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SEGA POWER

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AUGUST 1992
ISSUE 33 £1.95

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199 MEGA DRIVE GAMES REVIEWED & RATED!

176 MASTER SYSTEM GAMES REVIEWED & RATED!

34 GAME GEAR GAMES REVIEWED & RATED!

Hot news on *Sonic 2* inside!

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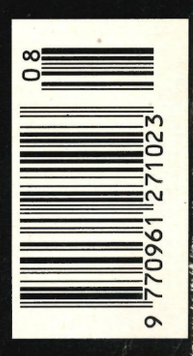
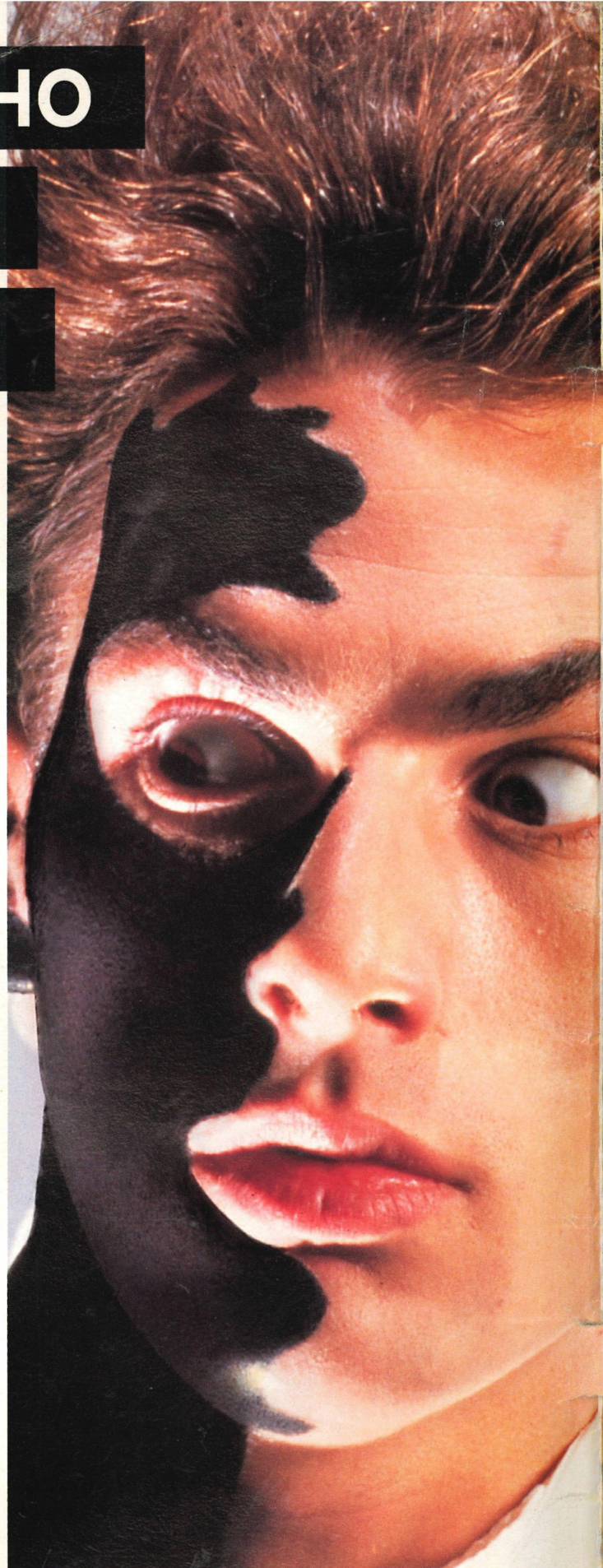


HERE'S SOMEONE WHO KNOWS ALL ABOUT OUR GREATEST HITS

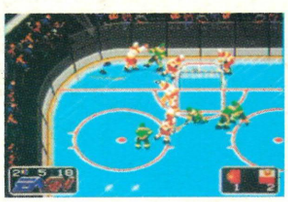


Whatever we've inflicted on the unfortunate star of our advertising, was all done with the best intentions.

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

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

(Now there's an idea.)



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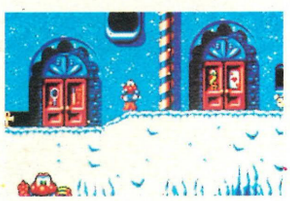

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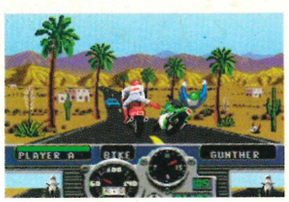
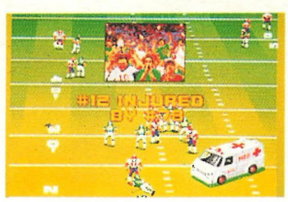


ROAD RASH

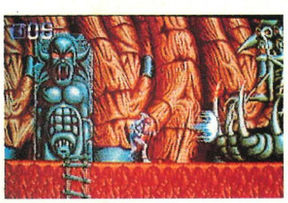
DESERT STRIKE

PGA TOUR® GOLF



JOHN MADDEN AMERICAN FOOTBALL

F/22 INTERCEPTOR



SHADOW OF THE BEAST

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

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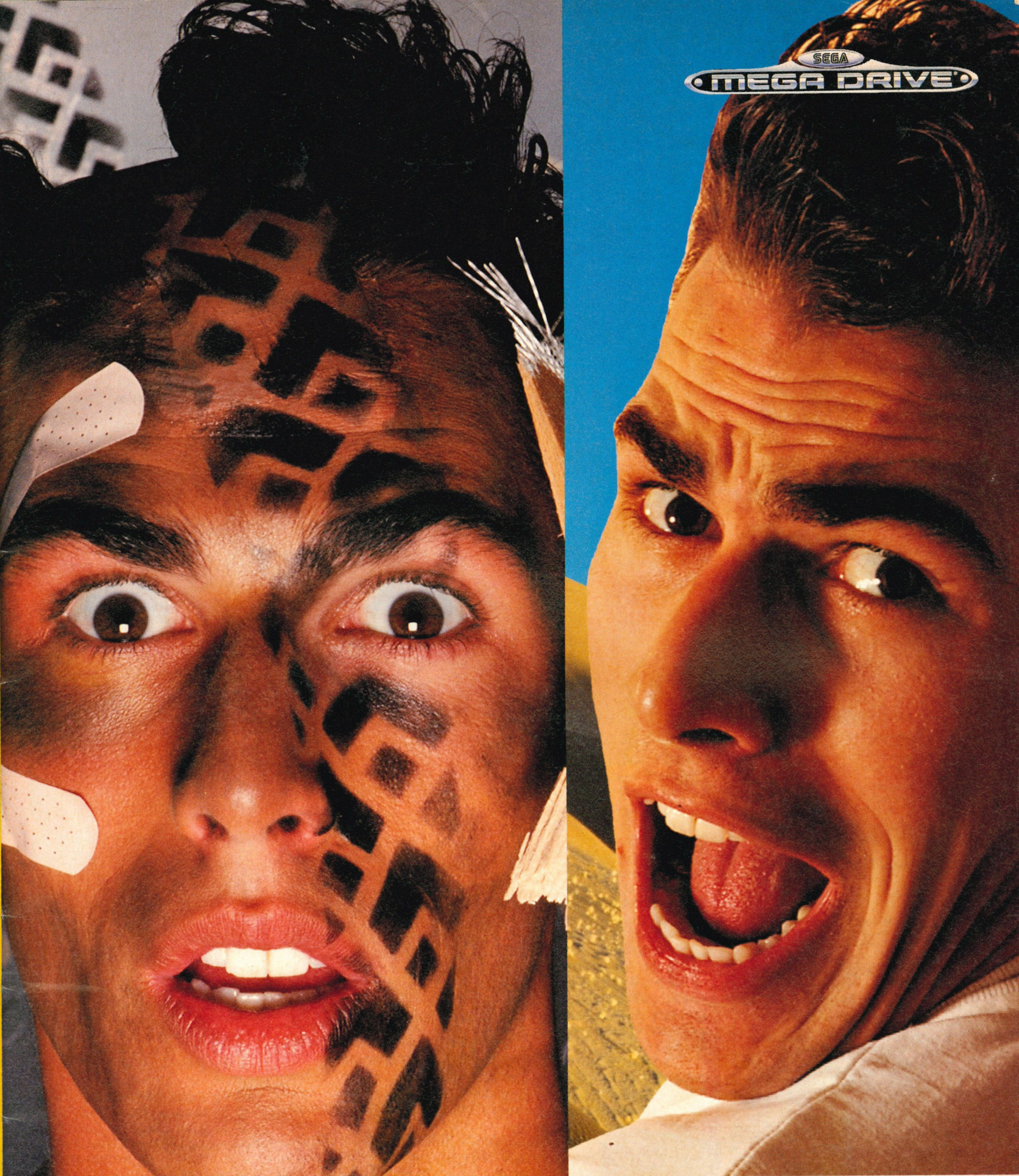

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CON

● **The world's most important and**

SEGA POWER 24,7 – CHAPTER AND VERSE!

EVERYTHING IN MODERATION MAY WELL BE VERY sound advice when it comes to most things in life (alcohol, women, men – if you're a girlie – you know the kinda thing), but it doesn't apply when it comes to Sega games. Like you lot, we just can't get enough of 'em!

Pour on the games we say! If there was a dial that could control the flow of games then we'd have it cranked up to max all the time. More, more, more – that's what we want. And that's why this month's *Sega Power* is absolutely chock-a-block with all of the latest software. There's some hot stuff out there at the moment, people, but you still can't buy blind because not all of it's worthy, ya see. The only way you can make sure you're not buying a total dog is to hang on to your dosh until you've read the definitive reviews that pack out *Sega Power!*

Andy Smith

Andy Smith
The Editor
■ My pay packet is this big – honest! Actually, this is the usual "welcome Desirée'" pose adopted by the crew whenever she's around the office!

Neil West **Deputy Editor**
■ The Monarchs didn't get near the World Bowl, which was a bit of a bummer – and then that little Adrian kept thrashing me at *E.A. Hockey*

John Cantlie **Staff Writer**
■ John "nice but dim" Cantlie may be a terribly nice chap and all, but yah, hey, yah, I don't think I'd like to be riding, er, yah, pillion with him!

THE REGULARS

6 NEWS
The first ever pictures of *Sonic 2* up and running – plus news of new Mega Drive cheating devices and Mega Drive cart price cuts. Hurry here to find out the latest...

10 THE SHAPE OF THINGS TO COME
Find out what carts are currently in development around the world. You saw them here first...

21 POWER REVIEWS
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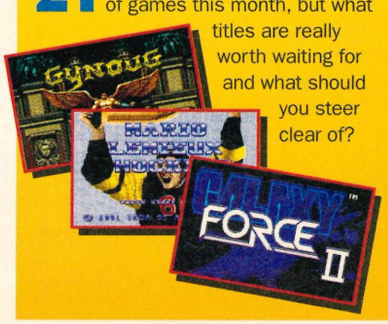

42 POSTER
It's so good you'll want to frame it and hang it up in the hallway where everyone can see it!

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

58 CURLY'S CHALLENGE
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60 SUBSCRIPTIONS AND BACK ISSUES
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64 CHARTS
What's at Number One this month in the Master System, Mega Drive and Game Gear Charts?

64 THE HARD LINE
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72 SMALL ADS
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77 SCRIBBLINGS
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80 THE GALLERY
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82 BACK PAGE
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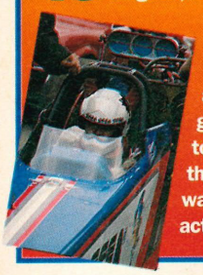
NTENTS

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

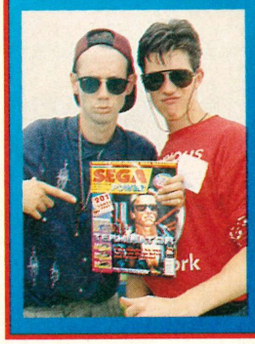
WIN LITERALLY TONS OF GOODIES!



13 I BET YOU DIDN'T KNOW that Sega sponsored a dragster, did you? Well, now you do! Just enter this compo and you could get the chance to sit in the thing and then watch it in action. Brilliant!

19 THIS IS DEFINITELY *THE* biggest competition we've ever run in *Sega Power* and it's quite possibly the biggest competition in the entire world... With well over 1,000 prizes to give away, you are in with a mega huge chance of winning!

RAVIN' CAPITAL RADIO



14 READ how all the pop stars these days are getting into Sega! We caught up with the FAB Sega and Capital Radio Roadshow and hobnobbed with all the rich 'n' famous.

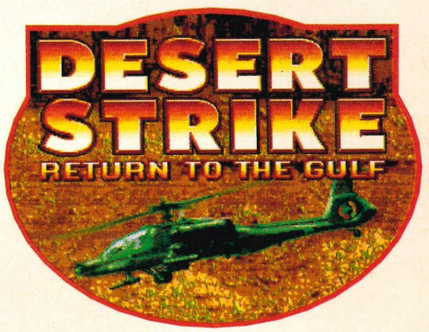
■ Right Said Fred. They're deeply dippy about appearing in *Sega Power!* See page 7

GIANT *SONIC* POSTER!

A S SOON as you've used this massive tips poster, which covers all the secrets, cheats and so on for the game on all three formats, you can stick the thing up on ya wall, and it sort of doubles as an "arty" picture. Wow!

THE UNLIKELY ADVENTURES OF CAPTAIN AGES AND HIS PUNK PAL REWOP

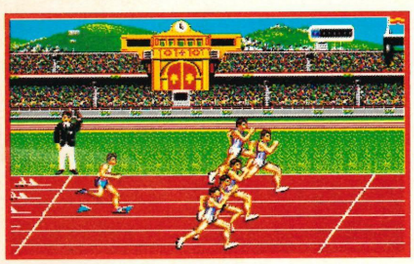
16 IDENTITY, IT'S A CRISIS, CAN'T you see? (As the song once went). Captain Ages seems to be having an identity crisis himself at the moment – and he doesn't like being called a novelty condom head either!



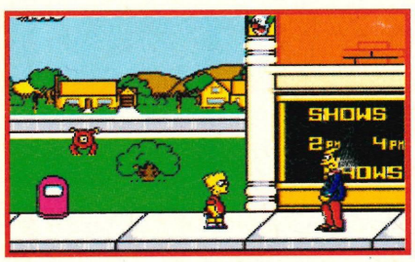
■ Survive combat in *Desert Strike* with our expert's tips, starting on page 56...

■ Stick up the free poster and then check out the first pics of *Sonic 2* on page 6!

THE BIG REVIEWS



22 OLYMPIC GOLD Go for top honours with this sporting sim on the Mega Drive and Master System. Have you got the legs, Brian?



24 THE SIMPSONS Bart gets to save Springfield from an invasion of aliens – if you can guide him along on the Mega Drive, that is.

25 ROLLING THUNDER 2 Action on the Mega Drive!

26 GYNOUG Furious shoot-'em-up gameplay for the Mega Drive.

27 MARBLE MADNESS Roll your balls on the Master.

28 TAZ MANIA Totally wacky cartoon tomfoolery on the Mega.

31 PUTT AND PUTTER Golfing about on the Master.

32 CORPORATION Sci-fi role-playing for all on the Mega Drive. Spooky!

34 ZERO WING Hot shoot-'em-up action for the Mega Drive. Again...

35 ARCADE CLASSICS Old games on the Master.

36 EMPIRE OF STEEL Okay Mega shoot-'em-up.

37 GALAXY FORCE 2 Guess what sort of game this is? Yep, another shoot-'em-up for the Mega.

38 MARIO HOCKEY Worry not! The Mario here is a *real* person for the Mega.

39 DEVILISH The hottest of the Mega Drive imports are always here – in *Sega Power!*

40 DJ BOY Take this one for a spin on the Mega Drive.

46 OUT RUN EUROPA Racing on the Game Gear.

47 CRYSTAL WARRIORS Wargaming on the Gear.

■ *Marble Madness* on the Game Gear. See The Shape Of Things To Come on page 10...

NEWS

The latest and most exclusive news from the Sega world

ONE MILLION SONIC 2 CARTS FOR CHRISTMAS

TUESDAY 24 NOVEMBER – THAT'S THE DATE to mark down in your diary, because that's when the eagerly awaited *Sonic 2* hits the streets of Europe, Japan and America. News broke of *Sonic 2's* arrival last month, but we can now give you the exact date and a couple of record-breaking facts.

There will be an amazing *one million* copies of the game arriving on the first shipload (versions for all three formats arriving simultaneously). That should be enough to make sure everyone gets a copy. It also makes *Sonic 2* Sega's biggest ever title of all time. Sega are even spending a staggering one million pounds (of what used to be your money) to advertise the fact.

And the game? Well, we're looking at a faster, smoother more sophisticated version of the original title. It's not an RPG (as you may have been led to believe), but yet more of the same high-speed action. There are more jumps, yet more loop-the-loops and a series of corkscrews to race through. There is even a whole new series of levels to explore, with plenty of secret rooms and points bonuses for you to discover.

The biggest shock of all, however, is that *Sonic 2* will now feature a great simultaneous two-player option. This will have the hedgehog sharing the limelight with a brand new Sega character! More news soon, so hold on to your hats...

■ ***Sonic*** **will return faster and smoother than ever before in the long-awaited *Sonic 2* – a two-player high speed chase due for release on Tuesday 24 November. *Sega Power* will be here with the first shots – bet you can't wait!**

■ **And here it is, the first screenshot of *Sonic 2*.. Okay, so it doesn't look that much different from the original, but trust us – it moves like a dream**

THE (CHEAP) MAGNIFICENT SEVEN

SEGA HAVE REDUCED THE PRICE OF SEVEN of their Mega Drive carts to just **£19.99.** This will hopefully mark the start of a whole new range of budget titles for the Mega. Okay, so the carts are fairly old, but for under £20 a few of them offer excellent value for money. We'll let you know if and when any more carts are in for the "budget" treatment, but for the moment check out these titles:

Last Battle (The Hard Line ✱) is a very boring, predictable and unimaginative martial arts beat-'em-up game that should be avoided like a bad sitcom. Don't be tempted to buy it just because it's cheap.

Super Hang On (*Sega Power* 12: 85%) is much more like it. An excellent Mega Drive motorcycling game that is only surpassed by the definitive *Road Rash*. It's looking a bit dated now, but this is still great value for money.

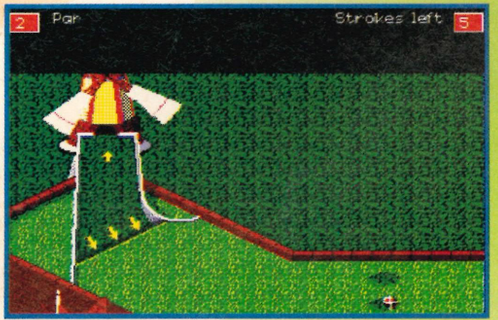
Super Thunderblade (The Hard Line ✱) on the Mega Drive attempts to recreate the visual gymnastics of the original coin-op – and fails miserably. Fairly nob really and certainly not worth 20 quid.

Alex Kidd In The Enchanted Castle (The Hard Line ✱✱✱) is probably the best of the bunch as Alex Kidd makes his 16-bit debut with style. It may look cute, but don't be misled – this title is as tough as old boots.

Space Harrier 2 (The Hard Line ✱✱✱) features some storming visuals and offers tons of manic coin-op action. A fast 'n' furious blaster that sadly doesn't have the legs to go the distance. It's still great fun to play for a bit though.

Zany Golf and the nob ***World Cup Italia '90*** are the two remaining games in the new series. They're given the once over (with piccies) on the left.

■ ***World Cup Italia '90*** **(*Sega Power* 16: 45%). Oh dear, oh dear, oh dear, *(yes, yes, get on with it – Andy).* This really isn't up to much – even if you fight through the well dodgy controls and the bad graphics. Yes, still a pile of tosh**



■ **E.A.'s *Zany Golf* (*Sega Power* 14: 56%) is a mediocre Crazy Golf game. *Putt And Putter* on the Master System (see our review on page 31) is a lot better. This is still good for a few laughs though – especially at just under £20**

SMALL TALK

LOTUS TURBO CHALLENGE 2 WAS one of the BIG hits on the Amiga last year. Now E.A. have got permission to produce a Mega Drive version of the game – it should be a biggie.

Meanwhile, *Powermonger* from E.A. is still getting some last minute polishing and tweaking from the boys at Slough.

But perhaps the biggest news is that *LHX Attack Chopper* is set for release in the USA. Based on *F-22 Interceptor*, this game puts you behind the joystick of an AH-64 Apache helicopter.

The game will feature 11 different views, loads of weapons and tons of missions. Sounds good...

SEGA'S MENACER IS GOING TO be the next big thing in game-playing add-ons – say Sega. The Menacer is one monstrous great light gun for the Mega Drive that actually includes its own Heads-Up Display. In full effect, the Menacer wouldn't look out of place in an Arnold Schwarzenegger film. We should have firmer details for you next month.

WHILE E.A. MAY BE BUSY, E.A.S.N. (the Electronic Arts Sports Network – a subdivision of E.A.) haven't been idle either. They've just released details for a whole new series of sports titles, due for release in the USA this year.

- *E.A. Hockey '92* won't be that much different from the original *E.A. Hockey*, but you can expect a few cosmetic improvements, re-tuned computer opposition and the inclusion of some genuine NHLPA players.

Whether the UK licensing agreement will include this real player feature, however, remains to be seen.

- *John Madden Football '93*, the sequel to the sequel of the best ever console sports game boasts the following new features: 1992 teams, a hurry-up offence (as used to great effect in the Superbowl playoffs by Jim Kelly and the Buffalo Bills), new animation sequences and the inclusion of some custom-designed all-time great teams.

E.A.S.N. also have a couple of new basketball games in the pipeline, including the follow-up to *Lakers Vs Celtics*.

We in the UK haven't played the original yet, let alone the sequel, so come on, E.A. – what are you playing at?

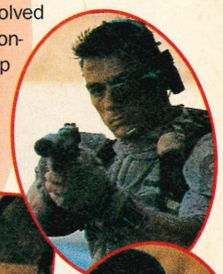
E.A. aren't giving away details on any of these titles yet, but *Sega Power* expect to see *E.A. Hockey '92* arriving in the UK in time for Christmas.

STAYING IN THE USA, TENGEN are currently putting the finishing touches to the Game Gear versions of *Super Space Invaders* and *Prince Of Persia*. These two titles should make cracking Game Gear carts, so we'll give you dates for their UK release as soon as we've got the information.

WILL BALLISTIC BOMB?

BALLISTIC HAVE DECIDED TO stop producing any more carts after legal action from Sega. In the US, Sega had never given Ballistic a licence to produce games anyway, so Ballistic carts have never been official. The only reason games such as *Test Drive 2* and *Hardball* were available in the UK was because the court battle was still being fought and no decision had been made.

While things are still a bit dodgy on the legal front it looks as if things have ground to a halt at Ballistic. This may well not be a permanent situation though and if they are allowed to continue, then you can look forward to the follow-up to *Turrican*, *Universal Soldier* (the game of the film starring Dolph Lundgren and Jean Claude Van Damme) amongst others. But for the moment, it looks like shut-down time. We're hoping the legal battle is resolved soon and that the consumer (you) ends up much better off...



BALLISTIC GAMES WE MAY NEVER SEE...

■ Ballistic's best game yet – *Test Drive 2* (*Sega Power* 30 – 89%). Okay, so they've released a few turkeys as well, but *Sega Power* reckon that the more publishers there are in the game-making business the better

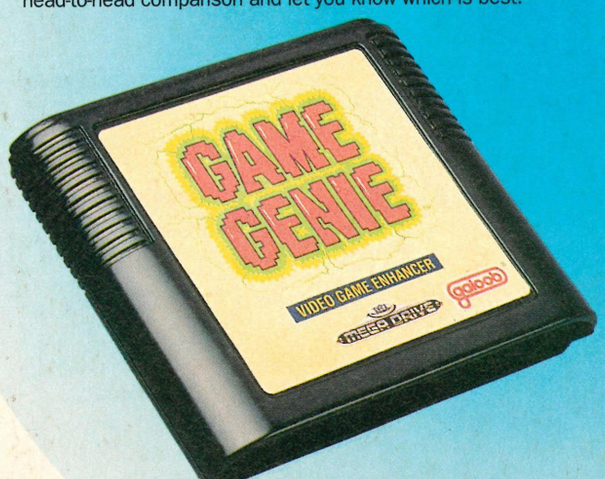
■ Jean Claude Van Damme and Dolph Lundgren in *Universal Soldier*. But will we ever see the game of the film? Well, that depends very much on whether Sega and Ballistic can come to an agreement...

GAME GENIE!

ANOTHER MEGA DRIVE CHEATING DEVICE IS ABOUT to hit the UK in October. Plug the Game Genie into your Mega Drive, stick your cart into the top of it and by entering a series of codes, you can now tailor the game to your heart's content.

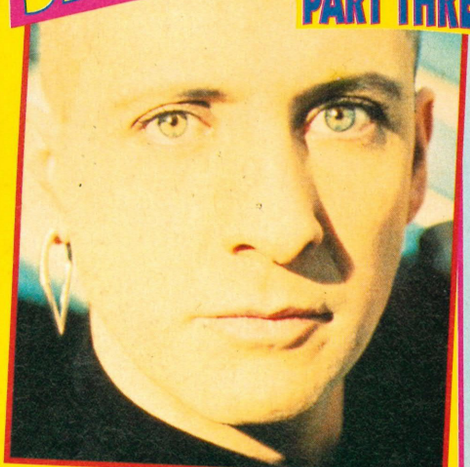
The Game Genie works in a similar way to Datel's Action Replay Cartridge (*Sega Power* 26: 75%, £39.99) and will come in at £44.99. Great for those of you who've got loads of carts you've never finished (and loads of money).

Nearer the time of the Genie's launch, we'll print a complete head-to-head comparison and let you know which is best.



■ The Game Genie in full effect. Cheating carts are great for those of you who've got loads of Mega Drive carts gathering dust, but if you've finished your games already, they're not much use really

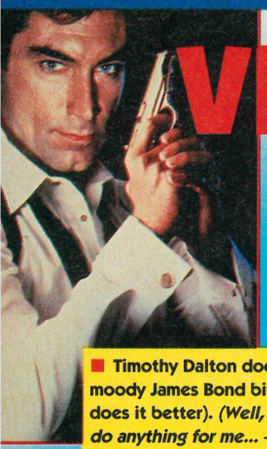
FAMOUS SEGA ADDICTS PART THREE



■ Baldness is in! Baldness is cool! Baldness is the business! Baldness is a sign of virility! Right Said Fred get into the Game Gear in a big way and so we get right into Fred. Er, that wasn't *quite* what I meant...

RICHARD OUT OF RIGHT SAID FRED IS A big fan of the Game Gear – apparently his favourite game is the classic puzzler *Columns*, about which he's deeply dippy (arf!) – evidently he's far too sexy (arf! arf!) for a Mega Drive or Master System. We all know music stars are always too busy to sit down and do anything for more than ten minutes anyway.

VIEW TO A THRILL



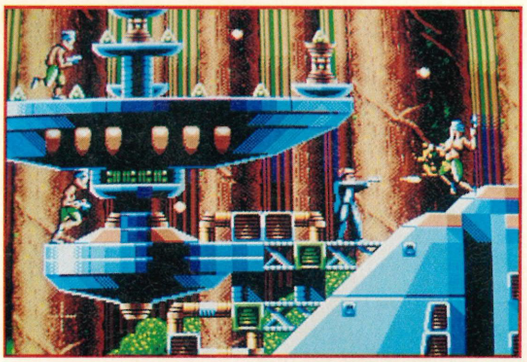
■ Timothy Dalton does his moody James Bond bit (nobody does it better). *(Well, he doesn't do anything for me... – Desirée.)* The game is out in December

DOMARK ARE JUST PUTTING THE vital finishing touches to *James Bond 007* – a platform shoot-'em-up adventure boasting laboratories full of special weapons, dreamy women (with loads of money, posh accents and very little clothes) and Ernst Blofeldt as the evil arch-enemy of doom. Typical James Pond fare really.

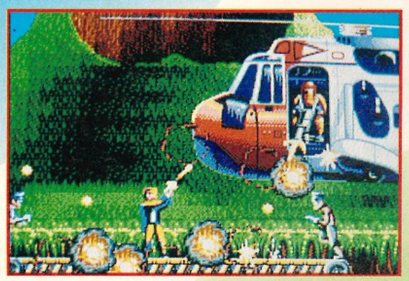
Still, Domark know what they're doing – they've been producing James Bond games on the home computer circuit for years now. At last, Sega have finally got a look in. We'll give you more information as and when it's available.

Trivial Pursuit, on the other hand, is a different sort of game – there's not a single scantily-clad girlie in sight for a start. This is basically the cart of the board game, so be prepared for huge strops, arguments over repeated questions, "why do I always know the answer to everyone else's questions?" – you know the sort of thing.

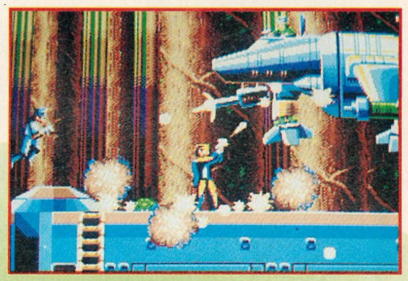
James Bond and *Trivial Pursuit* are due out in December. Both look set to do very well during the Christmas period.



■ The name's Bond, James Bond (etc. etc. "Shaken not stirred," etc. etc.). Large sprites, space age machinery and a grim forest background. This looks very much like *Strider*, doesn't it?

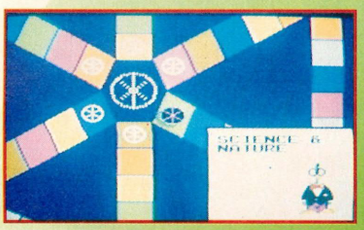


■ *James Bond* makes a stand on the Mega Drive in front of a giant crater, a giant helicopter AND a giant gattling gun. This man knows no fear



■ Moneypenny? Er, Moneypenny? Why are you running away, Moneypenny? *MONEYPENNY!!!!!!* There's a flippin' great spaceship up here!!!

■ *Trivial Pursuit* on the Master System is guaranteed to turn friends into foes and peace-loving swats into psychos. Watch...



■ It's Andy's go. "Now Neil's last question was what's the capital of France? So mine has got to be just as easy." Roll the dice...

■ "Aaaaaaaaaaargggghhhhhhh! It's just not fair! Neil's was easy! How am I supposed to know this? You're cheating! I hate you!"

THE NAME'S POND, JAMES POND

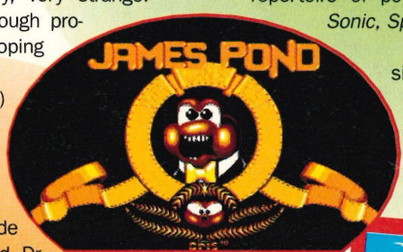
ROB SWAN OF MILLENNIUM DESCRIBES JAMES Pond's latest adventure – *James Pond 3 – Splash Gordon* – as "very, very strange!" Millennium are currently halfway through programming the game which E.A. are hoping to release in November.

This will be the fourth (see below) in the highly-successful series of games featuring Britain's top underwater agent, the man with the golden crispy coating, James Pond.

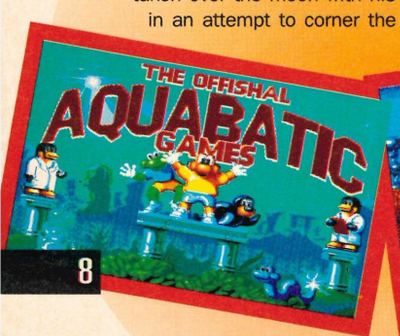
Here's the plot. The moon is made of cheese (as everyone knows) and Dr Maybe (James Pond's arch enemy) has taken over the moon with his army of rats in an attempt to corner the world cheese market.

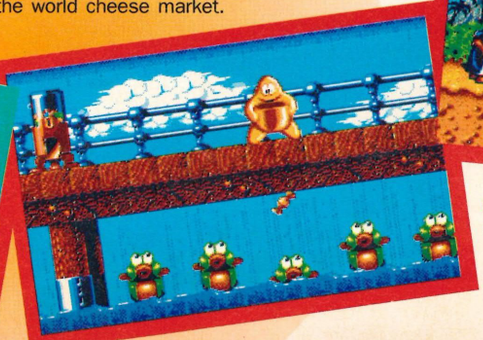
To combat against such a dastardly and underhand move, James Pond enters the battleground with a whole new repertoire of powers. Featuring sprites the size of *Sonic*, *Splash Gordon* looks set to be a big hit.

And then, of course, there's a diversion for Pond fans with *Aquabatics* (out in September) – an 11 event fish-related sports game with an Olympic flavour (sorry, James...). Check out the shots for a taste of what's in store.



■ James Pond surfaces on the Mega Drive in two new titles





■ Electric-eel leaping, the 100m splash, shell shooting and the bouncy castle are just four of the 11 F.I.5.H training events you'll find in James Pond's *Aquabatics*

SMALL TALK

COME THE SUMMER, US GOLD'S *Olympic Gold* is to be bundled with all Mega Drives and Master Systems sold in the UK – bringing the total number of *Olympic Gold* carts produced to a staggering 850,000!

If you're thinking of buying a Mega Drive or Master System in the summer, take note – you may not find a copy of *Sonic The Hedgehog* inside after all. Work out which game you'd prefer, then buy your console accordingly.

THE COST OF CONSOLES ARE plunging in the States, with Nintendo's SNES (urgh!) and Sega's Mega Drive now selling for just $99. This means that the Yanks are getting a much better deal – and we're getting stuffed. Not fair really, is it?

HERE ARE THE GAMES THAT were hotter than the rest one year ago in the Mega Drive and Master System Top Ten Charts...

MEGA DRIVE

1. Strider
2. Castle Of Illusion
3. Moonwalker
4. Shadow Dancer
5. John Madden Football
6. Super Real Basketball
7. Dick Tracy
8. PGA Tour Golf
9. Joe Montana Football
10. Battle Squadron

MASTER SYSTEM

1. Castle Of Illusion
2. Moonwalker
3. Psycho Fox
4. R-Type
5. Golden Axe
6. Wonderboy 3
7. Impossible Mission
8. Gauntlet
9. Columns
10. Indiana Jones

THE NEW *THUNDERFORCE 4* IS nearing completion in Japan and looks set to become the Mega Drive's best ever shoot-'em-up when it finally arrives in the UK.

Thunderforce 5 is likely to appear on the Sega CD (originally called the Mega CD) sometime in the new year – so stay tuned for more details.

SONY HAVE JUST STRUCK A NEW deal with Sega which will enable them to release a few Mega Drive carts through their own software label. It also points to a possible joint hardware project sometime in the future.

There are no firm plans as yet, and no-one's confirming if any projects *are* likely, but if such a new console is produced it seems probable that the new technology will be based on Sega's own Sega CD.

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SHADOW DANCER,
SUPER VOLLEYBALL,
SONIC

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THE SHAPE OF T

More hot new games than you can shake a priest at. We've got a

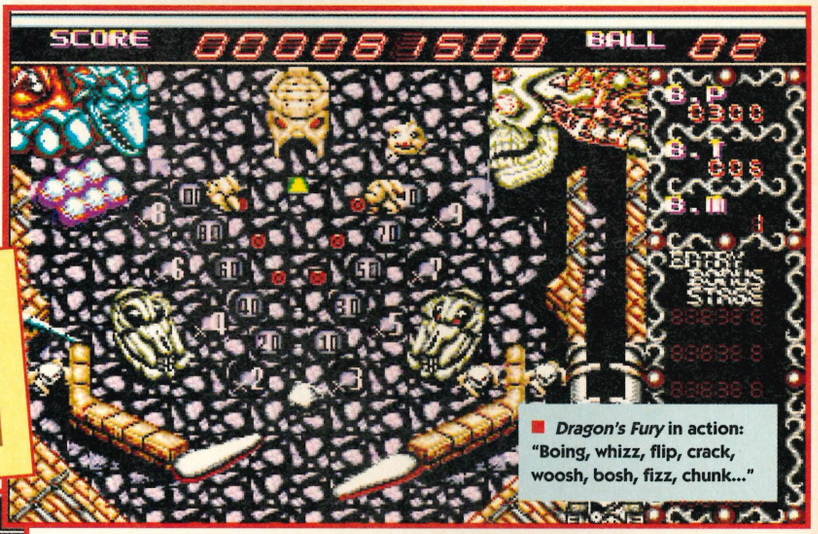
PINBALL WIZARDRY FROM DOMARK – IN THE SHAPE OF *DRAGON'S FURY!*

DOMARK HAVE HAD SOME problems, it seems, getting *Pit-Fighter* into the shops – but the Mega Drive version is finally here and doing very well on its own thankyou very much.

Meanwhile, the Master System conversion is looking good, and all you pinball wizards *(Are there any left? – Andy)* will soon have something to get your teeth into as well – with *Dragon's Fury.*

Talking of which, there's a general move afoot by all the game companies to produce "retro" stuff at the moment. *Pinball, Breakout, Missile Command, Space Invaders* – all the oldies are coming back. Could it be that the software houses are running out of ideas?

DOMARK



■ *Dragon's Fury* in action: "Boing, whizz, flip, crack, woosh, bosh, fizz, chunk..."

■ "Whan, plunk, whish, bonk, bang, ka-blong, flap, skid, badoing, bash, blip..!"

DRAGON'S FURY

Your Mega may well be deaf, dumb and blind, but Domark still hope that it can play a mean pinball. *Dragon's Fury* is half shoot-'em-up, half silver ball action as you score points by hitting the aliens and monsters that infest the nightmare table.

There are loadsa secret screens, loadsa huge bonuses and plenty of table tricks to learn too. Check out the review in next month's issue. It's fast action and classic fun.

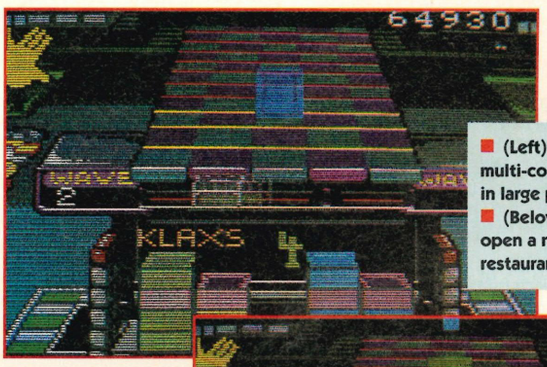
■ **Out in August at £39.99**

■ "Blip, plonk, bash, pink, scoot, slosh, plong... (and so on)." Isn't pinball brill!

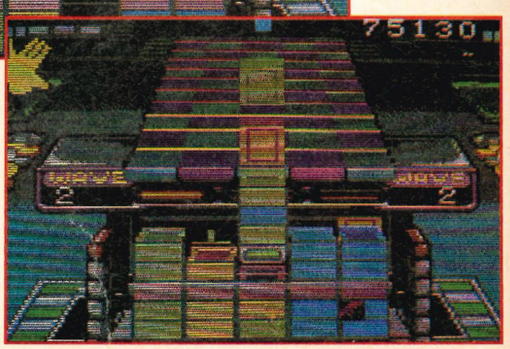
DOMARK GET SMALL AND PORTABLE

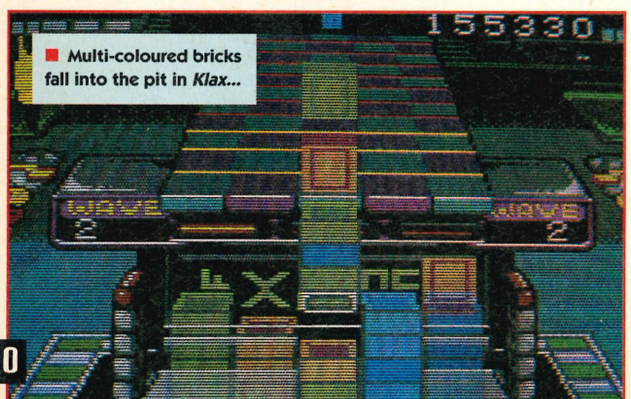
Domark have four Game Gear carts due for release over the next few months. All are tried and trusted games, finally making it across to the handheld after successes on the Master. Fortunately, Domark have stuck to the original games' formula as much as possible in the conversion, so all of them should make the grade.

So let's hear it for Domark, the Game Gear, flying squirrels wherever you are and the good old Queen Of England – she does a great job, don't you think, mate?



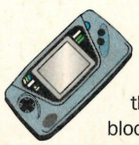
■ (Left) Yet more multi-coloured bricks in large pit scare
■ (Below) The bricks open a new Indian restaurant in Chigley





■ Multi-coloured bricks fall into the pit in *Klax...*

KLAX

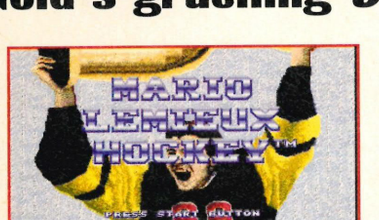


This is very much like that other block-dropping game *Columns. Klax,* however, is a brick-laying puzzler set against the clock. Multi-coloured lumps are "conveyed" along a conveyor belt towards a pit. It's your job to position and juggle them so they fall into the pit to form patterns and shapes. The better you get at the game, the faster the conveyor belt moves and the more blocks you have to manipulate.

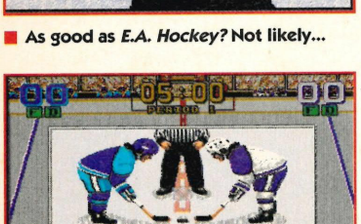
■ **Out in August at £27.99**

HINGS TO COME

Gold's gruelling *Olympic Gold.* Plus the latest news on new titles!



■ As good as *E.A. Hockey?* Not likely...



■ Stills like this break up the action

MARIO LEMIEUX HOCKEY

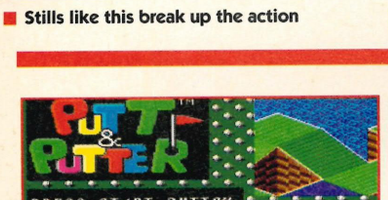
Are Sega and Electronic Arts deliberately treading on each other's toes? It certainly seems like it! E.A. release *John Madden*, Sega sign a deal with *Joe Montana;* E.A. release *E.A. Hockey,* Sega get their ice skates on with *Mario Lemieux Hockey.*

As with *Joe Montana,* this is a horizontal scroller (E.A. did it from top to bottom) with a fairly decent amount of extras bolted on to give the gameplay a well-needed shot in the arm.

On first impressions, there's nothing here to topple *E.A. Hockey* – but we'll have the two games in a head-to-head face off next month.

■ **Out now at £39.99**

■ 17 seconds into the match and already the action's Ben Johnson (fast and furious). Sega like their sport sims horizontal. E.A. stick to the vertical. But which one is the better game?



■ A kind of crazy golf sim, but this one is great fun to play and miles better than E.A.'s *Zany Golf* on the Mega Drive

■ Knock down the drawbridge, get across the moving bridge and then bounce the ball back off the wall into the hole. Easy!

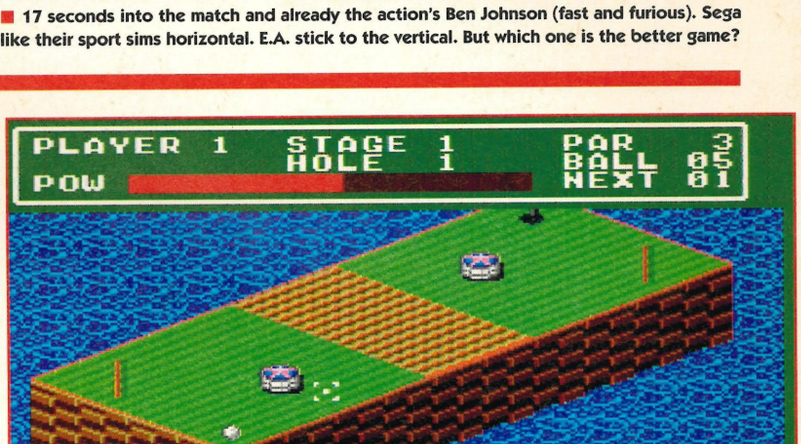
PUTT AND PUTTER

Another Game Gear title adapted for the Master (as opposed to the other way around). This game is very similar to E.A.'s *Zany Golf* for the Mega Drive (*Sega Power* 14: 56%) – but it's about twice as much fun to play and uses only a quarter of the memory space. Good stuff.

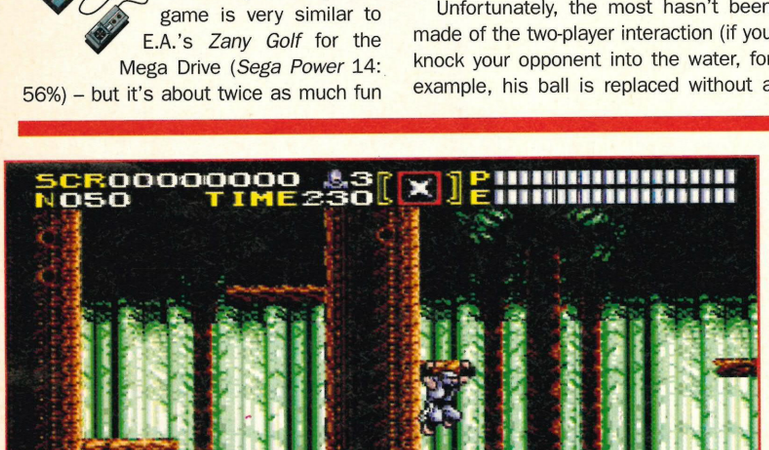
Two-player action is the name of the game here as both you and a friend negotiate three of the world's wackiest crazy golf courses.

Unfortunately, the most hasn't been made of the two-player interaction (if you knock your opponent into the water, for example, his ball is replaced without a penalty). Neil and John still spent an entire evening playing with our copy, however. One cart for the seriously barking.

■ **Out in June at £29.99**

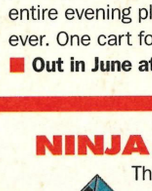


■ Take our word for it – this is one of the most straightforward holes to be found on the entire course. With just two pinball-bumpers and a very simple turn-on-and-offable conveyor belt, it's hello to Mr Hole-In-One



■ The screen size has been enlarged on the Master System version, so Ryu appears smaller here than he did in the Game Gear title. The levels have also been tweaked and tailored

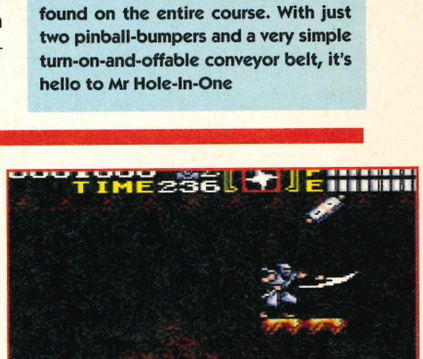
NINJA GAIDEN



This really cracking Game Gear ninja-'em-up (The Hard Line ★★★★★) – a six-level hack 'n' slash romp – is now coming out on the Master System. Slightly redesigned, *Ninja Gaiden* on the Master has all the usual ingredients: a whole garden centre full of totally chuckable metalwork, loads of masochistic bad guys with a death wish and several buckets of blood.

The action is fast and furious, but like *Spider-Man,* it looks like this is yet another game that's going to suit the Gear more than the Master.

■ **Out in June at £29.99**



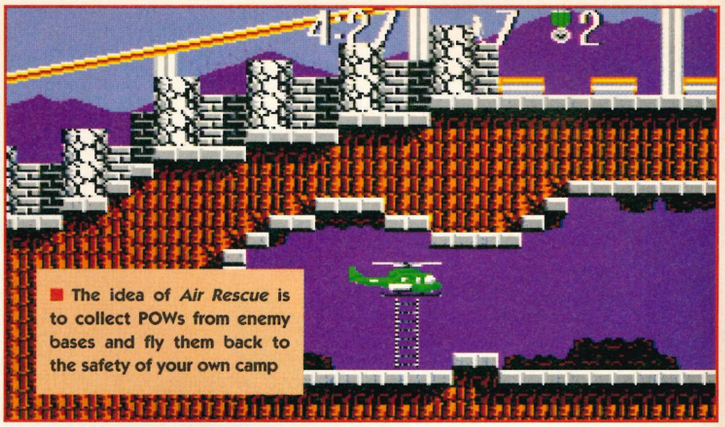
■ Hack! Slosh! Swipe! Thwack! Bosh! Etc. etc. If Ryu can actually get his act together and hit that scroll there, then it's power-up time. This will give him either a new special weapon or some valuable extra energy

■ Your ubiquitous up-ing, down-ing and flying around-ing all goes horribly wrong and it's "Oh, my God, we're plummeting like a stone" time. Good job someone invented extra lives really. Tally-ho!

AIR RESCUE

Remember the classic *Defender*? Well, *Air Rescue* takes us along a similar gameplay trail. Each level offers a new horizontal scrolling shoot-'em-up scenario where you can flip your chopper to travel in either direction. You rescue POWs from underground and surface hold-outs which are under fire from the enemy troops. It all sounds like fun but this pre-production version from Sega doesn't look too promising. A shame, but there you go.

■ Out in June at £29.99

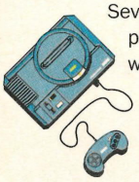


■ The idea of *Air Rescue* is to collect POWs from enemy bases and fly them back to the safety of your own camp

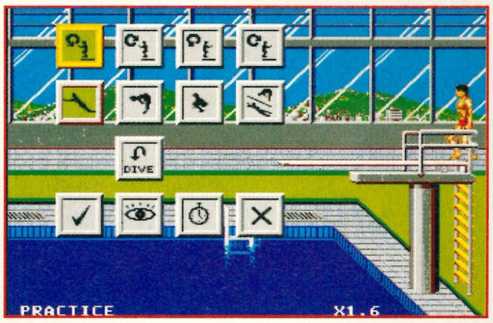
US GOLD GO FOR GOLD!

BIRMINGHAM BASED US GOLD ARE THE force behind what looks set to be one of *the* BIG games of the summer. Seeing as Birmingham city didn't manage to secure its place as the venue for the next Olympic Games, *Sega Power* reckon that it's only fair that Brumsville should get involved somehow. Aren't we considerate.

OLYMPIC GOLD



Seven different sports await to tax your physical prowess. Will you be man or woman enough for the job? Practise, compete in the septathalon or just limit the damage and make a complete fool of yourself on just a few (hand picked) events. Up to four players can compete, taking it in turns to test their athletic ability. Of course, it's not *really* athletic ability that's being tested – more a matter of how fast you can hit alternate Buttons and time jumps, leaps and throws.

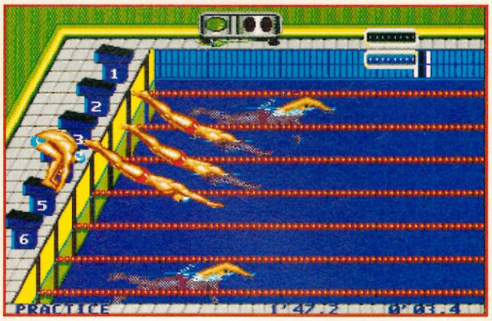


■ In the diving event, you must complete the four dives – one from each starting position. Select your twists and turns from the icon options and then attempt to do 'em

■ In archery, your hand wobbles under the strain of pulling back the bow and you've got to keep an eye on the wind gauge. The highest scorer at the end of the event wins

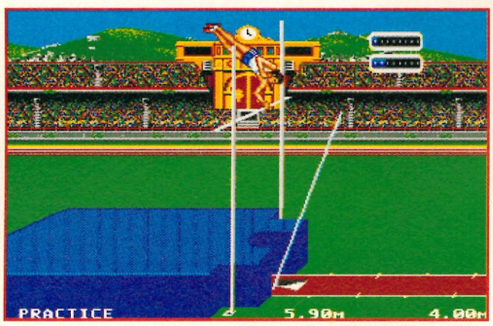
The Mega Drive visuals look superb, but it's the Master System that really excels itself – you can almost see smoke billowing from its air vents as the super-slick animation and scrolling routines hit overload. Just take a look at the sports on this page...

■ £39.99 (Mega Drive) and £29.99 (Master System and Game Gear)

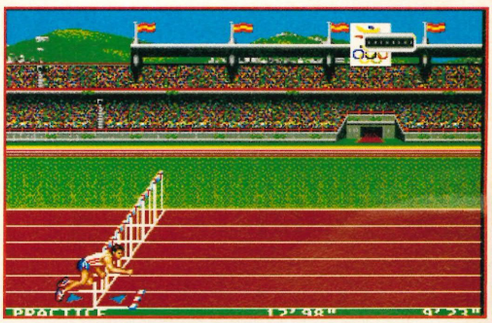


■ Competitive swimming – does anyone really enjoy this? It knackers you out, makes your eyes go red and your hair look like Lionel Blair for the next three weeks. Nightmare!

■ The 100 metre sprint. This could almost be an action shot from "Chariots Of Fire..." But where's the lycra, eh?



■ "Urgh! I feel sick! Everything's gone upside down! Hello, Mr Breakfast!" Pole vaulting is not for the faint-hearted...



■ Oh dear. About three and a half hours behind the rest of the field and still you're tripping over the hurdles. The man responsible for this pathetic showing was, of course, Andy

THE BEST YET FOR THE MASTER SYSTEM?

And here's the Master System strutting its hammer throwing-stuff. The graphics are almost as good as the Mega Drive version throughout and the gameplay remains solid.

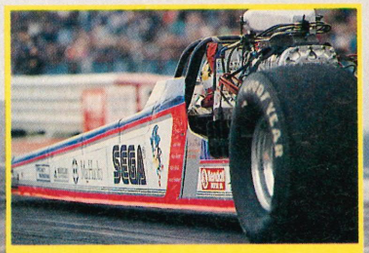
You can participate in all the major events you'd find in the real thing and the animation of your athletes is just amazing. It's all so real, you might even pull a hamstring or break an ankle-playing it. Phew, hot stuff!

■ Hammer-throwing the Andy way (let go this time, okay?)

GAME-TESTERS UNITE!

If you think you could game-test some of the biggest up-coming tiles in the Sega universe for *Sega Power*, we want to hear from you – ***NOW!***

Write and tell us why you think we should bother considering you for the job (and remember, flattery will get you everywhere), and then send your application to: Game-testing, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.



■ We all know that Sonic is supposed to be fast, but this is getting beyond a joke. Just you try and catch me, Robotnik!

SEGA POWER IN DRAG!

Racing, that is. Yup, the need for speed consumes the Crew!

FACTS ABOUT DRAG

For the technically minded among you, the Sega Dragster has some impressive stats. Check these out:

Engine:	JP-1-BAE 438 Cubic Inches (producing a massive 2,000 horsepower)
Fuel:	Methanol
Fuel consumption:	40 gallons to the mile
Acceleration:	zero to 100mph in one second
Fastest quarter mile run:	6.11 seconds (225 mph)
Chassis:	271" Meyer

But there's a reason for this – and she's a Finnish girlie called Anita Makela. She ain't no ordinary 28 year old Scandinavian babe though, 'cos she spends most of her time driving at 225 miles per hour as one of Europe's best Top Alcohol Dragster racers.

■ "Okay," said Anita, "Chocks away! See you at the finishing line in six seconds' time. Just make sure you're not late!"

THANKS TO *SEGA POWER* AND SANTA POD Raceway, we're offering a lucky *Sega Power* reader the chance to meet Anita (and spend time in the pits with the Sega Dragster) when she next appears in England. This will be at the Santa Pod raceway for the Budweiser Drag Series Top Alcohol Challenge which takes place on August Bank Holiday. Wahay!

But that's not all. The lucky winners (hey, we're so generous we'll let you bring a mate, a parent or someone along with you if you want), will also be travelling up with the *Sega Power* Crew on Monday 31 August and will then get the chance to watch the finals from the V.I.P. box next to the start line!

And if you don't win this groovy top prize, we've also got ten double weekend tickets (worth £60 each) to give away as runners-up prizes which will enable, erm, ten pairs of people to get into the event – absolutely free!

WHAT TO DO

So you want to know what you have to do to enter this competition? All right, simply answer this incredibly easy question:

1. Keanu Reeves plays a chap that spends his spare time drag racing in which movie?
   a. Point Break
   b. Parenthood
   c. My Own Private Idaho

Jot down your answer on a postcard and send it in to the: **We're in drag compo, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW,** making sure it arrives here by **Friday 17 July** at the latest.

The winner will be the first correct entry pulled from Andy's special crash helmet and the ten runners-up will be the next ten correct entries pulled from the self-same hat!

SEGA POWER

THEM RULES

1. No employees of National Dragways Ltd or Future Publishing Ltd can enter.
2. Multiple entries will be destroyed.
3. All persons under the age of 16 must be accompanied by an adult at these motor sport events.
4. The closing date for this compo is Friday 17 July 1992.

■ Some of the 14,000 strong crowd who started queuing at nine in the morning to get their place in the front row crush. Pugilists would've loved it

■ (Right) Hello, Richmond! Ben from Curiosity checks out the crowd
■ (Below) Three superstars take time out. Well, two and a half, anyway

DJs TAKE CONTROL!

80 degree heat, 14,000 sweaty groupies, Sega and Capital FM converge on Richmond Park for a Sega spectacular!

■ John catches up on years' worth of fantasy and finds it isn't quite what he'd expected...

John Cantlie survived screaming hordes of teenage girls (so he tells us) to bring you news about the Sega and Capital FM Radio Roadshow. Perhaps even a bit of gossip about the lifestyles of the rich and shameless?

DANCE SENSATIONS NOMAD, CURIOSITY and Alison Limerick were all performing at the event, with Pat Sharp, David Jensen and, of course, Sonic The Hedgehog – still fat and very hot 'n' sweaty – doing the hosting.

The show kicked off at one p.m. and ran for three crazy hours. Unfortunately, no-one told the fans. They were already arriving at nine a.m., so by the afternoon, people were literally being carried off on stretchers.

"It's that Sonic" said a medic. "When he appears, everyone just surges forward. It's manic."

■ Chillin' back with *Sonic* and Nomad

■ A pretty dangerous concept. Good to see he's thought about protection though

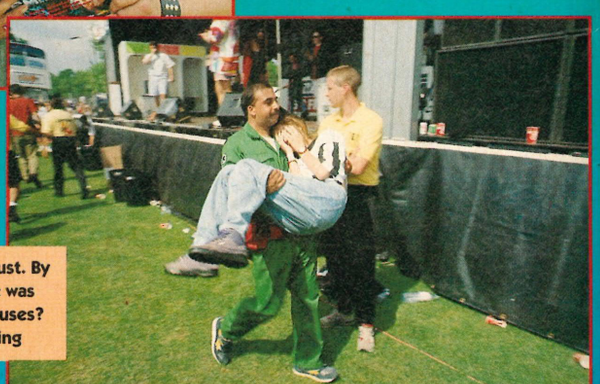
CURIOUS

All the stars were playing their latest hits live on stage, and when Curiosity hit it with "Hang on in there, baby," the crowd just lost their mind and went wild.

Those who needed to cool off checked into one of the Sega Tour Buses. These were very plush and decked out inside with all the very latest Sega titles.

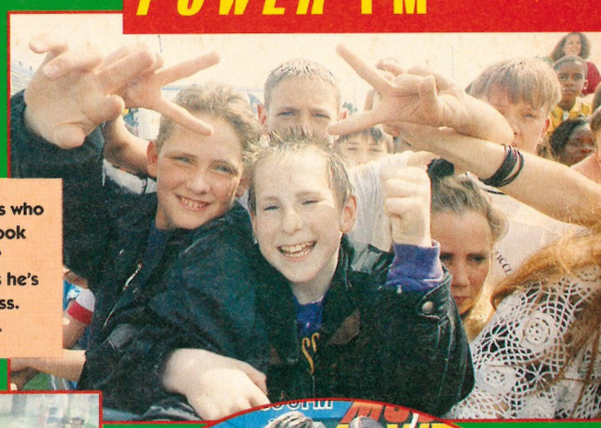
■ It's a sign of the times when an unemployed pitfighter from Benchley (right) reads the same mag as a national DJ star (left)!

■ Check it out. The mag on everyone's lips gets the real number one treatment from the coolest of cats...



■ Another one bites the dust. By three p.m. the casualty rate was pretty alarming. And the causes? Excessive sun – and screaming

■ Breakin' it out live on stage. With new singles due out this summer, Ben's back big time

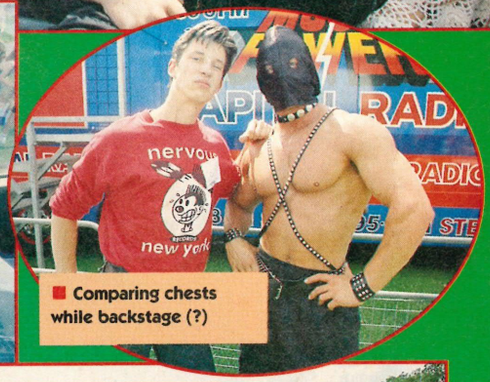


■ (Right) Obnoxious urchins who wouldn't go away until we took their picture. Satisfied now?
■ (Below) Oh dear, it seems he's wet his diapers in the process. The agony and the ecstasy...

WILD PARTIES

There was a hell of a party going on backstage too. With limitless food and drink provided by Sega, the stars who had started the event as quiet and unassuming megastars soon reverted to their normal selves before the day was out.

David Jensen took an impromtu shower from a dustbin, for example, and Nomad were even spotted shaking their thangs off the back of a truck...



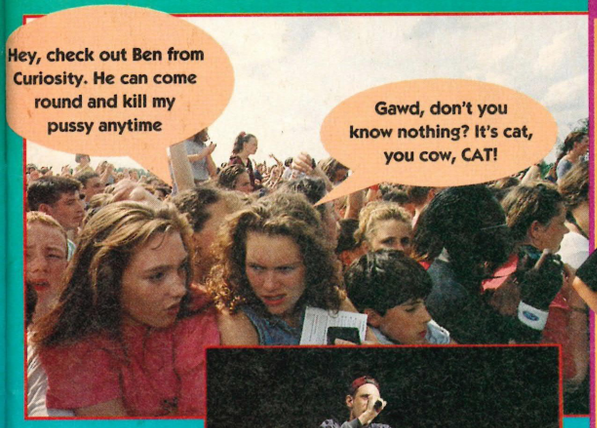
■ Comparing chests while backstage (?)

■ (Above) Consuming far too many chocolate milkshake does this to you...
■ (Right) Mick Brown takes centre stage and then takes over completely

■ 80 degrees, 14,000 fans, hot rockin'!

IT'S ALL OVER

When the dust finally settled at 4.30, the huge exodus began and London ground to a halt. Hot Rockin' Roadshow, kick it one more time! SEGA POWER



■ High steppin' his way to the top. Ben from Curiosity and the Sega Roadshow in full effect

WIN A GAME GEAR FOR YOUR PAINS

HORRIBLY DANGEROUS, THIS JOURNO business. There I was, quaffing beers backstage and chatting away, when suddenly this six foot muscle-bound machine grabs me by the throat and breathes fish into my face.

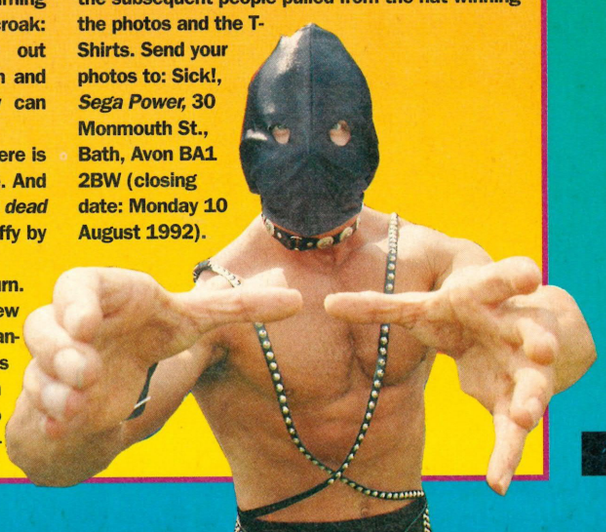
"'Ere, you" it says. "I'm hot, I'm bored and I don't like you!"

Thinking hastily (and turning purple at the same rate), I croak: "There's 100,000 readers out there who says yer all mouth and no codpiece. They says they can kills yer, yer total bonehead!"

"Izzat so?" It says. "Where is they? I'll take 'em all on at once. And when they fail, I'll work you over *dead* good" His mask has gone all puffy by this stage, he's so mad.

Er, so now it's your turn. I've skillfully delegated a few more weeks of life for myself, but in the meantime, we've got a Game Gear, signed photos of the Masked Warrior himself (gulp!) and ten *Pit-Fighter* T-Shirts (as modelled by Neil) to give away to the winners of this great competition. Pit-Fighting's a pretty rugged sport, so what we want you to do is send us in a photo of your most horrendous injury. You must have broken your nose or burst your spleen at some time or other – just dig out those pix and send 'em in.

The sender of the nastiest, stomach-churniest picture will win him or herself the Game Gear, with the subsequent people pulled from the hat winning the photos and the T-Shirts. Send your photos to: Sick!, *Sega Power*, 30 Monmouth St., Bath, Avon BA1 2BW (closing date: Monday 10 August 1992).



THE UNLIKELY ADVENTURES OF

CAPTAIN AGES

AND HIS PUNK PAL

REWOP

IN

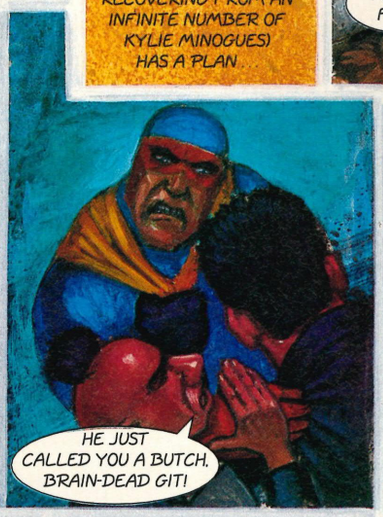
"I SHOULD BE SO LUCKY!"

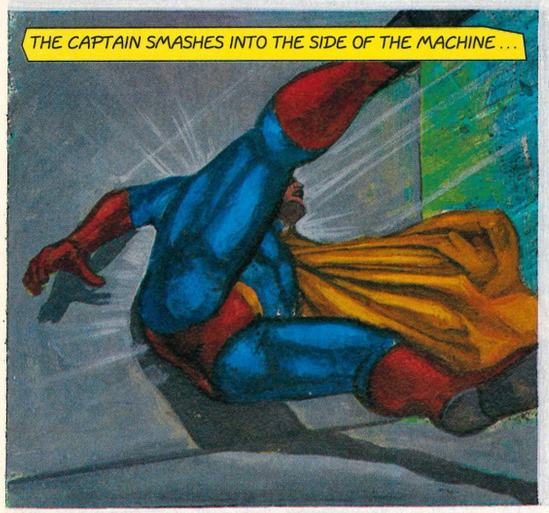
PART THREE

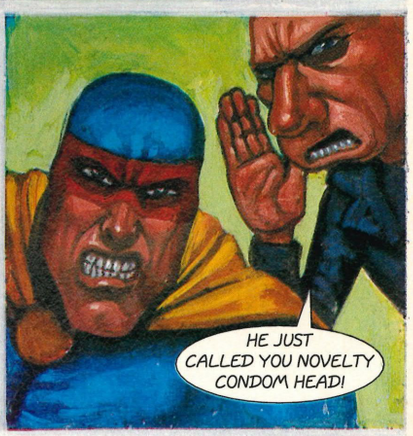
ART PAUL KIDBY LETTERING MACH ONE SCRIPT ORANGE PEEL

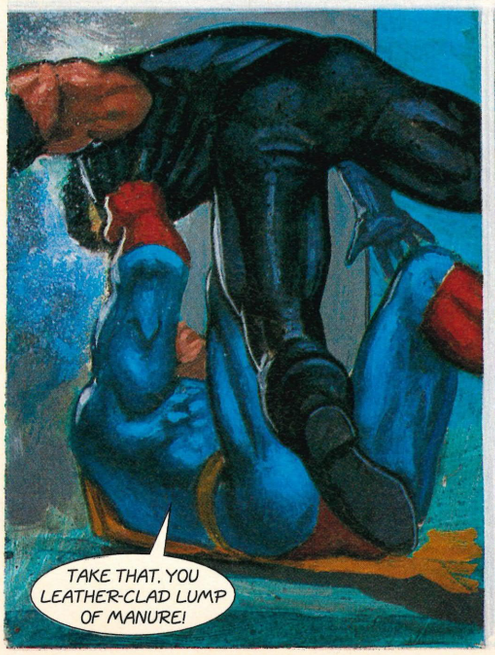
THE STORY SO FAR...

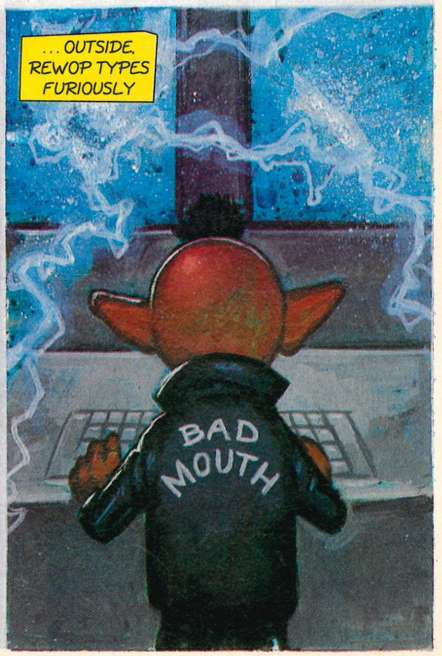
AS IF ONE CAPTAIN AGES ISN'T ENOUGH, ANOTHER CAPTAIN FROM A PARALLEL DIMENSION HAS APPEARED. AFTER DESTROYING THE EVIL DR DREAM'S MACHINERY, ONE CAPTAIN SPILLS THE OTHER CAPTAINS PINT, CALLS HIM A FAIRY, AND ALL HELL BREAKS LOOSE. REWOP (STILL RECOVERING FROM AN INFINITE NUMBER OF KYLIE MINOGUES) HAS A PLAN...











WITH REWOP AT THE CONTROLS, THE TWO FIGURES START TO WARP...
...ERROR 244...DUAL BODYFORM...MERGING DNA...
AAAAARRRRGGHHHHHH!
JEEZ... MY HEAD!
HI! ERR... CAPTAIN?
REWOP, I'M BACK AND I FEEL BETTER THAN EVER BEFORE... AFTER IVE DUMPED THIS LYCRA UNDERWEAR...
IS THAT HIS BIKE?
...LETS GET THE HELL OUTTA HERE! THIS PLACE IS GONNA BLOW!
THE END...
...ACTUALLY IT'S JUST THE BEGINNING BECAUSE THE NEW CAPTAIN AGES WILL BE BACK NEXT MONTH IN SEGA POWER

now this is MEGA...

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

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JOIN NOW

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

FREE COMPETITION*

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

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

GIVE US YOUR PERSONAL DATA

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

Card No. _____ exp ___/___

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

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

name _____

address _____

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GIVING THE GAMES AWAY!

• It's true! Over 1,000 prizes up for grabs – just count 'em! •

In possibly *Sega Power's* biggest ever giveaway, US Gold come over all generous and cough up more prizes than you can point a rather wobbly Light Phaser at: 1,135 prizes to be precise...

TO GET INTO THE SPIRIT of the Olympics and more importantly *Olympic Gold* (see our reviews on page 22 and 23), US Gold have gone all sporty and decided to give away **five** pairs of trainers. But not just any old pair of trainers. Oh no. The trainers up for grabs here (and this is the good bit) are... whatever you want! They can be any style and any size – just like the ones at the bottom of the page – or totally different. It's up to you!

Just walk into your local Olympus Sports shop, take a look at the trainers they have on offer and decide what you'd feel grooviest wearing.

There are also **30** copies of *Olympic Gold* up for grabs (ten on each format), **100** posters and **1,000** (yes, *1,000)* limited edition *Olympic Gold* pin badges.

Let's face it – the chances of you not winning something in this humongous compo are miniscule.

IT'S DEAD EASY

Because there are so many prizes on offer, we're going to make this competition fairly easy. All you have to do is answer this simple question.

● In what country and in what city were the 1980 Olympics held?

Now write your answer down on a postcard with the following information: a) your name, address and date of birth, b) what sort of trainers you'd like (and your size), and c) what sort of *Olympic Gold* cart you'd like if you win.

Now send your entry in to: **I'm faster than Linford Christie after a well dodgy vindaloo, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW** and make sure it reaches the *Sega Power* offices by **Monday 10 August 1992.** Got that? Good.

■ Fancy a limited edition A2 *Olympic Gold* poster on your wall (that's about 59 by 42 centimetres big)? Well, enter this brilliant compo and win one for nothing!

■ And here's *Olympic Gold* on the Master System (reviewed on page 23). Compete in seven Olympic sports without leaving your own armchair – sounds good to us...

■ The Mega Drive version of *Olympic Gold* is reviewed on page 22, so check out what you could be winning. It's a lot less bother than flying to Barcelona, that's for sure...

■ There are 1,000's of these badges for you to win, so if you fancy having a gold pin spiked painfully through your nipple, enter this compo *now!*

OLYMPIC RULES

1. No-one at Future Publishing or US Gold may enter this compo.
2. All compo entries must reach us by Monday 10 August 1992.
3. Andy's decision is final.
4. The senders of the first five entries pulled from Andy's vast hat will win the trainers, the next 30, the carts, the next 100, the posters and the next 1,000, the badges. Simple really.

"THERE'S ONLY ONE SUPER KICK OFF"

EUROPES **No.1** FOOTBALL GAME!

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

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

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

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A SERIOUS EXPERIENCE

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POWER REVIEWS

Every game is thoroughly tested with our extensive system!

The *Sega Power* Review Crew sorts out the neat from the naff when it comes to the latest titles. "We give you the best there is and that's no lie." 24–7, chapter and verse.

EACH AND EVERY GAME THAT comes into the *Sega Power* offices gets put through the shredder that is our games reviewing system. If the game's got something to offer, then you can be sure we'll let you know about it – and the same goes for the nob games too! Yep, if a cart's not worth it we'll tell you just how bad it *really* is...

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

POWER GOLD FACTOR

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION

LOW | MEDIUM | HIGH

TIME TO COMPLETE

One to two months

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

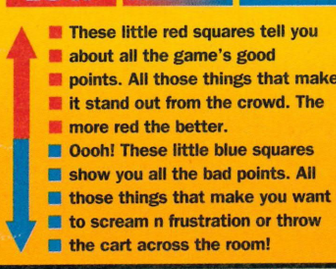
SEGA POWER SAYS

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

99%

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

ALTERNATIVES



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

POWER POINTS

PLAYERS 1–2
How many can play? Simultaneously?

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

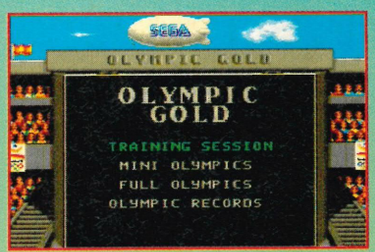
SAVE GAME YES
Password system? Battery-backed?

LIVES 6
How often are you going to die?

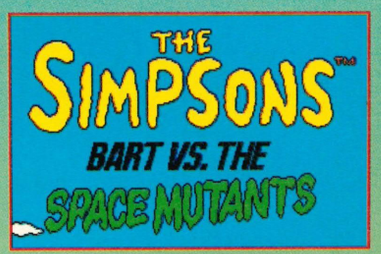
SKILL LEVELS 3
Can you set skill levels? How many?

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

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



OLYMPIC GOLD.....Page 22
Take part in the Olympic Games with the Master System or Mega Drive – you don't even have to get out of your chair!



THE SIMPSONS.....Page 24
Bart witnesses the arrival of aliens in Springfield. Can he save the town or is it the end of the line for the Simpsons?

ROLLING THUNDER 2.....Page 25
Platform action on the Mega Drive. Get your gun out and go after the baddies!

GYNOUG.....Page 26
A shoot-'em-up for the Mega Drive. Do we really need more carts like this?

MARBLE MADNESS.....Page 27
Guide your marble through the mazes. More ball rolling fun on the Master.

TAZ MANIA.....Page 28
Cartoon capers on your Mega Drive.

PUTT AND PUTTER.....Page 31
Play "a round" on the Master System.

CORPORATION.....Page 32
Exploration game for the Mega Drive.

ZERO WING.....Page 34
Yet another Mega Drive shoot-'em-up.

ARCADE CLASSICS.....Page 35
Ancient gameplay on the Master.

EMPIRE OF STEEL.....Page 36
Erm, another Mega Drive shoot-'em-up.

GALAXY FORCE 2.....Page 37
Shoot-'em-up on the, erm, Mega Drive.

MARIO HOCKEY.....Page 38
Ice Hockey on the Mega Drive.

DEVILISH.....Page 39
Mega Drive pinball mayhem!

DJ BOY.....Page 40
Mega Drive, erm, DJ Boying mayhem!

OUT RUN EUROPA.....Page 46
Race across Europe on the Game Gear.

CRYSTAL WARRIORS.....Page 47
Handy wargaming action on the Gear.

- **Jon Pillar:** We are not worthy to play games in this man's presence...
- **Andy Smith:** Editor and the best schwinger of the whole team
- **Desirée Cousteau:** A very, very foxy lady indeed (schwing!)
- **John Cantlie:** The sexiest and most hunky man alive – NOT!
- **Trenton Webb:** Highly intelligent but prone to hurling at times (?)
- **Neil West:** Gimp. This is a chap with majorly gimpish overtones
- **Amanda Cook:** If she was President she'd be Baberaham Lincoln!

OLYMPIC GOLD

Mega Drive • US Gold • £39.99 • UK Official Release •

Seven Olympic sports, eh? What better man for the job than a true man among men! A real athlete! A real hero! Unfortunately, we couldn't find one, so here's Neil West. (Oh, I didn't see that one coming... – Neil).

OLYMPIC GOLD HAS GOT TO be one of this year's mega huge licences. I mean, this is *the* game of *the* Olympic Games, so you can bet your lycra jockstrap that this is one cart that will sell by the bucket load. But we've got no problem with that, because this is a highly polished and interesting game.

As you can see from the screenshots, there are seven different sports to compete in. Each sport relies on either frantic Button tapping or precision timing to make your attempt at Olympic glory a successful one.

But even if you manage to win at all the events (at all three skill levels), you still have the world records to beat, so even then there's a lot of new challenge to be discovered.

On first impressions, *Olympic Gold* appears to suffer from the same problems as *European Club Soccer* – all graphics and not much game. But after a while, you find yourself desperate to master all the disciplines and coming back for more. Okay, it's not perfect, there's definitely more that could have been done with such a fantastic licence (more events and a simultaneous two-player option would have been great, for instance), but *Olympic Gold* is still worth a look.

SEGA POWER

ALTERNATIVES

***California Games* (*Sega Power* 29: 82%) and *Winter Challenge* (*Sega Power* 29: 71%) are *Olympic Gold's* most obvious rivals.**

All three games have some great graphics (there's not that much to choose between 'em), but *Winter Challenge* has slightly more depth.

POWER POINTS

PLAYERS 1–2
Players must take turns to compete – you can't play simultaneously.

EVENTS 7
There are seven events to master.

SAVE GAME NO
A battery-backed memory would have been very nice.

LIVES 0
If you're rubbish everyone laughs at ya.

SKILL LEVELS 3
Club, National or Olympic standards.

OPTIONS
Compete in any number of events, or simply train in specific ones.

IDEAL GAME–PLAYER
An athletic nut with quick fingers.

TAKE CONTROL OF *OLYMPIC GOLD!*

■ You have got to be joking! With seven events to get your teeth into here , there are more controls than you'd find on the space shuttle...

• OLYMPIC GOLD • MEGA DRIVE • US GOLD • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
One month will see you at your peak

- Detailed and smooth graphics
- Seven different events to master
- Two-player games can be fun
- Aim for those Olympic records!
- Free souvenir programme
- Gameplay variations
- Er, you don't get all sweaty...
- ...or have to wear a jockstrap
- No simultaneous two-player action
- No battery-backed memory

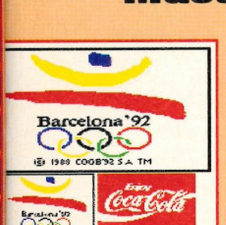
SEGA POWER SAYS

"A decent but uninspired game that could have offered a lot, lot more. The challenge could've been bigger too and more varied. Still comes recommended though."

77%

OLYMPIC GOLD

• Master System • US Gold • £34.99 • UK Official Release •



Barcelona '92 is nearly upon us, so Andy Smith dons his skin-tight lycra pants and gets well and truly into US Gold's latest sports sim.

■ I was never very good at Robin Hood or William Tell impressions at school... Then again, I'm in gold position, so who cares?

DON'T BE FOOLED. AT FIRST, you may think this is just another rather average multi-event sports sim – but you'd be wrong. Underneath the rather predictable exterior there's a cracking little game.

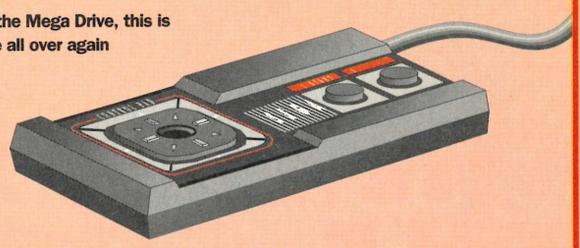
A series of seven events are here to test your joypad thumping skills to the limit, ranging from the usual track and field events to the more off-beat sports such as diving and archery. You can take part in a mini-Olympics by participating in only a few events if you want, or you can go the whole hog and enter the lot. Don't worry if you're not Linford Christie quite yet though, 'cos there is the opportunity to train in each event.

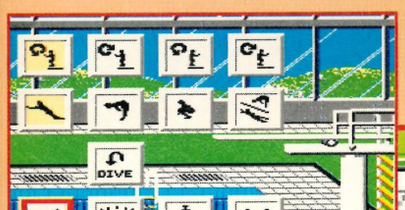
Beginners can start off at the easier club level, for example, while experienced players can jump straight in at the Olympic standard – it's up to you.

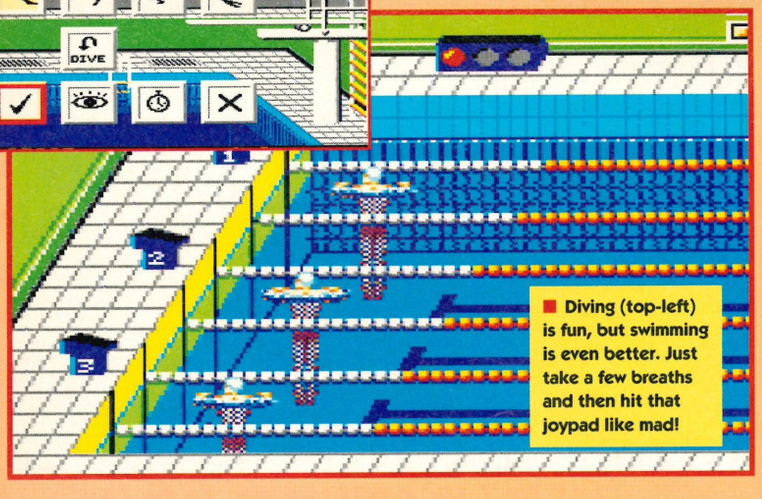
Control is straightforward. Whether you're running, swimming or shooting, all you've got to do is bash the appropriate Buttons on the joypad to beat the opposition. And believe me, you really need to get the speed up if you want to win won of those coveted medals. A great sports sim, but it's still just another version of that old-fashioned "destroy your joypad" kinda game. This one's just wrapped up in shiny packaging, that's all.

TAKE CONTROL OF *OLYMPIC GOLD!*

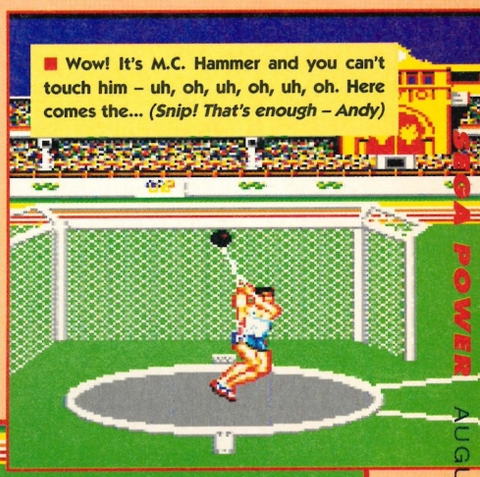
■ Yep, just like the Mega Drive, this is the space shuttle all over again



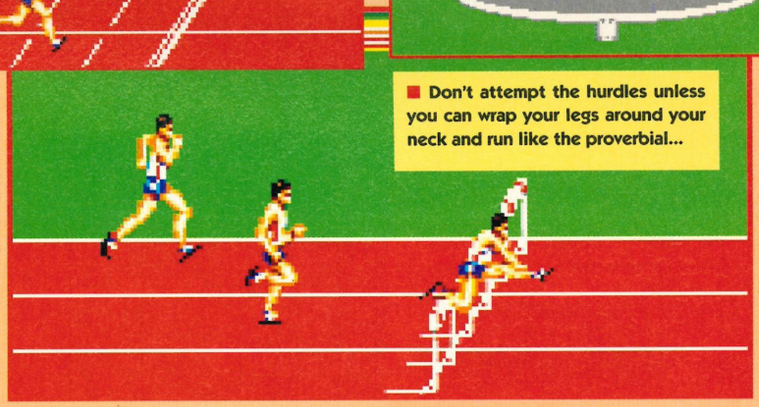




■ Diving (top-left) is fun, but swimming is even better. Just take a few breaths and then hit that joypad like mad!

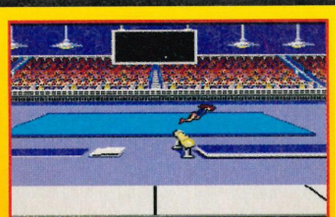


■ Wow! It's M.C. Hammer and you can't touch him – uh, oh, uh, oh, uh, oh. Here comes the... *(Snip! That's enough – Andy)*



■ Don't attempt the hurdles unless you can wrap your legs around your neck and run like the proverbial...

ALTERNATIVES



California Games (The Hard Line ★★★★★) is better than this multi-event sports sim, 'cos it has more exciting and "different" events.

Olympic Gold is a lot better than *Summer Games* (*Sega Power* 11: 62%), however.

POWER POINTS

PLAYERS 1–4
Get ready for some heated battles!

EVENTS 7
Every event tests your finger waggling ability in a different way.

SAVE GAME Way!
It's got a battery-backed memory – not!

LIVES 0
One try at each event is all you get...

SKILL LEVELS 3
Club, National and Olympic level.

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

IDEAL GAME-PLAYER
A would-be Daley who fancies his or her chances of a gold medal...

• OLYMPIC GOLD • MASTER SYSTEM • US GOLD • £34.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

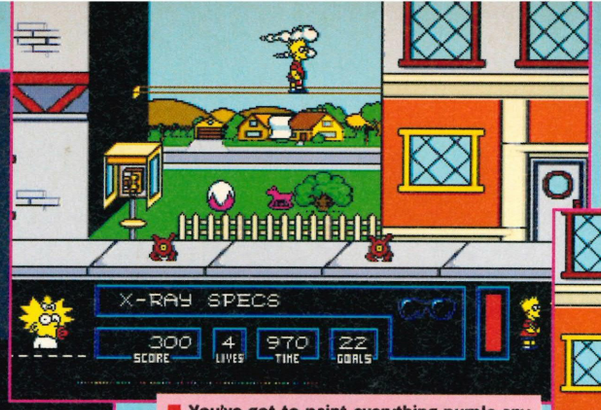
TIME TO COMPLETE
One to two weeks

- Level select feature
- Smoothly animated graphics
- Sound is more than just beeps
- Multi-player action is fun
- Imitate Daley Thompson!
- Get fit the easy way
- Er, that's it
- No simultaneous two-player option
- Only seven events
- Makes your fingers ache

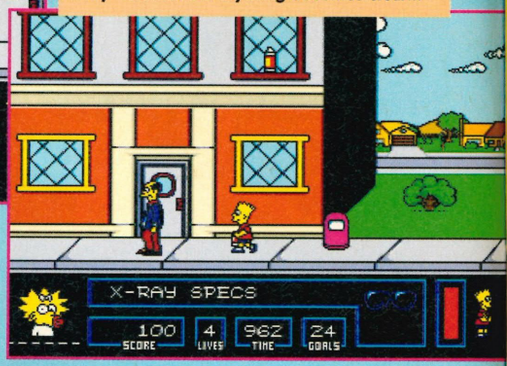
SEGA POWER SAYS
"Sporting sims like *Olympic Gold* are often regarded as dull, boring and repetitive. This one rises above the run-of-the-mill stuff, but not by much. Fun for a while."

64%

And this is where it all begins. Bart is the only witness to the alien's arrival – and he decides to do something about it. Cue the jolly japes...



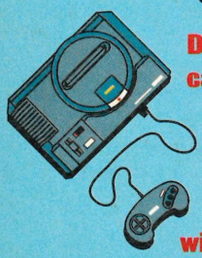
You've got to paint everything purple any way you can. If this means spreading washing lines over the whole of Springfield, then so be it (yes, we thought it was strange too)



A balding human... Or is he? You've got to be sure before bashing his skull in or you'll lose a life. The answer? Simply whip out your X-ray vision and everything becomes clear...

THE SIMPSONS - BART VS THE SPACE MUTANTS

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



Dudes, cows and carumba! But John Cantlie is sure he can complete his *Simpsons* review without resorting to Bart speak, which is the same as Wayne speak, which is the same as Turtle speak, which is the same as...

PURPLE ALIENS HAVE LANDED in Springfield and only Bart Simpson can stop 'em. A highly mediocre excuse for a cartoon-to-game tie-in, but it's all done fairly well and the animation's smooth. There's even some decent (but rare) speech from that superstar Bart Simpson.

This horizontally-scrolling multi-level platformer is, in fact, similar to *Rolling Thunder 2,* but only on the surface. Beneath all five levels, there's just not enough variety or interest to keep you coming back for more. And considering the hilarity of "The Simpsons" show on TV, this title is about as amusing as contracting syphilis (of course, if you hate the show you're probably not interested in the game anyway!).

The sprites are too small and impersonal to suck you into Bart's adventures, and the enemies so similar that you just don't care after a while.

The Simpsons offers fair animation, gameplay, graphics and sound, but it's just all too bland to turn heads – and in this day and age, that's enough to kill a game... SEGA POWER

ALTERNATIVES

The undercover *Rolling Thunder 2* (see page 25) and *Terminator (Sega Power* 32: 87%) are the nearest things as regards gameplay. They're both aeons better though.

POWER POINTS

PLAYERS 1
How many Barts do you want, man?

LEVELS 5
Special stages would've been nice.

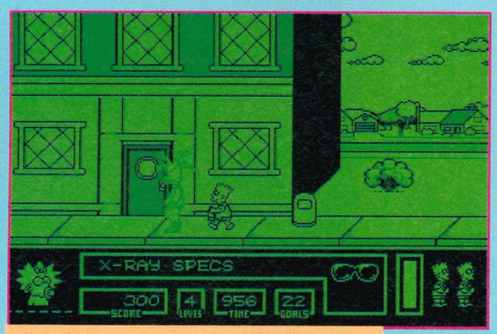
SAVE GAME NO
Zippo, Zilch, Rien, Nein (and so on).

LIVES 3
You find loads more on the way though.

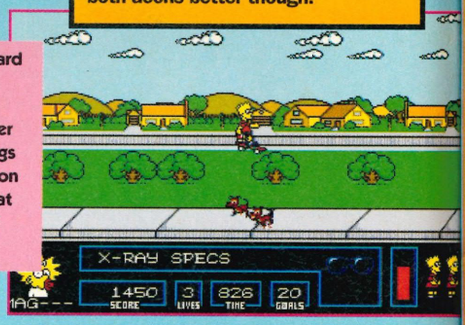
SKILL LEVELS 1
I am not impressed...

OPTIONS
Sweet Fanny Alexander, mate.

IDEAL GAME-PLAYER
A Bart Simpson fan – or someone who suffers from terrible colour blindness.

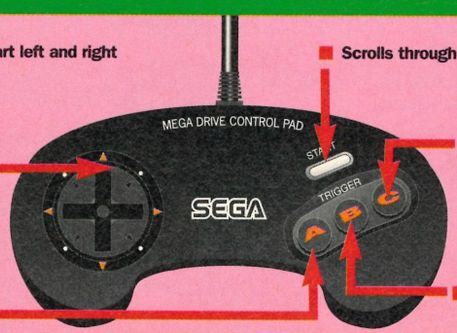


And this is what life's like with your X-Ray specs on. See that guy up ahead? He's an alien! You're now at liberty to kick his head in. Just jump on his bonce and he'll snuff it – and you'll get paid for your efforts too!



On his skateboard and you've got to dodge and jump through (!) and over all the sausage dogs and other skaters on the sidewalk. Oh, at long last – a bit of variety (phew!)

TAKE CONTROL OF *THE SIMPSONS!*



- Moves Bart left and right
- Scrolls through your inventory list
- Press this to activate what is highlighted in the menu bar
- Makes Bart jump
- Press to use Bart's spraycan or to buy an item in the shop

• THE SIMPSONS • MEGA DRIVE • FLYING EDGE • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
Two weeks

- Funky intro screens
- Toe-tapping music
- Animation is pretty good
- You can enter shops and buy stuff
- Things to discover
- Good speech (but not enough)
- Garish colours
- Not enough variety
- Bart's not funny
- Purple clashes with yellow

SEGA POWER SAYS

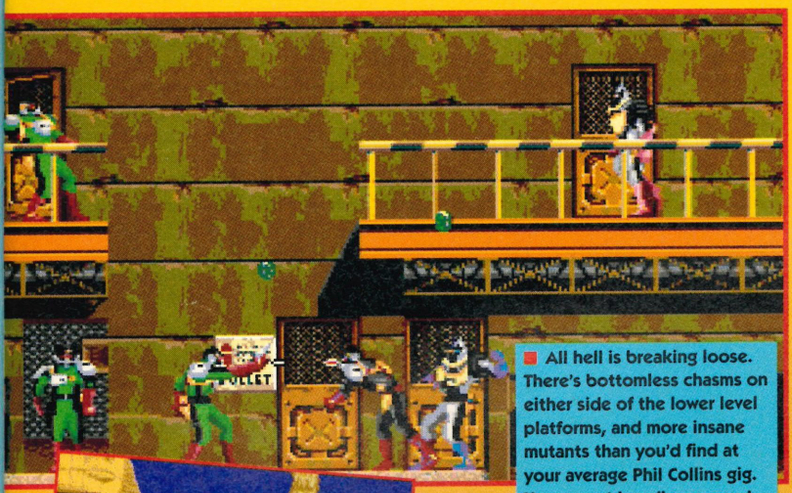
"Got a satellite? Are you a Bart fan? Then get this because you too could be Matt Groening for a day. A totally unremarkable game – despite its cartoony feel."

59%

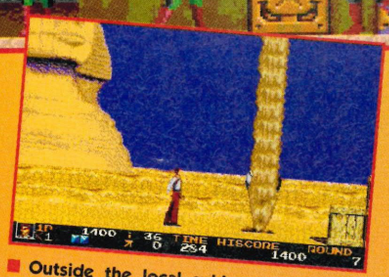
ROLLING THUNDER 2

• Mega Drive • Namco • £38 • US Import •

The world and life as we know it is under terrible threat again from domination by an evil madman, and only you can stop him. Gosh. We moisten John Cantlie's kiss curls, pack his Uzi, provide him with a rather sultry accomplice and get him to check it out in his sleep. The best secret agents do it undercover.



■ All hell is breaking loose. There's bottomless chasms on either side of the lower level platforms, and more insane mutants than you'd find at your average Phil Collins gig. Your agent has disappeared into the nearest room...



■ Outside the local sphinx where you're confronted with a sandy geyser. Very interesting, until you discover that, in fact, it's...

■ ...Not a natural phenemenon at all, but a Pinocchio for the '90s, driller-killer nose and all. These guys are tough, so move on

THEY COULD HAVE DONE A hell of a lot more with this title. It's an under-achiever. You can't jump and fire at the same time, for example, which is a major bummer if you're to progress as intended.

And why does the hero strut about like he's got a bad case of constipation? In a game where running, jumping and firing are the all, it's a bit disheartening to see corners like this being cut.

But the action's still there – even if it is somewhat stilted. There's no lack of wicked henchmen to waste, although the main trick is to find your Heckler and Koch and let rip. Shoot well though, 'cos your rounds are well limited.

Rolling Thunder 2 is a great game, especially in two-player mode, but it isn't another of the typically excellent conversions we've come to expect from Namco. And there's really no excuse for that sort of thing nowadays. Could try harder...

POWER POINTS

PLAYERS 1–2
Choose your sex and then wreak double havoc by fighting side-by-side.

LEVELS 11
The levels are diverse and addictive.

SAVE GAME NO
Gain infinite continues with the handy password system. Too generous?

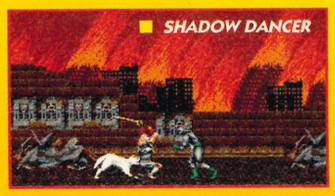
LIVES 3
And don't you know it!

SKILL LEVELS 1
A mistake. Why designers don't bother with this, I dunno...

OPTIONS
Music, number of players and password. The music options aren't that good.

IDEAL GAME–PLAYER
Fans of platformers, shoot-'em-ups and the arcade original will love it.

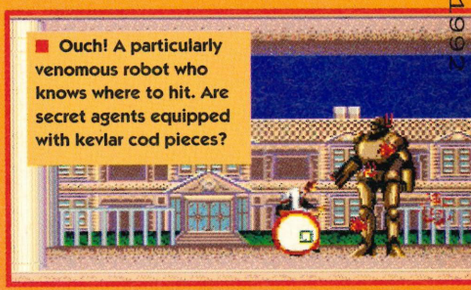
ALTERNATIVES



■ SHADOW DANCER

Shadow Dancer (Sega Power 18: 90%) with its slick animation and *Revenge Of Shinobi* (The Hard Line *****) both give *Rolling Thunder 2* a run for its money. *Strider (Sega Power* 19: 95%) is also a contender, although it doesn't really stand up against the other titles.

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



■ Ouch! A particularly venomous robot who knows where to hit. Are secret agents equipped with kevlar cod pieces?

CONTROLLING ROLLING THUNDER 2!

■ Controls your agent. Press up to hide in doorways or enter rooms, or use with C for a high jump. Press down to crouch

■ Use this to swipe one of your mate's lives in a two-player game (when you've exhausted yours, of course)

■ Press to jump

■ Fires weapons

• ROLLING THUNDER 2 • MEGA DRIVE • • NAMCO • £38 • US IMPORT •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
A month

- Thousands of henchmen to waste
- Sound is kinda funky
- Large number of levels
- Difficulty level is about right
- Mean end-of-level bosses
- Bi-sexual (!) character choice
- Heaps of power-ups and weapons
- Varied scenarios
- Animation is lacking
- No simultaneous jumping 'n' firing

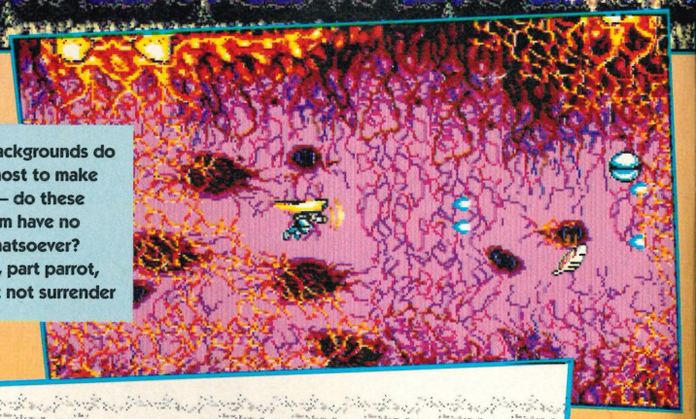
SEGA POWER SAYS
"You can't go wrong with a title like this, but Namco haven't done their best. It's a waste-'em-up, true – but it's still not half as slick as it could have been."

76%

Level one gives you plenty of chance to power up your ship

GYNOUG

• Mega Drive • Sega •
• £39.99 • Official Release •



The backgrounds do their utmost to make you barf – do these alien scum have no mercy whatsoever? Part man, part parrot, you must not surrender

"Brave warrior... Blah... Once peaceful kingdom... Blah... All the strength you can muster... Blah... Only hope..." Neil West's heard it all before. But is this scrolly shooter any good?

POWER POINTS

PLAYERS **1**
Just you versus the aliens.

LEVELS **5**
Successive levels get tougher.

SAVE GAME **NO**
No passwords, no nuthin'.

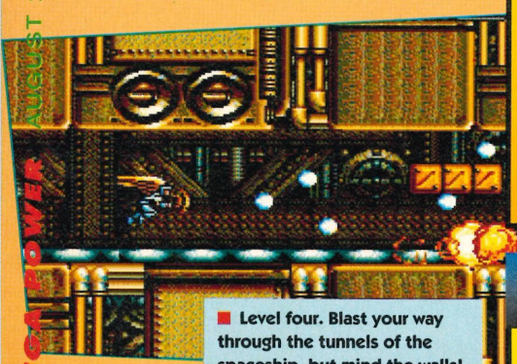
LIVES **3, 4 or 5**
Choose on the options screen.

SKILL LEVELS **3**
Normal, Hard or Hyper.

OPTIONS
You can redefine the controls.

IDEAL GAME–PLAYER
A shoot-'em-up addict who *must* have every game under the sun.

Level two. Demon birds flap overhead and drop some menacing white "bombs" (ahem). Meanwhile, fish leap up from the water below and bubble at you (!)



Level four. Blast your way through the tunnels of the spaceship, but mind the walls!

Level three. The sprites are small (all right if you've got a microscope), but they move okay

ALTERNATIVES

Thunderforce 3 (Sega Power 24: 82%) is in my opinion the very best horizontal scroller in the business, closely followed by *Hellfire (Sega Power* 31: 84%). *Gynoug* isn't up to the standard set by either of these two shoot-'em-ups, but it's better than *Empire Of Steel* (see page 36).

WELL, IT'S ALL RIGHT IN a boring kinda way. The evil virus monsters have invaded the peaceful planet of Iccus (home of the famous flying men), you see, and threaten to do 'orrible things.

They scroll on-screen, you shoot 'em, they disappear in a cloud of smoke, and then (and this is the really cunning bit) they're replaced by yet more evil virus monsters. And the whole thing carries on like this until the end.

There are loads of quality horizontal scrollers for the Mega Drive out at the mo – but *Gynoug* isn't one of them. There are loads of power-ups, bosses to beat, swarms of alien fiends, death, five levels of action, more death and yet more alien fiends – but sadly there's not much else to look out for.

Thunderforce 3 and *Hellfire* really have the Mega Drive sideways-scroller shoot-'em-up trophies in the bag. With its small (although well detailed) graphics and monotonous (although rock solid) action, *Gynoug* can't even pretend to compete against these biggies. Oh well.

TAKE CONTROL OF *GYNOUG!*

- Guides your ship in all directions
- Fires standard weapon
- Selects which special weapon is on standby
- Press this to activate your special weapon
- Fortunately, you can redefine the controls

• GYNOUG • MEGA DRIVE • SEGA •
• £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
One week

- Solid non-stop action
- Loads of power-ups and weapons
- Five sizeable levels
- Magic affects special weapons
- Some nice scrolly backgrounds
- Variable lives and difficulty levels
- Small and fiddly sprites
- Seen it all before gameplay
- Nothing original whatsoever
- A dated coin-op conversion

SEGA POWER SAYS

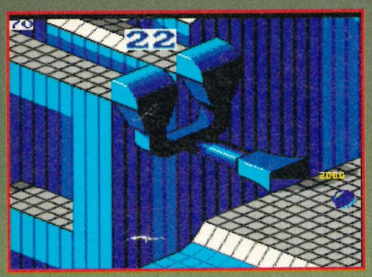
"*Gynoug* is yet another unimaginative coin-op conversion that shows its age. If you're after a new shoot-'em-up that *really* kicks though, check out *Thunderforce 3.*"

59%

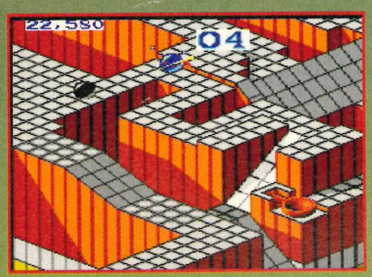
MARBLE MADNESS

• Master System • Domark • £29.99 • Official Release •

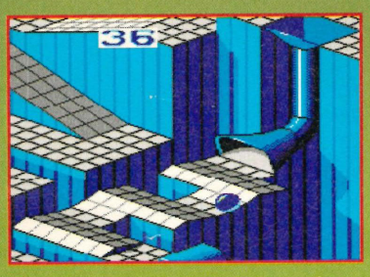
After an agonising wait, the cart with the little blue ball rolls into view on the 8-bit. Jon Pillar inspects it, flicks it round the room and finds it's well worth swapping a few alleys for. (Then again, what does he know?*)



■ With a quick sidestep, Bluey rolls gently into the drainpipe and nabs 2,000 points



■ Bluey knocks himself for six after taking a rather dangerous trip via the catapult...



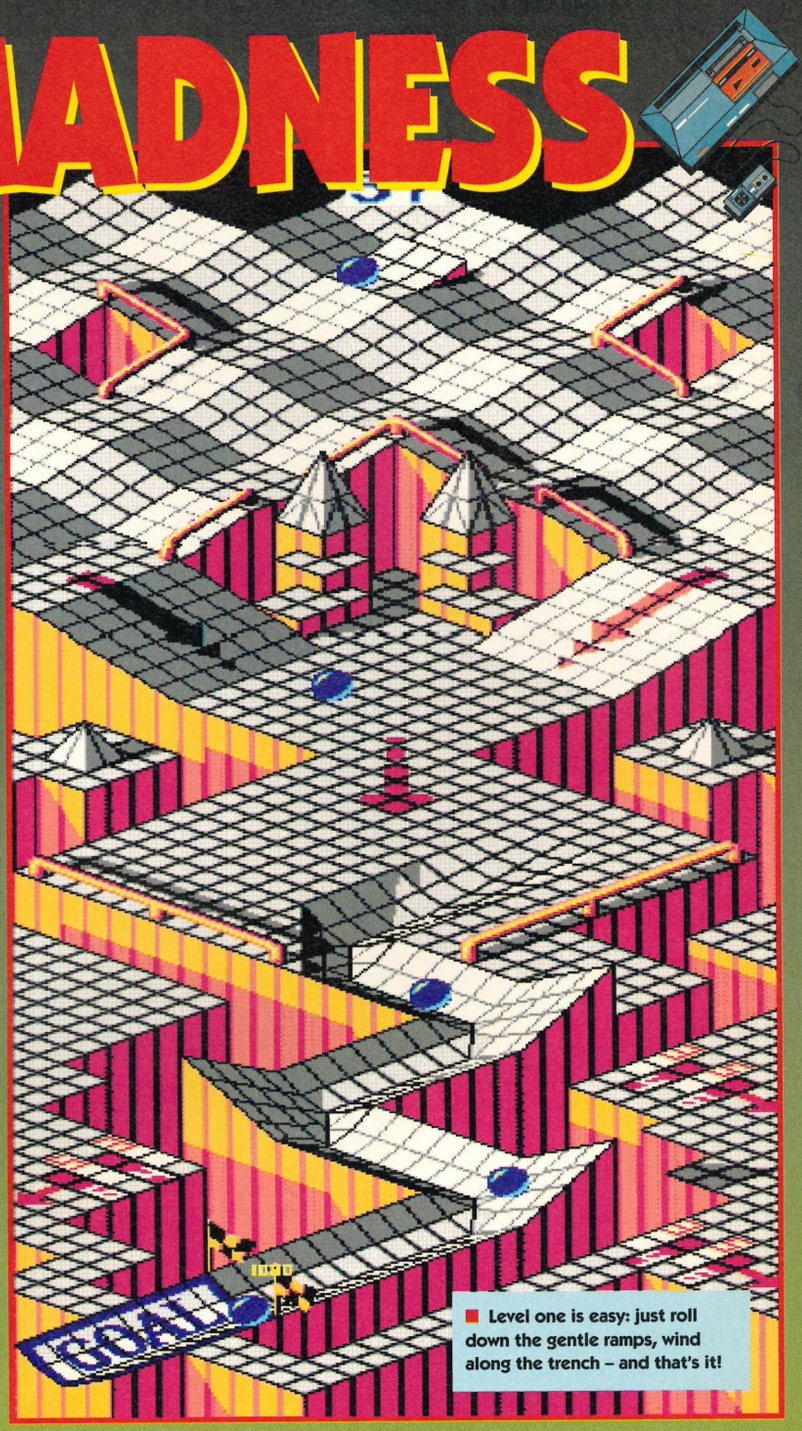
■ Bluey comes out of a drainpipe and onto some nasty wibbly wobbly ramps. Woah!

OKAY, THE FIRST THING TO say is that this isn't anything like the Mega Drive version. Purists may blub a bit and say this was inevitable, but the loss of the two-player mode is still rather a shock.

However (and this is the good bit), this version is just as thumb-achingly playable. The joypad is just as easy to use as the trackball, and the sensitivity is tuned just right. It's hard enough to frustrate, but rewarding enough to keep you coming back for more. Tough but fair – you get the idea.

There are far too many niggling faults for my liking, however. On some of the levels, for example, you can get completely stuck – and that's not really fair, is it? Despite this, *Marble Madness* is still a very playable game. Overall, it's good, but not *that* good.

*(Spencer Percival was the only British P.M. to be assassinated, and a hod of six bricks weighs 13 pounds and four ounces – see, I do know something!) SEGA POWER



■ Level one is easy: just roll down the gentle ramps, wind along the trench – and that's it!

POWER POINTS

PLAYERS 1
Unforgivable – no two-player mode.

LEVELS 6
An evil mind is at work in the design of the later levels.

SAVE GAME NO
But you do restart from where you last "died," fortunately.

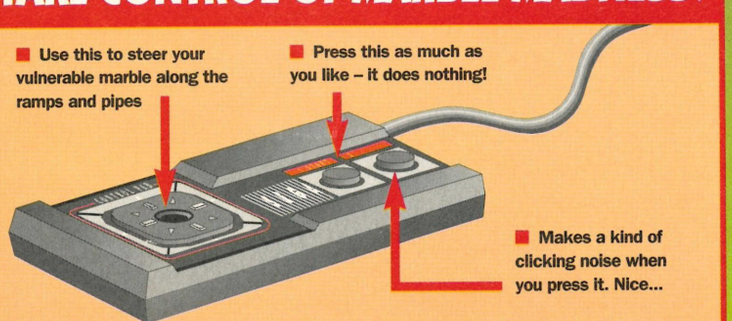
LIVES Lots
Crash as often as you like – as long as you beat the time limit.

SKILL LEVELS 7
You get less time to complete the level, the further into the game you get.

OPTIONS
Normal/Diagonal control modes (don't try this at home, kids) and a Start Level option (which doesn't seem to work).

IDEAL GAME-PLAYER
George Plectrum, 13 The Broadstairs, Welwyn Garden City.

TAKE CONTROL OF MARBLE MADNESS!



• MARBLE MADNESS • MASTER SYSTEM • £29.99 • DOMARK • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION MEDIUM

TIME TO COMPLETE Two weeks

- Nice and clear graphics
- Loads of tinkly tunes and FX
- Finely-tuned handling
- Choose your own time limit
- Great fun to explore
- Highly playable
- Pure test of skill all the way
- One-player mode only
- Frustrating if you get stuck
- Little lasting appeal

SEGA POWER SAYS

"Forget the Mega version – this stands up on its own. Not much lasting appeal and lacking a two-player mode, but harder than a week-old Wispa and very playable."

69%

TAZ MANIA

• Dancing with the devil shouldn't be this much fun, surely? •
• Mega Drive • Sega • £39.99 • UK Official Release •

Question: what does Neil West call Sega's latest fire-breathing cartoon with a voracious appetite? Answer: sir. (© Ancient, Tired, Pathetic And Old Joke Company – Chairman: Mr A Smith Esq.)

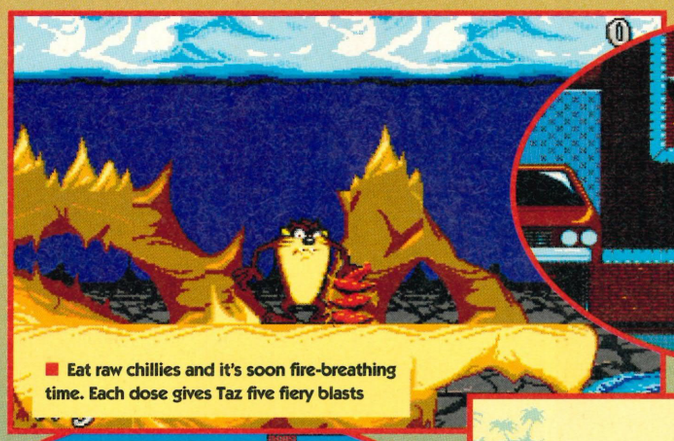
THIS GAME LOOKS GORGEOUS. THE HUGE character sprites, cartoon quality (well, almost) animation and a whole "Red Dwarf" series worth of gags are crammed into the six levels of Sega's latest platform scroller.

But looks can be deceptive (you should never judge a game by its screenshots) and although *Taz Mania* is undeniably a great game, it's not quite the classic you might think at first sight.

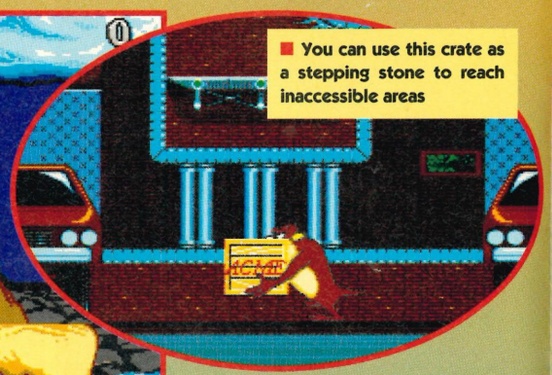
The challenge underneath the gloss offers a great deal of different styles, but the game isn't tough enough or long enough to test the hardened arcade freak.

It's your job to guide Taz through the six varied levels of action on the trail of a legendary giant prehistoric egg. With the egg, Taz hopes to feed his starving family, but quite why they need it when Tasmanian Devils can seemingly eat anything remains a mystery.

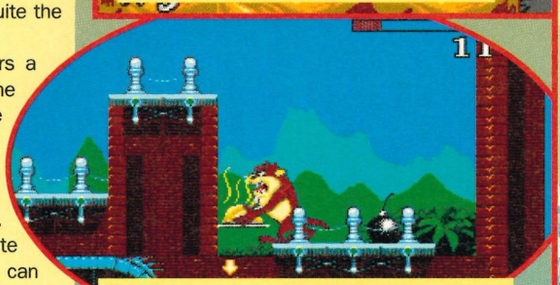
Check out the pictures to get a feel for each level,



■ Eat raw chillies and it's soon fire-breathing time. Each dose gives Taz five fiery blasts



■ You can use this crate as a stepping stone to reach inaccessible areas



■ A tasty recently-roasted chuck sitting there waiting to be gobbled. Health points all round

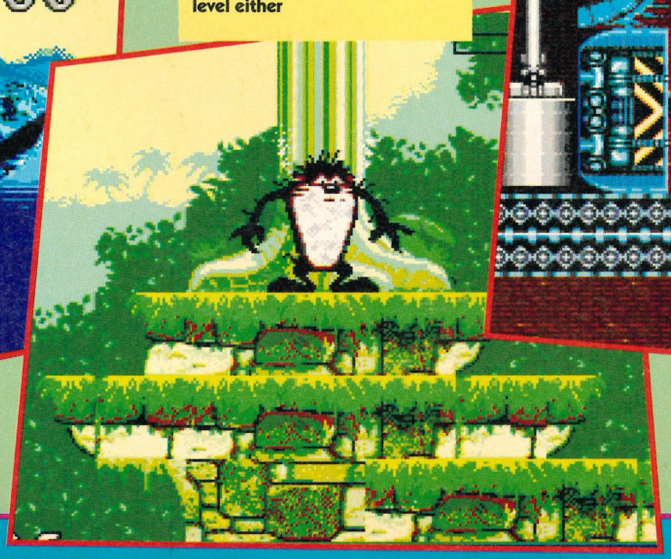
■ 1-Up icons are worth a grab, but the real rewards are the extra credit tokens, worth three extra lives each

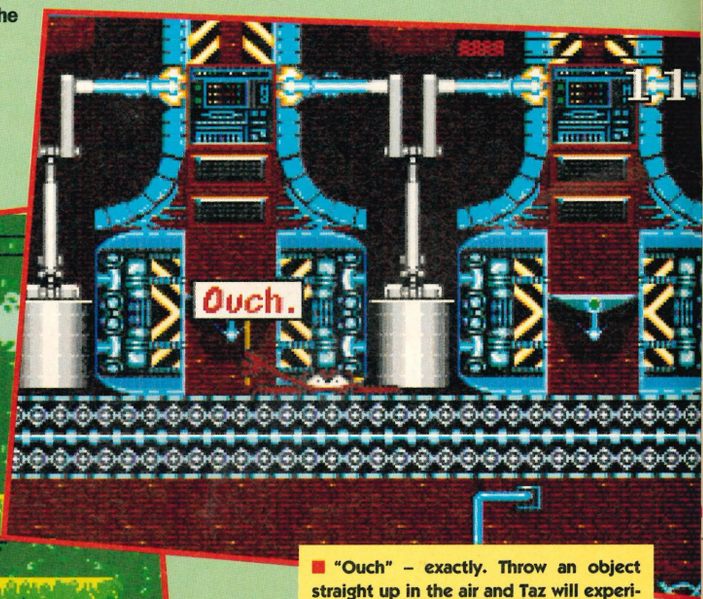
IT CAN BE TOUGH BEING A TASMANIAN DEVIL - ESPECIALLY IF YOU EAT BOMBS

Unspeakable pain and agony accompany Taz wherever he goes. But he's a tough geezer, so he simply shrugs it off and gets back to work (lives and continues permitting of course).

■ Chilling stuff. This is one seriously cool devil. Taz freezes on the spot and loses some valuable health points

■ DON'T EAT BOMBS. Got that? It's quite simple really. And don't stand too close to the open furnaces in the factory level either





■ "Ouch" – exactly. Throw an object straight up in the air and Taz will experience a similarly crushing experience

ILL-TEMPERED TRAVELS

Tasmanian Devils get everywhere. Taz's quest starts in the desert and finishes in a ruin. There are six stages in all, and here they are...

TAKE CONTROL OF *TAZ MANIA!*

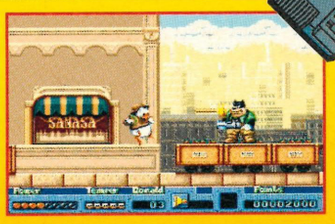
but (with the exception of the mine stage) the gameplay remains locked to the explore-jump-dodge formula that eventually gets repetitive.

The comic graphics and the entertaining animation help gloss over any deficiencies in the gameplay, but they don't succeed in prolonging this game's limited lifespan. Ideally it's for a gamer (probably a less experienced player) who wants a good laugh more than a great challenge.

Sega have done a highly professional job on polishing up *Taz Mania*, and there's enough here to keep you interested until you finish it. But as with *Terminator*, you'll probably finish it far too quickly.

SEGA POWER

ALTERNATIVES



Quackshot (Sega Power 28: 92%). Both feature big, cartoony sprites in wacky, cartoony adventures – and there's very little to separate them. Taz's graphics are a tad better, but the game underneath offers slightly less – *Quackshot* just manages to get the upper hand.

POWER POINTS

PLAYERS 1
You and the Devil against the world.

LEVELS 18
Six stages – each with three acts.

SAVE GAME NO
A password system would've been nice.

LIVES 3
You can find more during play.

SKILL LEVELS 3
Hard, Easy and Practice mode.

OPTIONS
You can redefine the controls.

IDEAL GAME–PLAYER
One for the less experienced gamer who enjoys a good laugh.

• TAZ MANIA • MEGA DRIVE • SEGA • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION MEDIUM

TIME TO COMPLETE A couple of days

- Jaw-dropping graphics
- Cartoon animation in full effect
- Loads of gameplay extras
- Sprites have *real* character
- Each level offers a new challenge
- Useful Practice mode
- Cartoony FX and soundtracks
- Highly controllable main character
- Loads of laughs!
- Deeper gameplay needed

SEGA POWER SAYS

"*Taz Mania* is almost like a cartoon – it looks and sounds so good. The game itself, however, isn't that hot (although it is fun to play). Ideal for inexperienced gamers."

89%

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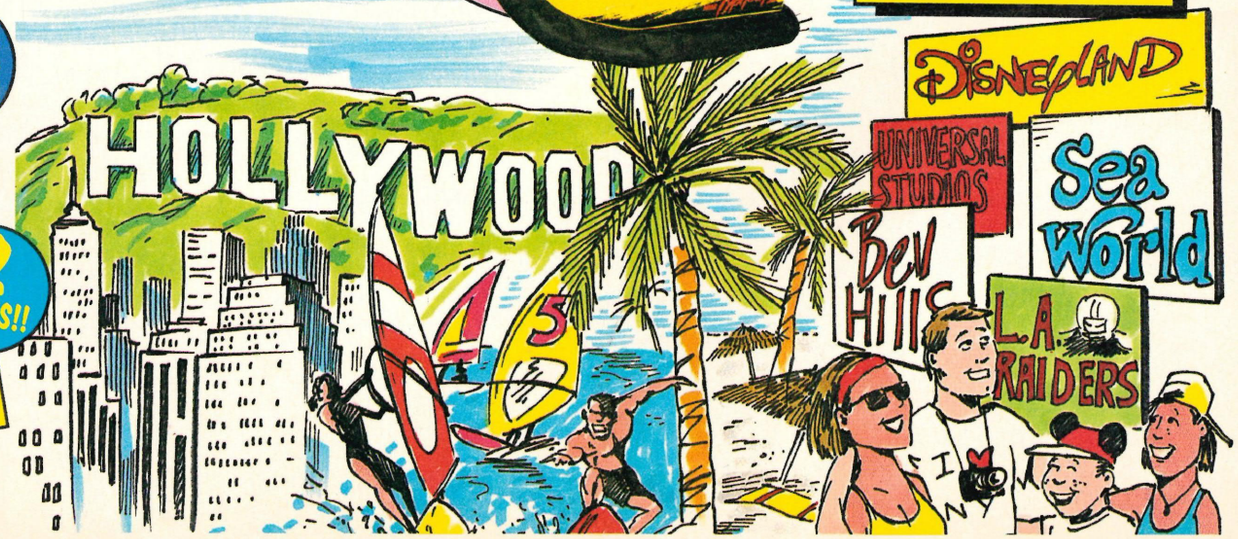
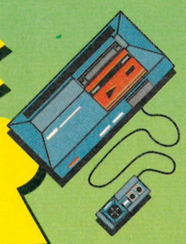
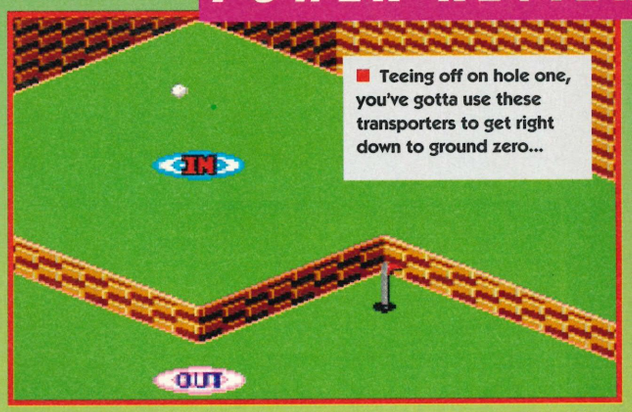


Calls cost 36p (cheap rate) and 48p (at all other times) per minute inc. VAT. Please ask permission before you call. Winners will be notified by post at the close of the competition. A winners list or full list of rules is available by sending an S.A.E. to: MEGAFONE LTD, Sandylands House, Sandylands, Morecambe, Lancs LA3 1DG. The maximum length of call is approximately five and a half minutes which will cost £1.98 at cheap rate. Competitors are required to answer multiple choice questions and give a tiebreak answer

PUTT & PUTTER GOLF





■ Teeing off on hole one, you've gotta use these transporters to get right down to ground zero...

Neil West will now attempt to introduce this crazy golf game without making a nob golf gag. Over to you, Neil. "Thankyou. Anyone want to play a round? Arf!" Oh dear, Neil fails miserably...

• Master System • Sega • £29.99 • Official Release •

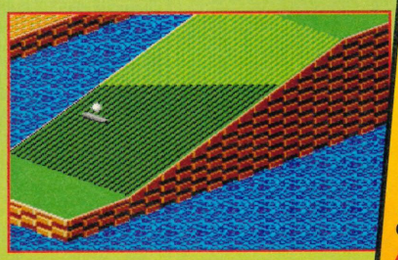
THIS IS AN EXCELLENT GAME. IT may look awful, have dreadful stomach-churning soundtracks and make you so angry you'll want to enter a "how far can I throw my Master System?" contest, but it's still excellent fun. (In fact, John and I spent more time playing this than any other title we had in this month, so it's got to be good.)

The superb two-player option is where the game really shines, however. Grab a mate and you can then compete against each other on the same holes.

There are 36 of 'em in all, divided into three courses – and boy! Are these holes crazy or what? Pinball bouncers, warps, drawbridges and water hazards make this much better than *Zany Golf* on the Mega Drive. The difficulty tuning is spot on, with each hole testing you to the limit. The great thing is, however, that you can easily scupper your opponent by bashing into him.

Knock him into the water, bounce off him to get round a corner – or just knock him back down a hill he's taken 12 shots to get up. It's fab!

It may not give you that much long-term enjoyment, but you'll have a great time getting through all the holes – especially when you can thrash your mates!



■ Suddenly you're playing pinball, using these bats to stuff the little blighter up and over the longer slopes. Damn tricky!

POWER POINTS

PLAYERS 1–2
Play singly or against a friend.

LEVELS 36
There are 36 holes in all, with each hole divided into three courses.

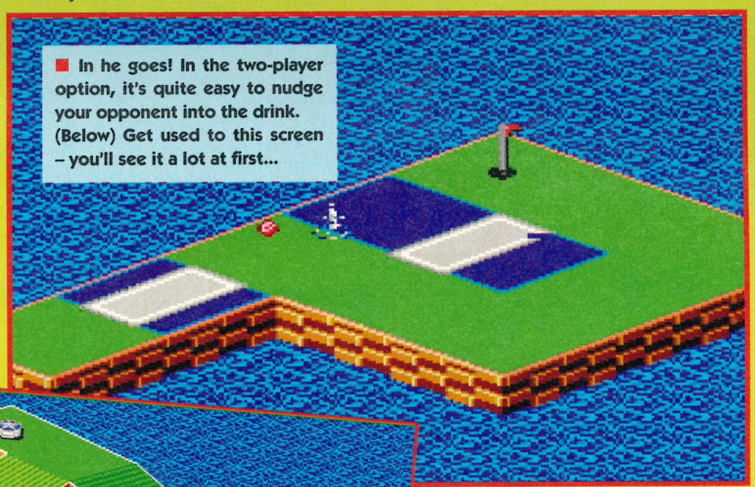
SAVE GAME NO
Not necessary.

LIVES 1
Go too much over par and you're told very politely to "give up."

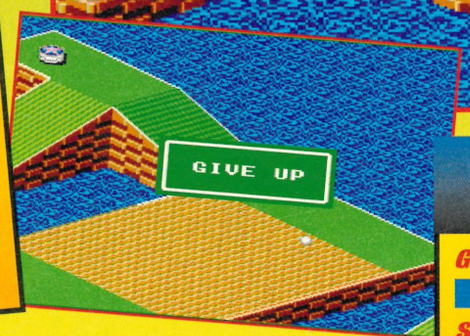
SKILL LEVELS 3
The three courses need differing skills.

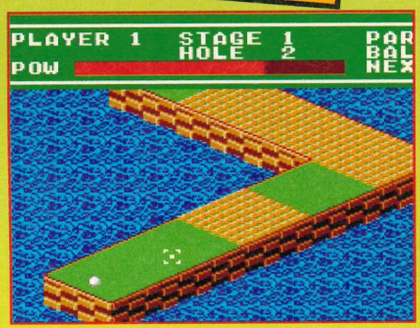
OPTIONS
Choose which course to play on.

IDEAL GAME-PLAYER
Perfect for two Crazy Golf fanatics who enjoy a good laugh.



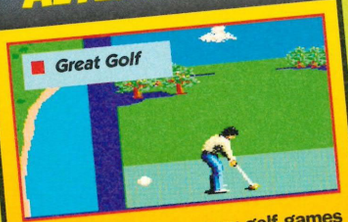
■ In he goes! In the two-player option, it's quite easy to nudge your opponent into the drink. (Below) Get used to this screen – you'll see it a lot at first...





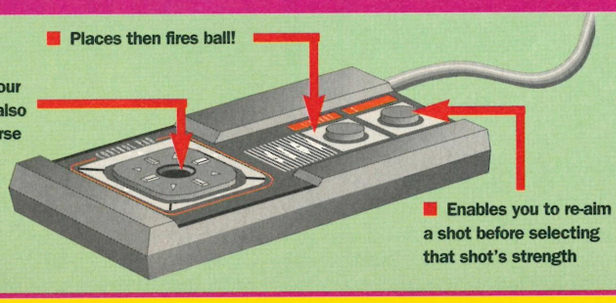
■ And onto yet another hole. Here you're precariously putting off from the edge of a raging ravine. Those odd Shredded Wheat obstacles up ahead slow you down and then deposit you into the mire below. Fire 'er up and let 'er rip, young fella me lad...

ALTERNATIVES



There are no other crazy golf games out on the Master System so *Putt & Putter Golf* really stands on its own. You could compare it to *World Class Leaderboard* (*Sega Power* 21, 76%) or *Great Golf* (*Sega Power* 9: 73%) but they're not the same really.

TAKE CONTROL OF *PUTT & PUTTER GOLF!*



• PUTT & PUTTER GOLF • MASTER SYSTEM • SEGA • £29.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
After a couple of weeks you'll get bored

- 36 holes
- Two-player action
- It's got drawbridges...
- ...and conveyor belts...
- ...and water hazards...
- ...and slides...
- ...and tunnels...
- ...and springs...
- ...and it's the only Crazy Golf game
- The novelty may soon wear off

SEGA POWER SAYS
"Great fun for two players, this is one of those games that looks awful, feels dated but has better gameplay than many other more hi-profile titles around at the mo."

81%

CORPORA

• Mutant madmen make London life messy • Mega Drive • Virgin

The Very Big Corporation have redefined the concept of designer genes – or so Trenton Webb hears on the grapevine. He breaks into their offices to see if he should stay... Or go...

THE CORPORATION HAVE BEEN messing around with the very substance of life – and they've made a mess of it! Some of their "experiments" have even escaped and eaten innocent Londoners.

A concerned "intelligence agency" wants to stop the Corporation's crimes against nature, but it needs evidence – and you're the kind of guy to get it. The cunning plan is to bust in, avoid the state-of-the-art security systems, dodge the wandering monsters, find the labs, nick a sample and leg it.

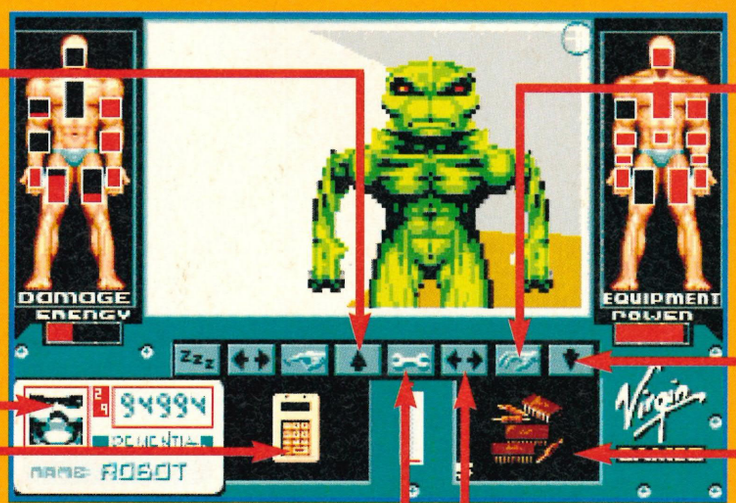
The Corporation's offices are crafted in a textured 3D and the game offers total 360 degree manoeuvrability, beautiful visuals and some great twists.

Tracking around the complex, you must find the kit and the clues that will lead you to the labs, while at the same time avoiding – or killing – the droids and mutants who guard the joint.

The monsters are worth finding just to look at – their crisp outlines neatly contrasting with the 3D backdrops. Just don't get near 'em, that's all. They hurt.

As you weave down the maze of corridors you only see a narrow 90 degree section of the way ahead at any one

GETTING YOUR HANDS DIRTY IN A DIRTY WORLD!



■ Pick up nearby object. This will transfer the object from the floor into one of your suit's many pockets

■ Smart card. Yep, that's you, that is! As well as looking smart, this shows you your strength, IQ, endurance, dexterity, and movement abilities

■ Use an object held. This often summons up an enlarged view of the item. You can then play about with it directly by clicking on it

■ Drop held object. Useful if you want to make room for other stuff...

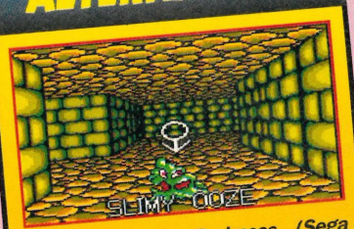
■ Nearby object. Shows any collectable objects within arm's reach

■ Repair object. Objects with a red cross need repairing. Keep pressing until the Repair-o-meter bar (in the middle of the display) reaches the top

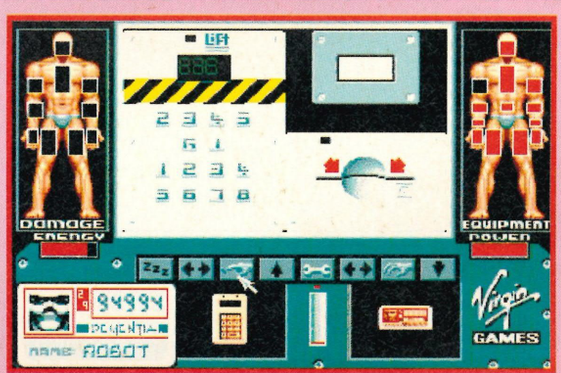
■ View items in your inventory. Click either arrow to sift through the suit's different pockets item by item

■ Object held. Shows the piece of kit currently in your hands

ALTERNATIVES



Shining In The Darkness (*Sega Power* 28: 92%) is RPG action in a more traditional "dragon hacking" mode. *Corporation* matches it for atmosphere and depth, but *Shining* is more instantly accessible.



■ *Corporation* is as much about item management as killing. Your first task is to work out how the lift works. Floor one: mutants, droids and dodgy goings-on; Floor two: very dodgy goings-on, droids and mutants; Floor three: droids...

SEGA POWER SHOW YOU HOW TO BREAK FREE FROM THE CORPORATION JAIL

■ You're busted! If you don't successfully destroy the security cameras, the Corp's chief mutant Freddy will swoop down and arrest you. This is kind of inevitable...

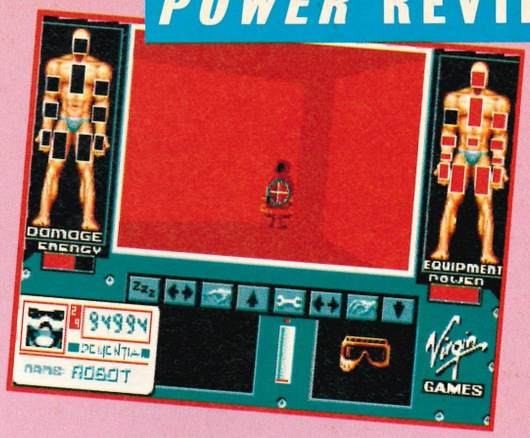
■ Locked in your cell, you can pace the floor, bake cakes with files in them, raise canaries or use that bomb they foolishly left in your pocket to help you escape

■ Hmmm... This plinth looks interesting – and it's just at a convenient bomb resting height too. Now if I stick the bomb on top of that and set the timer, I might just...

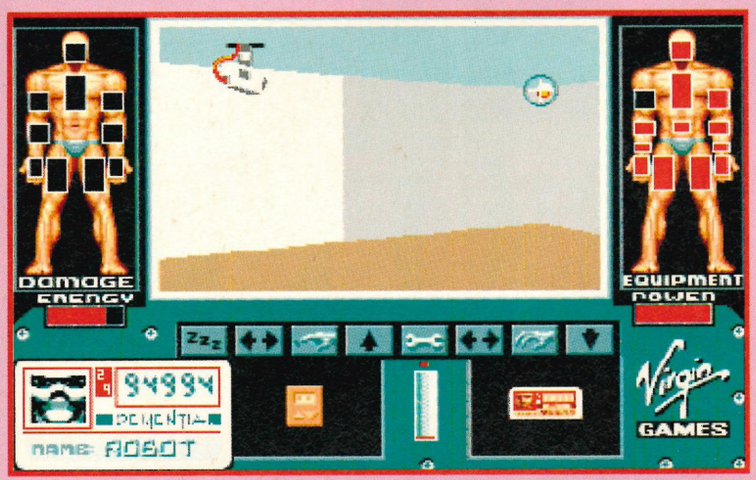
■ Now to set the timer on the bomb. 30 seconds should be enough. Just hit the number, enter it and then press the big red button. Tick, tick, tick... (gulp...)

TION

Games • £TBA • UK Official Release •



■ Everything's gone red! Using the infra-red goggles has little obvious benefit at first – apart from making the game look like one of those very old and embarrassing World War 2 sub movies



■ Ever get that feeling you're being watched? Well, that's probably because you are. Total the cameras in *Corporation* and you'll never appear in a "Crimewatch" programme again

POWER POINTS

PLAYERS 1
You have to go through this one alone.

LEVELS 14
With hundreds of rooms to die in.

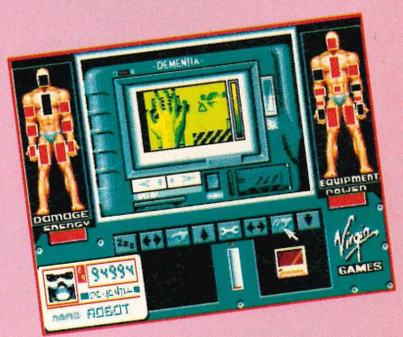
SAVE GAME YES
And you really need it!

LIVES 1
It's not that kind of game.

SKILL LEVELS 1
Just pay attention!

OPTIONS
Sound FX and/or music on/off options.

IDEAL GAME-PLAYER
This one will sap those long summer evenings, but it's worth it.



■ A portable photocopier? Most of the *Corporation* kit looks brilliant when you get right up close to it, but what does it all do?

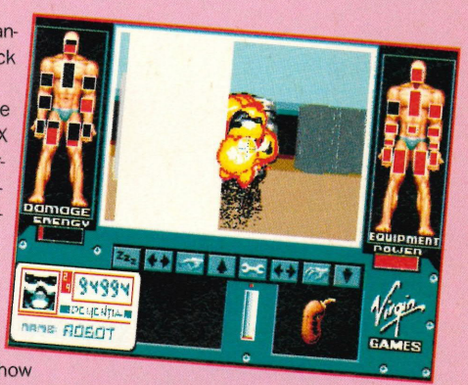
time. This enables the genetic mutants and droids that inhabit the Corporation building to creep up on you unawares!

The creatures are not at the heart of the game, however. Your first priority is to locate the research department and then use your bombs, electronics kits and pass cards to reveal all.

It's easy to get lost in *Corporation*'s 3D world (a map is essential), wandering the endless corridors and panning from side to side to check out for incoming nasties.

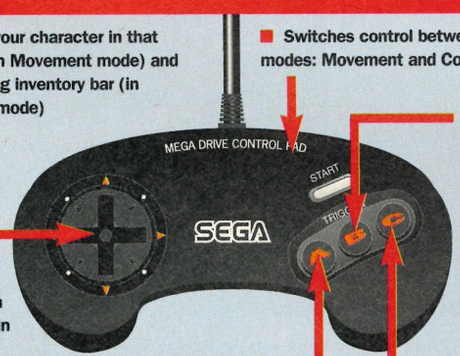
This is still a seductive game though. The music and the FX build up the atmosphere perfectly, the graphics are intriguingly different and, most importantly, the gameplay's solid.

Finding your way through dark and spooky office corridors and managing meagre resources to maximum effect is what this game's all about. Working out how to handle the goodies you find is a problem at first, but experience normally teaches you what does what (just don't try killing a war droid with a water bottle, okay?).



■ Eat lead, metal head! It may not do much long-term good, but blowing some of the bigger droids to pieces is still quite fun!

TAKE CONTROL OF *CORPORATION*!



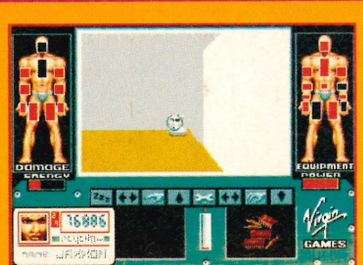
■ Moves your character in that direction (in Movement mode) and scrolls along inventory bar (in Command mode)

■ Switches control between the two modes: Movement and Command

■ Attacks with currently held weapon (in the Movement mode) and selects your chosen command option (in the Command mode)

■ Use with the joypad in Movement mode to crouch, to prepare to crawl (press down) or jump (press up)

■ Changes current crosshair target



■ Maybe I'd better stand back a bit. Er, maybe a bit further. There's no telling just how powerful these explosives are. He's a tricky blighter, Johnny Semtex, really

■ If you've followed our steps up to now you should be free, free as bird! Well, as free as a budgie who's moved into a larger cage at least. Now get after that evidence!

• CORPORATION • MEGA DRIVE • VIRGIN • £TBA • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION HIGH

TIME TO COMPLETE Three to four weeks

- Stunning 3D on the Sega
- Brilliant monsters to see – and kill
- A real long-term challenge
- 14 huge levels to explore
- Finely honed gameplay
- Novel twist on the RPG norm
- Masses of toys to play with
- Only the smart survive!
- Good pace creates tension
- Confusing as hell for the first hour

SEGA POWER SAYS

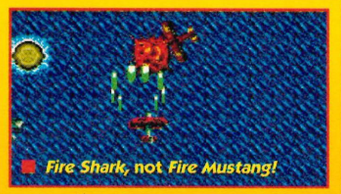
"If you're a sci-fi fan after a big challenge, you'll love this. With atmosphere by the ton and a radical feel, *Corporation* could even give breaking and entering a good name!"

80%

Level three is a real tight squeeze. Luckily, your droids close in around you when things get cramped like this

This boss is a nightmare come true, believe me. He spits half a dozen bullets at a time, shoots out fireballs – and he's not even at the end of the level... Bum!

ALTERNATIVES



Fire Shark, not Fire Mustang!

Hellfire (*Sega Power* 31: 84%) is a pretty good shoot-'em-up – but there are some other great ones out there too, remember. Make sure you don't get hold of *Fire Mustang* (The Hard Line *) though, because it's totally nob. *Fire Shark* (*Sega Power* 27: 63%), on the other hand, is all right.

ZERO WING

• Mega Drive • Sega • £39.95 • UK Official Release •

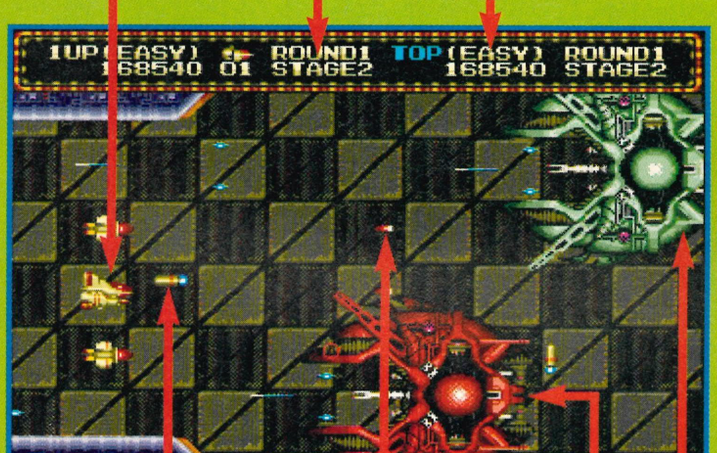
MEET DA BOSS OF THIS ZERO JOINT

Zero Wing has some of the most vicious, mean and ugly characters this side of a DSS office. You need firepower, reflexes, persistence... and luck.

Your craft, with two droids

This shows your current level and stage. Way to go

This is the playing level you've just selected. Easy? Oh really?



Homing missiles fired by the bosses. These are nasty (hope you're a good pilot!)

You've only got weedy red bullets at the moment – aim well (and good luck)

This guy is the end-of-level boss...

... and here's his mate!

If it's got zero wing, how does it fly? "Like a dream," says Desirée Cousteau who's a bit of a dream herself.

HOW MANY HORIZONTALLY-scrolling shoot-'em-ups are there out on the Mega Drive now? Can anyone possibly do anything new? Well, maybe not, but in *Zero Wing* the same old features – collectable weapons and bonuses, lots of enemies and a tough boss – are done so well it just doesn't matter.

For a start, the graphics are great. The enemies are tough, but not impossible to beat, and although there are only three different types of weapon available, they vary in power according to what bonuses you pick up. It also helps if you make sure you have the right weapon at the right time.

Unlike other shoot-'em-ups, however, *Zero Wing* is a cut above the rest – because it also has some gameplay! Yes, I *did* say gameplay... There aren't many games which keep me in on a Saturday night, but this one did – almost!

POWER POINTS

PLAYERS 1
Solo fun only.

LEVELS 7
And they're all very different.

SAVE GAME NO
You can have infinite continues though.

LIVES 1–4
Depends which skill level you're on, but with lots of continues, it doesn't really matter how many you have.

SKILL LEVELS 4
The Easy level is no pushover.

OPTIONS
Skill levels, rapid-fire option, music.

IDEAL GAME–PLAYER
Any Mega Drive shoot-'em-up fan who's got hours to burn.

TAKE CONTROL OF ZERO WING!

Moves your craft easily around the screen

Operates your tractor beam/throws vessels at the enemy

Fires your gun. Hold down for rapid fire

• ZERO WING • MEGA DRIVE • SEGA • £39.95 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
A month (sooner on the Easy level)

- Lots of enemies and bosses
- Non-stop action
- Tough, but do-able all the way
- The bosses are NASTY
- Each level has a different theme
- Decent soundtracks for each level
- Tractor beam is an extra weapon
- There's a bit of brainpower needed
- Big levels – and seven of them
- Nothing really original

SEGA POWER SAYS

"Scrolling shooters are as old as 'Rapido's' acts (shame I can't understand Antoine's English though), but they're still as popular as ever. *Zero Wing* is one of the best."

88%

■ One of your cities bites the dust in *Missile Command*. Only four left now

POWER POINTS

PLAYERS 1–2
None of them are simultaneous though.

LEVELS LOADS
Each game just gets harder and harder.

SAVE GAME NO
Not a chance, matey.

LIVES 1–7
Depends on the game, obviously.

SKILL LEVELS NONE
Things just start easy – then get hard.

OPTIONS
None here.

IDEAL GAME–PLAYER
Anyone who feels partial to a quick stab of arcade blast-'em-up action.

ARCADE CLASSICS

• Master System • Virgin • UK Release •

Virgin manage to squeeze three whole games from the good old days into one Master cart. Andy Smith finds out how they fit...

VERY WELL IS THE ANSWER. But that's not the achievement it sounds really 'cos the games we're talking about here are seriously old. Even if there were a 100 such games in this cart, there'd still be tons of unused memory swilling around!

Even so, get ready for some serious blasting and ball-bashin' wiv *Centipede*, *Missile Command* and *Breakout*.

● *Centipede* is a shooting thing where you control a pod at the base of the screen. You have to shoot the centipede as it descends, breaking it up into little centipedes as you go.

● *Missile Command* has you defending loads of cities (well, six) from in-coming waves of missiles that slowly fall from the top of the screen.

● And, finally, *Breakout*. This is the very original "bat at the bottom of the screen" game. You must use your bat to keep the ball in play, breaking down the walls of bricks at the top of the screen as you go. Good fun.

All three games may be ancient, but the gameplay's still good for a laff. And with three games on a cart, you get plenty of fun for your money – especially if you're old enough to remember the originals! SEGA POWER

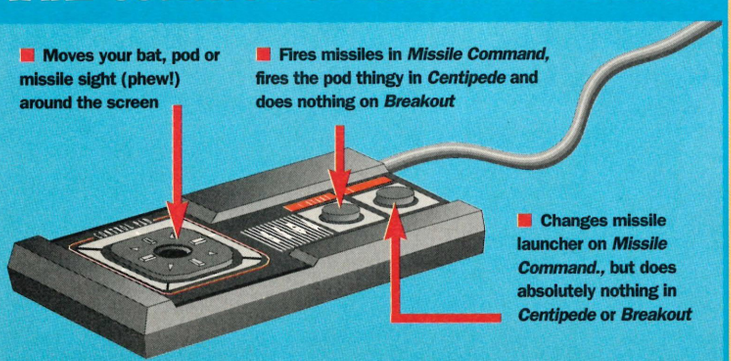
■ *Breakout* in all its glory. Guide your paddle left and right, ricochet the ball into the wall and blast those bricks!
■ Phew! Now these graphics are *hot* (ahem). Well, what did you expect? This game is seriously old, after all...

■ Garden frolics in *Centipede* (above). Shoot the mushrooms to get a clearer shot at the bugs
■ 1,000 points, way to go! Now just watch out for that old green centipede on the left. Bag him!

ALTERNATIVES

Arcade Classics is out on its own really. *Super Space Invaders (Sega Power* 27: 90%) is similar (kind of), although not such good value, and while games like *California Games* (The Hard Line *****) are close, they're really just multi-event carts.

TAKE CONTROL OF ARCADE CLASSICS!



■ Moves your bat, pod or missile sight (phew!) around the screen
■ Fires missiles in *Missile Command*, fires the pod thingy in *Centipede* and does nothing on *Breakout*
■ Changes missile launcher on *Missile Command*., but does absolutely nothing in *Centipede* or *Breakout*

• ARCADE CLASSICS • MASTER SYSTEM • VIRGIN • £TBA • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
Never. You'll keep coming back

■ Three games on one cart
■ Each one has good gameplay
■ Easy to pick up and play
■ You'll keep coming back for more
■ Multi-player options
■ Each game is completely different
■ Very simple to control
■ Great nostalgic trip
■ Graphics are well dull and simple
■ Sound isn't going to inspire either

SEGA POWER SAYS
"These games may be as old as the hills, with graphics and sound to match, but at least the gameplay's good. Arcade freaks will get lots of enjoyment from this one."

73%

EMPIRE OF STEEL

Flying Edge • £34.99 • Official Release

Steel and flying machines meet laser death and bombs in yet another new Mega shoot-'em-up. Andy Smith climbs into the cockpit and checks Flying Edge's latest.

RIGHT, THIS IS AN OKAY ONE-player horizontally-scrolling jobbie with the odd vertical bit thrown in for good measure and the usual bells and whistles.

The USP? (That's sales speak for Unique Sales Point.) Well, there isn't one really – just the ability to choose between two ships (one slow but highly armoured, the other fast but vulnerable).

Bomb, blast and shoot your way through the half-a-dozen stages, taking out the usual baddies that appear from everywhere and then duff up the end-of-level guardian ships.

Very much like every other shoot-'em-up that's ever been released on the Mega Drive. If you have the money, the inclination, or the imagination of an advanced chimpanzee then I suppose it's all right. Absolutely average.

Incoming! Quick! Break right! Break right! (And other phrases Andy thinks he might have heard in "Top Gun")

Kaboom! Goodbye, train – hello, next stage. Phew! Thank God there aren't any trainspotters round here...

If in doubt, turn to your smart bombs every time. Shame there weren't any enemies around!

Jeez! You can hardly see a thing on this level – and it's all intentional apparently (poorly-lit conditions or something). Er, yes, quite...

And here I am flying the luvverly Zep 01 – she's big 'n' slow, but well armoured

ALTERNATIVES

Pick up any half decent shoot-'em-up for the Mega Drive and it's going to be just as good as this. If you're really after a high-quality shooter though, then one of the best to get these days is *Zero Wing*, reviewed this issue on page 34. Check it out!

POWER POINTS

PLAYERS 1
Solo playing for this one, I'm afraid.

LEVELS 6
Just right for this kinda game.

SAVE GAME NO
Not a hope, but it's not a problem.

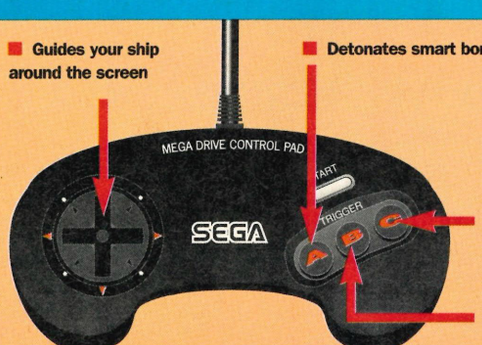
LIVES 3, 4 or 5
You can define this via options.

SKILL LEVELS 3
Easy, Normal or Hard (for masochists).

OPTIONS
Number of ships, skill levels, continues, Button controls and a sound test.

IDEAL GAME-PLAYER
Someone who just can't get enough of your average Mega Drive shoot-'em-up (er, is there anyone left out there?).

TAKE CONTROL OF *EMPIRE OF STEEL!*



Guides your ship around the screen

Detonates smart bombs

Fires your weapons straight ahead

Fires your weapons backwards (useful...)

• EMPIRE OF STEEL • MEGA DRIVE • FLYING EDGE • £34.99 • OFFICIAL RELEASE •

GRAPHICS

SOUND

FRUSTRATION
LOW

ADDICTION

BRAINPOWER

TIME TO COMPLETE
One week

- Good background graphics
- Plenty of baddies to shoot
- Simple gameplay
- Varied levels
- Easy to pick up and play
- Satisfying gameplay
- Just like every other shoot-'em-up
- Easy to finish
- Hard to see the enemies' shots
- Unremarkable in almost every way

SEGA POWER SAYS
"The graphics are different, the aliens are different, the attack patterns are different – but the gameplay's exactly the same as other Mega Drive shoot-'em-ups."

54%

ON THE LEVEL

Can't get off level one? What are you, totally useless or summit? Okay, okay – for those of you who can't get off the ground, here's what the other four levels look like...

■ Look out for twisting fiery snakes on level two. Luckily, they're easy to dodge. Shoot their heads to wipe them out

■ A "green" level three. Don't hit these giant segmented plants which spring up in your path. You lose energy if you do

■ You chill out on level four – especially if you hit one of these giant snowflakes. Er, yes, I did say killer snowflakes...

■ Just look at those spooky twin moons in the background (and don't forget the endless barrage of ground-to-air missiles)

POWER POINTS

PLAYERS 1
No two-player option.

LEVELS 5
Each level has four stages.

SAVE GAME NO
No battery-backed memory – not even a password system.

LIVES 1
Keep going until you run out of energy.

SKILL LEVELS 3
Plus adjustable shield strength.

OPTIONS
Choose from four control options and five different soundtracks.

IDEAL GAME-PLAYER
A shooter for all ages – as long as you're someone who's easily pleased.

GALAXY FORCE 2

● Mega Drive ● Sega ● £39.95 ● UK Release ●

Fast, hard and a hell of an arsenal. But that's enough about Desirée Cousteau — what about *Galaxy Force 2*? Well, unlike Desirée, you certainly wouldn't want to spend an evening with this one...

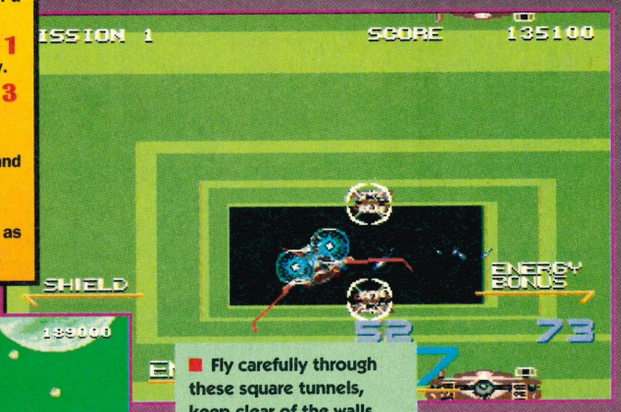
WHOEVER IT WAS WHO THOUGHT UP THE phrase "mindless blast-'em-up" must've been thinking of this game. True, there are explosions galore, but there's really nothing for you to do here except work the joypad and hope you don't die.

The instruction manual has you fooled for a while though. And you're led to expect plenty of fast and frantic battles on five radically different worlds – complete with laser, missiles, super-missiles, missile sights, and accelerate and decelerate controls. There are even four different control methods for you to choose from.

Unfortunately, none of them make any difference to the gameplay! *Galaxy Force 2* is about as interesting as a wet Wednesday afternoon in Ramsey Street.

The levels aren't that long (not that they'd be any more interesting if they were) and, basically, they're all exactly the same anyway – a couple of sequences zooming across the planet landscape and a couple more with you flying through some rather crude, square-shaped tunnels. The verdict? Well, some games are too short and some are too dull – sadly, this is both.

SEGA POWER



■ Fly carefully through these square tunnels, keep clear of the walls and shoot the enemy!

■ It's nice playing in 3D, but after a while you get tired of looking straight up your own afterburners. Shame really...

■ Mind those fireballs – they're hot! You have to survive a brief shower of them halfway through level two

TAKE CONTROL OF *GALAXY FORCE 2*

■ Pushes your craft's nose down (to descend) or up (to climb). Or vice versa. Also moves your ship left and right

■ There are four different control methods for you to choose from in this game (sacre bleu!), but here are the standard controls:

■ Fires missiles (you can't change this Button...)

■ Accelerate (or to fire laser)

■ Decelerate (or to fire laser)

● GALAXY FORCE 2 ● MEGA DRIVE ● SEGA ● ● £39.95 ● UK OFFICIAL RELEASE ●

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
One month (far less on Easy level)

■ Fast action
■ Decent soundtrack and FX
■ Lots of control options
■ Lock-on missiles are fun
■ Responsive controls
■ Unconvincing 3D effect
■ Levels are too short and samey
■ No level bosses
■ Not enough levels
■ No strategy – just fly and shoot

SEGA POWER SAYS
"A 3D blast which looks and plays like an arcade game of the '80s. Fast and furious, but there's not much variety and not much challenge. Hard to get excited about..."

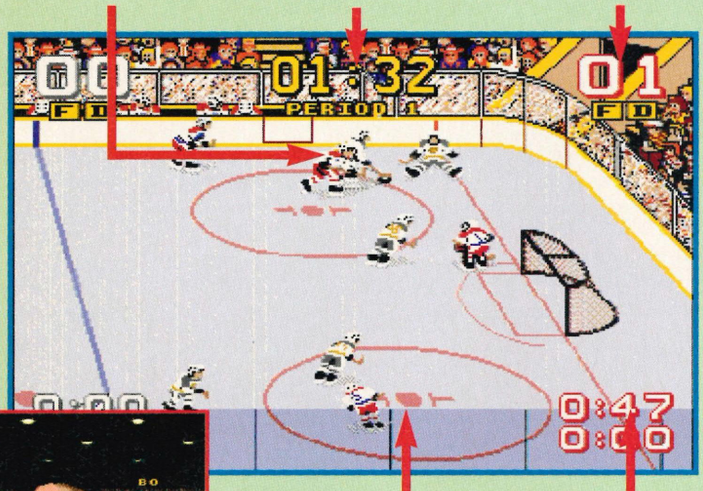
45%

MARIO LEMIEUX HOCKEY

Mega Drive • Sega • £39.99 • UK Official Release

ICE MANIACS

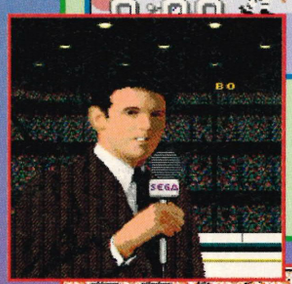
The Ice cream man cometh. Mine's a 99 with whipped cream and a crusty hazelnut topping.



■ You, your team mate and some keen defenders making ice on the pitch

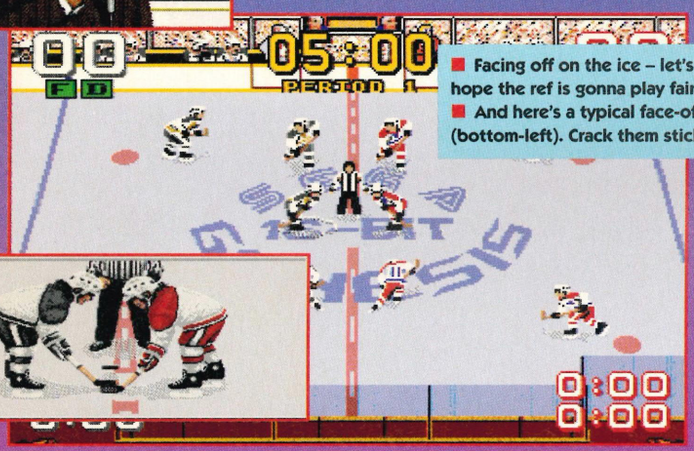
■ Time remaining in this quarter. The periods are fully adjustable from five to 20 minutes (real time)

■ Damn! The other side are beating me...



■ The penalty spots. This is where you face off after a foul or restart. Be quick with the stick – or perish!

■ Sin Bin time. When one of your players gets kicked off the ice, this tells you how long he's got left to sit in the dock. Bad boy!



■ Facing off on the ice – let's hope the ref is gonna play fair

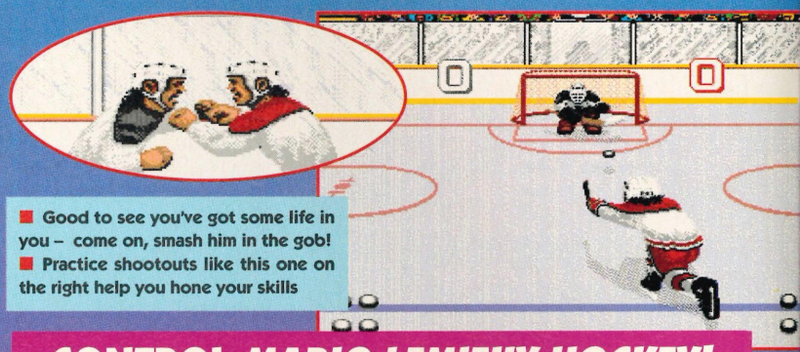
■ And here's a typical face-off (bottom-left). Crack them sticks!

"How'd you feel about reviewing a *Mario* game?" we asked John Cantlie. "How'd you feel about snacking on your own guts?" came the reply. Aha... Explanation time...

MARIO LEMIEUX IS AN ICE hockey star, you see. And his namesake game is fast, furious, frantic, and loads of other things beginning with "F."

Yeah, that's right, he's pretty good, so please – no comparisons with nauseous plumbers, okay? The game can be customized for just about anything, from the passing strength of your opponents to the crookedness of your referee. There are even match fights, shootouts, face-offs and a full 16-team tournament for you to tackle. In fact, all the genuine bits and pieces that make up a full season are in here.

It hasn't got the speed or the eye-wateringly powerful crunching noises you get in *E.A. Hockey,* but there's still plenty of solid gameplay. The action never gets too confusing, and the controls are simple and easy to get into. Major bummers are the dull music and sound FX. SEGA POWER



■ Good to see you've got some life in you – come on, smash him in the gob!

■ Practice shootouts like this one on the right help you hone your skills

CONTROL *MARIO LEMIEUX HOCKEY!*

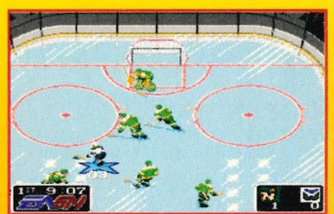
■ Guides your skater round the ice rink

■ Pass the puck, request pass in Manual mode. Use with B to change the forward attack line

■ Aim or pass

■ Shoot: single press for low, double for high. Use with C to change the defensive line

ALTERNATIVES



E.A. Hockey (Sega Power 22: 92%) takes the same game, turns it 90 degrees to the vertical, adds a dash of speed, a dose of sound and ends up a generally better game.

If you've got that, you don't need this. You have been warned.

POWER POINTS

PLAYERS 1–2
Play against the Mega Drive or have a head-to-head bash with a mate.

LEVELS 16 Teams
Is that enough levels for you?

SAVE GAME YES
Password system saves stats, games, ranking, and so on.

LIVES 1
Not that dangerous, is it now?

SKILL LEVELS 3
From simpletons to professionals.

OPTIONS
Everything. All you need and more.

IDEAL GAME–PLAYER
Any sports fan or couch potato who needs pummelling into shapes.

• MARIO LEMIEUX HOCKEY • MEGA DRIVE • • SEGA • £39.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
Eight weeks

- Enough options to please everyone
- Loads of one-on-one challenges
- Sassy animation
- Graphics are all right
- 16-team tournament
- Very addictive
- Easy to start up and get into
- You get to beat up other players
- Totally nob graphics
- Speed is lacking (this is bad)

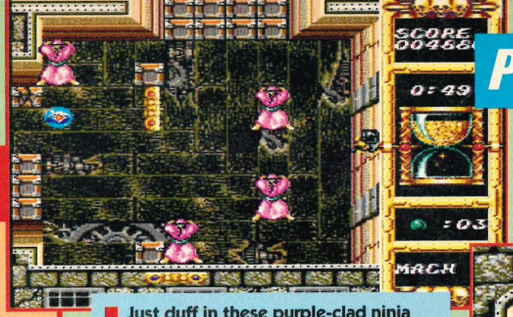
SEGA POWER SAYS

"Not as good as *E.A.Hockey* but exciting nonetheless. The tournament will keep you playing for weeks and the fights and other one-to-ones keep everything fresh too."

76%

TAKE CONTROL OF *DEVILISH!*

- Moves your paddle(s) all over the screen
- Speeds the paddle up
- Press to change the angle of the paddle...
- Press to change the angle of the paddle...



Just duff in these purple-clad ninja monks and you can be on your way...

One of the many and varied obstacles you meet in the game. This giant cog makes your ball's progress slightly unpredictable

The end-of-level boss is easy to beat

Underwater pong! Keep your paddles high up on the screen and then you can get behind the ball and shove it upwards real quick

DEVILISH

• Mega Drive • Sage's • £34 • US Import •

Remember *Breakout* – that funked up bat 'n' baller from the '70s? John Cantlie relives those heady times with this new '92 version.

BLIMEY! THIS IS A PIECE OF history for you. And the amazing thing is, it's damn good too. Simple things really are the best, it seems. Okay, so this may not be the best, but it's still fast and addictive.

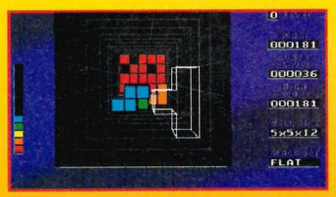
The action is lifted above the normal "bash your way through the blocks" business by the use of animated background graphics, a continually moving screen and great end-of-level bosses. It's more like a shoot-'em-up really.

Complex it ain't and thought-provoking isn't a phrase that springs to mind, but if you're into simple 'n' smooth gameplay with masses of levels, this is perfect.

SEGA POWER

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

ALTERNATIVES



Blockout from E.A. *(Sega Power* 21: 89%) and *Tetris* (The Hard Line ★★★★★). Not identical, but similar.

POWER POINTS

PLAYERS 1–2
Excellent two-player option enables two players to control paddles separately.

LEVELS 5
A splendid variety of backdrops – from 10,000 feet up to 30 below. Weird...

SAVE GAME NO
This would have made things too easy.

LIVES 3
You can collect more as you play.

SKILL LEVELS 3
From a breeze to a windy gale.

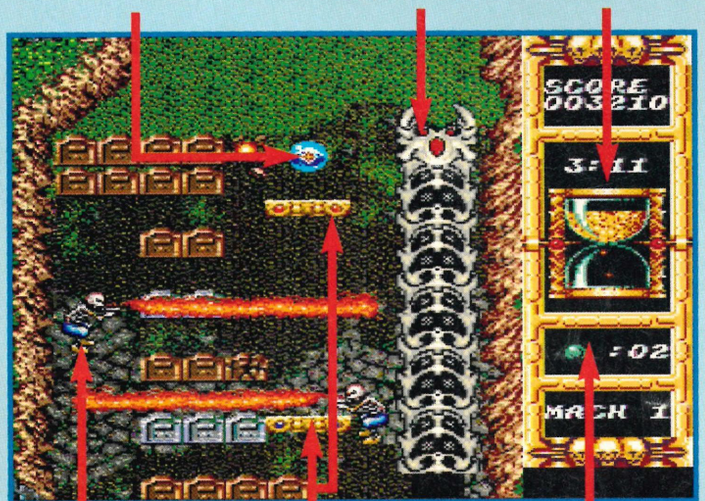
OPTIONS
Level select, sound select, redefinable controls and difficulty settings.

IDEAL GAME–PLAYER
Anyone who's lost faith in the current blasting cart climate.

PLINK, PLONK, PADDLE AND THWOP!

It's all in the wrist they tell me, so you'd better be quick to stay on the pace.

- Your ball. Only one of these is on-screen at any one time. Shame really – a multi-ball power-up would have been great
- Speed chute. Stuff the ball up one of these to avoid the aggro from the gravestones. It also hots up the action a bit
- Time left to run. On the easy levels, you've got all the time in the world, but on harder levels, get a move on!



- Grim fire-breathing skeletons. The flame these skinny freaks blow upsets the ball and blows it all over the screen. Bummer!
- Your bats. They're fully controllable for height, angle and speed, which isn't surprising when you consider they're meant to be people (er, yes, quite)
- Balls in the basement. You can pick up literally hundreds of these as you go along, so worry not if you're running low. Just keep on rolling!

• DEVILISH • MEGA DRIVE • • SAGE'S CREATION • £34 • US IMPORT •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
MEDIUM

TIME TO COMPLETE
Five weeks

- Fast 'n' racy
- Simple but slick animation
- Large number of levels
- End-of-level bosses
- Totally adjustable paddles
- Quite addictive
- Loadsa power-ups and the like
- Plenty of options
- Intro screens and story are nob
- Too easy, even on the hard levels

SEGA POWER SAYS

"I saw this simply gorgeous raven-haired Italian girl buying a pair of Chelsea boots recently. We got talking and one thing led to another... Oh, the game? It's hot too!"

73%

DJ BOY

• Mega Drive • Sega •
• £34.99 • UK Release •

Who could resist playing a rollerskating comedy fighting game that features (among other things) pizza-flinging cooks, midget psychos and loads of bowling balls? Our bass-boosted samplemeister Jon Pillar certainly could...

THIS GAME IS GREAT – UNTIL the title screen appears, that is. And then you find out it's based on an arcade flop of the '90s. Okay, a comedy beat-'em-up is a great idea, but in the end the totally useless gameplay turned me off completely. It's just so boring. Your double punch move makes you near invincible, so getting through the levels is incredibly easy – even if you're naff at it. Even more aggravating, the end-of-level bosses are then nigh on impossible to beat.

They move around and hit you randomly, so you can't judge when to attack them. And once they start bashing you, they keep on going until you drop. Nice.

I only managed to beat the level one boss once – and then I got killed after rushing straight on to the second villain. Aarghh!

To finish off the game completely, the graphics are dull and uninspiring, and the sound is really terrible. All in all, *DJ Boy* is the worst DJ this side of Jakki Brambles (and that's saying something!). SEGA POWER

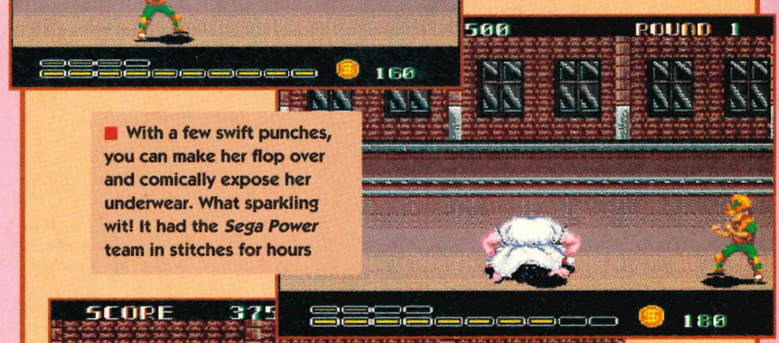
■ Level two looks snazzy – especially with that torchlight effect. You use these coins at the power-up parlour later on

■ DJ Boy tries to get one of the bad guys with an armlock. Meanwhile, his mates wander around looking bored. This is a right riot and no mistake...

ONE WELL HARD MOTHER FROM HELL

What kills off *DJ Boy* are the impossible bosses – they're tougher than Andy's lightly-stubbled chin. The first is a pastry throwing cook and she's a bitch.

■ True, she looks harmless enough. A bright pink old lady with a midget psycho on her shoulders and a well tacky yellow apron. Nothing to be alarmed about really...



■ With a few swift punches, you can make her flop over and comically expose her underwear. What sparkling wit! It had the *Sega Power* team in stitches for hours

■ But just when you think you're doing okay, she unleashes a volley of spinning kicks and stale cakes right in your face. Bye bye, cruel world...

ALTERNATIVES

Basically, any beat-'em-up on the planet has got to be better than this pile of poo (assuming you can live without the roller skates, of course). The best such title of all time still has to be *Streets Of Rage (Sega Power* 26: 91%) though. This offers classic beat-'em-up excitement.

POWER POINTS

PLAYERS 1
You suffer alone with this one.

LEVELS 4
The levels are easy – it's just those damn end-of-level bosses...

SAVE GAME NO
It won't return to haunt you.

LIVES 1
You get four units of energy to start with and lose one for every two hits.

SKILL LEVELS 2
Impossible and Ludicrous (okay, Easy and Normal, but I'm not fooled...)

OPTIONS
Music and sound FX. Erm, that's it.

IDEAL GAME-PLAYER
Curly's talented cousin Leonard.

TAKE CONTROL OF *DJ BOY!*

■ Slides DJB sexily around the screen

■ Kicks the bad guys where it does the most good. Press this with Button C for flying kicks

■ Makes DJB jump up

■ Swats the noses of those vile ruffians. Press with Button B to double punch the bounders

• DJ BOY • MEGA DRIVE • SEGA •
• £34.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION HIGH

TIME TO COMPLETE
You'll never do it. Never!

- Imaginative villains
- One hell of a challenge
- Fun for 75 seconds
- Fits neatly into a bin
- Boring graphics
- Cruddy sound
- Ludicrously easy levels
- Impossibly tough bosses
- Comic potential is totally wasted
- It's just another naff fight game

SEGA POWER SAYS
"A nob beat-'em-up with added nobby bits. The levels are dull, the moves limited and the end-of-level bosses too tough to beat. *DJ Boy* is unfriendly, unfunny and unfair!"

30%

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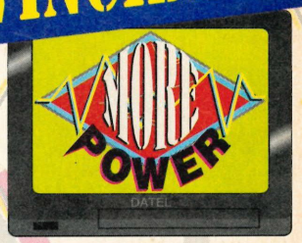

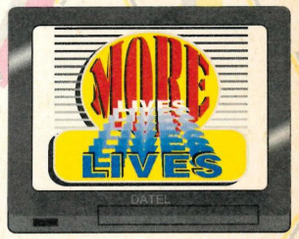

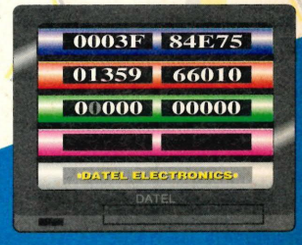

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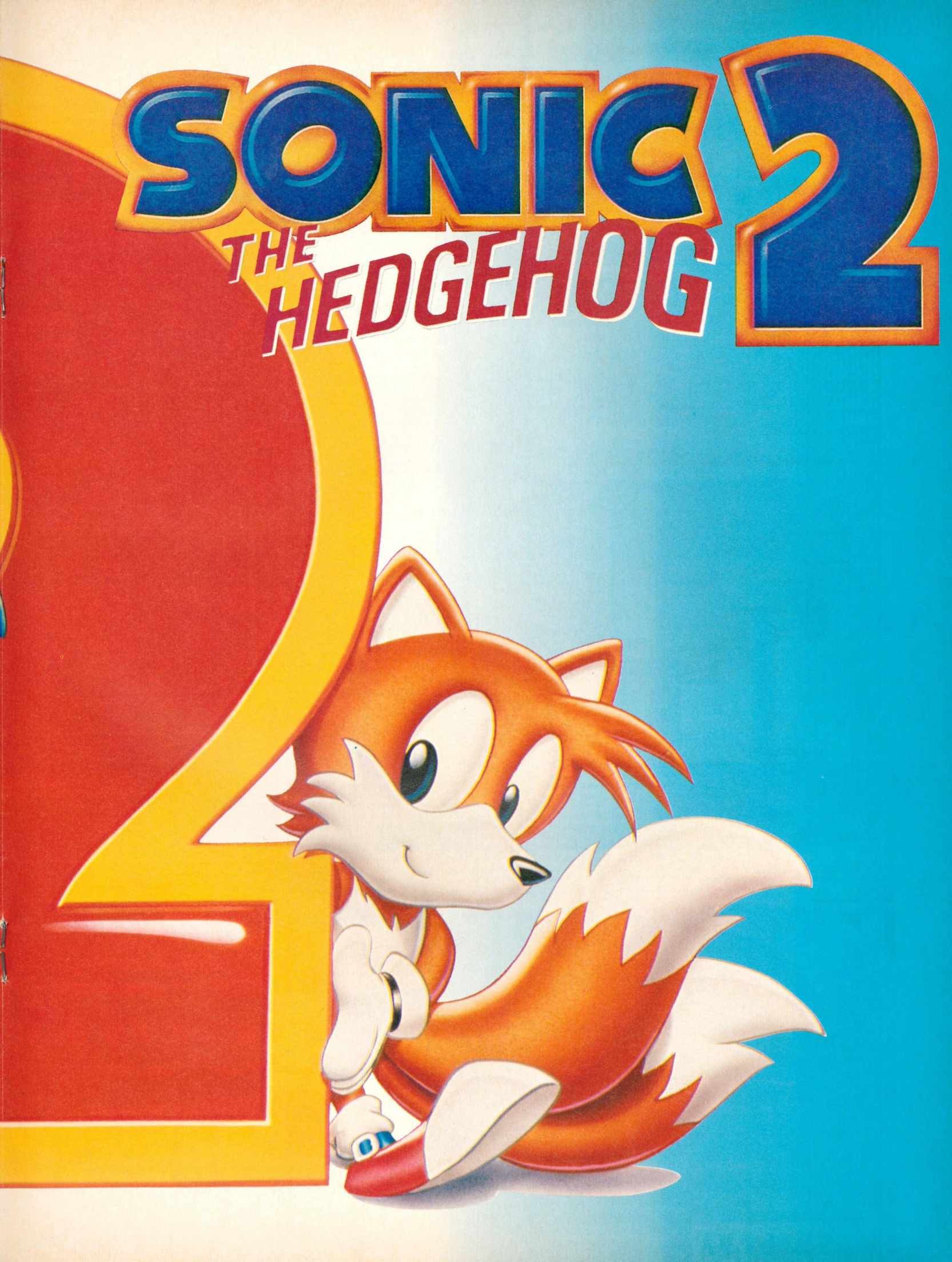
SEGA POWER

ARE YOU UP 2 IT?

SONIC THE HEDGEHOG 2



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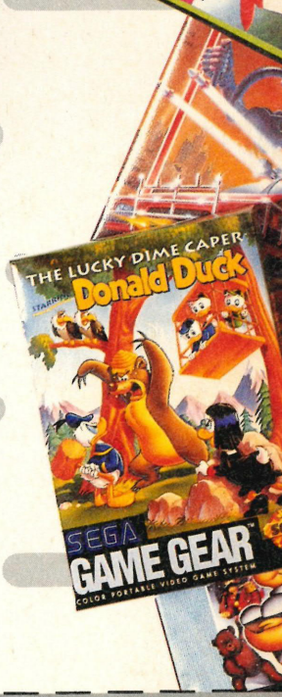

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OUT RUN EUROPA

Game Gear • US Gold • £19.99 • UK Release

Armed with only her Game Gear and a dashing of wits, Amanda Cook gets caught up in an all-action high speed chase across Europe.

EVER FANCIED TRAVELLING through Europe and cashing in on a bit of the action? Well, now you can – thanks to US Gold's latest fun-packed release.

There are seven levels (each based on a European country) in all, with the game starting off in London. Nab that conveniently abandoned motorbike, straddle the tank and get cruising.

Controlling your new chunk of gleaming metal couldn't be easier. Just steer with the joypad and keep your thumb on up for full throttle.

Your bike is pretty robust too and can even survive a bash with the odd Beetle or 2CV if one gets in your way. And then, there's your enemy, don't forget...

Watch out! He'll give you a good kick in the shins at any available chance. Fortunately, you can give as good as you get. Just hit Button 1 and deal him a swift punch. Get it right and you can turn his bike into a heap of mangled metal. Very satisfying.

There's also a time limit for each stage. But don't go too fast or you'll get arrested by the police. The best tactic here is to give Button 2 a quick stab for that all-important turbo boost. Scattered along the route, you'll also find yellow bollards. These are fuel and turbo boost power-ups. You'll also come across shields in the form of blue spheres. Simply steer your bike over these to pick 'em up.

Every bump or kick you receive lowers your shield energy, ya see. When the "shield low" warning flashes, it's time to find that power-up. Getting a power-up is easier said than done, however, because they're rather small and difficult to spot.

Once through London, it's time to get down to the docks at Dover and then onto the jetski. Now you're off across the Channel, steering your jetski through the rocks and buoys. Watch out for the low flying helicopter too. Clear all three checkpoints in time (as before), and then it's on to France.

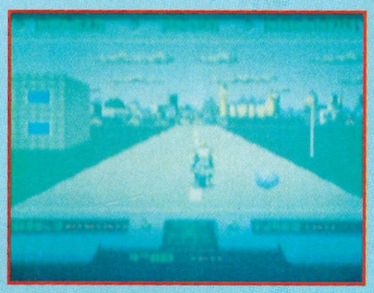
Now you're back on the road, but this time in a Porsche 928 for a spot of night driving. Next stop, Spain and so on until you finally reach Germany.

And that's about the gist of it. A simple case of travelling safely through each country and grabbing whatever power-ups come your way.

Out Run Europa is a basic driving game and while the later levels do look rather confused geographically, there's still some really stunning scenery to enjoy en route.

SEGA POWER

■ Cross these speed bumps at top speed and grab that bonus. Now on with the rest of the level. Just two more sections to go...



■ These blue power-ups look similar to a Beetle when you see 'em from afar. Run over them to nab that extra shield energy

■ I dunno... Fancy nicking a bike like that. Still, if they tell you to jump you'd better jump!

■ Useful game info is displayed at the top of the screen (from left to right): speed in km per hour, time and your current score

■ Take that! Er, it was only a small punch, honest it was, officer. They say it always ends in flames (or something like that...)

POWER POINTS

PLAYERS 1
No game link options.

LEVELS 7
Each level has three stages.

SAVE GAME NO
No password system or restart points.

LIVES 1
So keep collecting those power-ups.

SKILL LEVELS NONE
Just get down and ride.

OPTIONS
Nothing to speak of...

IDEAL GAME-PLAYER
Fantastic for driving fans who like their graphics smooth 'n' sexy...

DRIVIN' OUT RUN EUROPA!

■ Steers your vehicle. Press up to increase speed, down to decelerate

■ Activates the vital turbo boost

■ Makes your man punch the enemy

ALTERNATIVES

Out Run Europa just manages to make pole position in the driving alternatives, with good ol' *Out Run* (*Sega Power* 27: 79%) coming a close second. Both games certainly leave the well tired gameplay of *Super Monaco G.P.* (The Hard Line **) at the starting line.

• OUR RUN EUROPA • GAME GEAR • SEGA • £19.99 • UK OFFICIAL RELEASE •

GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION MEDIUM

TIME TO COMPLETE One month

- Colourful arcade graphics
- Great attention to landscape detail
- Simple gameplay
- Easy-to-use controls
- Excellent tunes
- Loads of levels to race through
- Addictive gameplay
- Full of power-ups
- Loads of action
- Later levels get a bit repetitive

SEGA POWER SAYS

"This action game is well worth taking for a spin. Plenty of levels and some of the sexiest graphics we've yet seen on the Gear (well, in a driving game anyway...)."

81%

CRYSTAL WARRIORS

• Game Gear • Sega • £29.99 • UK Official Release •

Expert Orc killer Trenton Webb expected a D&D bash, but he found himself with a brilliant tactical wargame!

PRINCESS IRIS IS ON the warpath! Grym, an evil lord has topped her entire family and blagged their magic jewels. Using the last remaining jewel, Iris calls to arms a cutting crew who can slice and dice their way to vengeance.

Iris leads her band of followers through a series of map-based battles, and brings some much-needed cerebral gaming to the handheld arena.

Despite its RPG trappings, *Crystal Warriors* is a tactical wargame, where each battle is fought via a map screen.

Iris (and any friends) surviving a fight then rest in a local pub. Here they re-equip, hire new team members, pick up hints and natter to the locals.

Yup, *Crystal Warriors* is a combat game, but one that stresses brains over brawn. Each member of the *Crystal Warriors* team has special abilities that make him or her pokey in one respect but wimpish in another.

To survive, your team must hit the enemy in formation, while backing each other up when it comes to the crunch. Wizards can use spells, for example, but they sliced up all-too-swiftly in hand-to-hand combat. Conversely, warriors are a cut above most foes in a face-to-face scenario, but they're total suckers for magic.

The phased turn system enables you to move and then act. Simply position yourself next to an enemy and you can go heads up into battle (wizards have long range spells so they can avoid this messy business luckily).

Once engaged, the tactical screen changes and you're ready for combat. This enables you to choose just how you'll attack. You can either go in with swords swinging, cast a spell, run like a coward or send in a monster that you've tamed earlier and let it do your dirty work for you.

Of course, things aren't that easy. The enemies' identities are hidden at the start of each battle, y'see, so tactically you always have to take a gamble.

And that's where the fun starts because mis-matched combats can suddenly unhinge even the soundest strategy.

■ We'll use a classic pincer movement. It can't fail against a 12 year old! Banzai etc!

■ (Left) The Princess gets smart and uses a monster to take the risk out of aggro

■ The town's local spell vendor flogs you more pokey magic for the next round. It ain't cheap but it's very necessary

■ Always, always scan your opponents before a battle - or you'll end up dead!

■ Win and you get a spot of R'n'R in the local town, eat, drink and save games

POWER POINTS

PLAYERS 1–2
Have a pitched battle with a friend.

LEVELS 20
Battles get more and more complex as the characters get pokier.

SAVE GAME YES
At last- "saveable" Gear games!

LIVES 1
None.

SKILL LEVELS N/A
None.

OPTIONS
You get to choose your weapons, magic and heroes.

IDEAL GAME-PLAYER
Folk who want some thought with their daily dose of slaughter.

CONTROLLING CRYSTAL WARRIORS!

■ Moves selected character, spell/action cursor and select commands

■ Starts game, ends a phase and opens windows in town scenes

■ Enters command, cursor position on map screen and selects characters

■ Selects info screens and cancels previous command

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GRAPHICS

ADDICTION

SOUND

BRAINPOWER

FRUSTRATION
LOW

TIME TO COMPLETE
Two weeks

- You can save three games
- Glossy graphics really score
- Brainpower meets bloodlust
- Sound FX are sparse but good
- Well balanced battles are tense
- Smart battle animations
- Good and unpredictable enemies
- Builds up believable characters
- Potent wargame in RPG clothes
- A refreshingly different test

SEGA POWER SAYS

"A tactical bash with a tense bite, *Crystal Warriors* does the biz. It puts the addictive hooks in early and then drags you right into the heart of the action."

93%

POWER PLAY

Gameplaying getting you down? You need help – and quick!

***Sega Power*, July 1992: "The Prof has retired to his own private holiday island in the Bahamas". Yes, the man admired by thousands for his tipping ability has finally gone. Peacefully, it seems..**

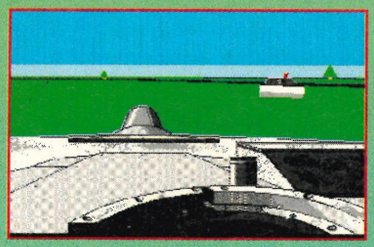
THE TRUTH IS A LITTLE MORE sordid, however – he had an "accident" with a violin case and 70 pounds of cement. A cover story was then fabricated to protect the guilty, incarcerate the innocent, and now John Cantlie's in control around here.

And boy! Am I gonna give you tips this month. Believe me, these are tips with 18 certificates, tips The Prof was too wimpish to use, the flyest tips... *(Ah yes, I think we can put John back in his box now – Andy).*

So that's where it's at. The biggest tips section – and every month too – from *Golvellius* to *Gynoug*, *Pit-Fighter* to *Populous*. If there's an answer, we've got it. And if there isn't, we've probably got it anyway. To kick off, there's level four of *The Lucky Dime Caper* busted (on pages 50 thru to 53), then we're gonna rip wide open the huge role-playing game *Shining In The Darkness* (on pages 54 and 55).

Finally, there's a full spread of game-busting on the Number One *Desert Strike* (page 56 and 57). But first, more tips and advice than you could shake a balding nun at.

■ **Yet more bullets to dodge and yet more baddies to waste in *Gynoug*. The beat goes on – but what about a nice level select, eh?**



■ **"Right a bit, driver. A bit more. Now left, left, steady, up a fraction... Now bring 'er round..." Excerpts from *M-1 Abrams Battle Tank* survival manual, chapter 4, page 345...**

CHOPLIFTER

(*Sega Power* 9: 80%) Sega £24.99

A level selection for this Master System game is standard issue: wait for the presentation screen, and then enter up, down, left, right and press Start.

Shoot helicopter pods when they start emerging from the ground, and a Superman character will appear and make your men run faster. Get three supermen for maximum speed.

GYNOUG

(Reviewed on page 26) Sega £39.99

For a level select in this winged Mega blast-'em-up, just choose Control on the options screen and hold down Button A. After only a few seconds, a useful stage select should appear.

THE IMMORTAL

(*Sega Power* 27: 75%) E.A. £39.99

Level codes for the Mega Drive hit *The Immortal* are damn useful. Here they are, all the way to the top:

6E1EC21000E10	Level 3
465FA31001EB0	Level 4
D4BFD41000EB0	Level 5
BCFEF51010A41	Level 6
6B10F61010ACL	Level 7
E590D710178C1	Level 8

M-1 ABRAMS BATTLE TANK

(*Sega Power* 25: 84%) Sega £39.99

Tank busting is a tricky business – especially on the Mega Drive – so how about unlimited ammo and invincibility?

Just wait for the demo screen to appear and then enter: B, B, C, B, C, C, C, B, C, B, B, C then Start.

SLIDER

(*Sega Power* 29: 79%) Sega £24.99

To get further into this handheld gem, just enter the codes for the level you want. Dead simple, really...

Level 20	AAEE
Level 25	JAPI
Level 30	ACEG
Level 35	JCPK
Level 40	AEAE
Level 50	AGAG

■ **And here you are – at the start. But you don't have to be here. You could be just about anywhere in *Wonderboy* (find out how to get a level select cheat with our tip)**

SONIC THE HEDGEHOG

(*Sega Power* 23: 96%) Sega £34.99

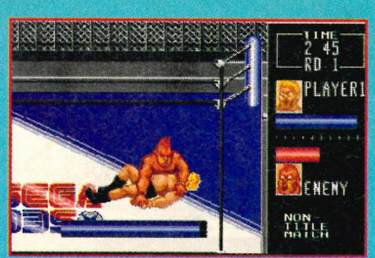
To get all the Chaos Emeralds in the Mega version of *Sonic*, do the level select cheat (see the free poster with this issue) and go to the special stage.

Get the Emerald, then press Reset when the stats come up. Now do the same again until you've nabbed the lot.

SPACE HARRIER

(*Sega Power* 30: 86%) Sega £24.99

To play this Game Gear game in the



■ **The stirring sight of overgrown men in baby oil and tights is more than enough for most people. Then there's *Wrestle War*...**

POWER PLAY: PLAY UNTIL YOU DROP

We're blisteringly good at games, we know, but we still need *your* help. If you're hot at a game, don't just sit there – tell us about it. Send in your cheats, tactics, maps, tips or whatever to *Power* Play, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Who knows? If you're helpful enough you could win yourself a free cart for your troubles.

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

GETTING INTO THE SECRET ROOMS INSIDE *ASTERIX*

SECRET ROOMS FOR SECRETIVE PEOPLE – YOU want to know more? Well, read these tips for this excellent platformer (*Sega Power* 30: 90%, Sega £29.99). You'll find the first one on level 1-1 with Asterix himself. Go down the well and carry on to the left. Get thrown into the air by the water, but don't break the bricks covering the next well. Jump on top of them, then jump left into the wall to discover a room with an extra life.

On level 2-1, swim far right to the end wall. Now dive and swim to the bottom of the screen. Here you can swim through the bottom-half of the wall to a secret room full of useful bits and bobs.

On level 7-1, don't jump on the spring but stand on the same platform as the man with the burning torches. Now walk right into the disguised room.

■ **This'll be that secret room in *Asterix* then. Surface here and the pot chucks out more bonuses than you'll know what to do with. Stay around until you've picked up all it's got to give you**

FISHY GOINGS-ON IN *ROBOCOD*... FIND OUT ABOUT THE CHEATS

FOR A NEAT LEVEL START ON THIS SLIPPERY platformer *(Sega Power* 26: 90% £39.99) from E.A., just boot up and hold down down-left on the joypad, Buttons A, B, and C and then Start. This will give you a level select option.

What? You want more? Okay, here are a series of cheats to bolster your flagging supplies.

● Outside the factory, scuttle up onto the first roof you find, then collect the items on the left-side in this order to spell the word CHEAT: Cake, Hammer, Earth, Apple, Tap. This'll make you invincible, so you can walk across spikes and suchlike without injury.

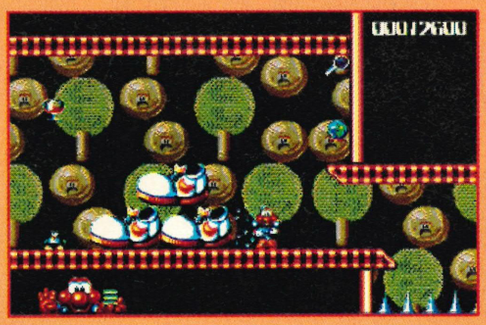
● There are two of these cheat-while-you-eat options in Sportsland. They're real easy to do, just make sure you grab 'em all in the right order because there's no second chance.

The first, POWER, will give your energy a boost: Penguin, Oil, Wine, Earth, Racket.

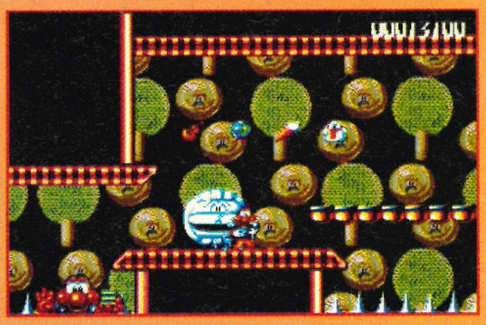
The second is just down the road in Sportsworld. Collect the Lips, Ice Cream, Violin, Earth and Snowman to spell LIVES. This'll give you extra bodies to crack the game with, but if you've already nabbed the CHEAT option you shouldn't really need 'em.

But if you missed it first time around, there's a second CHEAT just further on in Sportsworld.

Grab the icons in the same order as before and you'll be invincible. You'll know when you've got it right because you get a sparkling overcoat (similar to the one that *Sonic* wears, in fact).



■ **Scoff all these objects in sequence to spell the word POWER. It'll improve your health by quite a large amount**



■ **That'll be LIVES. Make sure you don't touch one of the other icons by mistake (tough luck if you get it wrong!)**

■ **The level select screen. Take the fun out of your game and ruin all those months of R&D in one easy step...**

■ **Pick these up in the right order (er, like what I'm not doing here) to spell CHEAT. Invincibility will then be yours**

■ **Webbed action in *Spider-Man* (find out how to nab Venom's suit and play *Pac-Man*)**

Easy mode, hold down Button 2 when you switch the Game Gear on.

For a harder challenge (with faster planes, weapons and suchlike), hold down Button 1 and then, as before, switch on your handheld.

SUPER THUNDERBLADE

(The Hard Line *) Sega £34.99

To start this Mega Drive shoot-'em-up with a well decent amount of lives – how does 30 sound? – press Buttons A, B, C and Start simultaneously on the introductory screen.

For a level select, enter A, up, down, left, right, right, left, down, up and then up and Start together. It's a bit fiddly *(what's new? – Andy)*, but it works fine. I tested it, so I should know!

WONDERBOY

(The Hard Line *) Sega £24.99**

For a level select on this classic Master System title, quickly press Buttons 1 and 2 twice on the credits screen. Now hold the Buttons down and select an area using up or down on the joypad.

WRESTLE WAR

(*Sega Power* 22: 55%) Sega £34.99

To crunch skulls and be impolite in the Mega Drive beat-'em-up *Wrestle War,* equip yourself with a decent turbo stick.

Turn the turbo on and hold down your favourite move on your hated opponent. Hasta la Vista, baby!

SPIDER-MAN

(*Sega Power* 23: 57%) Sega £29.99

To make life easier for yourself in this reasonable Master System crawler, go to the room where you find the Lizard's key at the end of the game.

Now go to the bottom-right of the room, get yourself covered in slime and press down and jump at the same time.

■ **Fight against battle drunk goblins and swelling egos in *The Immortal.* Bash 'im!**

When you leap out of the goo you'll have Venom's suit on.

If you fancy having a quick game of *Pac–Man,* get the key from Electro's key room and drop down the lefthand side of the screen (you should see a Game Gear here). Now when Peter's room appears, press Button 2 to start the famous dot-gobbling game. Weird!

PENGO

(*Sega Power* 31: 54%) Sega £24.99

If you're having trouble with this Arctic puzzler on the Game Gear, just hold down Buttons 1 and 2, press up on the joypad and then press Start *twice.* A level select should now appear. You can change your number of start lives using this cheat too. Not bad, eh?

■ **Collecting Chaos Emeralds the easy way in *Sonic.* Read our cheat and it's a cinch!**

ARNOLD PALMER TOUR GOLF

(*Sega Power* 15: 83%) Sega £39.99

To access a secret tournament within this golfing sim on the Mega, enter "F"s across the top half and "9's along the bottom half of the password screen.

LAKERS VS CELTICS

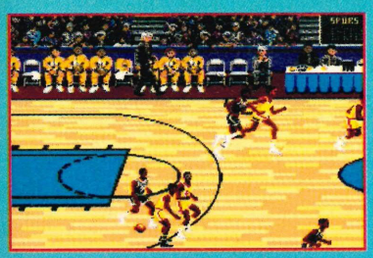
(*Sega Power* *) Sega £39.99**

To avoid all the sweat and agony of a full season on this Mega Driver, just enter 3L2 GJS at the password section for a game against Philadelphia. Win this little number and you're only a game away from the finals.

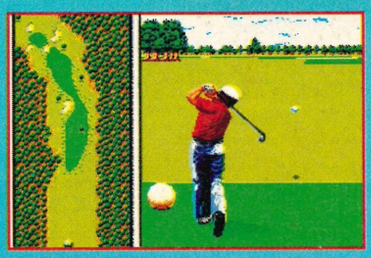
FANTASIA

(*Sega Power* 24: 69%) Sega £29.99

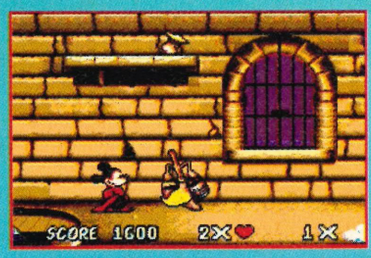
In world 1-2 of this Mega title, leap onto the platform at the start of the level and grab the musical extra life. Now go right until you find a chest. This'll transport you back to the start of level 1-2. Grab the note, get into the chest and repeat for extra lives.



■ ***Lakers Vs Celtics* on the Mega Drive is fast, frantic and dribbling (er, yes). Having trouble getting to the finals? Read on...**

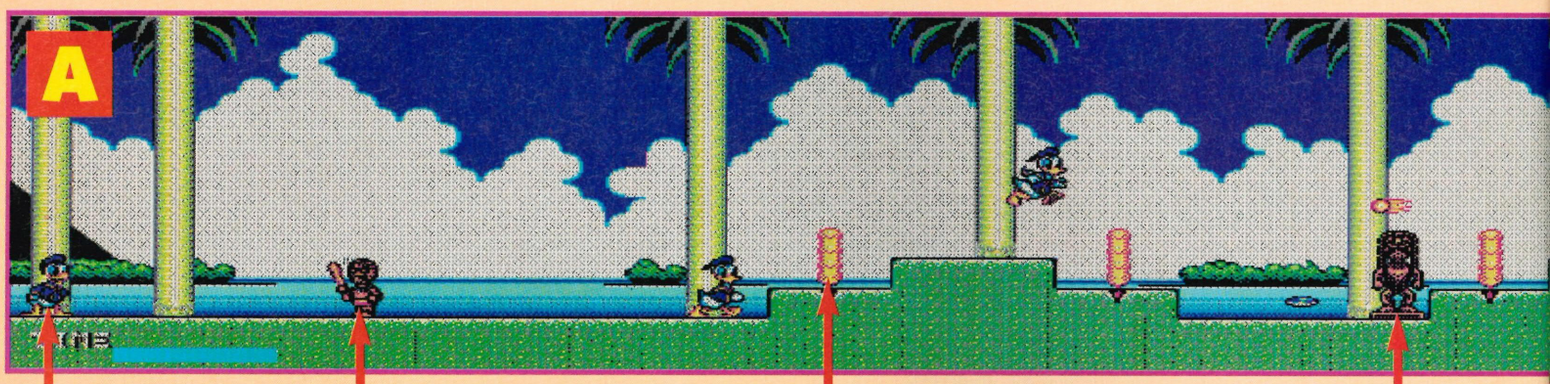


■ ***Arnold Palmer* enjoys a round or two, but did you know that inside here are a secret tournament. See our tips for more info...**



■ ***Fantasia* on the Mega Drive. Not really in the same league as Mickey's classier castle adventure – but still ripe for the cheating!**

THE LUCKY DIME

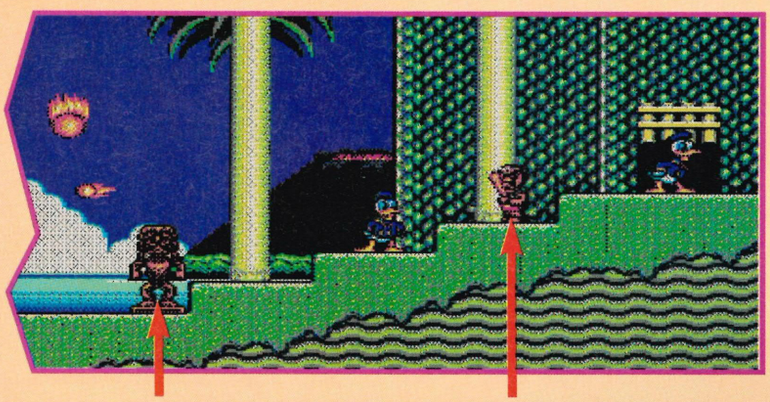


■ Don't look so pleased, Donald. Despite appearances, this is no tropical paradise

■ This guy wants to arrange a club meeting... His club, your head and Mr Unconscious!

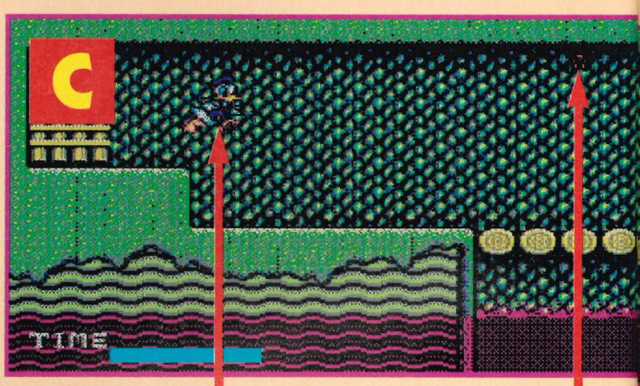
■ Watch out for these geysers. The lava spurts out every few seconds – and it hurts!

■ This horrible-looking statue throws fireballs at you. Use your frisbee if you have one



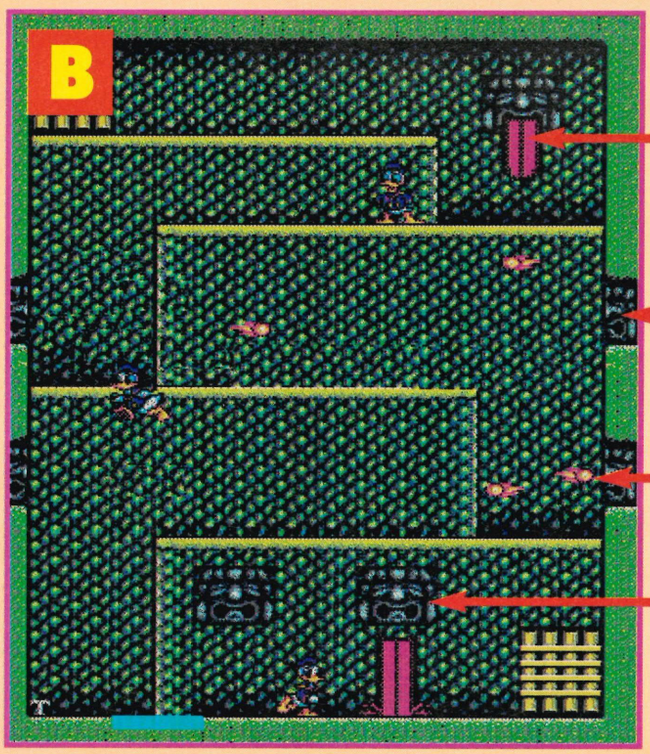
■ Another fire-spitting statue. If you don't have the frisbee you'll have to be extra careful

■ Here's a good spot to pick up bonuses. Keep taking a few paces back then forward again to make your victim keep reappearing. Neat...



■ Phew! Warm in here, isn't it? That's 'cos you're skipping over a pool of molten lava, you fool!

■ See that bat in the roof? That's going to come looking for you any moment now...

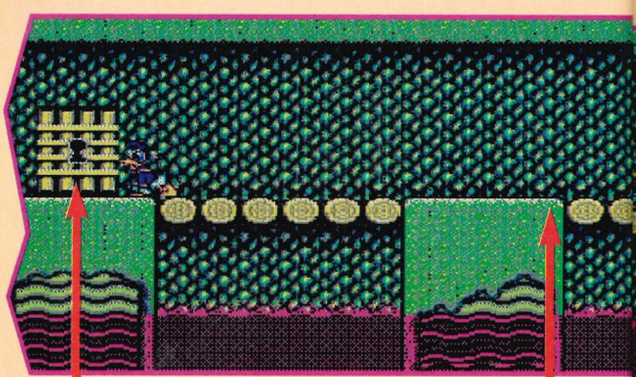


■ Now say "Aaahhhh..." Actually, if this gargoyle catches you it'll be more like "*Aaaarrrggghhh!*"

■ You'll have to pick your moment carefully if you want to get past these spitting faces...

■ ...and it gets tougher! Trial and error is the only answer here. Watch the timing of the fireballs – and don't rush things

■ Nearly made it! All you've got to do is get past these gargoyles. Be patient, wait for them to appear and disappear – and then run for it!



■ But what's this? A locked door? I suppose you'll have to go looking for a key

■ You'll find the key at the far righthand side of this section (you haven't finished it yet!)

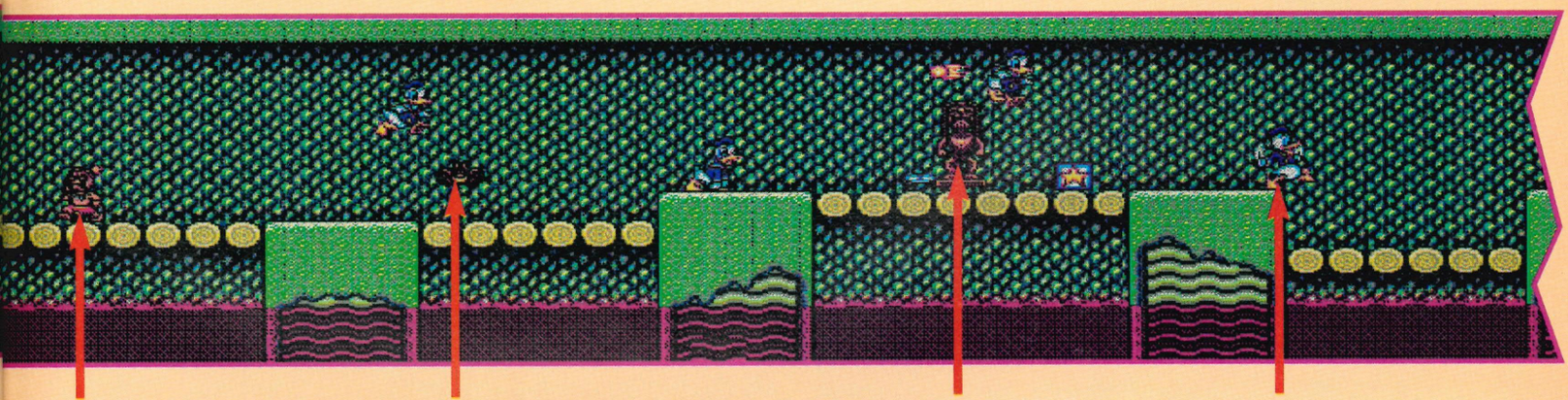
CAPER A COMPLETE GUIDE TO LEVEL FOUR

■ Another hot geyser. Wait for it to subside – whatever you do, don't try jumping it, okay?

■ This bit here is pretty uneventful, but take note of that well ominous volcano in the background...

■ ...because it launches gobs of red hot lava at you. Take it slow, and you should be okay

■ The secret of dodging the fireballs here is to take just a few steps at a time. Easy!

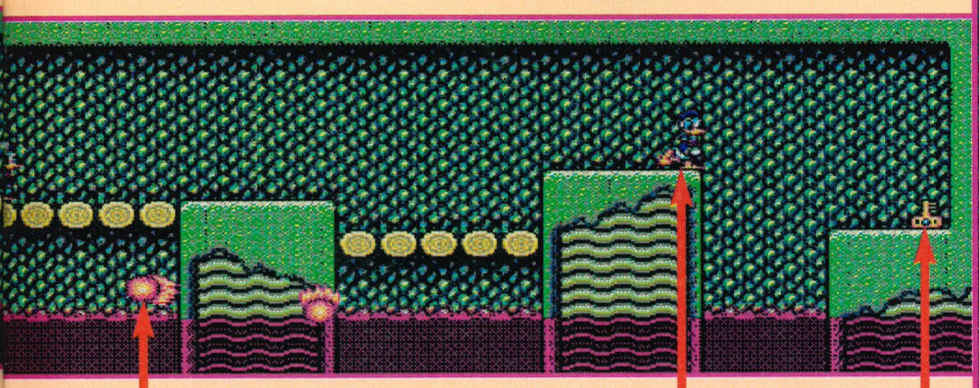


■ Another nasty native. They're pretty easy to kill, fortunately, but mind the flying clubs!

■ The bats in the roof are pretty easy meat too – just jump on them as they swoop down

■ If you reach this guy without a weapon you're stumped. Ho hum, back to the previous restart point...

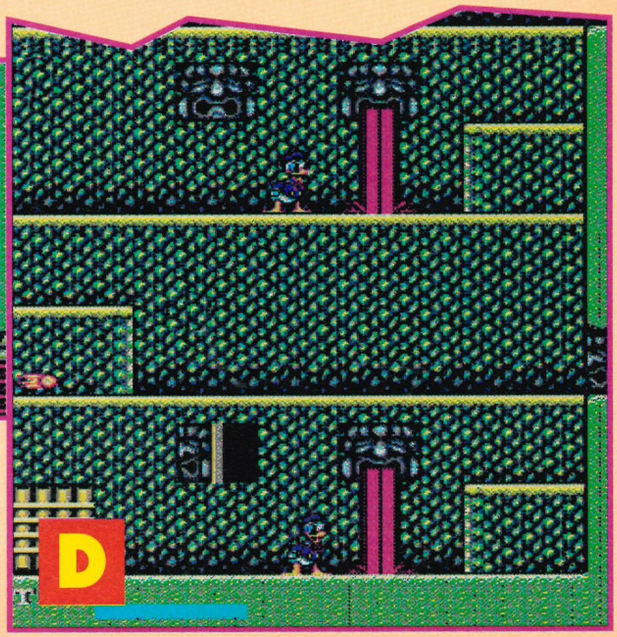
■ Whoah! Don't worry though – those logs don't collapse. A native is about to appear from the right by the way



■ Bummer! Fireballs are spewing up from that lava. Do as you did before and take a few steps at a time

■ Once you've got past the fireballs, you're faced with a tricky jump over this lava pit

■ ...but you need that key if you want to get to section D!



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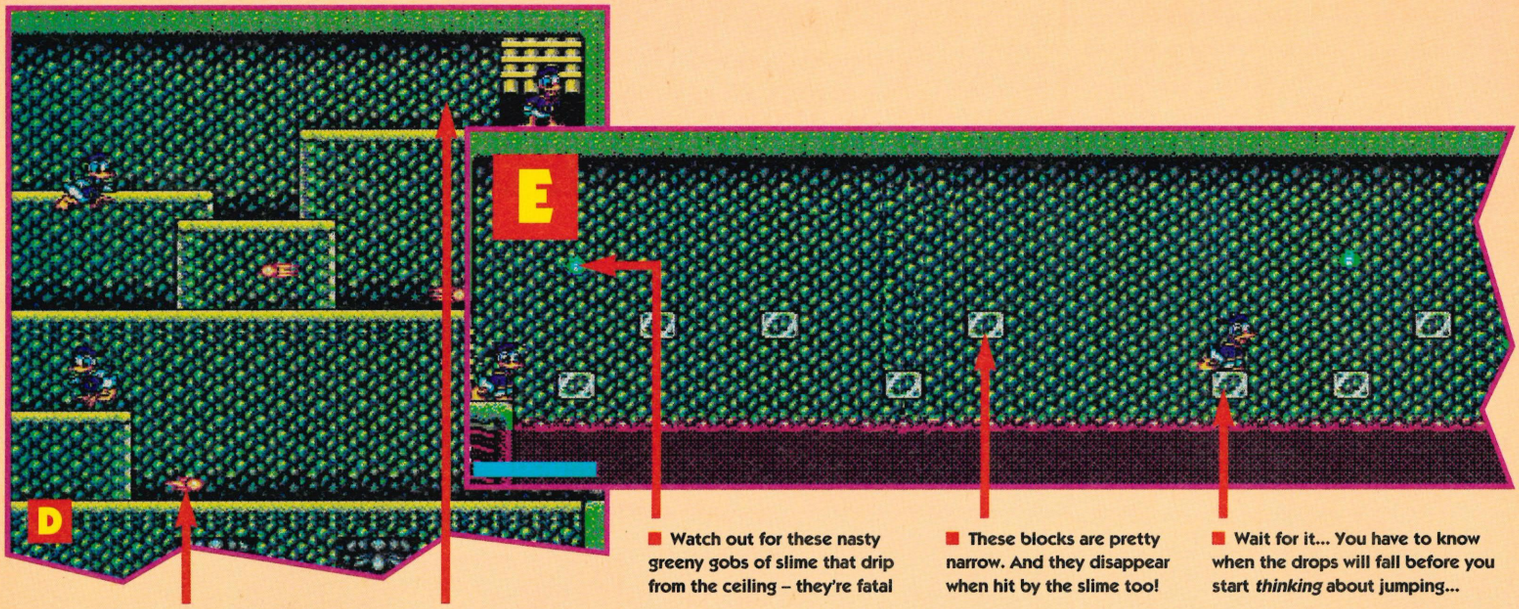


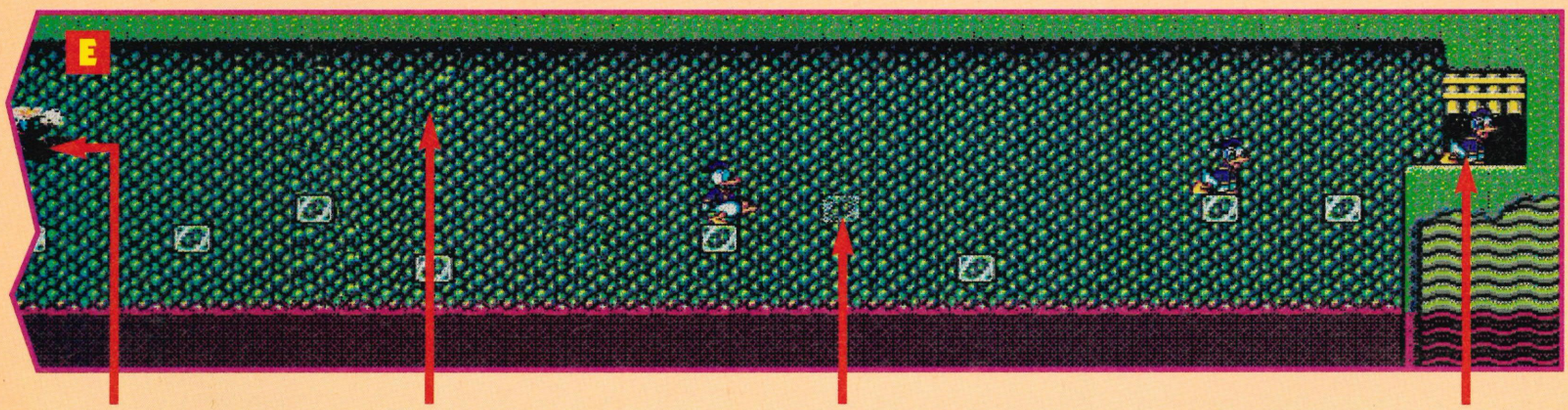
■ After section B, you should be able to handle these fiery balls without too much trouble

■ Yahoo, we're out! But this is where the trouble really starts. Frustration City, here we come

■ Watch out for these nasty greeny gobs of slime that drip from the ceiling – they're fatal

■ These blocks are pretty narrow. And they disappear when hit by the slime too!

■ Wait for it... You have to know when the drops will fall before you start *thinking* about jumping...

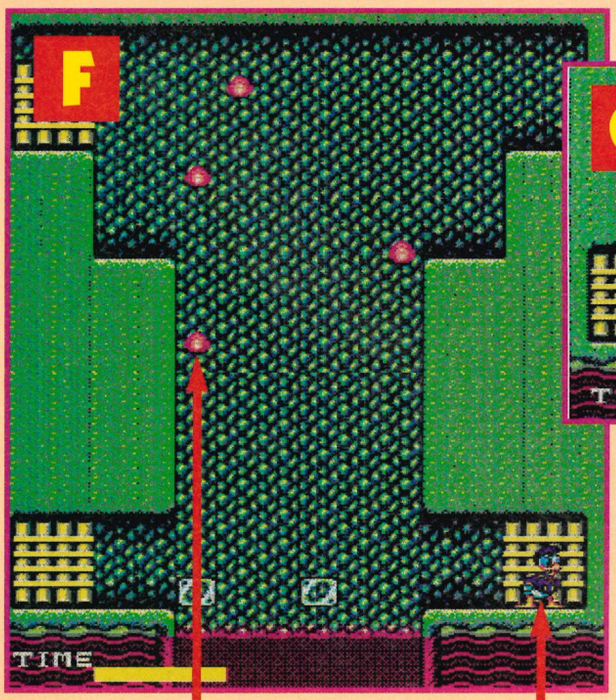


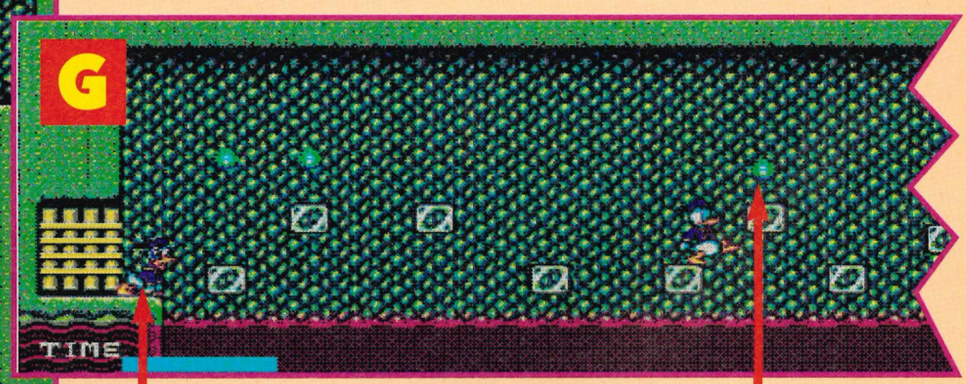
■ Anyone for some burnt toast? That's Donald actually. Told you those jumps were tough, didn't I?

■ No nasties to fight here – thank God. Just check the height of the ceiling when you want to jump

■ Just as well you didn't jump for that block. (Rule 365: it's important not to panic!)

■ Through at last! Did you stock up on extra lives earlier? If not, you'll be regretting your mistake now



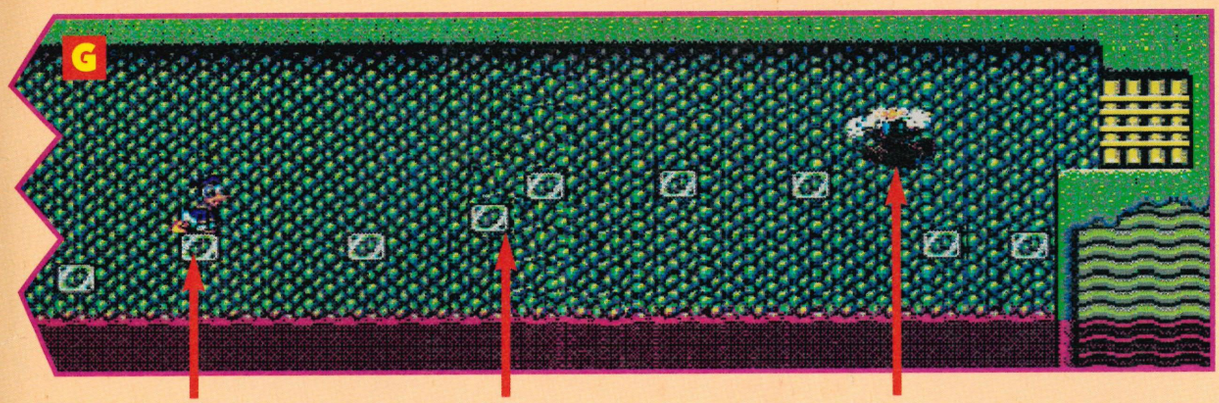


■ Dodge the falling drops of lava as they cut through the rocks which block this shaft

■ You need nifty footwork to leap onto this platform before the last block has melted

■ Oh no... Oh yes! It's another one of these sections... They really are a timing nightmare

■ This block-leaping section is much tougher than the last – the slime drips much faster

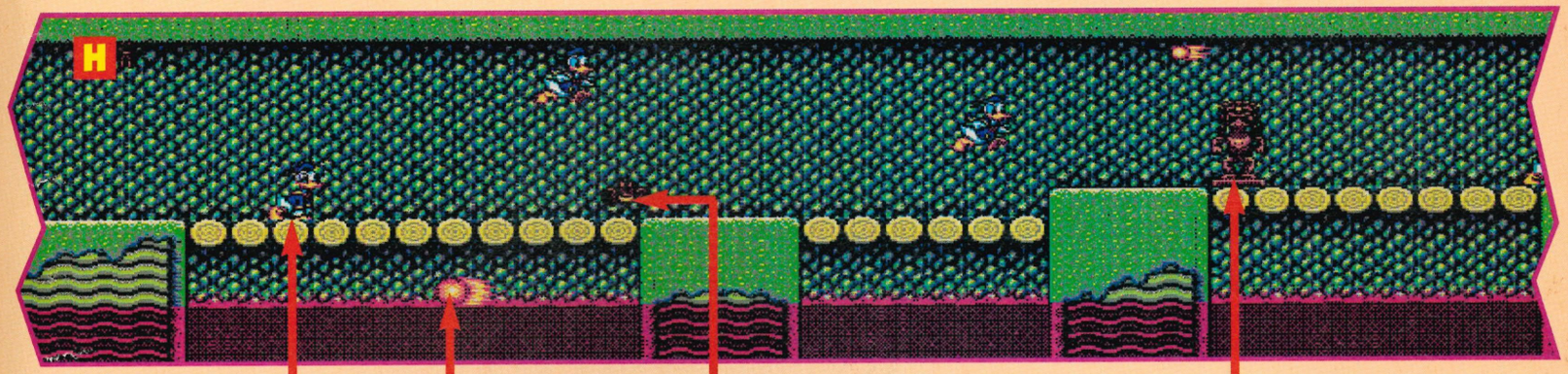


■ Some of these jumps are big – and you can't get much of a run-up on these platforms!

■ The blocks are closer here, but then again, they disappear that much more quickly...

■ So near and yet so far! This section seems impossible even after you've done it loadsa times

■ Don't worry now – the worst is over. If you've got this far, chances are you'll make it

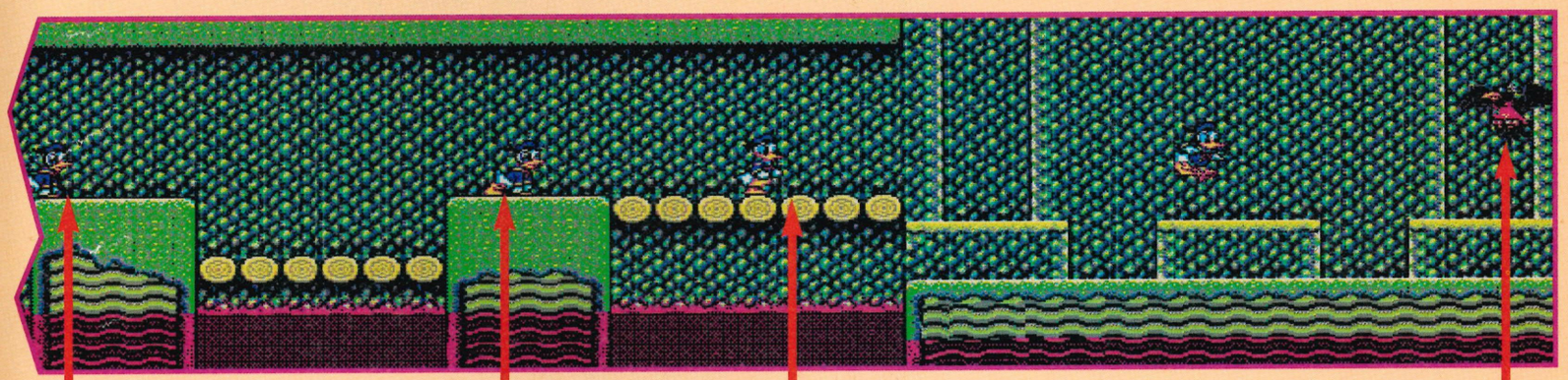


■ More log bridges and bats in the belfry. This is a piece of cake to a "seasoned" duck

■ Eek – more of those fireballs. Take it slowly and you can stay out of their way. Don't fret!

■ This bat's cruising for a bruising... It's about to get the weight of a famous duck on its head. Ha, ha, ha!

■ Another fire-spitting statue? He shouldn't be a problem (if you keep your cool, that is)



■ It's pretty much plain sailing from now on. You won't meet anything you haven't met before

■ Donald droops in the heat every time you stop, but it doesn't do him any harm

■ The end of the log bridges and the start of the final stretch. So what's this end-of-level boss going to be like?

■ There's your answer. But this bird doesn't just swoop, he drops bombs too. Ouch!

NOTHING TO REALLY CROW ABOUT

'Ere, 'ang on! Isn't that the crow wot nicked all your lucky dimes (and nephews) at the start? Well, now you can get your own back.

■ Oh, come on Donald, pull yourself together! That old crow deserves a good smack in the mouth (er, I mean beak)

■ Watch out for those deadly bombs and stay away from him when he's hovering like this at the side of the screen...

■ Here he comes! Magica's evil sidekick is lethal if he touches you. You have to wait, watch, pick your moment and...

■ ...Jump! True, the crow doesn't like a frisbee in his gob either, but bouncing on his head is the best way to kill him!

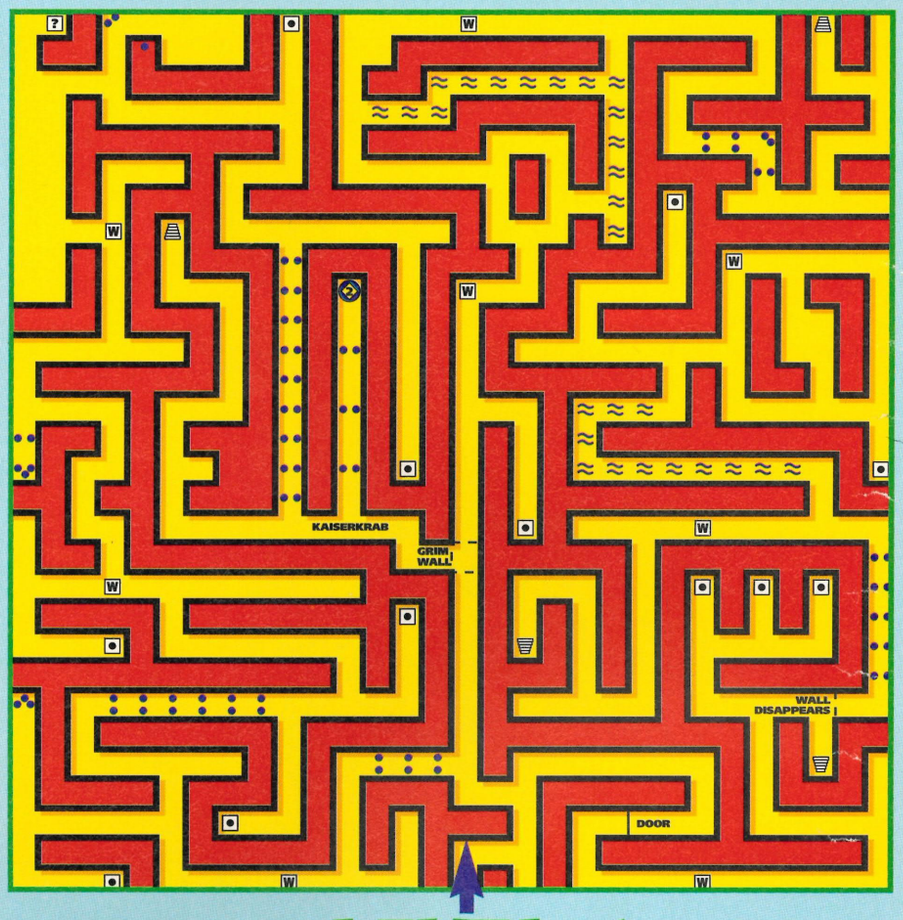
SHINING IN T

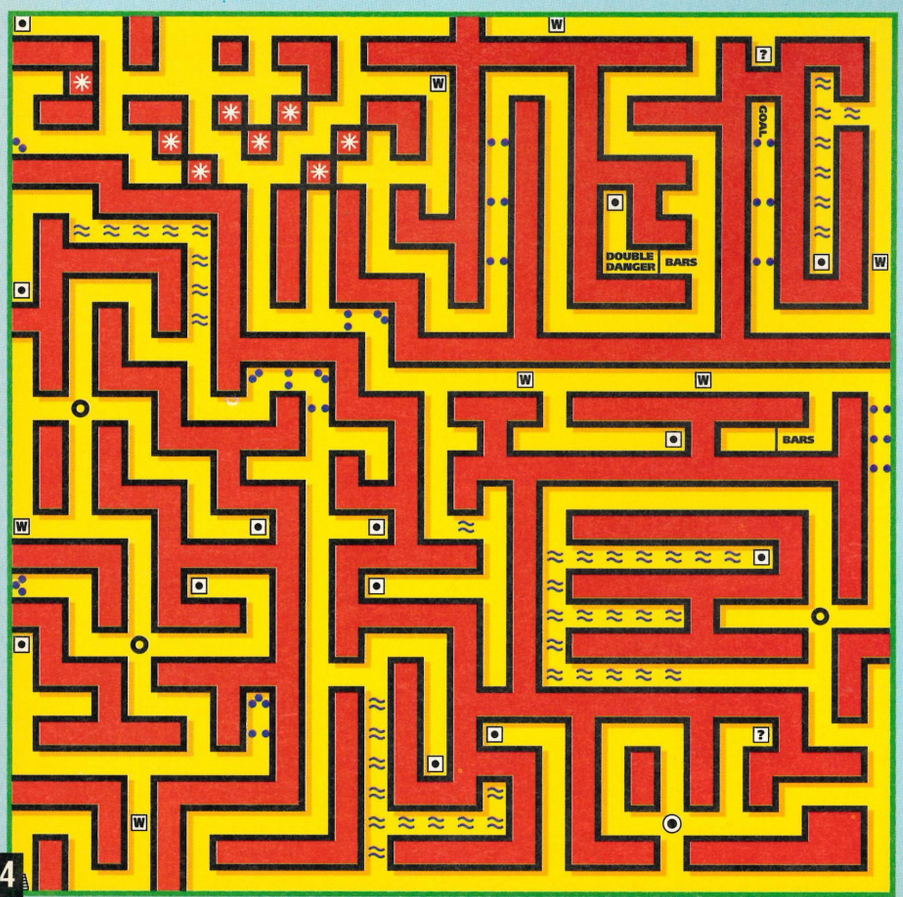
THIS IS ONE MUTHA OF AN RPG *(SEGA POWER* 28: 92, Sega £44.99). You must journey through the rapidly darkening Kingdom of Thornwood to rescue Princess Jessa and, more importantly, your father (the idiot Knight Mortred!) from Dark Sol – a most evil wizard.

The main chunk of the action takes place in Dark Sol's huge labyrinths, so we sat, we studied, we got lost and then we asked **Alan Geldhart** from **Surrey** for some help (he's a *Shining* buff, whose maps are second to none). And here they are...

KEY TO THE *SHINING* MAPS

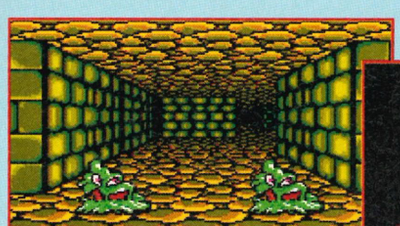
- =TORCH
- =CHEST
- =WATER
- =SLIME
- =FOUNTAIN
- =STAIRS
- =HOLE IN CEILING
- =DOOR TO LEVEL





LEVEL 1

ONCE YOU GET PERMISSION FROM THE KING TO enter the labyrinth (how nice of him), you'll find yourself here, fresh for your quest, in the first of the catacombs. This is actually a piece of cake. Things to watch out for are the Kaiser Krab (who guards Princess Tiara) – he's well tough to beat – and all the chests of gold and herbs. This is the last chance you'll get to stock up on stuff, so pig out!



CAVE OF TRUTH

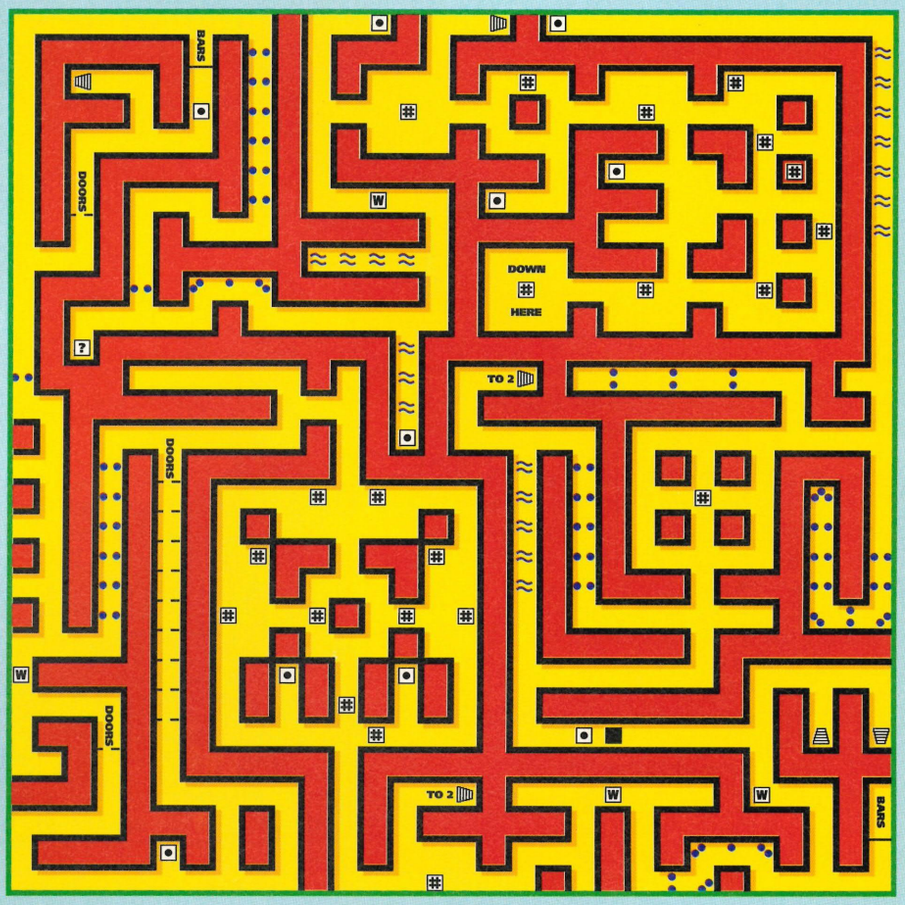
WHEN YOU'VE MADE IT THROUGH THE FIRST MAZE, THE really complex adventuring business begins. The series of testing labyrinths – Wisdom, Strength, Truth and Courage – prepare you for the later levels and give you a chance to meet up with your friends (without them, you'd be lost).

The Cave Of Truth is fairly straightforward, the only strange bits being the suddenly appearing walls (which impede your path) and the turntables (which spin you around by 360 degrees for some odd reason). Keep out of the slime wherever possible. It drains energy.

THE DARKNESS

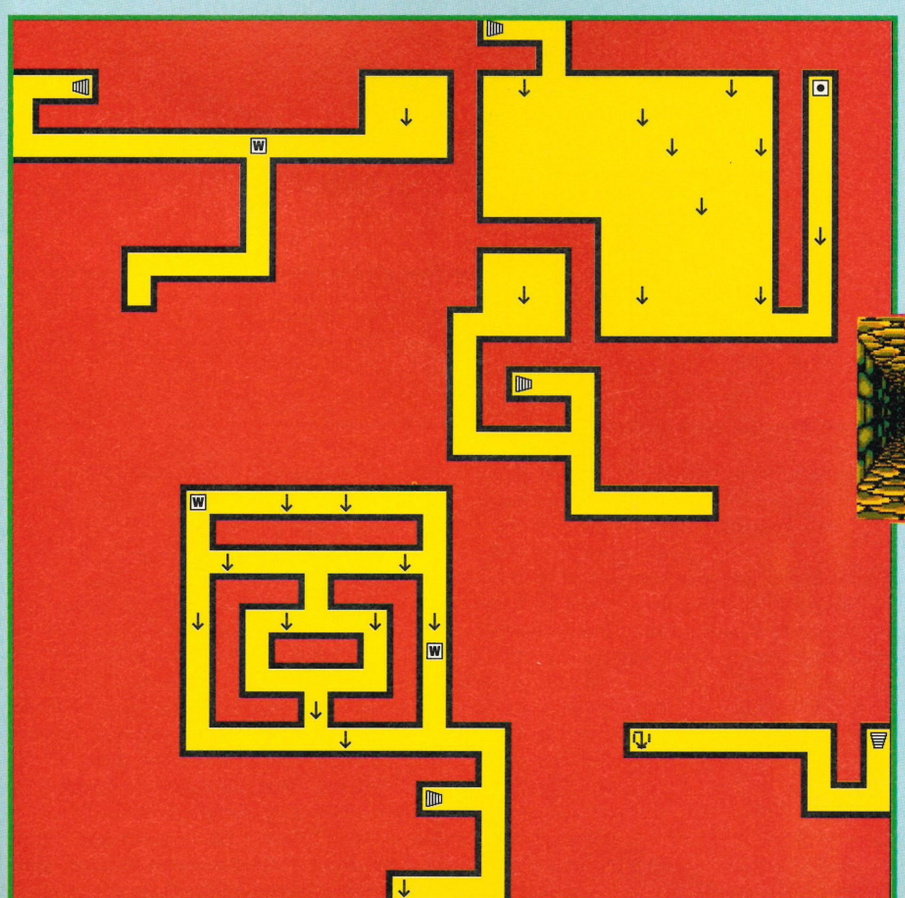
CAVE OF WISDOM 1

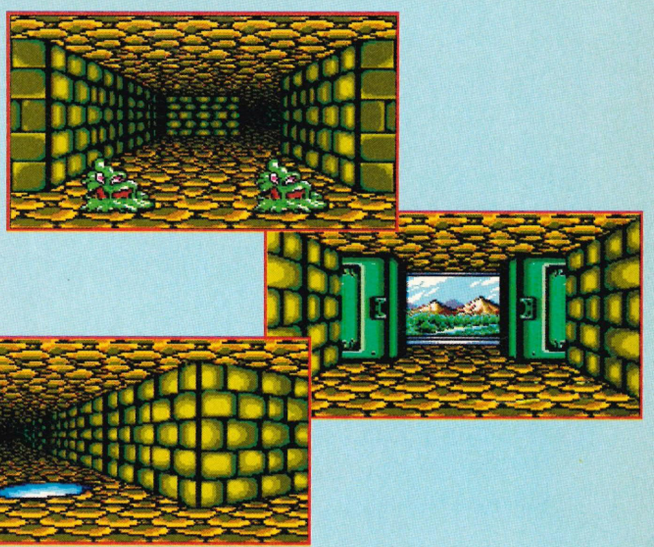
THE CAVES OF WISDOM (SEE MAP) ARE MADE ALL THE more interesting by endless holes in the floor. These traps will drop you down into a second level, which is stunningly dull. Fortunately, you can clamber out again fairly easily. Use the map to keep track of the various pits' positions.



SEGA POWER'S SHINING TIPS

1. Always try to walk through doors and screens. They could be unlocked and accessible, you never know.
2. Make sure you have an ANGEL FEATHER every time you enter the labyrinth. This enables you to get the hell out of there in an emergency.
3. To find your friends Pyra and Milo, kill the KAISER KRAB. You'll now get the location of Princess Tiara. Quickly return to the village. Here you'll find your mates: Pyra is in the Tavern and Milo in the Shrine.
4. Don't have anything made out of DARK BLOCK because it'll curse you. This is bad.
5. Get the ORB OF TRUTH (from the Caves Of Courage) off the TURTULYDE to reveal GRIMWALLS.
6. In the Caves Of Truth, the Princess you encounter is not a real Princess, but a DOUBLE DANGER. Kill her quickly!





CAVE OF WISDOM 2

AND HERE'S THE DOWNSTAIRS GUIDE TO THE CAVES Of Wisdom. Disgustingly boring, but they do enable you to access the other areas with the minimum of effort. At this stage, it's a good idea to check your inventory and stats. If you're getting weak, visit the village to get more food (and maybe some armour). Being trapped is stupid, so avoid falling into pits wherever possible.

DESERT STRIKE

AT NUMBER ONE IN THE CHARTS FOR TWO months running and with good reason – it's a brilliant game *(Sega Power* 29: 91% E.A. £39.99). But some bits are tough, you can tackle missions in different ways, and there are hundreds of little tricks which can make your trip more pleasant.

So please fasten your seatbelts, ladies and gentlemen, and extinguish all cigarettes. You are about to embark on a complete guide to levels one, two, three and four. Thankyou.

Pre-Flight: three steps to a successful mission.

1. Go to the options screen and grab yourself a piece of Dave Arrick, the next best thing after Jake the MIA. Just don't excite Dave too much or he starts missing.
2. Next, equip yourself with a decent turbo joystick. We like the QS 135 Python for this sort of thing, but it's the turbo business that's really important. The difference it makes on attack runs is awesome.
3. There's a password cheat to give you five lives at the start of any mission. Just enter TQQQLOM at the password screen, then go back to the main menu and enter the level code of your choice. You'll now start your game with five Apaches.

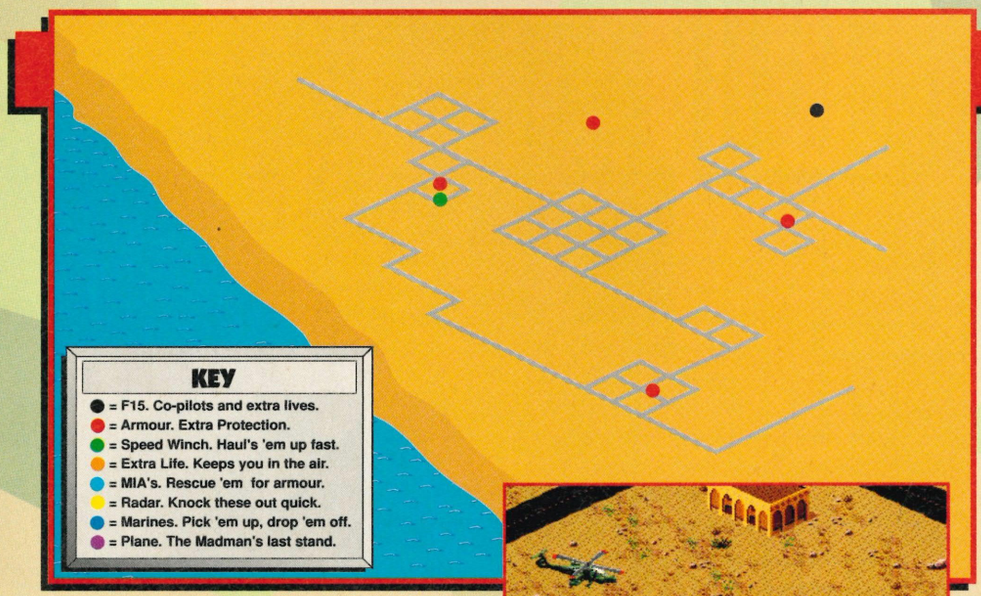
LEVEL ONE

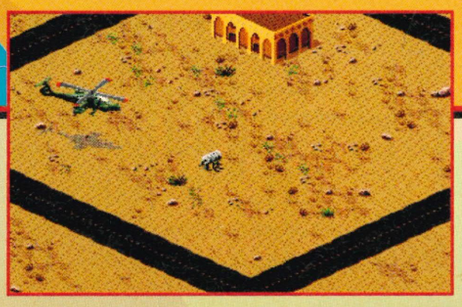
1. Your bread-and-butter mission, but there are still extra lives to be had. Fly to the area indicated and blow the hell out of the largest building in the group.

2. Now flit over to any of the areas shown on the map and top up with armour icons after a scrap. And for God's sake, don't tackle missions out of sequence – unless you're really hot. You'll get your butt kicked if you do this on the later levels.

3. If you're in bad shape and out of icons, go to the area marked on the map and you'll find a bunch of MIAs who have been pinned down. Pick 'em up, drop 'em off and now you've got points *and* armour.

4. The speed winch is well useful for grabbing things in a hurry. Find it as shown. Now simply blow the building apart – what could be easier than that, eh?





LEVEL TWO: BQJRAEF

1. Blowing up the power station (damn those pesky rocket launchers) and rescuing the POWs are the main difficulties here.

Hit and run tactics are the trick here. Use your rockets, aim properly, then circle and attack again. Take out the sentry posts first at the POW camp.

2. Rescue Jake, the missing co-pilot and the best of the bunch. He's located in the top-right area. He's in a bad way though, so you can't use him until mission three.

3. Blow up the plane and there's an extra life underneath.

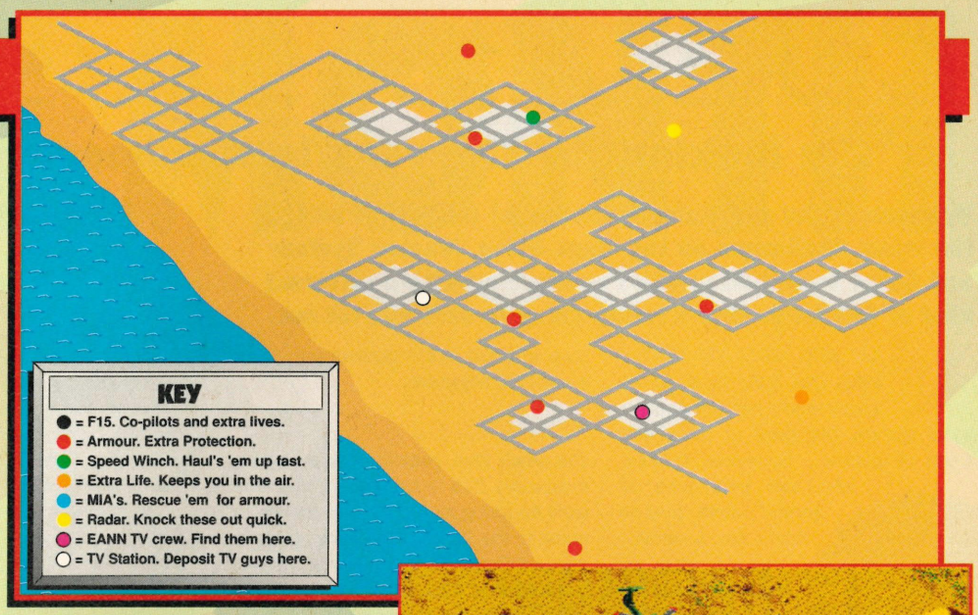
4. There's plenty of extra armour stashed away under various buildings. We've indicated them on the map, but blowing the hell out of others will reveal more ammo and gas.

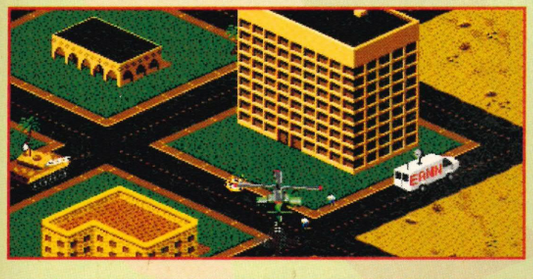
5. If you didn't get the speed winch first time round, you can find another here (they're dead good).

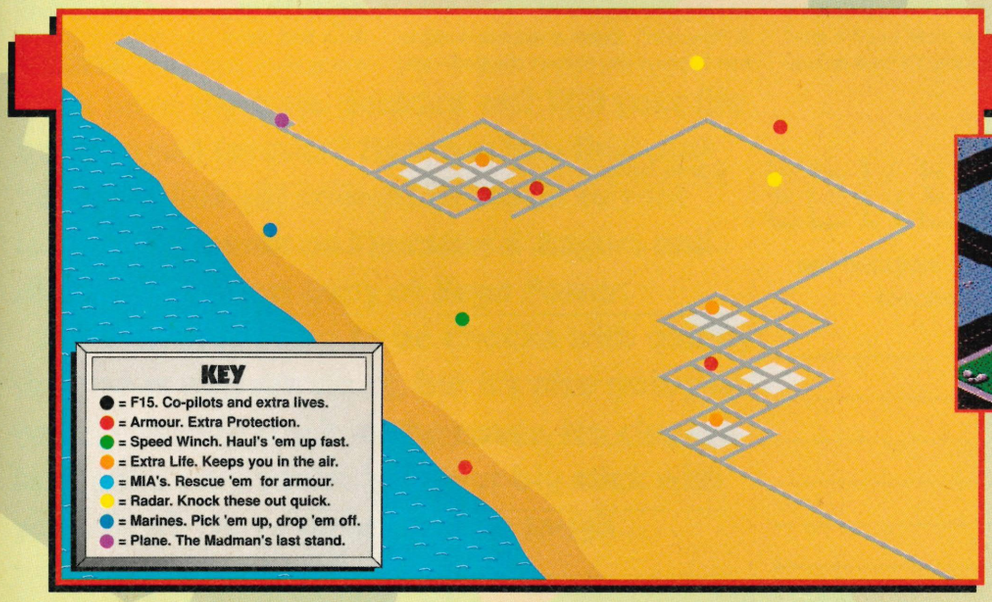
6. Remember: when attacking SCUD launchers, hit 'em hard and fast to stop the missile launch. It's also worth trashing rock formations to find fuel and ammo.

LEVEL THREE: TLOHOAN

1. Enter this code and select Jake from the co-pilot's section. You've got the best people flying with you now, but don't relax just yet.
2. There is a simply disgusting amount of armour in this campaign – and a good thing too, really. Just use the map.
3. The speed winch is just east of the UN Inspectors' building. While you're at it, take time to practise your city flying and grab some more ammo under the smaller buildings.
4. Destroy the radar site to the south of the enemy ambassador's hideout before hitting the complex. And remember that there's an M48 lurking under one of the buildings...
5. The extra life on this level is located under a dune (in the south-east corner of the map). It's inside a missile silo, so choose your targets carefully.
6. Rescue the EANN TV crew from the city and drop 'em off at their station. You'll get a caseload of brownie points for this kind act (and your armour gets topped up too).







LEVEL FOUR: OTBWEZT

1. The attack sequence is all important. You've got very little time to destroy all the armour moving in on the oil refineries, but take time out to waste the ZSUs around the middle oil spill. Don't pick up the armour icon yet, but come back to it later on.
2. If you've managed to protect three refineries from destruction, you're doing pretty well. Pick up the marines from the dunes and drop them off to complete the mission.
3. Haul the speed winch aboard. What, you need to be told a fourth time? It's utterly useful, that's all.
4. The good news here is that there are three extra lives up for grabs. Going straight to their respective locations is a bit risky, however, so before you do anything, waste the radar positions.
5. The unmarked radar sites. Take 'em out when you can, but don't jump the sequence. Hit 'em hard and fast, and use the "jinking" option (hold down A and press down on the joypad) to escape the missiles.
6. Armour isn't as abundant as it might be, but there's still enough to keep the old crate together. Only use 'em when you need 'em.
7. Crotales are complete pigs. It takes more than two Hellfires to do the business – even when the radar installations are down. It's best to circle them and follow up the Hellfires with four Hydras.
8. When hitting the bomber at the end, arrive fully stocked up with weapons. Take out the bazooka man, but be real careful not to hurt your co-pilot or it's all been for nothing.

Now blow a hole in the side of the plane and rescue your mate. Destroy the ZSUs moving in on you, then tuck into the taxiing aircraft.

Remember: the plane can withstand an enormous 3,000 points of damage before it blows up. A Hellfire only does 150 point's worth of damage, so obviously you've got your work cut out for you. Use the ammo crates along the way to re-stock and it shouldn't be a problem.

CURLY'S CHALLENGE

• I'm looking for the very best gameplayers in the country! •

Welcome to the new Curly's Challenge! Instead of setting the usual Challenges on the Mega Drive, Master System and Game Gear, this month I've come up with a different kind of Challenge that's really going to sort you lot out.

YOU SEE, WHAT I'M REALLY after this time is a gameplayer who's not just good at some games, but good at loads and *loads* of games... Someone, in fact, who can beat tons of games within a time limit – say, a month.

You can play on whatever machine you like – the Mega Drive, the Master System or the Game Gear – and to save you messing about with cameras and screenshots, this time all I want is a (fairly) detailed description of each game's end sequence.

For sports games, winning the tournament/league will do, but whatever you play you've still got to tell me *what happens* when you win.

The winner of the Challenge is going to be the person who comes up with the biggest list of games – so beg, borrow – do whatever you have to to make sure your list is the biggest completed games list anywhere.

PLAY AGAINST US!

The prize? Well, instead of awarding the customary £20 to the winner, this time we'll be giving him or her the chance to come to the *Sega Power* offices (here in glorious Bath) and play against me and a member of the team on some brand-spanking new US Gold games.

Okay, so it means you won't have had long to practise, but hey! You're supposed to be a top player, right?

Do well in this special Challenge and you could then go on to win yourself some really groovy prizes.

RULEY BITS

1. DO **NOT** USE ANY CHEATS! If you do then you're only going to be found out if you get picked 'cos you'll be useless on the day. What's more, the *Sega Power* team are not going to be impressed if you've wasted their time (me? I don't care. It just means that I'll have an easier job of grinding your horrible cheating face into the mud!).
2. Make sure you clearly point out which format you cleared the games on (Mega Drive, Master System or Game Gear) and also include the description of the end-of-game sequences.
3. Now don't forget a witness's signature to prove you haven't cheated – and don't think about getting one of your mates to forge a signature.

You'd better hurry though, because all entries must reach the *Sega Power* offices by **Friday 10 July 1992.** Send your entries to: **Curly's Challenge, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW.** We'll be seeing you – good luck!

SEGA POWER

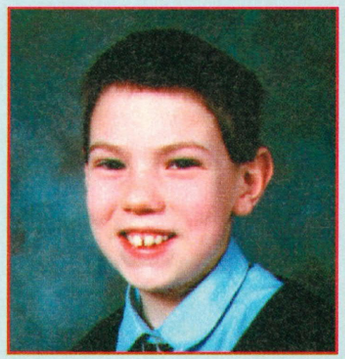
ONLY ONE PERSON CAN BEAT ME!

I don't know why some of you gimps bother sending in *old* Challenges. I mean, they just don't count, so why bother wasting money on the stamp?

As for last month's winner, well, the best gameplayer in the land was none other than Peter McNickle from Ciaudy in Ireland.

He managed to smash my Master System score of 78,850 points on *Aerial Assault* by getting 80,000 points. Well done, Pete, the £20 cheque's in the post.

Now don't forget: this month's Challenge is completely different – and you haven't got long to get your entry in either, so don't hang about. Just play until you drop!



And here's the school uniform clad Peter McNickle from Ciaudy (I think) in County Derry. But are you good enough to be this month's top gamer, Pete?

CURLY'S CHALLENGE

I have completed all the following games (and included the relevant descriptions of the end-of-game sequences)

Name.....

Address .....

.....

.....

.....**Post Code** .....

Date Of Birth .....

Console(s) Owned .....

.....

If you don't want details of special offers in the future, please tick this box. Ta! ☐

And just to prove I didn't use any cheating devices or sneaky internal cheat modes to complete these games I've got a reliable witness!

Witness's signature .....

Cut this form out once you've filled it in, attach your descriptions of the end-of-game sequences and then send the lot off to: Curly's Challenge, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW. The closing date for this month's Curly's Challenge is Friday 10 July 1992.

Game Name:

NEXT MONTH

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"But what, John?"

"Well, Andy, come on – can't we have something on the cover that's going to be, like, really useful? You know, stuff we can use to impress the girlies?"

"Hmm... What do you reckon, Neil?"

"I know just the thing..."

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STAND OUT FR

Be in with the in-crowd and get hold of those Back Issues (better hurry though – Issues 1 to 30 have gone already...)

31 Look at what we crammed into this issue! A brilliant feature on why *Sonic* knocks *Mario* into a cocked hat, how our Curly got on in the Sega UK Championships, and lashings of reviews: *Euro Club Soccer, Hellfire* and *Super Off-Road Racer* on the Mega Drive; *Pengo, Joe Montana* and *Spider-Man* on the Game Gear – plus loads more. 40 titles tipped in *Power* Play... AND a pair of great stereo earphones on the cover. Wicked or what?

32 The best yet, with FREE *Super Monaco G.P.* book on the cover and over 200 tips in *Power* Play. Plus tons of reviews: *Terminator, Chuck Rock* and *Super Monaco G.P. 2* on the Mega Drive and Master System, *Prince Of Persia* on the Master, and *Halley Wars* and *Chessmaster* on the Gear. There's also a round-up of all the latest basketball sims and a feature on Sega's new coin-ops...

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PGA TOUR GOLF	£29.95
PITFIGHTER	£34.95
QUACKSHOT	£26.95
ROBOCOD	£29.95
SONIC THE HEDGEHOG	£26.95
SPIDERMAN	£26.95
SPEEDBALL 2 (SCART)	£36.95
SUPER FANTASY ZONE	£29.95
TEST DRIVE 2	£32.95
TOE JAM & EARL	£28.95
TURBO OUTRUN	£26.95
UNDEADLINE	£34.95
WINTER CHALLENGE	£36.95
WONDERBOY 5	£36.95

MEGA DRIVE TOP TEN

1	KRUSTYS FUN HOUSE: WITH BART SIMPSON	USA	£33.95
2	DAVID ROBINSONS BASKETBALL	USA	£27.95
3	GYNOUG (WINGS OF WAR)		£14.95
4	ROAD RASH	USA	£27.95
5	JOHN MADDENS '92	USA	£29.95
6	DEVILISH (BAD OMEN)	USA	£33.95
7	CHUCK ROCK	USA	£37.95
8	FERRARI GRAND PRIX	USA	£33.95
9	STREETS OF RAGE		£26.95
10	EXILE: BY TELENET	USA	£41.95

*** NEW GAMES ***

LEMMINGS		£CALL
SPORTSTALK BASEBALL	USA	£38.95
SLIME WORLD		£31.95
ALIENS 3		AUG
CORPORATION	USA	£CALL
BULLS V'S LAKERS	USA	£37.95
SUPER SHINOBI 2		AUG
ARCH RIVALS	USA	£32.95
TRAYSIA	USA	£41.95
MYSTICAL FIGHTER	USA	£32.95

*** GAME GEAR GAMES ***

AX BATTLER	£16.95
BART V'S SPACE MUTANTS	£ CALL
BASEBALL '91	£19.50
CLUTCH HITTER	£16.95
DONALD DUCK	£21.50
GEORGE FOREMAN BOXING	£24.95
GG SHINOBI	£19.50
HALLEY WARS	£21.50
NINJA GAIDEN	£21.50
OLYMPIC GOLD	£24.95
PENGO	£13.95
PUT & PUTTER GOLF	£19.50
SONIC THE HEDGEHOG	£21.50
SPACE HARRIER 3	£19.50
SPIDERMAN	£24.95

EXPORT ENQUIRIES WELCOME

*** ACCESSORIES ***

POWER CLUTCH (SUPER JOYSTICK)	£27.95
SG-8 PAD (TURBO & SLOW MOTION)	£13.95
SG-3 PAD (AS SG-8 + LED LIGHTS)	£14.95
XE-8 STICK (TURBO + ROTATING BUTTONS)	£23.95
JAPANESE GAMES ADAPTOR	£ 7.95
GG RECHARGEABLE POWER PACK	£31.95
STEREO ACTIVE SPEAKERS (FOR MD + GG)	£13.95
POWER SUPPLY FOR MD + GG	£ 8.95
PYTHON 3 JOYSTICK	£11.95

TRADE ENQUIRIES WELCOME

*** SPECIALS ***

BLOCKOUT	USA	£16.95
E.S.W.A.T.		£16.95
GYNOUG		£14.95
MAGICAL HAT		£16.95
WONDERBOY 3		£16.95
DECAPATTACK	USA	£19.95
GHOULS 'N' GHOSTS	USA	£23.95
MERCS (COMMANDO II)	USA	£23.95
SHADOW DANCER	USA	£23.95
SUPER MONACO GP	USA	£23.95

THE HARD LINE

Over 381 titles rated and slated inside on the Mega, the Master and the Gear, the lowdown on every peripheral you'll ever need, *plus* all the extra bits you'd normally receive under plain cover.

Harder than a sack of Teflon nails, safer than a Frankie Knuckles 12" remix, more useful than vaseline in a sticky situation, The Hard Line is your expert monthly guide to the has and the has nots of the Sega world...

THE HARD LINE COMES TO YOU this month courtesy of many hours of hard labour and bump 'n' grind. There's more information, more variety, and it's all incredibly easy to take in too – like drinking coke through a straw, in fact. Anyway, my bike's come back from the paint shop, so I'm off to get my knee down. See ya!

Please note that import prices will vary from company to company. The prices quoted are typical but only use them as a guide.

AERO BLASTERS (Import) £30
Very fast horizontally-scrolling shoot-'em-up, notable for its superfast tunnel sequence and major end-of-level guardians. Fierce and frantic action, but it's still one of the best shooters ever. ★★★★★

AFTER BURNER 2 £34.99
The *After Burner* coin-op is a case of "nice graphics shame about the game" and while this version follows suit, it is a thrilling blast. Rapid 3D and meaty explosions. ★★★★

AIR DIVER (Import) £30
First person perspective shoot-'em-up. Nice 3D update with large enemies and some frantic blasting. Not too hot on lastability though. ★★★

ALEX KIDD IN THE ENCHANTED CASTLE £29.99
Alex goes 16-bit in this colourful platform exploration romp. As with previous *Alex Kidd* games, the jolly atmosphere belies the testing gameplay. Fun and very polished, but still one for the kids... ★★★

ALIEN STORM £35
Horizontally-scrolling blast-'em-up in the vein of a high-tech *Golden Axe*. Great 3D shooting sections and ultra-high-speed scroll, but crippled by easy gameplay. ★★★

ALISIA DRAGOON £39.99
A slick and professional platform dragon-'em-up with you as the lusty Alisia. You must rely on five different dragons to help you get through the hectic gameplay. ★★★★

ALTERED BEAST £34.99
Once this came free with the Mega Drive, and even then they couldn't get rid of it. However much you enjoyed the coin-op, give this conversion a miss. Buy it and you can expect poor scrolling, jerky animation and pretty limited gameplay. ★★

AMBITION OF CAESAR (Import) £35
Typical wargame – plain graphics and grey-matter gaming. Aimed at strategy buffs, but with plenty of difficulty levels for beginner and seasoned campaigner alike. ★★★

ARCH RIVALS £39.99
NIce idea, shame about the execution. There are some good touches and fair gameplay – you can beat up on your opponents, for example – but after a hard session you begin to wonder if that's it. Yes, it is. ★★★

ARNOLD PALMER TOURNAMENT GOLF £34.99
Impressive-looking game with convincing 3D courses, good player animation and a hidden *Fantasy Zone* game! Simple play-style grows dull so seasoned golfers should go for *PGA Tour Golf* instead. ★★★

ARROW FLASH £20
Mundane horizontal blaster with overly fancy backdrops and a change-into-a-robot mode. Just pick up icons, blast a few aliens and that's yer lot. ★★★

ASSAULT SUIT LEYNOS £20
Known as *Target Earth* in the US. Eight-stage scrolly shooter involving different locations which restrict your movement accordingly. Tricky control and very hard. ★★★

ATOMIC ROBOKID (Import) £25
Pretty, multi-directionally scrolling shoot-'em-up. Frustrating gameplay (beaten baddies reappear if you move backwards) and an unreliable control method. ★★★

AXIS FZ (Import) £30
Blaster viewed from nearly overhead. Control is a bit sticky and the disorientating graphics just don't look right on the screen. Add some rather stale gameplay and, well, it's not something you'd be proud of. ★★★

688 ATTACK SUB £35
Detailed submarine simulation with enough arcade action for blasters, lots of missions, smart visuals and even some decent sampled speech. ★★★★

BACK TO THE FUTURE 3 £34.99
Third in the trilogy, not quite as bad as its predecessors, but still pretty dire. Too few stages (only four) and totally unsatisfying. Dull, dull, dull! ★★

BATMAN (Import) £35
Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty of fisticuffs with end-of-level Penguins and Jokers. Doesn't push the MD or you. ★★★

BATTLE GOLFER (Import) £30
Weird title, eh? It's a golfing arcade adventure, believe it or not. Hit your ball into the hole and enter the next location. Well weird, but you'll have to know a bit of Japanese to follow what's going on. ★★★

BATTLE SQUADRON £39.99
This is one classy vertical scroller. The snazzy graphics can't disguise some serious flaws in the gameplay, like the high difficulty level and puny power-ups, but it's still hotter than the summer of '76. ★★★★

BIMINI RUN (Import) £30
Smooth and convincing 3D in this speedboat shoot-'em-up with rolling waves and some whizzy craft. Jolly. ★★★

BLOCK OUT £34.99
Take the classic, block-shifting *Tetris*, add a new dimension along with a different perspective and voila! Easily as addictive as *Tetris*, especially in head-to-head mode, but suffers from a high price. ★★★★★

BONANZA BROTHERS £34.99
Cult coin-op caper on your MD. The graphics are faithfully reproduced, the split-screen two-player mode is included and the gameplay, if a bit repetitive, is all there. ★★★

BUCK ROGERS £49.99

SEGA POWER'S STAR RATING

★★★★★	**Get it *now!***
★★★★	**Almost excellent**
★★★	**Okay, but pretty average**
★★	**Not worth spending money on**
★	**Like, don't touch it! It's *most* crap...**

SAND, SURF, SEX AND CHARTS... EH?

Feeling the heat? Blistering skin and bleached eyebrows ruining your perfect visage? Believe me, it's nothing compared to what's going on in the Charts. It's something to do with increased hormone production in the sun, apparently. Chuck in a bit of UVA and everything gets hotter and sweatier.

Desert Strike's ruled the Mega Drive Number One spot for two months now, so will *Terminator* come straight in and knock it off the primal spot? And is it true that if you sit on cold rocks too long you'll contract piles? Don't ask me, I just work here – although there have been unfounded rumours to the contrary. Meanwhile, the beach party grows bigger and *Alien 3* is almost upon us. Surely, this must be the golden age of consoles, so play hard and take it easy.

GAME GEAR TOP TEN CHART

1	SUPER KICK OFF	26: 91%
2	Castle Of Illusion	22: 78%
3	The Lucky Dime Caper	30: 92%
4	World Class Leaderboard	26: 79%
5	Super Golf	Just Released
6	Super Monaco G.P.	**
7	Sonic The Hedgehog	29: 94%
8	Shinobi	22: 73%
9	Dragon Crystal	**
10	Putt And Putter	28: 67%

MEGA DRIVE TOP 20 CHART

1	DESERT STRIKE	29: 91%
2	PGA Tour Golf	19: 90%
3	E.A. Hockey	22: 92%
4	Pit-Fighter	28: 70%
5	Castle Of Illusion	18: 94%
6	Kid Chameleon	30: 80%
7	Test Drive 2	30: 89%
8	Streets Of Rage	26: 91%
9	Bulls Vs Lakers	Just Released
10	The Immortal	27: 75%
11	Hard Drivin'	**
12	Winter Challenge	Just Released
13	Ghouls 'n' Ghosts	15: 92%
14	Jordan Vs Bird	32: 33%
15	Mario Lemieux Hockey	33: 76%
16	Empire Of Steel	33: 54%
17	Quackshot	29: 92%
18	John Madden '92	26: 93%
19	Road Rash	23: 93%
20	James Pond 2 – Robocod	26: 90%

■ *Arch Rivals* **on the Mega Drive. Medium paced but slamdunkin' good fun anyway**

Subtitled "Countdown To Doomsday," this RPG is yet another classy title from E.A. Stop the RAM organization from corrupting the Earth with your specialised team of adventurers. Investigate, explore and enjoy. ★★★★

BUDOKAN **£39.99**
Straightforward martial arts: learn the kendo, nunchaku, karate and bo disciplines, hone your skills and enter the tournament *(then lose! – Andy).* Lovely animation and a right tactical beat-'em-up. ★★★★

BURNING FORCE **£34.95**
Space Harrier with different scenery. Similar faults too: repetitive, tricky targetting and perennial collision faults. Some variety, but still dull. ★★

CALIFORNIA GAMES **£39.95**
The ancient multi-event sports game proves itself a competent title. Events include: Roller Skating, Foot Bag, Surfing, BMX Riding and Skateboarding. Okay graphics, but the gameplay's a bit old hat. ★★★

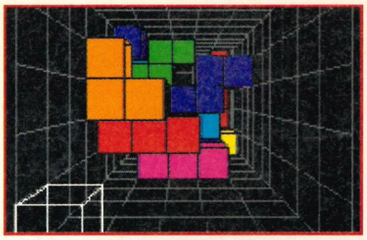
CASTLE OF ILLUSION **£39.99**
Mickey Mouse stars in this classic platformer. Everything is delightfully portrayed using subtle shading and some beautiful parallax effects. The scrolling platform play is great too. ★★★★★

CENTURION **£39.99**
A strategy game in which you plan your campaign, order your Roman legions into battle and determine your own tactics. Far too shallow for thinkers and too samey for arcaders. Dull. ★★

CHUCK ROCK **£TBA**
Groovy goings-on 100 million years B.C. As Chuck Rock, you're a fat caveman with a drinking problem who has to rescue his wife from the evil Gary Gritter. I bet she's got hairy armpits and smells of goat... ★★★★★

COLUMNS **£29.99**
A *Tetris* clone (a dropping tiles into a pit kinda thing) with a superb one-on-one challenge mode. More of an end-of-blast relaxer than a main game. Simple and addictive, but expensive for what it is really. ★★★★

CURSE **(Import) £25**
Vile visuals, appalling animation, sour sounds and limited levels. Horizontal shoot-'em-ups are ten a penny on the Mega Drive and with such a great choice who needs this horrific tripe? ★★



■ *Block Out* **on the Mega. Glorified *Tetris*, but it adds a novel twist to a classic game**

CRACK DOWN **£34.99**
Two-player split-screen scroller where you guide agents around, plant bombs and zap the enemy before they zap you. Map graphics are tidy and the *Gauntlet*-style gameplay is addictive. ★★★★

DANGEROUS SEED **(Import) £30**
Vertical shooter offering nothing new. All the normal features, but tiny visuals make the action messy and confusing. More like dangerous weed really. ★★

DARIUS 2 **(Import) £30**
Also known as *Sagaia,* this huge horizontally-scrolling blaster has 26 levels. Ordinary gameplay, but it's still challenging and has seven different endings. ★★★★

DARK CASTLE **£34.99**
Overly frustrating platform-cum-puzzle gothic adventure. Get rid of the Black Knight and save the castle. The poor graphics and gameplay let this one down. ★★★

DARWIN 4081 **(Import) £30**
Attractive vertical scroller with intriguing power-ups: your ship evolves with DNA! Nicely animated missiles and different arms help this stand out from the crowd. ★★★★

DAVID ROBINSON BASKETBALL **£39.99**
Fast, smooth and great fun. Sexy scrolling with 180 degree view changes. NIce 'sneakers on gym floor' sound effects, but can get a bit messy in the heat of things. Worth it. ★★★★

DECAP ATTACK **£34.99**
A hilariously funny platform game with great visuals. As Chuck D. Head, you must bash in the enemies, reach the evil Max D. Cap and save the world from a fate worse than death. Nice one. ★★★★★

DESERT STRIKE **£39.99**
Without doubt one of the best games of all time. Pilot your Apache Gunship through five complex scenarios and repel the evil dictator General Kilbaba. This really is most excellent. ★★★★★

DICK TRACY **£39.99**
Major improvement over the Master System version, but still suffers from the routine gameplay of its counterpart. It's a horizontal scroller with bonus rounds and comic-book intermission screens. ★★★★

DJ BOY **£34.99**
A beat-'em-up on roller skates (yes, we did say roller skates). Baddies whisk away our beloved, so you set off in

■ *Desert Strike* **on the Mega. Still Number One after all these months (still crazy too!)**

pursuit of Mr Big and his cronies. Disastrous sound and routine action. ★★★

DOUBLE DRAGON **£29.99**
God help us all. A tacky conversion of an ancient game is not a recipe for success. One of the lowest scoring Mega Drive carts of all time and well deserved too. Absolutely dire. ★

DYNAMITE DUKE **£34.99**
Unusual *Operation Wolf* clone featuring Duke, the man with the transparent chest (so you can see what's coming). End-of-level punch-ups, but it's limited. ★★★

E.A. HOCKEY **£39.99**
Detailed ice hockey sim with smooth visuals and plenty of riproaring ice action. The two-player option is good and there's even a punch-up sequence if you're feeling violent! Fast and playable. ★★★★★

ELEMENTAL MASTER **(Import) £25**
After a fabulous introductory sequence, this is just another one of your vertically-scrolling shoot-'em-ups. You're on foot and the enemy lob rocks at you. Beautiful visuals, but little depth and too easy. ★★★

E.S.W.A.T. CITY UNDER SIEGE **£34.99**
At first, this armoured *Shinobi*-style shooter isn't too hot. Later on though, it displays some really moody scenes. Tried and trusted gameplay, plus a few shocks! ★★★★

EUROPEAN CLUB SOCCER **£34.99**
Nice intro and options let down by poorish gameplay and easy to beat in one player mode. But the password facility is a God send and the two-player mode is sharp. Miles better than *World Cup Italia '90* ★★★

FAERY TALE ADVENTURE (THE) **£39.99**
Jolly role-playing game, whose computer game ancestry is just a bit too obvious. Puny characters, weedy combat and generally dated gameplay. Big adventure, but not worth the effort. ★★★

FANTASIA **£29.99**
Spectacular animation, gorgeous scenery and an amazing classical soundtrack – but *Mickey* fans will be disappointed with the gameplay. A repetitive shoot-'n'-collect-'em-up with tricky controls. ★★★

FATAL LABYRINTH **£34.99**
Addictive roam around the labyrinth and collect the goodies RPG. Overhead graphics reveal themselves as you enter each room, which is nice, but the game itself is just too easy. ★★

FATAL REWIND **£39.99**
Novel rewind feature lifts this up from a humdrum platformer, and lets you see where you went wrong. Loads of keys and explore-'em-up action, but still very frustrating – even for skilled game-players like us (ahem). ★★★★

FATMAN **(Import) £30**
Enter the arena to fight for riches – and your life! There are several nicely animated but unpalatable adversaries for you to combat. An unusual beat-'em-up. ★★★

FIRE MUSTANG **(Import) £30**
A cross between *P-47* and a bucket of cold sick, this nasty horizontal shooter is slow, unattractive, unbearably dull and sounds rubbish. And from Taito of all people... ★

FLICKY **£20**
Cheap maze-chaser with 99 levels of moderately addictive platform action. Cute, and definitely aimed at younger players, but fun for old 'uns too! ★★★

FORGOTTEN WORLDS **£34.99**
Two-player shoot-'em-up with an unusual firing method. Beautiful backdrops and loads of enemies! There are unlimited two-player lives so you can complete it in one go if you want. Great solo, though. ★★★★

F-22 INTERCEPTOR **£39.99**
The first ever flight simulation for the Mega Drive, but sadly lacking in the gameplay department, Mrs Jones. Great graphics and sound effects, and easy to play, but a tad samey after a while. ★★★

GAIN GROUND **£34.99**
Choose the right soldiers in this intriguing flick-screen combat game. Heavy on the strategy, its slower pace might make a change from mindless alien slaughter. Unusual two-player mode enables you and a mate to help each other out. ★★★

GAMES (THE)
WINTER CHALLENGE **£39.99**
Eight event sports game that really comes into its own when you play with a group of friends. Get ready to eat snow in the Ski Jump, Luge, Bobsleigh and Biathlon (among others). Not half as much fun when you play on your own though. ★★★★

GHOSTBUSTERS **£34.99**
Platform shooter with characters from the movie. Plain backdrops but great sprites and a few nice effects. Simple gameplay. Highly mediocre, but better than the cartoon anyway... ★★★

GHOULS 'N' GHOSTS **£44.99**
Tricky rendition of the coin-op with ghouls, spirits and all manner of creepy nasties. However, with unlimited lives you won't let it go. Amazing visuals and some superb stereo sound. Unmissable! ★★★★★

■ *F-22 Interceptor* **for your Mega Drive. Air attack simulator that's worth mastering**

GOLDEN AXE **£34.99**
Hack-'n'-slash with all the frills of the classic coin-op. Two-player mode isn't as smooth as expected and for one player it's too easy to finish. Still, hugely playable and addictive monster-dismembering mayhem. ★★★★

GOLDEN AXE 2 **£34.99**
Okay if you haven't seen the original, but don't expect anything radically different. It's fun to play, but you can easily finish it in only a few hours. Get it if you haven't got the original, but don't bother otherwise. ★★★★

GRANADA **(Import) £35**
Overhead multi-directional scroller where you use the "Granada" vehicle to defeat enemies and destroy booby-trapped power stations. Only four levels but fun. ★★★★

GYNOUG **£39.99**
Gorgeously detailed horizontal scroller with a range of weapons and mysterious enemies to conquer. It's difficult, but still great for all you blasting fans. ★★★★★

HARD BALL **£39.99**
Baseball is an easy sport to simulate, but tricky to make addictive. This is a fine reproduction though, with quality graphics and sound. Best with a pal. ★★★★

HARD DRIVIN' **£25**
Remove the steering wheel, sit-in cockpit and FM stereo sound, and you've got a competent 3D driving simulation with a good few hours play inside it. Sorry, fans, the cash is better put in the slot. ★★

HEAVY UNIT **(Import) £30**
Multi-directional scrolling blaster with loadsa power-ups, guardians and bland scenery (yawn). It's also incredibly tough. There are a million other far better Mega Drive shoot-'em-ups to go for. ★★★

HELLFIRE **£34.99**
Improves upon the Toaplan arcade coin-op with extra weaponry and difficulty levels. This is a tense horizontal scroller with nice attack waves and decent power-ups too. A great one-player blaster! ★★★★

HERZOG ZWEI **£34.99**
You command a range of armoured weaponry, and have to handle battle plans and juggle with logistics in real time (keep calm!). A mix of action and strategy – tough but very rewarding. ★★★★

IMMORTAL, THE **£39.99**
A highly polished arcade adventure with some gory graphics – see your wizard crack goblins' heads in two and turn others to stone. Shame they're just a tad too fuzzy though. Nice blend of arcade and adventuring action, but £40 is a lot of dosh to fork out – even for this. ★★★★

INSECTOR X **(Import) £25**
Giant insects are your target in this horizontally-scrolling spray-'em-up. Stunning scenery and some beautiful bug baddies complement the above-standard action. ★★★★

ISHIDO: THE WAY OF THE STONES **(Import) £25**
Ishido is an ancient tile board game that was rediscovered by a Taoist priest(!) some time ago. This is a puzzle game that offers tactical gameplay similar to a kind of reverse Shanghai (of course, if you haven't a clue what Shanghai is all about you're stuffed.). For fans only. ★★★★

JAMES "BUSTER" DOUGLAS BOXING **£34.99**
Almost the same as *Final Blow,* this awful boxing simulation is unintentionally funny. With few moves and limited play options, this lasts about as long as Douglas did. ★★

JAMES POND **£39.99**
A fishy tale under the waves. Guide James around 12 levels, collect icons and fend off loads of finny fiends. Simple, but lacks variety. ★★★

JAMES POND 2 **£39.99**
Thwart Dr Maybe's evil plans to take over Santa's Toy Factory in James's second outing on the Mega Drive. Fun, even if Dr Maybe does take over the Factory in the end (which he will at first)... ★★★★★

JEWEL MASTER **£34.99**
A run-of-the-mill platform beat-'em-up with a novel ring feature. Swap rings and you can alter the kinds of magical weapons you use. This still doesn't save the game though – it's as dull as ditchwater (and too easy). ★★★

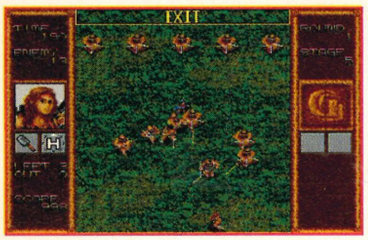
JOE MONTANA FOOTBALL **£34.99**
With *John Madden* about, *Joe Montana* has to offer something really special – but doesn't. The visuals are less polished, the gameplay less tactical and it's a pushover for one player. ★★★

JOE MONTANA 2 **£34.99**
Much better than the original and provides a nice change to the *John Madden* series. The big plus feature is the high-quality speech that commentates throughout the game. It really is unbelievable. ★★★★

JOHN MADDEN AMERICAN FOOTBALL **£39.99**
All the thrills of the grid-iron without the pain. Heaps of tactical play, amazing 3D perspective and sampled sound. (If you haven't got this already though, go for

MASTER SYSTEM TOP 20 CHART

1	ASTERIX	▲ 30 :	92%
2	Super Kick Off	▲ 26 :	92%
3	Castle Of Illusion	▲ 17 :	96%
4	Super Monaco G.P. 2	▲ 32 :	53%
5	Golfamania	▲ 8 :	97%
6	Hang On	★★★★	
7	Champions Of Europe	Just Released	
8	Wonderboy	★★★	
9	Out Run Europa	▲ 26 :	81%
10	Fantasy Zone	▲ 8 :	91%
11	The Lucky Dime Caper	▲ 29 :	95%
12	Ghouls 'n' Ghosts	▲ 19 :	90%
13	Ms Pac-Man	▲ 27 :	75%
14	R-Type	▲ 4 :	91%
15	World Soccer	★★★	
16	Sonic The Hedgehog	▲ 27 :	96%
17	Shinobi	★★★★★	
18	Wonderboy 3	▲ 1 :	92%
19	Heavyweight Champ	▲ 19 :	67%
20	The Flintstones	▲ 29 :	21%



■ *Gain Ground* on the Mega. A battle sim that's heavy on strategy and action

John Madden Football '92 instead.) ★★★★★

JOHN MADDEN FOOTBALL '92 £39.99
A new and improved version of the original game with lots of new features (mainly in the gameplay: new passes, formations and so on). Better than the original, but at first sight it seems very similar. Don't be fooled! (If you've got the original though – think before buying. It's not *radically* different.) ★★★★★

JORDAN VS BIRD £34.99
Dire, boring, inane, small-minded, shallow, useless, fat, git, bog, nob, tedious, repetitive, contninual, utter, rubbishness. Graphics are nice though. ★★

JUNCTION (Import) £30
Based on the coin-op *Q-Brix*, this puzzler has you switching grooved blocks to alter the pathways of various rolling marbles. Tidy graphics and typically addictive arcade puzzle action. A marble trap par excellence. ★★★★

KA-GE-KI (Import) £35
Fight your way up an eight level building in this no-holds-barred oriental boxing game. Great graphics, comic characters, cool tunes and Japanese speech! What more could you ask for? Lots of fun. ★★★★

KID CHAMELEON £39.99
A great platformer, but the gameplay is lacking. Help the Kid rescue kiddies, using magic helmets to transform him into a wall-climbing expert or a block-smashing maniac (among others). Far too easy. ★★★★

KING'S BOUNTY £39.99
Role-playing games are renowned for being long on play and short on prettiness and this is typical: loads and loads of adventure, but not much to see or hear. RPGers only need apply. ★★★★

KLAX £34.99
This tumbling-tile cross between *Columns* and *Tetris* was all the rage when it first appeared. Heaven knows why: after an hour this mediocre puzzler is back in its box. ★★

LAKERS VS CELTIC (Import) £35
From the same team that brought you *John Madden*, this basketball sim has impressive graphics, fast play and heaps of options. Not fantastic by any means, but it's still great for two players. ★★★★

LAST BATTLE £34.99
Violent martial arts beat-'em-up with unimaginative gameplay. Defeat an opponent, walk along, defeat an opponent... Dull. ★

MARVEL LAND (Import) £40
Sonic meets *Wonderboy* in this colourful scrolling platform game. Great visuals, stunning parallax, cute characters, a vast amount of collectables and novel power-ups make this one a winner. ★★★★

M1 - ABRAMS BATTLE TANK £38
3D filled vector graphic tank sim. Scenery isn't very detailed but it's fast. Pull-down menus provide info and there are plenty of high-tech missions. ★★★★

MAGICAL FLYING HAT TURBO ADVENTURE (Import) £30
The Mega Drive equivalent of *Psycho Fox* with superb multi-directional scrolling and devious platform action. Huge, loadsa bonuses, plenty of tactical play and cute "I lurve you" graphics. ★★★★★

MARBLE MADNESS £39.99
Guide your vulnerable marble through the 3D courses and avoid all manner of traps, machinery and bizarre marble-gobbling monsters. Better in two-player mode, but still a damn fine conversion. ★★★★

MEGAPANEL (Import) £30
Sliding tile puzzler in the same vein as *Tetris* – but upside-down. Panicky action with a fab two-player mode. ★★★★

MERCS £40
Tedious and repetitive shoot-'em-up action. Awful control system ruins what little gameplay there is. This really is a bag of tosh... ★★

MIDNIGHT RESISTANCE (Import) £38
Your Rambo-style character faces up to some impressive hardware in this scrolly blaster. The unusual controls are tricky, but the arcade action is good enough. ★★★

MIGHT AND MAGIC: GATES TO ANOTHER WORLD £49.99
Incredibly deep RPG, but slightly marred by an out-of-date combat method and very basic visuals. The high price is also off-putting. Not for beginners either. ★★★★

MIKE DITKA POWER FOOTBALL £39.95
Ballistic try to steal the American Football crown from *John Madden* and fail. While it's fun in two-player mode, it just doesn't compare. *John Madden* still has the edge with its ace gameplay, graphics and sound. ★★★★

MONDU'S FIGHT PALACE (Import) £25
Pathetic Kung Fu-cum-wrestling game. It looks all right, sounds awful and plays like a bag of pebbles. There are plenty of better fighters out there. ★★

MOONWALKER £34.99
Platform dance-'em-to-death (!) starring the famous Wacko Jacko. Ludicrous design is carried off by the gorgeous animation and toe-tapping tracks. More variety would have made it a classic. ★★★★

■ *Toki* on the Mega. A mediocre platformer with a gobbing baboon. Ape-spitting fun!

MUSHA ALESTE (Import) £30
Also known as *MUSHA*, this is a vertical scroller with standard power-ups and an easy mission for you to complete. Okay graphics but nothing great. ★★★

MYSTIC DEFENDER £34.99
Looking for all the world like *Spellcaster* on the Master System, this curious beat-'em-up is quite a good game. The visuals are atmospheric and the gameplay is moderately appealing. ★★★

NEW ZEALAND STORY (Import) £35
Some seem disturbed by the layout. Why? It's just as good as the coin-op and the gameplay is unharmed. Cute-'n'-cuddly platformer with oodles and oodles of playability. Awesome. ★★★★★

ONSLAUGHT £39.99
Join Balthusar – wasn't he one of the three wise men? *(Er, no I don't think so – Andy)* – and his cronies in this thoroughly mindless blast-'em-up. Good parallax scrolling, but the graphics aren't very good and the battles almost identical. ★★

OUT RUN £35
Drive through five varied stages in this 3D racing game. The Mega Drive version of this classic (if dull) coin-op fails to deliver half the fun of the Master System version, so get that instead and use the Converter. ★★★

PAC-MANIA £34.99
A slick 3D interpretation of the classic oldie, complete with munching lemon and angry ghosts. Effective, but there isn't really anything *that* new here... ★★★

PAPERBOY £34.99
Deliver papers on a street that's more of an assault course than a quiet suburb. Avoid lawnmowers, reckless drivers, drunkards and so on. The original was okay, but come on, guys! Things have moved on since then. ★★★

PGA TOUR GOLF £39.99
Possibly the best golf game to appear on the Mega Drive. Good 3D views, loads of options and a multi-player mode too. Classic golfing play and a must for all golfers. Just don't wear the trousers... ★★★★★

PHANTASY SOLDIER 3 (Import) £35
Strider but without the knobs on. The action is just as enthralling and the smooth visuals are very atmospheric – with even more detail. And with its fabulous cartoon sequences, this is another undoubted winner, so what are you reading this for? Play it! ★★★★★

PHANTASY STAR 2 £59.99
Long-awaited sequel to the Master System role-playing game. With a massive quest set over different worlds and four characters to control, you should be thankful for the handy battery back-up! ★★★★★

PHANTASY STAR 3 £49.99
Another in this great RPG series. Beautiful visuals, a whole gameworld to explore and a veritable mountain of quests, this has got to be the most engrossing RPG game ever! Well, until *PS 4* anyway... ★★★★★

PHELIOS £34.99
Colourful vertical scroller which looks like a Master System title – but that's no bad thing. There's some neat gameplay, but the level select option means no surprises after the first day. ★★★

PIT-FIGHTER £39.99
Elements of wrestlin' and street-fightin' combine in this above average fighting game. There's plenty of action to be had, but it's more fun playing against a mate... ★★★

POPULOUS £39.99
Play none other than God Himself in this novel strategy game. Destroy your enemy's people with natural disasters (earthquakes, floods and so on) and take control of the land. Incredible 3D visuals and curiously addictive gameplay. ★★★★★

POWERBALL (Import) £35
Violent future sport in this *Speedball* clone. Sleek graphics and fast-paced action make it one for those who can't get hold of the much preferred *Speedball 2*. ★★★★

QUACKSHOT £39.99
A nine-levelled running, shooting (and everything) arcade adventure with def graphics and Donald Duck. Old Mickey better watch his back! ★★★★★

RAIDEN TRAD (Import) £40
Detailed vertical scroller, with neat background touches and mean parallax scrolling. Trains, planes, and aliens do battle over earthy scenery. Hefty power-ups and decent coin-op action. ★★★★

RAINBOW ISLANDS (Import) £38
The sequel to *Bubble Bobble* has Bub and Bob back on the platform trail, this time throwing colourful rainbows instead of bubbles. This boasts all the very cutey features of the coin-op original, plus a second and harder game. Gorgeous! ★★★★★

■ *Kid Chameleon* on the Mega. A great game – but with a nauseous central figure

RAMBO 3 £29.99
Rambo infiltrates an enemy camp on a rescue mission. Overhead stroll-around-'n'-shoot views plus smart head-on boss stages. Good sound and explosive action. ★★★★

RASTAN SAGA 2 £30
Sword swingin', rope climbin' barbarian action. The subtle MS game is replaced by coarse graphics, big characters, and overkill. For hack-'n'-slash fans only. ★★★

THE REVENGE OF SHINOBI £34.99
Arcade quality *Shinobi* sequel with stunning backdrops: parallax scrolling, colour fades and tons of special effects. Compelling martial arts action with some rad thumpin' soundtracks. ★★★★★

RINGSIDE ANGEL (Import) £30
Dubious or what? Scantily clad girlies grappling with each other in the wrestling ring in a game that lacks depth and quality. Apart from the titillating graphics, this is poor. ★★

RINGS OF POWER £49.99
A disappointing RPG with nice scenario and character development, but a dreadful control method. The graphics are jerky too. ★★

ROAD RASH £39.99
Terrific two-wheeler with brilliant 3D graphics and great animation (remount your bike and see!). Win races, earn cash and update your wheels. You can even knock your opponents off their bikes. A stunner. ★★★★★

SAINT SWORD (Import) £35
Multi-directionally scrolling hack-'n'-slice with eerie backdrops but naff animation. Explore seven levels and collect bolt-on limbs. Okay. ★★★

SHADOW BLASTERS (Import) £30
Multi-character scrolling beat-'em-up in the *Mystic Defender* mould. Poor control, limp gameplay and very little excitement. ★★

SHADOW DANCER £34.99
This sequel to *Shinobi* is a one Ninja and his dog affair as the martial artist brings his pooch into the fray. Not as good as *The Revenge Of Shinobi*, but a pretty damn fine game anyway. ★★★★

SHADOW OF THE BEAST £39.99
A visually stunning game that puts other Mega Drive titles to shame. Sadly, that can't be said of the gameplay – there's just too much tedious wandering about involved. The action bits are good when you can find 'em. ★★★

SHINING IN THE DARKNESS £44.99
From the makers of *Dragonquest 3* and *4* comes this fabulous RPG adventure. Startling graphics, super-smooth animation and complex labyrinths to explore. A true corker. ★★★★★

SHOVE IT! THE WAREHOUSE GAME (Import) £30
Known as *Boxxle* or *Soko-Ban*, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. A real thinkers' game (so that leaves us lot out of it). ★★★★

SKY SHARK (Import) £30
Also known as *Fire Shark*, you pilot a bi-plane in this vertical scroller with all the usuals: bolt-on weaponry, power-ups and huge end-of-level guardians. Too easy in "easy" mode though. ★★★

SONIC THE HEDGEHOG £34.99
Totally rubbish old scroller. Dead slow, dead boring and about as addictive as having sex with Nora Battey on a wet Wednesday afternoon. Bleeurchh! ★★★★★

SPACE HARRIER 2 £34.99
Suffers from coin-op-tis: good for a quick blast, but the pump doesn't last. Amazing to look at and listen to, but repetitive action swiftly kills the fun. ★★★

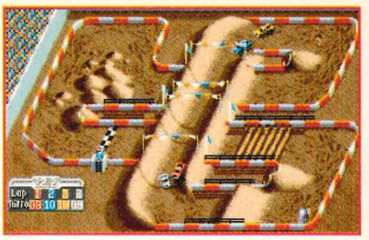
SPACE INVADERS '90 (Import) £30
Classic *Invaders* brought up to date (nearly). Ancient but addictive gameplay gets an injection of variety with power-ups and colourful visuals. Very playable. ★★★★

SPEEDBALL 2 £39.99
A future sports simulation with all the violence of the original – and loads more features! Great in two-player mode and "sporting" some great action sequences. Plenty of body-mangling fun to be had too. ★★★★★

SPIDER-MAN £29.99
Very addictive and tricky version of ol' Spidey. The animation is great and very cartoon-like – helped along by the tremendously moody soundtrack. This one's web-slingin'-tabulous, mate. ★★★★

STAR CONTROL £34.99
A truly huge game squeezed onto a Mega Drive cart. Stunning presentation graphics disguise a simple strategy game with arcade elements. Great in two-player mode – not for Han Solos though. ★★★★

STAR CRUISER (Import) £35
An unplayable vertical space shooter because of the heavy Japanese "question and response" end-of-level sequence.



■ *Super Off Road Racer* on the Mega. A blast in two-player mode, otherwise lacking

Great if you like the first level (and can speak the odd bit of Japanese)... ★

STARFLIGHT £39.99
A curious blend of trading, shoot-'em-up and adventure. Plenty of quests and subquests, but the interesting parts of the game are too few and far between. ★★★

STORMLORD (Import) £35
Gorgeous fairies-'n'-goblins-style beat-'em-up which is difficult to categorise. The tricky gameplay involves puzzle solving, exploring and shooting. Great sound effects and piccies add that extra something. ★★★★

STREET SMART (Import) £30
Limp version of the *Fighting Street* coin-op. Standard slug-it-out fare with poor animation, an awful control method, repetitive action and win-in-one-go difficulty. *(That good, eh? – Andy).* ★★

STREETS OF RAGE £34.99
Double Dragon-style street fighter with a range of 40 combat moves! Loads of enemies, frenzied activity and brilliant soundtracks. This sets new standards for urban guerrilla warfare. ★★★★★

STRIDER £44.99
A huge and multi-directionally scrolling hack-'em-up with beautiful scenic graphics and totally bostin' sonics. Brilliant gameplay too! ★★★★★

SUPER AIRWOLF (Import) £35
Neat mix of vertical scroller, *Alien Syndrome* and a stroll-'n'-shoot-'em-up. Thumping soundtrack and very nice visuals with earthy detail and fine parallax effects. ★★★★

SUPER HANG ON £34.99
Get on your bike and go for it in this brilliant biking coin-op conversion. Terrific sensation of speed and movement, with good graphics and smooth 3D update. Thrilling to play and lasts absolutely ages. ★★★★★

SUPER HYDLIDE £30
Phantasy Star-style fantasy adventure sporting drab visuals and weak plot. However, the depth and length of quest make up the deficit. For RPG fans only. ★★★

SUPER LEAGUE BASEBALL £34.99
As a 16-bit rendition of American Baseball, this is decent enough, it's just that it doesn't hold much interest for UK players. Go for *Hard Ball* instead. ★★★

SUPER MONACO G.P. £34.99
Conversion of the coin-op which only sacrifices visuals. There are options to improve your car, controls and play modes though. Sound is a tad disappointing, but play is fast and gripping. ★★★★★

SUPER MONACO G.P. 2 £34.99
Bigger and badder sequel to the original, this time with the golden touch of Senna himself. Beautiful intro screens, more varied circuits and loads of trackside scenery make it better than the original. ★★★★★

SUPER OFF ROAD £29.99
Decent enough coin-op conversion let down by tinygraphics and lack of control options. Gameplay and graphics are good though, as is the two-player version. ★★★

SUPER REAL BASKETBALL £34.99
Boasting detailed close-ups of the action, realistic court views and decent sound, this is an okay sport sim. Much better in the two-player mode though. ★★★

SUPER REAL VOLLEYBALL (Import) £37
Surprising choice of 2D graphics plus lame animation make the game look flat. Dull gameplay makes it even flatter (who likes volleyball anyway?). ★★

SUPER THUNDERBLADE £34.99
A spruced-up version, but not very super. The 3D is too ambitious and the scrolling scenes too average to make you want to pant with excitement. ★

SWORD OF SODAN £39.99
This is a direct and not very good Amiga port-over. Technically ambitious hack 'em up with amazing stills but dead ropey animation. Weak gameplay grows all too rapidly too. Spend your 40 squid on something less boring instead. ★★

SWORD OF VERMILLION £49.99
Role-players take heed because this is one of the better RPGs you can get for the Mega. Typical arcade adventuring with scrolly maps, boss sequences and menu screens. But beware the price tag! ★★★★

TECHNOCOP (Import) £30
Interesting mix of racing and almost *Impossible Mission*-style shooting and searching action. Very violent but lacking the gameplay extra which made *Impossible Mission* such a classic. ★★★

TERMINATOR £34.99
Arnie's debut on the Mega Drive is not all it could have been. Stunning graphics and excellent gameplay are negated by four short levels. And it could've been such a classic too. Bummer! ★★★★

TEST DRIVE 2: THE DUEL £34.99
Live out your fantasies (no, not *those* fantasies...) by driving a Ferrari F40, a Porsche or a Lamborghini in this thrilling 3D driving game. No two-player option, but the

■ *Thunderforce 3* on the Mega Drive. Huge sprites, gameplay and a definitive shooter

graphics are okay and the game is challenging. ★★★★

TETRIS (Import) £30
No introduction needed really! The Russian falling block puzzle game fares well on the Mega Drive and is colourful and smooth. The two-player options just slap icing on this delicious cake. ★★★★★

THUNDERFORCE 2 £34.99
Alternate eight-way and horizontally-scrolling blaster with tons of power-ups. Shocking parallax and stonking sounds and enemies. Useful level select reduces the lasting interest though. ★★★★

THUNDERFORCE 3 £30
Show-offy horizontal scroller with huge enemies and stunning visual trickery. It really shows what the MD can do. Damn good blast, but it won't last forever. ★★★★

TIGER HELI (Import) £35
Vertically-scrolling coin-op conversion, with loadsa choppers, planes and tanks. Good visuals and that indefinable something which makes it more enjoyable than its relatives. Try it out. ★★★★

TOEJAM AND EARL £39.99
Help the two slammin' aliens rebuild their spaceship so they can escape from the most funked out planet in the galaxy – Earth! It's the crazy two-player action that lifts this game up into the stratosphere. ★★★★★

TOKI £34.99
Go ape-spit (shome mishtake shurely) with this decent enough platformer from Sega. It's quite nice to look at, but nothing truly ball crunching and why is there no password system? ★★★

TORA! TORA! (Import) £35
Flying Shark play-a-like, with all the trimmings (plus a great sweep laser!). Vertical scroll your way through all ten levels in a few goes. One for beginners maybe. ★★★

TURBO OUT RUN £34.99
A truly nob 3D driving game with boring gameplay, little challenge and no two-player option. Driving games can be fun. This one isn't. ★

TRAMPOLINE TERROR! (Import) £30
Bombuzal-style overhead scrolly puzzler. Bounce on tiles, set bombs, teleport – nice and cartoony for younger players and tough enough for dedicated gamers too. It's a good idea to try before you buy though. ★★★

TROUBLE SHOOTER (Import) £29.99
One of the slickest shoot-'em-ups we've yet seen, starring the two luscious babes Crystal and Madison. Four different super weapons – and the terrible "Ha, ha" monster is in there too. Great graphic and sonic effects. ★★★★

TRUXTON £34.99
Bright, bold and brassy vertical shoot-'em-up. Wild weaponry with aurals to match. A tad too easy to complete but good to relieve the tension between bouts of serious fighting. Called *Tatsujin* in the Orient. ★★★★

TWIN COBRA (Import) £30
Fly a chopper in this vertical scroller. Modern day action with warplanes, ack-ack, warships and so on. Sluggish controls, standard backdrops but impressive smart bombs mark this one out from the crowd. ★★★

TWIN HAWK £34.99
The only original thing in this vertical scroller is that you can pilot a squadron of planes at the same time. Everything else – power-ups and so on – you'll have seen loads of times before. ★★★

ULTIMATE TIGER (Import) £37
Swap spaceship for helicopter and aliens for aircraft in this vertical scroller and you'll know with your eyes shut what to expect. Playability isn't up to much and the sound does little to persuade. Oblivion, here it comes... ★★★

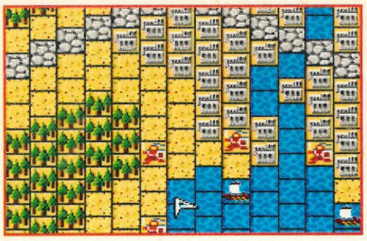
VALIS 3 (Import) £30
Swords and sorcery scroller with excellent visuals, some smart intermission screens and astounding music and sound effects. Characters join you as you go along and help out when things get dodgy. This is one hell of a quality slash-'em-up. ★★★★

VERYTEX (Import) £35
Visually impressive scrolling shoot-'em-up with massive end-of-level guardians and unusual parallax scrolling. There's little else to do but survive once you've powered yourself up. Above average. ★★★★

VOLFIED (Import) £25
Version of *Qix* with stylised backdrops and tweaked gameplay. Gradually close off 80% of the screen to reveal the next level. Slick and very playable but not for everyone – especially if you prefer a totally insane blast-'em-up to this kind of cerebral action. ★★★★

WARDNER (Import) £35
A ho-hum *Alex Kidd* like platformer which has some very nice tunes but no real spark of originality in either the graphics or the gameplay. ★★★

WARDNER SPECIAL (Import) £35
Mega platform shoot-'em-up conversion, with plenty of extra levels and features to liven things up. Coin-op quality graphics and some good tunes, but beware of the numerous continues working against longevity. ★★★★



■ *Warrior Of Rome* on the Mega. Too small scenarios and a poor control system...

WARRIOR OF ROME (Import) £40
Repulse pirates and storm Cleopatra's Palace in this wargame set in ancient Rome (whenever is Rome not ancient?). Sadly, there are only four scenarios, the graphics are crap and the control system is poor. ★★★

WHERE IN TIME IS CARMEN SANDIEGO? £49.99
Expensive (you get a New American Desk Encyclopaedia for your dosh too), but this is a novel concept – the first of E.A.'s "Edutainment" series. Chase after the head honcho of the title by gathering clues and nabbing elements of her V.I.L.E. henchmen. Learn as you play – maybe... ★★★

WHIPRUSH (Import) £15
Shoot-'em-up which scrolls in a variety of directions – often changing its mind mid-level too. Collectable weaponry, some tough adversaries and really long levels. Nice, but not the best... ★★★★

WONDERBOY 3 MONSTER LAIR £34.99
Wonderboy, of Master System fame, dips to an all-time low in this scrolling collect-'em-up. Gamestyle is very 8-bit – you'd be better off with the MS version of *Wonderboy 3* and the Converter. ★★

WORLD CLASS LEADERBOARD £37.99
One second your opponent's Nick Faldo, the next he's Stevie Wonder in this slightly erratic, but nonetheless quite splendid, golfing sim. Better played against a friend, 'cos against the console it's just too frustrating. ★★★★

WORLD CUP ITALIA '90 £29.99
Coming from Virgin, who have plenty of coding experience, this soccer game is, to put it mildly, very poor. Tired old gameplay and average graphics make this a soccer fan game only. Go for *Super Kick Off* instead if you're looking for a quality sim. ★★

WRESTLE WAR £34.99
With loads of moves, some nicely detailed characters and lots of dynamic animation, *Wrestle War* is the best of its type and recommended to fans of the, er, sport. ★★★

XENON 2 £34.99
Sequel to the very successful *Xenon*, a vertically-scrolling shoot-'em-up in the classic tradition. Not as good as the Master System version and the gameplay has some serious flaws... ★★★

XDR (Import) £35
X-Dazedly-Ray believe it or not (yes, naff name, isn't it?). Horizontal scroller with gaudy backdrops and insipid blasting. Very simple gamestyle with dodgy collision detection and nothing new. ★★

ZANY GOLF £39.99
Crazy golf? Well, it's a good idea all right, but while it plays quite nicely, there's just not enough depth or courses to make it worth the money. ★★

ZERO WING £39.95
Toaplan provide their most polished horizontal blaster to date with *Zero Wing*. Tight scenics and lovely sprites make it a visual treat and the sonics are great too. Not a *Hellfire* beater, but close! ★★★★★

ZOOM £29.99
Quite simply a spiced up version of the ancient *Painter* coin-op. Fiddly controls and mediocre gameplay guarantee this one stays on the shelves. ★★

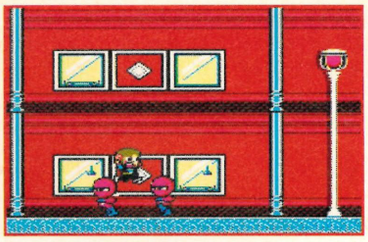
1943 (Import) £20
Known as *Dai Senpu*, this is the latest in the *1940* line of vertical, side-sliding shoot-'em-ups. Nicely detailed graphics with plenty of planes and ships to destroy, but still nothing special. ★★★

ACE OF ACES £32.99
Load of trash that falls short between a simulation and an arcade. Ghastly graphics and crap gameplay make this nastier than Kelly Le Brock's taste in aftershave. ★

ACTION FIGHTER £12.99
There are loads of excellent vertical scrollers, and this isn't one of them. Put it near the bottom of the list for its dull graphics and duller gameplay. ★★

AERIAL ASSAULT £29.99
P-47 rip-off which has you flying a sortie against an enemy airforce. You know the score: attack waves, power-up pods, end-of-level mothers – it's all here. Unoriginal but good looking. ★★★★

AFTER BURNER £29.99



■ *Alex Kidd In Shinobi World* on the Master System. Ol' big ears is at it again

An okay conversion of a rather dull coin-op. Surprisingly good to look at, with speedy visuals and plenty of movement. It just goes on a bit, that's all. ★★

ALEX KIDD IN HIGH-TECH WORLD £29.99
This three-stage arcade adventure has some nice features but it's slow and far too easy. Recommended for youngsters only. ★★

ALEX KIDD AND THE LOST STARS £29.99
Worst of the series because of its tame platform action. Might keep your youngest cousin happy for a wet Monday afternoon – perhaps. ★★

ALEX KIDD IN MIRACLE WORLD £24.99
Alex's first outing is now the standard built-in Master System game – and it's not a bad one to start off with either. Colourful arcade adventuring with tough puzzles and loads of variety. ★★★★

ALEX KIDD IN SHINOBI WORLD £29.99
Novel twist to the *Alex Kidd* line-up – it's really a very slick, *Shinobi* meets *Super Mario Bros*. Possibly too easy to complete but you get plenty of laughs along the way – and in games that's a blessing. ★★★★

ALF £30
I actually quite like the character on telly (sometimes), but this? This is pure, undiluted swill. And 30 quid?? Do me a favour... ★

ALIEN STORM £29.99
Meet great gobs of slime and hideously deformed mutants in this mix of horizontally-scrolling shoot-'em-up and 3D target practice. Okay, but no long-lasting challenge. ★★★

ALIEN SYNDROME £29.99
Even without the graphic frills and the two-player mode, this title is still a classic coin-op conversion – and it's on the Master System too. Tough, but easily throws down the gauntlet to die-hard blasting fans. ★★★★

ALTERED BEAST £29.99
Sega's coin-op goes 8-bit and suffers horribly. Four levels of monstrous beat-'em-up with jerky scrolling, unresponsive controls, messy visuals and tired old gameplay. ★★

AMERICAN BASEBALL £29.99
Competent translation of America's favourite sport with standard behind-the-player and overhead views – plus neat zoom-ins on close calls. Two-player head-to-head is the preferred play option. ★★★

AMERICAN PRO FOOTBALL £29.99
Here's one for all you grid-iron fans out there. Nice mix of tactics and hands-on action, and the ever popular two-player mode really delivers. Shame about the scratchy sampled play calls though. ★★★★

ASSAULT CITY £29.99
Horizontally-scrolling shoot-'em-up in the style of *Operation Wolf*. Two versions: one with the Light Phaser, one without. Guide the cursor and waste those robots. It's nice and colourful, but the graphics are flat and the bosses far too easy. ★★★

ASTERIX £29.99
As Asterix and Obelix, you must negotiate Romans and other perils to rescue druid Getafix from the enemy. A platform adventure with truly awesome graphics and great Gallic gameplay. ★★★★★

ASTRO WARRIOR/PIT POT COMBO CARTRIDGE £24.99
Neat little dual game cart with vertically-scrolling shoot-'em-up and platform puzzler. *Pit Pot* is nothing to shout about, but *Astro Warrior* is still one of the better blasters on the Master System. ★★★

AZTEC ADVENTURE £12.99
A strange little stroll-around-and-shoot-'em-up with Latin American overtones. Not terribly exciting but if you're looking for a lasting challenge, this bargain arcade adventure could fit the bill. ★★★

BANK PANIC £17.99
Wild West antics as you try to defeat crowds of gun-toting baddies. Watch the doors and windows, but make sure you don't hit the good guys! Nice quick-draw gameplay with bright and jolly visuals. ★★★

BASKETBALL NIGHTMARE £29.99
Well, it's basketball played by monsters, of course. What else did you think it was about? Good close-ups of shots and enjoyable in two-player mode. Nightmare league is too easy for solo players though. ★★★

BATTLE OUT RUN £29.99
Goes up against Taito's *Chase H.Q.* and wins by a bumper. (Very) fast road racing with some demolition derbying thrown in for good measure. Adrenalin glands at the ready, folks, this is it! ★★★★

BACK TO THE FUTURE 2 £29.99
Oh please, this really isn't worth wasting space and time on. Suffice to say it's even worse than the sequel, which is...★

BACK TO THE FUTURE 3 £29.99
...Pretty junk in itself. In fact, I would rather watch "Lawnmower Man" 20 times on the toilet than play anyone of these games for too long. And that's about as damning as you can get, I think. ★

BLADE EAGLE 3D £19.99
Vertically-scrolling shoot-'em-up viewed from "overhead." You have to guide your ship "into" and "out of" the screen

■ *Casino Games* on the Master. Card games and pinball in Las Vegas. S'all right, s'pose...

to target baddies. This is the only innovative feature in the whole game. ★★★

BOMBER RAID £29.99
Another vertically-scrolling Fire Button frenzy, with planes, tanks and guns. Nice range of power-ups, heavy-duty zapping, but suffers from being a tad too easy. ★★★

BUBBLE BOBBLE £29.99
Blow bubbles, trap monsters, burst 'em and then gather up all those bonuses as you try to rescue your girlies, Betty and Patty, from an evil witch. A very hectic but enjoyable conversion of the arcade hit with a fun simultaneous two-player mode. ★★★★

CALIFORNIA GAMES £29.99
The first and still the best *Games* game of the series, featuring all the usual beach-bum pastimes: skateboard, roller skate, foot bag, surfing, frisbee and BMX riding. All events are beautifully portrayed, especially the stunning surf-up! ★★★★★

CAPTAIN SILVER £29.99
Scrolling piratey beat-'em-up which looks like a pile of old grog at first glance, but can be surprisingly addictive. A tad ho-hum but fine if you can pick it up on the cheap. ★★

CASINO GAMES £29.99
A selection of wheelin' and dealin' in Las Vegas has you playing Blackjack, pinball, poker and one-armed bandits (eh?) in the quest for more money. Decent enough but very uninspired. ★★★

CASTLE OF ILLUSION £29.99
Mickey is well animated, the backdrops are stunning and the gameplay brilliant. There's a mammoth task ahead, so get on it – now! ★★★★★

CHOPLIFTER £24.99
Pilot your sophisticated chopper into enemy territory, rescue your chums and high-tail it home in this cult game. Superb horizontal scrolling with some lovely parallax, great controls and fabulous detail. ★★★★

CHUCK ROCK £29.99
S'not as exciting as other platformers of this ilk. Too much progress relies on learning from your mistakes instead of forward planning. And Chuck seems to have lost some weight in this version. It's good, but not *that* good. ★★★

CLOUD MASTER £24.99
Known as *Chuka Taisen* in Japan, this oriental horizontal scroller replaces spaceships with kids on clouds and aliens with wizards, monkeys and pigs (er, yes...). Cute but still as tough as nails. ★★★

COLUMNS £24.99
Nintendo practically own *Tetris*, so Sega got their own back and came up with *Columns* instead. Similar gameplay, but success is a bit too random. The simultaneous two-player option is superb though. ★★★★

CYBER SHINOBI £29.99
Shinobi 2, more or less, but not a patch on the first game. Unwieldy controls, poor collision detection, jerky scrolling, drab graphics and unlimited continues mar the challenge. You'd be better off with the original! ★★

CYBORG HUNTER £24.99
Unusual horizontally-scrolling mazy beat-'em-up. Ride on lifts, patrol the corridors, duff up some aliens and collect the goodies. Neat, but repetitive. ★★★

DANAN THE JUNGLE FIGHTER £29.99
Take *Rastan*, throw in some Dr Dolittle and you might get this detailed but unvarying scrolling beat-'em-up. Your hero swaps smart bombs for smart animals when the action gets a little hairy (groan!). ★★★

DEAD ANGLE £29.99
Operation Wolf meets the mafia in this scrolling Light Phaser coin-op conversion. Six levels of smart '20s-style backdrops plus a high body count make this one worth oiling your trigger finger for. ★★★

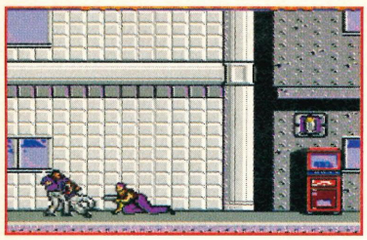
DOUBLE DRAGON £29.99
The Lee brothers come to the Sega in this two-player scrolling beat-'em-up. Simple gameplay, horribly flickery (especially in two-player mode) and scenically unimpressive. ★★★

DYNAMITE DUKE £29.99
A mindless *Operation Wolf*-style shooter. There's an end-of-level punch-out between Duke and baddie for a change, but it all sounds a tad familiar. ★★★

DYNAMITE DUX £29.99
As close to the coin-op as you're ever gonna get. Guide your cutesy duck through six big levels of danger while lobbing bombs and dousing fire demons. For all its good points though, it's still far too easy! ★★★

ENDURO RACER £9.99
Definitely not the coin-op, this one. For a start, the course scrolls diagonally as you steer your bike across a tortuous dirt track, there are five different courses (played twice), and you can finish it in a week. ★★

ESWAT £29.99
Poorly animated and with pathetic graphics, this multi-level platformer really has nothing to offer to anyone over the age of seven. Three's a good few hours play in it, but that's all. ★★



■ *E.S.W.A.T.* on the Master. Weak graphics and gameplay – this really shows its age

FANTASY ZONE **£12.99**
Simply the best *Defender*-style horizontal scroller on the Master System to date. Bright, colourful, tense and very unusual, with great end-of-level guardians and valuable power-up shops. At the price, this is simply great value for money. ★★★★★

FANTASY ZONE 2 **£24.99**
Similar to the original *Fantasy Zone* but beefed up with loads of zippier aliens, meatier weaponry and tougher end-of-level bosses. Just as tight, just as energetic and just as playable as the original. What the hell, get 'em both and have a good time. ★★★★★

FANTASY ZONE 3 THE MAZE **£24.99**
Pac Man meets *Fantasy Zone* in this labyrinthine shoot-'em-up. There are few games like it on the Master System so it may appeal to fans of the genre. Blasting addicts should steer clear though. ★★★

FIRE AND FORGET 2 **£29.99**
Copied from the tedious computer versions, this is easily the best of the bunch. It's a speedy drive-'n'-fly with plenty of vehicles to blast and icons to collect. Flash – and plays well too. ★★★★

FORGOTTEN WORLDS **£34.99**
Stunning shoot-'em-up conversion totally ruined by the lack of a two-player option and a mission that's too easy. Suitable for newcomers to video gaming, perhaps, but otherwise steer well clear... ★★★

GAIN GROUND **£29.99**
Innovative combat game set over a series of static screens. Choose a team member and clear each area (from the bottom to the top). Interesting strategy element but average visuals. ★★★

GALAXY FORCE **£29.99**
Stunning 3D shoot-'em-up with some amazing visual effects. It's not the coin-op machine by any means, but it's still a damn fine attempt nonetheless. ★★★★

GANGSTER TOWN **£24.99**
Two-player Light Phaser title where you're combating '20s hoodlums. Each level depicts a different scene (like a 3D car chase) and you have to maintain a high hit ratio/score to progress. Standard Phaser fare. ★★★

GAUNTLET **£29.99**
Almost perfect conversion of the golden oldie coin-op. This two-player mazy monster masher boasts a smooth eight-way scroll and beautiful visuals. Bit samey after a while, but still one hell of a beautiful game! ★★★★

GHOSTBUSTERS **£29.99**
Pot-pourri of driving, trapping, climbing, and shooting make *Ghostbusters* not half bad. Activision's prehistoric title could do with tarting up a bit though – especially the cringeworthy soundtrack! ★★★★

GHOST HOUSE **£17.99**
Spooky little platform romp with ghosts, ghouls and a big Dracula baddie to deal with. The ladder climbing, shooting and punching gets a bit dull after a while, but this is still a playable game – and cheap too! Previously available on card as well. ★★★

GHOULS 'N' GHOSTS **£29.99**
Medieval hack-'n'-slash boasts dragons and demons, with a long and varied quest. Easier than it should be but a terrific game nonetheless. ★★★★

G-LOC **£29.99**
This is a poor man's *After Burner*, but with a few more extra features to liven up the dull gameplay. A bit unfair to expect the Master System to cope with the superfast graphics really. Only average. ★★★

GLOBAL DEFENCE **£12.99**
Take the Strategic Defence Initiative with this version of Sega's slottie. A sort of *Operation Wolf* meets *Missile Command* with some very pretty graphics thrown into the odd mixture. Different, so worth a look. ★★★★

GOLDEN AXE **£29.99**
Technically impressive version of the Sega game. Two-player option is missing and it's a bit easy but the enjoyable hack-'n'-slay action remains intact. ★★★★

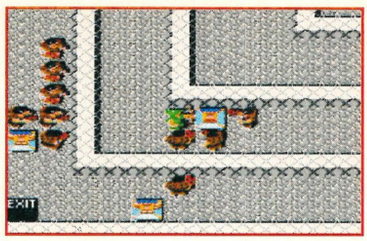
GOLDEN AXE WARRIOR **£32.99**
An arcade adventure based on the *Golden Axe* characters. Akin to *Golvellius*, this is a flick-screen quest for magic and monsters. Pretty, but too tame for true RPGers. ★★

GOLFAMANIA **£32.99**
Tidy golf sim which features overhead rather than 3D views of the course. Fast and unfussy too. The soundtrack is appalling though so get yer Walkman out. ★★★★

GOLVELLIUS **£29.99**
There's a fair amount of fumpin' and frettin' in this arcade role-playing game. A good intro to the world of fantasy adventure (if you don't know your way around RPG's yet) which tests your powers of reason and reaction. ★★★★

GREAT BASEBALL **£24.99**
This baseball simulation has been superseded by *American Baseball*, but there's little to choose between the two. This one lacks the graphical frills of its rival, but it's a fiver cheaper. ★★★

GREAT BASKETBALL **£24.99**
Old sport sim with titchy sprites and overly colourful pitch graphics. Pass, shoot, tackle and that's yer lot. Fine for the odd head-to-head battle, but don't depend on it for any big-time thrills. ★★



■ *Gauntlet* for the Master. Huge maze area and great gameplay, but gets repetitive

GREAT FOOTBALL **£24.99**
No, this isn't soccer from old Blighty – this is American Football. Tough competition from *American Pro Football*, and this is left wanting: few tactical plays, heavy sprite glitch and a poor one-player mode. ★★★

GREAT GOLF **£24.99**
Leaderboard-style 3D golf simulation with the emphasis on simplicity rather than golfing realism. Neat scenes but animation and ball movement are rubbish. It's a little bit on the tough side too. ★★★

GREAT ICE HOCKEY **Deleted**
Wonderfully whizzy ice hockey sim which uses the now-defunct Sega Sports Pad. Great, but totally useless if you can't get the Sports Pad and game together. ★★★★

GREAT VOLLEYBALL **£24.99**
A simulation which doesn't work too well. Odd pitch perspective and fiddly controls make it difficult to get to grips with, while dull gameplay and a lack of options ensure a short shelf life. ★★

HANG ON **£9.99**
Coin-op two-wheeler affair, but without the handlebars! Fast road racer, lacking in visuals but making up for the deficit with sheer speed. Very entertaining and pretty much timeless. Previously available on card ★★★★

HANG ON/ASTRO WARRIOR COMBO CARTRIDGE **Not applicable**
New Sega owners could do well to pick this up on the cheap because it originally came free with the Base System. Two titles for your money here: a fine racer and a very playable vertical scroller. ★★★★

HANG ON/SAFARI HUNT COMBO CARTRIDGE **Not applicable**
This game came bundled free with early Master System bundles. You've got a choice between a tense road racer or one of the better Light Phaser pot-shotters. If you're a new owner, you could do worse than try your luck with this bargain cart. ★★★★

HEAVYWEIGHT CHAMPIONSHIP BOXING **£24.99**
Fisticuffs á la *Final Blow* (also known as *Buster Douglas Boxing* in the States). Big, meaty sprites but lacking good animation. Fine for two players – but it's far too easy if you're playing on your own. ★★★

INDIANA JONES AND THE LAST CRUSADE **£29.99**
Last movie in the trilogy sets the scene for this multi-level platform beat-'em-up. One of the neatest looking Master System games available, but marred, unfortunately, by the finickity gameplay. ★★★

IMPOSSIBLE MISSION **£29.99**
This classic platform-leaper is brilliant. Jump the robots and prevent the Mad Scientist from causing global nuclear destruction. They never seem to learn, these megalomaniacal types... ★★★★★

JOE MONTANA FOOTBALL **£29.99**
A lacklustre sports sim overshadowed by *American Pro Football* in all departments. Heavily flawed by the lack of varied play calls, especially in defence. ★★★

KENSEIDEN **£29.99**
Scrolling oriental slice-'em-up with very pretty backdrops. Main character is slow and unresponsive but if you can master that, there's a lot of game here. ★★★★

KLAX **£24.99**
Become what amounts to a 3D brickie with this puzzler from Domark. Coloured tiles come along a belt and you must arrange them correctly in order to earn megapoints. Braintaxing fun, but nothing spectacular. ★★★

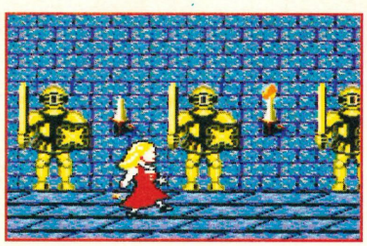
KUNG FU KID **£24.99**
Flying kicks aplenty in this scrolly *Kung Fu Master* variant. The mission is a tad more interesting than *Black Belt* and the visuals a lot more appealing. Good. ★★★★

LINE OF FIRE **£29.99**
Don't expect the 3D visuals of the coin-op – this is just another vertically-scrolling shoot-'em-up with loads of baddies to dis'. Graphics are nice but poorly animated. Gameplay is nuffin' special. ★★★

LORD OF THE SWORD **£29.99**
This arcade adventure with RPG overtones tries both elements and does neither. Too shallow for puzzlers, and too joysticky for thinkers. Pretty though. ★★★

THE LUCKY DIME CAPER **£29.99**
This platform adventure romp has it all: superlative graphics and literally tons to see and do. With seven huge levels to explore you really have your work cut out for you too. Piggin'! ★★★★★

MARKSMAN SHOOTING/TRAP SHOOTING COMBO CART **Deleted**
Ancient pack containing two Light Phaser games. An okay combo cart, but why bother with this when you can have *Safari Hunt* as well if you go for the *Marksman Shooting*, *Trap Shooting*, *Safari Hunt* cart below? ★★
MARKSMAN SHOOTING/TRAP



■ *Laser Ghost* on the Master. Use the Light Phaser to help the ol' tart on her way

SHOOTING/SAFARI HUNT COMBO CART **Not applicable**
Free with the Light Phaser, this packs three shooting games – the best thing being *Safari Hunt*. Loadsa nicely animated targets too. ★★★

MASTER CHESS **£29.99**
Chess – it's as simple as that. If you can't play, it won't teach you, but lonely chess lovers will love this version. 3D and 2D views, plus loads of options: set up moves and so on. A superb cart. ★★★★★

MAZE HUNTER 3D **£19.99**
Grab those 3D goggles for some real depth! For once the 3D works really well, but (as expected) the game itself is disappointing – a slow multi-maze search-'n'-destroy with only a few collectables. ★★

MIRACLE WARRIORS **£32.99**
Control four brave heroes in this Japanese fantasy role-playing game. With spells to cast, monstrous creatures to kill and a huge quest to complete, you'll be thankful for the battery back-up. ★★★★

MISSILE DEFENCE 3D **£19.99**
Master owners with Light Phaser and 3D glasses will be overjoyed to see a game which uses both. However, they'll be underjoyed that it's a simple blaster with a couple of levels which cycle over and over... ★★

MONOPOLY **£29.99**
Classic boardgaming on your Master System. Includes an option for up to ten players to participate – plus battery back-up. The graphics and sound are below par, but the gameplay is where it's at. ★★★★

MOONWALKER **£29.99**
Old Wacko Jacko gets pixelised for this oddball platform beat-'em-up, where you defeat baddies with fatal dance moves. Weird, or what? Hmm, that's exactly what we thought too. Michael looks better than he sounds in this rather repetitive title though. ★★★

MS PAC-MAN **£29.99**
Stone Age gameplay, but this is still a faithful conversion of the coin-op. What's more, you can get Pac-Man to join in with the excellent two-player mode. Lots of fun and the girlie side provides an interesting slant. ★★★★

MY HERO **£17.99**
Knife-throwing, gut-punching horizontal scroller. Plain, cartoon graphics are an eyesore, but the ninja action's pretty decent. Bit pricey in its current cart format. Previously available on card. ★★★

NINJA **£9.99**
Commando-style vertical scroller set in medieval Japan. Plenty of combat, a bit of magic, the occasional puzzle, a few surprises and it's under a tenner! ★★★★

OPERATION WOLF **£29.99**
Classic coin-op carnage. Blast all the guerrillas as the scene scrolls past – and don't forget to rescue the hostages as well. Play with the joystick or Light Phaser – but play it till you drop with exhaustion! ★★★★★

OUT RUN **£29.99**
Take away the steering wheel and snazzy graphics you get with the coin-op and what are you left with? This competent road racer. The road junctions don't work very well and the action is a bit lacklustre, but it's a good bit of fun anyway. ★★★

OUT RUN EUROPA **£29.99**
The series continues with yet another spiced up version of *Out Run*. Race across Europe for stolen secrets in this, the best Master System driving game to date. ★★★★

OUT RUN 3D **£29.99**
Asking the Master System to run a detailed racer and do it in 3D is hoping for a bit much really. Effective visuals, but the gameplay suffers because of them: everything is less smooth and less pacy. ★★★

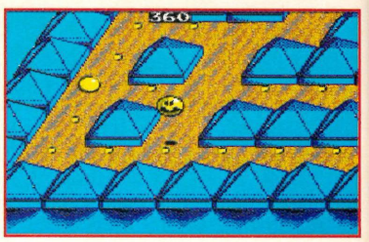
PAC-MANIA **£29.99**
Blimey, this one's ancient – remember the original *Pac Man?* This a four-way scrolling isometric version, except that now you can get Paccy to jump *over* ghosts! Smooth, slick and *very* playable. ★★★★

PAPERBOY **£29.99**
Guide your paperboy through diagonally scrolling suburbia and hurl newspapers into the correct houses. Beautifully converted, but you're going back abit... ★★★★

PARLOUR GAMES **£17.99**
What an odd program! It offers you pool, darts and "world bingo," and has been available in the US for yonks. Entertaining and a break from blasting. One you can keep coming back to. ★★★

PENGUIN LAND **£29.99**
Vertical platform puzzler and a cross between *Pengo* and *Boulderdash*. Guide penguin and egg through each level, avoiding monsters and keeping the egg intact. Brilliantly designed and very addictive. ★★★★

PHANTASY STAR **£39.99**
If you're into RPG adventures this is the one to go for. Explore stunning 3D labyrinths and solve a quest big enough to last for months and months. Astounding and



■ *Pac-Mania* on the Master System. Classic dot-eating fun upgraded for the 8-bit

huge. Get it. ★★★★★

POPULOUS **£34.99**
Unbelievably good rendition of the God game that launched a thousand clones. Wreak havoc (floods and so on) upon the enemy population in order to defeat him. Oddly addictive and lasts an age. ★★★★★

POSEIDON WARS 3D **£19.99**
Sea combat pre-dating *Operation Wolf*, but similar in style. Smart static 3D pictures, although the effect is somewhat lost during play. Timid and lacking in depth. ★★

POWER STRIKE **£24.99**
Frantic vertical shoot-'em-up with stonking power-ups, ultra-fast scrolling and brain-burstin' energy to rival the best of 'em. A real test for even the most battle-hardened of blasting fans. ★★★★★

PRINCE OF PERSIA **£29.99**
This has got to be one of the best animated carts on the Master ever. Huge dungeon area to explore and diverse ways to die keep you on your toes all the way to the end. A milestone in 8-bit graphics. ★★★★★

PRO WRESTLING **£24.99**
Have a solo bout or join a chum in a team. Wrestling is better than boxing (it offers you more moves) but this sim falls short on lastability. Briefly entertaining. ★★★

PSYCHIC WORLD **£29.99**
Scrolling platform arcade adventure across five stages with mid and end-of-level bosses. The "psychic" bit involves telekinetic powers. Nothing special, but worth a look if you're feeling frisky. ★★★

PSYCHO FOX **£29.99**
With some of the fastest, smoothest eight-way scrolling on the Master System and some massive levels, this was almost the perfect platformer. Shame they made it too easy though... ★★★★

QUARTET **£24.99**
Originally a four-player coin-op, this version should be called *Duet*. The two-player scrolling platform blaster has all the ingredients, but only half bakes them. Playable, but lacks the vital spark that made the original so much fun to play. Buy only if you're a big fan... ★★★

RAMBO 3 **£29.99**
This visually impressive Light Phaser blaster borrows heavily from *Operation Wolf* – but that's no bad thing. Tough, gritty and very challenging. Certainly a rare Phaser game – one of quality. ★★★★

RAMPAGE **£29.99**
Want to star in a Japanese monster movie? Well, now's your chance. You and a buddy control a giant werewolf, ape or lizard and must smash up all the buildings. Strictly for fun – and a laff it is too! ★★★★

RAMPART **£29.99**
A novel puzzle and arcade mix in which you must build walls, claim land, shoot ships and generally stop your opponent from doing the same. Fun for two. ★★★

RASTAN **£29.99**
The Barbaric conversion from the Taito coin-op. Moody, atmospheric, action-packed and very playable, this is probably the best sounding game you can get on the Master System. ★★★★★

R.C. GRAND PRIX **£29.99**
Fast multi-directional scroller has you steering your little car against three opponents. Technically impressive, but dull as ditchwater and just too easy. A no-no. ★★

RESCUE MISSION **£9.99**
As your medics attempt to reach injured G.I.s by rail, you have to shoot the enemy troops' bombs with your Light Phaser. Unusual approach, but really needs more variety if you're going to stick with it. ★★

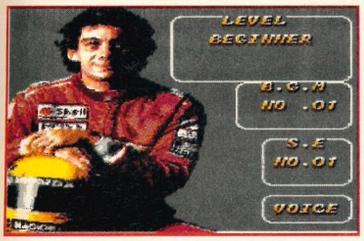
ROCKY **£29.99**
A boxing simulation. Train your boxer in the gym and prepare to fight for the title. Impressively animated but you won't be at it for long and it's no good for would-be solo Rockys either. ★★★

R-TYPE **£29.99**
Irem's coin-op in all its glory. If you enjoy the odd blast, they don't come any odder or blastier (er?) than this. Squirmy aliens, luscious levels and some of the meanest blasting you can find on the Master System anywhere. BUY IT! ★★★★★

SCRAMBLE SPIRITS **£29.99**
A bit too close to Sega's coin-op original, this one. This mediocre vertical shoot-'em-up doesn't really set the pulse racing. Guardian sequences are drab and the action is unenthralling too. ★★

SECRET COMMAND **£12.99**
Two-player vertical scroller in the true tradition of *Ikari Warriors*. Jungle graphics are fine and the action heavy enough. Known as *Rambo* in the US, and *Secret Commando* on the title screen! ★★★★

SHADOW OF THE BEAST **£29.99**
Beneath the supersmooth graphics and animation in this



■ *Ayrton Senna's Super Monaco G.P. 2* on the Master. Long title, disappointing game

horizontal scroller lies very little in the gameplay department. Such a shame – good to look at though. ★★★★

SHANGHAI **£24.99**
Curious Chinese puzzle game: pair up tiles to remove them from the pile on the screen, and then clear the pile to win. Quietly entertaining for one or two players, several game options and boasting a stunning end sequence! You should play it just to see it! ★★★★★

SHINOBI **£29.99**
This aged ninja-'em-up is still the best of its kind on the Master System. Long varied levels, smart bonus rounds, good graphics and captivating moments that'll have you grippin yer stick. ★★★★★

SHOOTING GALLERY **£24.99**
Strictly for Light Phaser owners, this game presents a series of animated targets just asking to be plugged! Plenty of variety in the visuals and victims – and a few nice effects (like the backdrops falling apart!). ★★★★

SLAP SHOT **£29.99**
Ice hockey with slippery players and a hands-on punch-up option just to liven things up a bit! A good two-player sim but lacking in long term interest. ★★★★

SONIC THE HEDGEHOG **£29.99**
The quickly prickly out on the Master. Supersmooth graphics and totally dreamy gameplay – all on the 8-bit machine. You really have to see it to believe it – it's the best there is. ★★★★★

SPACE HARRIER **£29.99**
Old coin-op conversion (with a ridiculous plot) which still looks good, despite its age. It's a 3D shooter with massive enemies and stunning perspective effects. Good for a meaty blast any day. ★★★★

SPACE HARRIER 3D **£19.99**
Impressive arcade action, and the 3D visuals really add depth to the game. Sufficiently different from *Space Harrier* to warrant a second purchase if you're a fan (and have the goggles, of course). ★★★★

SPEEDBALL **£29.99**
Violent future sports are all the rage at the moment and this very attractive game started it all off. A cross between rugby and rollerball, the gameplay is superb for two players, with a league providing the challenge for the solitary gamer. ★★★★

SPELLCASTER **£29.99**
Intriguing arcade-cum-adventure game with a great mix of action and puzzle elements. Stunning graphics and addictive too – thank heavens for the save game feature though. You'd be in the soup without it. ★★★★★

SPIDER-MAN VS THE KINGPIN **£29.99**
Yet another *Shinobi*-style scrolling platformer. Plain backdrops, tedious gameplay and a yucky control method are good reasons to steer clear of this rather lame web-'em-up. Only for real Spidey fans – are there any of you left out there, that's what I want to know? ★★

SPORTS PAD FOOTBALL **Deleted**
Great football but requires the Sega Sports Pad. Faster and more responsive than the normal joypad, it would be great – if only you could get hold of the thing! ★★★★

SPY VS SPY **£17.99**
Zany spies do battle as you collect booby traps, outwit your adversary and head for the airport. The split screen is great fun in two-player mode – not so hot alone. Previously available on card. ★★★

STRIDER **£29.99**
As acrobatic hero, Hiryu, you must save the world (again) in this scrolling platform-cum-beat-'em-up game. It looks good but fails to offer any long-term challenge. ★★★★

SUBMARINE ATTACK **£29.99**
This aquatic, horizontally-scrolling shoot-'em-up is a colourful affair with power-ups and guardians. Unoriginal and sadly easy, the end is just a little bit *too* nigh... ★★★

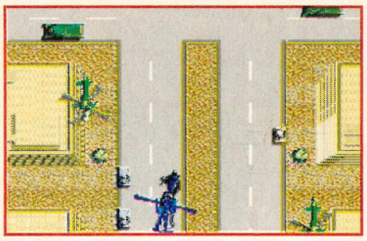
SUMMER GAMES **£29.99**
Multi-player sequel to *World Games*. Nicely animated sports featuring pole vault, high diving, gymnastics, swimming and sprinting. Limited action relies heavily on strict joystick moves and the novelty soon wears off. ★★

SUPER KICK OFF **£34.99**
At last! A footy game for the Master System which has every feature you could ask for. Overhead views of the pitch, great graphics and intelligent gameplay (referees and so on). This is a right scorcher. ★★★★★

SUPER MONACO G.P. **£29.99**
With dual viewscreens, two players can race head-to-head in this quality conversion. It's fun, but the cars handle badly and you won't see much in the way of scenery as you're pegging it around the course. ★★★

SUPER MONACO G.P. 2 **£29.99**
Slow, slow, and slower still. *SMGP 2* grinds to a halt before it's even begun. Other improvements to the graphics and sound have been made, but on the whole it's too vague. ★★

SUPER REAL BASKETBALL **£24.99**
Marked improvement over *Great Basketball* and



■ *Thunder Blade* on the Master. A good coin-op conversion with plenty of action

Basketball Nightmare, but still left wanting in the lastability stakes. We think it's more the fault of the sport than the game itself though. ★★★

SUPER SPACE INVADERS **£29.99**
The game that started it all off is now available on your Master System – and it's even better than the original too. Plan your route to the big end-of-level boss and enjoy all the Invader novelties (splitting Invaders, for instance) and handy power-ups. ★★★★★

TEDDY BOY **£9.99**
Weird, multi-directionally-scrolling platform game with just about the oddest enemies in existence. Very cute, addictive and ridiculously cheap. Whatever you do though, don't play it late at night – it'll drive you nutty. Previously available on card. ★★★

TENNIS ACE **£29.99**
Simply the best tennis game you can get for the Master System. Two-player modes, singles, doubles, tournaments – the lot. Recommended to everyone – whether you're a tennis fan or not. ★★★★

TERMINATOR **£29.99**
Pretty average platformer sold off the back of Arnold. There's enough action for diehards and good gameplay too, but the sound's awful and there aren't enough levels. Too shallow. ★★★

THUNDER BLADE **£29.99**
This was a bold attempt to convert the Sega coin-op onto the Master System. The scrolling blast-'em-up sections work well, but the 3D effects suffers quite badly. Saved by hectic action, pleasant graphics and a very long and challenging mission. ★★★

TIME SOLDIERS **£29.99**
Multi-directionally scrolling *Commando* variant (with end-of-level guardians) for two players. Nice backdrops and some meaty power-ups make it worth a look – just. A below-average coin-op conversion. ★★★

ULTIMA 4 **£39.99**
First of the *Ultima* series of role-playing game adventures available for the Master System. With more depth than the Caymen Trough, more strategy than Stormin' Norman and enough spells to fill an Oxford Dictionary, this is one astounding game. Buy it – you won't believe how good it is. ★★★★★

VIGILANTE **£29.99**
Another Irem coin-op: a horizontally-scrolling street beat-'em-up with an oriental flavour. Fists and feet all start flying as the battle heats up. Grows tepid all too soon though. ★★★

WANTED **£24.99**
One of the better Light Phaser games which has you battling against Wild West outlaws. You know the kind of thing: baddies appear in doorways and windows, and you've got to blast 'em and earn yourself loads of points! Bonus screens and scrolling stages provide variety but it still needs more levels. ★★★

WIMBLEDON **£29.99**
Not the best sport in the world (Andy prefers American Football), but this is a brilliant sim nonetheless. Loads of different play options (singles, doubles, tournaments, clay or lawn courts...). Good fun too. ★★★★

WONDERBOY **£24.99**
Archaic scrolling jump-'n'-shoot game. Terrific conversion with lots of playability, but getting a bit long in the tooth: few frills, not many thrills and takes too long to get to the meat of the action. ★★★

WONDERBOY IN MONSTERLAND **£29.99**
The original's action is exchanged in favour of an arcade adventure with lots of places to visit, enemies to destroy and hidden items to find. Captivating and very entertaining gameplay. ★★★★

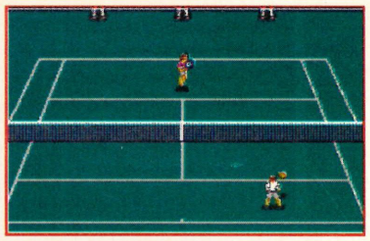
WONDERBOY 3 **£29.99**
Wonderboy comes of age in this astonishing arcade adventure. Gorgeous graphics, brilliant puzzles, hidden rooms and a huge playing area. The best of the series and definitely a must buy. ★★★★★

WOODY POP **Deleted**
Ancient *Arkanoid* clone which has just resurfaced on the Game Gear. Cutesy characters, piles of power-ups and nicely designed screens. The only game made for Sega's ill-fated Paddle Control. Available on card only ★★★★

WORLD CLASS LEADERBOARD **£29.99**
This old 3D golf game looks dated but the course view works well – and there are plenty of trees, bunkers, ponds and other hazards to look out for. It lacks options, but in multi-player mode it's heaps of fun thrashing your opponent to bits! ★★★★

WORLD CUP ITALIA '90 **£24.99**
This soccer simulation viewed from above just missed the whole competition when released. And it was a good job! This is best viewed from a very long way away. It isn't dire, but it's on its way there. ★★

WORLD GRAND PRIX **£12.99**
Now five years old, this first class racer is still as good as ever – and stands up well to its more recent racing com-



■ *Wimbledon* on the Master System. Not a bad game of tennis, but fairly jerky action

petitors too. Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding when the chips are down! ★★★★

WORLD SOCCER **£24.99**
Tidy scrolling soccer simulation, viewed from the stands. Unusual gameplay could be a lot faster, but its nice range of options gives the newer *Italia '90* a good tackling for your money. (Of course, *Super Kick Off* is the best of the lot, don't forget.) ★★★

XENON 2 **£24.99**
Tricky and tough aliens make for a real challenge in this fab vertically-scrolling shoot-'em-up. It's not quite a "classic" game, but it still manages to offer plenty of engaging action. ★★★★

Y'S THE VANISHED OMENS **£32.99**
This role-playing game boasts large scrolling maps and a variety of puzzles and plots. If you've finished *Phantasy Star*, check it out. ★★★★

ZILLION **£24.99**
Expansive *Impossible Mission*-style explore-'n'-shoot. Lots to do and nice looking, but the main character is awful to control. ★★★★

ZILLION 2 TRI FORMATION **£24.99**
Sequel to *Zillion* which misses the point entirely. This drab scrolling shoot-'em-up is very repetitive and ultimately very unrewarding. ★★

BATTER UP **(Import) £20**
This baseball sim works well and has a great head-to-head option, good graphics and neat sound effects. There's still room for improvement in the gameplay though and the strange display doesn't help much. ★★★

CASTLE OF ILLUSION **£24.99**
Mickey in all his glory, with superb gameplay, pretty backdrops and a cracking soundtrack. There is a major problem though: the tiny display makes this fiddly game all the more tricky to play on the handheld! ★★★★

THE CHESSMASTER **£24.99**
Well, what did you expect? You can't go wrong with a version as good as this. Excellent graphics, some decent digitised speech and loads and loads of chess. Er, yes. ★★★★★

COLUMNS **£19.99**
Tetris gamestyle and *Dr Mario* gameplay. Drop the columns of coloured jewels and get three-in-a-row. Mindlessly addictive and with a great Gear-to-Gear two-player option so you can challenge a friend. ★★★★

DRAGON CRYSTAL **£24.99**
Role-playing arcade adventure featuring mazy pathways revealed only upon exploration. Good idea but continual dead ends and retracing of steps grows very tiresome after a while. Poor "statistical" combat puts the final nail in the coffin. ★★

FACTORY PANIC **£24.99**
A novel puzzle-'em-up which has you changing switches on a complex system of conveyor belts to guide various goodies to your customers. Sadly, the security guards get in your way and mar the otherwise enjoyable gameplay. ★★

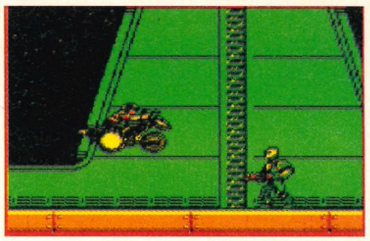
FANTASY ZONE **£24.99**
Brilliant presentation let down by sluggish controls and repetitiveness, though colours and graphics are every bit as good the Master version. Untapped potential. ★★

G-LOC **£24.99**
Superb introduction sequence followed by some not-very-superb gameplay. Fast, *After Burner*-like, but with all the bad aspects of that game: repetitive, undemanding and unfulfilling. Certainly not to be confused with the coin-op which gives you better value for money. ★★

HALLEY WARS **£24.99**
Taito's vertically-scrolling shoot-'em-up isn't anything really innovative, but in the vein of the coin-op, it's still a damn good blast. Enough variety to stifle yawns and more than enough action. ★★★★

HASTLE GOLBY **(Import) £25**
Conveyor-belt-switching reaction puzzler in which you must direct the various goodies to the right places. This is simple arcadey fun, and has great sound, but unfortunately the gameplay is repetitive. ★★★

JOE MONTANA FOOTBALL **£24.99**
Loads of intro and outro screens plus the whole of the NFL, all ruined by over-easy gameplay and lack of options.



■ *Zillion 2* on the Master. Drab sequel to the original which has zippo to offer. Dull

Choose tails every time on the toss to win and throw the ball and you can't go wrong. ★★★

THE LUCKY DIME CAPER **£24.99**
Mickey and Sonic now have a true rival... As good as the Master System version: massive cartoon sprites, great animation and some frustratingly addictive gameplay. Walt would've been proud... ★★★★★

NINJA GAIDEN **£24.99**
A fun walk, jump and hack-'em-up with fiddly graphics but six levels of frantic ninja action. If you liked *GG Shinobi* (see below) then you'll love this one (even though it is a tad too easy). ★★★★

OUT RUN **£24.99**
Play this classic 3D racing game on your own or with a mate via the Gear-to-Gear option. Nice graphics and a good impression of speed. More courses would have been nice, but it's still a lot of fun. ★★★★

PAC-MAN **(Import) £20**
The famous lemon chomps his way through the blue maze while avoiding the colourful ghosts (yet again). Love it or loathe it, this still remains a brilliant conversion of the coin-op, with graphics and sound effects straight from the original. ★★★★★

PENGO **£19.99**
Remember this one? Ancient gameplay but it's still wonderful. Slide the ice blocks to squash your enemies! Wonderful mix of speedy reactions and strategic thinking. Simple, cute and very playable. ★★★★★

POPILS **(Import) £20**
Rescue your gorgeous chick from Popils the sorceror (ho hum). A puzzler head and shoulders above the rest with 100 levels and a fun Gear-to-Gear option. There's also an edit facility and memory back-up. ★★★★★

PSYCHIC WORLD **£19.99**
Scrolly platform beat-'em-up with telekinetic power-ups thrown in for good measure – just to spice things up. Not meaty enough for discerning game-players, but neat and certainly very playable. ★★★

PUTT AND PUTTER **£25.99**
Crazy golf – but wait! Don't let that put you off. It's quite fun really. Impressive graphics and a neat two-player option, but the lack of variety makes it very boring in the long run. ★★★

GG SHINOBI **£24.99**
First dedicated Game Gear title, and what a right stonker it is too. This beautiful *Shinobi* game has level select, gorgeous graphics, and superluvverly sonics – but hell's teeth, is it tough. This is a lasting challenge for mobile gamers everywhere. ★★★★★

SLIDER **£24.99**
99 levels of monsters, mazes and mayhem as you try to clear up the polluted labyrinths of the ecologically unsound planet of Rozen. Plenty of neat little extras (bonuses and so on), but there's no two-player mode and far too many continue/password options. ★★★★

SOLITAIRE POKER **£25.99**
This blend of solitaire and poker (yeah, yeah, we know it sounds a bit odd) will severely test your mental abilities. Pluck cards from "shoes" (not that kind of shoe...) on the left and slide 'em into the card grid on the right. Good fun, but not really something shoot-'em-up buffs have been waiting for. ★★★

SONIC THE HEDGEHOG **£29.99**
Just as juicy as the Master System version, this classic game has all the features of the original. The action's even been enlarged to cope with the Game Gear's smaller display. 'Kin superb. ★★★★★

SPACE HARRIER **£24.99**
Ignore the scenario, it's a load of tosh. Just play the game. 3D action as you pilot your jetbike into enemy territory, destroying all manner of huge and segmented nasties. Fun but too tough on the thumbs! ★★★★

SPIDER-MAN **£24.99**
Brilliant conversion for the handheld. Slick animation, stunning graphics and great soundtrack combine to make this a classic cart. The next best thing after *Sonic* and very hard to crack. Perfect. ★★★★

SUPER KICK OFF **£27.99**
This Master System classic works brilliantly on the Game Gear and has all the features of its bigger counterpart. Excellent footy gameplay and loads of definable options. Great graphics too. A must buy! ★★★★★

SUPER MONACO G.P. **£19.99**
Compromised graphics and unrealistic handling make this a game for racing freaks only – so that's Andy out then. He can't even drive. Okay, so it's saved to a great extent by the head-to-head option, but don't expect a mini coin-op crammed onto your handheld... ★★

WONDERBOY **£19.99**
Old scrolling jump-'n'-shoot with plain visuals but a typical cute 'n' cuddly hero to save the world with. It takes a long

time to get into the action, and even when you get that far, it's undercooked. Okay, but there are plenty of better handheld titles around – just look at 'em. ★★

WOODY POP £19.99
Remember those early video games of the '70s which had in-built versions of *Breakout* – the game where you had to destroy a wall of bricks by bouncing a ball against them? Well, this is more of the same, but updated. A cute clone with its own very unique style. Limited level select, piles of power-ups and distinctive graphics make this the best of its type so far. Very difficult but worth it. ★★★★

WORLD CLASS LEADERBOARD £24.99
Wonderfully playable golf simulation boasting four courses and 72 holes. Realistic 3D graphics, good ball movement and some great animation of your player. Pick your clubs, check the wind and away you go. Your stats are displayed en route as you attempt to get around in as few strokes as possible. Fun for golfers and non-golfers alike, but a Save Game feature would have been nice. ★★★★

EXTRAS FOR THE MEGA DRIVE

ACTION REPLAY CARTRIDGE
DATEL ELECTRONICS £49.99
Plug this straight into your Mega Drive, insert your favourite cartridge into the slot and yes! Infinite lives, energy and what have you with this handy device that lets you "poke" (in other words, change) some of the data inside a game. Beat everyone and they won't even know what hit them. ★★★★

ACTION CHAIR SEGA £109.99
Oh dear. Basically an oversized and overly expensive joystick which plugs into your Mega Drive. It simply doesn't work. Smeggin awful. ★

ARCADE POWER STICK SEGA £34.99
Blimey, this is a well hard piece of kit and no mistake. It's built to last and all those Buttons are pretty damn fine, actually. The Mega Fire switches on all three Buttons work well too, which is a nice change. Shame the stick itself is a tad too spongy. ★★★★

CARRY BAGS £19.95 (LARGE)
CONSOLE CONCEPTS £9.95 (SMALL)
Are you always popping off down your mates' place with your Gear under one arm and a Sainsbury's shopper in the other? Want more cred? Want to be def (eh?) Want to be dayglo-colour-bomb man himself? Get yourself one of these handy li'l numbers. Pretty good really. ★★★★

CARTRIDGE CADDY SEGA £4.99
Basically a plastic tray designed to hold up to eight of your precious Mega Drive carts (including the boxes). Er, and it holds them sort of upright. That's it really. Neatness freaks will love it, but you couldn't call it spunky. ★★★★

CARRY CASE I.S.M. £49.99
A sturdy custom-designed plastic carry case for your Mega Drive and kit. This can hold your Mega Drive, Powerbase Converter, two joypads, up to five games and an AC Adapter. But look at the price-tag! At £20, fair enough, but at just under 50 quid – I.S.M. must be bonkers. ★

CONTROL PAD SEGA £14.99
An excellent if basic joypad. No Rapid Fire gimmicky bits, just looks, responsive controls and a lifespan that would put a tortoise to shame. ★★★★

EXPLORER A DAN LTD. £29.99
Microswitched tabletop stick with two-speed turbo fire and a slow motion. Okay, it's not an oil painting, but it still performs well. ★★★★

QS AVIATOR QUICKSHOT £29.99
This hairy great yoke-plane-joystick-flight thing is a bit OTT, but it's also excellent for *F-22 Interceptor* and *Super Monaco G.P.* In fact, John swears by it for some titles, so there. ★★★

GIZMO BEESHU £49.95
This is what you might call a trendy designer's worst nightmare. It may be strong, but with too much stick travel, useless gimmicks and an extortionate price, it's naff. ★★

MEGA DRIVE JOYPAD HONEST £19.99
Looks like the joypad, but comes with three extra Buttons. Feels cheaper but the Buttons are okay, I suppose. ★★★★

MEGA STAND
KMA LTD (AROUND £60)
The Mega Stand is KMA's answer to the hi-fi, video and TV stand. Your Mega Drive sits on top and there's room for sticks, pads and up to 11 games (But what about the speakers? I suppose you sellotape them to the sides, do you?) There are even cable tidies. Nice, but expensive for what it is really. ★★★★

POWERBASE CONVERTER
SEGA £29.99
Well, what can I say? For only 30 quid, you can redesign your Mega Drive and use all those classic (or not so classic) Master System carts. Two consoles for the price of one-and-a-bit can't be too bad really. If you haven't got one of these already then you have a problem (or perhaps you're broke?). ★★★★★

POWARCADE ACTIVE CONSOLE
£299.99
An arcade cabinet with sticks and buttons. Plug in your Mega Drive, add a monitor and watch your mates fly into a jealous rage now you've got your own "coin-op." ★★★

QS 135 PYTHON STICK QUICKSHOT £12.99
'Ere, this is a bit of all right. Sturdy, good-looking stick with a brilliant turbo option. The absolute business for *Desert Strike* and carts of that ilk. And cheap at the price. Get one. ★★★★

QUICK GUN TURBO JONG RICH £16.95
Smart grey stick with nice clicky Buttons and a firm shaft. Feels rugged and it's responsive too. ★★★★

SG FIGHTER QUICKJOY £14.95
Posey beyond belief, this is a responsive but weak stick. Fire Button and Start are small and too close together. Over the top. ★★★

STARCURSOR
MICROLEISURE (AROUND £25)
A sturdy Scottish joystick (hoots, mon), but you can't redefine the Fire Buttons. ★★★★

STING-RAY
LOGIC 3 £13.99
This is a well vile and vaguely gun–shaped joystick with very awkward Buttons, a poor trigger and an unbelievably inaccurate stick. ★

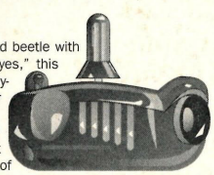
STRIKER
BEESHU £19.95
Barf! Buttons are garish, with no feedback and the joypad is vile – it's too easy to accidentally select the diagonals. It also has a useless headphone extension socket. ★

THUNDERSTICK KRAFT £39.99
Aargh! The stick travels about three inches in every direction. Makes you look like you're doing the hokey-cokey and is hideously unresponsive. ★

ZY-FI SPEAKERS EVESHAM MICROS £39.99
Output your Mega Drive's stereo sound straight into these speakers and enjoy! Infinitely better than 99% of telly speakers, the output is crisp and the basslines slamming (for a console…) Great with your Walkman too. ★★★★

EXTRAS FOR THE MASTER SYSTEM

THE BUG
CHEETAH £14.99
Shaped like an oversized beetle with two Fire Buttons for "eyes," this novel micro-switched joystick for the fab Master System is suitable for both left and right-handers. (You could say it was styled in the shape of something rude though.) ★★★★



CAMERICA FREEDOM STICK £39.99
A very large tabletop, infrared jobby. A bit unresponsive though. The stiff joystick is tiring on the hands and the weedy base will probably collapse after a heavy playing session. ★★

CONTROL STICK SEGA £14.95
There's nowt much wrong with this little beauty apart from its grim business-like looks. Still, in a world of over-funked designs and gawdy colour schemes this could be construed as a breath of fresh air. This is a strong and responsive stick. Go for it! ★★★★

CHEETAH 125+ CHEETAH £9.99
Nice Fire buttons and auto-fire switch, but the whole thing just feels cheap, tacky and built to bust. They should take notes from Quickshot. ★

QUICKSHOT
DELUXE DIGITAL QUICKSHOT £9.99
A tough, good-looking stick, but a few Buttons on the base would have been a real boon – especially when you get tired. But then, if you get tired playing games, I'd hate to think what your girlfriend or boyfriend might say. ★★★★

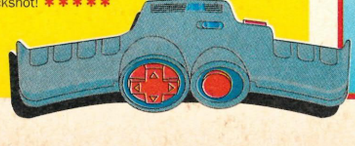
INTRUDER (QUICKSHOT) £24.99
This thing is straight out of a *Huey* chopper, with turbo controls and flip-up trigger guards. Some use with *After Burner* and carts of that sort, but just too big for games needing any fine control. Nice idea though. ★★★

FREEDOM CONNECTION
SPECTRAVIDEO £19.99
Not a joystick as such but a device that transforms your joystick into a totally wicked infrared "remote" controller. Now you needn't be tied down by the length of your leads ever again. Think about it. ★★★★

LIGHT PHASER
SEGA £29.99
A plug-in pistol which you can use with 8-bit games like *Laser Ghost* and *Operation Wolf* (among others). It's utterly nob really, with the longevity of a teabag under high pressure. ★★

POWERPLAY CRYSTAL
POWERPLAY £12.99
Awkward Fire Buttons make good gaming with this stick virtually impossible – and its strength could be a problem too. ★

QUICKSHOT GAME CONTROLLER QUICKSHOT £8.99
Weird-looking gadget that looks like the handlebars on a bike. It's a useful shape though and can withstand a pretty intense bout of gameplaying. The novel design also means you can snap it in two if you get really hot under the collar – a very thoughtful design feature. Thanks, Quickshot! ★★★★★



RAPID FIRE UNIT SEGA £5.99
A handy unit that you can plug directly into your joystick. So what does it do? Well, it gives both Fire Buttons the kind of firepower that would put even an Uzi 9mm to shame. Of course, if you've already got a turbo option on your joystick then it's not necessary, but a great piece of kit and it's dead cheap too. ★★★★★

SEGA CONTROL PAD SEGA £6.95
A durable but piggin' ugly stick with a wobbly joypad and good Fire Buttons. A fine meat-'n'-potatoes stick but with absolutely no street cred whatsoever. ★★★

SEGA HANDLE CONTROLLER SEGA £39.99
Basically this joystick mimics an aircraft yoke. Sadly, it looks tacky and feels weak. ★★★

SG COMMANDER SEGA £9.95
Much much better than the Control Pad. It's good to see the Rapid Fire switches, but how long they'll last is another matter. Brilliant value for money and quite cool with it. ★★★★

SPEEDKING
KONIX £12.99
A strong and very responsive stick. But the weird design may not be everyone's cup of tea. Hang on, this all sounds very familiar. Maybe all you lot have an insatiable appetite for weird things. I mean, *The Bug, The Intruder, Andy Smith* – where does it all end? ★★★

ULTIMATE SUPERSTICK BEESHU £25.99
Caters for left and right-handers, has dial-a-speed and auto-fire facilities. It feels horribly weak though and looks a sight. Not responsive either. ★★

ZOOMER BEESHU £39.95
Another "yoke" stick. Sorry, this one's an unresponsive pile of plastic poo. ★

FOR BOTH MACHINES...

INFRARED JOYPADS SEGA £34.99
Plug this infrared receiver into your Mega Drive and you can use the joypads at a distance of up to four metres from the receiver, but unless you've got a massive television set, you might as well play your games on a stamp. Each joypad requires four HP 16 batteries. ★★★★

CARTRIDGE SOFT PAK
SEGA £7.99
For the discerning gameplayer about town comes this acme of fashion accessories. The Cartridge Soft Pak is made of a tasteful blue and black material and has a sturdy velcro strip to hold your cartridges in place. It's all right really. ★★★★

3D GOGGLES SEGA £49.99
Plug-in goggles to give you that extra poise at parties. The effect isn't brilliant but they're quite a novel add-on. Just don't be seen in public. Ray-Bans they ain't. ★★★

FOR THE GAME GEAR

AC ADAPTER SEGA £9.99
These don't come with the Game Gear, and since batteries last about as long as a British summer, you'd be well advised to get one.

BATTERY PACK SEGA £29.99
Say goodbye to battery blues with this very nifty rechargeable Battery Pack. You need the AC or Car Adapter to charge it up, but once powered, it can provide you with a full day's worth of solid gameplaying. ★

CAR ADAPTER SEGA £17.99
One end of this 1.5m long lead plugs into the Game Gear, the other into a car's lighter socket. It's great if you're on a long journey in the old motor – and saves on batteries too (always a big problem). ★★★★

GEAR-TO-GEAR CABLE
SEGA £4.99
Use this lead to join together two Game Gears. This enables you to play against a friend in games with a simultaneous two-player mode. Remember that the cable only works when *both* players have a version of the same game. ★★★★★

MAGNIGEAR EUROMAX £11.99
Not as good as the Wide Gear (see below), but it does enlarge the Gear's tiny display reasonably well. ★★★

MASTER SYSTEM ADAPTER £34.99
Play any Master System game on your own handheld with this great add-on. For the price it's a real bargain! Check out your local Sega dealer for more detailed info about the machine. ★★★★★

TV TUNER SEGA £74.99
Small oblong doobrie that plugs into the cart slot and enables you to pick up any TV channel and use the Game Gear as a portable mini TV. Eastenders? Home And Away? Those early morning Open University lecture courses with the strange hippy people telling you all about mega mathematics? Well, you'll never have to miss your favourite programmes ever again with one of these...

Our advice though is to wait, 'cos it's very likely there'll be a price cut sometime in the summer. ★★★

WIDE GEAR SEGA £14.99
This fixes directly onto your Game Gear and attempts to improve the quality of the screen by magnifying the display. Now you can say good-bye to that painful old eyestrain (a common complaint made by Game Gear owners) and play your handheld 'til you drop! ★★★★

STRANGER THINGS HAVE HAPPENED

GAME GENIE CODE MASTERS £49.99
Planned for release sometime in the summer, this plug-in gadget is Code Masters' answer to Datel's Action Replay Cart (see Mega Drive Extras). It's a similar cheating device which aims to help you get the most out of your current stock of games by providing infinite lives, energy and what have you.

GRAVIS SPECTRAVIDEO, AROUND £40
This tabletop stick looks well impressive. It boasts adjustable stick tension, three independent Fire Buttons, a foam–covered stick and comes in either a black or a transparent casing. We can't wait to see it – it looks stunning and has been consistently voted Number One in the US. We'll be giving you the low-down as soon as we can.

JET RANGE PRODUCT 2000 LTD
There are going to be two Sega compatible models in this new range of joysticks from Product 2000 Ltd: the Megajet and the Superjet. We'll be reviewing them as soon as we get our mitts on the pair.

MEGAPLAY TO BE ANNOUNCED
An adapter that enables you to plug 12 games into your Mega Drive at once then instantly access any one of them at the flick of a switch. Could be good, but there's no release date as yet, so don't hold your breath...

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MORE FROM OUR MAN ON THE INSIDE!

Our contact at Sega HQ has been spilling his guts again on all that's new and top secret in the console world.

Apparently, *Sonic 4* is already nearing completion. The project was given the go-ahead by Sega-san himself (via his poolside helipad).

The new game features *Sonic* as a combat-fatigued veteran, driven insane from prolonged exposure to napalm. You must guide the ill hog through a number of small villages, burning and pillaging the inhabitants (furry rabbits sadly disguised as homicidal terrorists).

Having destroyed all the villages in the Ransacked Forest zone, you are then transported to a bonus brutality screen (assuming you're cruel enough) before moving on to the Viking Berserker zone.

Initial rumours put this game on for a summer launch, but check out our preview on page 124 for the latest lies...

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SMALL ADS

If you wanna change your Sega gear, haven't got any friends, want a chat with fellow Sega pals, or simply lust after armfuls of dosh, then you've come to the right place. Fanny around in here and you might just pick up a bargain. A normal Small Ad only costs a quid, so it doesn't cripple your wallet either. Turn to page 75, fill in the form and send it in to: Small Ads, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Now just wait for that phone to ring!

FOR SALE

Master System, 1 joypad, 1 flight controller and 5 games, including Mickey Mouseand Super Monaco G.P.. Also includes 16 *Sega Power* mags (The Best Ever) All worth £240 but will sell for £110 o.n.o. Excellent condition.
Tel: (0275) 844600

Master System, 3D glasses, Light Phaser, Miracle World, Missile Defence 3D, Operation Wolf and Psycho Fox for £100. Cloud Master, Fire and Forget 2, Power Strike, Mickey Mouse – £15 each and all boxed with instructions.
Tel: (0483) 505595

Altered Beast £15, Populous £25, Spider-Man £28. 3 for £60. Ishido £20, Rambo 3 £20, Wrestle Wars £25. Again, 3 for £60. Will swap. Please write to: K Wong, 64A Alexandra Rd, Edgbaston, Birmingham. B5 7NN.

Mega Drive Arcade Power Stick for sale. Unwanted gift, so still boxed and with all instructions. Will sell for only £20.
Tel: (081) 878 7136

Mega Drive and Nintendo games for sale and for swap. Mega Drive titles include Shinobi, Truxton and Sonic. Nintendo titles include Radracer, Batman, Castlevania, Megaman and Double Dragon 2. Also Nintendo and Robot for sale.
Tel: (0978) 361493

Master System plus Light Phaser, two control pads, joystick and 7 games – Populous, Out Run Europa, Aerial Assault, Super Monaco G.P., Altered Beast, Hang On and Safari Hunt. 6 months old, £150 and no offers.
Tel: (0454) 320267

Boxed UK Mega Drive (runs Japanese carts), 2 joypads and 5 games, including Streets Of Rage, Road Rash, John Madden '92 and Sonic The Hedgehog. Worth £340, but will sell for £225 o.n.o.
Tel: (0246) 418368

Master System games for sale. Carts £10. Cards £5. Also swaps. Various titles, all boxed and with instructions. Gloucestershire area.
Tel: (0666) 504282

Game Gear plus 6 games: Sonic, Donald Duck, Mickey Mouse, Shinobi, Wonderboy and Space Harrier. In total, worth £255, but will sell for just £170 (as new).
Tel: (0709) 873718

Master System with 5 great games, plus 2 built-in, including Golden Axe, Wonderboy 3, Galaxy Force and Hang On. £130 offers, all games boxed.
Tel: (0480) 212615

Will sell Chase H.Q. for £15 or will swap for World Games, Summer Games, Indiana Jones or Cyber Shinobi.
Tel: (0908) 225878

Master System with two built-in games, control pads Light Phaser and joystick – plus 5 top games. Will sell for £160. Phone after 5pm.
Tel: (0484) 530714

Super Thunderblade – VGC £20. Also, Darwin 4081 £15 or both for £30.
Tel: (0509) 236810

Master System, 2 control pads, Light Phaser, 1 control stick and 7 games (3 built-in), including Sonic and Mickey Mouse. Boxed. £110 o.n.o.
Tel: 081 460 5884 after 4pm

Amstrad CPC464, colour monitor, loads of software, books, magazines, £200 the lot or swap for UK Sega Mega Drive.
Tel: (0352) 720603

John Madden '92 for Mega Drive. Brand new and in perfect condition. Includes instructions and receipt. Reviewed 93% in *Sega Power*. Going for £38 o.n.o.
Tel: (081) 907 6958

Master System Plus – control pads, Light Phaser, +3 joysticks and 8 games, including Mickey Mouse, R-Type, Psycho Fox – plus magazines with tips and cheats worth £360. Will sell for £170.
Tel: (071) 828 6961

Mega Drive plus 7 games, including Sonic, Shinobi, Spider-Man etc. etc. Mint condition and worth over £300, but will accept £230.
Tel: (071) 768 0738

Master System, joypad and 6 games, including Mickey Mouse, Rampage, Altered Beast, Hang On, Secret Command and Alex Kidd. All boxed and in excellent condition £100.
Tel: (0582) 460462

Toshiba MSX64KB computer, built in joypad and cartridge slot. Includes selection of games, Golf and Fuzzball, for example. Also includes light pen, interface, joystick and instruction books. £75.
Tel: (0622) 36283

Sega Master System 2 plus 4 games. Boxed and only 4 months old. Cost £150, but will sell for £90.
Tel: (0895) 675539

Magical Flying Hat Turbo Adventure for sale for the Mega Drive. Could also swap.
Tel: (0424) 443884

30 Spectrum games for sale, including Total Recall Out Run, Ghouls 'n' Ghosts, Turtles, Chase H.Q., New Zealand Story, Golden Axe and more. Worth

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Mega Drive games for sale: Phantasy Star 2 and 3, Sword Of Vermillion, Strider, Shinobi and Populous.
Tel: (04024) 54440

Game Gear plus 7 games for sale, including Sonic, Shinobi, Wonderboy etc. etc. Comes with AC Adapter, Wide Gear and headphones. Worth over £260, but will sell for £180 o.n.o.
Tel: (05512) 2778

Game Gear for sale. Also comes with 5 games: G-LOC, Shinobi, Head Buster, Donald Duck, GG Aleste, and the mains AC Adapter. Worth £235, but will sell for £175.
Tel: (081) 658 8882

Game Gear with Columns, Shinobi, Castle Of Illusion, Sonic The Hedgehog and the AC Adapter. Still boxed and in excellent condition. £150 o.n.o.
Tel: (021) 588 5745

Game Gear for sale with two games (Wonderboy and Psychic World). Will sell for around £90.
Tel 081 554 1119

Mega Drive with 3 games, including Altered Beast, E.S.W.A.T. and Road Rash – also comes with joystick. All boxed for £130.
Tel: (0722) 320 463

Sega Game Gear, with 2 games, Wonderboy and Out Run, plus carrycase and AC Adapter. Still boxed, and will sell for £100.
Tel: (091) 2373392

Budokan, Fatal Rewind, Rambo 3 and Sonic – £21 each. Striker Rapid Fire and Mega Drive joypads for £7 each. Will also swap for infra-red joypads or Aero Blasters.
Tel: (0740) 20343

Master System with 8 games, 1 control pad, 1 Rapid Fire control pad. Games include Out Run, Altered Beast, Ninja Hang On, Maze game, Castle Of Illusion and more. £150.
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Game Gear plus 5 games and PSU. All boxed with guarantee. Games include Mickey Mouse, W.C. Leaderboard and Wonderboy. All for £160.
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Sega Master System with 2 control pads for sale, plus 6 top games, including Sonic. Still under its guarantee too. Boxed.
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For sale: Sega Master System Plus with Light Phaser, 2 joypads, 1 joystick, Alex Kidd, Operation Wolf, Thunderblade, Populous, Secret Command and Ghost House. Worth £258 *(eh? – Andy)*, but will sell for £158.
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Sega Mega Drive (UK) with Arcade Power Stick for sale. All boxed and with 11 carts. Mostly good ones. Will sell for £300.
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I will swap Alex Kidd And The Lost Stars, Pro Wrestling, Dynamite Dux or Fantasy Zone for The Lucky Dime Caper, Psycho Fox or Alex Kidd in Shinobi World (on the Master).
Tel: (0457) 860 480

I will swap Golden Axe 2 for any other game – but especially Toejam And Earl or The Immortal.
Tel: (0394) 671298 or (0394) 670751

Mega Drive games to swap: Populous, Fatal Rewind, King's Bounty, John Madden, Streets Of Rage and more. For a small fee I will swap my games (including postage).
Tel: (0850) 353 484

Will swap Decap Attack for Ghouls 'n' Ghosts.
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Will swap Altered Beast (Mega Drive) or Wonderboy 3 for any other game, especially Strider. Also pen pals wanted (girls only).
Tel: (0432) 353590

I would like to swap F22 Interceptor for any good Mega Drive title (UK only) – especially interested in Phantasy Star 2 or other RPGs.
Tel: (0522) 533976 after 6pm

I will swap my Shinobi (with no instructions) and Shanghai for Choplifter, Strider, Sonic, Power Strike or Battle Out Run (MS).
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I'll swap my Centurion, After Burner 2, Wrestle Wars, Altered Beast (MD) and Strider (MS) for any good carts, preferably Desert Strike, Super Monaco G.P. or Darius 2.
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Swap Master System Space Invaders, Space Harrier, Galaxy Force, World Games and Fantasy Zone Maze (boxed with instructions) for Great Golf, Tennis Ace, Golfamania, Pro Wrestling, Slapshot, Speedball or California Games.
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I will swap my Master System 2 (which I bought at Christmas with Sonic, Mickey Mouse and Paperboy)

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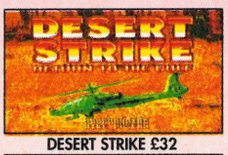

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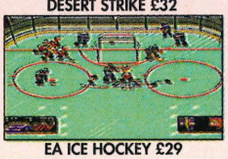
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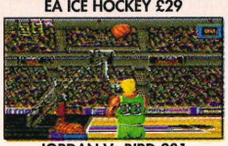
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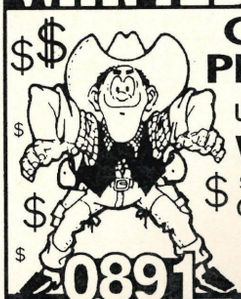

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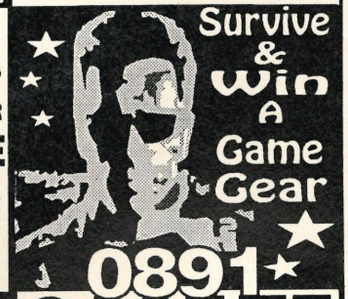

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Will swap Ghouls 'n' Ghosts plus £5 for Robocod. Will also swap Altered Beast plus £10 for Robocod, Gynoug or Hellfire. Leeds/York area ideal.
Tel: (0423) 505036

I will swap any two of these import games: Dick Tracy, Hard Drivin', Darwin 4081, Granada X and Crack Down for either E.A. Hockey, Lakers Vs Celtics, Streets Of Rage or Ghouls and Ghosts.
Tel: (0780) 64224

I will swap Golden Axe and After Burner for Mickey Mouse, Spellcaster, R-Type, Wonderboy 3, and Fantasy Zone 1 or 2 or any other good game on the Master System.
Tel: 0103531 6271090

Peterborough Mega Drive owners! Sell your games or swap them for others. Telephone for free advice and a monthly newsletter.
Tel: (0733) 333692

I will swap my Donald Duck and Alex Kidd in Shinobi World for Spellcaster and Golvellius. You must live near Cheltenham and the games must come with all the instructions.
Tel: (0242) 602373

I will swap Toejam And Earl for Revenge Of Shinobi, E.A. Hockey, Golden Axe, E.S.W.A.T., Road Rash, Super Monaco G.P., Strider or Streets Of Rage. You must live in the Glasgow area.
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Golden Axe (MS) minus box and instructions and Golden Axe novel from *Sega Power* for Ultima 4, Galaxy Force or Pac-Mania.
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I will swap my Road Rash for John Madden 92 or E.A. Hockey.
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I will swap my Pro Wrestling, Enduro Racer for your Golden Axe, Double Dragon or Sonic. Will consider other games.
Tel: (0793) 752153

Master titles for swap: Ghouls 'n' Ghosts or Rambo 3 for any good game – or will sell for £10 each.
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I will swap Gaiares (MD) and Shinobi (GG) for Streets Of Rage or Revenge of Shinobi (or others).
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Tel: (081) 444 5423

I will swap my Double Dragon or Tennis Ace for your California Games, Xenon 2, Populous, Shinobi or Parlour Games. Other MS games considered.
Tel: (0227) 367927

I will swap Moonwalker and Chase H.Q. (both MS) for any good games. Must be in the London area.
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I will swap Golden Axe, Gain Ground or World Grand Prix for Wonderboy, Sonic or Shadow of the Beast.
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Sega fans! Wake up and look at this ad! I will swap Spy Vs Spy Populous and Indy Jones for my Out Run, Time Soldiers, Kung Fu Kid and Monopoly. Master System only.
Tel: (0689) 824529

Vigilante, Secret Command, Cloud Master, Scramble Spirits and Enduro Racer. Will swap one for your Pro Wrestling so get dialling, dudes.
Tel: (0932) 789198

I will swap my Atari 2600 with 5 games, including California Games, for Populous on the Master. Or sell for £25. Carlisle area only.
Tel: (0228) 70389

I will swap my Bonanza Bros and James Pond for E.A. Hockey, PGA Golf Tour or John Madden '92.
Tel: (0530) 836132

I will swap my Sonic for Paperboy, Super Kick Off, Dynamite Dux or Donald Duck for the Master. Or will sell for £20.
Tel: (0703) 331729

I will swap my Shining In The Darkness or E.A. Hockey for Phantasy Star 3 or Populous. Must be boxed and have full instructions (like mine).
Tel: (0742) 342681

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Tel: (0823) 662923

I will pay £10 for MegaTrax (MD) and swap Altered Beast for Road Rash (plus £5-£10) – must be boxed with instructions.
Tel: (0709) 760 148

Mega Drive games and joypad wanted. Send list and prices to: **25 Stonelea, Aldridge, Walsall, West Mids,** or phone me on...
Tel: (0922) 58590

Wanted: Master System games, Ninja, Sonic, Castle Of Illusion, Shinobi, Operation Wolf and other good games. Will pay good price if boxed with instructions.
Tel: (0227) 472278

Wanted: Decent Mega Drive games – up to £20 paid. Please send lists to: 24 Henry Street, Rishton, Lancashire BB1 4JJ. Oh yeah, Sonic The Hedgehog owners need not apply...

Games wanted for the Master System. Will pay £10. Must be boxed and with instructions.
Tel: (0704) 213090 after 3pm

I will pay up to £15 for Hang On/Astro Warriors combo cart. Will also pay £10 for Fantasy Zone. Must be boxed with instructions.
Tel: Inverness 237 077

I desperately want issues 26, 27, 28 and 30 of *Sega Power*. And I will pay £1.50 *(boo! – Andy)* for each if they're in good condition.
Tel: (071) 708 3269

Will pay between £20 and £25 for top Mega Drive games (English only): Road Rash, Quackshot, Desert Strike, Ghouls 'n' Ghosts etc etc.. Write to: **29 Vancouver Crescent, Lammack, Blackburn, Lancashire,** or phone me on...
Tel: (0254) 264427

Wanted: Sega Mega Drive and Master System games, and a large or small collection or single games. Also wanted: instruction booklets for Strider, Ghouls 'n' Ghosts, Quackshot, Revenge Of Shinobi and Mickey Mouse. Will pay £4 for each.
Tel: (0527) 32230

Desert Strike (£20) and Gynoug (£12). Both wanted for Mega Drive. Must be in good condition and come with instructions.
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HELP WANTED

Help! Does anyone know where Lena is on Phantasy Star 3? It's driving me up the wall! Please write to: **167 Swinton Hall Rd, Swinton, Manchester. M27 1UB** and help me out.

Does anyone know where I can get a life? All this endless computer playing has left me high and dry, with no wife, no kids, no freinds and no future. Still, I can complete two RPGs before breakfast. Write to: **34 Comeragh Rd, Baron's Court, London W11.** Er, thanks.

PEN PALS

Hi!! I am a guy, age 18, strong features, who loves writing and receiving letters. Any age, please write. Enclose photo please. Write to: **The Mega Drive Fanatic, 247G Junction Rd, London N19 5QJ.**

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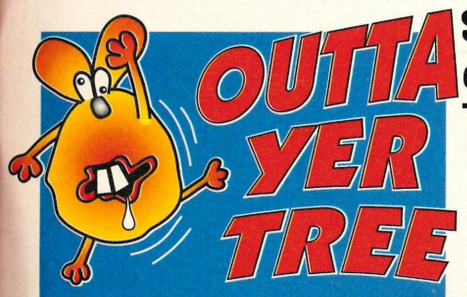
SCRIBBLINGS

When there are games to be played, maps to be made and carpets to be laid the last thing you want is to be bothered by a niggly Sega problem. Get it off your chest here – and don't forget, we give away a NEW *Sega Power* T–Shirt to the author of our Star Letter.



WE GET SOME VERY ODD letters here at the *Sega Power* offices. Just have a gander at this little lot. You people must be on a different planet or something...

■ ...my dad cleverly pointed out that in your magazine's fab cartoon, Ages equals Sega and Rewop equals *Power*...

***Thankyou , we didn't have a clue!* Andy**

■ ...the answer would be very useful...

***So what would the question be?* Andy**

■ ...I want to know why when I buy this issue I don't get the following one the next month? I probably won't even see this letter printed in the next issue anyway, because I can't get the next issue...

***Erm, try a different newsagent? Sort your life out? Or maybe do both?* Andy**

■ ...on the back of my Mega Drive box there are three carts. What do they do?

***Erm, well, if they're carts then they're games – stick 'em in yer Mega Drive and play 'em. If they're just pictures then they're there to make the packaging look more attractive.* Andy**

■ ...in *Sega Power* 31 (on page 38), I saw three codes for *Ninja Gaiden* on the Game Gear. The problem is, I don't have a Game Gear, so how do I enter the codes?

***Oh dear, oh dear, oh dear...* Andy**

■ ...I am thinking about getting a Mega Drive but maybe I'll get a Game Gear instead. I like the small screen and cheap games but I have a Master System. Will the graphics be the same? I want a Mega Drive for its brilliant graphics and lovely sound but it's got expensive games. Could you help me?

***I'm not sure anyone can help you.* Andy**

SEGA POWER

RECKON YOU COULD ENLIGHTEN US ALL WITH your amazing observations about the Sega world? Perhaps you've just got a problem and don't know where to go? Well, we want to hear from you. Send your letters and stuff to: **Scribblings, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.**

NEW AND IMPROVED

Dear *Sega Power*,

I have just read the July edition of your magazine (*Sega Power* 32) and I was delighted with the excellent improvements you have made.

The *Power* Points and Alternatives boxes in the reviews are extremely helpful. The addition of the Frustration and Time To Complete sections in the conclusion box is also beneficial and adds a lot of weight to your game reviews. Keep up the good work chaps (and girls, of course), you're getting better all the time!

Jamie Luck, Carlingcott

Why, thankyou, Jamie. We're glad you liked the new additions to the reviews. They were introduced to help us say a lot more about the game. Now we can provide you with more information, less words and bigger and better pictures. Not bad really.

Don't worry, we'll certainly keep up the hard work. After all, everything can be improved! **Andy**

NO MORE HEROES...

Dear *Sega Power*,

Before I say anything else, I would like to say what a great mag *Sega Power* is. Since I got my Master System 2, I have looked at all the Sega magazines around and found that most of them are dull and written in double dutch!

You always focus in on the important issues in the Sega gaming world and your game reviews are by far the best around!

But I do have a problem. I recently saw an advert for US Gold's *Heroes Of The Lance* on the Master System, but I can't find it anywhere. Could you please tell me if it has been released and whether you guys are going to review it?

D Baker, Colchester

Actually, we reviewed it way back in October of last year (Sega Power *23: 64%), so there. If you want to get hold of a copy then try calling Sega Europe themselves on ☎ (071) 727 8070. They should be able to tell you how to get hold of the cart (if there are any left, of course).* **Andy**

■ A Game Gear cart with 12 games on it? Sounds too good to be true, doesn't it? See 12 Into One Will Go! to find out more

12 INTO ONE WILL GO!

Dear *Sega Power*,

I am writing to see if Sega have made a 12-in-one cartridge for the Game Gear. If they have, could you tell me what games are on it, which country it's made in and how much it costs?

Andrew Whiting, Biggin Hill

As we reported in last month's Small Talk on page 6, there are rumours circulating that there is indeed a 12-in-one cart available in the Far East.

It's completely unsanctioned by Sega, however, and details like price and so on are very sketchy. We're currently tracking the device down, so we'll tell you more when we get our hands on one. **Andy**

■ So where is US Gold's *Heroes Of The Lance* (*Sega Power* 23: 64%)? Are there any carts left? See No More Heroes...

PADDING OUT

Dear *Sega Power*,

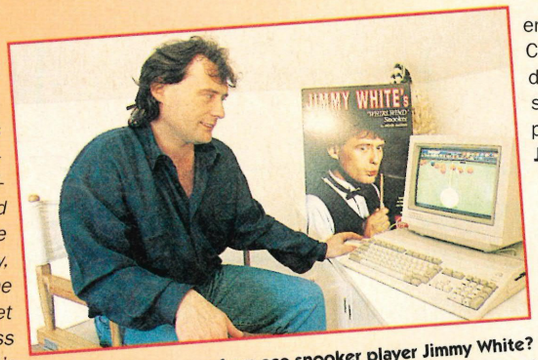
Can you use Mega Drive joypads on the Master System? And why can't you record cartridge games from one cart to another like you can with computer disks?

Iain Stobbs, Little Wakering

Yes, Iain, it's true – you can use Mega Drive joypads on

the Master System. Buttons B and C correspond to Buttons 1 and 2 on the Master's joypad.

No, you can't copy carts (well, not easily and not without some very expensive hi-tech equipment anyway) and that's a good thing because copying carts is not only piracy, it's illegal too. If you ever come across such copied games get in touch with us and we'll pass the details onto F.A.S.T. (that's the Federation Against Software Theft), okay? **Andy**



■ **Surely not? A letter from ace snooker player Jimmy White? Well, the name's the same and stranger things have happened – see Jimmy White Writes and make up your own mind!**

JIMMY WHITE WRITES

Dear *Sega Power*,

I've just arrived on the Sega scene and no longer spend my spare time down the snooker club. However, I've had enough of thrashing Fred Couples on *PGA Tour Golf*, so do you know of any snooker simulations in the Mega Drive pipeline? Thanks.

James White, Essex

We would just like to point out, dear readers, that this is a genuine letter. But can it really be from "Whirlwind" White himself? It's unlikely, but hey! It might be, you never know! In answer to your question, Jimmy, Virgin Games are talking to Sega at this very moment about the possibility of doing a Snooker/Pool cart for the Mega Drive. If things go smoothly then you may well see the cart appearing sometime next year. (Until then you'll just have to carry on with that boring old professional job of yours...) **Andy**

SONIC VERSUS MARIO – THE BACKLASH

OUR GREAT SONIC VS MARIO FEATURE IN last month's issue certainly stirred up a bit of controversy. We had loads of letters on the subject, and here are a few of them.

■ *Mario* **is a sad plump plumber who still wears dungarees.** *Sonic* **is a hedgehog with attitude. What more can we say?**

Dear *Sega Power*,

I have read your Sonic Vs Mario feature in issue 32 and I would just like to say that it is the saddest, most biased, unintelligently-written and ignorant collection of letters I have ever wasted my time reading...

Stuart Pearce, Shoreham by Sea

***Fancy not liking a* Sega Power *feature – and then reading the whole thing from start to finish!* Andy**

Dear *Sega Power*,

I own a SNES, Mega Drive, Game Gear and Gameboy. I was disgusted by your article Sonic Vs Mario.

Obviously, you're biased towards Sega, but this kind of article is childish. If you have to write them you could at least give them some semblance of a fair comparison.

Steven Painter, Caergwrle

***You're right, Steven, we are biased towards Sega and* Sonic *beats the pants off anything in dungarees!* Andy**

Dear *Sega Power*,

Who in their right mind is going to believe anything about *Mario* that appears in a Sega-only mag?

Stephen Barber, North Walsham

***That's an easy one. Everyone with any sense, style or taste.* Andy**

Dear *Sega Power*,

A comparison which doesn't give one contestant a look-in and blindly stands up for the other isn't really a comparison at all.

I don't mean to be nit-picking, but if you wrote a GCSE essay comparing two poems and said in the first sentence that one was utter rubbish and that the other one was brilliant, you'd fail English triumphantly...

Lucy Edhouse, Hemel Hempstead

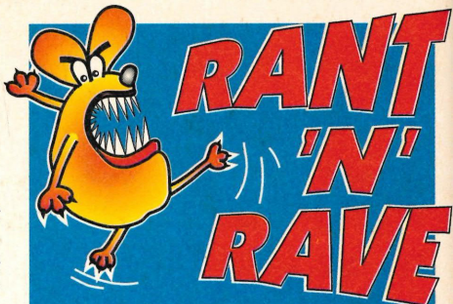
***That's not necessarily true. If you'd compared one of my poems with something by Oliver Goldsmith, for example, you'd probably be very correct to say one is nob and the other brilliant. Sorry, Ollie, but there you go – it's a tough life.* Andy**

Dear *Sega Power*,

I really love to spend an hour,
Reading my copy of *Sega Power*,
To get all the hints, all the tips,
To read the ratings, and see the pics,
It fills me with pleasure,
for me to know,
That *Sonic* is better than *Mario*,
Yes, every reader under the sun,
Knows that *Sonic* is number one!
I would really love to see a cart,
In which *Sonic* kills that little fart.
Everyone's hoping he won't come back,
Please rid the world of this little chap,
And let everybody else carry on,
Knowing *Sega Power* is Number One!

Christopher Murray, Manchester

Not too bad,
***But maybe a little sad.* Andy**



LET'S FACE IT, FOLKS. NO MATTER how hard we try, there are times when life just ain't a lot of fun. Things get up your nose, people bug you – and you finish that "brilliant" new game with over 1,000 levels in just two days.

It happens to the best of us, so don't be ashamed of shouting out in frustration now and again. And what better place than in *Sega Power's* Rant 'N' Rave section? Get it off your chest, onto paper and along to: Rant 'N' Rave, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

■ **...the kids next door really get up my nose when they scream and shout their heads off while I'm trying to do my homework or play on my Mega Drive (Homework – that cheeses me off too).**

I wish I could slam their heads together and stuff their yapping Jack Russell in a hole where its shrill barks can't be heard!

Alek Hayes, London

■ **...I get so annoyed when Master System games aren't converted to the Game Gear immediately. Yeah, so I can play most of the games using the Master Gear, but I still wish Sega would get their act together and release a game across the board rather than doing it in dribs and drabs.**

Paul Thompkins, Slough

■ **...Why on Earth do people keep wibbling on about how many colours you can get on the SNES? I couldn't give a flying fig that the damn thing's got thousands of them. They're all the bleeding same.**

How many hundreds of yellows do you need? 20 different shades of any colour is more than enough for any good game. It's the gameplay that matters, not whether a particular shade of yellow has been used.

Steve Harris, Newport, South Wales

■ **....It really bugs me when Sega release a game with a two-player option on the Game Gear and then turn around and expect you to buy another version of the game so you can play against a friend!**

I'm sure Sega must have the technology to make games that two people can play without having to buy two carts – i mean, it can cost up to £50 just to have a decent game against a mate!

It also annoys me that whenever there's a sixth form party you can bet the thing's going to be populated by long-haired gits who like Deep Purple or Led Zeppelin, who stand around looking at their shoes all the time and who all shake their hair!

Karen Wills, Bishops Stortford

■ Fancy a not-so cuddly *Sonic* toy like this one here? Or what about a soft toy of Toejam or Earl from *Toejam And Earl*? Find out more (but not much more!) in Sensible Reader...

SENSIBLE READER

Dear *Sega Power*,
Congratulations on a first class mag and for the invaluable help you've given me gamewise. Since I bought my Mega Drive in February I've only bought games that you rated at 90% or more – and every single one of them is brilliant!

I was wondering if Sega ever made soft toys of the best Sega characters. I'm into *Toejam And Earl* and would love to have a Toejam or Earl soft toy to brighten up my bedroom. I'm sure I'm not the only one who'd buy this stuff either.
Adam Welbourn,
New Romney

Actually, Adam, Sega do already make a few soft toys of Sega characters (Sonic *and so on), but they only seem to be readily available in Japan and the Far East.*

Maybe some enterprising toy company will realise just how much money they can make by getting the licence to import this kind of thing into the UK. Keep your eyes open. **Andy**

GOOD OL' CHEETAH

Dear *Sega Power*,
As a newcomer to the Sega games scene and a Keggy (left-hander) at that, I decided to read your reviews on Master System joysticks before deciding to splash out on a Cheetah Bug.

After a few days of touring numerous shops where I wore out the phrase "They do make one for the Master System. It says so in *Sega Power,"* and being fobbed off with "No, we can't order just one, we have to buy in bulk," I returned home without one.

Turning to your mag again I found Cheetah's number, gave them a ring and spoke to a very nice lady who said I could buy one direct from the company itself and that she would put one in the post. To my amazement, it arrived at eight the next morning!

I would just like to say thanks to *Sega Power* for putting me in touch with Cheetah and also give a very big thank you to Cheetah themselves for their cracking service (and the Bug is excellent – well worth the four stars you gave it in The Hard Line).
Phil Bayliss, Redditch

We'll give ourselves a pat on the back, Cheetah should give themselves a pat on the back too – this is the kind of thing we like to hear about. **Andy**

BOOK EARLY!

Dear *Sega Power*,
I am nine years old and I would like to be a part of your magazine when I'm 20, so how do I go about getting involved?
Garreth Young, St Albans

Maybe you're a tad young to be thinking of a career, Garreth, but the best thing to do is keep your head down at school and get as many qualifications as you can.

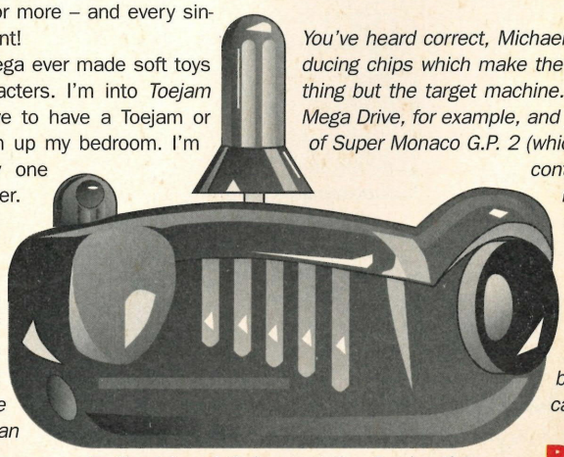
They may not be the best benchmark of a person's abilities or aptitude, but out there in the real world they always provide a good starting point. Give us a bell in ten years' time. If I'm still here, I might just offer you a job! **Andy**

CART SECURITY

Dear *Sega Power*,
I have heard that Sega are planning on putting chips inside carts that make the games impossible to play on an imported machine. For example, I have a Japanese Mega Drive and, as I understand it, I will not be able to play British or American carts on my machine anymore. Can you shed light on this?
Michael Parsons, Manchester

You've heard correct, Michael. Sega are indeed introducing chips which make the cart unplayable on anything but the target machine. If you have a European Mega Drive, for example, and you buy a European copy of Super Monaco G.P. 2 (which will be the first cart to contain one of the new security chips) then everything will be fine.

If you own a Japanese Mega Drive, though, you won't be able to play the European version of the game, so you'll have to buy yourself a Japanese cart instead. **Andy**



■ Cheetah and their superlative Bug joystick satisfy another *Sega Power* reader. And in this day and age that's got to be a good thing! See Good Ol' Cheetah for more information...

RAP IT UP!

Dear *Sega Power*,
Here is a rap that I have written for *Sega Power*...

Check this!
Mario's plumbing's completely crap,
He couldn't even mend a tap.
Sonic does his job very well,
He rescues animals really swell.
Sonic's blue and he runs very fast,
He's so great he kicks *Mario's* ass,
He rescues animals and kills Robotnik,
Mario's just a plumber who's very thick.
Sonic turned everything right
that was wrong,
Mario's cruel and kidnapped
Donkey Kong.
Sonic's as clean as a bar of soap,
Mario works down drains and
ain't got a hope.
Sonic's the console gaming God,
Mario's a fat and ugly sod.
Overall, *Sonic* is the best,
He beats *Mario* and all the rest!
Mark Hodge and Warren Laccohee, Needingworth

Erm, well, I've read worse poetry – it wasn't much worse though! I like the subject and I agree with the sentiments, but it doesn't scan that well, does it? I mean, it's not going to win any prizes or anything. **Andy**

MORE ON THE LYNX!

Dear *Sega Power*,
I am sure it will please you to know that we read your magazine! However, we could not let the "Game Lynx" letter in *Sega Power* 32 go unanswered and I hope you will offer us a fair platform.

Notwithstanding the kind of arguments about which is the best machine (we all have our views and it's been going on since the Spectrum and C64 days!), you cannot escape the facts.

There are, in fact, 40 games out for the Lynx and I would be surprised if you could find half of that number on the machine you support. If you would correct this mistake then we will leave you in peace to play with your little hedgehogs!
From the office of Darryl Still,
Atari Corporation UK Ltd.

■ Atari reckon their Lynx has loads of games (well, 40 anyway) – but that's just their opinion. Ever heard of quality before quantity, Atari? The Gear has!

I like Atari. They could have got all uppity about how we prefer the Game Gear to the Lynx but no, they send me this nice little letter putting me straight on the number of titles available for the Lynx. Not that we recommend you buy any of them, of course. They're there if you want to go and look at the boxes or something. **Andy**

PRINTING GREMLINS

Dear *Sega Power*,
I bought issue 32 hoping for some good cheats on the Master System – only to find that where the Master System cheats should have been, there was a repeated page of Mega Drive cheats! What happened?
Trevor Uff, Kingsbridge

■ John Cantlie (alias Tim Nice But Dim)... See Printing Gremlins...

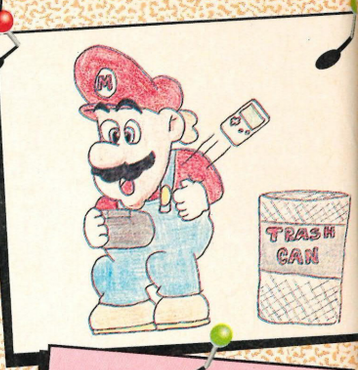
It's a long story, Trevor, but the gist of it was that the pages left the Sega Power *offices in perfect condition and it wasn't until we got the issue back from the printers that we saw something had gone horribly wrong!*

Suffice to say, we certainly didn't intend this to happen – after all, John Cantlie spent weeks writing the damn thing. Mistakes, however, are bound to crop up now and again.

Don't worry though, we're on the case and you'll see the full (as it was intended) Tips Odyssey printed in a future issue of Sega Power. *In the meantime, John has been shot – humanely, of course.* **Andy**

THE SEGA POWER GALLERY

It's very rare for a great artist to get the recognition they deserve during their own lifetime, but thanks to The *Sega Power* Gallery we can change all that! There's no money on offer here, just the chance to show the rest of world what you can do with a box of crayons. If your scribblings are up to scratch then send them in to: The Gallery, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

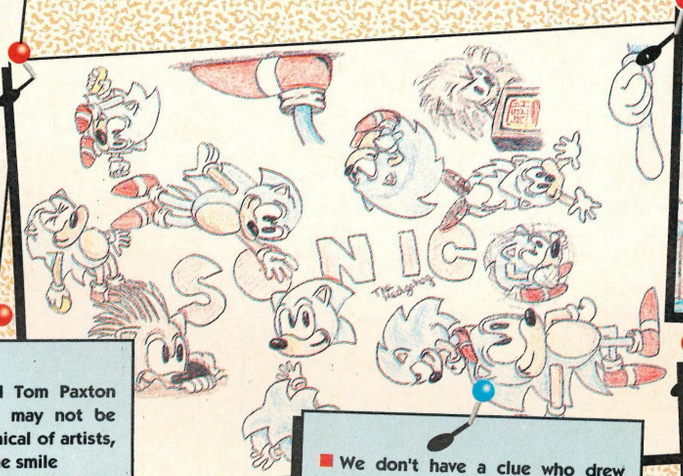


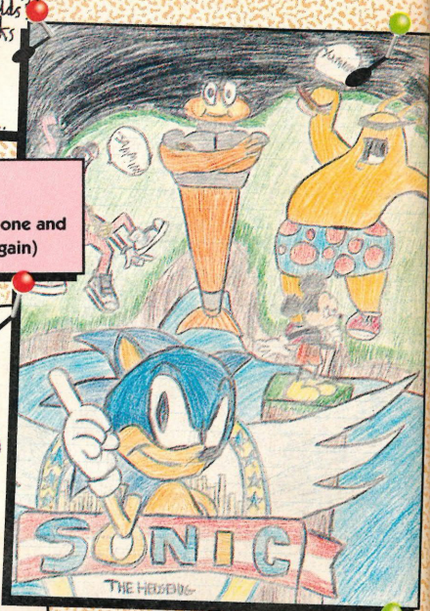
■ 15 year old Alex Pipkin drew Mario doing what he likes most

■ This comic strip's from Mark Chun in London. Erm, that's it...

■ 11 year old Patrick Colew this 'ere Robocod. Good innit?

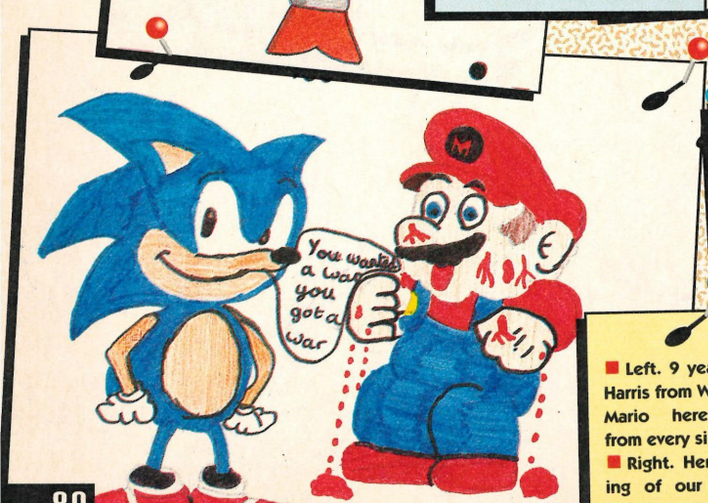
■ Ricky Moore drew this one and it's erm, got Sonic in it (again)

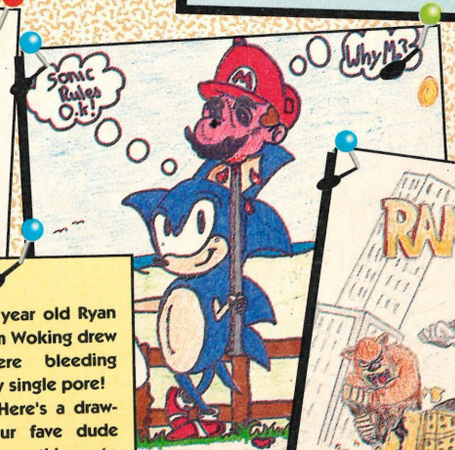


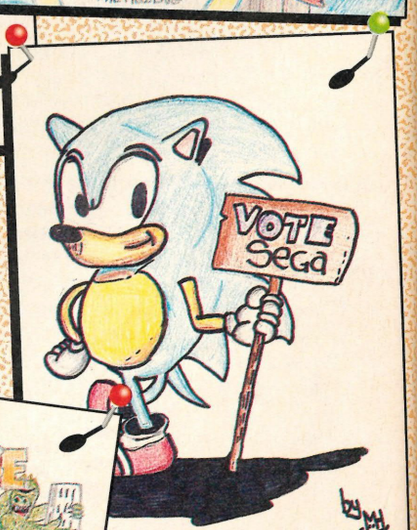


■ 12 year old Tom Paxton from Redditch may not be the most technical of artists, but we liked the smile

■ We don't have a clue who drew these Sonics rolling around everywhere but we did like them. Very nice

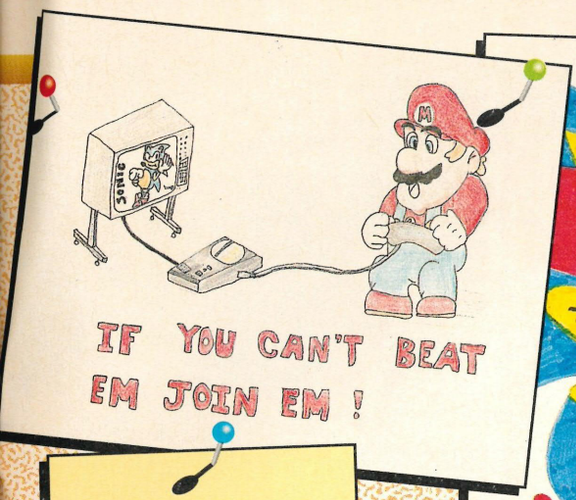






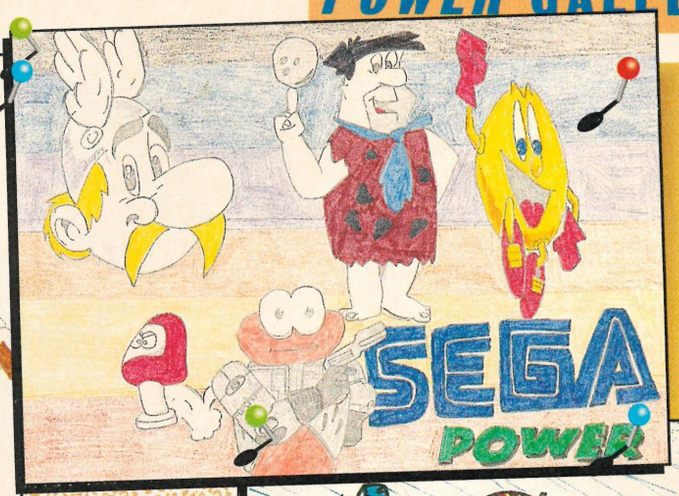
■ Left. 9 year old Ryan Harris from Woking drew Mario here bleeding from every single pore!
■ Right. Here's a drawing of our fave dude doing nasty things to their fave dude!

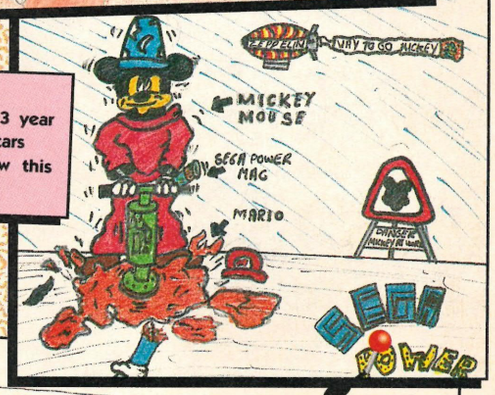
■ Above. Here's one from Matthew Hopkins in Bristol!
■ Left. C Booth drew this *Rampage* pic, and we like it!



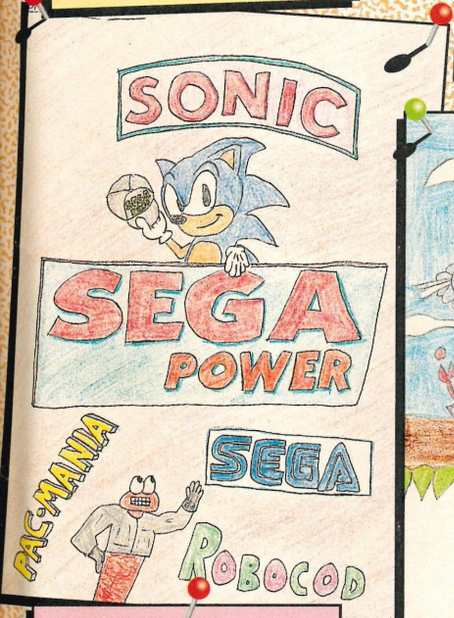
■ Alex Pipkin knows that there's a secret side to Mario's nature!

■ Above. !2 year old Michael Synn drew this 'un!
■ Below. This drawing nearly got in the Crap Corner!

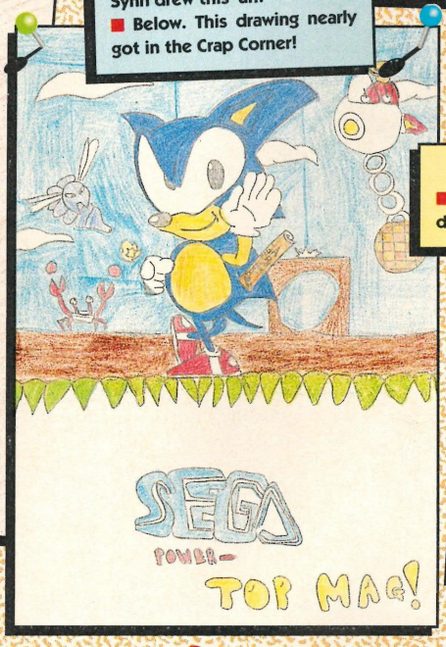




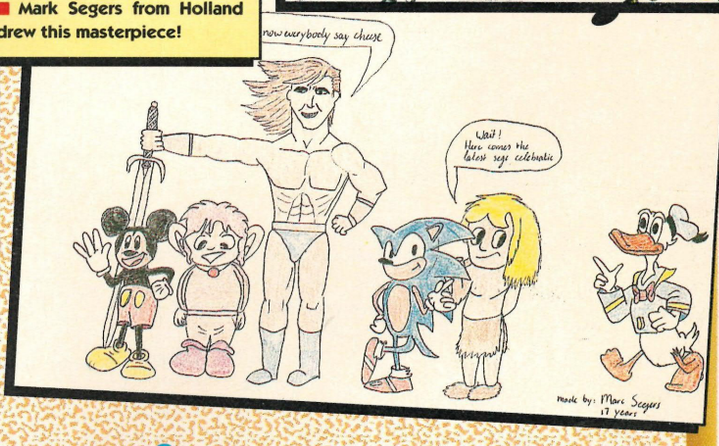
■ Above. These are 13 year old John Acton's fave stars
■ Right.Craig Low drew this piccy of Mickey here!



■ 11 year old Daniel Tsang knows what Sonic reads!

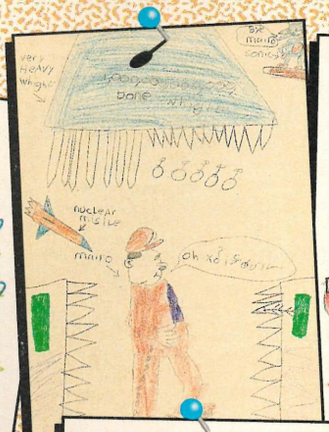


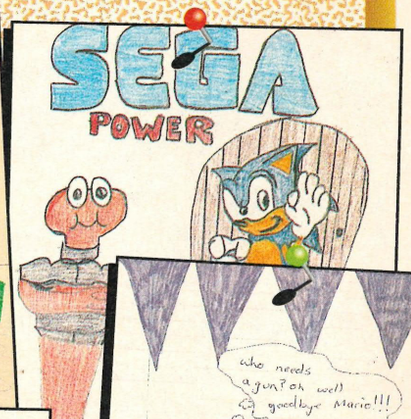
■ Mark Segers from Holland drew this masterpiece!

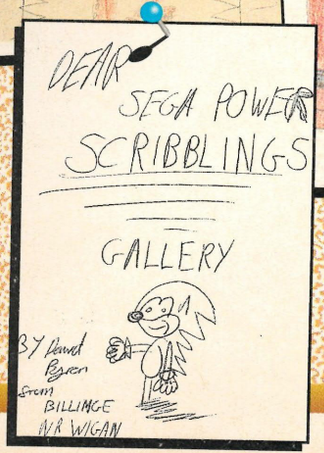


DAN'S CRAP CORNER

Here on *Sega Power* we like a laff and some of these pictures give us the biggest laff we get all month! Look, we're not trying to upset anyone here, but you've got to admit they are funny. Be crap and be proud!







THE BACK PAGE

What's in store next month, compo winners and loads more!

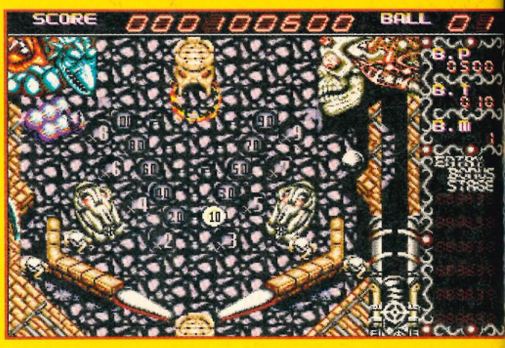
SO WHAT HAVE WE GOT FOR YOU in next month's *Sega Power*? Well, apart from the usual red-hot new games – *Alien 3* on the Master System, *Olympic Gold* on the Game Gear and *Dragon's Fury* on the Mega Drive – there'll also be tons of brand new tips! And we all know just how useful those brand new tips can be!

Plus, of course, we'll have the wonderful Scribblings, The Shape Of Things To Come, competitions galore, News and all the regulars (including the oh-so-hurtful Dan's Crap Corner) that you've grown to know and love.

Then there are a couple of stonking new features, including a great interview with Tom Kalinske – the head honcho of Sega America. Wow! Find out what wonderful new ideas Tom's got up his sleeve and what he thinks of the current state of Sega gaming next month.

But that's not all. We're also hoping to do a feature on ace game development house Probe – the team responsible for the highly-rated *Terminator*.

Rush to the newsagent on **Thursday 6 August 1992** and grab that next issue of Britain's best-selling Sega mag – *Sega Power!*



■ Get that ball back! This is *Dragon's Fury* on the Mega

■ Go get them heads! *Dragon's Fury* on the Mega Drive

■ Spooky Mr Turning Table! *Dragon's Fury* on the Mega

FISHTASTIC JULY QUESTION

GRAB YOUR CALENDAR, SETTLE DOWN INTO YOUR comfiest armchair and get ready for this month's astounding Fishtastic July Question. If you haven't got a Calendar then don't fret, you can still enter the compo and maybe win yourself an E.A. Mega Drive cart. But if you have got one, don't forget to cut out the piccy of the fish on this page and then to stick it over the relevant piccy on the Calendar.

Send us your completed Calendars at the end of the year (with all 12 fish stuck on, of course) and the first 20 entrants will win themselves an E.A. Mega Drive cart of their choice.

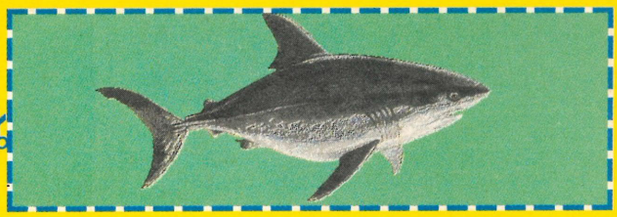
This month's fish: the Porbeagle shark. What kind of a skeleton do these sharks have? Is it a:

A. Cartilaginous skeleton?
B. Exoskeleton?
C. Cardio-vascular skeleton?

Stick the answer (and the name of the Mega Drive E.A. cart you'd like if you win) on a postcard and send it in to: The Fishtastic July Question, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. The closing date is Monday 10 August 1992.

The first five correct answers pulled from Andy's hat will win the senders a glorious E.A. Mega Drive cart of their choice.

RULES: Don't enter the fintastic Fishtastic July Compo if you're an employee of either Future Publishing or Electronic Arts. Erm, and don't bother sending in multiple entries either – we burn 'em!



■ **Eeek! It's an ugly Porbeagle shark – and it's got loads of sharp pointy teeth too! I wouldn't want to mess with this geezer...**

WHERE ARE YOU?

WHERE ARE YOU, JAMES HOOPER?

James Hooper, you've won our Design-A-Joystick compo, but Konix don't seem to have your address. If you want to claim your prize, phone *Sega Power* ☎ (0225) 442244, so we can find out where you live!

YET MORE COMPETITION WINNERS!

THE FISHTASTIC MAY QUESTION

The Fishtastic May Question asked you how big the Orfe can grow. Pah! Everyone knows it's about 50 centimetres. The lucky winners who'll soon be receiving an E.A. cart are: **Warren Baggett** from **North Harrow, Thomas Lambourn** from **Bracknell, G Pennington** from **Bolton, Michael Andrew** from **Bradford** and **John Finney** from **Rotherham.** Congrats, people. Your carts are on their way.

THE REFEREE'S A VERY NICE MAN ACTUALLY COMPETITION

Back in *Sega Power* 31 we ran a brilliant competition in which you could win loads of football goodies. All you had to do was answer these very silly questions:

1. Who's the bar-steward in the... The answer, of course, was black
2. We're on our way to Wembley, our knees have gone all... Trembly was the answer we were looking for.
3. Here we go, here we go, here we go... Followed by "here we go."

As a tie-breaker, we asked you to pick your dream football team. One of the two first prize winners is **Chris Maloney** from **London** whose team consisted of the following:

Goalie, Pavarotti; Ronnie and Reggie Kray in the number 2 and 3 shirts; Maggie Thatcher *(who? – Andy)* at number 4, with Jack Duckworth in the number 5 shirt.

Dot Cotton wears number 6 and Derek Wilton follows her in the number 7 shirt. Jake from *Desert Strike* is the player with 8 on his back and the number 9 spot is taken by Joe Jordan (with teeth). Centre Forward in the number 10 shirt is Sandy (out of "Crossroads") with Lassie helping out in the number 11 spot.

Good one, Chris, a season ticket for your fave club is winging its way towards you courtesy of a) The Royal Mail, b) Virgin (they paid for the thing), c) *Sega Power* (for organising the compo) and d) Andy (for picking your entry from the thousands that came in).

The second first prize winner is **Mark Gould** from **Plymouth** whose team consisted of: Tarzan in goal, and Billy Bunter, Robocop, Rambo and King Kong as the back four.

Superman, John Major *(same bloke, surely? – Andy)* and Spider-Man make up the mid-field, with Snow White, Prince Charles and Cinderella up front. Your tickets are on their way, Mark.

The ten runners-up who each win themselves a full footy strip (minus boots) in their fave team colours are: **Ben Granger** from **Kidderminster, David Higgins** from **London, Alan Prior** from **Potton, Matthew Lee** from **Bristol, Christopher Ronn** from **Cardiff, Philip Hampton** from **Witney, John Sterne** from **London, Gary Eke** from **Brighton, R Edwards** from **Amersham,** and last but not least **Gary Garduce** from **South Ockendon.**

And the next ten runners-up all win themselves a brand spanking new football: **David Shine** from **Ilford, Ben Goldsmith** from **Scunthorpe, Carl Baldwin** from **Cardiff, Steven Manser** from **Truro, Simon Johnson** from **Chesterfield, B Fairchild** from **Romford, Ian Derry** from **Stoke-on-Trent, Jamie Smith** from **Slough, Matthew Davis** from **Camberley,** and **John Robinson** from **Liverpool.**

FOR GOD'S SAKE, DON'T...

...forget to buy ***Sega Power*** – the spunkiest Sega mag on the planet – next month. If you do you'll miss one helluva good read. The next issue is out on **Thursday 6 August 1992,** so cut out this form, hand it to your newsagent and he or she'll then reserve you a copy – just like that! See ya then!

Name _____

Address _____

_____

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● Newsagent: ***Sega Power,*** published by Future Publishing Ltd., is available from your local wholesaler

WITH SONIC, SUPER MONACO GRAND PRIX AND MAINS ADAPTOR

Game Gear with Sonic The Hedgehog 129.99

Sega Mains Adaptor
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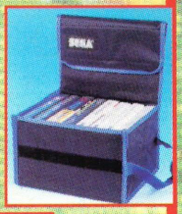

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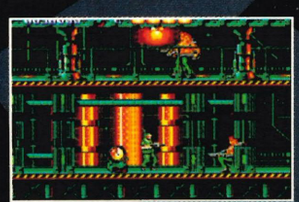

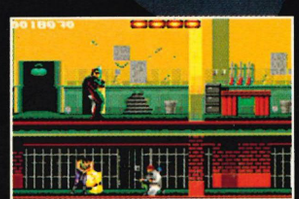

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