

# SEGA POWER

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**Toy**  
**STORY**  
pull-out  
poster inside

**EXCLUSIVE**  
Descent previewed

**REVIEWED**

## TOY STORY

The last great  
Mega Drive game?



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of value

**WIN!**  
A top Scott  
Mountain  
Bike

**SONIC FIGHTS BACK!** Quotes, characters &  
pictures – it's ALL inside

**WHAT THE HELL ARE SEGA PLAYING AT?**  
Their plans for 1996... and beyond

**PLAY GAMES FOR A LIVING**  
We show you how!





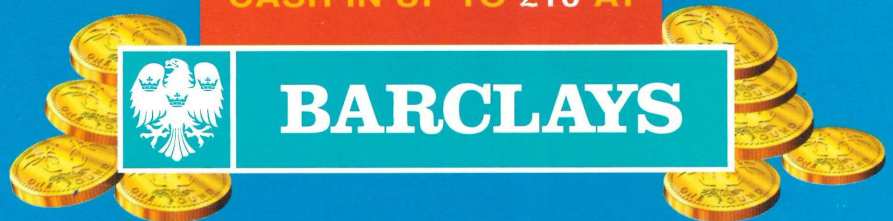
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# SONIC IS BACK...



Who'd have thought it? When the news came in about *Fighting Sonic*, the new arcade/Saturn beat-em-up featuring Sonic, we were flabbergasted. But not for long. We've managed to dig up for you EXCLUSIVE information on this hot new release, including quotes, screenshots, graphics and... well, you'll just have to turn to page

10 to find out more.

Not only do we have Sonic for you but also the most in-depth review of the amazing *Toy Story* that you'll see anywhere. But then what else would you expect from *Sega Power*, the UK's best-selling independent Sega mag? Enjoy the issue...

Cheers, Nick Merritt, Editor



Amazing Toy Story Poster inside! • Amazing Toy Story Poster inside! • Amazing Toy Story Poster inside!

## Games inside

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It's a stunning last hurrah for the Mega Drive as we bring you ALL the levels, ALL the characters and ALL the detail on Disney's new smash hit title.

# TOY STORY

# TWO TOP TITLES

# Fighting Sonic

# 10

You might have heard a bit about this in lesser titles but we've got ALL the information, pictures and gossip you could ever want on this upcoming arcade/Saturn beat-em-up. NOT BAD!

## 16 Previews

You're going to like this issue. We've got a world exclusive look at *Descent* (16), *Deadly Skies* (20), *Gex* (22) and, er, that's it on the pre-views front. Still, that's the way it is these days. Sorry.





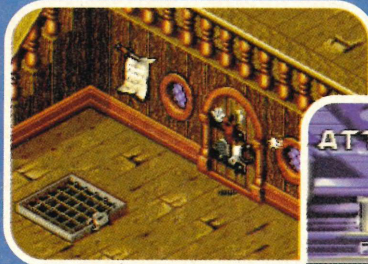
Amazing Toy Story Poster inside! • Amazing Toy Story Poster inside! • Amazing Toy Story Poster inside!

# POWERS



## 63 Power Tips

We've got the names to get your juices flowing. *X-Men* is one. *Sport Goes to Hollywood* is another. *VectorMan* is not too far behind it, and neither is *Worms*. Feel moist yet?



## WIN A LOVELY MOUNTAIN BIKE

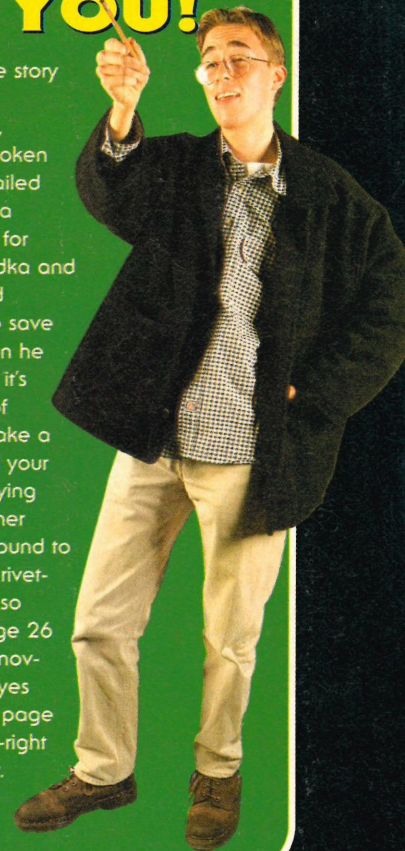
Thanks to those kind geezers at Scott, we've a top Mountain Bike and BMX to give away to a couple of our unreasonably good-looking readers. Just turn to page 54 and take a look.



## 26 Feature

### IT COULD BE YOU!

It's the true story of tears, heartache, destiny, broken dreams, failed romance, a weakness for cheap Vodka and a doomed attempt to save the woman he loved. OR it's the story of how to make a living from your gamesplaying hobby. Either way, it's bound to be a right riveting read, so turn to page 26 and start moving your eyes across the page in a left-to-right kinda way.



## 44 Johnny Bazookatone

The thing about *Johnny Bazookatone* is that it's from US Gold which is hardly a good start. And all the other mags got to review it before we did, which is definitely not a manoeuvre designed to win us over. Find out what we reckon to this new Saturn release on page 44.



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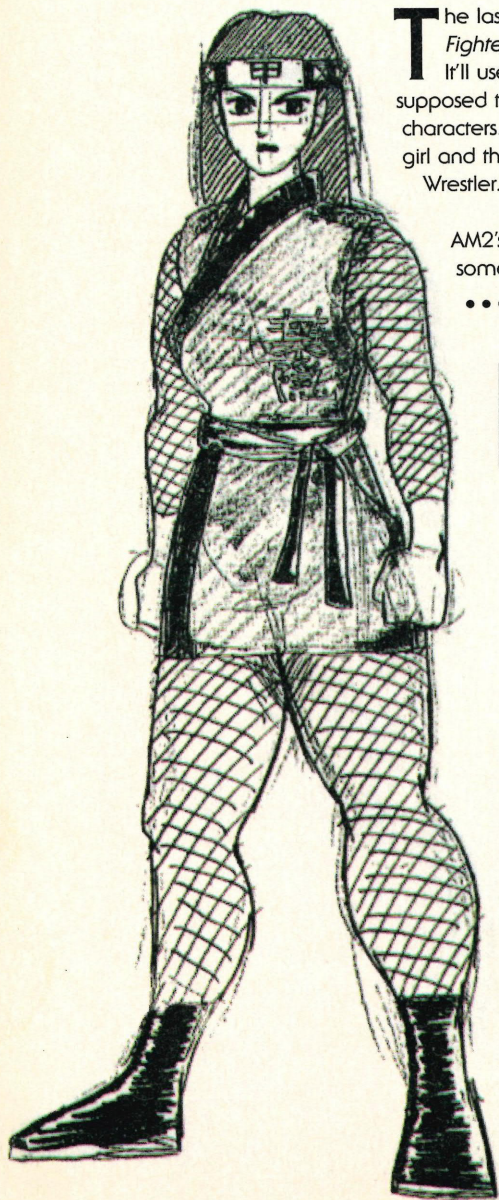
Exclusives Games Compos Rumours Gossip Opinion Facts

# NEWS

• Arcade/Saturn •  
• Winter •

## Virtua Fighter 3

### The Latest News



The latest instalment in the unstoppable *Virtua Fighter* series is starting to take shape. FACTS: 1) It'll use the new Model 3 arcade board (which is supposed to be rather spunky). 2) It'll have two new characters. 3) One of them is definitely a Japanese girl and the other is a fat bloke – probably a Sumo Wrestler. 4) Dural will be make a re-appearance.

According to Manabu Tsukamoto (one of AM2's developers), *Virtua Fighter 3* will "Pick up some of the original characters from VF2 for the

new game and we guess you'll see Dural too. But we haven't decided if the character will remain the same in the sequel."

Names for the new characters? Tsukamoto again: "What we do when we name characters is to choose very simple ones, like Pai and Akira. These names suit the characters and are so simple that everyone can remember their names. And we like ones which sound and look cool in English." Pai?

The sketched character printed here is rumoured to be the easily pronounceable and English-friendly Tukikage – the mother of Kage – but as this isn't confirmed, there's nothing to say that it couldn't be one of the new characters either. We'll leave you in a state of suspense.

• Saturn • NEW! •

## Sega Rally Cheat

What could possibly be the final *Sega Rally* cheat has just come through to us from Sega themselves. This one allows you to race against an impossibly hard time on the ghost mode option. It was set by one of the original developers of the game, and although it's incredibly hard to beat, it'll give you a perfect idea of the correct lines for each of the tracks – if you can keep up with the car, of course.

To get it, go to the Time Attack option and when you get to the screen where you choose either 3 Laps or Free Run, highlight the 3 Laps option and hold down X and Z and then press C. When you get onto the course of your choice you'll then be racing against the best.



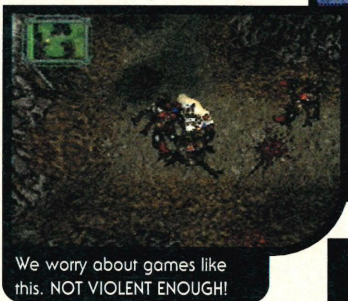
Not that we're cheats of course, although 'miserable' Gus Swann thinks every exclusive we get is a low personal attack on him. Kids, eh?



# Gonna Get Loaded

• Saturn • May •

**L**oaded from Gremlin could be called a violent extravaganza of intestines, vital organs and blood and you know that'd be a fair description. It's an overhead shooty *Doom-meets-Gauntlet* affair which did pretty well in the PSX reviews. A full Saturn preview will arrive with the liver of a cow. Soon.



We worry about games like this. NOT VIOLENT ENOUGH!

## Five

# Go Fast in London

• Us • Ages ago •



**I**t was incredible. Sorry you weren't there – especially the three saddos who didn't even turn up, you missed a great day. If you remember a couple of months ago, we ran a compo for a day's go-karting at the Docklands circuit in London. We all did fabulously well – Dean even came away with a coveted 'Driver of the day' trophy (which he polishes every night before saying his prayers) – and the happy competition winners went away with trophies of their very own, plus tons of Codemasters goodies.

If you live anywhere near London it's well worth checking the circuit out. You can just go along for a practice, or grab a load of you and make a day of it. The karts are pretty fast, it's an outdoor track and it's a very addictive hobby. Give them a happy bell on: (0171) 476 1234.



Nick can't drive. He came last. Notice the connection? James can't drive either, but he won. Life, eh.

## Bat-man Returns

• Mega Drive • May •

**I**t went straight to number one when it was released. It was the best-selling piece of Mega Drive software for six months of last year. Every copy of the game made has been sold. What are we talking about? The surprise hit of 1995, *Brian Lara Cricker* from Codemasters.

Now we're into another year and, unsurprisingly, Codemasters are working on a sequel, called *Brian Lara '96*. After collecting hundreds of reply forms distributed with the game, the Codies have been smart

and listened to the buying public. Consequently, the second version will have what they asked for: better graphics, variable weather, a training ground, historical matches and teams, a new World Cup competition, and pitches from around the world. Yummy.



Did you like our 'Bat-man-headline'? Pretty good, huh?



## Quick News

■ US Gold are releasing four sports games to tie into the Olympic games and the first one, a football game, should be out around May. The only other one we know about at present is a multi-event sports simulator, much like the *Track & Field* games we used to pound away on in our youth.

■ The one thing that Saturn owners crave is a spanking link-up cable. One has just been released in Japan, but is unlikely to reach our shores until there's at least three different games to play on it. On this basis, you should see it sometime before your children make you grandparents.

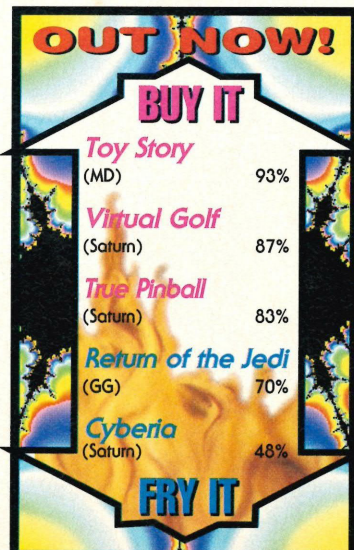
■ With *Mystaria* a fading memory and *Dark Saviours* about to kiss us with tongues, it would seem that the arcade/RPG thing is very much in vogue. The latest entrants to the fray are Ocean with *Vanished Powers*. Nothing until later in the year.

■ It's called *Bug! Deux*, it WILL be out next Autumn and it IS the sequel to the most original game yet to float angelically onto the Saturn. We've spilt beans before, BUT THIS IS DEFINITE.

■ The AM team have completed work on their Model 3 board and are working like ants to bring us some incredible arcade games later in the year. Expect *Virtua Cop 3* and *Virtua Fighter 3* to use the new system. (Model 1 was used for *VF1* and *Virtua Racing*, while *Daytona*, *Sega Rally* and *Virtua Fighter 2* used the second.)

■ Ocean are working on a advanced helicopter simulator. Going by the name of *Viper*, it's claimed to be pretty good. We'll see...

■ *Zork* is renowned as the first mass-market adventure game. Brilliant as it was, it was also somewhat texty. So Activision are going to be releasing an updated version for the Saturn. Complete with graphics AND EVERYTHING. We likey.







• Saturn • Summer •

# Catty Litter

This staggered into the Sega party much later than anything else. Already drunk beyond belief, it urinated into every plantpot it found and vomited onto the table of nibbles. Yes my friends, *Bubsy's* back. After two, much-less-than-impressive outings on the Mega Drive, he's now turning his Bobcat-like talents towards the Saturn.

From poking around in things that clearly have nothing to do with us, we've managed to find out that it's going to be a 3D game – much like that new *Mario* thing. Information will filter through from our sceptical brains very soon.

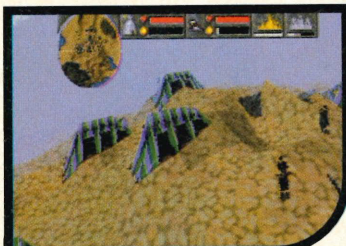
## Virtua Striker

• Saturn • Summer •

The arcade game was incredible. Even the heavily cynical Simon Crook crawled to London on his bloody stumps to play it and now we can confirm that it's coming to the Saturn. We are, of course, talking about *Virtua Striker*. The graphics were straight from VF2 (except for the football strips) and the playability was second to none. If Sega get this one right, then there won't be a football game to touch it.

## Wizards, Dragons and Fairies

• Saturn • March •



Blue and green huts perched on the side of a hill. Um.



Things are going on here. We'll know what soon enough.

A wee snippet to let you know that the very fabulous *Magic Carpet* from Bullfrog (which we exclusively previewed in issue number 75) is well on the way and will be reviewed in the next issue of this very mag.

Initial impressions are very positive, with the game looking like a cross between *Panzer Dragoon* and something that involves wizards and spells. Like we said, big and nice review next issue.

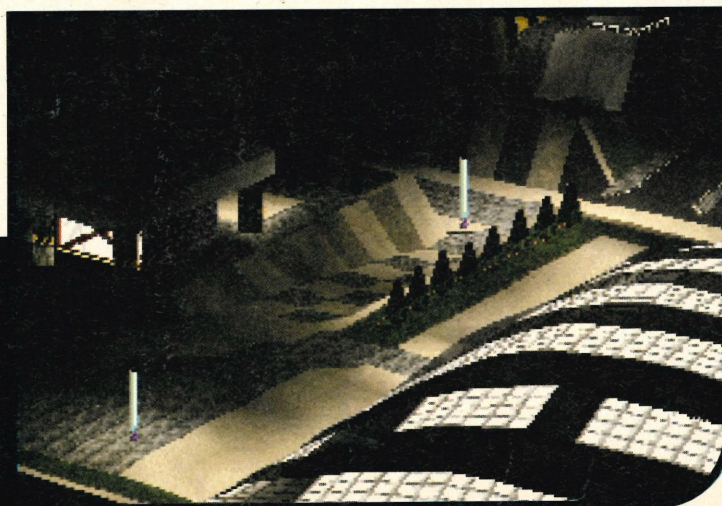
## Join a Syndicate

• Saturn • May •

Following on from their very successful *Syndicate* game, Bullfrog are now putting the finishing touches to the 32-Bit sequel, *Syndicate Wars*. The game style will be similar although the option to rotate through 360 degrees, a total of 24 weapons and stiffly updated graphics have all been added.

Being nice and everything, we're sure that Bullfrog will be in a position to give us the full story in the next issue. Or the one after that. Yes, definitely by then, we're sure.

Brooding and violent. A game to upset the weak-minded.



• Saturn • June •

## Tunnel Web Spied Her

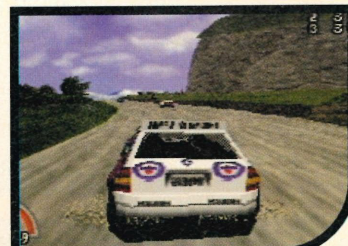
It's a ridiculous headline for a news story, but hey, we liked it. *Tunnel B1* is the strangely-named new game from Ocean and it does sound quite splendid indeed. Very little information is available at the moment, but it's routed as a sort of cross between *Doom*, *Descent* and *Sega Rally*. Don't fret, there's bound to be more soon.



• Saturn • Out Now •

## Sega Rally

New Version



'Wheely good.' We're really, really sorry about that.

If you're one of the people yet to buy a copy of *Sega Rally*, you might be interested to hear about some of the changes that Sega of Japan have included. It's no surprise that *Sega Rally* was 'rushed' for the American release but, fine as it was, Sega of Japan decided that a few 'tweaks' were needed for Japan and Europe.

The changes are all cosmetic, but if you care, these are they: There's a new mountain in the background of the Lakeside track, slightly better texture mapping on the tracks, better 'sky', eight new options on the style of car you race against in the Ghost mode, and four new views in the replays. That is all.

## Contacts:

**Activision**  
(0181) 742 9400

**Bullfrog**  
(01483) 579399

**Codemasters**  
(01926) 814132

**EA**  
(01753) 549442

**Gremlin**  
(0114) 2753 423

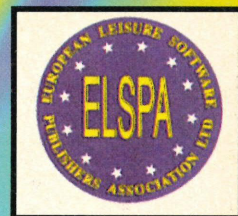
**Ocean**  
(0161) 832 6633

**Sega**  
(0181) 996 4620

**US Gold**  
(0121) 625 3366



# Charts



## Saturn

- |    |                                     |             |    |
|----|-------------------------------------|-------------|----|
| 1  | <b>Virtua Fighter 2 Daytona USA</b> | Sega        | NE |
| 2  | <b>FIFA Soccer '96</b>              | EA          | ▼  |
| 3  | <b>Virtua Cop</b>                   | Sega        | ▼  |
| 4  | <b>Daytona USA</b>                  | Sega        | ▼  |
| 5  | <b>Firestorm: Thunderhawk 2</b>     | Core        | ▼  |
| 6  | <b>Hi-Octane</b>                    | Bullfrog    | NE |
| 7  | <b>Virtua Racing</b>                | Time Warner | ▼  |
| 8  | <b>Bug!</b>                         | Sega        | ▼  |
| 9  | <b>Rayman</b>                       | Ubisoft     | ▲  |
| 10 | <b>Theme Park</b>                   | Bullfrog    | ▼  |

## Mega Drive

- |    |                                  |             |   |
|----|----------------------------------|-------------|---|
| 1  | <b>FIFA '96</b>                  | EA          | ● |
| 2  | <b>Premier Manager</b>           | Sega        | ● |
| 3  | <b>Sonic and Knuckles</b>        | Sega        | ▲ |
| 4  | <b>Micro Machines '96</b>        | Codemasters | ▼ |
| 5  | <b>Mickey Mania</b>              | Sony        | ● |
| 6  | <b>PGA Tour Golf '96</b>         | EA          | ● |
| 7  | <b>Micro Machines</b>            | Codemasters | ▲ |
| 8  | <b>Ecco 2: The Tides of Time</b> | Sega        | ▲ |
| 9  | <b>Brian Lara Cricket</b>        | Codemasters | ▲ |
| 10 | <b>Earthworm Jim 2</b>           | Virgin      | ▼ |

## All Sega formats

## Mega CD

- |   |                          |           |   |
|---|--------------------------|-----------|---|
| 1 | <b>B.C. Racers</b>       | Core      | ▲ |
| 2 | <b>Earthworm Jim</b>     | Interplay | ▼ |
| 3 | <b>Soulstar</b>          | Core      | ▼ |
| 4 | <b>Lethal Enforcers</b>  | Konami    | ● |
| 5 | <b>World Cup USA '94</b> | US Gold   | ▲ |

## Game Gear

- |   |                               |             |   |
|---|-------------------------------|-------------|---|
| 1 | <b>CJ's Elephant Antics</b>   | Codemasters | ▲ |
| 2 | <b>Star Trek: Generations</b> | Gametek     | ▲ |
| 3 | <b>Sonic the Hedgehog</b>     | Sega        | ▲ |
| 4 | <b>Primal Rage</b>            | Time Warner | ▼ |
| 5 | <b>Sonic Drift Racing</b>     | Sega        | ▼ |

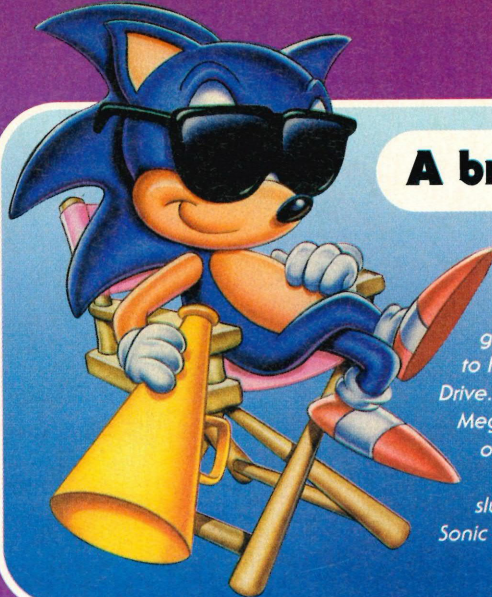
## Master System

- |   |                               |        |   |
|---|-------------------------------|--------|---|
| 1 | <b>Sonic the Hedgehog 2</b>   | Sega   | ▲ |
| 2 | <b>James Pond 2 - Robocod</b> | Kixx   | ▼ |
| 3 | <b>Streets of Rage</b>        | Sega   | ▼ |
| 4 | <b>Ecco the Dolphin</b>       | Virgin | ● |
| 5 | <b>Wolfchild</b>              | Sega   | ▲ |



# M

**Exclusive**



## A brief history of Sonic

Who is this superhero? Why a hedgehog? WHAT EVIL SEGA PLOT IS THIS? Sonic was first cooked up as a Mario-like character to give Sega a symbol they could use to help sell the Mega Drive. In fact, sales of the Mega Drive, when originally released, were a tad sluggish until Sonic came along.



# ad f

## Is Sonic hard enough?

### Fighting Sonic

Apparently a mix of *Virtua Fighter 2* and *Fighting Vipers* – with Sonic – the hope is that this is going to be an original game in its own right and not just a gluing-together of the best bits of other titles.



Yeah, let's stick Sonic in a fighting game. After all, what could be a tougher prospect than fighting a martial arts-expert hedgehog? But Sega know a thing or two about fighting games...

### Virtua Fighter & VF Remix

After the massive *Virtua Fighter* came *Virtua Fighter Remix*, putting to rights the few things wrong with the original.



### Virtua Fighter 2

The best fighting game on any system, ever. Sega's unrivalled arcade expertise produced the definitive beat-em-up.



### Fighting Vipers

A hit in the USA but still to make an impression over here, this has fighters in a ring, wearing armour.











**Sonic and Knuckles**

Not, as everyone thought, *Sonic 4* but still quite obviously a *Sonic* game. Knuckles, introduced in *Sonic 3*, featured more prominently this time, co-starting with Sonic. However, the real gimmick with *S&K* was the ability to plug in earlier *Sonic* games and play new levels.



**Sonic CD**

Sonic's only dedicated Mega CD outing but it failed to shift increased numbers of Sega's bedraggled disk-based machine. The game itself was not startlingly original which probably had something to do with it.



**Sonic Spinball**

Sonic's first outing in anything other than a platform game had him trapped inside a pinball machine – as the ball. A strange idea and more than a little gimmicky but playable certainly and I suppose that's what counts.

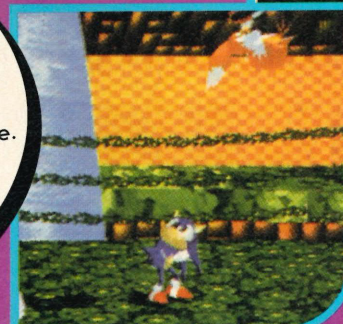


Much jumping to be had as you can see. At the moment, it's only the Green Hill Zone to be seen but that's to change.



### Some Sonic facts

- 1) At the height of his popularity, Sonic was better known than Arnold Schwarzenegger and Mickey Mouse.
- 2) Sonic has appeared as an air freshener.
- 3) *Sonic 2* is one of the best-selling games of all time.
- 4) Sonic has his own comic and cartoon series.
- 5) Sonic's two-tailed mutant pal Tails is a genetic aberration and should be culled mercilessly.



Hello, it's that weird flying fox geezer. KILL IT!



Sonic is looking for a fight in the new game and Tails seems up for it.



minutes later he's on the steps of the AM2 building ringing the bell and demanding to be let in.

The twist this time is that Sonic is no longer just a platform game character. In the past he's appeared in pinball games, backward-compatible games, probably card games. This time, AM2 are sticking him in a bear-em-up, provisionally called *Fighting Sonic*.

Loosely based on *Fighting Vipers* – previewed in these hallowed pages in

**"The fighting is to take place inside a boxing ring, so gameplay elements will include the ability to use the ropes to aid your fights"**

issue 73 – the game will also feature Tails, Dr. Robotnik, the metal Sonic, the possibility of the yellow Super Sonic and anyone else given an invitation and with a likely hairstyle.

So far the game is only about 15% completed but apparently it's slated for a summer arcade release. The Saturn version is supposed to creep up behind it three or so months later.

Why the devil stick Sonic in a bear-em-up though? The word is that it's for two reasons: firstly, the developers were messing about one day, stuck Sonic into a development version of *Fighting Vipers* just for a laugh and hey presto, it worked. The second is to keep happy all those parents who might otherwise be



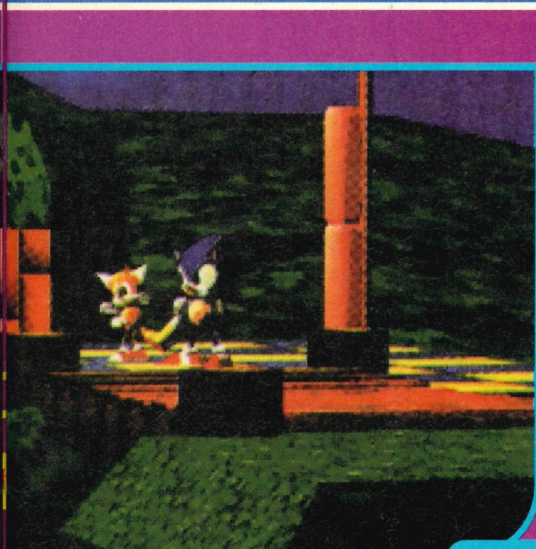

**Sonic Labyrinth**

The last Sonic game to appear on any Sega format and an obvious 'Use famous character to boost average game' effort. The game plays a bit like *Marble Madness* and you find things in futuristic mazes. Seen worse, though. *Sega Power* gave it 82% in issue 73, December 1995.


**Sonic Drift**

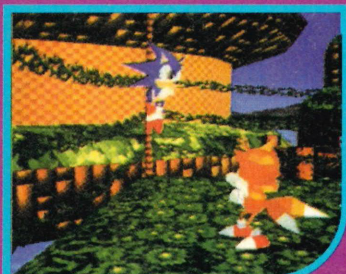
A Sonic racing game for the Game Gear looking, dare we say it, a bit like that *Mario Kart* thing that those Nintendo people seem to enjoy so much. Although the *Sonic* series was definitely starting to run out of steam by this stage, *Sonic Drift* is still riding high in the Game Gear charts.

Based on the yet-to-appear *Fighting Vipers*, *Fighting Sonic* (provisional title) is also using routines from *Virtua Fighter 2*. We thought it was a joke too, but apparently not.



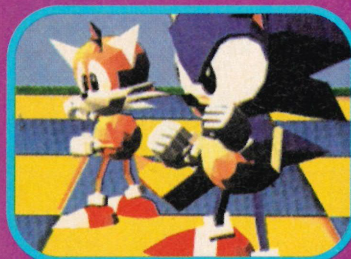
## Yellow mutant vermin

It's Tails. He's a fox. He's back. We're looking forward to seeing him getting the turkey stuffing knocked out of him by Sonic. Yeah, set pal against pal, that's a sure formula for world peace whydon't you just ... (Your losing it again aren't you, sir? - James.) (I need help - Nick.)



Lovely graphics, we're sure you'll agree.

Making Tails look hard has taken a design team of 20 three years to perfect. Er...



concerned about their little Timmy spending so much time down the arcade learning how to rip complete strangers' heads off. As AM2's Yu Suzuki puts it, the game is "calmer than other beat-em-ups".

As far as the graphics are concerned, each location is supposed to represent one of the areas we know and love from the *Sonic* platform titles. So expect to see lots of checkerboard patterns. At the moment, the only location used is the Green Hill Zone but there will be more. AM2 reckon they'll be able to cram in an impressive 60 frames per second as well.

**"Each location is supposed to represent one of the areas we know and love from the *Sonic* platform titles"**

The fighting is to take place inside a boxing ring, as in *Fighting Vipers*, so gameplay elements will include the ability to use the ropes to aid your fights, or throw your opponents out of the ring, *Virtua Fighter*-style. Sonic's spin attack will also feature. We're also told that a number of *Virtua Fighter 2* routines included, although we don't know exactly which ones yet.

Keep yer eyes peeled for this in the arcades during the summer and hope the Saturn version is not too far behind it.

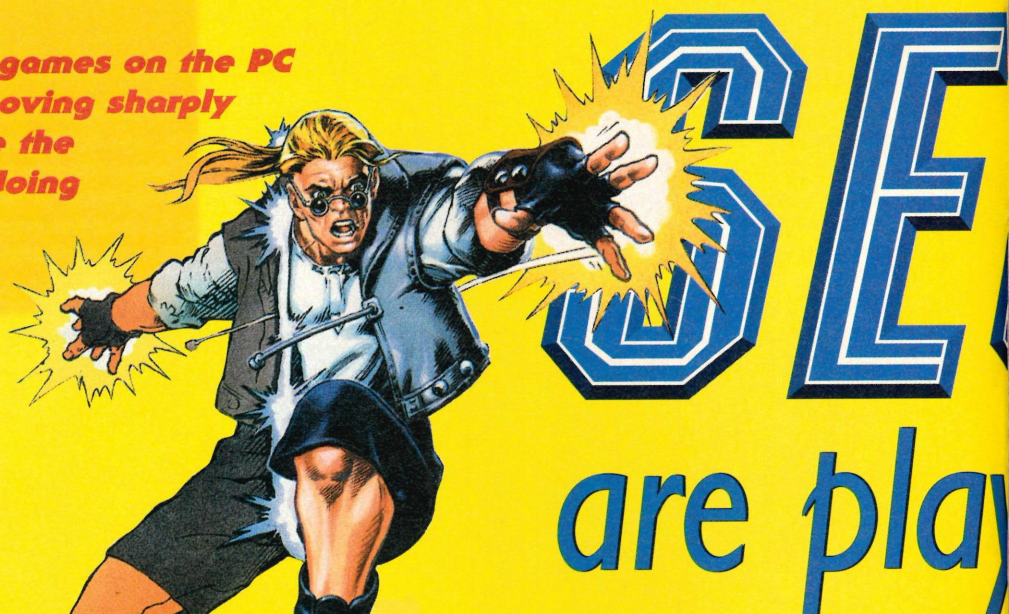
**SEGA POWER**





## DOES ANYONE

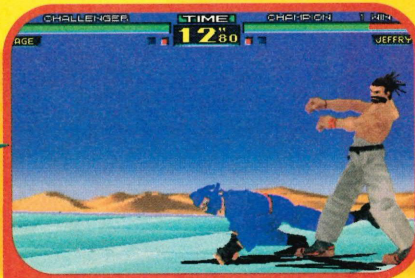
**1996 means the Saturn, Sega games on the PC and Jaguar, and an industry moving sharply away from 16-bit consoles like the Mega Drive. So what is Sega doing and where are they going to be at the end of this year? Nick finds out...**



It's Virtua Fighter Remix on the PC. Innit nice?



All the backgrounds and texture mapping are present.



Jeffrey versus Kage, yours for only £200. Er...

As a new year starts, thoughts inevitably turn towards the plans that major videogames companies have in store for us. Already 1996 is shaping up to be one of the most interesting years ever in the history of the videogames business. But as we prepare ourselves for the launch of the impressive-looking Ultra 64 later this year (nobody is quite sure exactly when it will be), one major question presents itself, with relation to Sega. Has the company got what it takes to survive in a market dominated by the heavyweights Sony and Nintendo?

It seems like a curious question to ask in light of the massive success enjoyed by Sega as a result of the Mega Drive. But the games business is an unforgiving one – just look at Atari, the creator of the industry – and Sega have made enough questionable moves recently – the Mega CD, 32X and so on – for the question to be a reasonable one.

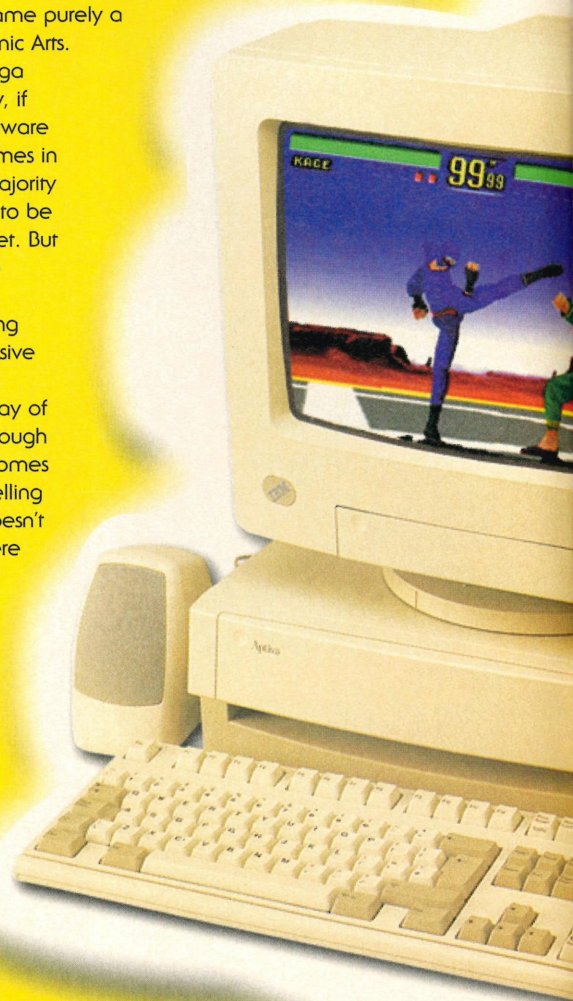
Concerns that Sega are too exposed to the 16 bit console market appear to have been recognised as the company makes its first forays into the PC world. The recent release of the near-perfect conversion of Virtua Fighter Remix onto the PC – albeit with the aid of the £200 Diamond Edge 3D graphics card – is just the first of

a line of Sega hits that will be making their way across onto this format.

Sega have in fact acknowledged that they would be a more profitable company if they dropped their hardware line and became purely a software publisher like Electronic Arts. Tom Kalinske, president of Sega America, says, "Hypothetically, if someone could make a hardware unit and get it into all the homes in this country or into the vast majority of them, would we just want to be a software developer? You bet. But I think it's going to be a while before we see that."

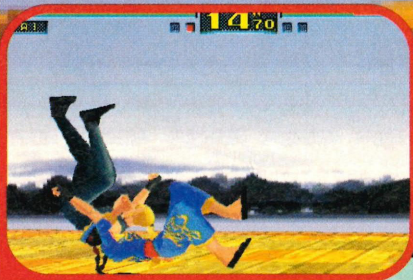
Sega recognise that making games machines is an expensive business but, as Kalinske says, "Unfortunately, there isn't a way of getting software of a high enough quality into mass American homes without manufacturing and selling the hardware as well." He doesn't expect to see a situation where Sega would consider becoming a pure software developer at least until the end of the century.

Sega are also committed to developing for the Jaguar although as yet nobody has seen any fruits of this arrangement. Kalinske says, "There is still work under way on both sides there. I must confess I'm not able to answer that question right now. But I know there is some work under way for our titles to come out on the Jaguar and





# KNOW WHAT GAA ving at?



Virtua Fighter Remix is only the first in a line of PC Sega games.

some of Atari's titles to come out on the Genesis or Saturn."

Sega have been relying on its AM titles to keep the Saturn flag flying up to now, with *Sega Rally*, *Virtua Fighter 2* and *Virtua Cop* as obvious examples. But as Tom Kalinske acknowledges,

Sega are going to have to start to develop their own hit titles. "We've got to rely on our strengths and we rely a lot right now

on translating the AM2 arcade hits to Saturn.

That's terrific for us but we've also got to have original Sega hits.

Hopefully we can do this with titles like *Bug!* or the new games coming up from the Naka group. Yes, you've got to have the right character but you've also got to get the right play mechanics. It's got to be one of those things – like *Sonic* – that when you pick it up it just 'feels right' and you can play it right from the word go."

The Naka group worked on the early

*Sonic* games.

Although Sega UK are unwilling to comment much further than that, they have told us the project they're working on is "looking pretty incredible". Sadly, they wouldn't even say what type of game it was but it's being released by Sega of Japan in the middle of this year.

It would appear that 1996 is going to be the year Sega

concentrates on the Saturn and the PC, with the Jaguar somewhat further down the list of priorities. But the success of the Saturn is also going to depend on third party support – particularly now that AM's stock of triple-A arcade titles has been exhausted. So far, the relative difficulty of programming the Saturn has made this support less forthcoming than it might otherwise have been.

However, since the release of *Virtua*

*Fighter 2*, *Sega Rally* and *Virtua Cop*, which have given the Saturn a much-needed boost and shown what the machine is capable of when programmed correctly, developers are now showing more interest. One said, "If Sega are able to share their secrets with the rest of

the industry... this changes everything"

Whatever happens, as Sega moves away from the Mega Drive and looks to the Saturn and PC to provide its future growth, it's going to be an interesting year. Watch this space...

**SEGA  
POWER**

## Sega games on the PC

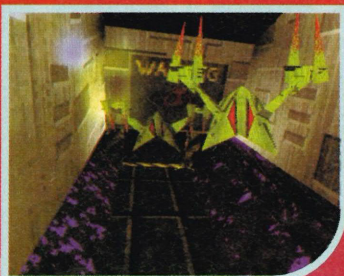
It's true. No longer will us Sega console owners be the only group of gamers favoured by mighty Sega. Either out now or on their way are the following...

Game	Equipment needed
<i>Comix Zone</i> . . . . .	Normal fast PC
<i>Ecco the Dolphin</i> . . . . .	Normal fast PC
<i>Sonic</i> . . . . .	Normal fast PC
<i>Virtua Cop</i> . . . . .	Diamond Edge 3D graphics card + PC
<i>Virtua Fighter Remix</i> . . . . .	Diamond Edge 3D graphics card + PC
<i>Virtua Racing</i> . . . . .	Diamond Edge 3D graphics card + PC

We've also heard rumours about *Daytona USA*, and *Virtua Fighter 2* (although both are being strongly denied), so make your own minds up there. Both would need the card if they did become available.







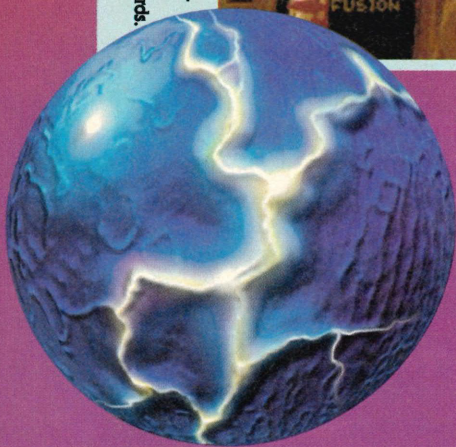
Shoot the evil green robot device monster thing.



Shoot the evil green robot device monster thing... again. And again. Let nobody tell you that 3D shoot-em-ups aren't mindlessly repetitive.



I'll tell you who we feel sorry for - Upside Down, that's who. Riding for a fall, those lads, mark my words.



It's a strange business sometimes, the videogames industry. Games get promised to you every day, then, just as you hold out your palms in sweaty anticipation, they get snatched away, leaving you clutching empty air and the grim possibility of a magazine with several empty pages.

That's what we thought was going to happen when Interplay

**Exclusive**

withdrew *Casper* for review at the last moment. You see, it's unfinished (if you've seen reviews in less honourable mags than ours, you know they cheated).

Obviously, we couldn't do it.

## Sons of Doom...

But Interplay are an honourable bunch too, and they recognised our distress.

Hence the world's first look at the Saturn version of that PC smash hit, *Descent*.

*Descent* places you firmly in the future, as a pilot for the Post Terran Minerals Corporation, a mining outfit. PTMC mines several planets in the Solar System for elements rare or exhausted on Earth. Since mining is not a

It's another screenshot just like the others. How do I deal with this?

**Grate our knuckles over a cheese salad if *Descent* isn't the best Doom-beater around. And guess what, we have the exclusive Saturn preview. Oh yeswedo...**

## What, more computer viruses?

Fair be it for us to comment on storyline similarities between this and other games but what the hell, that's the kind of guys we are.

### Battlecorps

Plot: Computer virus infects remote mining colony. The game: You have been sent in to

sort it all out in this 3D shoot-em-up. With guns. Lovely.

### Blam! Machinehead

Plot: Computer virus infects a nanomachine which starts to destroy everything in its path. The game: You have been sent in to sort it out

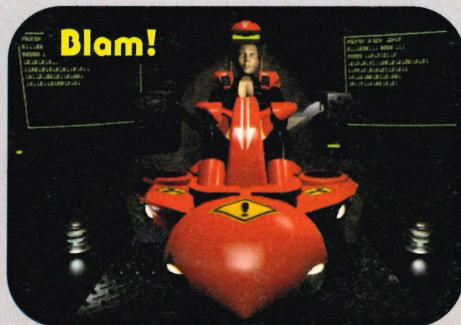
in this 3D shoot-em-up. With guns. (And a large bomb.)

### Rise of the Robots

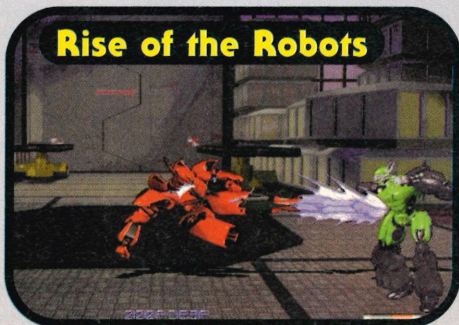
Plot: Computer virus infects a robot manufacturing facility, sending them all mad. The game: Who cares?



**Battlecorps**



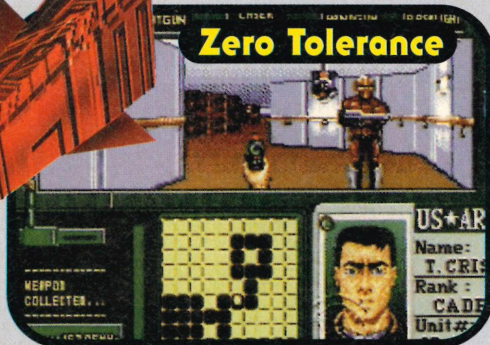
**Blam!**



**Rise of the Robots**

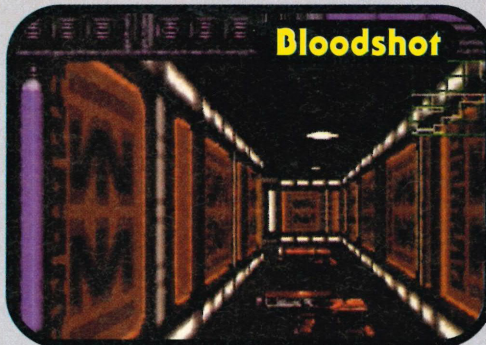


## Zero Tolerance



Now we know Interplay don't like *Descent* being compared to that other 3D shoot-em-up from those really-very-nice-guys-who-aren't-rivals-at-all id Software. However, we ARE the rudest people in the

## Bloodshot

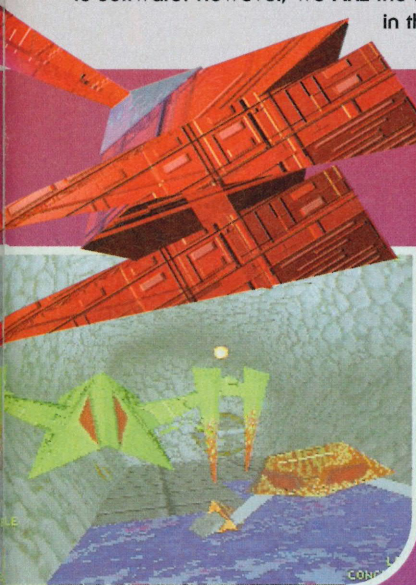


videogames industry, so here's a few other Sega conversions just for nostalgia reasons, like... *Zero Tolerance*  
A surprisingly good game from Accolade which really was *Doom* on the Mega Drive. Nothing like

## Doom



*Descent* though.  
*Bloodshot*  
Domark's attempt at a Mega Drive 3D shooter in the *Doom* mould, it was nothing really that special.



I deal with it with utter professionalism, that's how.

particularly glamorous or cheap business (unless you're Welsh or Arthur Scargill), PTMC uses industrial robots to do all the dirty work.

But, as in so many games (usually ones from Core Design for



...Whatever that is. Seem to remember being told about it.

some reason) a mysterious virus has started to infect the robots turning them from mild-mannered, mechanical diggers and drillers into psychopathic, whirring, humming and whining bringers of death.



That yellow thing is a gun. That empty thing is Dean's mind.

Worse, the virus is spreading from the mining colonies back towards Earth. If it reaches the home world, it could mean the End of Civilisation As We Know It

# Descent

● Saturn ● June ● Interplay ●

The great thing about explosions, mayhem and mindless death is that it's FUN!



See these miners? You can either slaughter them mercilessly (and lose) or pick them up (and win).





## Toy Story

*Doom*  
*Doom* didn't invent the genre. That accolade goes to *Wolfenstein* but it was from the same people.  
*Toy Story*  
 Even games like *Toy Story* have gotten in on the act.

You should hear some of the bizarre snorting noises our Art Ed. makes sometimes. Snigger at her picture on page 54.



We hope that there will be a few more baddie robots available for slaughter.

(obviously), so guess what? They want YOU to sort it out, probably on your own, as always.

The plan is to send you right into the heart of each mine, to destroy the central power reactor and rescue anyone who's still alive.

You're in a stupendously powerful fighter, armed to the teeth with more arms lying around in case your teeth start to fall out. (Eh? - James.) (Poetic licence - Nick.) (Arse, more like - Dean.)

The most obvious aspect of the

game is its similarity to *Doom*. Released on PC at the height of the *Doom* craze on the, *Descent* still managed to avoid looking completely like a *Doom* rip-off with many reviewers saying they even preferred it to id's classic.

So the gameplay will be familiar. To this end, it involves piloting your craft through loads of twisting corridors, blasting enemy robots, picking up any humans, looking for the central reactor whilst

remembering to keep an eye out for your escape route.

Several improvements over *Doom* have been made. The game allows you total freedom of moment. Your ship can move in full 3D - but unfortunately, so can the baddies. They might be waiting for you above or below, to the sides or behind your ship. Nasty. This also means that the gameplay doesn't just take place whilst moving left and right through tunnels - you'll also need to navigate air vents and secret rooms above and below as well. This flexibility has meant that the controls can be a little difficult to master but it's not too hard once you get going.

Because it's so easy to get lost in an environment as complex as this, there's a special automapping

facility although it does centre on your position, which makes figuring out your best routes a tad tricky.

Best of all though, *Descent* is not too easy to play. Your opponent robots move intelligently, avoiding standing around for too long to get shot and moving around in groups so they can

See this? We can too, thanks to the miracle of vision.

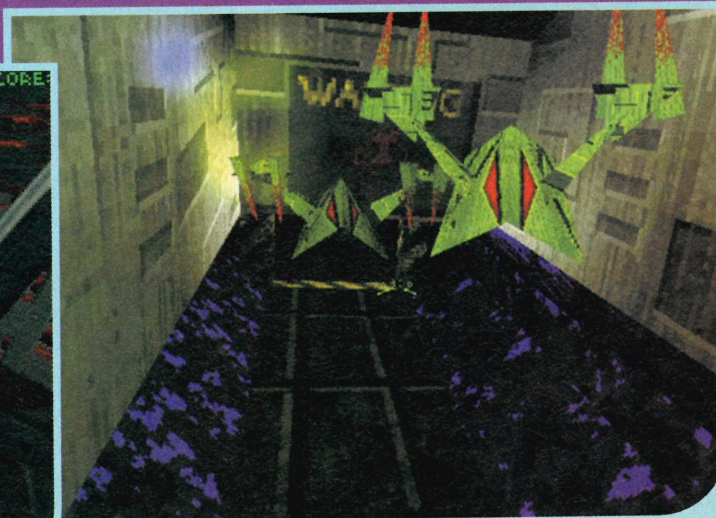


surround you more easily. You have to keep both eyes focused at all times.

With 30 levels to look forward to, top-quality graphics, plenty of excitement and difficulty and loads of power-ups, *Descent* is going to be something hardened *Doom* fans should keep an eye out for.

**SEGA POWER**

I used to go to college with the PR person from Interplay you know. Didn't speak to her once, mind.



The most important thing in any situation is to keep your own teeth.



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**NEW**

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**NEW**

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**NEW**

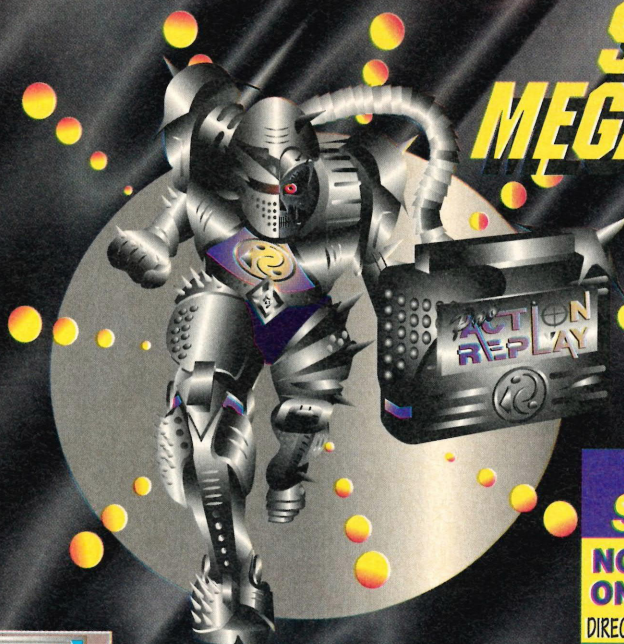
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## Deadly



If planes could talk, this one would say, "Look at me belly!"



That's the enemy below you. Shooting them's a good idea.



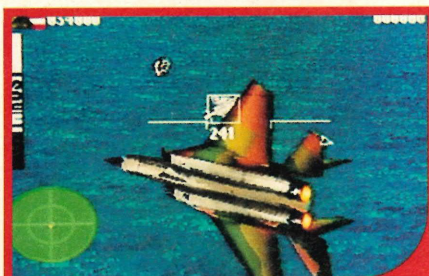
It's another picture of planes, sky and buildings. Oh good.

The snowy peaks in this picture should give you a clue as to your whereabouts. \$T0000P1D?



***It maybe true that the skies are deadly, but certainly not as deadly as seventies 'progressive' rock band, Sky. Now they were positively painful...***

between, say, *Thunderhawk 2* and *Street Fighter* (You speaky Eengleesh? – Nick). It's a game



If you like Top Gun, you'll love this... yes, thank you. NEXT!



Um, well it could... sort of, maybe... oh, WHADDYA WANT FROM ME??

where you fight one-on-one, mano-a-mano, dogfighting in a choice of eight planes across eight varied scenarios. You choose your character and then it's just you versus the computer- ▶

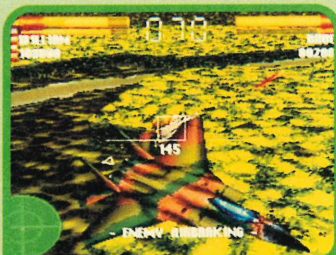
**S**HUT UP! I'm not listening! I refuse to hear your prejudiced shouts that any game involving planes in a 3D environment has to involve husky American accents, tedious missions, a distinct lack of 'fun', repetitive gameplay and bad artificial intelligence.

*Deadly Skies* plans to add a original element to the flying game soup and croutons are NOT an option.

*Deadly Skies* is a cross

## The sky's the limit

*Deadly Skies* gives us a completely disturbing eight levels. These range from the desert to the Jungle to second city (set in the future). Here's FOUR pictures from FOUR of them.



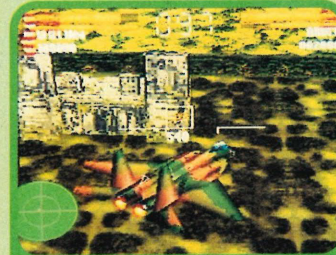
This level is, in a painfully obvious way, the jungle. The trees shown below the plane are the first giveaway.



Whaddya know, Joe? Quite a bit actually and this box is starting to look a bit tenuous. Yes, it's the ocean level.



It's the arctic level. NO IT ISN'T. Fair cop guv, take me down the station. Sigh, it's the second city level.



Ah, this one's easy. It's the seventies carpet pattern with a rogue green bouncy ball level.

## A different plane of existence

To keep in with the EIGHT theme, JVC have included EIGHT planes to fly about in. Pretend you're Tom Cruise in *Top Gun*, massage your (NO CHANCE – Mr. Decency) and pretend to shoot down some troublesome Communists. Here's a picture of one of the planes and also a complete list of the blighters.

F-15 Eagle  
F-1 Mirage  
F-14 Tomcat  
AV-8 Harrier  
Mig 29  
F-16 Fighting Falcon  
F-4 Phantom  
F-22





# ly Skies

## Personality is EVERYTHING



It's a plane. It's flying. There's a missile. Watch me brain fall out.



Sorry, is there much difference between these two shots? Mm?

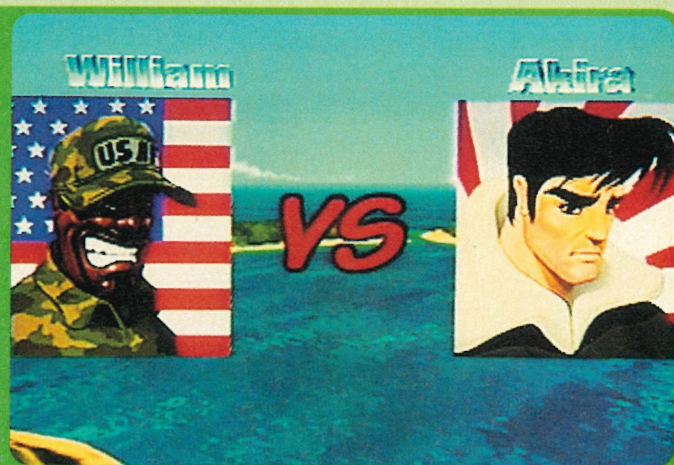
controlled opponent in a bloody no-holds-barred dogfight to the death. Beat them and it's on to the next one, etc.

You have energy bars, power-ups, special moves and multiple weapons. It's interesting. It's original

and it's got FUN tattooed in shining purple on its hefty sweating buttocks. It's also going to be reviewed in next month's issue. So hang on until then, OK? (We must work on new ways of saying that.)

**SEGA POWER**

Like the levels and the planes, there's a choice of eight characters. Bump one off and it's straight into the next one. Like a beat-'em-up, see?





• Saturn • March • BMG •

**Reptiles ahoy! It's a platform game with scales and a tendency to shed its skin.**

# GEX

Now that's what I call a talented bit of projectile vomiting. All rolled and ready to throw.



You could make a really nice pair of boots out of this guy couldn't you. (You're struggling here aren't you, Les? - James) (Not at all - Les) (Liar - Nick)



That's a nasty coffin you have there, better take some...



...Coffin mixture for it. Have noticed that this is a very...



...Grave level. Oh I could go on all day like this.

**G**ex could well be the first modern day videogame hero. Forget his looks for now (admittedly they hardly put him in the Batman bracket), this lizard has a modern day attitude that makes Mario and Sonic look like the whiter than white wimps that they are.

Gex is a real MTV-generation hero. He's been watching far too much TV and it's finally gone to his head. He's now a lizard with more



If the tomatoes in your fridge do this, throw them away.

than one sort of forked tongue. He's got a foul mouth and thinks nothing of sounding off, spewing media wit and banter whenever possible.

All of which sounds really good but let's bring you back down to earth right now. This is another platform game. Ok, not just any old platform game, this one will be unlike anything you have seen

for quite a while. Crystal Dynamics who put it all together have gone out of their way to create a superb looking gaming environment. They've used Silicon Graphics machines and 3D modelling techniques, combined with stupidly good animation to make Gex and his world really come to life.

When you see the Gexster walking, running, hurling fireballs, flicking his tail, jumping and hijacking rockets, take it from us, you'll be in for a treat. On top of

all these actions the foul mouthed lizard use his tongue to catch hold of power up insects that litter the levels making up his world.

The programmers have utilised the vocal talents of American comedian Dana Gould who you may or may not have heard of (we haven't). This makes for plenty of laughs as you throw abuse at anything and anyone as you move through the stages. For once a programmer has resisted the



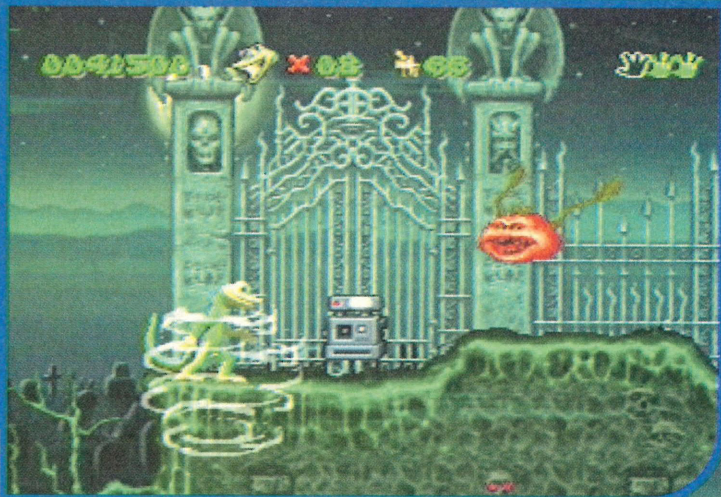
MTV-style extreme close up. Halitosis features.

Not only do you run along in clichéd fashion but you can go vertically as well.





NOTICE: This caption has been replaced because the original made NO SENSE AT ALL - The Management.



Gex hurls insults at you. Something like, "And that Terry Christian, he's a complete and utter..."



No we didn't just get Laura to put the grab in upside down, this is for real.

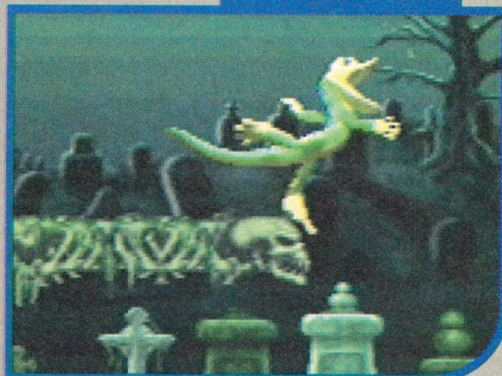
temptation to fill up the CD purely with voices and flash effects, though. All the levels in Gex offer something new in way of challenge and features. The level variety and design make this one that you'll

have to stick at if you want to see everything it has to offer. It's no five minute wonder.

Find the remote controls in the levels to turn on the rest of the TV's so you can get out of here. OK?

Gex combines humour, good looking graphics and plenty of variety on the basic and, by now, pretty tired platform format. Hopefully, it'll give the likes of *Rayman*, *Bug!* and *Bazookatron* a run for their money. We'll have a review of it next issue so look out then for some (forked) tongue-in-cheek antics.

**SEGA POWER**



Oh Oh...  
□ □ □



# Don't make us laugh

*Jokes we asked for and by Jove, did we get them. Well, yes actually. Some we couldn't print, some made us cry, a few made us laugh. Seeing as we had an enormous pile of spare jokes, we thought we'd print the best of the rest.*

An aeroplane crashed on our roof last night, it was my dad's fault... he left the landing light on.

*Matthew Rathbone, Derby*

What's white and floats upwards? Stupid snow.

*Richard Marsh, Wigton*

Three men go into a pub, two men get cocktail sticks and walk out. The other man gets a straw and the barman asks him, "Why are you all coming in and getting cocktail sticks and straws?" The man then said, "Someone's been sick outside. The other two get the lumps and I get the juice."

*Matthew Rathbone, Derby*

Where was Anne Boleyn be-headed? Below the chin.

*Matthew Bathbone, Derby*

What's long, yellow on the outside and green on the inside? A cucumber disguised as a banana.

*Mat Dobson, Burbage*

What happens if you throw a green rock into the red sea? It gets wet.

*Simon Cook, Amersham*

What's black, white and red on Christmas Eve? Rudolph the red-nosed penguin.

*Daniel Ashmore, Stockport*

What do you call a prehistoric pig? Jurassic Pork.

*Sadique Ahmad, Lichfield*

Did you hear about the boy who swallowed a load of money? A few days later his mum rang the hospital and they said, "There's still no change."

What grows larger the more you take away? A hole.

*G Morris, Windsor*

What do you call a camel with three humps? Humphrey.

*Michael Vest, Newcastle*

## Five other winners

will be no doubt pleased as Larry with their new copies of *Virtua Fighter*. Here's the five, plus the lung-exploding jokes they gave us...

How does Michael Jackson pick his nose? From a catalogue.

*Ian Bennett, London*

What do you call a fish without an eye? Fsh.

*William Turpin, Thamesmead*

What's the difference between Graham Taylor and an arsonist? An arsonist never loses his last match.

*Anthony Wearing, Bury*

Why has Bugs Bunny got long ears? Because he's a rabbit.

*Alexander White, Huddersfield*

Why did the door blush? Because someone twisted his knob.

*Colin Sparkes, Norfolk*

## Did you hear the one about the 32X?

This bloke was, in our feeble opinion, the bestest joke person. So, Paul Cullen from Lancashire, you win a 32X with a copy of *Virtua Fighter*, plus five other AMAZING 32X games. Shame on you, you funny boy. Here's that winning joke, folks...

What's blocky and scares people? A *Virtua Fighter*.

**And talking of winners the following people have won a major prize in our Christmas Toy Giveaway.**

Danny Barratt, Rossendale  
Ian Crosbie, Liverpool  
Andrew Gibb, Perth  
Luke Shepherd, Ballater  
Shazli, Boulogne  
Stuart Rordcliffe, Kingshorpe  
Richard Long, Cowes  
Andrew Francis, Cirencester  
Lloyd Callow, Pencoed  
Corine Green, Colchester  
Robert Bighann, Swfrydd  
Gerard Totren, Ballymena  
Luke Sykes, Slaithwaite  
Andrew Scott, Woodberry Down  
Brenda McFadden, Scunthorpe  
Adam Blake, Uttoxeter  
John Vannetten, Liverpool  
Mr. R. Brimfield, Cheltenham  
Mark Pearson, Aston-Under-Lyme  
Mrs. S Dowsen, Alton  
Mrs. M. J. White, Fakenham  
Stuart Springthorpe, Strubbington

We couldn't print all the jokes, but thanks to everyone who entered.







PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES,  
PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY.



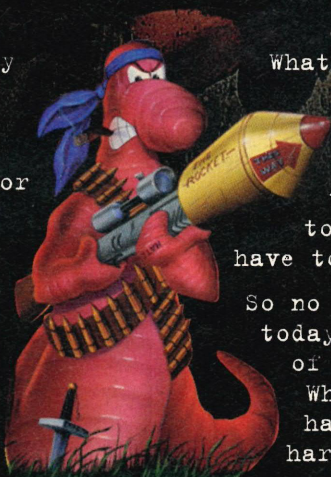
# WORMS

they've turned

Ever felt like mercilessly blowing away your bank manager, tax collector, teacher, brother, sister, best friend, worst enemy or Jeremy Beadle?

Now you can, with Worms, the game of the year from Team 17 and Ocean.

It's totally pointless violence and totally addictive gameplay. Perfect.



What's it all about?

Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.

So no matter what else you do today, get hold of a copy of Worms and blast away. Who knows, maybe you'll have the World's hardest worm.

© TEAM 17 1995

**WORMS PLAYABLE PC DEMO - <http://www.team17.com/>**



## The Journalist

Thanks to an invaluable stint of work experience with your very own *Sega Power*, young Danny Wallace is now a bona fide journalist on Future's newest publication *Comedy Review*.

Of all the glamorous jobs in the games industry, games reviewer initially looks the cushiest. Although degrees in English or communication specific courses are becoming increasingly popular, the best way to get a foot in the door of computer magazines is still to bag some work experience. *Sega Power's* old comrade Danny Wallace reveals all:

"At school I told the careers officer I was interested in journalism. He arranged me a placement with Future Publishing's *Mountain Biking UK* magazine.

"However, I really wanted to work on *Sega Power* and so I sent a couple of letters to Andy Smith, the Editor at the time. Andy eventually agreed to let me work in the office for a week of loveliness.

"He had me taking game screenshots, writing captions, even labelling over 250 Sega carts and arranging them in alphabetical order.

"At the end of the week he told me to come back whenever I wanted, so I spent any free time I had in the office helping out. All the time I kept writing and writing, until eventually I had a feature published with my name at the top of it. From there I got the staff writer job on *Comedy Review*."

Before

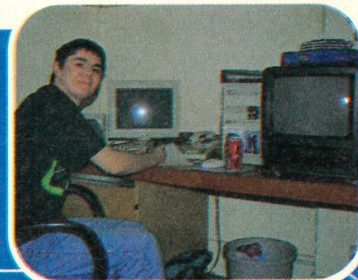
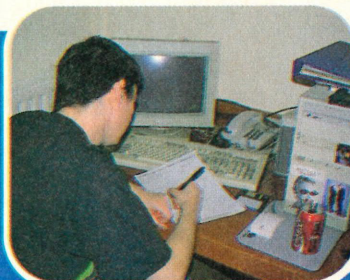
# It Could

**So you want to get ahead in the games industry? Becoming a games tester, magazine writer or programmer isn't as hard as you think. Come on, dive in.**

Once Danny Wallace had no life, no friends

If you sleep, breathe, eat, even play videogames then it stands to reason a career in that very area would be the ideal ticket to job satisfaction. Like most industries, however, videogames are a very insular affair, and the lack of guidance on how to get in can be pretty off-putting.

However, making inroads into the neon-lit world of games development needn't be a case of knowing the right people or getting a degree in astrophysics. Check out these three case studies – you might be surprised how straightforward the route into the world of computer games can be.



From school-leaver to experienced games tester – 22 year old David Ward now helps Core Design turn ideas into top flight games like *Thunderhawk II*.



After

## The Programmer and Games Designer

*From rookie programmer to head of Britain's finest software development team.*

Bullfrog's Peter Molyneux has been working to bring fresh talent into the industry for several years now. He's published programming articles in magazines, launched competitions to find new employees, and even sometimes taken new recruits and trained them from the ground up. So what tips can Peter give?

"Impressive demos get attention, but sometimes it's almost more useful to write in saying something like 'I really liked *Magic Carpet 2*, but maybe you could have done this and this.' The thing is to keep your material as brief and simple as possible – just a single page should get the essence of it across."

The academic route is one taken by about half of Bullfrog's staff. "For the qualifications route a degree in maths,

## Some simple points to remember:

- **GET EXPERIENCE** – A work placement is the fastest way to propel you to the secret world of videogames development. A mere five days helping out a software company or computer magazine can put you in touch with the right people, show you what the job really entails, and let you try it for yourself
- **BE SKILLED** – A knowledge of programming is going to speak volumes if you want to develop games. If games designing is your thing, try to analyse what makes existing games tick. Rookie journalists should really work at those writing skills.
- **DON'T GIVE UP** – You may be totally ignored but don't let that stop you. There's always another company to get in touch with and another person to hassle (politely). Remember, if all else fails, just tell them *Sega Power* sent you.

**SEGA POWER**

# be you!

and now... things are

computing, science or philosophy is ideal. The alternative, one which the other half the people here came to us by, is to visit for a week or two doing work experience." Many of the software companies are willing to take people on for a few days. It's a good way to get a real insight into the other side of the industry, and as Peter says, "It's a good opportunity to impress people with your ideas."

very much the same.

## The Playtester

Working as a Playtester has to be a cushy number, right? Sitting around all day being paid to play videogames is, after all, a lot of peoples idea of heaven. "Oh no, not by a long shot," warns David Ward, a playtester at Core Design.

"After I left school I got a placement at US Gold, working there four days a week in the testing department. Admittedly, at that time all I had to do was play games, but when I moved

to Codemasters for a couple of years I was the sole games tester. Consequently I gained a lot of experience, dealing with samples from the duplicators and so on. Now at Core, we're just testing *Shellshock* and I've been designing some of the maps in *Thunderhawk II*."

So what about money and prospects? "The wage isn't too bad – average when compared to other jobs. Now that I'm here, I definitely want to remain in the computer industry. I've paid for a college course to learn 'C' [the most

widely used programming language] because I wanted to do something new, and it seemed like the most suitable thing. If I don't become a programmer myself then at least I'll have more knowledge to help me deal with programmers and designers."

So what tips can he offer would-be games testers? "Once you get in there, you're sorted. I'd recommend work experience or a YTS placement to get you that initial foot in the door. The rest is up to you."



# It's Technofunctiononomical

3990056\*8UI

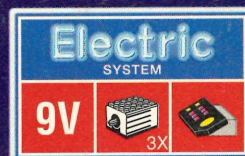
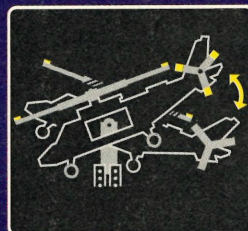
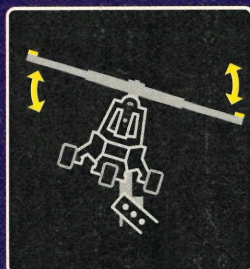
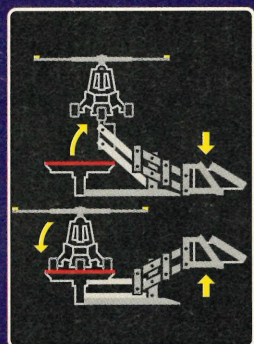
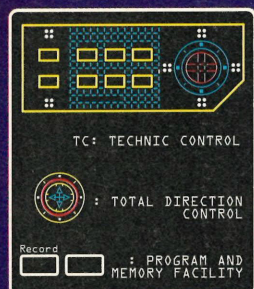
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**LEGO** Technic

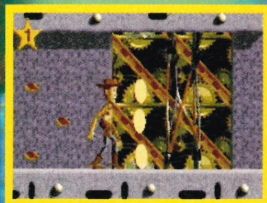
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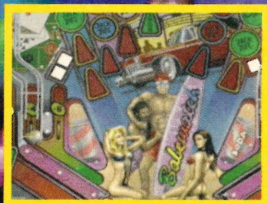


# Reviews

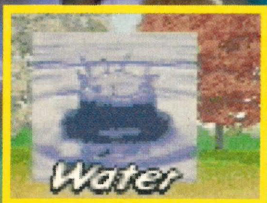
Puncturing developers' dreams with the sharp stab of reality



Toy Story (Mega Drive)



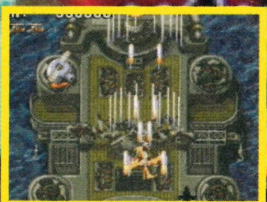
True Pinball (Saturn)



Virtual Golf (Saturn)



Mystaria (Saturn)



Gunbird (Saturn)



Darius 2 (Saturn)

Walk  
on through.....

Toy Story	30
True Pinball	34
Cyberia	36
Mystaria	38
Virtual Golf	40
Johnny Bazooka	44
Return of the Jedi	47
PGA '96	48
Gunbird	50
Darius 2	52



# Toy Story

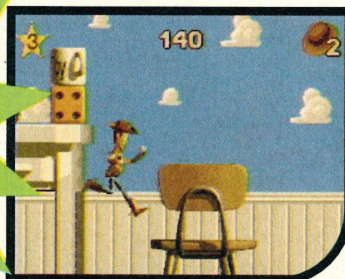
What kind of a phrase is 'slurpy slurpy cheep cheep anyway'? While you're pondering that, ponder this...

It's a bit like *Micro Machines*. But only a bit.

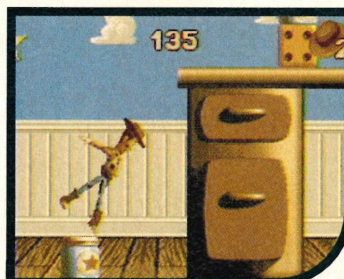


## Fact!

- Keep an eye out for the industrial graphics on the gas and oil pumps in the movie. They contain secret messages.
- When stored onto disk, the computer-generated film for Toy Story took up a stack of CD's three feet high
- Total storage required for the entire movie – 2 terabytes (or 2 million megabytes)

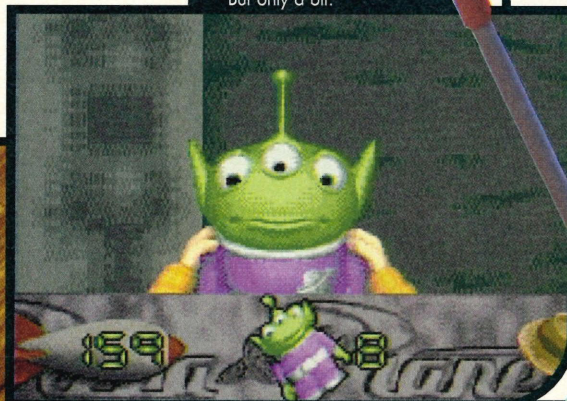


See Woody fly! Innit graceful? Yes.



Nice touches like this have him trying to keep balance.

It's a bit like *Doom*, too. But only a bit.



Look at the legs on this...

Toy Story comes in a 32-Mbit cart and this quick little guide throughout some of the levels should tell you why...

## The characters

**Woody** – Being a cowboy, he's used to being the hero. The sheriff of Andy's toybox, his world is shattered when Buzz Lightyear appears.

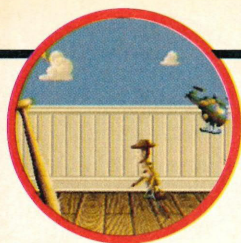
**Buzz** – He's a Space Ranger. Equipped with a microchip and laser

fix it so his eyes glared straight out at you. If you

## Computer effects and film

- **1958** – John Whitney uses a computer to create visual animation for the first time – results used in titles for 'Vertigo'.
- **1959** – IBM and General Motors create the world's first drawing program.
- **1960's** – Various companies create short computer-generated films illustrating various scientific principles.
- **1971** – Henri Gouraud invents a process for shading curved surfaces.
- **1973** – First use of computer graphics in the film *Westworld*.
- **1974** – Ed Carmull invents Texture Mapping.





### That old army game

Use the troops to locate the baby monitor, if you can.



### Red alert

Help the other toys back into the boxes before Andy appears.



### Ego check

Keep up with Buzz as he races you to the end of the level.



### Nightmare Buzz

Woody's ultimate bad dream – Buzz wants to kill him!



### A Buzz clip

Use the car to knock Buzz behind the desk in this MM-like level.



### Revenge of the toys

Avoid angry toys as you help Rex across the room.

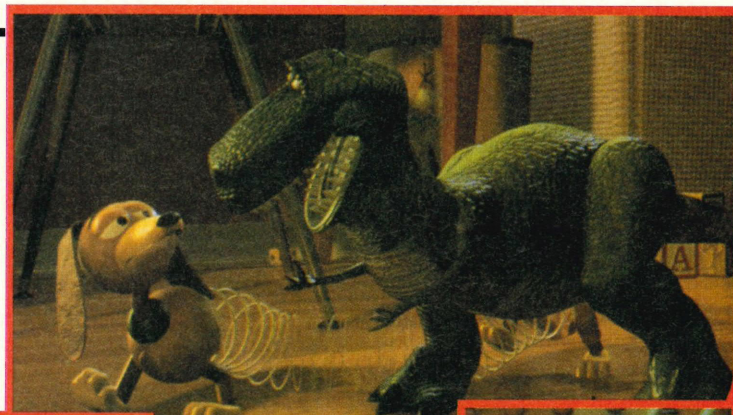
beam, he is in danger of making Woody look out-of-date.

**Mr. Potato Head**  
– A spud with attitude.

**Slinky** – He's Andy's flexible favourite, a toy dog with a Slinky middle.

**Rex** – A tyrannosaurus with an insecurity complex, he only wants to be feared like all the other dinosaurs.

**Hamm** – Unsurprisingly, he's a piggy bank who happens to be a bit of a know-it-all.



**Bo Peep** – A beautiful figurine lamp and the light of Woody's life. See? That's her opposite. Yum.



wanted your Action Man with swivelling eyes to look shifty, you would set them to the left. And if you wanted your Action Man with swivelling eyes to look a bit sheepish, you'd move them to the right.

You could have sheer minutes of fun with this toy. Another way of entertaining yourself was by ripping off all his limbs, thereby creating Inaction Man but best of all, the simple act of shoving your heel through his chest would transform him into Outofaction Man, a real hit with small dogs.

Although this game is full of toys, they're not the sort that are going to turn



You've got to race the toy car in front of you. Hence the fact that the race isn't really going that well.

• **1974** – Phong Bui-Tuong invents a process for shading more accurately than Gouraud's.

• **1975** – George Lucas founds Industrial Light and Magic (ILM) to create the special effects for Star Wars.

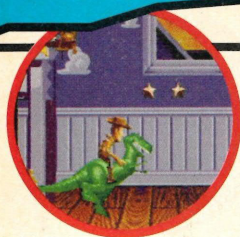
• **1975** – Benoit Mandelbrot publishes 'A Theory of Fractal Sets'. His principles allow much higher levels of realism to be developed in graphics.

• **1980** – The first film to contain a large amount of computer graphics, Tron.



• **1980** – After the success of Star Wars, George Lucas creates Pixar as ILM's computer division.





## Run Rex run

Race the other toys whilst riding on Rex's back.



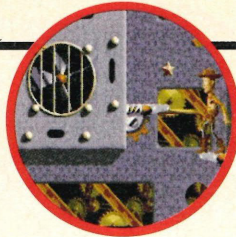
## Buzz battle

Stay out of Buzz's way as he charges towards you.



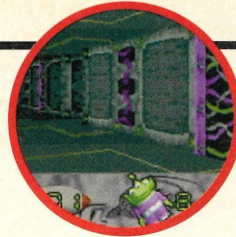
## Food and drink

Cross the Pizza Planet without getting hit by falling food.



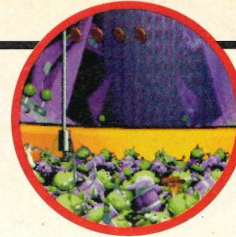
## Inside the claw machine

Try to find Buzz inside the machine.



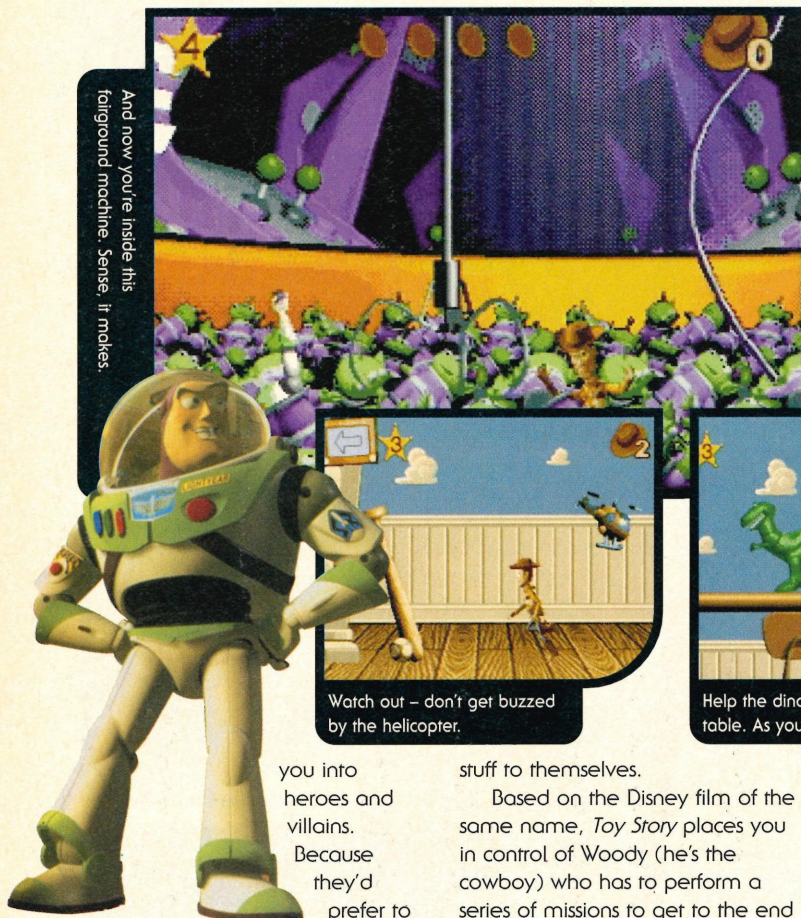
## Really inside the claw machine

It's a *Doom*-style level – rescue the aliens.

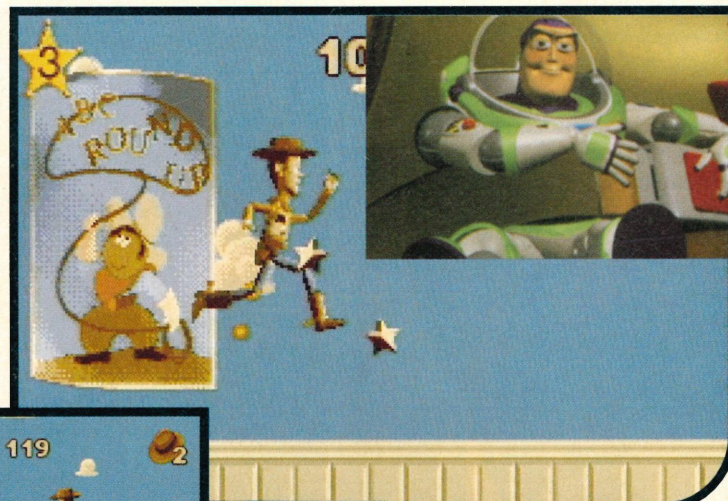


## The claw

Stop the evil kid Sid picking up Buzz with the claw.



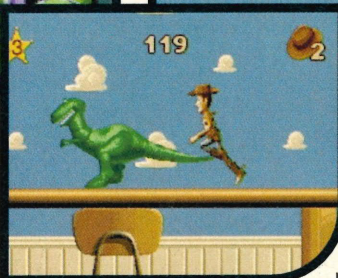
And now you're inside this foreground machine. Sense, it makes.



Collect the stars for extra points. The big star in the left is your number of lives.



Watch out – don't get buzzed by the helicopter.



Help the dinosaur get off the table. As you do.

very much on the relationship between the two lead characters

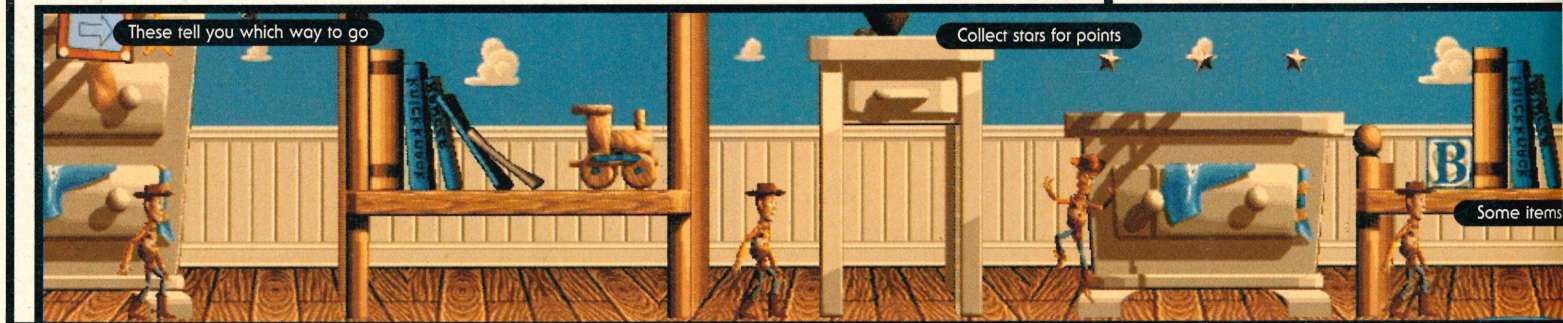
appears and shows how his assortment of high-tech gadgets make him the new toy in town.

Obviously Woody is a little annoyed by this. There's initially a lot of competition between the two characters – you'll have to race Buzz, fight him and watch as the other toys turn against you but eventually, as in all proper buddy-buddy things, you'll find



## Level One

Yes, it's the first level. The game starts off nice and easily where the aim is to release the small green toy soldiers who will locate the baby's monitor intercom thing for you. But because we don't want to give too much away, we'll only show you the first bit...



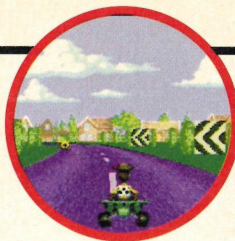
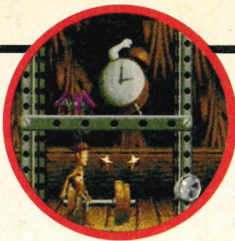
These tell you which way to go

Collect stars for points

Some items

He hires Ed Catmull to run it.  
 • **1980** – Turner Whitted invents Ray Tracing.  
 • **1982** – Jim Clark founds Silicon Graphics.  
 • **1982** – Tom Brigham invents Morphing.  
 • **1983** – Pixar and ILM create a wireframe hologram of the Death Star for Return of the Jedi.  
 • **1983** – Pixar and ILM create the Genesis Planet effect in Star Trek II: The Wrath of Khan.  
 • **1986** – Disney uses computer graphics for the first time in the film The Great Mouse Detective.  
 • **1986** – George Lucas sells Pixar to Steve Jobs for \$10 million. (Pixar is now worth \$1 billion.)  
 • **1987** – First feature film use of Morphing in Lucasfilm's Willow.  
 • **1987** – Jim Henson helps invent Motion Capture.  
 • **1988** – Pixar creates the influential software program RenderMan.  
 • **1989** – Pixar wins an Oscar for the animated short film Tin Toy  
 • **1989** – ILM create the water effects for James Cameron's The Abyss  
 • **1990** – NewTek release the Video Toaster graphics card for the Amiga. It's used to generate the effects for Babylon 5 and SeaQuest DSV.  
 • **1991** – ILM create the T-1000 effects for





### Sid's workbench

Make your way across Sid's desk without being done in.

### Battle of the mutant toys

Find Buzz and avoid the mutant toys.

### Roller Bob

Use Roller Bob to escape across Sid's house.

### Day-toy-na

Drive the car back to Andy's house in this Street Racer-style affair.

### Light my fire

Head after and catch a moving van containing Buzz.

### Rocket man

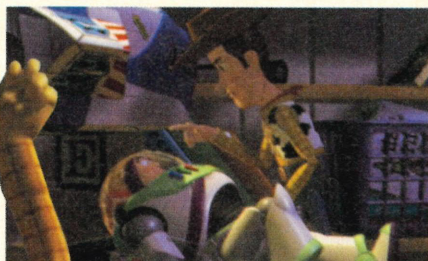
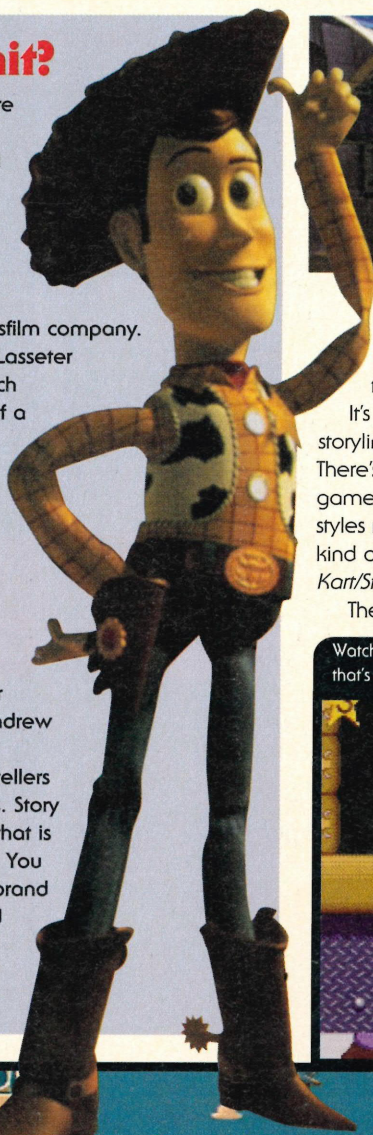
Reach the car whilst being carried by Buzz, avoiding obstacles.

## It's a film, innit?

It's a story about toys. Therefore it's called *Toy Story*. Ironical, eh? The film is, as I'm sure you will have heard by now, the first completely computer-animated film EVER. It's a Disney film, but the hard work was done by top computer animators Pixar, a former Lucasfilm company.

In 1991, the Director John Lasseter pitched an idea to Disney which eventually led to the signing of a three picture agreement. The germ of the idea was a single visual image: a toy at a road rest stop, its owner accidentally leaving it behind. "It's such an emotional thing because everybody has lost a toy that they wanted so desperately to find, that they wished the toy was looking for them," says story co-creator Andrew Stanton.

Lasseter adds, "We're storytellers who happen to use computers. Story and characters come first and that is what drives everything we do. You can dazzle an audience with brand new technology but in the end people walk away from a movie remembering the characters."



yourself in levels where you'll have to help the two characters cooperate if they are to complete the game properly.

It's this intelligent following of the film's storyline which provides the excitement. There's a simply astonishing variety of gameplay elements in this game. The styles range from platformy things, to a kind of *Micro Machines* affair, to a *Mario Kart/Street Racer* level... and so on.

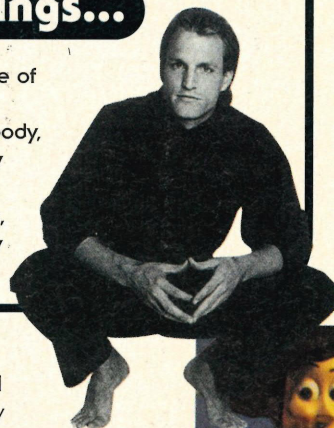
There are 18 levels in this 32-Mbit

Watch out for the falling foodlike objects. (Yes, that's you in the drinks container.)



## Other wooden things...

A piece of wood, Mr. Woody, Woody from Cheers, Woody Allen



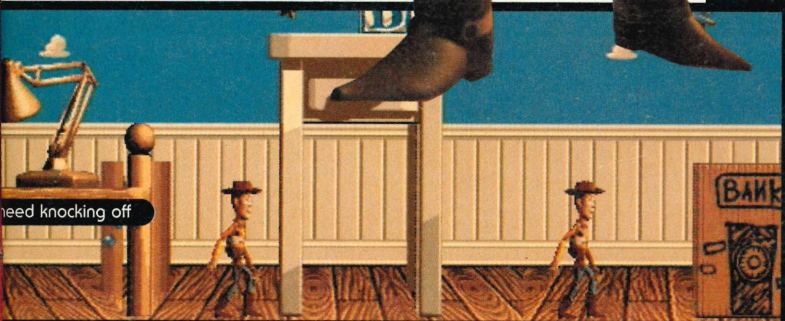
cart, with each level divided by storyboards from the movie.

I haven't seen a platform game this good for some time. And surprisingly is that

this is from Travellers' Tales, responsible for the dull *Puggsy*.

This is a very impressive game indeed. I'll even go so far as to say that it's probably the last great Mega Drive game we'll see.

SEGA POWER



Toy Story

### Power points

Release date.....March  
Players.....1  
Levels.....18  
Difficulty.....Easy  
Sega.....(0181) 9964620

### Uppers & downers

- ▲ Well thought-out gameplay
- ▲ Plenty to keep you occupied
- ▲ Really good rendered graphics
- ▲ Appealing characters
- ▲ Top-quality all round

### Final verdict

"The last great Mega Drive game. A title you must have before you all upgrade to your Saturns." **Nick**

93%

10 Graphics

8 Sound

8 Addition

9 Lifespan

James Cameron's Terminator 2.



- 1991 - Disney release Beauty and the Beast, a landmark in the use of computer animation applied to cartoon making.
- 1993 - ILM create the Dinosaur effects for Spielberg's Jurassic Park.



- 1994 - ILM create the 'historical' effects for Forrest Gump.



- 1994 - ILM create the effects for The Mask.
- 1995 - Pixar and Disney create the world's first completely computer-generated movie, Toy Story.



## Table for four, Sir?

Pinball is, technically, all about tables with pins. Hit the ball bearing around the table, score points and avoid the bit at the bottom. Lovely. All very sophisticated now, though, with mini video games, animatronics and small electric shocks for the unworthy heathens. Ladies and gentlemen, for your pleasure I give you, THE TABLES.



This is Nick's favourite table because it's got gambling bits, fast cars and pretty girls in bikinis that look like they know a thing or two.



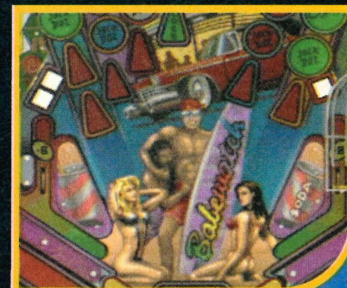
Flaming Nora! Even Amis himself couldn't caption this!

# True 1

• Saturn • £39.99 • UK Release • Ocean

*Polish me balls and whack me flippers. Pinball's on the menu again, and I'm sleeping with the head waiter...*

**T** rue Pinball is, of course, not. You remove the menacing stares from the large character at the bar who spilt YOUR pint, frisked YOUR girlfriend and still plans on removing your colon with a pool cue 'after closing'. You lose the giggling 16 year old girls who insist on playing Slash & Burn by the Manic Street Preachers repeatedly



Babewatch? Get it? Like that shite TV programme? HA HA.

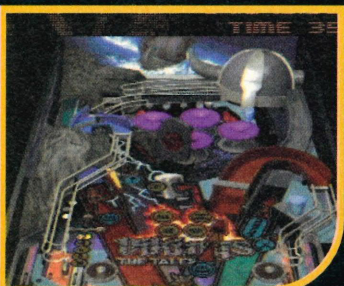
on the jukebox and you lose the embarrassment of spilling EVERYBODY'S drinks every time you attempt a 'tilt'. Pub culture, doncha eh? Eh? EH? Just love it?

Three views (explained not here), four tables (explained not here) and small video game bits that give you an incentive to get those bonuses by hitting endless ramps. And that. You have yer flashing lights, snappy sound effects and multi-ball, multi-flipper, multi player, multi-jointed extras that they've all got, and what more?

Surely the most important thing about a pinball game is the ball movement, correct? *True*



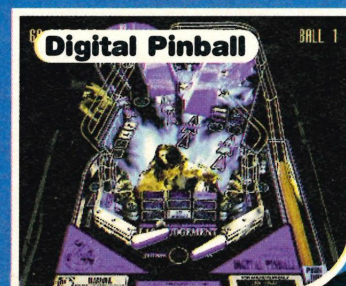
Pinball fact: The word pinball is derived from two words PIN and BALL. Take this fact and use it on a regular basis.



The ball bearings in pinball tables are made from skulls.



The flippers are named after a famous television dolphin.



In a word, crap. Boring tables and plays like a spaz.

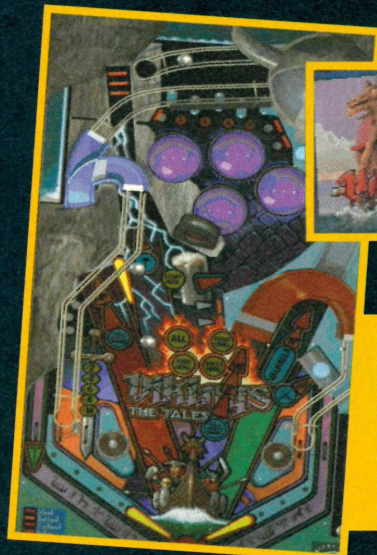




This is Dean's favourite table. Because, naturally, his athletic ways tend to lean towards the sportier side of life. (Are we talking about the same Dean - James) And he likes the man's eyes.

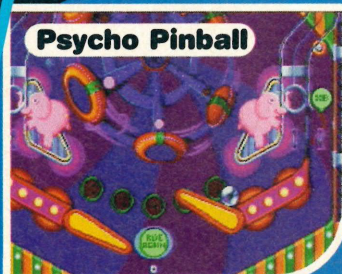


This is James' favourite table. His tendencies towards the legal profession means that not a sentence passes his lips without the word 'JUDGE'.



Finally, Laura. She likes the Viking table for the burly men with chunky beards and big spiky helmets. NICE!

# Pinball



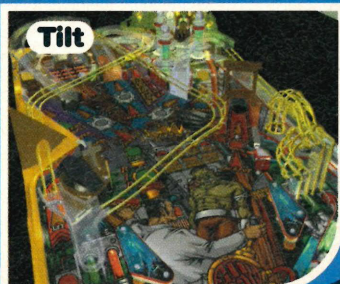
Psycho Pinball

On the Mega Drive and still better than anything else.

Pinball manages to do the job in a correct and 'proper' fashion but there are a couple of times when you think that physics tells a different story to the silver sphere. Not a percentage-slashing problem but enough to make you go 'Hmmm'. Understand?

Simply put, it's good. It's the best pinball simulator for the Saturn and with *Tilt* the only other one on the horizon, the challengers are few.

**SEGA POWER**



Tilt

Should be good, and we've got an exclusive review soon.



Much like the real game, you can tilt the table and lose your ball. Interesting facts like this are hard to come by.



Pinball fact: Nick's uncle invented pinball on a visit to see Star Wars with his family. They went to a launderette.

True Pinball

**Power points**  
Release date ..... March  
Players ..... 1-8  
Levels ..... 4  
Difficulty ..... Easy  
Virgin ..... (081) 9602255

## Uppers & downers

- ▲ Good table design
- ▲ Spunky graphics
- ▲ Plenty of bonuses
- ▲ It's better than Sega's effort
- ▲ Too fast for the 2D view

## Final verdict

"It's a pinball sim and a pretty flipping good one at that. Everything's here that you'd expect, but little else." **Dean**

83%

8  
Graphics

7  
Sound

7  
Addiction

7  
Lifespan



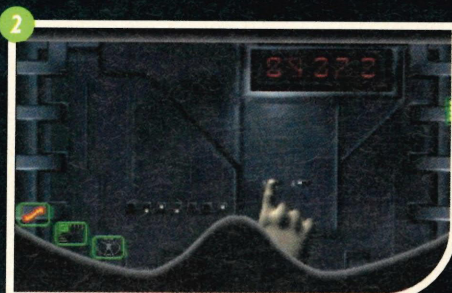
It's meant to be an adventure game so it has puzzles. This one's a bomb strapped to the underside of your plane and you've got to diffuse it.

However, like the rest of the puzzles, the answer (a correct series of button pushes) is random. Get it wrong (which you will many, many times) and it's Game Over

## On the one hand...



Some tosser's stuck a bomb on the underside of me plane. Wonder how you diffuse it?

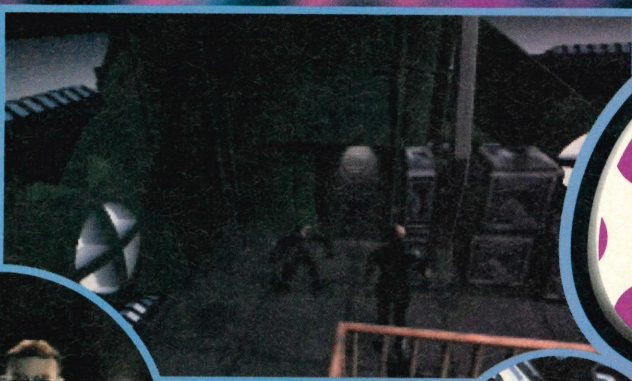


Hmmm lots of buttons. One of these must deactivate it. Perhaps it's this one here?



Whoops.

In the future collective reality will be replaced by individual fantasy.



**If you buy a PC you have to play games like Cyberia. FOR EVER. That's the rules.**

Think of two good board games. Monopoly – Dog, Iron, Angel Islington and Fenchurch Streer – yep that's a good one. Mousetrap – ratchers, ball bearings, springs and a plastic

basket – top fun we'll have that one as well.

Right, my theory is if we take all the best bits of these two and bolt them together not only do we come up with a massive selling blockbuster but we'll also create a whole new type of game.

Thus, behold Mousepoly, the first game of the next board generation. We'll have mice on Pall Mall and the Waterworks held up on those plastic restle things.

We'll make a mint.

This caption is here to officially relate the picture (below) to the text (above). I hope that's clear now. (You die – Nick.)



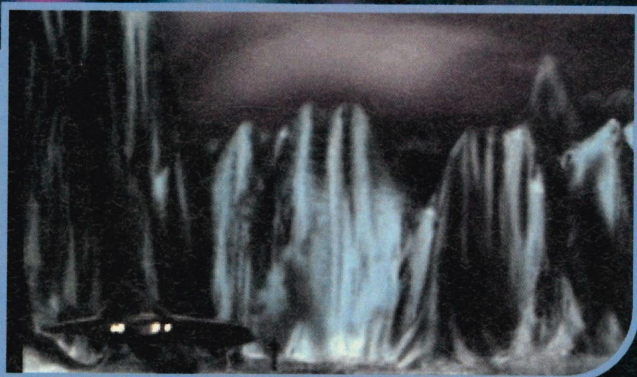
# Cyberia

Alright, I admit it's not my idea. Ever since the 32 Bit hullabaloo blew up games designers have been struggling to come up with different types of games to exploit the new hardware. *Panzer Dragoon* was a noble effort but the amount of money it cost and the mixed reaction it got on release clearly show IT'S NOT AS EASY AS BOLT-AND-BUILD.

So now Interplay throw our *Cyberia* and kiss blow me, if it isn't another dart in the rapidly deflating Next Gen balloon. A Sci-Fi adventure game with exciting arcade action or tragic example of concept over gameplay? Er, the latter actually.

OK, so in the future terrorists get hold of some Doomsday device. You've got to wrest it back and save the world, get the girl, etc. etc. Good start in the race for originality there then.

The frozen wastes of Northern Asia. Funny, I'd always imagined them to be flat.



Purposeful striding, that's what we like.



The most dangerous drug is silicon.



## But on the other...

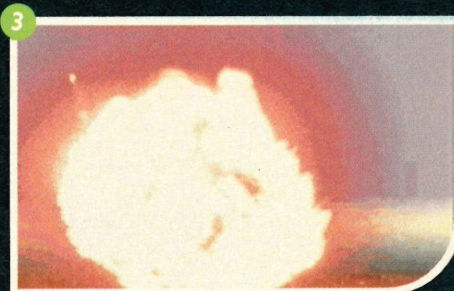
it likes to think of itself as a bit of an arcade act. Here you're employed to defend a rig from a whole range of unconvincing enemy flying things. A lot of the other arcade bits follow a *Panzer Dragoon*-style set flightpath. Most of it falls flat and is almost as repetitive as the adventure stuff.



1 The rig's come under attack from some nasty alien-type things. Time to get shooting I suppose, sigh.



2 Bang, bang. Yes very entertaining. What happens if I don't shoot at the speed of light?



3 What a surprise.

● Saturn ● £45.99 ●  
● Out Now ● Interplay ●

# Cyberia

Half of the game consists of a walk around, *D's Diner*-style adventure. Although this bit looks ok – it's full screen and reasonably fast – it just doesn't work as a game. The puzzles are mostly trial and error (you try, you die, you start again) and instant death lurks around every corner. Because you have to die so often to progress, you can never get particularly engrossed.

The rest of the game breaks down into the laughably titled 'fast-action shooter sequences'. There's shooting admittedly but fast it's not. The landscapes are bland, simplistic and betray the game's PC origins.

SHOOT IT, SHOOT IT, SHOOT IT!  
(It's been rude to you.)



A pre-arranged flight path maximises the boredom.

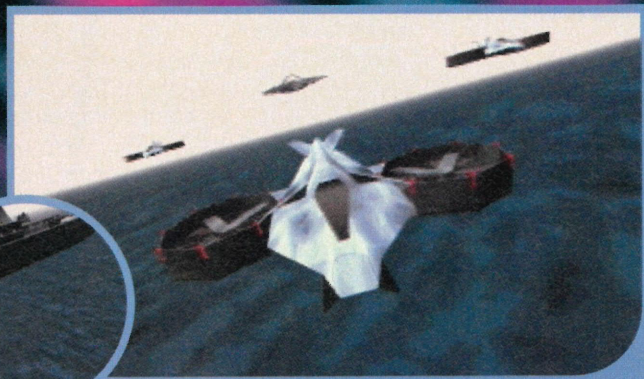
Again, it's far too difficult and after a couple of go's you just don't care what the terrorists have got their hands on, they're welcome to it.

No, *Cyberia* is not the all-conquering hybrid I'm sure everyone wanted it to be. In truth it's more of an scabby, old mongrel. Unless you're a vet intent on doing the humane thing, it's probably best avoided.

**SEGA POWER**



This woman wants a snog because you've just demonstrated your shooting prowess defending the rig. Admittedly, a few minutes earlier she tried to kill you but such are the narrative contradictions of game designers.



Your life will not be further completed with the purchase of this game. In fact, it could be considerably lessened.

### Power points

Release date.....Our now  
Players.....1  
Levels.....3  
Difficulty.....Hard  
Interplay.....(01203) 821666

### Uppers & downers

- ▼ Oh dear...
- ▼ Not very good at all
- ▼ Lacking in atmosphere
- ▼ Tests patience not skill
- ▼ Arse

### Final verdict

"Takes all the worst bits from the Arcade and Adventure formats and tickles your boredom bone till it bleeds." *Jan*

Cyberia

48%

7 Graphics

7 Sound

2 Addiction

3 Lifespan





In the old days it was customary to pave the streets of small towns with lino.



In an intellectual's role-playing game, the pun is a dangerous attack.

**Yawning fish! Watch our glad faces as another RPG lumbers past us...**

We went Go-Karting yesterday. It was at this brilliant outdoor arena thing, with fast carts and food and prizes (I won best driver of the day because I'm good). We took a few 'readers' – it was all to do with that compo we ran a couple of months



In-between things you get to wander around the hills and valleys. Keep a special eye out for Newbury which is known as 'No tree' town.



## Muppets ahoy!

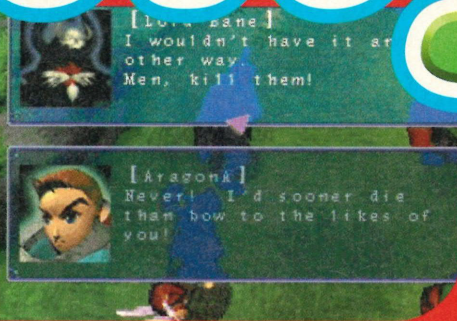
They look like muppets, they talk like muppets and I wouldn't be surprised if they smelled like muppets. You start the game with a meagre five characters, but progressing around places, you'll bump into a few more. Here's a selection of my personal favourites. Thank you...



Hector – archer, old man and uncle to Robert Maxwell.

# Myst

• Saturn • £44.99 • UK Release



Reams of text there are. Reams of the bloody stuff. All dull, of course.

ago, you see.

Anyway, you really should try it – if you haven't already – because you really do feel like you're going very fast.

Oh, sorry, am I writing a game review? Ah, apologies.

The thing is, see, that the first paragraph of any game review tends to cover a little obvious statement about the style of gameplay, then it's straight into a few banal sentences about the story, etc. For *Mystaria*

neither of these two items deserve, I believe, more than a word. Game: RPG. Story: shite. Job: done.

By the thorny prickles of a chimp's arse, it doesn't take a swellhead to deduce that role-playing games are,

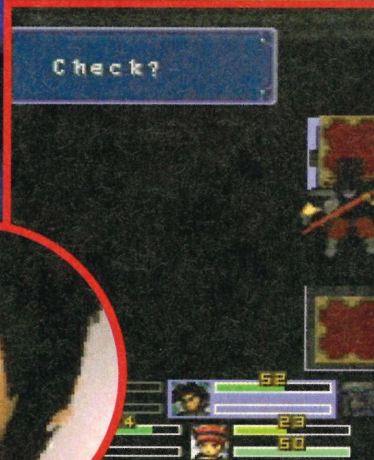
at the end of the day, all about battles. You wander through the forgetful forest of Basingstoke and you battle some orcs. You stumble through unpronounceable towns and you battle some foolish



blobs. You climb up a mountain and you battle some rampant sparrows. These are the only interesting parts.

Wandering around itself is as interesting as paper – all you do is buy and find things to prepare you for the next battle which is surely bound to be a stone's throw from wherever you are.

Thinly veiled cynicism aside, *Mystaria* is pretty good with plenty of battles, dungeons, monsters and collectable items. The 3D works well, the



Check?

...it allows you to cook the perfect soufflé. Perhaps not.

Occasionally you'll find a chest on your travels. These can contain anything from health to food to old peoples' clothing.





Aragon – the prince of the country and professional top.



Saura – a priest with magical abilities and part-time nanny.

## Save me from myself

This is the save screen. It's a temperamental cuss at the best of times and sadly only appears when it feels like it. Yes furballs, you do not have the ability to save at any point in the game. This hurts like a rampant spike. Here's the screen you'll see, shy as it is.



# Mystaria

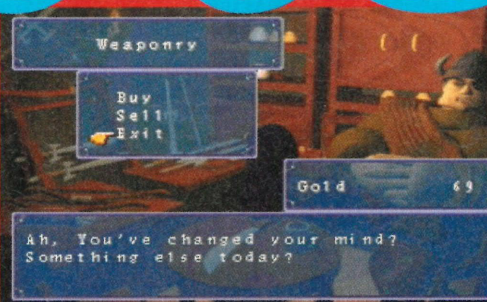
lease • Sega •

graphics are spunky and there's certainly a large amount of gameplay there for your hard-earned Earth money. A lot of time's been spent on the fight sequences and lengthy as they are (some can last up to an hour), they're

pretty good.

Giving it the 3D

element gives you the feeling that the programmers tried to make



It's a shop that sells weapons. What do you want from me?

the game look a little less sad then say, *Phantasy Star 4*.

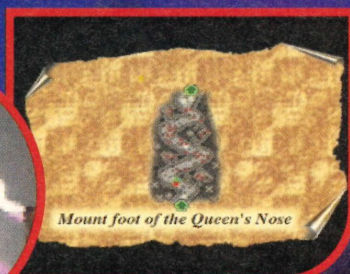
At the end of the day, though, when the chimps are down, it is a role-playing game and they do



The old man, Hector, uses his special spaghetti attack. Pasta and rice attacks are his speciality in the later levels.

have a reputation for being as boring as Easter. *Mystaria*, with its fancy fighting stuff, and the fact that its only competition is *Virtual Hydlide*, is a good effort.

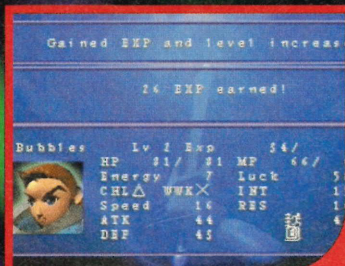
**SEGA POWER**



I need not resort to such petty tactics for my humour.



Here's a nice action shot for the more restless amongst you.



After each section, most of the characters bump up a level and gain good things.

Aragon uses a lightning strike on a large red thing. Aaannnd there's some grey hilly thing behind him aannndd he has a lovely red cloak.



**Power points**  
Release date ..... Our now  
Players ..... 1  
Levels ..... It's a big game  
Difficulty ..... Medium/hard  
Sega ..... (0181) 9964620

### Uppers & downers

- ▲ Large graphics
- ▲ Tough gameplay
- ▲ Plenty to explore
- ▼ Pathetic storyline
- ▼ Awful save game facility

### Final verdict

"Given the alternatives, it's the best RPG on the Saturn, and not a bad game to boot." **Dean**

**Mystaria**

**82%**

**8** Graphics **7** Sound **6** Addiction **8** Lifespan



## Them views

The secret to *Virtual Golf*'s success is its view variation. You can choose from a whole selection at any point in the game and you can play many interesting games with your friends, such as 'Guess The View' or 'Which View Next'. Those long Winter evenings will just fly by...



More simple than track and pan and allows you to see exactly where the ball's going to end up.



If you had a really big crane and you had a TV camera on top of it, then this is the view you'd see. Very big crane indeed, hmmm.



Imagine running really fast down a golf hole and waiting for the ball to appear in your view. That's all I can think of to describe this.



# Virtual Golf

• Saturn • £39.99 • UK Release • Core •

**After careful research and painstaking effort, I've finally analysed the various ways you can start a review...**

- 1) The normal approach: 'Virtual Golf is Core's first sports game, and it's very good indeed.' Normal is good, factual but about as interesting as metal rulers.
- 2) The stupid approach:

'Arsechimpcheesehellosirmybacksid elookslkeapepperonipizza.' Yes well, we got away with it for a while, didn't we?

- 3) The storyteller approach: 'My dad plays golf. Spends hours walking around

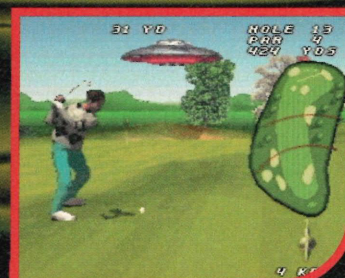
fields hitting blah-de-blah.' Good space filler, but goes on for hours and not usually interesting or funny.

- 4) The slightly irrelevant, but strangely interesting at the same time approach: 'After careful research and painstaking effort...' etc. Yes, this way. Nothing much about the game, but half a page is already filled and by Jimminy, you've read it.

Now I like golf games. Good with friends, perfect for playing after long night drinking far too much at the local

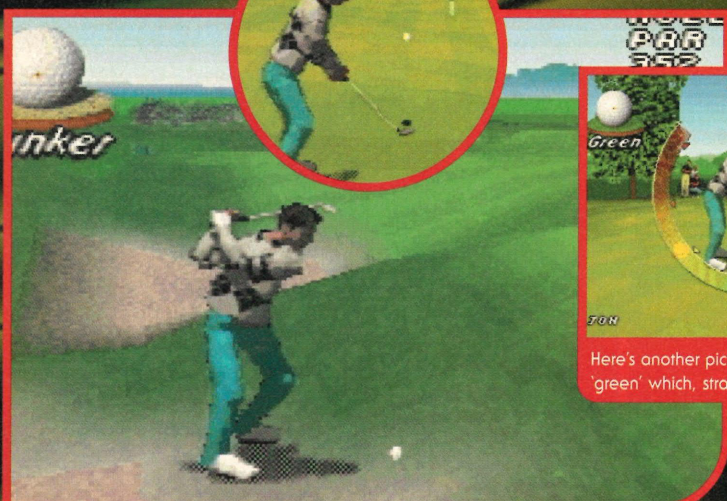
flea-infested ale house. Arguments usually erupt concerning wind speeds, bad clothing or hair, but it's good fun. Good clean honest fun. I LIKE IT.

Core have created a golf game that manages to give us several



It's a UFO. Please don't ask me why, it's just there.

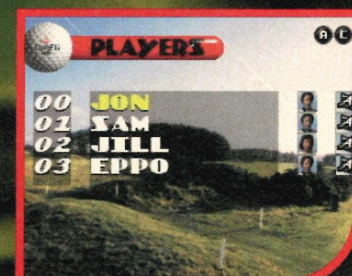
new features. Not only do you have your four courses, plenty of play modes, wind, speech, water and the like, but multiple shot views and superb scanning of the hole have also been squeezed in. No more of this wait 10 years while



Here we have the classic golf pose. I've been told it's all in the knees and you have to keep your eye on the ball. Interested? Not me.



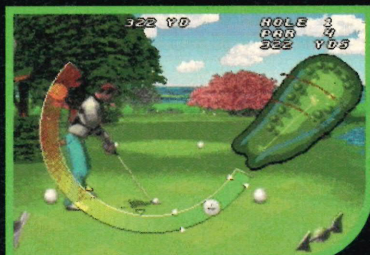
Here's another picture of a 'green' which, strangely, is. Very.



Eppo is, apparently, a popular name amongst Brazilian golfers.

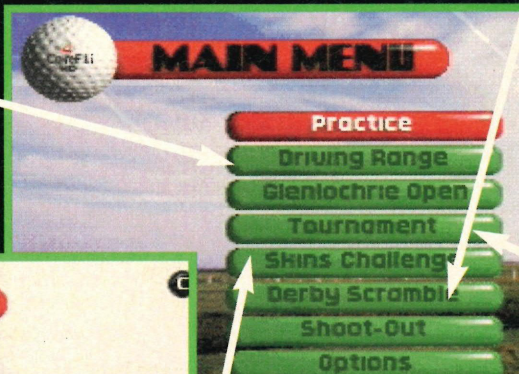


## Them games them strange people play



Practice your feeble driving on a hole of your choice. Work out the wind things, plus the added joys of snap and slice. LOOK CONFUSED!

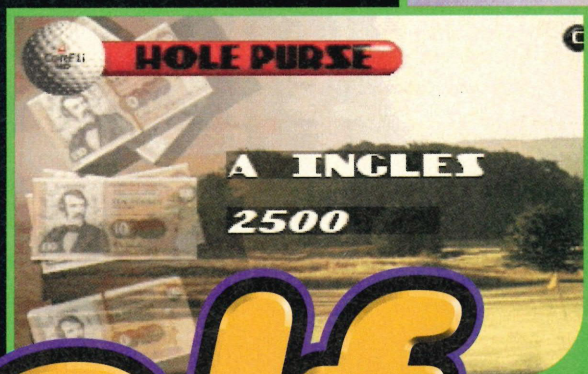
A golf game without different game types would be like a chicken without legs, so Core have kindly included several to choose from. Look at the main picture in the middle and then sort of de-focus your eyes. A game type will leap out at you from the page and this one will then be your favourite...



Play for money, thrash the computer chimps and win all the mooley. It's only make believe of course, you can't buy a caravan or anything.



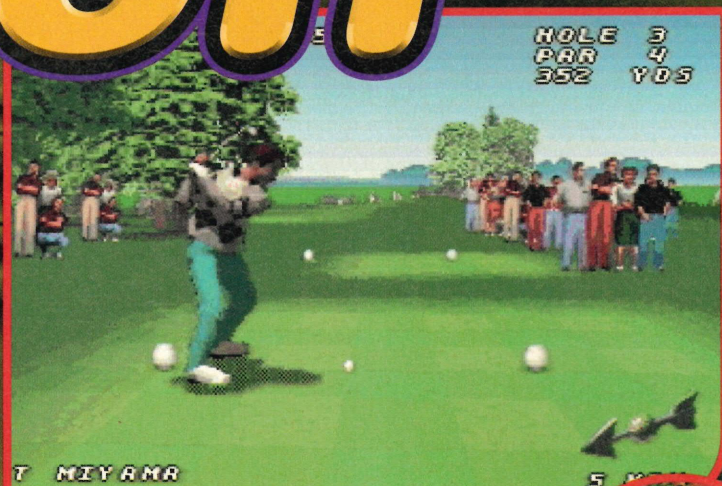
Two teams of players take turns to hit the ball around a course of your pleasant choosing.



Up to four 'real' people and 65 computer ones in a large two/four round tournament. Very hard, but the best fun of the lot. Official!



# Golf



The tee just in front of this one is for women. Apparently women can hit THEIR ball from a shorter distance 'cos they're cheats.

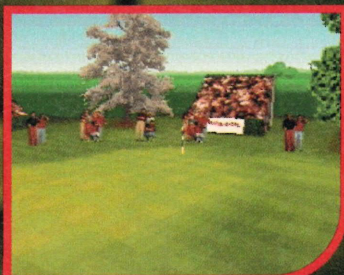
the screen updates rubbish, you can pan around your position and view your shot from countless

angles. Yes, I like that.

Up to four human players, can play, there are countless computer-controlled ones and Core have included all the rest of the usual golf malarky.

Virtual Golf is the best golf simulation I've seen on a Sega system. 'Tis true, now read on.

**SEGA POWER**

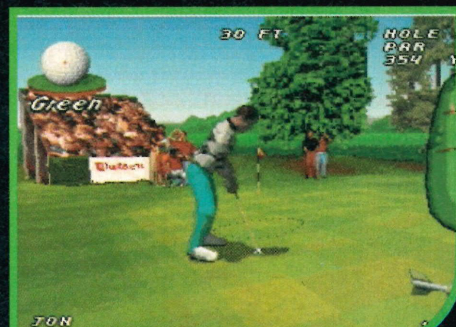


Grass is usually green. Here's some for you to look at.

## Eat yer greens

When you've dragged your flabby carcass around 400 yards of foliage, you'll be just about ready to try to knock the ball into a minute cup. There's no complicated grid system or any crap like that to worry about - using the circle clearly shown on this grab you can easily work out the lay of the land.

'Ysee, it moves and undulates as you move it backwards and forwards between yourself and the hole. This shows you the angle at which you need to hit the ball. Delicious.



Look at the circle, look at the hole, hit the ball and prey to whichever God you favour.

### Virtual Golf

**Power points**  
Release date ..... March  
Players ..... 1-4  
Courses ..... 4  
Difficulty ..... Easy/Medium  
Core ..... (01032) 297797

### Uppers & downers

- ▲ Lots of options
- ▲ Four courses
- ▲ Very fast
- ▲ Hard to better
- ▼ Well, it is golf

### Final verdict

"Certainly the best golf game on the Saturn and unlikely to be bettered for quite some time." **Dean**

**87%**

**8**  
Graphics

**7**  
Sound

**8**  
Addiction

**9**  
Lifespan







# Toy STORY



SEGA  
POWER



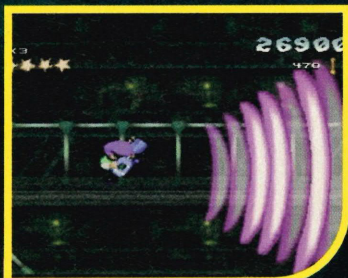
# Johnny Ba

• Saturn • £44.99 • Out Now • US gold •



Game over and it's straight to hell. After playing this you have to ask, 'WHAT'S SO BAD ABOUT THAT THEN?'

**Look out, Guvnor he's got a, er, shooting guitar with a, um, hoover attachment thing on the end. Purple quiffs ahoy, it's Mr. Bazookatone.**



Johnny has a wind-up gun thing which I didn't use much.



This game is only possible due to the Saturn's excellent purple capabilities.



These are zombies and they want to kill you.



Shoot them and they explode most impressively.



Level 1: Sin Sin Pen.



Don't touch the cactus, it'll take energy off you.

biggest pop star of the 21st century, something he's achieved in spite of a large, bouncy purple quiff and a disturbing seventies guitar-playing style. Having seen the all best tunes going to someone all too earthly, the devil (Mr. L. Diablo) steals Johnny's guitar and uses it to lure our 'hero' into a cunning trap. With a story like this, it could only be a platform game.

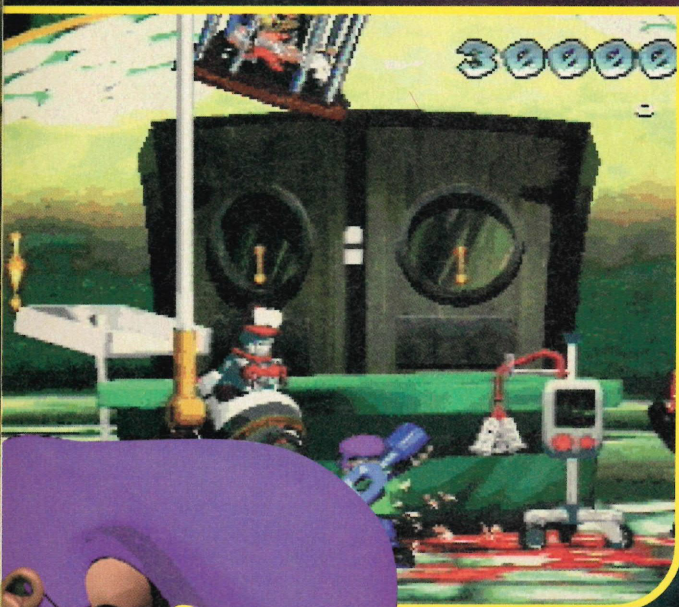
And that's what we've got, in its very basic sense. Apart from nature's natural imperative to move left to right, completing all the levels and defeating the boss at the end, there are the obligatory things to collect to

increase your score. From time to time there's the odd secret level, enabling you to collect bonus things which also help in the score department. OK, so those are the mechanics, what's the game like?

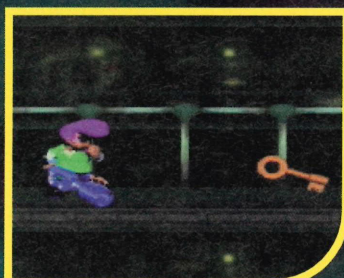
The background elements, whilst graphically



# Bazookatone



Why don't we just make Friday the first day of the weekend and have done with it? It's not exactly the most productive day of the week, is it?



When you find a key, you'll need to pick it up...



...So you suck it up with the end of your guitar. Obviously.

excellent and well-differentiated level to level, soon become all too familiar. As you move left to right, the same things reappear, sometimes so often it's a bit confusing as to where you are. The level design itself is pedestrian. There are no alternative routes (well not that I could find) and the direction of travel is almost always one-dimensional – left-right or down-up.

There's no doubt that *Bazookatone*



Oh no it's a manic chef. Oh, I am scared.

challenging game, like *Rayman* and *Bug!* it's not something you're likely to complete too quickly. However, it seems to lack that certain sparkle that sets a minority of platformers apart from their under-achieving cousins. *Bug!* had character and innovation, *Earthworm Jim* had excellent level design and mental humour, and the *Sonics* had raw speed. *Bazookatone* has purple hair and rendered intro sequences. Not really enough.

So what overall then?

## Level 2

1



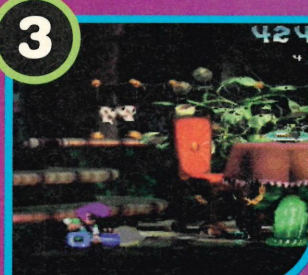
Ah yes, it's all set in some weird, American-style diner.

2



First off, you find this green jelly thing.

3



Use your shooting guitar to shoot it across the floor.

4



Once it's in position bounce on it to collect the goodies.

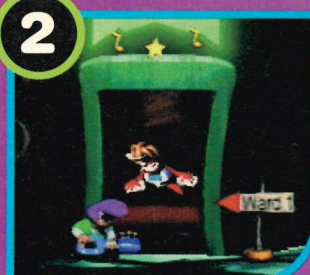
## Level 3

1



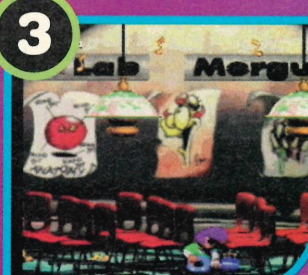
A HOSPITAL stage. See? clever pun, this.

2



Shoot these nurses, they will not heal you.

3



This is'll be a waiting room then. FUN.

4



And this is the morgue. Where are all the stiffes, then?



# Johnny Bazookatone

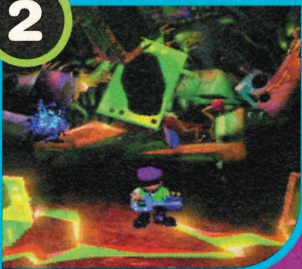
## Final Level

1



Spooky intro to the final level. Sigh.

2



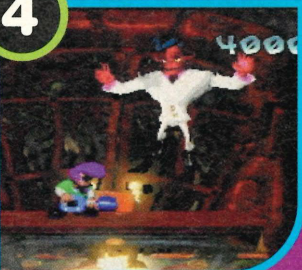
Not much room to move here and...

3



...Loads of things attack you. Nasty.

4



And this is Mr. Diablo. Bit of a wuss, really.

## The Things

1



Stars, these are your energy points.

2



Extra lives, these are usually tucked well out of the way.

3



Pick up special notes to make up and free the riff.

4



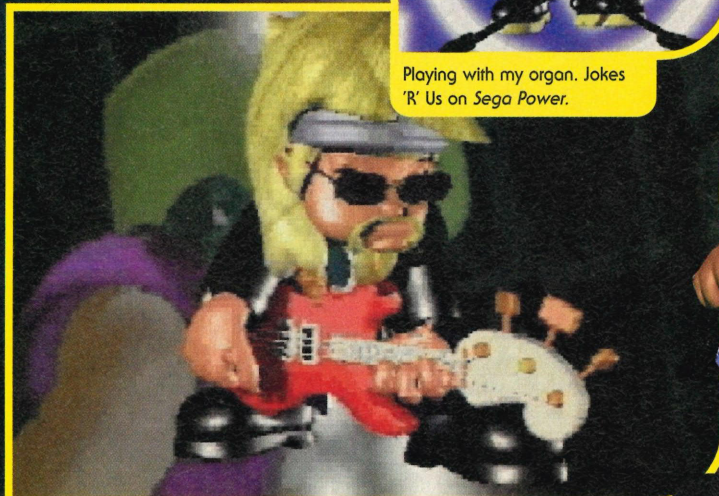
Treble clefs, collect for points. They're worth ten notes.

Bazookatone is technically accomplished – it looks good. But then with the power of the Saturn it bloody-well should. Run-of-the-mill Mega Drive platformers would look like this if they were ported to the Saturn. 90%? Not in anyone's book. I

**SEGA POWER**

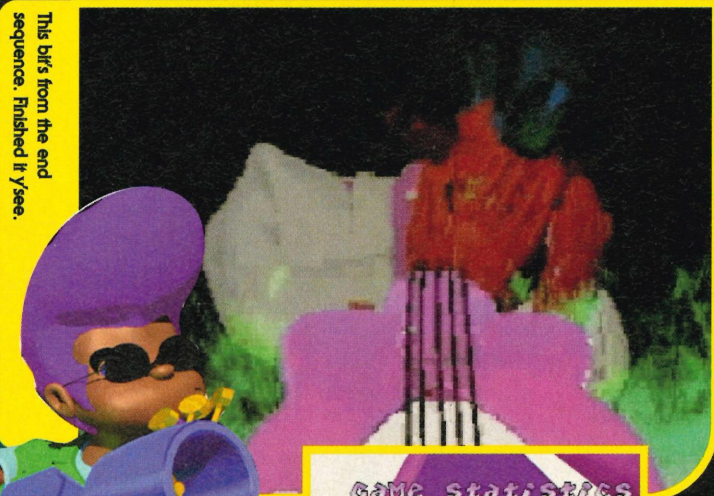


Playing with my organ. Jokes 'R' Us on *Sega Power*.



Johnny's bass player is called Sven. He's an experienced session musician and backed Swedish superstars ABBA on their infamous 1976 tour of Finland.

This bit's from the end sequence. Finished it y'see.



### Game statistics

FINAL SCORE 500000  
91 PERCENT COMPLETE  
USED 1 LIFE AND 25 LEFT OVER  
USED 0 CONTINUES AND 1 LEFT OVER

And this is the end of game stats thing. Interested?

what persuaded them.



Since when was the devil green? That's what I'd like to know. No I wouldn't, I'm lying.

wonder

## Johnny Bazookatone

### Power points

Release date.....Our now  
Players.....1  
Levels.....Five  
Difficulty.....Medium hard  
US Gold.....(0121) 6253066

### Uppers & downers

- ▲ It's quite challenging
- ▲ It looks good
- ▼ Electric guitars
- ▼ A bit ordinary...
- ▼ ...Gameplay-wise.

### Final verdict

"For all its graphical niceness, it's no a monster riff in the world of Sega gaming."

James

64%

8 Graphics

7 Sound

6 Addiction

7 Lifespan



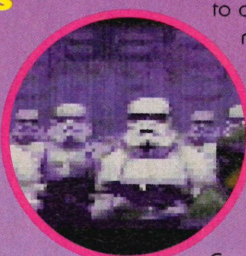
# Super STAR WARS

## Return of the Jedi

Long ago in a galaxy far, far away the Star Wars trilogy started its long run to milky dryness.

I was ten years old when Return of the Jedi came out. I think that says it all really – the whole Star Wars thing is so long in the tooth, its decaying incisors drag on the ground as it walks. All that's left

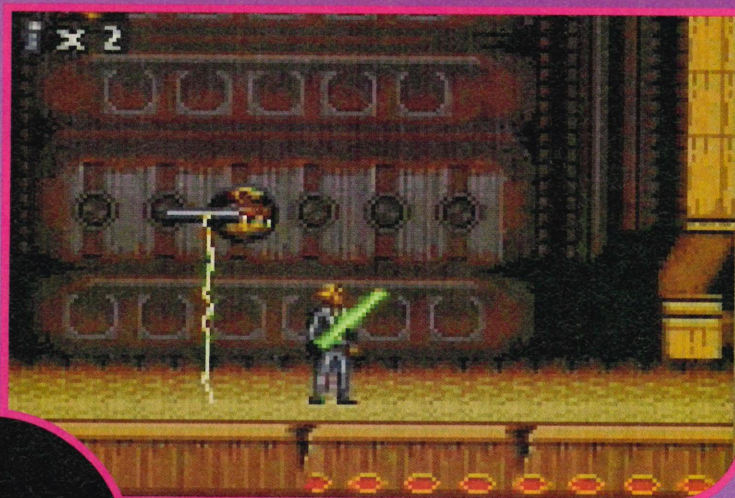
● Game Gear ● £29.99 ● Out Now ● Sega ●



to admire is the marketing – sell the 'original cut', wait three months and then sell the 'directors cut'. Arse. Anyway Talk. Game Gear.

Conversion. Now. Black Pearl (the people behind the rather good Arena) are claiming development responsibility and I don't think they've got too much to be embarrassed about. As side scrolling bear/shoot/light saber-'em-ups go this one's, er, alright. It's not going to set your pants on fire but what does nowadays.

There are four missions. The first has you rescuing Han Solo from the wobbly clutches of Jabba the Hutt, the second, destroying the Death Star shield unit on Endor. Next up it's a



This is the boss at the end of level 1. It. Is. Hard. And. Dull.

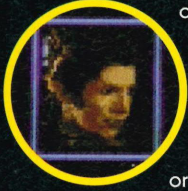
Darth Vader/Emperor death match and finally the Death Star beckons your reactor missile thingsy.

Graphically, it's not as impressive as Arena, there's very little background detail for instance.

There's a good range of enemies but the difficulty curve's set too far to the 'bloody hard' area of the spectrum to get that much enjoyment out of it.

So it's an elderly licence supported by an 'OK' game. Not brilliant but certainly a little more interesting than those, cuddly, cutesy platform things that SEGA POWER like so much.

### Hello Mr. Hairy

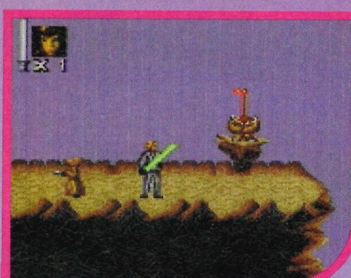


Only one minute, blobby character? Not for me, Sir – *SSWROTJ* has a choice of five minure blobby characters. Yes, FIVE! Although you can't play all of them on any particular level, over the four game scenarios there's Luke, Leia, Han, Chewie or Wicker (the

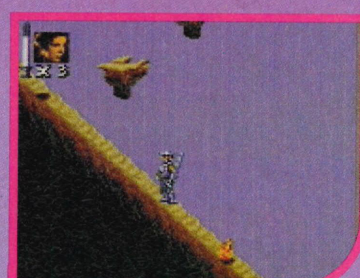
Ewok, stupid face) to choose from. They've all got their own special weapon but two have excess body hair.



"dflmngflmrl rel trlmrlmrl rel", said the metal spider thing.



I've been to more animated, fast-moving funerals



That'll be Princess Leia in a disguise then.

Not on in-game shot you'll be surprised and devastated to learn.

Meanwhile, on Luke's home planet Tatooine, the mysterious bounty hunter Boushh races towards Jabba the Hutt's palace.

Super Star Wars...

Power points

Release date .....Out Now  
Players.....1  
Levels.....4  
Difficulty.....Medium  
Sega.....(0161) 996420

### Uppers & downers

- ▲ Five lead characters
- ▲ Decent mission variation
- ▲ C3PO isn't in it – metal arse
- ▼ Graphics aren't brilliant
- ▼ Not really that much fun

### Final verdict

"Alright I suppose but certainly not good enough to cause much of a disturbance in the Force." **James**

72%

6  
Graphics

7  
Sound

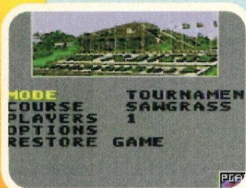
7  
Addicton

7  
Lifespan

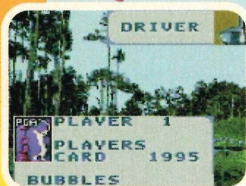


## Walk this way...

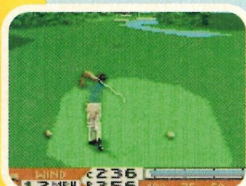
To fully appreciate the many options and things in *Tour '96*, here's a little walk through thing of me playing the game. No, don't thank me, I do this for money, not fun.



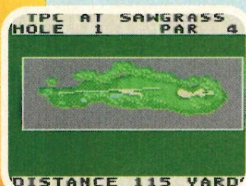
Here's me Bob! Right at the start and I'm going for the tournament-type thing.



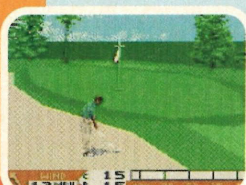
Choose all the boring things like clubs, names and that and then you're off on the first hole.



With everything taken into account (wind and the like), I take my first shot.



This map thing now kindly shows me how far I've gone and how far off the green is.



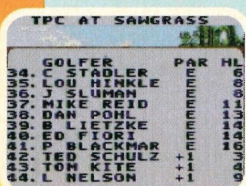
...aannnd I've landed in a bunker. Ar... (NNO OO!! Think about the children - A Policeman)



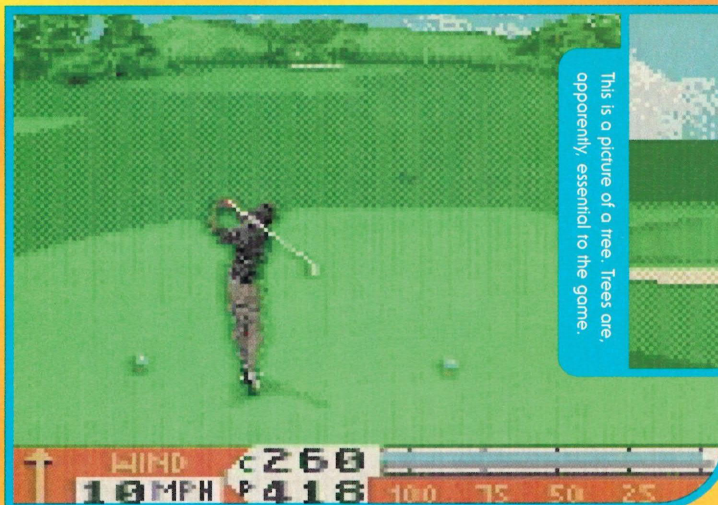
I've chipped onto the green. Invade small third-world countries while you wait for this beast to load.



Putting is as simple as eating and talking at the same time.



The hole's over and here's the state of play. Now. Do. The. Whole. Thing. Over. Again.

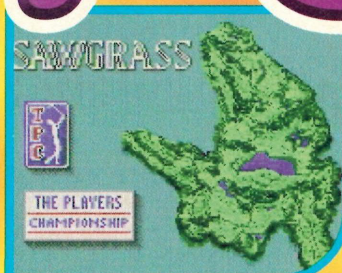


This is a picture of a tree. Trees are, apparently, essential to the game.

Golf fact: The word 'Golf' comes from the Scottish word 'Golve' meaning 'man with too much money and no social life'.



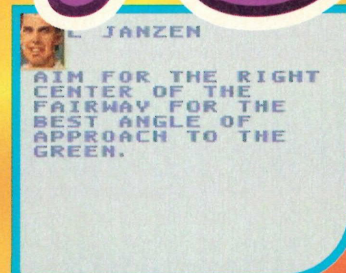
# PGA Tour



This looks like sick. With blue bits and spinach.



Golf is a game about balls, wind, clubs and trousers.



He looks like Paul Daniels' son and he knows lots about golf.

• Game Gear • £31.99 • UK Release • Sega •

**Limp pear juice!**  
**The Game Gear revival continues with... Another golf game. Sigh...**

Here it is, and in a nutshell, s'alright. It's as damn good as the flabby Game Gear can manage. *PGA Tour '96* takes each one of the Game Gear's eight bits and rings them

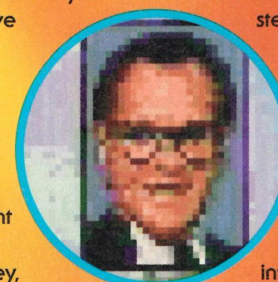
confidently through the mangle and hangs them out to dry.

The courses have trees and all the proper golf course stuff like water, grass and sand. You get all yer clubs, three courses, tournament mode, skins mode (you play for money, but not real money - like

can practice anything you want enabling you to confidently stencil 'Fuzzy Zoeller' onto your forehead.

You've all seen the format before, so I can probably stop wittering now. Other interesting

information-type things might include me telling you that there's a 3D grid impression of the



*Monopoly*, but without the paper) and you

Do you KNOW how much car exhausts cost? It's not bleedin' cheap, I can tell you that for nothing.



This grab is available in gorgeous Duo-Vision™. See top right of page.

**Power points**

Release date.....Out now

Players.....1-2

Courses.....3

Difficulty.....Medium

Sega.....(0161) 996 4820

**Uppers & downers**

- ▲ Lot of options
- ▲ One more Game Gear game
- ▲ Three courses
- ▼ Graphics a wee bit...
- ▼ ...Ssslllloooooowwww

**Final verdict**

"One of the last transfusions before they switch off the GG life-support machine. Playable, just." **Dean**

**74%**

Graphics

**6**

Sound

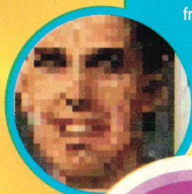
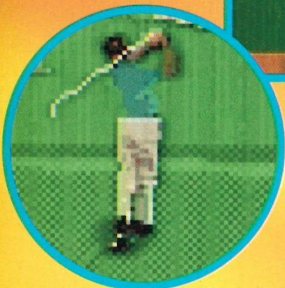
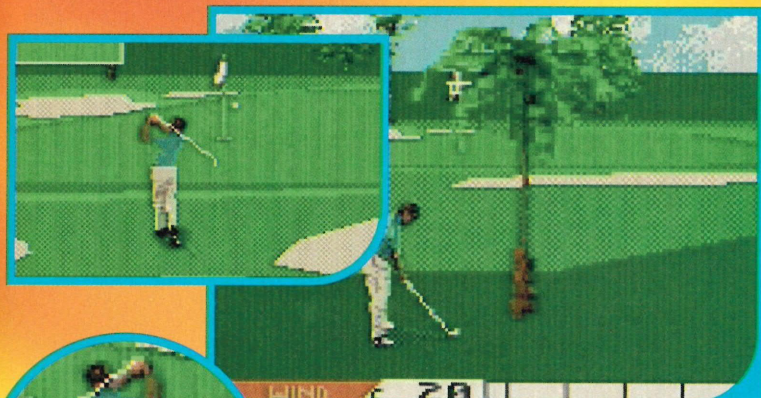
**7**

Addiction

**8**

Lifespan





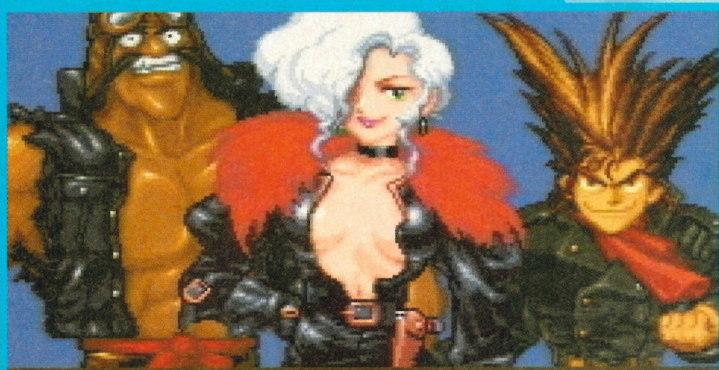
Golf fact: Golf balls were originally made from the intestines of old people. Now they're made from the stray cats found in parks, wastegrounds etc.

# ur 96

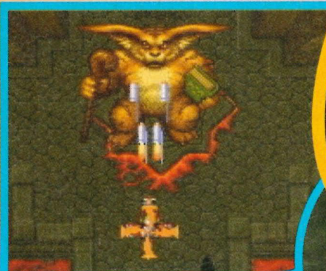
SAWGRASS			
PAR STROKES		PAR STROKES	
1	4	10	4
2	5	11	5
3	5	12	4
4	3	13	3
5	4	14	4
6	4	15	4
7	4	16	5
8	5	17	3
9	5	18	4
OUT		IN	
36	12	36	9
72		TOTAL	
		12	



Here are de baddies. (From left to right): Giancarlo Espazzio De Markup, Cyndi Lauper and some disco freak with the hair of Satan. VERY NICE.



道案内さくろうき



The Final Boss: Angrymuto-rabbit-thing. With a bible. KILL!



Fans of Witch-Girl can spam up on the stats of their favourite character. Sadsad.



See, even that massive robot thing won't kill you if you hit it.

# Gunbird

• Saturn • £60.00 • Jap Import • Altus •

**A teen witch, a rabbit without a mouth and a gutburst of ferocious ultra violence. Yaaay, it's Japanese video game for children!**

Hello darlings, and a sodding great grumble to anybody who seems to think that lemonades, such as Hooch, Two Dogs and Vitamin Sick, are a danger to society. What an astonishing mound of knockers. In my day, all we were given to drink was kidney liquid like Dandelion and Burdock, made out of REAL Dandelions and REAL Burdock. Sometimes you'd crunch on a bit of

rogue Burdock and – BAM! – you wouldn't be seen for five days. Lemonade? DANGEROUS? COBBLERS! Listen, you ban Burdock, you stop wars.

Of course, they all drink Burdock in Japan, glugging it down on the way to work, during work and after work. That's why they're all seem so crazy cakeship. That bloke who came up with the idea for

selling other people's pants through vending machines? On Burdock. Sumo wrestlers? On Burdock. The team that thought up a game involving a witch-girl and a rabbit without a mouth and called it Gunbird? Definitely on Burdock.

Based on some jittery cartoon, Gunbird is an astonishingly ancient Raiden shoot-'em-up, small of graphics, vertical of scroll, annoying of noise. Before I sink into a fit and froth about the-Next-Generation-being-about-rendering-and-scaling-and-that, I may remind myself that not too many months back I was

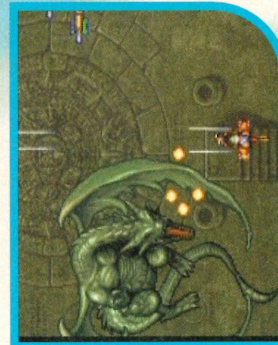
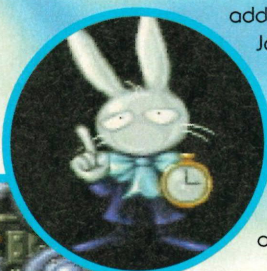
addicted to some dappy, Jappy shooter called Parodius, a well over-Burdocked game of such staggering mental instability and eye-dribbling fastness that it had my head in a vice when it came to

dream time for days. It looked cack, but it got the KILL EVERYTHING primitive instinct roused and spanked. Gunbird.... doesn't.

Let's get the red biro out and scribble over the mistakes. B) There are five characters in all but with only two-power-ups and a smart bomb each? This is definitely a BAD THING.

U) When you hit an enemy YOU DO NOT DIE. When you hit a bit of

If you reallyreallyreallyreally must know, I 'am' Tetsu, a traditional Japanese pensioner on a laser trike. I do not joke. *Straaange heroes...*



It's a boss, it's in the shape of a dragon, it's a cynch to crap over.

## Witch-Girl and Rabbit-Without-a-Mouth

"I like Witch-Girl and Rabbit-Without-a-Mouth, mainly because I like witch girls and also rabbits that don't have mouths." Milleo Tushyami, 15





This really is just cheating...



This is the story bit where everything suddenly clicks into place as a Japanese actor bellows monkeyshit about rice cakes and robots.



Whatdoyouwantfromme?



# bird



出身国: ドイツ 年齢: 28歳

Would you really want to 'be' the one with big hair? WELL?

shrapnel, YOU DO DIE. In simpleton terms this turns *Gunbird* into a very fast game of avoid the dots. R) Far too many continues allow you to finish the game at the first sitting. Lastability of a Bosnian roof. D) The sub-C.I.T.V music? You. Can. Not. Turn. It. Off. O) Hefty mid-level bosses, but I did not come all this way to 'do' battle with what turns out to be a bit of an angry rabbit. C) The two-player achtung is smashing, but the screen's too flaggin' small. Nitpick! K) The 'arcade' option plays horizontally which is all very nice but in order to play it you have to

turn the telly on its side. Not a parent-pleasing act.

Apart from the fact that the easiest skill level is called 'monkey', and the next one is called 'child', allowing you to spell the word 'monkeychild' on your screen, there's little here to make you smile continuously. Want adrenaline drilled into you from a speedybrillspazout shoot-'em-up? You'd be better off with *Parodius...*

**SEGA POWER**



Notice how many bombs I have. And please. Write in.

**Gunbird**

**71%**

**7** Graphics **5** Sound **7** Addition **5** Lifespan

**Power points**  
Release date.....Our now  
Players.....2  
Levels.....7  
Difficulty.....7 levels  
Virgin.....(081) 9602255

## Uppers & downers

- ▲ SHOOTSHOOTSHOOT
- ▲ This! Is! Addictive!
- ▼ Farfarfar too easy
- ▼ Nonono longevity
- ▼ Where's the spark?

## Final verdict

"I played this on a mono telly and thought I'd slipped back into the 80s. I shoot. Then I scream." **Simon**

## What's So Funny?



**On Sale 8th Feb**

Preview the mag on:

<http://www.futurenet.co.uk/entertainment/comedyreview.html>

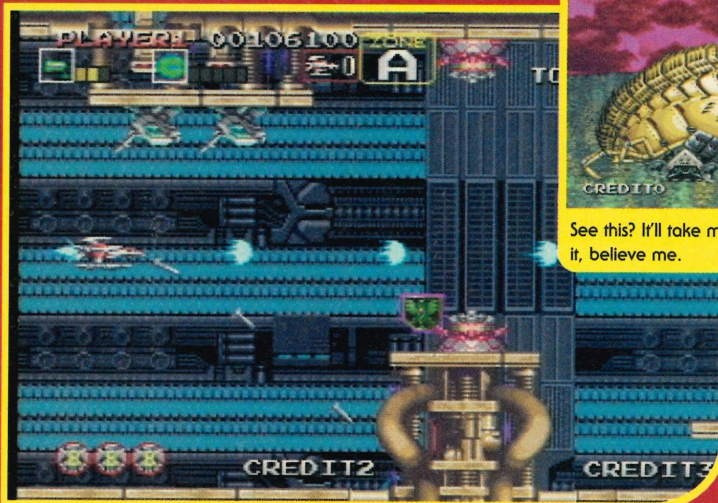
Thanks to the accessibly circular power of the CD, *Gunbird* allows you to open up an endless visual archive of Witch-Girl and Rabbit-Without-a-Mouth. Problem is, it's been scribbled by obsessive fans. Fans with felt tips. Fans with pencil sharpeners. Fans that aren't a million miles away from the sort that send in psychopathic notes to The Sega Power Gallery.

"After 15 pints of Burdock, I like to sit back, relax and feed Rabbit-Without-a-Mouth by throwing a pony selection of onions at the television."  
Joe Almirante, 58

"Witch-girl! Witch-girl! I MUST HAVE THE WITCH-GIRL, SO HELP ME JAPANESE JESUS."  
Iku Kurusawa, 2



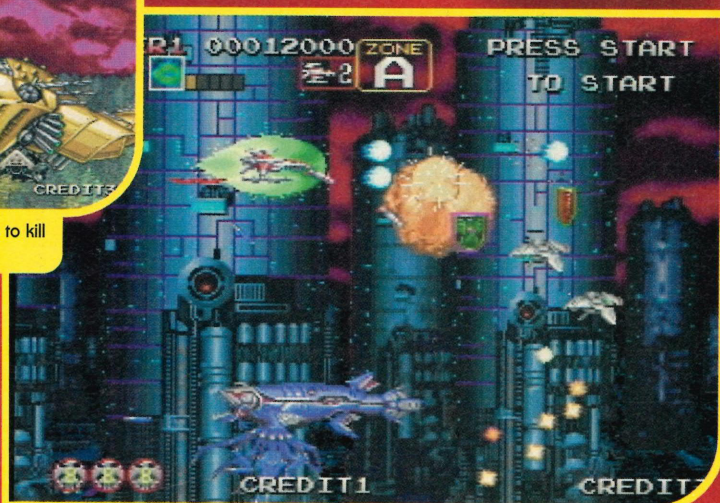




The interesting thing about this game is how a company can think of charging so much money for something so uninteresting.



See this? It'll take months to kill it, believe me.



The shields are the power-ups. The green thing around your ship is your deflector. As for the fish, we have no idea.

# Darius Gaiden

• Saturn • £59.99 • Jap Import • Acclaim •

**Shoot me with a jet of Fairy if Saturn shoot-'em-ups aren't a pile of tired crap. Here's another to add to the heap.**

**T**ony Blair Sucks on the Flesh of Dead Children!

In the wake of a new *Daily Mail* 'investigation', we reveal the shock news that schools all over the

country are in danger from the *Labour Party's* plan to hook everyone up to the Internet.

The danger is similar to taking cocaine, according to

the computer experts at the *Daily Mail*, who say, "If the *Labour Party* come to power it plans to plug every school into the system. Experts fear this could lead to the

some additions seen with computer games."

We play more videogames than anyone else in the world (probably) and it's only now that we have noticed the similarity between videogames and the foul fluids and pastes pedalled by the Cali drug cartel. Just look at these:

**Shooter-'em-up:** Reference to tying a tourniquet around your upper arm and injecting yourself with class-'A' drugs.

**Split-screen:** Well-known psychedelic film-making process.

**Parallax:** Film starring Warren Beatty about drug-



The game starts with an invasion. Don't they all?

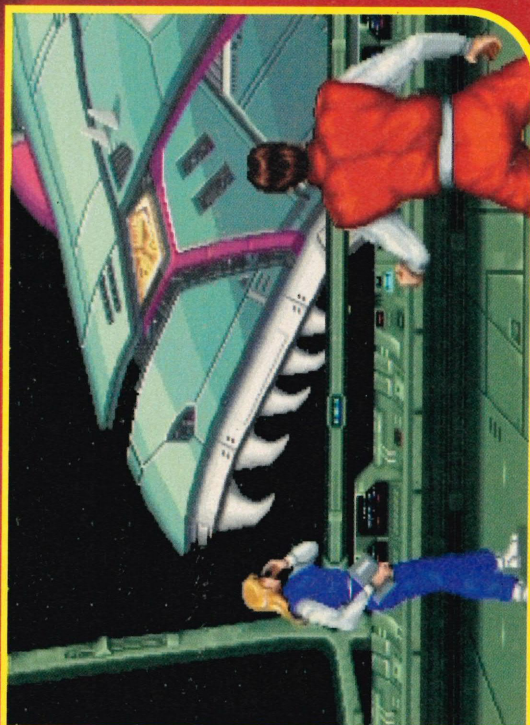
induced mind control.

**THQ:** Psychoactive compound found in some videogames.

**32-Bit Processor:** Someone who makes drugs out of raw 32-Bits.

**Console:** What videogames do to the weak and unsettled mind.

Far be it from me to advocate drug-taking – you can all make yer own stupid mistakes as far as I'm concerned – but it has to be said that if all games were as dull as this *Darius*, we wouldn't be



See this grab from the intro sequence? It's from the intro sequence. And it's a grab. Oh, the sheer variety of the English language.



The boss at the end of the first level. Is. A. Fish. Why not make it a cat and REALLY freak us out?

**Darius Gaiden**

**Power points**  
Release date.....Our now  
Players.....1-2  
Levels.....NA  
Difficulty.....Variable  
Video Games Centre.....  
(081) 9607255

## Uppers & downers

- ▼ Hardly any addictive qualities
- ▼ Dull and boring
- ▼ Unimaginative and stupid
- ▼ Perfect for *Daily Mail* readers
- ▲ CD's are quite pretty really

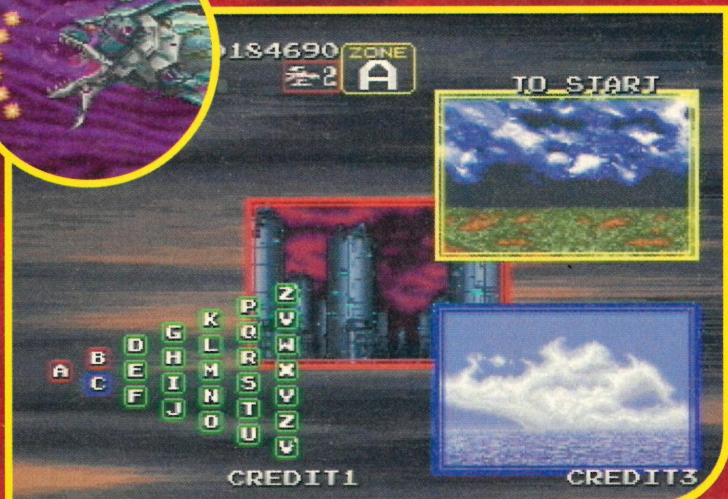
## Final verdict

"Scarily unentertaining for an entertainment product. You'll have more fun tying your shoelaces." **Nick**

**35%**

**4** Graphics  
**6** Sound  
**2** Addition  
**3** Lifespan





The only great thing about this is that you are given the chance to choose your own path through the game.

# Hidden



The only problem with starfish is the ego problem.



What kind of a name is Darius Gaiden anyway?



Plenty of bombs. WE LIKE THIS NOW THERE'S A CEASEFIRE.

hearing any more nonsense about addicted kids. This is one of the dullest shooters I've played for quite some while.

YAWN at the kind of graphics last seen on arcade machines in 1990. STRETCH as the operatic soundtrack begins to lull you to sleep. SNORE as the action ensnares you about as effectively as a spider catching kippers.

The lasers and power-ups are SO PREDICTABLE. You start off with weak splodges and missiles. If you managed to collect the power-ups, you get fatter splodges and missiles. There's a space warp thing in the middle of the screen which I



Into Zone B and things turn all blue and watery.

think is some kind of smart bomb but it's pretty useless and confusing. AND THAT'S NOT ALL! The screen area is too small. The backgrounds are dull. The gameplay is EXACTLY what we've come to expect from bombing shoot-'em-ups EXCEPT that unlike other games, it utterly fails to engage the attention. It's just not fast enough. Next to *Layer Section*, a fast finger cruncher if ever there was one, this is weak rot indeed.

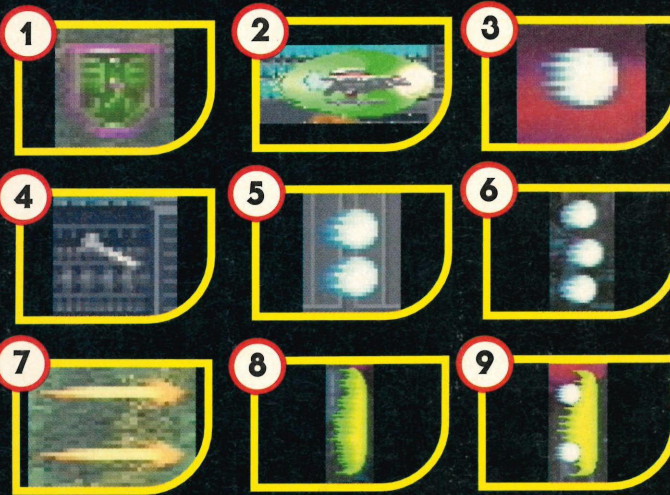
*Darius* - an excellent name for a Persian monarch beaten by Alexander the Great at the Battle of Issus. But an awe-inspiringly insipid attempt at any kind of 'interactive entertainment'.

**SEGA POWER**

## Shoot me up

WEAPONS... that's what it's about. We want GUNS, EXPLOSIONS, MAYHEM! And this is the box to find it...

- 1 Power-up shield: To increase your weapons, look for these.
- 2 Shield: Your shielding. Most handy.
- 3 Normal gun: Your standard weapon is a single fireball and missile.
- 4 Normal missiles: Your basic missile. Can be doubled up.
- 5 Double gun: The first power-up doubles your fireballs.
- 6 Treble gun: The next trebles them.
- 7 Twin lasers: Much better, and more powerful than the fireballs.
- 8 Plasma: Handy for clearing large quantities of baddies.
- 9 Plasma and lasers: Even better... etc.



ON SALE NOW! ON SALE NOW! ON SALE NOW! ON SALE NOW!

# SFX

INSIDE THE  
THIRD GREAT  
SEASON OF  
BABYLON 5

ALL IN THE  
WORLD'S FINEST  
SCIENCE FICTION  
MAGAZINE

# WAR WITHOUT END

PLUS! JG BALLARD, JOHNNY MNEMONIC, JUMANJI, THE PRISONER, BLAKE'S 7...

Future Films, TV, Books, Comics, Video, Models and more...



# Win a

# BMX

# or







### The Rules

All answers must reach us no later than March 14th. The winners will be the first two correct answers pulled out of a hat. No employee of Future Publishing, Pearson's or their relations, pets, grandmothers, friends or anyone else they speak to, in the street or at home, is allowed to enter. One entry per household. The Editor's decision is final, no correspondence will be entered in to.

# Mountain Bike!

It's another top-quality Sega Power compo, and this time we want you to get mobile. We're tired of being blamed for encouraging thousands of people to never leave the sofa and the TV, so it's time to get you off your arses and into the saddle.

We're giving away one of these superb bikes to two lucky readers (although Laura, our Art Ed, will have to stay here folks. Sorry, she's needed.). All you have to do is answer these two eeeeeaaaaassssyyyyy questions, bung 'em onto a postcard and get them into the usual address.

You can thank Scott Bikes for this little compo too. A hearty man-size round of applause goes out to them.

1) How many gears does the Scott Arapahoe have?

- a) 3
- b) 6
- c) 21

2) Which metal is often used in bike frames?

- a) Lead
- b) Aluminium
- c) Tin

**GET FIT IN STYLE! Yeah, we know it's an unlikely prospect for a Sega Power reader but it can happen. Check this out...**

**SCHWINN**  
c y c l i n g

**SCOTT**



2 GOSPORT ST  
LYMINGTON  
HAMPSHIRE  
SO41 9BE

# Control

SOFTWARE  
+  
HARDWARE

PlayStation • Saturn • Mega • SNES • 3DO • PC CD • Jag

★ Ultra 64 ★

## PSX

- 1 Doom
- 2 Krazy Ivan
- 3 J. Bazookatone
- 4 FIFA '96
- 5 Firestorm

## SATURN

- 1 Sega Rally
- 2 Virtua Cop
- 3 Hang on GP
- 4 V. Fighter 2
- 5 FIFA '96

## PC - CD

- 1 Hexen
- 2 EA Cricket
- 3 Earthworm Jim
- 4 Dest. Derby
- 5 11th Hour

## MEGA/SNES

- 1 Spot 2
- 2 Earthworm 2
- 3 Donkey Kong 2
- 4 Yoshi's Island
- 5 Killer Instinct

## SPECIALS

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# Power TIPS

**Time is running out for the Tips Intro Page. Very soon it will be swept away by the tide of change set to sweep over Sega Power, cleaning it of its many years of accumulated filth. Our advice? Enjoy T.I.P now before you lose it forever. Amen.**

## Q & A

Questions and tips penned by your own fair hands.

Fresh tips  
straight from

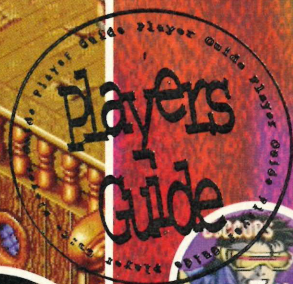
the NET

First  
Toy Story  
cheat!

## Cheats & Hints

More tips to soothe troubled minds and fingers.

**Spot Goes to Hollywood**  
We've played it all and to prove it, we've got the pictures.

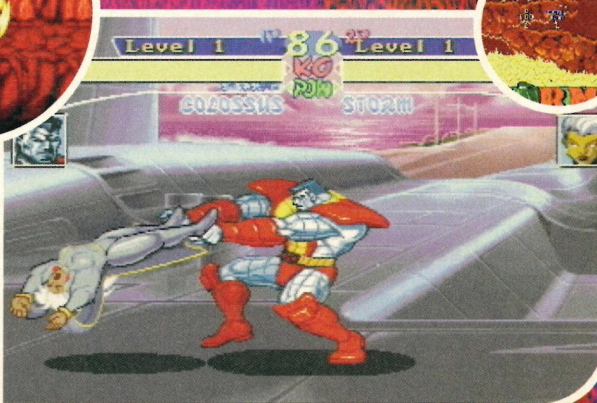


**Vectorman**

Part two of our complete, level by level guide to the Mega Drive shoot-'em-up.

**X-Men**

All the moves and 'special things' for the Saturn's best 2D beat-'em-up..



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Ballz	60
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Star Wars	60



# Q & A

We've got a new boy working on the mag. His name is Dave and he is a Frome survivor.



**Your answers questioned and your questions answered... maybe. Now will you step back so I can get on with it? YES? Thankyou.**

## Lion King

I've bought the *Lion King* for my nine year old son which he's had for

a month. But he is stuck. It's a level called 'Be Prepared (Jungle Caverns)' - where the bats, lava and geysers are. I've had a go but we don't know what to do. Can you please help me and my son?

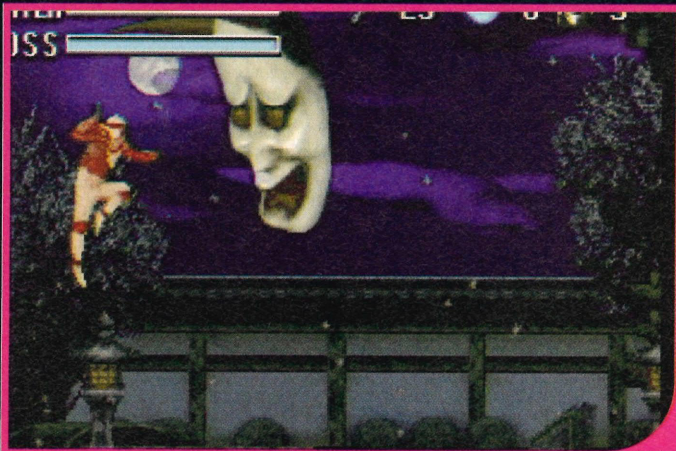
Thankyou,  
Mr. M.R. Trowman,  
New Typton

## Shinobi-X

**Saturn**

*Shinobi-X* was a great game (if you like poor conversions of tired series onto supposedly next-

generation consoles that is). Anyway, so you're playing it and you find it a bit tricky. You can



Attacked by one of those 'theatrical' china mooks crap people have on their walls. HOW VERY FRIGHTENING!

## Correction - Dig Tips book

For *Desert Strike* on page 16, the code IQQQLOM does not give five lives as printed, but three. For five lives, try TQQQLQM. For 10, BQQQAEZ. To skip to level 2, WQALOBO. Level 3: WLALBED. Level 4: BTTIKLK. Cheers to Martin Burnside in Scholes for this.

**Ever noticed the similarity between the spelling of 'Power' in Sega Power, and 'power' as in the title of Power Tips? Yes, they're the SAME! At times like this you must be glad you read this mag.**

## Sorted

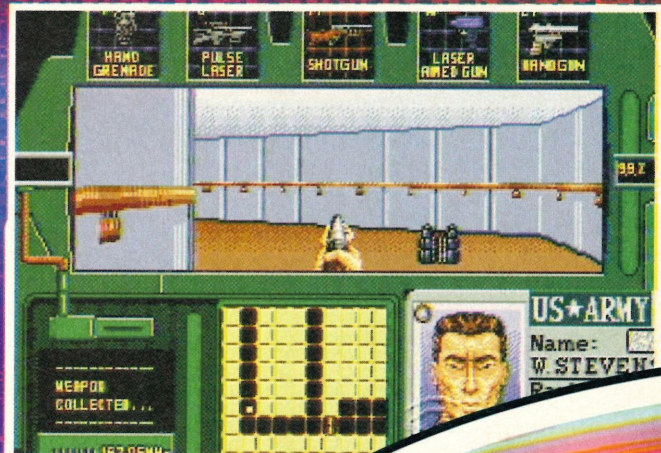
• Issue 73 •

## Zero Tolerance

**Mega Drive**

Remember that kid Kris Sum from Exeter, who wrote in a couple of issues ago about cheats for *Zero Tolerance* on the Mega Drive? Well he must be really crap at it if he's stuck on the sub-basements.

There's only one cheat for the game. Go to the Options screen. Turn the music off, then go to the sound test and put the number to 03. As soon as you start playing, move up to the sound option and turn it back on. The music should now play weirdly.



That'll be body armour on the floor. Not very good is it?

do one of two things: throw it away and try something else, or better, go to the options screen, hold the L and R buttons and press C, A and B. Hey presto, you now have the unrivalled joy and rapture of being able to chuck 999 (How many? - James) shurikens about the place.

For a level select, pause the game and press A, B, A, B, C. The number 1-1 will appear on the screen. Select the level, then un-pause to 'go' there. (Thanks to M. Al Buloshi for this last one. Definitely a tips star in the making.)

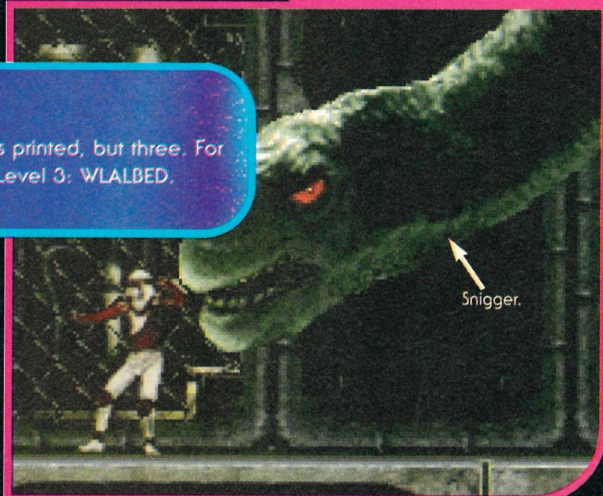
## Toshinden

**Saturn**

Well, it's out for the Saturn now - reviewed by us a couple of issues ago. To access these hidden characters, please do the following:

For Gaia: At the title screen

Back from the dark days of Saturn gaming comes *Shinobi*. Not really very impressive I remember thinking when it came out. How right I was.



Snigger.

# Cheats & Hints

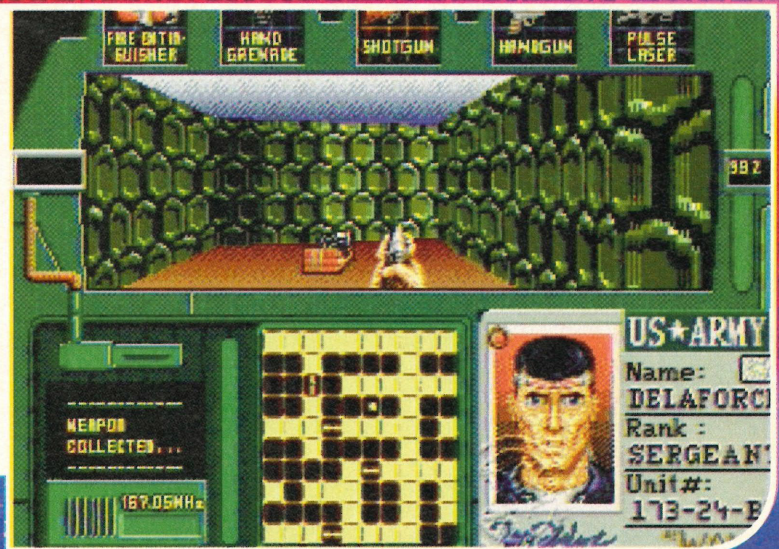


Also, here's a set of codes that should give you more than a fighting chance against the enemy.

Docking bay level 1:	ar6*CrPrk
Docking bay level 2:	oL8*CrPrk
Bridge level 1:	Wr6*CrPrk
Engineering level 1:	WL8*CrPrk
Engineering level 2:	ar6*CrOIV
Engineering level 3:	oL8*CrOIV
Engineering level 4:	Wr6*CrOIV
Greenhouse level 1:	WL8*CrOIV
Greenhouse level 2:	ar6*CrOik
Greenhouse level 3:	oL8*CrOik
Bridge level 2:	Wr6*CrOik
Reactor level 1 (boss):	WL8*CrOik
Reactor level 2 (Space Station):	GLq*uvMq2
High rise rooftop:	Th5CrGij
High rise floor 164:	TLU5CrGij
High rise floor 163:	ch5CrGij
High rise floor 162:	clU5CrGij
High rise floor 161:	Th5CrG7
High rise floor 160:	TLU5CrG7
High rise floor 159:	ch5CrG7
High rise floor 158:	clU5CrG7

High rise floor 157:	Th5CrGij
High rise floor 156:	TLU5CrGij
High rise floor 155:	ch5CrGij
High rise floor 154:	clU5CrGij
High rise floor 153:	Th5CrG7
High rise floor 152 (boss):	TLU5CrG7

The game that wanted to be Doom but ended up a bit more... That's the Zero Tolerance story.



High rise floor 151 (high rise):	OPJXv-BBQ
Sub basement 1:	Kro82qNEj
Sub basement 2:	KLp82qNEj
Sub basement 3:	Gro82qNEj
Sub basement 4:	GLp82qNEj
Sub basement 5:	Kro82qNE7
Sub basement 6:	KLp82qNE7
Sub basement 7:	Gro82qNE7
Sub basement 8:	GLp82qNE7
Sub basement 9:	Kro82qNj
Sub basement 10:	KLp82qNj
Sub basement 11:	Gro82qNj

Chris Robertson,  
Stanley

Virtua Fighter-style ranking mode. Do it now!

## Clockwork Knight 2

### Saturn

If you haven't got massively tired of this already, we have two cheats for you, courtesy of M. Al Buloshi.

For a level select, go to the start screen (with the horse) and put in the following d-pad codes: R, U, L, U, R, U, D, U, L, U, L, U.

For 999 lives, try: R, U, L, D, R, D, R, U, L, D, R, D. But don't blame us. Ever.

For anything.

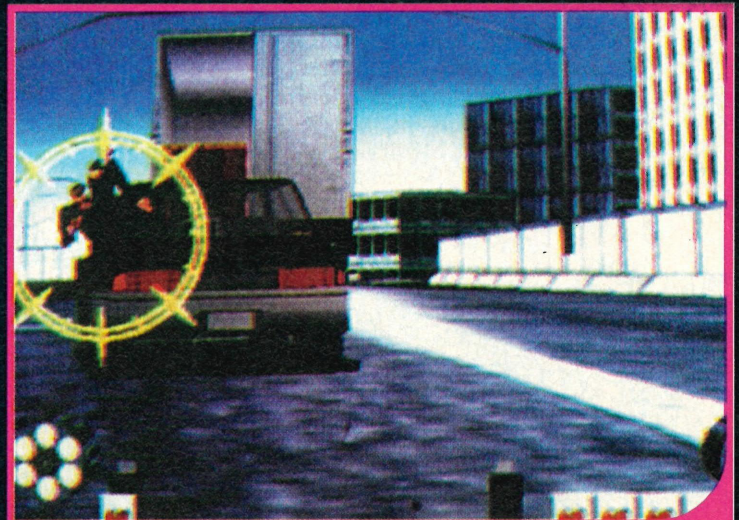
screen choose Kayin and hit any attack button. You should now be able to play as Sho.

## Virtua Cop

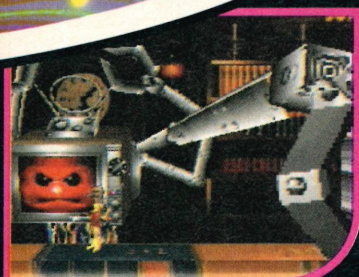
### Saturn

Play all the way through without being wiped out annnnndddd you get the chance to access loads of funky options screens and things.

There's a mirror mode, a wider selection of difficulty levels and various other options, including a



Yes, this is a shot of Virtua Cop 2 BUT THE PRINCIPLE'S THE SAME. Shoot the bad guys in a fit of extreme moral prejudice.



There's a man living in my telly. Or is it my head. One of the two.



Clockwork Knight, EASY, EASY, EASY, EASY, EASY, EASY, etc.

(when the words come sliding down from the sides onto the screen), do a fireball (Down, Diagonal Down-Forward, Forward) and a Dragon Punch. You will hear the pleasing word 'Fight!'

Now, at the character select screen, hold up on Ejji and hit any attack button. You should now be able to play as Gaia.

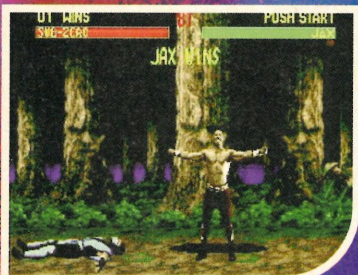
For Sho: When playing as Gaia, lose to your first opponent but don't continue. Make sure you have a second d-pad plugged in.

As with the Gaia code, go to the title screen. Do Forward, Down, Diagonal Down-Forward and Dragon Punch. After hearing 'Fight!', at the character select

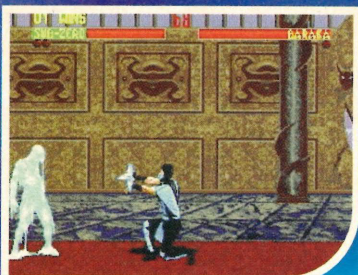
Don't forget you can get loads of excellent tips from FutureNet, Future Publishing's Internet site (recently voted amongst the top 5% World Wide Web sites on the Internet). Nip along to <http://www.futurenet.co.uk/> and find out why FutureNet is Europe's most popular Web site!

FutureNet





Mortal Kombat II – not particularly my cup of Lucozade...



...But you lot seem to go bundles on it.

• Issue 74 •

## Mortal Kombat 2

### Mega Drive

In issue 74, Craig Dulake asked for Kung Lao's fatalities. I met his mate Goro – he's not a nice bloke.

- 1) Stand two steps back from the 'dizzy' character and hold Block. Press Forward a few times and release Block. Now press Low Kick.
- 2) Hold Low Punch for three seconds and go a full screen away. Press Back, Forward and release Low Punch. Kung will chuck his hat at Mr. Dizzy. Press Up as it comes just into contact with him.
- 3) The 'Pir' Fatality is simple enough up close. Press Forward three times and then High Punch.
- 4) The 'Blood pools' fatality is done by holding both kicks and Low Punch. Next do an uppercut to get them in.

Now, please can anyone help me do Mileena's Sai Stab and Shang Tsung's Soul Stealer?

Gareth Trew, West Glamorgan

*Cheers for this Gareth. A T-Shirt's in the post. Probably.*

Mark Hamill (who played Luke in the three Star Wars films) now commands a band of Nicaraguan freedom fighters in their struggle against a completely different evil empire. Maybe.

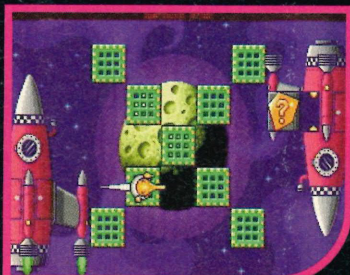


## Toy Story

### Mega Drive

Now available on import over here but not actually properly released until March this year, *Toy Story* is looking like it's going to be a title to watch out for.

In the meantime, if you do have a copy, here's the country's very first cheat! For a level select, enter A, B, R, A, C, A, D, A, B, R, A at the poster-like *Toy Story* screen.



What did you do before console games? Eh? What was it then?

Can anyone help here? There's a level select elsewhere on these pages which should keep you going in the meantime.

## Road Rash 3

### Mega Drive

I need some help with *Road Rash 3*. I always seem to come tenth. Michael Foster, Mill Hill

*Road Rash.* For just over \$31,000,000 on level three enter 010B0 01DB5 UQP06 37UN9 at the password screen. Thanks to me for that.



five or six seconds.

Now you won't use those cheats until you've had a good try at the game, now will you. Good.

## Psycho Pinball

### Mega Drive

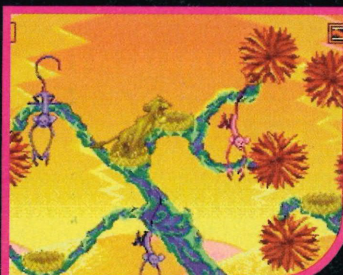
It's another tip from our mate M. Al Buloshi (*Is there no stopping the man?* – James). To get extra balls, pause the game and press Down, B, C, B, Right, Right.

## Lion King

### Mega Drive

Some people do seem to be having trouble with this 'Disney Classic' so we thought 'what the bliminy, let's wheel out a cheat for it.' And here we are

For a level select, press Right, A, A, B and Start. Then Left and Right to move through 'em.



More *Lion King*. In a tree this time, so that's good.

## Probotector

### Mega Drive

I am very peed off about a good hard game called *Probotector* so could you give me a tip or I'll burst with frustration (*Don't do that. The thought upsets me* – Dean.)

Anton O. Flanders, No address

*Cheers for the Christmas card Anton. Hope you had a good time yourself. No joy with the tips unfortunately. Can anyone else out there help?*

## Ballz

### Mega Drive

My, my what a naughty name for a computer game. Did the critics refrain from the obvious copy clichés – Ballz up, Knee in the Ballz etc. etc.? Well we did but don't ask *Sega Pro*

To advance the fighters, at the title screen enter the codes for either the red or green belt. Red: A, Down, Down, B, B, B, C,

If you don't use your brain for at least an hour every day it changes to brain cellite and leaks out of your face.



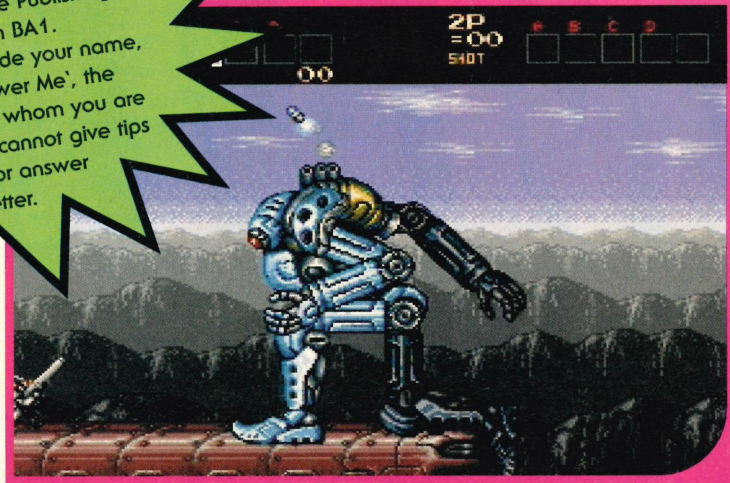


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out over the phone or answer  
questions by letter.



'A good hard game called *Probotector*' says Anton O Flanders. BUT HAS ANYONE GOT ANY CHEATS FOR IT?



I've got to go to a meeting now. Look, Mummy I'm an executive.

# Shaq Fu, Super/Thunder Blade

## Mega Drive

- 1) I have *Shaq Fu*. Are there any good cheats for it?
- 2) *Super Thunder Blade* is rubbish and we need some cheats or we'll take it outside and blow a few rounds off on it with my sub-machinegun.
- 3) I noticed that Nintendo mags have an index of the percentages of all the best games and I

thought that would be good-ish.  
4) Finally, which should I buy - an Atari 2600 or a Sega Saturn?  
Ashley Berry,  
Crosses Monaghan

- 1) No. Anyone else able to help?
- 2) Erm... anyone?
- 3) Expect to see some changes quite soonish.
- 4) A ZX-81.



It's snowing but not on the road. What strange meteorological conditions prevail in games.

Left, Right  
Green: A, A, Down, C,  
B, A, Up, Up, Down. Are you happy now?

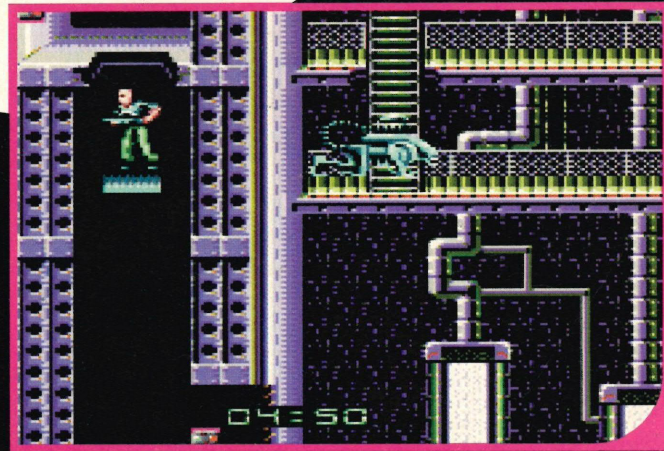
you'll have what you want.  
Thanks ONCE AGAIN to M. Al Buloshi.

# Star Wars Arcade

**32X**  
Never thought we'd hear from this little 32X title again. Never thought we'd hear from the 32X again, come to that.  
Anyway, for infinite time, press Down, B, B, Up, Right, Left on controller 1. When R2D2 screams,

# Alien 3

**Game Gear**  
Here's a handy little cheat and what's more, it's so easy even a no fingered chimp from Shropshire can manage it. (Oi - The Shropshire Chimp.). For lots more alien-exterminating ammo, enter your name as CHEAT.  
Easy really.



This is the last caption on this page and I haven't said 'arse' yet. Oh damn.



# Free Cart!!

From now on, we'll be giving away a free cart to the person who submits the best tip to this section. To send in a tip, please fill in the following form and send it to: Power Tips, Sega Power, Future Publishing, 30 Monmouth St., Bath, Avon BA1 2BW.

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Tip (Please continue on another sheet if necessary).  
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# MM96 Tracks

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Send your designs to:  
Micro Machines '96 Tracks Thing  
at the usual address. GOT THAT?

**Designed by: Mark Stockley**  
**Course Name: Mini Silverstone**

<b>Part 1:</b>	NJOJ	ATJM	<b>Part 4:</b>	OFKM	4VK6	<b>Part 7:</b>	GO2E	XO3X
	WFST	UPOF		MS3X	KESU		CVKW	IPC3
	KVKV	KVKV		MVKV	KVKV		UJC	EN2V
	KVKV	KVNE		MTG5	I4PK		KV2V	WSO7
<b>Part 2:</b>	KVKV	KVKV	<b>Part 5:</b>	KVLI	KVKW	<b>Part 8:</b>	3VKW	2VKV
	KVKV	KVKV		ITCR	MVMD		KVKN	MPAE
	KVKV	KVKV		JBLV	K4OH		GAGA	NABE
	KV2Z	TXPQ		DRLT	GRLS		EQJF	
<b>Part 3:</b>	QVKV	KVKV	<b>Part 6:</b>	GTIV	2EKH			
	2MRE	GTO5		C4I5	CKGR			
	3FKV	MM3G		EGCU	DVLB			
	INDI	EJNE		DE57	2EKY			



**Designed by: Nicola Clarke**  
**Course Name: Oh!**

<b>Part 1:</b>	PIAA	AAAA	<b>Part 4:</b>	I3MV	DCEI	<b>Part 7:</b>	GVQV	KVLG
	AAAA	AAAA		RIIV	LU1Z		NRKT	GXCU
	MVKW	MZRS		KVKX	KVKR		IODX	UIRC
	EISF	MUHD		CVO5	JSNA		GW3G	KQMU
<b>Part 2:</b>	ZCVK	VDKV	<b>Part 5:</b>	FBCV	MVIV	<b>Part 8:</b>	6VMZ	KXK5
	KUIV	I4KZ		KV3R	KVIV		LGMV	KHAA
	TGYV	OFKF		MZSR	WVYV		CQCA	FPBA
	LBK5	LNNG		CV2R	YVPR		EAIQ	
<b>Part 3:</b>	KVLG	LMKW	<b>Part 6:</b>	LXOV	LQOF			
	CVLV	K5MG		3FIIRHON				
	MUZW	KHCV		LDGU	KWKV			
	K5KV	K5N3		KVK5	KTM7			

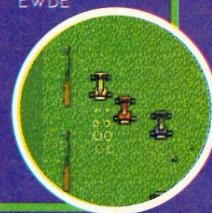


**Designed by: Richard Tallent**  
**Course Name: Zig and Zag**

<b>Part 1:</b>	2JHA	OA2B	<b>Part 4:</b>	KRKV	KYGN	<b>Part 7:</b>	DXCV	KWA5
	H222	2222		LFKV	IVCV		YM2C	ENKV
	HVK4	LRKV		KVKF	SVKV		KVKU	EI6I
	KVKV	KVPN		SRKF	SVM7		MXCV	KVNG
<b>Part 2:</b>	KTEI	RCEI	<b>Part 5:</b>	LOLF	KWAG	<b>Part 8:</b>	KWKW	CWKU
	RCIV	KVDO		UYLF	KWAG		KVKV	LYUF
	ZSEJ	CULZ		KMSG	NJQW		2QMA	MEA4
	KVKQ	RDLI		KVKU	IMMC		OAKX	
<b>Part 3:</b>	3DIV	KM2V	<b>Part 6:</b>	ZTNS	WDMU			
	KVKV	2VJT		KUMQ	ZTNC			
	KMYV	KVKV		CE2V	KVLA			
	GIRD	YUOX		ZDQN	GSNU			

**Designed by: Christopher Ballard**  
**Course Name: The Devil Jump**

<b>Part 1:</b>	UIFA	EFWJ	<b>Part 4:</b>	TKMZ	3GMZ	<b>Part 7:</b>	MZTE	IZTG
	MAKV	NQ22		TGNP	LGUZ		CZTG	MZTG
	M3LG	NRTL		QWMZ	TGM2		WQRC	ENTG
	3NLG	M3MZ		ZSEO	3HPE		MZTG	MZNO
<b>Part 2:</b>	JSOL	TGEI	<b>Part 5:</b>	MZTL	2ZTB	<b>Part 8:</b>	TGNX	OWMZ
	REWZ	RTMZ		M3OW	CZTG		TGMA	BMDA
	WGNP	NWIR		WMRC	HNTG		EQEA	EWDE
	TBMZ	TGNO		M5TG	MYOR		EQIE	
<b>Part 3:</b>	MZTG	MYLG	<b>Part 6:</b>	LGNW	3GMV			
	OZTG	MZTG		LGMZ	Q7MZ			
	MZQ3	MFTG		TGMZ	QGMZ			
	MZTG	MZOO		TBMZ	TGOO			



**Designed by: Nichola Clarke**  
**Course Name: Wow, It's Rainy**

<b>Part 1:</b>	PIAX	PXAJ	<b>Part 4:</b>	KVKC	3VKV	<b>Part 7:</b>	CVKR	KV33
	UTAS	BJO2		KTER	KWKV		CVMF	YRCV
	MU4C	IVLG		I4KX	CTHU		IJTO	ONKR
	MZTG	MUMR		KVOU	KUN2		KUSV	MVOE
<b>Part 2:</b>	ZVKR	CWMZ	<b>Part 5:</b>	IZUV	C2QV	<b>Part 8:</b>	OWO5	MVIJ
	TGNF	I5O5		OUZW	KFLJ		ZVNT	6YYB
	I4HK	VKUR		TBTR	KUZW		WAAA	NADA
	KRK5	SUPC		LEKW	KUOQ		EQLC	
<b>Part 3:</b>	ONTG	MZCF	<b>Part 6:</b>	LVPR	IWMU			
	CVLV	LVKV		ZVOX	YVKF			
	KVKY	O52Y		NYLT	AMKV			
	KZSV	LSO3		KRYU	KVPD			



Edit Map. C to Change B



Dean took this grab after playing Doom II on the Mac. Dean hails from Frome and lists his non-Sega hobbies as eating string and impersonating the Queen Mother.

Can't get your track to work? Try replacing S with 5, I for 1, O for 0 and so on. We'd love to take responsibility for wasting your time with tracks that don't work, but sadly there's no chance of that. These tracks were created by YOU and we'll laugh in the face of your lawsuits.



# X-Men

## Key:

**D** - Down  
**F** - Forward  
**P** - Punch  
**K** - Kick  
**FD** is the diagonal move Forward/Down  
**BD** is the diagonal move Back/Down  
**a** means press button a  
**b** means press button b  
**c** means press button c  
**y** means press button y  
...and so on

These moves assume you have autoblock deactivated.

## Power TIPS

We could crack gags like 'the joy of X' or 'X-rated' or 'X-travaganza' but we're not as sad and unimaginative as Mean Machines. We could produce a full players' guide for X-Men: Children of the Atom. Er, so we have.

### Colossus



#### X-Moves:

Giant swing: D, FD, F, P  
 Power tackle: D, FD, F, K  
 Body Press: D+P

#### X-Abilities:

Super armour: D, BD, B, abc



Real name Peter Rasputin, he has the uncanny ability to transform his skin into hard steel. Maybe he needs to try a new moisturiser.

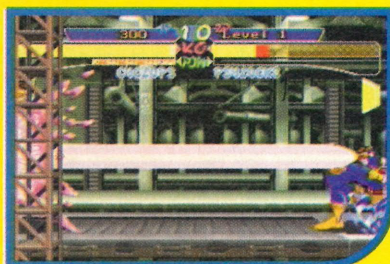
#### Hyper-X:

Super dive: D, FD, F, abc

### Cyclops



Real name Scott Summers, he can shoot laser beams out of his eyeballs. This makes him a real hit with the ladies when he's out on the pull.



#### X-Moves:

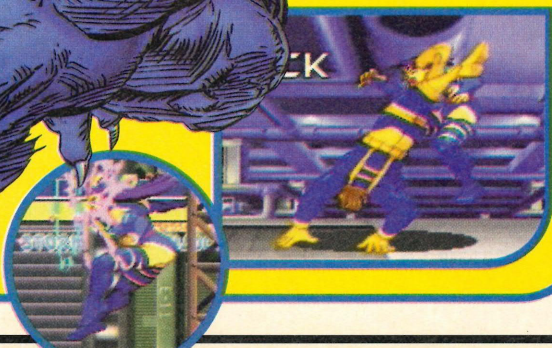
Optic blast: D, FD, F, P  
 Gene splice: F, D, FD, P

#### X-Abilities:

Leg throw: BD, D, FD, y or z

#### Hyper-X:

Mega optic blast: D, FD, F, abc  
 Control beam: D, BD, B, P



### Iceman



#### X-Moves:

Ice beam: D, FD, F, P  
 Ice avalanche: P+K

#### X-Abilities:

Ice fist: D, BD, B, abc

#### Hyper-X:

Arctic attack: D, FD, F, abc

Real name Bobby Drake, Ice is dead useful to have around when the air conditioning breaks down.





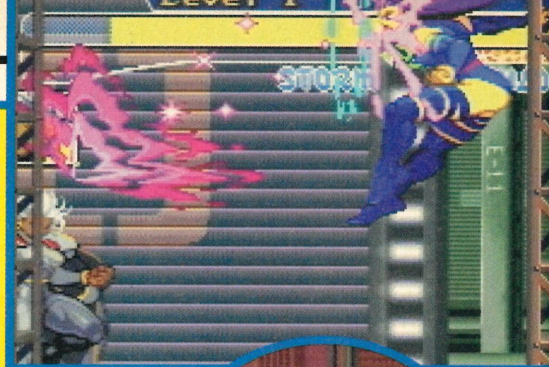
## Gouki



Character – but how do you get him? Hmm, tricky. On the player side, move to Spiral and wait for three seconds. Then, move to Silver Samurai, Psylocke, Colossus, Iceman, Cyclops, Wolverine, Omega Red, Silver Samurai. Wait for three seconds then hold x+c+z.

On the second player side, move to Storm and wait three seconds. Without stopping, move to Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral. Wait for three seconds then hold x+c+z.

If you've got it right, the character you seem to select will not appear. Your side will stay empty until you choose which type of block you wish to use. Gouki will then appear.



## Omega Red



Real name Arkady Russovich, he's a genetically engineered Russian super-soldier which means he's particularly good at sitting around in the cold whingeing about the good old days.

### X-Moves:

Carbonadium coil: D, FD, F, P or K  
Flip and Smash: Any direction + P  
Omega Strike: D, FD, F, K  
Chouhatsu: y, a, D, x, b

### X-Abilities:

Death factor (after coil): P  
Energy drain (after coil): K

### Hyper-X:

Omega destroyer: D, FD, P, abc



## Psylocke



Real name Elizabeth Braddock, Psylocke has the power to mess with your brain. She's psychic, you see. Just don't ask her when you're going to meet that tall, dark stranger.

### X-Moves:

PsiFlash: D, FD, F, P  
Psiblade spin: D, FD, F, K  
Chouhatsu: Press start

### X-Abilities:

Ninjitsu: D, BD, B, P or K

### Hyper-X:

Psithrust: D, FD, F, abc



## Spiral



Created by Mojo in a fit of vengeance against those who named him after a small liquorice sweet, Spiral is a bit of a swordsmeister.

### X-Moves:

Dancing swords: F, FD, D, BD, B, abc  
Sword toss (need halo): D, FD, F, P  
Six-hand grapple: D, U, P

### X-Abilities:

Sword explosion (need halo): D, FD, F, K  
Switch dance: D, BD, B, a  
Teleport dance: D, BD, B, b  
Power dance: D, BD, B, x  
Speed dance: D, BD, B, y  
Dimensional force: D, BD, B, z

### Hyper-X:

Metamorphosis: D, FD, F, abc



## Storm



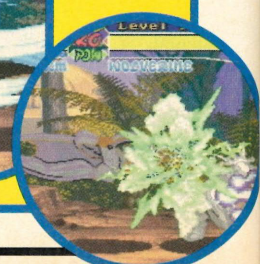
Real name Ororo Monroe, Storm has the ability to control the Earth's weather to a limited extent. Ideal company for summer weddings and trips to the coast.

### X-Moves:

Typhoon: D, FD, F, P  
Lightning attack: P + K  
Flying: D, BD, B, abc  
Kazekoshi: D, BD, B, xyz

### Hyper-X:

Lightning storm: D, FD, F, abc  
Hail storm: D, FD, F, press Start





### X-Moves:

Gouhadouken: D, FD, F, P  
Shakunetsu gouhadouken: B, BD, D, FD, F, P  
Zankuuhadouken: D, FD, F, P  
Goushoryuken: F, D, FD, P  
Tatsumaki zankuukyaku: D, BD, B, K  
Diving kick: D, FD, F, K

### X-Abilities:

Ultimate throw: D, BD, B, P  
Ashurasenkuu: F, D, FD, a+b+c or x+y+z or: B, D, BD, a+b+c or x+y+z

### Hyper-X:

Goushinkuu hadouken: (D, FD, F) twice, P  
Goushoryreppa: (F, D, FD) twice, P

## Juggernaut

Real name Cain Markon, he's the half-brother of Professor X.

**X-Moves:** Earthquake, Power punch

**X-Abilities:** Red glow; Girder bash



**Hyper-X:**  
Red shoulder

## Magneto

Real name is Erik Magnus Lehnsherr (Who thinks of these names? – James.). He's tough. Very.

**X-Moves:** Magnet pulse, Flying, Plasma burst, Blackout, EM Pulse

### X-Abilities:

Magnetic tempest, Hyper grab, Magnetic bubble

**Hyper-X:**  
Shockwave



## The Bosses

It's not possible to play as any of the bosses. However, there's a list of their moves in this box so you can be prepared.

## Sentinel



### X-Moves:

Rocket punch: D, FD, F, P  
Sentinel force: D, FD, F, P  
Body press: D+P

No real name! A sentinel is an anti-X-Men battle robot and is therefore not something to tangle with lightly. Playfully is fine.

### X-Abilities:

Flying: D, BD, B, abc

### Hyper-X:

Plasma storm: D, FD, F, abc

## Silver Samurai



### X-Moves:

Shuriken: D, FD, F, P  
Hyakuretsutoh: F, D, FD, P

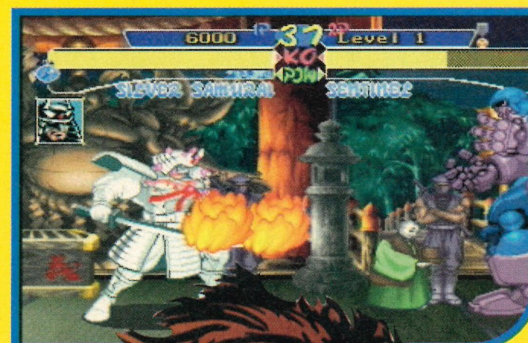
### X-Abilities:

Blink: D, FD, F, K  
Tohgi: D, BD, B, P  
Bushin: D, BD, B, xyz

### Hyper-X:

Raimeiken: D, FD, F, abc  
Triple shuriken: D, BD, B, abc

Called Harada, he prefers the name Silver Samurai because he's silver and a samurai. He has black hair. (What? – Dean.)



## Wolverine

Real name Logan, Wolverine is from Canada. Despite this, he's worth taking seriously as he has those nasty big claws.



### X-Moves:

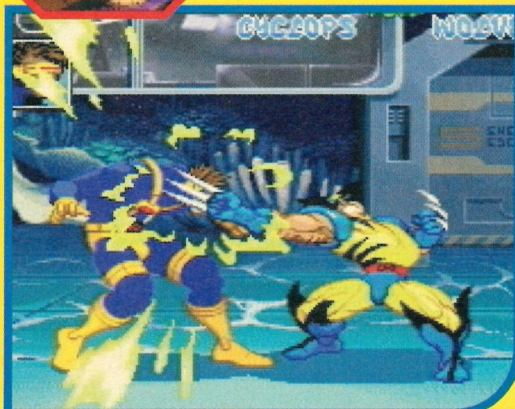
Tornado claw: F, D, FD, P  
Drill claw: P + K  
Chouhatsu: a, y, y, c, b

### X-Abilities:

Absurder charge: D, BD, B, abc  
Healing factor: D, BD, B, xyz

### Hyper-X:

Absurder barrage: D, FD, P, abc





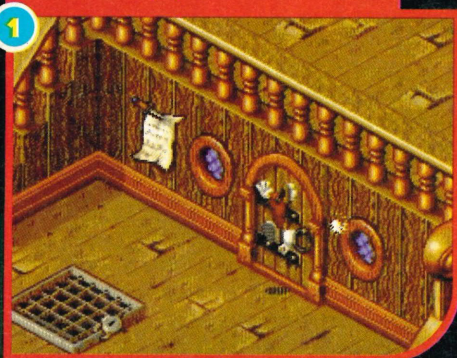


# COOLSPOT

## Level One

Extra stuff can be gleaned by shooting these portals. If you shoot them all you'll get an extra life, a spot and a couple of gems.

1  
Them's the portals. Shoot them for good stuff untold. Shoot the paper on the other side, too.

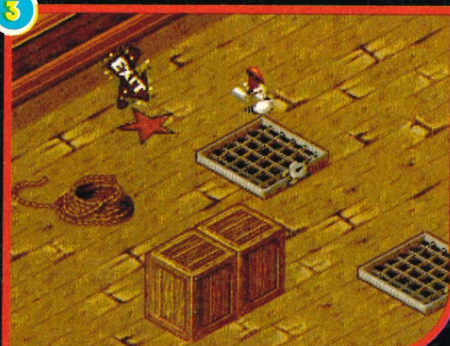


2



This is a crab of the large variety. Like I mentioned, loads of things hide other things.

3



This, as you've probably already guessed is an exit. Each level has one and. They. Are. Good.

## Level Two

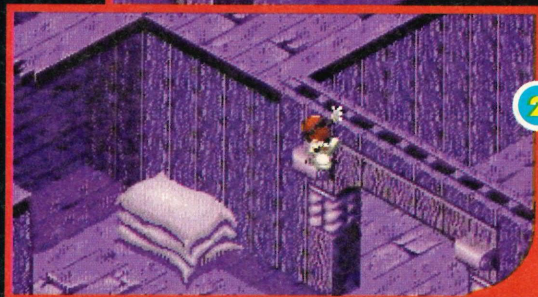
Shoot the enemies to find extra spots. Anything that moves usually has something hidden up their jacksy.

1

Just shoot through the wall here to pick up the elusive extra spot.



2



You'll find it's easier to get about if you remember these are here to leap upon.

3

Walk straight from here to find a secret room with lots of hidden stuff.



## Level Three

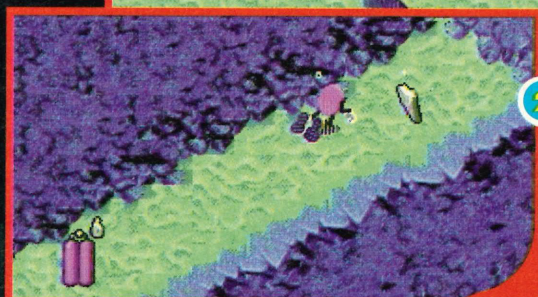
Underwater, finding the final elusive spots isn't easy. You only need 40% to finish the level, and that's very easy.

1

You start off at the exit and must make yer way back when you've done yer thing.



2



You'll find this extra life at the top left of the level... GET IT NOW! (Please.)

3



Breathing is easy, it's living that's tough. Get bubbles for extra air.



## Octopus Monster

Simplicity itself, easier than walking in a straight line in fact. Just stand in front of the monster and when you hear the sound of a bomb about to land, walk away, then go back towards it and continue firing.



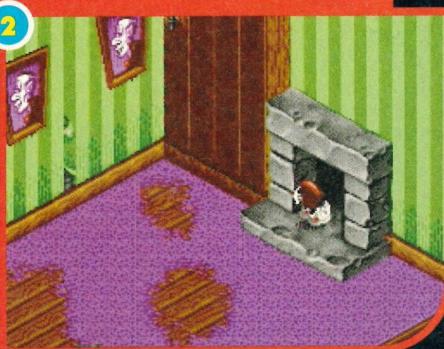
### Level Four

This level contains plenty of puzzles which must be completed before you can even dream of collecting all the red spots. This is best achieved by repeatedly banging your head against a radiator. Stop when your parents cry.



Move the jardiniere thing over the worn carpet bits to open the hidden door above.

If you haven't already found it, there's a secret room tucked away inside this fireplace...

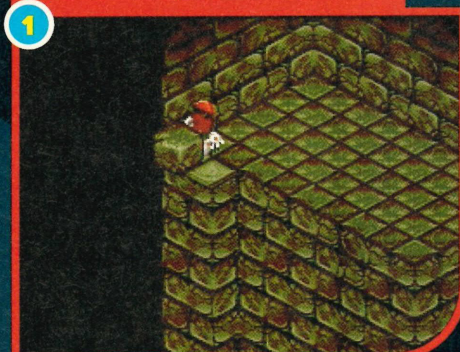


...And you can get into these secret rooms by dropping the plantpot onto the sensor.

### Level Five

Puzzles are again the dish of the day, with monsters and water making guest appearances on the desert menu. Some of them are explained here, but they're all fairly obvious and even YOU should be able to do them.

Knock this stone down to block the sensor below and allow you access to the rooms.



The key to finding the hidden platforms is to look into the water.



When you're on the raft, explore the whole area, there's plenty stored away.

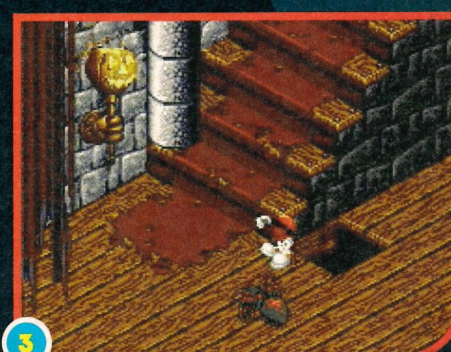
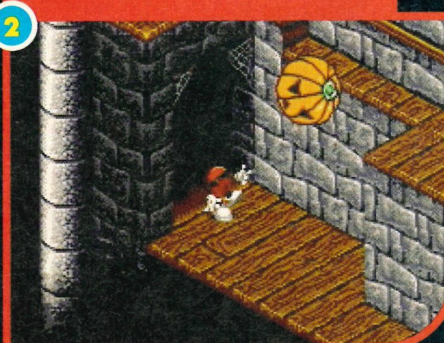
### Level Six

Death is all too frequent here as there's plenty of horrendous drops and unseen horrors. Tread carefully young person and when you're on the dissolving platforms, run like buggery.



The sensor at the top left of the picture turns off the fire and allows to access to treats.

Getting past the bouncing pumpkins can prove a problem. Not so if yer careful and take time.



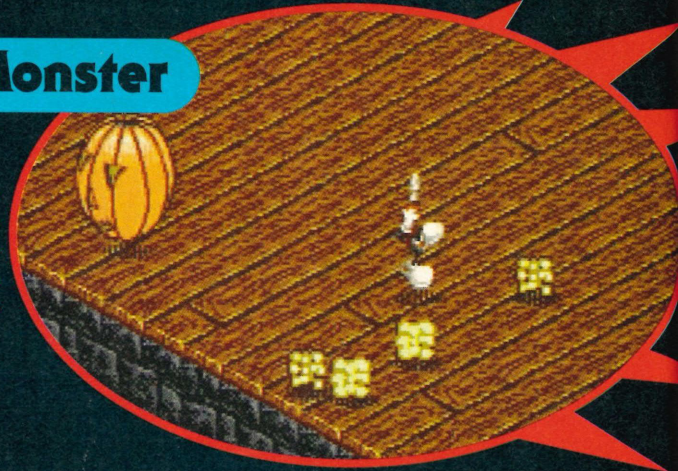
The level's full of trapdoors that cause instant death. Keep an eye out for them.





## Pumpkin Monster

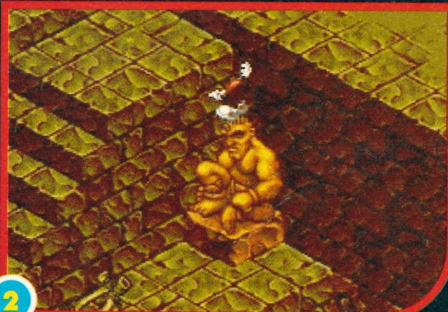
The pumpkin boss is a little harder, but not much. The secret is to keep on the move, using the run button constantly. After it's thrown its seeds at you, fire as much as possible.



## Level Seven

More hairy drops, nasty chimps, monkey men and spikes up the nethers. It's an affectionate nod towards Indiana Jones, and there's everything from those films. Except the Nazis of course, that'd be bad taste. No women either.

The spikes have an irritating habit of popping up as you stand on them. Don't get caught.



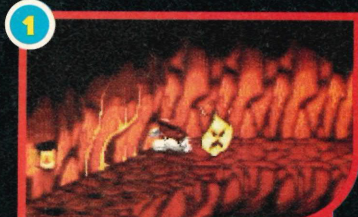
Jumping on the statues can sometimes be the only way to reach the higher levels.



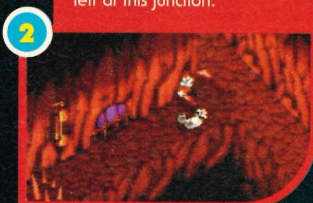
Monkeys... who needs them? Make you laugh though, in a crap kind of way.

## Level Eight

There's some horrendous jumps to do on this level, and it's difficult to work out where to land.



The worst thing in this level are the flames that chase you at great speed.



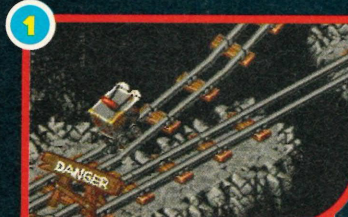
If you want the easy out, go left at this junction.



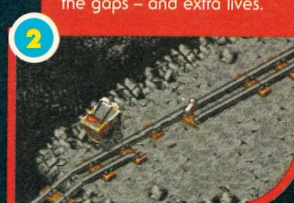
There's an extra bit in the gap here.

## Level Nine

A cu-raaaazy cart ride. Jump at relevant points, pick up the extra lives and everything should be OK.



Danger signs are there for a reason and it's a very good one.



Always keep an eye out for the gaps - and extra lives.

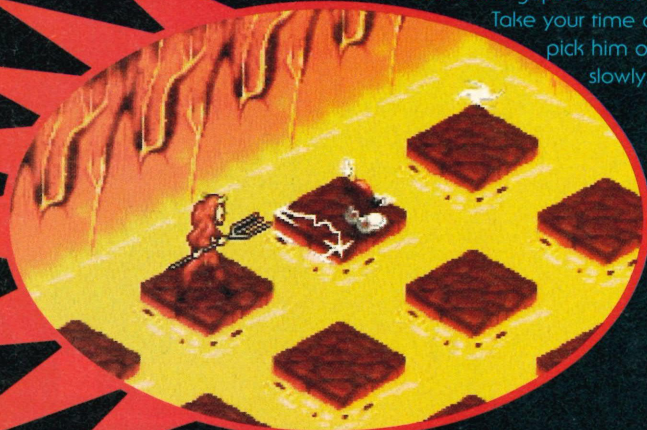


Arrows are good. Bows are not.

## Devil Monster

Tricky, hmmm? The problem is that not only is he firing at you but you've got to jump across the gaps as well.

Take your time and pick him off slowly.



## Level Ten

The main problem here is the Terminator thing that follows you. But you're a big person now and I know you'll cope.



Take care on these walkways. Falling off usually means instant death.



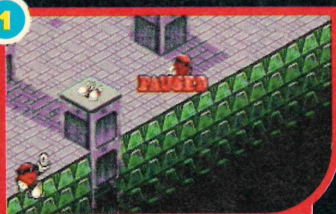
This is near the end of the level and jump full pelt here to get an extra spot.



## Level Eleven

The most boring level of the game; don't know why, I just hated playing it.

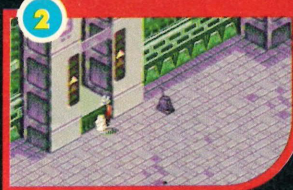
1



Ignore the paused symbol and get the boots to leap much higher.

Use the lifts wisely, young Jedi... success is upon you.

2



3



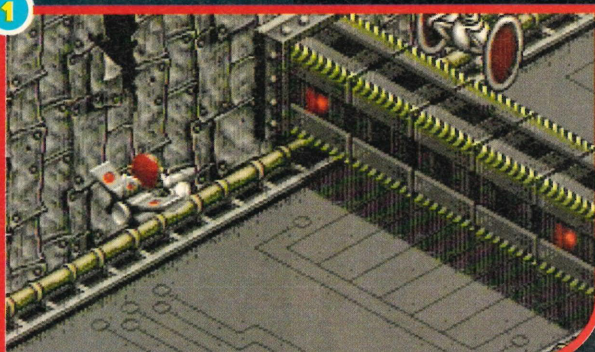
Here Allen, here, EXCITEMENT!

## Level Twelve

It's like the end of Star Wars when Darth Vader says about Luke 'The Force is strong in this one.' I think.

1

Don't shoot the alien ship, as it'll show you the best route through.

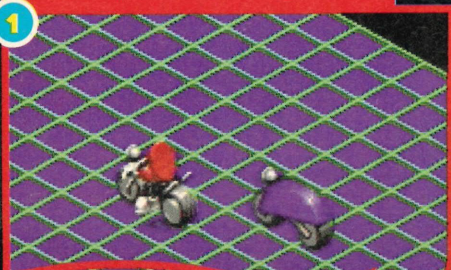


## Level Thirteen

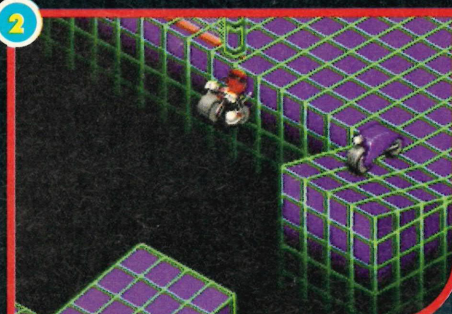
Ah, now the secret to this is to realise that you can't actually stop the bike moving. After that, you'll get on a lot better. Tips ahoy!

These infernal things are a pain in the arse and stick to you like body sewerage.

1



2



To get across these jumps, you must always take them at full pelt.



3

If you're quick you can get the spot hidden here, turn around and still avoid the bomb.

## Spider Monster

This throws out a web thing that's easy to avoid, it's the bomb that follows you around the grid that's harder. From time to time bits of the grid drop away. This is meant to complicate things, but laugh at the programmers and avoid the tricky bits. Hit the main body of the spider to kill it.

**Passwords** During the course of ripping this thing I managed to glean these few meagre passwords. They're all for later stages in the game and should help you NO END.

EYQFOYYJ  
PB5U6UN1  
B5HSQMLT  
HU7UWVL5

3D11NASW  
DQP65GLL  
LFN64EM7  
DQPJAGZ

## Level Fourteen

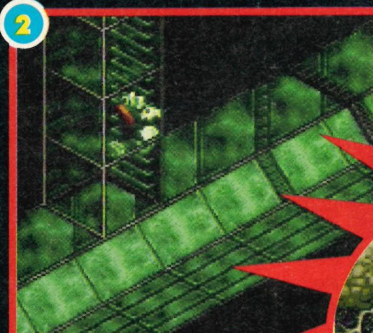
Full of Aliens, Face-Hugging things and spooky corridors. It's the very latest level and, well, read the bleedin' captions...

1



Don't know what's going on here. Dark and atmospheric, though.

2



Jumping back onto the rails is tricky, but possible.

3



The final exit - just drop down it.

## Alien Mother Monster

You can easily be fooled into thinking this is a tricky monster but it isn't. Just stand in this position, jump up and down firing wildly. Me thinks it's a bit of a problem in the playtesting, but you should manage to kill the boss without getting hit more than a couple of times.





# Vector

## Part TWO

### Day 11 – Staying alive

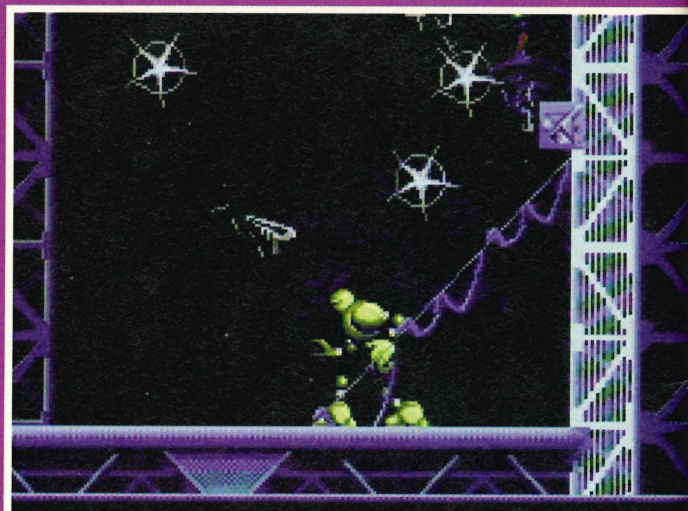
The idea here is to destroy the whisk type thing in the centre of the screen.

However, you're up against a time limit and the spinning batons. You can knock these annoying varmints out of the way by repeatedly pressing button C.



This level has numerous hazards and these are just one of them. Mechanical two-legged mutations await on every section. They only require a few shots to kill them, but often you'll drop right into their path where they'll blast, hassle and stamp on you.

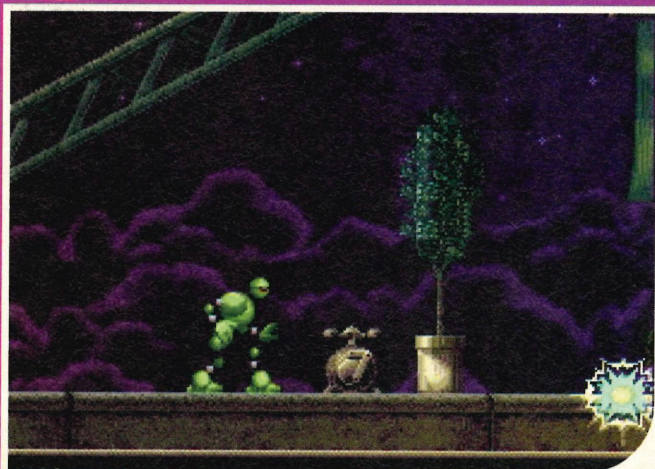
### Day 12 – Day & night



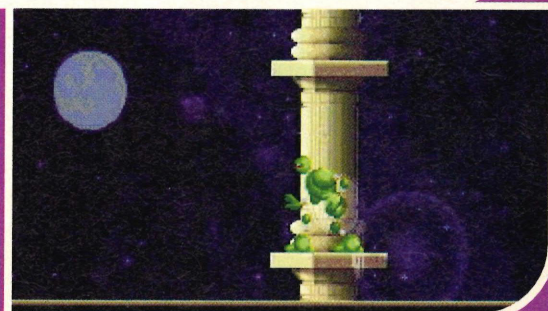
### Day 13 – Dark ruins

The rock columns are exclusive to this level.

Wherever you see one, climb to the top. Either there will be a TV waiting or some way of climbing higher or exploring new fields. You can also stand on the flag poles, and where awkward jumps come into play, use your hover boots.



This is a familiar enemy in that it appears on a couple of levels in the game. Destroy it as it signals back to the metal bandits that you're in the area. Proceed to the right to collect more items and points and then go back left to where you entered the section.





# man

## Power TIPS

*It's the second part of our fantastic guide to the Mega Drive's hardest game for ages. We've toiled long and hard, so you'd better blooming well appreciate it. If you don't we'll be straight round to your house to shoot your pets. You have been warned.*



Whilst you're in the procedure of knocking away the batons, you'll need to spot the gaps that appear around the blue box in the centre. When it opens in the middle, you'll have a clear shot at the whisk. But it will fire a bolt of lightning which you must avoid.



After repeated fire on both sides of the box, it will eventually explode, enabling you to proceed to the next level. No energy points are available on this level, so if you have only one or two left you could be in for a few problems.

### Day 14 – Underground vault

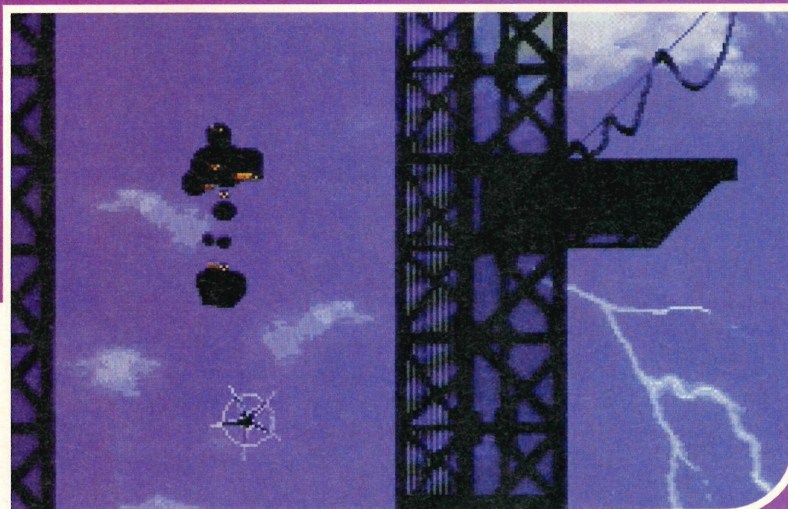


Birds remain the bane of Vectorman's life (although they are a useful means of getting energy points). They always seem to arrive just when you thought it was safe to go forward and hurt (obviously). The best tactic is to stand still and shoot for all you're worth. If you rush through you'll pay the highest price.



At the start of the level, you'll need to drop down to the left after falling from the first platform. Once there, you'll find a TV set, points and thousands upon thousands of pesky birds. By collecting the TV you'll be able to fly which should help in your bird-scaring activities

A useful icon assuming one thing – you know how to find it. If you don't you'll just repeatedly bang your head as you drift aimlessly around the screen. Plan your route in advance once you've located the whereabouts of the aforementioned splodgy thing.



This level poses many problems, although in essence it's very similar to one of the previous levels. Loads of TV's are to be found but access to them is by locating all the hidden areas, secret platforms and by darn well exploring everywhere. You'll have to persevere to get everything out of this one.

Locating many of the TV's in Vectorman is a case of trial and error. This one comes towards the end of section. You need to stay on the ground level to reach, then blow up the wall when you've morphed into a bomb.



This can only be accessed by drilling open the fragile platform. The TV containing the drill icon is above and to the right. When you've got it, smash through and drop below. It gives access to a wealth of extras and as the frustration builds, you need all the help you can get.



### Day 15 – Worldlink centre

Crocodile clips will pursue you throughout the level and, if you don't shoot them quickly enough, they'll take energy from you. Some of them even have the audacity to throw you high into the air. This can be beneficial as it may lead to treasure.

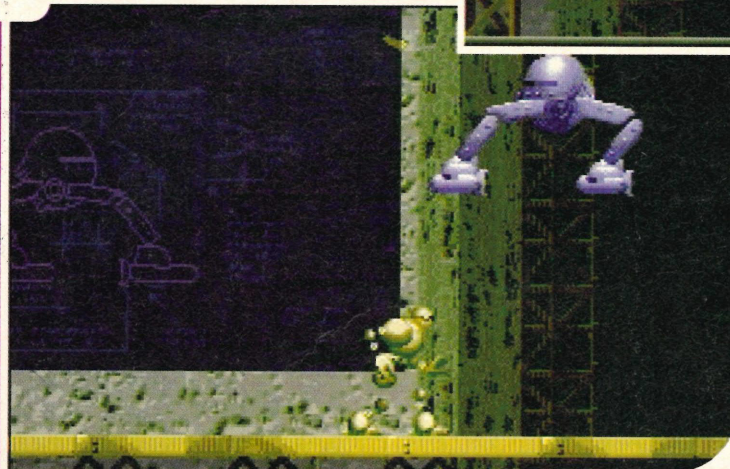






The barrels are deceptive. You may be thinking that they'll explode in your face, causing first degree burns but they don't. They don't even provide cover from the continuous bird and bomb attack, so they're really only there for decoration.

These too cause many problems. Although they appear harmless, they're carrying a tonne of Semtex in their backpacks. Crouch to shoot them but do this from a distance as even when you destroy them they still have a spurt of fire which if it hits you will cost you an energy point.



After getting your extra lives, drop down to the bottom where you'll see this blue board. Unfortunately, you've now stumbled upon the terrible three who will seriously impede your progress. The most important thing here is to avoid his legs which he'll wave at you in attack. Follow him around the screen shooting as much as you possibly can, but remember to duck when he returns the compliment. Defeat him and you're on your way to the next level.



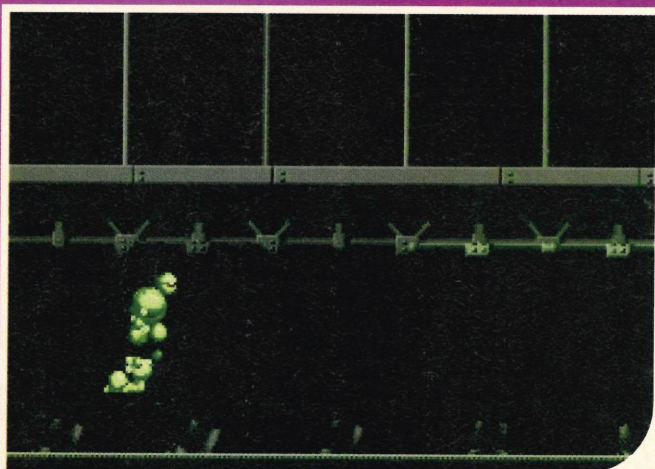
Similar to the deformed Orbot from level five, this mutated metal canine is about as hard to kill as Van Damme in a dress. Simply shoot the offending creature in the head as quickly as possible to proceed to the end of this rather easy level.

This may not seem like trouble but when you've got six at every jump it is. As you jump up the platforms, shoot upwards. When they're on the opposing side jump and shoot to the left or right, then you'll be safe.



## Day 16 – Twist & shout

The last and final level which I can assure you is totally frustrating. You'll be sucked up into a whirlwind in order to meet the final boss. On the way up, park benches and TV's will aim straight for you. If you're hit you'll lose valuable energy. Use your fire to shoot them well out of harms way. Good luck!



As with the sixth level, moving platforms make progress hard. The tracks will take you one way, when half the time you want to go in the opposing direction. Jumping onto the up and down moving wooden bars will take you where you need to go.

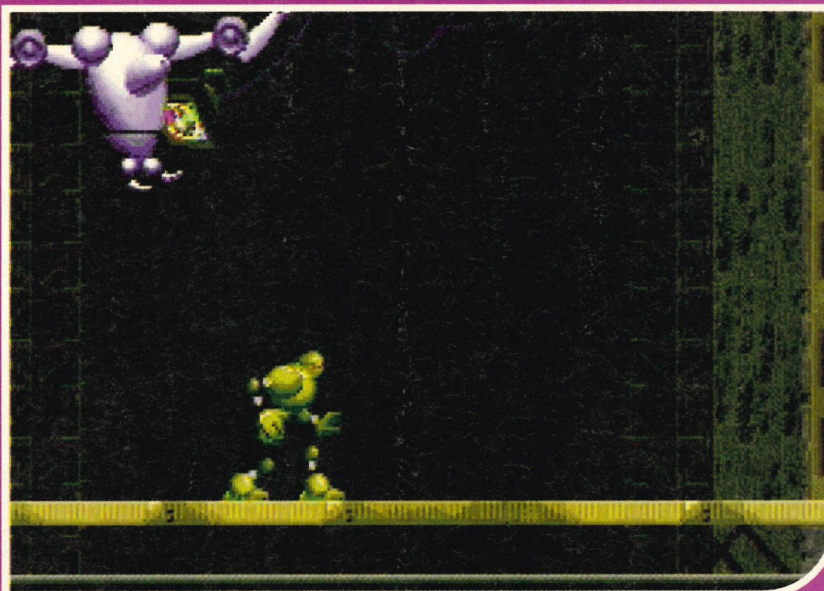
The cameras scattered around the level will obstruct your route. The TV sets above can not be landed on, so your only way forward is to jump over the camera and go to the right. Be prepared for some action.





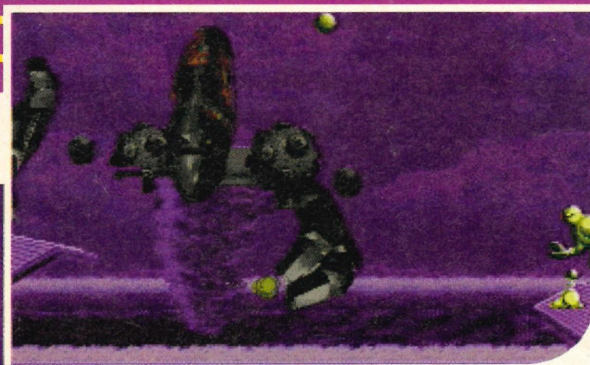
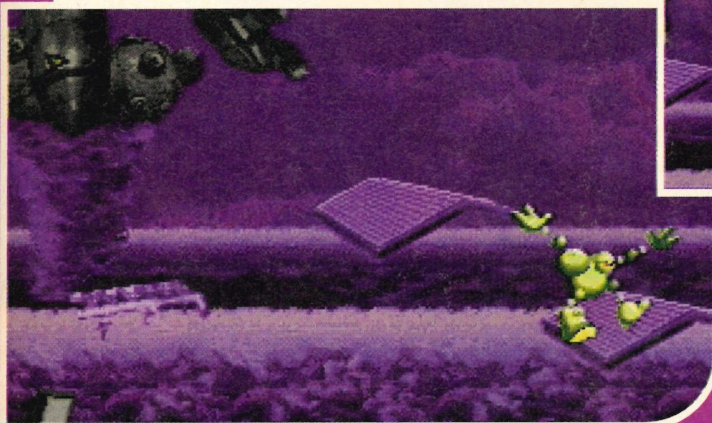


The metal piranha is your next challenge and is slightly more difficult than the last. When he charges at you, run away. When he slows down, crouch and shoot like mad. Leave enough space to jump over him when he charges at you. If not he'll trap you in a corner costing valuable energy.



And by Jove you're going to need that energy. This metal monkey will spin from the bar above. Angle your weapon as he's swinging. Immediately he drops, keep a distance and fire and take care to avoid the flame pellets he'll discharge. There is a TV set containing an energy point, but only claim it if it's absolutely necessary. It won't reappear if you die.

After avoiding all previous trouble with your energy intact, you'll need to jump onto these rooftops. They drift from left to right and can take you into the path of the big boss.



This is the one you need to kill to complete the game, and by jimminy he's well hard. Using the roof-tops, skip from left to right and vice versa, shooting at his head. Avoid his huge arms and when he fires flame pellets, either duck or jump and use your hover boots. It's very difficult not to lose a couple of energy points. They will appear from the monster, but being too greedy by jumping in at the wrong time will cost you your life. The only way to finish him off is to deploy patient tactics. Watch his pattern and then go for it.

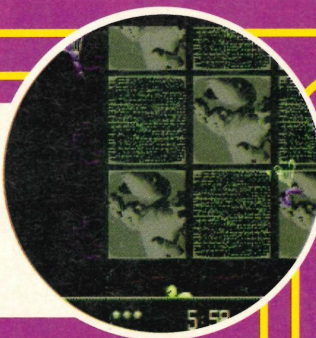
You've just completed one great game. Now play it again, without looking at the screen. Money goes to the person who can prove they got the furthest.

**Congratulations**

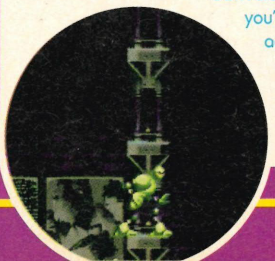


Again where it seems that there is nowhere to go, jump and use your hover boots. A TV is located to the left, so it's a process of jumping and firing until you find something vaguely useful.

This level is more like an excursion through a TV studio than a level of the future. You cannot jump onto the TV's, and they do nothing more than look good. However, they often point the way to areas you thought otherwise inaccessible.



The wooden bars will take you everywhere you need to go. Don't stay on them too long, as you'll be smashing your head against the roof. This doesn't lose you any energy but it does cost you seconds and time is certainly of the essence.



## Cheats!

To make the game a little easier we've supplied a few cheats. But as Vectorman rightly says, try to finish without cheating - it's much more satisfying.

- 1 To turn Vectorman into an arrow and go anywhere in the stage killing enemies on the way: Press Pause then C, A, left, left, A, C, A and B.
- 2 Slow down when hit: Press Pause then press D-pad right, then A, C, UP, left and A.
- 3 Change the life meter into X and Y coordinates: Press Pause then B, A, left and down.



## The "I'll get you for that" tactics

### Mines 1



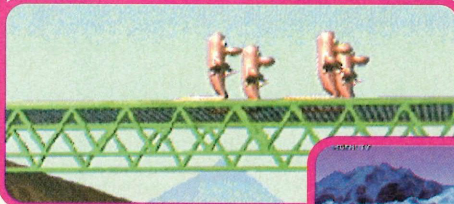
Oh these are fun. Your opponent may think he's safe if a shot goes slightly wayward but watch his face drop as a mine drops off a cliff, explodes next to him and blows him sideways. Of course if there's another mine in the way then he'll get hurt twice as much.

The runaway worm went over the bridge and he died. On any level that contains a bridge the first thing to do is get all of your worms off of it. Then blow a hole in it with a grenade. Now the nasty bit, explode a grenade or missile (or anything that goes bang) behind a single worm, or a group of them if you're lucky and watch as they all slide straight over the edge. Bye bye.

### 2



### 2



### 3



## The Edge of the Screen

### 1

But you didn't know that the edge of the screen can be your best mate. Well it can. If any worm is standing within a couple of inches of the edge when it's your go, then consider it history. Hit it with any projectile and it will fly off the screen, dying instantly. If you want to gloat a little then walk up to him and punch him off – it's even more fun.



### Bridges 1



*These tactics will certainly win you rounds, but how many friends will you lose?*

# WORMS



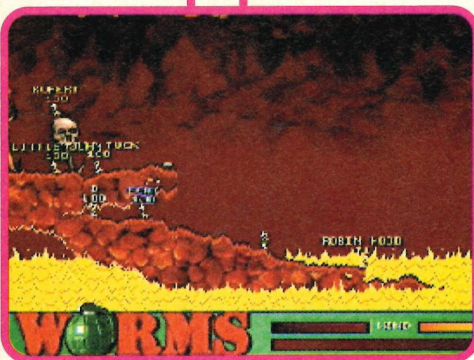
### The Ice Level



Try to get most of your team backed up against solid objects. When you unleash your attacks you will notice that any worm that is hit will slide quite a way. If he's near a cliff, he's dead. If he's near the edge of the screen, he's dead. If he's near a mine, he's dead. Naughty but nice huh?



2



Of course, the mother of all nasty tactics. If there are a number of enemy worms close together, or a sole survivor low on energy, just call in one of these suckers and watch everyone get thoroughly roasted and toasted.

2



Airstrike 1



1 Deadly when dead



If you have a worm on his last legs (so to speak) get him near an enemy worm. Then when another player hits him there is a good chance he'll take someone else out with him when he snuffs it.



# WORMS

## Blot on the Landscape

This is another good level with plenty of places to hide. Watch the trees and the huts as they to have mines in them. These will tumble onto some poor unsuspecting worm on receipt of a well-placed bazooka shot.



Ride the Wind 1

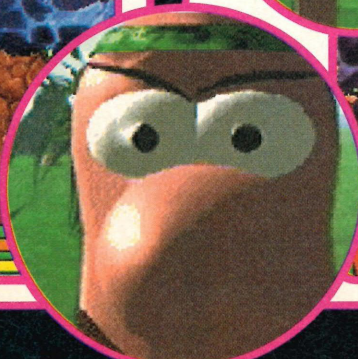


The lowly bazooka may seem a bit under-strength to you at first but just watch the wind strength and use it make your shots bend around corners. Master the wind and no worms are safe regardless of where they might be hiding.

2



The Forest/Jungle Level





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

### Green Onions

Thankyou, thankyou, thankyou for the best ever *Sega Power* magazine. I am of course talking about issue 74 (January). The MASSIVE eight page *Mortal Kombat* 3 pull-out was spectacular, really FAB. (Perhaps you should lie down for a moment, sir - Dean.) Thanks to you, I can proclaim my happiness and kick my brother's backside at MK3.

*Sega Power* magazine is the best. I would recommend it to any Sega gamesplayer. I'm over the moon and head over heels about it. Keep up the brilliant work. Your magazine is the only magazine I would buy.  
Andi Bunn,  
Clwyd.

The ONLY magazine? How do you find out what's on the TV? What if you want a new record? I mean, I know we're ace and all, but as good as we are, relying on us for cooking tips or advice on how to clean your fishtrank might be a bad idea.

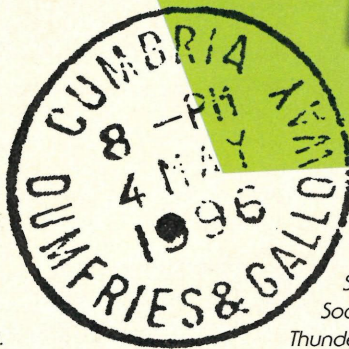
Enjoy kicking your bother's butt. Just remember you'll need that extra 'bit' to the MK3 guide we printed in issue 75. (Sorry about that again. Really.)

### Red Peppers

I know you like short letters which get to the point. So please can you send me a copy of

## Scary writing

Eh what? We can't have language like this in the magazine! KILL THE HERETIC! KILL HIM NOW! (Seems a little harsh - James.) We won't print his name because we don't want to encourage him. That's just the way it's going to be around here from now on.



Sensible  
Soccer,

Thunderhawk

or *Batman Returns* on

the Mega CD?  
Stephen Mullins,  
Southampton

Equally, no.

### Parma Violets

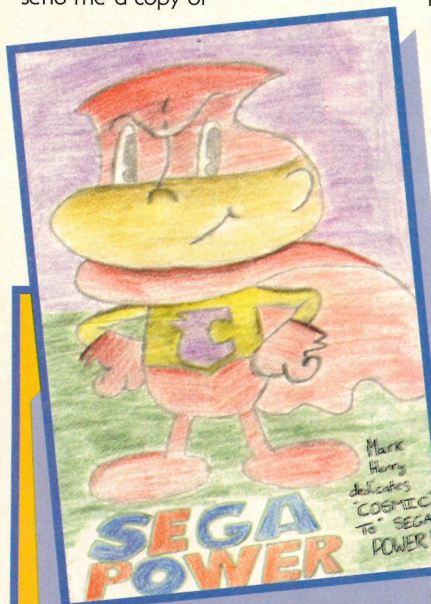
I'd like to thank you for maintaining this terrific site. I've had my Genesis for about two years. I thought it was the worst money I'd ever spent but your Web site changed my mind.

I am a 26 year old engineer in Silicon

Valley. I don't have the time to figure out all the hints and get the highest points. I usually end up playing extremely simple games like *Outrun*.

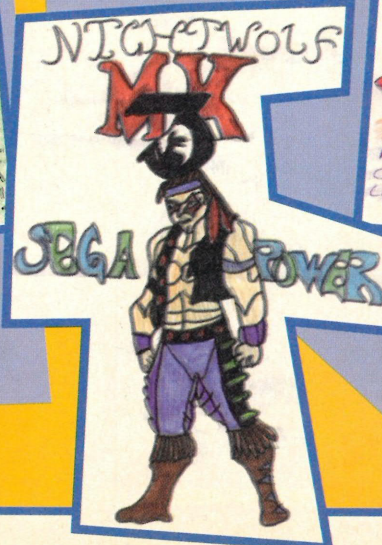
I've just found your Internet site. And I also found your code/cheat section. And I found myself ignorant of the most famous cheat in the console game history. But no more. Now I can finally get some fun out of *Sonic the Hedgehog*. Thanks.  
William Liao,  
wliao@netcom.com

Hurrah. We're glad you like our Internet site on

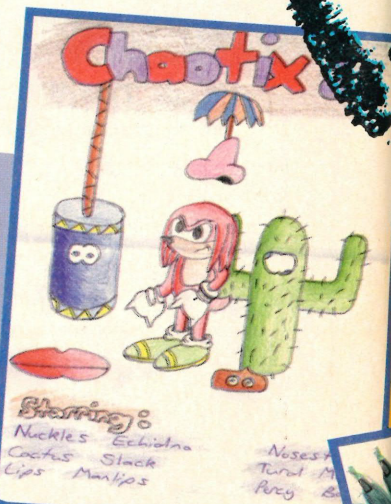


Well, Mark Henry you may well have dedicated *Cosmic to Sega Power* but YOU FORGOT TO WRITE YOUR NAME AND ADDRESS ON THE BACK. Write in if you want your t-shirt. Chimp.

## The Gallery



My, my if it isn't a very louche Nightwolf from MK3. Kevin Seerey is the man we shouldn't be encouraging to give up his day job.



Simon Stubbs knows his name BUT NOT HIS ADDRESS (What is it with you art types?). With his new Christmas crayons Simon has drawn this for us all and included the word 'turd'. Lovely.



FutureNet  
(http://www.futurenet.co.uk).  
If you haven't already  
travelled to Sega Power's  
pages, DO SO NOW!

### Blue Cheese

I am enquiring about becoming a computer games reviewer. I am 12 years old and spend my time reading, writing, playing computer games and sketching out my own ideas for a computer game.

I would like to write reviews for your magazine. I would be grateful if you could consider me doing this. I would like to be a games author when I am older and would like this opportunity to get into the industry.  
Jacob Rodgers,  
Redcar.

*So you want a cushy job in the videogames industry then DO YOU? It might look like fast cars, cheap women and drinks on the house to you but on the inside, WE'RE HURTING!*

Um, yes. Anyway, consider this: (1) A job in the games biz involves much face-to-face journalism, like. So sitting inside, continuously honing those writing skills, playing Sonic but never getting out into the real world is NOT A GOOD IDEA. Breathe some fresh air too. You'll like it.

(2) If your real ambition is to be a games author then you're going to have to learn to be a programmer. Games journalism can occasionally lead into software Production or more likely, Public Relations but your future employers are more likely to smile upon you if you have



relevant qualifications for the job you are doing at that

moment. So: Get yer GCSEs. Get yer 'A'

levels. Get yer degree. Look in the Monday Guardian for jobs on videogames magazines, or Edge for jobs as a games programmer. If you're lucky, one day you might make it. Good luck.

### Yellow Beans

Greetings from New Zealand! I have noticed of late that you have become more Saturn oriented. This is a good thing as the gaming industry needs a kick up the arse (There's that word again - James.).

I was reading somewhere recently about how videotapes are going to get replaced in the near future by DVDs (Direct Video Discs). Will the Saturn support this? I know it has a video card or something but are these two standards compatible?

David Butterfield,  
New Zealand.

The Saturn doesn't come with a video card installed, but crossing Sega's greasy palm with £100 or so will get you one. And yes, this card is compatible with the new DVD format although (and I'll whisper it softly) it's unlikely (in my humble opinion) that DVD will be good enough to cause people to move away from videotapes to DVD



ARE YOU READY FOR IT?

'Are you ready for it?' Asks James Brown. James is extremely fed up with people asking him to 'get on up, stay on the scene, like a sex machine'.

## T-Shirt winner

### Orange Juice

Despite being a really dull person, I am also an incompetent fool. For this reason I would like Dear Mr. Sega to con me into spending my precious little pennies on a Mega CD and a 32X for they are indeed supported by games of an infinite quality. They are not, for example, cynical attempts to squeeze money out of ridiculous Sonic worshippers. Oh no. A Saturn will not be bought by me until I am foolish enough to believe the propaganda. I don't trust you any more, Mr. Sega. I am however a really dull person.  
John 'Dull' Austin, Loughborough.

Ah, you'll like the Sega Power T-Shirt then.



CDs. You see, it doesn't offer much new over tapes. And you can't record on them.

### Pink Gin

I am a great fan, I've been getting your mag since issue 43. I love your mag so much I've even started up my own religion, 'Sega Powerism'. I have built a shrine out of Sega consoles and I sacrifice crap games like Rise of the Robots and Ariel The Little Tart Mermaid.

I was looking through my shrine when I found a few things which I've picked up from you. I feel I've given my thanks enough and now I have some questions:

- 1) How does it feel to be more popular than the God fellow?
- 2) How can you be so

brilliant all of the time?

3) Is it worth getting a 32X now that Virtua Fighter and Doom have come out?

4) Could you send me issue 58 coz it's the only issue I've missed?

5) Does Mr. Woody have a girlfriend or wife?

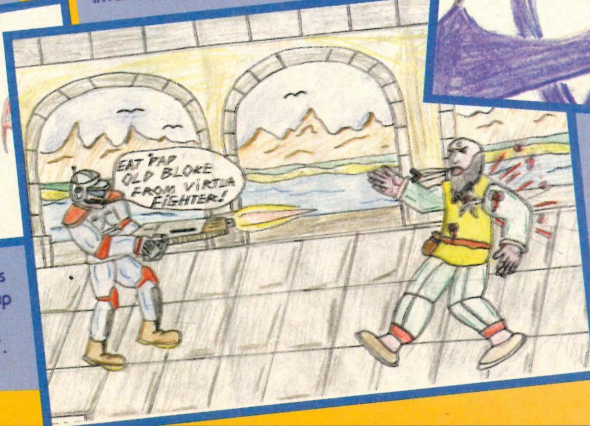
James Wright,  
Dover

We have to admit that we kind of like the idea of people bowing down to worship us all (except Laura, who'd prefer if it was just her). Just remember to send all donations and

Qasim Ali sent this in and begged us to print it. What is going on with those fingers, though? I mean, they're enormous.



Barry Muzyczuk swears blind that 'pop' is another amusing word for poo. According to my dictionary though it's either semiliquid food (esp for babies or invalids) or a dialect term for the nipple.



Nick (Nicholas) Warman has ignored the strict embargo enforced on Earthworm Jim pictures and has thus been assassinated according to company policy.





## Oi, ansa me!

### Black Gammon

Greetings from Bonnie Scotland! (Not another one – Dean.) You are AAAAACCCEEEEEE! Now I've finished having a fit, can you answer some questions?

- 1) What would Earthworm Jim 2 have got if it'd been two player?
- 2) What is the best game currently out for the Mega Drive?

3) And what chance of Bug! on the Mega Drive?  
4) WHAT HELL CHIMP COUNT?  
5) Do you live in a time warp or can your editors not tell what month it is? In other words why are the issues dated two months later than when they actually come out?  
Matthew Taylor,  
Achnasheen (Bless you – Dean.)

- 1) 95%.
- 2) One of these – MK3, VectorMan, Earthworm Jim 2.
- 3) For the last time, NNNNOOOOOOOOOOO!
- 4) It started as a 'wry' attempt at counting all the times we said the word 'chimp' in an issue. Except it was a LIE! Unfortunately, none of our readers ever checked our count with the ACTUAL number of times we said the word 'chimp' in an issue. There would have been

collections to the usual address, folks.

- 1) Well, we've got a letter from the Man Himself this month so clearly we must be doing something right.
- 2) We rake our brains out at night and sterilise them in vinegar and brown sugar.
- 3) Only if you would be happy with only those two games forever and ever.
- 4) Phone our Back Issues hotline on (01225) 822511. They should be able to sort you out – for a small fee, of course.
- 5) Oh dear.

### Brown Berries

I AM GOD. Now answer these

a cart in it for the first person to write in BUT NOBODY DID! We likey tricks like that AND THERE WILL BE MANY MORE.

5) Don't blame us, guv. It's what is unnervingly and contradictorily called an 'executive decision'.

### Purple Heart

I love your mag. I am saying this not because I find your mag strangely attractive (What? Everyone else does this month – James.) but because anyone who puts I LOVE SEGA POWER at the start of their letter gets it published. (No flies on this one – Dean) ANYWAY...

- 1) Is the Master System really dead? In your mag you print the charts for the top five Master System games but never any reviews or cheats.
- 2) Have your writers had bugs tipped into their ears which slowly eat away at their brains? Although Sega Power is still the best computer mag I've ever read, the captions are not nearly as funny as they used to be. Why is this?
- 3) What happened to the Nomad thing?
- 4) Will you please explain the word 'genre' often mentioned in your mag?

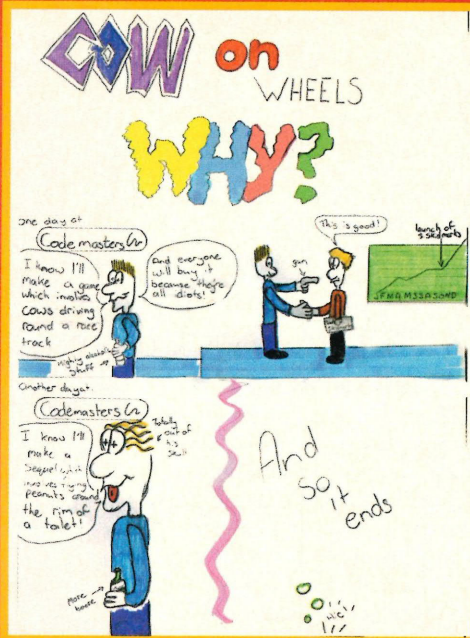
questions or I'll come around, kick you in the balls, smash your heads and take all the sexy babes off the Earth.

- 1) What... (No, too boring – James) God, Barrow-in-Furness.

Gods aren't what they used to be.

### White meat

A big 'hello' to everyone down at Sega Power. Right, OK. I've had an excellent idea, people. For 1996, Sega Power should make a calendar. It should have pictures of the crew on it. Y'know like say Dean (♥) for January and so on. Hailey, Scotland



5) Bring back the Games Diary, it was good.  
David Conley,  
Ferryhill

- 1) Yes, it's dead. There's a small second hand/discount market for Master System games which is why we still print the charts.
- 2) Because (Nick gets all professional now) it's because captions are there, at the end of the day, to relate the pictures to the rest of the article. So we've had to bring the captions back in line with reality. But not all of them have gone arsey. Some of them are still worth a smirk.
- 3) Sega have decided it's not going to get a UK release. They think it won't sell.
- 4) As defined by The Collins Concise Dictionary, genre means 'kind, category or sort, esp. of literary or artistic work'.
- 5) No, don't want to.

PS. Can I have Dean Mortlock's address? PLEASE? DEEEAAAN I lurrve yooooouuu!

What is going on this month? Three letters worshipping us (one of them from God too.) Clearly, since we're this good a mere calendar is not going to be sufficient. Dean would much rather someone hand-carved his likeness into a sixty foot marble statue, James would prefer a nuclear aircraft carrier to be named after him, Laura rather fancies the idea of her own tropical country (failing that, the Great Barrier Reef will do), while I have humbly requested a couple of galaxies (just the pretty ones mind).

PS. You're mad.

SEGA POWER

## FUNKY PEOPLE

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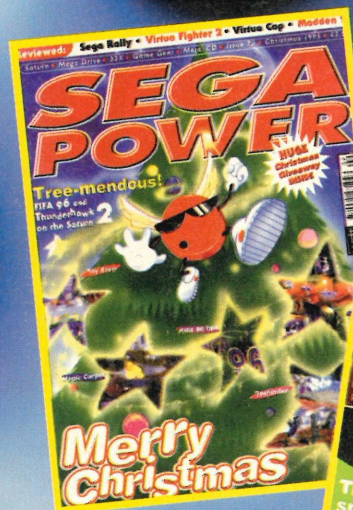
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Mega Drive games for sale including Sonic 1, 2 & 3, SORII, SFIISCE, FIFA '95, Mega Games 1, Micro Machines, Jungle Strike and many more. All boxed, will sell or swap. Call (01732) 461964 before 8pm.

Games for sale: Theme Park £25, Rugby World Cup 1995 £25, FIFA £20, NBA Jam T.E £22, Sensible Soccer £22, Flashback £20. Call Gareth on (01354) 59722

Mega Drive games: Theme Park £25, EA Hockey £15, Grand Slam Tennis £15, John Madden American Football £15. All boxed with instructions. Phone (01872) 615491

MD games to sell: FIFA '95, Mega Games II, Bubsy, Desert Strike. Prices from £15 to £25. Will also swap for NBA Jam, Earthworm Jim or Theme Park. Phone Matt on (01489) 893366

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Mega Drive and Mega CDI, seven carts (including PGAll and NBA Jam), nine CD's (including Tomcat Alley), three joypads (one six-button), joystick, carry case and mags £250 ono. Call (01361) 840222

Mega Drive boxed with two control pads and 12 games. Worth £350. Sell for £150

Mega Drive, good condition, two turbo joypads, 14 games (Lion King, FIFA '95, FIFA '94, PGA Golf, European Club Soccer) all for £150. Contact Jason on (0181) 2926990

Game Gear with nine games including Mortal Kombat 2, Sonic 1 and 2, screen magnifier, battery pack, mains adaptor, two carrying cases £95 ono. Call (01285) 760788

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Mega Drive plus M.G.H 16 Meg back-up system with two pads, scart leads and loads of top games. All boxed, excellent condition £250 ono. Phone (01270) 528375 after 5.30pm

Mega CD and 14 games including Dune, Rebel Assault, Ground Zero Texas, Silpheed and Nighttrap. All boxed with instructions. Excellent condition. Cost over £800, sell for £220 ono. Call (01843) 846639

Mega Drive with seven games (including MKII) and two pads (one six-buttoned). All boxed with instructions. Will sell for £120. May separate. Call Matthew after 6pm (012720) 422419

For sale Mega Drive and 32X, three control pads, Cool Spot, Sonic 2, Micro Machines 2, Super Street Fighter II and Mortal Kombat II for 32X £200. Call (01822) 614857

Sega 32X £80, Doom £30, Star Wars Arcade £30, Mega CD 2 with Road Avenger £75, Sensible Soccer £15, Sonic CD £15, Final Flight CD £10. Mega Drive also available. Phone (0121) 353910

Mega Drive, eight games (Sonic Spinball, Sonic 1, 2 & 3, Tiny Toons, Quack Shot, Dungeon and Dragons, Spiderman), sell for £200. Ring Huddersfield (01484) 658826

Mega Drive with two controllers and nine great games (including Theme Park, Street Racer and Earthworm Jim). Worth £420, sell for £250. Phone Matthew (0171) 2225500

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Game Gear, wide screen, carry case, ear phones, Mortal Kombat 2, Dracula, Jungle Book, Sonic 2, Cool Spot and Lemmings. Phone George on (01380) 813345

Game Gear for sale with eight games £100 ono. Also MD games for sale: Alien 3 £15, EWJ £30, Rise of the Robots £30. Call (0191) 5812719

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## .Swaps.

Mega Drive games to swap. I have Jungle Strike, Robocop vs. Terminator, Sonic 3. I want Wolverine, Road Rash 3, Mortal Kombat 2 or 3. Ring (01452) 720515

I will swap my two five-star Mega Drive games Castle of Illusion and Quack Shot for Tetris or Populous (MD). Phone (0121) 7845583

Will swap Columns, Pan American Road Rally, Tennis and Football (Game Gear) for Zero G, Sonic Spinball, Sonic Chaos, Earthworm Jim, Micro Machines 1 or 2. (01208) 74676

I will swap Street Fighter II for Mortal Kombat or Streets of Rage II. Phone (01344) 51980

Will swap Ecco the Dolphin for a good racing game or beat-'em-up. Call (01984) 623856

## .Wanted.

Wanted: Game Gear TV Tuner attachment. Will pay up to £30. Ask for Daryl (01472) 826754

Games wanted: Populous 2, NHLPA '95, Jungle Strike, Urban Strike, Story of Thor and NBA Jam T.E. Will pay £15-£20 each. Phone James (01284) 764270

Wanted: Sunset Riders for Mega Drive good condition, boxed with instructions. Will pay £12. Telephone Laurie after 6pm on (01872) 853701

Wanted: Shining Force or Phantasy Star 3 for Mega Drive. Must be boxed with instructions. Telephone (01371) 810369 after 5pm and ask for Tom.

I want your Streets of Rage and your Quack Shot for the Mega Drive. I'll pay up to £15 for each of them. Telephone (01685) 882926

Dragon Crystal wanted for the Game Gear. Telephone (0181) 3463171

Wanted. Do you have any MCD games just lying about your house or cardboard box? If so, I want them. Phone (01244) 370113 now please.

## .Penpals.

Sexy female 12-14 years-old, I am a 13-year-old boy into sport, computers and music. Include a recent photo. James, 31 Old Court, Long Melford, Sudbury, Suffolk, CO10 9HA.

I am an 11-year-old boy looking for a penpal. Must be interested in cars, computer games and Sonic. Write to Chris, 20 Beaconsfield Road Brighton East Sussex, England BN1 4QD

I'm 13 years-of-age and I'm looking for a femal between 12 and 14 who likes kissing. Write to David Hodson, 21 Prestwood Avenue, Wednesfield, Wolverhampton, WU11 3TY

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Write your ad (maximum 30 words) below (one word per box). Ads are free unless you want a boxed-out ad costing £5 (please make cheques/P.O.s payable to Future Publishing Ltd.)  
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1. Trade ads? Hey! Cheap skate corporate tosser trying to advertise your tat - sod off and talk to our promotions dept.
2. We can't vouch for the quality of these ads. We're not responsible for your feeble grasp of our great language.
3. Make your Small Ad legible. Write clearly, and carefully. Here's your chance to practise some neat handwriting, y'spaz.
4. We cannot guarantee the positions of your adverts or that they will appear in specific issues of *Sega Power* - but they will definitely appear on this sacred page at some point. Unless they're stupid or you forget to put your telephone number IN THE AD.
5. Sign the following declaration (but get your parent or guardian to sign if you're under 16). We won't print any ads without the signature. All unsigned ads are ignited with farts.

**Signed**

**Date**



# Last Orders!

...or "I'm too fat for cropped tops"  
- Just Seventeen, 24th January

Baffle your grandparents and earn their favours with word of the month!  
**This month... Hooch**

An alcoholic drink, including (possibly) illegally distilled spirits. The word originates from an American word, Hootchinoo, which is the name of an Indian tribe that distilled a potent brand of liquor. It's also one of the favourite words of many 14 year-old-girls.

**It's all bouncy bouncy fun fun fffuuunnn here at the jolly Sega Power offices, and in-between violent fits of giggling stupidity and side-splitting projectile vomiting, we've managed to put together this fine and mildly amusing magazine that you're now coming to the conclusion of.**

## Are you a young alcoholic?

With all the talk of the 'Youth' drinking far too much of this Hooch crap, we thought we'd test your young brains and find out if you drink alcohol in a sensible and responsible way...

1) *It's your Mother's birthday. You've got yer last ten pounds in your pocket and you're not going to be paid for about a week. Do you...*

A: Buy her a modest bunch of flowers, a card and pop 'round there for tea, and smirk when your Aunties tell stories about you eating dog mess when you were three years-old?

B: Have a quick short while you worry about what you're going to buy her, then send her a bunch of flowers, sit in and watch TV?

C: Buy a bottle of vodka?

2) *You've managed to land yourself a top date with a fine example of the opposite sex. They want to go to the cinema, you want to go to the pub. Do you...*

A: Compromise and go to the cinema after a couple of drinks at the local?

B: Panic about making a decision, have a couple of drinks, panic, blow your date out, sit in and watch TV?

C: Buy a bottle of vodka?

3) *You've got an important interview for a job you'd love, it's the morning of the appointment and you're a little bit nervous. Do you...*

A: Know that if you're meant to get the job it'll happen, dress carefully and leave full of confidence?

B: Panic about not getting the job, have a couple of drinks for 'Dutch courage', panic some more, cancel the interview, sit in and watch TV?

C: Buy a bottle of vodka?

4) *Somebody gives you a bottle of vodka for your birthday. Do you...*

A: Share it with your friends and all get pleasantly drunk?

B) Panic because you didn't buy that person a present

on THEIR birthday, drink half the bottle, cry and watch TV all week?

C: Drink it, buy another and drink that too?

Evaluation  
Mostly A's: You're a model citizen. You scrub behind your ears before going out and you're liked by everybody. You almost certainly don't exist and if you do then I'd certainly like to meet you.

Mostly B's: Ooh, got a bit of a problem, haven't you? You're not quite at that 'Using vodka instead of milk on my cornflakes' stage, but there's definite potential here.

Mostly C's: You're a lush. You probably can't read this as you slip in and out of consciousness but here's hoping, eh.

## Joke of the Month!

Many many apologies to James Willoughby from Huddersfield, who's joke was just a little too late for the 32X competition draw. Unfortunate, as it would probably have been one of the winners. Here it is, tell it to everyone you know.

Q. What do you say to a constipated car?

A. Have a break, have a shit car.

... Opportunity for moral outrage

## Next Month!

We're very excited about next month, very excited indeed. We're sweating like pigs to organise and plan the best issue of Sega Power that you'll have seen for many a moon. Apart from the usual humour, rat and blarney, we're planning on bringing you a couple of 'first looks' at some of the BEST Saturn software you'll see this

year. TRUTH! Some incredibly exciting news about future developments, and reviews (hopefully) of these...

Shellshock,  
Deadly Skies,  
Magic Carpet,  
Gex,  
Guardian  
Heroes  
Casper,  
Primal Rage  
(32X)



And. Other. Things.  
Perhaps.  
Maybe.

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# REAL MONSTERS™

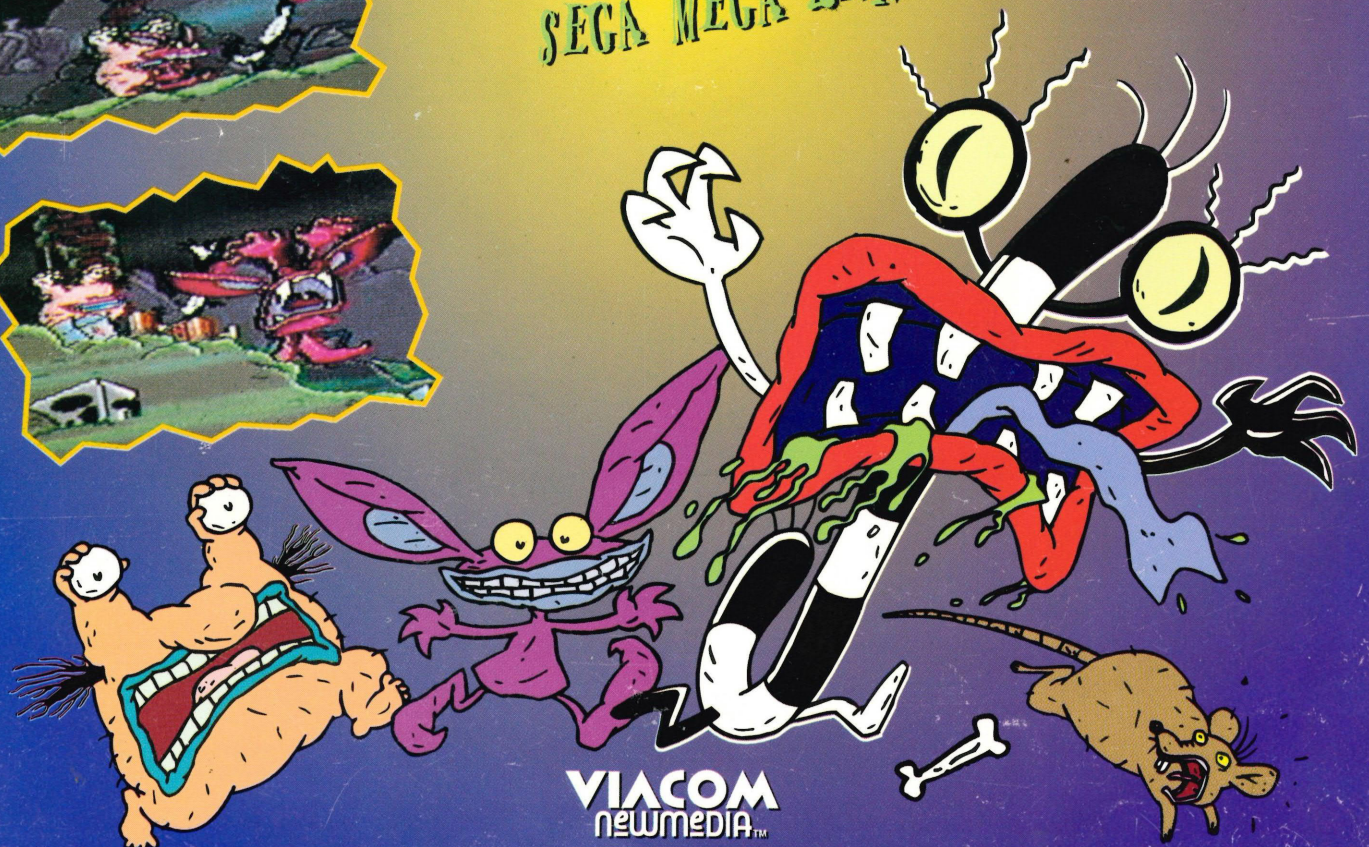
Greetings Terror Trainees! Ever wondered what you have to do to become a real Monster? Well, here's your chance to find out!

Help Ickis, Krumm and Oblina pass their monster exams to become real monsters by collecting icky trash, scaring the pants off humans, and playing golf with your own eyeballs!

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