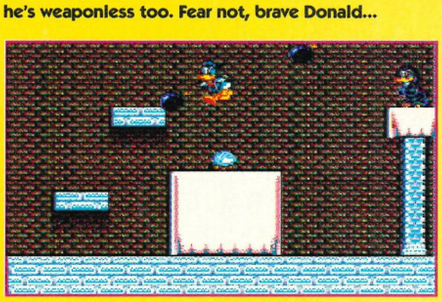
MAGICA DE SPLATTERED

She may have the final lucky dime, but in a few seconds' time she's going to feel about as lucky as a Nintendo owner with syphilis.



■ Things look very quiet on the Magica front, but what's the old bag up to over there? Daft tart...

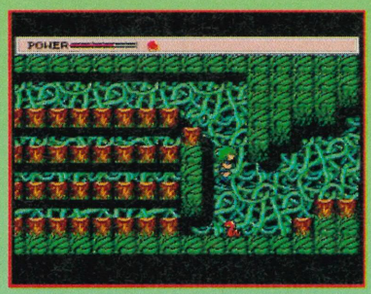
■ Crikey – lightning! Donald's going to get hit and he's weaponless too. Fear not, brave Donald...



■ ...the lightning ain't a problem. Just avoid those bombs and go 'n' bounce on that there crystal ball

■ A few simple bounces later and out pops the dime, leaving Magica blubbing on the floor. YES!!!!

■ This is, in fact, a touched-up photograph of John doing his worst on Mad Sunday at the Isle of Man. (Okay, so it's *Road Rash...*)



■ *Golvellius* on the Master. Nice graphics and curly bits – but did you know there's a special sword for smashing stuff up?

Okay, okay, so I lied a little...
(...Continued from page 49)

on him. Now jump up onto the platform with the continue. Collect it, kill yourself and do it all again. Yeah, we know it's messy and dull, but it's still effective.

In the Iceland stage, reach the last main ice block, hold down on the joypad and press Button C. All being well and groovy, you'll enter a secret room full of bonuses and stuff.

SWORD OF SODAN

***(Sega Power* 16: 45%) Sega £39.99**

If you wanna get along in this particular little Mega Drive number, just enter your name as HINANP on the high-score tables, then use the Start Button on joypad two during the game and you can skip levels. Weird, huh?

TEDDY BOY

***(Sega Power* 8: 73%) Sega £9.99**

On the intro screen of this old Master title, move the joypad up, down, left and right. Another screen then appears. At this stage you should press up and down nine times and then press Button 1. A level select then appears.

QUARTET

***(Sega Power* 12: 60%) Sega £24.99**

On level two of this dual-player Master System scrolling platformer, player one must have the star and the key.

Go through the warp door and once you're in, immediately come back out again. You'll be instantly warped to a secret room full of nasty things.

R-TYPE

***(Sega Power* 15: 90%) Sega £29.99**

Surely everyone knows all the cheats for this classic Master System shooter from Sega? Well, apparently not. Put both joypads into their ports and hold down-right on joypad one, and up-left and Button 1 on joypad two.

Switch on the Master System and keep everything held down until the logo appears. You'll now be invincible.

ROAD RASH

***(Sega Power* 23: 93%) E.A. £39.99**

A thoroughly dumb tip for the hype Mega Drive racer, but if you're feeling hard done by and need some extra money, just enter this code and believe me, all your monetary problems will disappear overnight (not bad for a cheat!):

■ *Pro Wrestling* on the Master. To get ahead, just use a series of kicks in the right league, and nothing will hold you back.

55550	**00F17**
1132U	**21N51**

GOLDEN AXE 2

***(Sega Power* 27: 81%) Sega £34.99**

Press Start while you're holding down Buttons A, B and C during the demo. Select your options, and then tap B and C together while holding down A.

Now select exit with the cursor, and do the same tapping routine as before (keep Button A pressed all the time).

Select the play option and repeat the Button presses again. Now choose a normal game and repeat the tapping procedure (strewth!). Select your chosen character while keeping Button A pressed. Now press B, C and up on the pad together with Button A.

At last, you will see a number on the screen. Now you can select the level using Buttons A and B (and Start to select). God, what a number...

ARCUS ODYSSEY

(The Hard Line ✱✱✱)

We have codes for this Mega Drive baby, and in a gesture of uncommon decency, we're gonna give 'em to you.

As usual, just enter the right password for the level you want.

Level 3	JSMOFBAHICB
Level 4	JBMGNMQJDO
Level 5	JBMGNUUMEB
Level 6	KBMEMUQQFA
Level 7	KBMEMUQU4F
Level 8	KYMEMUU05F

GOLVELLIUS

***(Sega Power* 7: 74%) Sega £29.99**

A nice tip for this Master title. To grab hold of a magic sword that blows up rocks and other immovable objects, go to the continue password screen and enter the letter "A" at the start.

At the second line, enter a space, and at the last column, 888. You'll now go to the village on the second level – and the impassable rock has gone!

WONDERBOY IN MONSTERLAND

(To be reviewed) £29.99

If you hunger for more gold on this Master cart, just plug in the second joypad in port two. Start the game as normal and then press either Button on pad two to bring up the status screen.

Press it again to return to the main game. Do this stunt 40 times and 40 units of gold will then appear on your sheet. Keep doing this until you've got enough gold.

PRO WRESTLING

***(Sega Power* 12: 76%) Sega £24.99**

To pin down your opponents real quickly in the Mexican league, kick them down four times, five times in the Pacific league and six times in the world league. Keep kicking them continually.

Punching is for girl's blouses and achieves absolutely nothing.

KID CHAMELEON

***(Sega Power* 30: 80%) Sega £39.99**

Switch the Mega on and wait until MANIAXE appears on the demo screen.

Now start the game and go to Elsewhere, the first bonus stage. Grab the Cyclone helmet and leave under the Skull Mountain level.

Go down the first slippery slope. On the second, jump up and spin along the top until you reach a small gap.

Now enter the room and smash the blocks for 50,000 points.

Exit via the passage you used to get here and the screen will start to flash different colours. At this stage you should have six lives and an unbelievable one million points!

TEST DRIVE 2

(issue 30: 89%) Accolade £34.99

To find a secret options screen in this speeding Mega Drive crunch-'em-up, just hold down simultaneously Buttons A, B and C while speeding along. As if by magic, the screen should appear in front of you. (Don't crash though!)

JAMES POND

***(Sega Power* 18: 83%) E.A. £39.99**

To jump levels in a most triumphant manner in this early aquatic Mega bash, just make your way to the small ledge on the left-hand bank in mission one and pull down on the joypad. You'll be transported to level 11.

TURRICAN

***(Sega Power* 23: 67%) Sega £34.99**

To access a dynamite options menu in this Mega Drive platformer thing, scroll down the options available in the first screen and place the arrow over EXIT.

Push down on the joypad and press the Buttons in this order: A, B, B, A, B, A, A, B, A, A, B, A, A. Like, presto, the world is your lobster.

DRAGON CRYSTAL

(The Hard Line ✱✱) Sega £24.99

As soon as you switch on your handheld, hit START loads of times until the game actually begins.

All things being equal (that is, if your Gear is the same as mine), you'll find yourself in a large room full of weapons, wonga and suchlike.

HELLFIRE

***(Sega Power* 31: 84%) Sega £34.99**

First, select the HARD option from the intro screens of this Mega game, then go to the sound select and listen to any one tune for over 70 seconds.

The game will then start and "YEAH RIGHT" will appear instead of "DIFFICULTY SETTING." You now have 99 continues, baby. Who says we don't do anything for you?

MICHELE'S CRAP, ER, "TIP" CORNER

Hot on the heels of Dan's virulent escapade comes this new level of crapness. And you think we make 'em up – believe me, we don't...

■ **Can you tell me how to score goals on *Super Kick Off* on the Master System?**
James Rose, Gloucestershire

I tried this puzzler out on my Master at home for over three hours, and the trick is to avoid all the other guys on your opponent's side. Then, using the pad and a Button, energetically thrust the ball into your adversary's net. This method definitely works...

■ Get air and big points with our cheat for *Kid Chameleon* on the Mega. Does this mean he can afford a decent haircut now?

■ More a *Duet* than a *Quartet*, there's still a room chock full of weird things just round the corner in this Master System title

Get your head round this!

Live

Live the dream!
Just imagine...
Latest, hardest, hottest games!
Gob-smackingly enormous games arcades!
Giant video walls!
Cheap games by the thousands!
TV broadcasts, live radio!
Competitions, rides, virtual reality!
Sega, Nintendo, Amiga, PC, ST – the lot!
And some *serious* noise!
SUPER KICK OFF

The Future Entertainment Show

Quids in

Get smart. Getting on for 100,000 people are expected to attend the **Future Entertainment Show.**
You know what that means: Queue City. So avoid all the foot-shuffling, hanging-around-for-ages start to the Show by booking your tickets early.
And you'll even **save money**! Bit of a barg, really. Do it now, otherwise you'll only forget and then regret it later when you're really cold and – *(Snip! - Ed)*

YES I would like to have my tickets early, avoid all the queues and save £1.05 on every ticket, please.
Adults £5.95, Under 14s £3.95.

Call the credit card hotline on
051-356 5085
or fill out the coupon on the right!

Imagine no more.

We've got 'em all at the Future Entertainment Show. Miss it and have nagging doubts for the rest of your life...

What's what

When? November 5-8, 9.30am-5pm (4pm Sunday)
Where? Earls Court, heart of London
What? Sega, Nintendo, Amiga, PC, ST games
How much? £7 adults, £5 Under 14s (but see Quids In bit)
Why? Just why not?

Tickets

SP/09

I would like to order advance tickets for the Future Entertainment Show and save £1.05 per ticket.

Please send me ____ adult tickets at £5.95 each

Please send me ____ under-14 tickets at £3.95

Total Payment £_____

Method of payment _____ ☐ Visa
Please make all cheques ☐ Access
payable to: ☐ Cheque
FUTURE ENTERTAINMENT SHOW ☐ PO

Card number ⌊_⌊_⌊_⌊_⌋ ⌊_⌊_⌊_⌊_⌋ ⌊_⌊_⌊_⌊_⌋ ⌊_⌊_⌊_⌊_⌋

Expiry Date ⌊_⌊_⌋

Name_____

Address_____

_____

_____Post code_____

Send this form to: FUTURE ENTERTAINMENT SHOW
PO Box 2, Ellesmere Port, South Wirral, L65 3EA

It's going to be MASSIVE!!!!!

STAND OUT FR

Be in with the in-crowd and get hold of those Back Issues (better hurry though – Issues 1 to 30 have gone already...)

31 Look at what we got into this one! A 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, *Pengo, Joe Montana* and *Spider-Man* on the Gear – plus loads more. 40 titles tipped in *Power* Play... and stereo earphones on the cover. A real stunner!

32 Read the FREE *Super Monaco G.P.* book on the cover and enjoy over 200 tips in *Power* Play. Tons of reviews: *Chuck Rock, Terminator* and *Super Monaco G.P. 2* on the Mega Drive and Master System, *Prince Of Persia* on the Master, and *Halley Wars* and *Chessmaster* on the Gear. There's also a round-up of basketball sims and a feature on Sega's new coin-ops...

33 An Olympic special – complete with free *Sonic* tips poster. Games include: *Olympic Gold* on the Mega and Master, *Taz Mania* and *Corporation* on the Mega and *Crystal Warriors* on the Gear. Plus loads of tips for *Desert Strike, The Lucky Dime Caper* and *Shining In The Darkness*. And don't miss our Capital Radio feature!

OM THE CROWD

Get *Sega Power* for an entire year and look dead wicked with your free baseball cap or bum bag for only a measly £22.95!

Complete the form below or call our credit hotline on ☎ (0458) 74011 *now!*

I WANT TO SUBSCRIBE TO THE BEST-SELLING SEGA MAG ON THE PLANET...

☐ **UK £22.95** ☐ **EUROPE £39.95** ☐ **REST OF WORLD £51.95**

I would like as my freebie a: (*please tick only one*)

☐ **BASEBALL CAP** black only ☐ **BUM BAG** black only

OKAY, I DON'T SUBSCRIBE, BUT I KNOW WHAT I WANT WHEN I SEE IT – AND I WANT THIS...

Even if you don't subscribe to *Sega Power* (why the hell not?), you can still get your hands on these excellent goodies.

☐ **BASEBALL CAP £5.95** black only ☐ **BUM BAG £5.95** black only

PLEASE SEND ME THE FOLLOWING BACK ISSUES AT £1.95 (OR £2.50 FOR THE JUNE ISSUE). _____ **TOTAL AMOUNT**

METHOD OF PAYMENT ☐ **VISA** ☐ **ACCESS** **card number** ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ **Exp. date** ☐☐☐☐

Name _____ Signature _____ Date _____

Address _____

_____ Post code _____

Please return this coupon (together with your cheque if applicable) in an envelope to the following address:
***Sega Power*, Future Publishing Ltd, FREEPOST, Somerton, Somerset TA11 6TB**

THIS COUPON IS VALID UNTIL 30 SEPTEMBER 1992
SP/MAG/0992

Pro ACTION REPLAY

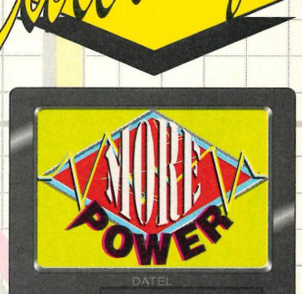
Designed and Manufactured by DATEL ELECTRONICS

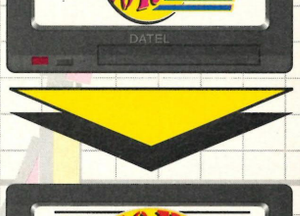
MORE ENERGY
MORE LEVELS
MORE POWER

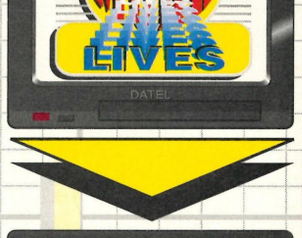
£49.99 Cartridge

FOR THE

* MEGADRIVE™





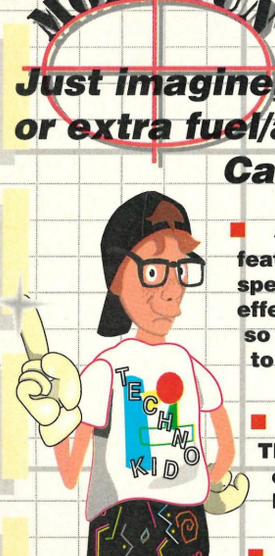


FANCY YOURSELF AS A GAME HACKER?

YES WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

MORE FUN

Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for your MEGADRIVE™ Console



- **Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their cartridges so they can play their favourite games to destruction!**
- **With its unique built-in "GAME TRAINER", you can actually find and create your own cheats for Infinite Lives, Power, Energy, Levels, etc. etc.**
- **Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use... the average cheat takes only minutes.**
- **Action Replay also works as Japanese adaptor, allowing you to play import cartridges on your UK console.**
- **With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear. No need for future updates, no need for code books.... this is the only cartridge you will ever need.**
- **No user knowledge is required at all - if you can play the game you already know how to use Action Replay. All input is via the joystick/pad - it couldn't be simpler!**

"The Action Replay is the essential companion for EVERY Console owner.....how can you afford not to have it".....GAME PRO magazine

"SEGA" & "MEGADRIVE" ARE TRADEMARKS OF SEGA ENTERPRISES LTD.

IMPORTANT

ACTION REPLAY IS *NOT* DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY SEGA ENTERPRISES LTD.

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292

TECHNICAL/CUSTOMER SERVICE 0782 744324

Access VISA SWITCH

24 HOUR MAIL ORDER HOTLINE

0782 744707

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

BECOME INVINCIBLE MORE POWER MORE LEVELS MORE LIVES MORE FUN BECOME INVINCIBLE MORE POWER MORE LEVELS MORE LIVES

COMPUTER GAMES

WE SELL EVERY GAME & EVERY SYSTEM AVAILABLE IN THE U.K.

★ Compare our prices. ★

SEGA	S.R.P	our price
Megadrive system + Sonic the Hedgehog	£129.99	£116.99
Master System 11 +	£89.99	£81.00
Master System 11 + Rambo 3	£89.99	£81.00
Master System 11	£49.99	£45.00
Master System 11 Including Sonic	£79.99	£72.00
Game Gear with columns	£99.99	£89.99
Game Gear Sonic the Hedgehog	£129.99	£116.99
Nintendo Super N.E..S	£149.99	£134.99
Nintendo N.E.S	£69.99	£63.00
Nintendo Gameboy	£79.99	£72.00
Atari Lynx 2	£84.99	£76.50

GAMES		S.R.P.	our price
SEGA MEGADRIVE	Desert Strike	£39.99	£36.00
16 BIT	NHL Ice Hockey	£39.99	£36.00
MASTER SYSTEM	Wimbledon Tennis	£34.99	£31.50
8 BIT	Super Kick Off	£34.99	£31.50
GAMEGEAR	Super Monaco G.P.	£19.99	£17.99
	Super Kick Off	£29.99	£26.99
NINTENDO N.E.S.	Star Wars	£49.99	£45.99
	Super Mario 3	£39.99	£35.99
GAMEBOY	W.W.F.	£29.99	£26.99
	Terminator II	£29.99	£26.99

Console, Atari ST, Commodore, Amiga, 16, Bit Chart, Atari ST, Commodore, Amiga, 8, Bit Commodore 64 Amstrad Spectrum
All Hardware - Printers - Joysticks - Books - All software for business or pleasure
WE HAVE IT!

Send for our 90 page free catalogue to:
ENTERTAINMENT WORLD CORPORATION LTD
TEL: (0843) 853301 FAX: (0843) 853222
E.W.C. LTD, 91 HIGH STREET, RAMSGATE, KENT CT11 9RH

Name: ----------

Address: ----------

----------**Postcode:** ----------

FREE!

NO CATCH GET YOURS NOW

IT'S EASY!

T-SHIRTS • STICKERS & JOKE PACKS!!

CHECK IT OUT!

FREE WRESTLING T-SHIRT!!

IF YOU KNOW THE ANSWERS TO THESE 3 EASY QUESTIONS, YOU GET A FABULOUS WRESTLING T-SHIRT!

- WHAT DO THE LETTERS WCW STAND FOR?
- HOW MANY TEAM MEMBERS ARE THERE IN IN THE LEGION OF DOOM?
- WHICH WRESTLING STAR STARRED IN A FILM CALLED SUBURBAN COMMANDO?

ANSWER 'EM ON THE LINE, YOU GET THE SHIRT!!!

CALL 0891 424280 NOW!

FREE WRESTLING STICKER PACK!!

ANSWER THESE QUESTIONS ON LINE AND IT'S YOURS!!

- HOW MANY ROPES SURROUND A WRESTLING RING?
- WHICH WRESTLER USED TO BRING A SNAKE INTO THE RING?
- HIS FIRST NAME'S HULK, WHAT'S HIS SECOND NAME?

0891 424281

FREE JOKE PACK!!

- COMPLETE THE NAME OF THE BAND WHO'S ALBUM INCLUDED THE TRACK 'HEY JUDE'
- HOW MANY PLAYERS ARE THERE IN A CRICKET TEAM?
- COMPLETE THE TITLE OF THE SERIES OF BOOKS BY J.R.R. TOLKIEN WHICH INCLUDES THE TITLE 'THE HOBBIT'

0891 424282

HEY CONSOLE EXPERTS!

HOW ABOUT A FREE T-SHIRT?

0891 424283

CALL UP. ANSWER THESE QUESTIONS AND IT'S YOURS!

- WHICH COMPANY MAKES THE MEGADRIVE?
- WHAT IS THE NAME OF NINTENDO'S HAND HELD GAME?
- WHAT SORT OF ANIMAL IS SONIC?

CALLS COST 38p / MIN. CHEAP RATE, 48p / MIN. ALL OTHER TIMES INC, VAT. PLEASE ASK PERMISSION BEFORE YOU CALL. AVERAGE LENGTH OF CALL 5½ MINS WHICH WILL COST £1.98 AT CHEAP RATE. POST, PACKING + HANDLING CHARGES: T-SHIRTS £1.75, OTHERS £1. © MEGAFONE LTD 1992. MEGAFONE, SANDYLANDS HOUSE, MORECAMBE, LANCS, LA3 1DG.

★ KRAZY KONSOLES ★ KRAZY KONSOLES ★ CALL US NOW!

MEGA DRIVE

Alien III (US)	£35
Alisia Dragoon	£29
Arrow Flash	£15
Bad Omen	£30
Bare Knuckle (Streets of)	£27
Bart Vs The Space Mutants (US)	£35
Battle Golfer	£23
Battle Mania	£27
Bulls v Lakers (US)	£32
Cadash (Action RPG)	£Call
Chuck Rock (US)	£34
Crude Buster (2 Crude Dudes)	£31
Dark Castle (US)	£19
Darwin 4081	£15
Desert Strike (US)	£32
Devil Crash Pinball	£33
Dino Land Pinball	£19
Donald Duck -Quackshot	£27
Dungeons & Dragons	£33
F-1 Hero G.P.	£32
Fighting Masters	£32
Gairies	£24
Ghouls 'n Ghosts (US)	£28
Grand Slam Tennis	£34
Gynoug	£24
Hellfire	£23
Ice Hockey EA/NHL (UK)	£29
Jewel Master	£17
John Madden '92 (US)	£29
Jordan vs Bird (US)	£28
Junctions (Puzzle)	£19
Kid Chameleon	£29
Krusty's Super Funhouse (US)	£34
Leander (US)	£Call
Lemmings (US)	£35
Magical Hat	£19
Marvel Land	£25
Mercs/Commando II	£25
Mickey Mouse C.O.I.	£23

MEGA DRIVE

MEGADRIVE PAL TV VERSION TAKES ALL CARTS. ENGLISH TEXT & INSTRUCTIONS, LEADS, POWER SUPPLY & JOYPAD

Only £95
Plus Sonic ..119.95

Moonwalker (US)	£18
MS Pacman (US)	£29
Outrun	£25
PGA Tour Golf (US)	£31
Pitfighter (US)	£33
Populous	£24
Road Blasters	£25
Road Rash	£31
Robocod (US)	£29
Rolling Thunder II (US)	£35
Sonic 1	£27
Sonic 2	Late '92
Steel Empire	£29
Strider	£25
Super Fantasy Zone	£29
Super Shinobi II	£33
Splatterhouse 2 (US)	£34
Tazmania (US)	£33
Thunderforce 2 (US)	£34
Thunderforce IV	Call
Terminator (US)	£34
Toe Jam & Earl (US)	£33
Toki (Ju Ju)	£25
Wani Wani World	£25
Where in Time is Carmen Sandiego (US)	£33
Wonderboy III	£19
World of Illusion	£Call
Zero Wing	£25

JAPANESE ADAPTOR ALLOWS USE OF JAP GAMES ON UK MD TOP QUALITY.....£8
SEGA JOYPAD.....£13

IF YOU CAN'T SEE WHAT YOU REQUIRE CALL!!

KRAZY KONSOLES
PO BOX 200
HALIFAX
WEST YORKSHIRE
HX1 3LY
TEL: 0422-342901
OFFICE HOURS
TEL: 0422-367730
EVENINGS 5-9 PM

KID CHAMELEON £29

TAZMANIA £33

ALISIA DRAGOON £29

P&P ADD £1.00 PER TITLE FOR 1ST CLASS RECORDED DELIVERY. ADD £10 FOR MACHINES

ALL CARTRIDGES ARE JAPANESE UNLESS MARKED US/UK

★ **Immediate despatch on receipt of cheque/po. Subject to availability** ★

NEW MEGA-CD TITLES NOW IN STOCK – CALL FOR DETAILS

THE HARD LINE

Some 400 titles rammed and slammed on the Mega, Master and the Game Gear. Plus the word on peripherals good and bad, lies, rumours, more damn lies – and a consumer guide to Tesco's...

The all new and happening Hard Line is here, ragga and on the streets. Inspired by a large tip of Special K and a quick ten-day course in Machiavellian design, this really is the cutting edge. An' even ma dog, he say so.

YEP, IT'S THAT TIME OF THE month again, the time when all the little people take to the valleys and slink into their holes, leaving the real men to wade into the mire of information and technology that is... The Hard Line.

Whether you want the best role-playing game for your Mega Drive, or the most horribly garish peripheral for your Master System, it doesn't matter: you'll find it all in here.

Of course, we never *ever* forget the sharpest handheld on the market either. The Game Gear gets covered in just as much detail. Excellent.

Holes? What holes? Besides, pale skin is healthy these days. Peace.

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
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. ★★★★★

■ *Alisia Dragoon* on the Mega Drive. The story of one girl and her winged serpents

AFTER BURNER 2 £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 £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 STORM £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 £39.99
A slick and professional platform dragon-'em-up with you as the lusty Alisia. You must rely on five different dragons to help you get through the hectic gameplay. ★★★★

ALTERED BEAST £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 miss. Buy it and you can expect poor scrolling, jerky animation and pretty limited gameplay. ★★

AMBITION OF CAESAR (Import) £35
Typical wargame – plain graphics and grey-matter gaming. Aimed at strategy buffs, but with plenty of difficulty levels for beginner and seasoned campaigner alike. ★★★

ARCH RIVALS £39.99
Nice idea, shame about the execution. There are some good touches and fair gameplay – you can beat up on your opponents, for example – but after a hard session you begin to wonder if that's it. Yes, it is. ★★★

ARNOLD PALMER TOURNAMENT GOLF £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 £20
Known as *Target Earth* in the US. Eight-stage scrolly shooter. Tricky control and very hard. ★★★

ATOMIC ROBOKID (Import) £25
Pretty, multi-directionally scrolling shoot-'em-up. Frustrating gameplay (beaten baddies reappear if you move backwards) 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 £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 £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! ★★

■ *Buck Rogers* on the Mega... Go wastin' planets and saving souls with the main man

SEGA POWER'S STAR RATING

★★★★★	Get it *now!*
★★★★	Almost excellent
★★★	Okay, but pretty average
★★	Not worth spending money on
★	Like, don't touch it! It's *totally* bogus...

Hmm... Less space this month for our fave gossip section, but such is life (the good news is that now I have to spend less time looking for all that useless info). A big shout to TV Games (☎ 081 786 7816) for the Charts. Thanx, boys!

GAME GEAR TOP TEN CHART

1	CASTLE OF ILLUSION	↑ 23	78%
2	Olympic Gold	↑ 34	58%
3	The Lucky Dime Caper	↑ 30	92%
4	George Forman's K.O.	Just Released	
5	Super Kick Off	↑ 26	91%
6	Spider-Man	↑ 31	84%
7	Out Run	↑ 27	79%
8	World Class Leaderboard	↑ 26	79%
9	Shinobi	↑ 22	73%
10	Ninja Gaiden	↑ 29	81%

MEGA DRIVE TOP 20 CHART

1	DESERT STRIKE	↑ 29	91%
2	E.A Hockey	↑ 22	92%
3	PGA Tour Golf	↑ 19	90%
4	Bulls Vs Lakers	Just Released	
5	Road Rash	↑ 23	93%
6	Kid Chameleon	↑ 30	80%
7	Pit-Fighter	↑ 28	70%
8	Arnold Palmer Golf	↑ 15	83%
9	The Immortal	↑ 27	75%
10	Olympic Gold	↑ 33	77%
11	Revenge Of Shinobi	↑ 14	93%
12	Streets of Rage	↑ 26	91%
13	F-22 Interceptor	↑ 26	78%
14	Budokan	↑ 15	70%
15	Wonderboy in Monsterworld	**	
16	Mario Lemieux Hockey	↑ 33	76%
17	James Pond 2	↑ 26	90%
18	Test Drive 2: The Duel	↑ 30	89%
19	Strider	↑ 19	95%
20	Ghouls 'n' Ghosts	↑ 15	92%

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. ★★★
BATTLE GOLFER (Import) £30
Weird title, eh? It's a golfing arcade adventure, believe it or not. Hit your ball into the hole and enter the next location. Well weird, but you'll have to know a bit of Japanese to follow what's going on. ★★★
BATTLE SQUADRON £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 £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 £34.99
Cult coin-op caper on your MD. Faithful conversion (two-player mode is included), but game is still flawed. ★★★
BUCK ROGERS £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 £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 £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.)* ★★

CALIFORNIA GAMES £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. ★★★

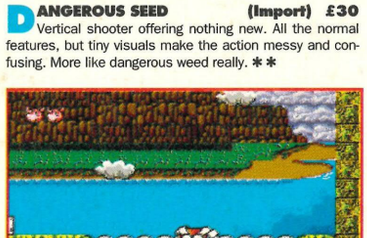
CASTLE OF ILLUSION £39.99
Mickey Mouse stars in this classic platformer. Everything is groovily portrayed using subtle shading and some beautiful parallax effects. The scrolling platform play is great too. ★★★★★

CENTURION £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 £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 £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 £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 £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. ★★



■ Lose your head over *Decap Attack* on the Mega Drive. Classic platformer action

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 £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 £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 £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 £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 £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 £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. ★
DOUBLE DRAGON £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... ★
DYNAMITE DUKE £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 £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 £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 £34.99
At first, this armoured *Shinobi*-style shooter isn't too hot. Later on though, it displays some really moody scenes. Tried and trusted gameplay, plus a few shocks! ★★★★
EUROPEAN CLUB SOCCER £34.99
Nice intro and options let down by poorish gameplay and easy to beat in one player mode. But the password facility is a God send and the two-player mode is sharp. Miles better than *World Cup Italia '90* ★★★

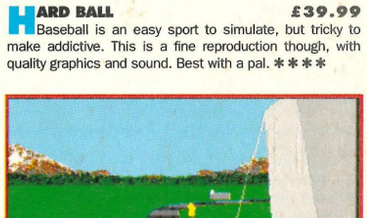
FAERY TALE ADVENTURE (THE) £39.99
Jolly role-playing game, whose computer game ancestry is just a bit too obvious. Puny characters, weedy combat and generally dated gameplay. Big adventure, but not worth the effort. ★★★
FANTASIA £29.99
Spectacular animation, gorgeous scenery and an amazing classical soundtrack – but *Mickey* fans will be disappointed with the gameplay. A repetitive shoot-'n'-collect-'em-up with tricky controls. ★★★
FATAL LABYRINTH £34.99
Addictive roam around the labyrinth and collect the goodies RPG. Overhead graphics reveal themselves as you enter each room, which is nice, but the game itself is just too easy. ★★
FATAL REWIND £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 £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 £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. ★★★★
F-22 INTERCEPTOR £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 £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 £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 £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 £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 £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 £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. Still, hugely playable and addictive monster-dismembering mayhem. ★★★★
GOLDEN AXE 2 £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. ★★★★
GYNOUG £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 £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. ★★★★



■ Burnin' the rubber and trashing frames in *Hard Drivin'* for the Mega Drive. Vroomargh!

HARD DRIVIN' £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 £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 £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 £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. ★★★★

■ Messy goings-on in *The Immortal* on the Mega Drive. Saints 'n' sinners 'n' goblins

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. ★★★★
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

MASTER SYSTEM TOP 20 CHART

1	ASTERIX	CJ 30:	92%
2	Castle Of Illusion	CJ 17:	96%
3	Olympic Gold	CJ 33:	64%
4	Champions Of Europe	CJ 34:	27%
5	Super Space Invaders	CJ 27:	90%
6	The Lucky Dime Caper	CJ 29:	95%
7	Super Kick Off	CJ 26:	92%
8	Super Monaco G.P. 2	CJ 32:	53%
9	Speedball	CJ 17:	80%
10	Sonic The Hedgehog	CJ 27:	96%
11	R-Type	CJ 15:	90%
12	World Cup Italia '90	CJ 15:	44%
13	Shadow Dancer	To be Reviewed	
14	Wonderboy 3	CJ 1:	92%
15	Super Tennis	CJ 8:	57%
16	Spider-Man	CJ 23:	57%
17	Psycho Fox	CJ 3:	93%
18	Strider	CJ 26:	74%
19	Wonderboy in Monsterland	★★★★	
20	Action Fighter	CJ 8:	42%

Shanghai (of course, if you haven't a clue what Shanghai is all about you're stuffed.). For fans only. ★★★★

JAMES "BUSTER" DOUGLAS BOXING **£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. ★★

■ **The first of the secret agent capers with *James Pond*. Just keep on swimmin'...**

JAMES POND **£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 **£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 **£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. This still doesn't save the game though – it's as dull as ditchwater (and too easy). ★★★

JOE MONTANA FOOTBALL **£34.99**
With *John Madden* about, *Joe Montana* has to offer something really special – but doesn't. The visuals are less polished, the gameplay less tactical and it's a pushover for one player. ★★★

JOE MONTANA 2 **£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 **£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 **£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 **£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 **£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 **£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. RPGers only need apply. ★★★★

KLAX **£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. ★★

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 **£34.99**
Violent martial arts beat-'em-up with unimaginative gameplay. Defeat an opponent, walk along, defeat an opponent... Dull. ★

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 **£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 **£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 **£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 **£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 **£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 **£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 **£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 **£34.99**
Looking for all the world like *Spellcaster* on the Master 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. ★★★

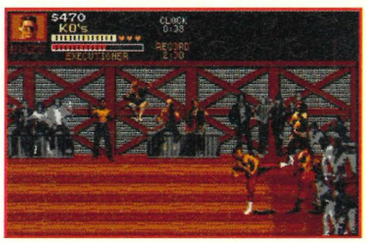
NEW ZEALAND STORY **(Import) £35**
Some seem disturbed by the layout. Why? It's just as good as the coin-op and the gameplay is unharmed. Cute-'n'-cuddly platformer with oodles and oodles of playability. Awesome. ★★★★★

ONSLAUGHT **£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 **£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. Just don't expect it to last too long, thas 'all. Decent enough, but could've offered more. ★★★★

OUT RUN **£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 **£34.99**
A slick 3D interpretation of the classic oldie, complete with munching lemon and angry ghosts. Effective, but there isn't really anything *that* new here... ★★★



■ **Cracking a few skulls with the men from *Pit-Fighter* on the Mega Drive. Kickin' stuff**

PAPERBOY **£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 **£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 **£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 **£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 **£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 **£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 **£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 make it one for those who can't get hold of the much preferred *Speedball 2*. ★★★★

QUACKSHOT **£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 **£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 **£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 **£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. ★★★★★

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 **£49.99**
A disappointing RPG with nice scenario and character development, but a dreadful control method. The graphics are jerky too. ★★

ROAD RASH **£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. ★★★★★

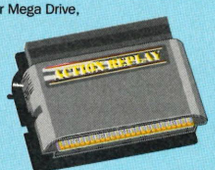
ROLLING THUNDER 2 **(Import) £38**
One on grey import from the US and worth sniffing down if secret agents are your thing. Huge levels, excellently evil henchmen to waste and loads of weapons to find and use. You'll keep you coming back for more, but the game suffers in the animation department. ★★★★

SAINT SWORD **(Import) £35**
Multi-directionally scrolling hack-'n'-slice with eerie backdrops but naff animation. Explore seven levels and

■ **RPGing with *Super Hydlide* on the Mega Drive. Rather small and very dull, actually**

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. ★★★

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 £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 £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 £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 £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. ✱✱✱

SONIC THE HEDGEHOG £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 £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 £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 £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. ✱✱✱✱

STAR CONTROL £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 £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 £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 £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 £34.99
Get on your bike and go for it in this brilliant biking coin-op conversion. Terrific sensation of speed and movement, with good graphics and smooth 3D update. Thrilling to play and lasts absolutely ages. ✱✱✱✱✱

SUPER HYDLIDE £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 £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. £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 £34.99
Bigger and badder sequel to the original, this time with the golden touch of Senna himself. Beautiful intro screens, more varied circuits and loads of trackside scenery make it better than the original. ✱✱✱✱✱

SUPER OFF ROAD £29.99
Decent enough coin-op conversion let down by tinygraphics and lack of control options. Gameplay and graphics are good though, as is the two-player version. ✱✱✱

SUPER REAL BASKETBALL £34.99
Boasting detailed close-ups of the action, realistic court views and decent sound, this is an okay sport sim. Much better in the two-player mode though. ✱✱✱

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 £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 £39.99
This is a direct and 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 £49.99
Role-players take heed because this is one of the better RPGs you can get for the Mega. Typical arcade adventuring with scrolly maps, boss sequences and menu screens. But beware the price tag! ✱✱✱✱

TAZ MANIA £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 £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. ✱✱✱✱

■ **Arnold makes his debut with *Terminator* on the Mega. Great graphics, but too short**

TEST DRIVE 2: THE DUEL £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. ✱✱✱✱

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 £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 £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 £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 £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 £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. ✱✱✱

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 £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 £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. ✱✱✱

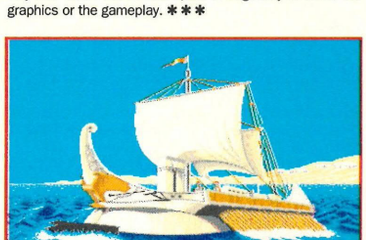
ULTIMATE TIGER (Import) £37
Swap spaceship for helicopter and aliens for aircraft in this vertical scroller and you'll know with your eyes shut what to expect. Playability isn't up to much and the sound does little to persuade. Oblivion, here it comes... ✱✱✱

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. ✱✱✱✱

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. ✱✱✱



■ ***Warrior Of Rome* out on the Mega Drive (and displaying the energy of a rabid sloth)**

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? £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 – maybe... ✱✱✱

WHIPRUSH (Import) £15
Shoot-'em-up which scrolls in a variety of directions – often changing its mind mid-level too. Collectable weaponry, some tough adversaries and really long levels. Nice, but not the best... ✱✱✱✱

WONDERBOY 3 MONSTER LAIR £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 £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. ✱✱✱✱

WORLD CUP ITALIA '90 £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

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. ✱✱✱✱

EXTRAS FOR THE MASTER SYSTEM

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! ✱✱✱✱

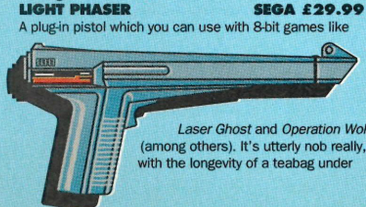
CHEETAH 125+ CHEETAH £9.99
Nice Fire Buttons and auto-fire switch, but the whole thing just feels cheap, tacky and built to bust. They should take notes from Quickshot. ✱

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. ✱✱✱✱

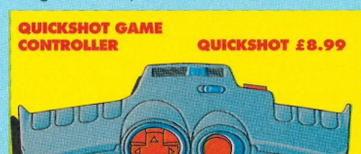
LIGHT PHASER SEGA £29.99
A plug-in pistol which you can use with 8-bit games like



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

game only. Go for *Super Kick Off* instead if you're looking for a quality sim. ★★

WRESTLE WAR **£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. ★★★

XENON 2 **£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... ★★★

■ **Shooting your way out of trouble on the Mega Drive with *Zero Wing*. Lock and load!**

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 **£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 **£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. ★★★

ACE OF ACES **£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 **£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 **£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 **£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 **£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 **£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 **£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 **£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 **£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 STORM **£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 **£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. ★★★★

ALTERED BEAST **£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 **£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 **£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. ★★★★

ARCADE CLASSICS **£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 **£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 **£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 **£24.99**
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 **£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 **£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 **£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 **£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 **£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...★

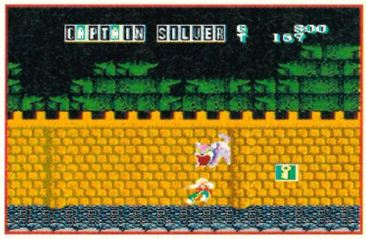
BACK TO THE FUTURE 3 **£29.99**
...Pretty junk in itself. In fact, I would rather watch "Lawnmower Man" 20 times on the toilet than play any one of these games for too long. And that's about as damning as you can get, I think. ★

BLADE EAGLE 3D **£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 **£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 **£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 **£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* cops one on the Master System. Nice cart, shame about the graphix**

CAPTAIN SILVER **£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 **£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 **£29.99**
Mickey is well animated, the backdrops are stunning and the gameplay brilliant. There's a mammoth task ahead, so get on it – now! ★★★★★

CHOPLIFTER **£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 **£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 **£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 **£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 **£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 mar the challenge. You'd be better off with the original! ★★

CYBORG HUNTER **£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 **£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 **£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 **£29.99**
The 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 **£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 **£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 **£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. ★★

E.S.W.A.T. **£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. ★★

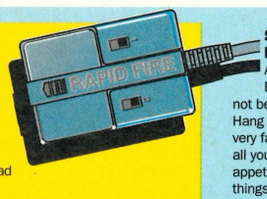
FANTASY ZONE **£12.99**
Simply the best *Defender*-style horizontal scroller on the Master System to date. Bright, colourful, tense and very unusual, with great end-of-level guardians and valuable power-up shops. At the price, this is simply great value for money. ★★★★★

■ **The very classic (er, "old") *Fantasy Zone 2* for the Master. Those colours, bleeurchh!**

FANTASY ZONE 2 **£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 **£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

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. ★★★★

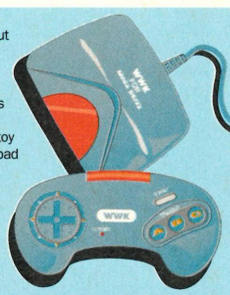
SPEEDKING KONIX £12.99
A strong and very responsive stick. But the weird design may not be everyone's cup of tea. Hang on, this all sounds very familiar. Maybe all you lot have an appetite for weird things. I mean, *The Bug, The Intruder, Andy Smith* – where does it all end? ★★★

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). ★★★★

addicts should steer well clear though. ★★★

FIRE AND FORGET 2 **£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. Flash – and plays well too. ★★★★

FORGOTTEN WORLDS **£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 **£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. ★★★

■ **Laid out cold with *Golden Axe* on the Master System. Good sword-playin' fun**

GALAXY FORCE **£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 **£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 **£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 **£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 **£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. ★★★

GHOULS 'N' GHOSTS **£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 **£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 **£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 **£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 **£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 **£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 **£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 **£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 **£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 **£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 **£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. ★★★

GREAT ICE HOCKEY **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 **£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 **£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. Very entertaining and pretty much timeless. Previously available on card wibble wibble wibble wibble★★★

HANG ON/ASTRO WARRIOR COMBO CARTRIDGE **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 **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 **£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 **£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. One of the neatest looking Master System games available, but marred, unfortunately, by the finickity gameplay. ★★★

■ **Running for cover in *Impossible Mission* on the Master System. Destroy him, robots!**

IMPOSSIBLE MISSION **£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 **£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. ★★★

■ **High flyin' with the *Kung Fu Kid* on the Master System. Hi-ya, hi-ya, hi-ya (etc. etc.)**

KENSEIDEN **£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 **£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 **£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 **£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 **£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 **£29.99**
This platform adventure romp has it all: superlative graphics and literally tons to see and do. With seven huge levels to explore you really have your work cut out for you too. Piggin'! ★★★★★

MARBLE MADNESS **£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 **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 **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 **£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 **£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 **£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 **£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... ★★

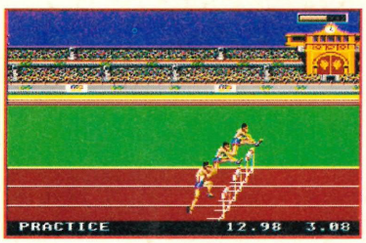
MONOPOLY **£29.99**
Classic boardgaming on your Master System. Includes an option for up to ten players to participate – plus battery back-up. The graphics and sound are below par, but the gameplay is where it's at. ★★★★

MOONWALKER **£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 **£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 **£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. ★★★

NINJA **£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! ★★★★



■ ***Olympic Gold* out on the Master System. A perfect tie-in game with the Olympics**

OLYMPIC 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 **£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 **£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 **£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 **£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 **£29.99**
Blimey, this one's well ancient – remember the original *Pac Man*? This a four-way scrolling isometric version,

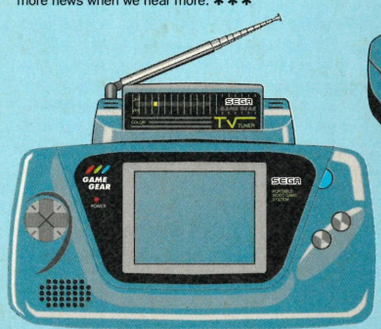
GEAR-TO-GEAR CABLE **SEGA £4.99**
Use this lead to join together two Game Gears. This enables you to play against a friend in games with a simultaneous two-player mode. Remember that the cable only works when *both* players have a version of the same game. Daft, but that's the way it is, I'm afraid. ★★★★★

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. ★★★

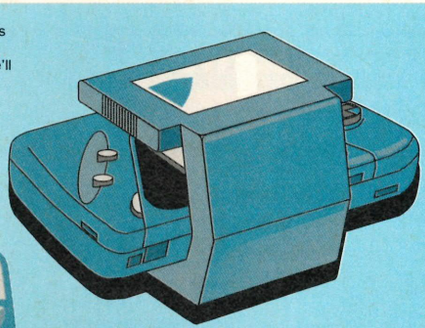
MASTER SYSTEM ADAPTER **£34.99**
Play any Master System game on your own handheld with this great add-on. For the price it's a real bargain! Check out your local Sega dealer for more detailed info about the machine. ★★★★★

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.

except that now you can get Paccy to jump *over* ghosts! Smooth, slick and *very* playable. ★★★★

PAPERBOY £29.99
Guide your paperboy through diagonally scrolling suburbia and hurl newspapers into the correct houses. Beautifully converted, but you're going back a bit... ★★★★

PARLOUR GAMES £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 £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 £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 £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 £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 £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 £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 £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 £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 £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... ★★★★

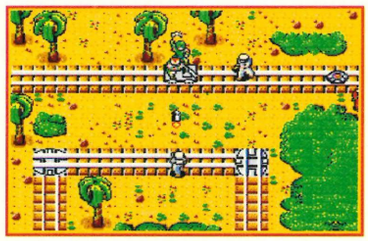
PUTT AND PUTTER GOLF £29.99
Uncomplicated and bland looking title, but it has everything to offer in the two-player addictiveness stakes. Bash, paddle and even putt your way through 36 weird courses. Lasting ability and fun in one-player mode are highly questionable though. ★★★★

QUARTET £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. Playable, but

■ *Quartet* in full effect on the Master. Well, more in half effect to be perfectly honest...

lacks the vital spark that made the original so much fun to play. Buy only if you're a big fan... ★★★

RAMBO 3 £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. ★★★★



■ Speeding through the jungle with *Rescue Mission* on the Master System. Quel bore

RAMPAGE £29.99
Want to star in a Japanese monster movie? Well, now's your chance. You and a buddy control a giant werewolf, ape or lizard and must smash up all the buildings. Strictly for fun – and a laff it is too! ★★★★

RAMPART £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 £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. ★★★★★

R.C. GRAND PRIX £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 £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 £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 £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! ★★★★★

SCRAMBLE SPIRITS £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 £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 £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. ★★★★

SHANGHAI £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 £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 £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 victims – and a few nice effects (like the backdrops falling apart when you stuff 'em full of bullets!). ★★★★

SLAP SHOT £29.99
Ice hockey with slippery players and a hands-on punch-up option just to liven things up a bit! A good two-player sim but lacking in long-term interest. ★★★★

SONIC THE HEDGEHOG £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. ★★★★★

SPACE HARRIER £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 £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 £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. ★★★★

SPELLCASTER £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 VS THE KINGPIN £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 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 £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 £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 £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 £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 £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. £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 £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 £24.99
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 £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 £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. ★★★

■ *Thunder Blade* churning up the town on the Master System. It's pretty good really

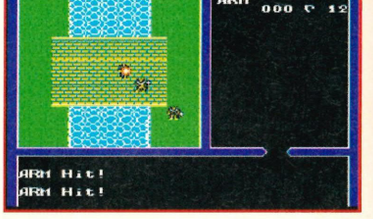
TENNIS ACE £29.99
Simply the best tennis game you can get for the Master System. Two-player modes, singles, doubles, tournaments – the lot. Recommended to everyone – whether you're a tennis fan or not. ★★★★

TERMINATOR £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 £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 £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. ★★★

ULTIMA 4 £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



■ *Ultima 4* on the Master System. An RPG, er, and it's pretty spesh really. Nuff said

JUST HANGIN' ON THE TELEPHONE...

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
Honest, Active Sales	☎ 081 752 0260	Sega	☎ 071 727 8070
I.S.M.	☎ 021 625 3344	Spectravideo	☎ 081 900 0024
Jong Rich	☎ 010 337 227 8917		

EXCLUSIVE, ELUSIVE AND INTRUSIVE

Pushing back the very limits of libel laws around the nation, our stealthy contact within the offices of Sega Europe has had his ear to the floor this month.

Apparently (and it's quite possible he might be, er, wrong), Dominic Diamond (of "Gamesmaster" fame) has been offered a special position on Sega's staff – that of Chief Executive Warrant Officer in charge of Digital Knob Control.

Quite what this position entails, we can't quite say, but knowing old Dom as we do it's bound to be suave and at the cutting edge of fashion!

Meanwhile, and this *is* true, a certain Top 20 musician has lashed together a techno tune, with *Sonic The Trippin' Hedgehog* making upfront noise on the track. Presumably based on the closing scenes with *Sonic* on the mike, the chances of this one getting the official nod from Sega are anyone's guess.

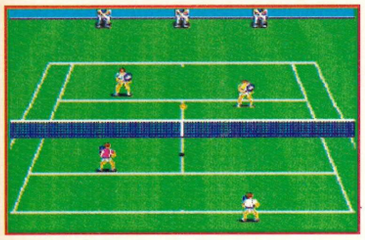
A very secret and pretty contentious issue at the moment is the billion-dollar company's plans to launch a new supermarket chain. Due to be called "Sega's Incredible Food Emporium," the markets will be selling everything from pre-boiled potatoes to *Strider*-brand cereals.

And to supplement the expansion, keep yer eyes peeled for Sega's new clothing range, co-designed by Jean Paul Gaultier. *Sonic* power sneakers, capable of propelling the wearer to speeds in excess of 40 mph, are expected to be the next hippest thing (so we're told)...

won't believe how good it is. ★★★★★

VIGILANTE £29.99
Another Irem coin-op: a horizontally-scrolling street beat-'em-up with an oriental flavour. Fists and feet all start flying as the battle heats up. Grows tepid all too soon though. ★★★

WANTED £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. ★★★



■ And that'll be *Wimbledon* on the Master System then. Anyone for tennis? Ha, ha!

WIMBLEDON £29.99
Not the best sport in the world (Andy prefers American Football), but this is a brilliant sim nonetheless. Loads of different play options (singles, doubles, tournaments, clay or lawn courts...). Good fun too. ★★★★

WONDERBOY £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 £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. Captivating and very entertaining gameplay. ★★★★

WONDERBOY 3 £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 £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 thrashing your opponent to bits! ★★★★

WORLD CUP ITALIA '90 £24.99
This soccer simulation viewed from above just missed the whole competition when released. And it was a good job! This is best viewed from a very long way away. It isn't dire, but it's on its way there. ★★

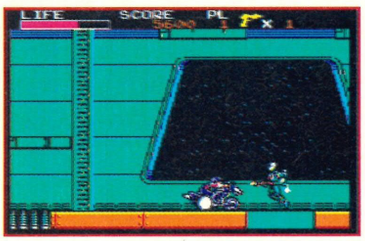
WORLD GRAND PRIX £12.99
Now five years old, this first class racer is still as good as ever – and stands up well to its more recent racing competitors too. Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding when the chips are down! ★★★★

WORLD SOCCER £24.99
Tidy scrolling soccer simulation, viewed from the stands. Unusual gameplay could be a lot faster, but its nice range of options gives the newer *Italia '90* a good tackling for your money. (Of course, *Super Kick Off* is the best.) ★★★

XENON 2 £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 £32.99
This role-playing game boasts large scrolling maps and a variety of puzzles and plots to keep you glued to your screens. If you've finished any of the games in the *Phantasy Star* series, check it out. ★★★★

ZILLION £24.99
Expansive *Impossible Mission*-style explore-'n'-shoot. Lots to do and nice looking, but the main character is awful to control. ★★★★



■ One man and his bike battle an entire evil empire with *Zillion 2* on the Master

ZILLION 2 TRI FORMATION £24.99
Sequel to *Zillion* which misses the point entirely. This drab scrolling shoot-'em-up is very repetitive and ultimately very unrewarding too. ★★

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 though and the strange display doesn't help much. ★★★

CASTLE OF ILLUSION £24.99
Mickey in all his glory, with superb gameplay, pretty backdrops and a cracking soundtrack. There is a major problem though: the tiny display makes this fiddly game all the more tricky to play on the handheld! ★★★★

THE CHESSMASTER £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 £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 £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. ★★★★★

DRAGON CRYSTAL £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 £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 £24.99
Brilliant presentation let down by sluggish controls and repetitiveness, though colours and graphics are every bit as good the Master Version. Untapped potential. ★★

G-LOC £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 £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 £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 £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... ★★★★★

NINJA GAIDEN £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* (see below) then you'll love this one (even though it is a tad too easy). ★★★★

OUT RUN £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 £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. ★★★★

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 £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 £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 £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 £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 £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 £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 £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 £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 £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 £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. £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... ★★

WONDERBOY £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 £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 £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. ★★★★

SEGA POWER

Before we leave, we'd like to put out a few shouts and big respect to some of the people who made things possible.

Debbie Turner, Janet Heywood and Paul Turner – the *Alien 3* posse. Thanks, guys. The totally excellent Annie Sullivan for organising stuff with no guarantees. Steve Smith, the paintshop maestro – sorry about all that and good luck! Julia Smith, Graham Hill and Jane Wilks, the trickest musos in the industry. And, of course, Wendy Douglas – call me back!

YES, IT'S TRUE – YOU'VE WON A PRIZE!

POWER WINNER! COMPO

THE FISHTASTIC JUNE QUESTION

The Fishtastic June Question asked why sticklebacks have spines instead of a first dorsal fin. Simple one really.

The reason, obviously, is to make them that much harder to eat. The five lucky winners who'll all be receiving a lovely E.A. cart of their choice are: **Duncan Sinclair** from **Ely, Robert Cook** from **Grimsby, James Riches** from **Bishops Stortford, Thomas Gatti** from Woking and **Craig Ostrouchow** form **Stoke-on-Trent.**

SEGA POWER IN DRAG

In *Sega Power* 33 we offered one reader the chance to get the VIP treatment at the great Santa Pod raceway when the Sega Dragster next appears there (August Bank Holiday, in fact).

The lucky person who knew the answer to the question (Keanu Reeves plays a chap that spends his spare time drag racing in which movie?) was the fortunate **Howard Callaghan** from **Southport.**

The answer was "Parenthood." Well done, Howie. You'll be meeting the *Sega Power* Crew (oh, and the Sega Dragster) very shortly indeed.

The ten runners-up who each receive a pair of weekend tickets for the event are: **Jamie Smith** from **Slough. John Hutchings** from **Leeds. Matt** (er, something) from **Rushden. Stuart Christie** from **Basildon. Gary Gellespi** from **Blackpool. Simon Gamby** from **Feltham, James McGhee** from **Norwich, Ricardo Kisson** from **Wembley, A Westbrook** from **Feltham** and **Michael Edwards** from **Stockton.**

THE *TERMINATOR* COMPO

In *Sega Power* 32 we offered a brilliant leather jacket, a pair of awesome shades, a Bullworker, a bottle of baby oil and some laxative chocolate to the person who sent us the best photo of someone doing ridiculous feats of strength in a supermarket while dressed as Arnie.

The winner was the jolly hilarious **Chris Cheale** from **March.** Congrats, Chris. We also had ten Mega Drive versions of *Terminator* to dish out to the runners-up.

These are going to: **James Thomson** from **Deal, Anthony Houldey** from **Tipton, Peter Holloway** from lovely **Bournemouth, Jeremy Nicholls** from **Grimsby, Sam Fisher** from **Glasgow, Amy Hodgeson** from **Torquay, Mary Doyle** from "old" **London, Geoff Crankshaw** from **St Helier, James Williams** from "er" **Sheffield** and **Martin Smith** from **Ludlow.**

We also have ten Master System copies of *Terminator* to give away too. These are going to: **Christopher** (er, yet again a "someone") from **Woburn, Steve Walker** from **Totnes, Simon James** from **Liverpool, Francis Jacobs** from **Leicester, Mike** (something) from **Manchester, Paul Davies** from **Bath, Rachel Taylor** from **Scunthorpe, Matthew Simpson** from **Lincoln, Robert Wright** from **London** and **James Ledbury** from **Carlisle.**

HONEST WARREN'S CHARTER:

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.

If it's a deal, you want to give them a bell and see what they've got to offer. There's no room for crooks in this game, so each and every one of these people is handpicked by yours truly.

They know what they're doing – if you know what I mean and I think you do.

WIN A MEGA-CD

Answer our simple games questions and have your choice of one of these great machines + ten top games of your choice FREE

CALL 0891 662 552

WIN A SEGA GAME GEAR 0891 662 552

WIN A NINTENDO GAME BOY 0891 662 552

WIN A SEGA MEGA DRIVE 0891 662 552

WIN A MASTER SYSTEM II 0891 662 552

TEN GAMES OF YOUR CHOICE INCLUDED FREE WITH EACH MACHINE WON

Please ask the permission of person who pays the bill. Calls charged at 36p/min cheap rate, 48p other times. Ensmore Ltd, P.O. Box 1183, BOURNEMOUTH, BH8 9YS

THE • GAMES • STORE

STOCKISTS OF GAMEGEAR, MEGADRIVE & MASTER SYSTEM HARDWARE, SOFTWARE & PERIPHERALS.

HEAD OFFICE 091 213 0959 | BIRMINGHAM 021 633 3837
NEWCASTLE 091 261 6260 | MANCHESTER 061 832 0878
BRISTOL 0272 258180 | CARLISLE 0228 28161
NOTTINGHAM 0602 410633 | MIDDLESBROUGH 0642 247553
SUNDERLAND 091 5108142 | PRESTON 0772 201482
WOLVERHAMPTON 0902 716446 | LEEDS 0532 425 684

POWER GAMES

SEGA NINTENDO
Mega drive Super nes/famicom
Master sys - nes - Game Gear
Game Boy - P.C. Engine - Neo Geo
GAMES AND MACHINES BOUGHT, SOLD AND EXCHANGED

PHONE NOW FOR FREE CATALOGUE

TEL: 081 503 5566

MEGA STAND

THE ULTIMATE CONSOLE RACK SYSTEM
- stores up to 11 cartridges in cases
- built in joypad and cable tidies
- holds and stores console and accessories
- finish in black
- only £59.95 + £6 p+p

Access TEL: 0684 296610 VISA

KMA ENGINEERING
UNIT 12 • COTTESWORLD DAIRY • NEWTOWN • TEWKESBURY • GL20 8JE

ICE COMMUNICATIONS

SEGA MEGADRIVES - SUPER NINTENDO GAMES AND ACCESSORIES AT UNBELIEVABLE PRICES - YOU CAN'T BUY CHEAPER PHONE NOW WHILE STOCKS LAST • MAIL ORDER AVAILABLE

TEL: 0536 791 292 OR 0831 857683

(MOBILE CALLS CHARGED AT 25P PER MINUTE CHEAP RATE, 33P PEAK RATE)

MUSIC & VIDEO EXCHANGE

COMPUTERS WANTED

Absolutely ALL hardware/software Games/Consoles wanted for cash or exchange, also vast selection on sale

Bring or send by post with SAE for cash to: 64 Notting Hill Gate, London W11 Tel: (071) 221 1949

NORTHAMPTON CONSOLE OWNERS

100's of SEGA titles at unrivalled prices. Used Games Bought & Sold.

Exchange Service from £4

Northampton Market Square, Tue, Wed, Fri, Sat

Tel: (0604) 499549 6pm - 8pm

MEGADRIVE MASTERSYSTEM GAMEGEAR

New and used games 100's in stock

SHOP CALLERS AND MAIL ORDER

FREEWAY SOFTWARE
TARMOUNT LANE
SHOREHAM SUSSEX
TEL: (0273) 440 491

Access VISA

FREE • FREE • FREE • FREE • FREE

SUPER SOCCER II

Instead of playing the computer at soccer management games why not play against people from all around the world? Super Soccer II has been quoted as one of the best and cheapest games in the business. For a FREE, NO OBLIGATION start up pack (worth £5)send to the address below quoting your preferred league (which include real teams with real players)from the following: English Premier, English Secondary, Scottish, Italian, Central European, Western European.

M + E SPORTS (S.P) • PO BOX 186 • STAVELEY CHESTERFIELD • DERBYSHIRE S43 3UW

TRURO MICRO L.T.D.

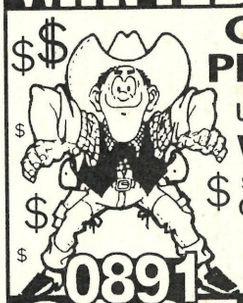
Games and Accessories for MASTER SYSTEM • MEGADRIVE • GAME GEAR

DISCOUNTED PRICES

0872 40043

NEW BRIDGE ST • TRURO • CORNWALL

WANTED DEAD OR ALIVE



CASH PRIZES

USE YOUR VOICE TO OUTDRAW THE GUN FIGHTER

0891 313592

TERMINATION

Survive & Win A Game Gear

0891 313575

If you are under 18 years of age please obtain permission of whoever pays the phone bill. Max cost of call £2.70 Cheap £3.60 All Other Times. INFODIAL PO Box 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times.

CONSOLE CONNECTIONS

21 Reens Crescent, Heamoor, Cornwall TR18 3HW
Tel/Fax: 0736 50130

Trade Enquiries Welcome

LATEST MEGADRIVE TITLES UK/USA

Olympic Gold	£33	Simpsons	Call
Sports Talk Baseball	£35	Chuck Rock	Call
Tazmania	£33		
Kid Chameleon	£33	SPECIALS	
Ferrari GP	£32	J. Maddern '92	£26
Exile	£37	Marble Madness	£26
Road Blasters	£32	Two Crude Dudes	£29
Alisa Dragoon	£32	Undeadline (Jap)	£26
Test Drive 2	£33	AND MANY MORE	
Terminator	Call		

HUNDREDS OF USED GAMES TO BE CLEARED!

Hundreds of used games must be sold at the UK's lowest prices - save £££'s with this great opportunity to build your collection.

HARDWARE

Megadrive (Pal)	£99.95
Mega CD Rom (Pal)	£239.95
SNES (USA) Scart + Mario	£149.95
S. Famicom (Jap) (Pal)	£159.95
★ Star Offer - Neo Geo (UK Pal/Scart)	£249.95 ★

PART EXCHANGE WELCOME

GAME EXCHANGE

We run one of the UK's largest MEGADRIVE & GAMEGEAR games exchange services.

Hundreds of used games in stock. Exchange for any new title. Very reasonable rates.

RANDOM EXCHANGE

Send your game with no need to telephone and we will return a different game of the same value.
Only £3 inc P&P
write a list of games owned.

DELIVERY
£1 Games £10 Hardware

OASIS CONSOLES

23 CHURCH AVENUE • SOUTHALL • MIDDLESEX • UB2 4DH • TEL: 081 574 6315

MEGADRIVE (PAL) + PSU + JOYPAD WITH ANY GAME UP TO £35

£110.00

DELIVERY £1 GAMES/ £10 CONSOLES

OASIS CONSOLES

23 CHURCH AVENUE • SOUTHALL • MIDDLESEX • UB2 4DH

CALL NOW! TEL: 081 574 6315

TRADERS NOT HAPPY WITH YOUR SUPPLIES CALL ME.

OASIS CONSOLES

23 CHURCH AVENUE • SOUTHALL • MIDDLESEX • UB2 4DH • TEL: 081 574 6315

MEGADRIVE GAMES

TEST DRIVE 2	£33.95	KID CHAMELEON	£32.95
TWO CRUDE DUDES	£33.95	E.A. HOCKEY	£25.95
LEMMINGS	£33.95	JOHN MADDENS 92	£25.95
DESERT STRIKE	£32.95	QUACKSHOTS	£25.95

BORED OF YOUR OLD GAMES?
CAN'T AFFORD TO BUY NEW ONES?
NO NEED TO SPEND £30 - £40
JUST SPEND £3.45 PER GAME (INC. 1ST CLASS POSTAGE) AT

SUPERSWAP

Send your Game & Instructions with your 1st/2nd/3rd/4th choice swap & a cheque or postal order for £3.45 per game with your name and address to:

SUPERSWAP, P.O. BOX 148, STOCKPORT, CHESHIRE, SK2 6EJ. TEL:061-419 9808 (Office Hours 9am-5.30pm)

SEGA | NINTENDO | ALL FORMATS | CARTRIDGES ONLY

kaylow sega swap club

Swap prices:.....
£3 .....for one swap
£5.50 .....for two swaps

All games bought and sold • We will provide the best service and the cheapest
Try us and see

RING TREVOR ON 0788 815078
1 WALNUT WAY • BILTON •
RUGBY • WARWICKSHIRE •
CV22 7TR

PLEASE CALL DURING EVENINGS OR SEE ME AT RUGBY MARKET ON SATURDAYS

CONSOLE ACTION

39 KING EDWARD ROAD • SWANSEA • SA1 4LL

• WE BUY, SELL AND PART EXCHANGE ALL CONSOLE GAMES. NO WAITING. GAMES ARE DISPATCHED BY 1ST CLASS RECORDED DELIVERY. THE SAME DAY YOU WILL RECEIVE YOUR GAME OR ORDER.

• PLEASE VISIT OUR SHOP OR PHONE FOR MAIL ORDER ON

SWANSEA (0792) 653924
OPENING HOURS (11AM - 8PM EVERY DAY)

MEGA WANT TO SELL YOUR MEGA DRIVE CARTS?

For this FREE reader advertising service, send your phone number and your list of games with how much you want for them to: **MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW**

OASIS CONSOLES

23 CHURCH AVENUE • SOUTHALL • MIDDLESEX • UB2 4DH • TEL: 081 574 6315

MEGADRIVE GAMES

DECAP ATTACK	£30.95	BATMAN	£33.95
STREETS OF RAGE	£33.95	F22 INTERCEPTOR	£33.95
PCA TOUR GOLF	£33.95	TERMINATOR 2	£35.95
SONIC THE HEDGEHOG	£30.95	THUNDERFORCE 3	£35.95

GAMESKEEPER

17 Station Road, Letchworth, Tel (0462) 672647

Largest display of computer games in Hertfordshire. Part Exchange welcome (carts only). Games stocked for **Sega Megadrive, Mastersystem I & II, Gamegear, Nintendo** - Game Boy (import), Snes (import), **Commodore, Amiga, Atari, ST, IBM, PC** "Games".

Gameskeeper welcomes you to take a look at the largest display of computer games in Hertfordshire.

(NO MAIL ORDER)

GAMES PLUS+

- 20% minimum discount of all Sega carts.
- cart exchange service (only £2 inc.)
- cart buy back service
- discount on consoles
- £10 membership fee

ACTION REPLAY PRO CARTRIDGE £35.00 WHEN YOU JOIN

TEL: 0865 69303

223 LONDON RD • HEADINGTON
OXFORD OX3 9JA
PROP: STEVE COOPER

DOYLEISURE

WIN A FREE MEGADRIVE OR SUPER NINTENDO OR £150 WORTH OF GAMES OF YOUR CHOICE.

To enter our free draw all you have to do is exchange your Megadrive (UK) games or Nintendo NES (UK) games at £5 per cartridge

SEND YOUR GAMES AND £5 PER SWAP TO:

UNIT 35, THE COTTAGE POINT
PLEASANT IND. ESTATE,
WALLSEND NE28 6HA
TEL: 091 2634181
FAX: 091 2634181

KONSOLE KINGZ

MAIL ORDER
081 749 7962

191D UXBRIDGE ROAD
LONDON W12 9RA

MEGADRIVE				GAMEGEAR	
MEGADRIVE + GAME	£125.99	2 CRUDE DUDES	£35.99	GAME GEAR	£96.00
MERCS II	£30.00	GHOULS AND GHOSTS (JAP)	£34.99	S MONACO GP	£22.00
D. STRIKE (USA)	£33.00	P.J. GOLF	£36.00	SHINOBI	£21.00
C SANDEIGO (USA)	£36.00	ROAD RASH	£36.00	COLUMNS	£20.00
QUACKSHOT	£30.00	SUPER MONACO	£34.00	FANTASY ZONE	£23.00
KA-GE KI (FISTS OF STEEL)	£40.00	TERMINATOR 2	£35.00	RASTAN SAGA	£21.00
WONDER BOY 5	PHONE	THUNDERFORCE 3	£35.00	MONACO GRAND PRIX	£20.00
BUCK ROGERS (USA)	£35.00	TOKI	£35.00	DONALD DUCK	£27.00
		WONDERBOY 5	£37.00	AXE BATTLER	£24.00
				SONIX HEDGEHOG	£25.00

Cheques made payable to KONSOLE KINGZ

We have many more games & accessories than listed. Please phone for complete price list. We also have a unique free delivery service. Phone for details

P&P
£1.00 Software
£5.00 Consoles

OASIS CONSOLES

23 CHURCH AVENUE • SOUTHALL • MIDDLESEX • UB2 4DH

TEL: 081 574 6315

SMALL ADS

If you want to place a Small Ad in the mag (it only costs a quid), fill in the form below and send it in to: Small Ads, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW.

FOR SALE

Mega Drive games for sale (Japanese): Magical Hat, Wonderboy 3, Gain Ground and Atomic Robokid. £14 each and all in new condition.
Tel: (0302) 851325

Bargain! Master System 2 with Alex Kidd and The Lucky Dime Caper (rated 95%). Excellent condition. All boxed with instructions and only 4 months old! Worth over £90, but will sell for £60 o.n.o.
Tel: (061) 773 5807

Sega Master System for sale with 2 control pads and 6 games, including Rocky and Chase H.Q (plus more good games...). Worth £270, but will sell for £150. Everything in brilliant condition and boxed with instructions.

£60 only o.n.o: Master System Plus, 2 pads and Light Phaser. Comes with Bonanza Bros, Castle Of Illusion, Ultima 4, Hang On, Rescue Mission and Safari Hunt. Still boxed.
Tel: (081) 807 1289

Tel: (0206) 540218 after 5pm

ZX Spectrum +2 for sale with over £150 worth of games. £125 o.n.o. Titles include: Turtles, Midnight Resistance and Adidas Super Soccer. Also for the Master System: Psycho Fox and Basketball Nightmare, both £15.
Tel:(0332) 705523

Master System 2 for sale with 6 games, including R-Type, Donald Duck and Golden Axe. Worth over £200, but I'm practically giving it away at £110. Everything in superb condition.
Tel: (0225) 705897

ZX Spectrum +2 for sale, built-in tape recorder, Light Gun and joystick, plus loads of top games. In great condition. Worth over £200, but a bargain at £100 o.n.o.
Tel: (069185) 339

For sale: Castle Of Illusion, (Game Gear). In very good condition – only 3 months old and still boxed. Only £20.
Tel: (0905) 820267 after 6pm

Game Gear Space Harrier £12. Also Carry Case (hard) for Gear. Holds Gear, Adapter and 8 games. £8 (cost £15!). Ring on Mon, Thurs, Fri 'tween 9-5.
Tel: (0665) 603653

Neo Geo with 3 games, 2 joysticks and memory card. Worth over £750, but will sell for £400. Cash urgetly needed. Buyer must collect in Lancs area.
Tel: (0254) 382862 between 6 and 8pm

Game Gear plus Master System Adapter and 5 stunning games, including Sonic in brilliant condition. Must be seen! A bargain at £150.
Tel: (0934) 732696

Master System games. Rampage £12, Ghost House £10, Transbot £6. All boxed and with instructions.
Tel: (0277) 261520 after 4pm

Master System with 2 control pads, Light Phaser and 10 games. Worth £350, but I will sell for £150, so ring now.
Tel: (061) 928 6721

Atari Lynx for sale (boxed) and with 2 games: Rampage and Paperboy. Plus com Lynx cable and PSU. Only £99.
Tel: (0233) 632627

SWAPS

Will swap any two of the following Master System games – Enduro Racer, Pro Wrestling, Space Harrier, Vigilante – for any good Mega Drive game. Or will sell for £12 each. Light Phaser £15.
Tel: (0206) 767054

I will swap my Altered Beast, Arrow Flash, Mystic Defender, Sonic The Hedgehog and Revenge Of Shinobi for your Spider-Man, Wrestle War, Streets Of Rage or Shadow Dancer. If interested, phone me.
Tel: (0272) 565691

Mega Drive games to swap: Super Monaco G.P., Rambo 3, Thunderforce 3 and Shadow Dancer for Gynoug, Devil Crash, Robocod and PGA Tour Golf. I will pay between £3 and £4 extra if necessary.
Tel: (0463) 241699

I will swap Alien Storm for California Games, Master System 2.

I want to swap my Golden Axe 2 with one of your games. Any titles considered, but I'm especially after Toejam And Earl and The Immortal.
Tel: 0394 671298 or 0394 670751

Tel: Hitchin 452326

Will swap my Spectrum 128K +2 with over 200 games and a joystick for a Nintendo Gameboy with Tetris and Super Mario Land.
Tel: (0384) 56889

I will swap Castle Of Illusion in excellent condition for Strider, Quackshot and Revenge Of Shinobi in equally good condition.
Tel: (0978) 350137

Swap California Games and Choplifter for Shadow Dancer, Shinobi and Spellcaster. Games must be in excellent condition.
Tel: (021) 628 5601

Will swap WBIML for WB3. I will also swap Rescue Mission for Ninja with anyone in the Crawley area.
Tel: (0293) 884459

I will swap Sonic The Hedgehog for either Golden Axe, Space Harrier or Fantasy Zone (Game Gear version).
Tel: (0246) 864994

I will swap my Aztec Adventure, Rocky, Black Belt, Rampage, Wonderboy and Moonwalker for any other decent game on the Master System.
Tel: (0703) 848321

I will swap Chase H.Q. for almost any other Master System game – or will sell it for £15.
Tel: (0272) 511853

Master System 2, with responsive joystick, Light Phaser, R-Type, Rastan, the great Sonic The Hedgehog, Secret Command and Double Dragon. Will swap for a Game Gear or a Mega Drive.
Tel: (0562) 754549

Will swap Secret Command and Alex Kidd In Shinobi World for Heroes Of The Lance, Bubble Bobble, Psycho Fox, Phantasy Star or Super Kick Off.
Tel (081) 505 4731

Will swap my Fantasy Zone, Teddy Boy, Shinobi, Wonderboy 2 and Columns for E.S.W.A.T., Shangai, R-Type, Rocky, Rastan or Cyborg Hunter.
Tel: (0252) 310464

I will swap World Soccer for R-Type or Xenon 2 (Master) and will swap Shinobi for Wonderboy or Mickey Mouse (Game Gear). **Write to: 29 Rutters Meadow, Quinton, B'ham B32 1SH.**

Swap Mickey Mouse (Mega) for Moonwalker, James Pond 2, Toejam And Earl, or John Madden '92.
Tel: (0376) 550242

I will swap my California Games for your After Burner on the Master.
Tel: (0296) 631455

I will swap World Soccer in A1 condition for any other good game on the Master System. Must be in good condition though.
Tel: (Grimsby) 752150

GOODS WANTED

I am after a Game Gear TV Tuner that's in good working condition.
Tel (0795) 842329 after 6.30pm

Mega Drive Games wanted. Will pay up to £15. No rubbish please.
Tel: (0286) 880057

Game Gear games wanted – Out Run, Shinobi,

I will pay £15 for a copy of Commando on the original Elite label for a Sinclair ZX Spectrum.
Tel: (0543) 373175 after 6pm

Mickey Mouse, W.C. Leaderboard, Popils, Chess and Ninja Gaiden. In good condition please. Will pay between £10 and £13. Thanx.
Tel (0347) 22452 after 6pm

Urgently wanted: Road Rash, Toejam And Earl and Quackshot. This is most urgent.
Tel (0533) 665180 after 5pm

Wanted: Devil Crash, E.A. Hockey, Two Crude Dudes, Alisia Dragoon, Super Monaco G.P., Super Off Road, PGA Tour Golf, Desert Strike (etc. etc.). All games considered. Send prices.
Tel: (021) 4597576

Wanted: Mega Drive Populous. Must be boxed, mint and with instructions. Cash waiting.
Tel: (0236) 729072

Wanted: English version of Quackshot. In good condition, boxed and with instructions (£20-£25). Also wanted: first issue of MegaTech. Will pay up to £4.
Tel (0256) 50685 after 4pm

Wanted: extensive collection of Sega Master System or Nintendo games with or without console. Cash waiting and paid immediately after checking and receipt of goods. **Write to: 6 Springhead Lane, Ely, Cambs, ELY6 61189.**

Wanted: Sega Master System games Shinobi and Ghouls 'n' Ghosts. Will pay a maximum of £10 each. No timewasters please.
Tel: (0325) 720124

Wanted: Master System games Bomber Raid, Asterix, Out Run, Shooting Gallery, World Grand Prix and After Burner. Will pay up to £10 for each title. Must be boxed.
Tel: (0354) 692958

HELP WANTED

Dear *Sega Power,* I have a Mega Drive and a Master System Converter. Will my Rapid Fire Unit work on my Converter? Yours, Grant.
(Dear, oh dear – John)

Help! I'm desperately looking for a copy of the Japanese version of Sonic 2 to go with my imported Mega Drive. I can finish the Windmill Zone and the Harley Shovelhead stage, but I need the next CD to continue.
Tel: (0584) 876851

PENPALS

I would just love a penpal, aged 9 to 12. Must be into Sega, 'spesh the Mega Drive. Reply guaranteed. **Please write to: Pat Warren, 46 Ash Combe, Chiddingfold, Surrey.**

17 year old guy is looking for a female penpal, 16+. Must have a good sense of humour. Please send a photo and letter to: **Jon Powell, 3 Rosemary Cl, Hillingdon, Middx, UB8 3Q.A**

Male penpal wanted, aged 11-13, and into the Gear. Swap tips and maybe games. I also own a Master System. **Please write to: 5 Burland Green lane, Weston Underwood, Derbs.**

READER AD ORDER FORM

Name (We *never* print names – unless they're particularly amusing...)

.....

Address .....

.....

.....

..... **Postcode** .....

Telephone .....

Please tick the category your ad should appear in:

☐ For Sale ☐ Swaps
☐ Goods Wanted
☐ Help Wanted ☐ Penpals

If you want your Small Ad to be bright, bold and unmissable – and you don't mind flinging a £5 cheque or P.O. to us here at *Sega Power* – then put a tick...

£5 Boxed Ad
☐ ...in this box on the left!

A NORMAL AD COSTS £1 AND A BOXED AD £5

Write your ad (maximum 30 words) below, ticking the appropriate box and make your cheque or P.O. payable to Future Publishing Ltd. Stuff it all in an envelope and send it to: Small Ads, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW.

Come 'ere, you 'orrible little creature!

1. **Trade ads?** Ho ho, I don't think so, pal.
2. We won't vouch for the quality of these ads, so take your risks and don't come whining to me.
3. **Make it legible.** Look, I know this is difficult to grasp, but if I can't read it, I'll trash it. Okay?
4. We **cannot** guarantee the positions of your adverts. Or that they will appear in specific issues of ***Sega Power.*** Sign the date and we'll ignore it anyway. Saturday nights are my own.

5. Sign the following declaration (but get your parent or guardian to sign if you're under 16). All it means is that one day, someday, we may actually get round to printing the sucker.

Signed **Date**

.....

SALES HOTLINE 081-471-4810

VISA

Access

ZONETEC

MEGADRIVE

MEGADRIVE GAME OF THE MONTH CHUCK ROCK £38

Krusty's Fun House	£35.00	Devilish	£34.00
Steel Empire	£34.00	Fighting Masters	£34.00
Mystical Fighter	£34.00	PGA Tour Golf	£34.00
Arch Rivals	£34.00	Jordan Vs Bird	£32.00
D.Robinson Supreme CRT	£34.00	Two Crude Dudes	£34.00
Tasmanian Devil	£34.50	Sports Talk Baseball	£40.00
Lemmings	£35.00	Bulls Vs Lakers	£38.00
Splatterhouse II	£36.00	Corporation	Call
Warrior of Rome II	£40.00	Zero Wing	Call
Buck Rogers	£34.00	Terminator	Call
Desert Strike	£33.50	King Salmon	Call
EA Hockey	£32.00	Batman	£34.00

ALL THE FOLLOWING GAMES ARE £25 EACH

GHOULS & GHOSTS
BONANZA BROS
DECAP ATTACK
FATAL LABARYNTH
JOE MONTANA FOOTBALL
MOONWALKER
PAT RILEY BASKETBALL
SHADOW DANCER
SONIC

S.N.E.S. UK to USA Adaptor £20

KRUSTY'S SUPER FUN HOUSE £40 SNES GAME OF THE MONTH

Lemmings	£40.00	CastleVanialV	£39.50
Sim City	£38.00	Mystical Ninja	£41.00
Contra III	£40.00	Zelda III	£43.00
Final Fight	£38.00	Super Battletank	£43.00
Joe & Mac	£38.00	Addams Family	£43.00
Smash TV	£38.00	F1 Exhaust Heat	£43.00
Home Alone	£39.50	StreetFigher II	Call
Smart Ball	£39.50	Turtles in Time IV	Call
Extra Innings	£39.50	PGA Tour Golf	Call
WWF Wrestling	£39.50	Thunder Spirits	£41.00
Top Gear	£40.00	Actraiser	Call
UN Squadron	£39.50	Soul Blazer	Call
Rival Turf	£39.50	Super Aleste	Call
Ghouls n Ghosts	£39.50	Faceball 2000	£43.00

IF YOU DON'T SEE THE GAMES YOU WANT CALL

GAMEGEAR

GAMEGEAR GAME OF THE MONTH SPIDERMAN £26

George Foreman KO Boxing	£26.00
Chase HQ	£21.00
Axe Battler	£18.00
Castle of Illusion	£20.00

HARDWARE

ALL OFFICIAL U.K.

Super NES + Game	£144.95
Gameboy + Game	£65.00
Megadrive + Game	£120.00
Gamegear + Game	£120.00

GAMEBOY

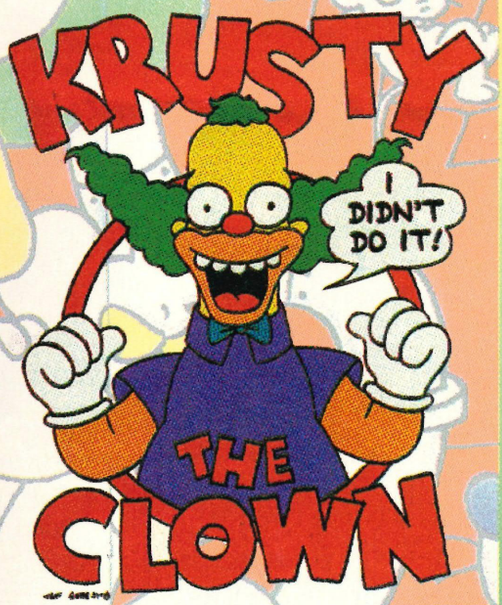
YOSHI £18 GAMEBOY GAME OF THE MONTH

Hook	£19.50
Hudson Hawk	£19.50
Terminator II	£19.50
Bart Vs Space Mutants	£19.50
Blues Brothers	£23.50
Paperboy 2	£23.50
Pitfighter	£24.50
Faceball 2000	£23.50

MASTER SYSTEM

Pyscho Fox	£19.00
Ghouls n Ghosts	£19.00
Super Monaco GP	£19.00
Joe Montana	£19
Paperboy	£19
Spiderman	£23

ALL PRICES INC VAT, ALL GAMES + £1.00 ALL HAND HELD + £5.00 ALL CONSOLES + £7.50
081-471-4810
(10 LINES)



ALL TITLES USA UNLESS OTHERWISE STATED

ORDER FORM

EITHER 1...CALL ON 081-471 4810 (10 LINES)
OR 2....FILL THIS IN

GAME	PRICE	P&P	TOTAL
	GRAND TOTAL	£	

NAME Mr/Mrs/Miss _____
ADDRESS _____
_____
_____
POSTCODE _____
PHONE _____
C/CARD ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
EXPIRY DATE ☐☐ ☐☐
SIGNATURE _____

Please make cheques & Postal Orders out to ZONETEC LTD
Send order to: ZONETEC LTD, DEVER HOUSE, 764 BARKING ROAD, LONDON E13

SP2

WIN! WIN! WIN! WIN! WIN! WIN!

FUN COMPS FANTASTIC PRIZES!

WOW WIN ALL THIS!

THE FUN QUIZ WITH THE BIG PRIZE

CALL 0891 - 424162

WIN

10 WRESTLING VIDEOS!!

YES, IT'S TRUE YOU COULD BE ENJOYING THE BEST ACTION WITH THIS MASSIVE COLLECTION.

CALL 0891 - 424161

WRESTLE FANS CALL NOW!

THE Acne SWITCHBOARD

VICTORIA SNOTTY
SHE'S SO STUCK UP!

0891 - 424167

BILLY BUTT
HE'S A RIGHT HARD NUT!

0891 - 424165

JOKES

LISTEN TO OURS OR TELL US YOURS
PLUS! EVERY 100TH CALLER GETS A JOKE PACK!!

CALL 0891-424168

WIN!! A HOLIDAY IN CALIFORNIA USA!!!

2 ADULTS PLUS 2 CHILDREN

CHANCE OF A LIFETIME

BASK IN THE SUN!

IT'S UNREAL!!

THE CALIFORNIA DREAM

THE HOME OF THE STARS!

SEE THE REAL BEVERLY HILLS!

2 WEEKS!!

CALL 0891 - 424150

ANSWER THE EASY QUIZ AND YOU COULD BE ON YOUR WAY!!

IT'S FUN

RAGIN' REMOTES!

YOU COULD WIN BOTH THESE FANTASTIC RADIO CONTROLLED WONDERS!!

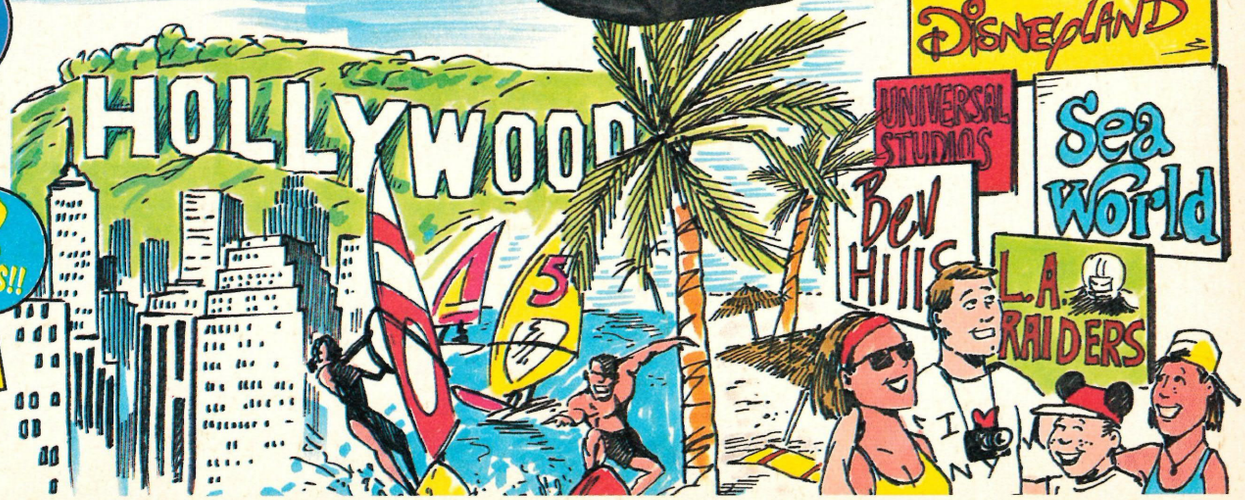
CALL 0891 - 424164

CALL NICKY HUNT

THE LYING PERSON!

CALL 0891-424166

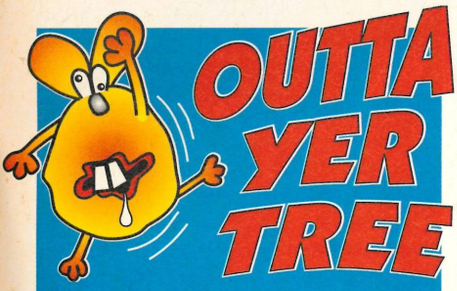
CALL 'EM NOW!



Calls cost 36p (cheap rate) and 48p (at all other times) per minute inc. VAT. Please ask permission before you call. Winners will be notified by post at the close of the competition. A winners list or full list of rules is available by sending an S.A.E. to: MEGAFONE LTD, Sandylands House, Sandylands, Morecambe, Lancs LA3 1DG. The maximum length of call is approximately five and a half minutes which will cost £1.98 at cheap rate. Competitors are required to answer multiple choice questions and give a tiebreak answer

SCRIBBLINGS

We can help out with most problems (and even when we can't, at least we can be entertaining), so if there's something you'd like to air then get it down on paper and send it in. And remember, the author of our Star Letter always wins a natty new *Sega Power* T-Shirt!



SOME PEOPLE ARE BARKING, YOU know. Even some of *Sega Power's* readers seem to be a couple of bricks short of a hod-full. I mean, just check out some of these bizarre letters...

■ ...I was going to buy the joypad for my Master System (just like the Mega Drive joypad) and I was wondering if the extra Button did anything and whether it's worth adding to my collection?

***What is this? Does this guy collect Mega Drive joypad Buttons or something? Add it to your collection? Don't bother, matey, buy a Mega Drive joypad and you'll have three Buttons!* Andy**

■ ...I have a Mega Drive, a Powerbase Converter (with two games) and six games for the Mega Drive. The Mega Drive cart has a picture on it and the Converter games have a boring old burgundy stripe saying the name of the game and Sega...

***What the hell are you on about?* Andy**

■ ...I was also wondering if you could send me issue 25 as it would be appreciated. I will pay two pouds if you write to me...

***No, I haven't got any left. What's a poud? I'm writing to you now, so you owe me, erm, 2 pouds.* Andy**

■ ...In issue 31 (on page 40), you put "One crystal, three crystals, four crystals" and so on, but it should have been "Once crystal, two crystals, three crystals" and so on...

***Oh dear, oh dear, oh dear...* Andy**

■ ...Also, are there any plans for something that plugs into, say, the two-player port that can then go to the TV so you can play on the Game Gear, but have the graphics on the TV?

***What, and have a blank screen on the Game Gear?* Andy**

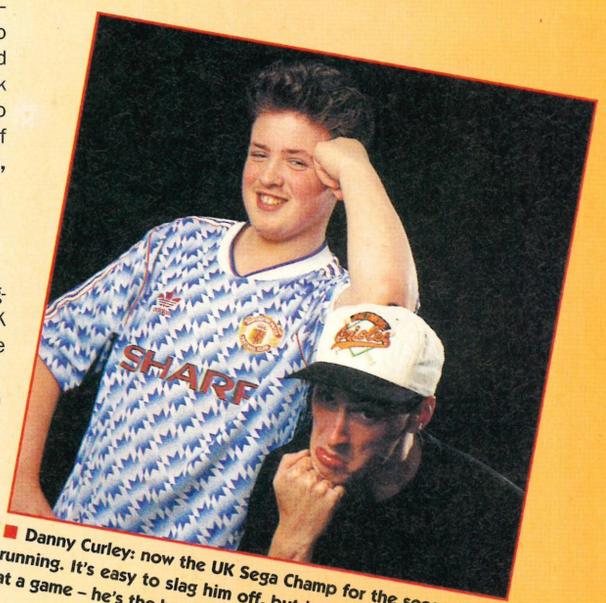
WE DON'T CARE WHAT YOU HAVE TO SAY – we just enjoy hearing from you! I've got so generous in my old age, I've even decided to award *Sega Power* Enamel Badges to whoever I think has made an interesting or valid point (it doesn't have to be technical to be interesting, remember). Send your stuff to: **Scribblings, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** Now on with this month's postbag...

COME ON, CURLY!

Dear *Sega Power*,
I nearly rang up the Samaritans after seeing how that big-headed slimeball Danny Curley had won the Sega UK Championships again *(Sega Power* 31). And all because the proper Champ's entry form hadn't quite got in on time.

Now this chap has beaten all of Curly's Challenges in *Sega Power* with ease, so wait until next year, slimeball, because he's going to kick your ass! Keep practising – you might just be good enough to beat this chap – who is, of course, me!
Rob Jones, London

Well, well. Love him or hate him, there's no ignoring Curly, is there? And you know what? He really is hot when it comes to playing games. **Andy**



■ **Danny Curley: now the UK Sega Champ for the second time running. It's easy to slag him off, but just you try beating him at a game – he's the best we've seen. See Come On, Curly!**

SEGA POWER ARE THICK!

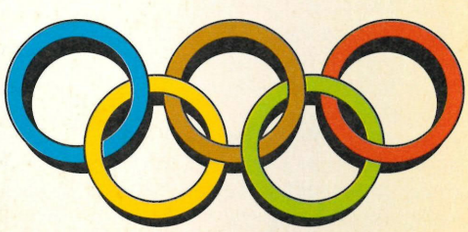
Dear *Sega Power*,
You are all a bunch of thickos! I know this because on the cover of issue 32 (the one with Arnie on it), you printed the Olympic symbol with a brown ring. Anyone with half a braincell knowns that the ring in question should be black.
Caroline Slinn, Altringham

Well, Caroline, there is a reason for this. If we had used the proper black ring in the symbol, you wouldn't have been able to see its shadow – a black ring with a black shadow would have looked daft. So we had to use another colour instead to make the ring stand out more clearly.

We didn't think any of you would spot the difference! Have yourself a neat Sega Power *Enamel Badge for being so eagle-eyed.* **Andy**

STAND CORRECTED

Dear *Sega Power*,
I am a Mega Drive gamer and have bought your superb mag since *Sega Power* 25. I would like to ask you a few questions and point out a couple of things that you've mentioned or featured in your magazine:
1. Who's Pepsi Sega?
2. Are there any good CD games coming out?
3. How about a *Phantasy Star 3* book?
4. Your heading styles could be improved.
5. *Sonic* doesn't wear lycra, it's his skin colour.
D Britnell, Durham



■ **We all know the brown ring should be black, but we had to make it brown so you could see it. See *Sega Power* Are Thick!**

1. Pepsi Sega was a girl character drawn originally by a chap called Anthony Stevens. We liked her and wanted to feature her lots – until, that is, we discovered that Mr Stevens had also sent Pepsi to several lesser mags...
2. Hopefully, yes. Sega (and other companies) are working on it even as we speak.
3. It's possible, but if you didn't make the same marriage choices then the majority of the book would be useless, and we wouldn't want to limit the way you play your games.
4. Maryanne is on the case right now.
5. That was an intentional error. Well, er, spotted. **Andy**

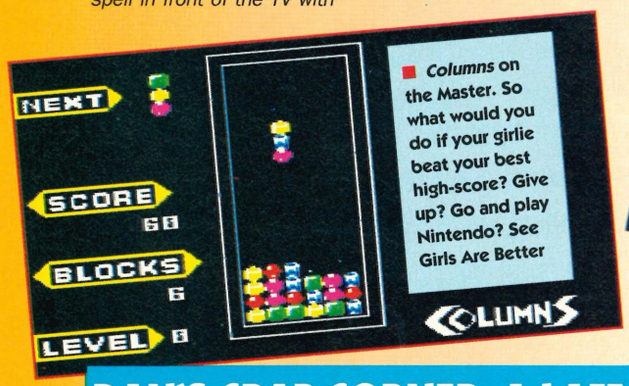
GIRLS ARE BETTER

Dear *Sega Power*,
A warning to all your readers. I left my girlfriend alone in the flat with my Master System – only to return to see her playing *Columns*.

That I can accept. The score, however, I can't. She smashed my best and racked up 366,480 points! Sega gamers beware!
Tom Merrett, Weston-Super-Mare

It's spooky, isn't it, Tom? But this isn't the first time we've heard of girls doing better than their partners. What I want to know is, why don't they get more active in the Sega gaming world? It's usually considered to be

a male orientated past-time, but it's clear that lots of the fairer sex are now enjoying the odd spell in front of the TV with



■ *Columns* on the Master. So what would you do if your girlie beat your best high-score? Give up? Go and play Nintendo? See Girls Are Better

their fave characters. Let's hear your voice, girls. Let us know you're out there and you count!

We're all for encouraging girls to play games, so let's hear it from all you female Sega fans! (Yeah, we agree – Desirée and Amanda). **Andy**

IDEOLOGICALLY WRONG

Dear *Sega Power*,

Oh dear, oh dear... I saw The Gallery in *Sega Power* 31 and you were showing a picture (on the left-hand side, down in the middle) of *Sonic* killing *Mario*. I think you are wrong displaying a picture like this. But what I really didn't like was the fact that *Sonic* was wearing an armband with a swastika on it on his left arm. *Sonic* isn't

DAN'S CRAP CORNER: A LAFF... OR SOMETHING SINISTER?

WE'VE HAD A BIG RESPONSE TO DAN'S Crap Corner. It seems some of you hate it and some of you love it. Here's a selection of just some of the letters we've received on the subject over the last couple of months:

Dear Dan,
I want to complain about your insensitive approach to the pictures drawn by the kids in the June issue of *Sega Power* 31. Any fool can see they are drawn by kids and to include them in Dan's Crap Corner is certainly unfair and unnecessary.

The children have probably taken time to draw these pictures and have paid 24p for a stamp – so to put them where you put them is scandalous. I understand if the drawings are by older people who intentionally draw crap pictures, but c'mon, give the kids a break!
Joanne Gauaghez, Belfast

Dear *Sega Power*,
Every month I wait patiently for my *Sega Power* and when it comes I sit down and read it from cover to cover – a damn cool mag. Now when it comes, I turn straightaway to The Gallery and have a great laff at Dan's Crap Corner.

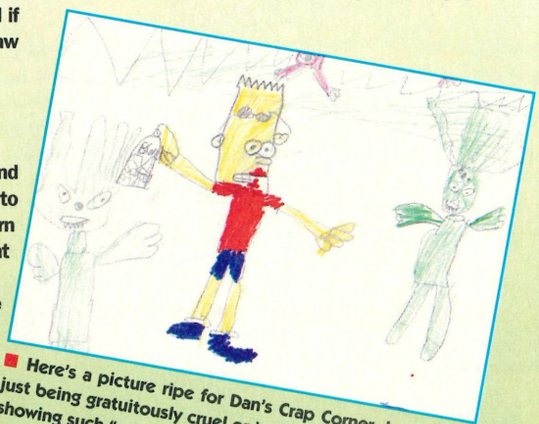
What a brilliant addition to *Sega Power!* When I've chuckled myself silly I take the mag to school and have another massive laff.

I do agree with Toby Benecletto though *(Sega Power* 32). You could end up hurting people's feelings if you're not careful. Anyway, keep it up, I love it!
Tim Dalgleish, Malmesbury

Yo Boyz & Girlz!
I would like to reply to Toby Benedetto's letter in *Sega Power* 32. For a start, Toby, where do you get off playing daddy to all these five year old crap artists – go be a Primary school teacher. Now let me tell you what I would do if I was a five year old who'd sent in a picture to his fave Sega mag – I would go absolutely nuts bonkers and be over the moon if it had been printed – and I wouldn't care where either.

Then I'd go and ask my mum what crap meant and like all good parents she'd lie and say it meant very good – see, it's simple.
H, Knaresborough

Dear Mr Smith,
I was appalled by your Gallery article. I found the title Dan's Crap Corner particularly offensive.



■ Here's a picture ripe for Dan's Crap Corner, but are we just being gratuitously cruel or is there another reason for showing such "art" in The Gallery? Hmm, it's controversial!

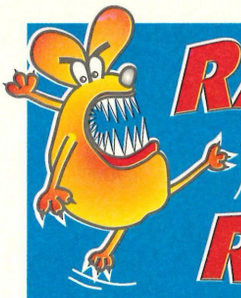
How can anyone be so insulting about young children's attempts at art? They have all got to start somewhere and a comment such as "do you guys really try being this bad?" must be a real knock to anyone's confidence.

I realise you don't write the articles yourself, but as you're the Editor I believe you have the final say on what goes in the mag. In the future, could you please persuade this Dan person to have a little more tact.
Cathy Townsend, Shutford

Dear *Sega Power*,
In *Sega Power* 32, I was reading Toby Benedetto's letter about Dan's Crap Corner. In your answer, you said the pics made you laugh. Why don't you call it Dan's Comical Corner then?
Gareth Holly, Feltham

***Thanks, everyone, for your comments. We really aren't trying to upset people with Dan's Crap Corner. It's there for a laugh and as long as it continues to amuse, I'll let Dan carry on. He's not a heartless chap at all, you know. He's really quite placid...* Andy**

■ Dan Goodleff: evil man or misunderstood genius? *(I'd plump for the misunderstood genius... – Dan)*



RANT 'N' RAVE

SOMETIMES LIFE ISN'T A BOWL of cherries (jeez – stupid isn't it? I mean, calling something a bowl of cherries is supposed to mean it's good, easy or you like it or something, when in fact, cherries are horrid things).

Anyway, when life isn't a bowl of cherries, the best place to vent your anger is in *Sega Power's* Rant 'N' Rave column.

You'll feel loads better afterwards. The address? Rant 'N' Rave, *Sega Power,* 30 Monmouth Street, Bath, Avon, BA1 2BW.

■ **...I am sick and tired of *Sega Power* recommending all those great Mega Drive games like *Super Monaco G.P. 2.* Yes, you said "gob-smacking graphics," and "the best just got better," but for £49.99? Just how rich do you think we are?**

The same goes for *Terminator* which you recommend as well – and this costs £39.99! It's all very well for the 18-25 year olds who can afford the carts, but what about us younger Mega Drive owners who want to play the good games but can't afford them?

Why can't Sega and Virgin bring out some £29.99 games with good graphics and gameplay.
Michael Purvis, Northumberland

■ **...It really makes me mad that Sega have spent two million pounds on sponsoring the TV coverage of the European Championships (and then a whole heap more on Roy Of The Rovers) when more people would buy Sega stuff if they spent the money on reducing the price of carts.**
Robert Fox, Bury

■ **...Those gits at Sega in Japan haven't even let the Sega CD into Britain yet and the fat director there expects us to swallow his gerbil droppings about software support! Nintendo are going to clean up if Sega Japan, America and Europe don't start getting some communication going and plan their launches properly.**
Lee Murphy, Liverpool

■ **...Why on earth do people think that just because there's a Mega Drive available, the Master System is dying out? It plainly isn't, because Sega are looking to sell well over 300,000 of the 8-bit machines in 1992 alone! This doesn't sound like Sega losing faith in the good ol' Master to me.**

The Mega Drive may be a nice machine, but the Master System is still damn good value for money.
Greta Hill, Benchley

and never will be a Nazi. *Sonic* wasn't created to be a killer. He could maybe just punch *Mario*, but the real *Sonic* wouldn't kill him.
Wolfgang Erhardt, Holland

You're absolutely right in every respect, Wolfgang, but please don't take things too literally. The artist was just trying to say that Sonic *was better than* Mario *(which we are all in agreement with).*

If you are going to send anything into The Gallery, people, then perhaps it's a good idea to think about what Sonic's *doing to people, okay? Have a* Sega Power *Enamel Badge, Wolfgang, for being so ideologically sound.* **Andy**

CURLY A FATTY?

Dear *Sega Power,*
Congratulations to Danny Curley on retaining his title at the UK Sega Championships. Perhaps now he can concentrate on losing some weight, getting a serious hair cut and shaving off that stupid earwig tash!

Then perhaps he wouldn't look so much like a sad "I've got no friends so I play my Sega all day" gimp. Ain't jealousy a wonderful thing?
H, Knaresborough

Don't listen to 'em, Curly. We think you're simply the best. You're not fat, you're just "curvy;" your haircut isn't crap, it's just "modern;" and that's not a nob moustache – you just forgot to shave... **Andy**

WE'RE GETTING THERE

Dear *Sega Power,*
It's quite fun to watch how a particular magazine develops over the years and how it responds to the demands of the readers.

Some mags seem to be very obstinate and inconsistent in their way of thinking and not very open to suggestions at all. It seems as if they're actually afraid of printing letters that point out a bad or lacking part in their publication and instead of being sensible and at least showing an interest in an idea, they either don't publish the letter or just deride it with a crap answer.

Letters pages are supposed to be a place where readers can speak their minds freely and get a proper, deliberate comment or answer from the Editor without having to be insulted.

Sega Power deserves credit for its good Scribblings section. You also manage to create a well written and highly intelligent magazine while at the same time retaining that all-important relaxed atmosphere that characterizes *Sega Power.*
Philip Philipsen, Denmark

Why, thankyou, Philip. We try our best. Congrats to Denmark on winning Euro '92, by the way. I was there, cheering them on in Gothenburg (before heading off to Copenhagen!) and it was wonderful to watch such great football. **Andy**

SUPER MONACO G.P. 2: REVIEWED, BUT NOT OUT YET!

Dear *Sega Power,*
After reading your brilliant review of *Super Monaco G.P. 2 (Sega Power* 32: 93% page 28), I telephoned a mail order firm and asked if they had the game in stock because I wanted to buy it.

She told me that the game wasn't out until August at the earliest and asked me where I'd heard about it in the first place, so I told her I'd read about it in *Sega Power.*

The weird lady then went on about how companies only send you parts of the game!

What I want to know is: does this woman have her facts correct or is she talking a load of nob? And, secondly, if *Super Monaco G.P. 2* isn't coming out until August, how come you reviewed it so early?
Richard Elson, West Sussex

The answer to your first question is simple: she's talking nob. When we get a game in for review, we always get the whole thing. How else are we supposed to review it?

The second point's a bit more complicated.* Sega Power *always aim to review a game as close to its release date as possible. There's no point in reviewing games that aren't going to be available for six months or whatever, so we try our best to get the timing right. In the case of* Super Monaco G.P. 2, *the most specific answer we could get out of Sega was "in the summer."

That to us meant between June and September, so we had to review it during that time slot.

Sometimes, of course, things don't quite go according to plan, but that's usually due to circumstances beyond our control. Sorry if it's causing you problems, but once you get the game you'll agree the wait was worth it. **Andy**

***Super Monaco G.P. 2* may be a fantastic title but just how long should you wait between reading the review and buying the game? Not long, hopefully...**

YOU HYPOCRITES!

Dear Sega Power,
I was glad to see readers pluck up courage to write and complain about the pretty pathetic comparison you made between*Sonic* and *Mario* in *Sega Power* 31. This article was seriously biased.

I noticed something, however, which other readers failed to spot – a sentence under the Ideology section where it says: "Sonic liberates animals, Mario once imprisoned them. This is 1992 for God's sake, so we should care for the environment and show some respect for the animals we share our planet with. Sonic does, Mario doesn't."

That statement is fine, but published in the same magazine that prints kids' pictures of *Sonic* punching *Mario's* blood-dripping face, *Sonic* shooting *Mario* or *Alex Kidd* chopping off Luigi's head?

For God's sake, *Sega Power,* this is 1992 and any magazine that encourages kids at such a tender age to draw pictures like this is really sick.
James Baptista, London

The pictures in The Gallery, James, aren't printed just because they depict violence (not all of them are that violent anyway). They're picked for their artistic excellence. If someone sends us a brilliant drawing, I want to show it to the world – regardless of what it's about.

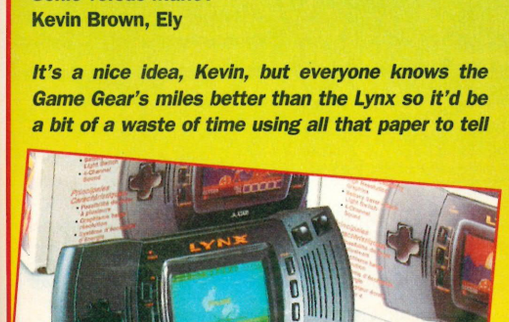
You would be right to imply we were hypocritical if we were printing the pictures simply because they were of Sonic hitting Mario (or whoever), but that's simply not the true.

We only print pictures in The Gallery that we think are of a sufficent technical standard – if the drawing manages to support Sega gaming in some way and have a go at Nintendo at the same time then so much the better! **Andy**

BETTER OR WORSE? THE LYNX DEBATE RAGES ON...

Dear *Sega Power,*
I think that Darryl Still, the one from Atari, the one that likes the Lynx *(Sega Power* 33), is a bit of a *Mario* (that means crap), so why don't you do a Lynx versus Game Gear feature like you did for *Sonic* versus *Mario?*
Kevin Brown, Ely

It's a nice idea, Kevin, but everyone knows the Game Gear's miles better than the Lynx so it'd be a bit of a waste of time using all that paper to tell everyone what they know already. I don't think Darryl's a Mario though. I think he's a nice chap. Still, here's more on the same subject... **Andy**



■ Atari's Lynx: better or worse than the Game Gear? The answer's obvious really – but what do you think?

Dear *Sega Power,*
I am writing to you concerning the letter that you had from Darryl Still at Atari UK *(Sega Power* 33). He or she claims that the Lynx is better than the Game Gear simply because it has 40 titles.

But surely there must be more than 40 English, Japanese and American Game Gear carts in existence at the moment?

How many people own 40 titles anyway? And more to the point, are they any good? And why were they poking fun at *Sonic* when Atari don't even have their own game character. No-one at my school owns a Lynx anyway...
Ryan Lambie, Kettering.

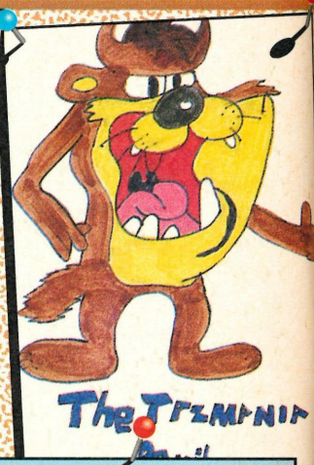
Chill out, Ryan! Darryl wasn't saying the Lynx was better than the Gear. He was merely pointing out that there were some 40 titles available for the Lynx which we'd failed to mention in an earlier article. Some people do own 'em, you know, and that's fine. After all, some people would rather own a Nintendo... Taste's a funny thing... **Andy**

You've forgotten the address already? Here it is: Scribblings, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW. Now do you think you can remember that? You can? Good. Get writing!

THE SEGA POWER GALLERY

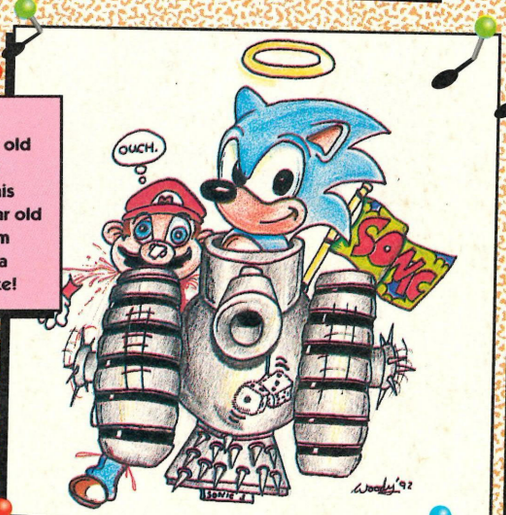
If you lust for fame and glory, and want to show the world how good you are at drawing your fave Sega characters, then you've come to the right place! There's no money on offer here, just the chance to have your pictures displayed, but if you think your scrawls are up to scratch, send 'em in to: The Gallery, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. But please – no more *Sonics*, okay?

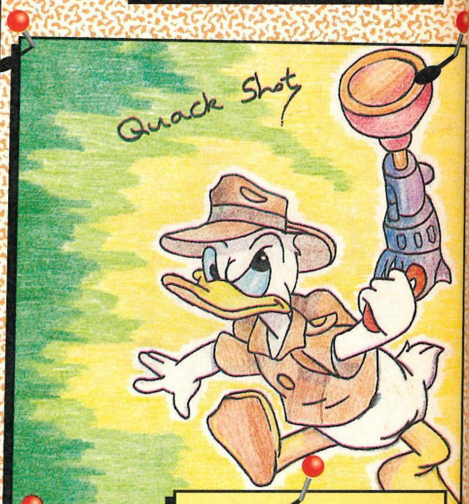
■ This neat strip comes from an anonymous source. We think it's pretty smart though!



■ A great piccy of the Devil from *Taz Mania* – sadly, we don't know who drew the thing. Who are you?

■ (Left) 19 year old Paul Myhill from Hornsea drew this
■ (Right) 14 year old David Wood from Sittingbourne's a bloodthirsty tyke!





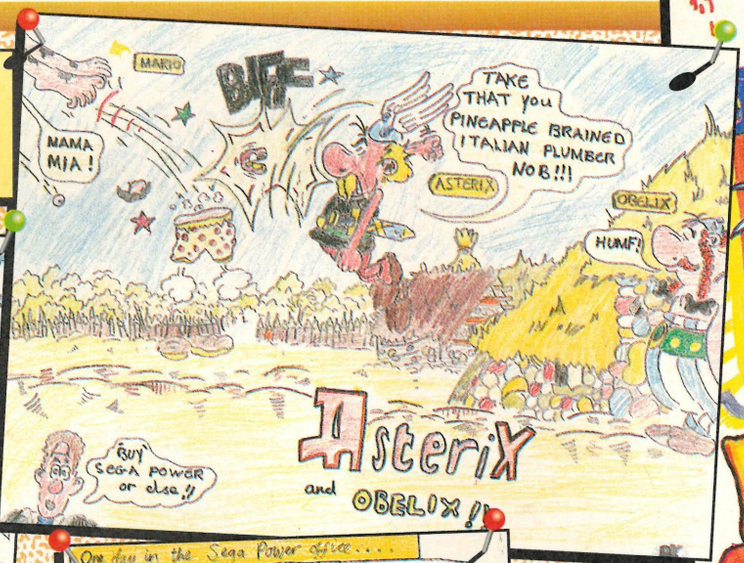
■ (Above) Colin Dunsmore from Wemyss Bay (13) drew this ace Donald Duck
■ (Below) Paul Myhill from Hornsea (19) takes the mick!

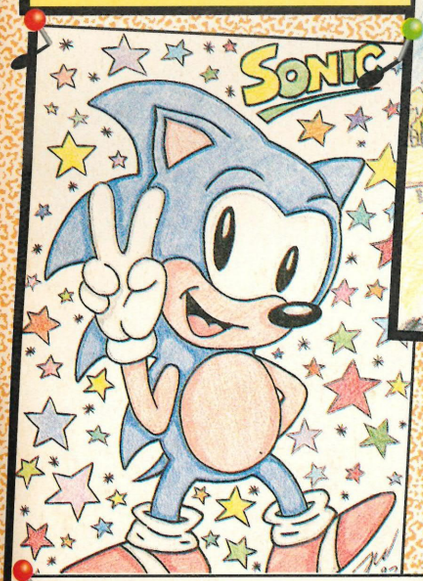
■ (Left) This *Taz Manian* Devil was sent in by 11 year old Ryan Garraway who lives in Whitehaven...

■ (Above) 14 year old Steve Patterson from Wigan drew this, er, topical *Sonic*
■ (Left) Superb! Clive Dummigan of Workington is the artist responsible

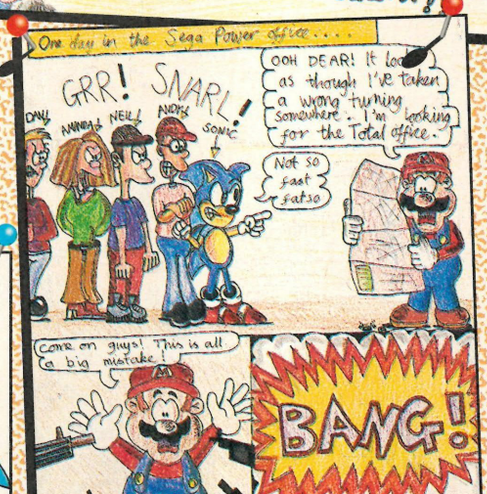
■ 15 year old Chrish Walsh from Ilkley did this brill subway *Sonic!*

■ (Right) *Asterix* beating up *Mario*. Daniel Dazimierow from Peterborough... Thanks!
■ (Below) James Whitehouse is 15 and from Wolverhampton. What a brilliant pic!



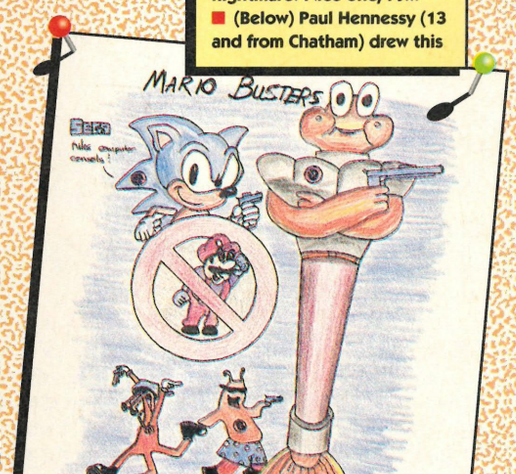


■ (Above) Mario's worst nightmare! Nice one, PJ...
■ (Below) Paul Hennessy (13 and from Chatham) drew this



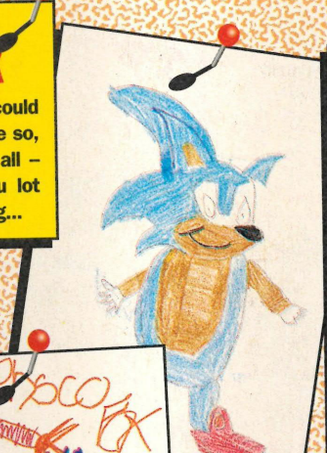
■ Nicola Rushton is 15, from Titchfield and draws nice pictures of *Sonic*...

■ A certain Andrew Wright from Horley imagines a fat plumber's fate



DAN'S CRAP CORNER

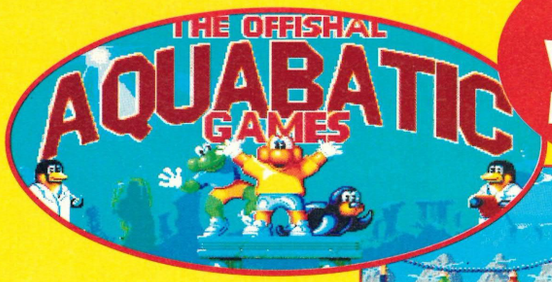
Of course, most of the pictures sent in to The Gallery could be included in the Crap Corner – but these ones here are so, er, "good," they're in a class of their own. I love 'em all – they're hilarious! Maybe it's me, but every month you lot seem to get better (or is that worse?) at this sort of thing...



THE BACK PAGE

• Great news about next month's *Sega Power*, and a new Fish Question! •

COMPO WINNERS Page 71



YOU LUCKY PEOPLE, YOU! THE lads and lasses down at *Sega Power* H.Q. have been working overtime (well, Dan has anyway) to not only bring you this amazingly quality-filled mag, but also to ensure that you get a totally *brilliant* issue next month!

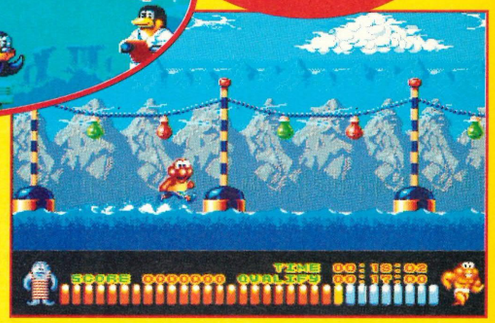
"What's in it?" we hear you cry. Well, not only is there an in-depth preview into one of E.A.'s latest games – *Aquabatics Starring James Pond And The Aquabats* – but there'll also be a whole new stack of mouthwateringly luscious tips.

And don't forget the regulars, the ever-popular Gallery, full to the brim with all those "interesting" pictures you arty types send us, and, of course, the not-so-arty types won't feel left out with the section you've come to know and love as Dan's Crap Corner.

Review-wise, we'll be telling you what's hot and what's not this summer – we even find time to review a brand new Jap game called *Dodge Ball!*

Oh, and if you thought this month's cover freebie was good, just wait until next month. Soon you'll be able to boost your street cred to the max with *yet another* free gift.

So, if that's not enough to make you reserve your copy right now (out **Thursday 3 September)** then you're probably some kind of weird 16th century Hungarian clog-dancer who's dead *(Eh? – Dan)*. Rip out that coupon and hand it in to your newsie. Miss us and you'll regret it – that's the truth.



■ Only halfway through the 100 metre event and you're already way behind. You need nimble fingers in this one!

■ The Ball Catching event is played with another trainee from F.I.S.H. Keep the beach balls off the li'l seals. Aaa...

■ Shellfish lobbing and Pond's taking a pasting. The trick is to make the critters burst the balloons (but it ain't easy)

FISHTASTIC AUGUST QUESTION

ALL RIGHT, ALL RIGHT... CALM DOWN, CALM DOWN! These Fish Questions don't half get you lot excited. Then again, if by sending in the correct answer to a dead easy question, I could win myself an E.A. Mega Drive cart of my choice, I'd be a bit edgy too...

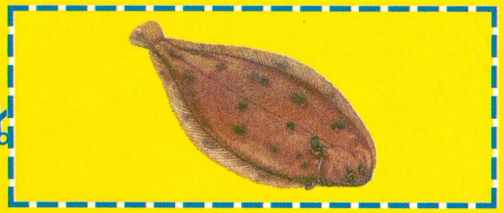
If you're especially bright you'll also be dribbling over the piccy of this month's fish – the sole. Remember, if you cut out these piccies – the ones that appear on the Back Page every issue – stick 'em on the Calendar and then send the finished thing to *Sega Power* at the end of the year, you (and 19 other people) could win a dream E.A. cart of their choice.

Now on to the August Question. What is the sole also known as:

A. The Essex fish?
B. The Dover Sole?
C. The Sole Museék?

Stick the piddlingly easy answer (and the name of the Mega Drive E.A. cart you'd like if you win) on a postcard and send it straight to: The Fishtastic August Question, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Make sure you get your entry in by Thursday 10 September 1992. The first five correct answers pulled from Andy's mouth will win the senders an E.A. cart of their choice.

RULES: Don't enter if you're an employee of either Future Publishing Ltd or Electronic Arts. And if anyone thinks it's clever sending in lots and lots of entries, think again. It isn't. You have been warned.



■ Aaah! Inne cute? Unlike last month's "fish," this is one wet mate you wouldn't mind on yer plate for tea. Attractive and very tasty!

HELLO, HERR NEWSIE,

Now, vill you please listen to me, people. You vill reserve me a copy of mine favourite Englische magazine *Sega Power,* oder you vill be shot, und you vill enjoy being shot oder you vill be shot again. Verstehen Sie? Itz out on Thursday 3 September, so please vill you "party on, dude" und comply?

Name _____

Address _____

_____

_____

_____

● Newsagent: ***Sega Power,*** published by Future Publishing Ltd., is available from your local wholesaler

DODGE BALL!

■ Fancy fun with a ball? Then this game's for you. *Dodge Ball's* the name and throwing (up)'s the game. Using all your skills you've got to chuck the ball at your opponents and knock 'em out. Simple, eh?

■ *Dodge Ball's* got tons of options: you can play with your mate, against the Mega – even take part in a league

WITH SONIC, SUPER MONACO GRAND PRIX AND MAINS ADAPTOR

Game Gear with Sonic The Hedgehog Sega Mains Adaptor FREE Super Monaco Grand Prix FREE Special Reserve Membership

129.99

Special Reserve

Games Club

OR WITH COLUMNS AND MAINS ADAPTOR

Game Gear with Columns

99.99

FREE Mains Adaptor (essential)
FREE Special Reserve membership

THE SEGA GAME GEAR IS COMPATIBLE WITH MASTER SYSTEM GAMES. USE A GEAR MASTER CONVERTER TO RUN MASTER SYSTEM CARTRIDGES.

AERIAL ASSAULT	23.99	OLYMPIC GOLD	23.99
AXE BATTLER	24.99	PAPERBOY	23.99
BATMAN RETURNS	25.99	PENGO	17.99
CHESS MASTER	23.99	PSYCHIC WORLD	17.99
COLUMNS	17.99	SENNA SUPER MONACO	25.99
CRYSTAL WARRIORS	27.99	SHINOBI	19.99
D.ROBINSON BASKETBALL	24.99	SLIDER	19.99
DEVELISH	19.99	SOLITAIR POKER	19.99
DONALD DUCK	24.99	SONIC THE HEDGEHOG	24.99
DRAGON CRYSTAL	19.99	SPACE HARRIER	19.99
FANTASY ZONE GEAR	23.99	SPIDERMAN	24.99
FROGGER	17.99	SUPER KICK OFF	24.99
G-LOC	19.99	SUPER MONACO GP	19.99
HALLEY WARS	24.99	TERMINATOR	24.99
JOE MONTANA (U.S.) FOOTBALL	19.99	WIMBLEDON TENNIS	24.99
LEADER BOARD	19.99	WONDER BOY	17.99
MARBLE MADNESS	24.99	WONDERBOY - DRAGONS TRAP	24.99
MICKEY MOUSE	19.99	WOODY POP	17.99
NINJA GAIDEN	19.99	YOUNG INDY	25.99

CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) ...17.99

MAINS ADAPTOR FOR GAME GEAR (SWITCHABLE TO WORK WITH LYNX, GAMEBOY AND OTHER APPLIANCES) ...12.99

SEGA MAINS ADAPTOR FOR GAME GEAR (GENIUNE ITEM) 14.99

GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM GAMES ON GAME GEAR) ...17.99

SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO A HANDHELD TV) 69.99

AV CABLE FOR GAME GEAR (LINKS GAME GEAR TV TUNER TO VIDEO RECORDER) 8.99

GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 5.99

BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) 29.99

BEESHU MAGNIFIER 11.99

WIDE GEAR MAGNIFIER 14.99

LEDA CARRY CASE FOR GAME GEAR WITH SCREEN CLEANING KIT 12.99

LEDA STORAGE RACK FOR CARTRIDGES (STACKABLE) 9.99

STEREO EARPHONES 3.99

CARRYBAG FOR GAME GEAR (SHOWN) 10.99

NOW WITH SONIC

Megadrive 16-Bit Games Console with Sonic The Hedgehog, Joypad

129.99

FREE extra TURBO Joypad
FREE Special Reserve membership

THE SEGA MEGADRIVE IS COMPATIBLE WITH MASTER SYSTEM GAMES. USE A POWER BASE CONVERTER TO RUN MASTER SYSTEM CARTRIDGES.

688 ATTACK SUB	31.99	MARIO LEMIUX HOCKEY	31.99
AFTERBURNER 2	27.99	MERCS	31.99
ALEX KIDD IN ENCHANTED CASTLE	17.99	MICKEY MOUSE	31.99
ALISIA DRAGOON	35.99	MIDNIGHT RESISTANCE	31.99
AQUABATICS	31.99	MIKE DITKA'S ULT' FOOTBALL	25.99
ARCH RIVALS	31.99	MOONWALKER	27.99
ARROW FLASH	25.99	NHL ICE HOCKEY	31.99
ART ALIVE	24.99	OLYMPIC GOLD	31.99
BACK TO THE FUTURE 3	31.99	ONSLAUGHT	24.99
BATMAN (ORIGINAL VERSION)	32.99	PACMANIA	31.99
BLOCK OUT	31.99	PAPERBOY	31.99
BUCK ROGERS	39.99	PGA GOLF TOUR	31.99
BUDOKAN	31.99	PHANTASY STAR 3	39.99
BULLS VS LAKERS	31.99	PHELIOUS	28.99
CALIFORNIA GAMES	31.99	PITFIGHTER	39.99
CHUCK ROCK	31.99	REVENGE OF SHINOBI	28.99
COLUMNS	24.99	ROAD RASH	32.99
D.ROBINSON BASKETBALL	31.99	ROBOCOD (JAMES POND 2)	32.99
DECAPATTACK	27.99	SENNA SUPER MONACO	37.99
DESERT STRIKE	31.99	SHADOW DANCER	27.99
DEVIL CRASH	32.99	SIMPSONS	31.99
DJ BOY	28.99	SONIC 2 (DUE NOVEMBER)	33.99
DONALD DUCK - QUACKSHOT	32.99	SPACE HARRIER 2	17.99
ESWAT	28.99	SPIDERMAN	31.99
EUROPEAN CLUB FOOTBALL	31.99	STEEL EMPIRE	31.99
EVANDER HOLLYFIELD BOXING	31.99	STREETS OF RAGE	29.99
F22 INTERCEPTOR	32.99	STRIDER	35.99
FANTASIA	31.99	SUPER HANG ON	17.99
FERRARI FORMULA ONE	31.99	SUPER REAL BASKETBALL	28.99
GALAXY FORCE 2	32.99	SUPER THUNDERBLADE	17.99
GHOULS N GHOSTS	35.99	SWORD OF VERMILLION	39.99
GOLDEN AXE	27.99	TAZMANIA	32.99
GOLDEN AXE 2	32.99	TEAM USA BASKETBALL	31.99
GREEN DOG	31.99	TERMINATOR	31.99
GYNOUG	31.99	THUNDERFORCE 3	31.99
HELL FIRE	28.99	TOE JAM AND EARL	31.99
IMMORTAL	35.99	TOKI	32.99
ISHIDO	24.99	TURBO OUTRUN	28.99
IT CAME FROM THE DESERT	32.99	TURRICAN	26.99
J.B. DOUGLAS BOXING	27.99	TWISTED FLIPPER	31.99
JOE MONTANA FOOTBALL 2	31.99	WHERE IN TIME IS CARMEN SANDIEGO?	39.99
JOHN MADDEN '92	32.99	WONDERBOY IN MONSTER WORLD	39.99
KID CHAMELEON	31.99	WORLD CUP ITALIA 90	17.99
KRUSTY THE CLOWN	31.99	WRESTLE WAR	27.99
LAST BATTLE	17.99	XENON 2	31.99
LEMMINGS	32.99	ZERO WING	32.99
MARBLE MADNESS	31.99		

CHAMP EXPLORER JOYSTICK FOR MEGADRIVE AND MASTER SYSTEM 19.99

COMPETITION PRO STAR EXTRA FOR MEGADRIVE 14.99

TURBO RAPID FIRE JOYPAD FOR MEGADRIVE 12.99

QS135 PYTHON JOYSTICK FOR MEGADRIVE 9.99

SEGA ARCADE POWER STICK...34.99

STRIKER JOYPAD (WITH RAPID FIRE HEADPHONE SOCKET) 24.99

REMOTE CONTROL JOYPADS FOR MEGADRIVE (TWO PADS) 34.99

LEDA STORAGE RACK FOR CARTRIDGES (STACKABLE) 9.99

MONITOR LEAD - MEGADRIVE TO PHILIPS CM8833 MK2.....9.99

SEGA SOFT CARTRIDGE CASE FOR MASTER SYSTEM OR MEGADRIVE GAMES 8.99

CARRYBAG FOR MEGADRIVE 17.99

CLEANING KIT FOR ALL CONSOLES (INCLUDING HAND-HELDS) 6.99

SEGA POWER BASE CONVERTER FOR MEGADRIVE (ALLOWS USE OF MASTER SYSTEM GAMES) 27.99

ACTION REPLAY CARTRIDGE FOR MEGADRIVE (ALLOWS CHEAT CODES TO BE ENTERED FOR INFINATE LIVES, CREDITS ETC.) 32.99

SEGA CONTROL PAD FOR MEGADRIVE (GENIUNE ITEM).....16.99

Goldstar 14" Television & Monitor

SEE PICTURE ABOVE COUPON

WITH REMOTE CONTROL & SCART INPUT. GIVES MONITOR QUALITY PICTURE FROM UK MEGADRIVE OR MASTER SYSTEM 1.

FREE SCART LEAD
FREE SPECIAL RESERVE MEMBERSHIP

159.99

MEGADRIVE TO SCART LEAD (GIVES MONITOR QUALITY ON TV WITH SCART/RGB INPUT) 9.99

ACTION FIGHTER	11.99	MOONWALKER	24.99
AFTERBURNER	24.99	NINJA	9.99
AIR RESCUE	26.99	NINJA GAIDEN	26.99
ALEX KIDD IN SHINOBI WORLD	24.99	OLYMPIC GOLD	28.99
ALIENS 3	28.99	OPERATION WOLF	22.99
AMERICAN PRO FOOTBALL	24.99	OUTRUN EUROPA	28.99
ARCADE SMASH HITS	24.99	PACMANIA	27.99
ARCH RIVALS	28.99	PARLOUR GAMES	15.99
ASTERIX	26.99	POPULOUS	27.99
BONANZA BROTHERS	24.99	PRO WRESTLING	20.99
BUBBLE BOBBLE	24.99	R-TYPE	24.99
CALIFORNIA GAMES	24.99	RUNNING BATTLE	24.99
CHAMPIONS OF EUROPE	28.99	SECRET COMMAND	12.99
CHASE HQ 2	26.99	SENNA SUPER MONACO	28.99
CHESS	28.99	SHADOW OF THE BEAST	27.99
CHUCK ROCK	26.99	SHINOBI	24.99
COLUMNS	20.99	SONIC THE HEDGEHOG	24.99
DARIUS 2 (SAGAIA)	26.99	SPACE GUN (LIGHT PHASER GAME)	28.99
DONALD DUCK	26.99	SPEEDBALL	24.99
DOUBLE HAWK	24.99	SPIDERMAN	24.99
DYNAMITE DUX	24.99	STRIDER	24.99
ENDURO RACER	9.99	SUPER KICK OFF	28.99
G-LOC	24.99	SUPER MONACO GRAND PRIX	24.99
GAUNTLET	24.99	SUPER SPACE INVADERS	26.99
GEORGE FOREMAN BOXING	28.99	SUPER TENNIS	9.99
GHOSTBUSTERS	24.99	TEDDY BOY	9.99
GHOULS N GHOSTS	24.99	TERMINATOR	28.99
GOLDEN AXE	24.99	TOM AND JERRY	28.99
GOLFAMANIA	26.99	ULTIMA 4	31.99
HEAVYWEIGHT CHAMP	19.99	WIMBLEDON TENNIS	28.99
IMPOSSIBLE MISSION	24.99	WONDERBOY 3	24.99
JOE MONTANA FOOTBALL	24.99	WONDERBOY IN MONSTER WORLD 3	26.99
KLAX	26.99	WORLD SOCCER	20.99
LEADERBOARD	24.99	XENON 2	24.99
MARBLE MADNESS	26.99		
MICKEY MOUSE	24.99		

Master System 2 with Alex Kidd, Two Joypads and Sonic the Hedgehog

79.99

SONIC VALUE

FREE Special Reserve Membership

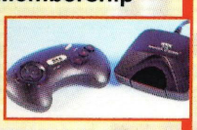
OR

Master System 2 with Alex Kidd, Joypad and FREE Special Reserve Membership

49.99

CHAMP EXPLORER JOYSTICK FOR MASTER SYSTEM 19.99

QUICKJOY SG JETFIGHTER JOYSTICK 12.99



REMOTE CONTROL JOYPAD FOR MASTER SYSTEM 27.99

COMPETITION PRO STAR EXTRA 13.99

SEGA SOFT CARTRIDGE CASE (SEE PICTURE IN MEGADRIVE SECTION) ...8.99

SEGA CONTROL STICK 13.99

SEGA LIGHT PHASER GUN 27.99

0279 600204

Open to 8pm Weekdays and to 5pm Weekends

ANNUAL MEMBERSHIP
UK £6.99 EEC £8.99 WORLD £10.99

We only supply members but you can order as you join.

The Special Reserve full colour club magazine *NRG* is sent to all members bi-monthly. *NRG* features full reviews of new games plus mini-reviews, all the gen on new products, the Special Reserve charts, Release Schedule of new games and hundreds of special offers.

PLUS - EVERY ISSUE CONTAINS

£30 worth of money-off coupons

to save even more money off our amazing prices.

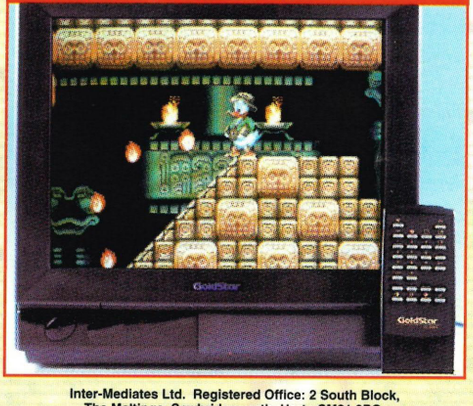
We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, IBM PC, CDTV and IBM CD ROM.

Best Service, Best Prices, Biggest Selection

That's why over 100,000 people have joined Special Reserve.

PHONE 0279 600204 FOR FREE CATALOGUE

GOLDSTAR REMOTE TV/MONITOR SEE MEGADRIVE SECTION FOR DETAILS **£159.99**



Inter-Mediates Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.

INEVITABLY, SOME GAMES MAY NOT YET BE RELEASED. PLEASE PHONE SALES ON 0279 600204 FOR LATEST RELEASE DATES AND STOCK AVAILABILITY.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS. (PLEASE PRINT IN BLOCK CAPITALS)

SEGAPOWER 22

Name_____

Address_____

_____

_____ Postcode _____

Phone _____ Machine_____

Enter membership number (if applicable) or Membership £6.99 UK, £8.99 EEC, £10.99 World

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No_____

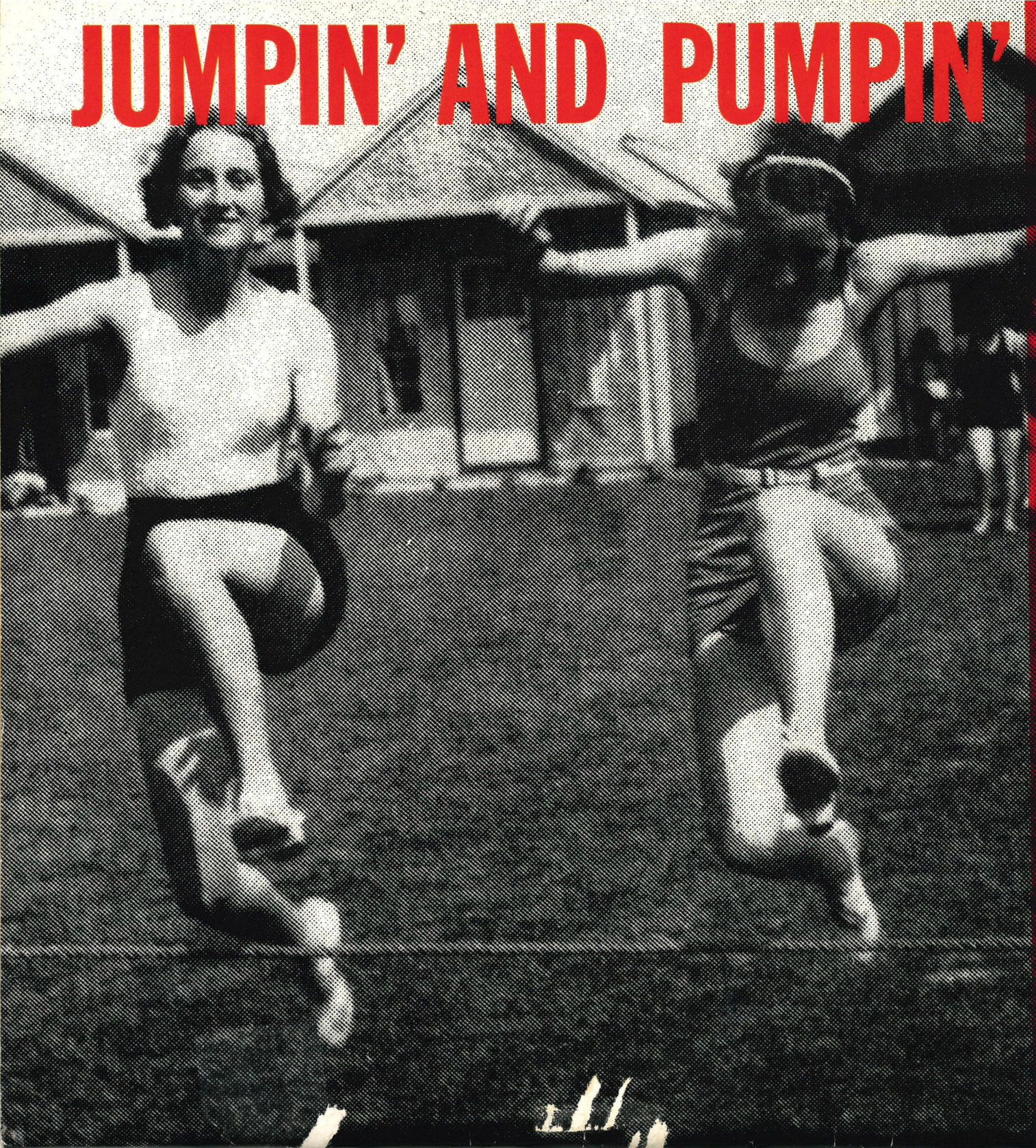
Credit card expiry date_____ Signature_____

Cheques payable to: **SPECIAL RESERVE**

P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders: EEC software orders - no extra charge
World software orders please add £1.00 per item.
Non-software items please add 10% EEC or 25% World.
Overseas orders must be paid by credit card.

JUMPIN' AND PUMPIN'



F.O.R.C.E. N. K. ZEE Lords of the Dance

The freshest rap on the hip hop/ragga tip. This is dope 24-7. Out 3.8.92

LOOSE ENDS Magic Touch (remix)

Ten years of Loose Ends and it still drops mixes to savour, featuring new boy Eon Irving. Out 10.8.92

KID FROST Thin Line

The Chicano rap master, Frost returns in a mellow groove on this cover of a classic song. Taken from his forthcoming album "East Side Story". Out 27.7.92

AMERICA

OLU Forgotten Man

Debut single with killer mixes from Todd Terry - don't forget. Out 27.7.92

INNER CITY Praise

Including The Future Sound of London conceptual mixes and mixes from Kevin Saunderson and Derrick May - techno moves on, Kevin and Paris define the new soul music. Out 17.8.92

SOUL II SOUL Just Right

Taken from the smash album Volume III Just Right. Jazzie B and his Collective on form, soaring vocals courtesy of Rick Clarke. Mixes by Jazzie B and lynch Mob. Bonus track "Intelligence" remixed by Gangstarr. Out 17.8.92

M.A.N.I.C. Feel the Rush

The follow up to "I'm comin' hardcore" - here comes the rush! Out 10.8.92

MOMBASSA Cry Freedom

The voice of tribal Africa meets UK clubland. Out 10.8.92

SUB 45 Move (EP)

Staffords happy hardcore hippies get on the move... "People, come on" Out 17.8.92

I-SUS AD Dark Issour

Hanz from YBU at the controls - massive. Out 17.8.92

E-ZEE POSSEE E-Zee to Love E-Zee to Hate (EP)

Smash summer special from the Possee boys stuffed with additives and goodies, including the Sasha remix of "Love on love", and the brand new steamer "Can't stop Lovin' you". Out 24.8.92

CIRCA Virgin DANCE DEPT.